



GrooveMaster Grooves

***Tony Newton's Bass Grooves
Continuous Sync™ Loop Player***

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User Manual

The Tony Newton Bass Groove Player offers endless possibilities of creating unique bass grooves. The grooves are arranged in a three-dimensional array: groove style/pattern/key. You can move between any recorded groove patterns, in any key, at any time, at any tempo while staying in continuous sync with your host sequencer. It is an excellent tool for creating dance music, hiphop, house, R&B, soul, or any other groove-based music. The Tony Newton Bass Groove Player includes bass grooves drawing from Tony Newton's long career as a bass player with John Lee Hooker, Motown, Smokey Robinson & The Miracles, Stevie Wonder, 8th Day, Holland-Dozier-Holland, Stax, Little Richard, Honey Cone, Hugh Masekela, Aretha Franklin, Tony Williams Lifetime, Gary Moore's G-Force, and numerous other artists from the golden era of groove-based music.

Kontakt Settings



- **Plugin** – the groove player must be used in the full Kontakt software, run as a plugin in a host sequencer. After loading the groove player, make sure to open the master editor (A.) and select “Ext” (B.) for external sync.
- **Keyboard Layout** – Activate the miniature keyboard display at the bottom by selecting “Keyb” (C.). (See also “Keyboard Layout” #27, #28, and #29 below.)

Interface Controls – Main View



1. **Settings** - toggles between the interface “Main View” and the “Settings View.”
2. **Fader** – toggles a fader control for the selected groove style.
3. **Presets** – calls up presets for the universal EQ section.
4. **Equalizer** – gain section for the universal parametric three-band EQ. (See also #26.)
5. **Groove Style Selector** – selects the groove style. The groove styles are organized in order by the tempo they were recorded. The groove style can also be selected through key-switches or by using Kontakt's on-screen mini keyboard (see #27), or through midi control (see #17). The color of the groove style's indicator lamp tells whether the bass sound is “Old School” (green), “Bright & Funky” (blue), “Effects” (red), or if it is blues with a shuffle feel (yellow). These colors are also shown on the mini keyboard.
6. **Stop** – the stop button can be used to stop bass groove playback any time. (See also #18 and #19.)
7. **Latch** – when “latch” is engaged a groove will be triggered by playing one of the keys in the “middle octave” above “middle C”. (See #29.) Once the key is released, the groove will continue playing. A different groove can be triggered at any time by depressing a different key, or by depressing any of the keys controlling Groove Style, or Pattern. (See #27 and #28 below.) While “latch” is engaged any new groove that is triggered will begin playing at the current bar position in the bass loop. If “latch” is turned off, a

- groove can be played back from the beginning of the loop at any beat in the bar. In this way an ascending bass line can be achieved, for example.
8. **Overlap** – when “latch” is turned off, the “overlap” function provides a long release of the loop, to eliminate the need for legato technique to move between grooves. This makes “one-finger” playback technique possible.
 9. **Snap Strength** – determines how far away from the beat the internal snap function should look when syncing the played groove to the host beat. This is set optimally, and would only need to be changed in extreme situations.
 10. **Push** – adjusts the groove timing to get either a more laid-back, or a more push-ahead feel depending on the used drum loop/pattern. The “Push” control can also be controlled by midi. (See #26.) Once the “Push” setting has been adjusted, the change will take effect when the groove is re-triggered, something that can be done immediately by pushing the triggering key. The loop will then automatically adjust its position time-wise.
 11. **Detail** – gives a mid-range EQ boost to enhance detail and punch.
 12. **Limiter** - will boost the bass groove's punch and loudness.

Interface Controls – Settings View



13. **Groove Style Equalizer** – dedicated parametric EQ for each groove style. When this EQ is active, the indicator lamp will turn green. It may be bypassed (see #15), or reset (see #14).

14. **Reset** – resets all parametric EQ settings for the current Groove Style.
15. **Bypass** – bypasses the EQ for the current Groove Style.
16. **Fader CC** – selects a midi cc to control the groove style volume fader.
17. **Groove CC** - selects a midi cc to select active groove style.
18. **KeyStop On/Off** – Toggles on/off a dedicated key for stopping bass groove playback. (See also #6 and #19.)
19. **Stop Key** – selects the key to be used for stopping bass groove playback. (See also #18.)
20. **Latch on Key & CC** – selects whether the latch function should be toggled by key-switch, midi cc, or both. (See also #7, #21, #22, and #23.)
21. **Latch Key** – selects the key-switch for the latch function. (See also #20.)
22. **Latch CC** - selects the midi cc for the latch function. By default, the sustain pedal cc is used for the midi cc latch. (See also #20.)
23. **Switch Mode** – selects one of two modes for controlling the latch function by midi cc: A. “Hold” - the sustain pedal must be depressed to maintain latch. (Midi cc > 63.), B. “Switch” - depressing the sustain pedal momentarily switches between latch on/off. (default). (See also #20 and #22.)
24. **Auto Push** – an algorithm that works in the background to adjust the timing of the groove when it is being played back at a higher tempo than it was recorded. The function of the “Auto Push” will not be reflected in the setting of the “Push” control knob in the main interface view.
25. **Push Sens.** - sets the sensitivity of the “Push” control in the main interface view.
26. **Push CC** – selects the midi cc to control the manual “Push” function. By default this is set to 1 (mod wheel). If an expression pedal is used, it can be set to operate on midi cc 1, and provide easy control of the “push” function.

Keyboard Layout



27. **Groove Style Key-Switches** – selects one of the 16 groove styles. The keys color coding matches the groove styles indicator lamps on the interface. The black key indicates the current groove style. When a groove is playing in latch mode, depressing another groove style key will result in a synced switch to a different groove style.



28. **Groove Pattern Key-Switches** – selects one of the 10 patterns in each groove style. (Note: The two blues groove styles have five patterns each.) The black key indicates the current groove pattern. When a groove is playing in latch mode, depressing another groove pattern key will result in a synced switch to a different groove pattern.



29. **Groove Playback Key** – triggers the groove in any of the keys of the “middle octave.”



30. **Slide Keys** – trigger bass slides. When a slide is triggered, the groove playback is muted so that a slide can be inserted at any time. When the slide key is released, the bass groove continues. Lower slides are played from the lower keys, and higher slides are played from the upper keys of the range.