



GROOVEMONKEE

PROFESSIONAL MIDI BEATS



INSPIRE YOUR MUSIC

groovemonkee.com

Contents

Getting Started	1
Installers	1
Mappings and Formats	2
Abbey Road Drums (Native Instruments)	2
Ableton Live 8	2
Ableton Live 9	2
Ableton “Live Session Drums” Add-On Pack	2
Addictive Drums 1	2
Addictive Drums 2	4
Battery	5
BeatBuddy	5
BFD1.5	5
BFD2	5
BFD3	7
Cakewalk Session Drummer	7
Cakewalk Studio Instruments	7
Cubase	7
DFH (Toontrack Legacy Mapping)	7
Eco (Fxpansion)	7
EZdrummer 1	8
EZdrummer 2	8
FL Studio FPC	9
GarageBand	9
General Midi (GM)	9
Groove Agent 4	9
IMAP	9
Larry Seyers	9
Logic	10
Ministry of Rock 2	10
Ocean Way	10
ProTools Strike	10
Reason	10
Steven Slate Drums 3.5	10
Steven Slate Drums 4	10
Studio Drummer (Native Instruments)	11
Studio One	11
Superior Drummer 2	11
Groove Monkee Glossary	12
END-USER LICENSE AGREEMENT	13

Getting Started

This download contains three folders:

1. **Installers** (Installers for Addictive Drums 1, BFD, Eco, EZdrummer 1 and Superior Drummer 2 ONLY)
2. **Other Midi Mappings** (all others including Addictive Drums 2, GM, EZdrummer 2, BFD3, Cakewalk, Live, Studio Drummer, Steven Slate, etc.)
3. **Extras** (No loops) – drum maps for Cubase, Sonar, Studio One, Battery 3 kits, etc.

Installers

IMPORTANT: The installer ONLY has files for Addictive Drums 1, BFD 1.5, BFD 2, Eco, EZdrummer 1 and Superior Drummer 2. ALL other files are in the “other midi mappings” folder!

Mac Installation

1. Our installer will automatically install files for: Addictive Drums 1, BFD 1.5, BFD 2, Eco, EZdrummer 1 and Superior Drummer 2. All other files are located in the “Other Midi Mappings” folder.
2. Addictive Drums 1, Eco and BFD2 require additional action after running our installer before our loops will appear in those programs. Please read the additional product-specific information below, if necessary.
3. This installer will create an uninstaller in your Applications folder (inside a folder named “Groove Monkee”)

Note: If the installer fails, please perform a manual installation. Instructions for BFD 2, Eco, EZdrummer and Superior Drummer are explained in the appropriate sections of this manual.

PC Installation

Our installer will automatically install files for the following **ONLY:** Addictive Drums 1, BFD 1.5, BFD2, Eco, EZdrummer 1 and Superior Drummer 2. All other files are located in the “Other Midi mappings” folder.

Addictive Drums 1, Eco and BFD2 require additional action after running our installer before our loops will appear in those programs. If you're not familiar with the process of adding new loops to any of these programs, please read the additional product-specific information below.

IMPORTANT: Do **NOT** select your Addictive Drums 1, BFD, Eco or EZdrummer 1 folder as the target location.

Note: If the installer fails, please perform a manual installation. Instructions for BFD 2, Eco, EZdrummer and Superior Drummer are explained in the appropriate sections of this manual.

PC Uninstaller

There is an uninstaller that will remove the loops for Addictive Drums, BFD, Eco and Toontrack. It will also remove the “home” folder (in the destination you chose during the installation). You will find it in your Windows “Start” menu under “All Programs\Groove Monkee” or in the folder you selected during installation.

Technical Support

If you need technical assistance, please contact support@groovemonkee.com. Please check your SPAM folder for our response, especially if you use Yahoo or Hotmail.

Mappings and Formats

Abbey Road Drums (Native Instruments)

Update: The Abbey Road Drum Kits now include grooves and a groove browser. It appears that at least some of the kits (eg. The “Modern Drums” series) are mapped very similarly. You should be able to use our “**Studio Drummer**” grooves.

