Welcome To Battery 3

Thank you very much for purchasing BATTERY 3, the ultimate drum sampler for creating and fine tuning all of the percussive elements in any production.

Software Updates

BATTERY 3 is a powerful and complex piece of software which is constantly being improved by Native Instruments. For optimal performance make sure that you always use the latest version of the software. You can download updates from the Native Instruments homepage in the Support section.

For detailed information regarding known issues and limitations, please check the Readme.txt file located in the BATTERY 3 folder.

How to contact NATIVE INSTRUMENTS

For more information about other Native Instruments products please visit the NATIVE INSTRUMENTS homepage www.native-instruments.com or contact us at info@native-instruments.com

Enjoy the power of BATTERY 3! We sincerely hope it helps turn your musical dreams into reality.

Your Native Instruments Team

NATIVE INSTRUMENTS

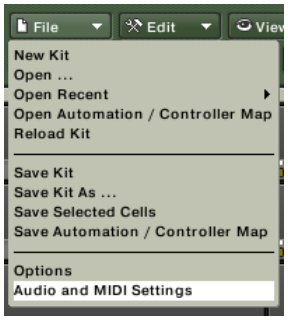
THE FUTURE OF SOUND

BATTERY 3: Getting Started

Here we will provide you some first steps that will get you up and running with BATTERY 3. For more detailed information and examples please check the handbook. Besides the paper version, this also comes in a PDF file which is located in the **Documentation** folder.
Although BATTERY is most commonly used as a plug-in in a host sequencer, this tutorial will describe the stand-alone mode to keep it simple. The set-up procedure (discussed on this page) only applies to the stand-alone mode, all remaining steps are identical in both stand-alone and plug-in mode.

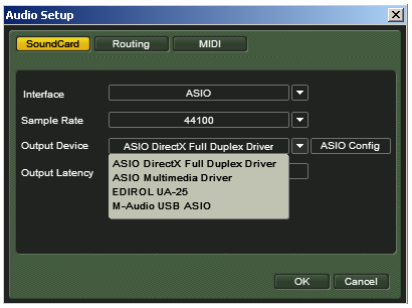
Computer Setup

After installing BATTERY, double-click on the BATTERY 3 icon in the Application folder (PC: Programfiles/NativeInstruments). Upon first start you are presented with a dialog box that contains your **Audio and MIDI settings**. In the future, you will need to check the **Audio and MIDI settings** everytime you install a new soundcard or MIDI device. You can access the settings from the **File** menu in the BATTERY window.



Also, if you should ever face the problem that there is no audio output or no MIDI input, these settings are a good place to start troubleshooting.

Soundcard Setup



1. First choose your interface type. ASIO and CoreAudio are your best options as they have the potential for the lowest possible latency. This is the delay from the soundcard input to the soundcard output.

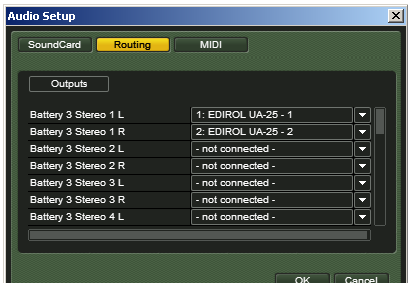
2. Select the desired sample rate. Make sure it's supported by your audio interface - we suggest starting out with 44100, because virtually all sound cards support that rate.

3. Choose your output device. Most soundcards nowadays have drivers specifically written for them. We recommend using those drivers whenever possible.

Caution for PC users: A generic driver like "ASIO DirectX" or "ASIO Multimedia" will not give as good a response as a specific driver for your card. If available, choose the driver name that includes the model number or manufacturer of your soundcard or audio interface.

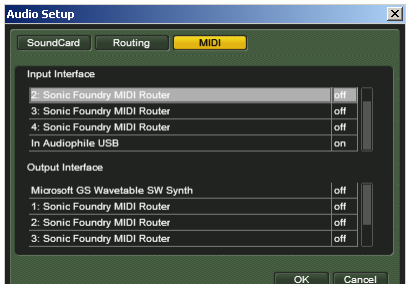
Routing Setup

If your soundcard has multiple output capabilities, here is where you configure those. If "multiple routing capabilities" doesn't sound like it applies to your soundcard, then let's skip this one.



Most standard soundcards have just one stereo out. BATTERY will use that, provided the soundcard was set up correctly (see above).

MIDI Setup



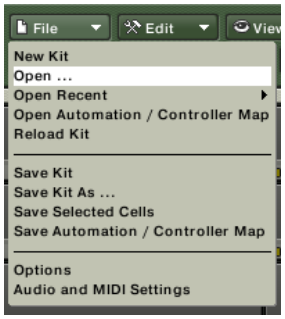
If you have a MIDI device installed (USB is most common for MIDI these days), here is the setup for that. Upon starting BATTERY for the first time, your MIDI device will be **off**. To begin using it, you need to turn the input **on**. If you can't see any device listed in the window, then this means BATTERY has not detected your MIDI device. Please make sure that it is turned on and plugged in to a free MIDI or USB port. It could also mean that the device driver is not correctly installed. Please see your MIDI device's documentation for further information.

