RealiDrums Manual

Congratulations on your purchase of RealiDrums!   We believe we've created the ultimate tool for getting great drum sounds, and more importantly, getting them fast.   Ready to get started?   Lets begin with some preliminary stuff:

Page select buttons – On the bottom right of each page, you can move to the other pages (Main, Mixer, Rack, and Settings pages) by clicking the appropriate one.

Kit Presets – This menu appears (if you want) on the bottom left of the Main and Rack pages.   It's a quick way to hear very different sounding complete kits.   If you're not going to use the kit presets, you might want to make this menu disappear by going to the Settings page and turning the display on or off.   Then the page is a little cleaner.

Okay, now we're ready to start looking at the four pages, starting with:

Main Page

There are four elements on this page.   At the top right is the Groove Generator.

Then is the drum set graphic (that picture of a drum kit), where you can click to select various drums or cymbals.

Then at the bottom are two racks.   The top one is a Drum Selection rack, with the selectors for the drum itself, mix setting and tuning.

Then is the Mixer rack, which has the various controls for volume, EQ, etc.

Those are the four sections of this Main page.   We'll deal with the Groove Generator later.   For now, let's start with the:

DRUM KIT GRAPHIC

Want to tweak or select a new snare drum?   Then click the snare drum in the picture to select it.   You'll notice that the drum rack and mixer rack (below the drums picture) updates to show your selection.   Click the snare drum again to display Snare 2 (the alternate snare which gets played on D#1.)   Then click the snare picture again to display the brush sweeps.   Then click once more to adjust all four at once.

DRUM SELECTION RACK
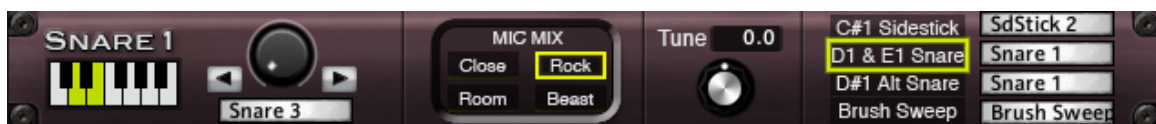
From left to right, here are the elements in this rack:

Keyboard display - This shows which keys (highlighted in yellow) play the selected drum/cymbal.   Also, in the case of the Snares, Rides, Crashes, and Percussion, you can click the keyboard to cycle through the alternate notes.   For example, one Ride 1 is on E#2, then Ride 2 is on F2, and Ride 3 is on B2.   Clicking a fourth (or with crashes, a fifth time) gives an "All" graphic, where you can adjust them all at once.

Selector Knob – Turn this to choose which kick, or which snare, etc. you want. For those who remember the Alesis DM5, this should look familiar.

DRUM SELECTION RACK (continued)

Up/Down Buttons – Click these to advance to next (or previous) kick, snare, etc. This is my preferred way to select drums.   Try a snare, play a few notes, then click the up arrow to hear the next snare, and then the next, until you get a snare you like.

Note that you can also use keyswitches to go up and down between the choices for each drum. Keyswitches are assigned from the Settings Page.

Selection Menu – This is the third way (Selector knob and up/down buttons being the first two ways) to select which drum you want.

Mic Mix - For each drum, you have four "mix" choices.   With RealiDrums, there's no need for you to figure out how much mic bleed you want, or any of that other stuff.   We've done all that for you.   (And unless you mix a lot of drums, I dare we say we've done better mixes than what you might do on your own.   No offense.)   The four choices are:
Close – This is just the close mic, for the tightest sound.
**Room** – This is the close mic with some other mics mixed in for a more live sound.
Rock – More overhead and distant mics, for a rockier sound.
Beast – This is an over the top aggressive rock mix.

Tune Knob – This knob is more useful than you might think.   Don't be afraid to give it a try.

Right Side Menu Selections – As mentioned earlier, with the Snares, Rides, Crashes, and Percussion, there are several keys, with independent selections for each.   You can select which one to edit by clicking on the key names next to the right-side menus.   (This will highlight the current selection in yellow.)   The current choice is and mix settings are then displayed on the left.   Note that you can still choose sounds for the non-featured keys by clicking the hright-side menus.

