

Maschine Midi Drum Patterns (*Maschine MDP*) 2

Manual and Tips



Maschine Midi Drum Patterns



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Introduction

Thanks for purchasing Maschine midi drum patterns (Maschine MDP) 2. Your support means a lot, thanks!

Maschine MDP was made to put drum patterns creation in hyper speed. It is not like "normal" drum midi loop library, it is more like modular where user combines elements together. If you have 10 drum midi loops you have 10 drum midi loops you can use. If you use 10 midis from this pack to make drums with just 4 elements each (more elements in drums equal more combinations possible but we'll focus on essential) you can make 210 combinations. Let's say you are extremely picky about drums and you don't like whole 3/4 of results - you will still get 50 good results. That's just from 10 files while in this pack there are almost 1000 which you can combine with each other (not counting combination folder nor half time folder).

It's also unique because to use it in Maschine you don't have to adjust, transpose or anything, just drag to pad which has drum sound on it and that's it. Can be used even if you don't have Maschine, we'll get into that later.

For all those features its unique product on the market. It is not surprising nobody tried this before because while very easy to use it was quite tedious to make.

All midi files were human made (not software generated) in a very slow time-consuming process, development took a very big chunk of last year and spanned into this.

All midi files were made for creating broken/irregular type of beats, from downtempo, hip-hop, rock, breakbeat, DnB and anything in between (anything that isn't regular 4 to the floor beat). If you make 4 on the floor like House etc this files can still be used for other elements besides kick and snare (hi-hats, percussion), in those music styles you don't actually need midi for kick and snare. If your interest is half-time beats, used in for example trap and genres ending with a "step", we created midis for that too.

Even if you are hardcore finger drummer or a "regular" drummer, no matter of a level of experience anyone can get some value out of this pack. This tool makes drums sections fast.

This is cheating? No, just a tool to get the job done. User input and taste are required to make something out of it. Those midis are just basic elements like you would have a scale of notes but how you would use them to make melody is all up to artist's creativity and taste.

Folder structure and file names

When you open the main folder there are folders: Combination, Half Time and Separate. We suggest that you start from Combination folder. Inside that folder are midi parts that go well together (matched).

Combination folder

HH Comb folder consist of a pair of files with the same number. For example:

HH Comb 2bars 001a and HH Comb 2bars 001b will go well together. Ending with "a" (HH Comb 2bars 001a) is HH closed while ending with "b" (HH Comb 2bars 001b) is HH opened or can be a crash cymbal. This aren't "rules", it can be assigned to any other drum/percussion element, it is just recommendation.

Kick&Snare folder also consist of files ending with "a" and "b". "a" represents Kick and "b" Snare.

Generally speaking, "a" is always first from file or folder name and "b" the second, while "c" is third.

Toms folder consists of matched files where drumkit has 2 toms. Don't have to be toms, can be used for any percussion. "a" is lower tom while "b" higher in pitch.

Tomsx3 Comb consists of matched files where drumkit has 3 toms. "a" -lowest tom, "b" higher in pitch, "c" highest.

Separate folder

Like the name suggests it consists of single midi files which can be combined with others. They are not matched with each other, that's left up to the user. We would say that user has more freedom here but that's partly a lie since nothing stops user to combine anything with anything else although chances for something unique is higher using Separate folder.

HH folder. Only closed HH because matching crash or open hh is easy to program. Kick, Snare folders. As the name suggest.

Tom single (Perc) folder. Can be used for part of drumkit that is just triggering occasionally to make drums more interesting.

Toms comb into 1 (Perc Dense) folder. Made by combining all tom parts into a single midi file, imagine transition at end of 4 bar loop with 3 toms but instead, those are triggered by single drum element ie hits denser. Also good for making drums interesting.

Half Time folder

All files inside are derived from Combination and Separate folders. We paid special attention that full name matches the one which is the source for it. Why? Sometimes you want same drums but in half time for bridge or intro. Keep in mind that Maschine doesn't import midi file name while importing midi. If you forgot the name of midi, after many combinations were made, you can always choose something similar from this folder.

Although kick and snare are most useful from this folder for some genres (trap, step named genres etc) we decided to make half time for all because we don't wanna be sorry later if we find out that some are great for percussions or similar.

