I G U A N A
K A R M A - E D I T I O N

M A N U A L

V E R S I O N   1 . 0

M A Y ,   2 0 2 2

D E A D L I N E
E N T E R T A I N M E N T

You Are Amazing!

Thank you so much for purchasing **IGUANA - Karma Edition** and
supporting Deadline Entertainment. Despite many other choices you did the right one! So let's
start straight and show you what you got!

TABLE OF CONTENT

TABLE OF CONTENT

www.deadline-entertainment.com

1.0 GENERAL INFORMATION

1.0 GENERAL INFORMATION

1.1 SYSTEM REQUIREMENTS

This library comes with a total size of 124 GB. If you want to use Native Access' installation process please maintain to have at least 372 GB (3x124GB) of free space on your hard-drive.

If you experience installation problems you can find a manual download link option in your notification email with the serial.

The minimum requirements according CPU and OS are equivalent to the minimum requirements of Kontakt 6 Player.

The suggested system requirements are:

- Apple Silicon Macs (via Rosetta 2 & natively on ARM in Standalone or in hosts that support it) or Intel Macs (i7 or higher): macOS 11 or 12 (latest update)

- Windows 10 or 11 with Intel Core i7 or equivalent CPU

- 16 GB RAM (for Full kits) or 8 GB RAM (for Submix kit)

- SSD Drive

1.2   INSTALLATION AND GETTING STARTED

1.   Download Native Access here, install and open it.
2.   BEFORE adding a serial number please maintain you have enough space on you chosen download and installation location. Skipping this may cause a lot of trouble!

> Plan A:
> 2.1   Click on the user-icon in the right upper corner of Native Access
> 2.2   Select Preferences
> 2.3   If you chose a folder that hasn't at least the triple amount of the library's size left **(in this case ~370GB)**, please select a different location. This big-space requirement is only neccessary during installation and activation process. If you don't have this opportunity proceed with Plan B
> 2.4   Check the free diskspace for your Content location folder as well. Here you only need the exact size left (~123 GB)
>
> Plan B:
> In this case we skip installing with Native Access and simply download and install the library manually
>
> 2.1   In the email with the serial number you can find a link to the manual download-links to the library. Clicking it you'll be provided to a cloud folder.
> 2.2   Download to the Content location folder selected in Native Access

3.   You received an email with a serial number from us (info@deadline-entertainment.com). Copy this and paste it into the ADD A SERIAL field in Native Access as shown below:

4.   Either IGUANA - Karma Edition will show up in the **not installed** (Plan A) or the **Installed products** section (Plan B, if unpacked in Content location)

> Plan A:
> 4.1   Click INSTALL and wait for installation to finish
>
> Plan B:
> 4.1   If FULL VERSION is not shown Click LOCATE (only shows up while hovering with the mouse) and select the folder containing **Iguana – Karma Edition.nicnt**

5.   Install Kontakt 6 Player

6.   (Optional) Install Komplete Kontrol if you use Native Instruments Komplete Kontrol Keyboard series

1.2.1 FIREWALL SETTINGS

Windows:

1. Open Windows Security
2. Click on **Virus & threat protection**
3. Scroll down to Virus & threat protection settings
4. Click **Manage settings**
5. Scroll down to **Exclusions** and click **Add or remove exclusions**
6. Add the following **exclusions**:

   ncw

   nicnt

   nkb

   nki

   nkm

   nkp

   nkr

   nks

   nksn

   nkx

7. Add the following **executables**:

   Kontakt.exe

   Native Access.exe

   Komplete Kontrol.exe (if availible)

Mac:

1. Open the **Apple menu**, and select **System Preferences**
2. Click the Security & Privacy in the System Preferences window
3. If your Firewall is turned on click the **Firewall Options...** button (if not you can skip this part)
4. Click the + symbol
5. Find and add the following apps to the exclusion

   Kontakt

   Native Access

   Komplete Kontrol (if availible)

1.3   LIBRARY CONTENT

IGUANA – Karma Edition offers 123 GB of compressed (lossless) 48khz 24bit samples in 3 different instruments.

The Clear and Red Kits (01. Full) are carrying all recorded mic channels straight and untouched. The Submix Kit (02. Submix) contains a variety of grouped and balanced submixes, as well as a lightweight stereo mix position.

