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Introduction

The Analogue Drums **Arabica** sample library captures the sound of a vintage 1970s Gretsch drumkit in a punchy club configuration, with a Pearl Custom Maple micro snare. For cymbals we have classic vintage Zildjian and Paiste, and a trashy Wuhan/Zildjian china stack. The kit was tracked in a cafe style environment, with a dry natural ambience.

The Arabica sample 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 and cymbals have been sampled with up to 7 velocity layers per instrument, and use 7 round-robin hits for each velocity layer.

The samples can be used directly with **Native Instruments Kontakt** sampler, **Slate Digital Trigger**, or you can use the **one-shot wav** files directly for sound replacement or DIY mapping in another sampler.

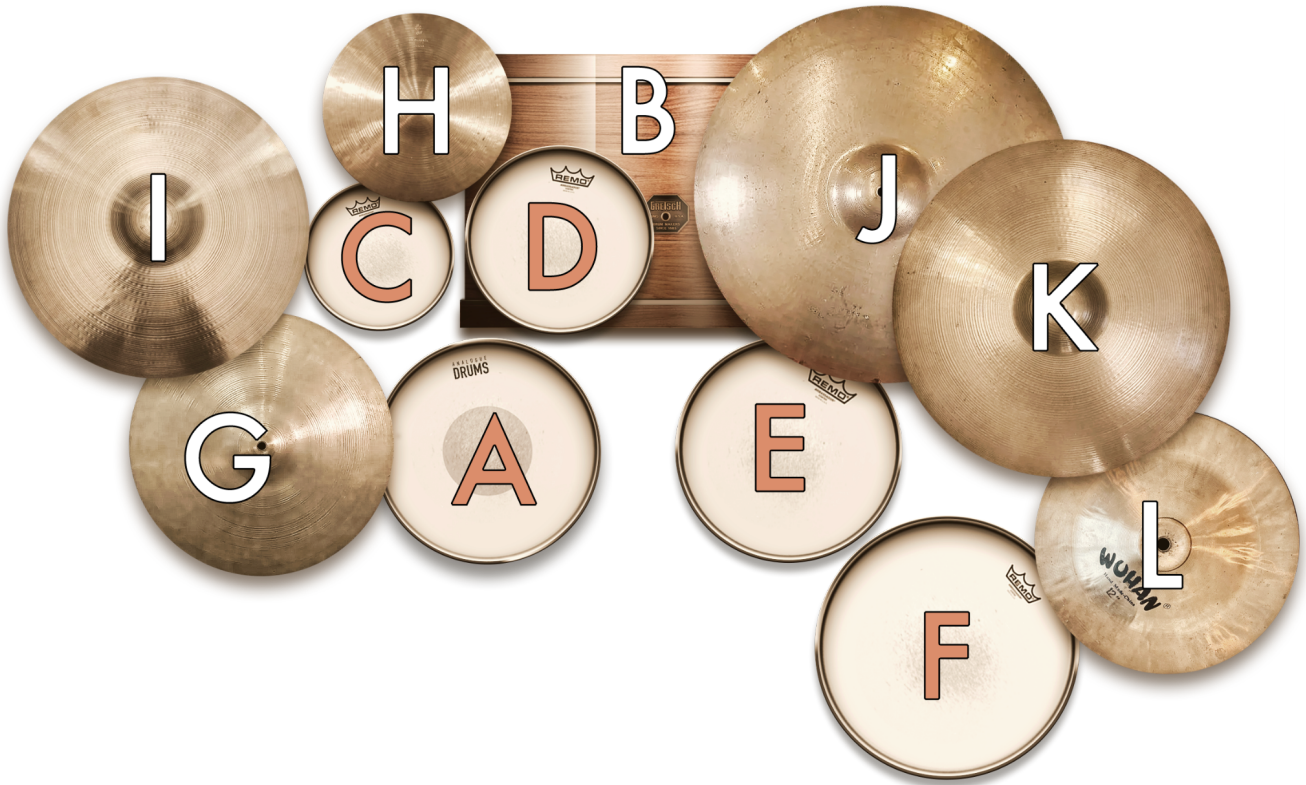
Tasting Notes

While you can of course use Arabica with any style of music you like, we think it pairs particularly well with *acoustic* and *unplugged* style tracks. The natural organic tone can drive *indie pop* and *funk*, and the punch and dryness can be put to great use with *RnB* and *Hip Hop* (crank up the sub and check out the kick on boom setting!). But where you'll ultimately take Arabica is totally up to you.

Download & Installation

1. **Download the product:** 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 the files:** Locate the files that you have downloaded and unzip them. The standard unzipping tools should work on modern Windows and Apple computers.
3. Note: Once you have extracted the files they are ready for use, there are no further "installation" steps required.
4. Note: Storage requirements: You will need a minimum of **9GB** free disk space to download, unzip and use the sample library. The unzipped library will be approximately **5.5GB**.

