BOOGIE REGGAE COLLECTION

user manual



loops de la Crème - Oct 2026

Thank you for purchasing BOOGIE REGGAE COLLECTION!

BOOGIE REGGAE COLLECTION is the ultimate retro funk and reggae rhythm suite.

Bring the authentic warmth, grit, and groove of classic roots and dub into your DAW. The BOOGIE REGGAE COLLECTION combines meticulously sampled vintage kits, lively and authentic percussion ensembles, analog synth drums, live-ready sequencing, and custom dub effects into one powerhouse rhythm engine.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named BOOGIE REGGAE COLLECTION.zip. On a Mac, use the default 'Archive utility'. On a PC, we recommend using WinRAR or WinZip to properly extract the files.

You can then copy and paste the `BOOGIE REGGAE COLLECTION` folder to your sample library hard drive. Make sure to create a backup of the new samples on a separate drive

IMPORTANT NOTE:

!!! Please keep the BOOGIE REGGAE COLLECTION folder structure intact: Do not move or delete any folders or files from the main directory to ensure the instruments load properly.

LOADING INSTRUMENTS

To load patches, locate the folder in the Kontakt Files Tab and select the patch you wish to use. You can double-click on a patch, use drag-and-drop, or use the Kontakt "Quick Load" menu. More information can be found in the official Kontakt user manual.

- **System Requirements:** Native Instruments Kontakt 6.7+ is required to fully use these instruments. Make sure you have the latest updates installed.
- You can also load patches using the free **Kontakt Player** in demo mode (which includes a 15-minute time limit and disabled saving functions).

Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

BOOGIE REGGAE COLLECTION features five main instruments and a collection of sound presets and multi-instruments (Kontakt .nkm):

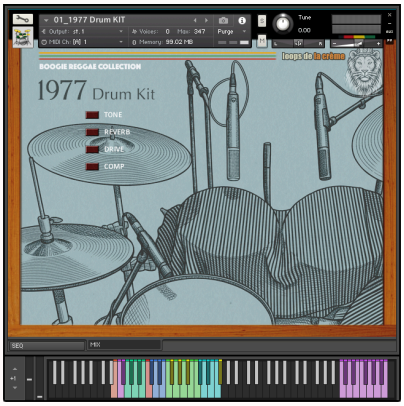
BOOGIE REGGAE DRUMS

This deeply sampled, ultra-dynamic DW drumkit features premium Bosphorus and Zildjian cymbals tracked through world-class vintage studio gear. It offers maximum versatility and realism across nine microphone channels with natural bleed. You will find incredible detail throughout, including extra hi-hat articulations, muffled or open toms, and multiple snare and cross-stick options.



1977 DRUM KIT

Designed as a lightweight, laptop-friendly alternative, this pre-mixed kit is highly efficient and full of character. It delivers an instant vintage vibe with a distinctly dry sound and focused effects, making it a great go-to kit for quick inspiration.



BOOGIE REGGAE PERCUSSION

This comprehensive accompaniment collection features deeply sampled bongos, cowbells, shakers, guiros, and a wide variety of essential hand percussion. Each instrument is captured with multiple articulations and offers both spot and room microphone options for perfect spatial placement. It provides all the vibrant rhythmic textures you need to bring authentic groove and life to your tracks



ANALOG ORIGINS

Dive into early roots and dub with this authentic collection of retro analog synth drums and effects. Heavily inspired by the legendary Pollard Syndrum, it delivers the characterful, synthesized rhythmic elements that defined early Dub sonics. These vintage tones are perfect for adding unique sonic textures and nostalgic analog flair to your mix.



MIGHTY ROOTS DJEMBE

This magnificent large solo djembe delivers a deep, earthy tone that easily anchors any roots production. It has been deeply sampled with five distinct articulations and captured across four versatile microphone channels. With complete control over the mics, you can shape the instrument's presence from a tight, dry slap to a roomy, powerful resonance.