1.3.1   DRUMKIT
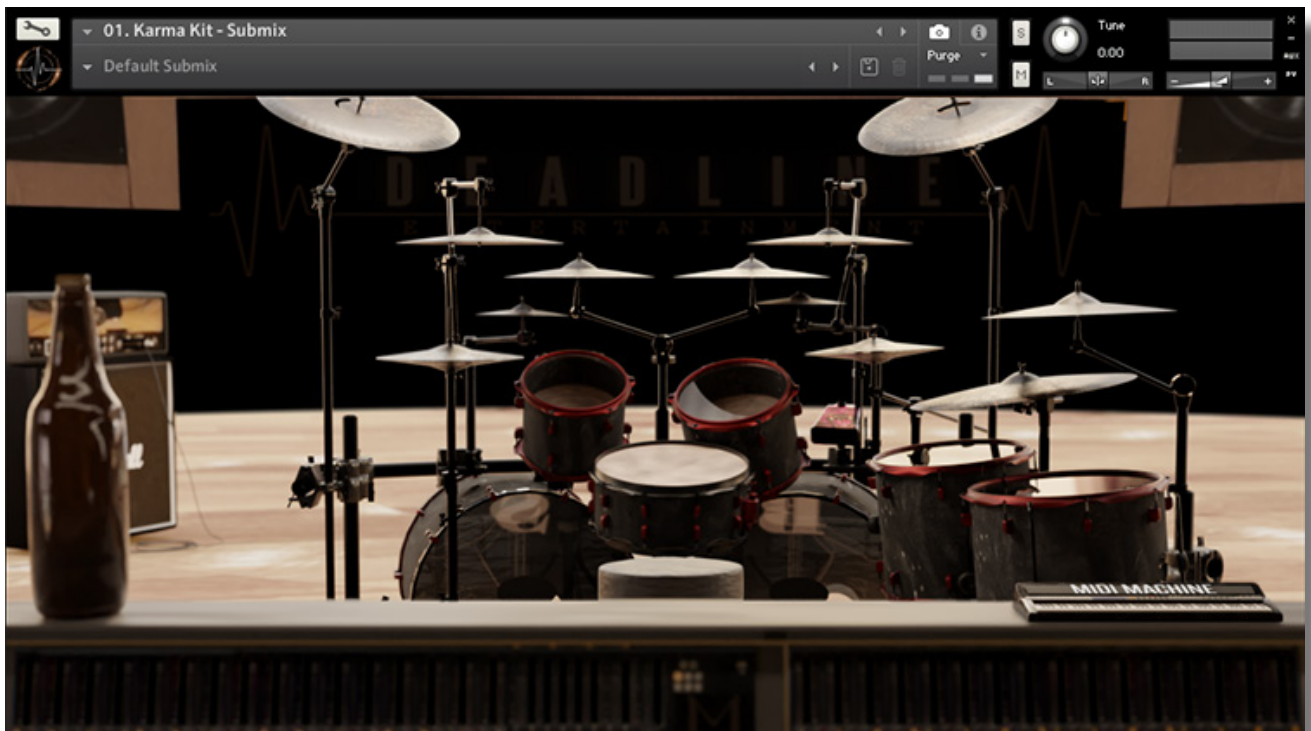
IGUANA – Karma Edition is split up into 3 instruments. The Clear and Red Kits provide 29 microphone positions with full bleed. Due to the size of the library it wasn't possible to map all samples into one instrument. Therefore the Toms, Chinas and the Ride are identical across these instruments.

The Submix Kit instrument offers all recorded drum-variations with 8 pre-balanced submixes. This instrument is ideal for a lightweight usage and is fully compatible with the Full Kit instruments for further production.

Scenario for mobile usage:
The most lightweight method to use the Iguana on the road is to copy the following files only:

Instruments / 1.0 / 02. Submix / 1. Karma Kit – Submix.nki

Samples:
>
> deadline.nkc
> deadline.nkr
> mainsubmix_0.nkc
> mainsubmix_0.nkx
> mainsubmix_1.nkc
> mainsubmix_1.nkx
> mainsubmix_2.nkc
> mainsubmix_2.nkx
> mainsubmix_3.nkc
> mainsubmix_3.nkx
> Iguana - Karma Edition.nicnt

With a total size of just 8.11 GB you'll be able to play all drum-variations with a specially designed stereo mic-position only.

1.3.2 MICROPHONES

KD-L1:	Electrovoice RE20
KD-L2:	Shure SM52 Beta
KD-L Sub:	Yamaha Subkick
KD-R1:	Electrovoice RE20
KD-R2:	Shure SM52 Beta
KD-R Sub:	Yamaha Subkick
SD-T1:	Audix i5
SD-T2:	Audio Technika Pro 37R
SD-B:	Shure SM7B
TOM10:	Sennheiser MD421
TOM12:	Sennheiser MD421
TOM16:	Sennheiser MD421
TOM18 1:	Rode NT1A
TOM18 2:	Sennheiser MD421
HH L:	Neumann KM 184
HH R:	Neumann KM 184
RIDE:	Neumann KM 184
OH:	AKG C414
OH REAR:	Coles 4038
ROOM Close:	2x AKG C414EB
ROOM Far:	2x Neumann U87

DIRT: Neumann TLM 103
DR ATT: n/a
DR PRES: n/a
CHINA L: Rode NT5
CHINA R: Rode NT5
COWBELL: Neumann KM 184
SPLASH L: Rode NT5
SPLASH R: Rode NT5

1.3.3 INSTRUMENTS

Clear Kit

Kick L & R: Cube Drums Beech 24x17
Batter & Beater: Clear Plastic, Clear Felt, Clear Wood

Snares: Cube Custom Beech 14x6.66 with Evens Genera HD
                     Pearl Free Floating Brass 14x6.5 30 Years Anniversary Limited with Evans
                     Power Center Reverse Dot

Toms: Cube Drums Beech (same as red kit)
                     Hi Tom 10x8 Remo Emperor Clear
                     Lo Tom 12x9 Remo Emperor Clear
                     Hi Floortom 16x14 Remo Emperor Clear
                     Lo Floortom 18x16 Remo Emperor Clear

HiHat L: Samsun Medium Brilliant 14"
HiHat R: Samsun RAW Spark Med-Heavy 14"

