WILDHUNT

MEDIEVAL HUNTING PERCUSSION

Table of Contents

1 Welcome to the Wildhunt

Welcome to Wildhunt: Medieval Hunting Percussion!

Unlock tension-laden textures inspired by the worlds of **King Arthur, The Witcher, and Game of Thrones**: from ricochet strikes and tonal vibrations to resonant plucks and organic percussion, with up to 45 unique articulations per patch.

Expertly captured via specialized microphone placement and unconventional playing techniques, including body strikes, tonal instabilities, and close microphone positioning, these instruments emphasize friction, depth, and motion.

Powered by an advanced rhythmic engine optimized specifically for pulse-driven layering rather than melodic lines, Wildhunt effortlessly forms dynamic patterns and cinematic pulses. Seamlessly integrates with our **Berserkr** library for expanded sonic possibilities.

2 Installation and Setup

After purchasing a product, you will receive a serial key (you will find on your email) that will allow you to download it via native access

- **Installation:**

- Locate and launch the "Native Access" program on your computer.

- If you don't have Native Access, you can download it here.

- **Logging into Your Account:**

- If you haven't already logged in, enter your credentials to sign in to Native Access.

- **Activating the New Library:**

- Click on the "Add a serial" button in the bottom left corner and input your serial number for the "Appex" library.

- **Downloading the Library:**

- After successfully activating the serial number, navigate to the "Libraries" section.

- Find "Wildhunt" in the list of libraries.

- Click on the "Download" button next to the library's name. Native Access will start the download process onto your computer.

- **Checking the Installation:**

- Once the download is complete, ensure that the "Wildhunt" library is displayed in the list of installed libraries in Native Access and has the "Installed" status.

3 Wildhunt Fundamental Pages Overview

1 Wildhunt consists of three fundamental pages providing all essential controls for using the engine on each page:

1.1 **MAIN page:** Covers all parameters related to playback within the sample engine.

1.2 **RHYTHM page:** Covers all parameters related to sequencing sounds from the MAIN page.

1.3 **EFFECTS page:** Includes a flexible FX chain with a vast collection of effects to shape your sound.

4 Main Page Overview

1 **Sample playback window:** Contains all parameters related to sample playback style and a sample waveform

2 **Step Mode:** Enables one-shot or step-based playback with Doubling and Tripling controls for rhythmic variation.

3 **Microphones Settings:** Contains controls for shaping tonal detail, stereo placement, and depth using multiple microphone signals

4 **Stretch Mode:** Contains parameters related to chromatic playback of the chosen sample

5 **ADSR/STEP AHD Envelopes:** Contains all the parameters related to envelope-based volume shaping of samples.

6 **Filter:** Contains parameters related to shaping the timbre of the sound by cutting a certain range of frequencies

7 **Offset:** Simple control to move the sample left or right on the playback timeline

1 Sample Playback Area Overview

1 **Sample Playback window:** Contains sample waveform, **Start** (1.1) and **End** (1.2) locators, **Sample Playback Speed** (1.3) button, **Volume** (1.4), and **Sample Tune** (1.5)

1.1 **Sample Start locator:** Determines the position of the beginning of sample playback

1.2 **Sample End locator:** Determines the position of the end of sample playback

1.3 **Sample Playback Speed:** Determines the speed of the sample playback (x0.5, x1, x2)

1.4 **Sample Volume:** Determines the output level of the selected sample only

1.5 **Sample Tune:** Controls the pitch of the selected sample

> ! Each Sample is represented as a loop that contains round-robin Slices. You can think of Slices as one-shot samples that were arranged in an A/B sequence.

This approach results in a natural-sounding and performance-ready playback system for building expressive sequences and transitions.

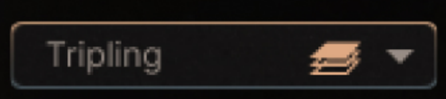
2 Step Mode and Layers Overview

2 **Step Mode:** Engages step mode playback, which you can use for one-shot playing style or in conjunction with the Rhythm page

2.1 **Layers menu:** Contains Default (7.1), Doubling (7.2), and Tripling (7.3) options:

Default playback option: Will play one instance of a sample at once, according to Sample Playback Order

Doubling playback option: Incorporates one additional voice layer from the sample. Keep in mind that this option relies heavily on the Sample Playback Order menu, and will add the second voice accordingly



Tripling playback option: Incorporates two additional voice layers from the sample. Keep in mind that this option relies heavily on the Sample Playback Order menu, and will add the second voice accordingly

2.1

Layers Controls: allows you to shape timing, width, and pitch of slice layers for enhanced depth and movement.

Delay: Offsets Slices of a Sample that play simultaneously by a chosen amount of milliseconds

Drift: Sets bipolar timing changes for each Slice by a chosen amount of milliseconds. That means Slices may play a given amount of milliseconds earlier or later when layered together. This feature gives the layering technique additional thickness and richness

Width: Sets layered Slices apart in the stereo field to create a “larger than life” effect

Levels: Controls the volume balance between centric and wide layers giving you additional control over stereo width

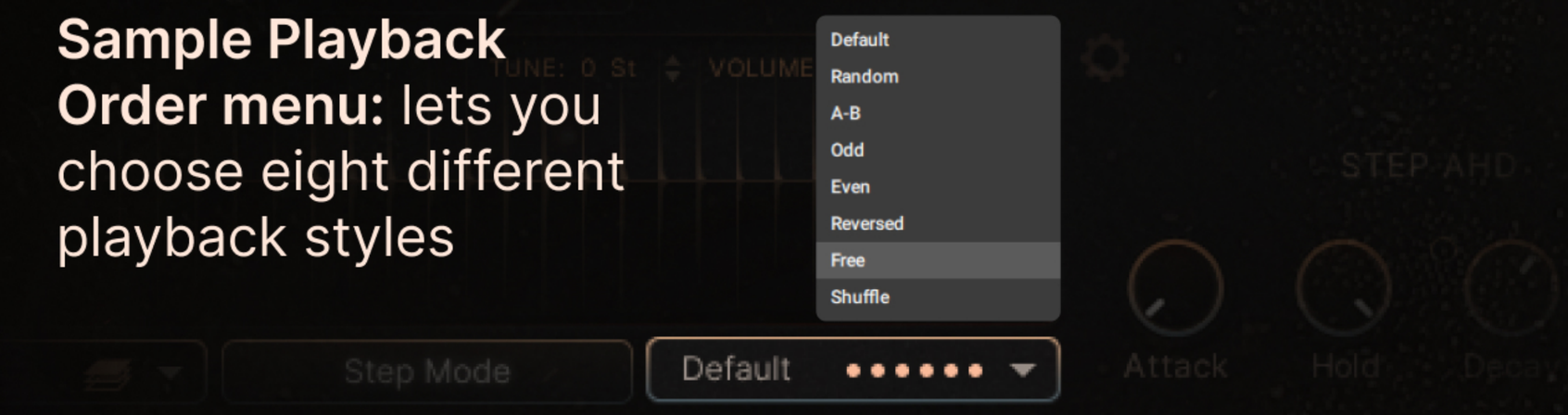
Pitch Drift: Controls the amount of the dynamic pitch variation for layered samples

Levels parameter will appear in the Step Mode Layers Controls only if you choose the Tripling playback option in the Layers menu.

This way we achieved a very natural-sounding and easy-to-use principle of creating live and moving sequences and performances.

2.2

Sample Playback Order menu: lets you choose eight different playback styles



Default mode: The engine will play slices of the sample strictly as they are placed - one after another

Random: The engine will pick slice order on a random basis every time you press key

A-B: The engine will pick random slices, but will maintain the Odd/Even relation between them

Odd: The engine will play only odd slices of the sample (1st, 3rd, 5th, etc.)

Even: The engine will play only even slices of the sample (2nd, 4th, 6th, etc.)

