

Installation

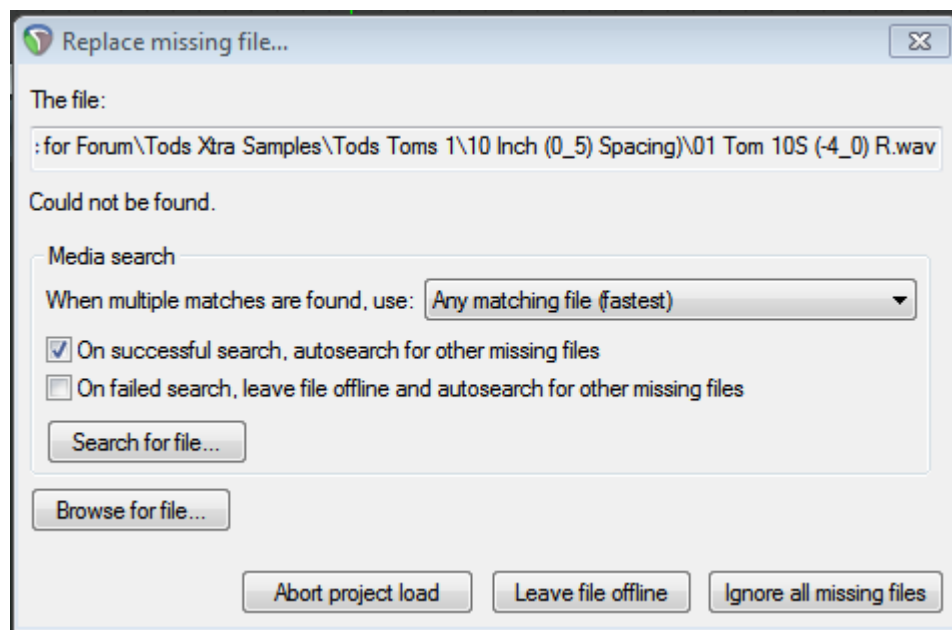
> Go to Analogue Drums site and download Big Mono. The link below should get you there.

<http://www.analoguedrums.com/details-bm.php>

> Download Tod's Drums with the link provided on the post.

> Suggested places to unzip everything. It's good practice to put all your samples and libraries on a separate drive from your Root drive. For example a **D:** drive. Personally I have a couple of different directories on my D: drive where I put all my samples and libraries. The Big Mono and Tod's Drums samples don't have to go in the same exact folder but I'd put them somewhat close together or at least place them so that you'll easily remember where they are.

The important thing is, if all the sample files cannot be accessed from one folder you will have to do multiple searches and you will have to have **"Replace missing file..."** set up properly to do this. Notice the check boxes, one is checked, the other isn't.



> Except for Reapers Project files try to keep all the Sample Folders, Wallpaper, Docs, along with Kontakt's nki and nkm files together. You can put Reapers Project files anywhere just so that you have access to all the samples and other parts.

> When you first load the Reaper project file you will be prompted for missing files, follow the instructions above concerning **"Replace missing file..."**.

> Once you get the Reaper project file loaded properly then be sure and save it. It might be best to use a different project filename just in case you have to come back.

> Also there is a folder called **Note Names 1**, that has text files you can load into the Midi Editor so you have the KeyMap on the piano keys. Put those text files in a folder in your main Reaper folder. You can access them in the Midi Editor by going to **File>Customize note names>Load note names..**

Track Templates

Once you get everything loaded and working it might be best to make track templates so that you can easily reload all the samples and drum outputs in other projects. To do that, select the RSK5 track along with all the outputs track, Right/Click on the RSK5 track and **Save tracks as track template....**

Reaper, Big Mono and ReaSamplOmatic500



Notice the VmHat, Ride, Cash and BM Hat, Ride, Crash midi tracks have grouped mutes so you can easily go from the Tod's Drums cymbals to the Big Mono cymbals.

The Kik, SideStick, and Snare are Big Mono outputs, the rest of the Big Mono outputs have BM in the name, and the rest are Tod's Drums.

ReaSamplOmatic500 (RSK5)

This is how the track FX looks for RSK5 Drums.

