LINN SUPREME   user manual

loops de la Crème - Feb 2024

Thank you for purchasing **LINN SUPREME**!

LINN SUPREME is a tribute to the LM1 and LM2, the legendary drum machines created by Roger Linn at the beginning of the 80s.

Based on a set of 383 raw and processed samples, LINN SUPREME lets you quickly create your own set of classic drum sounds. Extra cymbal samples and creative functions such as humanization or velocity response offer new possibilities and a very organic sound.

The presets offer 12 tempo-synced grooves and fill-ins, and you can play live variations of the grooves with your modulation wheel: fun and intuitive!

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named LINN SUPREME.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 LINN SUPREME 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 LINN SUPREME folder structure intact: Do not move or erase a folder or a file from the main LINN SUPREME 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 5.8.1+ 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

LINN SUPREME features one main 'INIT' patch, 13 sound presets, and one full set of kits:

Use the main patch (#00) to quickly get started :)

The other sound presets use various mixer settings and effects to achieve a different sound.

Different sets of built-in grooves are used in some of these presets (ex: #08, #09)

All these instruments use the same keyboard layout, except the **Full set of Kits** (#20). This set offers instant access to 8 custom kits of one octave each:

- 00_LINN SUPREME_init.nki
- 01_Fit to Mix Square.nki
- 02_Hot and Dry.nki
- 03_Old School Tape Drive.nki
- 04_Tight Bee Linn.nki
- 05_Ali Hipster.nki
- 06_Tight Crunch.nki
- 07_Mid Gain Pressure.nki
- 08_Afrodisiac Linn.nki
- 09_Punk Linn.nki
- 10_New Order.nki
- 11_Modern 80s.nki
- 12_80s Fluorescent.nki
- 13_Huge and Pumping.nki
- 20_Full set of KITS.nki

For maximum realism, try to actually play, perform and record this instrument live in your tracks! Use Pad controllers or keyboards.

I highly recommend choosing the velocities (how hard a key is played) according to the sound you are aiming for. Many presets are velocity-sensitive.

About the key colours:

The keyboard layout is organised in two categories:

1.WHITE KEY, C1 to C2: playing zones

These keys let you play the different sounds that you choose via the built-in menus (see below for more information on choosing the sounds):

C1: kick

C#1: claps or cross-stick

D1: snare drum

D#1: cowbell

E1: low tom

F1: high tom

F#1: closed hi-hat

G1: low conga

G#1: open hi-hat

A1: high conga

Bb1: ride cymbal

B1: tambourine or cabassa

C2: crash cymbal

2. WHITE, C4 to B4: TEMPO-SYNCED RHYTHMS

These keys let you easily play natural beats and fill-ins.

The white keys (C4, D4, E4, F4, G4, A4, B4) offer 7 different rhythms, and the black keys (C#4, D#4, Gb4, Ab4, Bb4) let you play fill-ins and breaks.

How to use the tempo-synced grooves:

- Press and hold one of these keys to play a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.

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:

LINN SUPREME offers 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':

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 replicate a drummer's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*
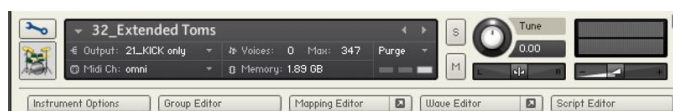
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

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!

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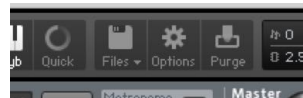
In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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.
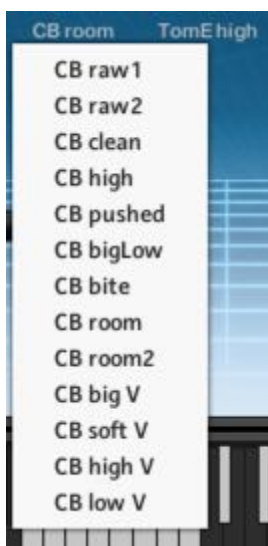
USING THE INTERFACE:

The interface is organised in two sections:

1. The channels mixer:

This section lets you choose the samples used for each drum element and adjust their volume (**VOL**), panning (**PAN**), and tuning (**TUNE**).

