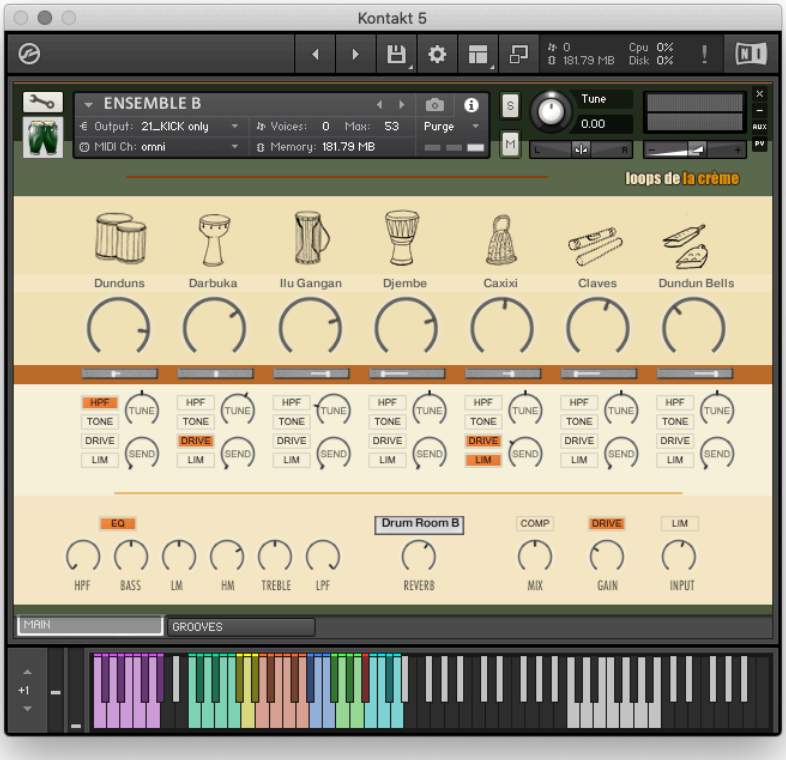
MAGIC AFRICAN DRUMS

user manual



loops de la Crème - July 2024

Thank you for purchasing MAGIC AFRICAN DRUMS!

MAGIC AFRICAN DRUMS is a unique Kontakt library featuring percussion instruments from central and western Africa.

It lets you easily recreate the sound of a group of percussionists grooving, jamming and improvising, with constant little variations in the rhythms to achieve a great level of realism.

The library includes four ensembles with seven instruments each, four solo talking drums, two solo djembes, and many Kontakt multis (nkm).

All presets feature tempo-synced rhythms and fill-ins, with intuitive rhythmic variations controlled by the modulation wheel.

INSTALLATION

To install the samples and instruments on your hard drive, unzip the file named MAGIC AFRICAN DRUMS.zip. On a Mac, use the default 'Archive utility'. On a PC, I recommend to use Winrar or Winzip to properly unzip the file.

You can then copy/paste the MAGIC AFRICAN DRUMS folder to your sample library hard drive, and make sure you make a backup of the new samples on a separate drive (or a SD card / USB stick...)

IMPORTANT NOTE:

!!! Please keep the MAGIC AFRICAN DRUMS folder structure intact: Do not move or erase a folder or a file from the main MAGIC AFRICAN DRUMS folder to ensure proper loading of the instruments.

LOADING INSTRUMENTS

To load patches, find the folder from the Kontakt Files Tab and select the patch you wish to load: just double-click on a patch or use drag- and-drop. You can also use Kontakt's '**quick load**' menu. Find more infos about this in Kontakt's user manual

!!! NB: Native Instruments Kontakt 5.8+ is required to fully use the instruments. Make sure you have the latest updates installed.

You can also load patches with Kontakt Free Player in demo mode (with a 15mn time limit and saving functions disabled).

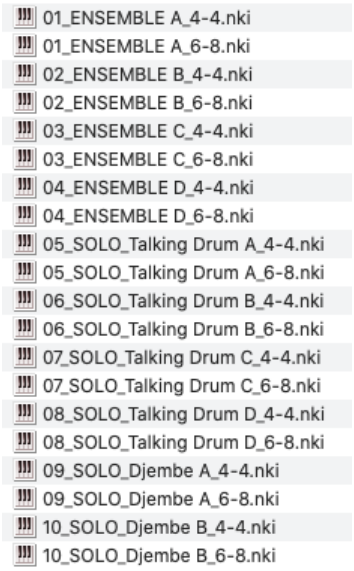
Along this user guide, you'll find a pdf **License Agreement**. Please read this text carefully, it precisely explains the things you are allowed and not allowed to do with the sample library.

