

Autodafe

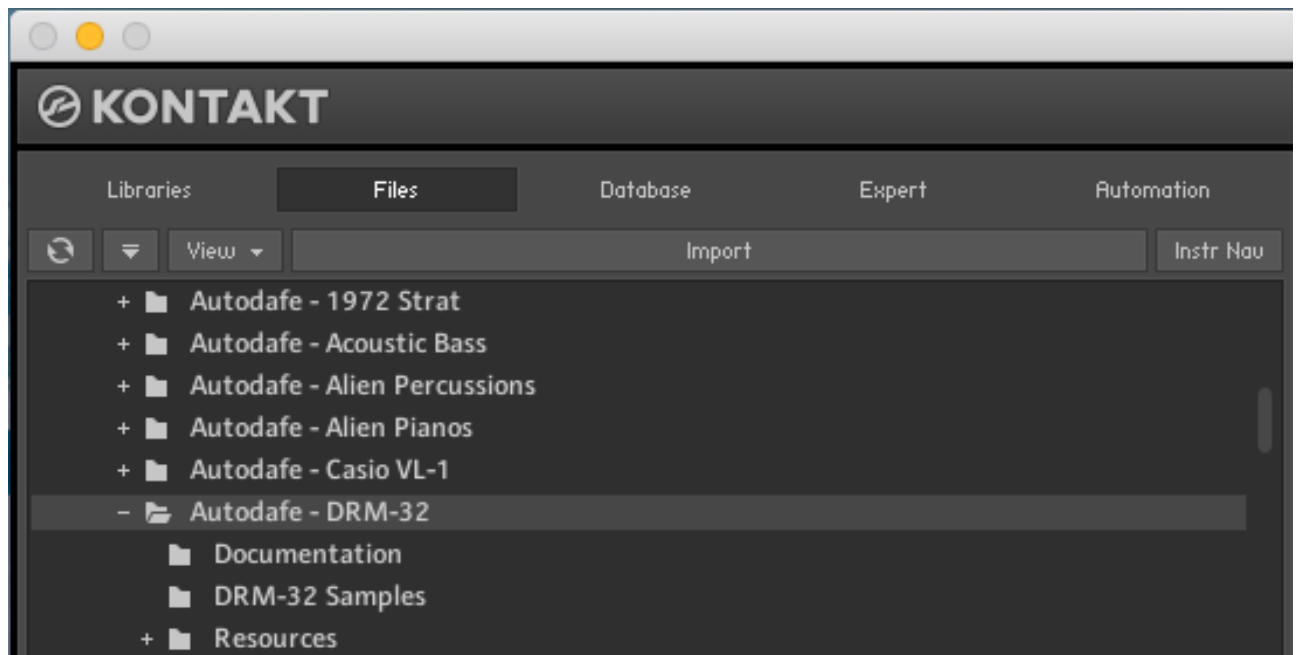
DRM32 – Analog Drum Machine V1.0



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Installation

- 1) Unzip the “Autodafe-DRM32-AnalogDrumMachine.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 “DRM32 Analog Drum Machine.nki” files to open the instrument.



Main Instrument Window



GENERAL INFO

DRM32 Analog Drum Machine is a Drum Machine for Kontakt (**FULL** version of Kontakt 5.6 needed, **it will not work on the free Kontakt player**) based on samples of Analog Drum Machines and synths.

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.

Each Slot has **32 different selectable kits of sounds**: 32 Kicks, 32, Snares/Rim/Clap combinations, 32 Hats combinations (Closed, Open, Pedal), 32 Cymbals/Cowbells, 32 Toms combinations (Hi, Mid, Low) for a total of 160 sounds (32×5) and lots of different combinations (32^5)

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.

