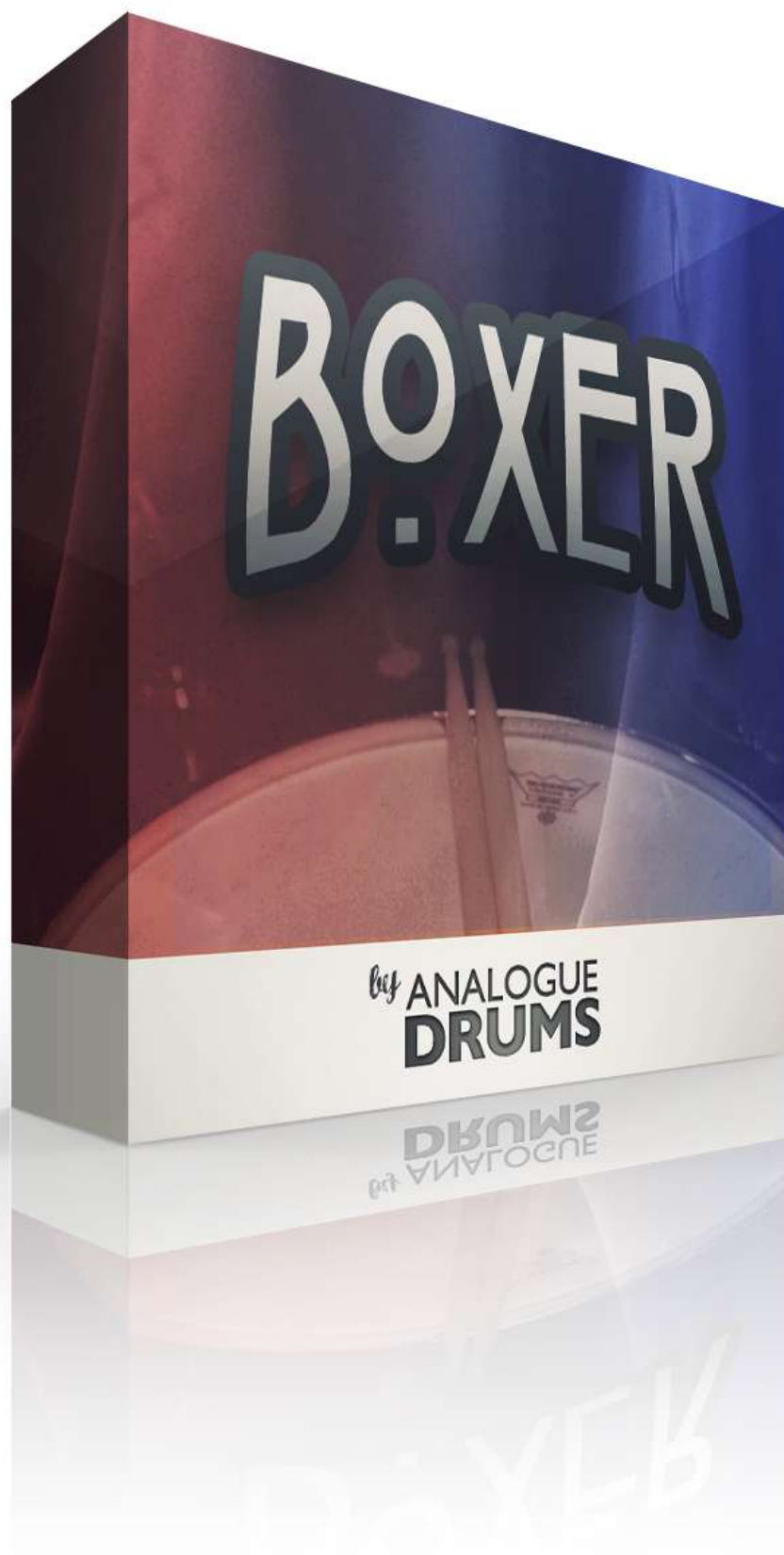


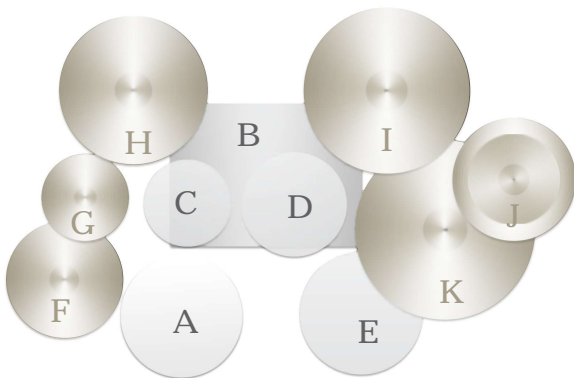
ANALOGUE DRUMS BOXER REFERENCE MANUAL



INTRODUCTION

The Analogue Drums Boxer sample library captures the sound of a 90s Premier Genista Birch kit, with a selection of UFIP cymbals, and 3 snares. The kit was sampled at Sing Sing South studio in Melbourne, Australia, in a mid-sized tracking room, though a Neve desk, with the usual assortment of high end hand-picked mics, and processed with select outboard pieces.

