

Groove is a multitimbral bass and drum machine for KORG **prologue**, **minilogue xd** and **NTS-1**. It's the most complex and sophisticated multi engine plugin ever developed, employing a network of 14 DSP blocks that reconfigure themselves in real time. Using such immense power, **Groove** maps bass, drum and percussion instruments onto 7 separate keyboard zones, turning your synthesizer into a self-contained, groovebox-style sound module. Each zone provides a vast library of carefully crafted sound presets with expressive control, and includes a switch for variable trigger probability – an advanced function which can dramatically liven up bass riffs and drum patterns. **Groove** also has a specially designed output stage with unusually punchy dynamics – making this plugin fully production- and performance-ready.

HIGHLIGHTS

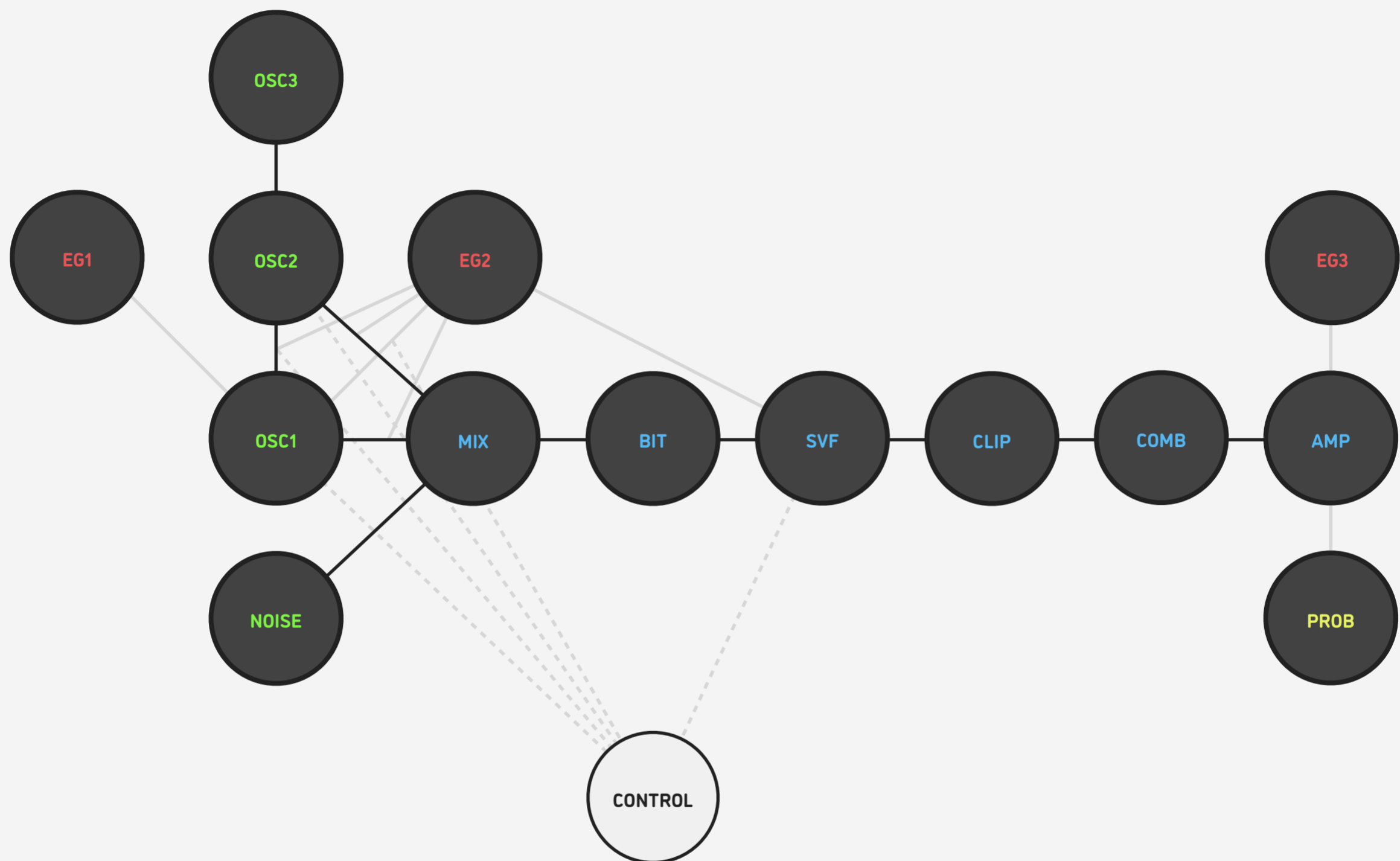
- Multitimbral sound engine with 7 keyboard zones generating bass, drum and percussion instruments.
- Advanced network of 14 DSP blocks that reconfigures itself in real time, capable of multiple different synthesis methods: three-operator FM, subtractive, lo-fi, and beyond.
- Internal library of 90+ carefully crafted, production-ready sounds with individual expression control assignments.
- Trigger probability feature that can be enabled individually per each zone.
- Specially configured amplifier stage delivering punchy, high-RMS output – as if the sounds were compressed.

