

KODA

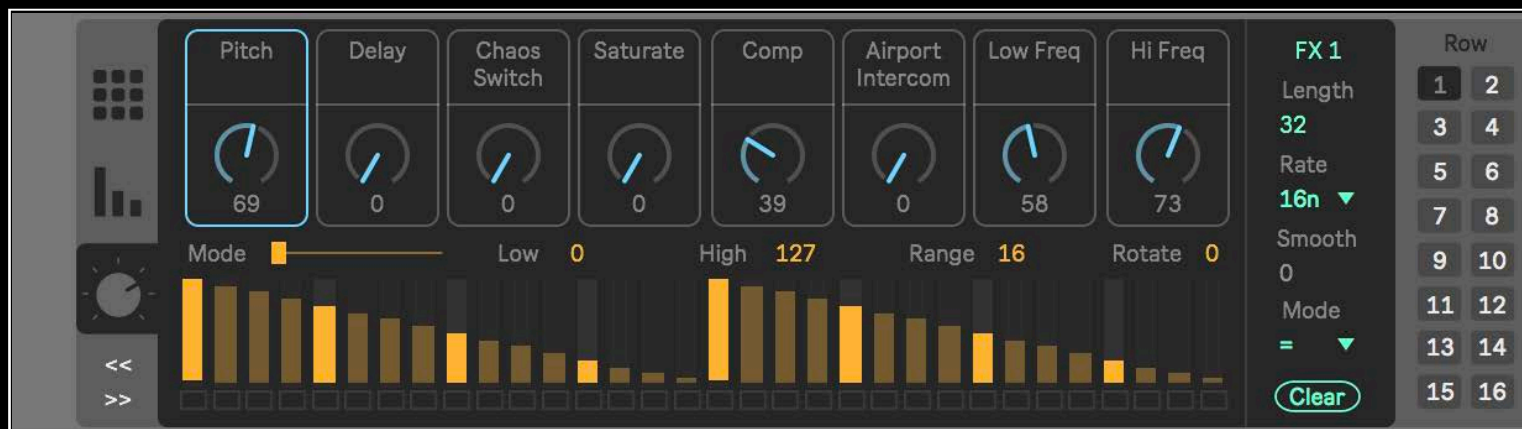
User Manual
/ by Ulas Koca

Version 1.0 Jan 2020

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1. Disclaimer and Legal Notices

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2. Minimum System Requirements

Ableton Suite v10.1.1 or higher. The device will also run on Ableton Standard v10.1.1 with the addition of "Max for Live". The demo project and the multi-sampled 808 kit uses the Corpus, Echo & Pedal effect included in Ableton Suite v10.1.1.

MAC

- + OS X 10.11.6 or later
- + Intel® Core™2 Duo processor. Intel® Core™ i5 processor or faster recommended.
- + 4 GB RAM (8 GB or more recommended)

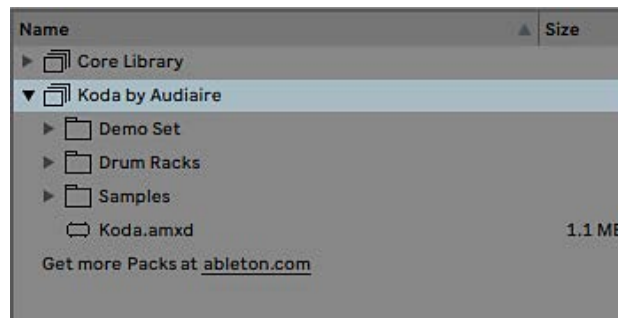
PC

- + Windows 7, Windows 8 or Windows 10
- + 64-bit Intel® (Intel® Core™ i5 processor or faster recommended) or AMD multi-core processor.
- + 4 GB RAM (8 GB or more recommended)

3. Installing, Uninstalling & Launching Koda

To install, simply unzip the file you get during the purchase. Once unzipped double click the "Koda.alp" file or drag it to Ableton Live.

Once installed you can find Koda under Places>Packs.



- Demo Set
This folder contains the demo Ableton Live project.
- Drums Racks
You can find the default 808 kit that ships with Koda here.
- Samples
This folder contains the 808 kit sounds.
- Koda.amxd
This is the M4L Koda device.

To start using Koda, drag and drop or double click the Koda.amxd file.

Using Drum Racks and Instrument Racks with Koda

Koda has been designed to work specifically with a Drum Rack but it can also work with an Instrument Rack. Koda's sequencer is mapped to a standard Drum Rack (C1 - D#2). This can be changed via the sequencer's row selection using the MIDI note number selector. When pressed, the "Map" button will link the Koda device to the available instrument on the same track. Koda's FX section will automatically pair with the 8 macros controls of a Drum Rack or Instrument rack allowing you to sequence the FX controls.

