

MT POWER DrumKit

User Manual – Tips and Tricks

This brief manual will help you use the MT PowerDrumKit plugin optimally for your own recordings.

Contents

| | |
|---|----------|
| Installation | 2 |
| Default MIDI-Mapping and Drum Map | 3 |
| Tips: Solo, Mute and Panning | 4 |
| Grooves, Fills und der Composer | 5 |
| Realism in hi-hat and ride cymbals | 6 |
| System Requirements | 7 |

Installation



AU (AUDIO UNITS):

Start **INSTALL MT-PowerDrumKit.mpkg** and follow the instructions.

The plugin will be installed into the folder:

Library/Audio/Plug-ins/Components/

VST:

Start **INSTALL MT-PowerDrumKit.mpkg** and follow the instructions.

The plugin will be installed into the folder:

Library/Audio/Plug-ins/VST/



VST:

Copy both files:

MT-PowerDrumKit.dll

AND (!)

MT-PowerDrumKit-Content.PDK

into the VST Plugins folder of your DAW.

Example:

C:\Program Files\Steinberg\VSTPlugins\

MTPOWER DrumKit 2

Default MIDI Mapping

Drum-Map

| | |
|-----|----------------------|
| C1 | KICK |
| C#1 | SIDE-STICK |
| D1 | SNARE |
| D#1 | (Snare) |
| E1 | (Snare) |
| F1 | TOM LOW |
| F#1 | HI-HAT CLOSED |
| G1 | (Tom Low) |
| G#1 | HI-HAT HALF OPEN |
| A1 | TOM MID |
| A#1 | HI-HAT OPEN |
| B1 | (Tom Mid) |
| C2 | TOM HI |
| C#2 | CRASH L |
| D2 | (Tom Hi) |
| D#2 | RIDE |
| E2 | CHINA |
| F2 | RIDE BELL |
| F#2 | - |
| G2 | SPLASH |
| G#2 | - |
| A2 | CRASH R (main Crash) |
| A#2 | CRASH R STOPPED |
| B2 | - |
| C3 | HI-HAT OPEN |
| C#3 | HI-HAT HALF OPEN |
| D3 | HI-HAT CLOSED |
| D#3 | (Hi-Hat Closed) |
| E3 | - |
| F3 | Hi-Hat Pedal |

D#3 - Hi-Hat closed (63) —
 C#3 - Hi-Hat half open (61) —
 A#2 - Crash Right stopped (58) —
 D#2 - Ride (51) —
 C#2 - Crash Left (49) —
 A#1 - Hi-Hat open (46) —
 G#1 - Hi-Hat half open (44) —
 F#1 - Hi-Hat closed (42) —
 D#1 - Snare (39) —
 C#1 - Side-Stick (37) —



F3 - Hi-Hat Pedal (65)
 D3 - Hi-Hat closed (62)
 C3 - Hi-Hat open (60)
 A2 - Crash Right (57)
 G2 - Splash (55)
 F2 - Ride Bell (53)
 E2 - China (52)
 D2 - Tom Hi (50)
 C2 - Tom Hi (48)
 B1 - Tom Mid (47)
 A1 - Tom Mid (45)
 G1 - Tom Low (43)
 F1 - Tom Low (41)
 E1 - Snare (40)
 D1 - Snare (38)
 C1 - Kick (36)
 B0 - Kick (35)
 A0 - Kick (33)

Drum-Map

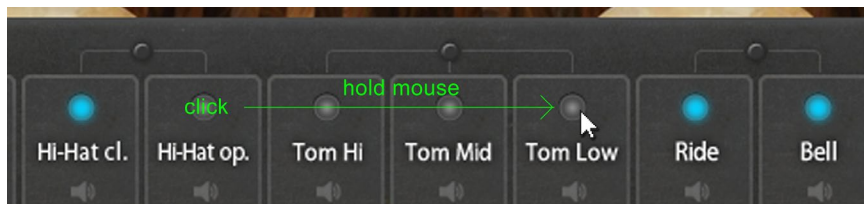
For ease of programming in the drum editor of your DAW, we have included drum maps for several DAWs.

Please visit the following link to see detailed instructions about the usefulness of a drum map and how to actually import and use it in your DAW.

<https://www.powerdrumkit.com/help-drum-map.php>

Tips and Tricks

Solo/Mute



Instead of the Solo and Mute buttons found in conventional mixers, the MT PowerDrumKit offers a green Active button to turn each channel on or off. If you click and hold the mouse button, you can even drag across the buttons to turn several channels on or off at once.