KONTAKT INSTRUMENTS

MAGIC AFRICAN DRUMS features three categories of instruments: Ensembles, solo instruments, and multis (nkm).

See all info about these instruments below.

Each ensemble and solo instrument comes in two alternative metrics for the built-in grooves (regular 4/4 metric, and traditional 6/8 metric). Find more info about the grooves below.

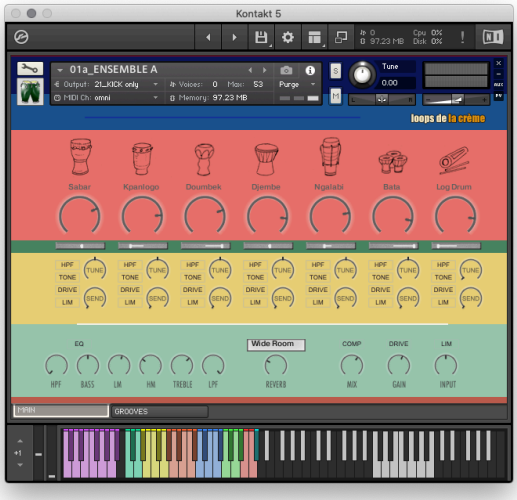




The multis offer a combination of solo instruments and/or ensembles. The presets have a tempo indication (ex: 144bpm) as well as a recommended note used for the grooves (ex: D and Db). These notes refer to the built-in grooves available from C4 to B4 for all instruments . These informations are simply meant as a guide: don't hesitate to use these presets at different tempo values and with different groove keys :)

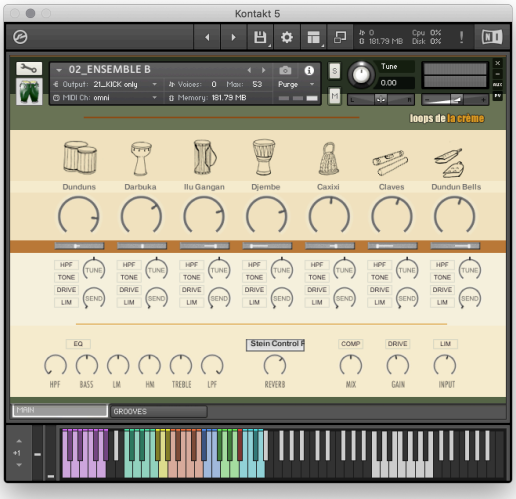
ENSEMBLES

The library includes four ensembles. Each ensemble features 7 instruments, and a full 7-channel mixer:



ENSEMBLE A

This ensemble features many smaller percussions played with hands and sticks. The resulting sounds are full of energy, and perfect for fast rhythms and talking drum accompaniments!



ENSEMBLE B

An ensemble of gritty, characterful traditional instruments from central Africa. Perfect for authenticity and for adding lovely sonic colors to a music track!



ENSEMBLE C

With larger sections and modern instruments, this ensemble is perfect to add impact and force to your rhythm tracks.

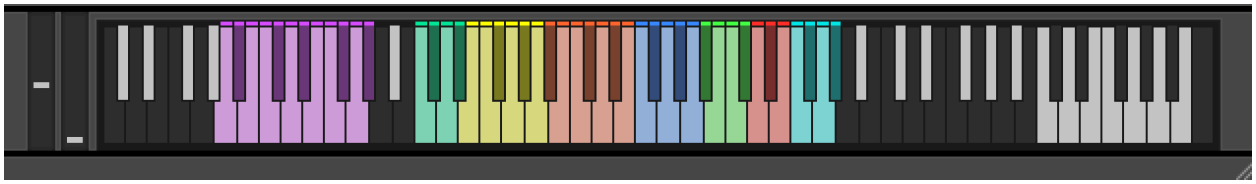


ENSEMBLE D

This ensemble offers a balanced sound, with an emphasis on large dundun drums, and wonderful complementary sounds.

