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Introduction

The Analogue Drums **Grandioso** sample library captures the sound of a vintage 1970s Ludwig Vistalite kit with a 14" x 5" Supraphonic snare tracked in two different tunings, and classic Paiste 2002 cymbals. with the toms tuned low for growl, the kick unported for added weight. The kit was tracked in a wooden theatre with cavernous acoustics, providing luscious natural reverberation.

Grandioso was tracked in a large wooden theatre with cavernous acoustics, providing a lush natural reverberation - if you want huge, bring up that room mic!   As usual we've used fine gear to capture the kit including classic Neumann mics and vintage Neve 1064 preamps. The tracks were then processed through a vintage Urei 1178 stereo compressor to add further weight and presence to the samples.

The **Grandioso** library consists of **1392** discrete sample files, with two separate mic layers: close mics + overheads (premixed), and an independently controllable room mic layer.
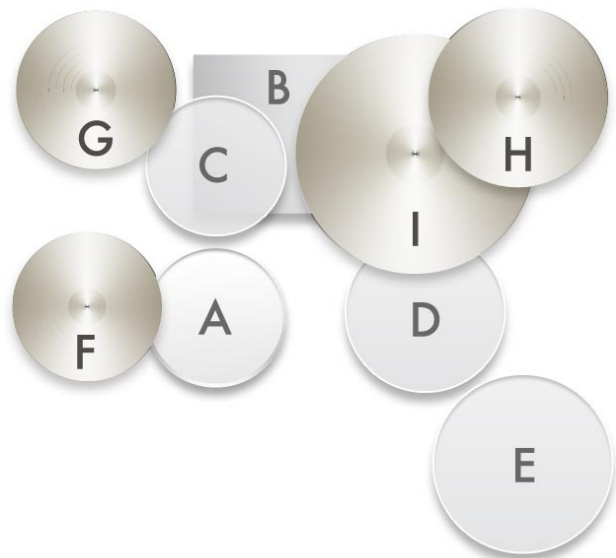
The samples have been mapped and scripted primarily for use with Kontakt sampler, and Apple EXS24 or you can use the wav files directly for sound replacement or mapping into another sampler.

Instrument List

Drums

A. Ludwig 70s Supraphonic 14" x 5 1/2" snare*
B. Ludwig 70s Vistalite 24" x 14" kick
C. Ludwig 70s Vistalite 14" rack tom
D. Ludwig 70s Vistalite 16" floor tom
E. Ludwig 70s Vistalite 18" floor tom

* tracked with two separate tunings: medium tension, and medium-high tension

Cymbals

F. Paiste Vintage 2002 SoundEdge 15" hihats
G. Paiste 2002 18" Medium
H. Paiste 2002 19" Crash
I. Paiste 2002 24" Ride

Download & Installation

Before you begin you will need a minimum of **3GB** free disk space to successfully download, and then unzip and use the sample library. The unzipped library will be approximately **1.8GB**.

1. **Download:** After purchase you will be emailed 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. The standard unzipping tools should work on modern Windows and Apple computers.

Once you have extracted the files they are ready for use, there is no further "install".

Native Instruments Kontakt

Loading

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

Multi-Channel Output Routing

When you first load a "multi" mapping the Kontakt channels may output to a single stereo channels in the host application. If this is the case for you, 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 (**16x Stereo 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 those below

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:

   KK Kick drum   **SN** Snare   **T1** Tom 1   **T2** Tom2
   T3 Tom 3   **HH** Hihat   **RD** Ride   **C1** Crash 1
   C2 Crash 2

2. **MIC LAYER FADERS**

   Control the level of each microphone layer:

   CM Close mics (including premixed overheads)   **RM** Room Mic

3. **TUNE & PAN KNOBS**

   Control the pitch and stereo placement of the corresponding channel.

4. **SOLO/MUTE BUTTONS**

   Standard mixer functions to control the corresponding channel.

