





DISCLAIMER

PLEASE BE AWARE THAT YOU WILL ENCOUNTER THE ODD CLICK AND CRACKLE WHEN USING THE SLIDERS AND DIALS IN LEWD. PLEASE NOTE THAT THIS HAS NOTHING TO DO WITH THE PROGRAMMING OR SCRIPTING OF LEWD AND IS DOWN SOLELY TO NATIVE INSTRUMENTS CODING. THIS IS A KNOWN AND ONGOING BUG. ALTHOUGH KONTAKT 5 HAS SEEN IMPROVEMENTS IT HAS NOT YET RESOLVED THIS PARTICULAR ISSUE.



Welcome and thank you for purchasing PULSE

PULSE – The ultimate dance bass module

The idea behind PULSE was to create an aesthetically and fully functional low end bass and saturation module that would have the type of controls that I selfishly wanted. Ease of use and ‘fun’ were the main criteria for developing this product. To be able to dynamically affect every layer on the fly appealed to me greatly. Chaining specific effects and dynamics into single function knobs and dials not only makes it easy to run deep edits on the go but it makes for a much more pleasing approach to sound design. Additionally, the whole concept of making everything simple and beautiful gave me an insight into how to design a functioning GUI whilst maintaining control.

The decision to chain and condense effects and dynamics into single functions was made to help beginners and intermediates understand and utilize commonly desired processes.

The real power of PULSE lies in the LAYERING AND PROCESSING SECTIONS. Each Layer has been specifically designed to afford you the ability to stack oscillators with layers without any anomalies. In reality PULSE is a **7 oscillator bass** module with emphasis on colouring different waveforms with very specific effects and dynamics.

PULSE is not for the timid. It is a very heavy and extreme bass and efx module designed to explore areas of sonic mauling that other manufacturers shy away from.



The STN series is an ongoing project with additional modules being created for different genres.

Stretch That Note was created to act as a vehicle for users to dig into and enjoy crazy 'warping' products.

A labour of love? Yes. A moment of madness? I certainly hope so.

I sincerely hope you enjoy using PULSE as much as I have in creating it.

Eddie Bazil

STN – Stretch That Note



INSTALLATION AND SETUP

Once you have successfully downloaded the product, use either Winzip or Winrar to unzip the contents.

You should see something like the following:

 Documentation	File Folder	15/06/2012 09:17
 Instruments	File Folder	15/06/2012 09:38
 Samples	File Folder	09/06/2012 09:06
 Pulse.nkc	3 KB NKC File	14/06/2012 13:17
 Pulse.nkr	4,226 KB NKR File	14/06/2012 13:13

If you would like a video tutorial on the installation procedure please refer to the product section videos at [Stretch That Note](#)

PULSE requires Kontakt 4.2.3 and higher and one of the new functionalities is wrapping resources into Resource Containers which includes things like graphics etc. It is, therefore, important that the **nkc** and **nkr** files are kept within the same main folder.

Place this main folder into the usual Kontakt library root directory, or wherever your library is located. BUT please make sure to keep all the relevant files together.



PULSE GUI – Panels and Controls



PULSE consists of the following:

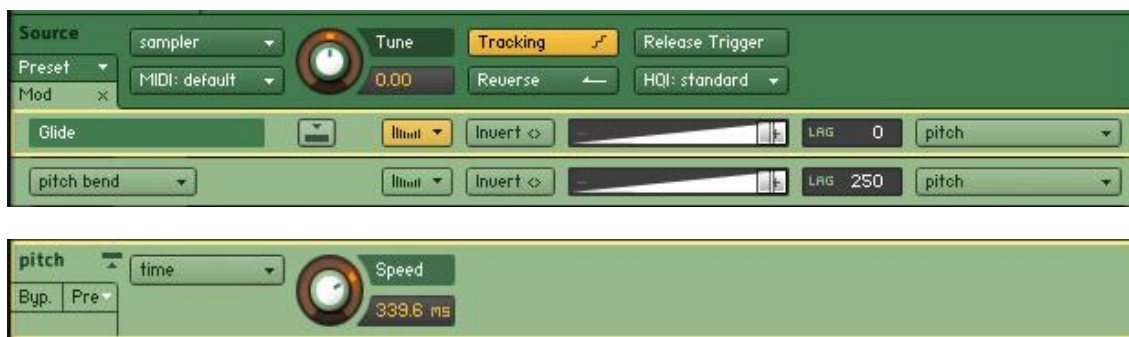
GLOBAL AMP ENV – Amplitude Envelope





- ATTACK** determines the time it takes the sound to reach peak value
- HOLD** determines how long peak value is held prior to the decay
- DECAY** determines time taken for attack to die prior to sustain
- SUSTAIN** determines how long the note is held
- RELEASE** determines how long the note takes to release (die)
- VEL** controls the velocity curve of the instrument.
- LEVEL** controls the overall level (volume) of the instrument.
- TUNE** controls the overall tuning of the instrument and is a single octave pitch down/up.

GLIDE



Glide has been designed to be very specific in terms of both modulation and envelope and acts as a pitch up and pitch down effect depending on which note is played last. This allows for waveforms to pitch drop or pitch rise, a feature very popular in most genres.



The GLIDE function can be switched on by clicking on the LED next to the slider. The SLIDER controls the RATE or SPEED as the modulator is time based.



MOD WHEEL



The mod wheel serves no purpose other than to bit crush and sample rate convert the instrument. However, due to my love of all things manic, I have included a NOISE feature that can be controlled by the MWHL Slider. This adds noise to an already mauled signal.

OSCILLATORS

A section dedicated to 3 processed waveforms that are the primary oscillators. These consist of:

Rich Saw: processed using comb filtering for the layering processes.

Sine/Square: created as a pure hybrid waveform. Square has been added for harmonic content which becomes relevant when using the Colours section.

Throat: a heavily processed formant waveform that is critical in achieving Dubstep basses.



LAYERS

Ring: a waveform created with sidebands as a result of summing and subtracting. This allows for extreme ring modulated effects.

Scuzz: a truly big metallic waveform with odd/even harmonics accented with comb filtering.

Metal: metallic waveform that is an essential requirement for edgy basses. This has been created using FM synthesis and is so balanced that it is a sound in its own right.

Chrm (chrome): another softer metallic waveform saturated and retuned for creating DX type metallic tones. Once used as a layer the user could seek treatment to help abate the impact of the texture.



Each Oscillator and Layer can be shaped using the ADSR dials directly underneath. To shape a specific osc or layer, simply switch on the blue LED and then shape to taste using the ADSR dials.



ELASTIC



Elastic is switched on using the LED next to the text.

What the hell is Elastic? Well, it is a band pass filter with control over PHS (phase), FD (fade), Q (bandwidth/resonance) and PNT (swept cut-off). The slider controls the amount and depth. The Elastic function can also be modulated using the Wobble dial.



WOBBLE





When Wobble is disengaged (LED not ON) the Wobble Dial modulated the Elastic function. When switched ON the Wobble parameters come into full effect.

Wobble is a 6 Pole Low Pass Filter and has the following parameters:



The Wobble dial controls the RATE (freq) and is fixed as a Sine LFO. There is the standard Cut-Off and Resonance to help maul the effect.

The FADE dial controls the fade value of the modulator (time taken to fade into the rate) and the PHASE dial controls the LFO phase value (cycle point trigger).

BEHAVIOUR



In addition to the Wobble features I have supplied a section dedicated to the Behaviour of the Wobble and this includes the ADSR envelope to shape the modulator effect and AMT which controls level of intensity.



COLOUR



This section handles the dynamic processing of PULSE and includes the following:

EDGE: this controls a Flange effect I have edited for use with the Layers and makes metallic tones sound rich and large.