MIXER RACK
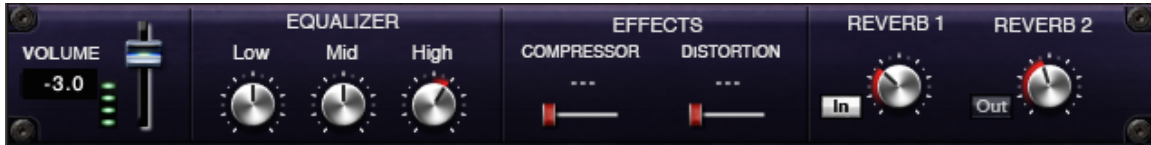
Volume Fader – Pretty self-explanatory.   There's also a readout to the left in decibels.   Default is -6.0 db.   (Default for any knob is obtained by Command-clicking (Mac) or Control-clicking (PC) the knob.)

VU Meters – We included these to help you see whether the keys you're playing are making this particular channel work or not.   If the VU meter isn't moving, then that means you're either on the wrong channel, or you're playing the wrong key.

EQ Knobs – We've set the frequency and Q (bandwidth) settings for you, so each knob is at the appropriate sweet spot.   So you can adjust and get a great sound fast, rather than playing engineer.

Compressor – You have a choice between a Compressor and a Transient Designer.   We've set the internal parameters for you so that all you need is a single slider to get the most from the effect.
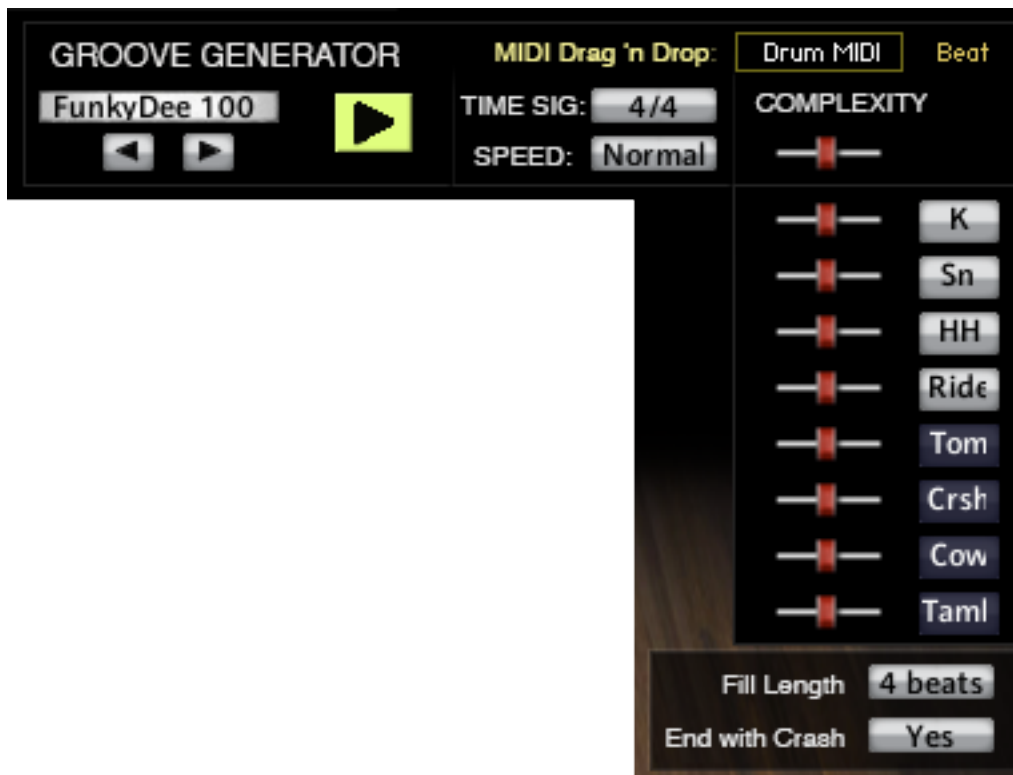
Distortion – There are two choices:
Crunch – This is a basic overdrive effect, for getting a gritty sound.
Mangle – This is a bit-crusher, for a digital distortion.