Crash 1:   Samsun 21st Billiant 19" Medium Crash
Crash 2:   Samsun 21st Billiant 16" Medium Crash
Crash 3:   Samsun 21st Billiant 17" Medium Crash
Crash 4:   Samsun 21st Billiant 18" Medium Crash
Crash 5:   Zildjan A Custom 18" Crash

China L: Samsun 21st Billiant 19" Medium (same as red kit)
China R: Samsun 21st Billiant 22" Custom China (same as red kit)

Splash L: Samsun Heavy Brilliant RB 8" Splash
Splash R: Samsun Heavy Brilliant RB 10" Splash

Ride: Samsun Heavy Brilliant Powerbell Ride 22" (same as red kit)

Cowbell: LP 204C-DM Demon Cowbell

Red Kit

Kick L + R:	Cube Drums Beech 24x17
Batter & Beater:	Red Plastic, Red Felt, Red Wood, Red Reptile Extra Punch

Snares:	Tama Starphonic Coper 14x7 CS Dot Clear
	Cube Custom Beech 14x6.66 CS Dot Coated

Toms:	Cube Drums Beech (same as clear kit)
	Tom 0 8x7 Remo Emperor Clear
	Tom 1 10x8 Remo Emperor Clear
	Tom 2 12x9 Remo Emperor Clear
	Tom 3 16x14 Remo Emperor Clear
	Tom 4 18x16 Remo Emperor Clear

HiHat L:	Samsun RAW Spark Med-Heavy 14"
HiHat R:	Samsun 21st Heavy Brilliant 13"

Crash 1:	Samsun Absolute Thin 19" Crash
Crash 2:	Samsun Absolute Thin 16" Crash
Crash 3:	Samsun Absolute Thin 17" Crash
Crash 4:	Samsun Absolute Thin 18" Crash
Crash 5:	Zildjan A Custom 20" Crash

China L:	Samsun 21st Billiant 19" Medium China (same as clear kit)
China R:	Samsun 21st Billiant 22" Custom China (same as clear kit)

Splash L:	Samsun Heavy Brilliant RB 8" Splash
Splash R:	Samsun Heavy Brilliant RB 10" Splash

Ride:	Samsun Heavy Brilliant Power Bell Ride 22" (same as clear kit)

|	
Cowbell:	Cool black nameless cowbell found in the mighty halls of Karma Sound Studios

2.0 DRUMKIT

2.0 DRUMKIT

2.1   INTERFACE

Our goal was to give you the most realistic feel, composing with the Iguana. But not only the sound should be sensational. With our cool selfmade 3D scans of the Karma Sound Studio and the beautiful drumset we are able to offer you an authentic, entertaining and maybe even educational visual experience.

The Interface (GUI) is subdivided in 3 sections:
      Settings
      Main View
      Mixer
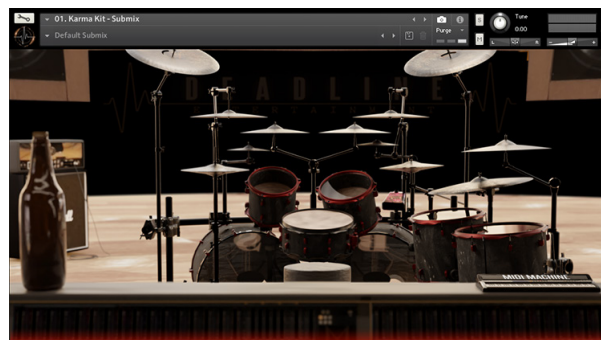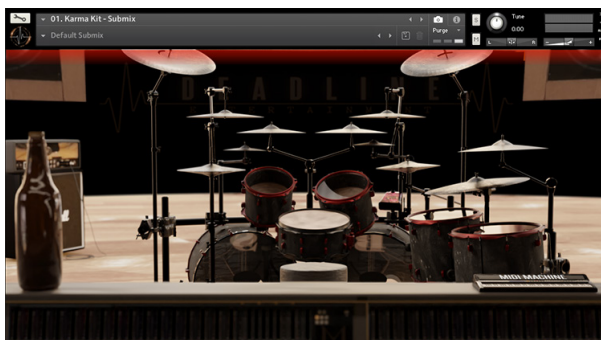
Click on the upper/lower bars to navigate to the subsections. The bars lit up red, when hovering with the mouse.

2.1.1 KEY COLOR GUIDE

The keycolors help for better orientation and follow the NKS keycolor standard:

KD-L:	**Mint**
KD-R:	**Mint**
SD:	**Warn Yellow**
Toms:	**Orange**
HH-L:	**Cyan**
HH-R:	**Cyan**
Crashes:	**Blue**
Chinas:	**Plum**
Splashes:	**Violet**
Ride:	**Magenta**
Cowbell:	**Fuchsia**

Special Keys like MIDI Machine On/Off, Stop Key or Thrash Key are shown in **Red**.

If the MIDI Machine is active, the sequences keyswitches are shown in **Blue**, the selected sequence lits **Red**.