SOUND LIBRARY

ZONE	SOUNDS
Bass	28
Kick	16
Snare	12
Tom/Conga	8
Hat	10
Shaker/Zap	18
TOTAL	92

GROOVE DSP ENGINE

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- 3x exponential envelope generators
- 3x oscillators (sine, triangle, saw, square)
- noise generator (white, shot)
- modulation matrix
- mixer
- bit depth reduction
- state-variable filter (low-pass, high-pass)
- clipping distortion
- comb filter (positive, negative)
- trigger probability evaluation
- amplifier



Before you install third-party plugins, please make sure that you have the latest **system update** installed on your KORG synthesizer, and that you also perform the **panel update** and **voice update** procedures if they are required. Older system versions can have major issues with newer plugins. You should keep the **Sound Librarian** application updated as well.

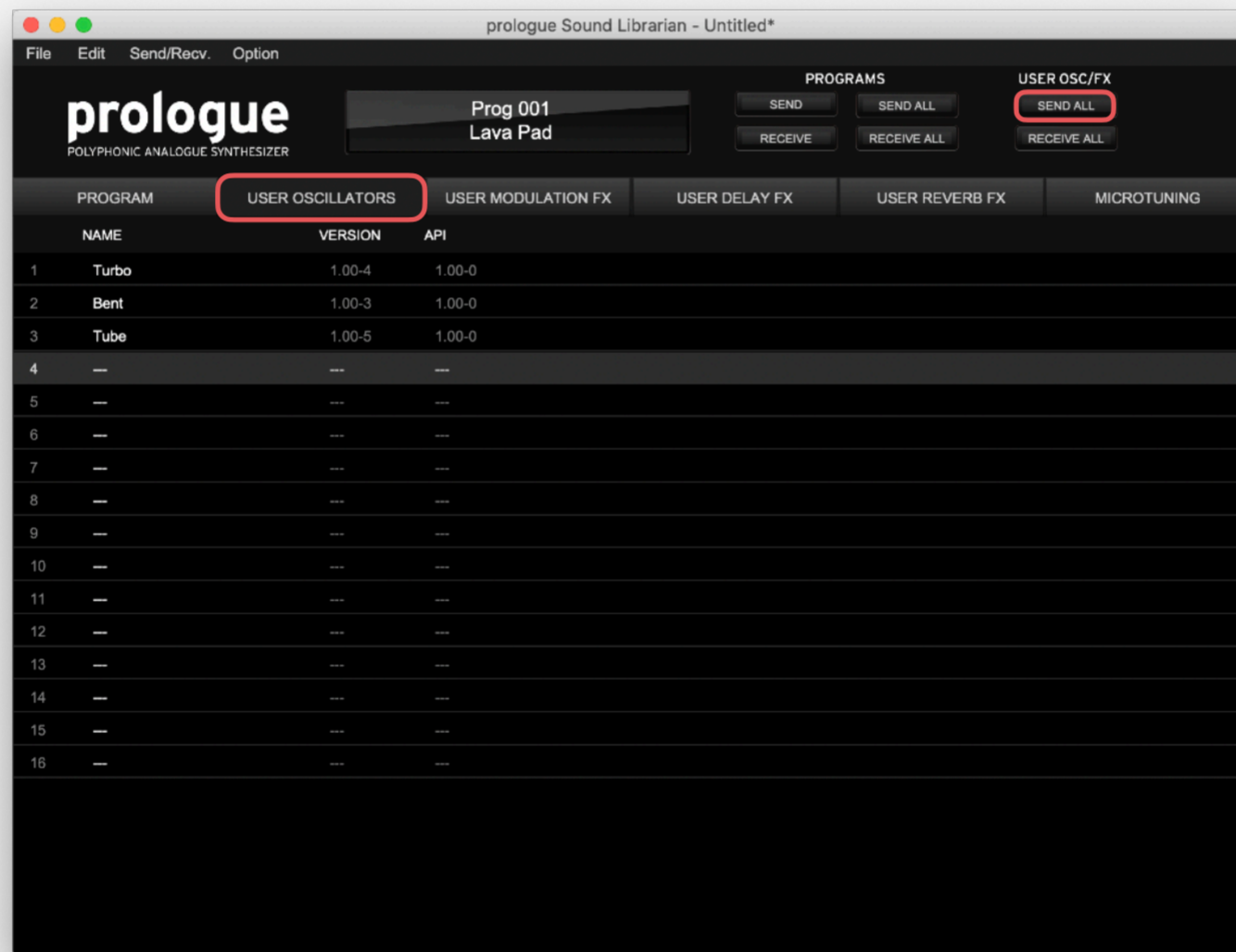
Follow the links below to check and download the latest software for your synthesizer:

