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# Introduction

**Deadbeat** is a dampened kit in a 60s/70s style. Based around a 3-ply '70s Ludwig kit with a selection of vintage Zildjian cymbals, Ludwig and Premier snares. Deadbeat will do the “dampened Beatles” thing, is great for dry funk and r’n'b, contemporary folk and indie, and a whole lot more.

Three snares, two separate pairs of toms (dead, and buried) for two different levels of dampening, and three kick drum options give you a heap of options for finding the tones that work best for your track.

The kit was sampled at The Manor through a selection of fine vintage and modern recording pieces, finished with outboard compressors.

The Deadbeat sample library consists of **3456** discrete sample files, with six separate mic layers: close mics, kick sub, snare bottom, overheads, two room mics, all 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.

## Instrument List

### Drums

- A. Premier 14" x 5.5" (Brit), Ludwig Supraphonic 5" x 14" (Hazy), Ludwig Super-Sensitive 14" x 6.5" (Lazy)
- B. Ludwig '70s 3-ply Maple 22" Kick (Punchy, Dry and Vintage options)
- C. Ludwig '70s 3-ply Maple 13" Tom
- D. Ludwig '70s 3-ply Maple 16" Floor Tom



### Cymbals

- E. Vintage 14" Vintage Zildjian Hihats (60s)
- F. Zildjian 16" A Medium Crash
- G. Zildjian 20" Vintage A Ride (70s)
- H. Zildjian 18" Vintage A Crash (50s)
- I. 10" Open Tambourine

# Download & Installation

Before you begin you will need a minimum of **5GB** free disk space to successfully download, and then unzip and use the sample library. The unzipped library will be approximately **2.6GB**.

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. The 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 / Deadbeat** 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 / Deadbeat / 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 ready to use on your track, please refer to the documentation for Kontakt, your sequencer/DAW and/or MIDI device setup to enable Kontakt to be used on your track.

## Configuring 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). 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 Kontakt 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 similar to those below
3. Initially each of these channels will 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.



# Kontakt Interface Guide



## 1. INSTRUMENT FADERS

Control the level of each drum and cymbal:

<b>KK</b> Kick Batter	<b>KS</b> Kick Sub	<b>ST</b> Snare Top	<b>SB</b> Snare Bottom
<b>T1</b> Tom 1	<b>T2</b> Tom2	<b>HH</b> Hihat	<b>RD</b> Ride
<b>C1</b> Crash 1	<b>C2</b> Crash 2		

## 2. MIC LAYER FADERS

Control the level of each microphone layer:

<b>CM</b> Close Mics	<b>OH</b> Overhead Mic	<b>R1</b> Room Mic 1	<b>R2</b> Room Mic 2
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## 3. TUNE & PAN KNOBS

Control the pitch and stereo placement of the corresponding channel.

## 4. SOLO/MUTE BUTTONS

Standard mixer functions to control the corresponding channel.

## 5. MIC LAYER ROUTING

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

## 6. SNARE MENU

Swap the Snare drum between A) Brit, B) Hazy, C) Lazy

### KICK MENU

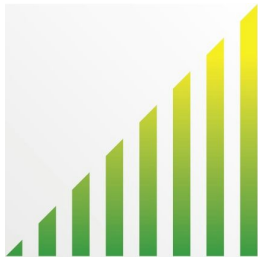
Swap the Kick drum between A) Punchy, B) Dry, C) Vintage

### TOMS MENU

Swap the toms between A) Dead, B) Buried

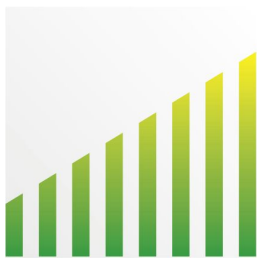
## RANGE

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

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. PRESET MENU

Select a preset patch for a sonic starting point.

# MIDI Layout

Note	Instrument	Articulation
[35] B0	-	-
[36] C1	Kick	Centerhit
[37] C#1	Snare	Cross stick
[38] D1	Snare	Center hit
[39] D#1	-	-
[40] E1	Snare	Cross stick (repeated)
[41] F1	Tom 6	Center Hit (phantom tom lowered)
[42] F#1	Hihat	Edge Tight
[43] G1	Tom 5	Center Hit
[44] G#1	Hihat	Pedalled
[45] A1	Tom 4	Center Hit (phantom tom raised)
[46] A#1	Hihat	Edge Open
[47] B1	Tom 3	Center Hit (phantom tom lowered)
[48] C2	Tom 2	Center Hit
[49] C#2	Crash 1	Bell
[50] D2	Tom 1	Center Hit (phantom tom raised)
[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	Ride	Edge
[59] B2	-	-
[60] C3	Hihat	Top Tight
[61] C#3	Hihat	Top Closed
[62] D3	Hihat	Top Loose
[63] D#3	Hihat	Top Semi-open
[64] E3	Hihat	Top Open
[65] F3	-	-
[66] F#3	Hihat	Footsplash
[67] G3	-	-
[68] G#3	Hihat	Edge Tight (repeated)
[69] A3	Hihat	Edge Closed
[70]A#3	Hihat	Edge Loose
[71]B3	Hihat	Edge Semi-open
[72]C4	Hihat	Edge Open (repeated)
[73]C#4	Tambourine	Left
[74]D4	Tambourine	Right
[75]D#4	Tambourine	Accent

## 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:

AD43_Ride1OHRR4_85_127_BL.wav	Prefix	Denotes the product code for this kit
AD43_Ride1OHRR4_85_127_BL.wav	Instrument	Denotes the drum or cymbal
AD43_Ride1 <b>OH</b> RR4_85_127_BL.wav	Mic layer	Denotes the mic layer: <b>CM:</b> Close mic <b>KS:</b> Kick Sub mic <b>SB:</b> Snare Bottom mic <b>OH:</b> Overhead Stereo mics <b>R1:</b> Room mic 1 <b>R2:</b> Room mic 2
AD43_Ride1OH <b>RR4</b> _85_127_BL.wav	Round-Robin	Denotes which of a sequence of 6 hits the sample is
AD43_Ride1OHRR4_ <b>85_127</b> _BL.wav	Velocity Range	Denotes the dynamic level of the sample
AD43_Ride1OHRR4_85_127_ <b>BL</b> .wav	Articulation	The manner in which the instrument was played: <b>BL:</b> Bell, <b>CH:</b> Choke, <b>EG:</b> Edge, <b>SW:</b> Swell, <b>FS:</b> Footsplash, <b>PD:</b> Pedalled, <b>TC:</b> Tip Closed, <b>TL:</b> Tip Loose, <b>TO:</b> Tip Open, <b>TS:</b> Tip Semi-open, <b>TT:</b> Tip Tight, <b>CN:</b> Center Hit

Note that this file 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.