INTRODUCTION

The *Analogue Drums FatStacks* sample library captures the sound of a vintage 1970s Gretsch "stop-sign" maple drumkit in "progressive club" configuration, with a custom Pearl maple micro snare, paired with classic vintage Zildjian and Paiste cymbals, topped off with a trashy Wuhan china stack.

INSTRUMENT LIST
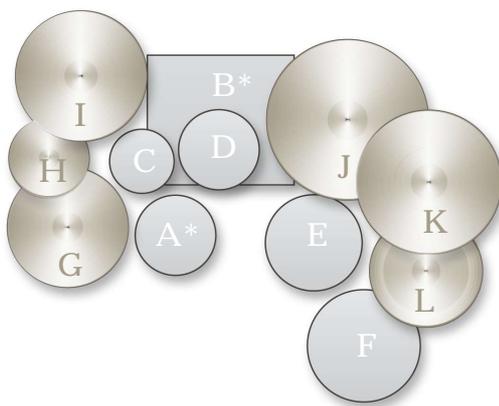
A* Pearl 10" x 3" maple custom micro snare
    Four snare variations: tight, tangy, low, snares-off
B* Gretsch 18" 70s vintage stop-sign kick
    Two kick variations: tight, boom
C   Gretsch 8" 70s vintage stop-sign tom
D   Gretsch 10" 70s vintage stop-sign tom
E   Gretsch 12" 70s vintage stop-sign tom
F   Gretsch 14" 70s vintage stop-sign tom

G   Paiste 70s vintage 15" 602 hihats
H   Zildjian K 10" splash
I   Zildjian 70s vintage 16" Avedis crash
J   Zildjian 70s vintage 20" Ping-predecessor ride
K   Zildjian 70s vintage 18" Avedis crash
L   China stack (Wuhan 14" china stacked with 10" Zildjian K splash)

The library consists of 5537 discrete sample files - covering six separate microphone perspectives: Close Mics Snare bottom, Kick sub, Overhead Mics, Room Mics, and Smash Mic. The drums have been sampled with up to 7 velocity layers per instrument, and use 7x round-robin hits for each velocity layer. The samples have been mapped and scripted for use with Kontakt sampler, or you can use the wav files directly for sound replacement or mapping in another sampler.

DOWNLOAD & INSTALLATION

Before you start you will need a minimum of 8.5GB free disk space to successfully download, and then unzip and use the sample library. The unzipped content will be approximately 5.5GB.

1) Download: After purchase you will receive instructions to download several .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 using one of these free utilities:

Stuffit Expander (Mac)   http://www.stuffit.com/mac-expander.html

ISArc (PC)   http://download.cnet.com/IZArc/3000-2250_4-10072925.html

Note that the built-in unzipping tools for Mac and Windows will not work, you must use one of these utilities.

Also note that there is a fault with some old versions of Stuffit Expander, so it is recommend that you update to the latest version.

Once you have extracted the files they are ready for use.

KONTAKT - LOADING

1) Open Kontakt either in standalone mode or via a sequencer. In the files tab of Kontakt browse to the *Analogue Drums / Fat Stacks* folder 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 / Fat Stacks / 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 sequencer and MIDI input devices you are using there may be additional steps before the kit is ready to use on your track, please refer to the documentation for Kontakt or your sequencer or MIDI device setup to enable Kontakt to be used on your track.

MULTI-CHANNEL OUTPUT HOST ROUTING

When you first load a "multi" mapping, all of the Kontakt channels will output to a single stereo channels in the host applications. 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 (16 channel mode is recommended). 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.

2) Once you have Kontatk loaded in multi-channel mode, load one of the MULTI mappings, and click on Kontakt's Output Mixer icon, it will show the output channels:

3) Initially each of these channels will be set to output to the main stereo output from Kontakt. To send audio to other channels in your DAW, click on the butttons under each channel (that are initially set to 1 | 2) and change them to use the output channel that you want.

