DrumCore Toolkit
Version 3 for Windows and Mac OS X

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Chapter 1: Introduction

Congratulations on your purchase of DrumCore! DrumCore is the ideal solution for anyone who needs professional drum parts in any style within seconds. Use DrumCore to dial-in the perfect beat for composing, arranging, remixing, or just flat out jamming. Since DrumCore supports AU (Mac only), RTAS, and VST plug-in formats, you can take advantage of its extensive rhythmic catalog as an integrated rhythm machine within your favorite DAW (such as Pro Tools®, Digital Performer®, Sonar®, Nuendo®, or Logic®).

Search for the perfect groove quickly and easily using DrumCore's intuitive browser interface. DrumCore boasts of an extensive library of rhythmic content recorded by professional drummers and percussionists of the highest calibre—such as Alan White (John Lennon, Yes), Terry Bozzio (Frank Zappa, Missing Persons), Matt Sorum (The Cult, Guns and Roses, Velvet Revolver), Sly Dunbar (Bob Marley, Peter Tosh), Zoro (Bobby Brown, Lenny Kravitz), and more!—using state-of-art digital and vintage recording gear in best possible acoustic environments.

Furthermore, DrumCore's catalog is expandable: Using DrumCore Toolkit, you can import your own rhythmic content, build your own DrumKits, or install additional DrumCore Drummer Packs produced by Submersible Music.

Features

DrumCore features:

- AU (Mac only), RTAS, and VST-compatibility integrates DrumCore with your favorite multitrack audio and MIDI sequencing program (e.g., Pro Tools, Digital Performer, Sonar, Logic, Nuendo, Live, etc.).
- An extensive catalog of the highest quality rhythmic content. DrumCore's database of audio drum loops and hits were recorded with world-class drummers in state of the art studios. Each groove includes variations and fills in addition to the basic beats. Every groove was recorded at multiple tempos so that you get the groove you want at the tempo you want, with all of the artist's nuance at each tempo and without the artifacts introduced by common time–compression and expansion algorithms. Most grooves in DrumCore's database also have a MIDI version, which provides an even greater degree of flexibility in conjunction with DrumCore's DrumKits.
- Factory DrumCore content is 24-bit and 48 kHz.
- Factory DrumCore content can be exported as REX files to your DAW to automatically match your project tempo.

- MIDI DrumKits—DrumCore provides multiple sampled DrumKits of the drummers' kits to match DrumCore's extensive collection of MIDI grooves. You can play DrumCore's DrumKits from DrumCore's own catalog of MIDI grooves, or from your DAW. Using DrumCore Toolkit, you can also create your own MIDI DrumKits.
- Mix and match pads from different DrumKits.
- DrumCore provides separate outputs for each pad of the MIDI DrumKit for independent mixing and processing in your DAW.
- Drag and drop files (audio and MIDI) to the Desktop or to any DAW that supports drag and drop (such as Cubase, Pro Tools, Digital Performer, or Logic).
- An intuitive, easy to use search engine to find the perfect groove, drum loop, or fill. You can sort loops by tempo, style, drummer, and several other relevant criteria. Using DrumCore Toolkit, you can even import your own audio or MIDI files and provide your own metadata (including "style" and "feel" definitions) for quick search and retrieval.

For information on using DrumCore plug-ins, see the DrumCore 3 Guide.

DrumCore Toolkit Features:

- When updating to DrumCore 3, use the Import DrumCore Database command to import all of your custom content and any previously installed DrumCore DrummerPacks.
- Import DrummerPacks purchased from Submersible Music.
- The Gabrielizer™, a tool for beat manipulation, lets you quickly and easily reshuffle your audio and MIDI loops to create new unique and interesting rhythms (see "Gabrielizer" on page 21).
- Using DrumCore Toolkit, you can import your own audio (AIF, WAV, SD II, REX, and ACID) and MIDI files, and provide your own metadata (including "style" definitions) for quick search and retrieval.
- Edit metadata for factory and custom content to facilitate quick and easy "searchability."
- Create your own custom DrumKits using your own drum samples.
- CoreAudio (Mac), and Direct Sound or ASIO (Windows) support for auditioning audio and MIDI grooves.
- Stand-alone MIDI capabilities for playing MIDI DrumKits from any MIDI controller.

System Requirements

You must have Administrator Access on your computer to install DrumCore. For minimum system requirements on Mac and Windows, see the *DrumCore 3 Guide*.

Register DrumCore

You must register DrumCore to receive your DrumCore authorization code. Your registration and authorization code will work for both the DrumCore plug-ins and for the DrumCore Toolkit application. Registered users can receive technical support by email or on the DrumCore Web site. The initial response time for technical support inquiries is within 24 hours. Registered users will also receive periodic software update and upgrade notices.

Conventions Used in This Guide

This guide observes the following conventions to indicate menu choices and key commands:

Convention	Action
File > Import Files	Choose Import Files from the File menu
Ctrl+I on Windows or Command+I on Macintosh	Hold down the Ctl key on Windows or the Command key on Macintosh and press the I key
Ctrl-click on Windows or Command-click on Macintosh	Hold down the Ctl key on Windows or the Command key on Macintosh and click the mouse button

The following symbols are used to highlight important information:

User Tips are helpful hints for getting the most out of DrumCore.

Important Notices include information that could affect DrumCore's performance.

Shortcuts show you useful keyboard or mouse shortcuts.

Cross References point to related sections in the guide.

Chapter 2: Installation, Authorization, and Configuration

Installing DrumCore Toolkit

DrumCore Toolkit is installed when you install the DrumCore plug-ins and content.

For information on installing DrumCore, see the DrumCore 3 Guide.

Authorizing DrumCore Toolkit

DrumCore plug-ins and the DrumCore Toolkit application require an authorization code in order run. You must register your copy of DrumCore in order to receive your DrumCore authorization code. Your DrumCore authorization code will work for both the DrumCore plug-ins and the DrumCore Toolkit application.

For information on authorizing DrumCore, see the DrumCore 3 Guide.

Configuring Audio MIDI Setup

(Macintosh Only)

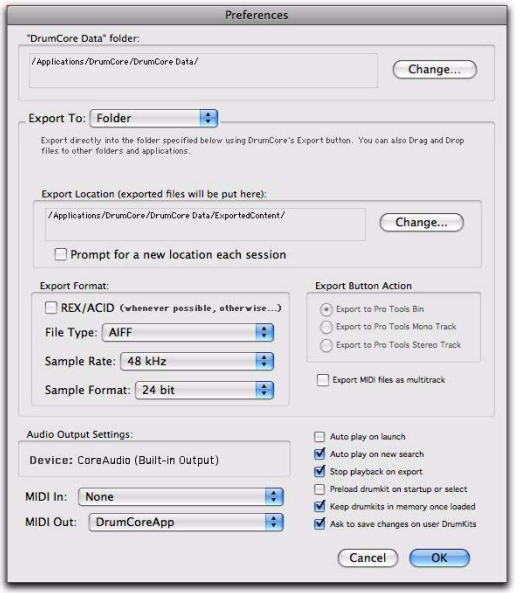
DrumCore Toolkit is used as a stand-alone application with audio playback using Apple® CoreAudio. CoreAudio is how Mac OS X manages audio streams between audio software and hardware. Most third-party audio hardware has drivers for CoreAudio. If you want to use DrumCore Toolkit with a third-party audio interface, you must first configure the Apple Audio MIDI Setup application (AMS) For more information, refer to Apple's documentation.

DrumCore Toolkit Preferences

Before you start using DrumCore Toolkit, you should configure the DrumCore Toolkit Preferences according to your preferred work habits. In the Preferences dialog, you can define standard file export and playback options. The Preferences dialog provides slightly different options specific to the Windows or Macintosh platform.

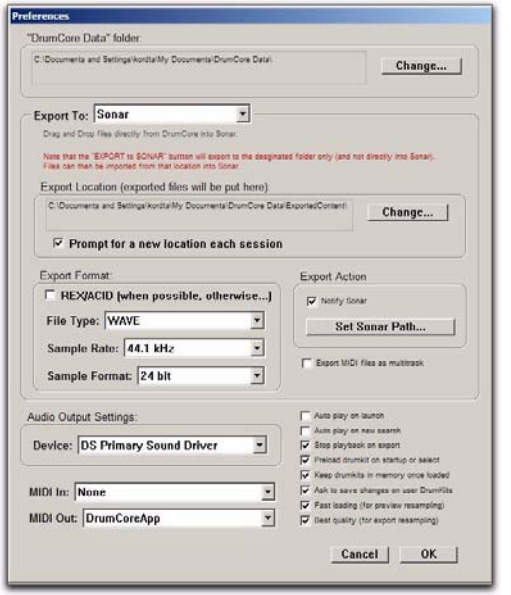
To open the Preferences dialog:

- Launch DrumCore Toolkit:
  - On Macintosh, choose DrumCore Toolkit > Preferences (or press Command+;). The Preferences dialog opens.



