



# Chocolate Audio



Drummer for Kontakt Manual - v. 2.0 (TBAD)

# Welcome

Thank you very much for purchasing one of the Drummer for Kontakt instruments!

We hope you'll make the best out of this carefully crafted Instrument.

## Requirements

This Instrument requires that you have installed the Full Version of Kontakt 5.4.3 or newer.

It will not work with the free Kontakt Player.

Most presets need about 1.5 GB of preload in RAM. Make sure that your computer has enough RAM to cope with your host DAW needs and this and other instruments' needs.

When using Drummer for Kontakt together with other sample-based instruments, a fast hard disk drive or an SSD is warmly suggested, since the polyphony count can easily exceed 150 voices using an average groove with toms and cymbals.

## Unpacking

Once you have downloaded the Install files following the instructions from the purchase email, please follow these steps:

1. The RAR compressed files (.rar, .r01, .r02 or part1.rar, part2.rar ...) need a specific application in order to be opened.
  - 1.1. PC users might use 7-zip, an open source tool for compressed files: <http://www.7-zip.org>.
  - 1.2. MAC users might use UnRarX: <http://www.unrarx.com>.
  - 1.3. These are freeware open-source option but there many other free and commercial alternatives available on both platforms to open RAR files.

# Installing

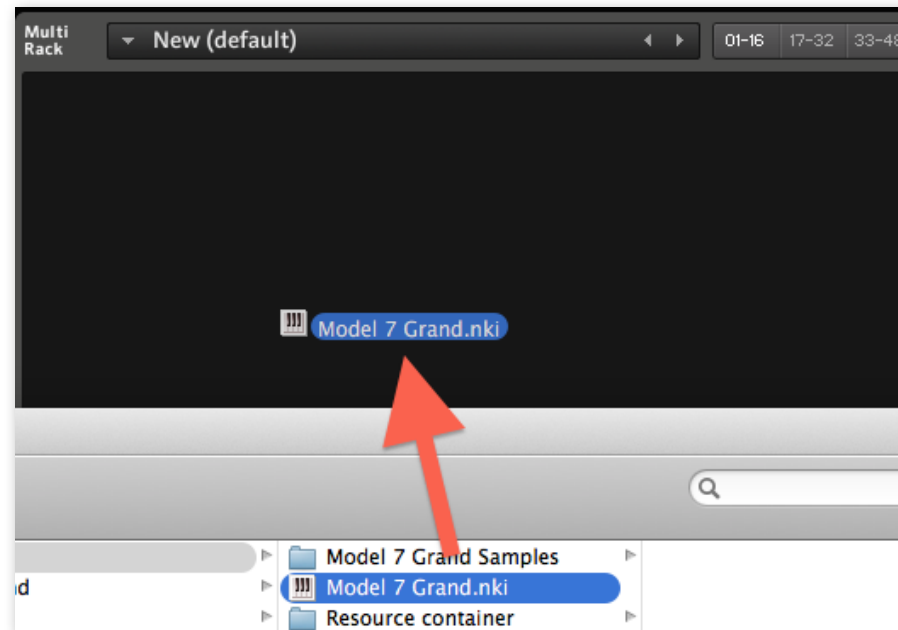
Once both the Samples and the Instrument RAR files are unpacked, you can move the decompressed folders to your favorite location. We warmly suggest placing the Samples folder inside the Instrument folder, at the same level as the .nki file.

Please keep and eventually make back-up copies of the RAR installers since they might be useful in case of data-loss, without requiring a full re-download of the whole package.

# Loading

Kontakt Instruments not based on the protected NI scheme, can be loaded in one of the following ways:

1. Drag & Drop the .nki file onto the main Kontakt interface.





2. Use the Kontakt Browser to find the .nki file and either Double-Click or Drag & Drop to the main interface.

## Sample Loading Time Optimization

We warmly suggest that you re-save the .nki file right after loading it the first time, so that all the external sample references will be written correctly inside the .nki file speeding up load times.

It is also suggested that you complete a “Batch Re-Save” (Files menu in Kontakt, with only this .nki open) to further optimize the performance of the .nki file.

