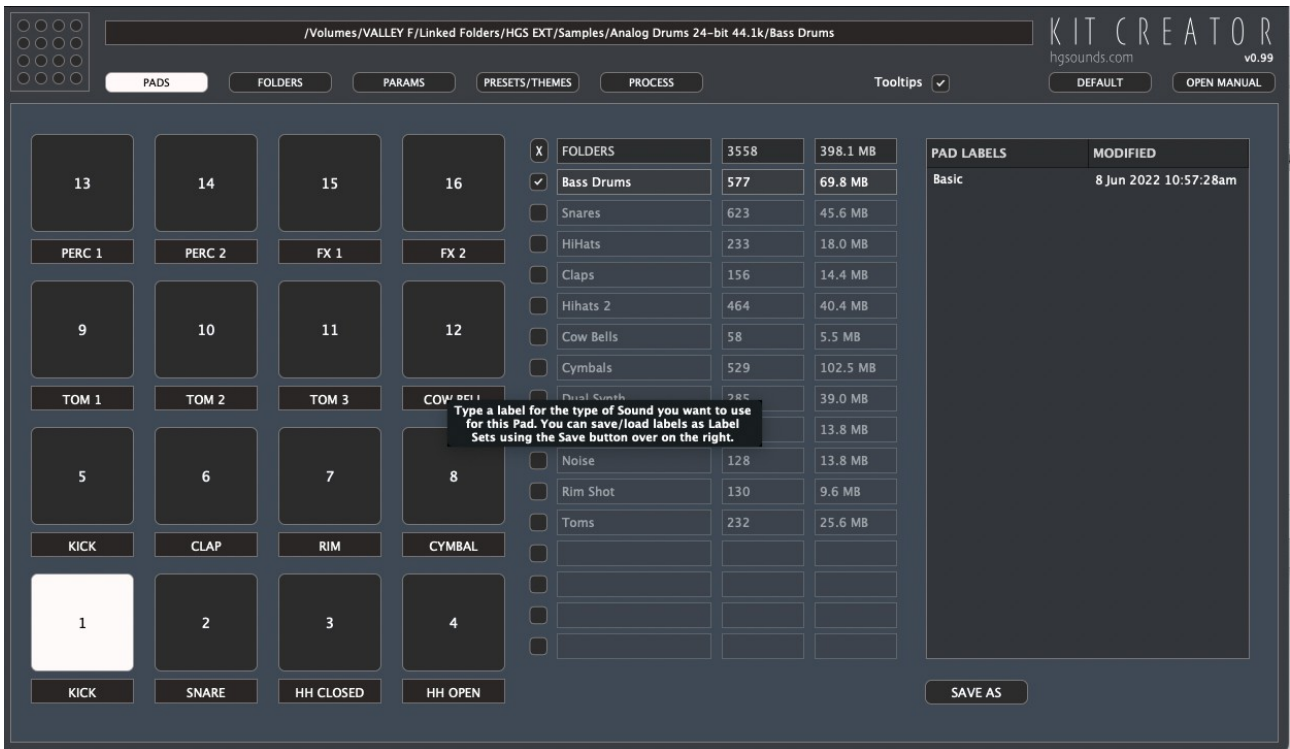


KIT  
CREATOR  
MANUAL



Kit Creator is a program for 64-bit Windows or Universal Binary for Mac. It generates sample kits from directories drag & dropped into 16 available slots. Each directory can be assigned as a possible candidate for any of the first 16 pads of the output target. Currently MPC (current hardware and software) as well as Ableton Live are available as exports.

# Version History

- 0.99
  - Added a new Pad Screen which shows which allows clicking on a pad and showing/enabling which of the folders are assigned. Pads can also be labelled and saved as label presets.
    - Pads will display folders faded if they do not have any folders assigned. Folders will be faded if they are not assigned to currently selected Pad.
    - Pad Screen allows drag & dropping multiple folders and drag & drop re-ordering.
    - Pad Panel shows which pads a folder is assigned to when hovering over a folder.
  - Folder Displays now have a right click menu that provides various options such as remove, clear, copy Path & open in Finder/Explorer.
  - Processing Panel added and all previous top controls moved to it, it has a modular design so different inputs, tasks and outputs can be assigned now as they are developed.
  - Possibility to randomize Volume, Pan and Release in existing folders of files.
  - Added options to enable/disable the numeric/Random name generators.
  - Numeric name now counts existing files and starts numbering at total+1.
  - Added Folder Size Display to Folders Panel and total at the top.
  - Folder Highlight Colour added to themes.
  - Folder Border added to themes.
  - Added Mouse Over highlight to the dummy folder box on the themes page so that Folder highlight can be previewed on that page.
  - Output Amount now displays 'All' instead of -1.
  - It's now no longer possible to load the exact same directory twice.
  - Folder and Slider Headers were using the wrong Text Colour, should have been Header text.
  - Folders now support Drag & Drop to change the order instead of the up/down arrows.
  - Slider number labels now use the correct theme colour.
  - Slider panel parameter Enable controls moved to processing Panel.
  - Rewritten how the messages are used throughout the app, now hovering over controls will display messages at the top instead of through the Tooltip system.
  - Right click menu added to file displays with delete file/save etc...
  - Preset Table Border now uses the border colour correctly.
  - Manual rewritten to reflect the many changes.

