INTRODUCTION

The *Analogue Drums FatStacks* sample library captures the sound of a top-of-the-line Sonor SQ2 Acrylic set, with a selection of snares, and classic Zildjian cymbals. The kit was sampled in Melbourne's Sing Sing South studio, a medium sized tracking room.

INSTRUMENT LIST
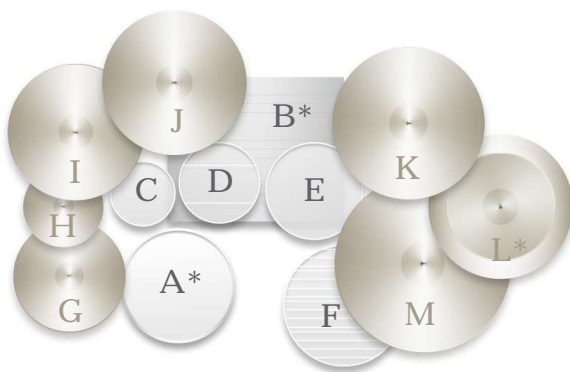
A*   3x Snares: Sonor Bell Brass 14"x6", Sonor Delite 14"x7"
      Maple, Pearl Reference 13" x 7" 20-ply Maple.
B*   Sonor SQ2 Acrylic 22"x20" kick (separate left & right foot)
C   Sonor SQ2 Acrylic 8" x 8" 70s tom
D   Sonor SQ2 Acrylic 10" x 9" 70s tom
E   Sonor SQ2 Acrylic 12" x 10" 70s tom
F   Sonor SQ2 Acrylic 15" x 15" 70s tom

G   Zildjian A Custom Mastersound 14" hihats
H   Zildjian A Custom 10" splash
I   Zildjian A Custom 18" crash
J   Zildjian A Custom 18" FX crash
K   Zildjian A Custom 19" crash
L*   Zildjian 15" Oriental China | 15" China Stack
M   Zildjian K Custom Hybrid Ride

The library consists of 3792 discrete sample files - covering six separate microphone perspectives: Close Mics Snare bottom, Kick sub, Overhead Mics, Room Mics, and Smash Mic. The drums have been sampled with up to 7 velocity layers per instrument, and use 6x round-robin hits for each velocity layer. The samples have been mapped and scripted for use with the Native Instrumnets Kontakt sampler, and Slate Digital Trigger, or you can use the supplied wav files directly for sound replacement or mapping in another tool.

DOWNLOAD & INSTALLATION

Before you start you will need a minimum of 8GB free disk space to successfully download, and then unzip and use the sample library. The unzipped content will be approximately 4.5GB.

1) Download: After purchase you will receive instructions to download several .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 using one of these free utilities:

Stuffit Expander (Mac)   http://www.stuffit.com/mac-expander.html

ISArc (PC)   http://download.cnet.com/IZArc/3000-2250_4-10072925.html

Note that the built-in unzipping tools for Mac and Windows will not work, you must use one of these utilities.

Also note that there is a fault with some old versions of Stuffit Expander, so it is recommend that you update to the latest version.

Once you have extracted the files they are ready for use.

KONTAKT - LOADING

1) Open Kontakt either in standalone mode or via a sequencer. In the files tab of Kontakt browse to the *Analogue Drums / BlackSmith* folder 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 / BlackSmith / 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 load. Depending on which sequencer and 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 or your sequencer or MIDI device setup to enable Kontakt to be used on your track.

MULTI-CHANNEL OUTPUT HOST ROUTING

When you first load a "multi" mapping, all of the Kontakt channels will output to a single stereo channels in the host applications. 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 (16 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 Kontatk 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:

3) Initially each of these channels will be set to output to the main stereo output from Kontakt. To send audio to other channels in your DAW, click on the output channel butttons under each channel fader (these are initially set to 1 | 2) and change them to use the output channel that you want.

