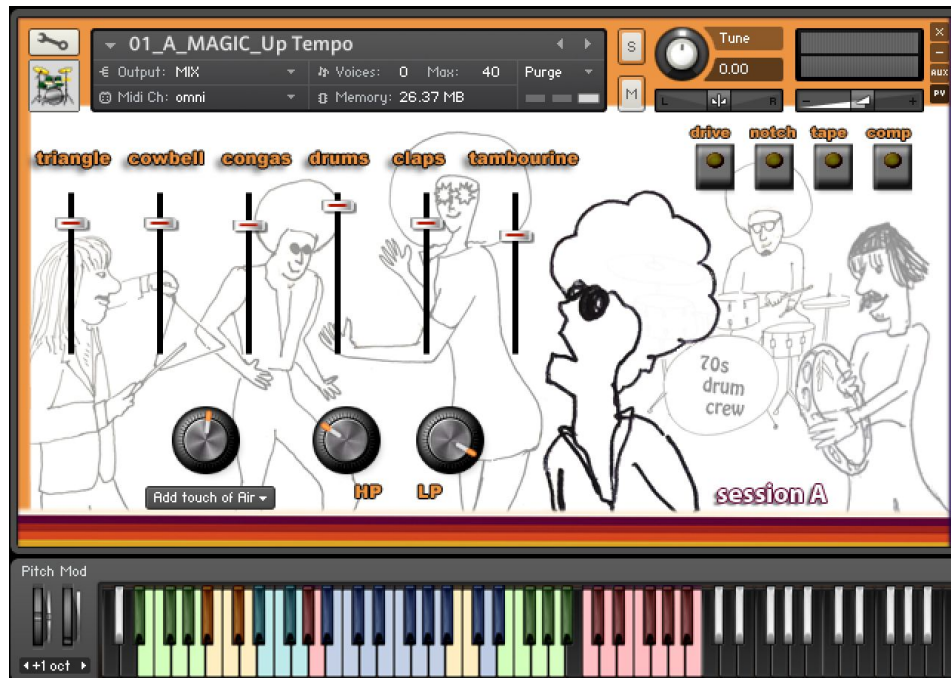


# MAGIC 70s DRUM CREW

user manual




loops de la Crème - May 2020

Thank you for purchasing MAGIC 70s DRUM CREW!

MAGIC 70s DRUM CREW is a unique drum and percussion instrument for Kontakt.

It lets you easily recreate the sound of a group of drummers and percussionists grooving, jamming and improvising. All with a tasty 70s sound, and constant little variations in the rhythms to achieve a great level of realism.



The library includes two complete drum and percussion kits based on different samples. Each kit is available as a 'magic' instrument and a 'regular' version. Extra practical presets offer multi-output functions, up-tempo variations and different sound options.

All presets feature tempo-synced rhythms and fill-ins, with an intuitive beat repeat function controlled by the modulation wheel.

## INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MAGIC 70s DRUM CREW.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 MAGIC 70s DRUM CREW 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 MAGIC 70s DRUM CREW folder structure intact: Do not move or erase a folder or a file from the main MAGIC 70s DRUM CREW 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

MAGIC 70s DRUM CREW features two different kits (**A** and **B**) based on different samples. The keyboard mapping for these kits are similar, but the sounds are different.

Many other presets are also included.

All 'MAGIC' presets feature constant little variations in sounds and grooves to give a maximum level of realism.

The 'REGULAR' presets can be played and used like normal drum kits.

'Up Tempo' versions (#01 and #04) are recommended for tempo above 115BPM.