- 0.961
  - Fixed issue with crashes related to aif cache files or other non audio files with .aif + further extension.
  - Added Version Number to the Logo Display.
- 0.96
  - Folder Tooltip now shows full Folder path in case it's too long to fit and the Folder field truncates the path so you can always see the end Folder. This also applies to the MPC output field.
  - Option to disable copying samples for Live Kits so the kit points to their current location instead. Note that this isn't possible for MPC as Programs and samples have to be in the same folder.
  - Boiler Plate code implemented, I've hopefully covered all scenarios now.
  - Scan logging implemented. Each time process is started log.txt is cleared & created in documents/Homegrown Sounds/Kit Creator.
  - Improved the Collection name text editor so that it saves correctly on enter and restores previous name on escape.
  - Fixed the scan message not displaying.
  - Added Reveal buttons for opening the destination folders in Finder/Explorer.
- 0.95
  - Settings storage improved so they can easily adapt to additional settings in future updates and a pathway towards themes and presets.
  - Preset System added. Saves Slider, Folder and Export options. You can decide whether the folder paths are loaded as they are only really relevant to the local machine. Presets are stored in /documents/Homegrown Sounds/Kit Creator/Presets and presets need to be created in this folder.
  - Info display now shows Slider values as they are edited.
  - Added Set All Buttons for each Slider Bank "A" which sets all Slider values to the same as the top slider.
  - Each Parameter now has an Enable Button to decide whether those values should be randomized.
  - Global Default implemented, click the 'D' button. You can overwrite the Default file by using the 'save default' button.
  - Theme system implemented using all 22 Colours with an in application colour selector and load/save mechanism. Themes are stored in documents/Homegrown Sounds/Kit Creator/Themes.
- 0.94
  - Initial beta release

# Installation/Configuration Directory

## Windows 64-bit

Run the installer and choose the location you want. For uninstallation there is an uninstaller located in the install folder, or you can use Add/Remove programs. It will not uninstall all Documents/Homegrown Sounds/Kit Creator as some files get generated post installation. You can delete this directory.

## Mac OS

Kit Creator is a universal Binary and so natively supports both Silicon M1 and Intel machines. It should run on 10.11 and later. It has been tested on High Sierra and Monterey.

Open the dmg and drag to applications. To uninstall delete the kit Creator app in applications and the /Documents/Homegrown Sounds/Kit Creator directory.

## Config

When Kit Creator first runs it will automatically create Homegrown Sounds/Kit Creator directory structure in your Documents folder. This folder is where all settings and templates etc are stored. If at any time you want to revert back to default, delete this folder or the settings.xml file and Kit Creator runs next it will create a new settings file and extract all the necessary files.

There are individual folders for Presets, Themes and kit Labels which are visible in the browsers, sub folders are ignored.

Setting.xml contains the current state of Kit creator and is kept updated often so that it will always be as it was left when next run.

Wordlist.txt stores 30,000 words which are used to generate random File names for presets, you can add/replace words if you want to but I recommend keeping a backup of your adapted version in case it ever gets overwritten.

Templates for the supported Export targets are stored in here. See the Export destinations page.