INSTRUMENT FEATURE GUIDE
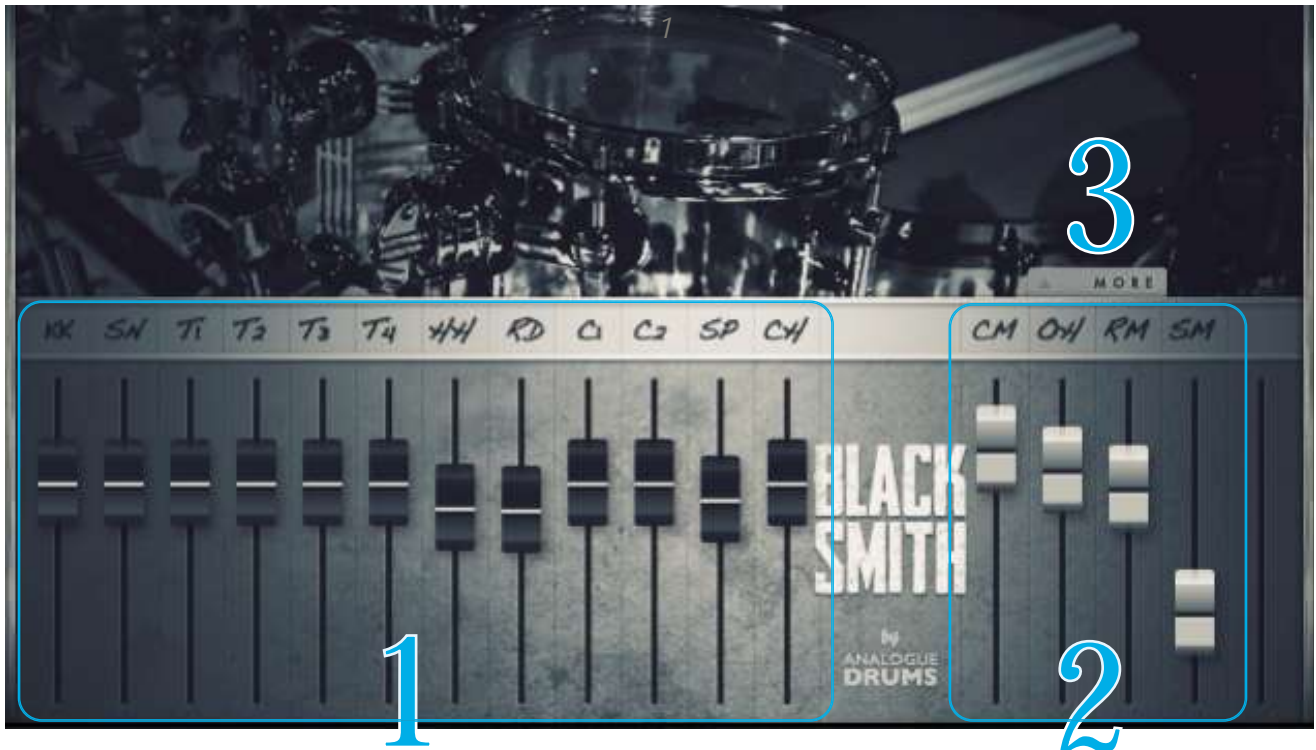
1 INSTRUMENT FADERS

Control the volume of each drum and cymbal:

KK	Kick	HH	Hihat
SN	Snare	RD	Ride
T1	Tom1	C1	Crash 1
T2	Tom2	C2	Crash 2
T3	Tom3	SP	Splash & FX Crash
T4	Tom4	CH	China Stack & China

2 LAYER FADERS

Control the volume of the microphone layers:

CM	Close Mics
OH	Overhead Mics
RM	Room Mics
SM	Mono "Smash" mic

3 MORE

Clicking More will display a more detailed control panel

INSTRUMENT FEATURE GUIDE (CONTINUED)

THE KNOBS!
Control aspects of each corresponding drum or cymbal, blend to taste...

A S/B (KICK SUB & SNARE BOTTOM KNOBS)
For the kick this knob determines the balance between the "batter" mic, and the "sub" mic. All the way to the left is all Batter mic, all the way right is all Sub mic, and in the middle is a 50% blend of both mics. Similarly for the snare, all the way left gives all "top" mic, all the way right is all "bottom" mic.

B LAYER ROUTING
Controls how much of each instrument will be present in each mic layer.
CM   Routing to Close Mic Layer
OH   Routing to Overhead Mics layer
RM   Routing to Room Mics layer
SM   Routing to Mono Smash Mic layer

C TUNE
Will raise or lower the pitch of the instrument.

D PAN
To pan the close mic of the relevant instrument. Note that the Overheads, Room Mics, and Mono mic are not panned, on the close mics.
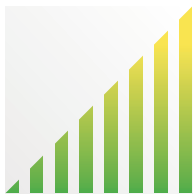
INSTRUMENT FEATURE GUIDE (CONTINUED)

PATCH
Select from several presets as a starting point for configuring sounds.

SENSE
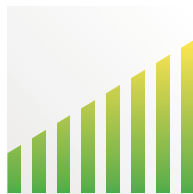Select between the following kit sensitivity options. "Dynamic" is the default.

DYNAMIC
Use for most performances. The most "real" and natural option.

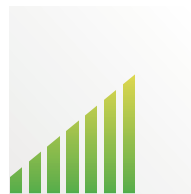
Full dynamic range
Linear volume

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

Full dynamic range
Flattened volume

LIGHT
Use to "tone down" the kit for reduced attack and smoother sounds.

LImited dynamic range
Hits bound to lower 75%

HEAVY
Use to "max out" the kit for maximum attack and more aggressive sounds.
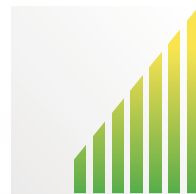
Limited dynamic range
Hits bound to upper 75%

SNARE
Swap the snare drum between 3 variations.

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 modesl:TD-10, TD-12).