Reversed: the engine will play slices of the sample strictly as they are placed, but playback will start from the end of sample

Free: In this mode, samples run free and unquantized, and the length of your slice is determined by the Sample Start and Sample End locators and ADSR settings

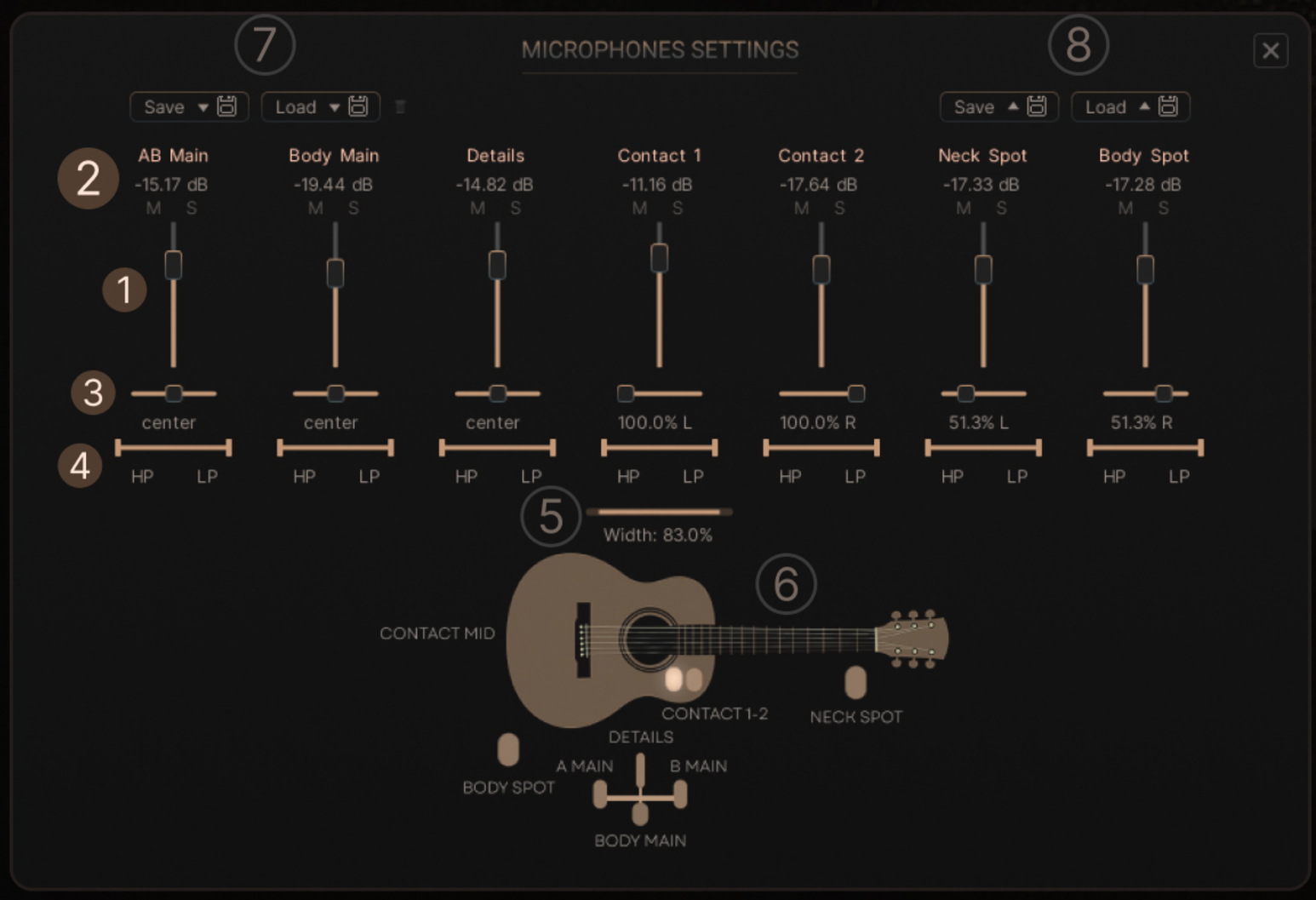
Random Sample Start Position: Introducing drift to the start of the sample playback. The more you move the slider the more randomness you will get.

In Free mode, Step AHD will be replaced by ADSR to shape the volume curve of your slice.

Shuffle: randomizes selection of additional layers for the main sample, i.e. when disengaged, samples will have the same distance within the loop (1-3-5, for example); but when engaged, the engine will choose completely random samples (2-7-18, for example)

3 Microphones Settings Overview pt. I

To open the Microphones Mixer, click the ⚙ gear icon located in the top-right corner of the Sample Playback window.



Microphones Mixer: a new addition that allows for detailed control over individual mic perspectives and placement.

1. **Volume Fader:** Controls the output level of each microphone signal. Use this fader to balance the relative loudness between different mic positions

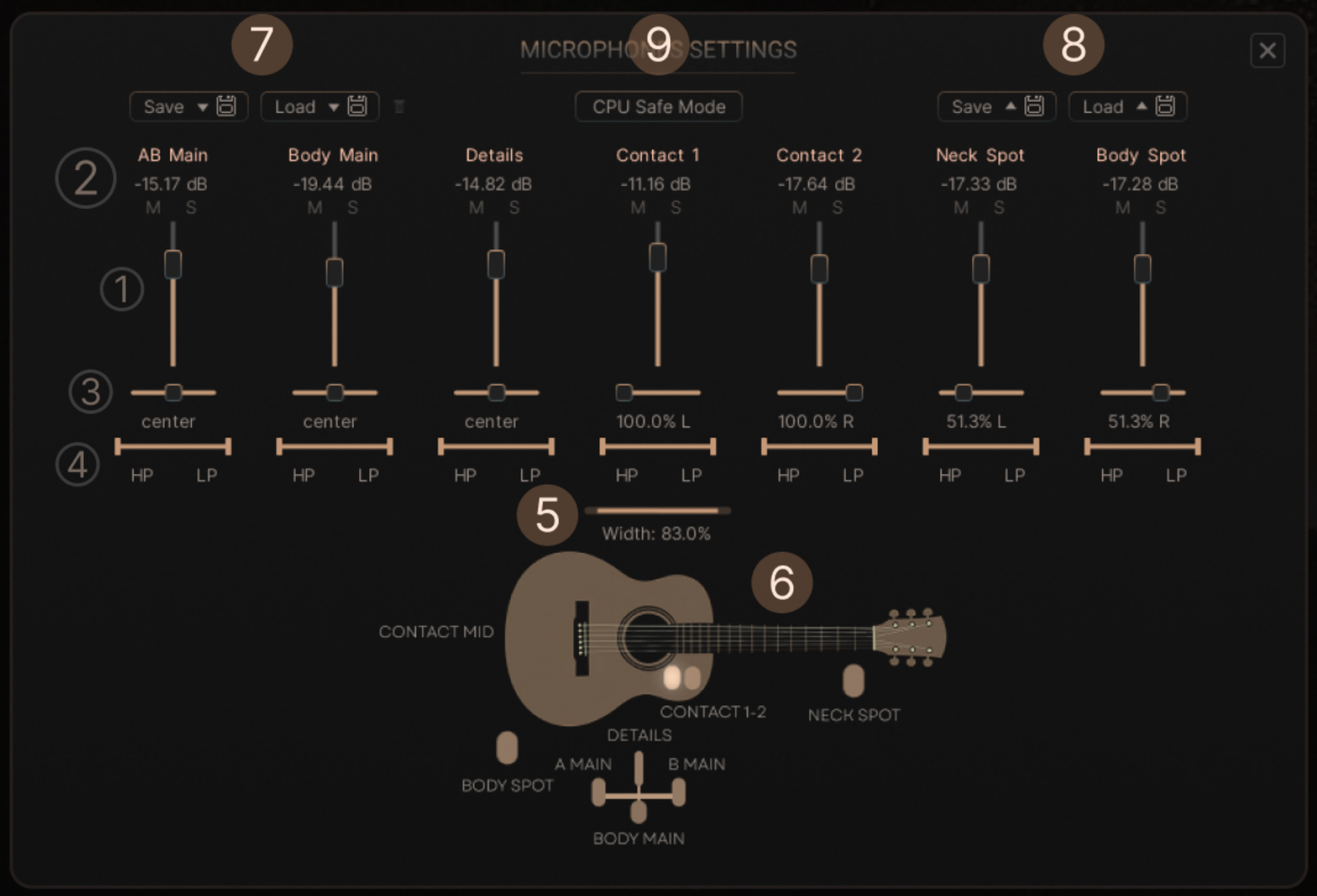
2. **Mute / Solo Buttons**
   - **M (Mute):** Temporarily silences the microphone channel
   - **S (Solo):** Isolates the selected microphone, muting all others

   These tools help focus on individual mic contributions during mixing

3. **Stereo Pan:** Adjusts the stereo placement of the microphone signal

4. **High-Pass / Low-Pass Filters**
   - **HP (High-Pass):** Removes low-frequency content (rumble, proximity effect).
   - **LP (Low-Pass):** Attenuates high frequencies (harshness, hiss).

