



BOOGA ROCKET DRUMS - April 2015

Thank you for purchasing BOOGA ROCKET DRUMS!

This Drum kit for Kontakt features over 900 samples, over 50 midi grooves and fills and 10 sound presets.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named BOOGA ROCKET 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 BOOGA ROCKET 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 BOOGA ROCKET DRUMS folder structure intact: Do not move or erase a folder or a file from the main BOOGA ROCKET DRUMS folder to ensure proper loading of the instruments.

To load patches, find the folder from the Kontakt **files** menu and select the patch you wish to load: just double-click on a patch or use the drag- and-drop technic.

Note: Native Instruments Kontakt 5.3.3+ is needed 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 time limit).

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.

SAMPLES

All samples recorded for BOOGA ROCKET DRUMS can be found in the folder 'Samples'. They are well organised and named, and you can therefore easily import them in another sample player to recreate the drum kit.

The names use a system of letters and numbers, as shown in this example: **TOM High_C-08**

The letter indicates the round-robin serie. (A= round-robin 1...)

The number at the end indicates the velocity (dynamic) layer (goes from 00 to a maximum of 22)

MIDI GROOVES

A total of 58 MIDI grooves and fills can be found in the folder 'MIDI grooves'

All the files are loops of one to four bars.

To use these MIDI files, use the function 'Import MIDI file' in your favourite DAW, or simple drag and drop one of the grooves in an instrument track in your DAW.

The grooves all come with a variation (for example, **heavy funk_105.mid**, variation: **heavy funk-B_105.mid**) and an indication of the original tempo (here 105BPM)

Have fun with these grooves, and use these as starting point for your own drum programming!

KONTAKT INSTRUMENTS

BOOGA ROCKET DRUMS features 11 different sound presets. Based on the same set of samples, all presets use various pitching, filters and pre-programmed effects to offer different sounds:

Booga Rocket Drums_50s BLUESMASTER
Booga Rocket Drums_60s GRIT
Booga Rocket Drums_80s GATED
Booga Rocket Drums_90s DIRT
Booga Rocket Drums_BIG MODERN stereo
Booga Rocket Drums_DnB TIGHT
Booga Rocket Drums_DUBSCAPE_MW
Booga Rocket Drums_FUN FX
Booga Rocket Drums_JUNGLE
Booga Rocket Drums_NEIGHBOUR PLAYS
Booga Rocket Drums_STANDARD

All presets use the same keyboard mapping, based on traditional GM mapping:



G0 metronome
G#0 double finger snaps
A0 finger snaps
A#0 claps 2
B0 claps 1
C1 kick
C#1 cross-stick
D1 snare center left hand
D#1 snare rimshot
E1 snare center right hand
F1 snare open (no snares)
F#1 hi-hat closed
G1 low tom
G#1 hi-hat foot
A1 high tom
A#1 hi-hat open
B1 bongo low
C2 bongo high
C#2 dynamic crash/ride (Zildjian 16)
D2 choked crash (Zildjian 16)
D#2 bell ride (Zildjian 16)

E2 splash (Paiste 12)
F2 bell ride (Paiste 12)
F#2 tambourine on hi-hat
G2 stacked FX cymbal
G#2 cowbell
A2 whistle
A#2 clave
B2 shaker1 left swing
C3 shaker1 right swing
C#3 shaker2 hit
D3 tambourine left swing
D#3 tambourine accent
E3 tambourine right swing
F3 stick on side (snare)
F#3 slightly open hi-hat
G3 stick on side (low tom)
G#3 half-open hi-hat
A3 stick on side (high tom)
A#3 hi-hat foot splash
B3 sticks 1
C4 sticks 2



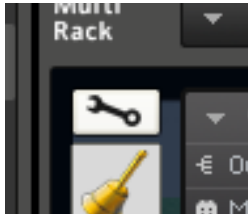
USING THE INTERFACE TO CUSTOMISE THE SOUND:

- **HP / LP: FILTERS:** A high-pass and a low pass filter help you cut out unwanted frequencies
- **REVERB SELECTOR:** pick one of 26 custom Impulse Responses
- **ATTACK:** bring this up for mellow and smooth bell sounds
- **RELEASE:** higher release values provide an authentic decay of the sounds, while lower values help replicate a choked sound.
- **AMP:** add an amplifier effect for subtle coloration and saturation
- **EQ:** each nki offers a specific built-in equalizer (low boost, low-mid cut, high shelf...)
- **COMP:** a pre-programmed compressor. Each preset has various settings for threshold, ratio, attack and release
- **LIM:** Keep the dynamics of the kit under control with this built-in limiter. also useful to add grit or boost low-level sounds

NB: you can assign any knob from the Kontakt user interface to any of your hardware controller. 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'

TWEAKING THE EFFECTS INSIDE KONTAKT:

You can easily change the effect parameters or replace effects for each single nki
To do this, first click on the tool at the top left corner of the Kontakt instrument:



Then scroll down to the section 'INSERT EFFECTS':



You can see 8 effect slots.

The first one (here 'Twang') is controlled by the 'AMP' knob on the interface.
The second and third effects are the filters. (controlled by the two HP and LP knobs on the interface)
The fourth one (here SGEQ) corresponds to the interface's EQ knob.
The fifth one (here FBComp) is controlled by the 'COMP' knob on the interface
The sixth one corresponds to the 'Lim' knob on the interface.

For each effect, you can press the red letter 'B' to bypass or activate the effect.
Click on the cross (x) to delete the effect, and replace it with a different one by clicking on the +

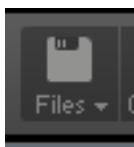


Click on the center of an effect slot to select it and have access to all effect parameters.

When you're satisfied with the changes, scroll back to the top, and press the tool again to close Kontakt's edit mode.

!!! SAVING YOUR INSTRUMENTS:

You can then resave 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 folder 'INSTRUMENTS'.

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

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

CREDITS

Recordings, mixing, programming and graphics by Julien Tauban.

Recorded in Loops de la Crème Studio, Vienna, AUSTRIA

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

Thanks a lot for reading, I wish you lots of fun, groove and inspiration with BOOGA ROCKET DRUMS!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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