

# RETRO ORGAN DRUMS

user manual



loops de la Crème - November 2021

Thank you for purchasing **RETRO ORGAN DRUMS!**

This library will let you play and **layer** charming historic sounds from vintage electronic organs and early drum machines.

Choose from 8 different sound sources, and instantly get authentic **ultra-cool primitive beats** :)

A wide range of sound presets are included for maximum versatility. Use the Mod Wheel to control rhythmic variations and rolls, and enjoy authentic effects like tape saturation or spring reverbs with the intuitive GUI.

## INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named RETRO ORGAN DRUMS.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the RETRO ORGAN DRUMS folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

### IMPORTANT NOTE:

!!! Please keep the RETRO ORGAN DRUMS folder structure intact: Do not move or erase a folder or a file from the main RETRO ORGAN DRUMS folder to ensure proper loading of the instruments.

## LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's **'quick load'** menu. Find more infos about this in Kontakt's user manual

**!!! NB: Native Instruments Kontakt 5.3.1+ is required to fully use the instruments. Make sure you have the latest updates installed.**

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

## KONTAKT INSTRUMENTS

RETRO ORGAN DRUMS features three main patches, an extra 'Full Set' patch, a bonus 'Reamped Set', and a wide range of extra sound presets:

### MAIN PATCHES

#### 00\_RETRO ORGAN DRUMS\_original beats

This is the main patch. It lets you choose and mix 8 sound sources, add effects and noise, and play authentic vintage organ beats.

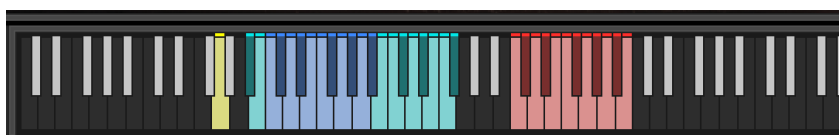
#### 01\_RETRO ORGAN DRUMS\_variations\_BeatMW

This is a variation from the main patch. It uses the exact same sounds, with minimal automatic variations in the built-in rhythms. An extra function is programmed for the Modulation Wheel: it lets you control rhythmic variations, beat repeats and fill-ins. Read more info about this function below.

#### 02\_RETRO ORGAN DRUMS\_full auto

This is a fun variation of the main patch. The choice of notes when playing or using the built-in rhythms is fully automatic: Use this patch to quickly create a constantly evolving rhythmic track.

### MAPPING for the three main patches and the sound presets:



**Yellow key (G0):** Automatic 'magic' key. Automatically plays a different sound each time the key is pressed.

**Blue keys (C1 to Bb1):** Main drum sounds:

C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1	A1	Bb1
Kick	clave1	snare	clave2	snare2	tom1	hihat1	tom2	hihat2	hihat3	Hihat long

**Cyan Keys (Bb0, B0, and B1 to F#1):** Extra drum sounds.

According to the sound source, extra kicks can be played at Bb0 and B0, and extra percussion or alternative snare, claves or hi-hats can be played from B1 to F#1.

NB: sources like Antonelli, Bontempi, Yamaha and Viscount don't offer extra drum sounds!

**Red keys, C3 to B3:** built-in grooves (see below for more info on these grooves)

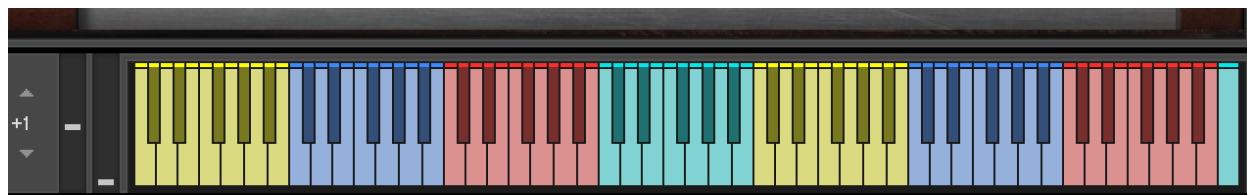
## FULL SET

### 03\_RETRO ORGAN DRUMS\_Full SET

This patch lets you access all drums from every sound source across the whole keyboard. This way, you can quickly preview many drum sounds, and create beats that combine drums from different sources. There are no built-in grooves available in this patch.

