

Autodafe

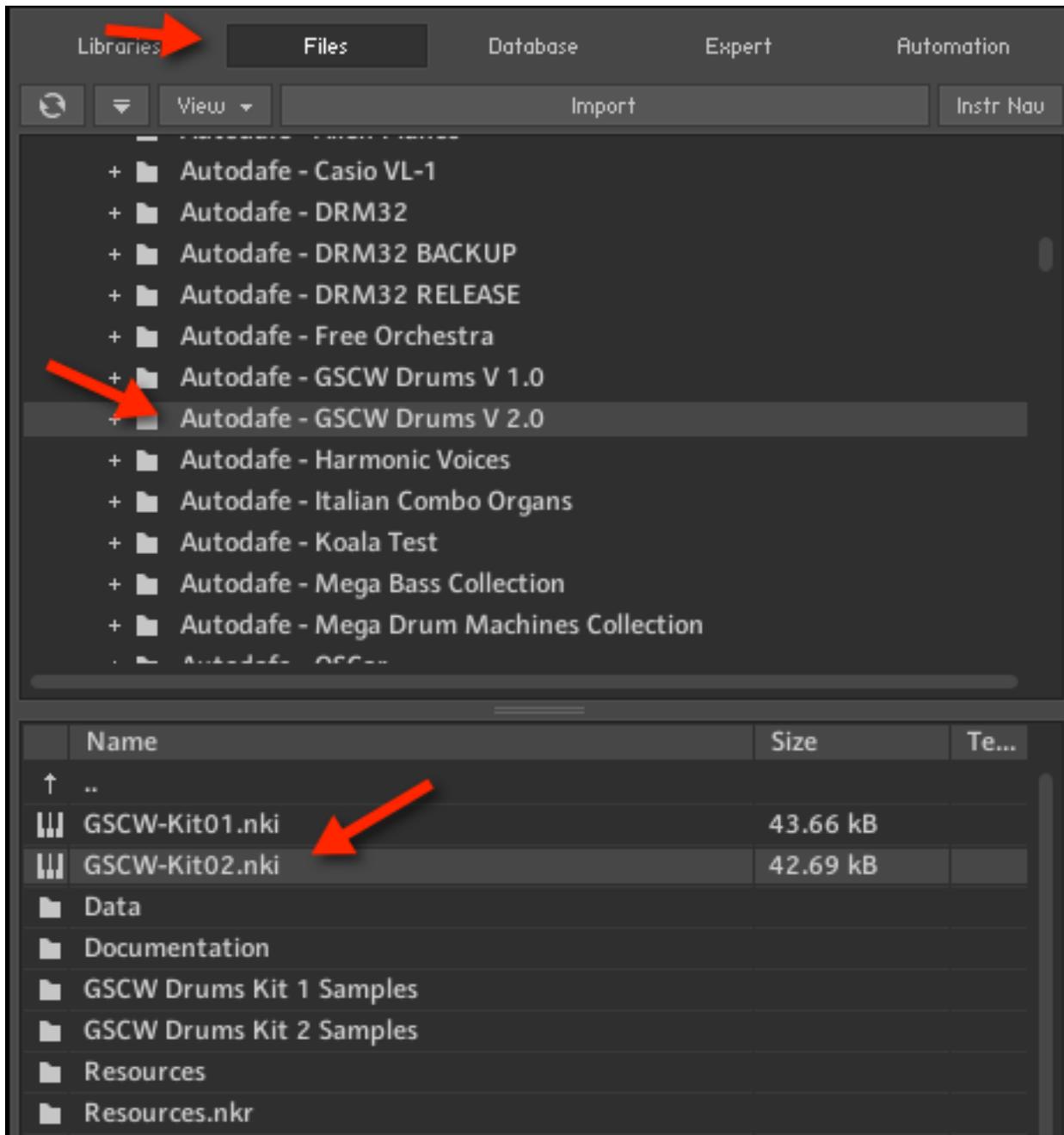
G&S Custom Work Drum Kits V2.0



INSTALLATION	2
MAIN INSTRUMENT WINDOW	3
DRUM SEQUENCER WINDOW	5
MULTI-OUTPUT SETTINGS	8
PARAMETERS AUTOMATION	9
COPYRIGHT INFO	10

Installation

- 1) Unzip the “GSCWDrums-20.zip” file you downloaded to your usual Kontakt libraries folder or to any location of your choice.
- 2) Using the “files” tab in Kontakt, browse to the location where you extracted the data and files to. Double click the .nki files to open the instruments.



Main Instrument Window



GENERAL INFO

G&S Custom Work is a Drum Library for Kontakt (**FULL** version of Kontakt 5.6 needed, **it will not work on the free Kontakt player**).

