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Introduction

Gorilla is a classic Gretsch rock "convert tom" kit with an authentic gated room sound that creates a vibe like no other. Complete with a mix of vintage and selected modern Sabian cymbals, this kit will lay down a distinctive and powerful foundation for any track.

Unlike the numerous and nasty "gated reverb" presets that have plagued rack units for years, we've been inspired by the pioneers of the gated room sound we've crafted the gated room sound very naturally - you'll feel the difference.

The kit was sampled in the big room at the since-closed York Street Studio, stamping plenty of character and an expansive sound into these samples. As usual we've used nothing but the finest gear to capture the kit, including Neumann mics, a vintage Neve desk, API and Chandler preamps and a roll of 2" tape.

The Gorilla sample library consists of **1556** discrete sample files, including four separate mic layers: close mics, snare bottom, overheads, room mics, each independently controllable.

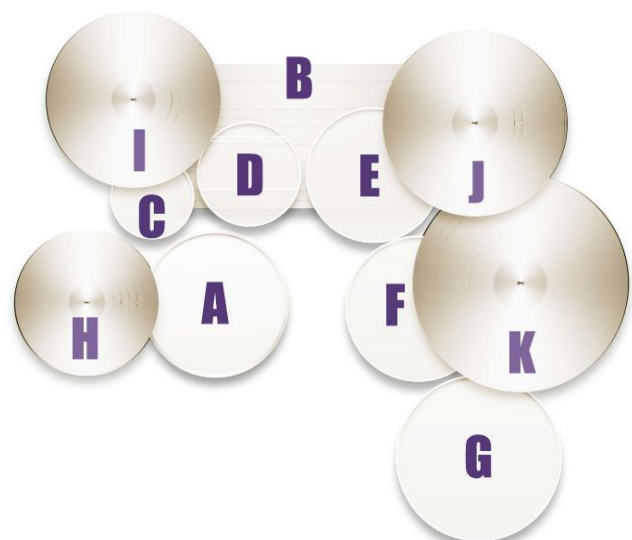
The samples have been mapped and scripted primarily for use with Kontakt sampler, Trigger, or you can use the wav files directly for sound replacement or mapping into another sampler*

* Note that the gated room is only available when using Kontakt

Instrument List

Drums

- A. Gretsch '70s USA Maple 14" x 6.5" snare, Gretsch '70s CoB 14" x 5 1/2" snare
- B. Gretsch '70s USA Maple 24" x 14" kick
- C. Gretsch '70s USA Maple 8" concert tom
- D. Gretsch '70s USA Maple 10" concert tom
- E. Gretsch '70s USA Maple 13" concert tom
- F. Gretsch '70s USA Maple 14" concert tom
- G. Gretsch '70s USA Maple 18" floor tom



Cymbals

- H. Sabian '80s 15" Flat Hihats
- I. Sabian HHX 16" X-Plosion Crash
- J. Sabian HHX 18" X-Plosion Crash
- K. Sabian HHX 21" Raw Bell Dry Ride

Download & Installation

Before you begin you will need a minimum of **6GB** free disk space to successfully download, and then unzip and use the sample library. The unzipped library will be approximately **3.1GB**.

1. **Download:** After purchase you will be emailed instructions to download one or more .zip files from the Analogue Drums website. Download all of these files and save them to your computer, make sure you save all files to the same folder.
2. **Unzip:** Locate the files that you have downloaded and unzip them. Standard unzipping tools should work on modern Windows and Apple computers.

Once you have extracted the files they are ready for use, there is no further “install” required.

Native Instruments Kontakt

Loading

1. Open Kontakt either in standalone mode or via a sequencer. In the files tab of Kontakt browse to the **Analogue Drums / Gorilla** folder on your hard drive and select a mapping file to load.
2. You may see a message that says “Samples Missing” - if so click on the **Browse for folder** button. Then browse to the **Analogue Drums / Gorilla / Samples** folder and click OK. Kontakt will then locate all of the files. After the kit has loaded you should save the kit to avoid having to locate the samples again. You should save as **Patch Only**.

The kit will now be loaded. Depending on which DAW/sequencer/MIDI input devices you are using there may be additional steps before the kit is available for use within your DAW, please refer to the documentation for Kontakt, your sequencer/DAW and/or MIDI device setup to enable Kontakt to be used on your track.

Multi-Channel Output Routing

When you first load a “multi” mapping the Kontakt channels may output to a single stereo channels in the host application. If this is the case for you, to utilize multiple outputs from Kontakt you will need to assign the Kontakt channels to specific channels in your host application:

1. Open Kontakt in multi-channel mode (**16x Stereo Channel** mode is recommended).
2. You may need to take additional steps to configure the channels in your DAW to receive multiple channels of output from Kontakt. Consult your DAW documentation to do this.
3. Once you have Kontakt loaded in multi-channel mode, load the file: **Gorilla MULTI v1.80.nkm**
4. Click on **Kontakt’s Output Mixer icon**, it will show output channels similar to those below
5. Initially each of these channels may be set to output to the main stereo (1 | 2) output from Kontakt. To send audio to other channels in your DAW, click on the buttons under each channel to change them to your desired DAW output channel.



