INTRODUCTION

The Analogue Drums Smoker sample library is a jazz kit centered around a toneful '70s Rogers kit with a selection of classic snares and cymbals. Smoker has a warm vintage tone fit for soulful and sparse quartets, hyped up frenetic bebop, bombastic big band, funked up lounge and everything in between.

INSTRUMENT LIST
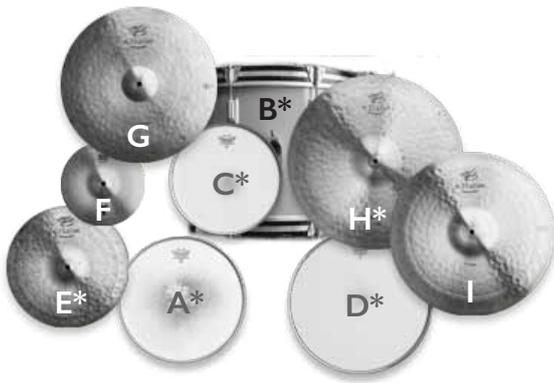
SNARE OPTIONS:
A*   Ludwig 60s Supraphonic 14'' x 6.5''
     Rogers Dynasonic CoB 14'' x 5.5''
     Gretsch USA Maple 14'' x 6.5''

KICK DRUM OPTIONS:
B*   Rogers Maple 20'' x 16'' open   Rogers Maple 22'' x 16'' open
     Rogers Maple 20'' x 16'' dampened   Rogers Maple 22'' x 16'' dampened

RACK TOM OPTIONS:
C*   Rogers Maple 13'' tom med tension   Rogers Maple 12'' tom high tension
D*   Rogers Maple 16'' tom med tension   Rogers Maple 15'' tom high tension

CYMBALS:
F   Zildjian 10'' K Splash
G   Zildjian 17'' Constantinople Crash
I   Zildjian 18'' Constantinople Crash

HIHAT OPTIONS:
E   Paiste Giant Beat 15''   Zildjian 14'' Constantinople

RIDE OPTOINS:
H   Paiste 602 22'' Medium   Zildjian 20'' Constantinople Thin Low

The library consists of 5574 discrete sample files - covering six separate microphone perspectives: Close Mics Snare bottom, Kick sub, Overhead Mics, and two separate Room Mics. 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 12GB free disk space to successfully download, and then unzip and use the sample library. The unzipped content will be approximately 5.6GB.

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. If you are using a Mac, you will need to use a utility such as Stuffit Expander (http://www.stuffit.com/mac-expander.html) to unzip the files. 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 / Smoker 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 / Smoker / 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.