- Software for KORG [prologue](#)
- Software for KORG [minilogue xd](#)
- Software for KORG [NTS-1](#)

INSTALLING GROOVE

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1. Connect your synthesizer to your computer with a USB cable. Alternatively, connect them together via two MIDI cables and a USB-MIDI interface.
2. Launch the Sound Librarian application on your computer.
3. Switch to the USER OSCILLATORS tab.
4. Drag and drop the **Groove** plugin file into any available oscillator slot.
5. Click the SEND ALL button in the USER OSC/FX group.



To use **Groove**, you need to load the plugin into the MULTI ENGINE oscillator. It is best to start from an initialized preset to make sure that there are no pre-existing sound adjustments that could prevent the plugin from sounding correctly.

prologue

- Select an initialized patch.
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to **USR**.
- Use the TYPE dial to scroll through plugins until you select **Groove**.

minilogue xd

- Select an initialized patch.
- In the MIXER, set VCO1 level to zero and MULTI level to the maximum.
- Set the MULTI ENGINE oscillator type switch to **USR**.
- Use the TYPE dial to scroll through plugins until you select **Groove**.

NTS-1

- Turn the synthesizer off and on again to initialize the current patch.
- Press the OSC button.
- Use the TYPE dial to scroll through plugins until you select **Groove**.

NOTE: due to the limited resources on the **NTS-1**'s single processor, and considerable resource requirements for **Groove**, it can affect the total amount of effects you can run at the same time.

Groove's sound library is embedded into the plugin itself. After loading the plugin, you can select which sound is playing on each of its keyboard zones via the additional multi engine parameters. To read more details about these zones, see the [KEYBOARD LAYOUT](#) page.

prologue

- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the function key #7 repeatedly to switch between the additional plugin parameters corresponding to each of the keyboard zones.
- Use the PROGRAM/VALUE dial to choose a sound to be played on the currently selected zone.
- Odd numbers have sounds that play all of the time, even numbers have sounds with 50% trigger probability - see more on the [TRIGGER PROBABILITY](#) page.

