



# Table of Contents

[Table of Contents](#)

[Introduction](#)

[Instrument List](#)

[Drums](#)

[Download & Installation](#)

[Native Instruments Kontakt](#)

[Loading](#)

[Multi-Channel Output Routing](#)

[Kontakt Interface Guide](#)

[MIDI Layout](#)

[Layout notes](#)

[Sample Naming Convention](#)

[Thanks!](#)

# Introduction

**Kingpin** is a punchy vintage kit combining classic vintage tone with a hint of modern snap. This kit can dish out everything from R'n'B and urban grooves through to rock, pop and indy tracks.

The kit itself is a 1970s vintage Gretsch "stop-sign" maple comprised of two rack toms, two floor toms, two kick drum variations and two snares. The drums are accompanied with Bosphorus cymbals for a dry, dark and smooth finish. The kit was sampled in a controlled enclosure for a tight and direct sound. 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 Kingpin sample library consists of **2114** discrete sample files, including three separate mic layers: close mics, 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.

## Instrument List

### Drums

- A. Gretsch vintage maple 14" x 6 1/2" snare, Gretsch Vintage chrome-over-brass 14" x 5" snare
- B. Gretsch vintage maple 10" rack tom
- C. Gretsch vintage maple 12" rack tom
- D. Gretsch vintage maple 14" floor tom
- E. Gretsch vintage maple 16" floor tom
- F. Gretsch vintage maple 24" x 14" kick (staccato), Gretsch vintage maple 24" x 14" kick (legato)



### Cymbals

- G. Bosphorus Traditional 14" hihats
- H. Bosphorus Traditional 17" Crash
- I. Bosphorus Traditional 18" Crash
- J. Bosphorus Masters Vintage 21" Ride

# Download & Installation

Before you begin you will need a minimum of **4GB** free disk space to successfully download, and then unzip and use the sample library. The unzipped library will be approximately **2.2GB**.

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 / Kingpin** 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 / Kingpin / 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: **Kingpin 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:

<b>KK</b> Kick	<b>SN</b> Snare	<b>T1</b> Tom 1	<b>T2</b> Tom 2
<b>T3</b> Tom 3	<b>T4</b> Tom 4	<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:

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

## 3. TUNE & PAN KNOBS

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

## 4. SOLO/MUTE BUTTONS

Standard mixer functions to control the corresponding instrument.

## 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) maple 14" x 6.5" or B) chrome-over-brass 14" x 5"

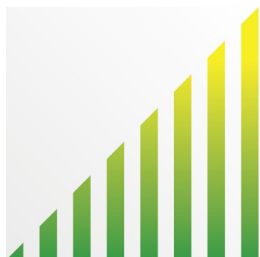
## KICK MENU

Swap the Kick drum between A) staccato and B) legato

## RANGE

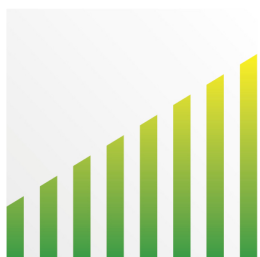


Select between the following dynamic range options. “Dynamic” is the default:



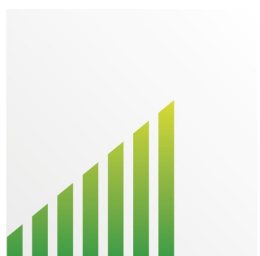
### DYNAMIC

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
[34] A#0	-	-
[35] B0	Kick	Legato
[36] C1	Kick	Staccato*
[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 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	Bell (repeated)
[50] D2	Tom 1	Center Hit (phantom tom raised)
[51] D#2	Ride	Bow/Tip
[52] E2	Crash 2	Edge
[53] F2	Ride	Bell
[54] F#2	-	-
[55] G2	Crash 1	Edge
[56] G#2	Crash 1	Bell
[57] A2	Crash 2	Edge (repeated)
[58] A#2	-	-
[59] B2	-	-
[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

- The C1 staccato kick drum is swappable to play the legato kick drum
- 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:

AD24_RMSnare2RR03_CN_91_108.wav	Prefix Denotes the <i><b>product code</b></i> for this kit
AD24_RMSnare2RR03_CN_91_108.wav	Denotes the <i><b>mic layer</b></i> <b>CM:</b> Close mic, <b>OH:</b> Overhead Stereo mics, <b>RM:</b> Room mic
AD24_RMSnare2RR03_CN_91_108.wav	Denotes the <i><b>instrument</b></i> , drum or cymbal used
AD24_RMSnare2RR03_CN_91_108.wav	Denotes which of a sequence of 6 <i><b>round-robin</b></i> hits the sample represents
AD24_RMSnare2RR03_CN_91_108.wav	The <i><b>articulation</b></i> denotes 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
AD24_RMSnare2RR03_CN_91_108.wav	The <i><b>velocity range</b></i> 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.