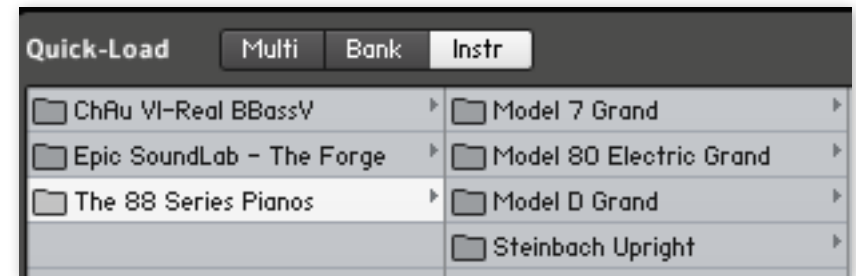


# Quick Load

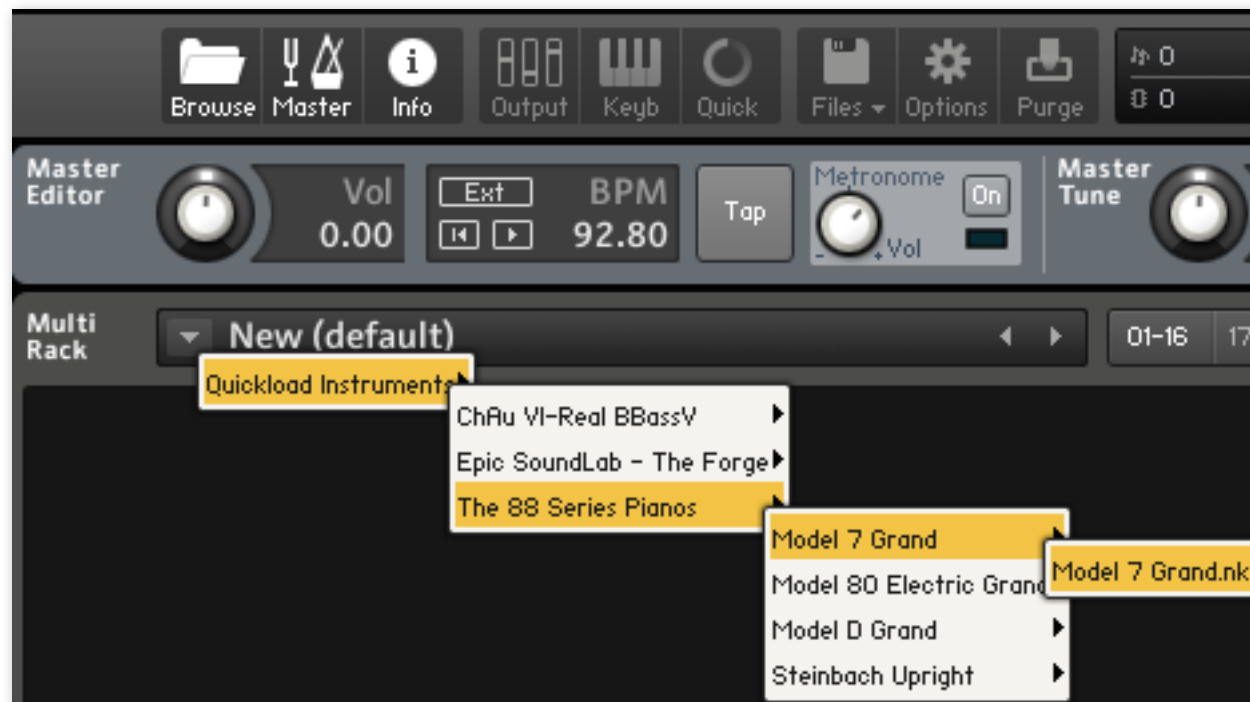


You can use Kontakt's Quick Load feature to easily access the Instrument.

1. Click on the "Quick" button on top of Kontakt's interface.
2. Either from the PC's Explorer / Mac's Finder or from Kontakt's Browser, Drag and Drop the folder containing the Instrument or the .nki file itself to the Quick Load window.



3. Eventually, you can organize instruments in collection by creating folders inside the Quick Load window (right-Click on PC or ctrl-Click on Mac).
4. The Instrument is readily available, either from the Quick Load window itself or through the Quick Load button.





