

OWNERS MANUAL

# STRIKEFORCE 2

CINEMATIC PERCUSSION

STRIKEFORCE 2 K7 rev3 Feb 26 2024

LABORATORY audio



# Table of Contents

## 1 Introduction (3)

## 2 Getting Started (5)

2.1 System requirements (5)

2.2 Installation (5)

## 3 Library Description (6)

3.1 Ensemble Percussion (7)

3.1.1 GUI and layout (7)

3.1.2 Big Drums (9)

3.1.3 Small Drums (9)

3.3 Tick Tocks (9)

## 4 GUI Functionality Description (11)

## 5 Patch List (14)

## 6 Credits (15)

## 7 End User Agreement [EULA] (16)



# 1 Introduction

Welcome to STRIKEFORCE 2!

STRIKEFORCE 2 is a cinematic percussion library for KONTAKT 7 or the free KONTAKT PLAYER. The manual will give you an overview of the included instruments. For a thorough walkthrough and detailed descriptions, please check out the videos on our website at [www.laboratoryaudio.com](http://www.laboratoryaudio.com). On behalf of all of us from Laboratory Audio, we hope this instrument will truly inspire you!



STRIKEFORCE 2 is a virtual instrument that is geared towards film scoring, big screen action, epic trailer music, suspense, horror and hard-hitting action scores.

The composer has the possibility to build different sizes of ensemble percussions ranging from a center panned solo drum, to a wide multi player ensemble with a cinematic stereo spread. The stereo spread is accomplished by doubling and quadrupling the performances, which yields a very wide stereo field. An array of percussion instruments is featured. All instruments are recorded with 6 velocity layers and 16 Round Robins. Along with the traditional 2-note layout where velocity controls the velocity layers, there is also a 2nd layout, the STRIKEFORCE 2 octave layout, where each velocity layer is laid out next to each other in an octave. Two keys per velocity (*v1 C-C# v2 D-D#, etc etc*). Every drum is presented in 5 different tunings. These can be stacked and doubled up and a single Kontakt patch can be as thunderous as an entire percussion group.

We focused our efforts on setting up practical and musical mixes instead of presenting a multitude of mic positions that use up system resources and slow down the workflow. STRIKEFORCE 2 is presented with a CLOSE MIX and a FAR MIX. Both have been mixed within context of film music and will blend in with any program material right out of the box. The mod wheel is assigned to control the mix between the CLOSE MIX and FAR MIX and works differently than a traditional WET/DRY. As you bring in the FAR MIX, the sound doesn't just become wetter like a "reverb send," but wanders further into the respective space. You can still accomplish the "send to reverb" style by adjusting the CLOSE and FAR Faders. Both mixes have their own Pitch control and ADSR control. Any sound can be completely dried up by using the Release Time of the ADSR. There is no artificial Kontakt reverb used; instead, each patch has its own unique room/hall/stage/tunnel sound.

Each individual velocity layer has been treated as its own instrument. EQ, compression, stacking and mic blend has been individually tweaked for the ultimate "playability" and musical effect. This results in dynamic and powerful instruments that feel explosive and alive.

The single page STRIKEFORCE 2 Graphic User Interface (GUI) is streamlined to be clutter-free, intuitive, and musically on point.

We sincerely hope you enjoy STRIKEFORCE 2.

