METHOD 1

SoundYeti
Sound Different.

Method 1 Manual 1.0

Contents

Installation & Activation

There are two main steps to getting started with Method 1. Step 1 - Installation, and Step 2 - Activation.

Step 1 - Installation

1. Download Method 1's 1 zip file from your account. Ensure the file was 100% downloaded before moving on to step 2 below. (Very important - IF You don't do this... it wont work)
2. Unpack the ZIP file.
3. After successfully unpacking the ZIP file you should now see a single folder named **Method 1**, which should be around 1.43 GB (or slightly larger) in size. *Take note of where this folder is located because you will reference this location in the next step.* It is very important that the file structure is maintained within the **Method 1** folder.

If you do not own KONTAKT 6, you will need to install the free Native Instruments KONTAKT Player which you can download here - KONTAKT Player Download Link

Step 2 - Activation

NOTE We recommend updating to the latest version of KONTAKT / KONTAKT Player from within Native Access before activating Method 1.

1. Open KONTAKT or KONTAKT Free Player and navigate to the **Libraries** tab in the top left corner of KONTAKT. Now click the **Manage Libraries** button directly underneath this. Native Access will now automatically launch. (you may need to click the Launch Native Access Button)

2. Once logged in to Native Access, click the **Add a serial** header at the top left of the menu. You will now be prompted to enter your Method 1 serial number. Copy and paste your Method 1 serial into this box and then click the **"+ Add Serial"** button.
    a. (serial number will be sent to your email address automatically after purchasing Method 1. It will also available in your account on our website) If you have Issues or didn't receive the serial contact us.

3. After entering your serial number, you will now be prompted to browse to the **Method 1** folder. Simply click the **Browse** button on this page and navigate to the **Method 1** folder that you have previously unpacked (see Step 1 – Installation above). It is important that you select the Method 1 folder itself and not any of the folders' subfolders. Now click **Open** or **Select Folder** (if on PC).

4. Once you have followed these steps, Method 1 should now be installed correctly in KONTAKT's **"Libraries"** tab. To make sure it appears as a pane in the libraries tab, you may need to refresh the tab in KONTAKT by clicking the refresh icon to the left of the **"Manage Libraries"** button.

Batch Re-Save

Running a batch re-save after installing Method 1 is highly recommended to speed up load times:

1. With Method 1 loaded into KONTAKT, click the **"Disk / File"** Icon at the top of KONTAKT itself.
2. Select **"Batch re-save"**
3. Confirm the warning message by pressing **"Yes"**
4. Navigate and Select the main **Method 1** folder. Be sure to choose the same **Method 1** folder you referenced before when adding Method 1 as a library within KONTAKT.
5. Done.

You should see faster loading times and better performance

System Requirements

Minimum System Requirements

- KONTAKT Player 6.1.1 Player
- Mac OS X 10.10, 10.11 or 10.12 (latest update), Intel Core 2 Duo
- Windows 7, Windows 8 or Windows 10 (latest Service Pack, 32/64-bit), Intel Core 2 Duo or AMD Athlon 64 X2
- 4GBRAM

Recommended System Requirements

- KONTAKT Player 6.1.1 or higher
- Mac OS X 10.10 and higher (latest update) Note 10.15 not supported as of November 2019 - check NI for latest info, Intel Core i5 or i7
- Windows 7, Windows 8 or Windows 10 (latest Service Pack, 32/64-bit), Intel Core i5 or i7 • 8GBRAM

Welcome to Method 1

From the team at Sound Yeti, we thank you for purchasing Method 1. We have made every effort to make the operations and functions of Method 1 as intuitive and smooth as possible. The goal is to enable you to get rhythmic ideas from your head into reality in the shortest possible time. You're going to love what Method 1 can do. Ready to groove? Let's go.

Instant Gratification!

Yes, Method 1 is an extremely versatile plugin. But versatility has a downside. It means that in order to learn about all the options, you'll have to spend an hour or so with Method 1 and this user guide. If you're patient enough to actually do that right now, we salute your willpower. Chances are though, you can hardly wait to start making some grooves. Let's bypass the learning process a bit with this little exercise for your instant gratification. Follow these steps exactly as given.

1. Once you have completed the installation & activation, load up Method 1 In **Stand Alone Mode** by double clicking the Method 1.nki (in your Method 1 folder) - Once loaded, check that your speaker VOLUME is about halfway for listening and check that your midi keyboard is connected. (Don't Blow Up Your Speakers!!)

2. You will be on the **SEQ** (sequencer) **page** to start in Method 1. On the top sequencer lane you will see the word **KICK**. Clear the events in this lane by clicking the "**X**" located to the right of the lane title. Now that you have an empty sequence lane, **press the Play button,** you will be hearing the default pattern minus the kick. Now **press the Record button.** Both buttons will be illuminated to indicate you are in record mode and playing the sequence pattern.

3. Now on your keyboard, Use "**C3**" to play in a new kick pattern. You're in business! By playing **C3**, Method 1 will be real time recording your input into the specific **KICK** sequence lane. Then **click RECORD and PLAY again to stop** the sequencer and stop recording midi information. Alternatively, you can draw in your new pattern by simply clicking in a cell to create or edit an event. If you want to remove the events you just played in, you can click the "**X**" located to the right of the lane title to clear the lane or with your mouse, you can click and drag downward on an individual event from top to bottom of the event cell to erase it. (tip: The default midi key ranges for Method 1 drum kits are **C3 - G3**.)

4. Once you have your new kick pattern dialed in, locate and click the correlating **KICK button** in the bottom left of the instrument just below the small "**S**" (solo channel) and "**M**" (mute channel) buttons. This will change the center window to the **DRM** (drum sound) **page** ie; the page to view the settings of a selected drum. You will see the new pattern you just recorded in the top lane and a few more **sequence FX lanes** below.

5. Under each step that you have added a note/event to, add some flair with the **tune, decay, delay and reverb sequence FX lanes**. Simply click and draw the amount for any of the FX for each step you entered. Mix these up across the pattern to learn what they can do and then **press PLAY** to hear your new masterpiece.

6. Now locate the **CORE button** directly above the **DLY** button. Click once to activate it, then click on the **KICK button** again and move the channel fader up and down while the sequencer is playing. Listen for changes to the sound of your kick drum. Changing the "core" is a simple way to change the sample and sonic characteristics of that sample.