We worked hard to eliminate duplicates, manual way- just eyeballing. Excuse us if some are missed, its human factor. Since eyeballing in the Combination folder was almost mission impossible we focused on the Separate folder (one more advantage of it). Also, the Separate folder contains additional files that don't appear in the Combination folder (not that all are different, just has additional. In detail: Both Toms folders are unique for the Separate folder (in the Combination folder too) while HH, Kick and Snare in the Separate folder have some from the Combination folder with additional new midi files).

Most midi isn't quantized and has humanization applied. If you want to change that you can quantize all notes and apply different humanization, swing etc. Patterns (midi files) can be used as is or tweaked to the user liking with minimal effort.

All midi is in 4/4 time signature.

What's different in Maschine MDP volume 2

In the Combination folder, there are additional HHx3 Comb and Kick&Snare&Sidestick midi files.

HHx3: usually ending with "a"=hh closed 1; "b"=hh closed 2; "c"=hh open/crash but you are free to use it in any combinations, for example "a" with "c" etc.

Kick&Snare&Sidestick: "a"=Kick; "b"=Snare; "c"=Sidestick. Also, not all elements need to be used to be "matched", for example, only "a" with "b" or "a" with "c" can be used.

In the Separate folder, there are additional Sidestick midi files.

Can be used for Sidesticks/Rims or instead of Snare midi files (or percussion etc).

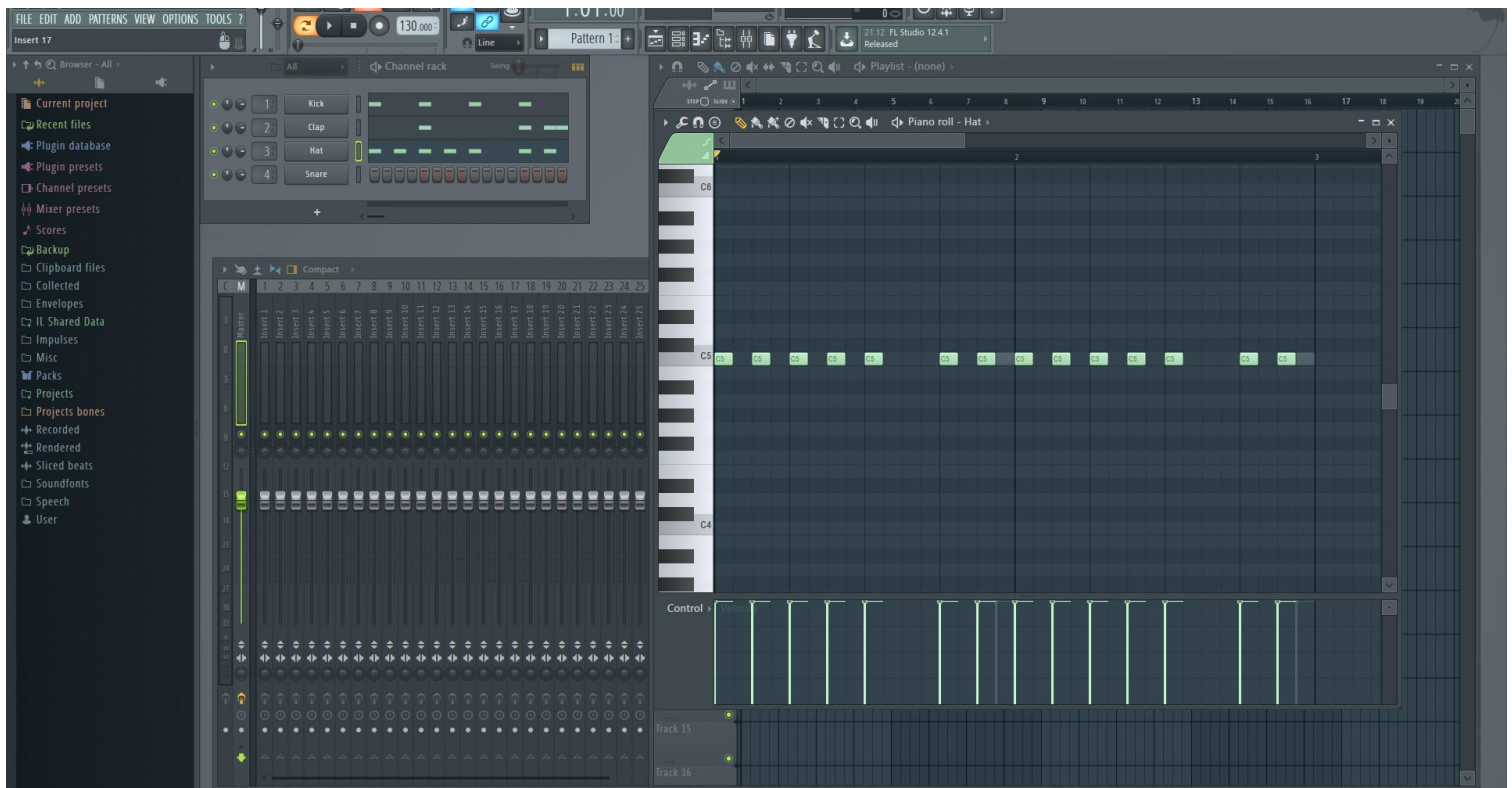
Other than that and a little more midi files (all new and not part of the first volume) inside Maschine MDP 2, everything explained in this manual can be applied to both packs.