*Laboratory Audio*



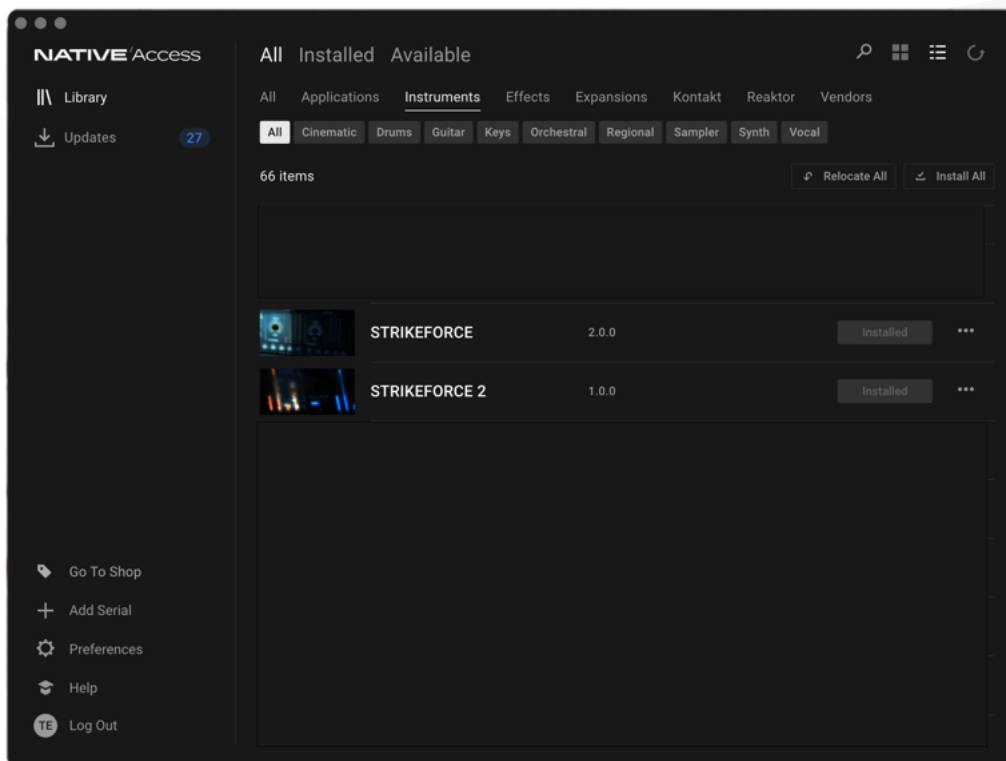
## 2 Getting Started

### 2.1 System Requirements

- Intel Macs (i5 or higher): macOS 11, 12 or 13 (latest update)
- Apple Silicon Macs (via Rosetta 2 & natively on ARM in Standalone or in hosts that support it): macOS 11, 12 or 13 (latest update)
- Windows 10 or 11 (latest Service Pack), Intel Core i5 or equivalent CPU, 2 GB RAM
- Graphics hardware support for Direct 3D 11.1 (Feature Level 11\_0) or higher
- 4 GB RAM (6 GB recommended for large KONTAKT Instruments)e
- Kontakt 7.7.3 or higher
- Komplete Kontrol 1.8 or higher
- 64 bit DAW is recommended for optimized performance.

### 2.2 Installation

Download and activation is handled via Native Access.



### 3 Library Description

STRIKEFORCE 2 is organized into 3 categories:

- **01 BIG Ensemble Percussions [ Ens, Solo, Flam]**
- **02 Small Ensemble Percussion [ Ens, Solo, Flam]**
- **03 Miscellaneous Percussion [ 32rr Hats and metal noises ]**

The entire library is NKS ready.



## 3.1 Ensemble Percussions

These patches are comprised of deeply sampled traditional and nontraditional percussion sources. Some patches have a solo version and an ensemble version. Whenever there are 2 versions of an ensemble, version 2 is an even bigger group than version 1.

During the recording and mix process, each velocity layer received its own unique recording treatment and microphone position which goes beyond the traditional way of simply setting up a few microphones in a room and recording in one static position. The same goes for the mix; each velocity layer received its own mix. In some cases, only the top 2 velocity layers have mixed in an entire set of microphones (for example far room mics).

Some patches have a tight, loose and flam version, which relate to the timing each player hits the drum. It's important to adjust the timing of a MIDI sequence earlier or slightly ahead of the beat when using loose or flam patches as the samples are trimmed on the first transient, which is often performed ahead of the beat.

The GUI provides individual pan pots for each tuned version for CLOSE MIX and FAR MIX, a total of 10 pan pots. It is also recommended to experiment with further de-tuning the FAR MIX samples from the CLOSE MIX samples. For example, interesting effects can be achieved with the FAR MIX tuned down an octave and blending that with the CLOSE MIX.

Because these patches have 16RR's, a lot of interesting articulations can be created. Roll ins, swells, crescendos with 64th notes while moving the mod wheel from FAR to CLOSE MIX is a favorite one of ours.

When doubling up a MIDI part across the different 5 tuned groups, one can achieve a very large sound with only 1 patch. Please watch the videos on the website.