INSTRUMENT LIST



Drums:

- A Snares (switchable): Sonor Hilite Maple 14" x 7", Pearl Reference 13" x 7" 20-ply Maple, Ludwig 70s Supraphonic 14"x5"
- B Premier Genista Birch 22" x 16" kick
- C Premier Genista Birch 10" x 18" tom
- D Premier Genista Birch 12" x 12" tom
- E Premier Genista Birch 14" x 14" tom

Cymbals:

- F UFIP 13" Natural Rough Hihat
- G UFIP 10" Class Splash
- H UFIP 16" Tiger Crash
- I UFIP 18" Class Brilliant Crash
- J UFIP 12"/14" China Stack
- K UFIP Bionic 20" Ride

The library consists of 3270 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 Instruments 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 6GB free disk space to download, and then unzip and use the sample library. The unzipped content will be approximately 2.5GB.

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 (Windows XP Users)

http://download.cnet.com/IZArc/3000-2250_4-10072925.html

Note that the built-in unzipping tools for Mac and Windows XP 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 / Boxer 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 / Boxer / 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.

KONTAKT MULTI-CHANNEL OUTPUT ROUTING

When you first load a “multi” mapping, all of the Kontakt channels will output to a single stereo channels in the host application. To utilize multiple outputs from Kontakt, you will need to assign the Kontakt channels to specific channels in your host application.

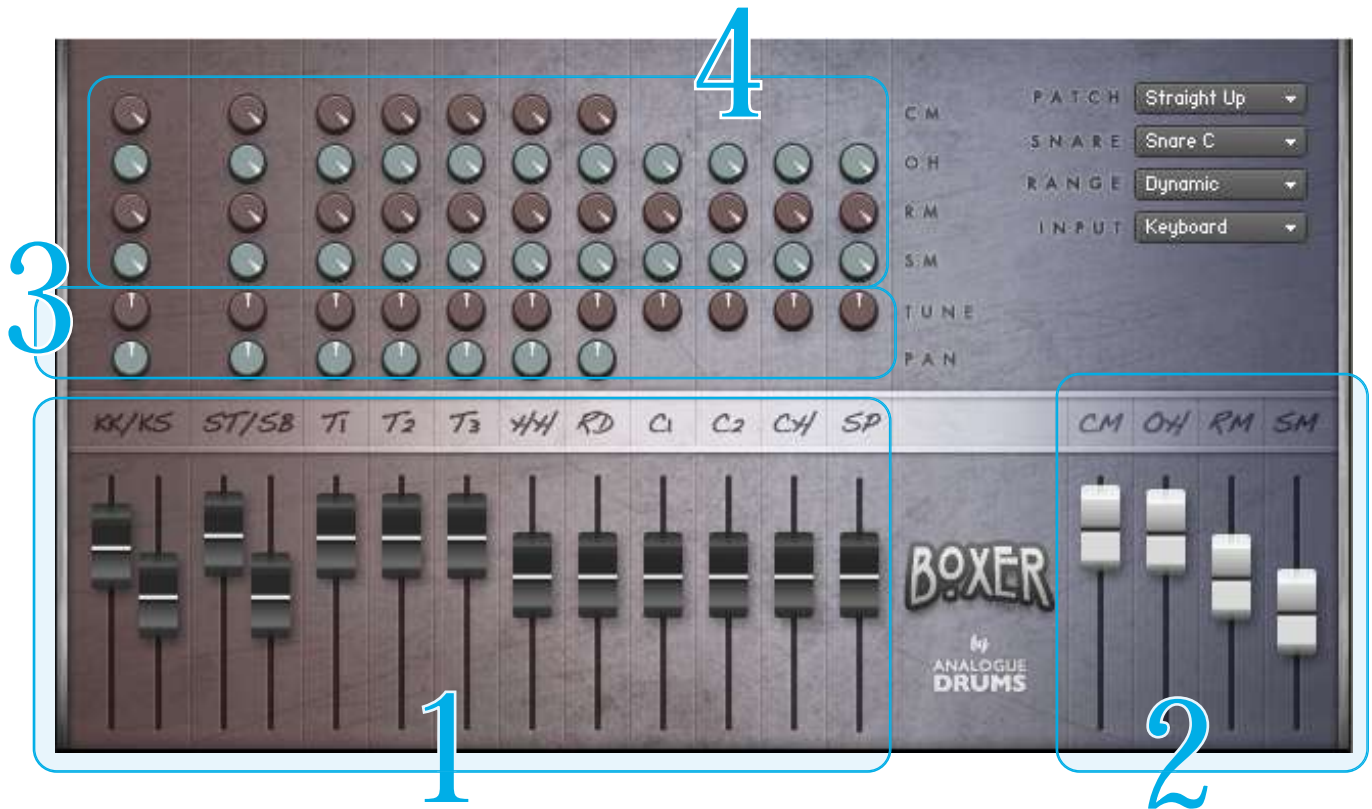
1) Open Kontakt in multi-channel mode (16 channel mode is recommended). You may need to take additional steps to configure the channels in your DAW to receive multiple channels of output from Kontakt. Consult your DAW documentation to do this.