# Main Options

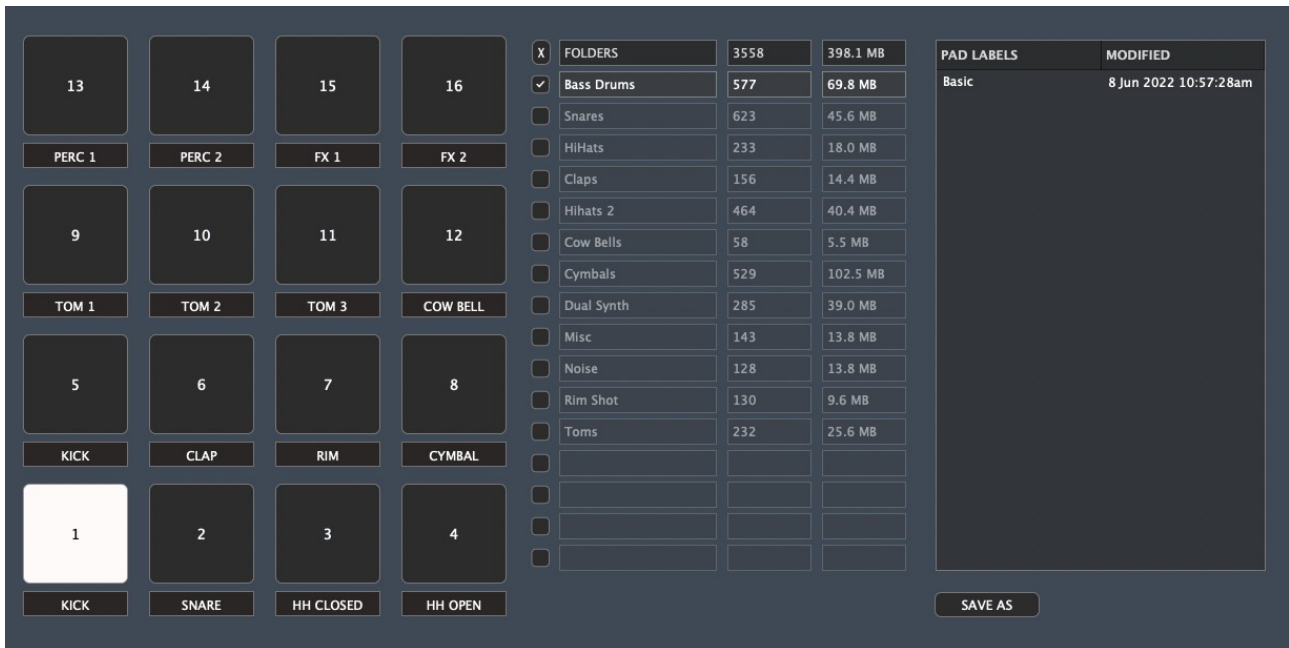


The Pad display on the left is for highlighting which pads on MPC/Live Drum Rack are being used when editing the Directory/Slider pages. It is for display reference only.

The header contains all of the export options:

- **PANELS** – Selects which Panel will be displayed.
- **TOOLTIPS** – Whether hover tooltips are displayed.
- **DEFAULT** – This button will set Kit Creator to the Default file which is a dedicated Preset file to hold a useful init state. You can save the current state to it by using the ‘Save Deafult’ button on the presets Panel.
- **OPEN MANUAL** – Opens the Manual in your PDF viewer.
- **INFO DISPLAY** – Displays **general information**.

# Pads Panel



There are two different views of folder to pad assignments coming from different angles. Pads View allows selecting a Pad and choosing which of the folder slots will be used to assign samples when processing. The middle column shows the list of folders and unselected slots are lighter than those which have been selected.

Usually you will want to have all 16 Pads filled with samples in the exported Kits, this is optional however you can leave some pads blank if you wish. Pads which have no sample folders assigned are duller than the assigned pads which makes it easy to see which are yet to be assigned.



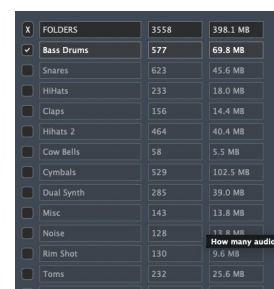
When hovering over a folder slot, red markers will highlight which of the Pads it is currently assigned to, which makes it easier to try and spread out samples depending on how many are in the folders.

The Kit labels are simply a visual guide to help with selecting directories for Pads. These fields can be edited and changed to whatever you want. You can then save this as a pad label set and it will become visible in the file browser on the right.



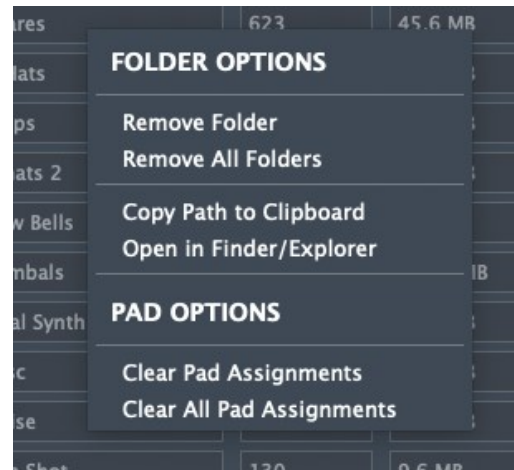
To add Folders just Drag and drop onto the slots. Multiple folders can be dropped and successive folders will replace the following slots until reaching the final slot. Slots can be rearranged just by dragging a file to the new destination slot.