2.2   DRUM PART SELECTION

1.   Click on the part to make the dropdown menu appear
2.   If you want to cross-use between different instruments choose "mute"

2.2.1 DRUMPART LIST

See capter 1.3.3 Instruments

2.3   MIDI MACHINE

Our new invention goes to all songwriters, composers and music-makers of all kind, that either have no time and motivation programming own grooves or are sick of searching through archives of quadrillion beats: The MIDI Machine

The MIDI Machine is an intelligent virtual drum-assistent, that interprets a chosen "loop" based on the users' conducting.
Think of it as a more intelligent and adaptive solo entertainer keyboard for drums.

You can activate it either with the dedicated MIDI Machine On/Off Keyswitch (customizable in the settings menu), by clicking the MIDI Machine button or using the MIDI Machine Control knob on your NKS keyboard.

If active, the keys are subdivided into 3 ranges:

Sequences (C1-B1):

These keyswitches select what sequence/loop is read in for the current jam session:

C1-D#1:	**Verse variations**
E1-F#1:	**Bridge variations**
G1-G#1:	**Refrain variations**
A1-B1:	**Improvisations**

You can and should switch on the fly during performance to accentuate between verse, bridge, refrain and fills.

Loops:

Hit (and press if not in Hold-Mode) any of the following keys to "enable" a drumpart in the current loop.

C2:	**Main Kickdrum Loop**
C#2:	**Additional Kickdrum Loop (if you need more!)**
D2:	**Snare**
D#2:	**Toms**
E2:	**HH-L**
F2:	**Ride**
F#2:	**HH-R**
G2:	**Crashes**
G#2:	**China Left**
A2:	**Splashes**
A#2:	**China Right**
B2:	**Cowbell**

You can use any combination of any of these keys to create the most unique drumgroove.

The MIDI Machine manages the output, so that an as-close-as-possible realism of the groove is given. Please keep in mind, that the results still may be very complicated to play in real life and might harm your drummer!

Single Hits:

Starting from C3 to G#4 here you'll find a reduced version of the mapped single hits:

C3:	**KD-L**
C#3:	**KD-R**
D3:	**Snare**
E3:	**Hi Tom**
F3:	**Lo Tom**
F#3:	**Hi Floortom**
G3:	**Lo Floortom**
G#3:	**HH-L**
A3:	**HH-R**
A#3:	**Crash Left**
B3:	**Crash Center Left**
C3:	**Crash Center Right**
C#4:	**Crash Right**
D4:	**China Left**
D#4:	**China Right**
E4:	**Crash Right Extra**
F4:	**Splash L**
F#4:	**Splash R**
G4:	**Ride**
G#4:	**Cowbell**

Hit one of these to accent the current loop and simultaneously mute the corresponding loop.

For a more detailed description of the MIDI Machine please go to section 4.2 MIDI Machine.

3.0 MIXER

3.0   MIXER

The Mixer is as well devided into 3 layers and offers all sound-shaping setting for all channels.

3.1   MIC CHANNELS

3.1.1   GENERAL FUNCTIONALITY

The default view shows the channelstrip controls, including PAN and AUX section.
Clicking on the FX buttons opens the FX sections.
If shown, the Solo and Mute buttons rearrange to a smaller version to the left of the volume meter.

The FX section offers a Channel-EQ as well as the FX BUS effects, if routed to a bus.
If the channel is routed straight to a Kontakt output the FX BUS effects are hidden.
Navigating to the FX 2 section you will find the Bleedmixer, as well as the IR-section.

Clicking "BUS" will show the volume, pan and routing controls for the 16 FX Busses.

You can name the busses individually in the text field in the FX section or in the BUS channelstrip section.

The volume meter indicate if the selected channel is mono or stereo

3.1.2   PURGING / MEMORY MANAGEMENT

If you click on a channelname you can purge the sample content for this specific microphone.
This saves memory and reduces the amount of played voices.

3.1.3 SOLO / MUTE

Solo and Mute buttons are always present, in the FX section as well as in the regular mixer view. You can batch-unmute/unsolo with the buttons to the right.
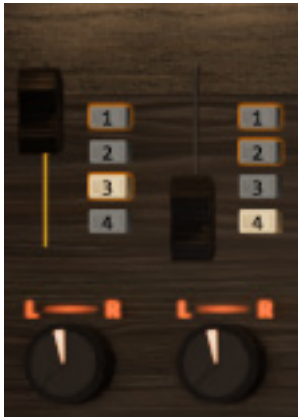
3.1.4 LED CONTROLS

The LED lights indicates the states of the channels.