# DrumKit Page

- Load, Save and Delete Global Presets
- Click on the Preset name to enter a new Name, then click Save
- Click on the Next and Previous Preset arrows to browse through Factory and User presets
- Use the rounded target to open the Presets menu list
- Play or Stop the loaded Style in the Player Page (see below)
- Load different Kicks, Snares, Tom Sets, HiHats, Rides and Cymbals/Others
- GUI will update when selecting a different Snare Drums
- Use the MIDI Mapping menu to load different MIDI Mapping presets: our proprietary mapping is the Default, but we're supporting other popular MIDI mapping formats
- Click Info in the lower right corner to see credits and release date and info (useful for support)



Ctrl-Click (PC) and Cmd-Click (Mac) set each Pot to its default value

# Mixer Page

- Click on the rounded target below each drum channel's label or on the label itself to open the drum selection menu
- Adjust Solo, Mute, Volume, Pan or Width (for stereo channels) and Rev (reverb send) to taste for each channel
- Click on EDIT to open the Edit panel for that channel
- The Edit Effect panels (the first 4) are the same for all channels, EQ, Compressor, Transient Designer and Tape Simulator. Activate the Effect by clicking on the grey/blue led bar below the FX's selection button
- Instr Setup and Setup pages adapt to each channel's characteristics (more on this below)
- All buttons, pots and fader are assignable to a MIDI CC by right-clicking on it
- The Master channel features a Swap L/R button for drummer's perspective (all our drums are recorded listener's perspective)
- Click Info in the lower right corner to see credits and release date and info (useful for support)



Ctrl-Click (PC) and Cmd-Click (Mac) set each Pot to its default value



# Kick

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of Kick signal spill in up to 4 Room channels
- Set the level of 3 different Close microphones
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



# Snare

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of Snare signal spill in up to 4 Room channels
- Set the level to 3 different Close microphones
- Switch on and off the bleed from other drums into the Snare channel
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



# HiHat

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of HiHat signal spill in up to 4 Room channels
- Set the level of 2 different Close microphones
- Change the HiHat opening behavior (always closed to always open)
- Change the MIDI CC used to control the HiHat opening: MIDI CC#1 (Mod Wheel) or MIDI CC#4 (Foot Control)
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



# Ride

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of Ride signal spill in up to 4 Room channels
- Set the level of up to 2 different Close microphones, if present (not shown here)
- Change the relative level of each Articulation, if present (Edge, Bow, Bell)
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



## Cymbals/Others

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of Tom signal spill in up to 4 Room channels
- Set the Hi-Pass frequency applied to the Cymbals
- Set independently the overall level of all Cymbals and all Percussions (not shown)
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



## Toms

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Set the amount of Tom signal spill in up to 4 Room channels
- Set the level of 2 different Close microphones
- Change the Velocity response of the drum
- Change the tuning
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail



## Rooms

- Load (rounded target), Save and Delete channel presets
- Assign the output of the Channel to a separate output (you need to configure the output first in Kontakt in order to see it appear in this menu)
- Change the effect routing between 4 different settings
- Change the envelope using a simple and effective AHD Envelope: good used as a virtual gate effect or to tame a drum tail
- Set the panpot of the channel, if a stereo channel (stereo width on the main mixer, while pan is here)



## Master

- Load (rounded target), Save and Delete channel presets
- Change the effect routing between 4 different settings
- Change the Velocity response of the drum
- Compress the velocity limits (1 to 127)
- Randomize the Volume of each hit
- Randomize the Velocity of each hit
- Randomize the Pitch of each hit
- Randomize the Tone of each Hit



## Reverb

- Load (rounded target), Save and Delete channel presets
- Load an IR (Impulse Response)
- Set the Predelay (0 to 300 ms)
- Set the IR Size, High Pass and Low Pass for the Early Reflections portion of the IR
- Set the IR Size, High Pass and Low Pass for the Late Reflections portion of the IR

NOTE: the Reverb returns its signal after the Master channel. This is a default behavior of Kontakt that we cannot change as of now.