The 2 columns on the right show the amount of files and the storage space the require, the top displays the total, so if exporting samples you can see how much space this will require for the samples (although it doesn't include the instrument sizes, which for MPC is around 1.5mb per preset, and Live is dependent on how many pads are used).

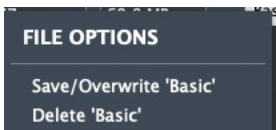


Right Clicking on a folder slot will show an options menu, the Folder options will apply to the folder which was clicked on.

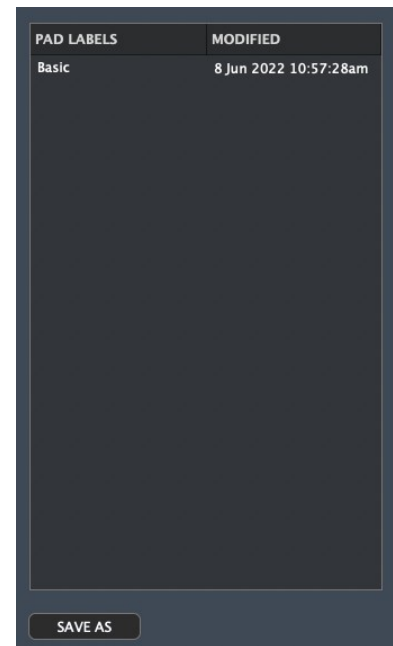
- **REMOVE FOLDER** – This will clear the slot removing the reference (it does not delete the physical folder, there are no options for deleting Samples of their folders in Kit Creator).
- **REMOVE ALL FOLDERS** – Clears all slots.
- **COPY PATH TO CLIPBOARD** – Copies the full path to the Folder.
- **OPEN IN FINDER/EXPLORER** – Will open up the Folder for viewing the files.
- **CLEAR PAD ASSIGNMENTS** – This will untick all slots for the currently selected Pad.
- **CLEAR ALL PAD ASSIGNMENTS** – This will untick all slots assignments.



The Pad Label Presets store the 16 Text Labels used for the Pads. If you have edited the labels use 'Save As' to save a Preset so it can be recalled anytime.



Right Clicking on a file brings up an options menu which allows overwriting the selected file or deleting it.



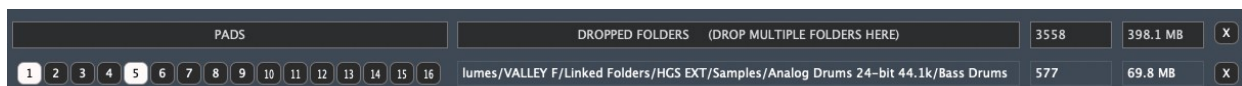


## Folders Panel

The Folders Panel offers a different perspective to Pads Panel and allows assigning multiple Pads to Folders rather than multiple folders to pads.

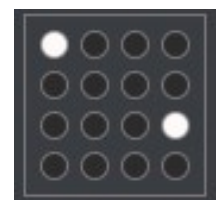
Each folder of samples uses a randomised order and samples are selected until they have all been used once, then the order is re-randomised and the process begins again. The added folders also scan sub directories.

If All/-1 is selected as the total to export, Kit Generator will create kits until every single sample has been used once. Using a fixed amount for the export total ignores this and just generates x amount of presets.

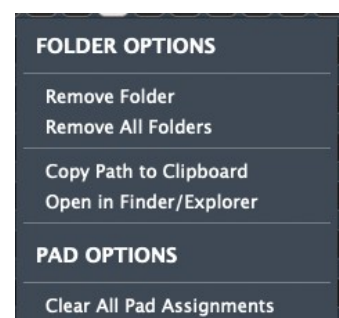


- **PADS** – This allows assigning a directory to any of the 16 target Pads. They will then be used as a valid sample pool when creating Kits. When more than one directory is assigned to a pad, one directory will randomly be selected as the source for each Preset.
- **DROPPED FOLDERS** – Directory slot are filled by dropping directories from Finder/Windows Explorer onto one of the 16 slots. You can also drop multiple folders onto the header and they will automatically populate empty slots. If a folder contains no WAV or AIFF files it will not be added.
- **TOTAL** – This shows the Total number of audio files found in the folder structure. The directories are scanned recursively and so includes sub folders. You can use these numbers as a guide for balancing dispersal, so directories with many samples should be assigned as candidates for more pads than those with only a few samples.
- **CLEAR ('X')** – This will remove the directory from the slot.
- **CLEAR ALL** – At the top this will clear all slots.