FX: Track 6 "RSK5 Drums"

FX Edit Options

- ☒ CLudwigKick-Dyn12[12] (RS5K)
- ☒ Rodgers_RimClck08[8] (RS5K)
- ☒ Rodgers_HrdLH08[24] (RS5K)
- ☒ Rodgers_HrdRH08[24] (RS5K)
- ☒ 24 Vm_HiHat Clsd Proc Grp-1[24] (RS...
- ☒ 24 Vm_HiHat Clsd Proc Grp-2[24] (RS...
- ☒ 36 Vm_HiHat Foot Proc [32] (RS5K)
- ☒ 29 Vm_HiHat Open Proc [29] (RS5K)
- ☒ 17 Tom 10S (+4_0) R[17] (RS5K)
- ☒ 17 Tom 12S (+4_0) Cnt[17] (RS5K)
- ☒ 17 Tom 14S (+4_0) L[17] (RS5K)
- ☒ 24 VmRide Proc Grp1[24] (RS5K)
- ☒ 24 VmRide Proc Grp2[24] (RS5K)
- ☒ 28 VRide Bell Fds 1[28] (RS5K)
- ☒ ZildjinCrsh 1-Dyn09[8] (RS5K)
- ☒ ZildjinCrsh 2-Dyn09[8] (RS5K)
- ☒ CLudwigTom2-DynLH16[16] (RS5K)
- ☒ CLudwigTom2-DynRH16[16] (RS5K)
- ☒ CLudwigTom1-DynLH16[16] (RS5K)
- ☒ CLudwigTom1-DynRH16[16] (RS5K)
- ☒ CLudwigTom1-DynLH16[16] (RS5K)
- ☒ CLudwigTom1-DynRH16[16] (RS5K)
- ☒ ZildMstrsnd-DynCldLH16[16] (RS5K)
- ☒ ZildMstrsnd-DynCldRH16[16] (RS5K)
- ☒ ZildMstrsnd-DynPed10[10] (RS5K)
- ☒ ZildMstrsnd-DynOpn16[16] (RS5K)
- ☒ ZildMstrsnd-DynSmiOpn16[16] (RS5K)
- ☒ SabHHXEvo20-Dyn17[16] (RS5K)
- ☒ SabHHXEvo20_Bell17[16] (RS5K)
- ☒ Crash Rob Low-Left (RS5K)
- ☒ Crash Rob Hi-Right (RS5K)

Add Remove

0.0%/0.3% CPU 0/0 spls

01 Hi Hat 1

ReaSamplOmatic5000

44100Hz 2ch 3.06s

View start: 0.00s, size: 3.06s, 281.5 spl/pix Start: 0.00s, Length: 3.06s

17/17: 17 Tom 10S (+4_0) R.wav

Mode: Sample (Ignores MIDI note) Import item from arrange Browse... [list]

Volume: +0.0 dB Velocity maximum: 127 Pan: 0.57

Min vol: -60.0 dB Velocity minimum: 0

Note start: 47 B1 Pitch@start: -69 semitones

Note end: 47 B1 Pitch@end: 59 semitones

Pitch offset: 0.00 semitones Pitch bend: 2.0 semitones (maximum)