KEYBOARD MAPPING

All ensembles have a very similar mapping, with similar color codes:



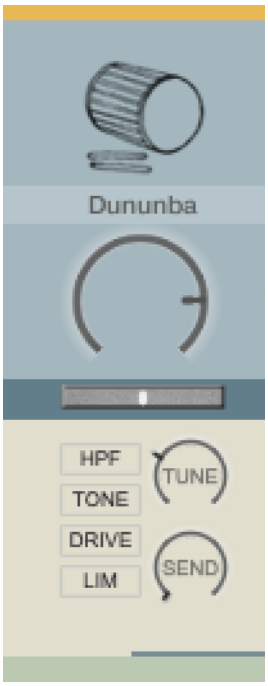
Colored keys (between C0 and C3):

These keys are the main playing area. Each color represents one of the 7 instruments of the ensemble, from left to right. They correspond to the seven channels in the mixer. (cyan= first instrument, yellow=second instrument, orange=third instrument, blue=fourth instrument, green=fifth instrument, red=sixth instrument, light blue=seventh instrument)

Purple keys (below A-1): these keys are 'magic' keys. A different sample is played each time the key is pressed. Up to 200 round-robin samples are programmed on these keys. The 'magic' keys are extensively used in the built-in rhythms, creating very realistic grooves with constant subtle variations.

White keys (C4 to B4): Built-in rhythms. The white keys (C4, D4, E4, F4, G4, A4, and B4) offer the main full rhythms. The keys C#4 and D#4 are simpler 'unisono' patterns, where most instruments play a simple groove together. The keys F#4, G#4 and A#4 are fill-ins or call and answer patterns.

MIXER



Each instrument has its own channel in the mixer. The controls let you change the sound in a powerful and intuitive way:
The controls are:

VOLUME (main round knob)
PAN (stereo position, horizontal slider)
Four effect switches:
HPF: a high pass filter to reduce bass
TONE: a pre-set equaliser offering an alternative sound.
DRIVE: a characterful saturation
LIM: a brickwall limiter

TUNE: change the pitch of the instrument (+ or - 7 semi-tones)
SEND: sends the signal to the main reverb. The amount of signal sent is set *pre-fader*: the amount is set before the effects and the volume knob.

!!NB: the level of saturation (DRIVE) and the amount of limiting (LIM) are affected by the volume knob: setting the volume higher will result in more saturation and more limiting.

!!NB: use cmd+click (or ctrl+click) on any slider and knob to bring it to its default value.

USING MULTI-OUTPUTS

It is possible to route each of the seven instruments in the Ensembles to separate audio outputs. To do this, you need to use a multi-output version of Kontakt in your DAW, and set audio channels accordingly. Please refer to your DAW's user guide for advice on this.

You also need to set Kontakt's output configuration in order to have at least 8 outputs available: Press F8 to view the output section, and create a new configuration if needed. (You'll find all info about this in Kontakt's user manual).

Each instrument in the ensemble is already routed to its own bus, (from left to right, Bus 1= first instrument, ...) and can be assigned to a separate audio output: Click on the tool at the top left to

'open' Kontakt, and scroll down to the section Instrument Buses:



Select the bus you want to send to a separate output by clicking on the bus channel, or using the window menu.

At the bottom right, click on the Output section, and choose the output you need for this instrument.

SOLO INSTRUMENTS

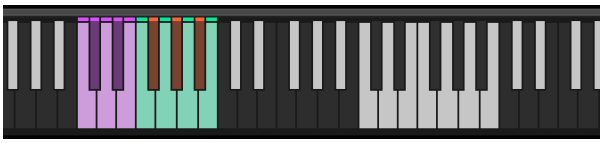
MAGIC AFRICAN DRUMS features 4 solo talking drums and two solo djembes:





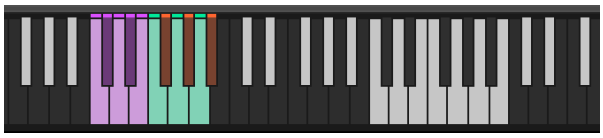
KEYBOARD MAPPING

TALKING DRUMS



Green keys (F2, G2, A2, B2):
Main pitches, from lowest note to highest note
Orange keys: F#2, G#2 and A#2: stick played on rim, soft sound of fingers on the skin, muted strike
Purple keys (C2 to E2): 'magic' keys:
C2, D2, E2: alternative samples with pitch variations at different pitches (low, medium and high range)
C#2 and D#2: sticks and/or finger 'magic' sounds
!!NB: Talking drums C and D also feature a bonus articulation on B2: on this key, the velocity controls the pitch played.