INSTRUMENT FEATURE GUIDE
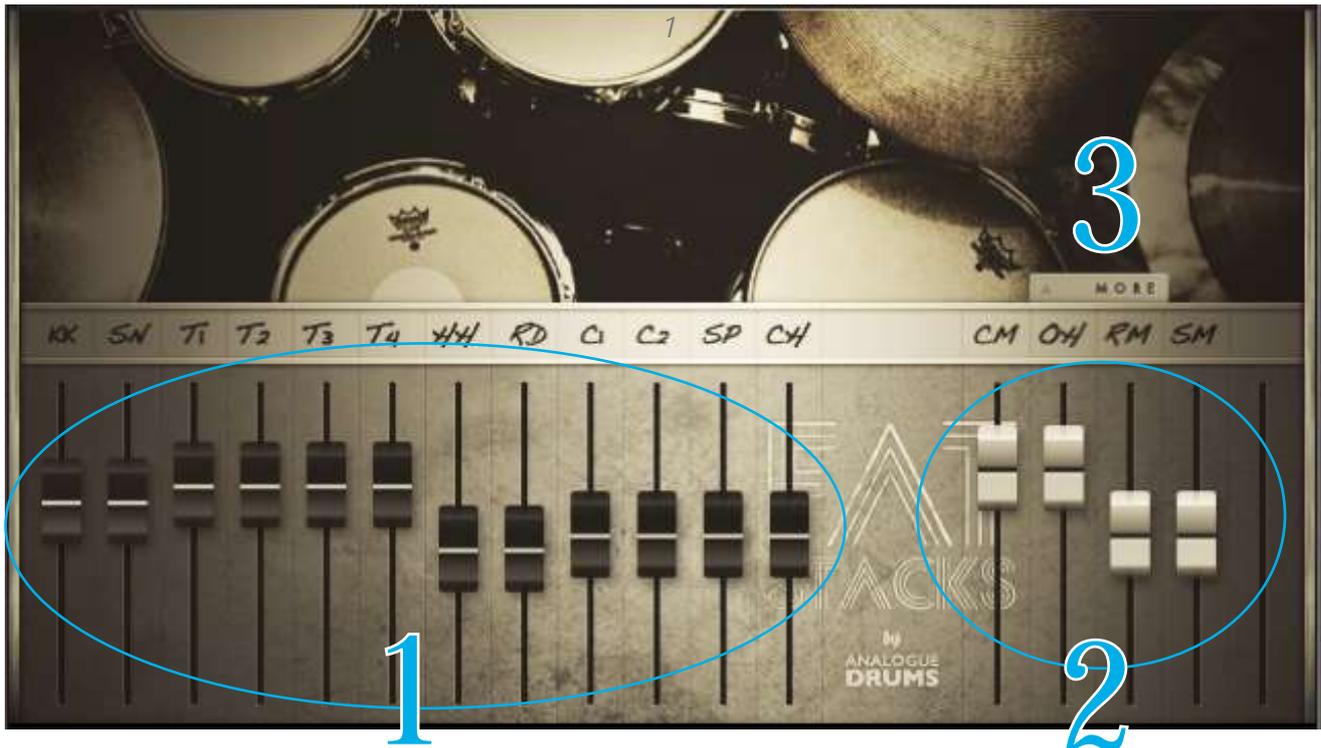
1 INSTRUMENT FADERS
Control the volume of each drum and cymbal:

KK	Kick	HH	Hihat
SN	Snare	RD	Ride
T1	Tom1	C1	Crash 1
T2	Tom2	C2	Crash 2
T3	Tom3	SP	Splash
T4	Tom4	CH	China Stack

