



MANUAL & INFORMATION ENGLISH



General Information about the "DRUMS OVERKILL" sound library:

All DRUMS OVERKILL instruments contain a maximum of 49 samples, that is up to 4 octaves from C1 to C5 on your keyboard.

The instruments of the FX # ... & SINGLE # ... contain only single solo sounds from the selected instrument group.

The instruments of the generic groups KITS # DRUM KITS & KITS # DRUMMACHINES & RH-BOXES contain all associated drum sounds (bass drums, snare drums, hi-hats etc; they can be processed with fully independent effects or volume / panning / tune patches, as explained below in the example for Kontakt Player 2 or the Drums Overkill Demo video.

Every music style has corresponding drum kit instruments with multiple drum kits, each consisting of 2 to 15 solo samples, whose sounds complement to each other and harmonize in volume, panning and effects.

After the last drum sound, every drum kit is separated from the other with an empty sample on your keyboard, just to make sure and show you that a new kit begins from here.

The solo sounds of the Drumkits & Drummachines instruments are sorted by the following alphabetical pattern, and layered on key's instruments:

- Bass Drums
- HiHats
- Percussions / FX
- Snare Drums / Claps
- X Effects
- X Examples (in some drummachines)

CREDITS:

- Thanks to Devo from <http://www.drummachines.de> for many information, lots of rare drummachine samples and his great web-site.
- Thanks to AJK from <http://www.vibromax.com> for help with the DRUMS OVERKILL Kontakt Player 2 Graphics.
- Thanks to Josef Natterer for programming the DRUMS OVERKILL graphical user interface Script for Kontakt PLayer 2 (natterer-script@web.de)

Example of how to use the DRUMS OVERKILL graphical user interface in KONTAKT PLAYER 2:

1. Choose your desired instrument (in this example "RNB-Pop-Kit 03") in the "Instruments" pop-up-menu and load it in KONTAKT PLAYER 2.



2. Choose now "SELECTION 1" under SELECT KEYRANGE in the pop-up-menu "ALL NOTES", then define which drum solo note(s) or keyboard range you want to process with effects



3. Push the "LEARN NOTE(S)" button and then choose the desired note(s) with your MIDI keyboard, the virtual KONTAKT PLAYER 2 keyboard or per other MIDI signals.



4. In our example we selected the snare drum (of course you can select several notes) of the last drum kit from the RNB-Pop-Kit 03, which corresponds to A#4 in this instrument, so we can process this snare drum with a reverb (or any other effect) independently from the other drum sounds.

After a successful entry please push the "LEARN-NOTES" button again to deactivate the learn mode. The selected notes have changed their colour to white so you can identify and control your selection.

If you have entered a wrong selection, just deactivate the learn mode and activate it again by pressing the "LEARN NOTE(S)" twice.



5. After a successful entry you can use any one or more effects on the selected keyboard range without altering other sound of the same instrument. In our example we have chosen the REVERB effect, activated it with the "ON/OFF" button and raised the reverb-volume-level.



6. The above mentioned steps can also be repeated for "SELECTIONS 2-10" in case you want to process more keyboard ranges or single notes with effects independently from the other drum sounds.

The individual "SELECTIONS" will stay intact after the learning process and may be recalled repeatedly, so you can modify the effects to your needs over and over again.

The selected keyboard ranges of the SELECTIONS 1-10 and their related effects can be saved together with the instrument in KONTAKT PLAYER 2 on your harddisk.

Please note: the KONTAKT PLAYER 2 architecture permits only one single instance of Chorus/Flanger, Reverb, Delay and Phaser. This means you can use in fact Reverb and Delay together, but you can't use 2 different Reverbs or Delays at the same time in different SELECTIONS. Indeed it is possible to change the volume level for a SELECTION, but if you change other parameters, these changes will influence all SELECTIONS. If it's necessary for you to use the above mentioned effects several times for an instrument, simply open the same instrument again in KONTAKT PLAYER 2 and use another MIDI channel.