Percussion 3 Collection

Thank you for choosing an Xsample instrument!

Features

- easy and comfortably playable instruments
- „all in one" instruments (all playing styles clearly in one instrument)
- fully chromatically sampled and multilayer
- natural and vivid loops for all sustained notes
- seamless dynamics and timbre by xfades:
  continuous sound from ppp to fff
- Stereo and mono version (switchable in the instrument)
- Room Walker script for effects within a virtual two-dimensional space
- 61 IR Samples (room impulses)
- A variety of modulators

Software requirements

- Full version of Native Instruments Kontakt (Version 5.5 or higher)
  With the free Kontakt Player version, the library can only be operated
  in demo mode for 15 minutes.

Instruments, playing styles and articulations

instrument	playing style / articulation	dynamic layers	round robin
Big Drum	standard / hard / hand / rods / brush	3*5	4
	rolls	3x	
	rub tones / strokes / wiped	1	
Big Tamtam	hit	11	2
Piatti	standard / damped (18', 20')	3*2	2
	wiped (18', 20')	1*2	2
	roll (18', 20')	1*2	2
Thunder Sheet	standard / hard / hand / finger	3	2
	roll	3	

Fixed patches

The fixed patches have fixed built-in presets. The keyswitches or cc#32 values apply across instruments. That means that e.g. a „roll" of the snare is on the same keyswitch as the „roll" of the big drum.

- Patch: **Big Drum.nki**

Keyswitch	cc#32 value	Preset
A0	0	single hits
A#0	1	rub tones
B0	2	rolls cc#1
C1	3	brush
C#1	4	hard mallets
D1	5	hand (a mano)
D#1	6	strokes & wiped
E1	7	rods

- Patch: **Piatti.nki**

Keyswitch	cc#32 value	Preset
A0	0	hit (cc#1 = 127: damped hit)
A#0	1	wiped
B0	2	tremolo

- Patch: **Thunder Sheet.nki**

Keyswitch	cc#32 value	Preset
A0	0	hit
A#0	1	hit
B0	2	tremolo
D#1	3	tremolo
E1	4	hard mallets
F1	5	hand (a mano)
F#1	6	finger

With each keyswitch you get some information about the current preset on the message line at the bottom of Kontakt.

If you want to know more about the standard scripting please download the „standard scripting documentation.pdf". The document can be found here:

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Elastic patches

The elastic patches are freely configurable. But there are also factory settings for the keyswitches or cc#0 values. They furthermore contain additional playing styles and articulations that are not included in the fixed patches.

- Patch: **Percussion 3.nki** (elastic folder)
  Factory bank preset list

1 Big Drum Standard Mallets Velocity
2 Big Drum Hard Mallets Velocity
3 Big Drum Rods Velocity MW Shape
4 Big Drum Hand Velocity MW Shape
5 Big Drum Brush Velocity MW Shape
6 Big Drum Rolls MW
7 Big Drum Body Strokes Velocity MW Shape
8 Big Drum Wiped Velocity MW Shape
9 Big Drum Rub Tones Velocity MW Shape
10 Big Drum Map Velocity MW Shape
11 Piatti Standard Velocity 18 + 20 inch MW Shape
12 Piatti Damped Velocity 18 + 20 inch MW Shape
13 Piatti Wiped Velocity 18 + 20 inch MW Shape
14 Piatti Tremolo Velocity 18 + 20 inch MW Shape
15 Piatti Map Velocity 18 + 20 inch MW Shape
16 Thunder Sheet Standard Velocity MW Shape
17 Thunder Sheet Hard Velocity MW Shape
18 Thunder Sheet Hand Velocity MW Shape
19 Thunder Sheet Finger Velocity MW Shape
20 Thunder Sheet Tremolo Velocity MW Shape
21 Thunder Sheet Tremolo Long Velocity
22 Thunder Sheet Map Velocity MW Shape
23 Tamtam Velocity
24 Map - Big Drum + Tamtam + Thunder Sheet + Piatti

If you want to know more about the various functions of the elastic patches, please hold your mouse over the respective buttons or menus. The information is then displayed when the "Info Pane" of Kontakt is switched on.

If you want to design your own presets, phrases and room walker setups please download the „extended scripting documentation.pdf". The document can be found here:

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