

# Forgotten Keys

**Seventy7**

**User Guide**

Revision 1.0

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# 1 Welcome to Seventy7

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 Seventy7's features to their full capacity.

## 1.1 What is Seventy7?

Seventy7 is a virtual simulation of an old drum machine from the early 1970s generally known as the Rhythm77 or TR-77. It was originally intended to sit on top of a home organ hence its dimensions and inclusion of a music rest. 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 *Seventy7.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 Rhythm Selection

Most of the rhythm selectors are self explanatory, however the *2 Beat* and *4 Beat* rhythms work in conjunction with the selector knob to their right. When *2 Beat* is on, the knob selects the rhythms listed on the left column (*Fox Trot 1, Swing 1* etc). When *4 Beat is on*, the knob selects the rhythms listed on the right column (*Fox Trot 2, Swing 2* etc).

### 4.2 Metronome

When the *Metronome* button is on, the current rhythm is replaced by a metronome pattern that varies depending on the rhythm selected.

### 4.3 Tempo Slider

The Tempo can be set freely using the Tempo slider or can be synced to the host's tempo by setting the slider fully left. For finer adjustment, slide the slider 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.

## 5 MIDI File Creation

Seventy7 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 Seventy7.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.

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

## 6 Sounds

The sounds in Seventy7 are 24 Bit resolution samples. Up to 8 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 Seventy7, 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 Soft	B0	35
Bass Drum	C1	36
Rim-Shot	C#1	37
Snare Drum	D1	38
Hi-Hat	F#1	42
Cymbal	D#2	51
Tambourine	F#2	54
Cowbell	G#2	56
Small Bongo	C3	60
Large Bongo	C#3	61
Conga	E3	64
Maracas	A#3	70
Short Guiro	C#4	73
Long Guiro	D4	74
Clave	D#4	75
Metronome	G#4	80
Metronome Downbeat	A4	81
Tambourine Accent	F#5	90