

# DAYTON DRUMS

user manual



loops de la Crème - Oct 2023

Thank you for purchasing **DAYTON DRUMS!**

DAYTON DRUMS is a raw, flexible and natural-sounding drum kit for Kontakt.

It lets you easily create your own drum sound with an intuitive mixer and built-in effects.

The library also includes lots of sound presets, each with tempo-synced rhythms and fill-ins. The built-in grooves can be intuitively modified using the modulation wheel. A 'humanize' knob lets you add realism with automatic dynamic variations. Automatic snare rolls can also be performed using your Mod Wheel.

## INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named DAYTON DRUMS.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the DAYTON DRUMS folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

### IMPORTANT NOTE:

!!! Please keep the DAYTON DRUMS folder structure intact: Do not move or erase a folder or a file from the main DAYTON DRUMS folder to ensure proper loading of the instruments.

## LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's **'quick load'** menu. Find more infos about this in Kontakt's user manual

**!!! NB: Native Instruments Kontakt 5.8.1+ is required to fully use the instruments. Make sure you have the latest updates installed.**

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

## KONTAKT INSTRUMENTS

DAYTON DRUMS features one main 'INIT' patch, and 12 sound presets:

Use the main patch (#00) to quickly get started :)

The other sound presets use various mixer settings and effects to achieve a different sound.

Different sets of built-in grooves are used in these presets.

All these instruments use the same samples and same keyboard layout.

- 00\_DAYTON DRUMS\_init.nki
- 01\_Songwriter Clean.nki
- 02\_Dry Crunch.nki
- 03\_Le Jazzman.nki
- 04\_Clean Wide Airy.nki
- 05\_raw dry natural.nki
- 06\_Vault Breaks.nki
- 07\_Bright Neo Soul.nki
- 08\_Dayton Jungle.nki
- 09\_60s Bluesman.nki
- 10\_80s Funk.nki
- 11\_Driven Motown .nki
- 12\_Overheads Push.nki



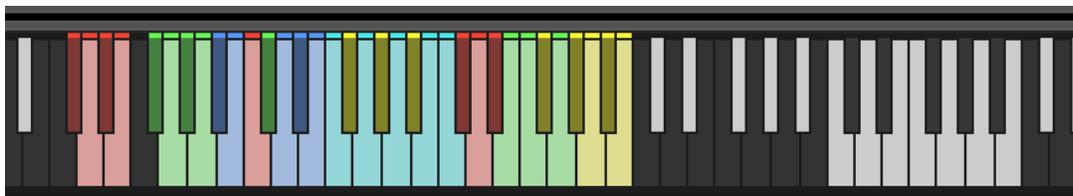
*For maximum realism, try to actually play, perform and record this instrument live in your tracks! Use Pad controllers or keyboards.*

*To provide the best realistic response, the instruments use extended sampling with high amounts of velocity layers and script-based round-robin, as well as left and right hand sampling.*



*I highly recommend choosing the velocities (how hard a key is played) according to the sound you are aiming for. DAYTON DRUMS offers many velocities (up to 38 layers!) with extra details in the higher velocities.*

## About the key colours:



The keyboard layout is organised in three categories:

### 1. RED KEYS, C#0 to E0: Mod Wheel automatic snare rolls

These keys let you perform realistic snare rolls. Hold a key and use your modulation wheel to control the intensity of the roll.

C#0: buzz snare roll

D0: regular snare roll

D#0: center rimshot roll

E0: edge rimshot roll

### 2. VARIOUS COLOURS, F#0 to B2: DRUM KIT - regular playing zones

These keys let you play the different drum elements, and the layout closely follows the standard GM mapping, with extra sounds:

**ALTERNATIVE CROSS STICKS:** (green keys)  
F#0, G0, G#0, A0: alternative cross stick sounds

**SNARE WITH SNARES WIRES OFF:** (blue keys)  
Bb0: Center SD with wires off  
B0: full Rim SD with wires off

**KICK (C1)** (red key)

**SNARE DRUM** (blue keys)  
C#1: cross stick  
D1: Snare Drum center  
D#1: SD center rimshot  
E1: SD edge rimshot

**TOMS** (cyan keys)  
F1, G1, A1, B1, C2: 5 toms

**HI-HAT** (yellow keys)  
F#1 closed HH  
G#1 foot HH  
Bb1: Open HH  
F#2: semi open1  
G#2: semi open2  
Bb2: fully opened  
A2: foot 'splash' sound  
B2: soft foot HH

**CYMBALS** (red keys)  
C#2: 16" crash  
D2: 18" crash ride  
D#2: 20" ride

**EXTRAS** (green keys)  
E2: tip of stick on tom rims  
F2: tip of stick on SD rims  
G2: tip of stick on SD rims (no snares)

## 2. WHITE, C4 to B4: TEMPO-SYNCD RHYTHMS

These keys let you easily play natural beats and fill-ins.