Using in others ways besides Maschine software

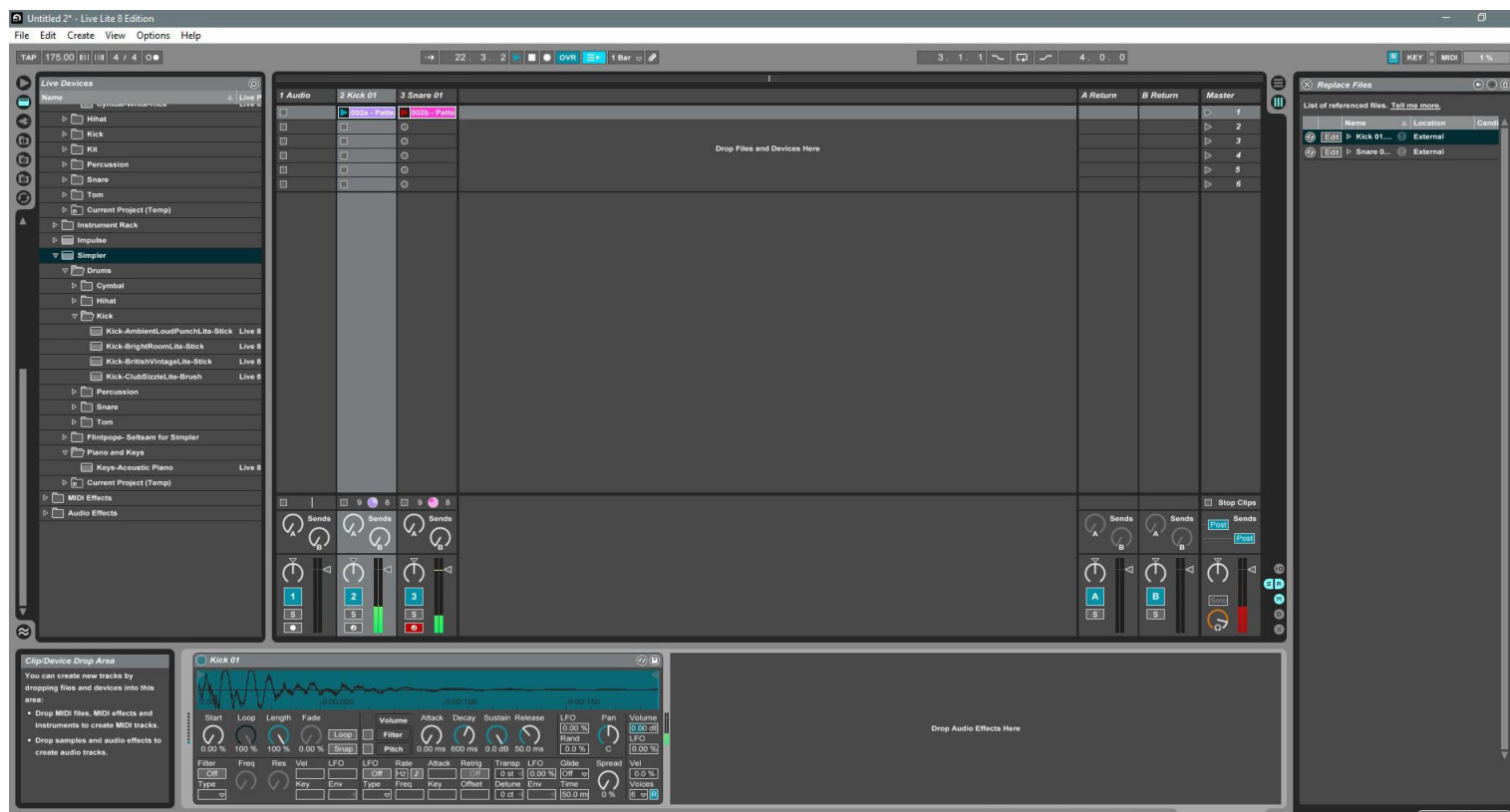
Yes, it is possible! Despite the name Maschine Midi Drum Patterns, it can be used in other DAWs/samplers in the same or similar way.