Each drum machine / organ is available on one octave, with a similar keyboard mapping:

C	C#	D	D#	E	F	F#	G	G#	A	Bb	B
Kick	clave1	snare	clave2	snare2	tom1	hihat1	tom2	hihat2	hihat3	Hihat long	Extra sample

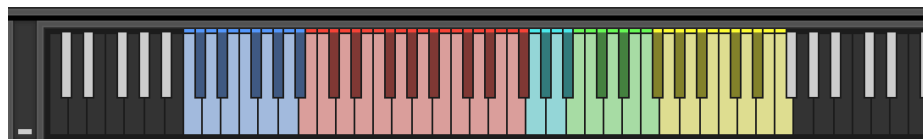


Antonelli	Bontempi	Rotel	Ruby	Yamaha	MFB	Viscount	Ace
<i>Yellow keys</i>	<i>Blue keys</i>	<i>Red keys</i>	<i>Cyan keys</i>	<i>Yellow keys</i>	<i>Blue keys</i>	<i>Red keys</i>	<i>Cyan keys</i>
C-1 to B-1	C0 to B0	C1 to B1	C2 to B2	C3 to B3	C4 to B4	C5 to B5	C6 to B6

## REAMPED SET

### 04\_REAMPED Samples

This patch lets you play an extra set of 'reamped' (=processed) samples: the samples were directly recorded from Kontakt's output using the built-in mixer and effects. This set gives you access to a nice range of punchy sounds with various amounts of reverb and effects. The sounds are organised per category:



<i>Blue keys</i>	<i>Red keys</i>	<i>Cyan keys</i>	<i>Green keys</i>	<i>Yellow keys</i>
KICKS	SNARES	TOMS	CLAVES	HiHats

## SOUND PRESETS

The included sound presets are variations from one of the main three patches. The keyboard mapping and sounds are similar. The name indicates the rhythmic or automatic functions:

Presets with 'original' are based on preset #00

Presets with 'variations' are based on preset #01

Presets with 'auto' are based on preset #02



*To provide the best realism, the instruments use extended sampling with many round-robins: each time you press a key, a different sample will be played.*

## TEMPO-SYNCD RHYTHMS

All presets except the full set (#03) and reamped set (#04) feature built-in grooves. Use the green keys (C3 to B3) to easily play authentic retro organ beats.

All presets based on #00 ('original') and #01 (variations) feature 12 authentic rhythms, adapted from the sampled drum machines and organs:

C3	C#3	D3	D#3	E3	F3	F#3	G3	G#3	A3	Bb3	B3
Rock	march	tango	16 beat	disco	rumba	cha-cha	mambo	merengue	bossa	beguine	samba

*NB: you'll find the same beats and other nice midi loops in the MIDI folder of the library. More info below...*

How to use the tempo-synced grooves:

- Press any of these keys to start a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.
- Press the last depressed key a second time to stop the groove.



*Have fun jamming with the different rhythms :)*

*Use a main rhythm and experiment playing different keys*

*and quickly coming back to the main groove to create on-the-spot fill-ins!*

## MODULATION-WHEEL GROOVE VARIATIONS:

Presets based on #01 offer a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Four groove variations and five 'beat repeats' are pre-programmed and directly accessible via the modulation wheel.

**The first half (low values) of the Mod Wheel range lets you switch between 4 groove variations, and the second half (top values) lets you play 5 different 'Beat repeats / fills':**

### A: GROOVE VARIATIONS:

One main groove + 3 variations (cc01-64)

### B: BEAT REPEATS (from cc65 to cc127):

- Half (2 beats)
- Quarter note (1 beat)
- Eight note
- 16th note
- 32nd note

### TIPS:

- Always access the main groove by bringing the Mod Wheel to the lowest position.
- You can leave the Mod Wheel at a different position to let a variation or a beat-repeat play.
- To play a fill-in, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.
- Play mod-wheel variations with the left hand and switch patterns with the right hand to easily create expressive and fun rhythm tracks!