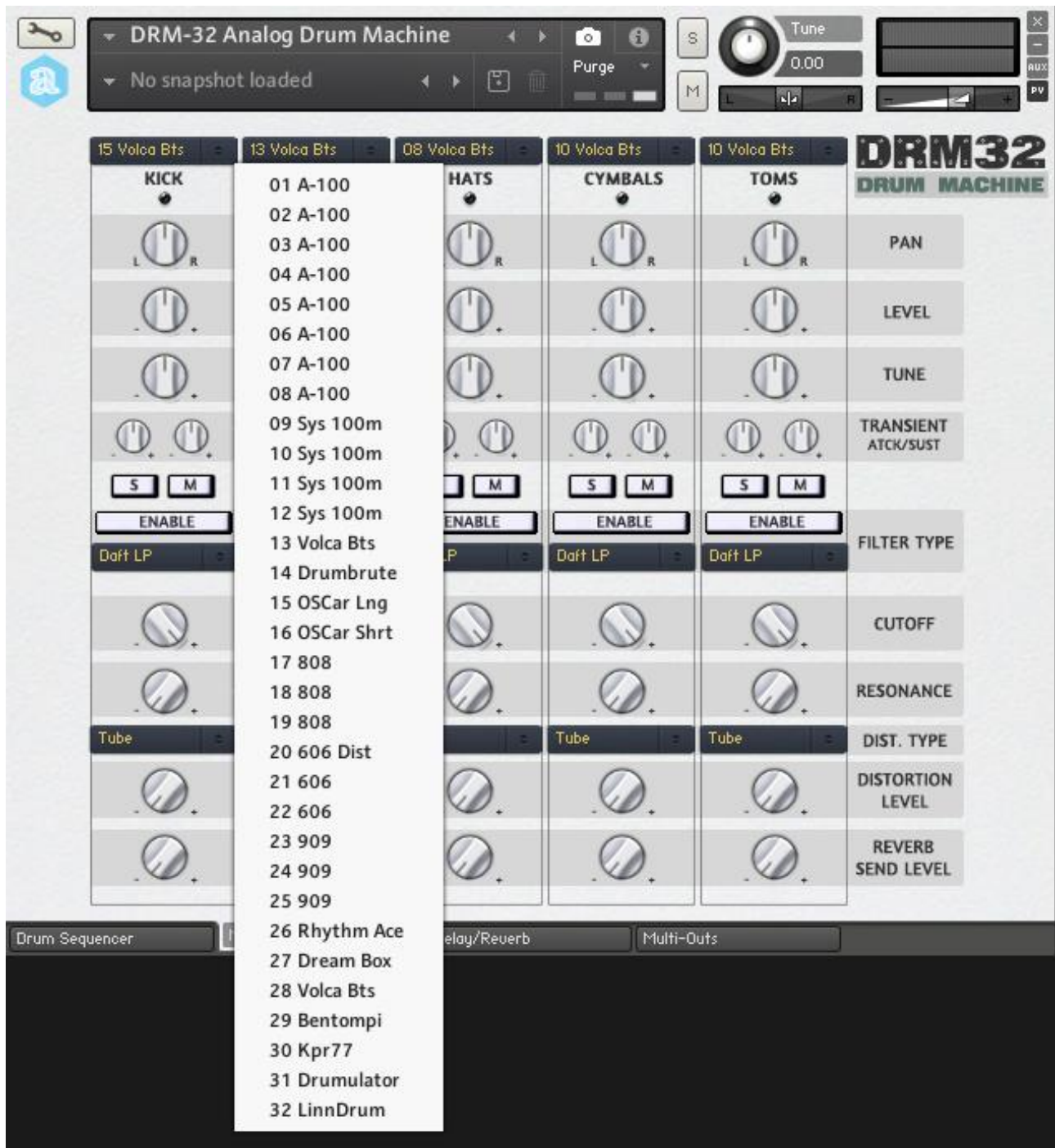
Samples come from **analogue gear** such as: Doepfer **A-100**, Roland **System 100M**, **OSCar**, Arturia **DrumBrute**, Elektron **Analog RYTM** and **Analog Four**, Korg **Volca Beats**, Acetone **Rhythm Ace**, Eko **Dream Box**, a **Circuit Bent Bontempi** Keyboard, Korg **KPR77**, Roland **XOX series** and various other stuff (see full content and naming conventions at the end of the manual).

Most of the samples come from Autodafes' collection of old analog gear.

Samples are 44.100, mono, either 16 or 24 bits.