minilogue xd

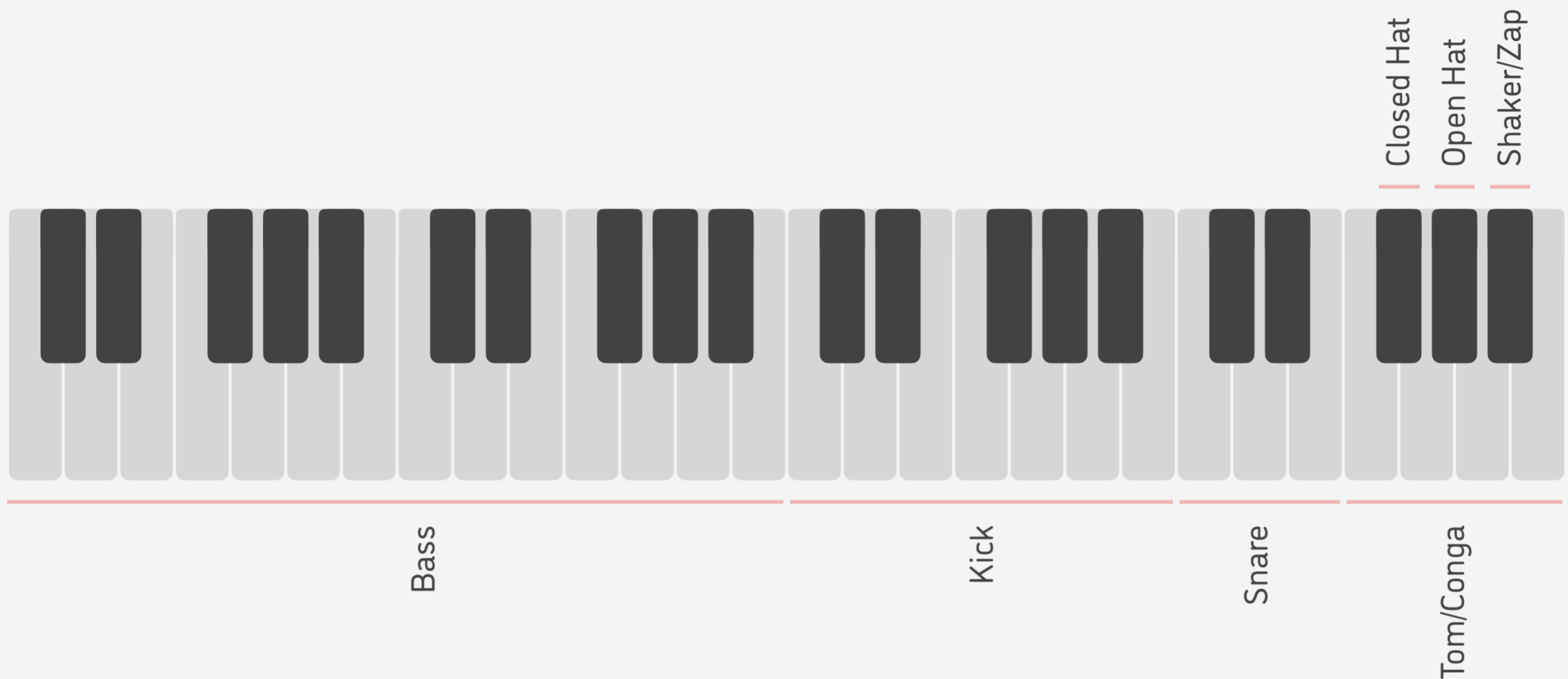
- On the **minilogue xd** module, make sure that the KEYBOARD switch is off.
- Press the EDIT MODE button and select PROGRAM EDIT.
- Press the sequencer key #10 repeatedly to switch between the additional plugin parameters corresponding to each of the keyboard zones.
- Use the PROGRAM/VALUE dial to choose a sound to be played on the currently selected zone.
- Odd numbers have sounds that play all of the time, even numbers have sounds with 50% trigger probability - see more on the [TRIGGER PROBABILITY](#) page.

NTS-1

- Press and the OSC button, then rotate the TYPE dial to enter the oscillator parameter edit mode.
- Use the TYPE dial to switch between the additional plugin parameters corresponding to each of the keyboard zones.
- Use the B knob to choose a sound to be played on the currently selected zone.
- Odd numbers have sounds that play all of the time, even numbers have sounds with 50% trigger probability - see more on the [TRIGGER PROBABILITY](#) page.

KEYBOARD LAYOUT

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Bass	Min. two octaves with chromatic tuning
Kick	11 keys with chromatic tuning
Snare	5 keys with tuning in 4-semitone steps
Tom/Conga	4 keys with tuning in 4-semitone steps
Closed Hat, Open Hat	These two zones share the same sound setting but have different envelope time scaling
Shaker/Zap	In addition to shaker and zap sounds this zone also produces beeps, buzzes, sci-fi effects

TRIGGER PROBABILITY

Each sound in **Groove**'s library has two versions: one that is triggered normally on every key press, and another which is the exact duplicate – but has 50% trigger probability.

