



REV

Installation Guide

System Requirements:

- Mac OS X 10.7, OS X 10.8 or higher is recommended**
- Windows 7 or higher
- 4 GB of RAM
- At least 15 GB of free drive space

**All new Native Instruments software requires a minimum of OS X 10.8 or Windows 7. We're happy to provide an install of 10.7/ REV compatible Kontakt 5.3.0 upon request.

REV: GETTING STARTED

**IMPORTANT- if you own the full version of Kontakt you can update using Native Instruments Service Center. If you do not own Kontakt you can download the Kontakt Free Player below. RTAS users please contact us at tech@outputsounds.com for Kontakt version 5.3.0.*

[Download Kontakt 5 Free Player](#)

There are two main steps to getting started with REV:

1. **Installation** is handled by Continuata's Connect, our high speed library downloader. Connect will download, unpack, and organize all of REV's files in a location of your choice.
2. **Activation** is handled by Native Instruments in Kontakt once REV is added as a Library in Kontakt. You will use the same serial code for Installation and Activation.

REV: INSTALLATION

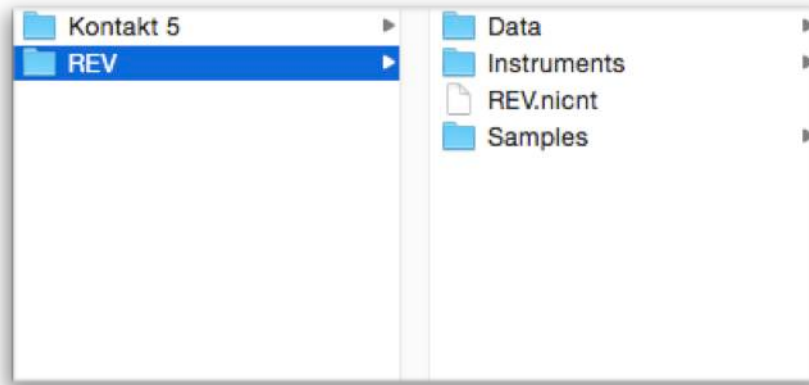
You should have received an email with the download link for our Connect downloader and a serial code. Once you have installed Connect and entered your serial code, you can choose where the 'REV' folder will be installed on your machine.

IMPORTANT: be sure that you have at least 15 GB of space in the location that you choose to install REV.



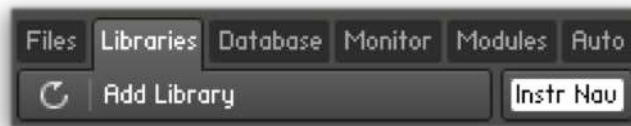
Once the download begins, be sure not to move, rename, access, or modify any of the files in anyway until the installation is 100% complete. If you tamper with any of these files before the installation is complete REV will not install properly for you.

Once REV has finished installing, you should have a single folder called 'REV' which contains three subfolders called Samples, Instruments, and Data, as well as a REV.nicnt file. Take note of where this folder is located because you will reference this location in the next couple steps. Here's how the folder should appear:



REV: ACTIVATION

Next, open Kontakt. Click the 'Browse' button in the top left side of Kontakt's menu panel, navigate to the 'Libraries' tab, and click the "Add Library" button.



You will then be prompted to browse to the location in which the 'REV' folder is located on your system. It's important to select the REV folder itself instead of any individual NKIs or subfolders. This will set a general link for Kontakt to reference all of REV's files on your system when needed.

The final step is to activate REV using the product serial code. There is a small 'Activate' button that will appear over REV in the Libraries tab. Clicking this button will bring up a new window that links to Service Center. Enter your serial code and email address here, then you will have activated your serial code for REV. Now when you log into Service Center, you should see REV listed under your activated products.

REV: BATCH RE-SAVE (optional)

Running a batch-resave is recommended for faster loading time. See image below. When prompted, be sure to choose the same REV folder that you referenced before when adding REV as a Library. You should only need to do this once.



REV: Overview

REV comes with 4 separate NKI Engines.



REV: Instruments is a multilayer engine where you can freely play all kinds of instruments backwards and in real time. It comes with 500 presets, ranging from simple reverse piano to complex blended sound design. The samples come in multiple velocities and are all the same length for playability. Sample start can be adjusted by a slider so that you can dial in exactly how long/short the notes are. This is a great source of inspiration, texture and doubling using a range of reverses, pads, pulses and swells. On top of it (and same w/ all 4 engines) you have a ton of fx (stutters, filters, eq, delays etc.) ... and they are both global and layer based. Sounds are mainly comprised of multiple layers that let you manipulate, change, and tweak whatever you'd like. All sounds are based on 4 basic source types ... Dry (raw reverse instruments), Wet (samples with reverb added before they were flipped backwards), Pads (continuous looped pads) and Forward.



REV: Timed Instruments is almost identical to REV: Instruments except the length is not controlled freely, but actually controlled by note length. For example, you can set the slider to half notes and all patches will play a half note in the tempo of your DAW.



REV: Loops contains 15 banks of tempo locking loops, available in 2 octaves, w/ a ton of optional fx presets... giving you thousands of loop combos. Loops are organized by complexity on the keyboard with simple loops to the left and complex loops to the right. Also there is a slider to adjust speed of the playback (reg speed, half speed, double speed). None of these loops were made using the REV engine. Instead, these were all recorded live as original material. As a result, it has a completely different sound.



REV: Rises Hundreds of rises broken down by bank (A/B/C) that ALL lock to tempo. All you do is set the length, whether you want a tail or an abrupt ending and the bank letter... and then you have a rise that times out perfectly. If you want to automate in some fx it's easy (i.e. stuttering crescendo, accelerando, increasing distortion, etc..). The slider and FX menu is built the same way as REV: Loops.

Enjoy using REV... We hope you have as much fun playing around as we had making it!