DRUM SYNTHESIZER/SAMPLER FOR KONTAKT 6.4.2

RIGID AUDIO

USER MANUAL

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INTRODUCTION

Drum One is a fully-featured drum synthesizer/sampler, that comes with 64 factory drum kits and can hold up to 128 presets per instance.

Each drum kit in Drum One is powered by seven drum engines with 4x26 source waveforms each.

Drum One features individual control over body, hit and noise shapes, comes with modulation envelopes and filters as well as master effects like reverb, saturation and compression.

It has a dedicated library screen and features full preset randomization.

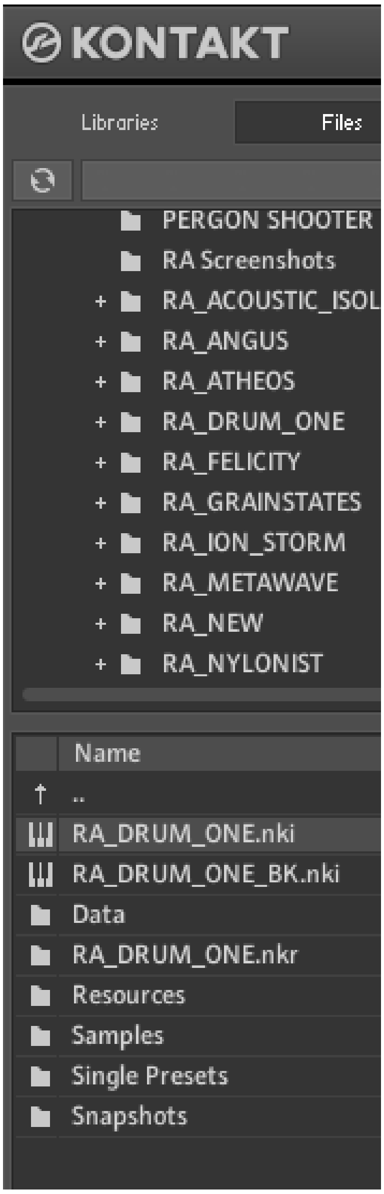
On top of that, you can import your own WAV files as well.

INSTALLATION

There is no special installation required.

Simply extract the contents of the downloaded archive (RA_DRUM_ONE.zip) to any location on your computer.

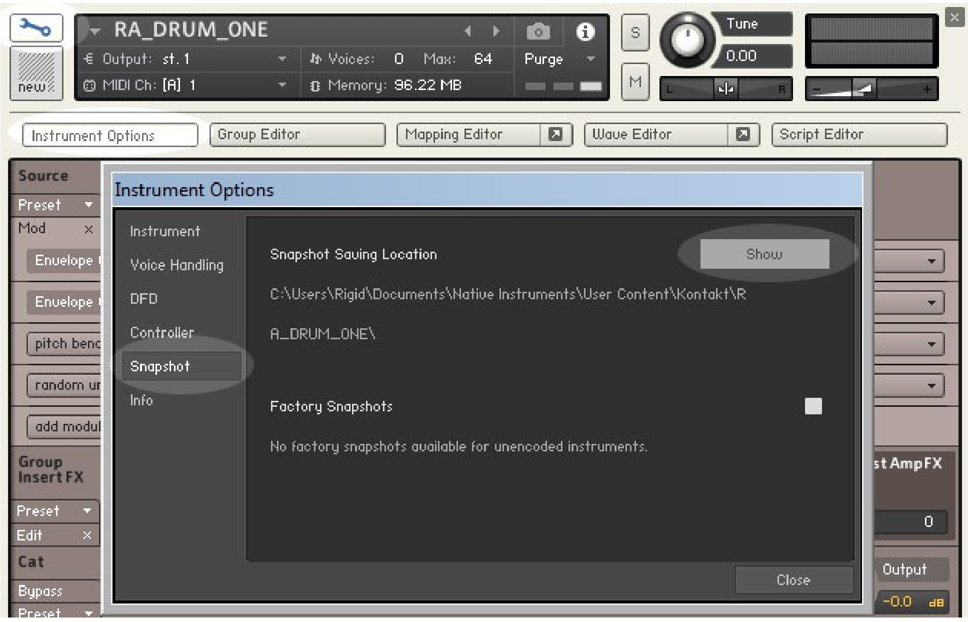
To load up Drum One in KONTAKT, head over to the KONTAKT file browser and load „RA_DRUM_ONE.nki":