!!!NB: Use cmd+click to bring any knob to its default value.

How to choose the sounds and create your own set:

Click on the sample's name. This will open a menu with all available options for this drum element. Simply choose one the available sounds to load it.
!!NB: The samples are organised from top to bottom according to the processing: you'll find the most pure and raw at the top of the list, and the most extremely processed at the bottom.
Here are the available options:
23 kicks
23 Snares
13 cross-sticks / 10 claps
13 cowbells
18 sets of low and hi toms
**14 sets of closed and open hi-hats**
17 sets of low and high congas
10 sets of ride and crash cymbals (with 7 original sets and 3 bonus sets of acoustic cymbal samples)
13 tambourines / 9 cabassas

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

2. The master effects:
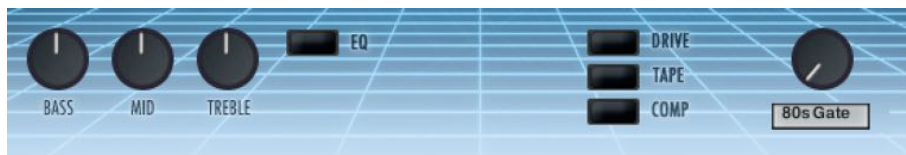
EQUALIZER

Use the EQ switch to activate this efficient 3-band equalizer.

To quickly bring one of the control back to its default value, use cmd+click or ctrl+click

EFFECTS

- **DRIVE**: a tasty saturation with a warm sound that will push the samples forward in the mix.
- **TAPE**: a simulation of a retro tape recorder, with filtering of high and low frequencies combined with soft transient saturation: instant retro sound!
- **COMP:** a master compressor to slightly increase punch, control dynamics, and boost transients.

REVERB:

Control the master Reverb gain/volume, and choose one of 10 custom Impulse Responses.

The effects DRIVE, COMP and LIM will react differently based on the mixer settings: you can get more obvious saturation and compression with higher settings, or a cleaner sound by keeping all channels volume knobs low. If you use lower volume settings, you might want to compensate for the overall loss in volume by boosting the instrument's main output slider (top right of Kontakt). On the other end, if you use maximum gain and lots of effects, you might have to turn down Kontakt's output to avoid clipping.

Some of the included 'style' instruments use different settings for the EQs and effects: Make sure you check these out!

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'

!!! SAVING YOUR INSTRUMENTS:

If you make changes to one of the preset, you can then re-save the patch in the files menu:

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**
- Try to reduce the number of notes simultaneously played
- Bring the volume down fully for all unused channels: this will turn their samples off!
- Shut down other applications and softwares
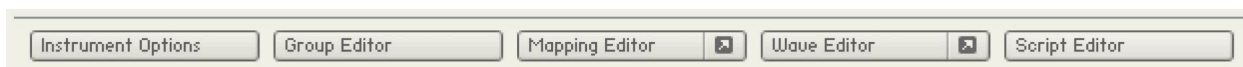- Decrease or increase the maximum polyphony of the patches:
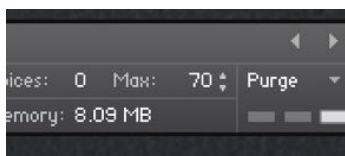
TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

