

Test: Sonuscore The Pulse

With The Pulse, Sonuscore presents a sample library for modern electronic music in all its facets. The Kontakt instrument offers a collection of instruments and ensembles suitable for cinematic compositions and genres such as Trap, Techno, and Trance.

Features

- Software instrument
- Drum Kits, instruments & ensembles
- Multi-outputs
- Integrated effects
- Integrated Composition Tool for up to ten Instruments
- Windows 10 or later, macOS 12 or later
- Native Instruments Kontakt Player (v7.10.7 or higher) required

Facts

Manufacturer: Sonuscore
Web: sonuscore.com
Purchase: Website
Price: 299 Euro

- ▲ Sound quality
- ▲ Sound selection
- ▲ Handling
- ▲ Integrated composition tool
- ▲ Detailed control of intensity range
- ▼ Solo instruments could be a bit more flexible

Sound: ■■■■■■■
Operation: ■■■■■■■
Price/perf.: ■■■■■■■
Rating: ■■■■■■■

Alternatives

Native Instruments Hypr
49 Euro
native-instruments.com

8Dio Hybrid Tools 4
58 US Dollar
8dio.com



The solo instruments can only be shaped using the effect racks.

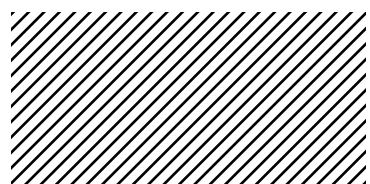
39 drum kits, 125 instruments, 80 presets/sessions – The Pulse from Sonuscore bundles all of this into a download of just about 5 GB. The creators of The Score, The Orchestra, Dark Horizon, and many other sample libraries have dedicated themselves to modern electronic sounds this time, combining them into a virtual instrument for music and filmmakers. Let's take a look at it together in this review.

Installation

The Pulse is a Kontakt library, so the free Kontakt Player is required. Using Native Instruments' download manager, Native Access, you can download and install both the player and the library with just a few clicks. Then you're ready to go.

Drums

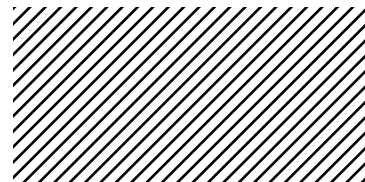
The drum kits cover a wide range of electronic sounds: from Techno kicks to trap snares to distorted toms, everything is included. Each kit offers nine pads to choose from, which can be individually assigned with sounds. For each slot, you can adjust the sample's volume and envelope, and add effects.



The included sounds are all great – and this applies to the instrument as a whole. While you can't import your own samples, you can freely assign the slots to customize your kits. Also commendable is the support for multi-outputs, which is essential for discreetly routing individual sounds to your DAW for further processing.

Solo instruments

While the drums offer a reasonable variety of sounds and settings for an instrument like The Pulse, the solo instruments are a bit weak. As mentioned, there's nothing to complain about in terms of sound and quality, but there are hardly any adjustment options. No articulations. No arpeggiator. No glide. Even the envelope, with its attack and release controls, is meager. The only



options for sound manipulation and modulation are the two effects racks. But even here, at least all effect parameters can be freely controlled using the LFOs or via the modwheel/MIDI Learn. This way, despite the limited adjustment options for the solo instruments, you can still add some flavor to the game and create some truly interesting sounds.

The Pulse

Complete arrangements are grouped under the „The Pulse“ category. Using keyswitches, you can even switch between the intro and three song sections (A, B, C), which is very cool. However, that doesn't mean that you'll find „only“ compositions for various genres and soundscapes here; you'll also find layered sounds. The ten slots can be filled with any sounds, placed in the sequencer, and even edited in terms of velocity, pitch, and chance (random). And here, too, each slot has its own effects section, volume controls with minimum and maximum (relative to the mod wheel; more on that in a moment), and dedicated output routing options, completed by the global effects section.



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