2 LAYER FADERS
Control the volume of the microphone layers:

CM	Close Mics
OH	Overhead Mics
RM	Room Mics
SM	Mono "Smash" mic

3 MORE
Clicking More will display a more detailed control panel

INSTRUMENT FEATURE GUIDE (CONTINUED)
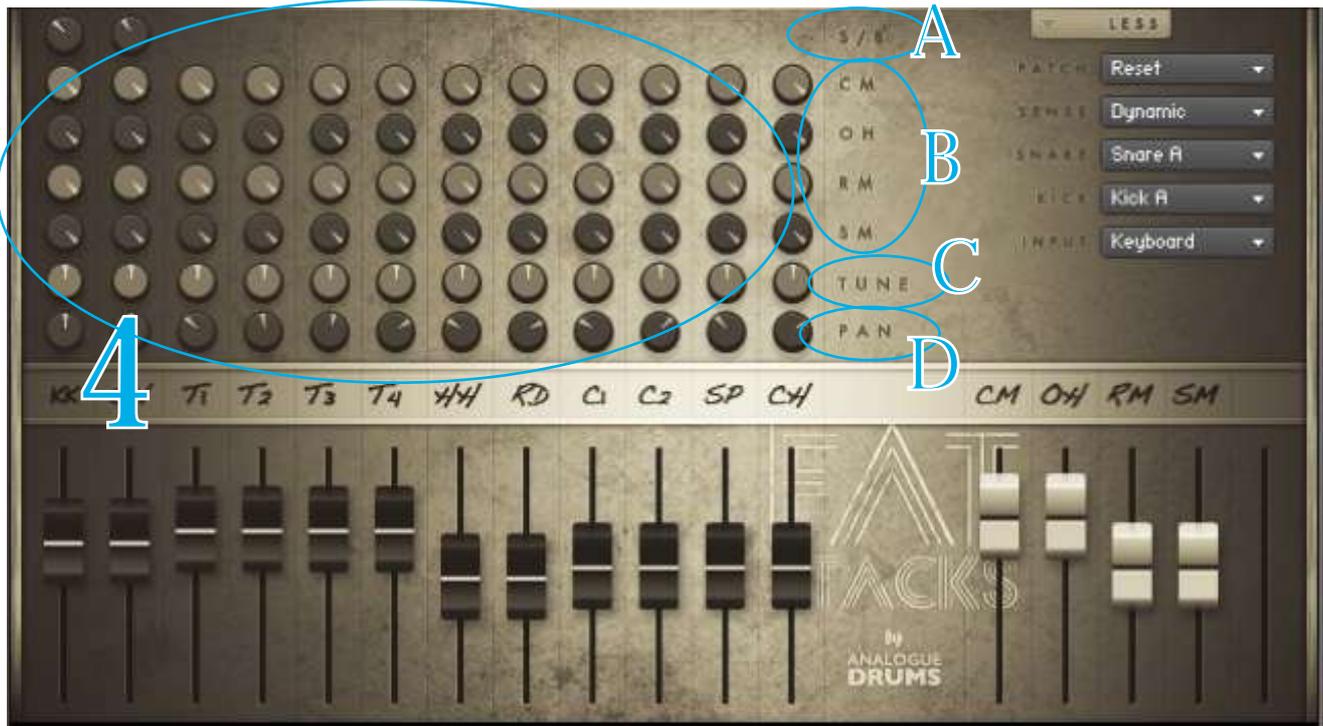
4 THE KNOBS!

Control aspects of each corresponding drum or cymbal, blend to taste…

A S/B (KICK SUB & SNARE BOTTOM KNOBS)

For the kick this knob determines the balance between the "batter" mic, and the "sub" mic. All the way to the left is all Batter mic, all the way right is all Sub mic, and in the middle is a 50% blend of both mics. Similarly for the snare, all the way left gives all "top" mic, all the way right is all "bottom" mic.

B LAYER ROUTING

Controls how much of each the instrument will be present in each mic layer.

CM   Routing to Close Mic Layer
OH   Routing to Overhead Mics layer
RM   Routing to Room Mics layer
SM   Routing to Mono Smash Mic layer

C TUNE

Will raise or lower the pitch of the instrument.

D PAN

To pan the close mic of the relevant instrument. Note that the Overheads, Room Mics, and Mono mic are not panned, on the close mics.

INSTRUMENT FEATURE GUIDE (CONTINUED)
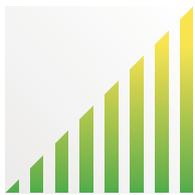

5 PATCH

Select from several presets as a starting point for configuring sounds.

SENSE

Select between the following kit sensitivity options. "Dynamic" is the default.
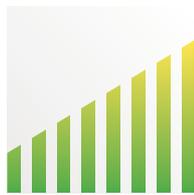
DYNAMIC

Use for most performances. The most "real" and natural option.

Full dynamic range
Linear volume

DETAILED

Use for more intricate performances to hear more detail in ghost notes.

Full dynamic range
Flattened volume

LIGHT

Use to "tone down" the kit for reduced attack and smoother sounds.

LImited dynamic range
Hits bound to lower 75%

HEAVY

Use to "max out" the kit for maximum attack and more aggressive sounds.

Limited dynamic range
Hits bound to upper 75%

SNARE

Swap the snare drum between 4 variations.

KICK

Swap between the two kick drum options.

INPUT

To use FatStacks 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 a TD-10).

