Wavelore XpanDrum

About the Instruments

Wavelore XpanDrum is a collection of four sampled hand drums (Two clay bongos and two darbukas) which have been programmed in NI Kontakt to allow the creation of a huge variety of drum ensembles. Ensemble building features include: up to four duplicates of each drum, +/- one octave tuning per drum, velocity and timing randomization per drum, independent panning and volume controls per drum, assignable on/off toggle keyswitches per drum, and two assignable repetition keys. With these features, each MIDI channel in Kontakt can be used to play anywhere from one to four drums, with the same degree of control as if each drum were loaded on a separate channel. Velocity and timing randomization allows quick sequencing of realistically "human" parts, and keyswitches allow the ensemble size to be manipulated in real-time. Additionally, the repetition keys always recall the last note played, allowing fast alternation of two fingers for repetitions without the need to play the same key repeatedly.

Quick Start

To Start playing XpanDrum, simply load any of the four .nki's into Kontakt (For Kontakt 2 users, load the files with "K2" in their names, Kontakt 3 users, load the files with "K3" in their names). Whichever instrument you load will display three highlighted keys on the on-screen keyboard. These are the actual samples, but there are four more keys to be aware of:

-The key to the left of the lowest note is a repetition key; This means that any time you play this key, it will trigger whichever normal note was played last. This feature allows fast repetitions without having to play the same key repeatedly.

-The key to the right of the highest note is also a repetition key.

-The four keys to the left of the lower repetition key are keyswitches. Hitting any of these keys will toggle on/off whichever drum corresponds to the key struck. The lowest keyswitch corresponds to the "first drum", and the highest keyswitch corresponds to the "fourth drum".

Feel free to play with the parameters shown for pitch, velocity, filtering, mixing, and so forth.

Advanced Controls

Each instrument included with XpanDrum contains several pages of controls for the humanization of the individual drums, as well as for mixing control and keyswitch/repetition key selection. Below is an overview of these controls.

About the Drum Parameter Pages

Concept:

In the screenshot above, the control labeled "2" allows the choice of which drum is being edited. The default view is "first drum". This page allows you to specify the tuning, timing, and velocity parameters of the first drum, as well as it's on/off status. Choosing any of, "second drum", "third drum", or "fourth drum", will allow specification of the same parameters for the corresponding drum. The menu also contains two additional options: "Keyswitches", and "Mix". These controls will be covered below.
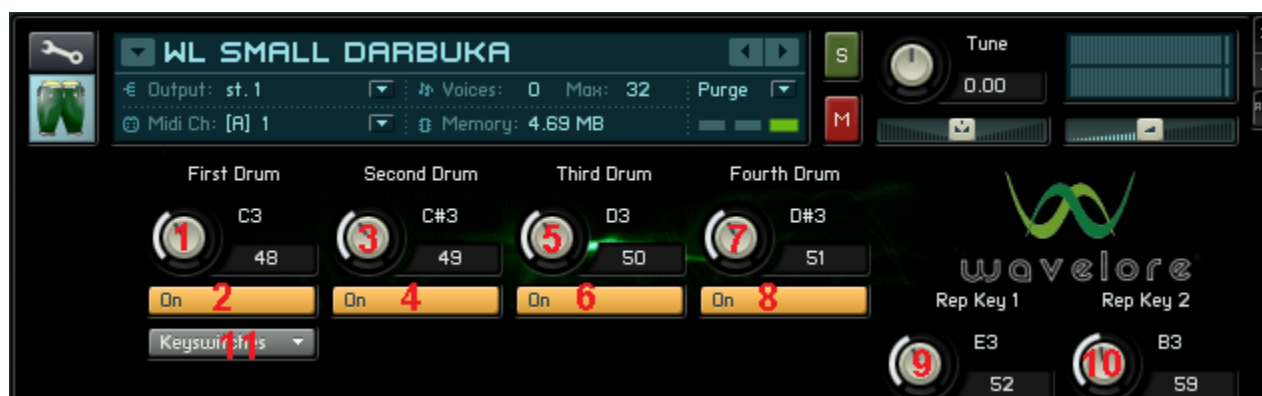
Controls:

In the screen-shot above, each of the controls for portamento playing are numbered. Here is a description of the functions of each control.

1) *Dynamics Filter On/Off:* This control switches the velocity-sensitive High Pass Filter on or off. The HPF is used for emulating the response of the instrument to playing dynamics. We recommend you leave this setting on "Active", as turning it off will detract from the realism of your dynamics. Note: This setting applies instrument-wide; There is no independent per-drum activation/de-activation of the HPF.

