





DISCLAIMER

PLEASE BE AWARE THAT YOU WILL ENCOUNTER THE ODD CLICK AND CRACKLE WHEN USING THE SLIDERS AND DIALS IN DruMM EL. PLEASE NOTE THAT THIS HAS NOTHING TO DO WITH THE PROGRAMMING OR SCRIPTING OF DruMM EL AND IS DOWN SOLELY TO NATIVE INSTRUMENTS CODING. THIS IS A KNOWN AND ONGOING BUG. ALTHOUGH KONTAKT 5 HAS SEEN IMPROVEMENTS IT HAS NOT YET RESOLVED THIS PARTICULAR ISSUE.

ADDITIONALLY, SYNC IS NOT A FEATURE THAT CAN BE TRUTHFULLY USED AS THE DIALS AND SLIDER IN KONTAKT ARE LOGARITHMIC AND THEREFORE SUB DIVISIONS OF SYNC DO NOT BEHAVE AS THEY SHOULD.



Welcome and thank you for purchasing DruMM EL

DruMM EL – The ultimate drum layering module

The idea behind DruMM EL was to create an aesthetically and fully functional drum layering module that would have the type of controls that I selfishly wanted. Ease of use and 'fun' were the main criteria for developing this product. To be able to dynamically affect every layer on the fly appealed to me greatly. Chaining specific effects and dynamics into single function knobs and dials not only makes it easy to run deep edits on the go but it makes for a much more pleasing approach to sound design. Additionally, the whole concept of making everything simple and beautiful gave me an insight into how to design a functioning GUI whilst maintaining control.

The decision to chain and condense effects and dynamics into single functions was made to help beginners and intermediates understand and utilize commonly desired processes.

The real power of DruMM EL lies in the processing of the samples (with M/S and phase cancellation) and the dynamic routing with very specific chained effects and dynamics that result in some cone rattling textures.

DruMM EL continues where DruMM left off with each module series being dedicated to one type of sound: in this instance Clap drums.



The STN series is an ongoing project with additional modules being created for different genres.

Stretch That Note was created to act as a vehicle for users to dig into and enjoy crazy 'warping' products.

I am very proud of the direction STN is taking and the whole concept of adopting old techniques with new ideologies and utilization is something I intend on exploring even further.

I sincerely hope you enjoy using DruMM EL as much as I have in creating it.

Eddie Bazil






STN – Stretch That Note



INSTALLATION AND SETUP

Once you have successfully downloaded the product, use either Winzip or Winrar to unzip the contents.

You should see something like the following:

 Documentation	25/10/2012 13:52	File folder	
 Instruments	27/10/2012 13:33	File folder	
 Samples	26/10/2012 17:25	File folder	
 Module 1.nkc	26/10/2012 14:47	NKC File	2 KB
 Module 1.nkr	26/10/2012 14:47	NKR File	6,652 KB

If you would like a video tutorial on the installation procedure please refer to the product section videos at [Stretch That Note](#)

DruMM EL requires Kontakt 4.2.3 and higher and one of the new functionalities is wrapping resources into Resource Containers which includes things like graphics etc. It is, therefore, important that the **nkc** and **nkr** files are kept within the same main folder.

Place this main folder into the usual Kontakt library root directory, or wherever your library is located. BUT please make sure to keep all the relevant files together.



DruMM EL GUI CLAPS - M1 – Panels and Controls



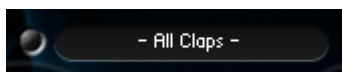


DruMM EL consists of the following:

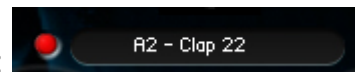
A drum template spanning across 60 keys with Clap samples on each and every key.

The drop down menu below the STN logo shows all the midi notes and corresponding samples. This allows you to either treat the whole kit globally or to edit individual samples. However, you can select 'MIDI' which then turns the function into Midi Note Select. This allows you to select samples by pressing a note/key on your keyboard. This is a fast and efficient way of selecting samples and editing on the fly. If you need to process the whole DruMM EL kit then select Global from the dropdown menu. In total, you now have three ways to select samples for editing: Midi Note Select (make sure the red light above it is lit), sample select from the dropdown menu, and Global select.

