

# DV8

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# System Requirements

## Minimum System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.6.1 or higher
- MacOS 10.12, 10.13, 10.14 or 10.15 (latest update), i5, 4 GB RAM
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 2 GB RAM

## Recommended System Requirements

- KONTAKT Player Or KONTAKT 6 Full Version 6.6.1 or higher
- Mac OS X 10.12 and higher (latest update), 8 GB RAM Intel Core i5 or i7, i9
- Windows 7, Windows 8, or Windows 10 (latest Service Pack), Intel Core i5 or equivalent CPU, 8 GB RAM

# Installation & Activation

There are two main steps to getting started with DV8. Step 1 - Installation, and Step 2 - Activation.

## Step 1 - Installation

1. Download DV8's 1 zip file from your account or email. Ensure the files are 100% downloaded before moving on to step 2 below.
2. **Unzip** / Unpack the zip file.
3. After successfully unpacking the zip file you should now see a single folder named DV8, which should be around 246.4 MB (or slightly larger) in size. *Take note of where this folder is located because you will reference this location in the next step.* Also, It is very important that the file structure is maintained within the DV8 folder.
4. Make sure you have the latest version of KONTAKT 6. If you do not own KONTAKT 6 no worries, you will need to install the Free Native Instruments KONTAKT Player which you can download here - [KONTAKT Player Download Link](#)

## Step 2 - Activation

**\*\*NOTE\*\*** We recommend updating to the latest version of KONTAKT / KONTAKT Player from within Native Access before activating DV8.

1. Open KONTAKT or KONTAKT Free Player and navigate to the Libraries tab in the top left corner of KONTAKT. Now click the Manage Libraries button directly underneath this. Native Access will now automatically launch. You may need to click the Launch Native Access Button.
2. Once logged in to Native Access, click the Add a serial header at the top left of the menu. You will now be prompted to enter your DV8 serial number. Copy and paste your serial into this box and then click the "+ Add Serial" button.
  - a. The product serial number is sent to your email address automatically after purchasing the instrument. It will also be available in your [account on our website](#) if you purchased directly from Sound Yeti. If you have issues or didn't receive the serial number with your purchase from Sound Yeti, contact us via email: [support@soundyeti.com](mailto:support@soundyeti.com)
3. After activating your serial number in Native Access, you will now be prompted to browse to the DV8 folder. Simply click the Browse button on this page and navigate to the DV8 folder that you have previously unpacked (see Step 1 – Installation above). It is important that you select the DV8 folder itself and not any of the folder's subfolders. Now click Open or Select Folder (if on PC).
4. Once you have followed these steps, the instrument should now be installed correctly in KONTAKT's "Libraries" tab. To make sure it appears as a pane in the libraries tab, you may need to refresh the tab in KONTAKT by clicking the refresh icon to the left of the "Manage Libraries" button.

## Batch Re-Save (Optional)

Running a batch re-save after installing DV8 is highly recommended. This process helps speed up load times.

1. With DV8 loaded into KONTAKT, click the "Disk / File" Icon at the top of KONTAKT itself.
2. Select "Batch re-save"
3. Confirm the warning message by pressing "Yes"
4. Navigate to and select the main DV8 folder. This is the same folder you referenced earlier when adding DV8 as a library within KONTAKT.
5. The process may take a few moments and then you're done. You'll have faster loading times and better application performance.

## Welcome to DV8

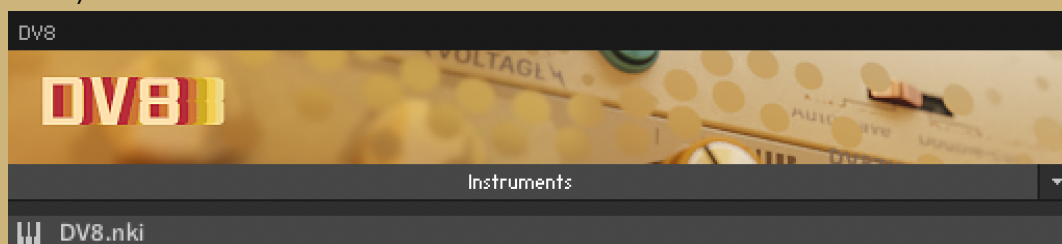
DV8 is a modular synthesizer designed for live performances. Use the powerful double macro system to smoothly shift preset patches from atmospheric pads to filtered plucks. The built-in sequencer independently triggers the two wavetable oscillators, allowing users to create experimental rhythms that are drastically morphed using midi-controller automation.