Attack: 0.00 ms Sustain: +0.0 dB Decay: 250 ms

Release: 0 ms Note-off release override: 1 ms

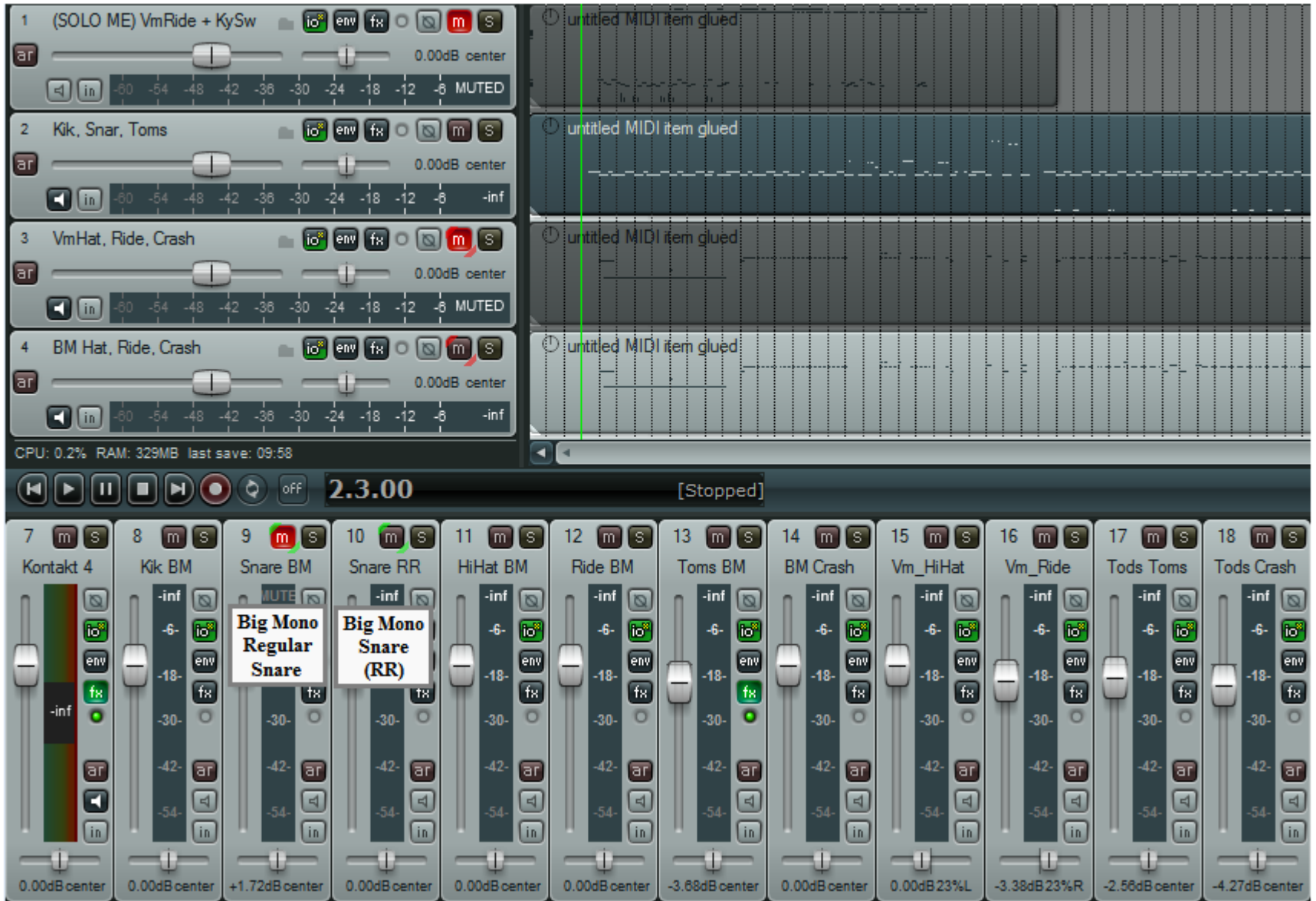
MIDI Chan: 0 (0=all) Max voices: 4 0 active