None   = **unloaded**
Green = **loaded**
Red   = **soloed**
Yellow = **muted**

3.1.5 AUX SENDS

Select one of the 4 IR Sends and adjust the volume slider. If an AUX Send is active the corresponding button will lit up.
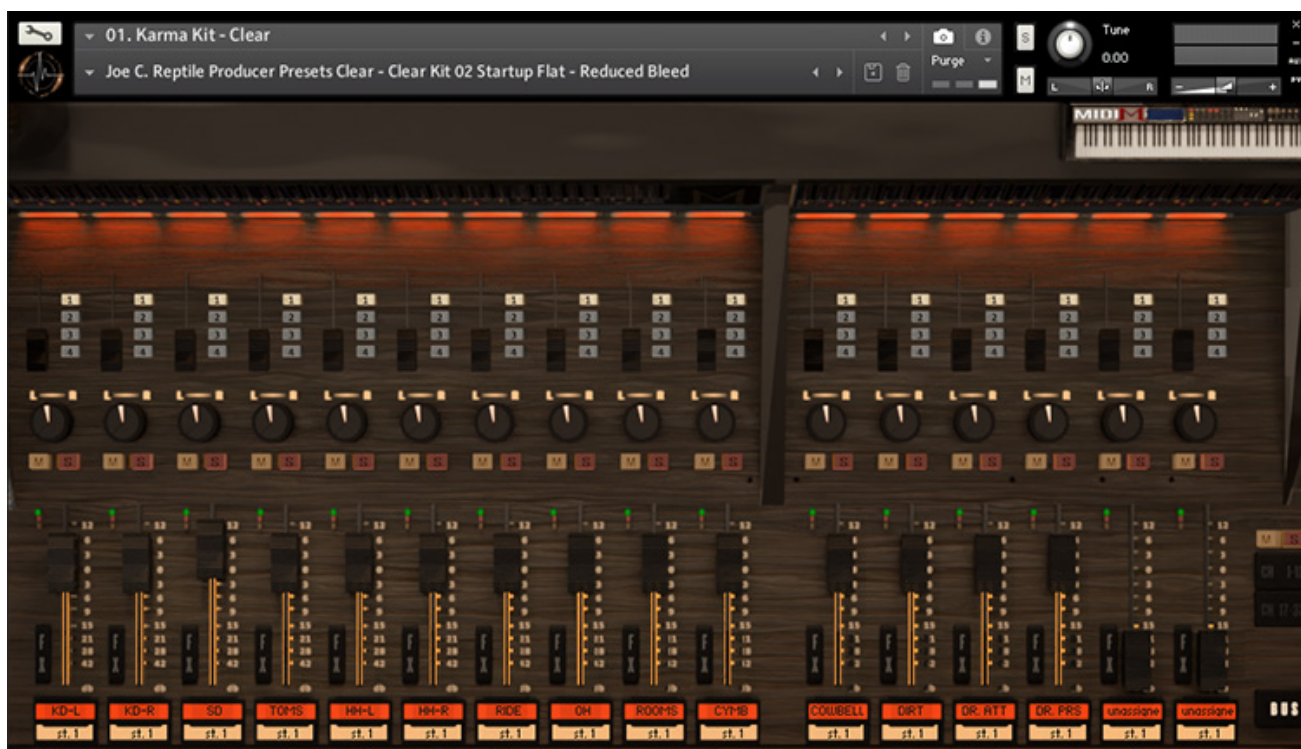
3.1.6 COPY / PASTE

CTRL+Click on the FX Button of a channelstrip to copy the channelstrips setting.

CTRL+SHIFT+Click on the FX button of a different channelstrip to paste the following settings:

Volume, PAN, AUX Sends, Bleedmixer and Routing

3.2 BUSSES

IGUANA – Karma Edition offers 16 assignable FX Busses with a Compressor, EQ, Tape Saturation and Reverb.

3.2.1 NAMING AND ROUTING

You can name each bus individually in the corresponding textfields

The routing is equivalent to the ones of the channels. It is NOT POSSIBLE to route one bus to another!
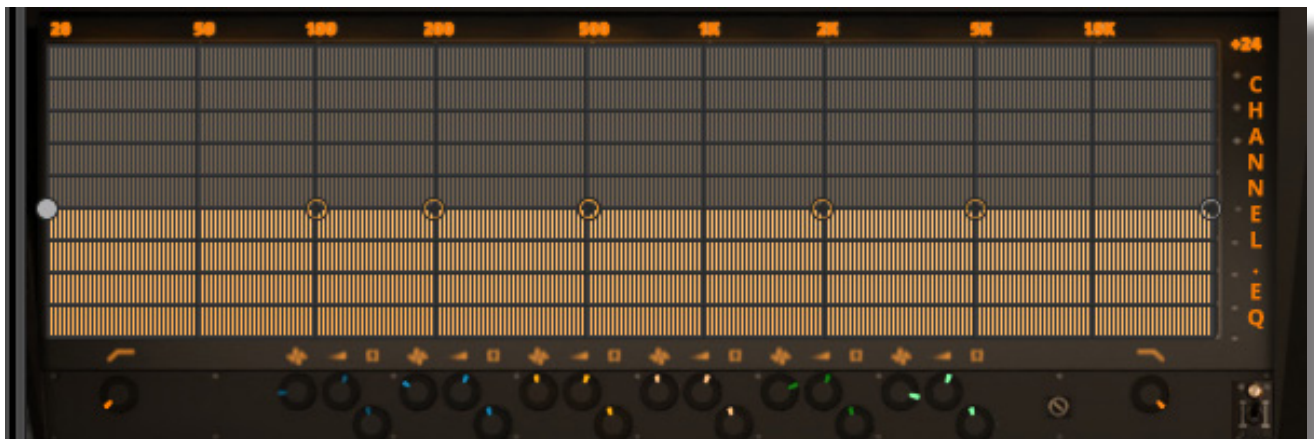
3.3   FX 1 SECTION

The FX 1 section holds the 8-band Channel-EQ.

If the channel is assigned to a bus the BUS FX section is shown.

The channels assigned to the same FX Bus will lit up together with the selected one in a different color.

3.3.1 CHANNEL EQ

CTRL+Click on the graphic section or a knob to reset to default.

