

DrumCircle

User's Guide

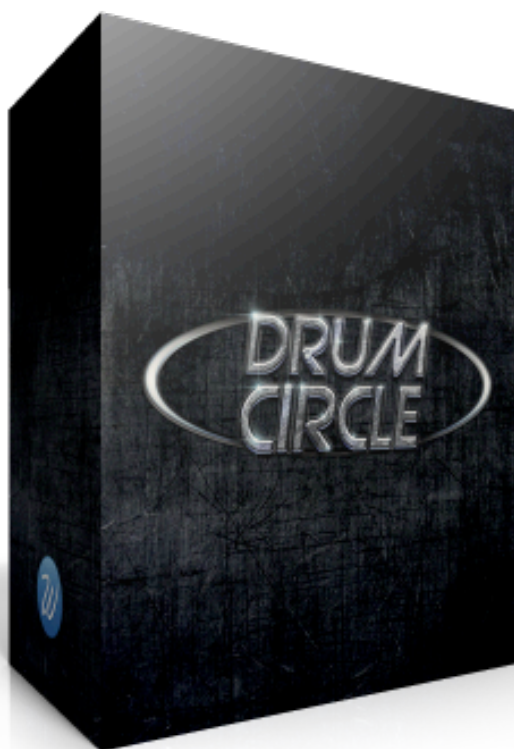


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1. Introduction

Thank you for purchasing DrumCircle. This library features +6GB of content (reduced to 2.6GB using NCW compression) of 24 bit drum samples.

An epic machine of energy with an enormous range of dynamic and sonic possibilities. Just experimenting with the number of players, pitch and level of each mic set makes the library so versatile and appealing to so many different genres.

We recorded 2 drums at a time, then 4 drums and finally a set of 8 drums playing together. Mics on each kick, on each snare and a pair of overheads over each drum kit, for the room mics we used 4 Neumann placed 3 meters high at the center of the drum circle and pointing up to the ceiling. You can see pictures of the recording session [here](#).

2. Installation

Since this library is not powered by Kontakt, you need the full version of Kontakt 4.2.3 or superior in order to load it without restriction. Kontakt Player Free will load the library but you'll have to restart it every 15/30 minutes.

You'll find the .nki file inside the "Instrument" folder, along with 2 .nkc and .nkr files. There are two methods for loading the library. You can either drag and drop the .nki file into Kontakt's interface, or you can browse this same file using the Kontakt built-in browser.

The "Add library" function won't work because it's only for "powered by Kontakt" libraries, aka libraries that work with Kontakt Player Free.

3. Lite VS Pro

There are two versions of DrumCircle: Lite and Pro. Lite version is **free** and it has less capabilities than the Pro version.

With the lite version you only get 2 drummers.

With the pro version you get 2, 4 and 8 drummers.

The functionality is the same in both instruments. Same round robins, same velocity layers, same effects, same mixer functions

If you like the lite version, upgrade to the Pro version for €49.95.

4. The mapping

Here you have the list of the default mapping, changeable in the “settings” page.

C1 – Kick
C#1 – Cross Stick
D1 – Snare (1)
D#1 – Rimshot
E1 – Snare (2)
F1 – Tom 3 (1)
F#1 – Hi Hat Closed (Side)
G1 – Tom 3 (2)
G#1 – Hi Hat Pedal
A1 – Tom 2 (1)
A#1 – Hi Hat Opened
B1 – Tom 2 (2)
C2 – Tom 1 (1)
C#2 – Crash 1
D2 – Tom 1 (2)
D#2 – Ride
E2 – Ride Hard
F2 – Bell
G2 – Claps
A2 – Crash 2
B2 – Sticks
C3 – Hi Hat Closed (Top)
D3 – Hi Hat Medium
F3 – Tom 3 Hands (1)
G3 – Tom 3 Hands (2)
A3 – Tom 2 Hands (1)
B3 – Tom 2 Hands (2)
C4 – Tom 1 Hands (1)
D4 – Tom 1 Hands (2)

5. The Interface

- Main -

In the main page you can select the number of players that you want. There are 3 switches:

- 2.
- 4.
- 8.

You can combine the number of players, so you can have up to 14 drummers.