DrumCore Preferences, Macintosh

- On Windows, choose Edit > Preferences (or press Alt+;).The Preferences dialog opens.



DrumCore Preferences, Windows

"DrumCore Data" Folder

DrumCore Toolkit expects the DrumCore Data folder to be in the location where it was originally installed. If you move the DrumCore Data folder to a different location, you will have to tell DrumCore Toolkit where to find it. When you first launch DrumCore Toolkit after the DrumCore Data folder has been moved, you will be prompted to locate it.

To change the location of the DrumCore Data folder:

1 Launch DrumCore Toolkit.

2 Open the Preferences dialog.

3 Click the Change button for the "DrumCore Data" folder.

4 In the Open dialog, navigate to and select a new location (folder).

5 Click Open.

Export Preferences

DrumCore Toolkit provides several relevant preferences for standard export options.

Export To

Use the Export To pop-up menu to specify whether or not you want to export files to a specific folder on your system (default) or to Cubase, Digital Performer, GarageBand, Logic, Nuendo, Pro Tools, Tracktion, or another Application.

If your DAW supports drag and drop, select your DAW from the Export To pop-up menu and configure the rest of DrumCore's export preferences as desired.

If you have any problems using Export to your application, select "Folder" and set-up the audio file export settings to match your DAW project with the DAW's project/session folder as the export location.

Export Location

The default folder for exported content is \DrumCore Data\ExportedContent\. You can change the default location (folder) for exported content if you want.

To change the location exported content:

1 Launch DrumCore Toolkit.

2 Open the Preferences dialog.

3 Click the Export Location Change button.

4 In the Open dialog, navigate to and select a new location (folder).

5 Click Open.

6 To be prompted to specify the location (folder) for exported content every time DrumCore is launched, enable the Prompt for a new location each session option.

Set the Export Location to your DAW project's audio files folder. This lets you easily manage audio files exported from DrumCore that are specific to the project.

When dragging and dropping a file to a DAW, the file is converted to the export format, written as a new file to the specified export location, and then imported into your DAW.

Export Format

The Export Format Preferences let you specify the following audio file format options:

REC/ACID Enable the REX/ACID export option to have DrumCore export REX or ACID files whenever they are available. All of DrumCore's factory content can be exported as REX files, or as AIFF, SD II, or WAVE files.

If you have imported ACID files, they can be exported as ACID files, or as AIFF, SD II, or WAVE files.

If the REX or ACID format is not available, DrumCore will export the file as the format selected in the pop-up menu (AIFF, SD II, or WAVE).

File Type AIFF, Sound Designer II, Sound Designer II Split .L/.R, or WAVE.

The Sound Designer II file format is only supported on Macintosh.

Sample Rate 44.1 kHz, 48 kHz, 88.2 kHz, 96 kHz, 176.4 kHz, or 192 kHz.

Sample Format 16- or 24-bit.

You should set the Sample Rate and Sample Format (bit depth) to the same sample rate and bit depth as your host application. For example, if your Pro Tools session is 96 kHz and 24-bit, you should set DrumCore to 96 kHz and 24-bit as well.

DrumCore factory content is all 24-bit, 48 kHz, and is encoded in DrumCore's proprietary file format.

Export Action

(Windows Only)

Export Action (Windows only)

Notify Application

Enable the Notify Application (e.g., Pro Tools or Cubase) option to have DrumCore Toolkit prompt the specified application to automatically import content export from DrumCore. You must also locate and select the specified application using the Set Application Path button. You only need to do this once. If you use DrumCore Toolkit with more than one DAW, you will have to do this only once for each application.

Export Button Action

(Pro Tools on Macintosh Only)

Export Button Action (Pro Tools on Macintosh Only)

If Pro Tools is selected in the Export To pop-up menu, you can choose to Export to the Pro Tools Region List (Export to Pro Tools Bin), one or more mono tracks (Export to Pro Tools Mono Track), or to a stereo track (Export to Pro Tools Stereo Track).

If Pro Tools is not selected in the Export To pop-up menu, the Export Button Action preferences are grayed out.

Export MIDI Files As Multitrack

Enable the Export MIDI files as multitrack option to export MIDI files with each MIDI note number as its own track. This is useful, if you want to separate your drum sequence out on different tracks; for example, if you want the kick, snare, and ride on different MIDI tracks. If you prefer to have your MIDI drum programming all in one MIDI track, disable this option.

DrumCore Toolkit also exports information about time signature and tempo. When importing DrumCore MIDI files into another application, different applications handle MIDI file import differently. For example, Logic will import the time signature and tempo as a separate MIDI track, Digital Performer will import the time signature and tempo to the conductor track. Consult the manufacturer's documentation for your DAW for more information.

Exporting MIDI files to a folder, or dragging and dropping the exported MIDI file onto MIDI tracks in your DAW (as supported by your DAW) is the most efficient way to import MIDI into your project or arrangement.

Some applications are very specific as to where you can drop the file to create a track. When using drag and drop to import a DrumCore multitrack MIDI file into Logic or Digital Performer, you need to make sure there are enough MIDI tracks for each MIDI track from DrumCore, plus one extra track for the tempo and meter information. When using drag and drop to import a DrumCore multitrack MIDI file into Sonar, drop to empty space in the Arrange window (not onto an existing track) to automatically create new MIDI tracks. With ACID, be sure to not drop the MIDI file on the upper timeline as this creates a blank MIDI track with no data.

Audio Output Settings

CoreAudio

(Macintosh Only)

DrumCore will playback through CoreAudio by default. The default audio device can be configured using either the Apple Audio MIDI Setup or in the Sound Control Panel.

ASIO or DirectSound

(Windows Only)

Select the desired ASIO or DirectSound device from the Device pop-up menu.

DrumCore always tries to set the selected ASIO device to match its internal sampling rate of 48 kHz.

Playback Options

Auto Play on Launch

If you want DrumCore Toolkit to playback on launch, enable the Auto play on launch option. This option is disabled by default.

Autoplay on New Search

To have DrumCore Toolkit always playback the first item returned in a search, enable the Autoplay on new search option.

Stop Playback on Export

To have DrumCore Toolkit stop playback when you export a file, enable the Stop playback on export option.

DrumKit Options

DrumCore Toolkit plays back its DrumKit samples from RAM. Consequently, it needs to load the selected DrumKit samples into RAM for playback.

Preload DrumKit on Startup or Select

To have DrumCore Toolkit load the currently selected DrumKit samples into RAM on launch or when a new DrumKit is selected, enable the Preload DrumKit on startup or select option.

If you're using DrumCore Toolkit as a MIDI Drum module, preloading eliminates the delay encountered when loading each sample the first time a particular note is played. This mode is common to hardware samplers in that all samples are loaded when a program (or patch) is selected. This takes longer, but then lets you immediately trigger sounds once the program is loaded as opposed to waiting for a pads sounds to load as they are triggered.

DrumCore Toolkit indicates that a DrumKit is loading into RAM by a progress bar under the DrumKit Indicator in the main DrumCore Toolkit window. Once the DrumKit is loaded, it displays "Fully Loaded."

It is recommended that you do not play the MIDI DrumKit while a DrumKit is loading.

Keep DrumKits in Memory Once Loaded

To keep DrumKit samples loaded in RAM, even when switching DrumKits, enable the Keep DrumKits in memory once loaded option.

When the Keep DrumKits Loaded in Memory Once Loaded option is enabled, every DrumKit selected during the course of a single DrumCore Toolkit session remains loaded in RAM. Consequently, this option requires the most memory and fastest hard drive response time. Some systems may encounter performance problems with this option enabled. If you have a slower machine or not enough RAM available you should not use this option, but rather use only the Preload DrumKit on Startup or Select option, or just use the DrumCore Toolkit default option of only loading samples only when a pad is triggered.

Ask to Save Changes on User DrumKits

To be prompted to save your changes when editing a DrumKit, enable the Ask to save changes on User DrumKits option.

Resampling Options

(Windows Only)

Fast Loading (for Preview Resampling)

For the quickest resampling response on playback of audio loops and fills, and MIDI DrumKits with ASIO, enable the Fast Loading (for preview resampling) option.

