MANHATTAN DRUMS   user manual

loops de la Crème - Feb 2020

Thank you for purchasing **MANHATTAN DRUMS**!

MANHATTAN DRUMS is a versatile jazz drum kit for Kontakt.

It lets you easily create your own drum sound with a full 10-channels mixer and built-in effects.

The library also includes lots of sound presets, each with tempo-synced rhythms and fill-ins. The built-in grooves can be intuitively modified using the modulation wheel. A collection of midi beats and fill-ins lets you quickly create realistic drum tracks.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MANHATTAN 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 MANHATTAN 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 MANHATTAN DRUMS folder structure intact: Do not move or erase a folder or a file from the main MANHATTAN 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

MANHATTAN DRUMS features one main patch and 20 presets:

00_MANHATTAN DRUMS.nki
10_Basic JazzMan.nki
11_Kind of Blue.nki
12_Vibro Compact.nki
13_Modern Jazz.nki
14_Jungle Jazz.nki
15_60s PsycheJazz.nki
16_Rocky SaturO.nki
17_Old School Crisp.nki
18_Sparkle Boulevard.nki
19_Bouncy Rootsy Driven.nki
20_Tony Williams The Greatest.nki
21_SuperBooth70s.nki
23_Bright and Wide.nki
24_Bristol to NYPD DnB.nki
25_Montmartre JazzDub.nki
26_Tribute to Tony Allen.nki
27_70s Dark Springs.nki
31_MANHATTAN DRUMS_softie.nki
32_Extended Toms.nki
33_Manhattan Drums_No Kick.nki

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

The other sound presets use various mixer settings and effects to achieve a different sound. All these instruments use the same samples and same keyboard layout, except for patch #31 with softer articulations for the kick, snare and toms, patch #32 featuring extra tom keys and patch #33 offering a drum set with no kick for use with our own 'LITTLE FAT KICK' library.

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

To provide the best realistic response, the instruments use extended sampling with high amounts of velocity layers and script-based round-robin.

I highly recommend choosing the velocities (how hard a key is played) according to the sound you are aiming for. You'll notice that the fattest, punchiest sound is often achieved with medium velocity ranges. MANHATTAN DRUMS offer great details in the softer velocities to reproduce typical jazz drumming. It might be good for your tracks to play (or program) MANHATTAN DRUMS with a light touch, keeping the maximum velocities only for accents, backbeats, or fill-ins...

About the key colours:

The keyboard layout is organised in two categories:

1.VARIOUS COLOURS, B0 to F#2: DRUM KIT

These keys let you play the different drum elements, and the layout closely follows the standard GM mapping:

**RED:** high and resonant Kick (B0), low and muted Kick (C1)

BLUE: Cross-stick (C#1), Snare (D1), Muted Snare (D#1), Open Snare (E1)

GREEN: Low Tom (F1), High Tom (G1), Stick on the rim of Low Tom(A1), Stick on the rim of High Tom(B1) and Stick on the rim of Snare(C2)

YELLOW: Closed HiHat (F#1), Foot HiHat (G#1), Open HiHat (A#1), semi-open HiHat (F#2)

BLUE: Ride1 (C#2), Crash1 (D2), Ride2 (D#2), Crash2 (E2), Ride Bell2 (F2)

!!! For preset **#32_Extended Toms**, you can play 5 different toms (from low to high at F1, G1, A1, B1 and C1), and the '*Stick on rims*' articulations can be played at G2, G#2, and A2:
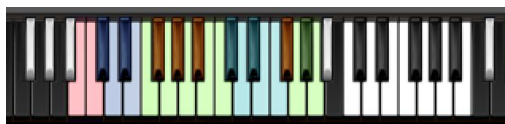
2. WHITE, C3 to B3: TEMPO-SYNCED RHYTHMS

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 (C#3, D#3, Gb3, Ab3, Bb3) let you play fill-ins and breaks.

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.