1. Close Abbey Road.
2. Copy our “Studio Drummer” folder into your Abbey Road Library “midi files” folder.

Also, Abbey Road allows you to change the internal mapping of their kits. You can use either our GM (general midi) or Superior loops with Abbey Road.

Ableton Live 8

Try using our “gm mapped” loops with Live. Most Live kits generally follow the gm standard.

Ableton Live 9

1. For Live 9, try using our “gm mapped” loops with Live. Most Live 9 kits generally follow the gm standard.
2. If you have Live 9 Suite its version of “Session Drums”, you can use the loops stored in the folder labeled with “Live 9 SD”.

Ableton “Live Session Drums” Add-On Pack

These files are stored in folders with “Live SD” in the name. To use these loops, you need to purchase Ableton’s “Live Session Drums” separately.

Note: These loops are **NOT** 100% compatible with Live 9 Suite’s version of “Session Drums”. For that version, you need the folder labeled with “Live 9 SD”.

Addictive Drums 1

After running our installer, the Groove Monkee MIDI files should be copied into your Addictive Drums User MIDI folder. Complete the installation as explained below.

IMPORTANT: Open Addictive Drums and click on the button marked ‘Refresh Library’. It is located just below the ‘Beats Folder’ button. **If you don’t complete this step you will not see our files in Addictive Drums!** (see below)



The new Groove Monkee beats should now appear with your other material. If not, please make sure that you've selected "User Library". If not, the new material will not be visible within Addictive Drums.

Troubleshooting

If the beats don't sound like they are mapped correctly check the category of the new material. If the category is 'N/A' then the files were not installed correctly.

Please contact support@groovemonkee.com if you need additional assistance.

Addictive Drums 2

Addictive Drums 2 requires a manual installation. Running our installer will **NOT** work.

Installation

Note: The Addictive Drums folder can be found in our “other midi mappings” folder. It will have “AD” at the end.

1. Copy our Addictive Drums folder to your Addictive Drums 2 “External MIDI Files” folder.

Windows example: Documents/Addictive Drums 2/External MIDI Files

Mac OS X example: <user>/Library/Application Support/Addictive Drums 2/External MIDI

NOTE: The <user>/Library folder is hidden in OS X 10.7 or later.

Open Finder, click "Go" in the top menu bar and hold the "option" (alt) key to make your Library folder appear in the Finder “Go” drop down menu.

2. Then choose “Refresh MIDI Library” in the Help Button [?] menu. (please see the image below)



Viewing the Loops in Addictive Drums 2

To view our loops in AD2, go to “Library” and you will see our packs listed under “external midi”. From there you can select either “all external midi” or a specific pack.

Battery

Please use our “GM” (general midi) “gm mapped” loops with Battery.

Battery 3 Kits

We’ve rearranged some of the standard Battery 3 kits to work with our MIDI loops. At this time, we’ve revised most of the acoustic kits, two Electronic kits (Ate Oh Wait and Nein Oh Nein) and the Dub Remix Kit. You can also use the acoustic “GM kit” that ships with Battery. Some of our kits have percussion mapped per the GM standard: Groove Monkee Hybrid, Ate Oh Wait and Nein Oh Nein, Dub Remix (partial percussion included).

Installing Battery 3 Kits

Move or Copy the folder named “00 – Groove Monkee Kits” into your Battery 3 Library folder. Your Battery Library folder contains the standard Battery kit folders and samples. After copying our kit folder to your Battery library folder, start Battery and you’ll see the new kits along with your other Battery kits.

Tip: If Battery reports the samples as “missing”, please click on the button named “Search the File System”.

BeatBuddy

Loops for BeatBuddy are in the “other midi mappings” with “BB” at the end. The files are mapped for BeatBuddy. To use them, you must assemble them into “songs” using the BeatBuddy manager software, available at the BeatBuddy site.

A video by Jonathan Aldridge demonstrating how to add midi files to a user song (starting 6 minutes into the video) can be seen [here](#)

BFD1.5

Installation

These instructions only apply to the ORIGINAL version of BFD, not BFD2. If BFD is installed on your system, our installer will **automatically** find your BFD folder and install the groove and fill bundles for BFD.