Best Quality

For the best quality sample rate conversion on export, enable the Best Quality (for export resampling) option. When this option is enabled, export may be a little slower, but DrumCore Toolkit provides high quality sample rate conversion. Disabling this option results in faster exports (less delay when dragging and dropping), but results in slightly lower audio quality.

MIDI In

The MIDI In pop-up menu lets you specify any available MIDI port or device in your MIDI setup for controlling the DrumCore Toolkit DrumKit. For example, if you have a MIDI controller, like an M-Audio Trigger Finger, you can use it to play the DrumKit as a stand-alone drum module.

MIDI Out

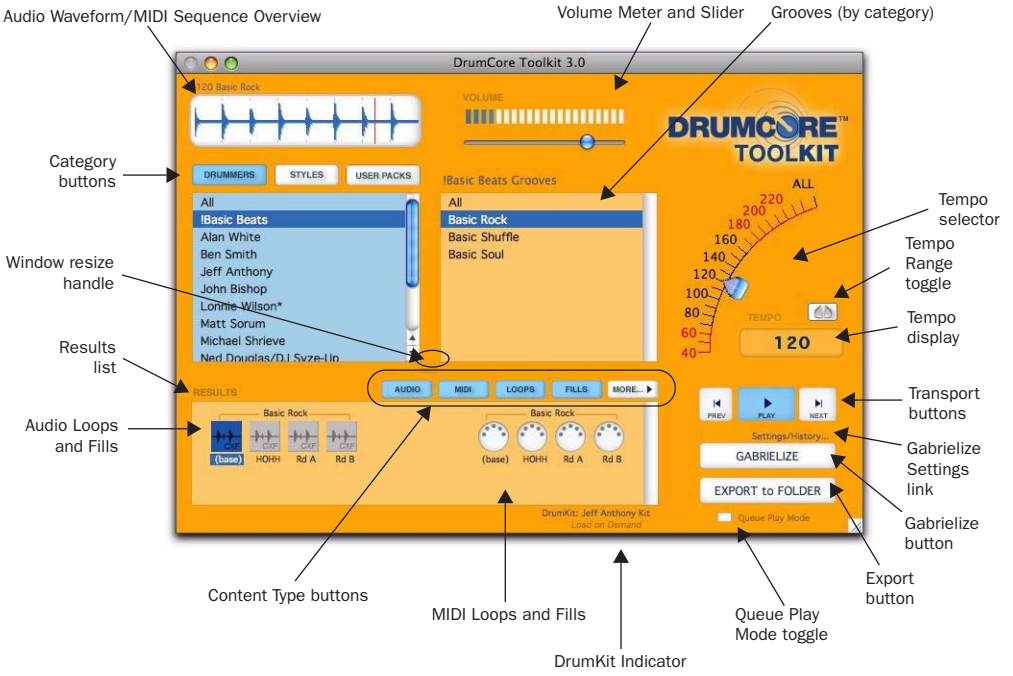
The MIDI Out pop-up menu lets you specify the DrumCore Toolkit DrumKit module (listed as DrumCoreApp in the pop-up menu) or another available MIDI port or device in your MIDI setup. The DrumCoreApp is selected by default so that DrumCore Toolkit will playback MIDI files using its own DrumKit playback sampler. However, if you have another MIDI device in your studio you would like DrumCore Toolkit to use for MIDI playback, select the desired MIDI port or device from the MIDI Out pop-up menu. For example, if you really want to hear MIDI sequences play back using your vintage Simmons SDS9, you can choose to do so with this preference.

Chapter 3: Using DrumCore Toolkit

Use DrumCore Toolkit as a stand-alone application to import your own loops and grooves into the DrumCore database, create new MIDI DrumKits, and add or edit metadata to aid in searching items in the database.

DrumCore Toolkit Interface

DrumCore Toolkit provides immediate access to the most commonly used search controls, a browser-like interface to the database, playback and volume controls, and the Gabrielize and Export buttons.



DrumCore Toolkit User Interface

Audio Waveform/MIDI Sequence Overview

The Audio Waveform/MIDI Sequence Overview displays an overview of the currently selected audio or MIDI file for visual reference. You can also drag and drop from the overview to export the viewed audio or MIDI groove.

Volume Meter and Slider

Use the Volume slider to attenuate the main output volume. The Volume meter provides a VU display of the main output level.

Category Buttons and List

Use the Category buttons to select the search category (Drummers, Styles, or User Packs). Select the desired Drummer, Style, or User Pack from the Category List. You can create your own Drummer, Style, and User Packs categories as well by editing the metadata for current audio and MIDI files or when you import files (see "Editing Metadata" on page 28).

Grooves List

Select the desired GrooveSet from the Grooves list. GrooveSets are typically grouped as a collection of beats and fills that work together (for example, in different parts of a song arrangement).

Tempo Selector

Use the Tempo selector to find grooves at a specific tempo, or within a tempo range. When you select a new tempo, only audio files recorded at the selected tempo, or that can be played back at the selected tempo, appear in the Results list. There may be subtle differences in the same groove at different tempos since drummers tend to play differently at different tempos.

Tempo Range Toggle

Enable the Tempo Range toggle to search for grooves within a range of tempos.

Tempo Display

The Tempo Display displays the currently defined tempo (as indicated by the Tempo Selector). You can also click the Tempo Display to type the desired tempo or tempo range (to a fine resolution of up to three decimal places).

Window Resize Handle

Click and drag the Window Resize handle to adjust the size of the Category, Grooves, and Results lists.

Results List

The Results list displays the results of a search. All search criteria work together, so if you apply too many search criteria (including extreme tempos), your search may return no results.

Content Type Buttons

Use the Content Type buttons to search for Audio or MIDI files, and Loops or Fills. The More button reveals an Advanced Search Criteria pane that provides even more search criteria (see "Advanced Search Criteria" on page 19).

Transport Buttons

Use the Transport buttons to start and stop playback, or to play the next or previous item in the Results list.

Gabrielize Button and Settings/History Link

Click the Gabrielize button to "Gabrielize," the selected file. Click the Settings/History link to open the Gabrielizer window (see "Gabrielizer" on page 21).

Export Button

Click the Export button to export the selected file to a folder or to your favorite DAW depending on the settings for the Export Preferences (see “Export Preferences” on page 7).

DrumKit Indicator

The DrumKit Indicator displays the currently selected DrumKit. Click the DrumKit Indicator to open the DrumKit Editor. For more information on the DrumKits Editor, see "Chapter .”

Queue Play Mode

The Queue Play Mode toggle enables (or disables) Queue Play Mode. When Queue Play Mode is enabled, you can select a second file (Audio or MIDI Loop or Fill) to start playback as soon as the currently selected file finishes playing. When Queue Play Mode is disabled, any newly selected file begins playing immediately, cutting off playback of the previously selected file.

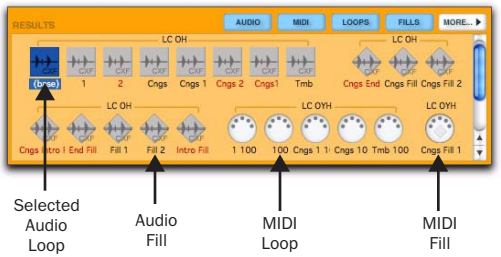
A Note about DrumCore Content

DrumCore’s extensive database of drum loops were recorded with world-class drummers in state of the art studios. Most grooves include variations and fills in addition to the basic beats. Every groove was recorded at multiple tempos so that you get the groove you want at the tempo you want, with all of the artist’s nuance at each tempo and without artifacts that can be introduced by common time–compression and expansion algorithms. All audio files are 24-bit, 48 kHz stereo in DrumCore’s proprietary file format (.czf).

Most grooves in DrumCore’s database also have a MIDI version, which provides an even greater degree of flexibility in conjunction with DrumCore’s DrumKits. All MIDI files are stored in DrumCore’s proprietary file format (.cmf).

DrumCore’s content is organized according to the most relevant metadata. You can search and sort DrumCore’s content in DrumCore Toolkit by Drummer, by Style, or by User Pack, and by tempo and groove. You can also search and sort grooves for the audio or MIDI version, as well as for loops and fills.

DrumCore’s grooves are divided into audio loops and fills, and MIDI loops and fills. In DrumCore Toolkit, audio loops are displayed with a square icon, audio fills are displayed with a diamond icon. MIDI loops are displayed with a circle icon, and MIDI fills have a diamond within the circle icon.



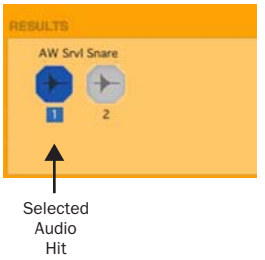
Audio and MIDI Loops and Fills

In addition to being able to use DrumCore’s catalog of grooves at the tempos they were originally recorded, most grooves can be exported as REX, AIFF, SD II, or WAVE files at virtually any tempo you want.