Each preset provides a unique signal chain that utilizes processors such as distortion, chorus, envelopes, and oscillators. Alter the settings of multiple heavy processors with the single voltage knob while shaping the volume envelopes with the flow knob. Break through your writers' block with the randomize dice introducing you to endless combinations of parameters. Dig deeper to discover wavetable modulation, delay/reverb presets, and an arpeggiator pattern browser. Master the evolving sound of modular synthesis with DV8.



## Introduction

In this manual you'll find everything needed to learn about the features and capabilities of DV8. Once you have installed, as per the instructions on above in the Installation & Activation section, you will find 1 instrument in DV8's Library Brower titled: "DV8.nki" This instrument (.nki) hosts all the versions of DV8's expansive sound libraries, features, and functionality.



## Overview

DV8 features 4 main pages including Home, Arp, Position/Form, and Delay/Reverb. There are also 2 additional browser pages for wavetable samples and arpeggiation patterns. The interface is layed out with the sound design hierarchy in mind. Users will spend most of their time on the Home and Arp pages, while only accessing the remaining secondary pages for minor adjustments.

## Home

The home page is accessed by clicking the “HOME” button directly below the DV8 logo (indicated by red box). This page centers around the double macro system of Voltage and Flow. This page provides users the ability to drastically alter the sound of DV8 by simply modifying the two large knobs. Users can easily see how Voltage and Flow are processing the sound so that they can make adjustments for their specific needs.



**Voltage** - Macro controller connected to heavy processors including overall gain, blend volume, and all 8 knobs along the base of the interface.

**Flow** - Macro controller exclusively connected to volume envelopes at top corners of UI

**Randomize Dice** - Click this control to randomize the settings of all of the controls connected to the corresponding macro knob.

**Preset Positions (0,1,2)** - Use 0, 1, and 2 buttons to load preset positions of the controls connected to the macro knobs.

**Preset Save Mode** - When in auto-save mode, preset positions 0, 1, and 2 are updated automatically when corresponding controls are altered. When in double-click mode, knob settings will not be saved to preset positions until the user double-clicks the slot (0, 1, or 2) that they want it to be saved to.

**Master/Blend** - Volume controllers that adjust overall volume and mix balance of the two wavetable oscillators.

**Position/Form** - Position morphs between the waveforms included in the wavetables, while form adjusts the wave-shaping mode specified by the drop-down menu on the form page.

**DV8TION Modules** - These four knobs can be connected to a large number of processor parameters such as filter cutoff frequency, distortion drive, or LFO speed. These connections change with every loaded preset. Users can access advanced controls by clicking the Sound Yeti logo within the footer. This pop-up menu can be used to connect the module knobs to new parameters (please see DV8TION Modules page 12)

**Delay/Reverb** - Adjust the mix of the dry and wet signals for delay and reverb. These are not send effects, therefore reverb is applied to the echos created by the delay processor.

**Volume Envelopes** - Located at the top corners of the UI. Use XY controls or value indicators (below graphics) to adjust the attack, decay, sustain, and release of the two wavetable oscillators.

**Transpose** - Shift the sound source up or down by one octave.

# Arpeggiator

The arpeggiator page is accessed by clicking the “ARP” button directly below the DV8 logo (indicated by red box). Use the power toggle on this button to declare the ON/OFF state of the arp. This page is used to apply independent sequencers to both sound sources. Controls in the center are master controls applied to both sequencers, while the controls off to the side are specific to A or B.



**Sequencers** - The 16 bars of these sequencers denote the velocity values of each triggered step. These values can be adjusted with shifting arrows, flipping arrows, or clicking and dragging the graphic.

**Steps** - Use arrows or click and drag (up/down) number to adjust the number of arp steps.

**Gate** - Adjust the length of notes triggered by the sequencers. Note length ranges from 0-400% of the step length. For example, if the gate is set to 200%, each note length will last 2X the length of a step.

**Latch** - When the latch is inactive, the arpeggiator will cycle through steps only when keys are pushed. When the latch is active, the arpeggiator will continue to cycle through steps after the user removes fingers from keys. The latch button is connected to the sustain pedal (CC#64) so users can easily toggle the latch mode.