The white keys (C4, D4, E4, F4, G4, A4, B4) offer 7 different rhythms, and the black keys (C#4, D#4, Gb4, Ab4, Bb4) let you play fill-ins and breaks.

How to use the tempo-synced grooves:

- Press and hold one of these keys to play a rhythm.
- Once a groove is playing, press a different key to switch to another rhythm.



*Have fun jamming with the different rhythms :)*

*Use a main rhythm and experiment playing different keys*

*and quickly coming back to the main groove to create on-the-spot fill-ins!*

## MODULATION-WHEEL GROOVE VARIATIONS:

DAYTON DRUMS offers a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily switch to a variation of this pattern by using the Modulation Wheel (or another controller sending Midi CC1). Four groove variations and five 'beat repeats' are pre-programmed and directly accessible via the modulation wheel.

**The first half (low values) of the Mod Wheel range lets you switch between 4 groove variations, and the second half (top values) lets you play 5 different 'Beat repeats':**

### A: GROOVE VARIATIONS:

One main groove + 3 variations (cc01-64)

### B: BEAT REPEATS (from cc65 to cc127):

- Half (2 beats)
- Quarter note (1 beat)
- Eight note
- 16th note
- 32nd note

### TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation or a beat repeat play.*
- *To replicate a drummer's typical rhythmic variations, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive natural rhythm tracks!*

## !!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

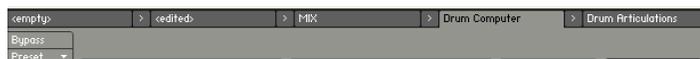
Click on the tool to 'open' Kontakt



Click on **SCRIPT EDITOR**



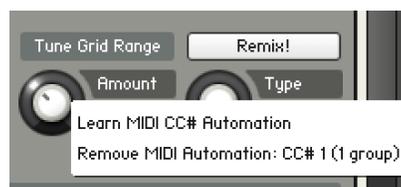
Click on the tab **DRUM COMPUTER**



Locate the Knob under the label 'Remix'.  
Right-click on this knob



Click on the option 'Remove MIDI Automation: CC#1 (1group)'



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

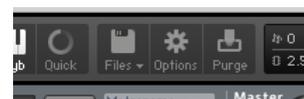
Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

## !!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record Midi data into your DAW from the built-in grooves.

To do this, click on the icon 'Options' at the top:

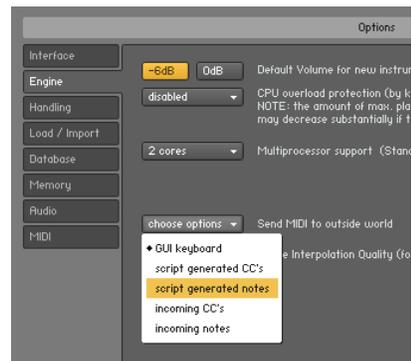


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it, Kontakt will now send MIDI notes when rhythms are played.

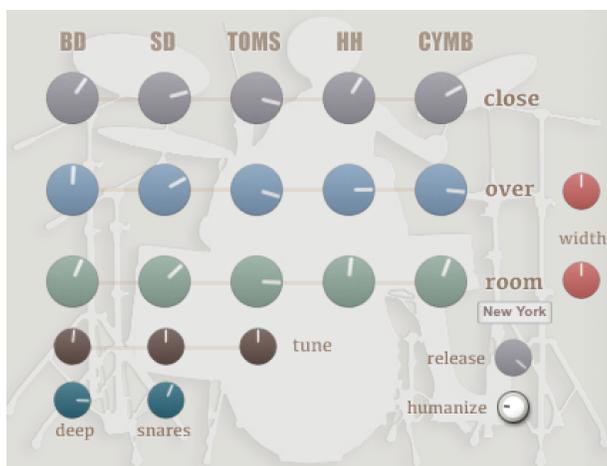
Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWs have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



## USING THE INTERFACE:

The interface is organised in two sections:

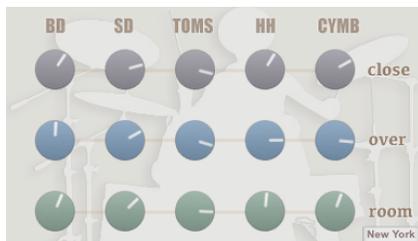
### 1. The channels mixer:



This section lets you mix the different microphone signals, and intuitively create a wide range of drum sounds.