3.3.2 BUS COMPRESSOR

CTRL+Click on the graphic section or a knob to reset to default.

3.3.3 BUS EQ

CTRL+Click on a knob to reset to default.
Left To Right: Gain, Q, Frequencey
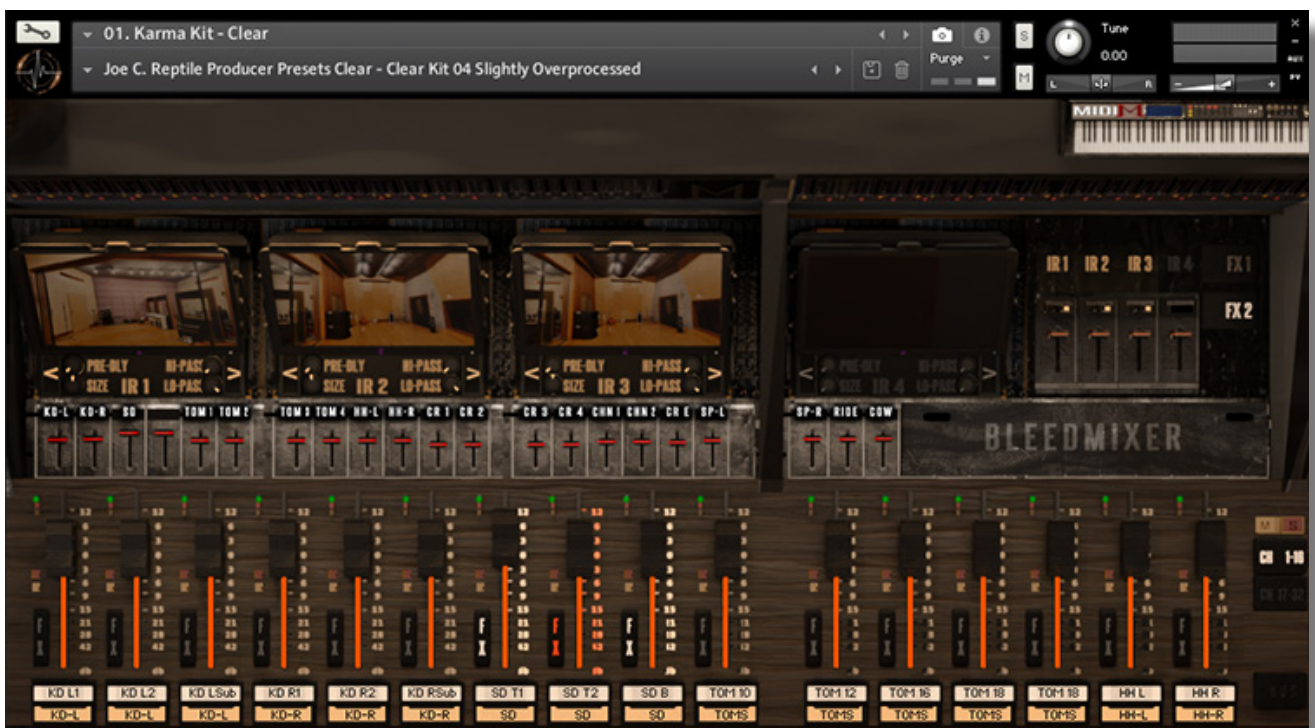
3.3.4 TAPE SATURATION

CTRL+Click on a knob to reset to default.

3.3.5 REVERB

CTRL+Click on a knob to reset to default.

3.4 FX 2 SECTION

The FX 2 Section holds the Bleedmixer and the IR-Section.

3.4.1 BLEEDMIXER

The Bleedmixer reduces the volume for a certain drumpart for the selected microphone only.
As in drumrecordings a crosstalk can't be avoided the Bleedmixer is some sort of a cheat for sample-libraries.
With the Bleedmixer you can reduce or even mute the crosstalk of certain instrument groups entirely to separate the dedicated microphones.

Due to some limitations we had to leave out the bleed for KD-L Sub and KD-R Sub, as well as for certain cymbals close mics.

3.4.2 IR SECTION

Our customly created Impulse Responses are accessible and controllable in the IR-section.
The knobs beneath the monitor control predelay size, as well hi-/lopass, the arrows rotate through the available IRs.
At the moment we provide 3 different room-positions, but there is more to come!

3.5   ROUTING

You can route every channel to an individual output, as well as to one of the 16 FX Busses.
If you just modified the outputs and miss the changes in the menus, either hit the "!" reload button or re-assign one of the channels to update the selection list.

www.deadline-entertainment.com

4.0 SETTINGS

4.0   SETTINGS

The Settings menu offers controls for GUI and special Keyswitches, as well as the MIDI Machine settings.

4.1   MAIN SETTINGS

4.1.1 UNIVERSAL

FANCY GUI ANIMATION   -   (de-)activates all animations. The drumkit will lit in red instead
REAL FEEL (Humanizing)   -   Deactivate for a more repetitive sound (doesn't save RAM)

4.1.2 MIDI RULES

Every Keyswitch and CC assignment are active simultaneously. You can therefore assign both a CC and KS for the same trigger.