Factory DrumCore grooves that can be exported as REX files are indicated by "CFX" on the groove icon. Any custom REX files that you have imported using DrumCore Toolkit are indicated by "REX" on the groove icon. Custom ACID files that you have imported using DrumCore Toolkit are indicated by "ACID" on the groove icon. Any other file formats (AIFF, SD II, or WAVE) are not uniquely identified.

Content from earlier versions of DrumCore (including your own custom loops or version 1.x DrummerPacks) do not support stretchy tempos and cannot be exported as REX files. These appear in the Results list without the "CFX "indication. If you select one of these grooves, it will only play back and can only be exported at its original tempo.

You can also search individual hits from DrumCore's sampled DrumKits. Hits are displayed with an octagonal icon. To search for hits, use DrumCore's advanced search criteria, Single Hit (see "Advanced Search Criteria" on page 19).



Audio Hits

Searching the Database

Use DrumCore Toolkit to search the database to find the right groove. You can choose to search by Category (Drummers, Styles, or User Packs) and Tempo, and you can choose to search for audio or MIDI loops and fills. You can even import your own audio or MIDI files and provide your own metadata for quick search and retrieval.

To search the DrumCore database using DrumCore Toolkit:

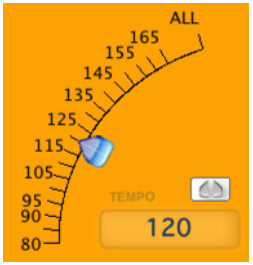
1 Click the desired Category button: Drummers, Styles, or User Packs.

2 Based on the selected Category, choose the desired Drummer, Style, or User Pack from the Category list. For example, Drummers > Sly Dunbar.

3 Based on the selected Drummer, Style, or User Pack, select the desired groove from the Grooves list. For example, Styles > Alternative > JA Psycho.

4 For audio loops and fills, use the Tempo selector to dial-in grooves recorded at the desired tempo, or within a range of tempos. (All of DrumCore's audio loops and fills were recorded at multiple tempos to retain the individual drummer's artistic nuance at different tempos.)

For CXF files and MIDI grooves, use the Tempo selector to control the playback tempo of the selected CFX file or MIDI sequence.



Tempo selector

For more information about the Tempo selector, see "Tempo Selector" on page 18.

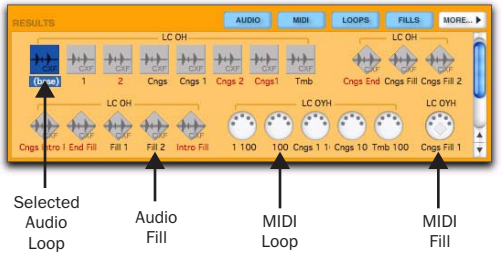
5 Select the desired Content Type buttons to find Audio or MIDI (or both) Loops or Fills (or both). For example, if you only want to find audio loops, select the Audio and Loops buttons, and deselect the MIDI and Fills buttons.

Content Type buttons, Audio and Loops selected

If neither Audio or MIDI is selected, or if Audio is selected and neither Loops or Fills are selected, any search will generate no results.

6 Click the More button for advanced search criteria (see "Advanced Search Criteria" on page 19).

7 Select the desired Audio Loop, Hit, or Fill, or MIDI sequence from the Results list. Audio Loops appear as a square icon with a waveform, Audio Fills appear as a diamond icon with a waveform, and MIDI sequences appear as five-pin DIN circle icons (like a standard MIDI cable connector).

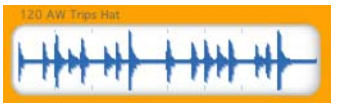


Search Results: Audio and MIDI Loops and Fills=

Use the Up and Down or Left and Right Arrow keys to select the previous or next item in the Category, Groove, or Results lists.

Use the Tab key to navigate between the Category, Groove, or Results lists.

As a visual reference, the waveform for the selected audio file, or a piano roll–style representation of the selected MIDI file, will be displayed in the Audio Waveform/MIDI Sequence Overview.



Audio Waveform Overview

MIDI Sequence Overview

By default, Audio and MIDI Loops and Fills play back when selected in the Results list or when a new search returns a result. You can start and stop playback of any selected item using the Transport controls (see “Playback Controls” on page 20).

shift *Press the Spacebar to start and stop playback.*

Once you have found the groove you want, you can simply play along with it, modify it using the Gabrielizer, or export it for use in another audio or MIDI application.

Tempo Selector

Use the Tempo selector to find an audio loop or fill at a specific tempo, or within a specified tempo range. For CFX and MIDI files, the Tempo selector determines the playback tempo of the CFX file or MIDI sequence.

The Results list will display all items in the database that match the search criteria for the specified tempo or tempo range. DrumCore always lists audio files with the closest matching tempo (rounding up). CFX audio (which can be exported as REX or ACID files) plays back at the selected tempo. If a tempo range is selected, CFX audio plays back at the original tempo if it falls within the specified range.

Non-CFX audio (which cannot be exported as REX or ACID files) plays back at its originally recorded tempo. These files (AIF, WAV, or SD II) only appear in the Results list if there is an exact tempo match.

MIDI sequences play back at the selected tempo. If a tempo range is selected, MIDI plays back at the original tempo if it falls within the specified range.

To specify a tempo:

- Click and move the Tempo selector.

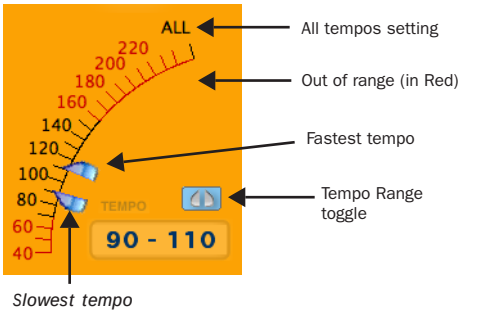
– or –

Click the Tempo display and type the desired tempo to as many as three decimal places (e.g., 133.333).

shift *Alt+“+/–” on Windows, or Command+“+/–” on Macintosh, increments or decrements the tempo by single digits.*

To specify a tempo range:

1 Enable the Tempo Range toggle. The Tempo selector will split.



Tempo selector, Tempo Range toggle enabled

2 Set the slowest tempo and the fastest tempo of the desired tempo range.

– or –

Click the Tempo display and type the desired tempo range (e.g., “112-118”).

All Tempos Setting

The All tempos setting displays all items in the database that match the search criteria at all available tempos. When the All tempos setting is selected, audio files and MIDI sequences play back at the originally recorded tempo. For example, if the selected audio file or MIDI sequence was originally recorded at 120 bpm, it will playback at 120 bpm.

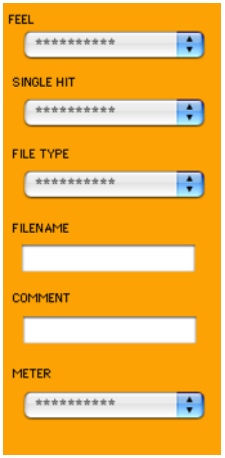
Out of Range Tempos

DrumCore Toolkit supports exporting REX and ACID files, which can be exported at any tempo from 40 to 240 bpm. To achieve the highest possible sound quality, DrumCore Toolkit will always use the nearest original tempo for the REX or ACID file to be exported. However, some tempos may be far from any available original tempo and consequently might not have the best possible sound quality at the selected tempo. For example, you may want a specific type of groove at 180 bpm, but based on the selected search criteria, the closest tempo match for that groove may be 120 bpm. In that case, if you export the groove as a REX file at 180 bpm, it may not provide as good a sound quality as if you were to export the file at 123 bpm for example. Tempos that are out of range are indicated in red on the tempo selector, and in the file name above the Waveform display and in the Results list.

For grooves in the database that are not stored as CFX, or imported REX or ACID files (such as version 1.x DrummerPacks), only those files that exactly match the selected tempo appear in the Results list.

Advanced Search Criteria

In addition to the essential search criteria provided in the main DrumCore Toolkit window, you can click the More button to reveal an additional pane of advanced search criteria.



Advanced Search pane

The Advanced Search pane lets you search by Feel (e.g., Shuffle or Triplet), Single Hit (e.g., Kick or Snare), File Type (e.g., AIF), File Name, Comment, or Meter (e.g., 4/4 or 6/8). These search categories are part of the metadata associated with every file in the database. For more information on creating and editing metadata for audio and MIDI files in DrumCore, see “Editing Metadata” on page 28.