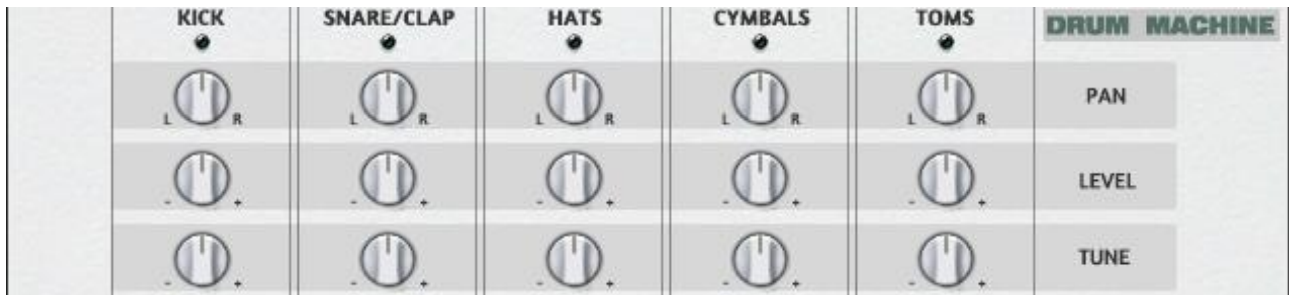
LOADING SOUNDS

Each slot can freely load any of the sampled kits, allowing to mix any Kick with any Snare, any Hats and so on. You can have, as an example, a Doepfer A-100 kick, a Roland System 100M Snare, Drumbrute Hats and Volca Toms, and so on...



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.



FILTER SECTION

Each slot has independent selectable **Filter** with: **Enable Button**, **Filter Type** (different LowPass, HighPass), with **Cutoff** and **Resonance** controls



DISTORTION

Each slot has an independent **Distortion** section with selectable Type (**Tube** or **Transistor**) and **Level** control



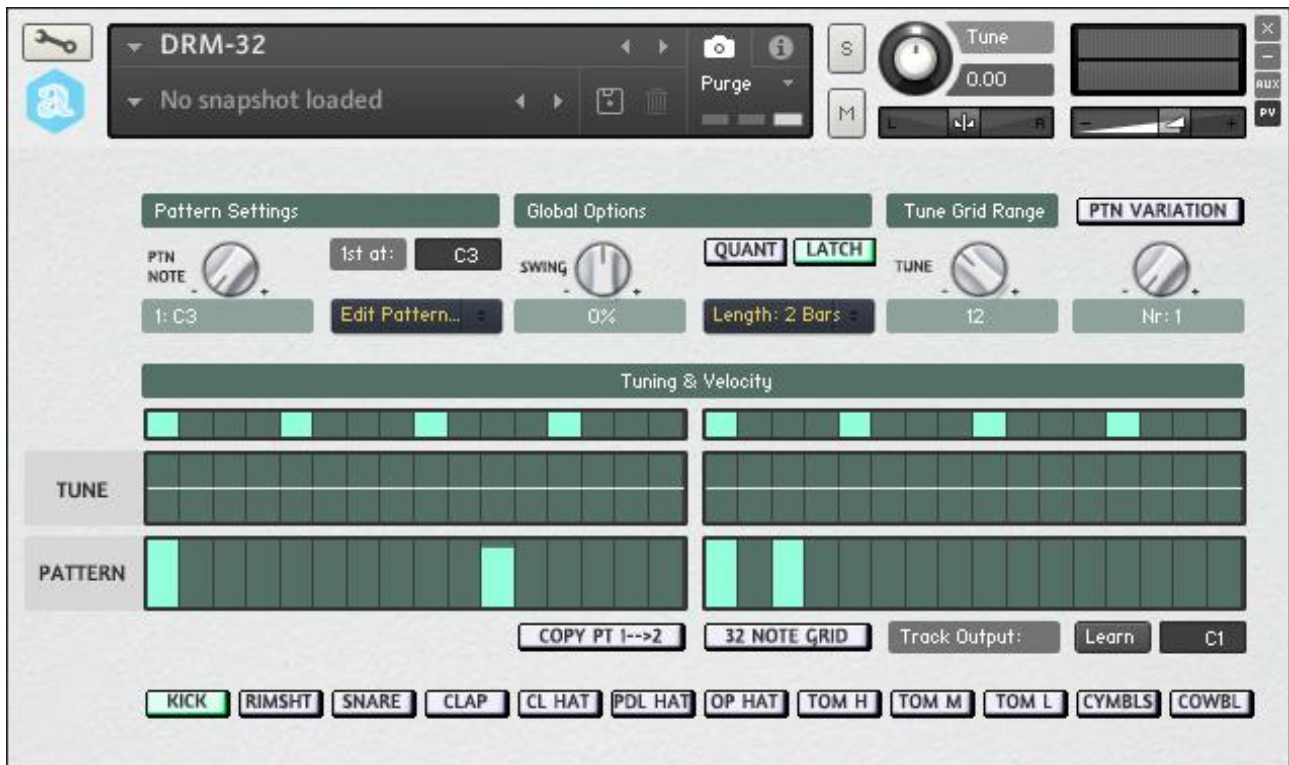
REVERB SEND LEVEL

Each slot has a dedicated **Reverb Send Level**, which controls the amount of sound that is sent to the Reverb bus channel.

