

KeepForest FX RACK USER GUIDE



Basic Concept

FX Rack was designed to give users access to the internal NI KONTAKT effects on the instrument level, as well as extend them via 4 LFOs and 4 Step Sequencers.

FX Rack also has flexible presets system, fully integrated with the presets of KeepForest instruments since the “VIKINGS” library.

FX Rack represents the instrument master-FX chain, which applies over other effects, placed on the instrument busses or samples. If one of instrument busses (mic positions for example) is routed directly to the KONTAKT Out – FX Rack will not proceed this bus.

Main Window



1. Rack Units

Are situated on the Main Page and can contain the Plugins. The order of audio routing is similar to Units order.

2. LFO & Step SEQ modulator "Tweak" buttons

Open dialog page to configure the LFO and Step SEQ modulators

3. LFO and SEQ drag'n'drop controls

You can drag this controls to the plugin knob to assign the particular LFO or SEQ to it. Some knobs can not be assigned to the modulators.

4. Master preset Load\Save buttons

Are used for managing of master preset via the presets dialog window.

5. Plugin buttons

Are used for opening of plugins choosing window

6. Bypass Button

7. Plugins Knobs

The main controls of plugins

8. Rate knobs

Rate controls range of knobs rotation, while they are been automated by LFO. (not SEQ)

9. Unassign buttons

Are used for breaking the link between the knob and the LFO\SEQ

10. Plugin presets buttons

"L" is load, "S" is save.

11. Move Unit up and down buttons

LFO configure page



1. On/Off buttons
2. Duration knobs

Duration is completely synchronized to host.

3. Duration label

SEQ configure page



1. Switch buttons
2. Table
3. On\Off button
4. Duration knob
5. Number of steps
- 6-7. Copy\Paste table buttons

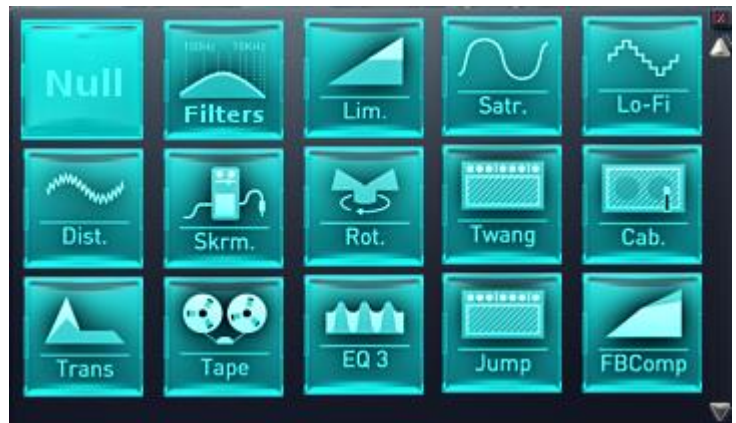
Tables can be copied only inside the one instrument. Use master presets for transportation between different patches.

There's one thing You need to understand about controls in the LFO and SEQ pages:

You cannot automate them directly via Right-click. But they can be automated by the host as a parameter of the KONTAKT plugin.

Plugin choosing window

Is quite intuitive, is it?



Filters choosing window

Appears when the “Filter” plugin has been chosen.

1. Show only Low Pass
2. Show only Band Pass
3. Show only High Pass
4. Back to the plugins window

5. Filter types

Curve on the button represent the filter curve.



- F1 means this filter has only Link and Frequency controls
- F2 means Link, Frequency and Resonance controls
- F3 means Link, Frequency, Resonance and Gain controls

Delay/Reverb plugin



Important note

Delay & Reverb are the send plugins. So it's position represents not the really their position in the chain but the point where audio is been routed from. Basically, if the Distortion is placed after the delay/reverb You will catch the mix of “wet” and clean sound with the “dry” and distorted sound.

1. Delay & Reverb bypass buttons

Control of the actual send plugins bypass. So be careful with the return knobs. It's good idea to move them out for stopping audio routing to the sends chain at all.