7. Now lets **drag out the midi** you just made. Under the **Browser** button you will see a "**D>>D**" button **click it once to build the midi file**, Then click and drag that midi file to your desktop or DAW. The entire Method 1 Sequence will be exported and placed where you wanted it.

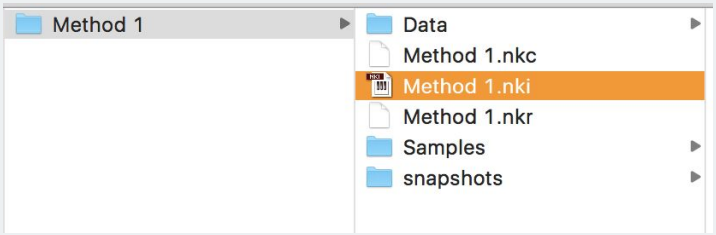
8. Congratulations! You have now experienced **about 1%** of Method 1's capabilities. To find out about **the other 99%**, keep reading. Happy beat making!!

Introduction

In this user manual you'll find everything needed to get started with Method 1.

Method 1 features three main pages; Drum Page, Effects Page & Sequencer Page. These pages are the heart of the Method 1 drum engine. With them you can edit: Drum Voice Controls, FX Sequencing, Drum Layering, Pattern Browsing, Effects, and more. The main pages are housed in a global section we'll refer to as The Frame. It's there you'll gain access to intuitive global controls, per channel parameters and functions for designing, and processing the sounds of Method 1.

Once you have installed the software, as per the instructions above in the Installation & Activation section, you will find 1 instrument in Method 1's Library folder titled: Method 1.nki This instrument (.nki) hosts all of Method 1's expansive sound libraries, features and functionality.



The Frame - Overview

Method 1: The Frame

The Frame is always visible in Method 1. The Frame allows you to edit, sculpt, mix, and cycle the sample cores for each of Method 1's 8 independent drum voice layers rapidly. We break down the frame into six sections below:

- Instrument Header
- Master Output Effects
- Per Channel Drum Effects
- Page Navigation Buttons
- Page Inserts (Drum, Effects, Sequencer)
- Mixer Overview

Instrument Header

Method 1: Instrument Header

The first part of the frame is the instrument header. Housed in the instrument header are the Master Output Effects, Per Channel Drum Effects, and Page Navigation Buttons

Master Output Effects

There are 4 knobs that are global controls over all voice channels, Crush, Tone, Comp (Compression) and Mix. Each of these knobs will modify the overall sound of the final audio output of the instrument.

- **Crush Knob** - Affects the Bit Depth Reduction. Easily add lo-fi and vintage sounding character to the final audio output.
- **Tone Knob** - Affects the Tone. A tilt EQ. When moved to the left will increase the lows and cut the highs. When moved to the right, it will cut the lows and increase the highs. Modeled after classic hi-fi tone controls.
- **Comp Knob** - Sets the degree of compression. Left is off - no compression. Dial to the right for high compression.
- **Mix Knob** - Sets the amount of compression in the final output mix.

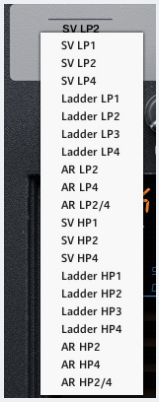
Per Channel Drum Effects

These Effects knobs apply processing to the selected drum voice channel (See **Mixer** to see how to change drum channels.)

Filter Knob & Filter Selector - Method 1 has 20 unique High Pass, Low Pass and Band Pass Filters. Use the "**Filter**" knob to set the desired amount of filtering. By clicking on "**SV LPF 2**" in between the two lines (example below), a drop down menu with be revealed which allows you to select between all available filter types. ****Tip**** Filter settings are applied to the current selected drum channel. This means each drum channel can have its own unique filter! This is very powerful for mixing the drum sounds in your kit.

Available Filter Types:

- SV LP1, SV LP2, SV LP4.
- Ladder LP1, Ladder LP2, Ladder LP3, Ladder LP4.
- AR LP2, AR LP4, AR LP2/4.
- SV HP1, SV HP2, SV HP4.
- Ladder HP1, Ladder HP2, Ladder HP3, Ladder HP4.
- AR HP2, AR HP4, AR HP2/4.



Res Knob - Controls the gain of the resonant frequency selected
Drive Knob - Controlling an overdrive effect by boosting the enhanced saturation
Pan Knob - Sets the Stereo Pan of the selected drum voice channel
Width Knob - Increases the stereo width from 0% - 200%
Velocity Knob - Changes the sensitivity of velocity over volume for the selected drum voice channel

Page Navigation Buttons

Clicking a page navigation button changes the state in the center section of Method 1 - the Page Insert Section. Learn about the features each page insert offers below.

Page Navigation Buttons

DRM - Clicking takes you to Method 1's Drum Page Insert
EFX - Clicking takes you to Method 1's Effects Page Insert
SEQ - Clicking takes you to Method 1's Sequencer Page Insert

Example: Method 1's Effects Page Insert shown inside the yellow box.

Mixer Overview

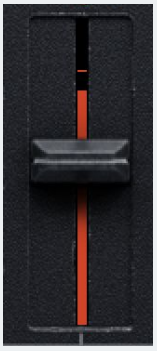
Method 1: Mixer

The Mixer is always available in Method 1 and its design was inspired by popular 80's and 90's drum machines and beat boxes. It's simple layout allows you to make quick moves and control the overall sonic character of your sounds and patterns easily.

The Mixer is made up of four easy to understand sections.

- **The Faders** -These control the 8 individual drum voice channels by clicking and dragging the sliders (faders) up and down, thereby increasing or decreasing the amount of the selected effect. The faders are multifunction meaning they are linked to the selected fader select buttons to the left and right of the faders. ****Tip**** *Drum voice channels are stereo and organized 1-8 from left to right, one fader per drum voice channel.*
- **Fader Select Buttons** - Control what Effect Group is linked to the faders. *Example: By clicking the "**VOL**" Fader Select Button, you will be able to control the volume of each drum voice channel using the faders.*
- **Sequencer Transport Controls** - These controls provide the basic play and record functions for the sequencer and determine if you sync Method 1 with your DAW or want to play it as a standalone instrument.
- **Master Controls** - The master control provides options for changing sounds/samples on the selected drum voice channel and for modifying the master output volume.

