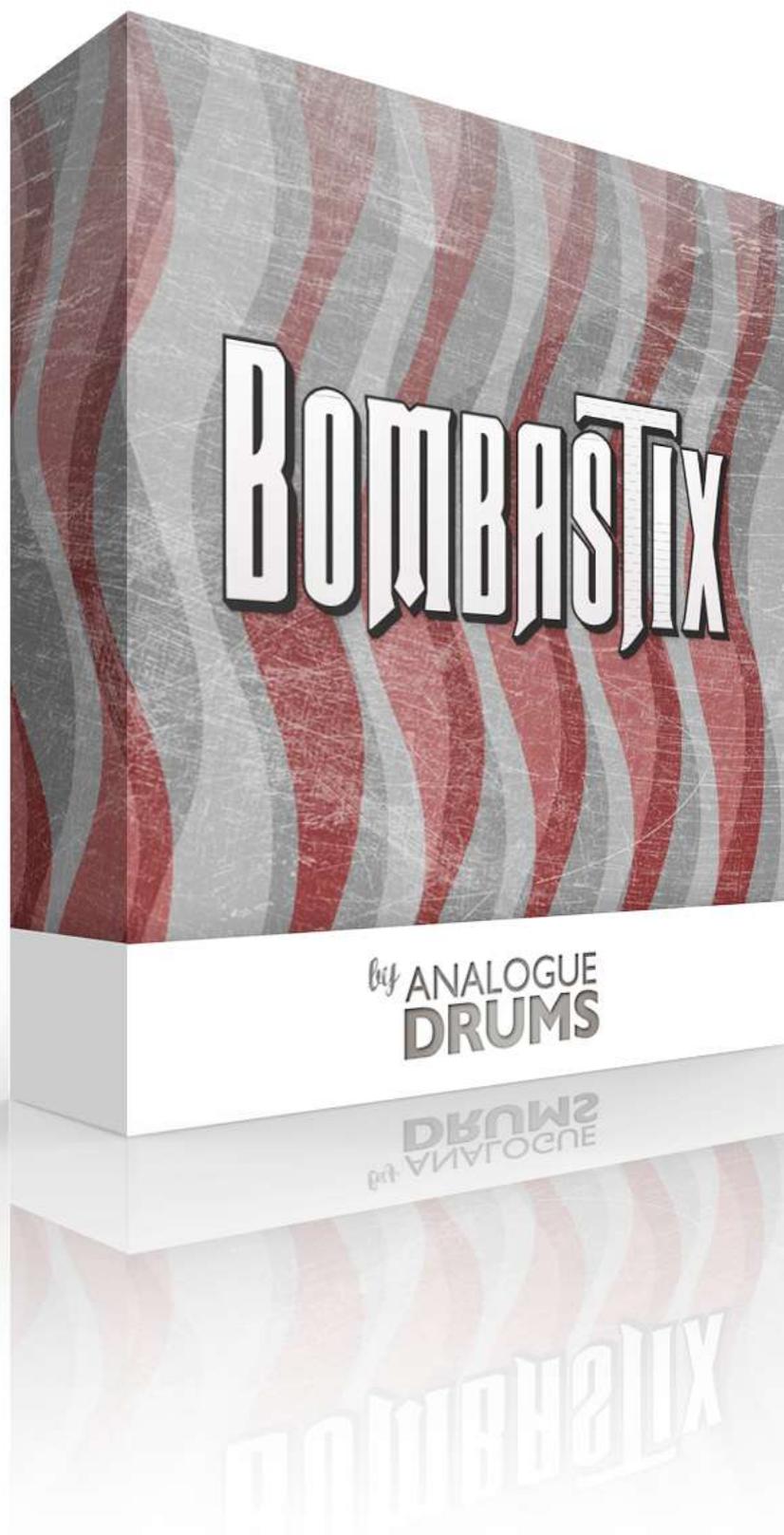


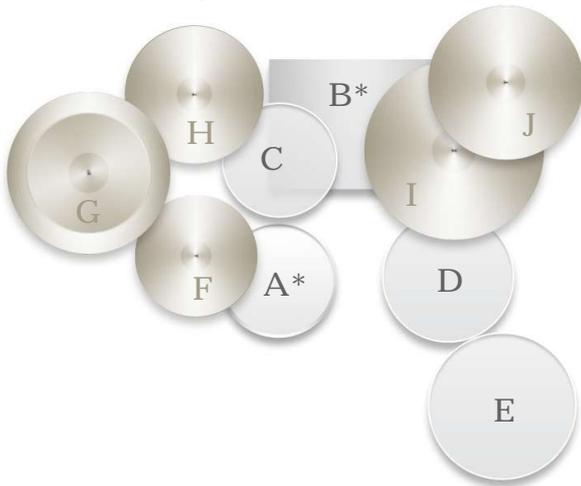
ANALOGUE DRUMS BOMBASTIX REFERENCE MANUAL



INTRODUCTION

The *Analogue Drums Bombastix* sample library captures the sound of a “holy grail” 70s 3-ply maple Ludwig rock kit, with a gargantuan 26” kick, 3 snare options, and two setes of cymbals: classic Paiste, and modern Sabian. The kit was sampled through a classic Neve desk, at The Lab recording studio in Auckland New Zealand, in a mid sized tracking room. The kit was mixed with through outboard including DBX160VU and ADR760 units.