SNAPSHOTS

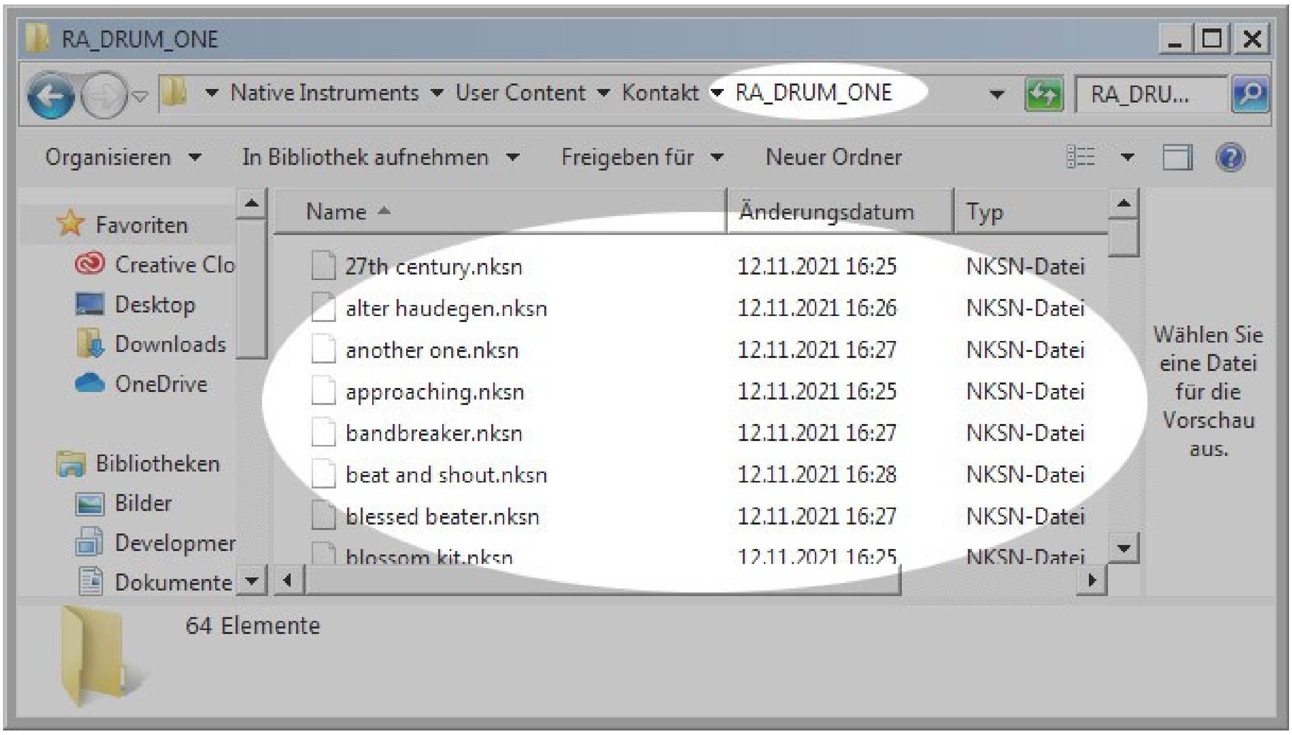
If you prefer to use the included Drum One snapshots, you'll need to install them before you can use them.

1) Click on the wrench icon in the top-left corner to enter the instrument-editing mode. Choose „Instrument Options" → „Snapshot" → „Show":

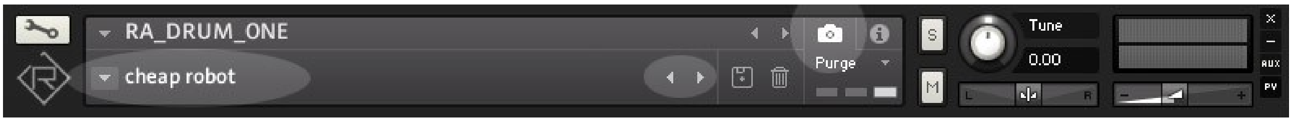


2) Confirm the creation of a path for the snapshots.

3) From the RA_DRUM_ONE.zip release archive, copy the <u>content</u> of the „..\Snapshots**RA_DRUM_ONE**" folder to this new path so that it looks exactly like this:



4) That's it! You can now browse the Drum One presets inside KONTAKT directly:



PRESET BROWSING

When you launch Drum One, you will be presented with the main screen, where you can adjust parameters and effects for all the presets.

The <drum one> - label at the top shows the currently active preset. (You can click it to <u>rename</u> any preset).

Use the left and right arrows to cycle between presets. As an alternative, you can click on „library" at the top to open up the convenient preset browser:

THE LIBRARY PAGE

From here, you can easily browse and load presets, simply by clicking on the preset name boxes.

Notice that there is a red star next to each preset. With this, you can mark any preset as a favourite. These settings will be kept, even when you close (unload) Drum One.

In the upper right corner, you will find a little dice symbol. You can click that to load a randomly chosen preset while you are in the library screen.