The multi-instruments included in the collection offer a combination of instruments and/or ensembles. The presets have a tempo indication (ex: ‘120bpm’) as well as a recommended note used for the grooves (ex: D and Db). These notes refer to the built-in grooves available from C5 to B5 for all instruments. This is simply meant as a guide: don’t hesitate to use these presets at different tempo values and with different groove keys :)

KEYBOARD MAPPING

BOOGIE REGGAE DRUMS



Purple keys (F-1, G-1, A-1, B-1, and C0): open toms

Magenta key (E0): Noise loop - authentic noise from the active microphone channels

Deep Green keys (G0, G#0, A0, A#0, B0): special articulations (layered hits kick+snare+cymbals on G0, A0, and B0, snare flams/drags on G#0 and A#0)

Red key (C1): Kick

Blue keys (C#1 to E1): two snares and two cross-sticks

Green keys (F1, G1, A1, B1, and C2): muffled toms

Cyan keys (C#2, D2, D#2,E2,F2): crash cymbal1, crash cymbal2, ride cymbal3, crash cymbal3, and bell cymbal3.

Yellow keys (F#1, G#1, A#1, F#2, G2, G#2, and A2): Hi-Hat, with closed, foot, open, half-open, and special 'magic' articulations with extended round-robins.

Magenta keys (C5 to B5): Built-in rhythms. The white keys (C4, D4, E4, F4, G4, A4, and B4) offer the main full rhythms. The black keys (C#4, D#4, ...) are fill-ins or alternative grooves.

1977 DRUM KIT



Orange key (E0): Noise loop

Purple keys (F0 and F#0): handclaps and drumsticks

Deep Green keys (G0, G#0, A0, A#0, B0): special articulations (layered hits kick+snare+cymbals on G0, A0, and B0, snare flams/drags on G#0 and A#0)

Red key (C1): Kick

Blue keys (C#1 to E1): two snares and two cross-sticks

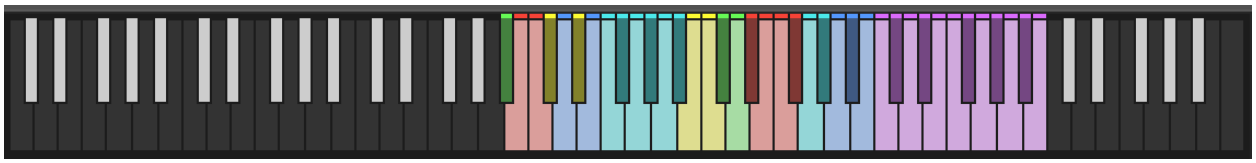
Green keys (F1, G1, A1, B1, and C2): muffled toms

Yellow keys (F#1, G#1, A#1, F#2, G#2): Hi-Hat (closed, foot, open, half-open, and 'magic' articulations).

Cyan keys (C#2, D2, D#2,E2,F2): crash cymbal1, crash cymbal2, ride cymbal3, crash cymbal3, and bell cymbal3.

Magenta keys (C5 to B5): Built-in rhythms.

BOOGIE REGGAE PERCUSSION



Green key (Bb2): Vibraslap hit

Red keys (B2 and C3): High and low Bongo articulations

Yellow keys (C#3 and D#3): two different cowbells

Blue keys (D3 and E3): Two different woodblocks

Cyan keys (F3 to Bb3): Two different guiros, each with three articulations (2x scrape, 1x hit)

Yellow keys (B3 and C4): Cabassa (tight and loose articulations)

Green keys (C#4 and D4): Shaker (two types of swing articulations)