The Fader



Method 1 has 8 independent Drum Voice Channels. Each voice/channel has a corresponding fader. Faders will control the amount of a parameter as determined by the selected Fader Select Button *(see below).*

By clicking and moving these faders, you will be increasing or decreasing the effect amount applied to the drum voice channel. Remember, faders provide different options depending on the currently selected Fader Select Button.

Fader Select Buttons

Taking a cue from vintage drum tech like the SP-1200, these six buttons will change the faders' purpose and function.
Think of this as quick navigation to a new set of fader groups. Example: By clicking from the "VOL" button to the "DLY" button, new fader settings will appear and you will be editing the DLY effect for each drum voice. Method 1 allows you to easily toggle between Fader Effects Groups.

Fader Effects Groups

- **VOL** - Links the faders to channel volume. This has a range of infinity (off) or 0% to +12dB or 100%.
- **TUN** - Links the faders to tuning of the drum voice. This has a range of -3 to +3 semitones (note this is not midi pitch control)
- **DEC** - Links the faders to control envelope decay of the sound. Short decay value = 0% with the fader all the way up / Long decay value = 100% and fader all the way down.
- **CORE** - Links the faders to control changes to the drum sound engine Core Type. This has a range of 0 to 7. The range starts with Clean and cascades up from there as follows: Clean, Close Room, Tape, Lofi, Slow, Smash, Tape, and Tube.) *More on these Engine Core Types In the Sample Library section below.*
- **DLY** - Links the faders to the Delay Send amount. This has a range of infinity (off) to +12dB.
- **REV** - Links the faders to Reverb Send amount. This has a range of infinity (off) to +12dB.

To view a specific Fader Effect Group fader settings, simply click on the button.

- **A blue glow** = **Viewing**/active view - this means the 8 faders will be controlling that specific Fader Effect Group.
- **A grey glow** = **Not Viewing/**view deactivated

Tip* Remember that fader effects groups may have effects being processed even when you are not viewing them. :-)

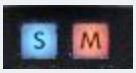
Not Viewing

Active View

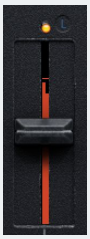
Drum Channel Controls

The Drum Type Indicator displays the drum type assigned to each drum voice channel. When highlighted in blue, it indicates the active channel you're viewing. When you are wanting to choose a channel, you can navigate between each drum channel by clicking on any of the 8 Drum Type Indicators.

Mute - Each drum voice channel can be muted easily by clicking the "**M**" icon to the bottom right of the channel fader. The mute button will highlight red once clicked, indicating that this channel is muted. You can mute multiple channels at a time.

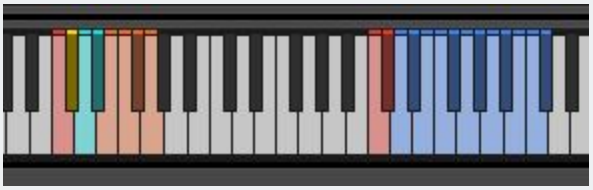


Solo - Each drum voice channel can be soloed easily by clicking the "**S**" button to the bottom left of the channel fader. The solo button will highlight blue once clicked, indicating that this voice is soloed. You can solo multiple channels at a time.



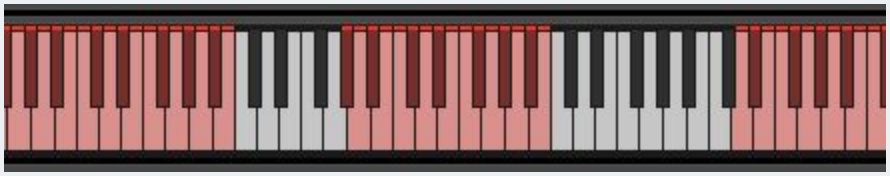
VU Output Meter - The orange backlight behind the faders is a real-time visual indicator of each of the instrument's channel output volume and panning. This is always in view to keep tabs on channel volume levels. The midi indicator light turns yellow to show when a midi signal is running through the channel.

Midi Learn Mode - Located next to the midi signal indicator is the midi learn mode indicator "**L**". You can activate or deactivate by clicking on the "**L**". When activated it will be highlighted in blue. Learn mode will allow you to customize and arrange sound/sample key assignments. Default sample key assignments look like this:



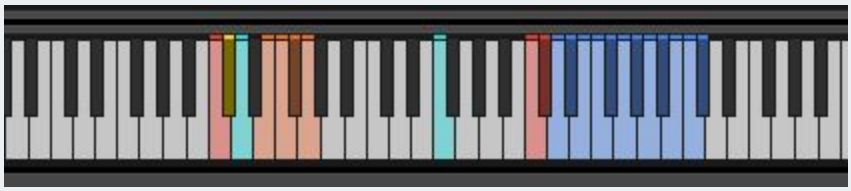
Default sample key assignments

Once midi learn mode is activated the default view will disappear. You will see red keys displayed. The red keys are empty keys available for you to place your selected drum voice. ****NOTE**** the "**White**" keys, (that don't have color) already have an assigned drum voice on that key.



Midi learn mode is activated and displaying keys in red where you can assign the selected sound to a new location.

Once the new assignment is made, notice the new teal key is in a different location on the keyboard.



Newly placed sample assignment

Sequencer Transport Controls

These controls provide the basic functions for enabling play and record modes with the sequencer.

Sequencer Play Control

Sequencer Host Sync Control

Sequencer Record Control

Sequencer Play - Pressing this button will begin playback of the current selected pattern in Method 1.. Additionally, the play button can be triggered by sending midi note **C5** to the instrument.

Sequencer Stop - Pressing the play button again will stop the sequencer. Additionally, the Stop button can be triggered by sending midi note **C5** to the instrument.

Sequencer Host Synchronization - When enabled, this will allow you to start or stop the sequencer from your DAW - host will start and stop playback on the sequencer.

Sequencer Record - When enabled, live midi input will be recorded to the currently selected sequence. The Record button can be triggered by sending midi note **C#5** to the instrument.

Tip - This is super useful if you have external midi patterns that you want to add into Method 1. Simply arrange your midi to match the drum channels in Method 1 and press record to record in the midi sequences.

Master Controls

The master controls as found on many beat machines have two modes.

Sample Mode - allows you to scan through the available samples on the selected drum voice channel. As you turn the knob you will start cycling through the sample bank. If the Drum Insert page is activated you will see the waveform change per sound as you move the knob.