5. **MIC LAYER ROUTING**

   Controls how much of each drum or cymbal will be present in the corresponding mic layer.

6. **SNARE MENU**

   Swap the Snare drum between A) medium tension and B) medium-high tension

   KICK MENU

   Swap the Kick drum between A) natural and B) modern

   TOMS MENU

   Use the toms menu to change the tom mode between: using left and right hands, or having

additional pitch intervals.

RANGE

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

DYNAMIC

Use for most performances. Full dynamic range with linear volume.

DETAILED

Use for more intricate The most "real" and natural performances to hear more detail in ghost notes. Compressed dynamic range with enhanced volume on lower dynamics.

LIGHT

Use to "tone down" the kit for smoother sounds and reduced attack. Limited dynamic range - lower 75% dynamic samples used.

HEAVY

Use to "max out" the kit for maximum attack and more aggressive sounds. Limited dynamic range - upper 75% dynamic samples used.

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.

7. ## PRESET MENU

Select a preset patch for a sonic starting point.

ESX24 Apple Logic Sampler

File Preparation

1. Firstly, copy the Analogue Drums EXS24 files to the Logic library. This will assist correct loading of sample files:
    a. Copy from: **/Analogue Drums/Grandioso/EXS24/<select all files in this folder>** - Copy to: **/<your username>/Library/Application Support/Logic/Sampler Instruments/<paste here>**
2. If you have EXS24 open, you will need to refresh its menu after doing this.

Loading

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

MIDI Layout

Note	Instrument	Articulation
[31] G0	-	-
[32] G#0	Snare	Rimshot Left Hand
[33] A0	Snare	Center hit Left Hand
[34] A#0	-	-
[35] B0	-	-
[36] C1	Kick	Center
[37] C# 1	Snare	Cross-stick
[38] D1	Snare	Center hit Right Hand
[39] D#1	Snare	Rimshot Right Hand
[40] E1	Snare	Cross-stick (repeated)
[41] F1	Tom 3 R	Center hit Right Hand
[42] F#1	Hihat	Edge Tight
[43] G1	Tom 3 L	Center hit Left Hand *
[44] G#1	Hihat	Pedalled
[45] A1	Tom 2 R	Center Hit Right Hand
[46] A#1	Hihat	Edge Open
[47] B1	Tom 2 L	Center Hit Left Hand *
[48] C2	Tom 1 R	Center Hit Right Hand
[49] C#2	Crash 1	Edge
[50] D2	Tom 1 L	Center Hit Left Hand *
[51] D#2	Ride	Bow
[52] E2	Crash 2	Edge
[53] F2	Ride	Bell
[54] F#2	Ride	Edge
[55] G2	-	-
[56] G#2	-	-
[57] A2	-	-
[58] A#2	-	-
[59] B2	-	-
[60] C3	Hihat	Closed
[61] C#3	Hihat	Loose
[62] D3	Hihat	Semi-Open
[63] D#3	-	-
[64] E3	-	-

Layout notes

- Some keys are repeated for ease of access

- Toms can be switched to "pitched mode" for additional pitch intervals instead of Left Hand hits

- The layout for this kit may differ from other Analogue Drums products

Sample Naming Convention

Sample audio files (located in the **Wav** subfolder) can be generally identified using the following naming convention:

AD26_RM_RIDE_BELL_13.wav	Prefix	Denotes the product code for this kit
AD26_**RM**_RIDE_BELL_13.wav	Mic layer	Denotes the mic layer: **CM:** Close mic **RM:** Room mic
AD26_RM_**RIDE**_BELL_13.wav	Instrument	Denotes the drum or cymbal
AD26_RM_RIDE_**BELL**_13.wav	Articulation	The manner in which the instrument was played
AD26_RM_RIDE_BELL_**13**.wav	Velocity	Denotes the dynamic level of the sample

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

Thanks!

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

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