THE MAIN PAGE

From the main page, you can adjust all the various settings and effects for the currently loaded preset in Drum One.

Each preset in Drum One is made up of seven layers: *kick, perc, snare, tom, hihat, openhat* and *cymbal*. These layers are completely identical.

Let's go over the controls and learn what each one does:

panning – left/right balance in the stereo field.
volume – overall layer volume.
tune – layer semituning.

filter cutoff – (lowpass) filter cutoff frequency.

resonance – (lowpass) filter resonance („Q“/bandwidth).

Note: Be careful with your ears when dealing with high resonance values!

lowcut – (highpass) filter cutoff frequency.

transients attack – transient shaper attack time.
transients sustain – transient shaper sustain time.

pitch mod attack – pitch modulation envelope attack.
pitch mod sustain – pitch modulation envelope sustain.

vl>vol – velocity to volume amount.
vl>cut – velocity to (lowpass) filter cutoff amount.

Each layer in Drum One is combined of three sound-generating sections / engines:

The „**body**“ layer, which forms the tonal (lower-frequency) range of the drum sound, the „**hit**“ layer, which adds the attack-portion / transients to the sound and the „**noise**“ layer which adds additional tonal and noise content to shape the overall sound.

(body) volume – volume of the „body“ section.
(body) tune – semituning of the „body“ section.
< body X > – „body“ source WAV sound selection.
(body) pitch mod – how much the pitch modulation envelope will affect the „body“ layer.

(body) attack – volume envelope attack time.
(body) decay – volume envelope decay time.

(body) sustain – volume envelope sustain time.

(body) release – volume envelope release time.

(body) [ADSR] – change from oneshot-playback (attack, decay) to a full ADSR-envelope (attack, decay, sustain and release).

(hit) volume – volume of the „hit" section.

(hit) tune – semituning of the „hit" section.

< hit X > – „hit" source WAV sound selection.

(hit) vl>pmod – how much the velocity will affect the pitch modulation envelope for the „hit" layer.

(noise) volume – volume of the „noise" section.

(noise) tune – semituning of the „noise" section.

< noise X > – „noise" left source WAV sound selection.

< noise X > – „noise" right source WAV sound selection.

(noise) pitch mod – how much the pitch modulation envelope will affect the „noise" layer.

(noise) attack – volume envelope attack time.

(noise) decay – volume envelope decay time.

((noise) velocity) – how much the incoming velocity will affect the envelope decay time.

(noise) sustain – volume envelope sustain time.

(noise) release – volume envelope release time.

(noise) [ADSR] – change from oneshot-playback (attack, decay) to a full ADSR-envelope (attack, decay, sustain and release).

drive – amount of drive/distortion.
metal – amount of „metal" effect.
fdbk – feedback amount of „metal" effect.

lofi – lofi (samplerate-crusher) amount.

equalizer freq – parametric equalizer frequency.
equalizer gain – parametric equalizer gain.
equalizer bandwidth – parametric equalizer bandwidth or „Q" factor.

stereo amount – amount of spatial stereo (widening).
reverb send – send amount to reverb (master effect).
plate send – send amount to plate (master effect).

Note that in the upper left corner of the main page, you will find an **[EDIT ALL]** – button. If this one is turned on, all changes you make to any control will be applied to all seven sections at once.

THE MIX PAGE

On the Mix Page you can quickly and conveniently adjust common mix related things like the panning, volume and equalization settings for all layers and sections on one single screen.

When you are adjusting values here, the changes will be reflected in the Main Page and vice-versa.

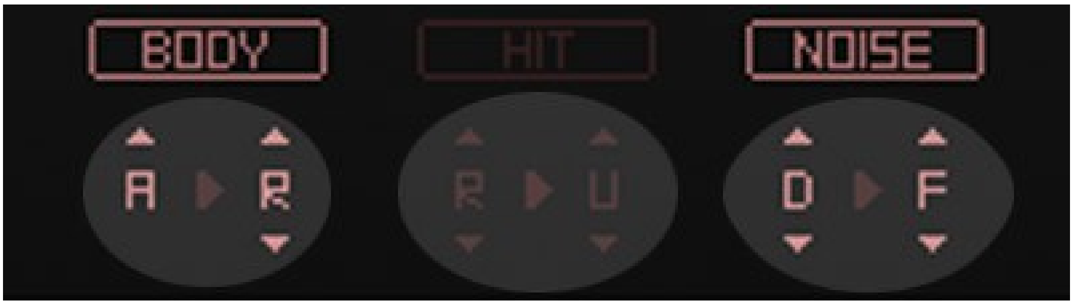
You can also use the **[SOLO]** and **[MUTE]** switches to solo or mute individual layers.