INSTRUMENT LIST



Drums:

- A* 3x Snares: Ludwig 60s Supraphonic 14”x6.5”, Ludwig 70s Supraphonic 14”x5.5” open, Ludwig 70s Supraphonic 14”x5.5” dampened
- B* Ludwig 70s 3-ply Maple 26” x 14” kick (separate staccato & legato samples)
- C Ludwig 70s 3-ply Maple 14” x 10” tom
- D Ludwig 70s 3-ply Maple 16” x 16” tom
- E Ludwig 70s 3-ply Maple 18” x 16” tom

Classic cymbal option:

- F Paiste Giant Beat 15” hihats
- G Paiste 2002 20” China
- H Paiste 2002 17” Crash
- I Paiste 602 22” Ride
- J Paiste 2002 19” Medium

Modern cymbal option:

- Sabian 14” AAX Xplosion Hihats
- Sabian 17” AAX Xplosion Crash
- Sabian 14” AAX Xplosion Ride
- Sabian 19” AAX Xplosion Crash

The library consists of 5246 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 10GB 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 / Bombastix* 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 / Bombastix / 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 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.

INSTRUMENT FEATURE GUIDE - KIT PAGE



1 INSTRUMENT FADERS

Control the level of each drum and cymbal:

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

2 LAYER FADERS

Control the level of the microphone layers:

<i>CM</i>	Close Mics
<i>OH</i>	Overhead Mics
<i>RM</i>	Room Mics
<i>SM</i>	Mono "Smash" mic

3 PAGE NAVIGATION

Click on the Mixer or Kit to access the relevant page of controls.

4 PATCH

Select a preset patch to quickly get a sound happening.

5 KIT

Swap parts of the kit, there are options to change the Kick, Snare and Cymbal set.

INSTRUMENT FEATURE GUIDE - MIXER PAGE



The mixer knobs control various aspects of each corresponding drum or cymbal, blend to taste...

6 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

7 TUNE

Will raise or lower the pitch of the instrument.

8 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 - KIT PAGE (CONTINUED)



9 RANGE

Select between the following dynamic range 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%

10 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 modes:TD-10,TD-12). Or change it back to Keyboard for keyboard or manual MIDI sequencing or drum programming.

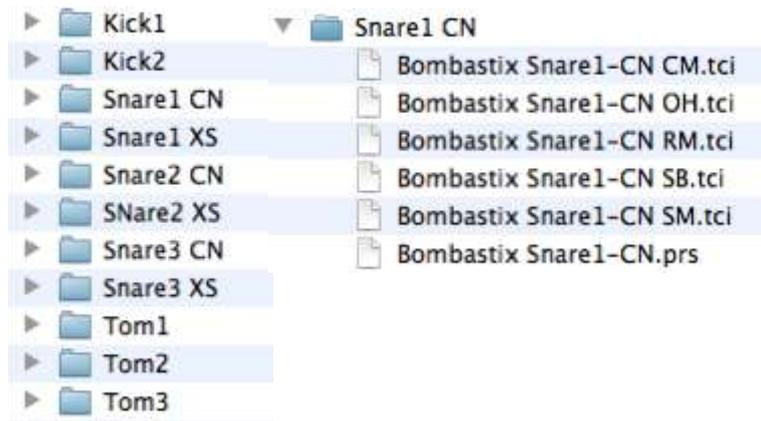
MIDI LAYOUT

(41)	F0		
(42)	F#0		
(43)	G0		
(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	(phantom tom)
(49)	C#2	CRASH 1 BELL	
(50)	D2	TOM 1 CENTER	
(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 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.



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
 .PRS = Preset

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:

AD37_SnareBRMRR2_63_93_CN.wav	<i>Product code</i> refers to the kit the samples belong to. All samples within the BlackSmith drum sample library are prefixed with AD35
AD37_SnareBRMRR2_63_93_CN.wav	<i>Instrument</i> identifies the drum or cymbal being hit.
AD37_SnareBRMRR2_63_93_CN.wav	<i>Mic layer</i> 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
AD37_SnareBRMRR2_63_93_CN.wav	<i>Round Robin</i> identifies the sample's position in the round-robin sequence
AD37_SnareBRMRR2_63_93_CN.wav	<i>Velocity range</i> refers to how hard the drum or cymbal was hit. 1 = quietest, 127 = loudest.
AD37_SnareBRMRR2_63_93_CN.wav	<i>Articulation</i> 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 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.