When you deactivate one of the switches, the corresponding samples are purged so they are not loaded into RAM.

These were separate recordings, we recorded the same 3 times: the first with 2 drummers, the second with 4 drummers and the third with 8 drummers.



- Mixer –

The mixer section is separated in 2 parts:

- The mixer.
- The FX section.

In the mixer section you can control each mic separately: kick, snare, overheads and room. With a dedicated EQ on each channel, tune, spread and volume controls.

We placed the drums occupying the entire stereo. For example, the 2 drummers alone are panned one hard right and the other hard left. In the 4 and 8 drummers case we placed them gradually in the entire stereo image:

1st drummer: -100

2nd drummer: -45

3rd drummer: -25

4th drummer: -5

5th drummer: +5

6th drummer: +25

7th drummer: +45

8th drummer: +100

You can make them “move” to the center using the Spread slider to the left, and gradually they will be centered. We recommend only doing this with the kick and snare mics, and leave the overheads and room mics as they are by default.

The FX section features compression, delay, reverb and saturation, giving the library infinite sonic possibilities.

* Command + Click on every knob and slider sets it up to the default value.

- Settings -

Splited in 3 parts:

1. Remapping

In the top menu select the articulation. The box below shows the key where that articulation is mapped, you can change that note to whatever key you want.

If two articulations are overlapping, the note will appear in red.

2. Velocity Curve

Moving the two sliders you change the velocity response of the instrument, to adapt the library to you playing. You can even draw with the mouse the velocity curve that you want.

3. Output Selector

Route each mic to whatever Kontakt output.

Let's set it up so we can have each mic on a different channel using Kontakt and Logic.

First, we have to configure the Kontakt outputs. So click

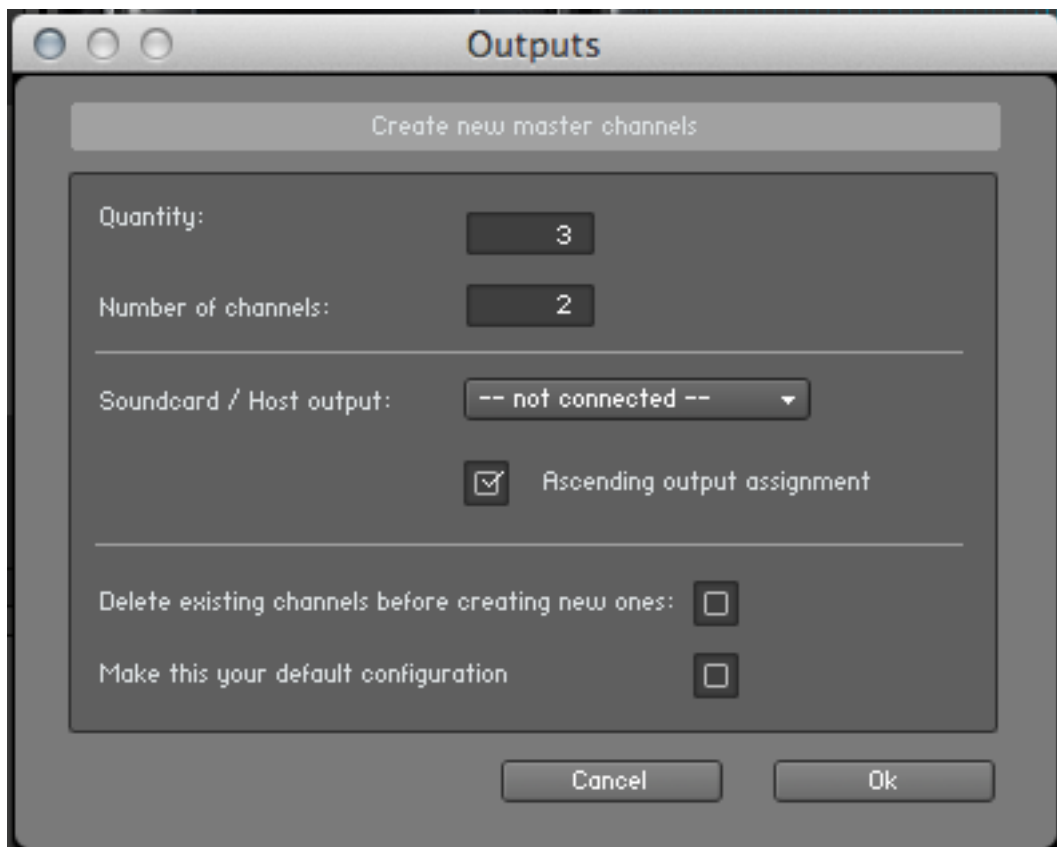


on this icon to show up the current set up.