AUTO-ADVANCE

Drum One has a so-called „Auto-Advance" feature which lets you cycle through available source waveforms while you play. This is great to make a drum kit sound more interesting:

[BODY] – enable/disable auto-advance for the „body" layer.
[HIT] – enable/disable auto-advance for the „hit" layer.
[NOISE] – enable/disable auto-advance for the „noise" layer.

Underneath these buttons, you'll find little letters with arrows:



Use these to determine the start and end waveforms for each section. Click and drag up/down to change the values.

MASTER EFFECTS

Drum One comes with six „master" effects:

reverb – a high quality reverberation.
plate – a short plate reverb.
filter – a „DJ"-style combined lowpass/highpass filter. The more you turn it up, the more resonance will be added.

Note: This knob is hard-wired to MIDI-controller CC#1 (modulation-wheel).

Internally, all audio is send to a master compressor/limiter with tape saturation. You can use the following knobs to control that:

saturate – amount of tape-saturation.
compress – amount of limiting/compression.

Higher values will result in a bigger compression / a more „squashed“ audio output.

decay – affects the amplification envelope decay of all layers in the current preset.

Notice that this is a temporary control as it will be treated as an effect within Drum One. So, whenever you load a new preset, it will be resetted automatically.

CREATING YOUR OWN PRESETS

As soon as you change any values in a preset, these settings will be stored (kept) automatically. (It doesn't matter if you're editing a factory or a user preset.)

However, if you unload Drum One these settings will be gone (unless you save your project within your DAW).

To make your changes permanent, you'll need to re-save the RA_DRUM_ONE.nki to disk from within KONTAKT or store your current Drum One instance as a so-called snapshot. This way, you can store your custom creations permanently.

COPY AND PASTE

To make creating your own presets easier, you can use the copy and paste buttons in the upper right corner:

You can copy any section from any preset slot to a different one or copy and paste settings between sections within the same preset.

Note: If you enable the **[EDIT ALL]** button, you can copy and paste the <u>whole</u> preset easily as well. Please note that this won't take the master effect settings into account.

PRESET RANDOMIZATION

Drum One features a „musical" preset randomization:

When you hit that button, Drum One will randomize the currently active section.

Note: If you enable the **[EDIT ALL]** button, clicking the dice button will randomize <u>all</u> seven sections.

Note that this randomization will be permanent for the current preset as long as the Drum One instance is active. Unloading Drum One will get rid of these changes.

WAV FILE (AUDIO) IMPORT

Drum One lets you import your own custom WAV files via **drag and drop** easily:

Note that audio file importing is <u>only</u> possible for the „body" layer of each section. You can import a single file or up to 26 audio files (for „A" to "Z") at once:

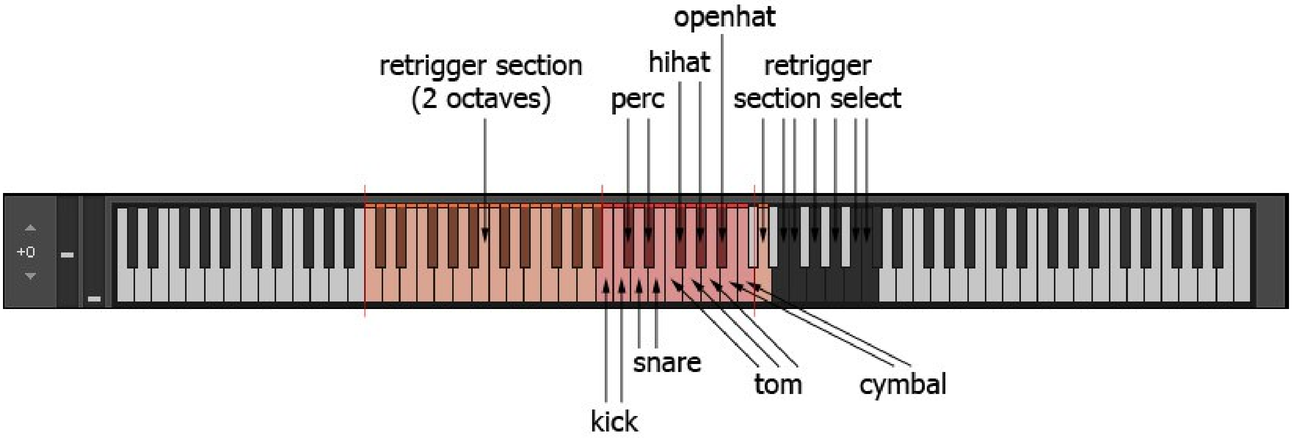
When the audio import has started, Drum One will show you its progress.

Audio files can be imported (dragged and dropped) from within KONTAKT or from the outside, e.g. the desktop.

Remember: If you want your custom audio files to be permanent in Drum One, re-save the Drum One instrument to disk or save it as a so-called snapshot in Kontakt.