### 3.1.1 GUI and Layout

Each patch has 6-velocity layers with 16 round robins per velocity - these are laid out on the keyboard in two different ways:

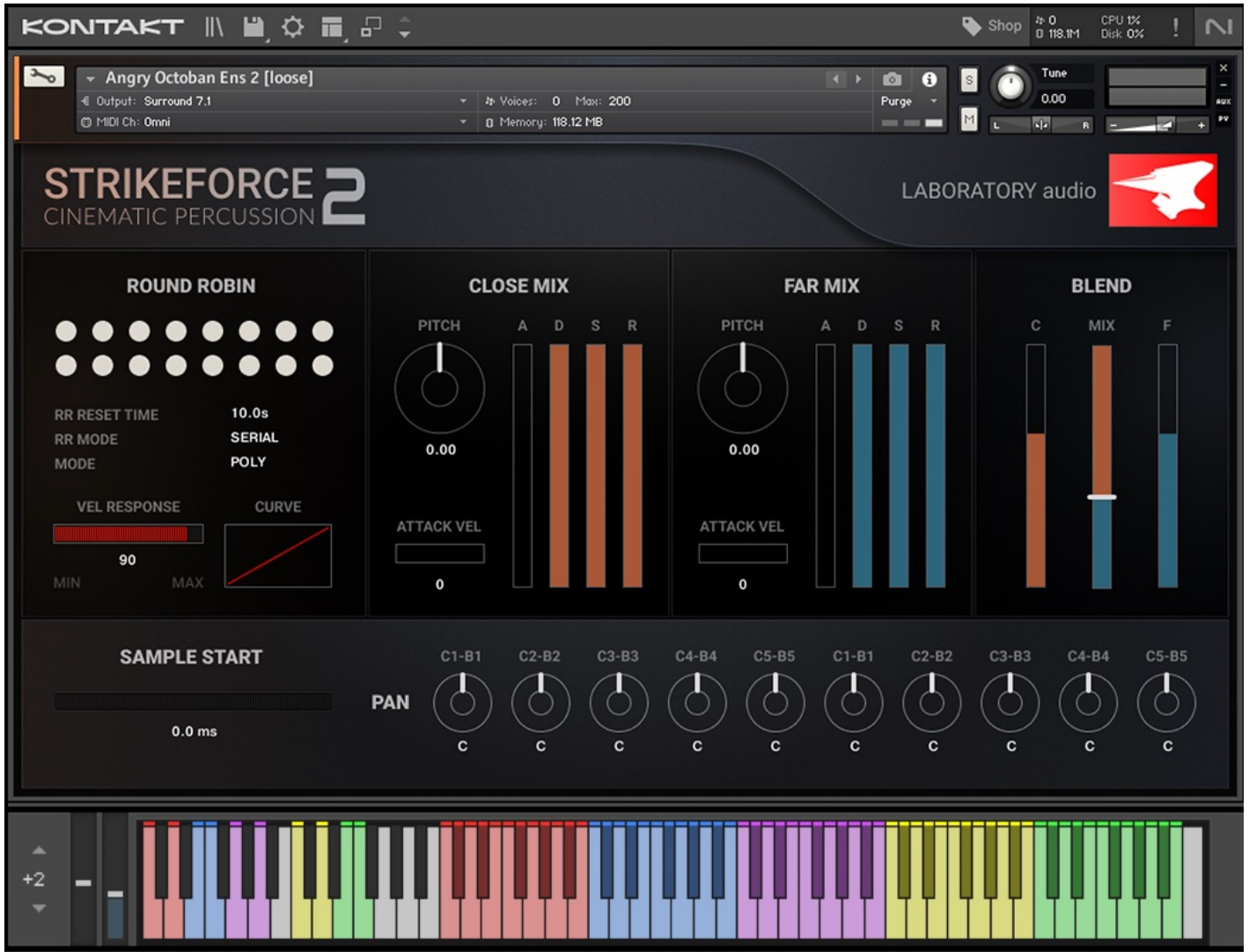
1 - (C0-F1) - old school, one-note style (two keys for playability) where the velocity triggers the actual velocity layers

2 - STRIKEFORCE 2 Style (C2-B6) next to each other where each velocity layer is across two notes on the keyboard filling up one octave on the keyboard