2) *Page Menu:* Choose which drum is being edited, or view the keyswitches or mixing pages.

3) *Minimum Cutoff:* The lowest possible cutoff frequency for the HPF. Lower settings will result in fewer high frequencies at low velocities, higher settings will result in less attenuation of high frequencies at low velocities. Set to taste.

4) *Maximum Cutoff:* The highest possible cutoff frequency for the HPF. Lower settings will result in fewer high frequencies at high velocities, higher settings will result in less attenuation of high frequencies at high velocities. Set to taste.

5) *Cutoff Offset:* Boosts the cutoff frequency by the specified amount, regardless of velocity. Used for "cheating" the cutoff frequency to higher levels, since without it, the maximum cutoff frequency would only be available at velocities of 127.

6) *Drum On/Off:* Clicking this control will toggle the relevant drum on or off. Also changes when the corresponding keyswitch is struck.

7) *Tune:* Tunes the relevant drum to +/- 1200 cents. Set to taste.

8-9) *Humanize Timing:* Specifies the minimum and maximum amount of time (in milliseconds) that the timing of the drum will be randomized by. Set to taste.

10-11) Humanize Velocity: Specifies the minimum and maximum amount of velocity value that the dynamics of the drum will be randomized by. Set to taste.

About the Keyswitches Page

Concept:

This page of controls allows you to specify which keys will act as keyswitches for activation and de-activation of the four drums. Each keyswitch can be selected by turning the corresponding knob to taste, or by setting it to the maximum value (128), and striking the desired key. An "OK" button will appear: Click it to accept your choice. Additionally, you can use this page to set the desired repetition keys, as well as to monitor the on/off status of each drum

Controls:

In the screen-shot above, each of the controls for tremolo playing are numbered. Here is a description of the functions of each control.

1) *First Drum Keyswitch:* Set this key to the desired MIDI note to assign the keyswitch. Alternatively, set it to 128 to activate "learn mode". While in learn mode, you can simply strike the key on your MIDI keyboard that you wish to assign as the keyswitch. Click "OK", and your assignment is saved.

2) *First Drum On/Off (Same as #6 in drum parameters page)*: Clicking this control will toggle the first drum on or off. Also changes when the corresponding keyswitch is struck.

3) *Second Drum Keyswitch:* Same as first drum keyswitch, but changes apply to second drum only.

4) *Second Drum On/Off (Same as #6 in drum parameters page)*: Clicking this control will toggle the second drum on or off. Also changes when the corresponding keyswitch is struck.

5) *Third Drum Keyswitch:* Same as first drum keyswitch, but changes apply to third drum only.

6) *Third Drum On/Off (Same as #6 in drum parameters page)*: Clicking this control will toggle the third drum on or off. Also changes when the corresponding keyswitch is struck.

7) *Fourth Drum Keyswitch:* Same as first drum keyswitch, but changes apply to fourth drum only.

8) *Second Drum On/Off (Same as #6 in drum parameters page)*: Clicking this control will toggle the fourth drum on or off. Also changes when the corresponding keyswitch is struck.

9) *First Repetition Key*: Set this key to the desired MIDI note to assign the repetition key. Alternatively, set it to 128 to activate "learn mode". While in learn mode, you can simply strike the key on your MIDI keyboard that you wish to assign as the repetition key. Click "OK", and your assignment is saved.

10) *Second Repetition Key*: Same as first repetition key, but allows assignment of a second repetition key for added flexibility.

About the Mix Page

Concept:

The mix page allows independent panning and volume adjustment of the four drums.

Controls:

1) *Volume Adjustment for First Drum.*

2) *Panning Adjustment for First Drum.*

3) *Volume Adjustment for Second Drum.*

4) *Panning Adjustment for Second Drum.*

5) *Volume Adjustment for Third Drum.*

6) *Panning Adjustment for Third Drum.*

7) *Volume Adjustment for Fourth Drum.*

8) *Panning Adjustment for Fourth Drum.*

9) *Page Control.*

Where to Get More Help

If you have any difficulties using this software instrument, or even if you'd just like to share your thoughts or make suggestions, please don't hesitate to contact us at:

support@wavelore.com

Also, please check our site (http://www.wavelore.com) regularly for updates to our products and product line.

For information on editing this instrument, please consult your Kontakt 2/ Kontakt 3 documentation.

Credits

The following people played important roles in the creation of this software instrument:

-Mark Belbin - Performance, audio editing, instrument design, KSP Scripting, documentation.
-Steven Miller - Audio engineering, quality assurance.
-David Harvey - Design concept, design.

Last Updated: 05/20/09