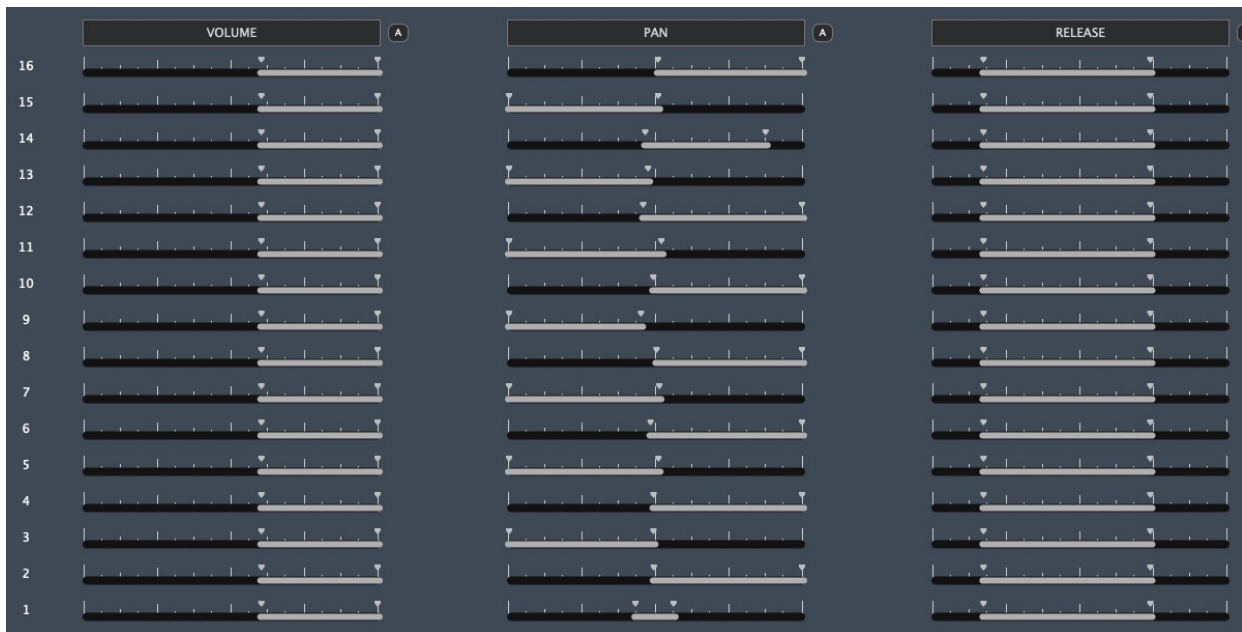
When hovering, the Pad Display will visually show which Pads the current Directory will be used for.



The right click options are more or less the same as the Pad Panel menu.

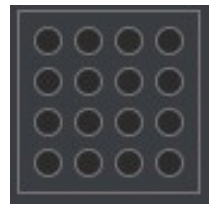


# Parameters



This panel allows setting definable ranges for randomization of parameters which are used by the randomizers when creating Kits. So as an example you can determine a specific Pan range for each Pad and the final value will be somewhere within that range.

When hovering over a slider Row the Pad display will highlight the actual Pad you are editing for a handy reference.



To change values you can click and drag either slider node.

The following Parameters are supported:

- **VOLUME** – The volume of the Pad
- **PAN** – The panorama of the Pad.
- **RELEASE** – The Release time of the sample. All instruments are set to ADSR mode for this to work which makes for a much more expressive instruments than standard triggering.

Each Column also has 2 Buttons in the Header:

- **ENABLE** – Decides if this Parameter should be Randomised when exporting.
- **SET ALL** – Sets all Sliders to the top Sliders values as a quick way of making them all the same.

## Export Destinations

There are currently 2 Export targets although more may possibly be added in the future.

- **MPC** – These Drum Programs are compatible with the current hardware (ONE, Live, X) as well as the MPC 2 Software. When exporting to the selected folder all samples and XPM files are added directly to that folder. Unfortunately sub folders for samples are not supported properly at least at the moment.
- **ABLETON LIVE DRUM RACK** – Instruments are exported to the user/instruments/presets/drum rack directory and samples to the user/samples directory.

Kit Creator uses templates and changes the information. This means that you can replace these with your own templates if you want so aside from the parameters that Kit Creator changes, you can have whatever settings you prefer for the rest of the parameters.