Instrument List



Drums

- A. Pearl 10" x 3" Maple Custom Micro Snare (Four variations: tight, tangy, low, snares-off)
- B. Gretsch 18" 70s kick (Two variations: tight, legato)
- C. Gretsch 8" 70s tom
- D. Gretsch 10" 70s tom
- E. Gretsch 12" 70s tom
- F. Gretsch 14" 70s tom

Cymbals

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

Native Instruments Kontakt

Initial Loading

1. Open Kontakt (full version) either in standalone mode or via a DAW. In the files tab of Kontakt browse to the **Analogue Drums / Arabica** folder (or another location if that's where you have stored the Arabica files) and select a mapping file to load - either the STEREO or the MULTI version of Arabica.
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 / Arabica / 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 Arabica Kontakt Instrument 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

When you first load a "MULTI" mapping the Kontakt channels may output to a single stereo channel in the host DAW. In this case, 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. 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 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.



Kontakt Instrument 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 4
HH Hi-hat **RD** Ride **C1** Crash 1 **C2** Crash 2 **SP** Splash **CH** Stack

2. MIC LAYER FADERS

Control the level of each microphone layer:

CM Close Mics **OH** Overhead Mic **RM** Room Mic **SM** Smash Mic

3. TUNE & PAN KNOBS

Control the pitch and stereo placement of the corresponding channel.

4. MIC LAYER ROUTING

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

5. SNARE MENU

Swap between the four Snare drum variations.

KICK MENU

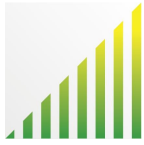
Swap between the two Kick drum variations.

TOMS MENU

Swap the toms between A) Dead, B) Buried

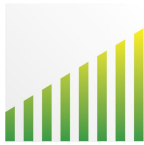
SENSE MENU

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



DYNAMIC

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



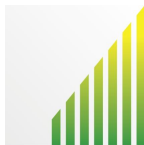
DETAILED

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



LIGHT

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



HEAVY

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

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).

6. PATCH MENU

Select a preset patch for a sonic starting point.

MIDI Layout

Note	MIDI	Instrument	Articulation
B0	35	-	-
C1	36	Kick	Centerhit
C#1	37	Snare	Cross stick
D1	38	Snare	Center hit
D#1	39	-	-
E1	40	Snare	Cross stick (repeated)
F1	41	Tom 6	Center Hit (phantom tom lowered)
F#1	42	Hihat	Edge Tight
G1	43	Tom 5	Center Hit
G#1	44	Hihat	Pedalled
A1	45	Tom 4	Center Hit
A#1	46	Hihat	Edge Open
B1	47	Tom 3	Center Hit
C2	48	Tom 2	Center Hit
C#2	49	Crash 1	Bell
D2	50	Tom 1	Center Hit (phantom tom raised)
D#2	51	Ride	Bow
E2	52	Crash 2	Edge
F2	53	Ride	Bell
F#2	54	Crash 1	Choke
G2	55	Crash 1	Edge
G#2	56	Crash 2	Choke
A2	57	Crash 2	Bell
A#2	58	Ride	Edge
B2	59	-	-
C3	60	Hihat	Top Tight
C#3	61	Hihat	Top Closed
D3	62	Hihat	Top Loose
D#3	63	Hihat	Top Semi-open
E3	64	Hihat	Top Open
F3	65	-	-
F#3	66	Hihat	Footsplash
G3	67	-	-
G#3	68	Hihat	Edge Tight (repeated)
A3	69	Hihat	Edge Closed
A#3	70	Hihat	Edge Loose
B3	71	Hihat	Edge Semi-open
C4	72	Hihat	Edge Open (repeated)
C#4	73	-	-
D4	74	-	-
D#4	75	-	-

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:

AD34_Ride1OHRR4_85_127_BL.wav	Prefix	Denotes the product code for this kit
AD34_Ride1OHRR4_85_127_BL.wav	Instrument	Denotes the drum or cymbal
AD34_Ride1OHRR4_85_127_BL.wav	Mic layer	Denotes the microphone layer: CM : Close microphone KS : Kick Sub microphone SB : Snare Bottom microphone OH : Overhead Stereo microphones RM : Room microphone SM : Smash microphone
AD34_Ride1OHRR4_85_127_BL.wav	Round-Robin	Denotes which of a sequence of 7 hits the sample is
AD34_Ride1OHRR4_85_127_BL.wav	Velocity Range	Denotes the dynamic level of the sample
AD34_Ride1OHRR4_85_127_BL.wav	Articulation	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

Notes on sample file naming:

- this file naming convention may differ from other Analogue Drums products.
- The “product code” prefix (e.g. AD34) may differ from other references to this library’s product code.

Thank you!

Many sincere thanks for using Analogue Drums, 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. Thank 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