Below is the list of all DAWs tested and results. Most work the same way as within Maschine (v2, v1 wasn't tested) ie without any need for "special" settings. If your DAW isn't on the list you can download the demo and try yourself. Also, you can use any plugin sampler or provided templates for Kontakt (full version) and sfz (any sfz player).

FL studio (v12.4.1 tested)- seems its easy just like in Maschine. No extra settings necessary, just drag midi.



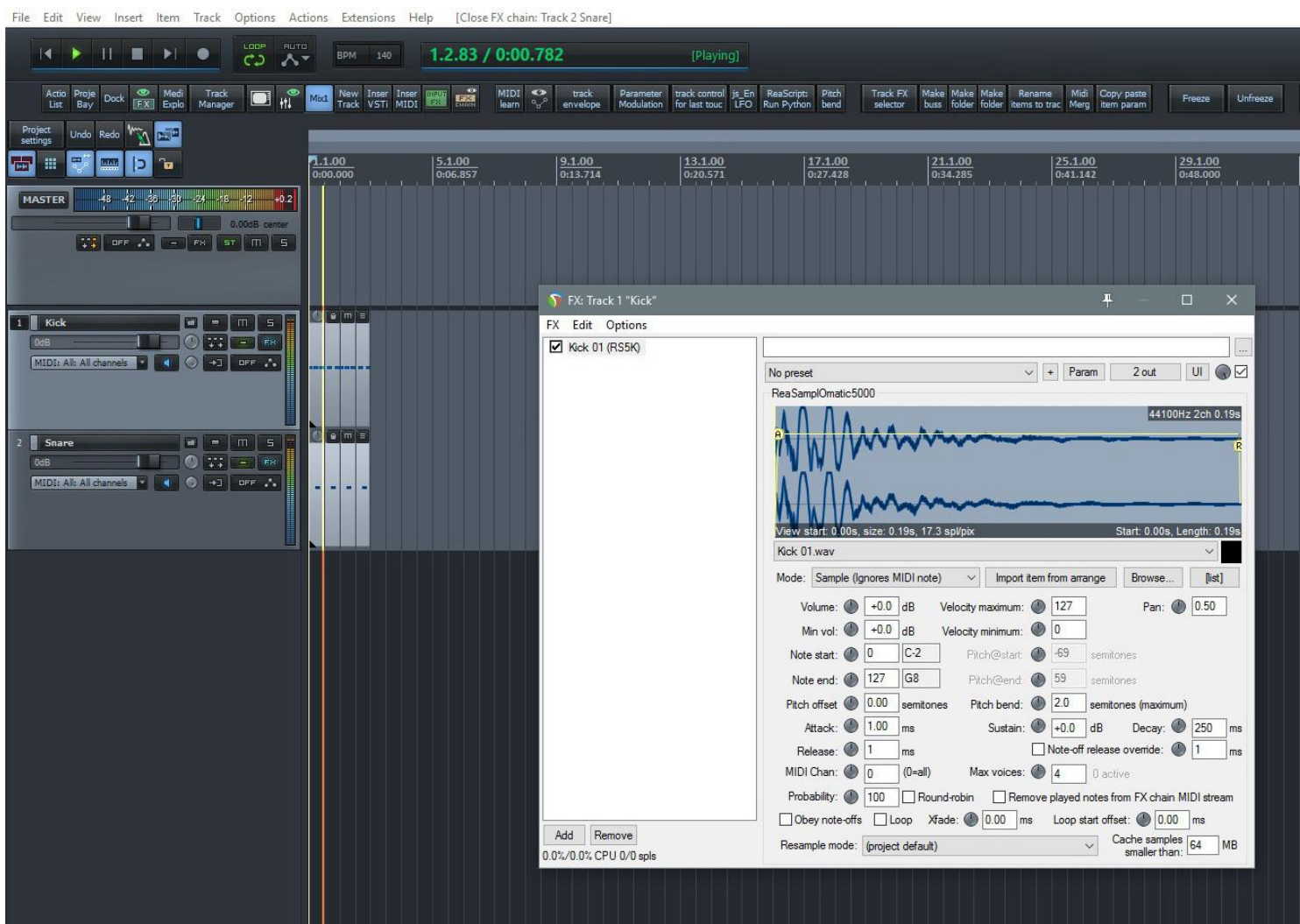
Ableton (v8 Lite, used Simplr). Load new instance of Ableton's simplr and inside of it your drum sample. Drag midi. No extra settings necessary.