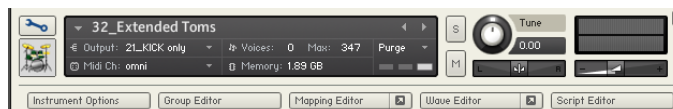
## !!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Click on the tool to 'open' Kontakt



Click on **SCRIPT EDITOR**



Click on the tab **DRUM COMPUTER**



Locate the Knob under the label 'Remix'.  
Right-click on this knob



Click on the option 'Remove MIDI Automation: CC#1 (1group)'



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

## !!! Changing the way the grooves are triggered and stopped:

The way the grooves are triggered per default is great fun for jamming. You might however prefer to have **the grooves only play when a key is pressed**, and stop when the key is released. It is very easy to change this within Kontakt. Here is a step-by-step guide:

- First, you must 'open' Kontakt by clicking on the tool at the top left.
- Then click on Script Editor (at the right, just under the main Volume fader)
- You'll see the different Tabs for the scripts. Click on the 'Drum Computer' tab on the right.
- In the Global Options, click on the button Latch to deactivate it:



That's it, now the rhythms only play for as long as you hold the key.

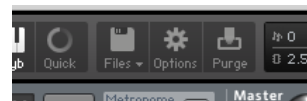
You can click on the tool again (to close the menus/scripts).

Now you might want to resave the patch. You can overwrite the current patch or use a different name. Just make sure you choose the option 'patch only', and save the patch in the Instrument folder.

## !!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves.

To do this, click on the icon 'Options' at the top:

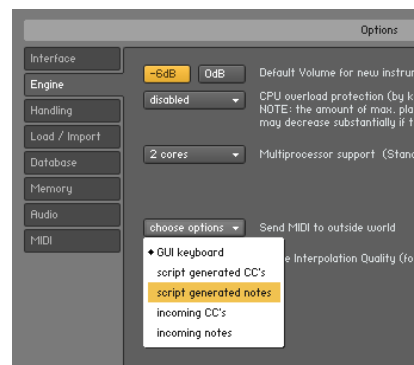


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWs have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



## USING THE INTERFACE:

The interface is organised in different sections:

### MAIN MIXER:



These 8 volume knobs let you activate and mix the different sound sources.

!! When the volume is fully down, the knob is greyed out, and the source is fully **deactivated**. Use the function **cmd + click** (or ctrl + click) on a knob to instantly bring it fully down.

### HUM and NOISE:



These knobs let you add two constant layers of authentic electrical hum and signal noise. Bring the knobs fully down to deactivate the noises. When you load a patch, **no noise will play even if the knob is up**: this is normal behaviour. Simply click once on the knob to activate the noise. You'll also notice that the noise stops and restarts each time the knob is clicked.





### SUSTAIN:

This single knob controls the release and decay of the drum sounds. Bring it down for a very tight and punchy sound, or fully up for the full natural decay of the samples.

### WIDTH:

Per default, all drums are centered in the stereo field, reproducing the mono output of the original sound sources. However, if you bring the WIDTH knob up, certain samples will be spread across the stereo field. This knob lets you control the amount of panning effect.

### SPRINGS:

Two highly authentic Spring Reverb effects are available. **Springs A** is brighter and 'twangier', while **Springs B** is mellower and more diffused. Freely combine the two effects for a perfect 70s spring effect!



**DRIVE:** a warm and smooth saturation effect

**TAPE:** emulation of tape effect with slight saturation and less high frequencies

**COMP:** a parallel compressor to increase the punch of the transients

**LIM:** an output limiter to avoid clipping Kontakt's output



*Use one of the built-in grooves and experiment with the knobs and switches: It will be easy and fun to tweak the sound and nicely fit the drums in your track.*



*You can assign any knob from the Kontakt user interface to any of your hardware controllers. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it! To unassign the knob, right click on it again, and choose 'remove MIDI automation'*

## TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for the master section.

To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then scroll down to the section 'INSERT EFFECTS':



You can see a chain of 8 effect slots.

The first one (here Stereo) is controlled by the knob WIDTH on the user interface.

The second and third effects (Conv.) are the two Spring Reverbs. (knobs Springs A and B)

The fourth one is empty: feel free to **add your own effect** here!

The Fifth one (Satr.) corresponds to the DRIVE switch on the interface.

The sixth one (Tape) corresponds to the TAPE switch on the interface.

The seventh one (S-Com) corresponds to the COMP switch on the interface.

The last one (Lim.) corresponds to the LIM switch on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.

Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

## !!! SAVING YOUR INSTRUMENTS:

You can then re-save the patch in the files menu:

For single patches, use the function 'save as...', rename the instrument, and choose the option 'patch only'

Please save your instruments in the original folder.

