# Forgotten Keys

## Oxypops

## User Guide

Revision 1.0

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# 1 Welcome to Oxypops

Hello and thank you for your purchase from Forgotten Keys. I hope this user guide will provide you with all the information you need to make use of Oxypop's features to their full capacity.

## 1.1 What is Oxypops?

Oxypops is a virtual simulation of an old drum machine from the 1960s generally known as the Mini Pops 7. It was most famously used by a certain French electronic music composer in the 1970s. It is a KONTAKT instrument and requires the full (paid for) version of KONTAKT or will work in demo mode only in the free KONTAKT player.

# 2 The Documentation

Throughout this manual where computer keyboard controls are to be used in conjunction with the user interface, the following will apply:

[CTRL] indicated the Control or Command key.

[ALT] indicated the Alt or Option key.

[SHIFT] indicated the Shift key.

# 3  Setup

Open KONTAKT and navigate to the Oxypops.nki file from the *Load* command in the Disk menu, or drag it onto the KONTAKT rack. Once loaded, you will be presented with either the *Rhythms* or *Sounds* tab.

# 4  The Rhythms

## 4.1  Model Switch

There were two version of the original drum machine — the Mini Pops 7 and SR-95. You can select the model via this slide switch. The SR-95 lacked the Rim-shot sound and substituted the Cowbell. This can be heard on the Bossanova and Slow Rock rhythms. Also, the Beguine rhythm is different between the two models.

## 4.2  Combine Switch

On the real drum machine, you could combine rhythms together by pressing two or more rhythms selectors at the same time. Not so easy with a mouse, so the combine switch can be used to prevent other switches from popping out when you select a rhythm. Alternatively, select a rhythm while holding the [CTRL] key on your computer keyboard.

## 4.3  Tempo Knob

The Tempo can be set freely using the Tempo knob or can be synced to the host's tempo by turning the knob fully anti-clockwise. For finer adjustment, turn the knob while holding the [SHIFT] key on your computer keyboard.

## 4.4  Volume Sliders

To set any volume slider to its default value, click on it while holding the [CTRL] key on your computer keyboard.

## 4.5  Balance Slider

Raising the balance slider will decrease the bass drum sound, lowering it will decrease the cymbal sounds. To reset it to its default value, click on it while holding the [CTRL] key on your computer keyboard.

# 5  MIDI File Creation

Oxypops allows you to record a performance and export it as a MIDI file to play on your sequencer or DAW. A performance can be a single bar or a whole song. It can be a single rhythm pattern or a combination of patterns with any changes you make while recording. Only note events are recorded however, so changing volume or other sliders will have no effect on the recording.

## 5.1  Recording

To record, first set up a rhythm that you like, then press the *Start* button while holding the [CTRL] and [ALT] keys on your computer keyboard. Recording will begin. The Start button will illuminate red and bar count and buffer remaining indicators will appear in the Tab section. When finished, press *Start* again. If the buffer runs out, recording will stop.

## 5.2  Playback

To play back the performance you just recorded, press the *Start* button while holding just the [ALT] key on your computer keyboard. The Start button will illuminate green and a bar count indicator will appear in the Tab section. Wait until it finishes or press *Start* again.

## 5.3  Exporting the MIDI File

There are two ways to export the MIDI file — Save or Drag and Drop. To save, enter a name in the Edit control in the Tab section then press the *Save* button. The file will be saved alongside the Oxypops.nki file. To drag-and-drop, grab the *Drag* label with your mouse and drop it onto a MIDI track on your sequencer or DAW. Alternatively, the large Oxypops name badge can be dragged.

Please refer to your sequencer or DAW documentation on how to load KONTAKT as a plug-in.

# 6  Sounds

The sounds in Oxypops are 24 Bit resolution samples. Up to 16 round-robin variations are included depending on the sound. Noise generated sounds such as the Hi-Hat will sound unnatural or "sampled" when played in quick succession unless variations of the sound are played at random.

## 6.1  Sound Editing

To modify the sounds of Oxypops, click on the *Sounds* tab. Volume, Mute, Pan, Tune and Output Assignment can all be adjusted for each instrument. As is usual with KONTAKT, you can right-click on a knob or button to assign an external MIDI controller to it. To save your settings, use KONTAKT's *Snapshot* feature (see the KONTAKT documentation).

## 6.2  UI Sound Effects

UI sound effects are the sounds of the switches being clicked or toggled. When you've had enough of that, click on one of the toggle switches while holding the [ALT] key on your computer keyboard and they will be silent.

## 6.3  Sound Mapping

| Sound | Note Name | Note Number |
|-------|-----------|-------------|
| Bass Drum | C1 | 36 |
| Rim-Shot | C#1 | 37 |
| Snare Drum 2 | D1 | 38 |
| Snare Drum 1 | E1 | 40 |
| Hi-Hat | F#1 | 42 |
| Cymbal 1 | C#2 | 49 |
| Cymbal 2 | D#2 | 51 |
| Tambourine | F#2 | 54 |
| Cowbell | G#2 | 56 |
| Quijada | A#2 | 58 |
| Small Bongo | C3 | 60 |
| Large Bongo | C#3 | 61 |
| Conga | E3 | 64 |
| Short Guiro | C#4 | 73 |
| Long Guiro | D4 | 74 |
| Clave | D#4 | 75 |