

# Operation Manual



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Marco Minnemann Studio Drums\_1.0.0\_en-US\_2020-05-05

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# Marco Minnemann Studio Drums

Marco Minnemann Studio Drums is a content set for the used in Groove Agent and Groove Agent SE.

This documentation describes the **Edit** page and **Agent** mixer parameters that are unique to the Marco Minnemann Studio Drums content set.

For a complete list of the available parameters, refer to the documentation of the in the manual for Groove Agent or Groove Agent SE.

## Edit Page Parameters

The toms, kick drums, and snare drums feature a **Resonance** control. This microphone channel delivers the sound of the resonating kit that is produced when a kick, snare, or one of the toms is triggered.

### Snare Drums

You can play two snare drums simultaneously. Both snare A and B provide additional rolls in different lengths.



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Note	Snare	Articulation
C#1	A	Sidestick
D1	A	Hit
E1	A	Rimshot

<b>Note</b>	<b>Snare</b>	<b>Articulation</b>
C#0	B	Sidestick
D0	B	Hit
E0	B	Rimshot
C-2	B	Roll 1
D-2	B	Roll 2
E-2	B	Roll 3
F-2	B	Roll 4
G-2	B	Roll 5 – looped
C-1	A	Roll 1
D-1	A	Roll 2
E-1	A	Roll 3
F-1	A	Roll 4
G-1	A	Roll 5 – looped

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## **Toms**

You can play five toms, each with hit and rimshot articulations, plus a large gong tom.

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<b>Note</b>	<b>Tom</b>	<b>Articulation</b>
C2, D2	A	Hit
B1	B	Hit
A1	C	Hit
G 1	D	Hit
F	E	Hit
B-1	Gong	Hit
C6, D6	A	Rimshot
B5	B	Rimshot
A5	C	Rimshot

Note	Tom	Articulation
G5	D	Rimshot
F	E	Rimshot

### Hi-hat



The standard hi-hat comes with closed and with five open variations that can be played either dynamically using the mod wheel, or are triggered as individual articulations on dedicated keys. The hi-hats can be played with tip and shank.

Note	Articulation	Comment
G#0	Pedal	
A0	Foot	
A#0	Shank	Dynamic - Mod wheel
F#1	Tip Closed	
G#1	Pedal	
A#1	Tip	Dynamic - Mod wheel
C3	Pedal	
C#3	Foot	
D3	Shank Closed	
E3	Shank Open 1	
F3	Shank Open 2	

<b>Note</b>	<b>Articulation</b>	<b>Comment</b>
G3	Shank Open 3	
A3	Shank Open 4	
B4	Shank Open 5	
C4	Pedal	
C#4	Foot	
D4	Tip Closed	
E4	Tip Open 1	
F4	Tip Open 2	
G4	Tip Open 3	
A4	Tip Open 4	
B4	Tip Open 5	

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### **X-Hi-hat**

In addition to the standard hi-hat, an additional x-hi-hat is available. This can be played open and closed, with tip and shank articulation.

<b>Note</b>	<b>Articulation</b>
D#5	Tip Closed
D5	Tip Open
C#5	Shank Closed
C5	Shank Open

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## Cymbals



The cymbal set contains three crash cymbals, one splash cymbal, one china cymbal, two EFX bell cymbals, and a ride cymbal. You can choke the crash and splash cymbals.

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Note	Cymbal	Articulation
C#2	Crash A	Hit + Choke
A2	Crash B	Hit + Choke
F#2	Crash C	Hit + Choke
G2	Splash	Hit + Choke
E2	China	Crash
E6	China	Tip
G#2	EFX Bell A	Hit
A#2	EFX Bell B	Hit
D#2	Ride	Bow
F2	Ride	Bell
B2	Ride	Edge

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## Mixer Page Parameters

The **Agent** mixer provides dedicated channels for all instrument groups as well as for the individual instruments.



The **RES/MIX** tab contains a dedicated master channel for the resonance signals. The controls for this channel are the same as for the room and overhead channels on the **ROOM/OH** tab.

### RAM Usage and Voices



The **Room** channel and the **Resonance** channel provide an additional activation button below the **Mute** button.

Click this button to deactivate the corresponding channel entirely. All samples of the channel are unloaded from RAM. This reduces the amount of required memory and the number of samples that are played simultaneously.