With normal trigger mode, sounds play all of the time: in case of this example pattern with four sounds, every run of this pattern will sound exactly the same, with each sound being triggered on all steps (●).

Kick	●				●				every run
Snare					●				
Hat	●	●	●	●	●	●	●	●	
Shaker/Zap		●				●			

With 50% trigger probability, whether the sound does get triggered is randomly evaluated on each key press. So, with this function enabled on hat and shaker/zap sounds, every run of the pattern will sound different: while kick and snare will make sound on all steps (●), the steps with hat and shaker/zap, with 50% chance, will sometimes not make any sound (◐) - thus making the pattern much less repetitive.

Kick	●				●				first run
Snare					●				
Hat *	●	●	◐	●	◐	◐	◐	●	
Shaker/Zap *			◐			●			

Kick	●				●				second run
Snare					●				
Hat *	◐	●	◐	●	●	●	◐	◐	
Shaker/Zap *			◐			●			

SIMULTANEOUS

The number of **Groove** zones that you can trigger *simultaneously* at any given moment in time depends on how many polyphony voices the particular synthesizer model can reproduce:

- **prologue**: 8 or 16.
- **minilogue xd**: 4.
- **NTS-1**: 1.

SEQUENTIAL

It's possible to trigger all **Groove** zones *sequentially*, one after another, even with a single polyphony voice. Since **Groove** locks to one particular zone upon key press, in order for this to work correctly each note event has to end before the next note event starts.

TIMBRE

Each **Groove**'s zone has individual expressive parameter assignments which can be manipulated via the main MULTI ENGINE controls. Depending on the selected sound, these controls may be assigned to oscillator pitch, oscillator FM depth, filter cutoff, EG time scale or EG modulation depth.

On **prologue** and **minilogue xd**:

- Turn the SHAPE knob to modify the bass zone's expressive control.
- Hold down the SHIFT button and turn the SHAPE knob to modify the expressive control on all drum and percussion zones.

On **NTS-1**:

- Press the OSC button.
- Turn the A knob to modify the bass zone's expressive control.
- Turn the B knob to modify the expressive control on all drum and percussion zones.

VELOCITY

When programming sequences using **Groove**, you can use note velocity to adjust the relative loudness balance between different keyboard zones, as well as to add accents in a particular zone's note pattern.

To enable velocity sensitivity on the output level, follow these steps:

- **prologue**: press EDIT MODE and select PROGRAM EDIT, then press function button #5 several times to reach the Amp Velocity parameter. Turn the PROGRAM/VALUE dial to increase this parameter's value.
- **minilogue xd**: press EDIT MODE and select PROGRAM EDIT, then press function button #8 several times to reach the Amp Velocity parameter. Turn the PROGRAM/VALUE dial to increase this parameter's value.
- **NTS-1**: output velocity sensitivity is permanently enabled by default.

- You can use the filter on your synthesizer to further sculpt the **Groove**'s sound: for example, adding modulation from the EG or the LFO, and also using it as a performance tool to bring the sound in and out.
- On **prologue** and **minilogue xd**, when using **Groove** as the one and only sound source it is best to increase the default output level of the patch. To do so, press EDIT MODE and make sure PROGRAM EDIT is selected, then switch to the Program Level parameter (function key #6 on **prologue**, sequencer key #9 on **minilogue xd**) and set it to +4.0..6.0 dB.
- On **prologue** and **minilogue xd**, you can use the drive feature of the VCF to apply extra punch and grit to **Groove**'s sound. Since this analog overdrive is applied per individual polyphonic voice, all sounds you trigger will be processed individually and won't interfere with one another.
- On **prologue**, you can split the keyboard between two separate tones: main and sub. This effectively doubles the amount of sounds you can have access to. For example, the sub timbre can have bass and drums from **Groove**, and the main timbre can be a polyphonic synth sound. You can even have *two separate instances* of **Groove** this way, each instance set up with its own set of sounds, allowing you to play up to 14 different sounds at the same time.



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