Troubleshooting the BFD Installation

- Close and restart BFD if it was running during the installation.
- You will only see “GM_*ProductName*” in the BFD groove librarian until you click on the “+” to open all of the bundles. An example would be “GM_Power_Rock”.
- You will need to upgrade to the at least version 1.44 of BFD to see the bundles. The original version of BFD did not allow file nesting.

If you need assistance, please contact support@groovemonkee.com.

BFD2

IMPORTANT: If you’ve moved your BFD library, please read the section named “BFD2 Troubleshooting”.

After running our installer, complete the installation by scanning for new files. Do NOT attempt to add a path to our files!

1. Start BFD2 and open the “Preferences” page (it’s the “checkbox” icon – please see the image below).
2. Click on the “Data” tab (left side - see the image below).
3. Press “Scan data paths for new files” (see the image below). Click “Yes” to confirm.

The new library should now appear in BFD2. You can search through our material using the same search criteria used for the factory grooves. Groove Monkee should now be listed as an “author” in the search window.

BFD2 Troubleshooting

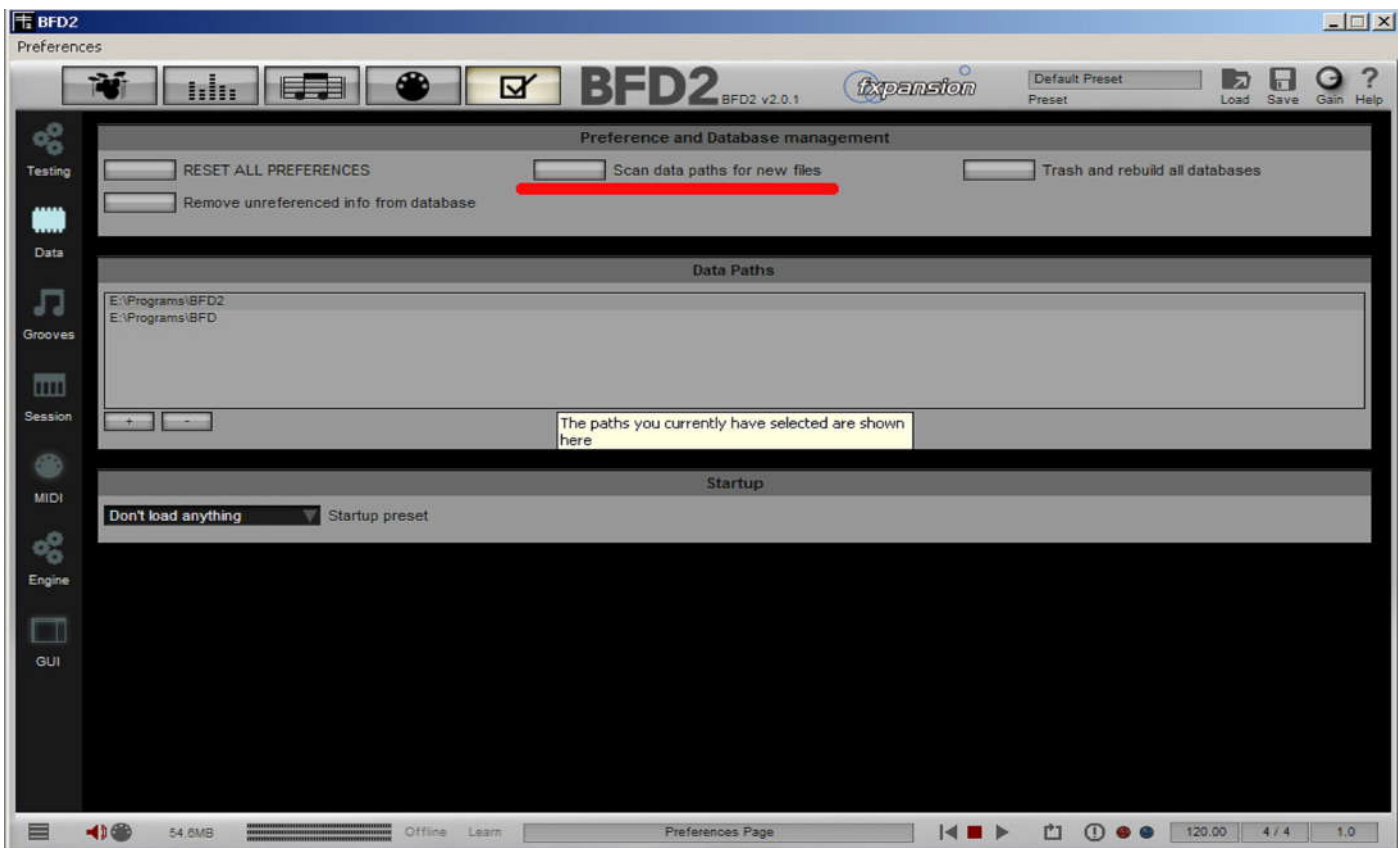
Note: The BFD2 files are also in the “Other Midi Mappings” folder to install manually, if necessary.