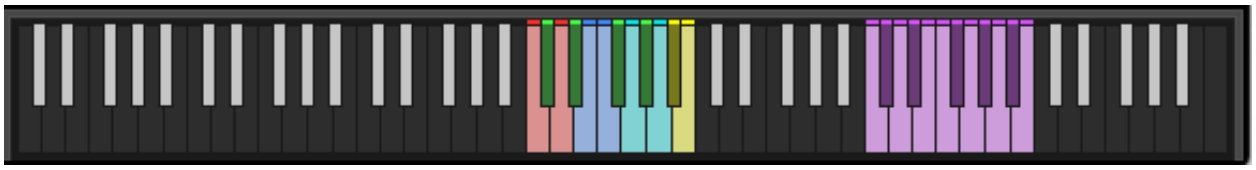
Red keys (D#4 toF#4): Triangle (handmute, open, muted, half-muted articulations)

Cyan keys (G4 and G#4): Tambourine (shake and hit articulations)

Blue keys (A4, A#4, and B4)): two handclaps, drumsticks.

Magenta keys (C5 to B5): Built-in rhythms.

MIGHTY ROOTS DJEMBE



Red keys (C3 and D3): Bass hits

Green keys (C#3, D#3, F#3, and G#3): special articulations (scripted Drags, sampled flams, scripted flams)

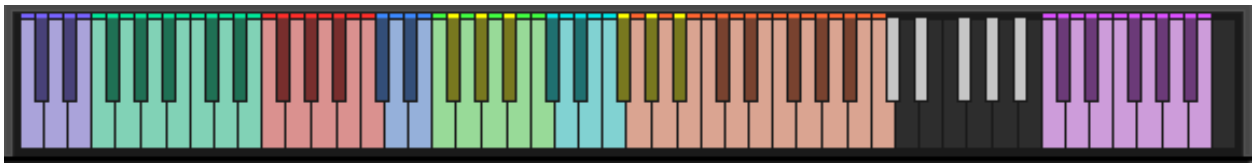
Blue keys (E3 and F3): Full hits

Cyan keys (G3 and A3): Slap hits

Yellow keys (Bb3 and C4): Magic articulations (soft, accent)

Magenta keys (C5 to B5): Built-in rhythms.

ANALOG ORIGINS



Red keys (Bb-2 to E-1): Collection of snare samples

Green keys (F-1 to E0): Collection of tom samples

Red keys (F0 to C1): Collection of kick samples

Blue keys (C#1 to E1): Main snares

Green keys (F1, G1, A1, B1, and C2): Main toms

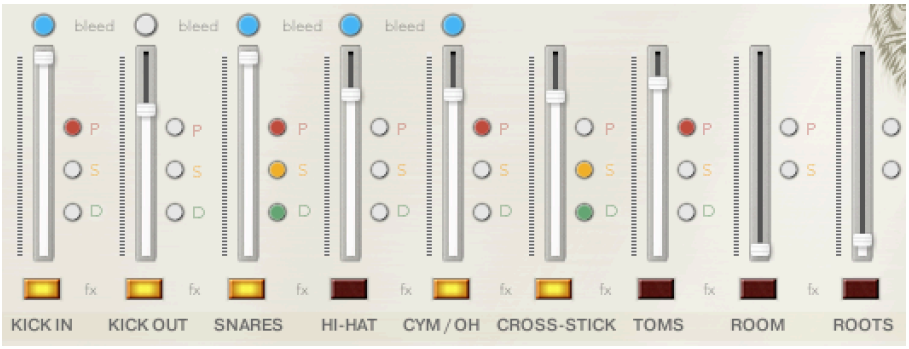
Yellow keys (F#1, G#1, A#1, F#2, G#2, and Bb2): Hi-Hat samples and soft analog effects

Cyan keys (C#2 to F2): Long analog noise hits

Orange keys (G2 to C4): Analog effects and dub syrens

Magenta keys (C5 to B5): Built-in rhythms.

MAIN MIXER



The main drum kit, the percussion ensemble, and the djembe feature the same type of mixer with many useful functions:

Mixer controls:
VOLUME (main vertical slider) with a channel **VU METER** indicating the channel's volume. Three **SEND SWITCHES** (**P**, **S**, and **D**) to activate or bypass the send effects (Plate, Spring reverb, and Delay) for each channel. (see more info about the send effects below).

