

Daren Ager Presents

DRUMA

128 drum sounds for the Elektron Analog Four

Welcome

Thank you for purchasing this sound bank, it contains 128 drum and percussion sounds suitable for many styles of music, experimentation and tweaking of the sounds is encouraged in order to get the best from them, and of course to use them as the basis for your own new sounds.

Many hours of work went into producing the sounds, and for convenience they are saved without panning or fx, the reason for this is so that when using sound locks you may set your own panning and fx according to taste, beginners should note that it is generally not good practice to pan bass sounds away from center. Note also that some of the sounds, have pitch tracking turned off, the reason for this is that the pitch has been set precisely for the sound to be correct when using sound locks, you are free to change this, but be aware that for many of these sounds incorrect pitch will result in the character of the sound changing, this is especially true for bass drums, hi hats and cymbals, where careful tuning is essential.

For your reference most of the sounds that have pitch tracking turned on have suggestions of which octave(s) to use in the notes field of the sound list at the end of this document, as always experiment.

Installation

Before installation it is recommended to **back-up** all your data, please refer to the Analog Four user manual if you are unsure how to do this, you can find the information on pages 39 and 40 of the current manual.

You will find in the DRUMA folder all 128 sounds as a single sysex (ALLdruma.syx) and also each individual sound as a separate sysex (*drum-name.syx*) should you wish to only load what you want.

It is recommended to use the Elektron C6 utility to load the sounds, and also if possible connect the Analog Four using USB as this is the fastest and most reliable method.

To load simply drag the sounds you wish to use into C6, connect the Analog Four to your computer, select the sound you wish to send.

On the Analog Four go into the global menu and select SYSEX RECEIVE, cursor down to SOUND, select the slot you wish to load into and press YES

To send the selected sound from C6 simply click send.

Note – if sending a few sounds at once they will go into adjacent slots, so be sure to load separately if this is not what you want to do. If loading the ALLdruma.syx be aware that this will overwrite any existing sounds in the currently selected sound bank.

Note – Make sure you **back-up** BEFORE sending any sounds

Also it is good practice to verify any back-ups to ensure they have saved correctly, a few extra minutes spent doing and verifying back-ups can save lost work.

Notes and tips

Be sure to look in all synth parameter sub pages to get an idea how the sounds are created.

Be **VERY CAREFUL** when adjusting filter settings especially on the hihats, cymbals, snares and bass drums, you can easily damage your speakers or hearing if you are not careful, gradual adjustments work better than fast push turns here.

When playing and sequencing the sounds DO try different note durations, you will notice that many of the sounds react differently to how long a note is held or tapped, you can use this to great effect in the sequencer.

Velocity is not mapped to anything fancy, just loudness, the reason for this is consistency, but feel free to change it how you see fit, you will find the velocity modulation parameters in the sound menu.

Remember that using parameter and sound locks you can change panning, fx, level and more to add expression to your patterns, when using sound locks the "copy trig" function comes in very handy for speedy entry.

Sounds that require longer durations, such as cymbals are generally best on their own track, otherwise they will be cut short by trigs that arrive before they have finished sounding.

Whilst every care has been taken to ensure that the sounds are fairly consistent in level, you might find that some jump out of the mix if sharing a track with another sound, as this is really down to personal preference it is recommended that you re-save the sound at a more appropriate level for your own taste, or use volume locks.

Some of the sounds will be different after they have played a while, especially some of the Bass drums, this is a quirk of the filter in the Analog Four, sound locks can cause some of the sounds to not respond as they normally would, if you notice this and it is a problem, simply put the sound on its own sequencer track. Even though the Analog Four allows fast switching of many parameters per step, it might be a little ambitious to always expect a sound lock from a hi-hat to a bass drum to go without any glitches – certainly most of the time it will not be a problem though, but it can happen in some combinations, sometimes interesting things can happen too!

Licence

By purchasing this sound bank you are agreeing to only use it for personal use, you are absolutely granted the rights to use the sounds as-is (or modified in any way) in your own music, commercial or otherwise. No further obligation is required for this use, although if you have a massive hit using them then it would be nice to hear from you, as I'd love to hear the music ;)

You are **not permitted** to resell the sounds themselves, pass them off as your own work, include them in commercial sample libraries, or upload them to the internet or filesharing services. As an artist yourself I hope that you can appreciate the reasons for this.