Probability: 100 Round-robin Remove played notes from FX chain MIDI stream

Obey note-offs Loop Xfade: 0.00 ms Loop start offset: 0.00 ms

Resample mode: (project default) Cache samples smaller than: 64 MB

Reaper, Big Mono and Kontakt

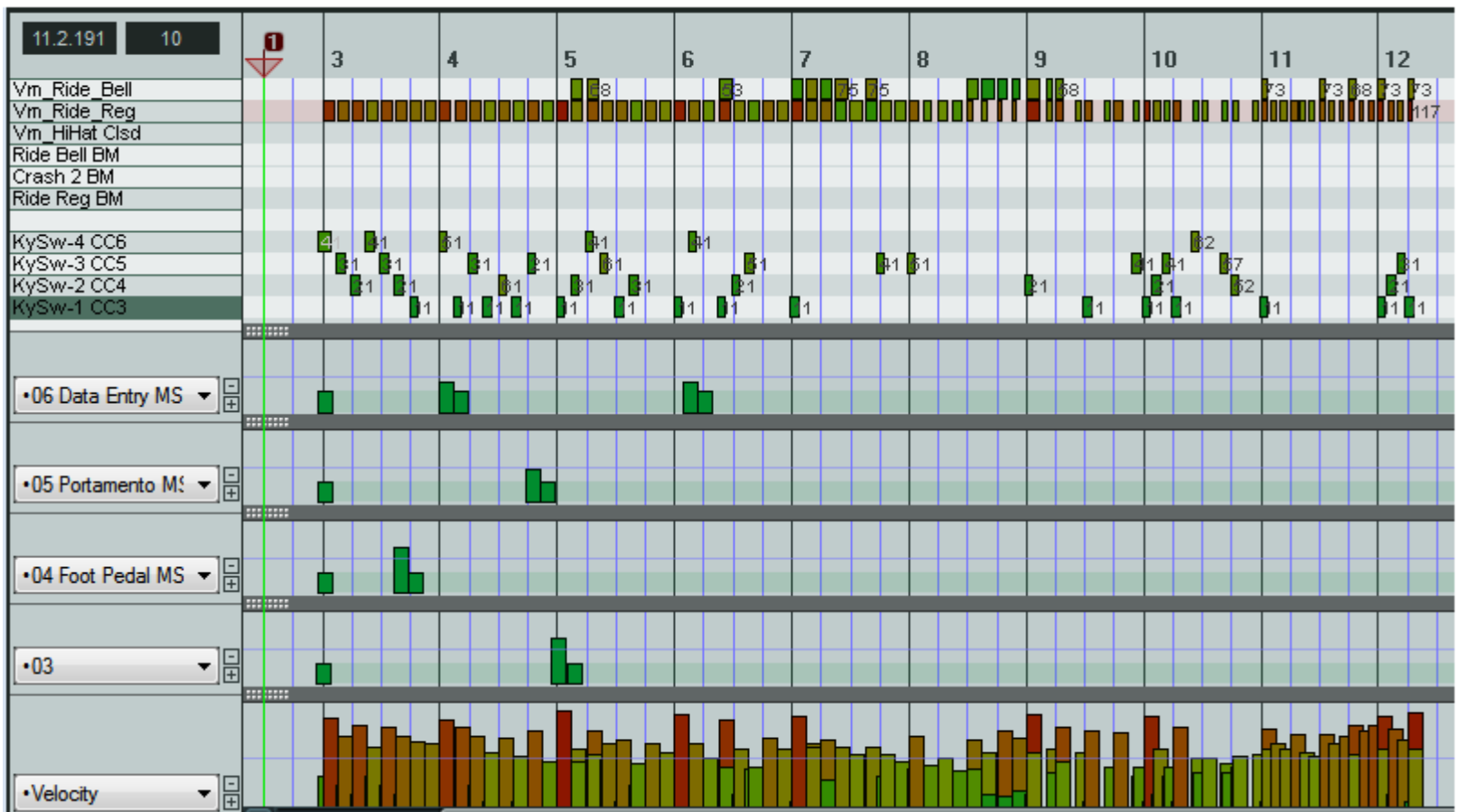
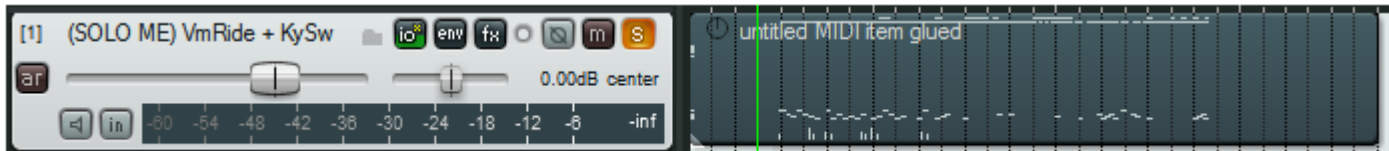


Notice there are two pairs of grouped mutes. The VmHat, Ride, Cash and BM Hat, Ride, Crash midi tracks have grouped mutes so you can easily go from the Tod's Drums cymbals to the Big Mono cymbals.

The grouped Snare mutes in the mixer are for going from the Regular Snare programmed in Big Mono to the single programmed Round Robin Snare. The difference between the two is that the Regular Snare has 48 samples all layered on one key. On the other hand, the Snare (RR) has 24 samples in two groups that are Round Robins. I did this because I thought the Round Robins were a little smoother.

Automating Ride with KeySwitches and Controllers

Notice the midi track **(SOLO ME) VmRide + KySw**. If you solo this track and open it in the Midi Editor you can see and hear how the Add Attack KeySwitches and CC-Controllers work. This can also help in making the Ride sound dynamic and real.



Big Mono + Tods Drums multi

Multi Rack

Big Mono + Tods Drums 1

01-16 17-32 33-48 49-64 AUX

BigMono STEREO v1.50

Output: Create new+ Group Voices: 0 Max: 256 Purge

Midi Ch: [R] 1 Memory: 27.89 MB

Tune 0.00

VIEW COMPRESS SENSITIVITY

Reset Drum Mix Bypass Dynamic

Snare (Big Mono) RR

Output: st.11 Voices: 0 Max: 32 Purge

Midi Ch: [R] 1 Memory: 5.63 MB

Tune 0.00

ReSet Volume Snr Vol -2.2 dB Snr Dyn 22.4 %

Big Mono ANALOGUE DRUMS

Vm_Hi-Hat Proc (for BM) 1

Output: st.7 Voices: 0 Max: 32 Purge

Midi Ch: [R] 1 Memory: 13.24 MB

Tune 0.00

ReSet All Volume Vol_Close -9.0 dB Vol_Foot -9.0 dB Vol_Open -12.0 dB Hat Dyn 20.8 %

