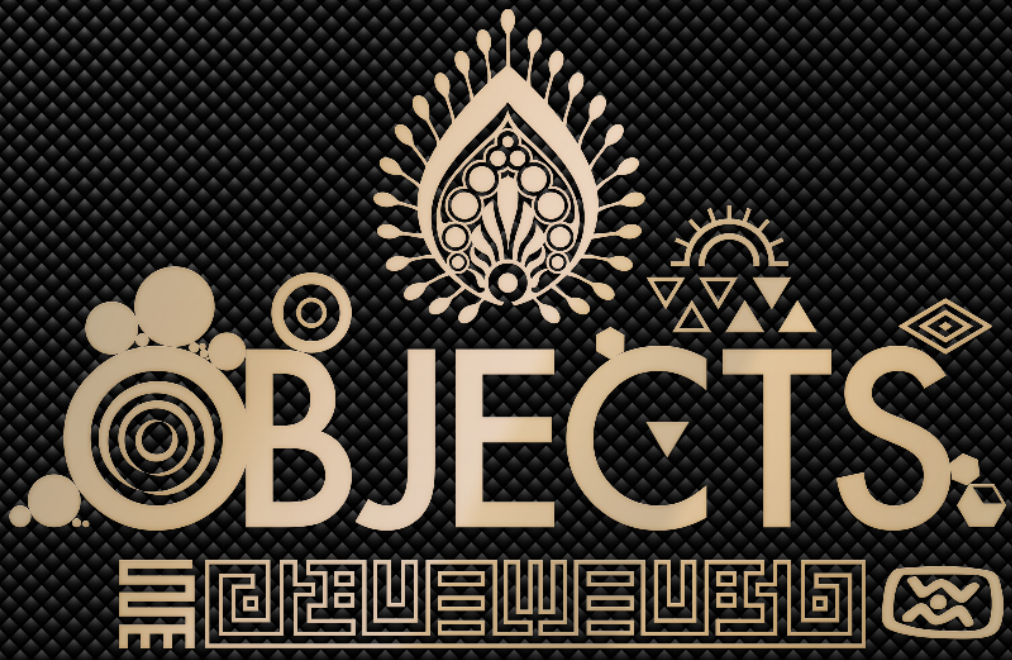
YULI YOLO



190 PRESETS FOR HIVE2

u-he

Heckmann Audio GmbH · Berlin

Thank you for purchasing **Objects** for Hive2 by **Yuli Yolo**. We hope you will enjoy these sounds and put them to good use in your music!

Please note that most of these presets will react to velocity, modulation wheel and pitch bend. Many also react to the user-definable MIDI CC 'Control A' and 'Control B'. For details of the performance controls used in each preset, please refer to the PRESET INFO panel in the Hive browser.

> *"Hive2 is a very accessible synth, but behind its apparent simplicity lurks a true monster! Creating sounds with Hive2 let me push my imagination and fill the space between my goal and its achievement."*
>
> – Yuli Yolo (Nicolas Jaussaud), sound designer based in the south of France.

Installation

Objects comes in two formats: The 'Objects' folder contains normal *.h2p* files which are recognized in Hive's own browser, while the 'Objects (NKS)' folder contains Native Kontrol Standard files. If in doubt, install the regular version only.

Regular version

Objects requires Hive2, and it is generally a good idea to have the latest version installed. Hive2 updates are free from u-he.com/products/hive/

Standard method (drag & drop)

- Click on the PRESETS button to open the Hive browser.
- Drag the 'Objects' folder from Finder / Explorer and drop it onto Hive's User folder.

If you installed Hive with the default paths, Objects will appear in the following location:

Windows	*C:\Users*YOU*\Documents\u-he\Hive.data\UserPresets\Hive*
macOS	*Macintosh HD/Users/*YOU*/Library/Audio/Presets/u-he/Hive/*

Alternative method (using system folders)

- Click on the PRESETS button to open the Hive browser.
- In the DIRECTORY panel, right-click on *User* and select *open in Finder* / *Explorer*.
- Copy the **Objects folder** into the Hive folder you have just opened.
- Back in Hive's browser, check that *Objects* has appeared inside the *User* folder. If not, right-click on *User* again and select refresh, which rescans the preset database.