**Arp Pattern** - This dropdown menu allows users to select options such as Up, Down, Up & Down, or ZigZag UpDn. These patterns alter the order in which notes are triggered by the sequencer.

**Octave** - Horizontal slider used to repeat pushed note patterns with higher or lower octaves. For example, if C2 is pushed with the octave control set to +2, arp will react as if the user has pushed C2, C3, and C4.

**Retrig** - When active, the retrigger button will start the arpeggiator from the first step every time the user pushes a new key.

**Swing** - Apply an offset to every other note to cause swing. Make note early/late by turning the knob left/right respectively.

**Stereo** - The arpeggiator triggers each note in a random location within the stereo field. The stereo knob narrows/widens as the user turns it left/right respectively. For example, if the stereo knob is set to 75%, each note will be triggered at a random location within the stereo field of 75L-75R.

**Time** - This knob can be used to adjust the speed of the arps to trigger a note for every  $\frac{1}{4}$ ,  $\frac{1}{8}$ ,  $\frac{1}{16}$ , or  $\frac{1}{32}$  note.

## Position and Form

The position and form pages are accessed by clicking the “Position” and “Form” buttons at the bottom left corner of the UI (indicated by red box). These pages are used to adjust the functions of the Position and Form knobs and apply modulation to these parameters.



**Range** - Adjust the range of the pos/form knobs. The minus and plus sliders denote the settings of the min and max positions of the pos/form knobs. These ranges do not adjust the range of modulation, they only adjust the starting point of these controls.

**ENV** - Apply an envelope to the pos/form parameter. Specify custom parameters for attack, decay, sustain, and release or link the ENV to the corresponding volume envelope. The bi-directional intensity can be set to increase or decrease the pos/form parameters when triggered.

**LFO** - Apply an LFO to pos/form. Select the shape of LFO by clicking the wave graphic (sine, triangle, square, saw). Adjust speed with knob to the right of the wave graphic with the option to base speed on sec or note. Fade-in time can be set only when the retrigger button is active. The bi-directional intensity can be set to set LFO amount and flip the shape.

**Form Type** - This dropdown menu is only on the Form page. Users are given the option to select modes such as Sync 1, Bend +, and PWM which all provide different wave-shaping properties.

## Delay and Reverb

The delay and reverb page are accessed by clicking the “Delay” or “Reverb” buttons at the bottom right corner of the UI (indicated by red box). These pages provide a preset system that loads the provided delay and reverb presets. Users can adjust parameters further with additional controls.



**Preset Browsers** - Use the scrollable browser to double-click a desired preset or use left/right arrows to cycle through the settings.

**Delay Time** - This controls the time in between each echo. This parameter can be set to a time based on seconds or notes using the button below the knob.

**Delay Type** - Users are provided five delay types including modern, analog, tape, vintage, and diffusion. Each type provides three secondary controls. For example, the tape delay provides users the ability to adjust age, flutter, and saturation.

**Delay Ping-Pong** - When enabled, the delay repeats are panned left and right in an alternating pattern.

**Reverb Type** - Users are provided the option to use a room or hall reverb.

## Wavetable Browser

The wavetable browser is accessed by clicking the names of the loaded wavetables at the top-left and top-right corners of the UI (indicated by red boxes). This browser provides visual representations of the 100 wavetables included with DV8. The sixth page, titled "User", provides 20 slots for users to store their favorite sound sources from their personal collections.



**A/B Select** - Choose the sound source you would like to replace by clicking its name at the top-left or top-right corners. This action will fade the opposing name and allow the user to replace the selected sound source by clicking the provided wavetables.

**Arrow Select** - Use the arrows to the left and right of the selected wavetables to cycle through the provided sound sources.

**A/B Power** - The two sound sources can be turned ON/OFF by clicking the A and B switches next to the names of the loaded wavetables.

**User Page** - The user page is originally provided with 20 empty slots. Users can load in their own sound sources by dragging and dropping samples from any location on their computer. These user-loaded wavetables will appear on all loaded instances of DV8 as long as the loaded sounds are not moved to a different location on the computer.

## Arp Pattern Browser

The arpeggiator pattern browser is accessed by clicking the “Browse” button near the center of the arp page. This browser provides the user with 39 sequencer patterns plus one random pattern generator. Click the DV8 logo while on this page or the main arp page to load two random patterns from this list.