00_A_MAGIC.nki
01_A_MAGIC_Up Tempo.nki
02_A_REGULAR.nki
03_B_MAGIC.nki
04_B_MAGIC_Up Tempo.nki
05_B_REGULAR.nki
11_A_MAGIC_Tight Pants Bright Smile.nki
12_A_MAGIC_Classic Breaks 3D Mono.nki
13_A_MAGIC_Hard Funk.nki
14_B_MAGIC_All In the Drum Booth.nki
15_B_MAGIC_Clean Shiny 1978.nki
16_B_MAGIC_Ethno King Sunny.nki
21_A_REGULAR_Downtown Funk.nki
22_A_REGULAR_Dancing Queen.nki
23_B_REGULAR_Roots of Disco.nki
24_B_REGULAR_Home Run.nki
30_A_MAGIC_Multiout.nki
31_B_MAGIC_Multiout.nki
40_A_MAGIC_Congas Grooves.nki

### About the key colours:

The keyboard layout is organised in two categories:



#### 1. VARIOUS COLOURS, E-1 to A#2: DRUM KIT

These keys let you play the different drum elements, and the layout is based on the standard GM mapping:

**E-1 to A-1, GREEN:** Congas

**A#-1 to D0, YELLOW:** Extra percussion instruments. The A kit offers sleigh bells, bongo, sticks and samba whistle. The B kit features shaker, frame drum, clave and agogo bell)

**D#0 to G0, LIGHT BLUE:** Triangle

**G#0 and A0, RED:** Tambourine

**A#0 to A#1, C#2 to D#2, BLUE:** Drum set

**B1 and C2, YELLOW:** Cowbell

**E2 to A#2, GREEN:** 'MAGIC' keys: Congas mix, cowbell mix, full drum mix, tom mix, triangle mix, tambourine mix. These keys are only available in the 'magic' instruments.

## 2. RED, C3 to B3, RED: TEMPO-SYNCED RHYTHMS

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

The white keys (C3, D3, E3, F3, G3, A3, B3) offer 7 different rhythms, and the black keys let you play fill-ins and breaks ( percussion breaks C#3, D#3, drum fill-ins Gb3, Ab3, Bb3).

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 :)*

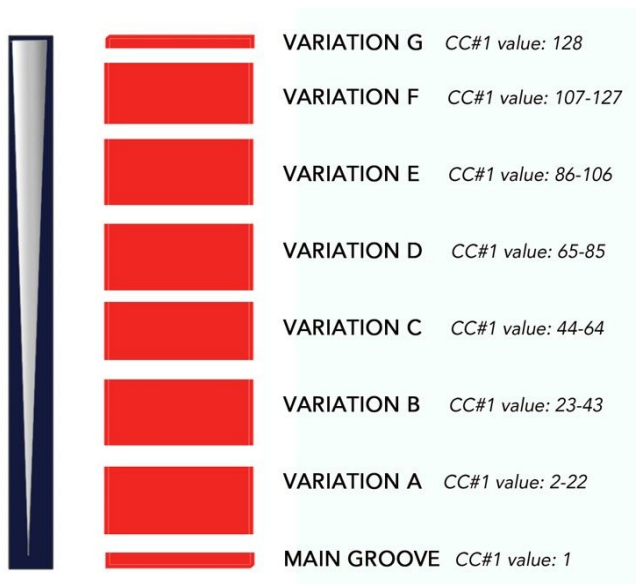
*Use a main rhythm and experiment playing different keys*

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

## MODULATION-WHEEL GROOVE VARIATIONS:

MAGIC 70s DRUM CREW offers a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily add a beat repeat effect by using the Modulation Wheel (or another controller sending Midi CC1). Eight beat repeat variations are pre-programmed and directly accessible via the modulation wheel, from slow repeat (two beats) to fast rolls (32nd notes):



### 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 play.
- To replicate a regular fill-in, 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 rhythm tracks!

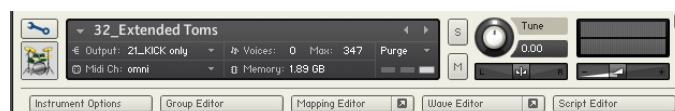
## !!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

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

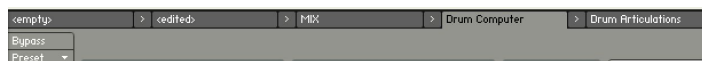
Click on the tool to 'open' Kontakt



Click on **SCRIPT EDITOR**



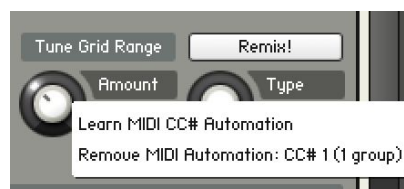
Click on the tab **DRUM COMPUTER**



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.

