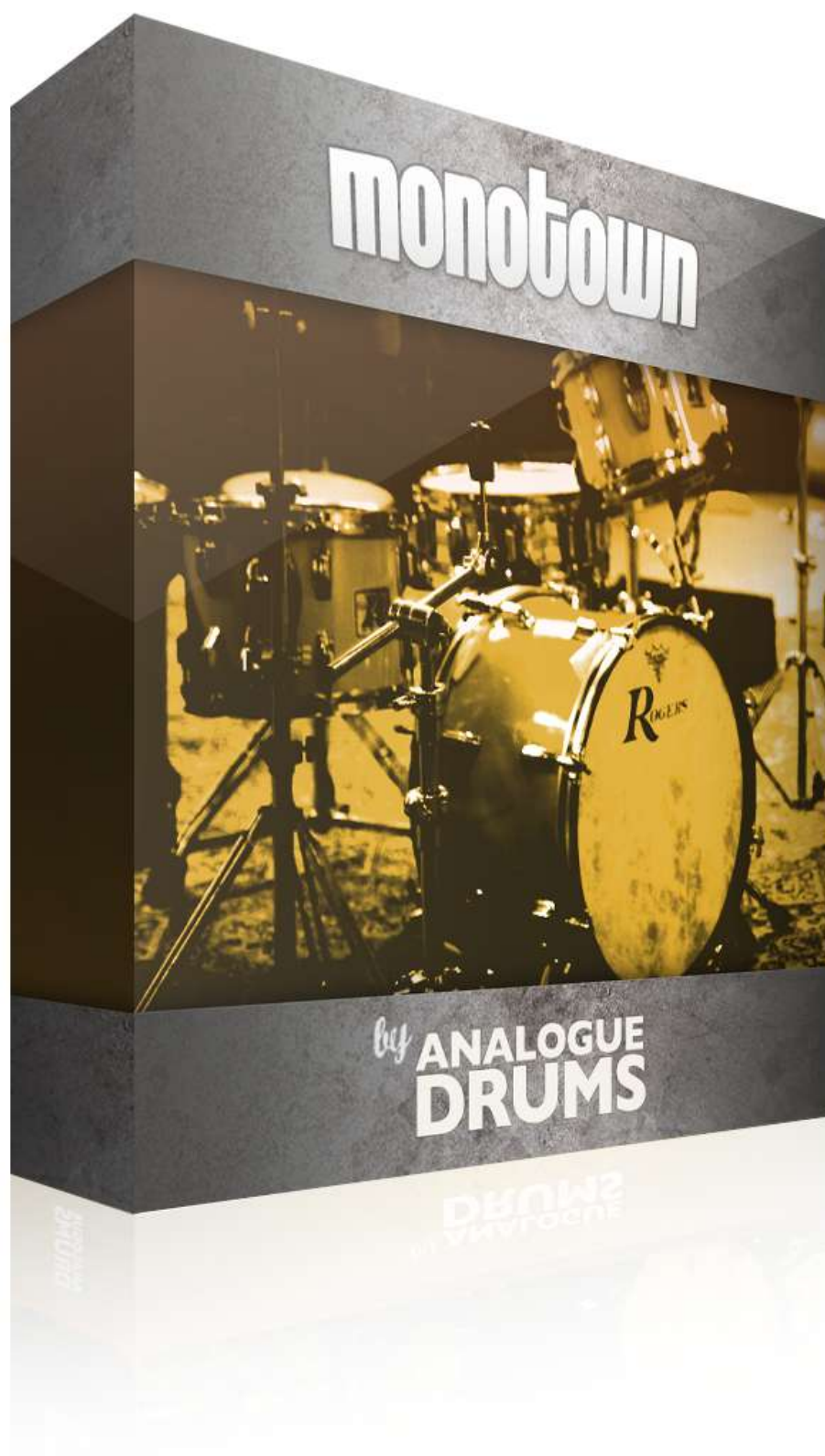


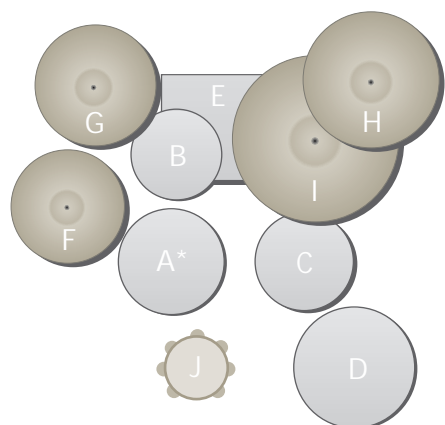
## ANALOGUE DRUMS MONOTOWN REFERENCE MANUAL



## INTRODUCTION

The *Analogue Drums Monotown* sample library captures the sound of a vintage 1970s Rogers "Big-R" drumkit, paired with vintage Zildjian and Paiste 602 cymbals. The samples were captured at New Zealand's York Street Studios, recorded through an EMI Neve 1974 console, directly to 2" tape. *Monotown* has 5 separately controllable microphone perspectives.