The Main Instrument has 5 vertical Slots:

1. **Kicks**
2. **Snare/Rim/Clap**
3. **Hats** (Closed, Open, Pedal)
4. **Cymbal/Cowbell**
5. **Toms** (Hi, Mid, Low) for a total of 12 sounds.

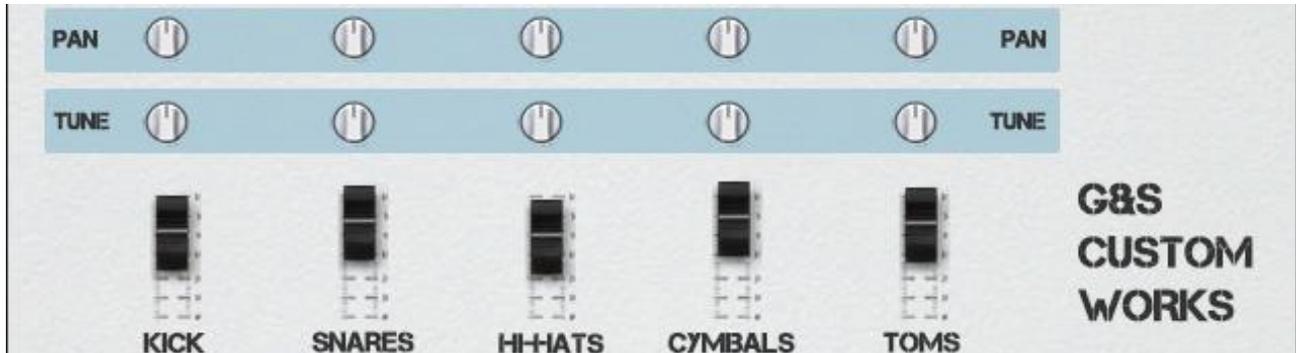
Samples are mapped to **General Midi** Standard Drum Mapping (blue keys), and can be played either by playing with Keys/MIDI, or using the **Drum Sequencer** (orange keys, see later) or both.

Samples are velocity sensitive.

Kick Drum: 16"X16" Yamaha - Mahogany & Birch
Snare Drum: 6"X13" CustomWorks - All Maple
Tom Toms: 10"X10" Tama - All Maple - 13X13 Tama - All Birch
Crash Cymbals: 14" & 18" Sabian AAX
Splash Cymbal: 6" HandHammered Sabian
Ride Cymbal: 22" Tri-Top Rod Morgenstein Sabian
Hi-Hats: 14" Studio AAX Sabian

VOLUME, PAN AND TUNE

Each Slot has separate **Level** (Volume), **Pan** and **Tune** controls for fine editing and fine-tuning of the samples.



ATTACK AND SUSTAIN

Each slot has two separate controls for **Attack** and **Sustain** of the onboard transient shaper. More attack for more “punchy” sounds, more sustain for “longer” sounds



SOLO AND MUTE

Each slot has **Solo/Mute** buttons, to Solo and Mute sounds in the slot.



Drum Sequencer Window



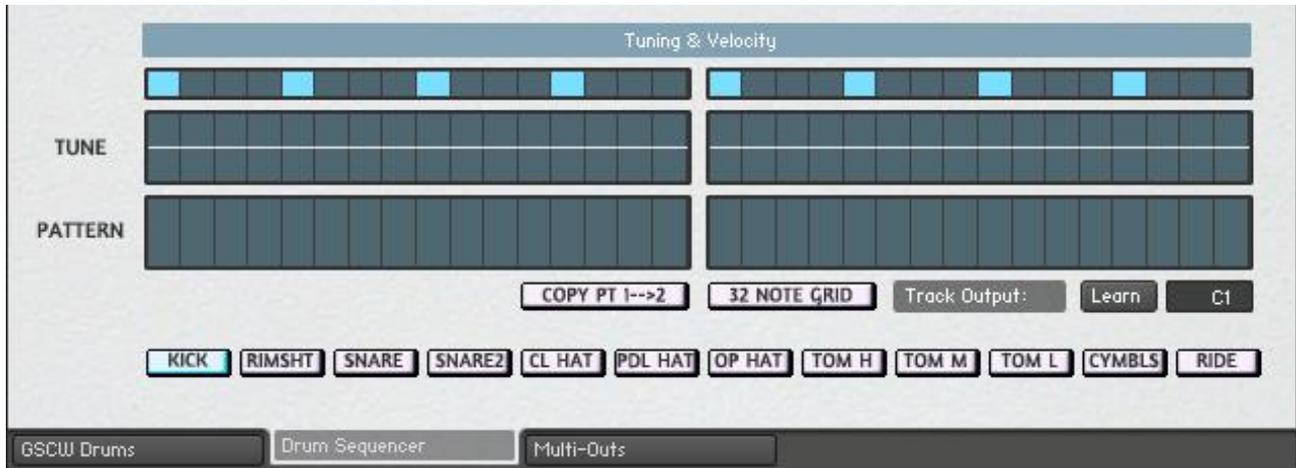
The **Drum Sequencer** Features **32 selectable patterns**.