Reverb Type and its parameters can be adjusted in the “**Delay/Reverb**” window (see later)



Drum Sequencer Window



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

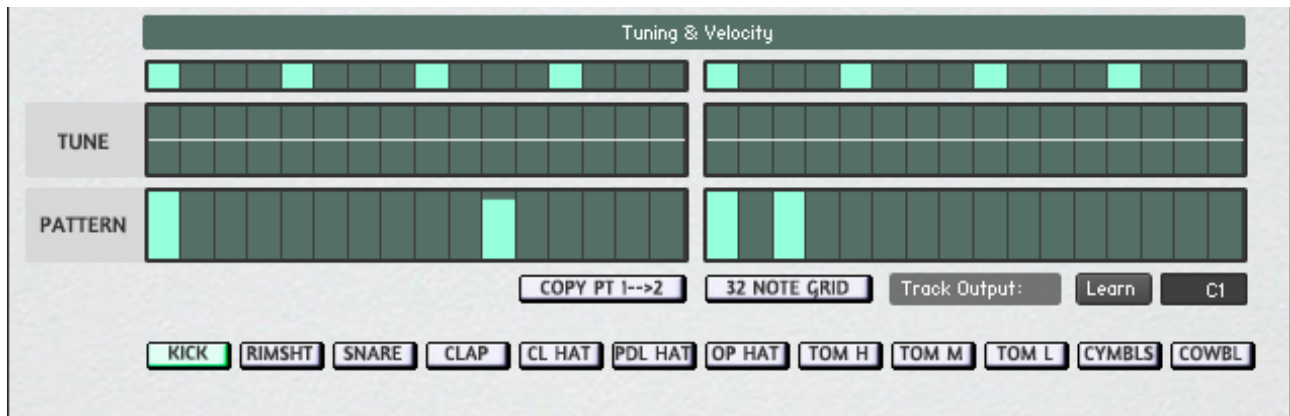
Each pattern can be triggered by keys in the range C3-G5 (orange notes)



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.

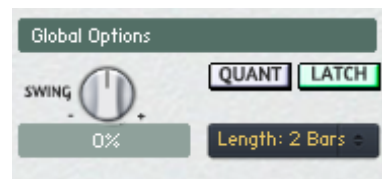


GLOBAL OPTIONS

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).

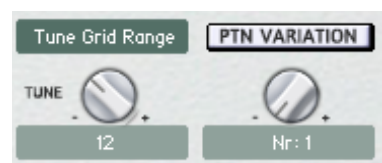
The “**Quant**” button allows quantizing of the notes.

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.



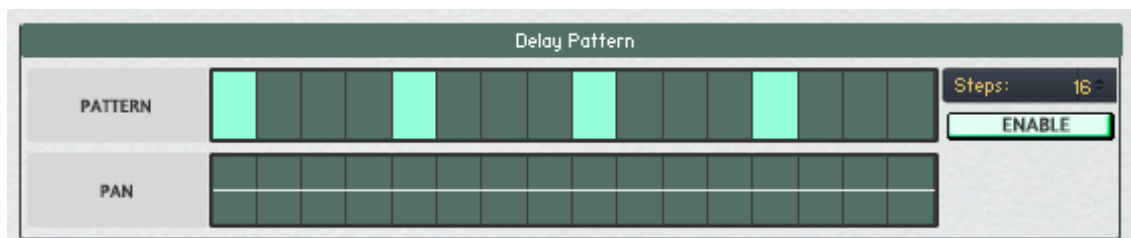
Delay/Reverb window



DELAY PATTERN

Delay can be enabled/disabled globally using the “Enable” button.

The “Steps” menu allows to set the number of steps the delay will work on. Default is 16 but it can be freely reduced.