!!!NB: Use cmd+click to bring any knob to its default value.

### MAIN MICROPHONE SIGNALS:



You can separately mix 3 microphone signals for the kick, the snare, the toms, the hi-hats, and the cymbals.

The grey knobs control the amount of close microphones, for a very punchy and dry sound.

The blue knobs control the amount of overhead microphones. The stereo set-up used for these signals is a pair of AKG C460B in a XY set-up, resulting in a very natural, relatively close, and unhyped sound.

The green knobs let you adjust the amount of room signal, recorded with a Sontronics Sigma ribbon microphone.

## ROOM CHARACTER SWITCH:



This switch lets you choose between two processed sounds for the room signals:

**New York** reproduces a typical NY-style compression processing: using a pre-set chain of equaliser and parallel compressors, the sound you get is clean and punchy. Perfect to add size and power to the drum elements.

**London** offers a completely different sound, with grit, extra decay, and tasty saturation and overdrive. Perfect to add character and vibe to the drum kit.

## WIDTH KNOBS:



These two red knobs let you adjust the stereo width of the overheads and the room signals.

Go from a mono sound with the knob at minimal value, to a super wide stereo sound at full value. Leave the knob at 12 o'clock for a natural stereo width.

## TUNE KNOBS:



These three brown knobs let you adjust the pitch (/tuning) of the kick, the snare (and cross sticks), and the set of toms. Leave the knob at 12 o'clock for the natural pitch of these drum elements.

## EXTRA SIGNALS:



The knob 'deep' is an extra microphone signal for the kick, offering an alternative close sound with lots of bass frequencies. It lets you quickly add power and weight to the bass drum.

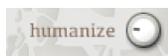
The knob 'snare' lets you control the amount of snare wires. Turn it up to bring extra definition and make the snare cut through the mix.

## RELEASE:



This 'release knob' controls the decay of the kick, snare, and tom samples. At full value, you get a natural long decay. At lower values, you can reproduce typical 'gated' drum sounds.

## HUMANIZE KNOB:



This knob lets you add automatic variations in the dynamics.

When set to 0, there are no dynamic variations. When activated, the velocity values will automatically change in various random amounts for each note played, replicating a drummer's natural dynamic variations.

For most realistic results, use moderate values for this Humanize knob (10 o'clock to 2 o'clock)



Use one of the built-in grooves and experiment with the knobs and faders: It will be easy and fun to tweak the sound and nicely fit the drums in your track.

## 2. The master effects:



### FILTERS AND EQUALIZER

- **HP:** High-Pass Filter to cut out unwanted bass frequencies. Helps to easily integrate the sound into a mix
- **B:** Low frequencies - add or remove bass and weight
- **LM:** Low mids - add punch or thin out the sound for increased clarity
- **HM:** High mids - add bite and character
- **H:** High frequencies - add or reduce brilliance
- **LP:** Low-Pass filter to finely reduce high frequencies and achieve a warmer sound



Use the High Pass (HP) and the bass knob (L) together to perfectly shape the bass response of the instrument :)  
To quickly bring one of the control back to its default value, use cmd+click or ctrl+click

### EFFECTS

- **EQ:** turn on or completely bypass the filters and equaliser
- **DRIVE:** a tape simulation with slight saturation and a warm sound.
- **Comp:** a feedback compressor to slightly increase punch and boost transients.
- **Lim:** a master limiter, to prevent overdriving Kontakt's output and add transparent peak limiting to the transients.

### REVERB:

Control the master Reverb gain/volume, and pick one of 20 custom Impulse Responses.



*The effects DRIVE, COMP and LIM will react differently based on the mixer settings: you can get more obvious saturation and compression with higher settings, or a cleaner sound by keeping all channels volume knobs low. If you use lower volume settings, you might want to compensate for the overall loss in volume by boosting the instrument's main output slider (top right of Kontakt). On the other end, if you use maximum gain and lots of effects, you might have to turn down Kontakt's output to avoid clipping.*

*Some of the included 'style' instruments use different settings for the EQs and effects: Make sure you check these out!*



*You can assign any knob from the Kontakt user interface to any of your hardware controllers. To do this, right-click on the knob you would like to assign. Choose the option 'learn MIDI CC# Automation'. Then just move a knob on your controller (or the mod wheel). That's it!*

*To unassign the knob, right click on it again, and choose 'remove MIDI automation'*

## !!! SAVING YOUR INSTRUMENTS:

If you make changes to one of the preset, you can then re-save the patch in the files menu: Use the function 'save as...' , rename the instrument, and choose the option 'patch only' Please save your instruments in the original folder.