To search by advanced criteria:

1 Click the More button in the DrumCore Toolkit window to reveal the Advanced Search Criteria pane.

2 Select the desired criteria from one of the pop-up menus, or type a keyword in the File Name or Comment fields.

All matching results are displayed in the Results list.

Playing Back Audio and MIDI

DrumCore Toolkit plays back audio files using CoreAudio on Macintosh, or ASIO or DirectSound on Windows. DrumCore can play back MIDI files using its own sampled DrumKits or other MIDI devices. For more information on using DrumCore's sampled DrumKits, see "Chapter ."

Playback Controls

DrumCore Toolkit provides the necessary playback controls for auditioning your search results. By default, the first item in the Results list plays back automatically. The Autoplay on new search feature can be disabled (or enabled) in the DrumCore Preferences dialog (see "DrumCore Toolkit Preferences" on page 6).

Previous, Play, and Next buttons

To start or stop playback:

1 Search for the desired audio or MIDI file (see "Searching the Database" on page 16).

2 Select the desired item in the Results list.

3 Click the Play button (or press the spacebar).

To audition the preceding item in the Results list:

■ Click the Previous button (or press the Left or Down arrow).

To audition the next item in the Results list:

■ Click the Next button (or press the Right or Up arrow).

Volume Controls

DrumCore Toolkit provides volume controls to make sure you get the right balance when playing back audio loops and the MIDI DrumKit sample player, as well as control over the main output.

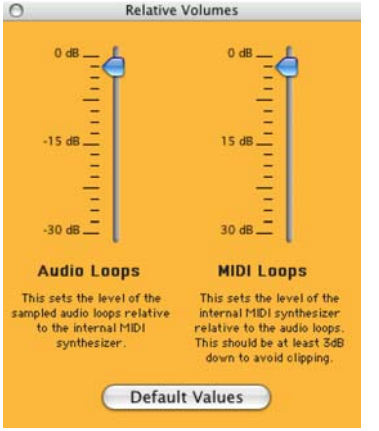
Volume

Use the Volume slider in the DrumCore Toolkit window to attenuate DrumCore's main outputs.

Volume slider and VU meter

Relative Volumes

Use the Relative Volumes window (Windows > Set Relative Volumes) to attenuate the playback volumes of audio loops and fills, and the MIDI DrumKit sample player. This way you can make sure that the MIDI DrumKit sample player plays back at the same volume as DrumCore's audio loops. The default attenuation is –3 dB for both.



Relative Volumes window

It may be possible to overdrive the output of the MIDI DrumKit when using custom imported samples. Attenuate the MIDI Loops Relative Volume fader to avoid distortion (clipping).

Gabrielizer

The Gabrielizer provides a powerful tool for creating new rhythms from existing audio and MIDI grooves. One click of the Gabrielize button and DrumCore Toolkit intelligently shuffles beats to come up with completely new and exciting rhythms. For more control, use the Gabrielizer window to let you quickly and easily create anything from subtle variations of the original rhythm to completely scrambling it beyond recognition.

To "Gabrielize" a groove:

1 Conduct a search according to your desired criteria.

2 Select an audio or MIDI file from the Results list.

3 Click the Gabrielize button (press Ctrl+L on Windows or Command+L on Macintosh).

Gabrielize button with Settings/History link

Based on the Gabrielize settings, the rhythmic pattern of the selected audio or MIDI file will be reshuffled, or "Gabrielized."

Gabrielizer Window

For more control over the Gabrielize function, open the Gabrielizer window.

Gabrielizer window

To open the Gabrielizer window:

■ Choose Window > Show Gabrielizer Window (press Command+Option+G on Macintosh or Ctrl+Shift+G on Windows).

– or –

Click the Settings/History link above the Gabrielize button in the DrumCore window.

Settings

The Gabrielizer window provides controls over the application of the Gabrielizer's internal rules for intelligent beat shuffling. You can apply any one of thirteen rules specifically, or choose to apply any one to eight rules randomly.

To adjust the Gabrielizer Settings:

1 Open the Gabrielizer window (Window > Show Gabrielizer Window).

2 Select the Apply Specific Rule Each Time option or the Apply Random Rules Each Time option.

3 Adjust the corresponding slider to apply any one of thirteen specific rules, or to randomly apply any one to eight rules.

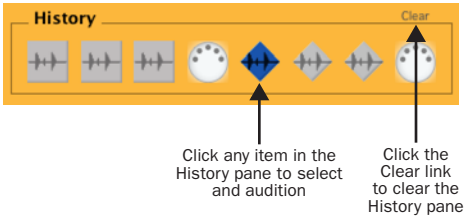
History

The Gabrielizer window provides a history of up to the last eight Gabrielized grooves. As soon as you Gabrielize a ninth time, the first item in the history is overwritten. The Gabrielizer History will continue to cycle through the eight slots each time you Gabrielize.

To select one of up to eight of the last Gabrielized grooves:

1 Open the Gabrielizer window (Window > Show Gabrielizer Window).

2 In the History pane, click the desired item.



Gabrielizer History pane

Clearing a Gabrielized File

If you Gabrielize a file and decide the result is not really what you want, you can clear the Gabrielized file and return to the original file. However, note that the Gabrielized version will remain in the Gabrielizer's History.

To clear a Gabrielized file:

- Choose Window > Clear Gabrielized File.

Saving and Importing or Exporting

In the Gabrielizer window you can save the current Gabrielized groove and import into the DrumCore database. you can also export the current Gabrielized groove for use in third-party audio or MIDI application.

Gabrielized files cannot be imported or exported as REX files.

To save and import a Gabrielized groove:

1 Choose Window > Save Gabrielized File (or press Command+S on Macintosh or Ctrl+S on Windows). The Save Gabrielized File dialog opens.

– or –

Open the Gabrielizer window (Window > Show Gabrielizer Window) and do the following:

- If necessary, select the desired Gabrielized groove in the History pane.
- Click the Save/Import button. The Save Gabrielized File dialog opens.

Save Gabrielized File dialog

2 Enter or edit the metadata for the Gabrielized file and click Save. (For more information on creating and editing metadata for audio and MIDI files in DrumCore, see "Editing Metadata" on page 28.)

The Gabrielized file will be saved and imported into the DrumCore database. You will be able to search for the Gabrielized file based on the metadata save with the file.

To export a Gabrielized groove:

- Choose Window > Export Gabrielized File.

  – or –

Open the Gabrielizer window (Window > Show Gabrielizer Window) and do the following:

- If necessary, select the desired Gabrielized groove in the History pane.
- Click the Export button.

The Gabrielized file is exported to the default Export location as specified in the DrumCore Toolkit Preferences (see "DrumCore Toolkit Preferences" on page 6).

Exporting Audio and MIDI

Once you have found the groove you want, or created a new one using the Gabrielizer, you will probably want to export it for use in your DAW. The export behavior for DrumCore Toolkit depends on the settings in the DrumCore Toolkit Preferences (see "DrumCore Toolkit Preferences" on page 6). The Export button updates to show whether the file will be exported to a folder or to another application. For example, if the DrumCore Toolkit Preferences are set to export to a folder, the Export button will display "EXPORT to FOLDER." If the DrumCore preferences are set to export to Logic, the Export button will display "EXPORT TO LOGIC."

Files are exported in the file format, sample rate, and bit-depth specified in the DrumCore Toolkit Preferences.

Exported files include the tempo at beginning of the file name. For example, if you export a file at 92 bpm, the exported file is named "092<filename>." If the tempo is not already part of the file name, DrumCore Toolkit adds it automatically. However, REX and ACID files will always have their own native tempo, which may not correspond to the selected tempo in DrumCore Toolkit. Consequently, DrumCore Toolkit does not prepend the tempo to REX and ACID file names.

To export an audio or MIDI file from DrumCore:

1 Set the DrumCore Toolkit Export Preferences as desired (see "DrumCore Toolkit Preferences" on page 6).

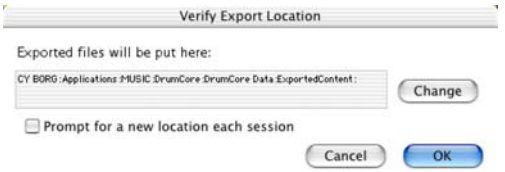
2 Search for and select the desired file.

3 Click the Export button (or press Command+E on Macintosh or Ctrl+E on Windows).

The selected file is exported to the folder designated in the DrumCore Toolkit Preferences. By default, this will be the ExportedContent folder in the DrumCore Data folder. In addition to changing the directory location for exported files using the Preferences dialog, you can use the Set Export Location from the Export menu.