HiHatProc

Vm_Ride Proc (for BM) 1

Output: st.8 Voices: 0 Max: 32 Purge

Midi Ch: [R] 1 Memory: 8.91 MB

Tune 0.00

Vol_Bell -2.2 dB Reg Dyn 27.5 % Bell Dyn 27.5 % Add-Attk 0.0 dB Hold 2.3 ms Decay 17.4 ms

Ride Proc

Bot_KS: 24 KSW: C0 to D#0

Tods Stereo Crash (for BM) 1

Output: st.10 Voices: 0 Max: 32 Purge

Midi Ch: [R] 1 Memory: 240.00 kB

Tune 0.00

Lock Pan Crash L center Crash R center Center Pans

Tod's Crash

Tods Stereo Toms (for BM) 1

Output: st.9 Voices: 0 Max: 32 Purge

Midi Ch: [R] 1 Memory: 5.98 MB


Tune 0.00

Vel Dyn 70.8 % L5 <C> R5 Low Tom 10 L Mid Tom center High Tom 10 R

Tod's Toms

Key Maps

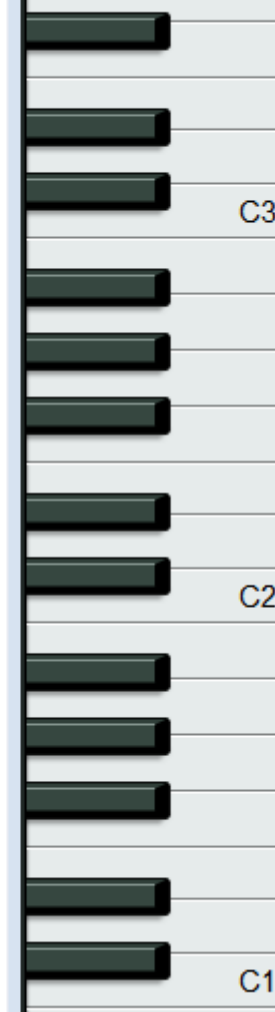
ReaSamplOmatic500



A diagram of a 500-key MIDI keyboard layout for ReaSamplOmatic. The keyboard is divided into three sections: C1 (bottom, 36-40 keys), C2 (middle, 41-50 keys), and C3 (top, 51-65 keys). Each key is represented by a black bar with a white dot in the center. The key numbers and sample names are listed to the right of each bar.

65	Ride Bell BM
64	Crash 2 BM
63	Ride Reg BM
62	Crash 1 BM
61	Hat SmiOpn BM
60	
59	Tom-Hi BM
58	HiHat Open BM
57	Tom-Mid BM
56	HiHat Foot BM
55	Tom-Low BM
54	HiHat Clsd BM
53	Vm_Ride_Bell
52	Tods Crash R
51	Vm_Ride_Reg
50	
49	Tods Crash L
48	
47	Tods Tom 10"
46	Vm_HiHat Open
45	Tods Tom 12"
44	Vm_HiHat Foot
43	Tods Tom 14"
42	Vm_HiHat Clsd
41	
40	
39	
38	Snare RR BM
37	SideStick BM
36	Kik BM

Kontakt



A diagram of a 500-key MIDI keyboard layout for Kontakt. The keyboard is divided into three sections: C1 (bottom, 36-40 keys), C2 (middle, 41-50 keys), and C3 (top, 51-65 keys). Each key is represented by a black bar with a white dot in the center. The key numbers and sample names are listed to the right of each bar.

65	Vm_Ride_Bell
64	Tods Crash R
63	Vm_Ride_Reg
62	Tods Crash L
61	Hat SmiOpn BM
60	
59	Tods Tom 10"
58	Vm_HiHat Open
57	Tods Tom 12"
56	Vm_HiHat Foot
55	Tods Tom 14"
54	Vm_HiHat Clsd
53	Ride Bell BM
52	Crash 2 BM
51	Ride Reg BM
50	
49	Crash 1 BM
48	Tom Hi 2 BM
47	Tom Hi 1 BM
46	HiHat Open BM
45	Tom-Mid BM
44	HiHat Foot BM
43	Tom-Low BM
42	HiHat Clsd BM
41	Tom Flr BM
40	
39	
38	Snare RR BM
37	SideStick BM
36	Kik BM

There are also some PNG pictures in the **Doc/Help Images** for each keymap that might be of help.