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Introduction

The Analogue Drums **BuckShot** sample library captures the sound of a vintage 1970s Gretsch "Stop-Sign" Maple with a 14" x 5" chrome-over-brass snare tracked with two different tunings, and tasty Zildjian and Sabian cymbals. The kit is a modern take on a vintage kit with plenty of punch to cut through and enough tone to sit right in a rock track.

BuckShot was tracked in a large wooden theatre, providing a lush backdrop - if you want huge, bring up that room mic!   As usual we've used fine gear to capture the kit including classic Neumann mics and vintage Neve 1064 preamps. The tracks were then processed through vintage DBX 160 "VU" compressors for added grit and snap.

The **BuckShot** library consists of **1968** discrete sample files, with three separate mic layers: close mics, overheads, and a room mic layer.

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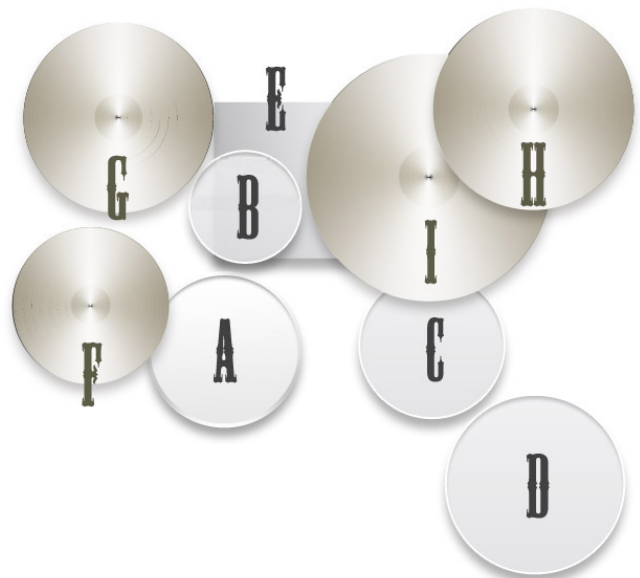
Instrument List

Drums

A. Gretsch 1970s CoB 14" x 5.5" Snare*
B. Gretsch 70s 1970s maple 10" rack tom
C. Gretsch 70s 1970s maple 13" floor tom
D. Gretsch 70s 1970s maple 16" floor tom
E. Gretsch 70s 1970s maple 24" x 14" kick

* tracked with two separate tunings: medium tension, and high tension

Cymbals

F. Zildjian Avedis 14" Rock Hihats
G. Zildjian K Dark 17" Crash
H. Sabian HHX Stage 18" Crash
I. Sabian Vault Artisan 22" 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 **1.9GB**.

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 / BuckShot** 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 / BuckShot / 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.
3. Note - if you have SnareCity and first load the BuckShot with SnareCity patch, you may also have to locate the **Analogue Drums / SnareCity / Samples** 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
    T3 Tom 3   **HH** Hihat   **RD** Ride   **C1** Crash 1
    C2 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 channel.

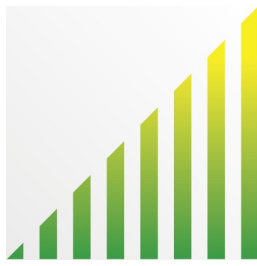4. **SOLO/MUTE BUTTONS**

    Standard mixer functions to control the corresponding channel.

5. **MIC LAYER ROUTING**

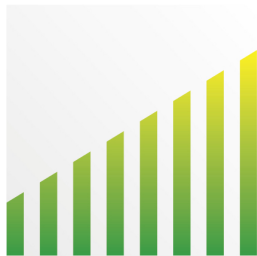   Controls how much of each drum or cymbal will be present in the corresponding mic layer.

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 MENU

Use the snare menu to swap the Snare drum.

TOMS MENU

Use the toms menu to change the tom mode between: using left and right hands, or having additional pitch intervals.

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/BuckShot/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.

MIDI Layout

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

Layout notes

- Some keys are repeated for ease of access.
- The layout for this kit may differ from other Analogue Drums products.
- Toms can be switched to "pitched mode" for additional pitch intervals instead of Left Hand hits

Sample Naming Convention

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

AD28_OH_RIDE_BELL_06.wav	Prefix	Denotes the product code for this kit
AD28_**OH**_RIDE_BELL_06.wav	Mic layer	Denotes the mic layer: **CM:** Close mic **OH:** Overhead **RM:** Room mic
AD28_OH_**RIDE**_BELL_06.wav	Instrument	Denotes the drum or cymbal
AD28_OH_RIDE_**BELL**_06.wav	Articulation	The manner in which the instrument was played
AD28_OH_RIDE_BELL_**06**.wav	Velocity	Denotes the dynamic level of the sample

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.