DJEMBES

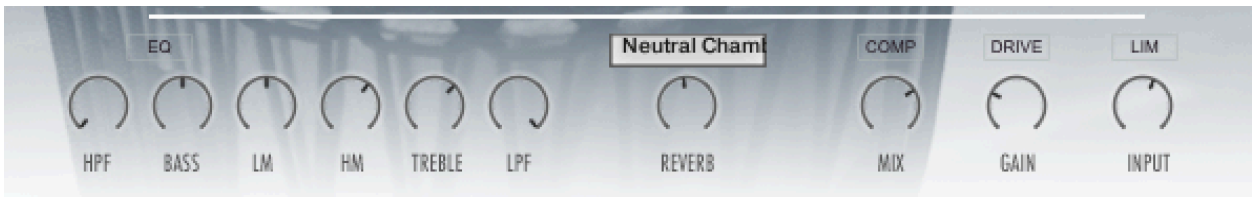


Green keys (F2, G2, A2): Bass (L&R alternative, Left hand, Right hand)
Orange keys (F#2, G#2, A#2): Slap (L&R alternative, Left hand, Right hand)
Purple keys (C2 to E2): 'magic' keys:
C2, D2, E2: alternative samples at three different levels (soft, medium, accents)
C#2: 'magic' flam accents
D#3: 'magic' slap accents

!!NB: For the talking drums, you can also use your pitch wheel on the white keys to reproduce typical talking drums phrases and pitch variations. The keys F2 and G2 work very well for this technique.

White keys (C4 to B4): Built-in rhythms. The white keys (C4, D4, E4, F4, G4, A4, and B4) offer the main full rhythms. The keys C#4 and D#4 are simpler 'unisono' patterns, where most instruments play a simple groove together. The keys F#4, G#4 and A#4 are fill-ins or call and answer patterns.

MASTER EFFECTS



All ensembles and solo instruments use the same master effects:

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

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

REVERB: sets the reverb send (for the solo instruments) or master reverb volume (for the ensembles). Click on the box to choose between 30 custom impulse responses.

COMP: a bus compressor with a fixed ratio and threshold. Use the knob to vary the mix of the compressed signal (full left: no compressor signal, full right: 100% compressed signal)

DRIVE: a characterful saturation to add impact and substance to the sounds. Use the knob to adjust the amount of saturation gain.

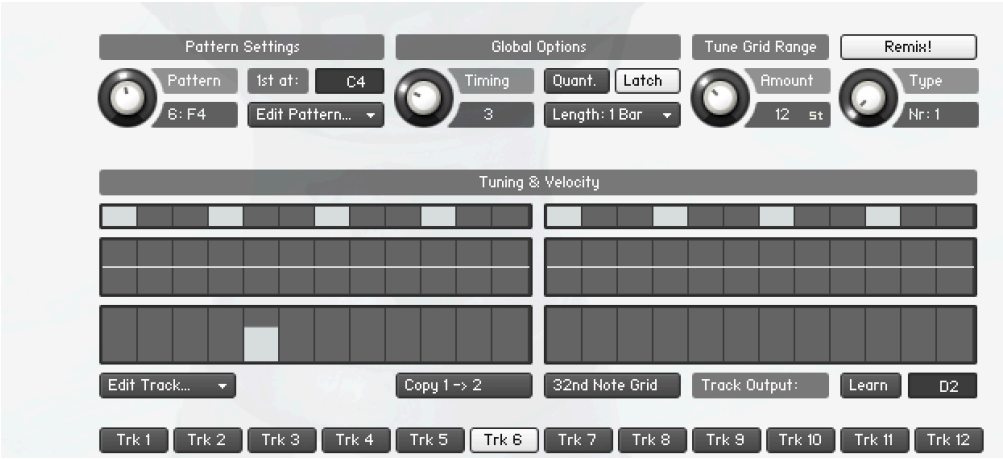
LIM: a master brickwall limiter to reduce strong transients and avoid overloading Kontakt's outputs. Use the knob to set the input level going into the limiter.

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

GROOVES



Click on the GROOVES tab at the bottom of the interface to access the Grooves view:



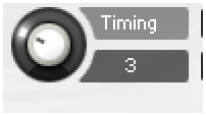
Here a few tips on how to use this interface:



Use this knob or press one of the white keys to choose the pattern you want to edit.