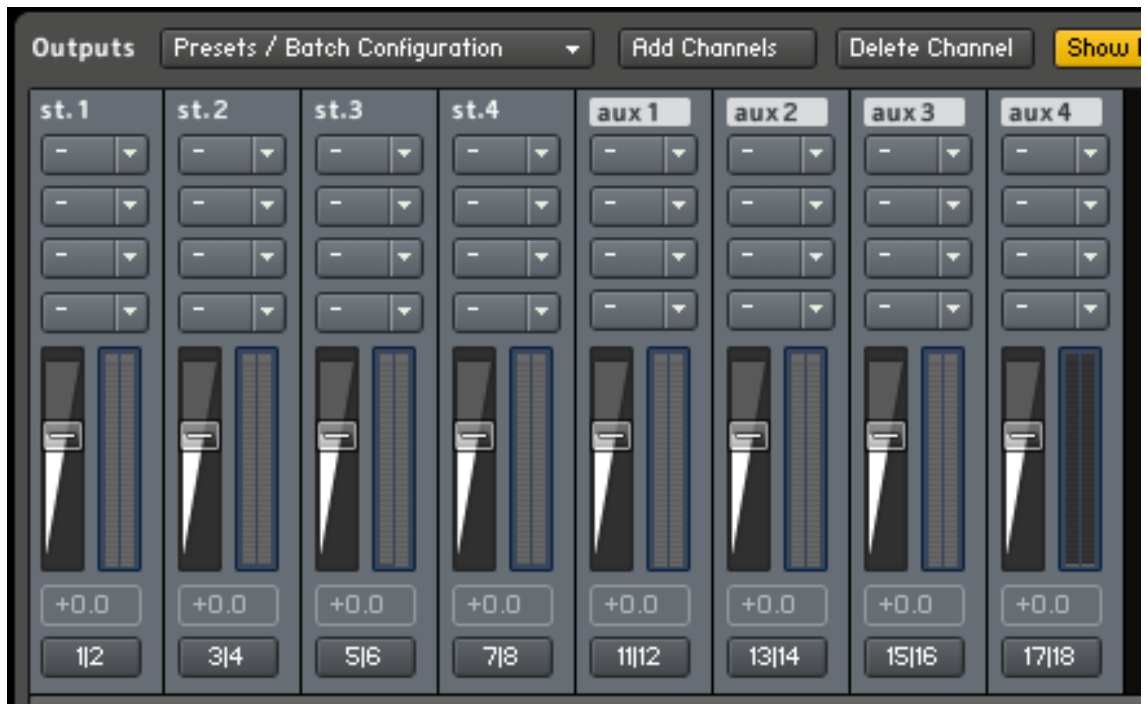
By default, you'll have this configuration with just one stereo track and 4 aux.



We need 3 more stereo tracks, click on “add channel” and fill it with the values like in the next picture:



Now you have 4 stereo channels inside Kontakt. **IMPORTANT:** Relaunch Kontakt now and load the library again.



Inside Logic (or any DAW) open Kontakt as 16x Stereo Channels.



Then we have to add 3 more channels. You have to click 3 times on the little “+” symbol on that track on the mixer. Then, back on the drum circle library you have to route the kick to st.1, the snare to st.2, the overheads to st.3 and the room to st.4.

If these channel names doesn't appear means that you haven't done all the previous steps correctly.

6. Final words and Credits

Enjoy DrumCircle as much as we did on the making. This is a large project with a lot of people involved, we want to thank each and everyone that made this possible.

If you want to get in contact, just drop us a line here:

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Enjoy Playing,
Wavesfactory

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