Reverb Knobs and Switches – Reverb 1 is a shorter reverb, while Reverb 2 is a longer reverb.   You can tweak the internal reverb parameters, though, by going to the Settings page.

Groove Generator

We're really excited about how our drum loops work.   We believe this is a much faster and more flexible way to get better drum loops.

Loop Menu – Use this to select which style you want.   It may seem like there aren't as many choices as other libraries, but you'll see that that our method actually gives you *more* choices.

Loop Up/Down Buttons – This gives you a faster way to audition loops than the Loop Menu.   You can move to the next (or previous) loop by clicking these buttons.   Best of all, the buttons can be assigned to keyswitches (on the Settings>>Keyswitches page.)

Play Button – This starts and stops the loop.   The loop is automatically in sync with your sequencer, so bear in mind that there may be a wait, because the loop won't start until the next beat starts.   (Not a big wait, but a lot of people were confused by this concept with RealiBanjo, so there you go.)

Drum MIDI (Drag and Drop button) – You can drag loops (customized using the sliders and buttons we'll describe in a minute) from this button onto your sequencer.   Note that there three modes (slected by the yello menu to the right) for what exactly this MIDI file contains:

        Beat – MIDI of the current selected beat

        Fill – MIDI of the current selected fill

        Perf – MIDI of whatever got played after the last "Play" command.   This is

            for those of you who wanted entire performances to be saved.

Time Signature – When you select a time signature, then all the choices update in the Loop Menu, 4/4 will obviously have the most beats, but we've spent a l;ot of time making sure odd time signatures are well represented.

Speed Menu – Select whether the speed should be as is, or double time, or half time.

Complexity Slider – Now we're to the cool part. When you load a beat, it will play a version that's in a typical sweet spot for that style, and usually with kick, snare and hihat. But maybe you want it a little simpler and basic. Simply move the Complexity Slider to the left until it feels just right. Or maybe the kick and snare are fine, but just the hi hat should be busier. Move just the hi hat slider to the right until it's right where you want it. You have an incredible amount of control.

Drum Buttons – Maybe you want ride cymbal instead of hi hat. No problem, just turn off the hat and turn on the ride button. Plus, you can adjust the complexity of the ride cymbal, just like with any other element. Or maybe you'd rather have a tom rhythm along with the snare. Or crash cymbal, simple or complex. You can even add a tambourine and/or cowbell part. The best way to understand is to play with it. Be warned, though – it's addictive!

Fill Length – This determines how long a fill will be when you play it while a beat is NOT playing. For example, when you're just auditioning fills by themselves, or if you play a fill to start the song.

Note that if a beat IS playing, then this menu has no effect, sinceour software takes care of computing the length, depending on how long it is until the next downbeat. (Pretty cool, right?

Fill Crash – If you play a fill while the beat is playing, you may or may not want a crash cymbal on the next downbeat. This switch lets you choose. Note that this switch only takes effect if a beat is playing. If a beat is not playing, then you will always hear a crash. We do that so that it's easier to hear when a sample fill ends.

But . . . how do the fills work?

You can play your own fills manually, of course, but we also supple a whole lot of professionally played fills that you can drop into your song. All you need to do is play one of the green keys. Our software automatically plays the fill in sync.

If you press a green "Fill" key right before (or exactly on) the first beat, it will play a 4 beat fill. Play it on the second beat and it will play a 3 beat fill. Play right before the fourth (last) beat and it will play a 1 beat fill. All automatically. You just choose a time when a fill might be nice, play any of the green "Fill" keys, then RealiDrums does the rest.

Rack Page

This page is handy for seeing racks for all drums all at once.   Personally, I come from the hardware days, so this is my personal preferred page.

Each rack works the same way as it does on the main page, so we won't repeat it here.

Mixer Page

This page is pretty self-explanatory, and the knobs and buttons do the same things as in the Mixer rack on the main page.   However, on this page, we've added:

On/Off Buttons – You can turn on or off any drum with these.