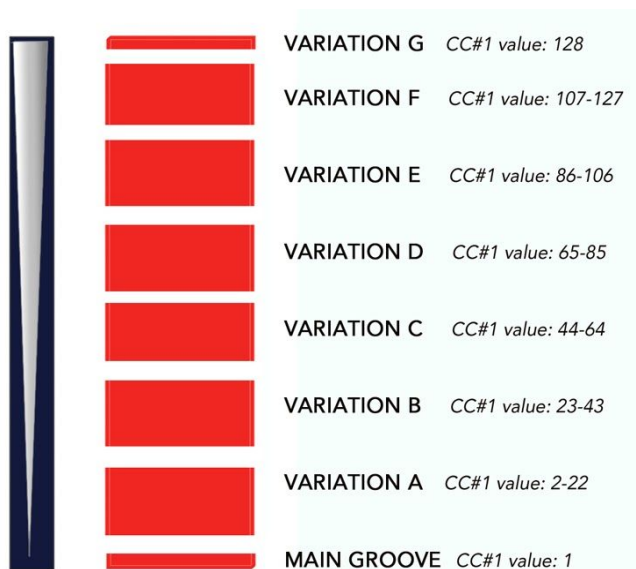*Have fun jamming with the different rhythms :)*

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:

MANHATTAN DRUMS 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). Eight groove variations are pre-programmed and directly accessible via the modulation wheel:

VARIATION G	CC#1 value: 128
VARIATION F	CC#1 value: 107-127
VARIATION E	CC#1 value: 86-106
VARIATION D	CC#1 value: 65-85
VARIATION C	CC#1 value: 44-64
VARIATION B	CC#1 value: 23-43
VARIATION A	CC#1 value: 2-22
MAIN GROOVE	CC#1 value: 1

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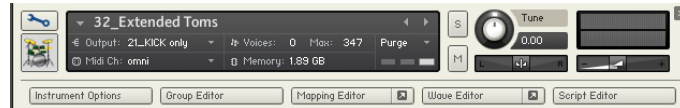
!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:
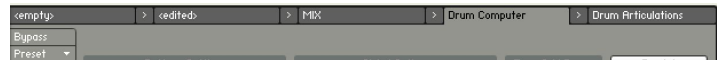
Click on the tool to 'open' Kontakt
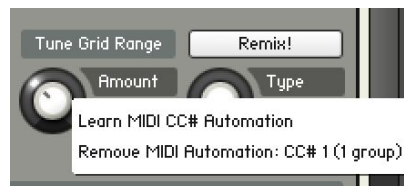
Click on **SCRIPT EDITOR**

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!

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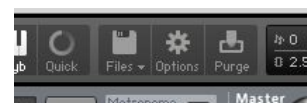
In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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.
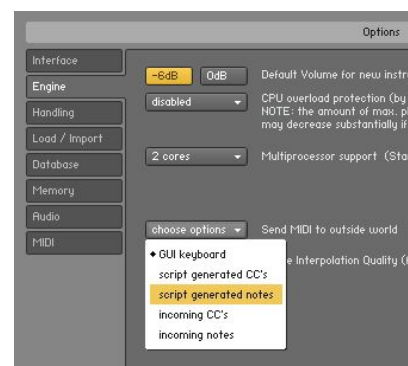
USING THE INTERFACE:

The interface is organised in two sections:

1. **The channels mixer:**
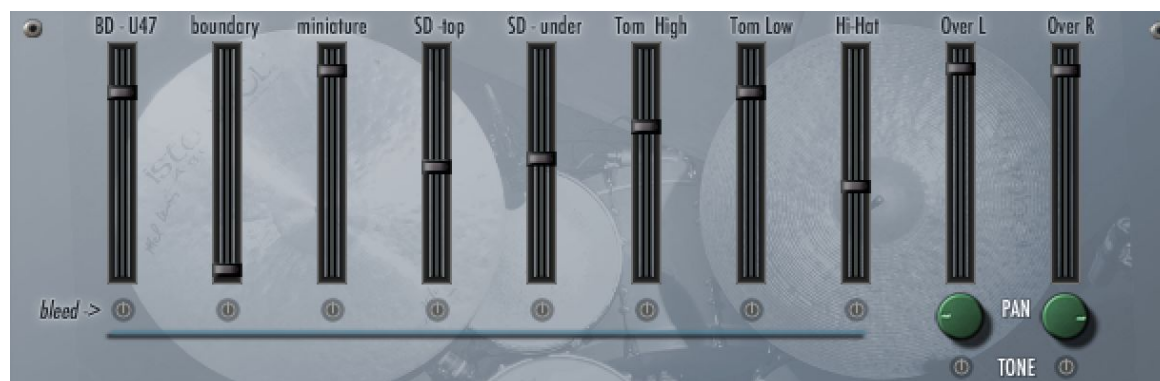
This section lets you mix the different microphone signals, control the bleed signals for the close mics, and also control the panning and tone of the overhead channels.