EFFECTS



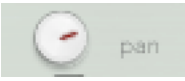
These switches let you activate a pre-set effect for each channel in the drum kit and the djembe instrument. For the percussion ensemble, the switch lets you choose between a dry spot microphone or a stereo room microphone for each percussion instrument.

BLEED



Only available in the drum instrument, these switches let you activate 'bleed' samples for 5 microphone channels for extra realism and sonic versatility.

STEREO PANNING

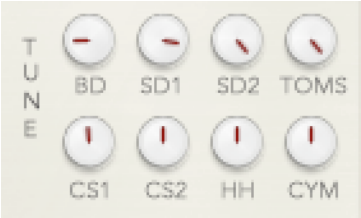


Only available in the percussion ensemble, these knobs let you pan the individual instruments in the stereo field.

INDIVIDUAL TUNING

Use these knobs to control the pitch of individual drum pieces and percussion instruments:

DRUMS



BD: kick
SD1 and SD2: snare 1 and snare 2
TOMS: tune all toms at once
CS1 and CS2: cross-stick 1 and 2
HH: Hi-Hats
CYM: All crash and ride cymbals

PERCUSSION



BO: bongos
CB: Cowbells
BL: Woodblocks
GU: Guiros
CA: Cabasa
SH: Shaker
TR: Triangle
TA: Tambourine

MASTER EFFECTS



All instruments use the same master effects:

Use the switches (EQ, DRIVE, COMP, and LIM) to activate the corresponding effects.

EQ: an ensemble of high-pass filter, 4-band equalizer, and low-pass filter.

DRIVE: a characterful saturation to add impact and substance to the sounds.

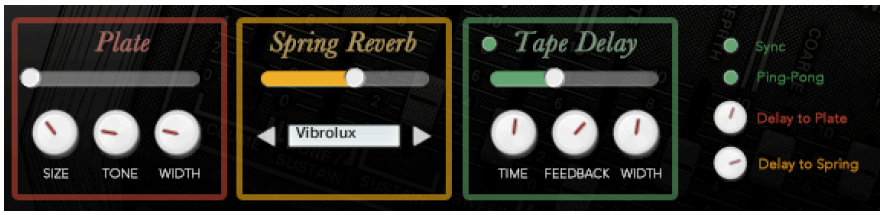
COMP: a parallel bus compressor with a fixed ratio and threshold.

LIM: a master brickwall limiter to reduce strong transients and avoid overloading Kontakt's outputs.

!!NB: The amount of saturation, compression, and limiting is fully dependent on the volume of the mixer channels: use low volumes to enjoy a soft saturation and decent compression, or boost the mixer volumes to get more grit, saturation and compression.

!!NB: Use one of the built-in grooves, and experiment with various levels of compression, saturation and limiting to easily fit the drums and percussion in your mix!

SEND EFFECTS



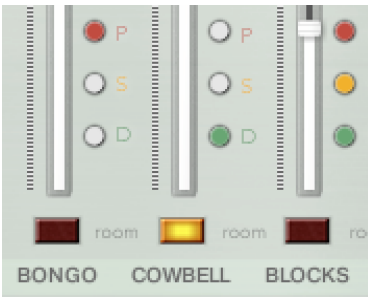
All instruments except the 1977 Drum Kit use the same reverb and delay section. With authentic reproductions of a plate reverb, a spring tank, and a tape delay, this section lets you perfectly add vintage effects to the drums and percussion, and also perform live dub effects on the fly in a fun and intuitive way.

Main send controls:



Use these three sliders to control the level of sound sent to the corresponding effects. These sliders work in combination with the channels' individual **send switches (P, S, and D)**: Only the channels with activated send switches will respond to these sliders.

Let's illustrate this important function with an example using the Percussion mixer: here, the bongos are sent to the plate only, the cowbells are sent to the delay only, and the woodblocks are sent to all three effects (plate, spring, and delay).