*(C/C# = Vel1, D/D# = Vel2, E/F = Vel3, G/Gb = Vel4, A/Ab = Vel5, B/Bb = Vel6)*

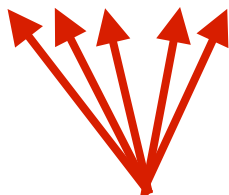






**1 2 3 4 5**

**1 2 3 4 5**



Traditional 2 note layout -  
vel triggers vel layers

- Group 1 - Down Tuned deeper
- Group 2 - Down Tuned
- Group 3 - Original Pitch
- Group 4 - Up Tuned
- Group 5 - Up Tuned higher

- C/C# - **Velocity 1**
- D/D# - **Velocity 2**
- E/F - **Velocity 3**
- G/Gb - **Velocity 4**
- A/Ab - **Velocity 5**
- B/Bb - **Velocity 6**



LABORATORY audio





### 3.1.1 Big Drums

These patches are all based on organic percussion sources. From big to small drums to modified drums, to custom-made drums. The patches are each their own percussion ensemble. Even the solo patches can quickly be turned into a group of 5 solo players. And since the velocity layers are available to be played simultaneously, a very big sound can be accomplished by combining individual velocity layers, something that is not possible with the traditional layout of having keyboard velocity triggering the velocity layers. The solo versions are mixed in the center and most of the ensemble versions are mixed in a cinematic ultra wide fashion.

### 3.1.2 Small Drums

The percussion sources used in these patches are smaller sized percussions. These patches are great for filler type grooves and/or very fast-paced action passages.

### 3.1.3 Miscellaneous Percussion

Tick Tocks are sounds that are useful to create rhythmic patterns similar to a hi-hat. The source for these sounds were all sorts of metallic clang type instruments. 32 repetitions (round robins) were recorded to be able to avoid a “machine-gun” effect on even the fastest passages. Very useful for creating suspenseful rhythmic forward motion.

These patches are laid out across 2 keys for playability. C/D, E/F, G/A 3 different sounds per octave.

- **Tick Tocks:**
- There are 15 different ticky tock sounds in this patch. Also, in this patch velocity 127 triggers an accent tick tock which is a hard hit. 32 RR

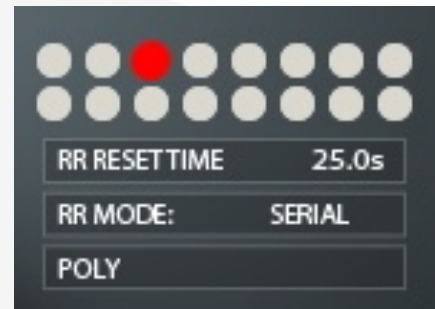


### 3.3 Tick Tocks

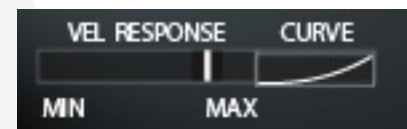
Sound: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

## 4 Functionality Description

- **Round Robin Functionality:** 16 (and 32 on Tick Tock Patches) buttons “light” up red when playing a round robin (RR). Clicking on a button allows you to turn individual RR’s off. When an RR is turned off then the color of the button goes dark. Global all off, all on function (Shift Click Button toggles on/off).



- **RR Resetime:** This is the time of pause between playing notes that resets the RR counter back to RR1. Range is 0-25.0s.
- **RR Mode:**
  - **Serial** plays RR1 to RR16 in sequential order.
  - **Random** plays RRs in random order.
- **Poly/Mono Mode:**
  - Poly allows you to play as many notes as polyphony allows.
  - Mono mode limits this to 1, similar to a monophonic synth.
- **Vel Response:** When the Velocity Slider is set to **MIN** samples play back at a fixed velocity of 127 resulting in the same volume no matter how hard the key is pressed. This can be useful when using the ensemble 2 note layouts. When the Slider is set to **MAX**, then the keyboard velocity controls the volume of each sample. Most patches default to 90% **MAX**.
- **Curve** selects between linear, convex or concave velocity sensitivity.