## Drummer Preferences

- Disable Round Robins: will play just one sample for each Velocity Split. It might be useful if you want the player to always trigger the same sample
- TrueFeel: introduces a pre-attack time to Kicks, Snare and Toms for better sounding results. You might perceive an additional latency, so it's off by default and it's given as an option. The pre-attack time when this option is select consists in 5 milliseconds. Try it, it makes a difference, and a good one once you offset this additional delay in your sequences





## Color-Coding of Drums

Each drum type is color-coded in both the DrumKit and Mixer pages. The same color is used in the Kontakt onboard keyboard to facilitate learning and visualizing the currently active mapping.





# Player Page

- Load Style pressed shows this panel
- Double-Click on any of the .mid Styles to load it in the Player
- Select the Complexity level of an Intro, a Main, a Fill or an Outro
- Play the desired pattern (Intro, Main, Fill or Outro)
- Fills can flow automatically into Mains or Outros
- Intros flow automatically into Mains
- Outros stop automatically at end
- All of these automatisms if you don't do anything in the meantime
- Change Intensity (Velocity), Tempo (speed of playback compared to the base BPM), Delay (in musical values and ticks, separate), Grid to use for Quantizing and/or Swinging
- Assign any selected pattern (together with all modifications applied to it) to any of 15 MIDI Keys between C#-2 and D#-1
- C-2 always stops the Player
- Export via drag and drop any selected pattern (together with all modifications applied to it) to the desktop or DAW
- Sync to Host tempo with or without automatic playback linked to Host playback status (Autoplay)
- Change pattern at next bar or beat



Ctrl-Click (PC) and Cmd-Click (Mac) set each control to its default value

## Player Page (2)

- Apply any realtime transformation to separate kit-piece categories
- Mute a single kit-piece
- Remap some kit-pieces based on pattern content (Snare to Sidestick, HiHat to only Shank or only Tip...)
- Modify Intensity, Tempo, Delay, Grid, Quantize and Swing separately for each drum-piece category
- Reset all modifications to the initial status



Ctrl-Click (PC) and Cmd-Click (Mac) set each control to its default value

## Player Page (3)

- Set the Preferences for the Player Page
- Enable MIDI Groove Control: on by default, assigns the first 2 octaves of the MIDI spec to the Player, allowing to assign any of 15 MIDI Keys to remote control of any pattern setting. MIDI Key C-2 is always assign to Stop the Player
- Randomize Fill: it will randomize the Fill being played around the selected Fill by the amount set here, if activated
- Randomize Main: it will randomize the Main being played around the selected Main by the amount set here, if activated
- Don't reset Player on load: it will not reset the Player settings when loading a different Style
- Autofill every X bars: if activated triggers an automatic fill (the selected one or, with randomize activated a random one in the window set above) every 2, 4, 8, 16 bars



Ctrl-Click (PC) and Cmd-Click (Mac) set each control to its default value

# Mapping Default

Not e	Oct .	MID I Key no.	Instrument Type	Articulation Name
C	-2	000	Kick	Kick Extra
C#	-2	001	Snare	Sidestick
D	-2	002	Snare	Standard
D#	-2	003	Percussion	Percussion Extra 0
E	-2	004	Snare	Rim
F	-2	005	Tom	Tom Extra
F#	-2	006	HH	HH Tip Closed
G	-2	007	Tom	Tom Extra
G#	-2	008	HH	HH Foot
A	-2	009	Tom	Tom Extra
A#	-2	010	HH	HH Tip Variable
B	-2	011	Tom	Tom Extra
C	-1	012	Tom	Tom Extra
C#	-1	013	Cymbals	Crash A Extra
D	-1	014	Tom	Tom Extra
D#	-1	015	Ride	Ride Extra 01
E	-1	016	Cymbals	China Extra
F	-1	017	Ride	Ride Extra 02
F#	-1	018	Percussion	Percussion Extra 0
G	-1	019	Cymbals	Splash Extra
G#	-1	020	Snare	Snare Extra 06
A	-1	021	Cymbals	Crash B Extra
A#	-1	022	Snare	Snare Extra 05
B	-1	023	Ride	Ride Extra 03
C	0	024	Kick	Kick
C#	0	025	Snare	Snare Extra 03
D	0	026	Snare	Snare w/snares off