MIDI LAYOUT

(43)	G0	CHINA STACK EDGE	
(44)	G#0		
(45)	A0	SPLASH EDGE	
(46)	A#0		
(47)	B0		
(36)	C1	KICK CENTER	
(37)	C#1	SNARE CROSS-STICK	
(38)	D1	SNARE CENTER	
(39)	D#1		
(40)	E1	SNARE CROSS-STICK	*(repeated)*
(41)	F1	TOM 5 CENTER	*(phantom tom)*
(42)	F#1	HIHAT EDGE CLOSED	
(43)	G1	TOM 4 CENTER	
(44)	G#1	HIHAT PEDALED	
(45)	A1	TOM 3 CENTER	
(46)	A#1	HIHAT EDGE OPEN	
(47)	B1	TOM 2 CENTER	
(48)	C2	TOM 1 CENTER	
(49)	C#2	CRASH 1 BELL	
(50)	D2	TOM 1 CENTER	*(repeated)*
(51)	D#2	RIDE BOW	
(52)	E2	CRASH 2 EDGE	
(53)	F2	RIDE BELL	
(54)	F#2	CRASH 1 CHOKE	
(55)	G2	CRASH 1 EDGE	
(56)	G#2	CRASH 2 CHOKE	
(57)	A2	CRASH 2 BELL	
(58)	A#2		
(59)	B2	RIDE EDGE	
(60)	C3	HIHAT TIP TIGHT	
(61)	C#3	HIHAT TIP CLOSED	
(62)	D3	HIHAT TIP LOOSE	
(63)	D#3	HIHAT TIP SEMI-OPEN	
(64)	E3	HIHAT TIP OPEN	
(65)	F3		
(66)	F#3	HIHAT FOOTSPLASH	
(67)	G3		
(68)	G#3	HIHAT EDGE TIGHT	
(69)	A3	HIHAT EDGE CLOSED	*(repeated)*
(70)	A#3	HIHAT EDGE LOOSE	
(71)	B3	HIHAT EDGE SEMI-OPEN	
(72)	C4	HIHAT EDGE OPEN	*(repeated)*

Please note that this mapping may differ from other Analogue Drums products.

TRIGGER MAPPINGS

TCI mappings are provided for drum sound replacement using Slate Digital's Trigger software. The files are in the Trigger folder, organised into subfolders for each drum. For each drum, each available mic layer is provided as a separate TCI file.

CM = Close mics
KS = Kick sub mic
OH = Overhead mics
RM = Room mics
SB = Snare Bottom mic
SM = Smash mic

SAMPLE ORGANISATION & NAMING

All sample files are located in the */Samples* folder. They are organised into separate subfolders for each instrument articulation. The samples can be identified using the following naming convention:

*AD34*_Kick2CMRR2_63_93_CN.wav	*Product code* refers to the name of the kit you are using. All samples within the FatStacks drum sample library will begin with AD34.
AD34_*Kick2*CMRR2_63_93_CN.wav	*Instrument* identifies the drum or cymbal being hit.
AD34_Kick2*CM*RR2_63_93_CN.wav	*Mic layer* identifies the microphone perspective of the sample.
	CM = Close mics RM = Room mics KS = Kick sub mic SB = Snare Bottom mic OH = Overhead mics SM = Smash mic
AD34_Kick2CM*RR2*_63_93_CN.wav	*Round Robin* identifies the sample's position in the round-robin sequence
AD34_Kick2CMRR2_*63_93*_CN.wav	*Velocity range* refers to how hard the drum or cymbal was hit. 1 = quietest, 127 = loudest.
AD34_Kick2CMRR2_63_93_*CN*.wav	*Articulation* refers to the manner in which the drum or cymbal was struck.
	CN = Center hit TS = Tip/Semi-open hi-hat XS = Cross-stick TO = Tip/Open hi-hat BW = Cymbal played on its bow ET = Edge/Tight hi-hat BL = Cymbal played on its bell EC = Edge/Closed hi-hat EG = Cymbal played on its edge EL = Edge/Loose hi-hat TT = Tip/Tight hi-hat ES = Edge/Semi-open hi-hat TC = Tip/Closed hi-hat EO = Edge/Open hi-hat TL = Tip/Loose hi-hat FS = Footsplash Hi-hat

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

THANKS

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

Producing this drum library was a labour of love - I 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.