Solo Buttons – Handy during mixes, where you want to focus on just one drum.

Pan Knobs – You know, so the sound is more to the left or right.

LR (Pan Flip Switch) – Many of the samples, especially the hihats and cymbals are stereo samples where the sound is towards one side or the other.   Maybe you want the sound towards the other side.   You could use the pan slider, but hitting the pan flip switch will be more efficient and probably sound better.   It basically reverses the left and right channels and will adjust all at once, saving you time.

Groupings – Sometimes you want to raise or lower **all** the rides, or all the crashes, and you don't want to have to do them one at a time.   In those cases, click the "All Snares" or "All Crashes" button (or in the picture above, the "All Percussion) button) and the channels will all move together as you adjust any parameter.   Click again to separate the channels again.

Drums Mixer / Cymbal Mixer / Brush Sweep Mixer - Notice we only have 8 channels showing, even though there are 17 channels in the instrument.   To access the other channels, click either of these buttons at the bottom of the page. We grouped the channels into "Drums" and "Cymbals" to keep things easy.

Settings Page

Outputs – With these menus, you can select separate outputs for the various drums.

Kit Presets Display – If you don't want to use the kit presets, you can take them off the Main and Rack pages for a cleaner look.   We include this option because admittedly, the Main page is pretty crowded.

Groove Generator Trigger an External Instrument – As of version 2.1, it is possible for the Groove Generator to trigger sounds from another drum module (Toontrack, etc.)   To do that, turn this "Send MIDI" button on.   That will disable the RealiDrums sounds, and will also "clean up" the MIDI out from RealiDrums so that it can drive another drum module without glitches.

You also need to go into the Kontakt "Options" menu and under the "Engine" tab, make sure "script generated notes" is selected under the "Send MIDI to outside world" menu.   (See picture below.)
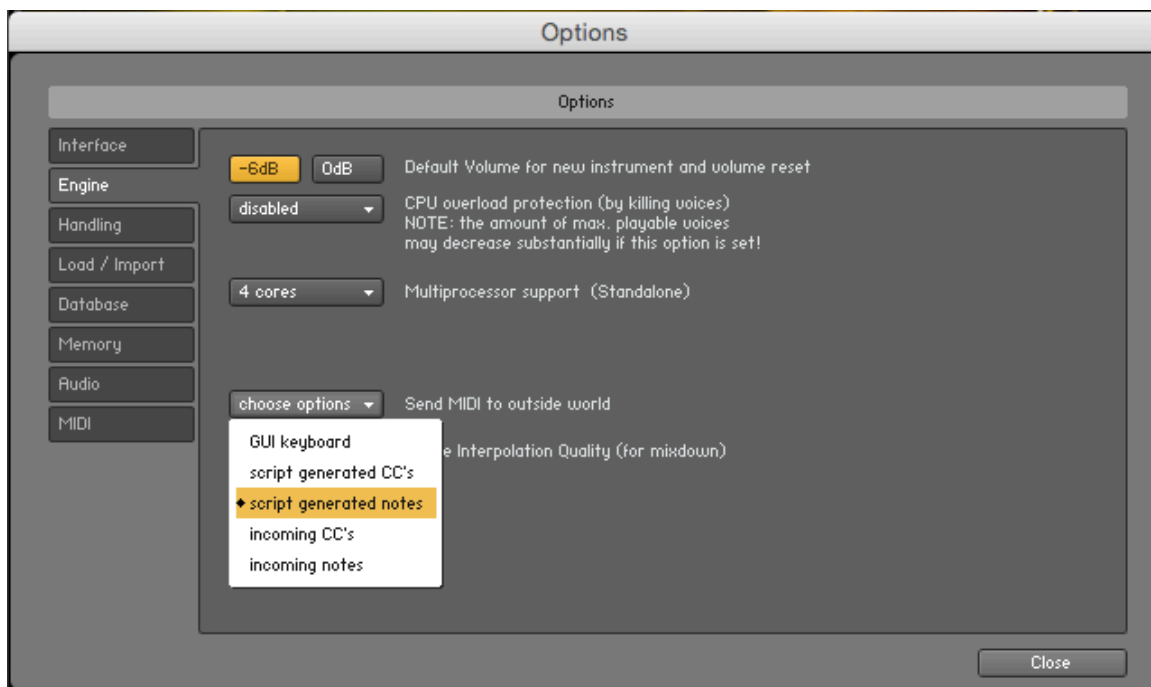
Note that triggering another drum module from the RealiDrums Groove Generator will work for VST, AAX or RTAS, but will NOT work for AU.   In other words, it will work for any sequencer except Logic Pro.   ProTools, Cubase, Sonar, etc are all fine.