Master Mode - controls the boost of the master volume of the instrument with a gainer. To increase the volume, turn the knob to the right. To decrease, turn to the left.

Page Inserts

As described earlier, Method 1 has three unique Page Inserts, each of which is accessed by clicking a page navigation button (described above)

DRM Page - Everything involving the specific drum voice channel and drum effects sequence editor.
EFX Page - This page is where to set the global settings for Reverb and Delay effects as well as certain instrument settings.
SEQ Page - Everything involving the Method 1 32 step sequencer, patterns, feel settings and more.

Drum Page Insert

Method 1 Drum Page Insert

The Drum Page Insert view is a complete view of the drum sound settings and sequencer effects settings and controls. Method 1's Drum Page can be viewed by pressing the **DRM** navigation button found at the top center of the Instrument Header.

When selected, the Page Navigation Button will be highlighted blue. On this page you control the individual drum sound settings, browse and select drum samples, types, genres plus you can edit the sequence of the current selected pattern, add and edit sequence effects to each step and more. The main parts of the DRM page are:

- Sample Browser Menu
- Sample Genres and Types
- Sample Waveform
- Channel Settings Display
- FX Sequencer

Sample Browser Menu

Method 1 Sample Browser Menu

Drum Type Filter - Displays the drum type of the currently selected drum voice channel. Click the name for example **KICK**, when selected, a drop down menu will appear which shows you the options for the Method 1 drum types..

To illustrate, you could set each of the 8 drum voice channels with the same drum type. Example: Set all channels to drum type **SNARE**, giving you a kit of 8 unique snares, one on each channel.

Genre Type Filter - Displays the Genre of the currently selected drum type. When selected, a drop down menu will appear which shows you the options for selecting the drum channel's genre type.

Sample Name - Displays the name of the currently selected sample. When selected, a drop down menu will be presented allowing you to choose from the available samples based on your filter selections. This value can also be directly controlled/changed through the Master Controls - Sample Mode knob.

Previous / Next - The orange arrow buttons next to the Drum Type Filter, Genre Type Filter, and Sample Name. These allow you to cycle forward and backwards through the list of available types, genres, and samples..

Types and Genres

KICK	SNARE	CLOSED HI-HAT	OPEN HI-HAT	PERC 1	PERC 2
Boom Bap Dance Hip Hop Modern Trap Vintage	Boom Bap Dance Hip Hop Modern Trap Vintage	Boom Bap Dance Hip Hop Modern Trap Vintage	Boom Bap Dance Hip Hop Modern Trap Vintage	Boom Bap Dance Hip Hop Modern Trap Vintage	Bass Cinematic Crackle Electro Dub Electronic Perc FX Magic Metal Movement Organic Texture Hit Tone Vocal

Tip The drum type called PERC 2 is a specialized type with different sound genres from the other types. PERC 2 is made of a diverse set of unique non-drum sounds and sound effects.

Sample Waveform

Example - Method 1 Sample Waveform Display

A view of the waveform for the currently selected sample. This will change as you select different samples.

Channel Settings Display

A convenient way of viewing all of the settings for a single channel. These controls will reflect the actual numeric values of the fader controls as well as the per-step values.

- **Vol** - Per Step
- **Decay** - Per Step
- **Tune** - Per Step
- **Core** - Per drum voice channel
- **Delay** - Per Step
- **Reverb** - Per Step

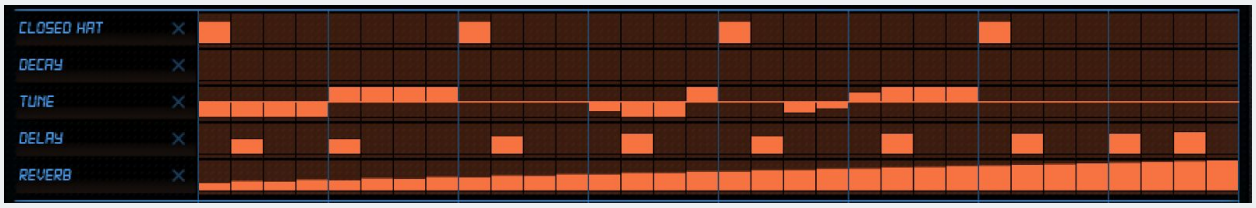
Sample Library

Method 1's sample library includes a base set of 1,682 sound sources. We refer to this as a Core. Each Core changes the type of processing the samples underwent. We spent a long time selecting the right sample process for each core to make them dynamic, flexible and high quality.

To create our samples we used top level studio gear such as: The Neve 1073 Mic preamp/EQ, Similarly the BAE 1073, 1176LN, Otari MTR-90 2" 24 Track (Tape Machine), Brent Averill API 312, Trident 80B Console and so much more, We have literally given you almost endless sound sources inside Method 1.

Core Types are as follows: **Clean, Close Room, Lofi, Slow, Smash, Tape, Tube**

Drum Page - FX Sequencer



Method 1: Drum Page FX Sequencer

The FX Sequencer allows you to sequence Method 1's 4 Effects Controls: Decay, Tune, Delay, and Reverb. The Sequencer Matrix will allow you to sequence various parameters and FX for this Drum Voice. It also has a courtesy lane for the currently selected drum type. By Clicking on any of the 8 drum type Indicators in the bottom of the Mixer it will select the corresponding Drum Voice for FX Sequencing.

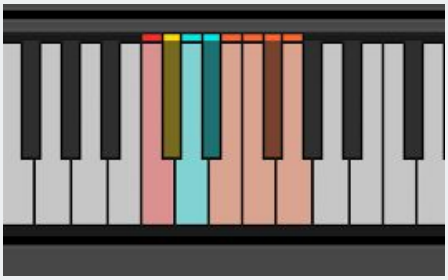
FX Sequence Lanes

- **Drum Type** - displays the Drum Voice Lane, so you can see the pattern of the selected Drum Voice and allows you to sequence that drum type per step.
- **Decay** - displays "Drums Decay" and allows you to sequence Decay effect per step.
- **Tune** - displays "Drums Tune" and allows you to sequence Tuning effect per step.
- **Delay** - displays "Delay Send" and allows you to sequence Delay effect per step.
- **Reverb** - displays "Reverb Send" and allows you to sequence Reverb Send Level effect per step.