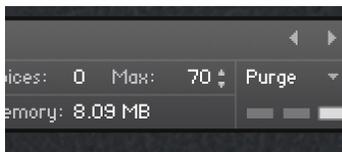
*Use a different name for your own patches to easily remember them and keep the original patches as well.*

## !!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All presets were designed to run smoothly on regular computers and laptops. However, according to the power of your computer, you might experience polyphony overload, audio issues or system instability. Here a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt 'Preferences' menu

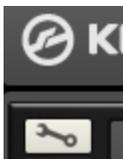
- In Kontakt *Options / Engine*, use 'relaxed', 'medium' or 'strict' for the CPU overload protection
- Try to reduce the number of notes simultaneously played
- Bring the volume down fully for all unused channels: this will turn their samples off!
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



## TWEAKING THE GROOVES AND CREATING YOUR OWN RHYTHMS:

The grooves use a 'Drum Computer' script. You can easily access it and make changes to existing grooves or create your own beats.

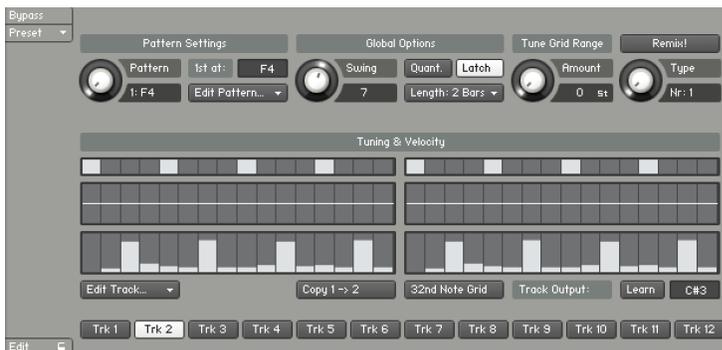
To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then click on the 'Script Editor' tab at the left:



You can now see the Drum Computer interface:



### Here a few tips on how to use this interface:



Use this knob or press one of the white keys to choose the pattern you want to edit.



Use 'Edit Pattern' to copy, clear or paste a pattern



Use the swing knob to add swing to the groove. Values around 30 will replicate a triplet kind of groove: great for funk and jazz :)



Use this to go from a 1-bar pattern to a two-bar pattern. I like to start by programming a 1-bar pattern only, and then use the function 'copy 1->2' to duplicate it into a 2-bars groove, before making small changes to the second bar.



Each track controls a specific note for the instrument.



Press 'Learn' and then press a key to assign a different note to a track



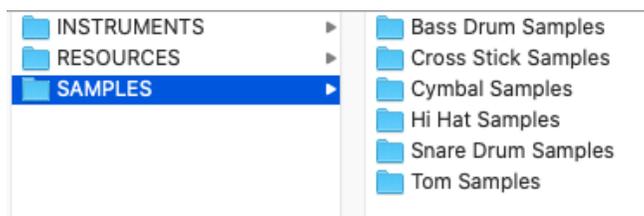
This is where you enter the notes and choose the velocity for the note.



Click this to go between a 16th note grid to a 32nd note grid.

## SAMPLES AND RECORDINGS

The library features 1674 samples organised in 6 folders:



Additional infos about the recordings and sampling:

**Instruments used:**

The main drumset used is a TAMA STARCLASSIC MAPPLE

The cymbals are ISTANBUL and BOSPHORUS cymbals (14" HH, 16" Crash, 18" Crash Ride, 20" ride)

**Microphones used:**

- One Electrovoice RE20 for the close kick signal
- One Shure Beta 57 for the close snare signal
- Audix D2 and D4 for the close toms
- Two vintage AKG C460B in a stereo XY setup for the overheads
- One Sontronics Sigma ribbon for the room signals

The samples were recorded in an underground jazz club in Vienna, in 2014.

## UPDATES

The included patches are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behaviour, please report to [office@julientauban.com](mailto:office@julientauban.com)

Also, don't hesitate to send me ideas or requests for future updates. You will be informed via email (from [office@julientauban.com](mailto:office@julientauban.com)) about future updates and add-ons.

## CREDITS

Concept, sampling, editing, mixing, programming and graphics by Julien Tauban.

*If you find a problem using the sample library, have questions or just want to get in touch, don't hesitate to send an email to [office@julientauban.com](mailto:office@julientauban.com)*

*Thanks a lot for reading, I wish you lots of inspiration and fun with DAYTON DRUMS!*

*Best regards,*

*Julien Tauban*

[www.loopsdelacreme.com](http://www.loopsdelacreme.com)

[www.julientauban.com](http://www.julientauban.com)