These main send sliders let you reproduce authentic dub effects: it's easy to send only a short part of the sound (ex: only a snare hit) to the delay or the spring reverb by quickly riding the slider up and down.

EXTRA CONTROLS

The **PLATE** reverb offers three controls: SIZE lets you go from a super short reverb to an extremely long decay. TONE goes from dark to fully bright. WIDTH goes from mono to full stereo.

The **SPRING** REVERB lets you choose between 12 custom Impulse Responses, offering authentic spring tank IRs and creative vintage IRs.

The **TAPE DELAY** offers three main controls: TIME lets you adjust the delay time. FEEDBACK lets you set the number of repeats, from 1 to self-oscillating and never-ending repeats. WIDTH goes from mono to extra wide stereo.



Use the small switch (top left, next to the label 'Tape Delay') to turn the effect and the repeats fully off in order to spare CPU power when you are not using the delay.

The **SYNC** switch changes the behavior of the TIME knob: when activated, the TIME knob lets you access 12 BPM-synced timings, and your delays will be in perfect sync with the tempo. When off, the delay TIME can be set freely.

!!NB: when delays are active, turning this switch on/off can be fun to change the pitch of the repeats and create a typical tape delay effect.

Use the **PING-PONG** switch to use a mono delay or have repeats alternate between the left and right channels.

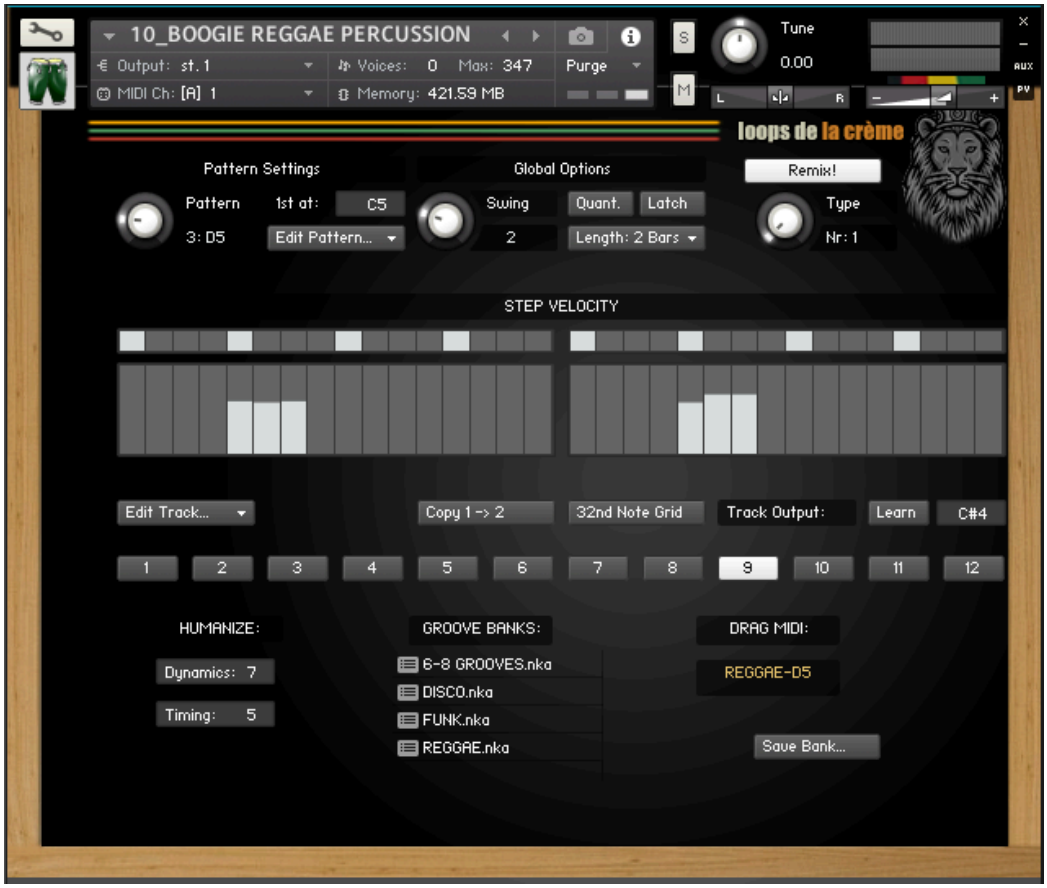
Use the two knobs **DELAY TO PLATE** and **DELAY TO SPRING** to control the level of repeats sent to the two reverbs.