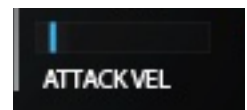
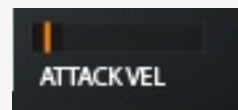
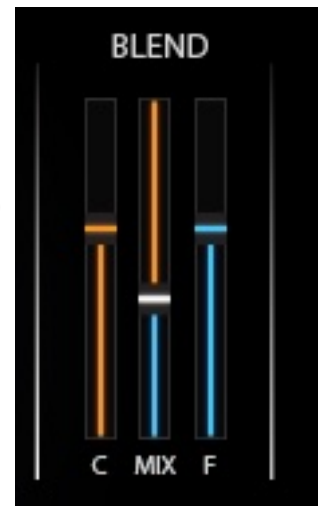


- **Sample Start:** This function allows the user to trim off the start place of a sample. It can be used to “tighten” a flam.



- **Blend/Mixer:**

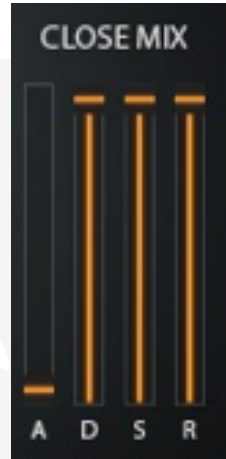
- **C** controls the level of CLOSE MIX samples
- **F** controls the level of the FAR MIX samples
- **MIX** controls the ratio between CLOSE and FAR, controlled by CC 1 Modwheel (or NKS).



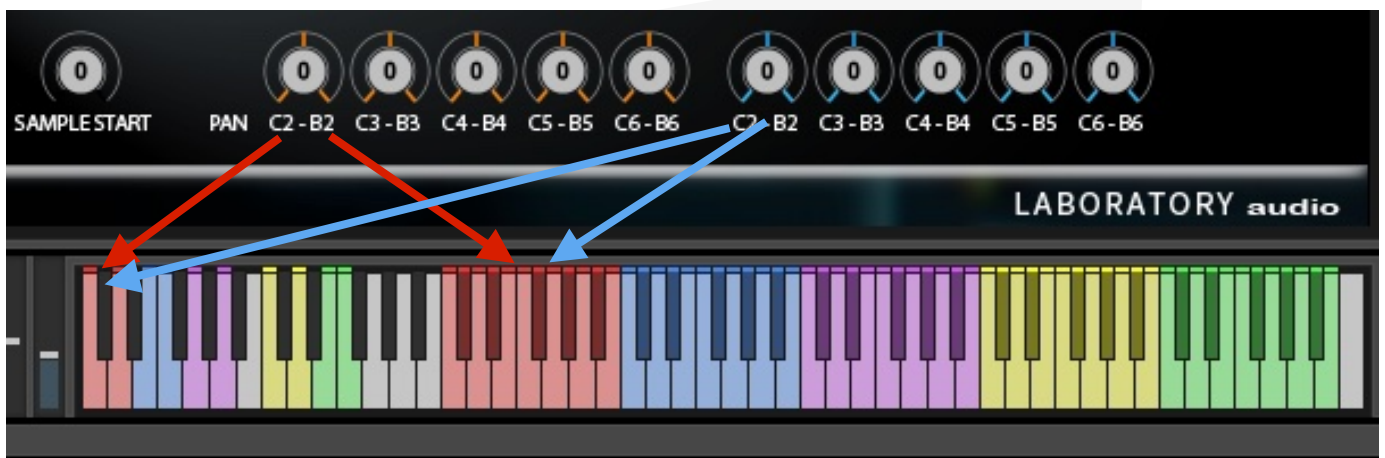
- **Attackvelocity** is linked to the attack time slider, and determines the amount of attack time being controlled by velocity. Slider all the way to the left means 0ms; no matter how hard you hit the keyboard, the Attack time of the ADSR is exactly what its set to. Slider all the way to the right means that velocity now controls the attack time of the ADSR in our given range (0-200ms is our range). If you hit the keyboard softly more attack time is applied than when you hit the keyboard hard. At velocity 127 attack time will be 0ms. This is useful with one-shot samples or when playing 1 velocity only.



- **ADSR:**
- Attack, Decay, Sustain, Release for CLS mix and Far mix.



- **Pitch:** PITCH knob for all CLOSE MIX Samples and all FAR MIX Samples. The Range is -12 to +12 semitones.
- **Pan:** Pan pot for each of the tuned ensembles, one for CLOSE and one for the FAR MIX. The pan pots control both layouts, the 2 note layout and the vel layers next to each other layout. See Graphic below. When you play a zone the Pan Pot changes color so you can see which zone you are currently playing.