Triggering Drum Sounds via MIDI

Method 1's 8 drum voice channels are triggered by the following MIDI Notes:

- Drum Voice Channel 1 - C3
- Drum Voice Channel 2 - C#3
- Drum Voice Channel 3 - D3
- Drum Voice Channel 4 - D#3
- Drum Voice Channel 5 - E3
- Drum Voice Channel 6 - F3
- Drum Voice Channel 7 - F#3
- Drum Voice Channel 8 - G3



Effects Page Insert

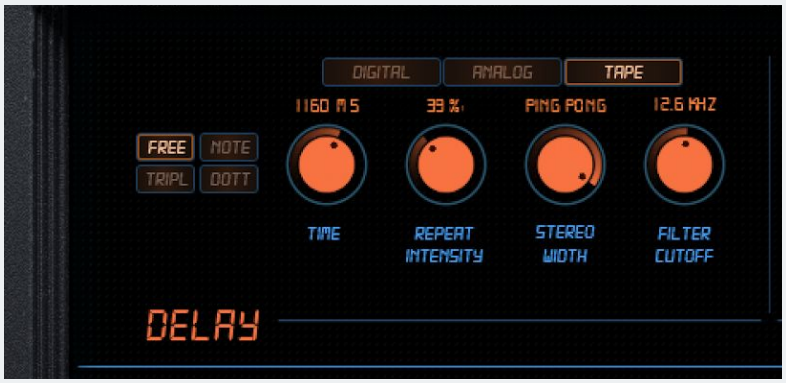
Method 1 - Effects Page

The Effects Page Insert provides access to view and edit the instrument's master effects and settings. Method 1's Effects Page can be viewed by pressing the **EFX** page navigation button found at the top center of the Instrument Header.

The **EFX** page features the following sections:

- Delay
- Reverb
- Instrument Settings

Delay Effect

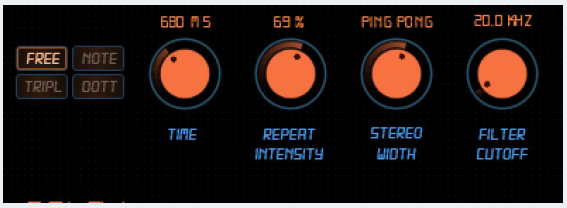


Method 1: Master Delay Effect Module

Delay On/Off - Enables / disables the master Delay Effects in Method 1. To activate, click on the name DELAY and it will be highlighted orange. Click again and it will be deactivated - grayed out. This setting is remembered when saving presets (snapshots), so keep this in mind if you would like to disable effects when loading presets.

Delay Type Select - These 3 buttons list available Delay types in Method 1. Choose between - Digital, Analog, and Tape.

Delay Time Value - Use these buttons to select how the delay time will be synchronized to the tempo. Choose between - FREE - Free or random (no sync), NOTE - Sync to the note subdivision listed, TRIPL - Triplet note sync, DOTT - Dotted note sync.



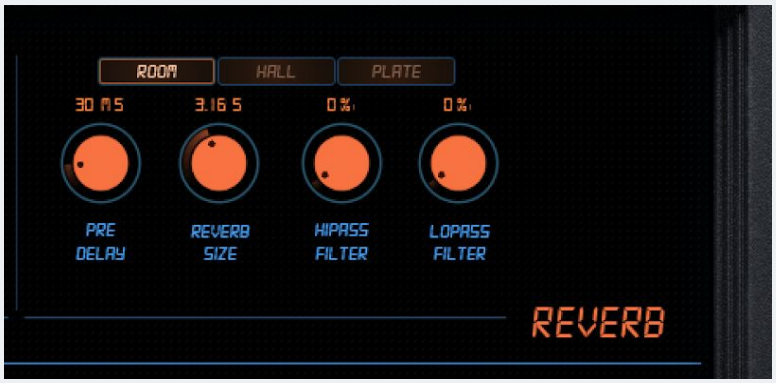
Delay Time - This control sets the Delay Time between 1/32T and 1/1. When Delay Sync is disabled this control sets the Delay Time between 5ms and 3.0s.

Repeat Intensity - Sets the feedback intensity of the delay.

Stereo Width - Sets the stereo width of the delayed signal - Choose Mono or Ping Pong

Filter Cutoff - Sets the high cutoff of the delayed signal - 20.0KHz - 5.2KHz

Reverb Effect



Method 1: Master Reverb Effects Module

Reverb On/Off - Enables / disables the master Reverb Effects in Method 1. To activate, click on the name REVERB it will be highlighted orange. Click again and it will be grayed out. This setting is remembered when saving presets (snapshots), so keep this in mind if you would like to disable effects when loading presets.

Reverb Type Select - These 3 buttons show the available reverb types in Method 1. Choose between - Room, Hall, and Plate.

Reverb Pre-Delay - Sets the pre-delay time of the reverb effect

Reverb Size - Increases or decreases the size or length of the reverb.

Reverb High Pass Filter - Sets a high pass filter on the selected reverb

Reverb Low Pass Filter - Sets a low pass filter on the selected reverb

Instrument Settings

Method 1: Global Instrument Settings

Method 1 has four global instruments settings.To activate one of these settings simply hover and click on the name of the setting you want activated. You will see that the corresponding red dot will indicate that the setting is activated.

Not active

Active

Analog Audio Engine

Method 1's Analog Audio Engine simulates the random behaviour and subtle differences in sound that is inherent with analog/vintage recording equipment. The Analog Audio Engine can be used to add analog characteristics to the drum voice channels in Method 1. This control works as a master control on all drum voices.

Global MIDI Controls

Method 1: Global MIDI Controls

Play Note On Select - When enabled, selecting a drum voice channel will automatically play the associated drum sound (sound will be triggered). This control works as a master on each of the 8 drum voices and can be set to ON or OFF

Midi Select - When enabled, playing a drum sound via midi will automatically select the assigned drum channel voice and open the corresponding Drum Page. This control works as a master on each of the 8 drum voices.

Multi Output Routing

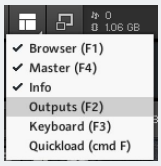
Ext. Out - When selected, all drum voice channels will automatically be routed to their own output. When deselected all Drum Channels will be routed to the Master Output (stereo). **TIP** Remember, you need to make specific settings in KONTAKT and your DAW to be able to use this feature - see below.

