

TIMBALES DELUXE

user manual



loops de la Crème - Nov 2018

Thank you for purchasing **TIMBALES DELUXE!**

TIMBALES DELUXE is a Kontakt instrument dedicated to timbales.

It offers deeply-sampled high and low timbales, a cowbell, a jam block and a cymbal. A classy 5-channels mixer and built-in effects let you fully customize the sound and easily fit the timbales in your mix.

The library also includes various sound presets, tempo-synced rhythms and fills for easy playability, as well as an extra collection of midi beats and fill-ins.

INSTALLATION

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

TIMBALES DELUXE features one main patch and 8 extra presets:

	00_TIMBALES DELUXE.nki
	01_Natural Wide Timbales.nki
	02_Latin Drive Squashed.nki
	03_70s Dub Wise_MW.nki
	04_60s Kingston Dub_MW.nki
	05_Timbale drum machine_MW.nki
	06_Afro tribal SupaWide.nki
	07_Ambient Frame Drum_MW.nki
	08_Solo Like Sheila E.nki

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

The other sound presets use various mixer settings, pitch settings and effects to achieve a different sound. All these instruments use the same samples and same keyboard layout.



Patches ending with '_MW' have a special function programmed for the Modulation Wheel: make sure you check this out :)



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 round-robin (a new sample is played each time you press the same key) and many velocity layers.

About the key colours:



The keyboard layout is organised in two categories:

1. VARIOUS COLOURS, C1 to E3: TIMBALES AND PERCUSSIONS

These keys let you play the different percussions, and are organised in two sections:

A. Additional percussions:

Red, C1, D1, E1: COWBELL (C1: top stroke with the tip of the stick; D1: full stroke; E1: side stroke with the side of the stick)

Black, C#1: JAMBLOCK

Black, D#1: CYMBAL

B. LOW TIMBALE (F1 to E2) and HIGH TIMBALE (F2 to E3)

The same articulations and playing techniques are offered for both timbales one octave apart:

F1 & F2: Left hand full rimshot

F#1 & F#2: stroke on the timbale rim with the side of the stick

G1 & G2: Right hand full rimshot

G#1 & G#2: stroke on the timbale rim with the tip of the stick

A1 & A2: left hand center stroke

Bb1 & Bb2: stroke on the side of the timbale

B1 & B2: right hand center stroke

C2 & C3: muted stroke (with the stick pressing against the head of the timbale)

C#2 & C#3: cross stick

D2 & D3: ruff stroke on the center of the timbale (two soft notes followed by an accent)

D#2 & D#3: flam rimshot (two strokes played almost simultaneously)

E2 & E3: ruff rimshot (two soft notes followed by an accent)

2. CYAN and GREEN, C4 to B5: Tempo-synced FILLS and RHYTHMS

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

A. FILLS and ROLLS (Cyan keys, C4 to B4)

Pressing and holding one of these keys will automatically play a fill-in or roll. Rolls on the low timbale can be found on the keys C4, C#4, D4, D#4 and E4. Similar rolls on the high timbale are at F4, F#4, G4, G#4 and A4. Rolls using both timbales are at Bb4 and B4.



*!!! For best results, make sure you play only **one of these keys at a time**: you should fully release a key before playing the next one to properly trigger consecutive rolls. !!!*

B. RHYTHMS (green keys, C5 to B5)

These keys feature modern and traditional afro-cuban and latin rhythms mostly played on the cowbell, jamblock and the rims and sides of the timbales. Each black key (C#5, D#5...) offers a variation for the rhythm found one key below: for example, C#5 is a variation of the rhythm at C5.

Here are the different rhythms available:

C5, C#5 and B5: salsa

D5 and D#5: samba

E5: cumbia pa ti

F5 and F#5: songo

G5 and G#5: mambo

A5 and Bb5: cascara

How to use the tempo-synced grooves:

- Press any of these green 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.



Experiment with playing rolls on top of one of the rhythms. With very little practice, you should be able to get very impressive and realistic results :)

!!! 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 'Grooves' tab.
- 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.

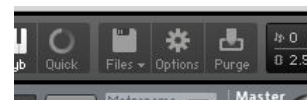
You can click on the tool again (to close the menus/scripts).

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 and rolls.