## 5 Patch list 1/2

3000 Army Ens 1 [wide]	Sardine Drum Solo 1	Top Driver Solo 1
3000 Army Ens 2 [wide]	Sardine Drum Solo 2	Top Driver Solo 2
Tribal-Siege Ens 1 [wide]	Sardine Drum Flam	Top Driver Flam
Tribal-Siege Ens 2 [wide]	Sardine Drum Ens 1 [tight]	Top Driver Ens
Tribal-Siege Solo	Sardine Drum Ens 2 [loose]	
Super Collegno	Buzz Drum Solo 1	RattleDrum Ens 1
Small Collegno 1	Buzz Drum Solo 2	RattleDrum Ens 2 [loose]
Small Collegno 2 [tight]	Buzz Drum Ens	RattleDrum Flam 1
Rustle & Bustle Ens		RattleDrum Flam 2
AaaahhYeah! Ens	Sticks 1	RattleDrum Solo
Grand Diplomat Soft Felt Solo	Stricks 2	Desert Fury Solo
Grand Diplomat Felt Flam	Sticks Ens [tight]	Desert Fury Flam
Grand Diplomat Felt Ens 1		Desert Fury Ens
Grand Diplomat Felt Ens 2	Big Floppyhead Ens Solo 1	
Grand Diplomat Solo 1	Big Floppyhead Ens Solo 2	Standard Cymbal
Grand Diplomat Solo 2	Big Floppyhead Flam 1	Cymbal Soft Bright
Grand Diplomat Soft Flam	Big Floppyhead Flam 2	TinkTink Cymbal
Grand Diplomat Soft Ens 1	Big Floppyhead Ens 1	TinkTink Cymbal Dark
Grand Diplomat Soft Ens 2	Big Floppyhead Ens 2 [loose]	Cymbal Dark Soft Bell
Grand Diplomat Ens 1		Trash Cymbal 1
Grand Diplomat Ens 2	BiggieSmall Solo	Trash Cymbal 2
Grand Diplomat Solo 3	BiggieSmall Flam	Metal Sheet
Grand Diplomat Solo 4	BiggieSmall Ens 1	Trinkets n Tchotchkes [32rr]
Grand Diplomat Flam	BiggieSmall Ens 2 [loose]	
Grand Diplomat Ens 3		Angry Octoban Solo
Grand Diplomat Ens 4 [loose]		Angry Octoban Ens 1
		Angry Octoban Ens 2 [loose]



## 5 Patch list 2/2

Mando Drums Solo 1	Combat Solo	Sicario Solo
Mando Drums Solo 2 Flam	Combat Ens	Sicario Ens 1
Mando Drums Solo 3	Colossus Solo 1	Sicario Ens 2
Mando Drums Ens 1	Colossus Solo 2	Sicario Large Ens
Mando Drums Ens 2	Colossus Ens 1	Firetoms Solo 1
Mando Drums Ens 3	Colossus Ens 2	Firetoms Solo 2
Bison Drums Solo 1	Bounty Chaser Solo 1	Firetoms Ens 1
Bison Drums Solo 2	Bounty Chaser Ens 1 low	Firetoms Ens 2
Bison Drums Ens	Bounty Chaser Ens 2	Skindrums Solo 1
Inferno Blaster Ens	Bounty Chaser Ens 3	Skindrums Solo 2
Titan Drums Solo 1	Bounty Chaser Ens 4	Skindrums Solo 3
Titan Drums Solo 2	Sandrum Solo 1	Skindrums Ens 1
Titan Drums Solo 3	Sandrum Solo 2	Skindrums Ens 2
Titan Drums Solo 4	Sandrum Solo 3	Skindrums Ens 3
Titan Drums Ens 1 loose	Sandrum Ens 1	Skindrums Ens 4
Titan Drums Ens 1 tight	Sandrum Ens 2	Galaxy Drums Ens
Titan Drums Ens 2	Assassin Solo 1	Driver Solo 1
Titan Drums Ens 3	Assassin Solo 2	Driver Solo 2
Titan Drums Ens 4	Assassin Solo 3	Driver Solo 3
Fast Stick Drum Solo	Assassin Ens 1	Driver Ens 1
Fast Stick Drums Ens	Assassin Ens 2	Driver Ens 2
War Drums Solo 1	Warrior Solo 1	
War Drums Solo 2	Warrior Solo 2	
War Drums Solo 3	Warrior Solo 3	
War Drums Ens 1		
War Drums Ens 2	Warrior Ens 1	
War Drums Ens 3	Warrior Ens 2	