MIDI MACHINE ON/OFF   -   Keyswitch and CC assignment to trigger MIDI Machine
CYMBALS STOP KEY   -   Keyswitch and CC assignment to stop all sounding cymbals
THRASH KEY   -   Keyswitch and CC assignment to repeat the last played note

4.1.3 MAPPING

You can easily modify every note-assignment for every single key. Drag the slider to select the drumpart you want to modify. Either select the note in the menu or click Quick Assign to simply hit a note on your keyboard.

Handle with care, as overlapping notes are possible and might mute a certain note.
To reset the default state load the mapping.nka file in the data folder of the library

CC-CONTROL:

If you want to make use of CC's for HH-L or RIDE, played with an E-Drum, hit the **CC CONTROL** button and choose the desired CC.

4.2   MIDI MACHINE

Our new invention goes to all songwriters, composers and music-makers of all kind, that either have no time and motivation programming own grooves or are sick of searching through archives of quadrillion beats: The MIDI Machine

The MIDI Machine is an intelligent virtual drum-assistant, that interprets a chosen "loop" based on the users' conducting.
Think of it as a more intelligent and adaptive solo entertainer keyboard for drums.

You can activate it either with the dedicated MIDI Machine On/Off Keyswitch (customizable in the settings menu), by clicking the MIDI Machine button or using the MIDI Machine Control knob on your NKS keyboard.
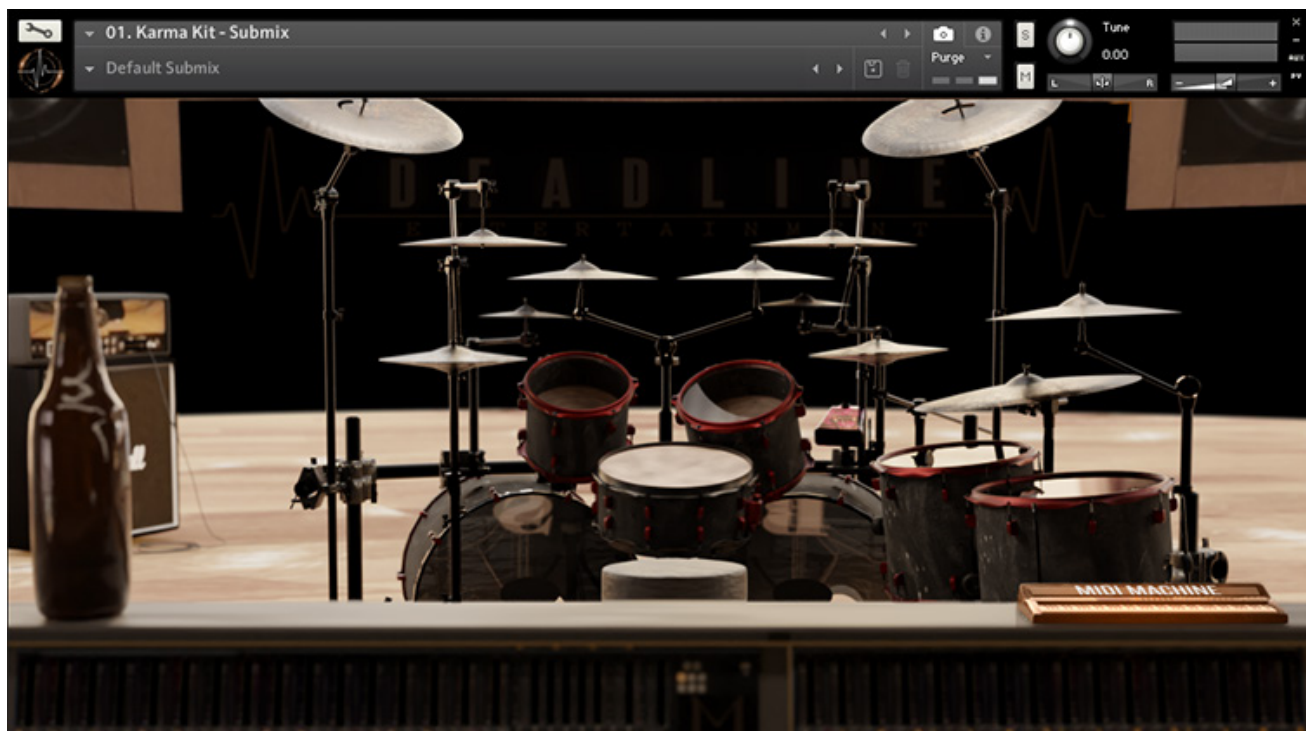
4.2.1 GENERAL FUNCTIONALITY

If active, the keys are subdivided into 3 ranges:

4.2.2 LOOPS OVERVIEW

Sequences (C1-B1):

These keyswitches select what sequence/loop is read in for the current jam session:

C1-D#1:	**Verse variations**
E1-F#1:	**Bridge variations**
G1-G#1:	**Refrain variations**
A1-B1:	**Improvisations**

You can and should switch on the fly during performance to accentuate between verse, bridge, refrain and fills.

4.2.2 MAPPING

Loops:

Hit (and press if not in Hold-Mode) any of the following keys to "enable" a drumpart in the current loop.