If you have any queries regarding other use then you can email me darenager@gmail.com

Sound List

Number	Name	Type	Note
1	CLUB BD	Bass Drum	Clicky attack, ideal for dance music, experiment with decay and release in AMP
2	TWIN TEE BD	Bass Drum	Classic style boomy kick, responds nice to short and long trigs
3	WOOMP BD	Bass Drum	Slightly harder boomy kick, 909ish
4	HI ME QUICK BD	Bass Drum	Lots of body, a long trig will result in a staccatto sound, a quick trig results in a large sonic boom
5	TITE BD	Bass Drum	Different trig lengths alter the tuning
6	ALL DAY BD	Bass Drum	A classic sounding kick, again experiment with trig length
7	HEAVY BD	Bass Drum	Suitable for harder styles, or if you want to annoy your neighbors 140bpm+ ;)
8	TECNIC BD	Bass Drum	Old school style kick, good for starting template
9	NEW WAVE BD	Bass Drum	Dusseldorf inspired, solid
10	DUBBY BD	Bass Drum	Suited to dub styles, experiment with filter 2 cutoff between 24-48 too
11	CUBE BD	Bass Drum	Retro sounding, solid pitch swept kick
12	VINTAGE BD	Bass Drum	Deep vintage sound
13	DUAL BD	Bass Drum	Full bodied kick
14	HUMMER BD	Bass Drum	Great for syncopated patterns when using different trig lengths which affect decay and pitch
15	ROLLER BD	Bass Drum	Driven kick suitable for harder styles
16	PHASE BD	Bass Drum	Has a detuned/phased effect
17	PHANTOM BD	Bass Drum	Solid kick, sounds nice with a bit of overdrive too
18	MID BD	Bass Drum	Mid tuning BD, useful when you have lower pitched basslines
19	DETROID BD	Bass Drum	Early Detroit sounding kick
20	GHOST KICK	Bass Drum	A kick with after fx
21	KICKER	Bass Drum	Solid mid decay kick
22	DARK KICK	Bass Drum	Dark sounding kick
23	EPROM KICK	Bass Drum	Different trig lengths alter the tension
24	BENDY BD	Bass Drum	Experiment with OSC1 tuning to suit
25	ENDO KICK	Bass Drum	Fairly dark with upward pitch tail
26	DOPPLER BD	Bass Drum	Experiment with AMP decay times for a versatile kick
27	BELLEVILLE SNR	Snare Drum	Snappy techno snare
28	TRANNY SNARE	Snare Drum	Analog sneeze
29	SAW SNARE	Snare Drum	Light sounding, experiment with trig lengths
30	SNAPSNR90	Snare Drum	90's sounding snare
31	LEC SNARE	Snare Drum	Great at short and long trig lengths
32	BOB SNARE	Snare Drum	Classic drum machine snare
33	TINY SD	Snare Drum	Small tight snare
34	SYN AIR SD	Snare Drum	UFO shaped drum from 70's inspired, play with trig lengths and velocity
35	8TS SD	Snare Drum	80's sounding electronic snare
36	TENSION SNR	Snare Drum	Trig lengths alter skin tension
37	INDUSTRY SNR	Snare Drum	Experiment with filter settings
38	FAT SNR	Snare Drum	Try OSC tuning and filter 2 cutoff for variation
39	LOOSE SNARE	Snare Drum	Semi realistic sounding snare
40	BOSSY SNARE	Snare Drum	Vintage drum machine type snare
41	NOIZY SNARE	Snare Drum	Upfront noisy snare
42	E=MC SNARE	Snare Drum	Synthpop style snare
43	YAMA SNARE	Snare Drum	Ringy snare with short trigs
44	BREAKS SNR	Snare Drum	Breakbeat type snare, works best with trigs of 1/32 to 1/16 th length
45	WIDE SNR	Snare Drum	A fat lowish tuned snare
46	BENT SNR	Snare Drum	Synth bend snare
47	TRAP SNR	Snare Drum	Another semi realistic sounding snare, sounds great with reverb
48	LADIES HAT	Hi Hat/Cym	Nice analog style hats, play with amp decay
49	LOOSE HAT	Hi Hat/Cym	A loose sounding hi hat
50	AUTOHATS	Hi Hat/Cym	Play in realtime for open/closed – short=open, long=closed