## 5 Credits

### Credits

- Product Concept and Design: Laboratory Audio - Thor Laewe, Tobias Enhus
- Content Creation: Laboratory Audio - Thor Laewe, Tobias Enhus
- KONTAKT Scripting: David Healey, Matt Constantine, Owen Bolig
- NKS Implementation: Thor Laewe, Matt Constantine
- Sample Editing: Thor Laewe, Tobias Enhus
- Graphic Design and Artwork: Tobias Enhus
- Recorded at “The Church” Nashville Studios



## 6 EULA

Please read this software license agreement ("License") carefully before using "STRIKEFORCE 2"

STRIKEFORCE 2, Laboratory Audio software library ("Library").

By using the Library, you are agreeing to be bound by the terms of this License. If you do not agree to the terms of this license, do not use the Library. If you do not agree to the terms of this License, you may return the Library to the place where you obtained it for a refund.

If the Library was accessed electronically, click "Disagree/Decline".

This Library may be used to reproduce materials. It is licensed to you only for reproduction of non-copyrighted materials, materials in which you own the copyright, or materials you are authorized or legally permitted to reproduce. If you are uncertain about your right to copy any material you should contact your legal advisor.

The Library and any third party software, content, and documentation accompanying this License, whether on disk, in read-only memory, on any other media or in any other form, are licensed, not sold, to you by Laboratory Audio, ("Laboratory Audio") for use only under the terms of this License, and Laboratory Audio reserves all rights not expressly granted to you. You own the media on which the Library is recorded but Laboratory Audio and/or Laboratory Audio's licensors retain ownership of the Library itself. The terms of this License shall govern any software upgrades provided by Laboratory Audio that replace and/or supplement the original Library, unless such upgrade is accompanied by a separate license in which case the terms of that license shall govern. Title to and intellectual property rights in any content displayed or accessed through the Library belongs to the respective content owner. Such content may be protected by copyright or other intellectual property laws and treaties, and may be subject to terms of use of the third party providing such content. This License does not grant you any rights to use such content.

You are entitled to install and use the Library on up to two computers or samplers provided you are the sole owner of these devices. This License does not allow the Library to exist on more than two computers at a time, and you may not make the Library available over a network where it could be used, downloaded, or installed by multiple computers at the same time. The Library may be used to reproduce materials so long as such use is limited to reproduction of non copyrighted materials, materials in which you own the copyright, or materials you are authorized or legally permitted to reproduce. You may make one copy of the Library in machine-readable form for backup purposes only; provided that the backup copy must include all copyright or other proprietary notices contained on the original.

Upon purchase of the Library, you will be provided with a personal serial number ("Key") that is unique to you. The Key will be used to activate your installation application. If you purchased the Library in boxed form, you will be sent your Key via email from Laboratory Audio shortly after submitting your identification number to our authorization email account. The Key will be embedded into all files used by the Library. It is important to keep your Key and your copy of the Library secure at all times, as all content generated by the Library will be directly traceable to you. You may not and you agree not to, or to enable others to, copy (except as expressly permitted by this License), decompile, reverse engineer, disassemble, attempt to derive the source code of, decrypt, modify, or create derivative works of the Library or any services provided by the Library, or any part thereof (except as and only to the extent any foregoing restriction is prohibited by applicable law). Any attempt to do so is a violation of the rights of Laboratory Audio and its licensors of the Library. If you breach this you may be subject to prosecution and damages.

You may not transfer, rent, lease, lend, sell, or sublicense the Library. You may not repackage, resell, or redistribute any of the content of the Library in any form. The Library may not be distributed by any method or device other than via Laboratory Audio or an authorized Laboratory Audio STRIKEFORCE 2 dealer. All components of the Library are provided as a bundle and may not be separated from the bundle or distributed as standalone applications.