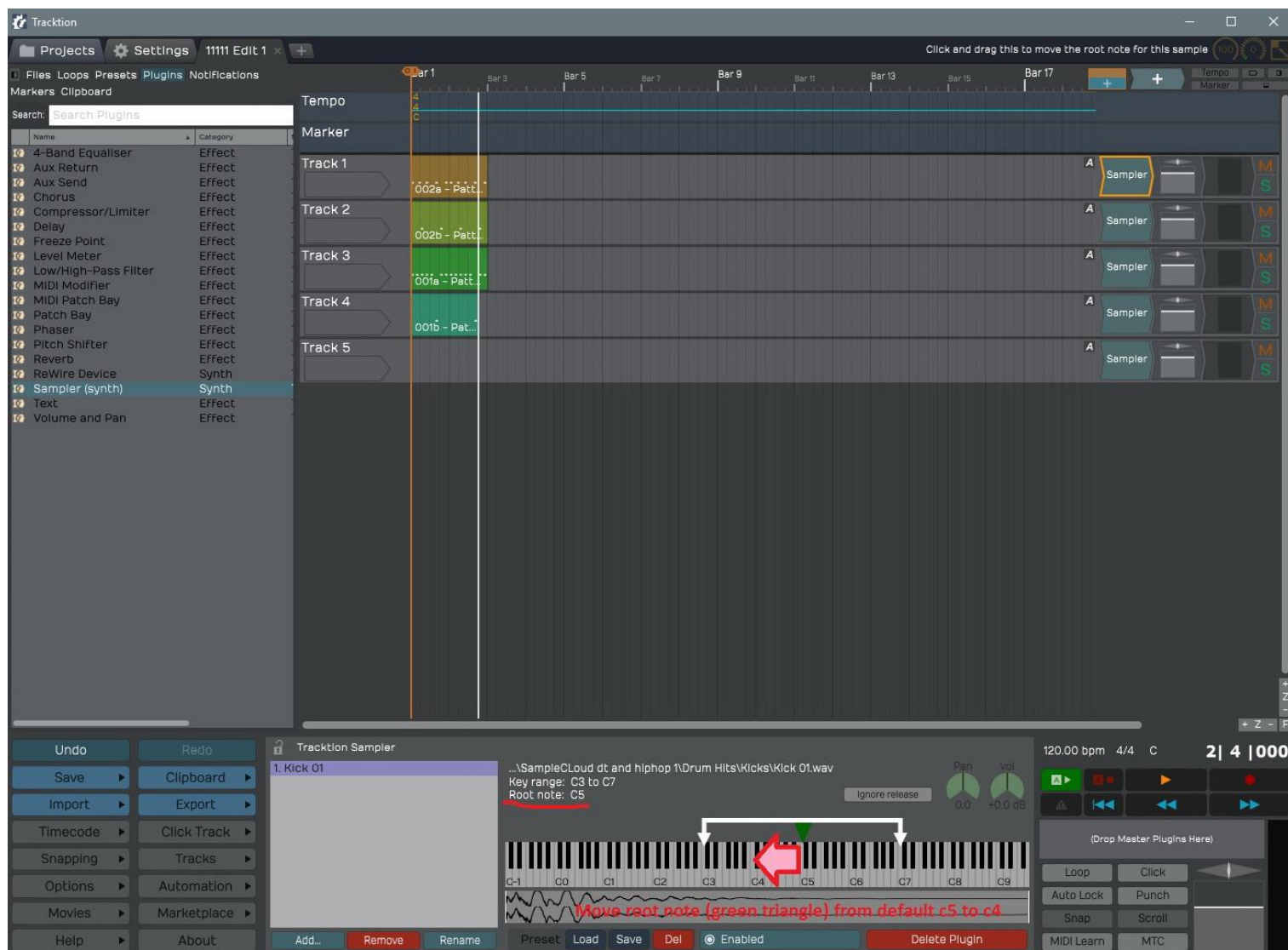
Cakewalk Sonar. Load Dropzone (Sonar's own sampler). Drop sample on the interface. Drag midi to track. No extra settings necessary but keep in mind that you shouldn't move midi clips, Sonar for some reason removes empty space in a midi file (in front of first and after last note) so it may seem off while it isn't.