**A/B Select** - Select pattern A or B by clicking the graphics at the top-left and top-right corners of the pattern browser. The selected sequencer is denoted by the green color. The selected sequencer will be replaced by the newly selected patterns when highlighted.

**Sequencer Editors** - Miniature versions of some of the arp editor controls are visible while using the browser. These include the steps control, horizontal flip, vertical flip, gate, and left/right shift.

## DV8TION Modules

This feature is exclusive to the full version of Kontakt 6. If your version of Kontakt has the word “Player” at the top left corner, you will not be able to manually swap these controls with new parameters. The DV8TION modules can be connected to 100+ parameters of a multitude of processors such as filter cutoff frequency, distortion drive, or LFO speed. The controls used to connect the modules are revealed by clicking the Sound Yeti logo at the footer of the UI (indicated by red box).



Access the backend of Kontakt by clicking the wrench icon at the top-left corner of DV8's UI. This will reveal all of the signal processors. Users can add effects to any of the 8 slots, numbered 0-7, by clicking the plus symbol on the desired location within the signal chain. The dropdown menu in the second row of the DV8TION module pop-up menu can be used to connect modules to any of the following regions:

- Group 0/1/ALL
- Modulation 0/1/ALL
- Bus 0/1/ALL
- Insert
- Send
- Main
- Position/Form (Frontend UI)

These options reference the different signal chain regions that are represented in the backend (as shown below) with the exception of the “Position/Form” option which connects to knobs on the Position and Form pages of DV8's frontend UI.



**GROUP** - Group insert FX are at the beginning of the signal chain and apply individual processing to DV8's two wavetable oscillators. Take note of the status of the "Group Editor" section and the square selector icons to the left of the names "Group 0" and "Group 1". If the squares for Group 0 (A) and Group 1 (B) are active, changes to the signal chain will be applied to both groups (as shown above). If only one is selected, changes are only applied to that one sound source.

It is also important to take note that parameters of group effects can be modulated unlike bus, insert, send, and main effects. For example, if you want to modulate a LPF, it must be placed in the group effects section.

**MODULATION** - Modulation can be applied to parameters of effects within the sections titled Source, Group Insert FX, and even Modulation. Yes, modulators can be applied to modulators. Click the "Mod" tab on the left side of processor edit tabs, then use the "add modulator" dropdown to add a modulator (as shown below).



The dropdown menu on the right side of the modulator can be used to attach the modulator to different parameters depending on what processor it is being attached to. For example, users can attach a modulator to the cutoff frequency or resonance of a ladder filter.

The horizontal slider in the center of the modulator controls the intensity of the modulation.

Additional parameters of each modulator can be found at the bottom of the backend in the modulation section. In this example, an LFO was added to the bottom of the list (red box).



In order to attach a DV8TION module to a modulation parameter, you must learn the “idx” and “generic” numbers of the modulator. Make sure the script editor tab is visible (red box) as well as the script viewer (blue box).

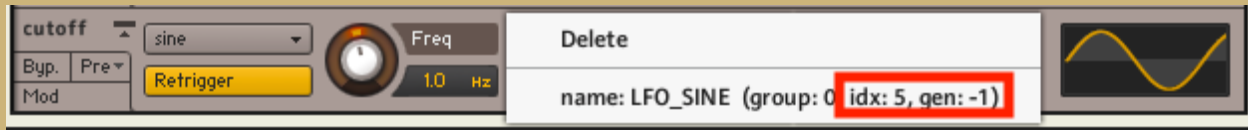


If the script text is visible, as shown above, you can **right-click** modulators to see the “idx” and “generic” numbers. In this example, the modulation send, or connector, has the idx and gen numbers 5 and 0 respectively.





In this example, the modulator has the idx and gen numbers 5 and -1 respectively.



Input these numbers into the third row of the DV8TION modules to attach them to the knobs. In the example below, the two knobs are connected to the LFO amount (intensity) and the LFO speed (frequency). Note that the modulation intensity has the two modes of unidirectional (0 <-> 100) or bidirectional (-100 <-> 100).



**BUS** - Similarly to group effects, bus effects are applied independently to each of the two sound sources. Note that wavetable A goes through Bus 1 while wavetable B goes through Bus 2. Select your desired bus by clicking one of the first two bus icons as shown below.

