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1. Welcome

Thank you for purchasing Legacy Drums, a virtual drum kit collection containing 3 instruments: Tea Towel Drums, Classic Rock Drums and Brush Drums. Available for the full version of Kontakt 5.5.2 and newer versions as well.

1.1. Why this update?

These libraries were released between 2011 and 2012 as individual libraries. They were limited in the number of functions available, with no effects available, no access to different mapping, you could just adjust the volume, pan and tune of each microphone.

Despite of this, Tea Towel Drums had been the most successful library we’ve ever released. So, it was difficult deprecating them on September 2016 when we launched the new version of the website along with new prices, but Legacy Drums was on the works already.

My plan was to combine this 3 libraries in to a drum bundle with state of the art scripting, lots of options for effects, mapping, articulation control, hi hat handling and much more.

After more than 6 months working on it, Legacy Drums is finally here!

1.2. Tea Towel Drums

Ludwig drum kit with kick, snare, 2 toms, ride and 2 crash cymbals. Beatles / Abbey Road inspired, we placed tea towels on the snare and toms in order to make the kit fully dry, just like The Beatles pioneered in the late 60s.

Recorded in a dry studio environment with top notch vintage microphones and preamps, resulting in a high quality retro sound that resembles the glorious old times.

1.3. Classic Rock Drums

Inspired by the 70s rock bands, this is a completely different beast. Ludwig Vistalite kit played with regular sticks, big drum and cymbal dimensions, open tuning for long resonance and great impact.

In the first version samples were processed before-hand with EQ and compression, for this new version we wanted to have clean samples so you can process them in any way you want. This is why we went to the original session and exported the files again. Kick, snare, 3 toms, ride and 2 crash cymbals.

1.4. Brush Drums

And finally, Brush Drums. As the name implies, this is a standard Yamaha drum kit played with brushes, with less microphones than the other 2 too keep the size small and a more jazzy / natural feel. Also recorded in the same dry studio environment.

Kick, snare, 2 toms, ride and 2 crash cymbals (1 of them with a sizzle chain). Played by the great jazz drummer Jaume Ginard Pip.

2. The Library

All drum kits feature the full bleeding of all mics. This is done to retain all the sound characteristics of recording a live drum kit. Through each microphone you can still hear the other parts of the kit, which results in a very realistic sound.
2.1. Features

LEGACY DRUMS offers a new set of features that let you control every aspect of the sound. While every drum kit is unique and has different number of mics, placements and articulations, the workflow is still the same for the entire set.

• Full microphone mixer with purge/load for each microphone, mono / solo, volume, pan, and output selection for mixing the different channels directly in your DAW.

• Effects page that lets you insert any effect in any order to each microphone separately.

• Settings page with selectable number of round robin repetitions, velocity curve control, and an articulation control panel that lets you modify the mapping in any way you want.

• Complete support for hi hat "in-between" open states, controlled by key or by selectable MIDI CC.

• 6 velocity layers and 6 true round robin per articulation.

• Beautiful GUI for the best user experience and inspiration.

3. GUI

3.1. Main

This is the main view that will appear when you first load the library. From the menu bar at the bottom you can select the different pages.

You'll see a flat representation of the drum kit. When you play a key, the corresponding drum part will be highlighted. If you click on any of the drum parts a "submenu" will pop up.
This submenu lets you control the volume, pan, tune, attack, hold and decay of each kit piece separately. Do you think that the ride cymbal is too loud? Just click on it and turn the volume knob down. It's that simple. Use these envelope controls to get rid of the unwanted resonance from the toms without ruining the sound of the cymbals.

You can also choose from the menu the kit piece that you want to edit, or, if the midi icon is enabled, you'll be selecting the kit piece by just playing the corresponding midi note.

Click on the close icon at the top right or click on the selected kit piece to close the panel.

3.2. Mixer

When you click on the Mixer switch in the menu this panel will show up (may be different depending on the drum kit you have loaded).

You can see there is a module or channel strip for each microphone. From top to bottom:

- **Load/Purge**: the light switch indicates that the microphone is loaded. With a simple click you can purge this microphone in order to save RAM. Very recommended if you don’t want to use that microphone.
- **Mute/Solo**: regular mute and solo feature.
- **Vol**: adjust the volume of the microphone.
- **Pan**: set the stereo balance of the microphone.
Output: this menu lets you route each channel to different tracks in your DAW. That way you can process each microphone with your favorite effects. You'll need to create 7 Kontakt outputs (6 mono, 1 stereo), assign each microphone to each output, open Kontakt 16 mono output in an instrument track in your DAW.

3.3. Effects

LEGACY DRUMS comes with a very advanced script for handling effects. You can insert any effect to any channel in any order you want.

From the top module you just have to select the channel in which you want to insert the effect. In the picture above the "Master" switch is selected, so any effect will be inserted in the master bus.

Below the mics module you have the 8 effect slots. You just have to click on them and a menu will pop-up with all the available effects.

Select the effect you want to insert and the correspondent module will be placed at the in the effects pool. You can't have the same effect twice in the same channel. If you have more than 4 effects loaded some of them will be placed outside the pool range, in that case you can use the scroll placed on the right of the page.
This is the Lo-Fi module, while it's a bit crusher and sample rate reducer with noise, it works just like any other effect module. It has a bypass switch on the top left for easy A/B, and a close button on the top right. If you click on that icon the effect will be unloaded that the effects pool updated. Alternatively, you can also click on the effects menu slot and select "Unassigned" in order to unload the effect.