Each pattern can be triggered by keys in the range C4-G6

PATTERNS

Each pattern has 2x16-Bars Grids (they can be switched to 32 note grids using the “**32 Note Grid**” button) and can be freely modified.

12 Presets are pre-recorded, but all 32 patterns can be freely edited and copied.



The “**Pattern**” lane allows editing of the pattern. Each sounds (Kick, Snare, Rimshot, Clap, Hats and so on) can be selected using the buttons at the bottom, and the pattern can be created/edited. Each bar in the “**Pattern**” lane represents a note, the higher the bar, the higher the velocity of the sound.

The “**Tune**” lane allows editing of the tuning of each note, that can be raised/lowered in pitch. The amount of pitch is controlled by the “Tune Grid Range” knob (see later).

Key Command in the Sequencer window:

Mac: Cmd + Click = Erase Grid bar
 Ctrl + Click & Drag = Draw a line

Windows: Ctrl + Click = Erase Grid bar
 Right Click & Drag = Draw a line

The “Copy Pt1→2” button copies the pattern created in Grid 1 to Grid 2.

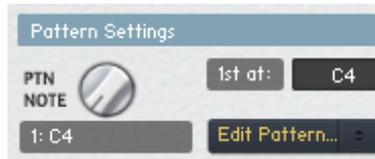
The “32 Note Grid” button switches from 16 bar Grids to 32 bars Grids

Track Output sets the note that is played by the selected track button. It can be changed or learned from MIDI

PATTERN SETTINGS

Patterns are selected by pressing the corresponding key. The Key can also be modified by using the selector under “**Pattern Settings**”, using the selector labeled “**1st at:**”.

The “**Edit Pattern**” menu allows Copy/Paste of the selected pattern, as well as other editing functions.

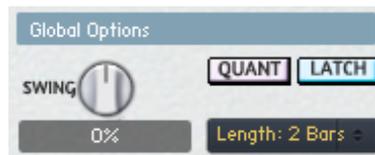


GLOBAL OPTIONS

Swing can be added to Patterns, by using the “**Swing**” Knob and adjusted between -50% and 50%. Key pressing can be **Latched** using the “**Latch**” Button (a single keystroke will repeat the pattern forever until another key –or the same one- is pressed).

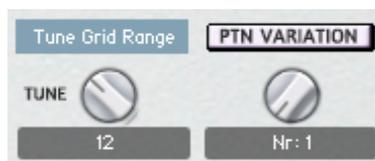
The “**Quant**” button allows quantizing of the notes.

Length of the patterns can be changed from 1 to 2 Bars using the “**Length**” menu.



OTHER SEQUENCER PARAMETERS

“**Tune Grid Range**” knob controls the range (in semitones) of the tuning grid lane of the Sequencer. The “**Ptn variations**” button allows to “remix” the current Pattern using one of the 16 included variations, selectable using the knob.



Multi-Output settings



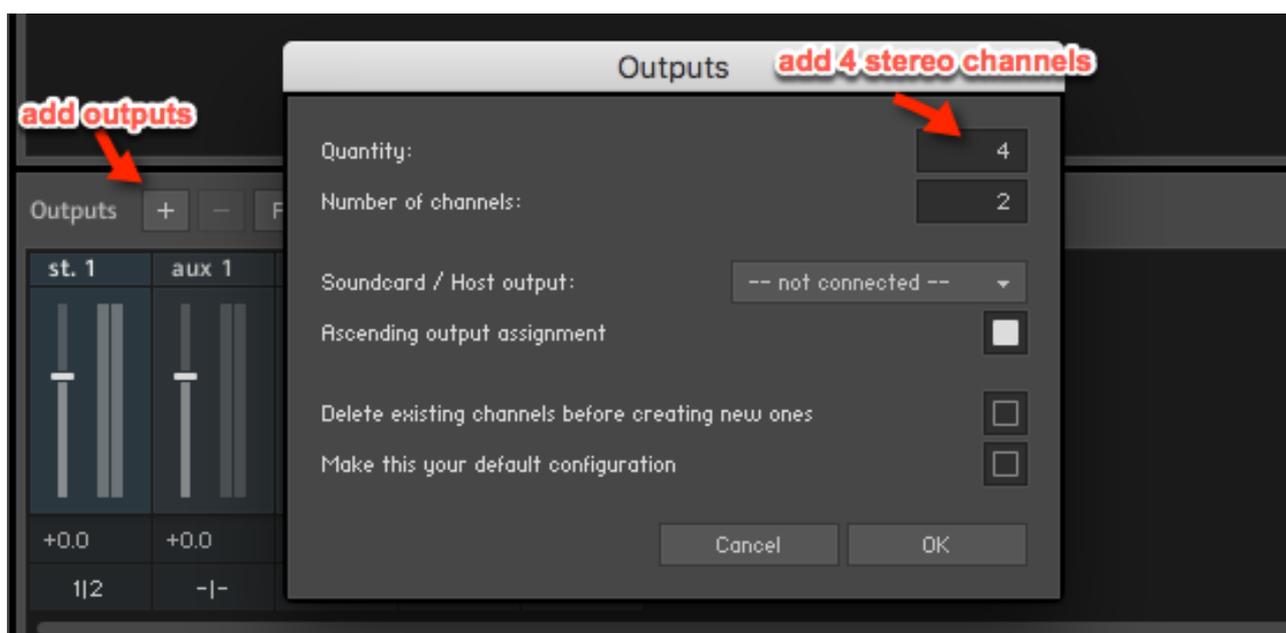
The last Tab of **G&S Custom Work** allows to set multi-outputs.