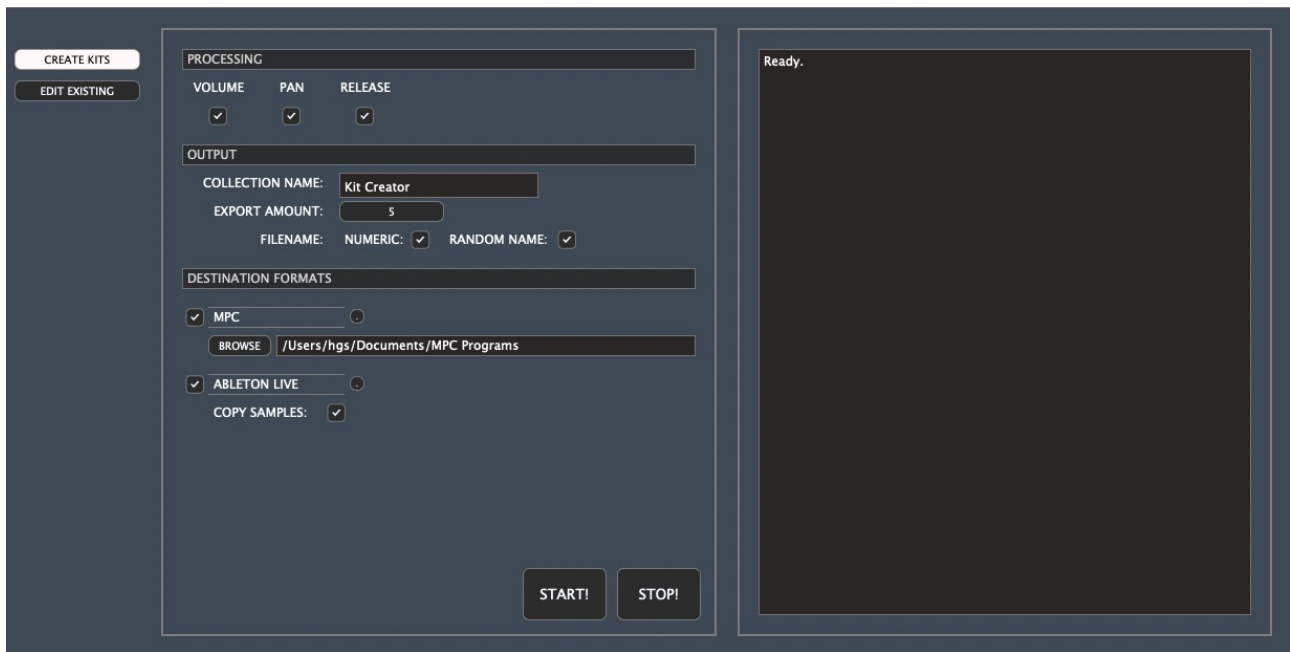
### MPC

The MPC is xml and has every single parameter already in place. Simply save a preset and rename it to Template.xpm and replace the one in Documents/Homegrown Sounds/Kit Creator.

### Ableton Live

Ableton Live only saves out sections which have a sample assigned so it's essential, if you are going to replace the template, that you assign a sample to the first 16 pads. This will ensure that all 16 pads will have the needed structure for Kit Creator. Replace Template.adg in Documents/Homegrown Sounds/Kit Creator.

# Processing Panel



The Processing Panel is where the actual action takes place and the task is selected via the left Sub Panel. It's split into logical sections and once the options are selected clicking Start will begin preset creation.

There is a deep log created of each Process, a significant amount of effort has gone into bullet proofing the process, but there can always be unforeseen situations. If you encounter a bug, please email the log.txt. Note that the log is replaced every time Start is pressed.

## Create Kits

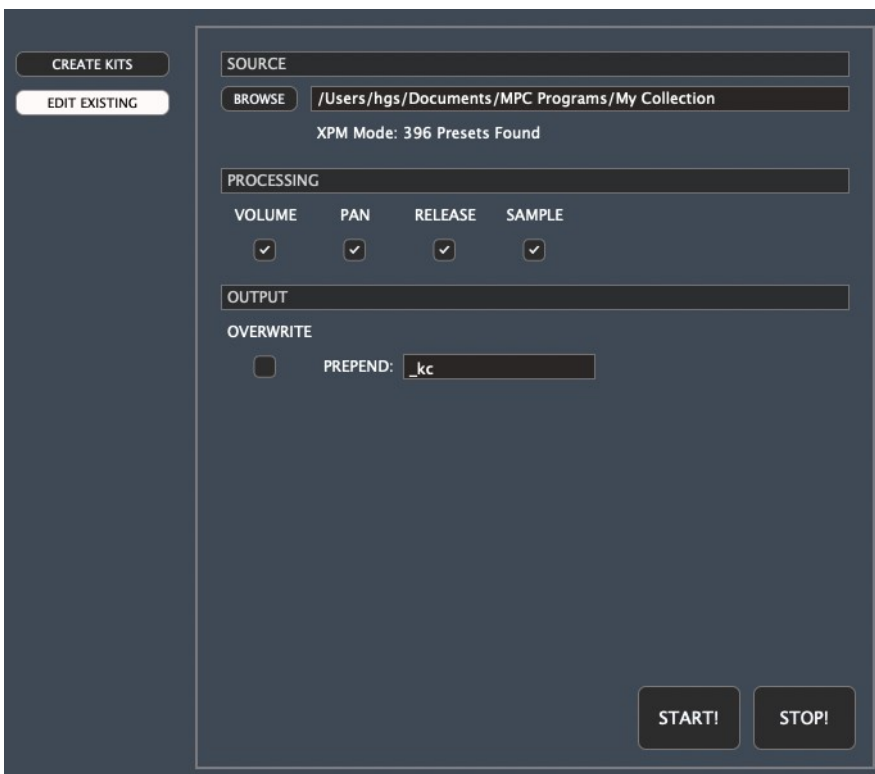
This mode is for creating Kits using the templates as the base, the selected parameters are then generated and the samples assigned to pads.