3 Microphones Settings Overview pt. II



5 **Stereo Width Control:** A global slider that adjusts the overall stereo image of the microphone blend

6 **Microphone Placement Diagram:** A visual layout showing the physical positions of the microphones used during the recording sessions

7 **Save/Load Preset (Internal):** Allows saving and loading microphone mixer states using Wildhunt's built-in preset system

8 **Save/Load Preset (External):** Supports importing and exporting mixer settings as external `.nka` files.

9 **CPU Safe Mode:** Disables mic mixer controls and loads premixed stereo blend to optimize performance.

> Most instruments in Wildhunt were recorded through high-end microphones. This allows users to adjust tonal detail, spatial depth, and stereo placement with precision — giving each instrument a unique position and presence within the mix.

4 Stretch Mode

Stretch Mode: this function allows you to play any sample chromatically.
To do that, press the key of a sample you like, activate Stretch Mode, and set the range using the Center Note, Low Note, and High Note parameters.

1. **Center note:** Determines the root note of the sample. The higher note you choose the lower the sample pitch will be
2. **Low note:** Determines the lowest playable note on your keyboard
3. **High note:** Determines the highest playable note on your keyboard
4. **Hold:** Enables sustained playback of the stretched sample even after the key is released
5. **Retrigger:** Restricts playback to one stretched sample at a time, retriggering the sample with each new key press.

> Hold and Mono controls remain available even when Step Mono is enabled, ensuring full control over playback behavior in any mode.

5 Envelopes Overview pt. I

ADSR envelope: Global envelope to shape the overall volume curve of the instrument

1. **Retrigger:** Plays the sample from its start point, ignoring slice positions. If off, playback follows slices even outside Step Mode.

2. **Attack:** Adjusts the duration of the envelope’s attack stage, which is the time the envelope takes to rise from zero to peak level

3. **Decay:** Adjusts the duration of the envelope’s decay stage, which is the time the envelope takes to fall from peak to sustain level

4. **Sustain:** Adjusts the level of the envelope’s sustain stage, at which the envelope stays as long as a note is held

5. **Release:** Adjusts the duration of the envelope's release stage, which is the time the envelope takes to fall from sustain level to zero

! Since ADSR is a global parameter it will shape the volume curve of all the samples at once.

! You can adjust the volume curve of each sample separately.
To edit AHD parameters for all samples at once, hold Alt+LMB — this will apply envelope changes simultaneously.

5 Envelopes Overview pt. II

STEP AHD is an individual parameter for each sample in a patch.
Also, is engaged only when you’re in Step Mode
(Except Free playback mode).

STEP AHD envelope: individual volume curve envelope for each slice of sample, works with Step Mode (or Rhythm Page) enabled

5 **Attack:** Adjusts the duration of the envelope’s attack stage, which is the time the envelope takes to rise from zero to peak level

6 **Hold:** Defines a fixed amount of time that the envelope's peak level is held between the end of the Attack stage and the beginning of Decay

7 **Decay:** Adjusts the duration of the envelope’s decay stage, which is the time the envelope takes to fall from peak to sustain level

7.1 

Random Decay: Applies random variation to the Decay value for each sample within the selected range

To activate Random Decay, click the button

8 **Fade out:** Adjusts the duration of the envelope’s fade stage, which is the time the envelope takes to fall to zero level after the key was released

6 Filter Section Overview

LP **LP:** Low Pass filter with a slope of -6dB per octave that allows you to cut high-frequency content of samples

HP **HP:** High Pass filter with a slope of -6dB per octave that allows you to cut low-frequency content of samples

CON **CON:** Constant “set and forget” mode which does not react to velocity

VEL **VEL:** Active mode dependent on velocity. If LP is active the frequency you choose becomes the frequency for the lowest velocity value, resulting in a darker sound when velocity is low. When HP is active result will be the opposite - low frequencies will be cut when velocity is low

Freq knob: Determines the Cutoff frequency of the Filter

The icon of the mode you see is the mode you’re at.

7 User Sample Import

Each instance of Wildhunt allows you to add up to seven user-defined samples to any patch.

Also, we created a dedicated User Sample Import Patch, where you can upload up to **47 custom sounds** to use without the Wildhunt engine

- **ADD NEW:** New samples will be added one after another without replacing
- **REPLACE:** Will replace the sample selected on the keyboard

1. **BPM:** Sets the tempo of the user sample
2. **Time Division:** Defines how the user sample aligns to the step grid (e.g. 1/16, 1/8, etc)
3. **Playback Rate:** Sets the playback speed of the user sample.

> In the case of using loop samples with the Step Mode, we recommend setting Bpm and Time Division as close to the original sample as possible. This way you will get amazing results instantly.

> In the case of using one-shot samples we recommend you try Free playback mode in conjunction with the Step Mode.

5 Rhythm Page Overview pt. I

1 **Main Sequencer window:** Build and edit rhythmic patterns using step-based sequencing

2 **Sequencer Mode:** Choose how notes play: together, as arpeggios, or step-by-step with full control

3 **Range Pass Filter:** Limit which steps are affected by randomization, automation, and other sequence-based functions.

4 **MIDI Export:** Generate a drag-and-drop MIDI file with all rhythm parameters for use in your DAW

5 **Playback Control:** Controls how the sample reacts to steps, retriggers, or repeated key presses

6 **Step Sequencer Controls:** Set the number of steps, playback rate, and groove humanization

Rhythm Page Overview pt. II

7 **Parameters tabs:** Adjust pitch, filter, and other expressive controls per step.

8 **Preset Browser menu:** Quickly load, randomize, or save custom rhythm presets

9 **Velocity Curve settings:** Shape how your rhythm responds to playing intensity