Method 1 can be configured for multi-output, so that drum voices can appear on separate tracks in your DAW Mixer. For users familiar with KONTAKT, this can be setup in the standard process for creating multiple outputs. For users who are new to KONTAKT, we have created a simplified guide for getting started. **NOTE** Using multiple outputs will bypass the master effects.

Steps to configure Multi Output Routing:

Close all instances of Method 1.

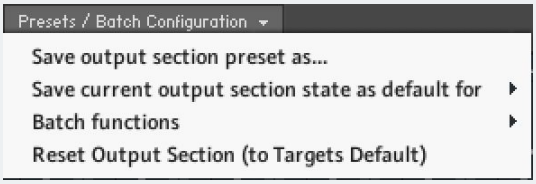
1. Open KONTAKT with 16 stereo outputs. From here go to the Workspace menu (This is the icon at the very top of KONTAKT to the right of the "**cog**" icon). Now select "**Outputs**" from this drop-down menu.



2. This will reveal the Output window at the bottom of KONTAKT and show the routing of the 8 channels available from loading this Multi-Output instrument.

3. From here select "**Presets / Batch Configuration**" and "**Save output section preset as ...**". A dialog will appear asking you where you would like to save the preset. You can give it a name and save it in the default location.

4. Open the menu "**Presets / Batch Configuration**" again, and now click "**Save current output section state as default for -> All Formats**". Now restart KONTAKT in order for the changes to be configured.



5. Point 4 is very important, so don't mess up! :-)

Sequencer Page Insert

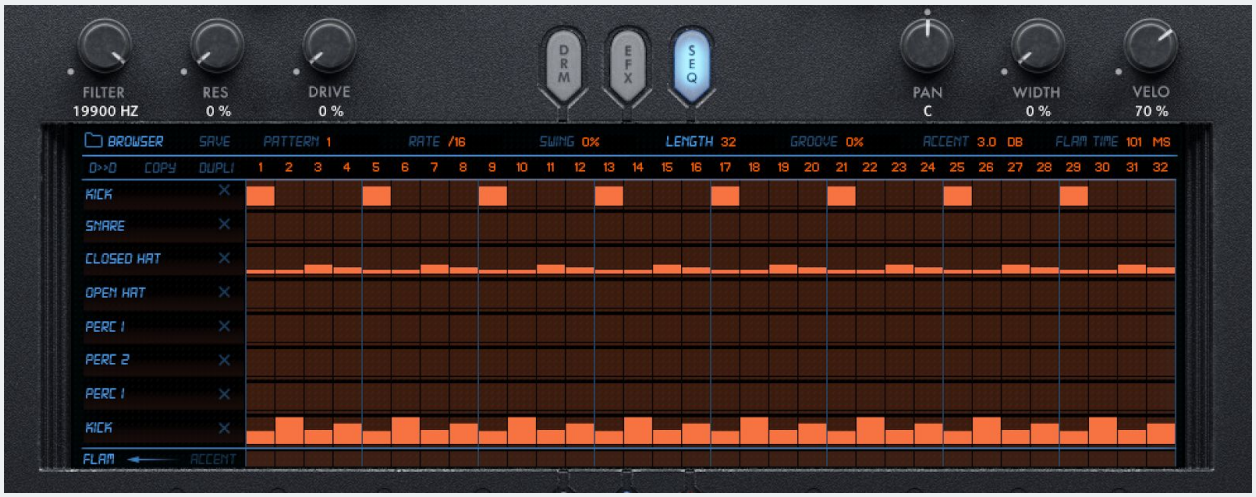
Method 1: Sequencer Page

The sequencer page is where you access the powerful 32 step drum sequencer and its controls. To get to the Sequencer Page press the SEQ page navigation button found at the top center of the Instrument Header.

The sequencer page is home to the following sections:

- Note Sequencer
- Sequencer Global Options
- Global Accent & Flam Time

Sequencer Page - Note Sequencer



Method 1: Note Sequencer

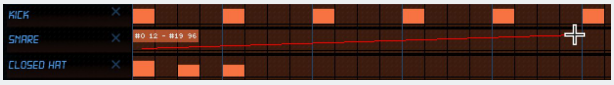
Once selected, this view offers an extremely quick workflow for sequencing the 8 drum voices in the instrument. The Note Sequencer matrix shows note velocity event data for all 8 drum voices simultaneously.

Sequence Lane

Method 1: Sequence Lane

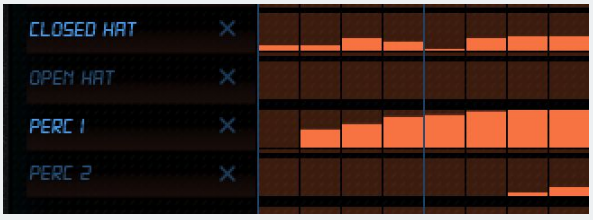
Each of the 8 drum voices have an independent 32-Step sequence lane which allows for drawing per step events and event velocity for the drum voice assigned to the channel.

By using a key command these lanes take on additional capabilities.
****TIP** The following key commands are super helpful!**



- **Command or Control** - Hold while dragging across the steps and it will clear the selected sequence lane steps.
- **Shift** - Holding "Shift" will enable fine tuning and drawing of all 127 velocity levels precisely.
- **Right Click** - to draw across multiple steps.

Lane Name and Lane Mute - The lane name indicates the drum voice type currently assigned to each lane. To mute the lane, click the lanes drum name and it will darken the specific sequence lane. (Data is not lost when muting the lane)



Sequence Lane Clear - When the "X" is pressed, sequence data for the corresponding drum sequence lane will be deleted. **This cannot be undone!**

Sequencer Global Options

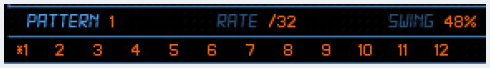
Method 1: Sequencer Global Options

When selecting one of the Sequencer Global Options you will see a blue highlighting effect on the name indicating that you are hovering over a Sequencer Global Option or that you have selected it by clicking on it. In the example below, once selected there will be a bar that will show you the value to which the sub-options are set. Example below: **Length** is selected at 20 steps for the current sequence.

Browse Sequence Patterns - By clicking the **Browser** button, a window will open to show the **Data** folder where you placed the Method 1 folder on your computer. From here, select any of the .NKA preset patterns we have provided or if you save patterns this is where you will find them. Select, click and open to have the new .NKA sequence loaded.