INTERFACE GUIDE
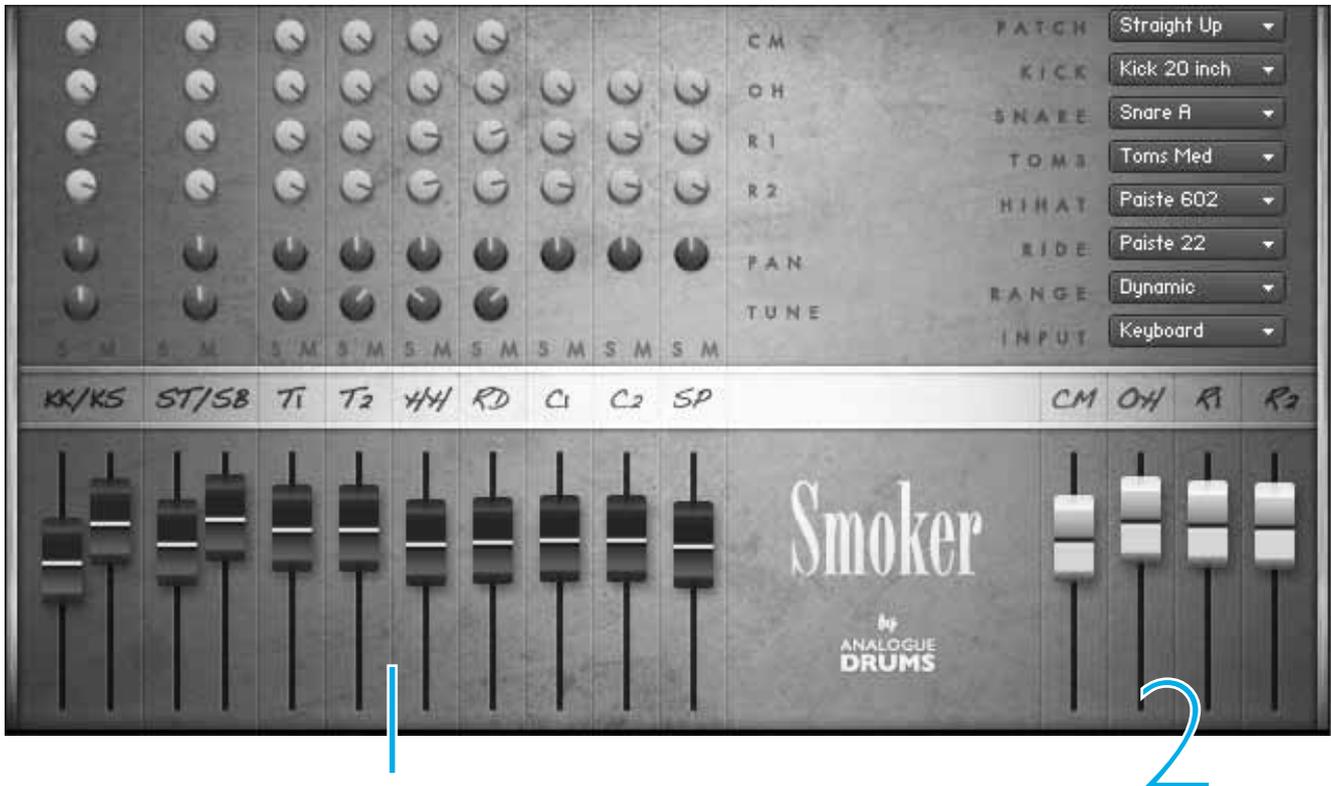
1 INSTRUMENT FADERS

Control the level of each drum and cymbal:

KK	Kick attack (batter head)	KS	Kick sub (resonant head)	ST	Snare top mic
SB	Snare bottom mic	T1	Rack Tom	T2	Floor Tom
HH	Hihat	RD	Ride	C1	Crash 1
C2	Crash 2	SP	Splash		

2 LAYER FADERS

Control the level of the microphone layers:

CM	Close Mics	OH	Overhead Mics	R1	Near Room Mic
R2	Distant Room Mic				

3 INSTRUMENT ROUTING

Controls how much of each instrument will be present in each mic layer.

4 PAN, TUNE and SOLO/MUTE

Standard mixer functions to control the corresponding channel.

5 SETTING MENUS

PATCH: Select a preset patch to quickly get a sound happening.
KICK, SNARE, TOMS, HIHAT, RIDE: Swap the corresponding components of the kit
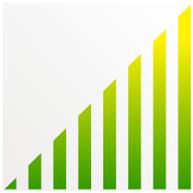RANGE: See over page
INPUT: See over page

INTERFACE GUIDE (CONTINUED)

RANGE
Select between the following dynamic range options. "Dynamic" is the default.
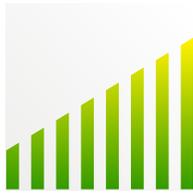
DYNAMIC
Use for most performances. The most "real" and natural option.

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%

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). Or change it back to Keyboard for keyboard or manual MIDI sequencing or drum programming.

MIDI LAYOUT

(41)	F0	
(42)	F#0	
(43)	G0	SPLASH
(44)	G#0	
(45)	A0	
(46)	A#0	
(47)	B0	
(36)	C1	KICK
(37)	C#1	SNARE CROSS-STICK
(38)	D1	SNARE
(39)	D#1	
(40)	E1	SNARE CROSS-STICK (repeated)
(41)	F1	FLOOR TOM (lowered phantom tom)
(42)	F#1	HIHAT EDGE CLOSED
(43)	G1	FLOOR TOM
(44)	G#1	HIHAT PEDALED
(45)	A1	RACK TOM (lowered phantom tom)
(46)	A#1	HIHAT EDGE OPEN
(47)	B1	RACK TOM
(48)	C2	RACK TOM (raised phantom tom)
(49)	C#2	CRASH 1 BELL
(50)	D2	RACK TOM (raised 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 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 PRS presets are provided for drum sound replacement using Slate Digital's Trigger software. The files are in the *Trigger* subfolder, 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.

Trigger

Kick1	Smoker-Snare1CN-CM.tci
Kick2	Smoker-Snare1CN-OH.tci
Kick3	Smoker-Snare1CN-R1.tci
Kick4	Smoker-Snare1CN-R2.tci
Snare1 CN	Smoker-Snare1CN-SB.tci
Snare1 XS	Smoker-Snare1CN.prs
Snare2 CN	
Snare2 XS	
Snare3 CN	
Snare3 XS	
Tom1	
Tom2	
Tom3	
Tom4	

*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:

AD40_Snare2OHRR2_63_93_CN.wav	Product code refers to the kit the samples belong to. All samples within the *Smoker* drum sample library are prefixed with AD40
AD40_**Snare2**OHRR2_63_93_CN.wav	Instrument identifies the drum or cymbal being hit.
AD40_Snare2**OH**RR2_63_93_CN.wav	Mic layer identifies the microphone perspective of the sample. CM = Close mics SB = Snare Bottom mic KS = Kick sub mic R1 = Room mics OH = Overhead mics R2 = Smash mic
AD40_Snare2OH**RR2**_63_93_CN.wav	Round Robin identifies the sample's position in the round-robin sequence
AD40_Snare2OHRR2_**63_93**_CN.wav	Velocity range refers to how hard the drum or cymbal was hit. 1 = quietest, 127 = loudest.
AD40_Snare2OHRR2_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.

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.