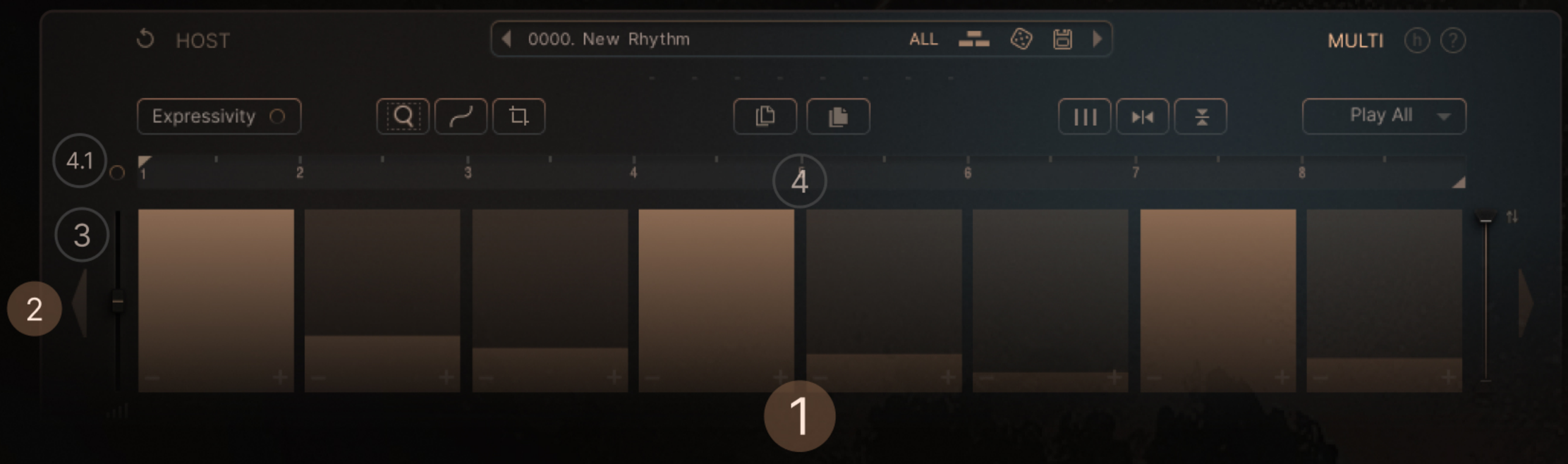
10 **Midi Expressivity:** Adjusts step loudness dynamically based on key velocity, within a defined range.

11 **Seq Chance:** Adds random variation with Skip and Ghost step probabilities.

12 **Envelope section:** Controls Attack, Hold, and Decay directly on the Rhythm Page for per-step envelope shaping.

> The Envelope section (either Step AHD or ADSR, depending on context) can be expanded or collapsed using the ▼ icon next to its title.

1 Main Sequencer window pt. I



1 **Step Grid:** Contains lanes of steps, step controls, and their values for each parameter of the sequence - Velocity, Pan, Filter, Pitch, and Layers

Number of Hotkeys to help you create your sequences faster and more efficiently:

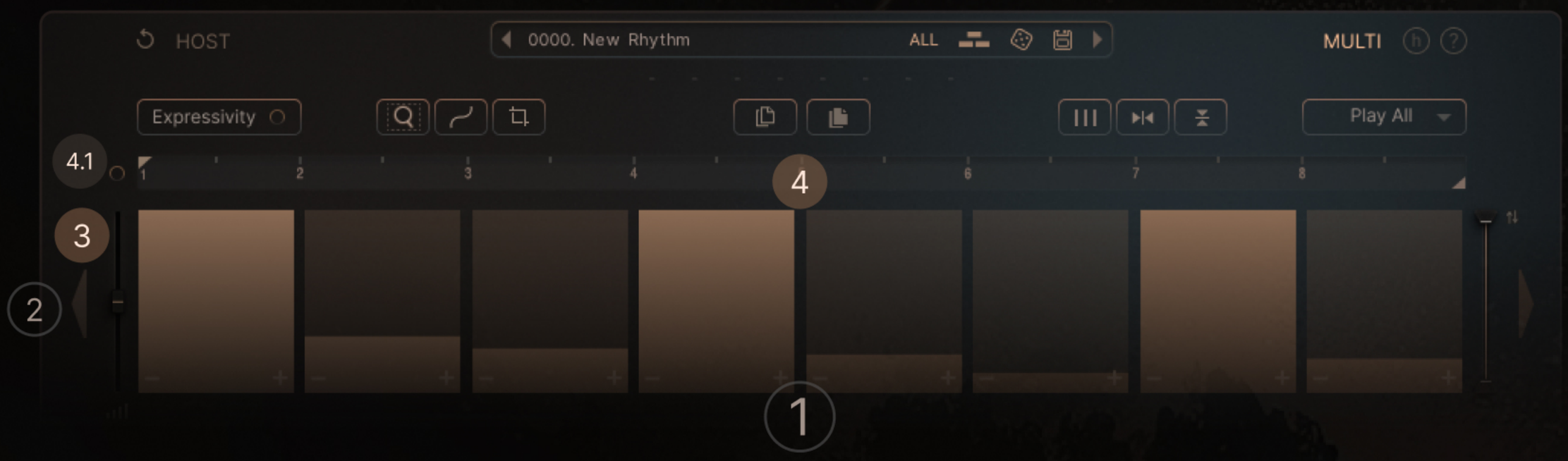
Alt + LMB	**fill every Step**	Ctrl/Cmd + LMB	**fill every fourth Step**
Shift + LMB	**fill single Step**	Ctrl + Shift + LMB	**fill third Step**

> Hotkeys apply only within the active range set by the Transport Panel.

2 **Step Offset Arrows:** Allow you to offset your sequence left or right by whole Step (Step Division)

> To move slices within a step, first divide it with the + button. Then use Ctrl/Cmd + Left Click on the arrows to shift.

1 Main Sequencer window pt. II



3 **Expressivity Slider:** Controls global Dynamics sensitivity

4 **Sequence Transport Panel:** Allows you to choose a specific playback area of the sequence with Left and Right locators

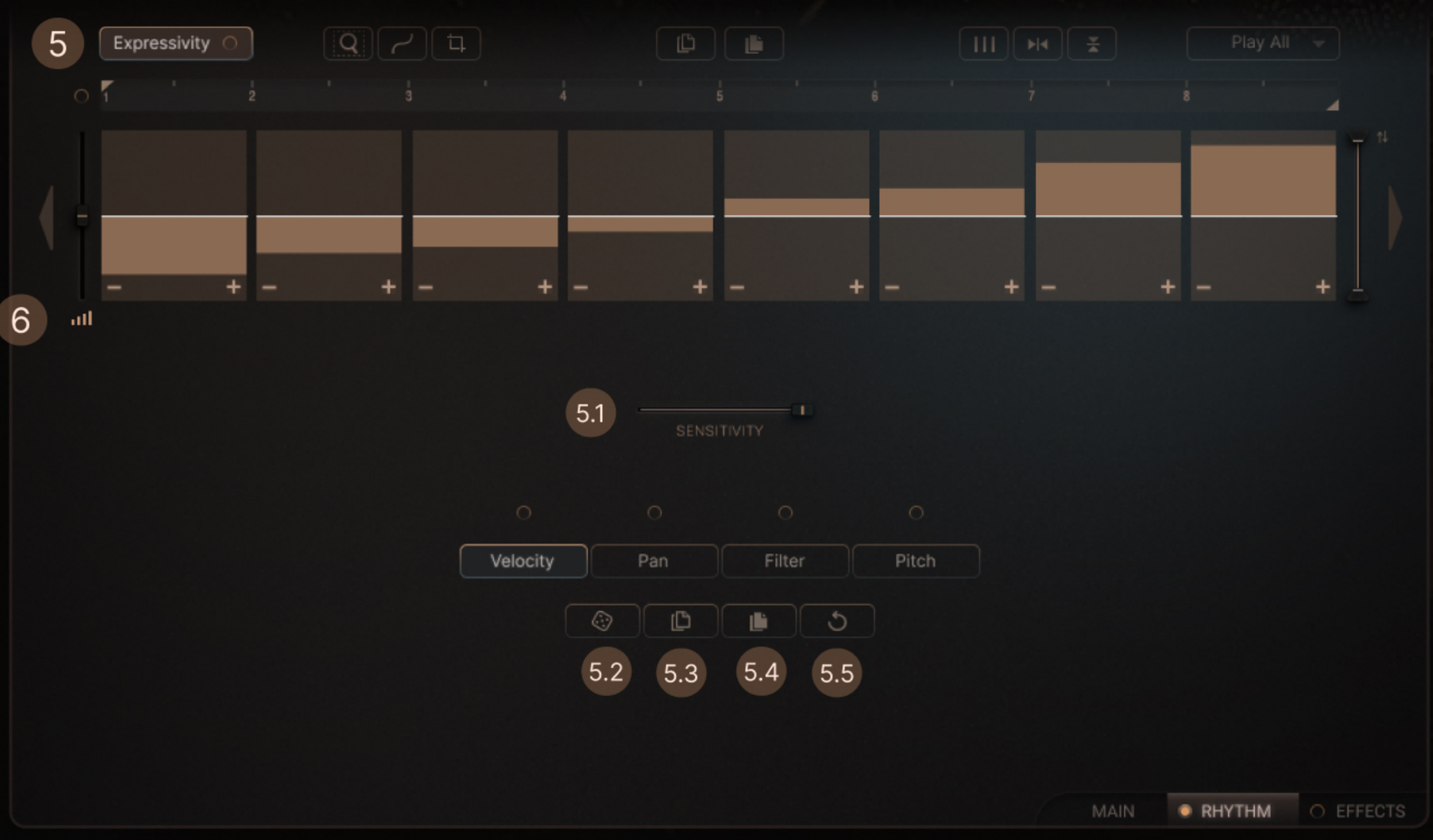
Left transport locator: Determines the start position of sequence playback

Right transport locator: Determines the end position of sequence playback

4.1 **Filter Selection:** Enables or disables Expand Grid function, Sequencer and Key Sequence hotkeys in selection zone.