## KIT CONFIGURATION



## INSTRUMENT LIST

- A Rogers 1970s vintage Dynasonic 14" x 5 1/2" snare
- A\* Ludwig 1970s vintage Supraphonic 14" x 5 1/2" snare
- B Rogers 1970s vintage maple 12" rack tom
- C Rogers 1970s vintage maple 13" rack tom
- D Rogers 1970s vintage maple 16" floor tom
- E Rogers 1970s vintage maple 20" x 14" kick
- F Paiste vintage 1960s 602 15" hi-hats
- G Zildjian vintage 1970s 16" medium crash
- H Zildjian vintage 1950s 18" medium crash
- I Paiste vintage 1960s 602 22" ride
- J Vintage 10" open tambourine
- J\* 8" skinned tambourine

The library consists of 3750 discrete sample files covering five separate microphone perspective layers: Coles 4028 front-of-kit, Coles 4038 Overhead, RCA44 Overhead, RE20 underside, Neumann u67 room. The drums have been multi-sampled with up to 8 velocity layers per instrument, and use 6x round-robin hits for each velocity layer. The samples have been mapped and scripted for use with Kontakt samplers, or you can use the wav files directly for sound replacement or mapping into another sampler.

## INSTALLATION

Locate *AD-Monotown.zip* file that you have downloaded from [www.analoguedrums.com](http://www.analoguedrums.com) and unzip the file to a hard disk. You will need a minimum of 2.5GB free disk space to successfully unzip and use the files.