NKS version

- Copy the Objects (NKS) folder into the following location:
  Windows *C:\Users*YOU*\Documents\u-he\Hive.data\NKS\Hive*
  macOS *Macintosh HD/Library/Application Support/u-he/Hive/NKS/Hive/*
- In Maschine or Komplete Kontrol, go to *Preferences* > *Library* > *Factory*.
- Select the *Hive Factory* entry and click Rescan.

Audio Previews

This soundset includes NKS previews in a subfolder of Objects (NKS) called *.previews.* Mac users should note that any folder whose name starts with a period '.' like this one is normally invisible in Finder!

Viktor (head honcho for u-he soundsets) writes:

I was so fascinated by the expressive and natural, though synthetic, tones Nico created for our 2.0 release that I immediately wanted to hear more.

After discussing and weighing up a few possibilities I came to the conclusion that a set of **percussion** sounds with a strong sense of **material**, including many pitched mallet instruments (realistic as well as fantastic) would be the perfect Hive2 project for Nico. So I asked him…

That hit the spot. It was precisely what he had already started to create.

List of Objects

1 Drums & Hits	2 Smashes	3 Claps & Sticks
Armageddon	*Bauler*	*Break It*
Barricade	*Bogat*	*Da Crunker*
Bingo	*Centurion*	*Dandy*
Ceramic	*Colibri*	*Freaky Sticks*
Clue	*Cyong*	*Lakxalys*
Doobiest	*Flash*	*Lamax*
Emulsion	*Glory*	*Little*
Essential	*Hit Men*	*Log Block*
Falling	*Incident*	*Loopy*
Fifty Eight	*Last Dance*	*Mambrane*
Futur	*Luminar*	*Piky*
Hanibal	*Lunar*	*Process*
Invasion	*Metal Border*	*Renaissance*
Jerry	*Pacito*	*Rim*
Jungle	*Paraqheen*	*Slop*
Lazy	*Pratuna*	*Snap*
Modulis	*Rolling*	*Synderella*
Mombo	*Sheroby*	*Trappy*
Mutation	*Syncrotron*	
Pakminr	*Theatre*	
Postman	*Timbalum*	
Protocol	*Tolova*	
Requiem	*Tranfalgar*	
Sea	*Truebillion*	
Shoke	*Wushy*	
Sky Over	*Zoran*	
The Action		
Tool H0H		
Veralys		
Vlady		
Xantury		

4 Mallets - bright	*Under*	*Thoros*
Berkhat	*Underwater*	*Tigger*
Bigger	*Warm Out*	*Tubulator*
Caravella	*Water Drop*	*Viktory*
Collapse		*Voltra*
Coockie	**5 Mallets - soft**	*Wallet*
Cosmic	*Associate*	*Woodern*
Custom	*Celeste*	*Woodpecker*
Cylacx	*Clampers*	*X-Presso*
Defiant	*Extra Ball*	*Zebraphone*
Donk	*Fantasy Land*	
Fog	*Florale*	**6 Wires**
Handle	*Fluocolors*	*Alta*
Hankos	*Hexamax*	*Bogami*
Helliza	*Kokoma*	*Bokdan*
Host	*Logo*	*Bridge*
Hours	*Malletophone*	*Claviature*
Kaly	*Mavirana*	*Clemstorn*
Kante	*Panda*	*Feroxy*
Khashqasa	*Pickers*	*Gloss*
Lakte	*Pletoria*	*Gotox*
Madela	*Qlease*	*Lucky*
Marquise Island	*Qualiphone*	*Oldies*
Palm Advanture	*Radian*	*Pick Out*
Poly Frame	*Rajad*	*Raktchenkov*
Quotient	*Rock*	*Sabotage*
Report	*Savana Street*	*Salutation*
Snow Flake	*Scarls*	*Sentinel*
Sonoma	*Series*	*Via Street*
Stretchov	*Slozina*	
The Dot	*Subtle*	
Tines Rush		
Toy		

7 Wind	8 FX & Ambient	
About	*Arc*	
Blender	*Chimestrel*	
Emperor	*Exciterz*	
Leokaby	*Fire Void*	
Linny	*Foleys*	
Representation	*Friction*	
	Gashton Ville	
	Hozax	
	Hqarrythmic	
	Instinct	
	Magical Trees	
	Mechanic	
	Metal Bounce	
	Perception	
	Redemption	
	Soxie	
	Svoga	
	Tentacullar	
	Terranosor	
	Tynes	
	Xentur	