> If you start interacting outside the selection, the functions will work everywhere except the selection.

1.1 Sequencer Header - Expressivity Menu



5 **Expressivity Menu:** Adds expression by layering secondary rhythm variations over your main rhythm. When enabled, these offsets dynamically add or remove hits based on **sensitivity slider**

5.1 **Sensitivity Slider:** Adjusts individual Dynamics how strong each parameter's effect is

Parameter Tools: Use these controls to 5.2 **Randomize**, 5.3 **Copy**, 5.4 **Paste**, or 5.5 **Reset** individual parameter lanes in the Dynamics section.

6 **Expressivity Mode Toggle:** Globally switches between two playback behaviors for Expressivity automation.

- **Active Mode:** Adds/removes notes dynamically based on Expressivity lane data and Sensitivity settings.
- **Passive Mode:** Disables dynamic changes. Only plays what's explicitly written in the sequencer lanes.

> This control is always visible and accessible — even outside the Expressivity tab — allowing quick activation of expressive behavior at any stage of your workflow.

1.2 Main Sequencer Header pt. I

6 **Reset All:** Resets all Rhythm Page parameters to their defaults

7 **Host Grid:** Syncs sequence playback with MIDI start messages in your DAW

8 **Zoom:** Focuses the view on the selected range in the Transport Panel for more comfortable editing

9 **Smooth:** Softens transitions between steps for a more natural flow

> ! Smooth works on an individual basis. That means that you can smooth each parameter separately without affecting the others.

10 **Crop:** Trims the sequence to the left and right locators in the Transport Panel.

1.2 Main Sequencer Header pt. II

11 **Global Copy:** Copies all parameters of the sequence (incl. Expressivity Menu)

12 **Global Paste:** Pastes copied parameters to the current sequence

13 **Grid:** Expand the sequencer divisions by a factor of two, automatically adapts the step position to the new grid size.

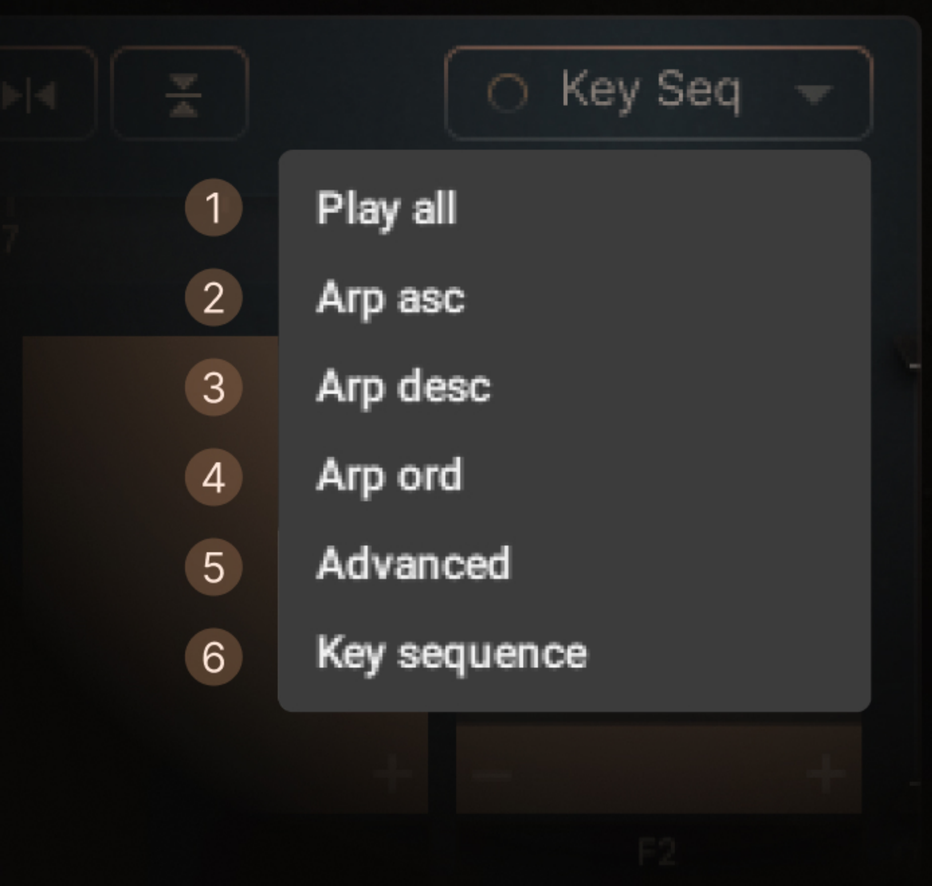
> ! If the ALT key is pressed, the grid of all steps will be enlarged by the most maximally divisible step

14 **Horizontal Sequence Flip:** Mirrors your sequence horizontally

15 **Vertical Sequence Flip:** Mirrors your sequence vertically

> ! Flips apply individually per parameter tab (Rhythm or Expressivity).

2 Sequencer Mode Overview



1 **Play All:** Plays the sequence in default mode, where the key pressed is a key played

2 **Arp Asc:** Plays notes ascending one-by-one from the lowest to the highest key pressed

3 **Arp Desc:** Plays notes descending one-by-one from the highest to the lowest key pressed

4 **Arp Ord:** Plays sequence in order keys were pressed

5 **Advanced:** This mode allows you to control which notes that were pressed will play during each step of the sequence and contains several additional controls:

1
2
3 **Chords:** Shows/Hides Note selector for Steps

This mode can use up to eight notes played simultaneously. Keep in mind that it will play only the notes that were pressed on the keyboard or created in the MIDI clip.

2.1 Sequencer Mode - Key Sequence pt. I

1 **Key Sequence:** Lets you assign a specific note to each Step. Just click the area below the Step and press the key you want on your MIDI keyboard

Use the following key combinations to speed up your workflow when editing notes in the Step Editor:

Shift: Replace all notes with the selected one (clears the entire pattern and inserts the selected note)

Ctrl/Cmd: Replace all notes within the same step with the selected one (clears only the current step)

Alt: Replace or remove all notes of the same type with the selected one (operates across the pattern, affecting only matching note types).

Modifier keys must be held before clicking Select Key in the Key Sequence. If pressed afterward, the action will not apply.

2.1 Sequencer Mode - Key Sequence pt. II

2 **Randomize Options:** Allow you to quickly generate or manipulate step note sequences

Keys **Keys:** remap the sequence to a new key while keeping the note pattern intact.

> Combine Keys with hotkeys to quickly create new variations and speed up your workflow.

- **Shift:** Sets one random note for all steps.
- **Ctrl/Cmd:** assigns completely random notes to each step.
- **Alt:** changes notes independently from the **Range Pass Filter** position.