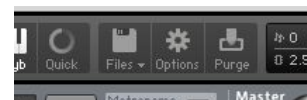
You can click on the tool again (to close the menus/scripts).

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. However, I recommend **using this function only for the 'Regular' instruments**. For the Magic instruments, I recommend that you record audio instead. See the section below 'Recording the instrument as AUDIO in your DAW'

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

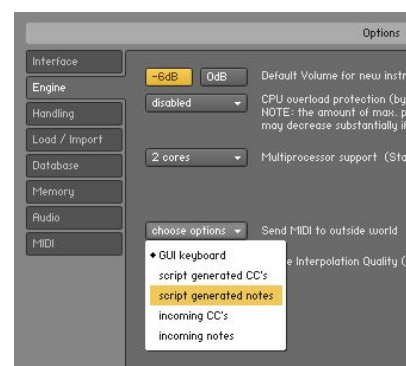


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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.



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

For the included 'Magic' instruments, I highly recommend that you record the audio output of Kontakt on a separate track in your DAW. Just as you would if you had a group of drummers and percussionists coming to your studio for a session :)

Set-up an audio track in your DAW, and make sure you route Kontakt's audio output to the input of this audio track. Please refer to your DAW's user manual for extra info on this configuration. You can then perform and record a few takes with Magic 70s Drum Crew, and then edit the recordings to keep only the best parts.



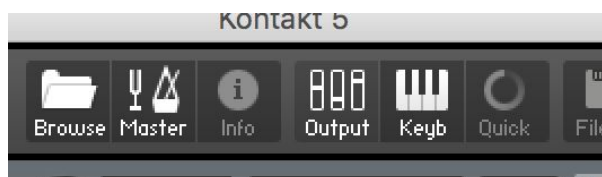
*If you use the default groove triggering to jam, you can simply program a 'starting note' in your DAW to make sure the beats will be synced and Start on time. Then you can switch rhythms, add fills or beat repeats In a fun and intuitive way :)*

## Using the MULTI-OUTPUT INSTRUMENTS

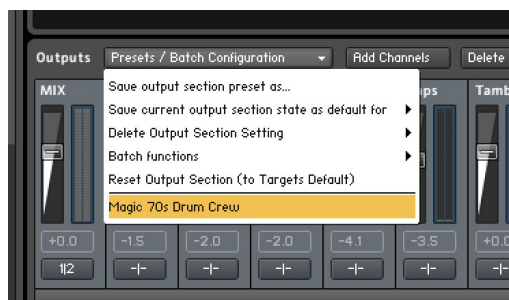
One multi-output preset is included for each kit. To use these presets, you will first need to copy the file **Magic 70s Drum Crew.cfg** from the library's folder **RESOURCES/Output Section Presets/** in this folder on your computer:

**/Users/Library/Application Support/Native Instruments/Kontakt 5/default/Output Section Presets/**

In your DAW, load the 16 channel multi-output Kontakt VST. In Kontakt, load one of the Multi-out patches. At the top of Kontakt, click on 'Output' to open the output section:



In the Output section, click on Presets / Batch configuration and select 'Magic 70s Drum Crew'



This will automatically load a preset with different stereo channels for the Triangle, Cowbell, Congas, Drums, Claps, and Tambourine.

Next you will need to have 6 audio tracks ready for recording in your DAW, and you must link the input of these channels to Kontakt multi-outputs. Please note that this is **highly dependent on the DAW that you are using**, and you will find many tutorials online for properly configuring ProTools, Logic, Cubase, Ableton Live and other DAWS for this. Also check the user guides for Kontakt and your DAW to find extra information.