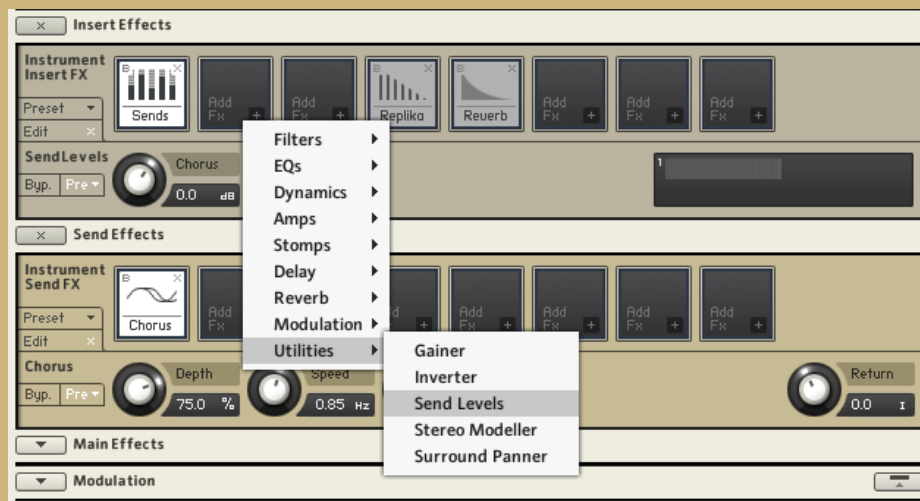


This section provides a few additional processors that are not available in the group effects section. These include choral, flair, and phasis. When using processors in the Bus section, users can NOT attach modulators to parameters.

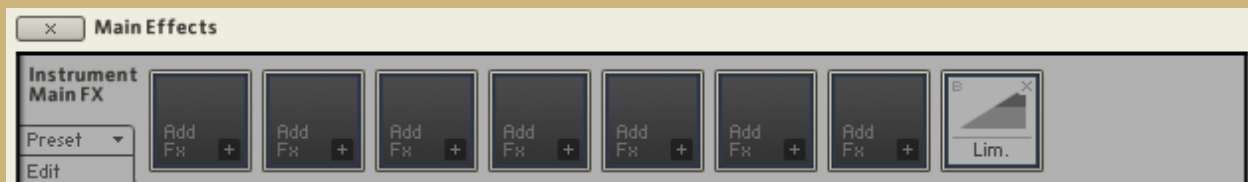
**INSERT** - After the sound sources A and B exit the bus effects, they converge to a single signal chain. Processors within the insert section are master effects that are applied to the newly converged signal. Note that the delay and reverb processors should not be removed or altered because their controls are connected to the delay/reverb page on the frontend UI of DV8.



**SEND** - Send effects are applied to signals that have been branched off using a “Send Levels” utility effect. In the example below, the signal is being branched off before the Replika Delay in the Insert effects. The signal is being sent to a chorus in the Send effects section.



**MAIN** - The signals from the insert and send effects sections converge to the Main effects section. The signal chain ends with a limiter that is connected to the gain knob to the left of the DV8 logo on the frontend UI.



**POS/FORM** - This is the only option that connects the DV8TION modules to controls that are on the frontend UI. This option gives users the ability to connect the modules to any of the 6 knobs on the position and form pages (total 12). These knobs can be seen with red/blue boxes in the graphic below. The blue boxes denote the knobs that have been connected to DV8TION modules.



## IMPORTANT! Permanent Backend Processors

We encourage you to customize your DV8 presets with personalized signal chains, but it is important to not alter specific processors in the backend of the instrument. This includes many modulators, delay (replika), reverb, and limiter. If these processors are altered, it could alter the intended purpose of controls on the user interface of DV8. This section will highlight all of these processors along with their locations and frontend connections. All of the processors described in this section can be found in the backend of DV8 which is accessed by clicking the wrench icon at the top-left corner of the instrument.