Reaper. Load ReaSampleOmatic5000 (Reaper's own sampler) and drop sample on its interface, then drag midi to the track. No extra settings necessary.



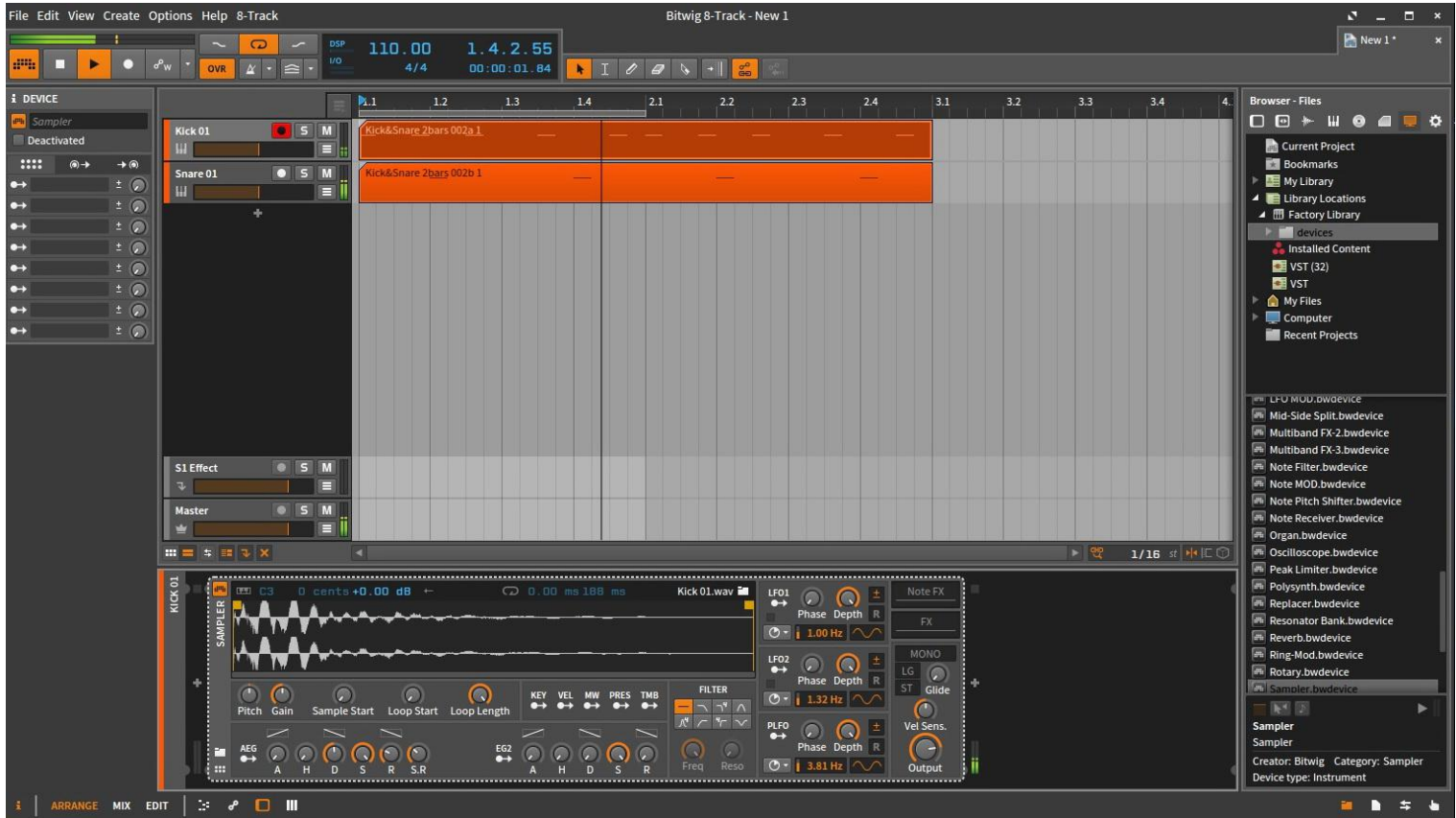
Tracktion (v5). When using its own sampler root note should be changed to c4 from default c5 for midi patterns to work properly. Only DAW in our tests that needed adjusting (although minimal).



