

CINESAMPLES SESSION DRUMMER VOLUME 1  
**CINESAMPLES MEDIUM SWING KIT**

FULL KONTAKT KIT +  
LOOP LIBRARY (116 Beats Per Minute)

**cinesamples**<sup>TM</sup>  
cinesamples

**USER MANUAL AND INSTALLATION INSTRUCTIONS**



### **KIT INFORMATION: (153.2 MB) RR x8, multiple velocity layers**

Yamaha Birch Recording Drum Series  
18" Bass Drum  
12" Rack Tom  
14" Floor Tom  
Ludwig Spectrasonic 14x5" Snare Drum  
Zildjian K Hihats  
Zildjian K 20" Ride  
Snare Rims

Recorded with vintage Neve console  
New York, New York

*Patch requires Kontakt 2.2.4+ (not included)*

### **LOOPS INFORMATION:**

137 Loops in 3 formats

Wav File (48k,24b)  
Apple Loops  
Rex2 Loops

in the following categories:

Time Feel (8 measures)  
Time Feel (4 measures)  
Solo Bars and Fills  
Marches and Rims  
Building Blocks

## To Install:

Simply drag the folder to where you store your samples. It is only necessary to maintain the hierarchy of the patches folder, otherwise you may place the loops to any convenient directory.

*To install apple loops into Logic:*

Open Logic and access the loops library by opening the Media/Loops tab. Select the Apple Loops folder in the Cinesamples Medium Sticks directory and drag and drop the folders enclosed on to the word “signature” in the loops window. Once the circle icon with the plus shows up release the folder onto the tab. Logic will automatically add the loops to the browser.

*To import the rex2 loops into Spectrasonic’s Stylus:*

Follow the directions for the Sage Installer in the Stylus manual.



## Understanding the File Names:

MS\_4M\_Time01-.wav

MS = Library Name, Medium Swing Sticks  
4M = Length of Sample, 4 measures, 4B would be 4 beats

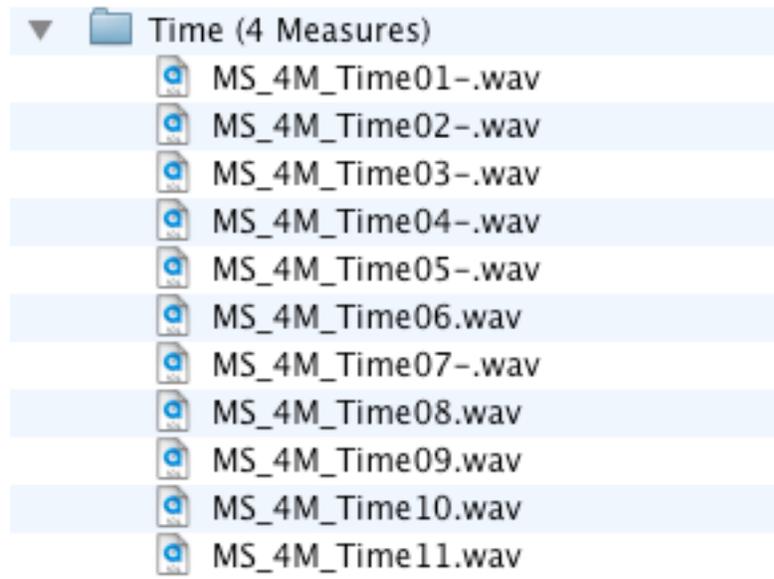
Time = Function of File, Time, or building blocks (bb), or fill, or solo etc..

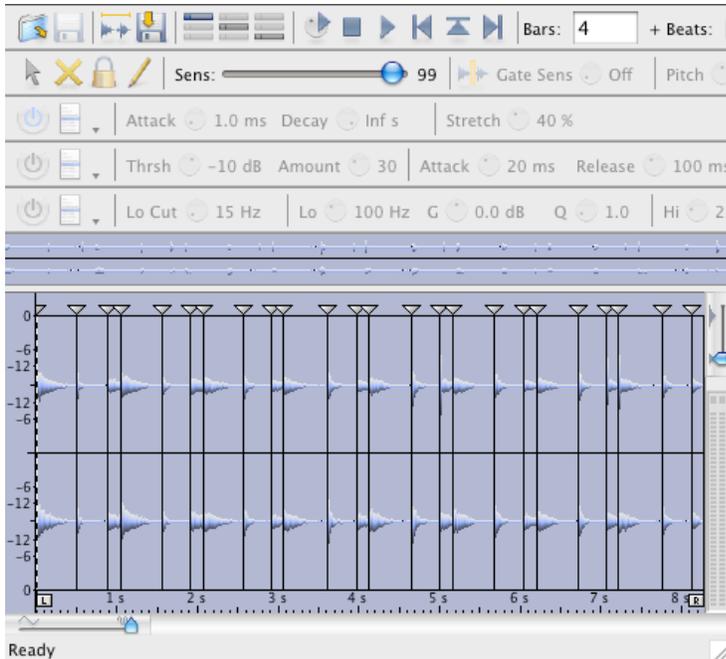
01 = Variation #

- = Special Info

### Special Info:

The - sign signifies that the first beat of the sample has had artificial “bleed/ring” added in order to ensure continuity.





### ***special info (cont'd)***

+ followed by a number signifies the extra number of beats added to the loop to ensure it was accurately represented. For example +1 might mean that 1 beat was added before the loop's time starts to make sure a pick up or a flam wasn't cut off from the file. The number after the + always represents beats.

To edit the rex files open them in Propellerhead's Recycle software.

### **ADVANCED TIP:**

Considering that a loop is a block of audio of precise length on the grid a certain tweak is needed to finesse occasional transitions between two loops. For example any sound which rings beyond a bar line (say a ride cymbal) can not possibly ring beyond the loop itself. We have already added artificial rings (which are scarcely noticeable) to any loop which contains a - (minus) sign at the end of the file name which will smooth out most problems caused by this issue. If you find a transition to be of problem you can find two solutions:

- 1) Use the provided kit to "paint over the transition" as the kit itself will ring beyond the measure bar while the loop changes.
- 2) In your sequencer cut the proper decay over the bar to smooth the



transition.

*Adding some cross bar rings in pro tools*

# MEDIUM SWING STICKS

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