To change the export location:

1 Choose Export > Set Export Location. The Verify Export Location dialog opens.



Verify Export Location dialog

2 Click the Change button.

3 In the resulting Open dialog, create a new folder, or navigate to an existing folder, and click Choose.

4 In the Verify Export Location dialog, click OK.

When exporting REX or ACID files from DrumCore Toolkit to Pro Tools (Pro Tools 7.0 or later only), be sure to export them to the Pro Tools Regions List or drag and drop to a Tick-based track.

Export by Drag and Drop

DrumCore Toolkit also supports drag and drop for export of audio and MIDI files. You can easily drag and drop a file from the Results list to the desktop or to an application that supports drag and drop for import, such as Ableton Live or Digital Performer. When dragging and dropping to your DAW, DrumCore Toolkit will first export the file to the default export location (as specified in the Preferences dialog).

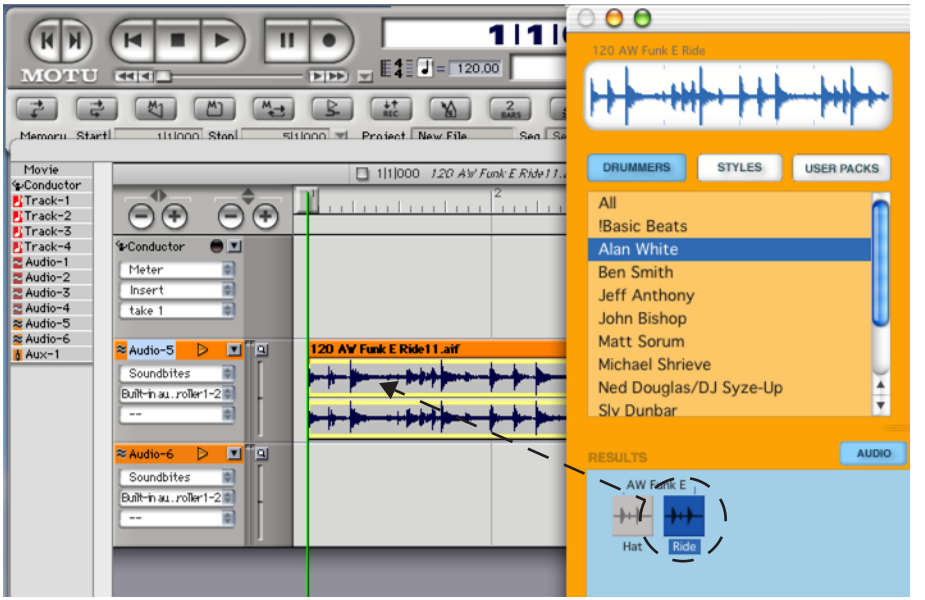


Figure 1. Drag and drop from DrumCore to Digital Performer

Importing Audio and MIDI

In addition to using the content that comes with DrumCore, you can also import your own content using DrumCore Toolkit. So if you already have your own library of samples and loops, you can import them into the DrumCore database and take advantage of DrumCore's search engine and AU, RTAS, or VST plug-in integration.

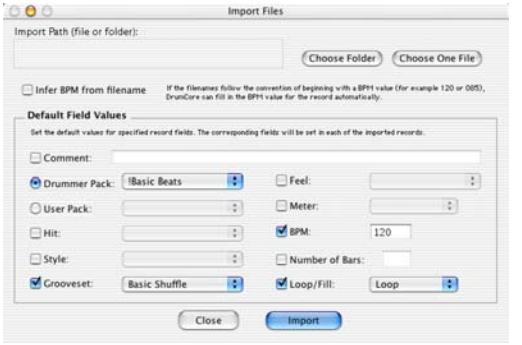
DrumCore Toolkit lets you import AIF, WAV, SD II (16- and 24-bit), and REX 2 and ACID files. The internal tempo of imported REX or ACID files is used within DrumCore, and is maintained on export. User imported REX and ACID files are indicated in the Results list by "REX" or "ACID" on the groove icon in DrumCore Toolkit.

To import an audio or MIDI file using DrumCore Toolkit:

1 Move or copy the audio or MIDI files (or a folder containing multiple audio or MIDI files) that you want to import into the DrumCore Content folder.

If you try to import files that are *not* in the DrumCore Content folder, you will encounter an error message informing you that you need to copy the files to the DrumCore Content folder.

2 Choose File > Import Files (or press Command+I on Macintosh or Ctrl+I on Windows). The Import Files dialog opens.



Import Files dialog

3 If the files you want to import follow the naming convention of starting with a bpm value (e.g., 120filename or 092filename), DrumCore Toolkit can infer the bpm value for each file.

4 Click the Choose Folder button to select a folder containing all the files to be imported.

– or –

Click the Choose One File button to select a single file for import.

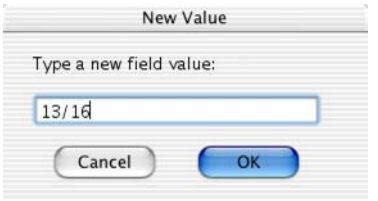
5 In the resulting Open dialog, navigate to and select the folder or file you want to import and click Choose.

6 Enable the corresponding checkbox for each field you want to edit.

7 Enter or select the relevant metadata to be associated with the imported files.

8 If a particular item is not available within one of the pop-up menus, you can select New from the pop-up menu to add the required information. For example, if you have a loop that is one bar of 13/16:

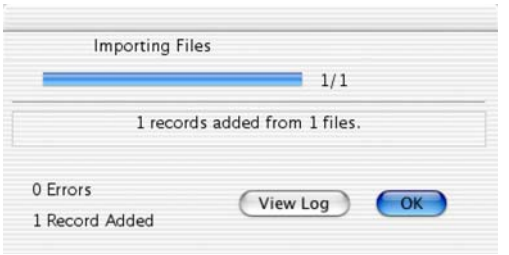
- Select New from the Meter pop-up menu.
- Type “13/16” in the New Value dialog.
- Click OK.



New Value dialog

9 Once you have entered all the necessary information, click the Import button.

10 The Importing Files Progress window will appear and displays whether or not the import was successful. Once the import has completed successfully, click OK.



New Value dialog

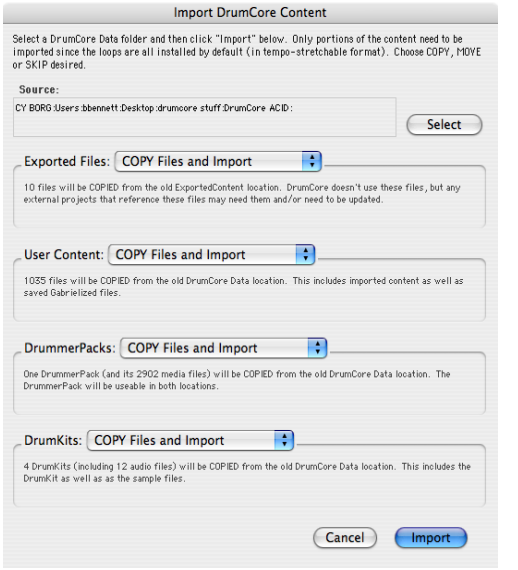
Each imported file is added to the DrumCore database, and you will be able to search for any imported file based on DrumCore’s standard criteria and the file’s associated metadata.

Importing DrumCore Databases

Use the Import DrumCore Database command to import content from other DrumCore databases. For example, if you are upgrading your version of DrumCore from an earlier version, you may want to import some of your old content (such as custom content or version 1.x DrummerPacks).

To import DrumCore content:

1 In DrumCore Toolkit, choose File > Import DrumCore Database. The Import DrumCore Content dialog opens.



Import DrumCore Content dialog

2 Click the Select button to navigate to the directory containing the desired DrumCore content.

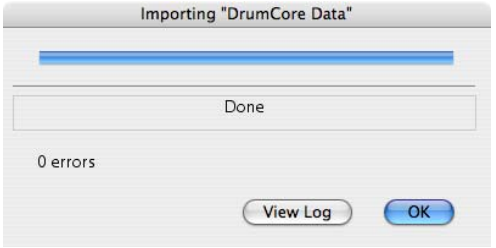
3 Select the desired directory and click Choose.

4 In the Import DrumCore Content dialog, select one of the following from the pop-up menu for Exported Files, User Content, DrummerPacks, and DrumKits as necessary:

- COPY Files and Import
- MOVE Files and Import
- IGNORE (Do Not Import)

5 Click Import.

The Importing "DrumCore Data" dialog reports the progress of the import.