Global:



Note Select:





Drum kit list:

- All Claps -	F#3 - Clap 31
C1 - Clap 1	G3 - Clap 32
C#1 - Clap 2	G#3 - Clap 33
D1 - Clap 3	A3 - Clap 34
D#1 - Clap 4	A#3 - Clap 35
E1 - Clap 5	B3 - Clap 36
F1 - Clap 6	C4 - Clap 37
F#1 - Clap 7	C#4 - Clap 38
G1 - Clap 8	D4 - Clap 39
G#1 - Clap 9	D#4 - Clap 40
A1 - Clap 10	E4 - Clap 41
A#1 - Clap 11	F4 - Clap 42
B1 - Clap 12	F#4 - Clap 43
C2 - Clap 13	G4 - Clap 44
C#2 - Clap 14	G#4 - Clap 45
D2 - Clap 15	A4 - Clap 46
D#2 - Clap 16	A#4 - Clap 47
E2 - Clap 17	B4 - Clap 48
F2 - Clap 18	C5 - Clap 49
F#2 - Clap 19	C#5 - Clap 50
G2 - Clap 20	D5 - Clap 51
G#2 - Clap 21	D#5 - Clap 52
A2 - Clap 22	E5 - Clap 53
A#2 - Clap 23	F5 - Clap 54
B2 - Clap 24	F#5 - Clap 55
C3 - Clap 25	G5 - Clap 56
C#3 - Clap 26	G#5 - Clap 57
D3 - Clap 27	A5 - Clap 58
D#3 - Clap 28	A#5 - Clap 59
E3 - Clap 29	B5 - Clap 60
F3 - Clap 30	



GLOBAL AMP ENV – Amplitude Envelope



ADSR



ATTACK determines the time it takes the sound to reach peak value

DECAY determines time taken for attack to die prior to sustain

SUSTAIN determines how long the note is held

RELEASE determines how long the note takes to release (die)

The following are available both globally and as per-note.

VEL controls the velocity curve of the instrument.

LEVEL controls the overall level (volume) of the instrument.



- TUNE** controls the overall tuning of the instrument/sample and is a 3 octave pitch down/up.
- PAN** controls the pan position of the whole module or individual samples.

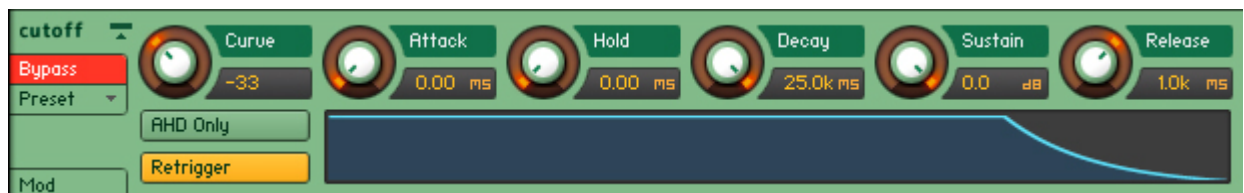


FILTER ENV – Filter Envelope

The filter being used is the LP 2



The Filter is fed into a Limiter and then a Compressor for dynamic control and reshaping.