Panning / Stereo Distribution

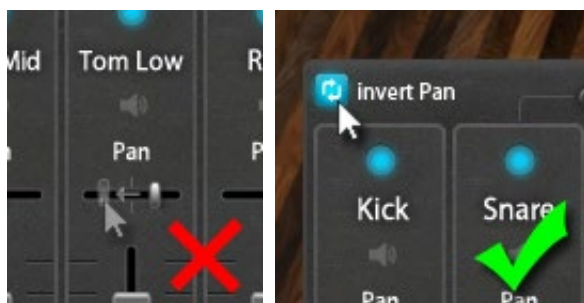


According to the standard position of the panning controls, it seems as if individual channels, such as the crash and ride cymbals, are panned only very slightly on one side. But if you listen closely, you notice that the internal samples already demonstrate a certain inherent spatial quality and stereo distribution. **As a result, panning controls should only be adjusted if absolutely necessary, and only by very slight degrees.**

Tip:

You can press the Shift key to move the individual slide controls by much finer increments. Pressing the Control or Command key lets you reset the controls to the default position.

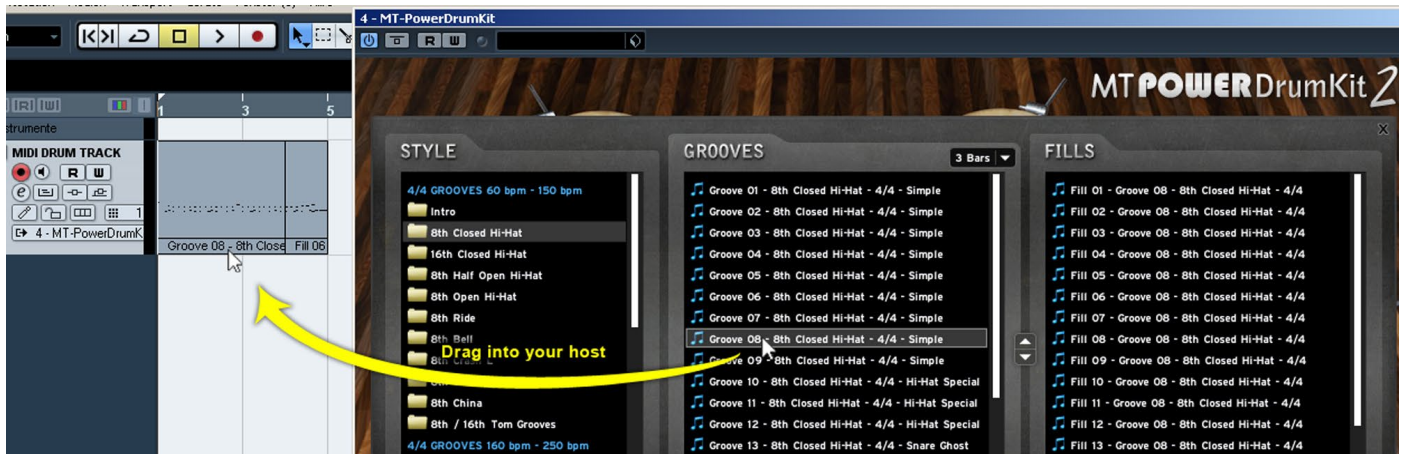
Perspective: Self or Audience View



To shift the panning perspective from the default “**self view**” to “**audience view**,” you should **refrain from simply manually sliding the panning controls to the opposite side**. This drastically corrupts the entire spatial impression and yields a poor sound.

Instead, please use the “Invert Panning” button found at top left. This automatically sets the panning controls to the opposite side, but it also internally swaps the channels for the individual stereo samples, which would not be the case if you were to shift these controls manually, without using the Invert Panning button.