Click each of the 1|2 buttons, and change them to the desired channel number

Kontakt Interface Guide



1. INSTRUMENT FADERS

Control the level of each drum and cymbal:

KK Kick	SN Snare	T1 Tom 1	T2 Tom 2
T3 Tom 3	T4 Tom 5	T5 Tom 5	HH Hihat
RD Ride	C1 Crash 1	C2 Crash 2	

2. MIC LAYER FADERS

Control the level of each microphone layer:

CM Close Mics	OH Overhead Mics	RM Room Mic
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3. MIC LAYER PRESENCE

Controls how much of each drum or cymbal will be present in the corresponding mic layer.

4. TUNE & PAN KNOBS

Control the pitch and stereo placement of the corresponding instrument. Panning only affects the close mic.

5. SOLO/MUTE BUTTONS

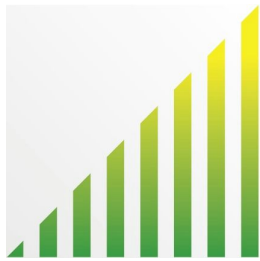
Toggle the audibility of the corresponding instrument.

6. SNARE MENU

Swap the snare drum between A) Supraphonic High, or B) Supraphonic Medium

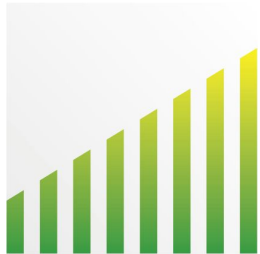
RANGE MENU

Select between the following dynamic range options. "Dynamic" is the default:



DYNAMIC

Use for most performances. Full dynamic range with linear volume.



DETAILED

Use for more intricate The most “real” and natural performances to hear more detail in ghost notes. Compressed dynamic range with enhanced volume on lower dynamics.



LIGHT

Use to “tone down” the kit for smoother sounds and reduced attack. Limited dynamic range - lower 75% dynamic samples used.



HEAVY

Use to “max out” the kit for maximum attack and more aggressive sounds. Limited dynamic range - upper 75% dynamic samples used.

INPUT MENU

To use this instrument with an electronic kit change the INPUT menu to eKit. This will change the mapping to work with most Roland V-Drum kits (tested with models: TD-10, TD-12). Or change it back to Keyboard for keyboard or manual MIDI sequencing or drum programming.

7. ROOM GATE

Set the gate timing, with separate timing controls for drums and cymbals.

8. PRESET MENU

Select a preset patch for a sonic starting point.

MIDI Layout

Note	Instrument	Articulation
[34] A#0	-	-
[35] B0	-	-
[36] C1	Kick	Right Foot
[37] C#1	Snare	Cross-stick
[38] D1	Snare	Center hit
[39] D#1	Snare	-
[40] E1	Snare	Cross-stick (repeated)
[41] F1	Tom 6	Center Hit (phantom tom lowered)
[42] F#1	Hihat	Top Tight
[43] G1	Tom 5	Center Hit
[44] G#1	Hihat	Pedalled
[45] A1	Tom 4	Center Hit
[46] A#1	Hihat	Edge Open
[47] B1	Tom 3	Center Hit
[48] C2	Tom 2	Center Hit
[49] C#2	Crash 1	Edge
[50] D2	Tom 1	Center Hit
[51] D#2	Ride	Bow/Tip
[52] E2	Crash 2	Edge
[53] F2	Ride	Bell
[54] F#2	Crash 1	Choke
[55] G2	Crash 1	Edge (repeated)
[56] G#2	Crash 1	Bell
[57] A2	Crash 2	Edge (repeated)
[58] A#2	Crash 2	Choke
[59] B2	Crash 2	Bell
[60] C3	Hihat	Top Tight
[61] C#3	Hihat	Top Tight (repeated)
[62] D3	Hihat	Edge Tight
[63] D#3	Hihat	Top Tight (repeated)
[64] E3	Hihat	Edge Closed
[65] F3	Hihat	Edge Loose
[66] F#3	Hihat	Edge Semi-open
[67] G3	Hihat	Edge Open (repeated)
[68] G#3	Hihat	Pedalled (repeated)

Layout notes

- Some keys are repeated for ease of access
- The layout for this kit may differ from other Analogue Drums products

Sample Naming Convention

Sample audio files (located in the **Samples** subfolder) can be identified using the following naming convention:

AD30_RMSnare2RR03_CN_91_108.wav	Prefix Denotes the product code for this kit
AD30_RMSnare2RR03_CN_91_108.wav	Denotes the mic layer CM: Close mic, OH: Overhead Stereo mics, RM: Room mic
AD30_RMSnare2RR03_CN_91_108.wav	Denotes the instrument , drum or cymbal used
AD30_RMSnare2RR03_CN_91_108.wav	Denotes which of a sequence of 6 round-robin hits the sample represents
AD30_RMSnare2RR03_CN_91_108.wav	The articulation denotes the manner in which the instrument was played: BL: Bell, CH: Choke, EG: Edge, SW: Swell, FS: Footsplash, PD: Pedalled, TC: Tip Closed, TL: Tip Loose, TO: Tip Open, TS: Tip Semi-open, TT: Tip Tight, CN: Center Hit
AD30_RMSnare2RR03_CN_91_108.wav	The velocity range denotes the intended dynamic level of the sample, by way of lower and upper values

Note that this naming convention may differ from other Analogue Drums products.

Thanks!

To you the awesome customer, many sincere thanks, we couldn't do it without you!

Producing this drum library was a labour of love - we hope you enjoy using it with your music as much as we enjoyed producing it.

Thanks you for supporting Analogue Drums, with your help we'll continue to produce more kits and improve the existing kits as much as we can.

:-)

Dylan & the team @ Analogue Drums.