Velocity Scaling – If you know what velocity scaling means, then have at it. Otherwise, leave it set at the left hand button on the second row.

Reverb Settings – We set these so that Reverb 1 is a shorter reverb and Reverb 2 is a longer one, but you're welcome to set these however you like.

Keyswitches – Click this and you'll get:
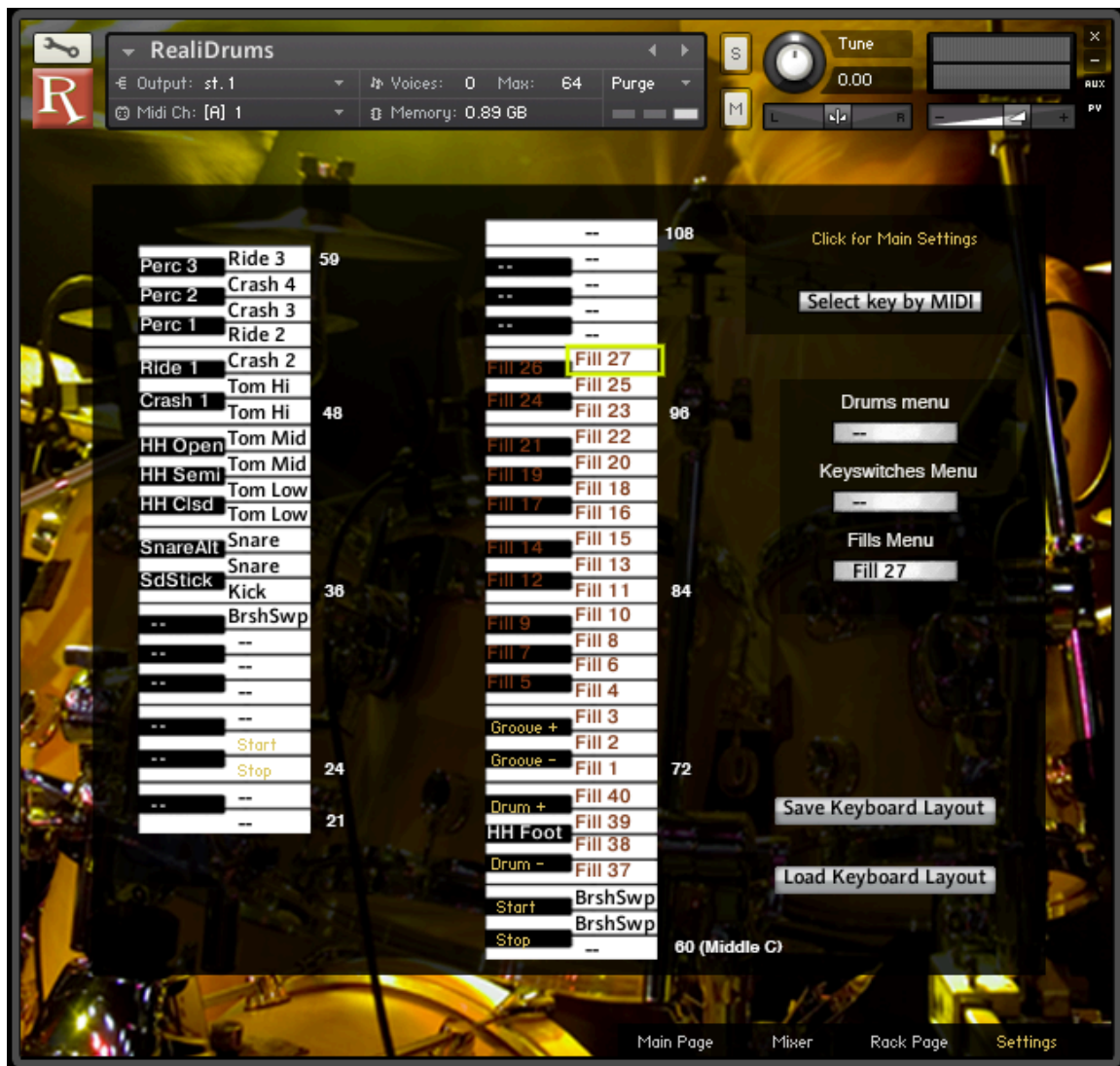
Oh, the fun!   You can assign any drum, fill, or keyswitch to any key you like.
Simply click on one of the keys (or if you have the "Select Key by MIDI" switch on,
then play the key on your keyboard) and then choose from one of the three
menus (Drums, Keyswitches, or Fills) that appear on the right.