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

BLEED FUNCTION on close microphones:

For all close microphones (channels 1 to 8), click on the small knob under the fader to activate the mic bleed function. When the light is blue, the bleed function is activated. This means that the channel will also play recorded samples from other drum elements. For example, the Hi-Hat channel will also play snare samples recorded from the Hi-Hat microphone.

Keep the BLEED function deactivated for a very precise and clean sound. Less samples will be simultaneously played, resulting in smaller CPU usage.

Use the BLEED function for more realism and a complexer, 'dirtier' sound. Please note that extra samples will be played each time a key is pressed, resulting in an increase of CPU usage!

PANNING and TONE FUNCTIONS on overhead microphones:

For the left and right Overhead channels, you can use the PAN knobs to control the panning position of each channel. Use the small TONE knobs to change the sound of the channels. When the light is orange, the sound will be slightly brighter, with a small reduction of low-mid frequencies.

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

2. The master section:

FILTERS AND EQUALIZER

- **HP**: High-Pass Filter to cut out unwanted bass frequencies. Helps to easily integrate the sound into a mix
- **L**: Low frequencies - add or remove bass and weight
- **LM**: Low mids - add punch or thin out the sound and add clarity
- **HM**: High mids - add bite and character
- **H**: High frequencies - add or reduce brilliance
- **LP**: Low-Pass filter to finely reduce high frequencies and achieve a warmer sound

Use the High Pass (HP) and the bass knob (L) together to perfectly shape the bass response of the instrument :)
To quickly bring one of the control back to its default value, use cmd+click or ctrl+click

EFFECTS

- **EQ:** turn on or completely bypass the filters and equaliser
- **Tape**: a tape simulation with slight saturation and a warm sound.
- **Comp**: a feedback compressor to slightly increase punch and boost transients.
- **Lim**: a bus compressor to control dynamics, and add a 'pumping' effect
- **REVERB SELECTOR**: pick one of 21 custom Impulse Responses

RELEASE

This knob lets you control how long it will take for the sample to stop/fade out once a key is released.

Use the release knob to simulate a gate effect on the kick, snare or toms. You can also adjust the release according to your tempo, and avoid overlapping too many samples when using quick ride patterns.

The effects TAPE, COMP and LIM 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 will 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 SGEQ) 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 (here Tape) corresponds to the interface's Tape knob.
>
> The fifth one (FBComp) is controlled by the 'Comp' knob on the interface
>
> The sixth one (S-Comp) corresponds to the 'Lim' 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
- Deactivate the BLEED function on all channels
- Shut down other applications and softwares
- Reduce the length of the notes by turning down the Release knob on the interface.
- Decrease or increase the maximum polyphony of the patches:
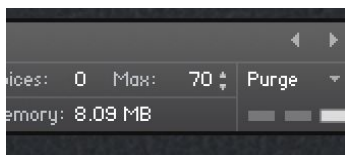
TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

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:

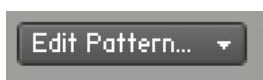Then click on the 'Script Editor' tab at the left:

| Instrument Options | Group Editor | Mapping Editor ☒ | Wave Editor ☒ | Script Editor |
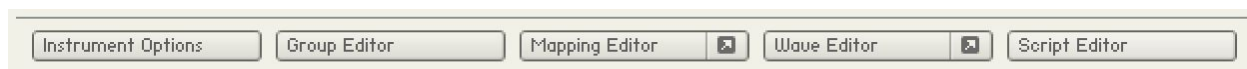
You can now see the Drum Computer interface:
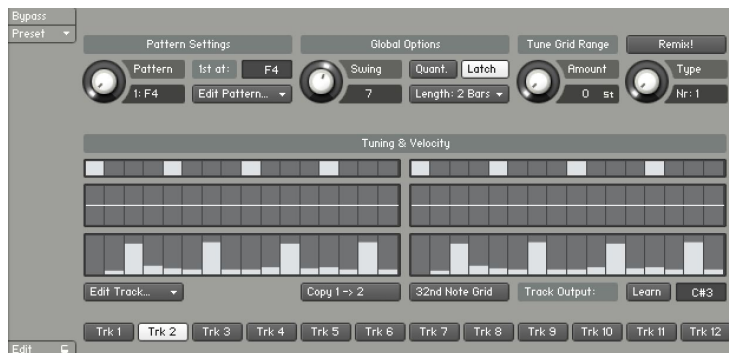
Here a few tips on how to use this interface:

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 jazz :)

Use this to go from a 1-bar pattern to a two-bar pattern. I like to start by programing 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.
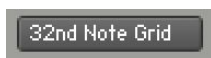
Click this to go between a 16th note grid to a 32nd note grid.

SAMPLES AND RECORDINGS

The library features 2571 samples organised in 10 folders.

Here some additional infos about the recordings and sampling:

Instruments used:

The main drum kit used for the recordings is a Gretsch NEW CLASSIC MAPLE jazz kit. The drum kit and cymbals were brought in the studio by the **Konservatorium Wien** for a recording session.

The snare drum is a highly expressive Yamaha Custom Recording snare
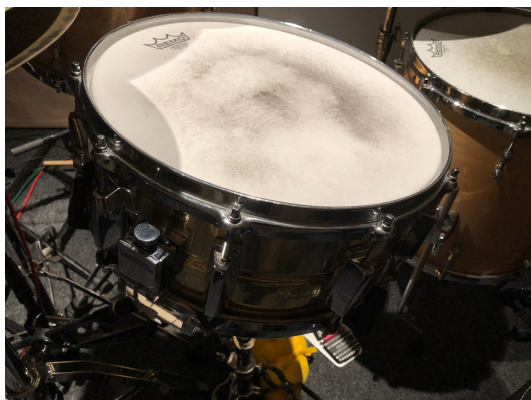
Two alternate tuning and muting techniques were used on the bass drum and snare drum for maximum versatility.

The Hi-hat cymbal is a rare Avedis Zildjian 14" from the 60s.

The cymbals used for the ride, bell and crash sounds are an Istanbul Agop Mel Lewis Ride with rivets and a Istanbul Agop Signature ride. Both are amazing hand-made instruments with fantastic playability!

Microphones used (in order of the mixer channels):

- Neumann U47 FET in front of the kick
- Sennheiser E901 boundary Mic on the floor in front of the kick
- Custom-made miniature Omni Microphone on the floor next to the drum beater
- Snare top: Shure SM57
- Snare bottom: Shure SM57
- High Tom: Audix D4
- Low tom: Audix D4

- HiHat: vintage AKG C460B with CK31 capsule
- Overheads: pair of Neumann KM84

MIDI GROOVES

The library also includes midi files.

All these grooves are 2 to 4 bars midi loops that were specifically created for MANHATTAN DRUMS. They can be used as great starting points to build a drum track, or simply to get a little inspiration boost. To use these grooves, open the **MIDI FILES** folder and import one or several midi files directly into your DAW. Please refer to your DAW's user guide for more info on how to work with midi files.

*Use the midi files starting with '**Fill_**' as a fill-in / break / intro to quickly build your arrangement.*

*All midi files starting with '**Basic_**' offer a simple groove on one or two drum elements (ex: ride patterns, hi-hat patterns, percussion grooves...). Use these as starting point and add extra midi notes to create complex beats.*

Some of these beats and fill-ins were recorded live using pad controllers or keyboards: they have their own 'feel' and are not quantized in order to achieve maximum realism.

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.

Drum kit and Cymbals property of Konservatorium Wien

Microphone Set-up by Martin Klebahn

Recorded at 4TUNE Studios, Vienna, AUSTRIA, december 2019

Special thanks to D.H. for advice, extra inspiration and providing a much-needed working space

This library is dedicated to the amazing jazz drummers past, present and future!

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 MANHATTAN DRUMS!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com