Seq **SEQ:** Randomizes the Sequence, but keeps the first step note intact

Keys & Seq **Keys & SEQ**: Creates a completely new random note sequence

2.1 Sequencer Mode - Key Sequence pt. III

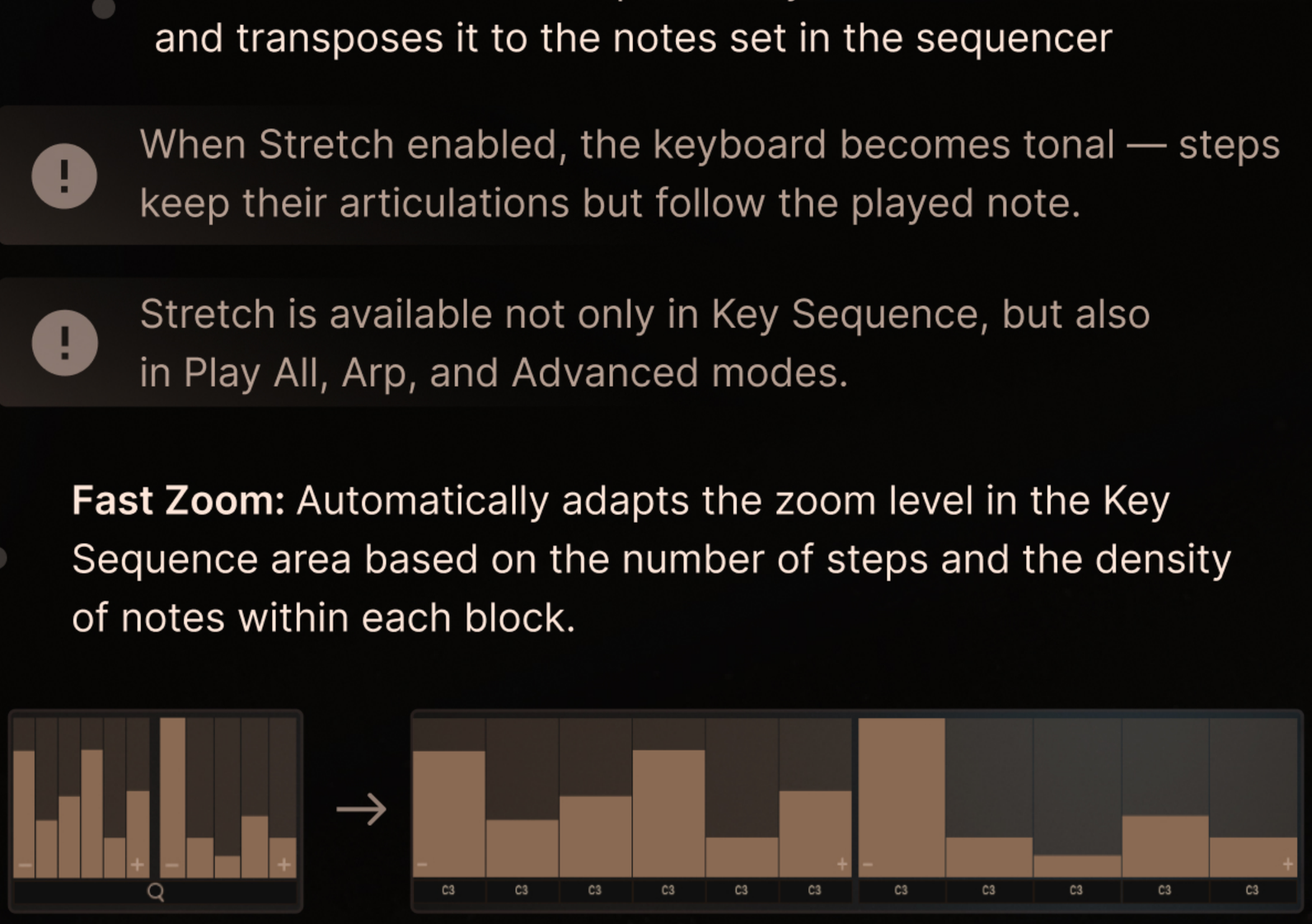
3 **Stretch Mode:** Allows you to transpose selected keys in two modes

- **Mode 1:** transposes the selected keys in the sequencer (a polyphony mode is also available, which next to stretch mode)
- **Mode 2:** works with one previously selected articulation and transposes it to the notes set in the sequencer

> When Stretch enabled, the keyboard becomes tonal — steps keep their articulations but follow the played note.

> Stretch is available not only in Key Sequence, but also in Play All, Arp, and Advanced modes.

- **Fast Zoom:** Automatically adapts the zoom level in the Key Sequence area based on the number of steps and the density of notes within each block.



> When a block contains a large number of steps or detailed input, the zoom button transforms into a focus tool — clicking it opens a close-up view of the selected block for precise key editing.

3 Range Pass Filter Overview

1 **Range Pass Filter:** By setting the range, you filter which rhythmic steps across the interface will respond to further operations.

The following functions will now apply only to steps within the selected range:

2 Key Sequence Random — Keys · Seq · Keys & Seq

3 Layers Automation — Layers

4 Randomize and Reset Automation

5 Midi Export — Midi

6 Smooth Function

> Activate 🔒 Note Lock to stop other presets from changing your programmed notes.

Move the slider down to lower the maximum range — fewer higher steps will be affected.

Move the slider up to raise the minimum range fewer lower steps will be affected.

> Click the ↑↓ invert icon to target steps outside the selected range instead of inside.

4 Get Midi Function

1 **Get Midi:** Generates a drag-and-drop MIDI file containing all sequencer data and performance parameters.

- Step data
- Velocity Curve
- Humanize settings
- Advanced parameters (filter, pan, pitch, layers, etc.)

> To export your sequence, click the MIDI icon and drag your MIDI directly into DAW from the plugin interface.

2 **Export Range:** Allows you to export only the selected vertical range from the Key Sequence using the Range Pass Filter.

> Use this ⫲ function when you want to drag only specific note areas (e.g. highest steps, mid-range keys, or any custom zone) directly into your DAW.

5 Playback Controls

1 **Retrigger:** Allows you to clean up your sequence by cutting off the tails of samples

Cuts the tail of a sample at the beginning of the next sample

Cuts the tail of a sample at the next step/step subdivision

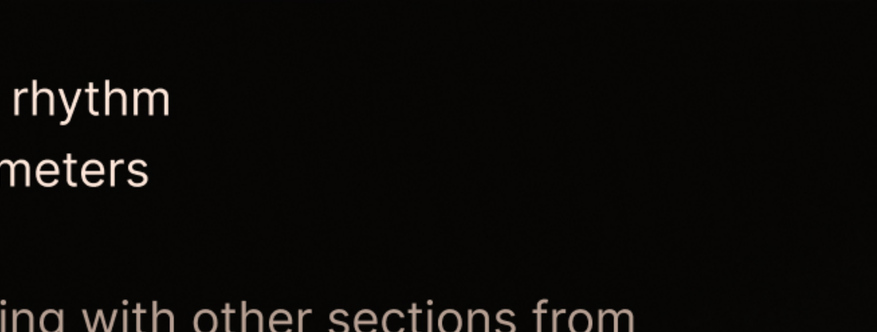
> If Step Mode is disengaged Retrigger will Cut off the tail of the Sample each time you press a key on your keyboard

2 **Show Velocity:** Keeps the main rhythm visible when editing other parameters

> Use Show Velocity when working with other sections from the **Parameter Tabs** to maintain visual reference to the core rhythm while adjusting additional settings.

> With Show Velocity active, the Range Pass Filter always targets Velocity, even when switching to other Parameter Tabs.

3 **Play Once:** Stops the Step Sequencer after a full cycle, preventing it from looping further.



> Use this to trigger the pattern once and halt playback automatically.

5.1 Playback Controls - Automation Module

3 **Automation Module:** Adds rhythmic modulation for movement and variation in your sequences.
Works in both Main Rhythm and Expressivity pages

> Open the Automation Module by clicking the ⚙ icon next to Show Velocity.