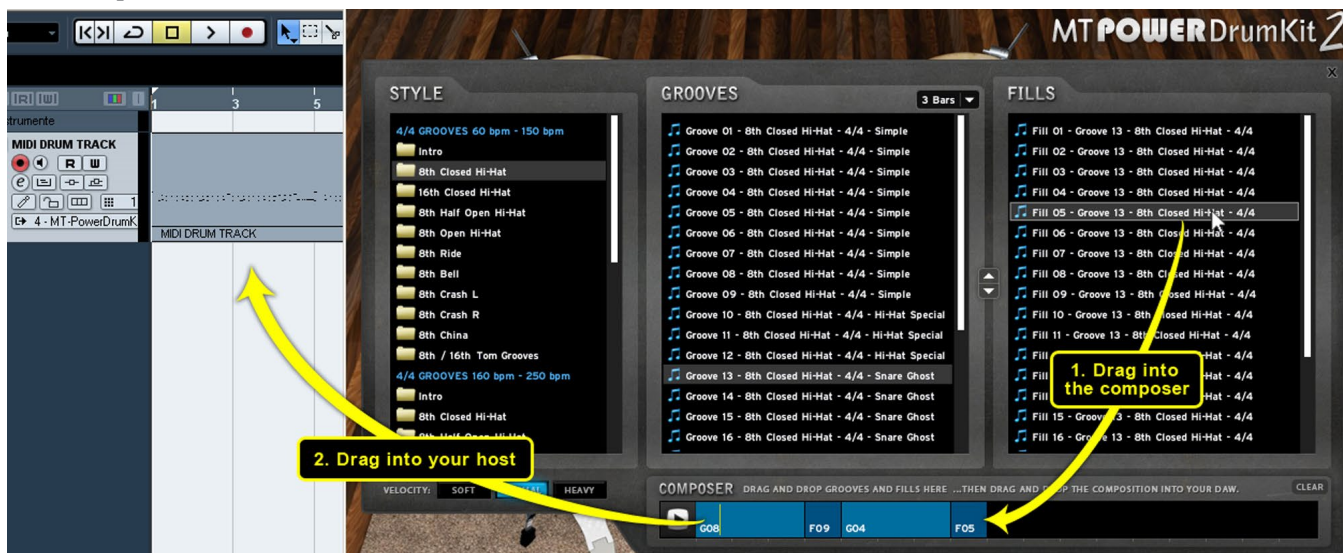
Grooves and Fills



MT-PowerDrumKit has thousands of integrated MIDI grooves and fills which can be easily dragged & dropped into the host and used/modified at will.

It is important to understand that every individual groove opens its own fills list on the right-hand side. These fills are each one bar in length and precisely fitted to the selected groove because they start with the rhythm from the selected groove and gradually escalate in the fill. Now, if you first string together the groove and then a fill from the list, you will end up with a completely smooth-sounding bar sequence which can flow back into the next bar with a round and smooth fill.

Composer



Another special feature is the built-in 'Composer'. Here, you can load your grooves and fills in advance in order to hear how they fit together and harmonise. You can shift the sequence of the individual objects in the Composer and even delete them.

When you have constructed a sequence, you can then move the full composition from the Composer into your host in one go, whereby you'll receive a fully finished MIDI event.

Realism in hi-hat and ride cymbals

The screenshot shows the MT-DrumKit software interface. On the left is a list of instruments with their MIDI note numbers and names. The central piano roll displays a sequence of notes for various instruments, including KICK, SIDE-STICK, SNARE, (Snare), (Tom Low), HI-HAT CLOSED, TOM LOW, Hi-Hat Pedal, (Tom Mid), HI-HAT OPEN, TOM MID, (Tom Hi), CRASH L, TOM HI, RIDE, CHINA, RIDE BELL, and CRASH R. The piano roll shows a sequence of notes for various instruments, with green arrows indicating velocity changes for the hi-hat and ride cymbals. The control panel at the bottom includes a 'Map' button, an 'Anschl' dropdown, and a 'GM-Standard' dropdown.

To make your rhythms sound realistic, you should introduce some variation in velocity. While the MT PowerDrumKit is a multi-layer sampler, and never allows two identical samples to play in sequence, that alone is not usually enough to create a human impression. There are a few ground rules in doing so:

Hi-hats (whether closed or open) and ride cymbals that are played steadily should be significantly reduced in velocity on non-stressed beats (see green arrows). Take the velocity down enough that you can clearly hear that a new sample group is being played. In the case of the hi-hat, the sound is reduced to a slight tap at velocities below 100. This tap is exactly what should be used for in-between beats.

If you follow the above approach consistently for all driving drum kit elements, such as hi-hat or ride, you will quickly notice that these little touches generate an outstandingly natural sound.

Slowly opening the hi-hat

The screenshot shows the MT-DrumKit software interface. On the left is a list of instruments with their MIDI note numbers and names. The central piano roll displays a sequence of notes for various instruments, including KICK, SIDE-STICK, SNARE, (Snare), (Tom Low), HI-HAT CLOSED, TOM LOW, Hi-Hat Pedal, (Tom Mid), HI-HAT OPEN, TOM MID, (Tom Hi), CRASH L, TOM HI, RIDE, CHINA, RIDE BELL, and CRASH R. The piano roll shows a sequence of notes for various instruments, with green arrows indicating velocity changes for the hi-hat and ride cymbals. The piano roll is annotated with green boxes and arrows showing the transition from 'Hi-Hat closed (F#1)' to 'Hi-Hat half open (G#1)' to 'Hi-Hat open (A#1)'. The control panel at the bottom includes a 'Map' button, an 'Anschl' dropdown, and a 'GM-Standard' dropdown.

A popular way to build force in a song (such as when transitioning between the verse and chorus) is to open the hi-hat slowly at the end of the bar. To achieve this effect, the MT PowerDrumKit offers an instrument halfway between “Hi-Hat closed” and “Hi-Hat open”: “Hi-Hat half open,” at MIDI note C#3. The image below shows an example of this kind of transition, which is also often used in the demo tracks on our website.

System Requirements

PC: Windows 10 / 8 / 7 / Vista / XP

Mac: OS X 10.5 or higher, Intel processor

MT-PowerDrumKit will work in most hosts that support the VST or AU standards.

www.powerdrumkit.com