The convolution module includes 40 custom impulse responses from halls, plates and recording studios.

This effect system is advanced, simple to use and very effective to reach the sound you want very quickly. We'll be including it in future libraries as well.

3.4. Settings

This is the most technical part of the UI. Here you can customize how the library works internally. We'll go through the different modules one by one.

3.4.1. Round Robin

Round Robin, also known as 'repetitions per key', is a technique to avoid the so-called "machine-gun effect". When a musician plays an instrument, he/she doesn't play the exact same note twice. Even if he/she tries, the results won't never be exactly the same. In samples, if we had no round robin, you would play the same sample over and over, creating an artificial sounding instrument. In theory, the bigger number of round robins (variations) the better and more natural the overall sound will be.

Legacy Drums includes 6 round robin repetitions. You can select the number of round robin you want here. For a more static sound you can select a lower number and, if "Purge Unused" is enabled, it will purge from RAM the samples that won't be used.
3.4.2. Velocity Curve

By default, the velocity curve is linear, meaning that the velocity you play is the velocity that will be taken internally to process the midi notes. But maybe you want to change it so the library plays soft even if you play hard in your keyboard, or viceversa. Maybe you simply want to match you playing style to the Legacy Drums response. This velocity curve will remap your notes to the whatever output you want.

- **Display:** in this little display you can see how the velocity curve looks. This display is not editable.
- **Min:** sets the minimum velocity value.
- **Max:** sets the maximum velocity value.
- **Curve:** applies logarithmic or exponential functions to the curve. Very useful to create realistic and natural curves that match your playing style.

Note: in order to reset the values you just have to click on either the min, max or curve knobs. By adjusting the min and max knobs to the same value you'll create a static line for a more consistent playing.

3.4.3. Articulation Control

This section lets you remap the midi notes to different articulations, load/save presets, change the color and choose the hi hat open control system with a desired midi cc.

Right on the top you can a menu called "Mapping Presets". When clicking on it a pop-up will appear with these options:

- **Select Preset:** this option does nothing, it's only for displaying purposes.
- **Load:** it will open a window dialog that will show the mapping presets already available.
- **Save As:** another window dialog will open letting you save the current mapping.

We have included 11 mapping presets ready to use:

- **Default:** this is the mapping that we like. Legacy Drums uses this by default.
- **Addictive Drums.**
- **BFD.**
- **DrumIt 5.**
- **EZDrummer.**
- **GM (General Midi).**
- **iMap.**
- **Studio Drummer.**
- **Superior Drummer.**
- **V-Drums (TD-3/6/8).**
- **V-Drums (TD-12/20).**

Remember that you can always customize your mapping if there is an articulation you want to be mapped differently you just remap it and select "Save As" from the top menu.

**IMPORTANT:** Save any changes you do to the mapping so it's easy to import back if anything changes (like when loading a snapshot). That way it will be as easy to import and you won't have to create the custom mapping all over again.
Below you have the "Key" box and a "Select by MIDI" icon. If this icon is selected, the key box will be automatically displaying the last note you played. This is a very easy method to remap an e-drum kit. Having the icon selected play any drum pad, the key box will display the note and you can then select the articulation you want from the "Articulation" menu.

If "Select by MIDI" is not enabled, you can ride through the notes simply by clicking the arrows that appear on mouse-over, or dragging the note value.

The "Articulation" menu shows a list of all the available articulations. If you change this menu, you'll be automatically changing the articulation associated to the midi note displayed in the "Key" box.

The "Color" menu on the right changes the color of all the keys where the articulation is mapped to. For example, if you have the kick mapped to keys B0 and C1 and you change the color of the Kick articulation, both keys will be colored in the same way. If you drum on regular keyboard it's a good idea to have different colors for different articulations.

The last elements on this module are the "Hi Hat open controls". This is specially useful for electronic drum kits like Roland V-Drums, where the hi hat pedal sends MIDI CC information that set the open-ness of the hi hat. If this switch is selected, all keys having "Hi Hat" articulations will be changed to match the CC values:

- 127: Closed.
- In between: Medium values.
- 0: Opened.

The CC box sets the MIDI CC number used to calculate the values. By default is set to 1, if it's not working you can always click on the "Select by MIDI" icon and move the hi hat pedal. The script will automatically learn the CC moved and will change the value accordingly.

### 3.5. General tips
There are a few tips that will ease your workflow:

- Control + click on Windows, or Command + click on Mac on any control will revert it to the default value.
- While you're tweaking any parameter you can see its value in the messages bar.
- If you hold shift while dragging a control it will trigger the fine-tune mode.
- If you hear any kind of distortion, turn down Kontakt's main volume slider.
4. Snapshots

This library comes with a wide variety of presets made by Tapsa Kuusniemi, David Hurst and Jesús Ginard. We’re using Kontakt’s built-in preset manager called "Snapshots". You’ll need to navigate to the snapshots view in the header by clicking on the "Camera" icon.

From there you can select a different preset or "snapshot", create a new one on your own and delete or overwrite an existing one.

*NOTE: with every snapshot everything gets saved, including the mapping. So, if you have a custom mapping on your own you have to save it using the "Mapping Presets - Save As" function or else it will be lost when loading an snapshot as they all use the default mapping.

5. Credits

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