3.1 **Curve Controls:** Set automation shape manually:

- **Waveform shape:** Select a modulation curve (e.g., sine, square).
- **Frequency multiplier:** Sets how frequently the curve repeats across steps
- **Polarity:** Choose Unipolar or Bipolar modulation.

3.2 **Randomization Buttons:** Choose one of the following to generate modulation:

- **Wave:** Randomizes waveform shape
- **Freq:** Randomizes modulation frequency
- **Shift –** Offsets the waveform start
- **Wave & Freq –** Applies both wave and frequency randomization.

> The popup content depends on where you open the Automation Module. In Expressivity Menu, it also includes Gaps randomization.

6 Step Sequencer Controls

1 **STEPS:** Determines the number of steps in sequence

2 **FREQ:** Determines the frequency for each step in your sequence

! FREQ Mode works either in musical time divisions (like 1/8th, 1/16th) or in Hz. Toggle modes using the icon above the FREQ knob.
It shows which mode is active.

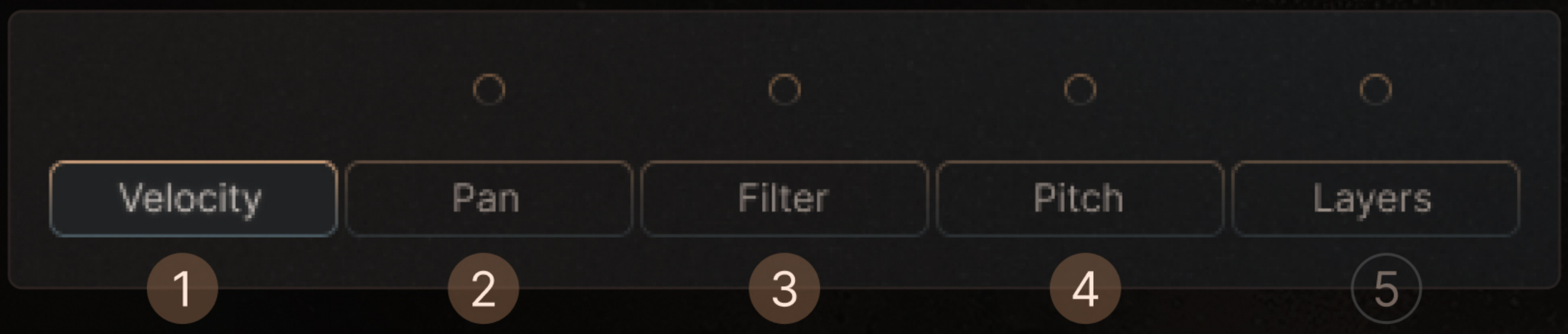
Sync Mode: Recommended for syncing with your DAW's tempo

Hz **Hz Mode:** Great for granular, experimental rhythms.

3 **TEMPO:** Determines the speed of your sequence by dividing or multiplying the FREQ parameter

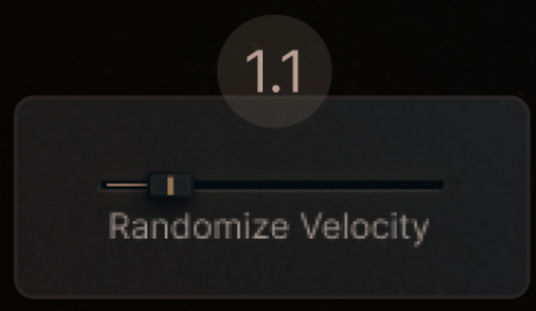
4 **HUMNZR:** Adds a random offset to each Step (or Step division) start to imitate a live player with imperfections in timing

7 Parameters Tab Overview pt. I



1 **Velocity :** Switches the engine to the Velocity sequence lane

1.1 Includes a Randomize Velocity slider to add subtle humanization.



2 **Pan:** Sets stereo position per step

3 **Filter:** Applies a filter per step

3.1 **Filter Type:** Choose from different filter models

3.2 **Filter Sensitivity:** Controls how much filtering is applied.

! Some filter types reveal a ⚙ gear icon next to the selector. Click it to open a popup with advanced filter controls including Resonance, Gain, Sharp, and more.

4 **Pitch:** Adjusts pitch per step, allowing melodic control

4.1 **Pitch Range Selector:** Switches between Cents for fine pitch adjustments and Semitones for melodic steps.

7 Parameters Tab Overview pt. II

5 **Layers:** Contains parameters related to Doubling and Tripling controls on the MAIN page (see **Step Mode and Layers Overview** for more details)

5.1 **Arrange:** Determines whether layers play simultaneously or alternate.

5.2 **Layers Menu:** Controls how additional sample layers behave during playback

> Applies Doubling/Tripling to all steps inside the **Range Pass Filter**. New ranges add to the previous ones.
>
> Click the Arrange button to set Doubling, or Alt+Click to set Tripling instantly.

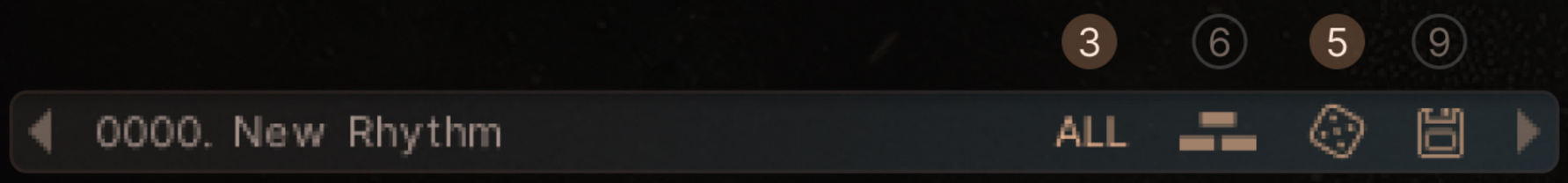
Randomize Parameter: Applies random values to individual parameter lanes

Copy Parameter: Copies individual parameter lanes

Paste Parameter: Pastes individual parameter lanes

Reset Parameter: Resets individual parameter lanes

8 Rhythm Preset Browser Overview pt. I



Preset Browser menu: Allows you to open the Rhythm Preset Browser, switch between rhythm presets using the left and right

1 **Main Preset window:** Displays all rhythm presets, including your custom ones saved via Save As

2 **Sort By menu:** Sorts rhythm presets by Name, Category, or Favourites

> Use the Star ★ icon to mark your favorite Rhythm Presets.
> This way you can easily find them later in the Favourites category

3 **Categories Filter:** Switches between Straight , Triplet, or Both (the switch is in the middle position) categories. It's also represented on the RHYTHM page as a toggle ALL icon

4 **Categories drop-down menu:** Allows you to narrow your search by choosing one of our curated categories

5 **Pick Random:** Allows you to randomly load rhythm preset

> Pick Random function will load Rhythm Presets from the entire library.

8 Rhythm Preset Browser Overview pt. II

6 **Construct Random:** Builds a new rhythm preset based on your current category

> ! Construct Random will create Rhythm Preset depending on the Category you're at.

7 **Load:** Loads the selected rhythm preset

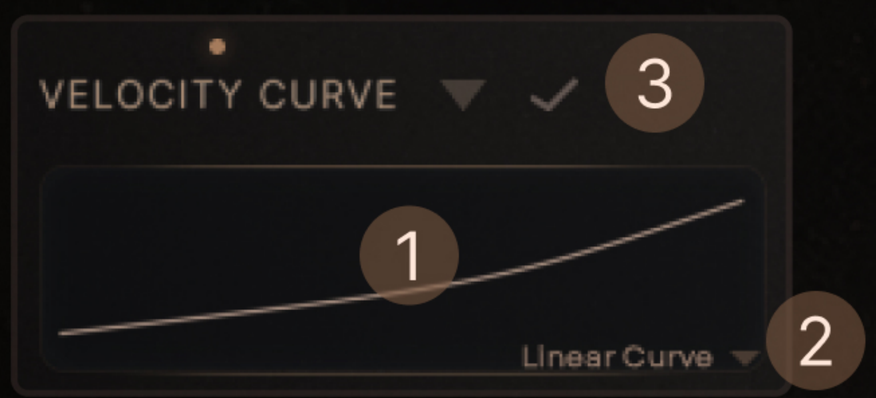
8 **Load Rhythm Only:** Loads only the rhythm while keeping custom dynamics intact — useful when testing multiple grooves over the same dynamics

> ! This function comes in very handy when you created your own dynamics system and want to test it with different Rhythms.