51	CASIOHAT	Hi Hat/Cym	SK hats
52	@HATS	Hi Hat/Cym	Experiment with amp decay
53	REAL HATS	Hi Hat/Cym	Trig length for open/closed – short=open, long=closed
54	PIMPMYRIDE	Hi Hat/Cym	Nice rich ride cymbal
55	NOISY HATS	Hi Hat/Cym	Trig length for open/closed – short=open, long=closed
56	DRHH	Hi Hat/Cym	Old style drummachine hats
57	DISCO HAT	Hi Hat/Cym	Experiment with amp decay
58	CRASH TEST	Hi Hat/Cym	Analog crash sound, hold for noise
59	RIDE HAT	Hi Hat/Cym	Quick trig for ride, longer trig for hi hat
60	SUPA-HAT	Hi Hat/Cym	Work the amp decay for nice grooves
61	FUNKY HATS	Hi Hat/Cym	Trig length for open/closed – short=open, long=closed
62	OLD HAT	Hi Hat/Cym	Experiment with amp decay
63	MINI HAT	Hi Hat/Cym	Pops hat
64	TREM HAT	Hi Hat/Cym	Trig length for open/closed – short=open, long=closed
65	HOLD4SHORT RIDE	Hi Hat/Cym	Hit it quick for full, longer for stopped/choked
66	CYMBAL	Hi Hat/Cym	Analog cymbal
67	X0XCYM	Hi Hat/Cym	Halfway between crash and ride, useful for transistions
68	BRUSH CYMBAL	Hi Hat/Cym	Experiment with filter env attack for softer/harder
69	SOFT CYMBAL	Hi Hat/Cym	Experiment with shorter amp decay for nice sounding hi hats
70	ACRASH4VINCE?	Hi Hat/Cym	Full and deep sounding analog crash cymbal, best with short trig
71	DRY HAT	Hi Hat/Cym	Trig length variations create nice movement
72	MORE COW?	Percussion	Got a fever? Here is the cure
73	TABLARIM	Percussion	Short tabla type sound
74	BELLA	Percussion	Small bell sound, experiment with amp decay
75	KRAFTYPERC	Percussion	Nice electro chirp
76	THE 78	Percussion	Vintage drum box sound
77	HEY BLONDIE	Percussion	Vintage drum box sound
78	VINT CLAVE	Percussion	Analog clave
79	STICK	Percussion	A side stick sound
80	HOLLOW BLOCK	Percussion	Tuned woodblock, play at different pitches in middle key range
81	SIN TOM	Percussion	Synth toms, play at different pitches in middle key range
82	ROYCE CLAP	Percussion	Analog clap
83	XMD CLAP	Percussion	More realistic sounding clap
84	SEVEN2 LATIN	Percussion	Play at different pitches in middle key range, and experiment with trig length
85	TRI TOMS	Percussion	Play at different pitches in middle key range, and experiment with trig length
86	INTERFERENCE	Percussion	Electro percussion. Experiment with amp decay, filter 2 cutoff and play at different pitches
87	HUGO	Percussion	Agogo type sound
88	CRICKET	Percussion	Bug percussion!
89	FM TUNED	Percussion	Play at different pitches in middle key range, and experiment with trig length
90	CLAPSHAKA	Percussion	Clap and shaker combined
91	SIDE STICK	Percussion	Basic sound good for metronome/click
92	CASTA SNAP	Percussion	Finger snap, experiment with amp decay and filter 1 cutoff for retro sounds
93	CONGA REAL	Percussion	Play at different keys in mid range
94	SWEEPERCUSSION	Percussion	Sweeping electro percussion
95	CLAVE	Percussion	More realistic clave sound
96	ROBOTIC	Percussion	Sweeping transition sound
97	GUIRO	Percussion	Analog guiro type sound
98	8BITCLAP	Percussion	Responds well to varying trig lengths
99	HANDY	Percussion	Hand drum that works over a fairly large key range
100	TECRIM	Percussion	Techno type rimshot sound
101	VIRGO TOMS	Percussion	Nice deep toms, play in middle key range for best results
102	BMX CLAP	Percussion	Velocity for expression
103	TRANSISTA RIM	Percussion	Vintage drum machine style rimshot

104	DHARUM	Percussion	Hand drum, play in middle key range for variation in tone
105	GHURUM	Percussion	Hand drum, play in middle key range for variation in tone
106	ACIDRIM	Percussion	Rimshot for acid house :)
107	BONGO	Percussion	Analog bongo, play at middle key ranges
108	TUNEDCONG	Percussion	Experiment with trig lengths and key range -1 oct to +1 oct
109	RAM CLAP	Percussion	Basic clap sound, experiment with filter cutoffs
110	OLD BONGO	Percussion	Analog bong, works best in mid octave
111	NOISY TOMS	Percussion	Works best in mid octave
112	TRANS TOM	Percussion	Works best in mid octave
113	CLAP-ME	Percussion	Experiment with trig lengths
114	AGOGO T	Percussion	Tuned analog agogo, works best in mid octave
115	WOODY	Percussion	Wooden drum sound, works best from -2 to mid octave
116	80S TOMS	Percussion	Works best from -1 to +1 octave
117	DUAL TOMS	Percussion	Works best in mid octave
118	AFRIKA ELECTRA	Percussion	Works best in mid octave
119	HI Q	Percussion	Classic electro percussion sound, experiment with filter 2 cutoff, env depth and filter env decay
120	ANA-TRI	Percussion	Analog triangle, cowboy and beans not included
121	BROKEBELL	Percussion	Experiment with trig lengths
122	JUNK	Percussion	Try at different key ranges
123	TUNED VODOO	Percussion	Almost a steel drum...
124	RATCHET	Percussion	Try different trig lengths
125	HANGDRUM	Percussion	Tongue type pitched drum, works best -1 to +1 octave
126	DEFENDER	Percussion	Short press fires, long press for hyperspace, experiment with filter envelope ADSR and depth A
127	80S-ARCADE	Percussion	Experiment with LFO 1 depth A and speed, mult
128	ARCADE GENER8OR	Percussion	Mess with all the LFO controls for both LFOs, create many old video game sounds. Experiment with noise and OSC shapes and tuning too.