2. Delay calculation type button

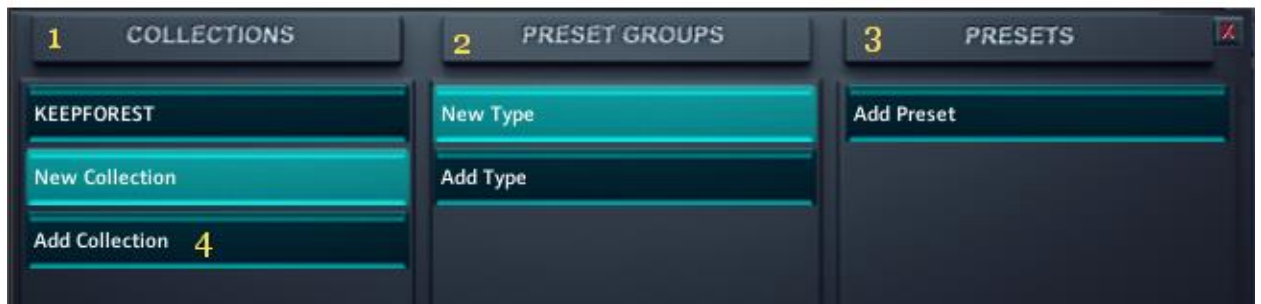
With “ms” chosen TIME knob will produce delay in milliseconds, with “host” – in the host length.

3. Reverb IR sample button

Opens IR sample choosing window

Presets System

Presets window



1. Collections

Are shared between all plugins and master presets. The KEEPFOREST collection cannot be modified.

2. Preset Groups (Types)

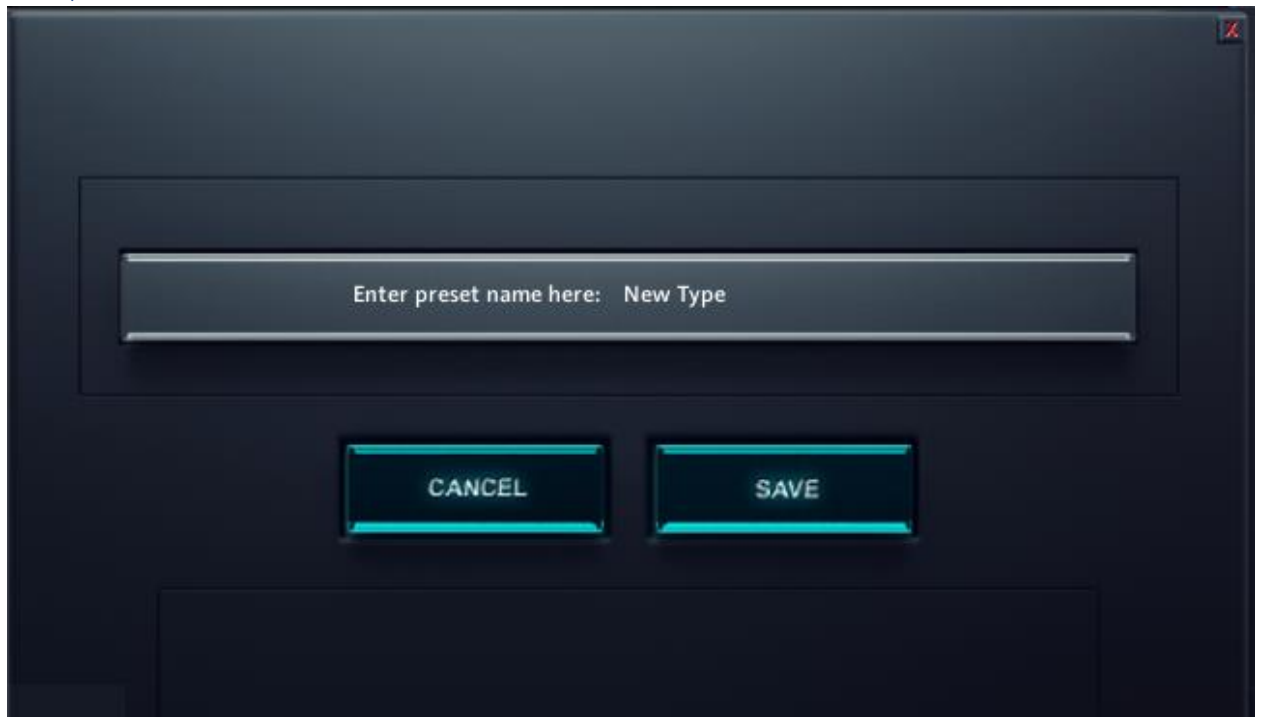
Contains up to 10 presets and are unique for each plugin (e.g. Limiter, Saturator etc)

3. Presets

4. Add Collection/Type/Presets buttons

Are used in the Save preset dialog and opens the Saving preset window.

Save preset window



Be careful. You cannot delete the saved preset. So if You're not sure of its location or name – press the cancel button.