Not e	Oct .	MID I Key no.	Instrument Type	Articulation Name
D#	0	027	Snare	Snare Extra 04
E	0	028	Snare	Snare Extra 01
F	0	029	Snare	Snare Extra 02
F#	0	030	HH	HH Shank Closed
G	0	031	Percussion	Cross-Sticks
G#	0	032	HH	HH Pedal
A	0	033	Cymbals	Cymbals Extra 01
A#	0	034	HH	HH Shank Variable
B	0	035	Kick	Kick Extra
C	1	036	Kick	Kick
C#	1	037	Snare	Sidestick
D	1	038	Snare	Standard
D#	1	039	Percussion	Claps
E	1	040	Snare	Rim
F	1	041	Tom	Tom
F#	1	042	HH	HH Tip Closed
G	1	043	Tom	Tom
G#	1	044	HH	HH Foot
A	1	045	Tom	Tom
A#	1	046	HH	HH Tip Variable
B	1	047	Tom	Tom
C	2	048	Tom	Tom
C#	2	049	Cymbals	Crash A
D	2	050	Tom	Tom
D#	2	051	Ride	Ride Bow
E	2	052	Cymbals	China
F	2	053	Ride	Ride Bell
F#	2	054	Percussion	Tambourine
G	2	055	Cymbals	Splash
G#	2	056	Percussion	Cowbell Shank

Not e	Oct .	MID I Key no.	Instrument Type	Articulation Name
A	2	057	Cymbals	Crash B
A#	2	058	Percussion	Cowbell Tip
B	2	059	Ride	Ride Edge
C	3	060	HH	HH Tip Closed
C#	3	061	Cymbals	Cymbals Extra 02
D	3	062	HH	HH Tip 01
D#	3	063	Cymbals	Cymbals Extra 03
E	3	064	HH	HH Tip 02
F	3	065	HH	HH Tip 03
F#	3	066	HH	HH Extra 01
G	3	067	HH	HH Tip 04
G#	3	068	HH	HH Extra 02
A	3	069	HH	HH Tip Open
A#	3	070	HH	HH Extra 03
B	3	071	HH	HH Foot
C	4	072	HH	HH Shank Closed
C#	4	073	Cymbals	Cymbals Extra 04
D	4	074	HH	HH Shank 01
D#	4	075	Cymbals	Cymbals Extra 05
E	4	076	HH	HH Shank 02
F	4	077	HH	HH Shank 03
F#	4	078	HH	HH Extra 04
G	4	079	HH	HH Shank 04
G#	4	080	HH	HH Extra 05
A	4	081	HH	HH Shank Open
A#	4	082	HH	HH Extra 06
B	4	083	HH	HH Pedal
C	5	084	Cymbals	Cymbals Extra 06
C#	5	085	Cymbals	Cymbals Extra 07
D	5	086	Cymbals	Cymbals Extra 08

Not e	Oct .	MID I Key no.	Instrument Type	Articulation Name
D#	5	087	Cymbals	Cymbals Extra 09
E	5	088	Cymbals	Cymbals Extra 10
F	5	089	Cymbals	Cymbals Extra 11
F#	5	090	Cymbals	Cymbals Extra 12
G	5	091	Percussion	Claps Single
G#	5	092	Percussion	Claps Small
A	5	093	Percussion	Claps Large
A#	5	094	Percussion	Percussion Extra 09
B	5	095	Percussion	Percussion Extra 10
C	6	096	Percussion	Percussion Extra 11
C#	6	097	Percussion	Percussion Extra 12
D	6	098	Percussion	Percussion Extra 09
D#	6	099	Percussion	Percussion Extra 10
E	6	100	Percussion	Percussion Extra 11
F	6	101	Percussion	Percussion Extra 12
F#	6	102	Percussion	Percussion Extra 09
G	6	103	Percussion	Percussion Extra 10
G#	6	104	Percussion	Percussion Extra 11
A	6	105		
A#	6	106		
B	6	107		
C	7	108		
C#	7	109		
D	7	110		
D#	7	111		
E	7	112		
F	7	113		
F#	7	114		
G	7	115		
G#	7	116		

Not e	Oct .	MID I Key no.	Instrument Type	Articulation Name
A	7	117		
A#	7	118		
B	7	119		
C	8	120		
C#	8	121		
D	8	122		
D#	8	123		
E	8	124		
F	8	125		
F#	8	126		
G	8	127		



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