GROOVEMONKEE

PROFESSIONAL MIDI BEATS

INSPIRE YOUR MUSIC

groovemonkee.com

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Introduction

Thank you for your interest in Groove Monkee! This pack features over 200 midi loops mapped for the gm (general midi) standard. These are standard midi file (SMF) that are compatible with *any* software that imports midi files.

Additional Format Support

We support over a dozen formats, more than anyone else today. This includes all versions of Addictive Drums, BFD, EZdrummer, Steven Slate, Superior, Studio Drummer, Ableton Live, Session Drummer and many more.

To view a complete listing of mappings by product click here or our FAQ section (Support menu).

Song Format

Many packs are arranged in "song format" with loops for intro, verse, chorus, bridge and ending. Our "Blues" pack features 11 full-length songs!

Loop Length

Most of our packs have loops that are 4 or 8 bars long. Our earlier packs have 2-bar loops.
Our "Blues" pack has 8-bar and 12-bar variations of the loops.

File Naming

Our file names start with tempo.

Example: "*082 Slow Blues Hats (12) F6 L*" has a tempo of 82 BPM.

For loops with fills, we add either "Fill 1", "Fill 2", etc. or "F1", "F2" etc. The example above is for the 6th fill variation of that set. Please see the glossary at the end of this document for additional information.

Organization of Beats and Fills

We provide grooves with and without fills at the end to save you time. All loops in our "Blues" pack have fills at the end. We typically include additional fills for each pack as well.

Here are a couple of examples showing you how to determine the difference between grooves and grooves with fills at the end.

Jazz example:

122 Soft Jazz 04 (no fill at the end)
122 Soft Jazz 04a (groove variation with no fill at the end)
122 Soft Jazz 04 Fill 1 has a fill at the end

Hard Rock example:

110 HT4 1 CH
This is from the "Half-time" folder and has no fill at the end.
"CH" indicates it was played using the closed hi-hat. Also available with open hat (**110 HT4 1 OH**) and Ride (**110 HT4 1 Ride**).

Note: Closed hat can be often be assumed if no other indication is given.

110 HT4 1 Ride F1 has a fill at the end (files ending with F1, F2, F3, etc. are variations with fills at the end)

Like most packs, there's a folder with extra drum fills. Within these folders, you'll find extra 1-bar fills you can use with Beat Buddy. Some packs, like Groove Monkee Progressive, have 2-bar fills as well.

For Hard Rock, the extra fills are organized using the same "feels" used for the beats. An example of a "feel" here is "Half-time" (with the snare played on beat 3).

Example: **110 HT4 1 Fill 03**

Editing the Loops

We highly recommend *Studio One* by Presonus.

Advantages of Studio One

1. Free - Presonus has a fully functional FREE version for both Mac and PC
2. Midi Audition – allows you to audition the midi files in their "browser window"
3. Free drum kits –an instrument called "Presence" includes drum kits, bass, piano and other instruments
4. Full-featured editor – allows you to edit the beats to fit your songs perfectly
5. Pitchlists – a visual representation of drum sounds known as "drum maps" in other programs
6. Effects such as EQ, reverb, delay and compression are also included

Please note that many popular and expensive programs such as Logic do not allow midi auditioning and some don't have a pitchlist or "drum map" feature.

Installation

Please consult your software or hardware documentation for information on using midi. YouTube probably has video tutorials on using your gear and most manufacturers produce written and/or video tutorials.

Support

If you have any questions or need support, please contact support@groovemonkee.com

ENJOY THE GROOVES AND ROCK ON!!

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Groove Monkee Glossary

075 – Three numbers at the beginning indicate the file's recommended tempo. This example would be 75 bpm.

2x – Double time; Typically this is a groove with snare hits on every "upbeat". Counted as "one AND two AND three AND four AND" with snare hits on each "AND".

8ths or 8th – usually refers to the hi-hat or ride pattern that is played as 8th notes.

16ths - usually refers to the hi-hat or ride pattern that is played as 16th notes.

42TF – Four on the floor; a kick on each beat and counted as "ONE, TWO, THREE, FOUR" in 4/4 time.

BB – Backbeat; Snare hits on two and four and very common in popular music like rock, pop, etc.

Crashes – We use this to mean crash cymbals instead of the hi-hat.

Displaced – Instead of snares on beats 2 and 4 (backbeat), one of the snares is moved (displaced) by an 8th or 16th. For example, the groove might have the snares on beat 2 and the upbeat of 4 ("4 AND").

F1 - F1, F2, F3 etc. indicates Fill 1, Fill 2, etc. This tells you that the loop has a drum fill at the end. Our fills typically get longer as the number increases.

FT – Floor Tom; We use this to mean the floor tom is used to keep time instead of the hi-hat or ride.

HT – Half-Time; Instead of snares on beats 2 and 4 (backbeat) the snare is played on beat 3 only.

HFT – Half-Time feel; a backbeat with 16th hat or ride, straight or shuffled.

Hybrid – An 8 bar groove that changes feel every 2 or 4 bars. For example, the first 4 bars might have a "half-time" feel with a backbeat thereafter.

Mixed - We use this to mean a groove with both snare and toms. For instance, a backbeat groove with a snare on beat 2 and a floor tom on beat 4.

OH – Open Hi Hat.

QTR – Quarter notes; this means a hi-hat or ride pattern played on every beat and counted as "ONE, TWO, THREE, FOUR".

Ride - We use this to mean the ride cymbal is used to keep time instead of the hi-hat.

Shank – the thicker part of the stick is playing the edge of the hi-hat for a heavier sound.

Single BB – a snare on 2 OR 4 but not both.

Stick – the snare is played to sound like a wood block or clave. Typical in ballad or lighter feels.

Trips – a groove based on 16th note triplets.

Var - variation