

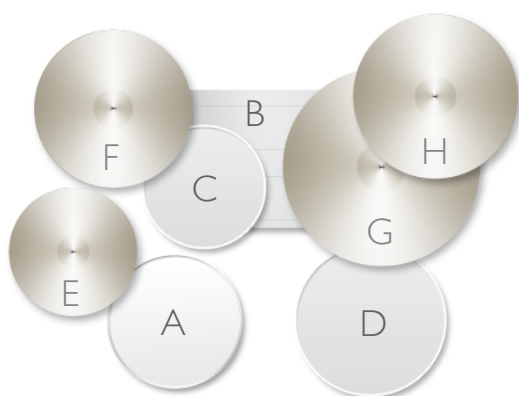
ANALOGUE DRUMS BIG MONO REFERENCE MANUAL



## INTRODUCTION

The Analogue Drums Big Mono sample library captures the sound of a vintage 1970s Ludwig maple drumkit, paired with classic Zildjian and Sabian cymbals. The samples were captured at New Zealand's York Street Studios - Studio A (now closed). Recorded through an EMI Neve 1974 console, directly to 2" tape.

## INSTRUMENT LIST



- A Rogers 1970s vintage Dynasonic 14" x 5" maple snare
- C Ludwig 1970s maple 13" rack tom
- D Ludwig 1970s maple 16" floor tom
- B Ludwig 1970s maple 22" x 16" kick
- E Zildjian Advedis Mastersound 13" hihats
- F Zildjian K 16" medium crash
- H Zildjian K 17" dark crash
- G Sabian 20" HHX Evolution ride

The library consists of 254 discrete sample files, in a pre-mixed "Decca Tree" microphone perspective. The drums have been mapped with up to 48 velocity layers per instrument. The kit does not use "round-robin" layers. The samples have been mapped and scripted primarily for use with Kontakt sampler, or you can use the wav files directly for sound replacement or mapping into another sampler.

## DOWNLOAD & INSTALLATION

Before you start you will need a minimum of 250MB free disk space to successfully download, and then unzip and use the sample library. The unzipped content will be approximately 225MB.

1) Download: After purchase you will receive 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

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 / Big Mono 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 / Big Mono / Wav 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 be loaded. 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 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 similar to these:



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:

<b>KK</b>	Kick drum	<b>SN</b>	Snare Drum	<b>T1</b>	Tom 1
<b>T2</b>	Tom2	<b>HH</b>	Hihat	<b>RD</b>	Ride
<b>C1</b>	Crash 1	<b>C2</b>	Crash 2		

### LAYER FADERS

- 2 Big Mono does not come with multiple mic layers, there is only one pre-mixed Front Mic blend.

**FT** Front Mic blend

### 3 PAN, TUNE and SOLO/MUTE

Standard mixer functions to control the corresponding channel.

### 4 RANGE AND INPUT

(see over the page)

### 5 PRESET MENU

Select a preset patch for a sonic starting point



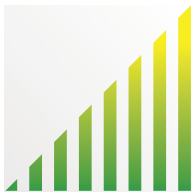
## INTERFACE GUIDE (CONTINUED)

### RANGE

Select between the following dynamic range options. "Dynamic" is the default.

#### DYNAMIC

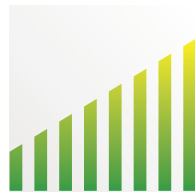
Use for most performances. The most "real" and natural option.



Full dynamic range  
Linear volume

#### DETAILED

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



Full dynamic range  
Flattened volume

#### LIGHT

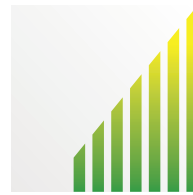
Use to "tone down" the kit for reduced attack and smoother sounds.



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

## ESX24: LOADING

- 1) Firstly, copy the Analogue Drums EXS24 files to the Logic library. This will assist correct loading of sample files:
  - Copy from: /Analogue Drums/Big Mono/EXS24/<select all files in this folder>
  - Copy to: /<your username>/Library/Application Support/Logic/Sampler Instruments/<paste here>

If you have EXS24 open, you will need to refresh its menu after doing this.

- 2) In Logic, create a new Virtual Instrument track. For the track's output, open EXS24 as a stereo instrument.
- 3) 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.

## BATTERY: LOADING

- 1) In Battery in the File menu click Open browse to the Analogue Drums / Big Mono / Battery folder and select a 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 your host application or your MIDI device setup.

## MIDI LAYOUT

(36) C1	KICK CENTER	
(37) C#1	SNARE CROSS-STICK	
(38) D1	SNARE CENTER	
(39) D#1		
(40) E1	SNARE CROSS-STICK	repeated*
(41) F1	TOM 5 CENTER	phantom tom
(42) F#1	*	
(43) G1	HIHAT EDGE CLOSED	
(44) G#1	TOM 4 CENTER	
(45) A1	HIHAT PEDALED	
(46) A#1	TOM 3 CENTER	phantom tom
(47) B1	*	
(48) C2	HIHAT EDGE OPEN	
(49) C#2	TOM 2 CENTER	
(50) D2	TOM 1 CENTER	phantom tom
(51) D#2	*	
(52) E2	CRASH 1 EDGE	
(53) F2		
(54) F#2	RIDE BOW	
(55) G2	CRASH 2 EDGE	
(56) G#2	RIDE BELL	
(57) A2		
(58) A#2		
(59) B2		
(60) C3		
(61) C#3		
(62) D3		
(63) D#3		

Please note that this mapping applies only to the primary Kontakt mapping. The “Kontakt legacy mappings, Battery, and EXS24 mappings differ from this layout.

\* the “phantom toms” are pitch-adjusted duplications of the true toms. Sample purists are free not use them! Some keys are repeated for ease of access.

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

## SAMPLE FILE ORGANISATION & NAMING

All sample files are located in the /Wav folder and can be identified using the following naming convention guide. Note that this particular product does not adhere strictly to this convention.

CLudwigTom2-DynRH09.WAV	Mic layer indicates the mic perspective. with this particular product the same will either have 'c' or no mic layer indication.
CLudwigTom2-DynRH09.WAV	Instrument identifies the drum or cymbal being hit.
CLudwigTom2-DynRH09.WAV	Articulation refers to the manner in which the drum or cymbal was struck.
CLudwigTom2-DynRH09.WAV	Velocity refers to how hard the drum or cymbal was hit.

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