Once your DAW is properly set, you can click under the volume fader of each channel on the routing options to assign it to the channel of your choice:

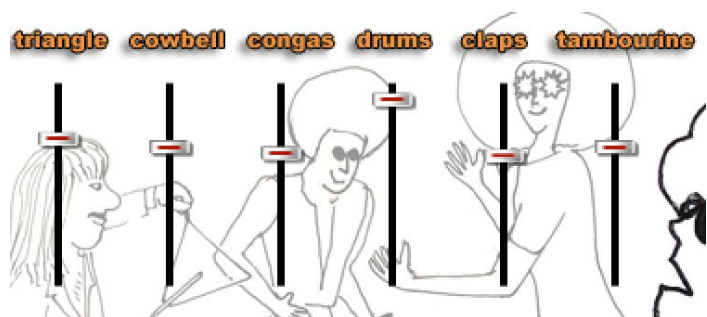


That's it, you should be able to record each instrument on its separate track!

## USING THE INTERFACE:

The interface is organised in three sections:

### 1. The channels mixer:



This section lets you mix the levels of all instruments.

For all channels, simply use the channel **gain faders** to adjust the volume. Use cmd+click to bring the fader all the way down.



*Use one of the built-in grooves and experiment with the volumes: It will be easy and fun to tweak the sound and find the perfect mix.*

### 2. The 4 effects:



- **drive:** adds a tasty saturation
- **notch:** an equaliser with a slight cut in the low-mid frequencies
- **tape:** an emulation of tape saturation and warmth.
- **comp:** a bus compressor to control dynamics (parallel compression)



### 3. Reverb and filter knobs:



- **REVERB SELECTOR:** pick one of 21 custom Impulse Responses
- **HP:** High-Pass Filter to cut out unwanted bass frequencies. Helps to easily integrate the sound into a mix
- **LP:** Low-Pass filter to finely reduce high frequencies and achieve a warmer sound



*The effects DRIVE, TAPE, and COMP will react differently based on the mixer settings: you can get more obvious tape saturation and compression with higher settings, or a cleaner sound by keeping the channel gains low. If you use lower gain 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 need 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'*

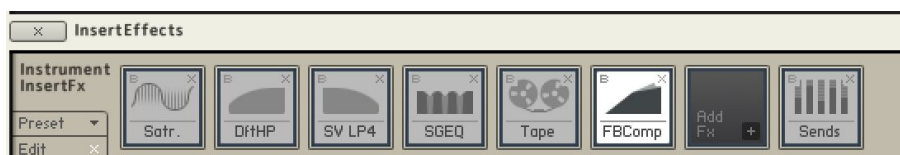
## TWEAKING THE EFFECTS INSIDE KONTAKT:

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 Satr) is a four-band equalizer controlled by the knobs L, LM, HM and M on the user interface.

The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)

The fourth one is a four-band equalizer controlled by the knob 'Notch'

The fifth one (here Tape) corresponds to the interface's Tape knob.

The sixth one (FBComp) is controlled by the 'Comp' knob 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'

For multi patches, use the function 'save multi as...'

Please save your instruments in the original folder.

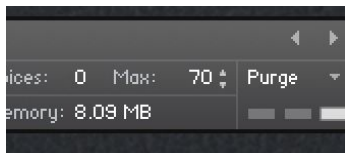


*Use a different name for your own patches to easily remember them and keep the original patches as well.*

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

All 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
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



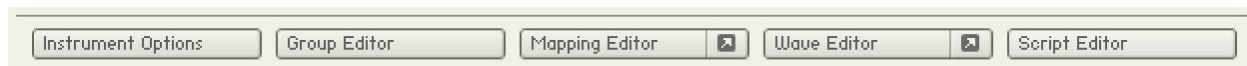
## TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

The grooves use a 'Drum Computer' script. You can easily access it and make changes to existing grooves or create your own beats.