MAUL: this is a self oscillating 3x2 filter with the dial control the cut-off. Handle with care as the bandwidth can be narrow to painful levels.

GRN A and B: these Grains are very specific EQs and can add harmonic tones to existing Oscs and Layers.

BAND

This section deals with another 3x2 filter with CRNT (Current) controlling the cut-off and COL (Colour) controlling the Amount. However, these controls are not as simple as that and once you start to use them you will notice how specific they are in affecting different layers and oscs.



JUICE DIAL



A little hidden secret that is not labeled.

What is Juice? Well, turn the dial and find out. It is a send control for a convolution I have created specifically for this module. It makes the instrument **BIGGER, FATTER, DEEPER** and affords it tons of **PRESENCE!**

PULSE comes with 75 presets, created to give you a taste of what can be achieved with this beast! However, as with all STN products, you simply must twiddle things yourself and explore the sonic mayhem that is synonymous with all STN products!



INFO

PULSE

Output: st. 1 Voices: 0 Max: 32 Purge
Midi Ch: [R] 1 Memory: 11.50 MB

Tune: 0.00

PULSE.

Sound Design: Eddie Bazil
GUI Design: Eddie Bazil
Graphics: Eddie Bazil
Scripting: Iain Morland

PULSE goes where other bass modules have chickened out.
The GUI is meant to be both aesthetically funky and logical in workflow.
All the features and functions have a single goal in mind: to maul and warp low end frequencies.
PULSE has primary oscillators plus a bunch of LAYERS that have been harmonically processed so that you can LAYER bass sounds and create sheer havoc!

**STN explore frequencies others ignore!
Warp and Weep!**

WARNING
EXCESSIVE USE OF PULSE IS RECOMMENDED AND STN HOLD NO RESPONSIBILITY FOR ANY EMOTIONAL ISSUES THAT MAY ARISE FROM SAID OVERUSE.

<http://www.stretchthatnote.com>

Controls Info

Click the **INFO** tab to access all the necessary credits and a very brief breakdown of the 'heart' of PULSE.



USING THE FREE KONTAKT PLAYER

Please be aware that there is a time limitation when using the free Player to audition EPIC. The Player will shut down after a specific period (depending on which version you have) and although it allows full access for editing the edits cannot be saved.



COPYRIGHT

YOU ARE BUYING A LICENSE TO USE STRETCH THAT NOTE PRODUCTS FOR YOUR OWN USE....

IF YOU ARE COLLABORATING WITH OTHERS THEY MUST BUY THEIR OWN COPY. PLEASE DO NOT GIVE THEM A COPY.

YOU CANNOT USE STRETCH THAT NOTE SAMPLES IN THE CREATION OF YOUR OWN SAMPLE LIBRARY WITHOUT EXPRESS PERMISSION FROM STRETCH THAT NOTE. LICENSING OPTIONS ARE AVAILABLE IF YOU WISH TO DO SO.

YOU CANNOT RE-DISTRIBUTE OR SELL STRETCH THAT NOTE PRODUCTS. NEITHER CAN YOU CONVERT THEM TO SOME OTHER FORMAT TO RE-DISTRIBUTE/SELL THEM.

THIS INCLUDES ANY FREE CONTENT ON THE SITE

STRETCH THAT NOTE WILL FOLLOW UP SUCH CONTRAVENTIONS TO THE FULL EXTENT OF THE LAW TO PROTECT ITS COPYRIGHT.

PLEASE RESPECT MY COPYRIGHT AND THE WORK THAT HAS GONE INTO THE CREATION AND PRODUCTION OF THESE SOUNDS. SUPPORTING STRETCH THAT NOTE HONESTLY ENSURES THE FUTURE DEVELOPMENT OF OTHER PRODUCTS.

THANK YOU.

Copyright © Stretch That Note