2) Once you have 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:



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 buttons under each channel fader (these are initially set to 1 | 2) and change them to use the output channel that you want.

KONTAKT INTERFACE KEY



1 INSTRUMENT FADERS

Control the level of each drum and cymbal:

KK	Kick attack (batter head)	T1	Tom1	RD	Ride
KS	Kick sub (resonant head)	T2	Tom2	C1	Crash 1
ST	Snare top mic (body)	T3	Tom3	C2	Crash 2
SB	Snare bottom mic (sizzle)	HH	Hihat	CH	China
				SP	Splash

2 LAYER FADERS

Control the level of the microphone layers:

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

3 TUNE AND PAN

Change the pitch of any drum/cymbal, and pan the close mic (note crashes, china, splash can not be panned).

4 ROUTING SECTION: INSTRUMENT-TO-MIC-LAYER LEVELS

Each knob controls how much of each instrument is sent to each mic layer. For example with these controls you could reduce how much hihat comes through the room mic.

KONTAKT INTERFACE KEY (CONTINUED)



5 MENUS

PATCH: Select a preset patch to quickly get a sound happening.

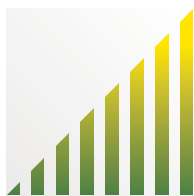
SNARE: Swap between the three snare drum options.

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.

RANGE: Set the dynamic range for the kit:

DYNAMIC

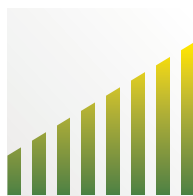
Use for most performances. The most “real” and natural option.



Full dynamic range
Linear volume

DETAILED

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



Full dynamic range
Flattened volume

LIGHT

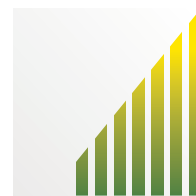
Use to “tone down” the kit for reduced attack and smoother sounds.



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%

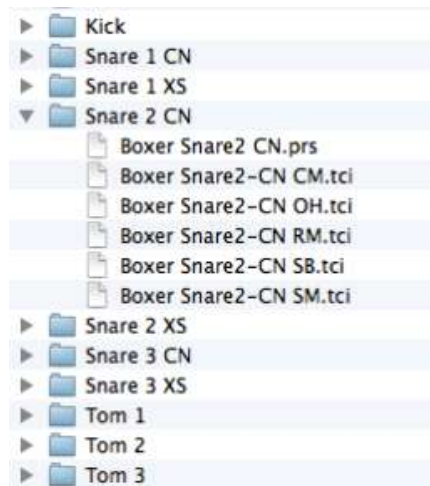
MIDI LAYOUT

(41)	F0		
(42)	F#0		
(43)	G0	SPLASH EDGE	
(44)	G#0		
(45)	A0	CHINA EDGE	
(46)	A#0		
(47)	B0		
(36)	C1	KICK RIGHT FOOT	
(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	(phantom tom)
(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		
(59)	B2		
(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 FOOTSPASH	
(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 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.



KEY:

- *.PRS = Trigger Preset
- *CM.TCI = Close mic layer
- *KS.TCI = Kick sub mic layer
- *OH.TCI = Overhead mic layer
- *RM.TCI = Room mic layer
- *SB.TCI = Snare Bottom mic layer
- *SM.TCI = Smash mic layer

SAMPLE ORGANISATION & NAMING CONVENTION

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:

AD36_SnareBRMRR2_63_93_CN.wav	Product code refers to the kit the samples belong to. All samples within the Boxer drum sample library are prefixed with AD36
AD36_SnareBRMRR2_63_93_CN.wav	Instrument identifies the drum or cymbal being hit.
AD36_SnareBRMRR2_63_93_CN.wav	Mic layer identifies the microphone perspective of the sample. CM = Close mics KS = Kick sub mic OH = Overhead mics RM = Room mics SB = Snare Bottom mic SM = Smash mic
AD36_SnareBRMRR2_63_93_CN.wav	Round Robin identifies the sample's position in the round-robin sequence
AD36_SnareBRMRR2_63_93_CN.wav	Velocity range refers to how hard the drum or cymbal was hit, and at what velocity it will typically be played back. 1 = quietest, 127 = loudest.
AD36_SnareBRMRR2_63_93_CN.wav	Articulation refers to the manner in which the drum or cymbal was struck. CN = Center hit XS = Cross-stick BW = Cymbal played on its bow BL = Cymbal played on its bell EG = Cymbal played on its edge TT = Tip/Tight hi-hat TC = Tip/Closed hi-hat TL = Tip/Loose hi-hat TS = Tip/Semi-open hi-hat TO = Tip/Open hi-hat ET = Edge/Tight hi-hat EC = Edge/Closed hi-hat EL = Edge/Loose hi-hat ES = Edge/Semi-open hi-hat EO = Edge/Open hi-hat FS = Footsplash Hi-hat

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

THANK
YOU
:-)

To you the awesome 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 to your support we'll continue to produce more kits and improve the existing kits as much as we can.

Dylan & the team @ Analogue Drums.