Each bar in the “Pattern” lane represents the delay step in the 16-bar Grid.

The “Pan” lane allows to pan the current delay step

DELAY SETTINGS

Delay is always synced to host tempo.

The “**Tempo**” knob allows to set the tempo of the repeated steps of the delay. The “**Swing**” knob sets the swing of the delay, and the “**Feedback**” knob sets the feedback, i.e. how long the delayed sound is repeated.



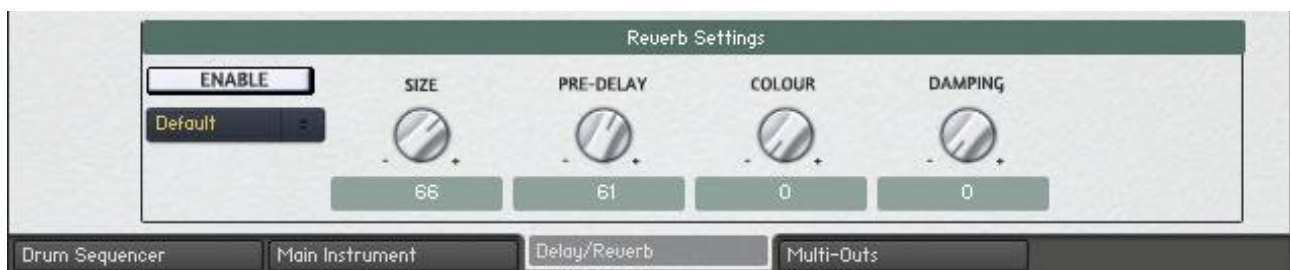
REVERB AND REVERB SETTINGS

The Reverb section controls the reverb send effects that can be used in combination with the Reverb Send Level knobs in the Main Instrument window.

The “Enable” Button enables or disables the reverb effect.

Reverb type can be selected among 20 types using the “**Reverb**” Menu.

Reverb settings are preset, but can be further edited using the Knobs labeled “**Size**” (size of the reverb chamber), “**Pre-delay**” (the time before the reverb effect), “**Colour**” (the material of the reverb chamber, that gives different “colour” to the reverb effect) and “**Damping**” (amount of absorption of the reverb chamber).