- **PROCESSING** – Select which Parameters will be randomized.
- **OUTPUT** – Options for the file output:
  - **COLLECTION NAME** – This will be used as a Parent Folder for the exported instruments.
  - **EXPORT AMOUNT** – This menu allows selecting a specific number of Exported files. All will create instruments until every single sample has been used at least once.
  - **FILENAME** – Determines how the files are named. Numeric adds a number to the start of the filename, random name generates a random file name using the wordlist database.
- **DESTINATION FORMATS:**
  - **MPC** – Outputs Programs for the modern MPCs (ONE, Live, X and software), note that samples must be in the same folder as the programs for them to load unfortunately and so samples are automatically copied. Browse to set the location you want to export them

to and you can use the small button next to the label to open the folder in Finder/Explorer.

- **ABLETON LIVE DRUM RACK** – Exports to the correct Ableton Folders so they are instantly available within Live. Samples are optionally copied to the Live samples Folder, or they can be used from their current location instead. Use the small button to open these locations in Finder/Explorer.

## Edit Existing



This mode is designed for randomizing the parameters in Existing files. The Export type is automatically selected by what files it finds in the selected folder, MPC takes precedent in the unlikely event a folder contains both .xpm and adg.

Be careful when using this as there is no undo if you choose to overwrite folders,

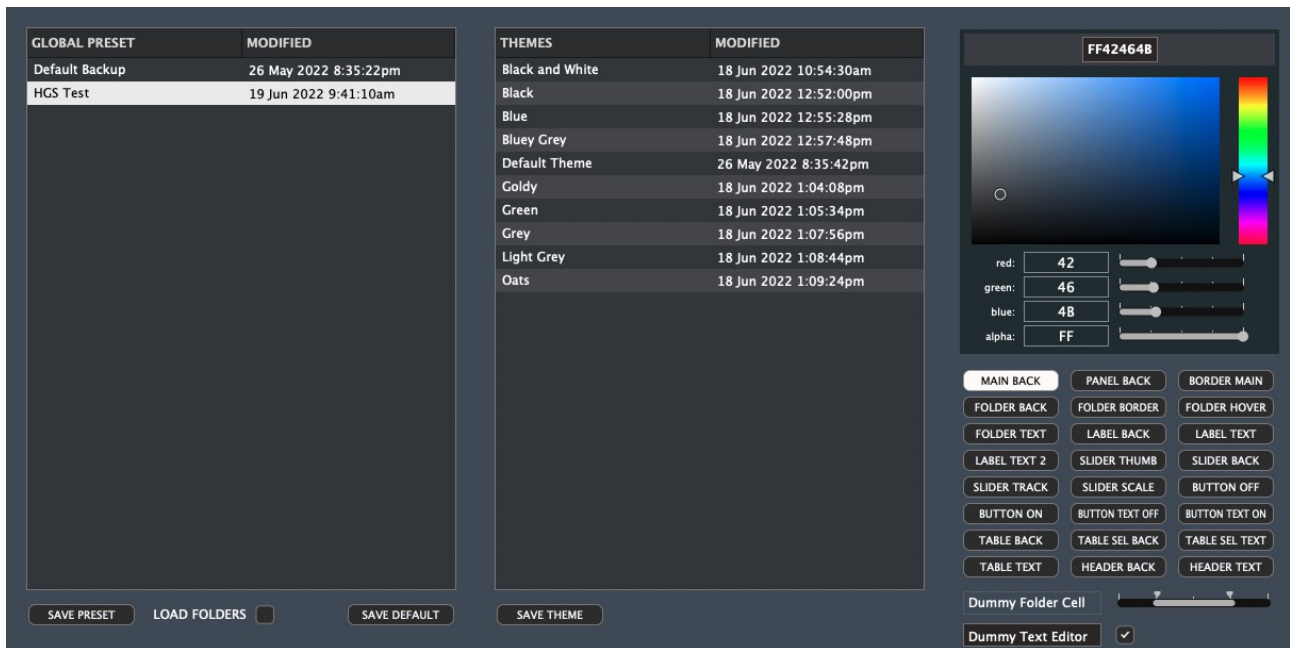
- **SOURCE** – Browse to select the source folder you wish to edit.
- **PROCESSING** – Decides which parameters will be edited/randomized. Sample is only available for MPC at the moment, although I'm not sure if it's useful there either really.
- **OUTPUT:**
  - **OVERWRITE** – CAUTION! Enabling this will permanently overwrite the source files, it's a good idea to use the prepend mode and create copies instead.
  - **PREPEND** – saves to a new file and adds this text to the front of the filename, click in the box to edit the text.

