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# Introduction

The Analogue Drums **PopSticks** sample library captures the sound of a vintage 1960s Slingerland maple drumkit in 4-piece pop configuration complete with a RadioKing snare, and classic Zildjian cymbals.

The kits was sampled at New Zealand's York Street Studios - Studio A (closed in 2014). Recorded through an EMI Neve 1974 console, directly to 2" tape.

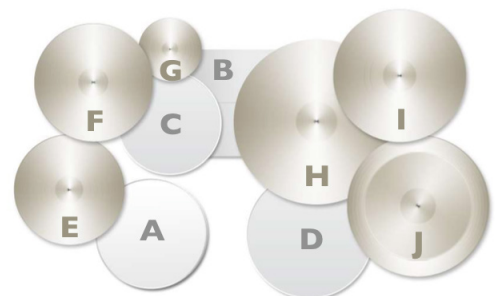
The **PopSticks** library consists of **536** discrete sample files, with two separate mic layers: close mics with overheads (pre-mixed to a single layer), and a separate Room mic layer.

The samples have been mapped and scripted primarily for use with Kontakt sampler, Battery, and Apple EXS24 or you can use the wav files directly for sound replacement or mapping into another sampler.

## Instrument List

### Drums

- A. Slingerland RadioKing 14" x 6" '60s Maple Snare
- B. Slingerland 22" x 16" '60s Maple Kick
- C. Slingerland 12" x 10" '60s Maple Tom
- D. Slingerland 16" x 16" '60s Maple Floor Tom



### Cymbals

- E. Zildjian K 14" Hihats
- F. Zildjian 15" A Custom Crash
- G. Zildjian 8" A Custom Splash
- H. Zildjian 21" Sweet Ride
- I. Zildjian 17" A Custom Crash
- J. Zildjian 18" China High

# Download & Installation

Before you begin you will need a minimum of **1GB** free disk space to successfully download, and then unzip and use the sample library. The unzipped library will be approximately **490MB**.

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”.

## 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 / PopSticks** 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 / PopSticks / Wav** 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.
3. Note - if you have SnareCity and first load the PopSticks with SnareCity patch, you may also have to locate the **Analogue Drums / SnareCity / Wav** folder.

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.

### 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:

**KK** Kick drum

**SN** Snare

**T1** Tom 1

**T2** Tom2

**HH** Hihat

**RD** Ride

**C1** Crash 1

**C2** Crash 2

**CH** China

**SP** Splash

## 2. MIC LAYER FADERS

Control the level of each microphone layer:

**CM** Close mics with Overheads

**RM** Room Mic

## 3. TUNE & PAN KNOBS

Control the pitch and stereo placement of the corresponding channel.

## 4. SOLO/MUTE BUTTONS

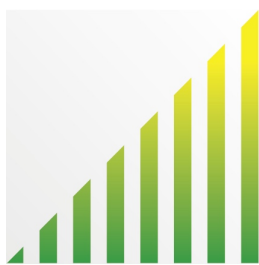
Standard mixer functions to control the corresponding channel.

## 5. MIC LAYER ROUTING

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

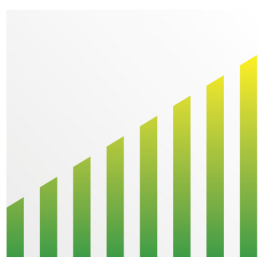
## 6. RANGE

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.

### SNARE (only available when using PopSticks with SnareCity)

Use the snare menu to change the Snare drum.

## 7. PRESET MENU

Select a preset patch for a sonic starting point

# ESX24 Apple Logic Sampler

## File Preparation

1. Firstly, copy the Analogue Drums EXS24 files to the Logic library. This will assist correct loading of sample files:
  - a. Copy from: **/Analogue Drums/PopSticks/EXS24/<select all files in this folder>** -  
Copy to: **/<your username>/Library/Application Support/Logic/Sampler Instruments/<paste here>**
2. If you have EXS24 open, you will need to refresh its menu after doing this.

## Loading

1. In Logic, create a new Virtual Instrument track. For the track's output, open EXS24 as a stereo instrument.
2. In EXS24 click on the menu to select an Analogue Drums kit to load.

The kit will now be loaded. Depending on how you are using 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 Logic or your MIDI device setup.

# Native Instruments Battery

## Loading

1. In Battery in the File menu click Open browse to the **Analogue Drums / PopSticks / Battery** folder and select a kit to load.

The kit will now be loaded. Depending on how you are using 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 your host application or your MIDI device setup.



# MIDI Layout

Note	Instrument	Articulation
[31] G0	Splash	Edge (repeated)
[32] G#0	-	-
[33] A0	China	Edge (repeated)
[34] A#0	-	-
[35] B0	-	-
[36] C1	Kick	Center
[37] C# 1	Snare	Cross-stick
[38] D1	Snare	Center hit
[39] D#1	Snare	Drag
[40] E1	Snare	Cross-stick (repeated)
[41] F1	Tom 6	Center hit (phantom tom)
[42] F#1	Hihat	Edge Closed
[43] G1	Tom 5	Center hit
[44] G#1	Hihat	Pedalled
[45] A1	Tom 4	Center Hit (phantom tom)
[46] A#1	Hihat	Edge Open
[47] B1	Tom 3	Center Hit (phantom tom)
[48] C2	Tom 2	Center Hit
[49] C#2	Crash 1	Edge
[50] D2	Tom 1	Center Hit (phantom tom)
[51] D#2	Ride	Bow
[52] E2	Crash 2	Edge
[53] F2	Ride	Bell
[54] F#2	-	-
[55] G2	-	-
[56] G#2	Splash	Edge
[57] A2	-	-
[58] A#2	China	Edge
[59] B2	-	-
[60] C3	-	-
[61] C#3	-	-
[62] D3	-	-
[63] D#3	Hihat	Semi-Open
[64] E3	-	-
[65] F3	-	-
[66] F#3	-	-

## Layout notes

- Some keys are repeated for ease of access.
- \* the “phantom toms” are pitch-adjusted duplicates of the true toms. Sample purists are free not use these!
- The layout for this kit may differ from other Analogue Drums products.

# Sample Naming Convention

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

<b>C</b> SIngerTom1-DynLH06.WAV	Mic layer	Denotes the mic perspective: <b>C:</b> Close Mic with Overhead <b>R:</b> Room mic
<b>C</b> <b>SIngerTom1</b> -DynLH06.WAV	Instrument	Denotes the drum or cymbal
<b>C</b> SIngerTom1- <b>DynLH06</b> .WAV	Articulation	The manner in which the instrument was played

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.