Loading A Kit

OK, so you've come this far and now you're ready to start making some sound. We've made this easy by giving you over 12GB of samples, organized in **kits** (.kt3, .kt2, .kt). Think of a kit as a soundset for BATTERY that contains many different samples.

In the BATTERY window you see lots of small boxes, these are called **cells**. Each cell can hold a specific sound. Let's load a kit and see how everything looks.

BATTERY 3 has an integrated **File** menu. Here you can find those commands that you are used to from other file menus. **Open, Save, Save As,** and **Quit** as well as some others are all there.



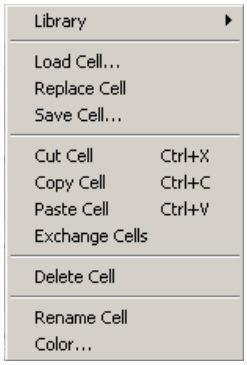
To load a kit, select **Open**. In the dialog box, navigate to where the BATTERY 3 Library was installed and choose a kit.

*The **Open** function will always "remember" the last folder that you opened. This makes successive loading from the same folder much quicker.*

When the kit has loaded, you can take a look at how things are arranged. Each cell contains one sample (or multiple samples in different layers). In the greater view, BATTERY is arranged in columns (1,2,3, etc.) and rows (A, B, C, etc.). If you want to edit an entire row or column, just click on the number or letter (more on this in the handbook).

Loading single files

The time will come when you will need to add more drums, more percussion or even effect sounds to your kit. This is easily achieved. To load new cells, simply locate the cell where you want to insert the sample and right-click (Mac: ctrl-click) on it to open the context menu:



Cell library will open the cell library menu, where you can choose between over 2000 preconfigured drum cells.

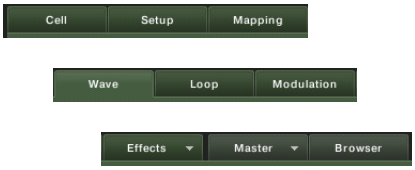
Triggering cells

Now that your kit is perfected, explore it by mouse-clicking on the different cells. Alternatively, you can use your computer keyboard to trigger cells, too; perfect for those laptop moments with no mouse. The best way to see BATTERY in action is to use your attached MIDI Keyboard.
As you trigger different cells you'll notice a few things happening. Number one is that the waveform view refreshes and always displays the currently selected cell's sample. Number two is that the voice count (the number beside the note symbols at the top of the BATTERY window) increases and decreases, depending on how fast you play and how long the sounds sustain. We are pointing your attention to this because each computer has limit of sounds it can play at a time. With 128 cells maximum you may reach that limit sooner than you think, especially with non-drum sounds. If you experience sluggishness or audio drop-outs it is likely that you are near or at that limit.

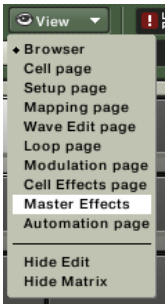
The Sub-Page Menu

New in BATTERY 3 is the extended sub-page menu at the bottom of the interface. It mixes old features with new ones but maintains the straightforwardness of the interface that BATTERY 1 is renowned for.

In the sub-page section, you can see the tabs **Cell**, **Setup, Mapping**, **Wave, Loop, Modulation, Effects, Master, Browser**:



You can click on the tabs to access the individual sub-pages. They can also be accessed from the **View** menu within BATTERY:

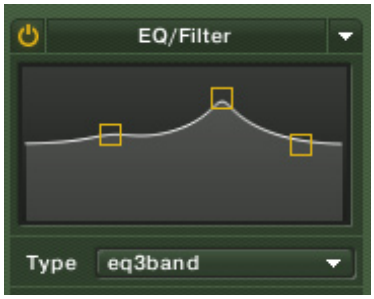


Since this is only a first-steps guide, we won't go into all the details, but we won't leave you hanging either: As an introduction, you will learn how to use the filter section.

Filtering your sounds

BATTERY 3 now features an excellent filter section with 16 different filter types. A filter serves to exclude or attenuate certain frequencies of a signal. They are used to remove unwanted noise or to create cool effects. An EQ, for example, is a common filter.

Let's start with a 3-band EQ. To get the idea of how the EQ can shape your sound, select the kick drum and click on the **Filter** tab. From **Filter Type** select the **3-band EQ** from the list.



This filter has three different bands that can be moved around freely to your liking. To the right of the **Filter Type** menu are the three parameters for selected band. To access the parameters of a different band, just select it by clicking on its dot in the graph.

For a kick you may want to boost the low end, so you should move the leftmost band up. You'll notice that the bandwidth is a bit too thin to cover all the bass frequencies, so move the **BandW** knob slowly to the right to extend the frequency range of the band. Moving the **Freq** knob will adjust the band to the left or the right and **Gain** will boost or soften the respective band. Experiment with these settings until you like what you hear and to also get an idea of which knob does what and how it affects the original sound.

Well, now you know the basics around BATTERY 3. We hope we got you started. Nevertheless - with this tutorial, we've just scratched the surface, so if you want to go a little deeper we suggest you read the full handbook.

Enjoy!

Your Native Instruments Team