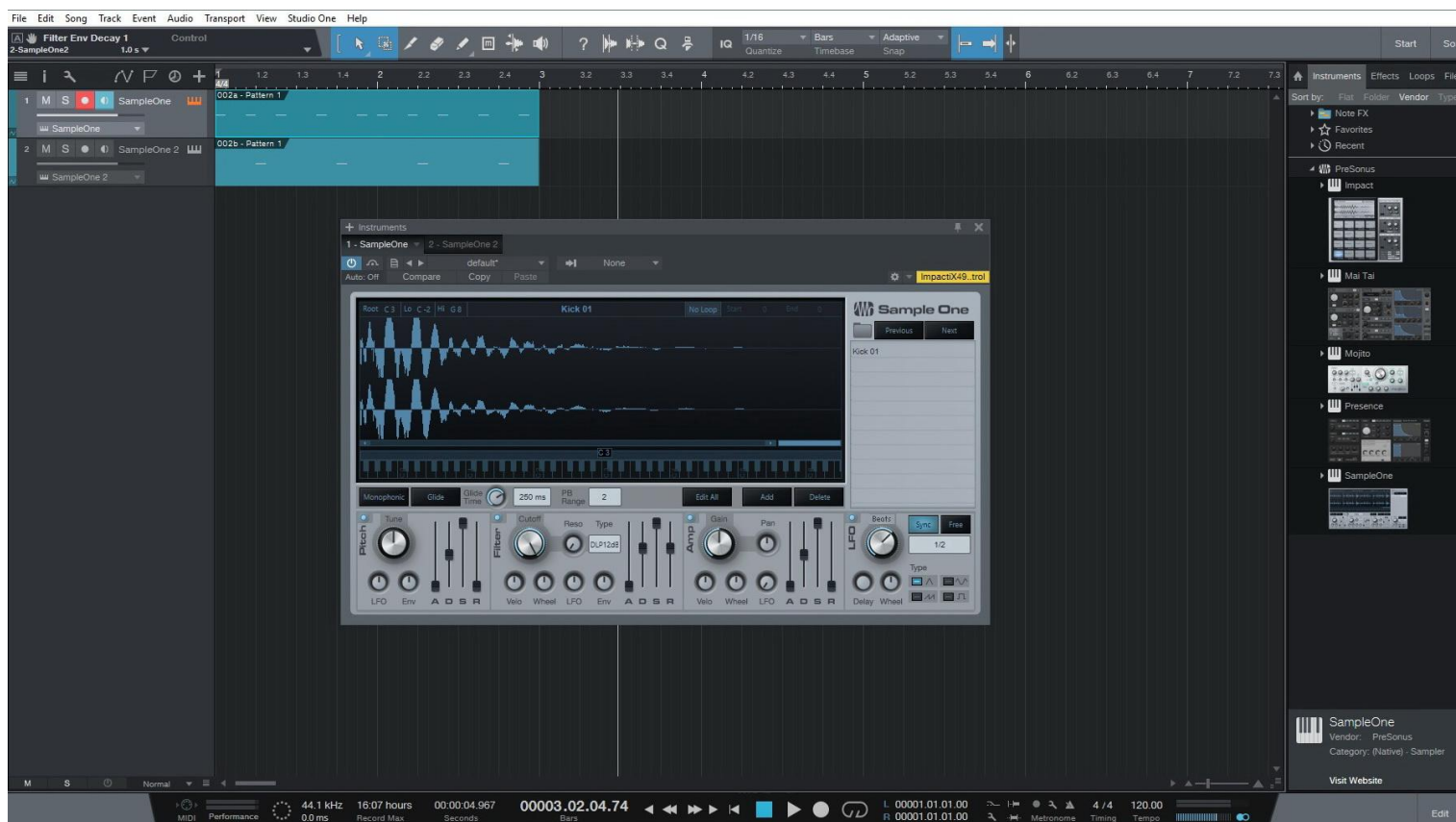
MuLab (v7.2.23). Load MuSample (MuLab's own sampler), then drag midi to track. No extra settings necessary.