## EXPORT STATUS

The status display shows the preset creation in real-time. You can press Stop at anytime to cancel the operation and it will stop after the current files are created.

```
-----  
19 Jun 2022 12:25:13pm  
-----  
Ableton Full Instrument Base: /Users/hgs/Music/Ableton/User  
Library/Presets/Instruments/Drum Rack  
Ableton Full Sample Base: /Users/hgs/Music/Ableton/User Library/Samples  
MPC Export Folder: /Users/hgs/Documents/MPC Programs  
  
Folder Scan: 16 Folders - found 3558 Audio Files  
  
FILENAME: 007 Nipples Bellicose  
Exported: 007 Nipples Bellicose.xpm  
Exported: 054 007 Nipples Bellicose.adg  
  
FILENAME: 008 Beatitude Outcast  
Exported: 008 Beatitude Outcast.xpm  
Exported: 055 008 Beatitude Outcast.adg  
  
FILENAME: 009 Latitude Windmill  
Exported: 009 Latitude Windmill.xpm  
Exported: 056 009 Latitude Windmill.adg  
  
FILENAME: 010 Chamberlain Pens  
Exported: 010 Chamberlain Pens.xpm  
Exported: 057 010 Chamberlain Pens.adg  
  
FILENAME: 011 Guano Rerun  
Exported: 011 Guano Rerun.xpm  
Exported: 058 011 Guano Rerun.adg  
  
5 PRESETS CREATED!
```

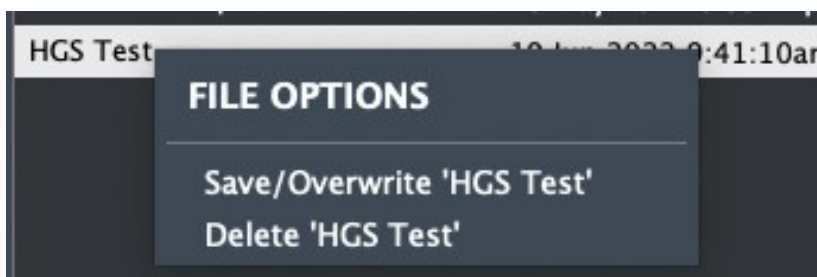
# Presets and Themes



Kit Creator can store Global Presets that stores all options relating to exporting Kits. The Presets are stored in /Documents/Homegrown Sounds/Kit Creator/Presets. It doesn't come with any presets as the settings are more relevant to your own wishes and location of samples etc... Presets are useful for storing & recalling your own profiles. Double click on a file to load it. Save will open up a browser, give it a name and save and it will instantly be listed.

'Load Folders' decides whether the Folder list should be included when loading a Preset. Folders are always stored when saving.

'Save Default' is a special dedicated Preset which holds the Default file used by the Default Button in the Header. This button will replace it with the current state so you can create your own.

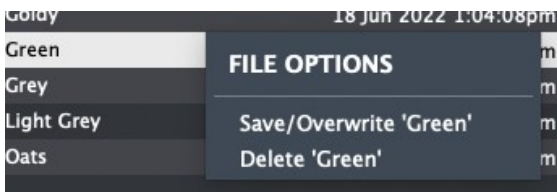


There is a right click context menu for deleting or overwriting the selected preset.

## Themes

The themes are based on 24 Colours and edited by selecting one of the Category buttons and choosing the colour. The categories should be pretty logical and you can see the changes in realtime. There's some dummy controls at the bottom for those which aren't visible from the theme panel.

Just like Presets, the themes can be saved via the 'Save Theme' button and loaded by double clicking in the main box. The themes are saved in /Documents/Homegrown Sounds/Kit Creator/Themes/



There is a right click context menu for deleting or overwriting the selected theme.