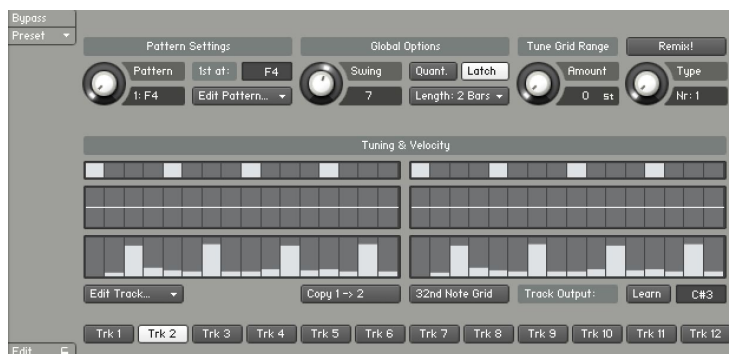
To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then click on the 'Script Editor' tab at the left:



You can now see the Drum Computer interface:



### Drum Computer track assignments:

#### *'Magic' instruments:*

Track 1	kick
Track 2	snare
Track 3	Snare 'flam'
Track 4	hi hat close
Track 5	Cowbell mix
Track 6	Low conga mix
Track 7	High conga mix
Track 8	Tambourine mix
Track 9	Triangle mix
Track 10	Tom mix
Track 11	claps
Track 12	Full drum mix

#### *'Regular' instruments:*

Track 1	kick
Track 2	snare
Track 3	Snare 'flam'
Track 4	cowbell
Track 5	Hi Hat closed
Track 6	Hi Hat open
Track 7	Low conga
Track 8	High conga
Track 9	Conga Slap
Track 10	Triangle open
Track 11	Triangle mute
Track 12	tambourine

### 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.



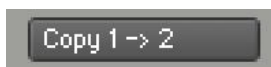
Use 'Edit Pattern' to copy, clear or paste a pattern



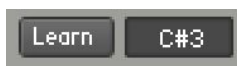
Use the swing knob to add swing to the groove. Values around 30 will replicate a triplet kind of groove: great for jazz :)



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 2543 samples organised in 52 folders and sub-folders.

All samples used by the Kit A can be found in the 'Session1 Samples'

All samples used by the Kit B can be found in the 'Session2 Samples'

The folder extra Samples include other percussion samples, and extra drum kit samples.

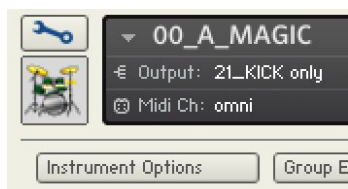
## ALTERNATE SKINS

The library includes 7 alternate skins:

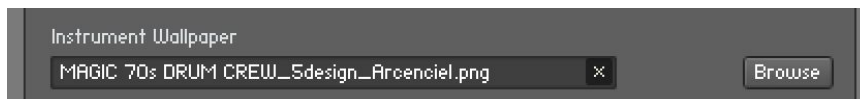


To choose a different skin for one preset, follow these steps:

1. Click on the tool at the top right of Kontakt's interface and click on 'Instruments Options':



2. In the section 'Instrument Wallpaper', click on 'Browse':



3. Locate the folder RESOURCES/Resources/Wallpapers
4. Choose a wallpaper and click 'open'
5. Close the 'Instrument Options' menu and click on the tool again to 'close' Kontakt edit mode.
6. If you want to keep this new skin, make sure you re-save the preset!

## 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.

All drums and percussions except congas recorded at Loops de la Crème Studio and 4TUNE Studios, Vienna, AUSTRIA, April 2016 - december 2019

Extra percussion recorded at Nautic Studios, France, March-April 2020

Congas performed and recorded by Michael de Miranda.

More info about Michael de Miranda: <http://www.michaeldemiranda.nl/index-eng.html>

Support Michael via his Patreon channel: <https://www.patreon.com/MichaeldeMiranda>

This library was inspired by the amazing drumming and percussions of great 70s band. It is my personal little tribute to funk masters like Sly And The Family Stone, the Fatback Band, the Motown Funk Brothers, James Brown's rhythm section, Funkadelic.

*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 MAGIC 70s DRUM CREW!*

*Best regards,*

*Julien Tauban*

[www.loopsdelacreme.com](http://www.loopsdelacreme.com)

[www.julientauban.com](http://www.julientauban.com)

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