You agree that Laboratory Audio and its subsidiaries may collect and use technical and related information, including but not limited to technical information about your computer, system, and application software, and peripherals, that is gathered periodically to facilitate the provision of software updates, product support, and other services to you (if any) related to the Library, and to verify compliance with the terms of this License. Laboratory Audio may use this information, as long as it is in a form that does not personally identify you, to improve its products or to provide services or technologies to you.

This License is effective until terminated.

Your rights under this License will automatically terminate without notice from Laboratory Audio if you fail to comply with any terms of this License. Upon the termination of this License, you shall cease all use of the Library and destroy all copies, full or partial, of the Library.

You expressly acknowledge and agree that use of the Library is at your sole risk and that the entire risk as to satisfactory quality, performance, accuracy and effort is with you. Except for the limited warranty on media set forth above and to the maximum extent permitted by applicable law, the Library is provided "as is" with all faults and without warranty of any kind, and Laboratory Audio and Laboratory Audio's licensors hereby disclaim all warranties and conditions with respect to the Library, either express, implied, or statutory, including but not limited to the implied warranties and/or conditions of merchantability, of satisfactory quality, of fitness for a particular purpose, of accuracy, of quiet enjoyment, and non infringement of third party rights. Laboratory Audio does not warrant against interference with your enjoyment of the Library, that the functions contained in the Library will meet your requirements, that the operation of the Library will be uninterrupted or error-free, or that defects in the Library will be corrected. You further acknowledge that the Library is not intended or suitable for use in situations or environments where the failure of, or errors or inaccuracies in the content, data or information provided by, the Library could lead to death, personal injury, or severe physical or environmental damage. No oral or written information or advice given by Laboratory Audio or a Laboratory Audio authorized representative shall create a warranty. Should the Library prove defective, you assume the entire cost of all necessary servicing, repair, or correction. Some jurisdictions do not allow the exclusion of implied warranties or limitations on applicable statutory rights of a consumer, so the above exclusion and limitations may not apply to you.

You acknowledge that Laboratory Audio makes no representations or warranties with regard to any web sites or information displayed or accessed through the Library. Certain services may include materials from third parties. You agree that you will not use any third-party materials in a manner that would infringe or violate the rights of any other party, and that Laboratory Audio is not in any way responsible for any such use by you. Laboratory Audio, its officers, affiliates, and subsidiaries shall not, directly or indirectly, be liable, in any way, to you or any other person for the content you use, receive, or view using the Library, or for any inaccuracies, errors in or omissions from the content.

To the extent not prohibited by law, in no event shall Laboratory Audio be liable for personal injury, or any incidental, special, indirect or consequential damages whatsoever, including without limitation damages for loss of profits, loss of data, business interruption or any other commercial damages or losses, arising out of or related to your use or inability to use the Library, however caused, regardless of the theory of liability (contract, tort, or otherwise) and even if Laboratory Audio has been advised of the possibility of such damages. Some jurisdictions do not allow the limitation of liability for personal injury, or of incidental or consequential damages, so this limitation may not apply to you. In no event shall Laboratory Audio's total liability to you for all damages (other than as may be required by applicable law in cases involving personal injury) exceed the amount of fifty dollars (\$50). The foregoing limitations will apply even if the above stated remedy fails of its essential purpose.

You may not use or otherwise export or re-export the Library except as authorized by United States law and the laws of the jurisdiction in which the Library was obtained. In particular, but without limitation, the Library may not be exported or re-exported (a) into any US-embargoed countries or (b) to anyone in the US Treasury Department's list of Specially Designated Nationals or the US Department of Commerce Denied Person's List or Entity List. By using the Library, you represent and warrant that you are not located in any such country or on any such list. You also agree that you will not use the Library for any purposes prohibited by US law.

This License will be governed by and construed in accordance with the laws of the State of California, as applied to agreements entered into and to be performed entirely in California between California residents. This License shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this License shall continue in full force and effect.

This License constitutes the entire agreement between the parties with respect to the use of the Library licensed hereunder and supersedes all prior or contemporaneous understandings regarding such subject matter. No amendment or modification of this License will be binding unless in writing and signed by Laboratory Audio. Any translation of this License is done for local requirements and in the event of a dispute between the English and any non-English versions, the English version of this License shall govern.