Save Patterns (sequences) - After you have made the perfect pattern. Click the **Save** button. A window will appear asking you to name the .NKA pattern. ****NOTE**** Saving a pattern as an .NKA will save all 12 sequence pattern slots but it **will not save the drum selection** or the effects knobs values. **See below, Save a Preset (snapshot) in Method 1** to achieve this.

Pattern Select - Method 1 has 12 pattern slots available (per snapshot). Each pattern slot can have a different and unique sequence and unique drum channel effects. A * next to the number indicates the currently selected pattern.



Sequencer Rate - This will set the synchronized rate of the sequencer between 1/1 and 1/32 notes.

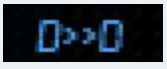
Sequencer Swing - This control increases the Swing of the sequencer. The swing value delays every second step to push it closer to the following one. More swing, the more "**lazy it gets**" and more like a triplet feel.

Sequence Length 1 - 32 - The displayed numbers 1 through 32 can be used to set the number of Steps in the Sequence. For example, clicking on the number 4 will set the total Sequence Length to 4 Steps.

****NOTE**** *Depending on the pattern setting higher numbers will be hidden in the black space to the right. Click in this space to add more steps.*

Groove - Creates a randomized delay time between steps to mimic a humanized feel with a range of 0% - 100%. Groove in this case is the amount of exactness to a mathematical grid to which the sequence plays back. Increasing Groove in Method 1 increases the degree of random offset to the exact sequencer grid timing. The effect of this is to humanize a pattern's playback.

D>>D (MIDI Export Drag & Drop) - Clicking this button will build an exportable MIDI data file of the current sequencer pattern. Once the MIDI build process has completed, this button will turn blue. You can now click and drag from this area to a MIDI track in your DAW (or drag to your computer desktop if you wish). This is very useful if you prefer to sequence directly in your host or DAW. ****NOTE**** Remember any changes you make in Method 1 to the pattern after you've dragged it to your DAW will require you to redo this process. Midi pattern data does not remain "in sync" once exported out of Method 1.

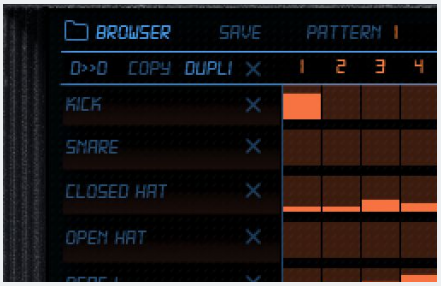


NOTE When Clicking on "**D>>D**" you will also notice that the note sequence lanes will now be blacked out. The reason is so that the FX Sequencer stays in sync with your midi information. To disable this, Click the Clear button. (**See Sequence Lane Mute All/ Clear Midi Link below**)

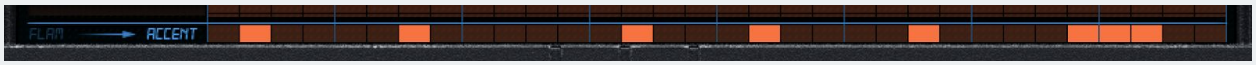
Sequence Copy - This function will copy the currently selected sequence to memory and when enabled, the current sequence pattern will be copied to memory and will replace the next sequence pattern you select.. Example: Click **Copy** to copy Pattern 1 and then click on pattern 2. You will now have two identical patterns on pattern 1 and pattern 2. This is basically a way to move patterns around the 12 pattern slots. **Note once you overwrite a pattern this way it cannot be undone**. You can consider saving patterns when you want to have a permanent copy.

Duplicate Sequence - When the Sequence Length is less than 32 Steps, the current sequence will be duplicated until it is double its current length or until there are no available steps remaining.

Sequence Lane Mute All/ Clear Midi Link - Clicking the  next to the right of **DUPLI** button mutes the output of all drum voices. It will darken all sequence lanes. **NOTE** Data is not lost when muting the lane. The secondary function of this is disabling the Midi D>>D link between the FX Sequencer.

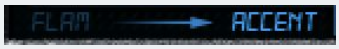


Accent & Flam



Method 1: Accent Events

Accent & Flam Lane - This lane is shared between step event Accent & Flam functions. To toggle between the Accent or Flam, hover over the name of the desired button. Click and it will now be highlighted blue. You will notice that the arrow will be pointing at the currently selected control and the lane will reveal any steps already added.

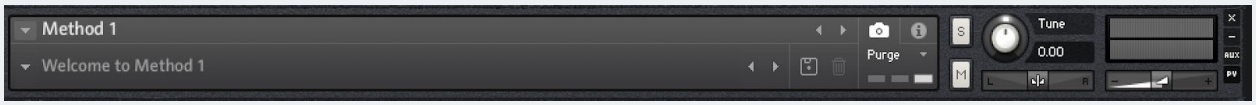


To add Accent or Flam events simply click in the step you want to effect. Click the event again to remove it.

Accent - Sets the amount of volume increase that will be applied to the step. Accent is applied to all drum voice channels. Values from 0 to +6db

Flam - This controls the Flam amount for steps with flam activated. These values cause a delay between drum sound events across the 8 channels. Using flam judiciously is another way to create human feel in your patterns. Values from 0 to 150ms.

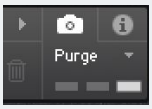
Loading Presets



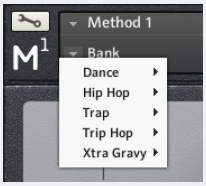
Method 1: Loading Presets

Method 1 includes over 400+ snapshots designed by the team at Sound Yeti. Loading and saving a preset in Method 1 is done via KONTAKT's snapshot system.

Load a Preset in Method 1:



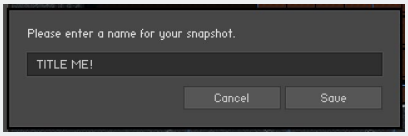
1. Ensure that the **Camera** icon is selected in the header of KONTAKT.



2. Click the downward arrow at the left of KONTAKT's header, and simply select a preset from the drop-down menu.

Save a Preset in Method 1:

1. Click the **Save** icon, and enter a name for the preset/snapshot.



2. All your user presets can be recalled and loaded at any time from the drop-down snapshot menu.

Once you save a snapshot, it will be saved to the following location on your computer. **Note** You can also create your own folder to organize your User Presets for easier navigation.