The filter envelope consists of the following parameters:

ATTACK determines the time it takes for the filter to 'open'

HOLD determines how long peak value is held prior to the decay

DECAY determines time taken for attack to die prior to sustain

SUSTAIN determines how long the filter is held open

RELEASE determines how long the filter takes to release (die)



DIALS, KNOBS AND SLIDERS



SQUEEZE DIALS A and B

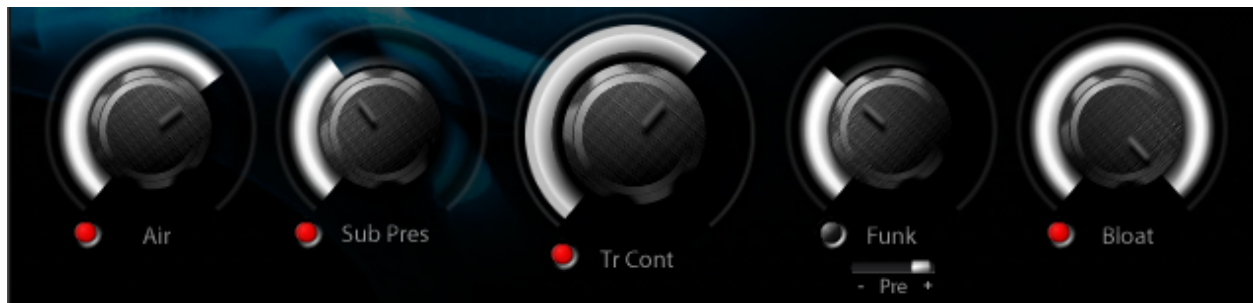
The Sqz (Squeeze) dials are activated by switching on the LEDs. The dials scan through specific frequency ranges with A being a selected frequency range of 20 Hz to 3 kHz and B being the secondary frequency range of 20 Hz to 9kHz. This allows a crossover frequency to become prominent when both A and B are selected.

CRUSH SLIDER

Crush controls the Lo-Fi and is variable with the slider controlling both the bit depth and sample rate. Move the slider to really destroy sounds and if taken to its max then we have crumbled static!

DIRT SLIDER

Dirt controls the Clean parameter of the Screamer Effect. This effect is post Limiter and Compressor which allows for some real dynamic mayhem!



As with all the effects/dynamics please select the function by clicking on the LED next to the dial.

AIR DIAL

The AIR dial is an Impulse Response (IR) I created to add a touch of reverb and presence sampled from an exciter. This sounds wonderful on claps as it gives the snares extra tails and when combined with the Sub and Crush the snares come out sounding...well....I'll let you find out.

SUB PRES DIAL

The Sub Presence is another IR I created that deals with adding sub harmonics to the existing fundamentals selected by the Sqz dials. Used on its own it adds low end to all the samples but without any smearing of frequencies. The IR had to run through three processes before it behaved itself.

TR CONT DIAL

The Transient Control dial controls the Ratio, Threshold and Output of a Compressor in unison with specific ranges chosen to perform inverse actions. Turn this if you want to really tighten a sound. It adds a lovely tightly knit decay and release whilst boosting selected ranges.



FUNK DIAL

Another IR I created that adds an echo and pre delay to a sound while using EQ and Compression. This dial turns a normal clap into a clicky, doubled clap so commonly used in Hip Hop. When used with Tr Cont and Sub Pres it sounds big and dirty yet tight and shuffled. Due to Kontakt's group and instrument send effects limitations we decided to afford an additional Pre Delay control from – to + and this feature toggles between 4 stages of pre defined pre delay values of 30ms, 60ms, 90ms and finally 120ms. Of course, and thanks to Native Instruments, we cannot have sync and this is why the 4 stage pre delay values were chosen.

BLOAT DIAL

Another IR I created that adds sub harmonics to the 'space' or ambient recording of the claps, as opposed to working from the fundamentals. This allows for some very deep resonances without any smearing as it is the space surrounding the clap sound that gets affected and not the sample itself.