!!NB: For mesmerizing dub effects, set the delay feedback quite high (around 4 o'clock) and slowly ride the WIDTH and DELAY TO SPRING knobs to slightly alter the repeats character.

SEQUENCER

Use the tabs at the bottom of Kontakt to switch between the mixer and sequencer views:





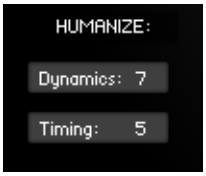
Here are a few tips on how to use the sequencer:



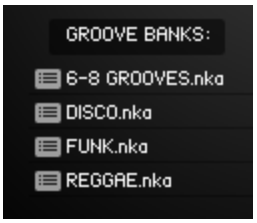
*Use the **LATCH** switch to change how the grooves are triggered: When activated, the groove will start when a key is pressed and will keep playing until the same key is pressed a second time. When deactivated, the groove will start only when a key is pressed and held down.*



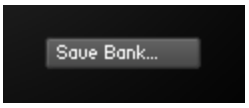
*Add **SWING** to your grooves.*
!!NB: Instruments in 6/8 time use a custom swing function: this changes the timing of steps 2 and 3 of each beat. Going to a full value (between 30 and 40) will morph the groove into a 4/4 meter.
!!NB: Use a combination of instruments (Kontakt multi NKM) with various swing settings for each instrument to create great organic rhythms.
!!! To avoid syncing issues, please activate or deactivate this switch only when no groove is currently playing!!



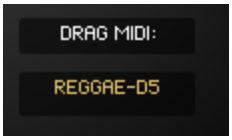
*Use these **HUMANIZE** controls to bring slight dynamic or timing variations to the grooves.*



*Each instrument comes with several **GROOVE BANKS**, covering various time signatures or genres. Simply double-click on a bank to load it. Each bank features 7 main rhythms and 5 fills.*



If you create new grooves, you can save the active bank. Click this switch and a saving dialog will open. Please choose the appropriate folder (Drums, Percussion, or Djembe), and use a different name for your new bank.



***DRAG MIDI**: This function lets you drag-and-drop the currently active groove (selected using the magenta keys C5 to B5) to any destination on your computer, or to a MIDI track inside your DAW. The groove will be saved as a regular MIDI file.*



Have fun jamming with the different rhythms :)

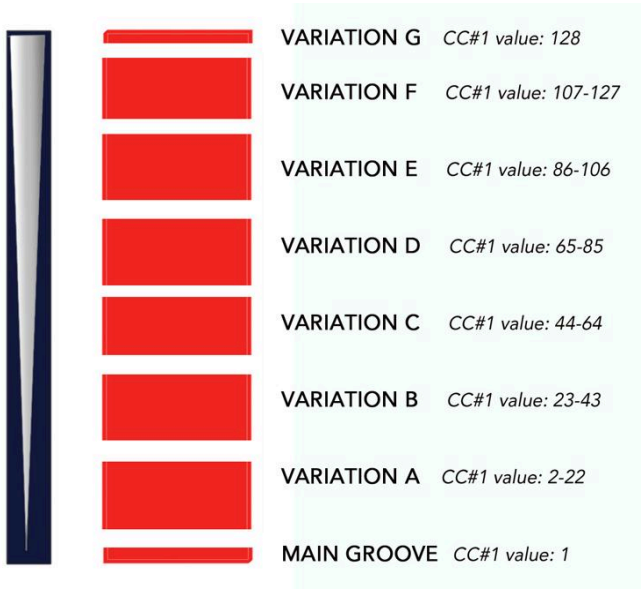
Use a main rhythm and experiment with playing different keys and quickly coming back t

the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

BOOGIE REGGAE COLLECTION offers a fun and instinctive way to bring the pre-programmed rhythms to life:

Once a groove is playing, you can easily get a groove variation by using the Modulation Wheel (or another controller sending Midi CC1). Eight variations are pre-programmed and directly accessible via the modulation wheel:



TIPS:

- *Always access the main groove by bringing the Mod Wheel to the lowest position.*
- *You can leave the Mod Wheel at a different position to let a variation play.*
- *To replicate a regular fill-in, simply follow your instinct and quickly change the mod wheel to a different value before returning to the main groove.*
- *Try the variations on fill-ins too (black keys (C#3, D#3, Gb3, Ab3, Bb3))*
- *Play mod-wheel variations with the left hand and switch patterns and fill-ins with the right hand to easily create expressive rhythm tracks!*

!!! HOW TO DISABLE THE MODULATION WHEEL FUNCTION OR ASSIGN GROOVE VARIATIONS TO A DIFFERENT CONTROLLER:

Follow these steps if you don't want to have the variations assigned to the MOD WHEEL:

Locate the Knob under the label 'Remix'.
Right-click on this knob



Click on the option 'Remove MIDI Automation: CC#1 (1group)'



That's it: the groove variations won't be linked to the Mod-wheel!

You can **choose a different controller** to switch groove variations:

Simply right-click on the knob again, choose the function 'learn MIDI CC# Automation', and move one of your MIDI controllers: the function will be automatically assigned to this new controller!

Don't forget to save your instrument if you like the changes you made!

!!! Recording the rhythms and rolls as **MIDI** in your DAW:

It is possible to record MIDI data into your DAW from the built-in grooves. However, for most instruments in this library, I recommend that you record audio instead, or use the drag-and-drop function. See the section below 'Recording the instrument as AUDIO in your DAW'

To do this, click on the icon 'Options' at the top:

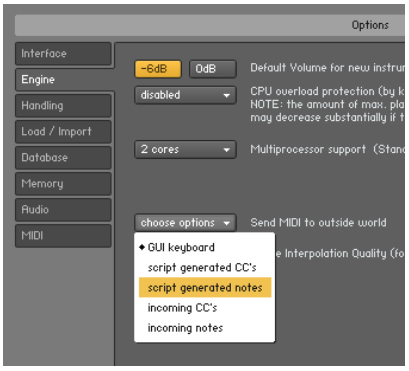


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

Choose the option 'script generated notes'

That's it. Kontakt will now send MIDI notes when rhythms are played.

Make sure you **properly configure a MIDI track in your DAW** to receive and record these MIDI notes. Since all DAWs have a specific way of configuring tracks, you can check your DAW's user manual or do a search on the internet if you haven't done this before.



!!! Recording the rhythms as **AUDIO** in your DAW:

For most of the included' instruments, I highly recommend that you record the audio output of Kontakt on a separate track in your DAW: Just as you would if you had a group of drummers and percussionists coming to your studio for a session :)

Set-up an audio track in your DAW, and make sure you route Kontakt's audio output to the input of this audio track. Please refer to your DAW's user manual for extra info on this configuration. You can then perform and record a few takes with BOOGIE REGGAE COLLECTION, and then edit the recordings to keep only the best parts!



If you use the LATCH mode for the sequencer, you can simply program a 'starting note' in your DAW to make sure the beats will be synced and Start on time. Then you can switch rhythms, add fills or call & answers in a fun and intuitive way :)

!!! SAVING YOUR INSTRUMENTS:

If you make changes to the effects or grooves of an instrument, you can re-save the patch in the files menu:

For single patches, use the function ‘save as...’ , rename the instrument, and choose the option ‘patch only’

For multi patches, use the function ‘save multi as...’