Use 'Edit Pattern' to copy, clear or paste a pattern



Use the **Timing knob** to change the placement of the steps and change the feeling of the groove. For instruments in 6/8, this knob changes the timing of step 2 and 3 of each beat. Going to a full value (between 30 to 40) will morph the groove into a 4/4 metric.
For instruments in 4/4, the knob adds a regular swing to the groove.
!!NB: Use a combination of instruments (Kontakt multi NKM) with various Timing settings for each instrument to create great organic rhythms.



Use this to go from a 1-bar pattern to a two-bar pattern. I like to start by programming a 1-bar pattern only, and then use the function 'copy 1->2' to duplicate it into a 2-bars groove, before making small changes to the second bar.



Each track controls a specific note for the instrument.



Press 'Learn' and then press a key to assign a different note to a track



This is where you enter the notes and choose the velocity for the note.



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 de-activated, the groove will start only when a key is pressed and held.



Have fun jamming with the different rhythms :)

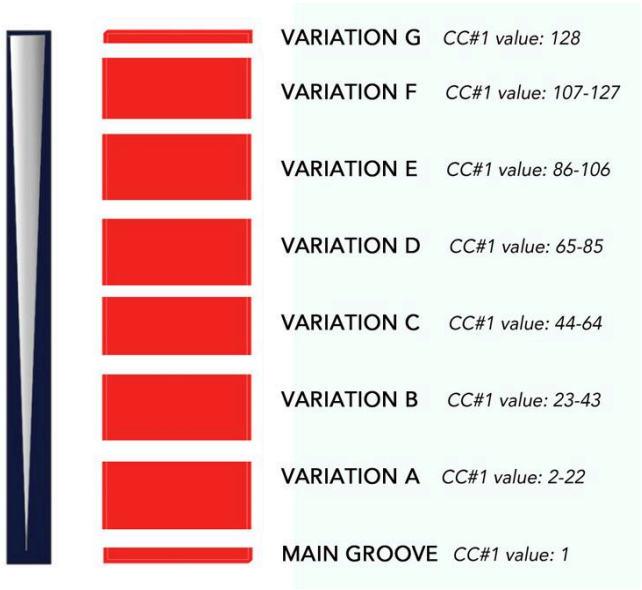
Use a main rhythm and experiment playing different keys

and quickly coming back to the main groove to create on-the-spot fill-ins!

MODULATION-WHEEL GROOVE VARIATIONS:

MAGIC AFRICAN DRUMS 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, I recommend **using this function only for the 'Regular' instruments**. For the Magic instruments, I recommend that you record audio instead. See the section below 'Recording the instrument as AUDIO in your DAW'

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

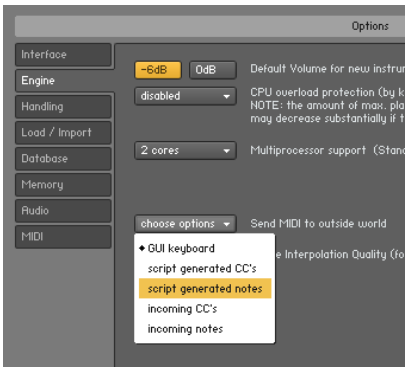


In the options box, choose 'Engine' and click on 'choose options' for the 'Send MIDI to outside world' category.

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 the included 'Magic' 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 MAGIC AFRICAN DRUMS, 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.

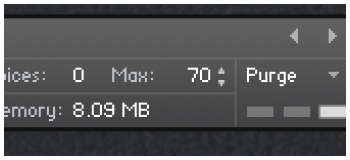


Use a different name for your own patches to easily remember them and keep the original patches as well.

!!! IMPORTANT NOTE ABOUT CPU USAGE !!!

All instruments and presets were designed to run smoothly on regular computers and laptops. However, according to 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 ‘Preferences’ menu
- In Kontakt’s ‘Options’ settings, find the Engine section, and use the ‘relaxed’ or ‘medium’ setting for the CPU overload protection
- Try to reduce the number of notes simultaneously played
- Shut down other applications and softwares
- Decrease or increase the maximum polyphony of the patches:



SAMPLES

The library features 6406 samples organised in 43 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 behaviour, please report 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.

All samples recorded over a period of 10 years, between 2014 and 2024.

Most of the talking drum, djembe, and Dundun samples were recorded at Studios Palace, Moulins, France in 2021 and 2024.

This library was inspired by the amazing African drummers and percussionists. It is my personal little tribute to traditional african drumming :)

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 MAGIC AFRICAN DRUMS!

Best regards,

Julien Tauban

www.loopsdelacreme.com

www.julientauban.com

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