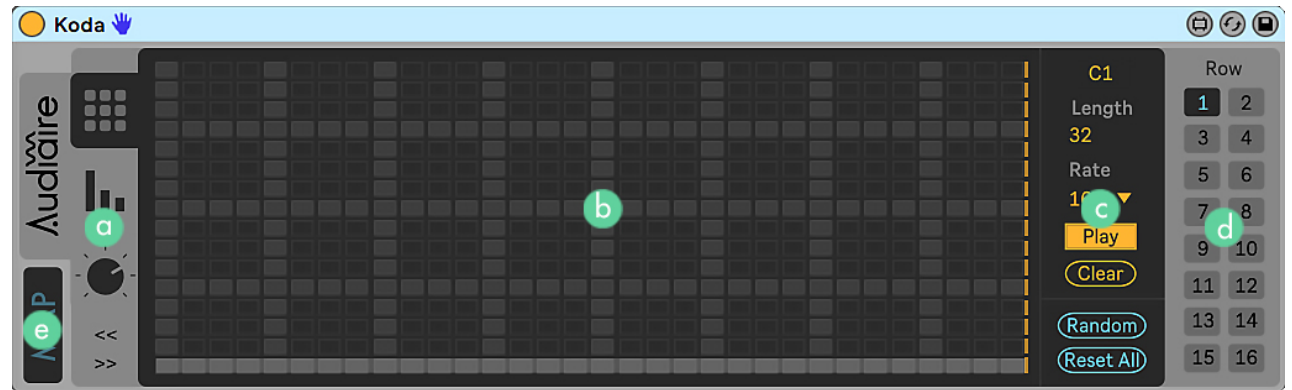
Uninstalling Koda

If you wish to uninstall Koda, you can do so by following the steps below.

Go to Places>Packs in Ableton Live. Right click on "Koda by Audiaire" and select delete.

4. Getting to know Koda

Below is an overview of Koda's user interface



The lettered points show the basic operational features described:

a

SEQUENCER TABS & SHIFT - This section has the sequencer tabs and the sequencer shift control.



RHYTHM SEQUENCER (GLOBAL) Draw rhythmic patterns into the sequencer grid. Each row corresponds to a call within a Drum Rack.



RHYTHM SEQUENCER (FOCUSED) Draw velocity values for a specified row.



FX SEQUENCER Draw FX parameter values in the slider sequence.

<<
>>

SEQUENCE SHIFT Shift the whole sequence backwards or forwards.

b

SEQUENCER - This is the Rhythm Sequencer (Global). Each tab will have its own unique sequencer for various dedicated parameters. While the Global sequencer's main focus is drawing rhythmic patterns, Focused sequencer controls velocity and FX sequencer and will allow you to control macros. The sequencer will look different in each tab.

4. Getting to know Koda

c

SEQUENCER CONTROLS - Each sequencer will have its unique controls located in this area. While some tabs might share the same parameters, they will vary depending on the sequencer. Please check the detailed tab descriptions for each sequencer's individual parameters.

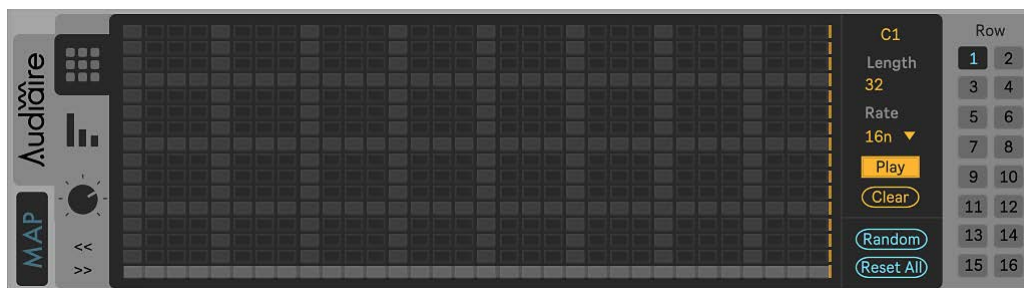
d

ROW SELECT - Select one of the 16 rows to create/edit a pattern. Each row is automatically mapped to the 16 cells of a drum rack.

e

MAP - When pressed, the 'Map' button will link the Koda device to the available instrument on the same track. Koda's FX section will automatically pair with the 8 macro controls of a Drum/Instrument Rack allowing you to sequence the FX controls.

(i) RHYTHM SEQUENCER (GLOBAL)



To draw a pattern on the sequencer, simply click and draw on the blocks. By using the row select, you can change and view each row's individual parameters such as MIDI note number, step length and rate.

The default settings map the MIDI notes to a standard Drum Rack (C1 - D#2). This can be changed for each individual row.

The Play button stops/starts the selected row sequencer.