Importing "DrumCore Data" dialog

6 When the import is done, click OK.

Deleting Items

DrumCore Toolkit lets you permanently delete database files from the DrumCore database. This ensures that the file will not show up in any search. However, deleting an item only purges it from the database; it does not delete any audio or MIDI files from disk.

To delete any selected item from the DrumCore database:

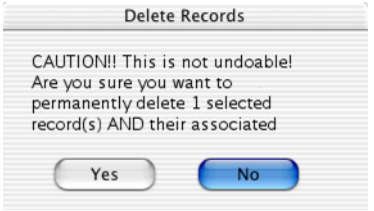
1 Using DrumCore Toolkit, search for the item you want to delete from the DrumCore database.

2 Select the item in the Results list.

In the Results list, you can Shift-click to select multiple contiguous items, or Command-click on Macintosh or Ctrl-click on Windows to select multiple discontiguous items.

3 Choose Edit > Delete Selected Items.

4 In the resulting Delete Records dialog, click Yes.



Delete Records dialog

The selected item will be permanently deleted from the DrumCore database.

Editing Metadata

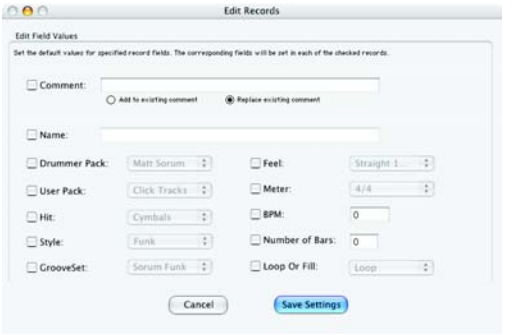
DrumCore's database and search engine rely on metadata associated with each file in the database to help you find the desired file quickly and easily. You may want to edit the metadata for certain files to help you streamline your workflow and refine your searches. Using DrumCore Toolkit, you can create new metadata for files you import (see "Importing Audio and MIDI" on page 25), or you can add or edit metadata for files already in DrumCore's database.

To edit metadata for a file:

1 In DrumCore Toolkit, conduct a search and select the file you want to edit in the Results list.

In the Results list, you can Shift-click to select multiple contiguous items, or Ctrl-click on Windows or Command-click on Macintosh to select multiple discontiguous items.

2 Choose Edit > Edit Selected Item (press Command+M on Macintosh or Ctrl+M on Windows). The Edit Records dialog opens.



Edit Records dialog

3 Enable the corresponding checkbox for the each field you want to edit.

4 Enter or select the relevant metadata.

5 If a particular item is not available within one of the pop-up menus, you can select New from the pop-up menu to add the required information. For example, if you have a loop in a hard rock style and you want to categorize the feel as "heavy:"

- Select New from the Feel pop-up menu.
- Type "heavy" in the New Value dialog.
- Click OK.

New Value dialog

6 Once you have entered all the necessary information, click the Save Settings button.

7 You will be prompted to confirm your changes. Click Yes to save your changes and permanently alter the record, or click No to cancel.

CHAPTER 4: THE DRUMKIT EDITOR

In addition to its extensive library of audio loops and fills by some of the world's best drummers, DrumCore provides a MIDI drum module with multiple sampled kits of the same Drummers. DrumCore's MIDI groove library plays these kits by default. In addition to using DrumCore's "factory" DrumKits, you can edit them or even create your own custom kits using DrumCore Toolkit.

DrumCore's DrumKits were created by the original drummer's strikes using the same or similar drums used in their audio loops. DrumKits have been optimized to work with various drummer's MIDI grooves (included in their respective User Packs). Be sure to select the corresponding DrumKit to match a drummer's MIDI grooves. You can also try switching kits for some interesting variations (such has playing Tony Braunagel's Vintage kit with one of Sly Dunbar's MIDI grooves).

You can play the MIDI DrumKits in DrumCore Toolkit using a MIDI sequencer or with an external MIDI controller. To play DrumCore's MIDI Drum module, simply select the corresponding MIDI port or device in the MIDI In pop-up menu in the DrumCore Toolkit Preferences window (see "MIDI In" on page 11).

DrumKits

To open the DrumKits window:

- Choose Windows > DrumKit Editor. The DrumKits window opens.

DrumKit Editor window (Drums tab)

To select a DrumKit:

- Select the desired DrumKit from the DrumKits menu.

– or –

Open the DrumKits window and select the desired DrumKit from the Current Kit pop-up menu.

Current Kit pop-up menu

DrumCore Toolkit loads the samples for the selected DrumKit into RAM, so, depending on the speed of your CPU and your RAM, this can take several seconds. As soon as you switch DrumKits, DrumCore Toolkit purges the previous kit from RAM and loads the new one.

In the DrumCore Toolkit Preferences, you can choose to have DrumCore Toolkit preload the current DrumKit on start up or when selected, as well as keep it loaded in RAM when switching between kits (see "DrumCore Toolkit Preferences" on page 6).

DrumCore Toolkit indicates that a DrumKit is loading into RAM by a progress bar under the DrumKit Indicator in the main DrumCore Toolkit window.

Loading DrumKit progress bar

It is recommended that you do not play the MIDI DrumKit while a DrumKit is loading.

Kit Settings

The DrumKits window provides a LiveDrummer slider and a Kit Volume slider.

Kit Settings

LiveDrummer

Whether you are programming your own MIDI drum patterns or using DrumCore's MIDI grooves, you can use the LiveDrummer slider to add a little variety to the sound. The LiveDrummer slider affects both the velocities and the samples used for each event. For example, if you add a series of MIDI notes that are all at the same velocity to play a hi-hat pad, you can adjust the LiveDrummer slider to breathe a little life into it. Experiment with this setting to find just the right feel for your MIDI grooves and drum patterns.

Volume

To adjust the Kit Volume:

- Move the Kit Volume slider to the right to boost the Kit volume.

– or –

- Move the Kit Volume slider to the left to attenuate the Kit Volume.

Playing DrumKits

You can play the DrumKit in any one of three ways:

- DrumCore's MIDI files will playback using the DrumCore DrumKit by default.
- Assign MIDI track outputs in your DAW to play DrumCore Toolkit using a virtual MIDI node (such as using IAC on Mac). Select the corresponding virtual MIDI node in the DrumCore Toolkit Preferences (see "MIDI In" on page 11).
- Play DrumKits using an external MIDI controller. Simply assign the MIDI port or device for your controller in the DrumCore Toolkit Preferences (see "MIDI In" on page 11).

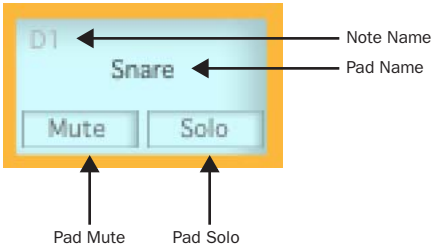
Audio does not play back until a DrumKit or pad is loaded. If your computer is fast enough and has enough RAM, enable the Preload DrumKit on Startup or Select preference (see "DrumKit Options" on page 10). This makes it easier to quickly audition MIDI as well as audio content.

DrumKit Pads

The DrumKits window displays the "pad" assignments for the selected kit as Pad Settings and Kit Settings. There are two pages of pads: Drums (MIDI note numbers 35–58) and Percussion (MIDI note numbers 59–82). Click either the Drums or Percussion tabs to display the corresponding set of Pads.

DrumKits window (Percussion tab)

Each Pad represents a specific drum or sound in the kit. Each Pad displays the note name that triggers the Pad, the Pad name, and Mute and Solo buttons for the Pad.



DrumKit Pad

To select an individual Pad:

- Click a any Pad to select it.

Use the Up, Down, Left, and Right Arrow keys to select the corresponding adjacent Pad.

To play an individual Pad:

- Play any Pad by clicking it.

– or –

Play the corresponding MIDI note on your MIDI controller.

– or –

If a Pad is selected, press Control+Spacebar on Macintosh or Ctrl+Spacebar on Windows.

To mute or unmute an individual Pad:

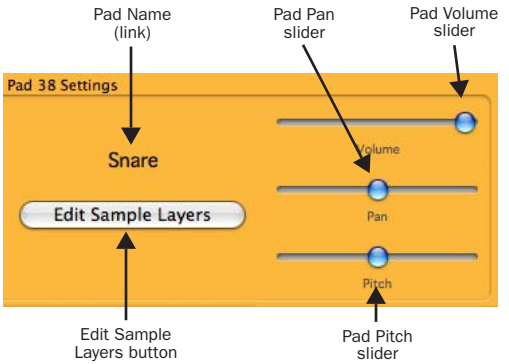
- Click the Pad's Mute button.