The grooves use a 'Drum Computer' script. You can easily access it and make changes to existing grooves or create your own beats.
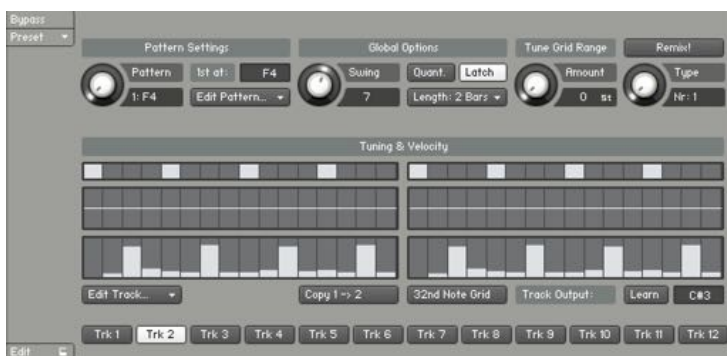
To do this, first click on the tool at the top left corner of the Kontakt instrument:
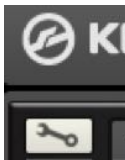
Then click on the 'Script Editor' tab at the left:

You can now see the Drum Computer interface:

Here a few tips on how to use this interface:

Use this knob or press one of the white keys to choose the pattern you want to edit.

Use 'Edit Pattern' to copy, clear or paste a pattern

Use the swing knob to add swing to the groove. Values around 30 will replicate a triplet kind of groove: great for 80s funk :)

Use this to go from a 1-bar pattern to a two-bar pattern. I like to start by programming a 1-bar pattern only, and then use the function 'copy 1->2' to duplicate it into a 2-bars groove, before making small changes to the second bar.

Each track controls a specific note for the instrument.

Press 'Learn' and then press a key to assign a different note to a track

This is where you enter the notes and choose the velocity for the note.

Click this to go between a 16th note grid to a 32nd note grid.

SAMPLES AND RECORDINGS

The library features 383 samples

organised in 13 folders:

The samples were recorded from a LM1 and a LM2. Some elements (snare, toms, congas…)
Were sampled at different pitches using the tuning knobs on the drum machines.

Processing:

A lot of world-class studio hardware was used to process the samples. Some favourites include the UREI 1178 limiter, API 550b EQs (magic on snares and kicks!), Neve 33115 pre/EQ, and the classic Lexicon 480L reverb.
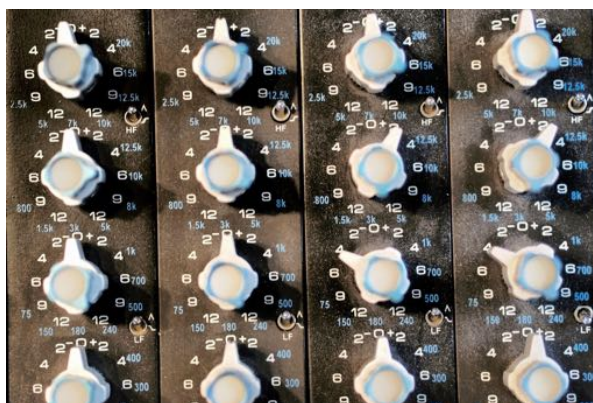
Extra processing was done using various software for maximum versatility.

Extra acoustic cymbal sets:

The original crash and ride samples in the Linn Drums were very short, punchy, but not very elegant. In the 80s, many producers asked their drummer to overdub real cymbals on top of a Linn Drum beat instead of using the original cymbal samples.

To offer you this option, three bonus sets of acoustic crash and ride cymbals were added to the original samples.

These samples were recorded in mono to better integrate with the other Linn Drum sounds. They use several velocity layers for a more dynamic and organic sound.

Various cymbals from Bosphorus, Zildjian and UFIP were used to create these samples.

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

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

CREDITS

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

Linn Drum LM2 photos by Tristan Pilon in Paris, France.

Original samples recorded in Vienna, Austria, 2012.

Processing in 4Tune Studios in 2018, and in Moulins, France, in 2022 and 2023.

> *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*
>
> *Thanks a lot for reading, I wish you lots of inspiration and fun with LINN SUPREME!*
>
> *Best regards,*
>
> *Julien Tauban*
>
> www.loopsdelacreme.com   www.julientauban.com