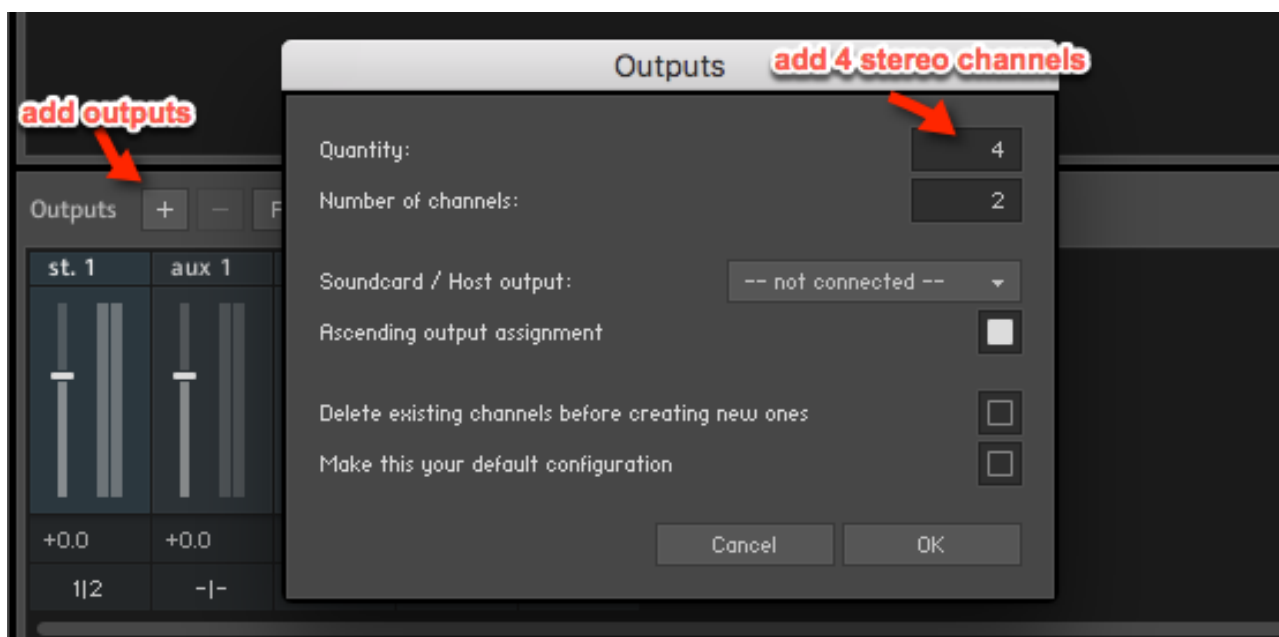
Multi-Output settings



The last Tab of DRM32 Analog Drum Machine 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



Example of Kontakt (standalone) with DRM32 assigned to multi-outs and additional effects on each output.



DRM32 set as multi-output with different channels and effects on Logic X

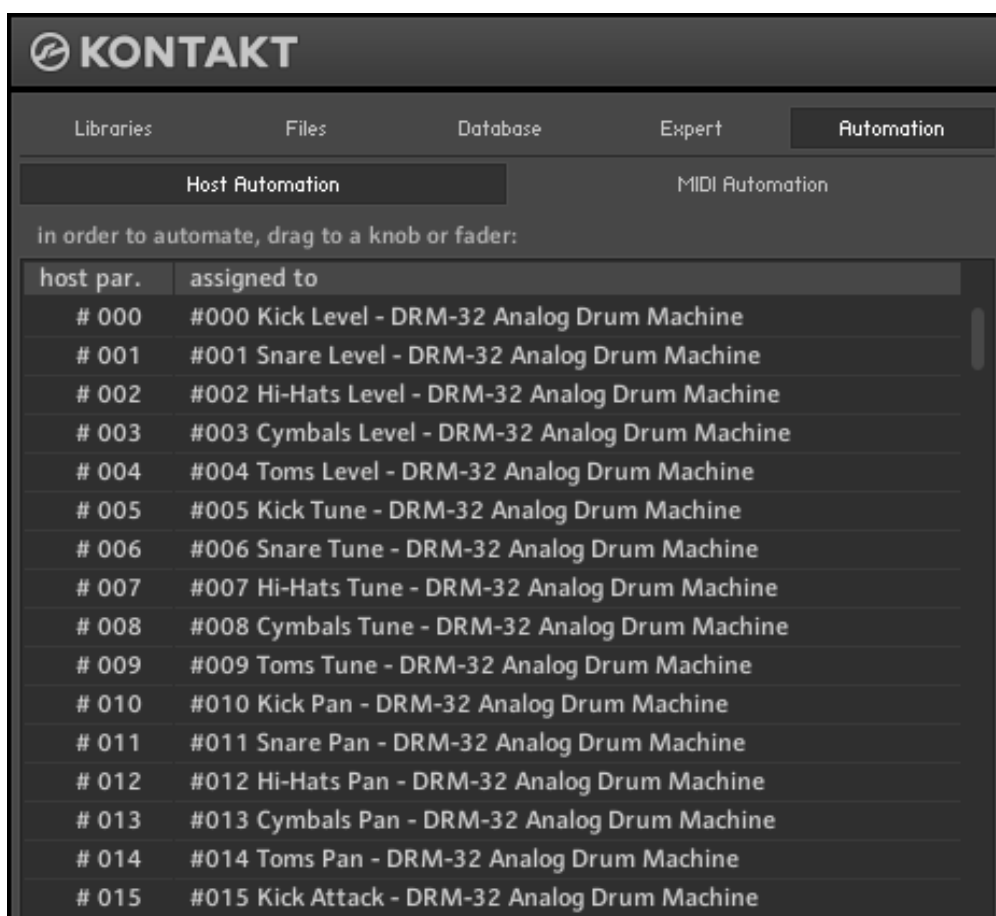
Parameters Automation

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:

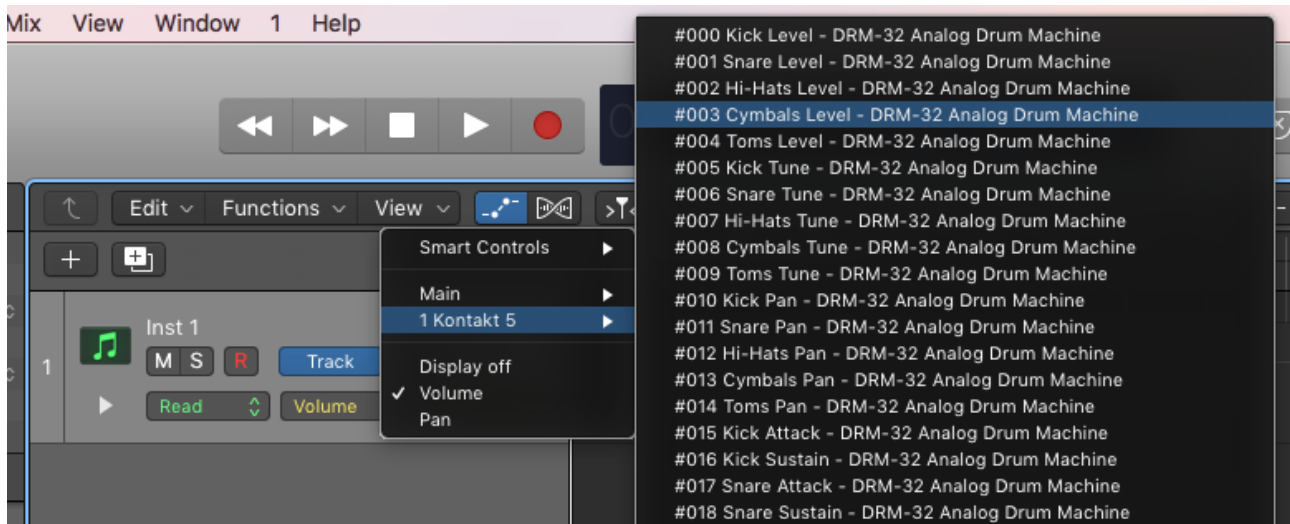
- Pan
- Level
- Tune
- Attack/Sustain of the Transient Shaper
- Solo/Mute buttons
- Enable/Disable filter
- Cutoff
- Resonance
- Distortion Level
- Reverb Send Level

When you open the DRM32 instrument 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



Automation parameters in Logic X

Samples Naming Convention

DRM32 uses samples from many analog gear, the names in the menus are as follows:

A-100	Doepfer A-100 Modular
Sys 100m	Roland System 100m
Drumbrute	Arturia Drumbrute
OSCar	Oxford Synthesizer Company OSCar
Emu Modular	Emu Modular
Volca Bts	Korg Volca Beats
Anlg Four	Elektron Analog Four
Anlg RY	Elektron Analog RYTM
SPD-8	Roland SPD-8
Monotron	Korg Monotron
808	Roland TR-808
909	Roland TR-909
606	Roland TR-606
Rhythm Ace	Acetone Rhythm Ace
Dream Box	Eko Dream Box
Bentompi	Circuit Bent Bontempi keyboard
Kpr77	Korg KPR-77
Drumulator	Emu Drumulator
LinnDrum	Linn LinnDrum

Copyright info

DRM32 Analog Drum Machine is © **Autodafe** www.autodafe.net

No copying, redistribution, lending of the Kontakt Instrument is permitted.

You are **ALLOWED**:

- To use the included samples and sounds, to create pattern/loops using sounds in the DRM32 Analog Drum Machine in any musical composition, music project, film scores, commercials, free or commercial.
- To use the included samples and sounds to create patterns and loops ONLY IF USED IN COMBINATION with other sounds/instruments, for free or even for commercial purposes

You are **NOT ALLOWED**:

- To re-sell or re-distribute the one-shot samples or the pattern/loops.
- To re-sell or re-distribute edited versions of the one-shot samples or the pattern/loops.
- To sell or re-distribute loops and patterns created using ONLY the sounds in the DRM32.

Credits/Acknowledgements

Analog Rhythm Samples used by permission: **LarsErik** on KVR Forum - <http://bit.ly/2jEM7Z5>

Drumbrute Samples used by permission: **sin night** on KVR Forum

Part of the Reverb script taken from some **bigcat** instruments:

<http://bigcatinstruments.blogspot.it>

Infinite thanks to **EvilDragon** and **Lindon** on Native Instruments “Scripting Workshop” Forum for their constant help to me and other users.

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(www.fairlyconfusing.net), **Musical Gym**, **surreal**