> ! When this option is enabled, the 🔒 Note Lock in the **Range Pass Filter** is disabled automatically to avoid conflicts.

9 **Save As:** Saves your edited rhythm as a new preset

9 Velocity Curve Settings Overview



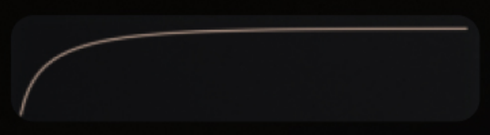
Velocity Curve: Defines how the engine responds to the velocity dynamics of your sequence — whether it plays softly, sharply, or with added intensity depending on the curve shape

> ! To expand or collapse the Velocity Curve window, click the ▼ icon next to the section title.

1 **Velocity Curve Window:** Allows you to manually shape the response curve by clicking and dragging up or down with your mouse

2 **Velocity Curve Menu:** Lets you select one of four predefined curve shapes:

2.1 **Linear:** A straight, gradual velocity response



2.2 **S-Shaped:** Softer transitions, ideal for expressive sequences

2.3 **Brickwall:** Hard cuts between velocity levels

2.4 **Scale:** Applies a non-linear ramping to your input

3 To activate the curve, press the ✓ Apply button under the curve graph.

> ! Each curve alters the feel of your sequence in a different way. We recommend trying each one to find the most natural response for your project.

10 Midi Expressivity Overview

To expand or collapse the MIDI Expressivity panel, click the ▼ icon next to the section title.

1. **Power Button:** When enabled, the engine will follow the assigned velocity values in your sequence, allowing for natural volume differences between steps

2. **Expressivity Range Slider:** Controls the depth of velocity contrast:

   Move the slider left to reduce dynamic range — all notes will sound more even

   Move the slider right to increase contrast — quiet notes will sound softer, and loud ones stronger.

MIDI Expressivity, the Velocity tab in the Expressivity menu, and the Expressivity slider cannot be used simultaneously. Enabling any of them will automatically disable the others.

11 Seq Chance Overview

To open the Seq Chance popup, click the ⚙ gear icon next to the section title. To apply Seq Chance settings, click the ✔ apply button outside of the popup menu.

1 **Skip Steps:** Defines how the engine interprets the velocity dynamics of the sequence.

2 **Ghost Steps:** Converts Steps into Ghost notes using Range and Probability controls.
Used to add variation and subtle movement

3 **Range sliders:** Define the min/max velocity range affected

- Lower = threshold where steps begin to be affected
- Higher = maximum threshold

4 **Reverse switch:** Inverts the behavior of Skip and Ghost Steps

5 **Chance slider:** Sets the probability of triggering either a Skip or Ghost Step, depending on which mode is active.

Range and Chance sliders work identically for both Skip and Ghost Steps. Ghost notes are low-velocity hits used to add nuance and realism.To activate any setting, press the On/Off button above it — when lit, the parameter is active.

6 Effects Page Overview pt. I

The Effects page provides seven FX Slots and a wide collection of built-in effects — giving you full control to shape and manipulate your sound inside Witcher

1 **FX Slots:** Each slot can load one effect. To load an Effect simply click on the + icon inside the FX Slot and choose an effect within the Effects list

Selecting an effect slot displays the parameters of the loaded effect

> ! To explore the Effects list, click on an FX Slot and use the + or 1.1 Magnifying Glass icon.
> You can also drag and rearrange FX Slots within the chain to change their order.

2 **Slot Presets drop-down menu:** Offers curated effect presets tailored for each FX type.

Effects Page Overview pt. II

3 **Bypass All:** Bypasses all the FX Slots

4 **Reset All:** Resets all the FX Slots to their defaults

5 **FX Preset Browser menu:** opens the FX Preset Browser. Use the arrows to switch between chains, select a random one, or save your custom chain

6 **Toggle FX Parameters:** Some effects will have toggle switches to engage/disengage additional parameters

Witcher features a 2-page FX browser containing a total of 48 effects across five categories — from gritty distortions and cinematic delays to advanced dynamics and customizable amps.

Build expressive chains or fine-tune each effect with precision using the intuitive interface.

1 FX Preset Browser Overview

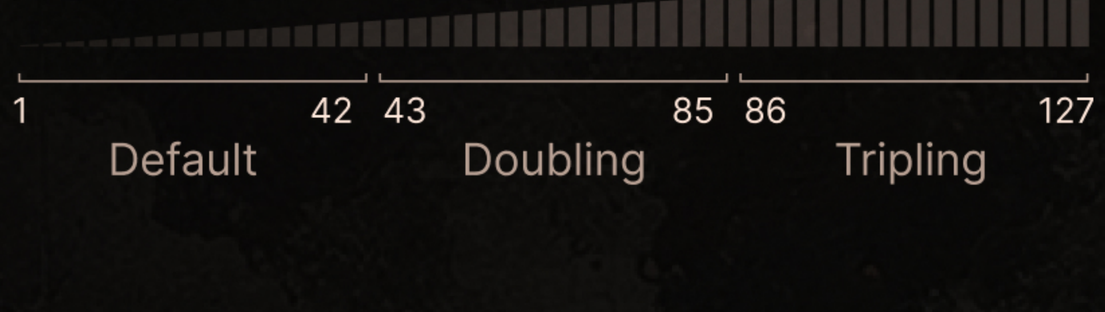
To load an FX preset simply choose the desired FX, click on the Slot Presets Menu, and choose one of the presets in the drop-down menu

1. **Main Preset window:** displays all available FX Chains, including those you've saved
2. **“Sort By” Menu:** sort FX Chains by Name, Category, or Favorites for faster browsing
3. **Categories menu:** Filters the list based on curated categories to help you focus on specific FX types
4. **Pick Random:** Instantly loads a random FX Chain — great for fast inspiration or experimentation
5. **Load:** applies the selected FX Chain to your current effect setup
6. **Save As:** lets you save a new custom FX within the preset browser
7. **Save/Load File:** Load or save an FX Chain to a .nka file on your PC — ideal for sharing presets with others

7 Keyswitch Area Overview

Keyswitch Area lets you control and shape your patches in real time — triggering dynamic changes with a single key press. Keyswitches are located on the orange-highlighted keys (C-2 to D-1).

C-2	Mutes random Velocity steps using dynamic patterns
C#-2	Randomly shifts Expressivity values
D-2	Randomly shifts the sequence by full steps
D#-2	Randomly shifts the sequence by subdivisions
E-2	Sets the same value for all steps of the Pan sequence tab
F-2	Loads a random rhythm preset from a selected category
F#-2	Decreases the value of the Tempo knob
G-2	Sets random values for the Pan sequence tab
G#-2	Increases the value of the Tempo knob
A-2	Sets random pitch values for the Pitch sequence tab
B-2	Sets the same value for all steps of the Pitch sequence tab
C-1	Replaces grouped notes in sequence with new ones
D-1	Changes Layer mode based on Velocity value:



Keepforest Thanks

Thank you so much for purchasing and supporting our products. We are dedicated to making the most enriching experiences for composers and sound designers and hope you have as much fun using it as we did while creating this product. We value your trust in our company, and we will keep doing our best to meet your service expectations.

If you have any questions concerning our products,
please feel free to send them to support@keep-forest.com.
Again, thank you for your purchase.

With much love, Arseni Khodzin CEO of Keepforest LLC