MIDI LAYOUT

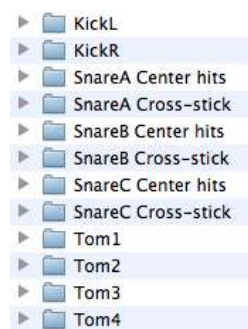|			
(41)	F0	CHINA EDGE	
(42)	F#0		
(43)	G0	CHINA STACK EDGE	
(44)	G#0		
(45)	A0	SPLASH EDGE	
(46)	A#0		
(47)	B0	KICK LEFT	
(36)	C1	KICK RIGHT	
(37)	C#1	SNARE CROSS-STICK	
(38)	D1	SNARE CENTER	
(39)	D#1		
(40)	E1	SNARE CROSS-STICK	(repeated)
(41)	F1	TOM 6 CENTER	(phantom tom)
(42)	F#1	HIHAT EDGE CLOSED	
(43)	G1	TOM 5 CENTER	
(44)	G#1	HIHAT PEDALED	
(45)	A1	TOM 4 CENTER	
(46)	A#1	HIHAT EDGE OPEN	
(47)	B1	TOM 3 CENTER	
(48)	C2	TOM 2 CENTER	
(49)	C#2	CRASH 1 BELL	
(50)	D2	TOM 1 CENTER	(phantom tom)
(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	FX CRASH BELL	
(59)	B2	FX CRASH EDGE	
(60)	C3	HIHAT TIP TIGHT	
(61)	C#3	HIHAT TIP CLOSED	
(62)	D3	HIHAT TIP LOOSE	
(63)	D#3	HIHAT TIP SEMI-OPEN	
(64)	E3	HIHAT TIP OPEN	
(65)	F3		
(66)	F#3	HIHAT FOOTSPLASH	
(67)	G3		
(68)	G#3	HIHAT EDGE TIGHT	
(69)	A3	HIHAT EDGE CLOSED	(repeated)
(70)	A#3	HIHAT EDGE LOOSE	
(71)	B3	HIHAT EDGE SEMI-OPEN	
(72)	C4	HIHAT EDGE OPEN	(repeated)

Please note that this mapping may differ slightly from other Analogue Drums products.

TRIGGER MAPPINGS

TCI instrument mappings and presets are provided for drum sound replacement using Slate Digital's Trigger software. The files are in the Trigger Maps folder, organised into subfolders for each drum. For each drum, each available mic layer is provided as a separate TCI file, and a preset file it provided with all mic layers.

Folders	Files	Legend
▸ KickL	BlackSmith KickL CM.tci	CM.TCI = Close mic layer
▸ KickR	BlackSmith KickL KS.tci	KS.TCI = Kick sub mic layer
▸ SnareA Center hits	BlackSmith KickL OH.tci	OH.TCI = Overhead mic layer
▸ SnareA Cross-stick	BlackSmith KickL RM.tci	RM.TCI = Room mic layer
▸ SnareB Center hits	BlackSmith KickL SM.tci	SB.TCI = Snare Bottom mic layer
▸ SnareB Cross-stick	BlackSmith KickL.prs	SM.TCI = Smash mic layer
▸ SnareC Center hits		.PRS = Preset
▸ SnareC Cross-stick		
▸ Tom1		
▸ Tom2		
▸ Tom3		
▸ Tom4		

SAMPLE ORGANISATION & NAMING

All sample files are located in the */Samples* folder. They are organised into separate subfolders for each instrument articulation. The samples can be identified using the following naming convention:

*AD35*_SnareBRMRR2_63_93_CN.wav	*Product code* refers to the kit the samples belong to. All samples within the BlackSmith drum sample library are prefixed with *AD35*
AD35_*SnareB*RMRR2_63_93_CN.wav	*Instrument* identifies the drum or cymbal being hit.
AD35_SnareB*RM*RR2_63_93_CN.wav	*Mic layer* identifies the microphone perspective of the sample. CM = Close mics RM = Room mics KS = Kick sub mic SB = Snare Bottom mic OH = Overhead mics SM = Smash mic
AD35_SnareBRM*RR2*_63_93_CN.wav	*Round Robin* identifies the sample's position in the round-robin sequence
AD35_SnareBRMRR2_*63_93*_CN.wav	*Velocity range* refers to how hard the drum or cymbal was hit. 1 = quietest, 127 = loudest.
AD35_SnareBRMRR2_63_93_*CN*.wav	*Articulation* refers to the manner in which the drum or cymbal was struck. CN = Center hit TS = Tip/Semi-open hi-hat XS = Cross-stick TO = Tip/Open hi-hat BW = Cymbal played on its bow ET = Edge/Tight hi-hat BL = Cymbal played on its bell EC = Edge/Closed hi-hat EG = Cymbal played on its edge EL = Edge/Loose hi-hat TT = Tip/Tight hi-hat ES = Edge/Semi-open hi-hat TC = Tip/Closed hi-hat EO = Edge/Open hi-hat TL = Tip/Loose hi-hat FS = Footsplash Hi-hat

Please note that this naming convention may differ from other Analogue Drums products.

THANKS

To you the customer, many sincere thanks, we couldn't do it without you!

Producing this drum library was a labour of love - I 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.