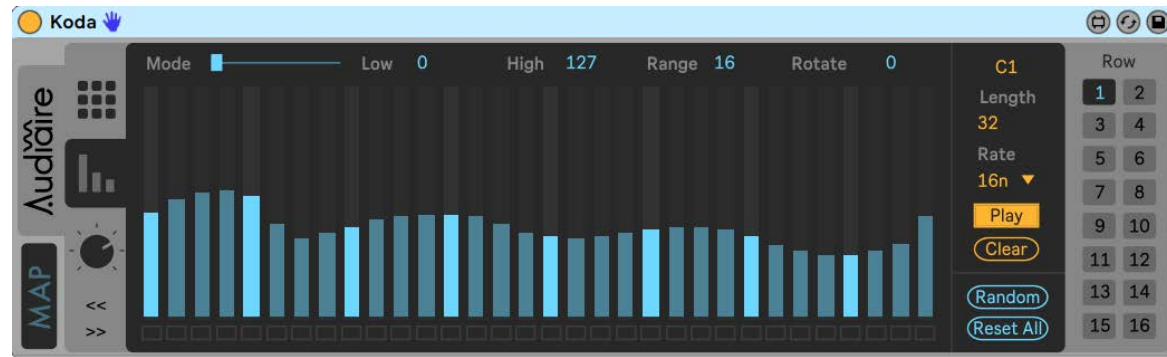
The Clear button erases the selector row's pattern.

The Random button randomises the entire sequencer pattern.

Reset All resets all note sequencer values to their default.

4. Getting to know Koda

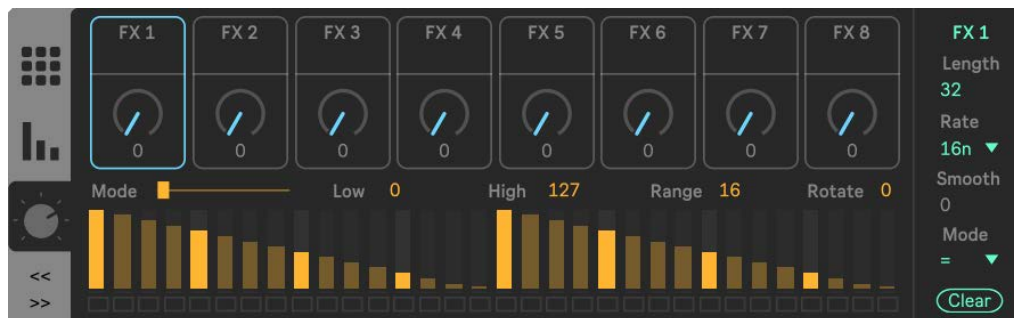
(ii) RHYTHM SEQUENCER (FOCUSED)



This tab has the same controls as the Global Sequencer. Use the grid to draw velocity values for each row.

The velocity Mode slider will morph between different sequencer slider shapes for quick results. Slider values can be adjusted by entering low and high velocity values. Range steps can be adjust by clicking and dragging on Range. The rotate control will rotate/shift the sequencer shape.

(iii) FX SEQUENCER

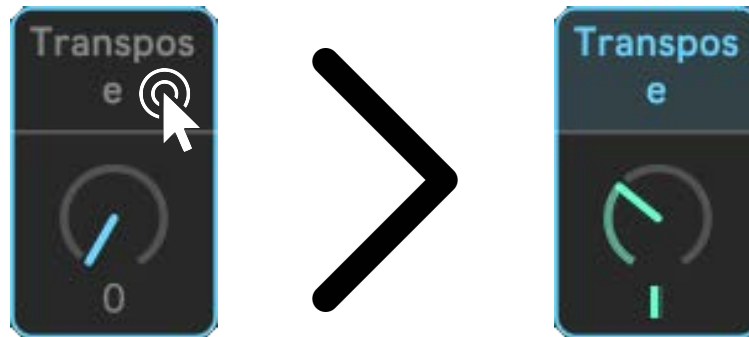


Koda includes an 8 x FX macro sequencer which can be paired with the macros of a Drum/Instrument Rack.

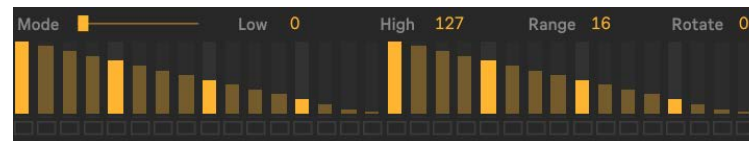
Once mapped, the Rack macros can be controller by Koda.



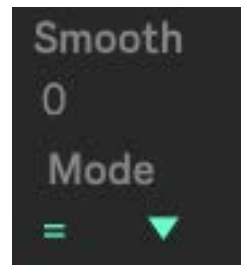
4. Getting to know Koda



Click the macro name to turn its FX sequencer on/off. When on, the sequencer patterns will control the mapped parameter. The dials will control the parameter modulation amount.



The FX sequencer has the same controls as the focused sequencer, such as slider, length and rate controls for each FX lane.



The Smooth control with adjust smoothing between FX sequencer steps.

The Clear button erases the FX sequencer pattern.

5. Credits

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Development:
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Product Management and Testing:
Ulas Koca

Logo:
Laura Price-Bates

Testing:
Katt Strike