C2:	**Main Kickdrum Loop**
C#2:	**Additional Kickdrum Loop (if you need more!)**
D2:	**Snare**
D#2:	**Toms**
E2:	**HH-L**
F2:	**Ride**
F#2:	**HH-R**
G2:	**Crashes**
G#2:	**China Left**
A2:	**Splashes**
A#2:	**China Right**
B2:	**Cowbell**

You can use any combination of any of these keys to create the most unique drumgroove. The MIDI Machine manages the output, so that an as-close-as-possible realism of the groove is given. Please keep in mind, that the results still may be very complicated to play in real life and might harm your drummer!

Single Hits:

Starting from C3 to G#4 here you'll find a reduced version of the mapped single hits:

C3:	**KD-L**
C#3:	**KD-R**
D3:	**Snare**
E3:	**Hi Tom**
F3:	**Lo Tom**
F#3:	**Hi Floortom**
G3:	**Lo Floortom**
G#3:	**HH-L**
A3:	**HH-R**
A#3:	**Crash Left**
B3:	**Crash Center Left**
C3:	**Crash Center Right**
C#4:	**Crash Right**
D4:	**China Left**
D#4:	**China Right**
E4:	**Crash Right Extra**
F4:	**Splash L**
F#4:	**Splash R**
G4:	**Ride**
G#4:	**Cowbell**

Hit one of these to accent the current loop and simultaneously mute the corresponding loop.

4.2.4 DYNAMIC / SWING / MOOD

These 3 main sliders are meant to adjust the loop in realtime. All 3 are assigned to control-knobs of the NKS keyboards and offer the ability to be assigned to a dedicated CC.
Rightclick on a slider, select "Learn MIDI CC automation" and move a CC to assign.

Adjust the Dynamic slider for the intensity of the groove.
This not only adjust the overall velocity but also triggers different samples for certain parts:

       SD:

	CC Value:		
		0-10:	**Ghostnotes**
		11-20:	**Rimclicks**
		21-126:	**Regular Hits**
		127:	**Rimshots**

       CRASHES:

	CC Value:		
		0-10:	**Bells**
		11-127:	**Regular Hits**

The Swing adds a groovy swing amount to the loop.

The Mood slider manages the internal variations of the loops.
Every loop has suitable variations for haltime, regular and doubletime.

4.2.₅ SYNC TO DAW / HOST VS FREESTYLE-MODE

If active the MIDI Machine listens to the hosts tempo, including the chosen nominator.
The supported denominator is fixed to 4 at the moment, but is already addressed to a future update.
The BPM adopt the tempo automatically to avoid unrealistic playback.

Using the Freestyle-Mode the BPM edit is not only free chosable, it's also controllable with the Beat-Key (4.2.7.1). Furthermore the freestyle mode won't adpot the tempo and the MIDI Machine will do it's best to keep groove realistic by avoiding overlapping and retrigger-like notes as well as adopting the velocity and hand-choice.

4.2.₆ HOLD MODE
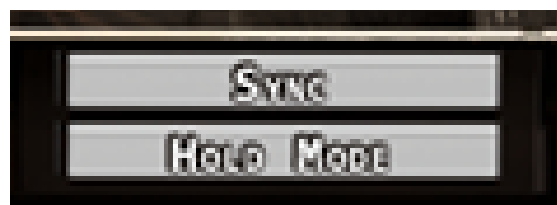
Active the Hold Mode to toggle between the active and inactive state of the Loop-Range keys

4.2.₇ SPECIAL KEYS

The MIDI Machine offers a variety of special keys to take your jam to an even higher level.
Use the Beat-Key to conduct the MIDI Machine, choke the loop for an immediate restart or smooth restart the loop on the next bar.

4.2.₇.₁ Beat Key



Tab the Beat Key to set the bpm.

4.2.7.2 Choke Key

Chokes the current sequence and restarts playback immediately. Use this to adjust complex bar situations The Beat and Choke Keys are unavailable in host mode, as the loops will follow the hosts.

4.2.7.3 Restart Loop Key

This will restart the current sequence to the next bar. In comparison to the Choke Key, this will "tell" the MIDI Machine to start the sequence from the beginning on the next "1".

4.2.8 Session Recorder (The mysterious beer-bottle)
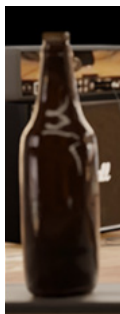
You might already notice the overall dominant beer-bottle on the main page. Well, this special bottle is the drag and drop area for the recorded MIDI of the entire session, since Kontakt was started.
The amount of beer shows, how much the recorder already recorded for one MIDI track.
A total amount of 16 MIDI tracks are available, with a total runtime of around 8 hours.

The recorder is recording every single note produced by the MIDI Machine, as well as everything played in the regular mode.

If used in a DAW, simply Drag and Drop the bottle into the project and the MIDI file will be inserted.
Please keep in mind, that drag and dropping doesn't reset the bottle's memory.
If you want to clean a recording and start from scratch hit the **Reset Record** button in the MIDI Machine settings menu.

You can quick-save and backup the sessions also with the **Save Record** button, which will produce a MIDI file located next to the instrument's file.

Use this recorder if you jam with an E-Drum or generate a groove with the MIDI Machine.

4.2.8.1 Reset Record

Resets the recorded /produced MIDI and clears the buffer. Handle with care as there is no undo!

4.2.8.2 Save Record

Saves the recorded /produced MIDI to a file next to the instrument's file.