Note that it is advisable to backup your original Drum One NKI instrument somewhere before doing so.

KEYBOARD AND NOTE MAPPING



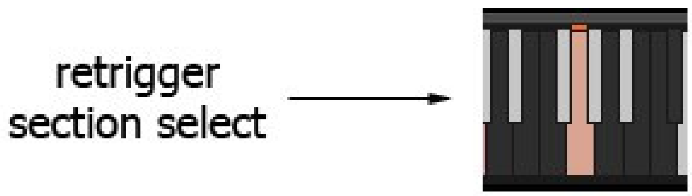
The above illustration shows the way in which notes are layed out (mapped) within Drum One and how to trigger certain drum sounds.

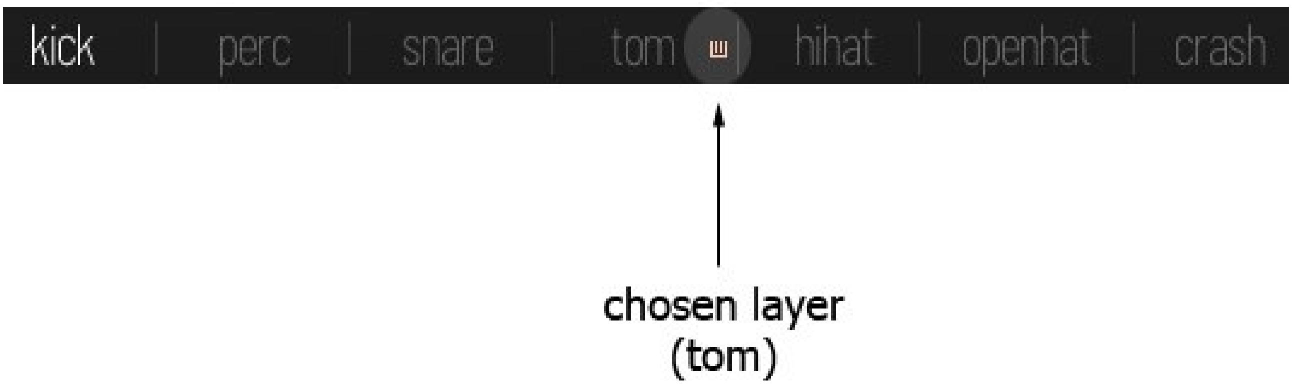
Besides the normal drumsound playback, Drum One comes with an internal „auto-flam" feature that can be used in conjunction with the so-called retrigger section.

The way it works is the following: (see next page)

AUTO-FLAM AND RETRIGGER-SECTION

Simply choose your preferred section using the „retrigger section select" area on the keyboard. Drum One will show you, which layer is currently set to be the retrigger-section:





You can now use the two-octave retrigger section on your MIDI keyboard to play the tom-layer chromatically (pitched) together with the internal auto-flam feature.

The auto-flam feature is great to add fast repetitions to your drum-performance. It changes the repetition speed depending on the velocity:

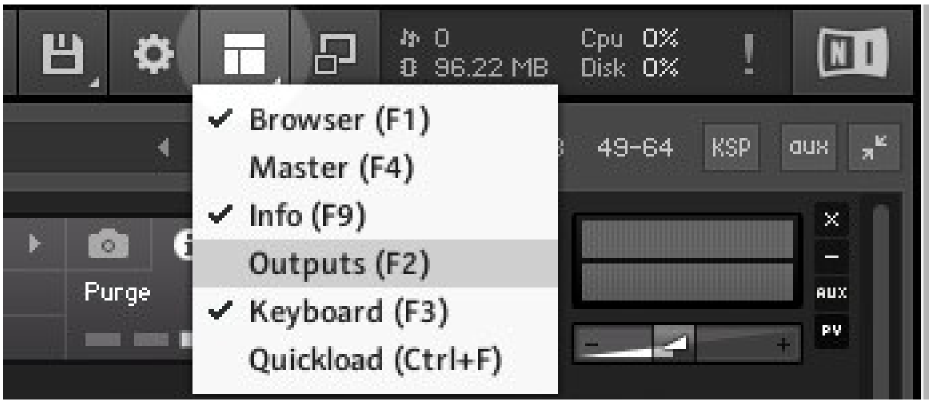
Velocity 0 – 94 = repetition-rate: 1/12 (triplets)
Velocity 95 - 112 = repetition-rate: 1/16
Velocity 113 - 127 = repetition-rate: 1/32