Bitwig (Bitwig 8-Track v1.3.5). Load Bitwig's sampler device, then drag midi to track.
No extra settings necessary.



Studio One (Artist, v3.3.2). Load SampleOne sampler, then drag midi to track. No extra settings necessary.



We couldn't test in more DAWs, so to be sure it will work on your machine please download the demo to test. As a general rule it will work with any daw or sampler if it is assigned 1 track per drum sample and root note in the sampler is C3 or note number 60 (which could be more correct: for example FL studio its c5, Sonar also, in some DAWs it is c4).

(If you are confused about root note just open DAWs piano roll and see note information, then set sampler accordingly.)

If you encounter a problem that sample is chopped off you should set sample mode to oneshot or if that is unavailable tweak ADSR sampler parameters.

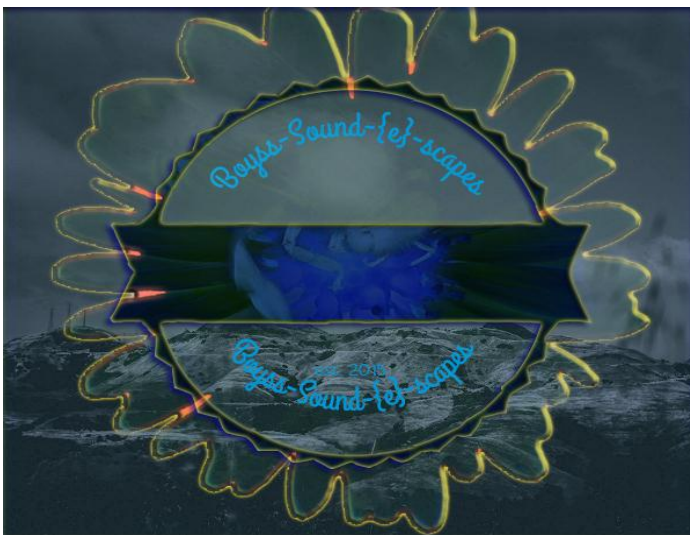
If there is no sound (midi clips don't trigger sampler), check if midi is set to all channels (omni) in the DAW or the sampler.

To ensure wider compatibility we made sfz and Kontakt templates which you can use by replacing provided samples with samples that have the exact same name or by modifying template instruments. How to do that is explained in detail in the pdf named "Templates Read me!" which is in the same folder as templates.

* * *

Thanks again for purchasing **MASCHINE MDP 2** library, we hope you will find it usefull. Please don't share this product over internet, lot of time went into making it. We'll make sure prices will always be affordable but we can't make new products if we don't get any support.

(Boyss)(Sound){e}(scapes)



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