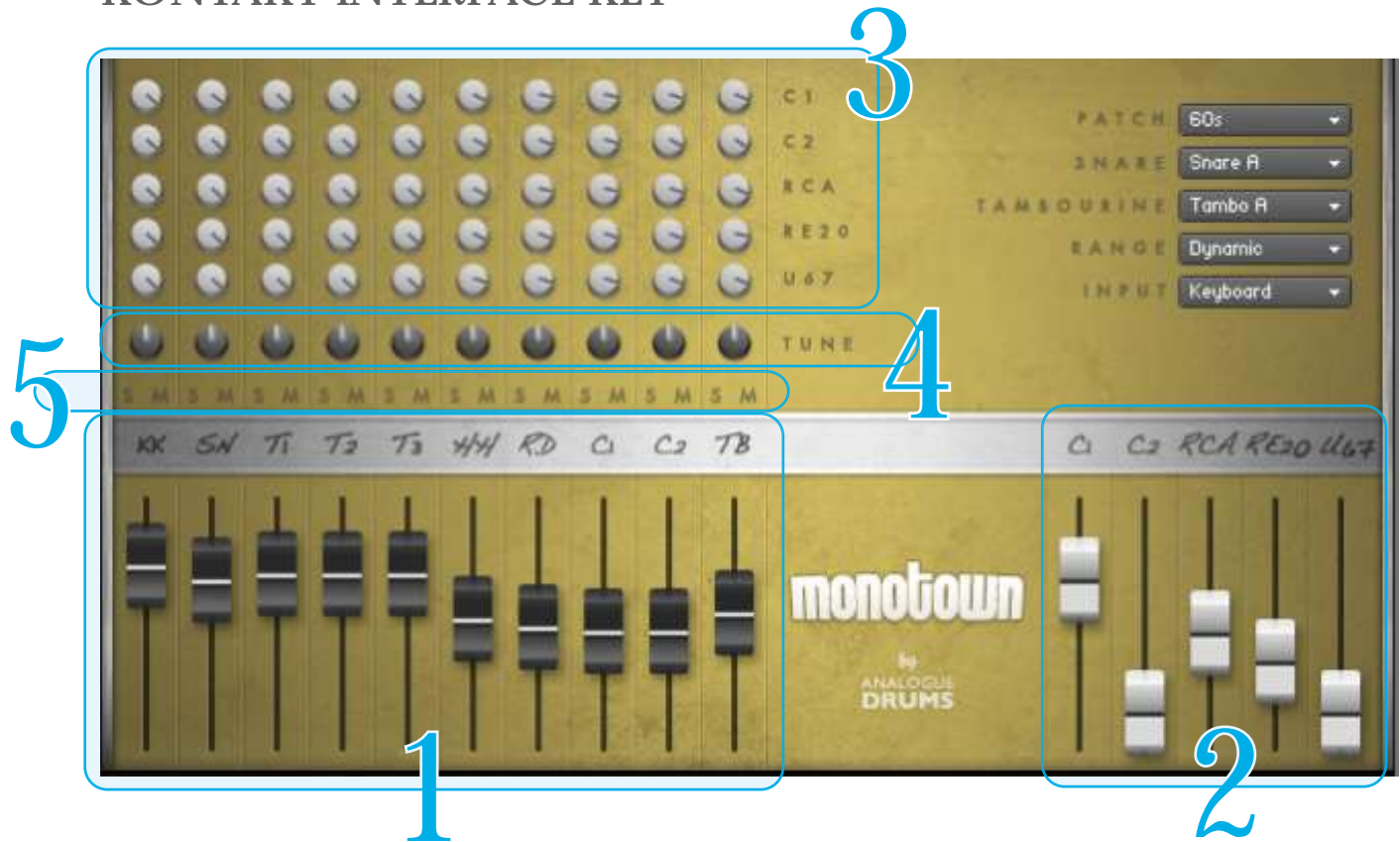
## LOADING

1) Open Kontakt either in standalone mode or via a sequencer. In the files tab of Kontakt browse to the *Analogue Drums / Monotown* 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 / Monotown / 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 sequencer 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 setup to enable Kontakt to be used on your track.

## KONTAKT INTERFACE KEY



### 1 INSTRUMENT FADERS

Control the level of each drum, cymbal and tambourine:

KK - Kick      SN - Snare      T1 - Tom1      T2 - Tom2      T3 - Tom3  
HH - Hihat      RD - Ride      C1 - Crash 1      C2 - Crash 2      TB - Tambourine

### 2 LAYER FADERS

Control the level of each microphone:

C1 - Coles 1      C2 - Coles 2      RCA - RCA44      RE20 - EV-RE20      U67 - Neumann U67

### 3 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.

### 4 TUNE

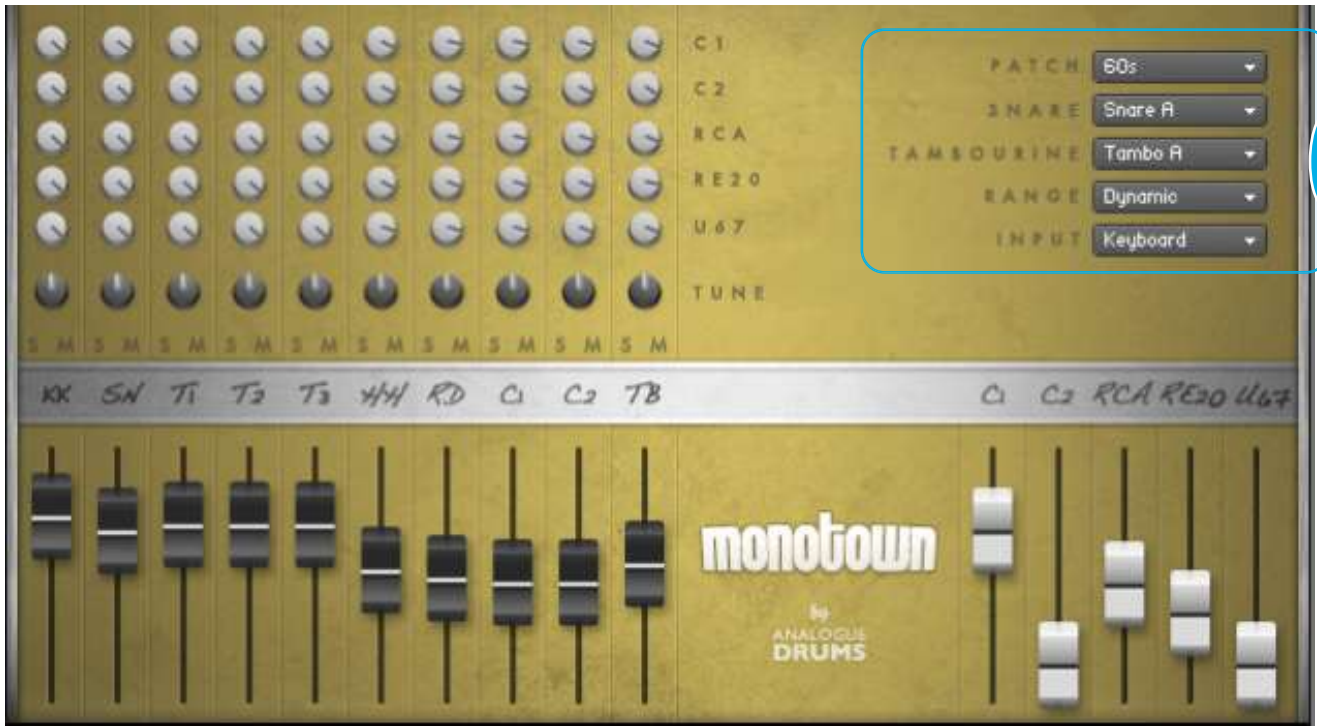
Change the pitch of any drum/cymbal

### 5 SOLO/MUTE

Mute or solo any individual instruments.