AUDIO OUTPUT ROUTING

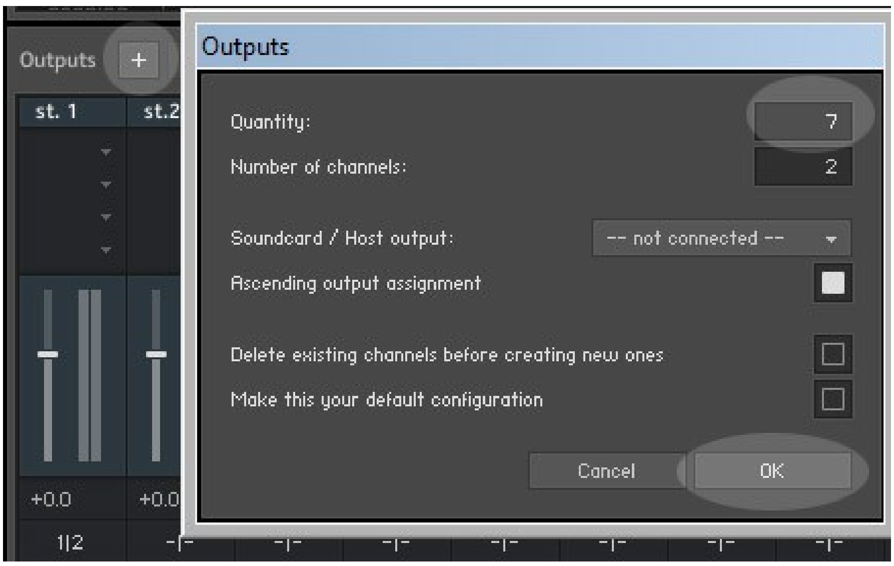
Each layer/section in Drum One has its own output bus internally that you can set up so that you have each one going to an individual audio-output. That is handy if you want to mix drumsounds externally (e.g. in your DAW).

To setup multi output routing in KONTAKT, please do the following:

1) Open up the „Outputs“ tab in KONTAKT by pressing „F2“ or clicking this menu option:

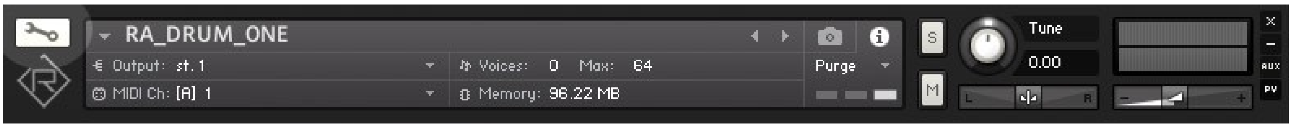


2) Click the „+“ button and create seven new audio outputs:

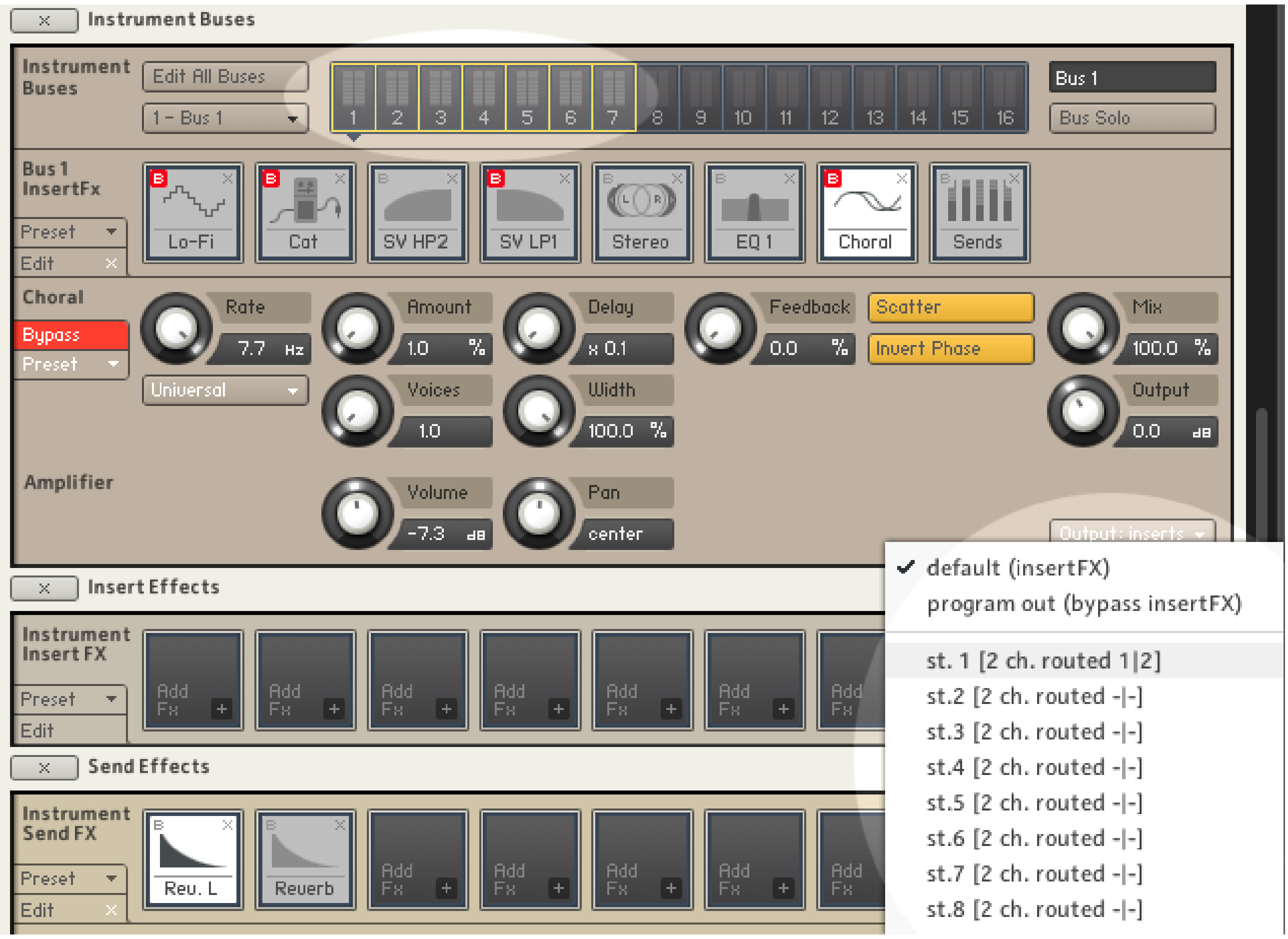


3) Assign each output (-|-) to a new set of physical outputs (e.g. 1|2, 3|4, 5|6, 7|8, 9|10, 11|12 and 13|14):

4) Click on the wrench icon in the top-left corner to enter the instrument editing mode.



Then scroll down to the audio busses and route each of them to a physical output:

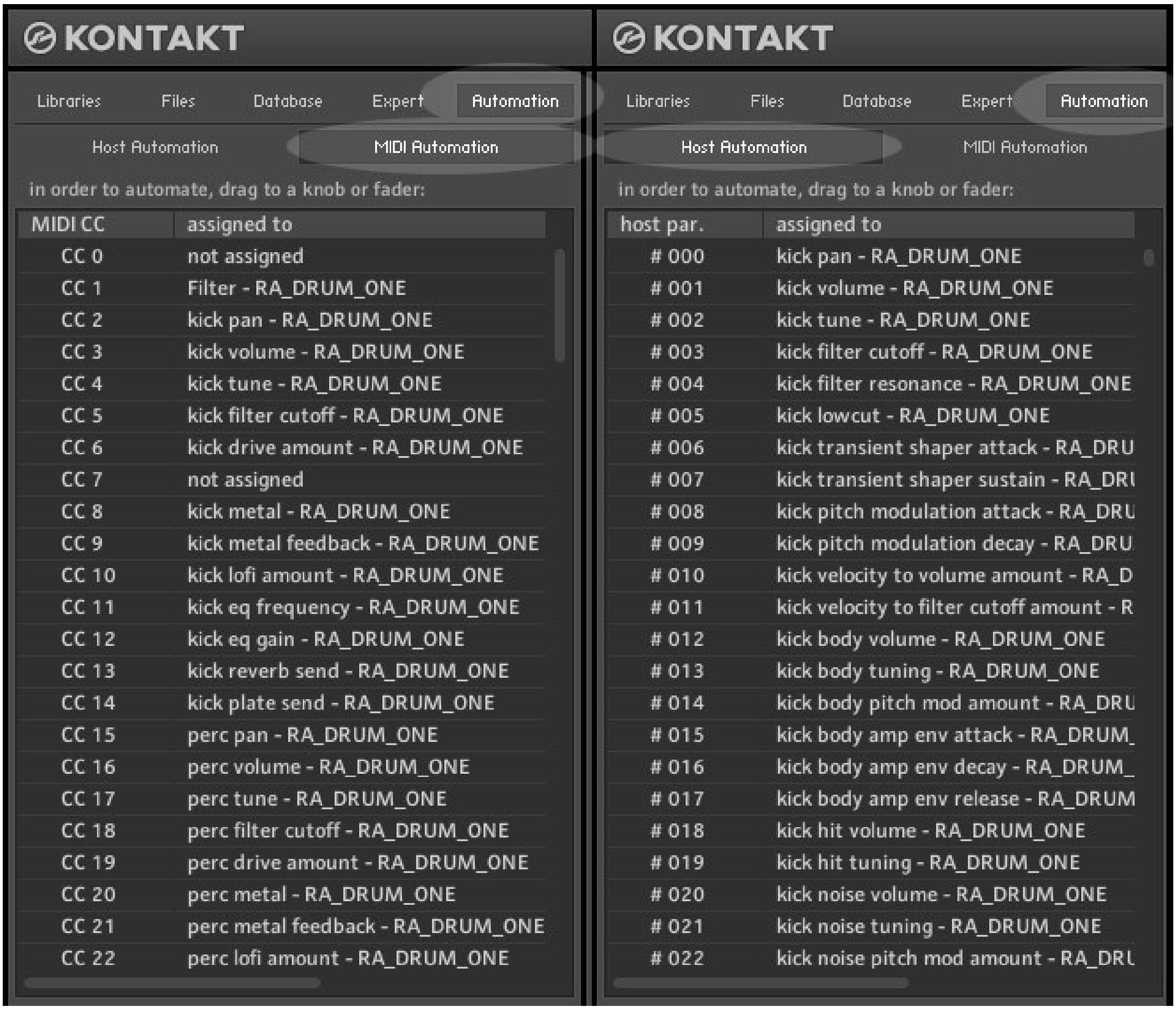


5) That's it! You should now have audio from Drum One coming into seperate channels inside your DAW.

Note: If that doesn't work, check to see if you need to do any additional steps inside your DAW.

AUTOMATION & MIDI CC# LIST

Drum One can be controlled (automated) via MIDI CC# (continous controllers) or host (DAW) automation:



MIDI CC	assigned to
CC 0	not assigned
CC 1	Filter - RA_DRUM_ONE
CC 2	kick pan - RA_DRUM_ONE
CC 3	kick volume - RA_DRUM_ONE
CC 4	kick tune - RA_DRUM_ONE
CC 5	kick filter cutoff - RA_DRUM_ONE
CC 6	kick drive amount - RA_DRUM_ONE
CC 7	not assigned
CC 8	kick metal - RA_DRUM_ONE
CC 9	kick metal feedback - RA_DRUM_ONE
CC 10	kick lofi amount - RA_DRUM_ONE
CC 11	kick eq frequency - RA_DRUM_ONE
CC 12	kick eq gain - RA_DRUM_ONE
CC 13	kick reverb send - RA_DRUM_ONE
CC 14	kick plate send - RA_DRUM_ONE
CC 15	perc pan - RA_DRUM_ONE
CC 16	perc volume - RA_DRUM_ONE
CC 17	perc tune - RA_DRUM_ONE
CC 18	perc filter cutoff - RA_DRUM_ONE
CC 19	perc drive amount - RA_DRUM_ONE
CC 20	perc metal - RA_DRUM_ONE
CC 21	perc metal feedback - RA_DRUM_ONE
CC 22	perc lofi amount - RA_DRUM_ONE

host par.	assigned to
# 000	kick pan - RA_DRUM_ONE
# 001	kick volume - RA_DRUM_ONE
# 002	kick tune - RA_DRUM_ONE
# 003	kick filter cutoff - RA_DRUM_ONE
# 004	kick filter resonance - RA_DRUM_ONE
# 005	kick lowcut - RA_DRUM_ONE
# 006	kick transient shaper attack - RA_DRU
# 007	kick transient shaper sustain - RA_DRU
# 008	kick pitch modulation attack - RA_DRU
# 009	kick pitch modulation decay - RA_DRU
# 010	kick velocity to volume amount - RA_D
# 011	kick velocity to filter cutoff amount - R
# 012	kick body volume - RA_DRUM_ONE
# 013	kick body tuning - RA_DRUM_ONE
# 014	kick body pitch mod amount - RA_DRU
# 015	kick body amp env attack - RA_DRUM_
# 016	kick body amp env decay - RA_DRUM_
# 017	kick body amp env release - RA_DRUM
# 018	kick hit volume - RA_DRUM_ONE
# 019	kick hit tuning - RA_DRUM_ONE
# 020	kick noise volume - RA_DRUM_ONE
# 021	kick noise tuning - RA_DRUM_ONE
# 022	kick noise pitch mod amount - RA_DRU

MIDI-LEARN

Almost all knobs in Drum One can be assigned to any MIDI-controller-number (called „MIDI-Learn").

To assign a control to a MIDI-controller, do these steps:

1) Right-click the knob that you want to add a controller to, and choose „Learn MIDI CC# Automation":

2) Move the desired controller on your MIDI-device. The knob should now follow these movements.

Note: Make sure Drum One is getting MIDI-data before trying to MIDI-learn a control.

TROUBLESHOOTING

In case you're having any issues, please refer to the troubleshooting PDF that you have received within your download or which is available in the release archive:

RA_Kontakt_Troubleshooting_EN.pdf

Thank you – have fun with Drum One!

RIGID AUDIO

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