You can also save (and recall) any keyboard layout with the Save and Load
buttons on the lower right.

Virtual Keyboard
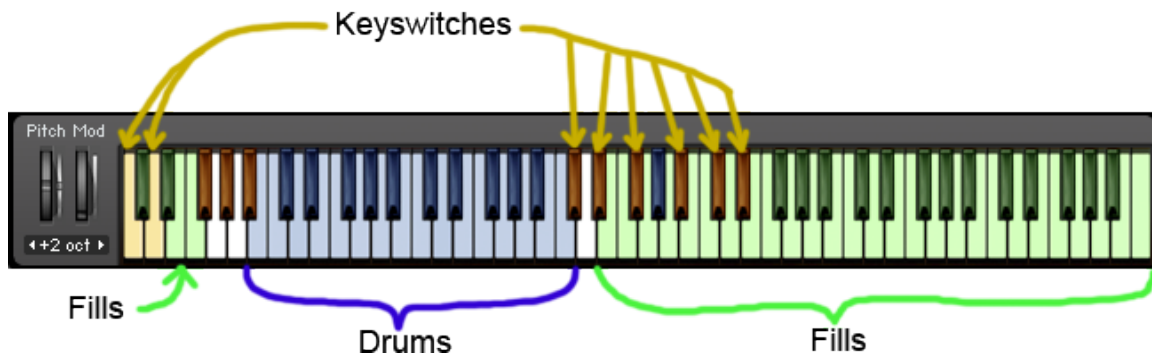
If the "Keyb" button at the top of the Kontakt interface is lit, then a virtual keyboard dispays at the bottom.   With RealiDrums, we use three colors, which have the following meanings:

Blue – These keys are the playable drums and ctmbals

Green – These keys are the fills (which you trigger by playing the key)

Yellow – These trigger the keyswitches, such as Start, Stop, Next Drum, Previous Drum, Next Beat, and Previous Beat.

Note that our "factory" keyboard layout for the drums is the "Standard MiIDI" format,so any standard MIDI files you already have should work perfectly, as should most MIDI drum kits.   We've tested with several Roland kits, for instance, and they work great.   (Although you're free to create whatever layout you like.)

Here is the Standard MIDI drum layout, along with a couple of our additions for brush sweep and foot HH:

B0	Brush Sweep
C1	Kick
C#1	Sidestick
D1,E1	Snare (main)
E#1	Snare (alt)
F1,G1	Low Tom
A1,B1	Mid Tom
C2,D2	Hi Tom
F#1	Closed HH
G#1	Semi-open or foot HH
A#1	Open HH
C#2	Crash Cymbal 1
D#2	Ride Cymbal 1
E2	Chinese Crash Cymbal 2
F2	Ride Bell Cymbal 2
G2	Splash Cymbal 3
A2	Crash Cymbal 4
B2	Ride Cymbal 3
F#2	Tambourine
G#2	Cowbell
A#2	Percussion 3
D3,E3	Brush Sweep
G#3	Foot HH

Ready, Set, Go!

That's all you need to know.   All that's left to do is start experimenting.   Have fun with it!

For more information, visit our website at: www.Realitone.com