To solo or unsolo an individual Pad:

- Click the Pad's Solo button.

Pad Settings

You can change the name, attenuate the volume, adjust the pan, change the pitch, or edit the sample layers for any selected Pad.

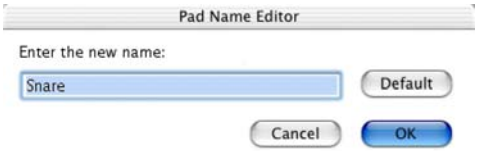


Pad Settings

To change the name of a Pad:

1 Select the desired Pad.

2 Click the Pad Name in the Pad Settings pane. the Pad Name Editor dialog opens.



Pad Name Editor dialog

3 Type the new Pad name and click OK.

To attenuate the volume of a Pad:

1 Select the desired Pad.

2 In the Pad Settings pane, adjust the Pad Volume slider to the desired level.

To adjust the panning of a Pad:

1 Select the desired Pad.

2 In the Pad Settings pane, adjust the Pad Pan slider to the desired level.

Panning to a stereo output pans between the left and right output channels. Panning to a mono output mixes between the left and right channels of stereo DrumCore samples.

To change the pitch of a Pad:

1 Select the desired Pad.

2 In the Pad Settings pane, adjust the Pad Pitch slider to the desired level.

For Volume, Pan, and Pitch, you can click the name of the control to restore the default setting.

Pad Swapping

You can quickly and easily swap pads between DrumKits. For example, let's say you want to use Terry Bozzio's snare in one of Alan White's kits, simply Right-click the snare pad in Alan White's kit and select Terry Bozzio's snare.

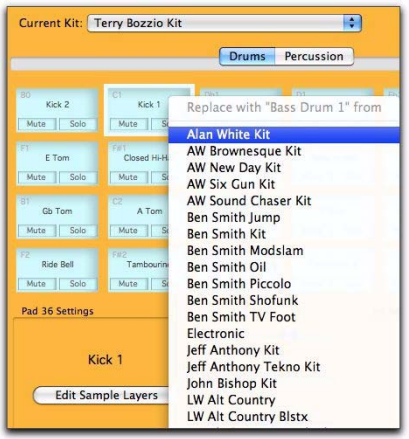
To swap a Pad from another DrumKit:

1 Select the DrumKit with which you want to start.

2 Right-click the Pad you want to swap out.

On Mac, Ctrl-click any pad for the Replace With pop-up menu.

3 From the resulting pop-up menu, select the DrumKit whose pad you want to use.



Right-click pop-up menu for Pad swapping

Pad Sample Layers

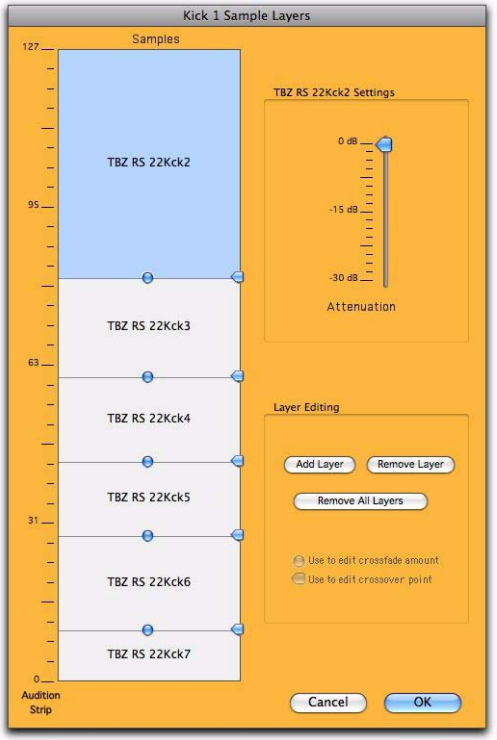
Every pad consists of up to 32 sample layers. Each sample layer is triggered by a specified range of MIDI velocities, and each can be crossfaded with the next layer. This allows for much more realistic and nuanced acoustic dynamics than simply increasing or decreasing the sample playback volume according to different MIDI velocities. For example, a snare drum played loudly has a very different distribution of energy across the acoustic spectrum than does a snare drum that is played softly. DrumCore's "factory" DrumKits provide various sample layers for each Pad to provide the most acoustically viable MIDI playback possible.

In the Edit Sample Layers window, DrumCore Toolkit provides a great deal of control over the configuration of sample layers for each Pad. Edits are not applied until you close the Edit Sample Layers window.

To edit the sample layers for a Pad:

1 Using the DrumKit Editor in DrumCore Toolkit, select the desired Pad.

2 Click the Edit Sample Layers button (or press Enter). The Edit Sample Layers window opens.



Edit Sample Layers window

3 Click any Sample Layer to select it.

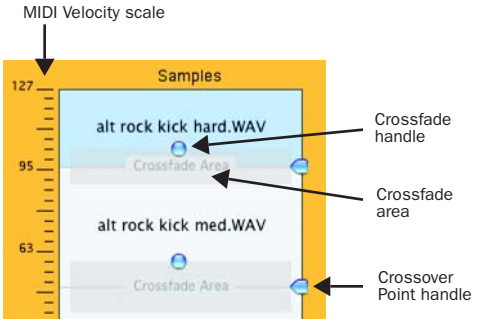
4 If desired, move the Attenuation slider to adjust the playback volume of the selected Sample Layer.

5 To audition a sample layer, simply click it.

– or –

To audition a sample layer or crossfade played at a particular velocity, click the Velocity scale to the left of a sample layer or crossfade.

6 If desired, click and drag the Crossfade Amount handle to adjust the length of the equal-power crossfade between any two adjacent Sample Layers. The area of the crossfade between the two Sample Layers will increase or decrease according to whether you move the Crossfade handle up or down.



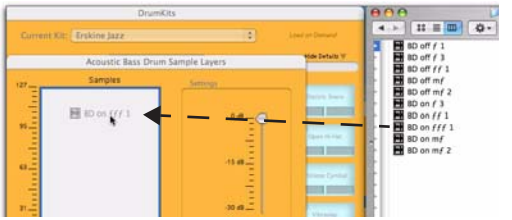
Sample Layers with crossfades

7 If desired, click and drag the Crossover Point handle to adjust the MIDI velocity range for triggering the Sample Layer.

8 If desired, click the Add Layer button to add new Sample Layer to the Pad. Navigate to and select the desired audio file (AIFF, SD II, or WAVE), and click Choose. The new Sample Layer will be added following the selected Sample Layer, or after the last (softest) Sample Layer if no Sample Layer is selected.

– or –

You can drag and drop samples from the desktop to create new sample layers.



Dragging and dropping an audio file from the Desktop to a sample layer in DrumCore

9 If necessary, you can drag sample layers within the Edit Sample Layers window to reorder them.

10 If desired, click the Remove Layer button to remove the selected Sample Layer from the Pad.

11 If desired, click the Remove All Layers button to remove all of the Sample Layers from the Pad and start from scratch.

12 When you have finished editing the Sample Layers for a Pad, click the OK button.

Creating Custom DrumKits

The DrumKit Editor in DrumCore Toolkit is vital to anyone used to working with drum machines or drum sample libraries. The DrumKit Editor provides an easy way to manage and recall your entire drum sample library from your computer, conveniently organized as DrumCore DrumKits.

To create your own DrumKit:

1 Launch DrumCore Toolkit.

2 Select DrumKits > New. The New DrumKit dialog opens.

New DrumKit dialog

3 Type the name for the DrumKit in the New Name field.

4 Select New Empty DrumKit to start from scratch.

– or –

Select Existing DrumKit and the desired DrumKit from the pop-up menu to work from an existing DrumKit.

5 Click Save to save your changes to the current DrumKit.

6 Edit the DrumKit as desired.

7 Choose DrumKits > Save As to save your edits as a new DrumKit.

– or –

Choose DrumKits > Save to save your changes to an existing DrumKit.

Deleting Custom DrumKits

DrumCore Toolkit lets you delete any custom created DrumKits.

To delete a DrumKit:

1 Launch DrumCore Toolkit.

2 Select DrumKits > Delete.

3 In the resulting dialog, select the DrumKit you want to delete from the DrumKit pop-up menu.

Deleting a DrumKit

4 Click the Delete button to permanently delete the selected DrumKit.

DrumCore Toolkit will not let you delete factory DrumKits. All factory DrumKits are greyed out in the DrumKit pop-up menu.

Drum samples are not deleted when a DrumKit is deleted. DrumCore Toolkit will only let you delete the DrumKit database file.

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