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

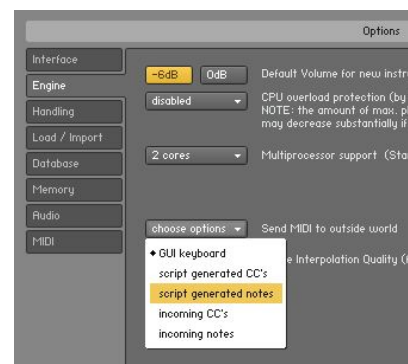


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

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

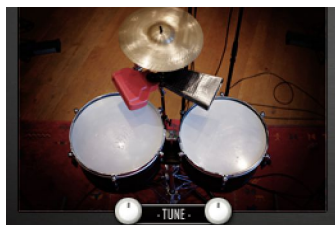
Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWs have a specific way of configuring tracks, you can check your DAW's user manual or do a search on internet if you haven't done this before.



USING THE INTERFACE:

The interface is organised in three sections:

1. The timbales and tune knobs:



Use the two 'TUNE' knobs to change the pitch of each timbale separately.
The available tuning range goes from -3 semitones to + 3 semitones.
Press cmd (or ctrl) + click on a knob to return to the default pitch.

The picture shows the instruments used during the sampling session.

2. The channels mixer:



This section lets you activate and mix the 5 different channels.

3 signals are stereo (AB, RIBBONS and SM57s) and two signals are mono (ROOM and BULLET)

-> read more info about each channel and the microphones and techniques used for creating each signal path in the section 'SAMPLES AND RECORDINGS'

IMPORTANT!!! Click on the little knob above each channel to activate or deactivate it:



The blue light indicates that the channel is active:

The samples corresponding to this channel will always be played. When the volume fader of an active channel is all the way down, you won't hear the samples, even though they are still played from the engine.



This symbol indicates that the channel is inactive:

The samples for this channel will not be played or heard, even if the volume fader is all the way up.

This is important to avoid CPU overload or instability:

When all channels are active, pressing a key will simultaneously trigger a minimum of 5 samples. If you use rolls and / or rhythms, the number of samples played at once will quickly go up, which could lead to instability or computer overload.

By making all unused channels inactive, you can greatly reduce the number of samples simultaneously played :)



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 timbales and percussions in your track.

You can also use all interface elements to perform subtle or drastic changes to the sound to go along your arrangement (ex: going wider for the chorus, using a dryer sound during the verse, or adding saturation for the fill-ins ...)

3. The master section:



STEREO

This knob lets you control the **stereo width** of the sound. Use the STEREO switch to activate the knob. The default value (at 12 o'clock) represents the original stereo width (=100%). Turn the knob clockwise to increase the width. Turn it counterclockwise to decrease the width. At minimum value, all signals are mono.

EQUALIZER

Use the EQ switch to activate the equalizer.

- **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



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

EFFECTS

- **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 set to control dynamics, and add a 'pumping' effect
- **REVERB SELECTOR:** pick one of 21 custom Impulse Responses and choose how much signal is sent to the reverb



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 volume faders low. If you use lower gain settings, you might want to compensate 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!

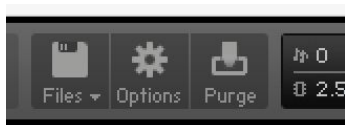


you can assign any knob from the Kontakt user interface to any of your hardware controller. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!

To unassign the knob, right click on it again, and choose 'remove MIDI automation'

!!! SAVING YOUR INSTRUMENTS:

You can re-save patches 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.



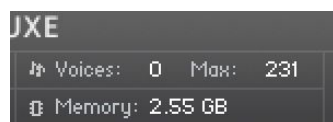
Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All of the patches 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 all unused mixer channels
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



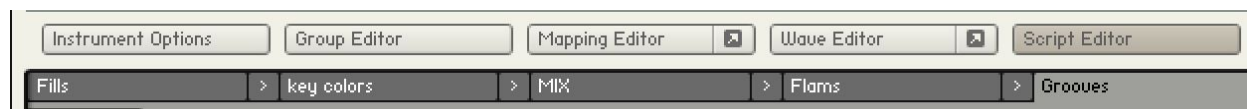
TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

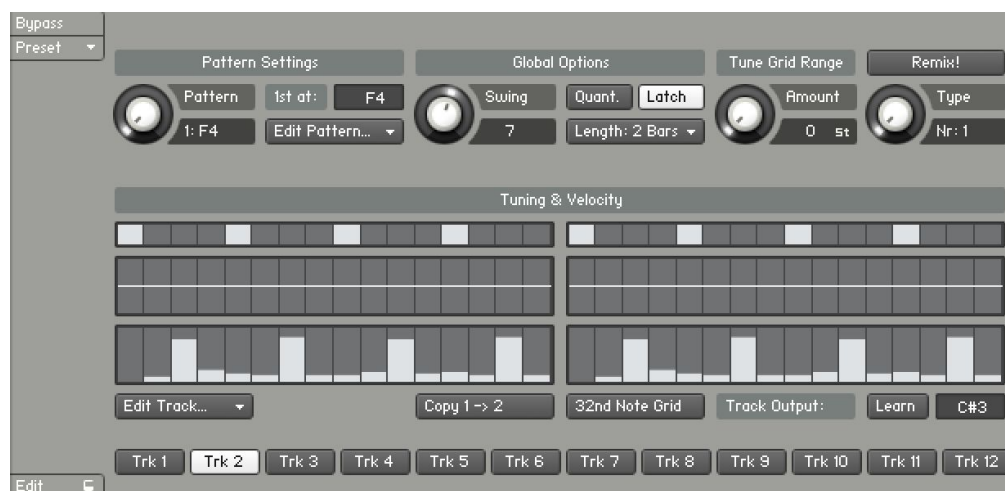
The grooves and rolls use two different scripts adapted from Native Instruments 'Drum Computer' script. You can easily access these scripts and make changes to existing grooves or create your own rhythms and fills.