**MODULATORS** - The permanent modulator sends can be found near the top of the signal chain within the “Source” and “Amplifier” sections. These sections are above and below the group insert FX. The image below highlights the permanent modulators with two red

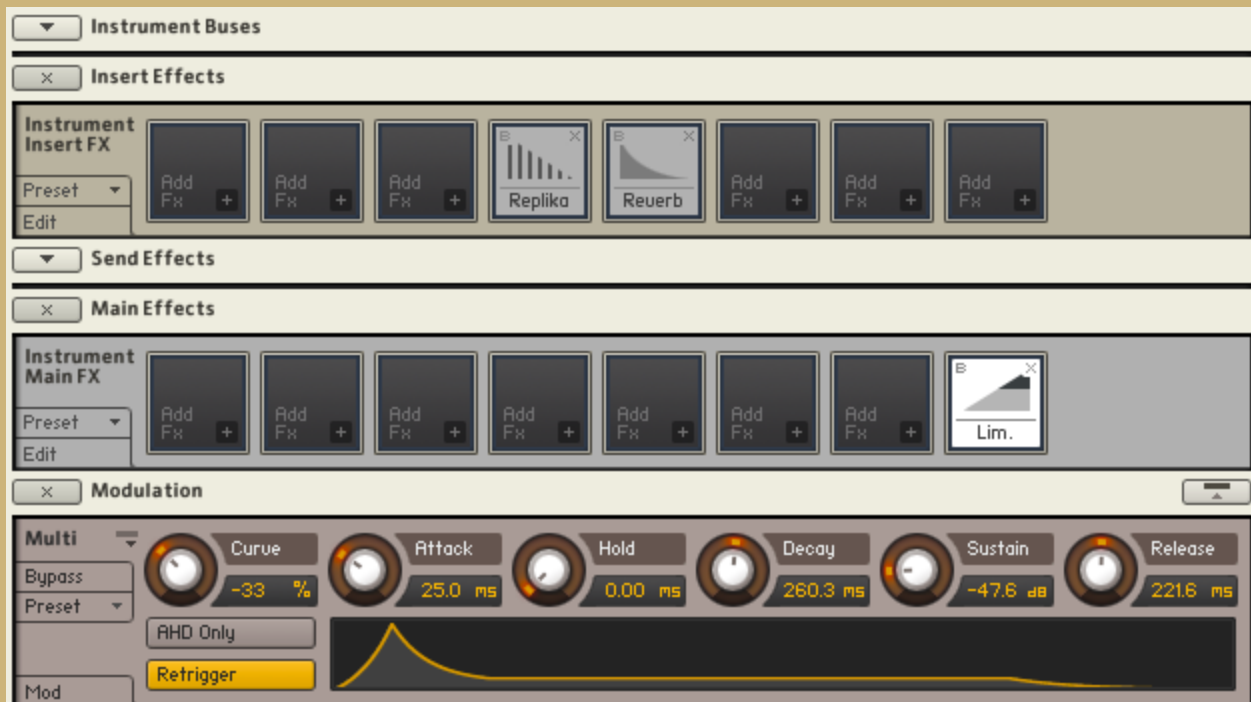
boxes. These controls should not be by the user. They are connected to the pitch bend mod wheel, volume envelopes, and the controls found on DV8's position and form pages.



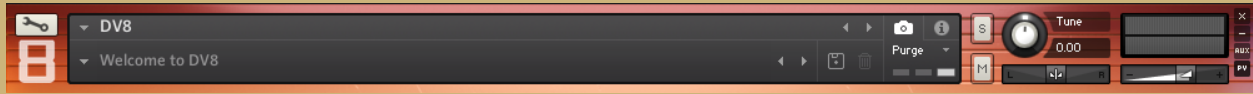
Many of the modulators shown above are sent to the processors in the modulation section. This can be found at the very bottom of the backend. All of the modulators, shown below, should not be altered by the user when editing the backend.



**FX PROCESSORS** - The delay (Replika), reverb, and limiter should not be altered by the user when customizing the backend of DV8. The delay and reverb can be found in the “Insert Effects” while the limiter is found in the “Main Effects” section. The parameters of the delay and reverb should only be altered by manipulating the controls displayed on the delay and reverb pages on DV8’s frontend user interface. The limiter is connected to the instrument’s “Gain” knob to the left of the DV8 logo.



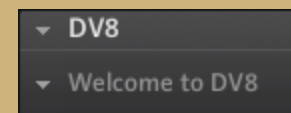
## Loading Presets



DV8 includes xxxx presets/snapshots designed by the team at Sound Yeti. Loading and saving your home made presets in DV8 is done via KONTAKT's snapshot system.