Please save your instruments in the original folder.

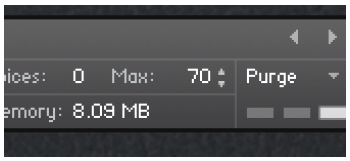


Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All instruments and presets were designed to run smoothly on regular computers and laptops. However, depending on the power of your computer, you might experience polyphony overload, audio issues or system instability. Here are a few tips to avoid this:

- Increase the audio buffer in your DAW or in Kontakt’s ‘Preferences’ menu
- In Kontakt’s ‘Options’ settings, find the Engine section, and use the ‘relaxed’ or ‘medium’ setting for CPU overload protection
- Try to reduce the number of notes simultaneously played
- Shut down other applications and software
- Decrease or increase the maximum polyphony of the patches:

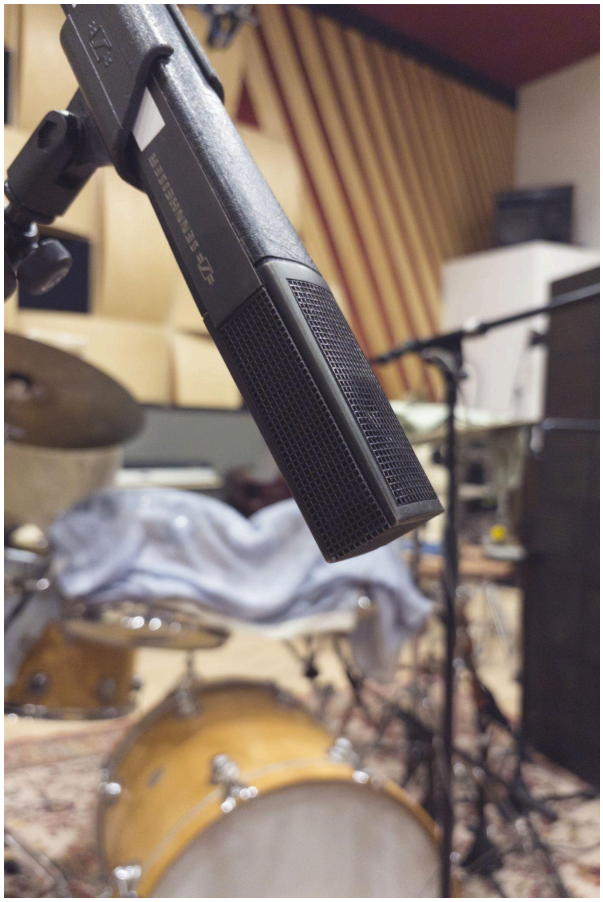


SAMPLES

The library features over 9873 samples organized in 23 folders and sub-folders.

The samples are mono or stereo WAV, in 24bit, 48kHz format.





UPDATES

The included files are early versions of the software. They were thoroughly checked and tested before release. If you still find bugs or inconsistent behavior, please report them to office@julientauban.com

Also, don't hesitate to send me ideas or requests for future updates.You will be informed via email (from office@julientauban.com) about future updates and add-ons.

CREDITS

Concept, sampling, editing, mixing, programming, and graphics by Julien Tauban. Most of the samples were recorded at Studios Palace, Moulins, France in February 2026.



Huge thanks to Nico Koch for letting me use his drum kit, cymbals, and some percussion instruments.

A big thank you to Théophile Collier from Studios Palace.

If you find a problem using the sample library, have questions, or just want to get in touch, don't hesitate to send an email to office@julientauban.com

Thanks a lot for reading! I wish you lots of inspiration and fun with BOOGIE REGGAE COLLECTION!

Best regards,

Julien Tauban



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www.julientauban.com

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