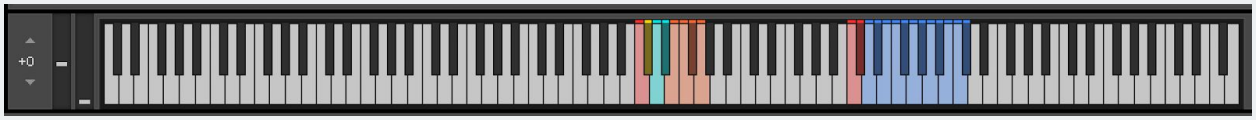
On Mac OSX:

Macintosh HD/Users/Your Name/Documents/Native Instruments/UserContent/Method 1

On Windows:

C:\Users/Your Name/My Documents/Native Instruments/User Content/Method 1

NKS Integration



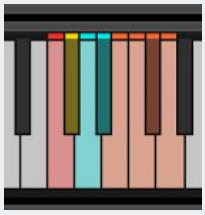
Method 1: NKS Integration

Native Kontrol Standard (NKS) is Native Instruments' extended plug-in format. NKS allows for intuitive and seamless interaction between plug-in instruments and KOMPLETE KONTROL and MASCHINE hardware. Method 1 features a thorough and intuitive integration for the NKS plug-in format, including Native Map, Light Guide, Integrated Browser and Snapshot Previews.

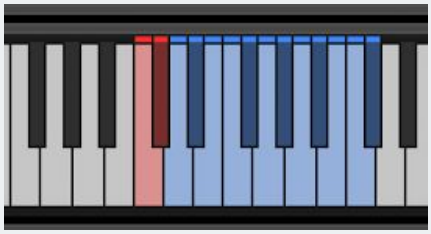
Light Guide

C3 - G3 - Drum Play Range - This range of 8 keys are used for playing back the 8 drum voices of Method 1, or for midi sequencing in your host. The color of these keys are dynamic and match the specific drum type you have loaded into each drum voice channel

- **Red** - Kick Drum.
- **Yellow** - Snare Drum.
- **Orange** - Toms, Claps, Percussion.
- **Cyan** - Hi-Hats.
- **Mint Green** - Cymbal, Ride.



D5 - C#6 - Drum Pattern Select - (**blue**) This range of 12 keys are used for selecting sequence patterns 1 through 12 in the current snapshot. If the sequencer is not currently playing, these keys will also start the playback of the sequence.



C5 - Sequencer Start / Stop - (**Red**) Start and Stop playback of Method 1's internal Sequencer.

C#5 - Sequencer Record - (**Red**)

Enters the internal Sequencer into Live Record mode for entering Note, Pitch and Automation Control Data in real time.

Native Map

The Native Map integration for Method 1 features 9 pages of powerful mapping layouts. We exposed these controls because they are the most relevant controls of the instrument and will help you shape your sound fast.

Volume - Page 1 - Changes the Volume for each of the drum voices. Channels 1 - 8.

Decay - Page 2 - Changes the Decay for each of the drum voices. Channels 1 - 8.

Tune - Page 3 - Changes the Tune for each of the drum voices. Channels 1 - 8.

Core - Page 4 - Cycle through the Cores for each of the drum voices. Channels 1 - 8.

Delay Send - Page 5 - Changes the Delay Send Level for each of the drum voices. Channels 1 - 8.

Reverb Send - Page 6 - Changes the Reverb Send Level for each of the drum voices. Channels 1 - 8.

Pan - Page 7 - Changes the Panning for each of the drum voices. Channels 1 - 8.

Filter - Page 8 - Changes the Filter for each of the drum voices. Channels 1 - 8.

Delay Return/Reverb Return - Page 9 - Control the Drum Engines Master effects: Delay Return & Reverb Return. This will correlate to the Delay Send & Reverb Send.

Key Command Reference

Parameter Editing

Command + Click (Mac) | Ctrl + Click (PC) = Return control to default value

Sequencer / Sequencer Lanes

Control + Click / Drag (Mac) | Right-Click / Drag (PC) = Opens the Line Tool and allows you to draw fades or perfectly aligned steps.
CLEARS SINGLE STEP]Command + Click (Mac) | Ctrl + Click (PC) - Global Accent = Clear all Accents
CLEARS SINGLE STEP]Command + Click (Mac) | Ctrl + Click (PC) - Global Flam = Clear all Flam

About the Sounds in Method 1

Here's a list of some of the processing and recording gear we used to create the sound banks for Method 1. We had lots of fun!

Recording and Processing Gear List

- BAE 1073 Mic/Line Preamp & EQ
- 1176LN CLASSIC LIMITING AMPLIFIER
- Brent Averill API 312
- Trident 80B Console
- CL 1B OPTO COMPRESSOR
- Anthony Demaria Labs ADL 670 Stereo Tube Limiter
- Empirical Labs EL8 Distressor
- Telefunken V72 Tube Mic Preamp
- API 3124V Discrete 4-Channel Mic/Line Preamp
- TC2290 - Dynamic Digital Delay
- Lexicon's PCM 91
- Transient Designer
- H3000 Ultra-Harmonizer
- BBE 862 Sonic Maximizer
- DBX 165A Compressor
- Otari MTR-90 2" 24 track
- Otari MTR-90 MKII 2" 24-Track Tape Machine
- AMEK System 9098 Dual Compressor / Limiter
- Amek 9098EQ
- DBX 903
- Tube-Tech PE 1C
- Royer Labs R-122 Mkii Live Series Active Ribbon Microphone
- Roland SRV-330
- Alan Smart C2
- A TASCAM thing
- TL Audio Tube Pre
- Microphones and Oscar's Tacos
- And more.. (I got lazy keeping track)

Credits

Executive Producers / Product Development: Andrew Scudder, Matthew Fudge
Software Developers: Alex Gamble, Matthew Fudge, Nahum Tefera
GUI & Graphic Design: Luis Burdallo
Executive Sound Designer: Collin Scudder, Heath Beam Marty Minerz
Audio Editing: Dave Hagen, Collin Scudder, Brandon Shelly
Presets: Heath Beam, John Scudder, Collin Scudder
Product Manual: Andrew Scudder
With special thanks to: God, Native Instruments, Donald Trump, Faheem Hasan, Ray Chemo, Rembert Gantke, My Mom, Ralphie the Cat and YOU. Thanks for your support!