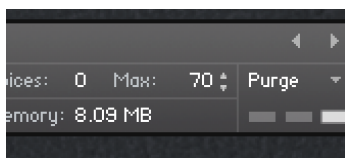


*Use a different name for your own patches to easily remember them and keep the original patches as well.*

### !!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

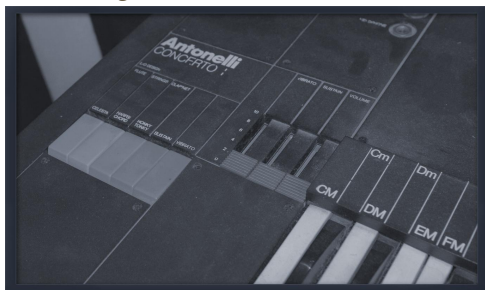
- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu
- **In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection** (!!please note that this might lead to the two noise layers automatically stopping!)
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



## SOUND SOURCES

### Antonelli Concerto

*Ultra rare organ with warm and smooth drums*



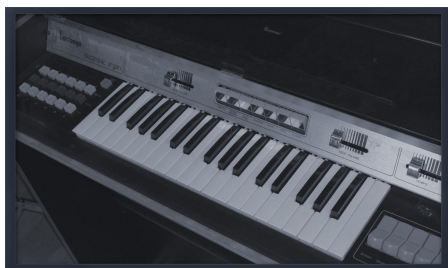
### YAMAHA PS-20

*The last analog Yamaha keyboard. Unique drums mixing raw analog and early digital synthesis*



### BONTEMPI Electronic Organ

*Late 70s authentic organ drums with punchy sounds*



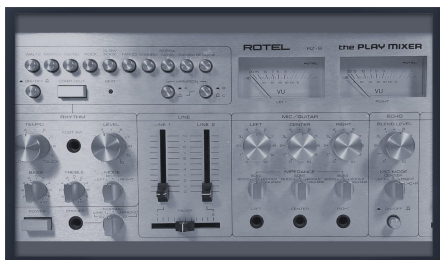
### MFB Microzweg

*Mini mono analog synth with many features to reproduce genuine old-school analog drums*



### ROTEL RZ8

*A tube mixer like no other, the included rhythms use some of the tastiest analog drums ever made!*



### VS20 intercontinental viscount

*A vintage 1976 combo organ with super retro drums, reminiscent of the first drum machines from Roland.*



### ORLA RUBY

*A rarity from 1981! The drums are full analog, but with some unusually punchy snares and kicks*



### ACE Tone FR-2L

*A classic early drum machine, with a set of charming distinctive drum sounds.*



## SAMPLES

The library features 2125 samples organised in 11 main folders and 90 subfolders.

Each sound source has its own folder, with sub-folders regrouping all round robin samples for each sound.

The samples were recorded in various studios, using a wide range of equipment from high-end studio gear (API 512c preamps, Universal Audio LA610 and 6176 preamps, Focusrite ISA Two preamps) to portable recorders (Sony M10, Zoom F8 with DI box).

Special thanks to Flash at Flash Music (Vienna, Austria) and the team at Emmaus (Moulins, France) for letting me sample some of their gear, and to Didier Lopez for providing recordings of Ace and Viscount drum beats. Big thanks to Théophile Collier at Studios Palace (Moulins, France) for letting me sample his two unique organs!

## MIDI BEATS

The folder MIDI BEATS offers 17 drum beats reproducing typical early drum machines and retro organ grooves. The beats are one to two bars midi loops.

To use them, import them directly into a midi track in your DAW.

*!!! Some of the beats are not in 4/4 metric (Waltz, Ballad, Swing, Shuffle). If you **combine them** with some 4/4 beats in your DAW (routing two midi channels to Kontakt), you will be able to create really fun **polyrhythms** that were one of the coolest features of the early drum machines and old organs. Have fun with the beats and be creative!*

## UPDATES


The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to [office@julientauban.com](mailto:office@julientauban.com)

Also, don't hesitate to send me ideas or requests for future updates. You will be informed via email (from [office@julientauban.com](mailto:office@julientauban.com)) about future updates and add-ons.

## CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

Recorded in Vienna, Austria, and Moulins, France, between 2016 - 2021



*If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to [office@julientauban.com](mailto:office@julientauban.com)*

*Thanks a lot for reading, I wish you lots of inspiration and fun with RETRO ORGAN DRUMS!*

*Best regards,*

*Julien Tauban*

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