### Load a Preset:

1. Ensure that the "Camera" icon is selected in the Header of KONTAKT.
2. Click the downward arrow at the left of KONTAKT's Header, and simply select a Preset from the drop-down menu.

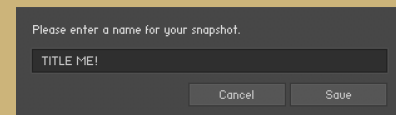


### Save a (user) Preset:

1. Click the "Save" icon, and enter a name for your Preset / Snapshot.
2. All your User Presets can be recalled and loaded at any time from the drop-down Snapshot menu. If you've spent time tweaking some sounds and you find that you like what's happening, be sure to save your work. (you can save an unlimited number of user presets)



Preset / Snapshot.



Once you save a Snapshot, it will be saved to the following location on your computer.

### On Mac OSX:

- Macintosh HD/Users/Your Name/Documents/Native Instruments/UserContent/DV8

### On Windows:

- C:\Users\Your Name\My Documents\Native Instruments\User Content\DV8

\*\*Note\*\* You can also create a folder and subfolders to group your User Presets for easier navigation.

## NKS Integration

Native Kontrol Standard (NKS) is Native Instruments' extended plug-in format for virtual instrument developers. NKS allows for intuitive and seamless interaction between plug-in instruments and KOMPLETE KONTROL and MASCHINE hardware. DV8 features a thorough and complete integration for the NKS plug-in format, including Native Map, Integrated Browser, and Snapshot Previews.

## Native Map

The Native Map integration for DV8 features 4 pages of powerful mapping layouts. We exposed these controls because they are the most relevant controls of the instrument and will help you tweak your sounds quickly. Also remember if you need more, all controls are available to you via Midi CC for your own custom mappings.

### Macros / Volume / Transpose / Arp - Page 1



### Voltage FX - Page 2



### Flow ADSR - Page 3



## Arpeggiator - Page 4



## Key Command Reference

These can be helpful, pay attention... !

Command + Click (Mac) | Ctrl + Click (PC) = Returns a control to default value

Shift + Click (Mac) | Shift + Click (PC) = Gain more granular control of knob movement (smaller increments)



## Troubleshooting

Below you will find answers to frequently asked questions regarding the installation process and troubleshooting:

Having trouble extracting the RAR Files.

Please follow Step 1 - Installation: above and ensure all RAR files are the correct sizes and downloaded to the same location on your computer / hard drive.

If using a Windows system, we recommend using "WinRAR" to extract the RAR files. WinRAR can be downloaded for free.

If using a Mac, we recommend using "The Unarchiver" to extract the RAR files. The Unarchiver can be downloaded for free.

After extraction, the final "DV8" folder should be around 7.28 GB (or slightly larger) in size.

Upon loading DV8, KONTAKT displays a message that files are missing.

This suggests that the RAR files did not extract properly or the files did not 100% download / complete before extracting.

Please ensure that all 2 RAR files are fully downloaded to the same location on your computer before extracting them. Please ensure that each RAR file is the following size:

- Part 1 should be: 3.7 GB (or slightly larger)
- Part 2 should be: 3.47 GB (or slightly smaller/larger) (Depending on OS)

DV8 disappears from KONTAKT's Library Tab?

- Download and install the latest version of KONTAKT, which is available via Native Access.
- Close Native Access, open it again and log in. During the launch process Native Access will update the database of your products automatically in the background.
- Start KONTAKT standalone. DV8 should be available again.

I have activated DV8, but I'm not seeing it in KONTAKT.

- In KONTAKT click the cog icon to go to the Settings menu
- Navigate to the "Libraries" tab
- Click the box next to DV8

## Credits

There are so many people to thank for the making of DV8...

Executive Producers: Andrew Scudder, Collin Scudder, and John Scudder

Product Development: Owen Bolig, Martin Meinerz, and John Scudder

Developers / Programming: Owen Bolig

GUI & Graphic Design: Voger Design - <https://vogerdesign.com/>

Executive Sound Designer: Martin Meinerz

Presets: Martin Meinerz, Owen Bolig, Zardonic- Zardonic.net, and Collin Scudder

Product Manual: Owen Bolig and Andrew Scudder

With special thanks to:

God

The Art of Music

The Beta Testers

The Product Audio Demo Makers

The Music Creatives

Made with love just for you by the Sound Yeti squad.