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 to find the scripts for the Fills (at the left) and the Grooves (at the right):





Here a few tips on how to use this interface:



Use this knob or press one of the yellow key 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.



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



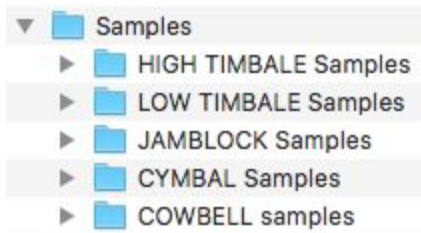
This is where you enter the notes and choose the velocity for the note.



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

SAMPLES AND RECORDINGS

The library features 4197 samples organised in 5 folders.



The name of each sample contains important informations:

Ex: ***TIMB_L_rimshot_BULLET_B-09***

1. Instrument (here: Timbale Low)
2. articulation/playing technique (here: rimshot)
3. Microphone (here: Shure Green Bullet)
4. A letter for the round robin (here: B for second recorded round robin)
5. A number for the velocity layer (here: 09 for the ninth layer)

Here some additional info about the recordings and sampling:

Instruments used:

The timbales set used for the recordings are Meinl Marathon Series Turbo Timbales with black coating. These produce a warm, short and punchy sound.

The JamBlock is a Meinl Low Pitch Percussion block.



The cowbell is a LP Salsa Timbale Downtown Cowbell, with complex overtones and big potential for multiple techniques and sounds.



The cymbal is a vintage 12" avedis Zildjian splash / crash. It is a very rare and super thin cymbal, with rich overtones and a very fast decay.



Microphones used for the 5 MIXER channels:

AB: a pair of DPA 4006A, placed as high overheads above the timbales

The sound has a maximum amount of detail, a nice and quite realistic stereo image, and full frequency range. Best for realism, lively sound.



RIBBONS: a pair of SE Voodoo VR1 ribbons, each positioned two feet above a timbale.

The sound is focused, very wide, with a nice rounding of transients. Best for extra stereo width, easy signal to fit in a mix with little processing.



SM57s: a pair of Shure Sm57s placed under the Timbales, pointing up and sideways at the inside shells.

The sound is punchy, warm, with extra bass and a very different rendering since the mics are 'inside' the timbales. The focus is clearly on the timbales, with the percussions (bell, block and cymbals) captured in an indirect way. Best to add bass and punch when combined with other signals, or to get a very direct and dry sound.



ROOM: a Lauten Audio Clarion LDC positioned 4 meters away from the instruments, with extra EQ from API 560b.

The sound is bright and cutting, with a natural amount of ambience. Best to add realistic room to other signals, or to position the timbales further into a mix without losing their impact.



BULLET: a Shure 'green Bullet' 520DX positioned in between the DPA4006s.

The sound is very unique, with little bass and treble, and mostly mid frequencies. The mic produces a bit of natural compression and saturation and picks up quite a bit of extra ambience. Best to give extra impact and mid frequency content to other signals, or to recreate retro and vintage sounds.





MIDI GROOVES

The library also includes 88 midi files.

All these files are fill-ins, rhythms and rolls that were specifically created for TIMBALES DELUXE. They are organised in two folders: The folder 'Grooves and Rolls from Kontakt' features all midi files from the built-in rolls and rhythms playable at C4 to B5. The rhythms are available as full grooves or as separate elements (jam block, cowbell, timbales...)

The folder 'Live Loops' features an extra selection of rhythms and fill-ins that were recorded live using a pad controller.

These can be used as great starting points to build a drum track, or to simply 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.

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, Recordings, mixing, programing and graphics by Julien Tauban.

Recorded at 4TUNE Studios, Vienna, AUSTRIA, October-November 2018

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 TIMBALES DELUXE!

Best regards,

Julien Tauban

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