## KONTAKT INTERFACE KEY (CONTINUED)



### 6 MENUS

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

**SNARE:** Swap between the two snare drum options.

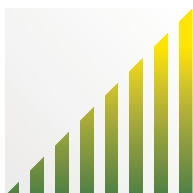
**TAMBOURINE:** Swap between the two tambourine drum options.

**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

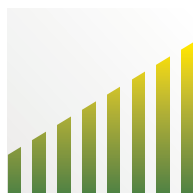
Use for most performances. The most “real” and natural option.



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%

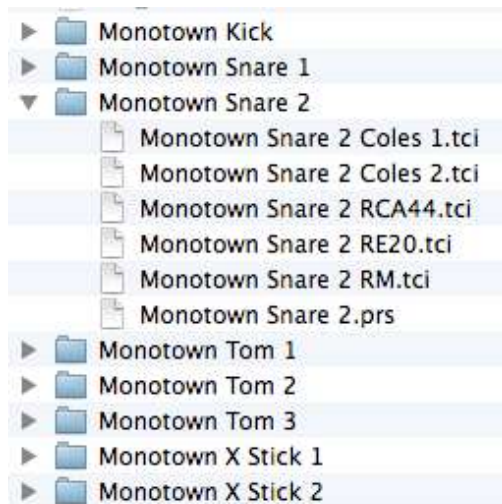
## MIDI LAYOUT

This layout applies to all kits from Tape Series Two. This particular kit may not use all of these keys. This map is based on GM drum map. eKit mappings vary slightly for each kit.

NOTE	INSTRUMENT	ARTICULATION
C1	Kick	Right foot
C#1	Snare	Cross-stick
D1	Snare	Center hit
D#1	-	
E1	-	
F1	Tom 6	Center hit
F#1	Hihat	Closed
G1	Tom 5	Center hit
G#1	Hihat	Pedalled
A1	Tom 4	Center hit
A#1	Hihat	Open
B1	Tom 3	Center hit
C2	Tom 2	Center hit
C#2	Crash 1	Edge
D2	Tom 1	Center hit
D#2	Ride	Bow
E2	Crash 2	Edge
F2	Ride	Bell
F#2	Crash 1	Choke
G2	Crash 1	Edge
G#2	Crash 1	Bell
A2	Crash 2	Edge
A#2	Crash 2	Choke
B2	Crash 2	Bell
C3	Hihat	Tip
C#3	Hihat	Tip
D3	Hihat	Tight
D#3	Hihat	Tip
E3	Hihat	Closed
F3	Hihat	Loose
F#3	Hihat	Semi-open
G3	Hihat	Open
G#3	Hihat	Pedalled
A3	Hihat	Foot splash
A#3	-	
B3	-	
C4	Tambourine	Rattle
C#4	Tambourine	Swing-out
D4	-	
D#4	Tambourine	Swing-in
E4	-	
F4	Tambourine	Hand accent

## 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

\*.TCI = Corresponding mic layer

## SAMPLE ORGANISATION & NAMING

All sample files are located in the */Samples* folder. They are organised into separate subfolders for each drum and cymbal articulation. The samples can be distinguished using the following convention:

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Product code* refers to the name of the kit you are using. All samples within the Monotown drum sample library will begin with AD31.

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Instrument* identifies the drum or cymbal being hit. Refer to the MIDI LAYOUT section to determine the exact model being used.

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Mic Layer* refers to the microphone or combination of microphone perspectives that make up the sample.

C1 = Coles 4038 Front-of-kit

C2 = Coles 4038 Overhead

RC = RCA 44 Overhead

RE = Electrovoice RE20 underside

RM = Neumann U67 Room

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Round Robin* identifies which of 6 round-robin hits the sample is

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Velocity range* refers to how hard the drum or cymbal was hit. 1 = quietest, 127 = loudest.

*AD31\_Crash2C1RR5\_63\_93\_EG.wav*

*Articulation* refers to the manner in which the drum or cymbal was struck.

RF = Right Foot

CN = Center hit

RS = Left hand snare rimshot

XS = Cross-stick

BW = Cymbal played on the bow

BL = Cymbal struck on its bell

EG = Cymbal struck on its bell

TP = Tip ightly-closed hi-hat

TT = Tightly closed hi-hat

CL = Closed hi-hat

LS = Loose hi-hat

SO = Semi-open hi-hat

OP = Open hi-hat

FS = Footsplash hi-hat

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.