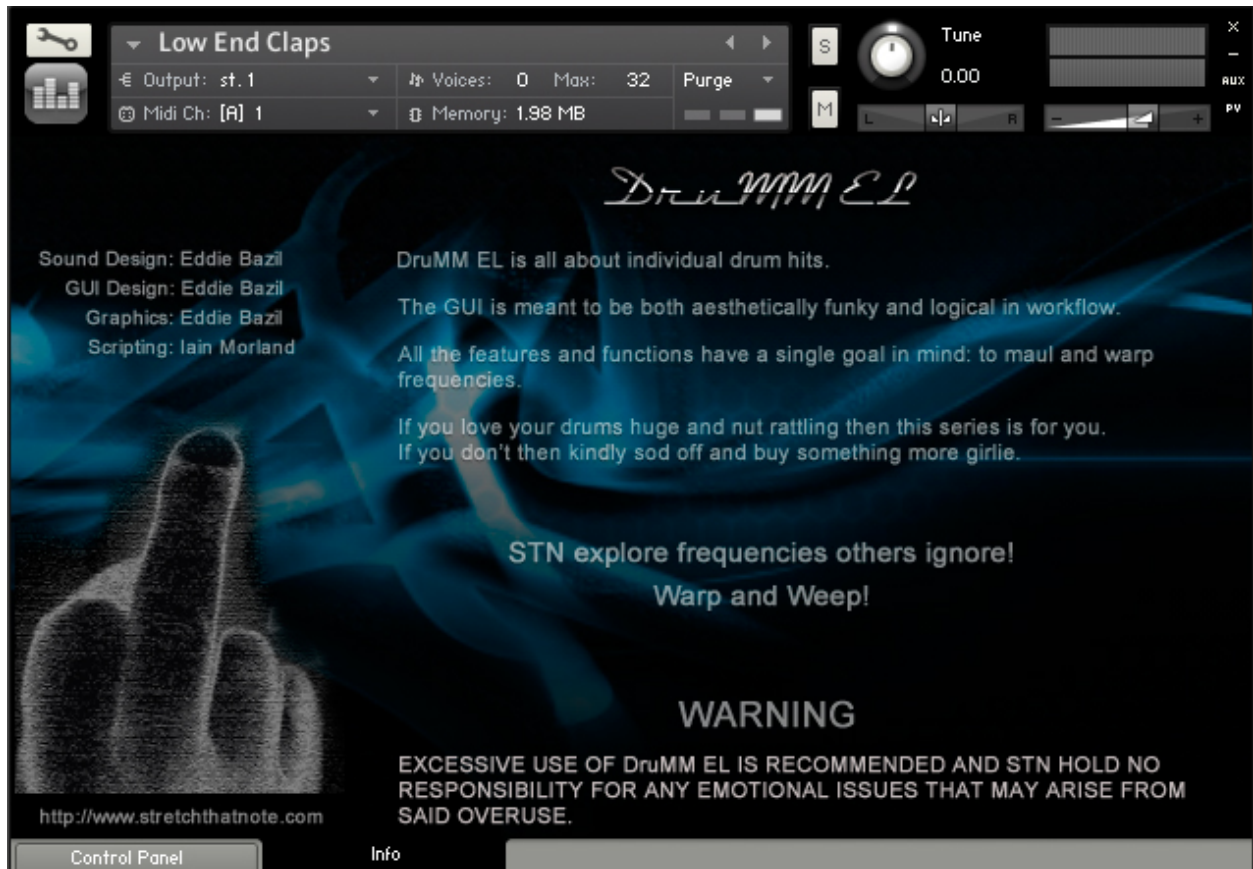


THE SAMPLES

I have used specific sample inversion techniques and polarity inversions with some M/S to create width and this has resulted in specific frequencies being removed and others supplemented. For all other DruMM modules this was done for module/drum layering processes. However, with DruMM EL I explored this a stage further and found that with more gentle phase cancellation and M/S the samples reacted far better to the dynamics and effects I created for this module. As most of these sounds will be used on their own there was no need to think about the layering angle, although there is nothing preventing you to do so and, rest assured, the layering results will be the same as the other STN layering products.



INFO



Click the **INFO** tab to access all the necessary credits and a very brief breakdown of the 'heart' of DruMM EL.



USING THE FREE KONTAKT PLAYER

Please be aware that there is a time limitation when using the free Player to audition DruMM EI. The Player will shut down after a specific period (depending on which version you have) and although it allows full access for editing the edits cannot be saved.



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