The instrument will normally load as a Stereo instrument, but can be switched to a multi-outs instrument by clicking the “**Multi-Output**” button.

In case of multi outputs, out channels are routed using the menus, and you can assign each slot to any of the 16 available outputs. The default settings are shown in the above picture.

Reverb is bypassed when in Multi-Output mode.

You have to add multi-outs in Kontakt and/or your DAW in order to hear them and/or apply additional effects, such as Compression, Reverbs, EQs and so on.



Adding 4 additional stereo channels in Kontakt

Please refer to Kontakt Documentation and/or your DAW documentation on how to setup multi-outputs

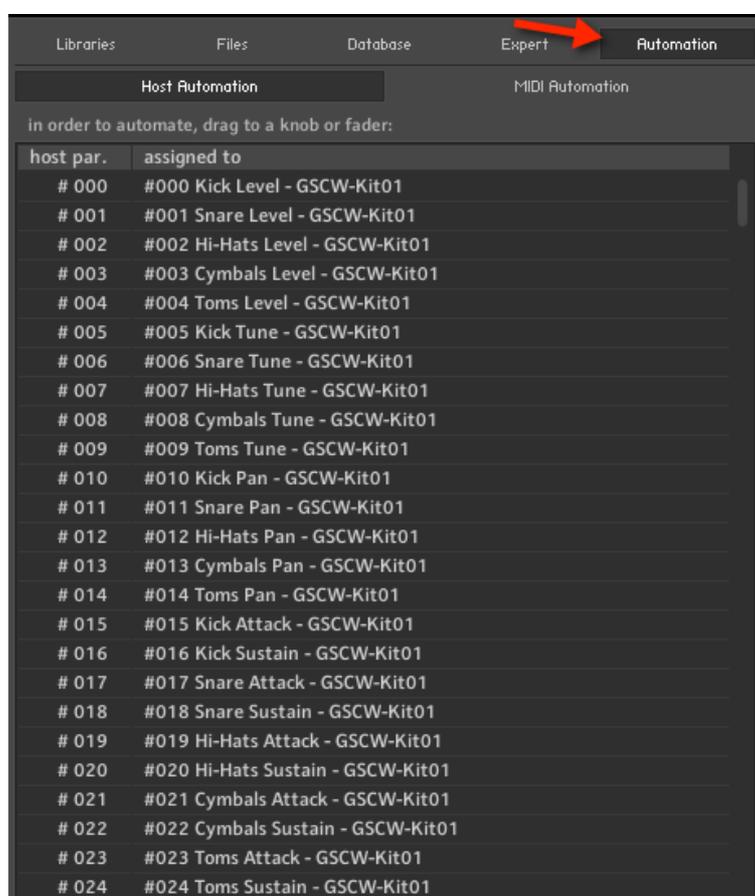
Parameters Automation

Almost any knob and switch in the Main Instrument can be automated in your DAW. Menus cannot be automated.

For each slot you can automate:

- Pan
- Level
- Tune
- Attack/Sustain of the Transient Shaper

When you open **G&S Custom Work** you can see the list of assigned parameters by going to the Kontakt “**Automation**” tab and clicking on “**Host Automation**”



Partial list of available parameters

Depending on your DAW, there might be differences in setting automation parameters; please refer to your DAW manual for instructions on how to set them.

Here's an example of how automation parameters show up in Logic X

Copyright info

G&S Custom Work Drum Library is based on the original Drum Kits made available in 2005 by **Salvador Pelaez** www.pristinestudio.com and hosted by **Autodafe** www.autodafe.net

This new version has been agreed by Salvador Pelaez.

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G&S Custom Work includes some GUI and Script elements taken from Autodafe DRM32 Analog Drum Machine: <http://www.autodafe.net/samples/kontakt-libraries/drm32-analog-drum-machine-for-kontakt.html>