If the grooves don’t appear after running our installer and rescanning your database, try manually copying our BFD2 files into your **CURRENT** BFD2 “grooves” folder.

Tip: You can determine the current library location by examining your BFD2 Preferences (“Data Paths” on the Data tab).

Do NOT add a path inside BFD2 to the Groove Monkee loops! This will not work!

Note: If you’ve moved your BFD2 library after the initial installation, our installer may not find the new location. If not, you must perform a manual installation.



BFD2 Mapping Information

Most libraries typically use extra kit pieces as outlined in the table below. The table provides information on our MIDI mapping and the BFD/BFD2 slots used for these pieces.

Name	BFD1	BFD2	MIDI Note
Crash 2	Cymbal 2	Slot 8	55

- BFD2 users: Please use the BFD 2.0 keymap.
- Crash 2 (Cymbal 2/Slot 8) should have some type of crash cymbal loaded.

BFD3

1. copy our BFD3 folder from "other midi mappings" into your BFD3 "user content path\grooves" folder.

e.g. C:\Users\[user_name]\Documents\FXpansion\BFD3\Grooves

2. Open BFD3
3. Go to menu item: Tools -> Set up content locations
4. Click "Rescan User Content Paths"

Note: If you have multiple Groove Monkee packs, adding too many (more than 3 or 4) at once may cause BFD3 to "hang".

Cakewalk Session Drummer

We have "groove clips" in the folder named "other midi mappings". It's the folder with "Session Drummer" in the name. They are **NOT** in the installer.

Copy this folder into your Sonar Session Drummer 3 Patterns\Groove Monkee folder. This folder is installed by Cakewalk's installer and contains some of our free grooves.

1. Open the Sonar browser (Views menu, Browser) and go to the media tab.
2. Select "Session Drummer 3 MIDI Drum Loops" from the drop down box. This displays the Groove Monkee folder.
3. Right Click on the Groove Monkee folder and select "properties".
4. Copy the "location" of the folder.
5. Paste this location into Windows Explorer's address bar and open the folder. Copy our folder inside.

Cakewalk Studio Instruments

These files are stored in folders with "Session Drummer" in the name. These files are in MIDI groove clip format and starting with Sonar 8 or Home Studio 7, you can preview and loop these files in the "Browser" window.

Cubase

Try using our "gm mapped" loops with Cubase, including the Groove Agent One kits.

DFH (Toontrack Legacy Mapping)

This refers to Toontrack's **original** "Drumkit From Hell" samples, not Superior Drummer 1 or 2. These files should work with either DFH 1 or DFH 2 and are stored in folders with "DFH" in the name.

Important: These loops are **NOT** compatible with Superior 2 or the "Drumkit from Hell" EZX pack. Loops for Superior Drummer are included with our installer and also in the "Other Midi Mappings" folder.

Eco (Fxpansion)

Installation

Our installer should copy the grooves into your Eco "grooves" folder automatically. After running our installer, you need to rebuild your Eco database before you can use the new loops.

1. Start Eco
2. Click on the Eco preferences ("checkbox" icon)
3. Click "Rebuild Databases"

Finding the grooves in Eco

Look in one of the Eco filter boxes (left side), select "Library" to allow searches by product name. You can also select "Author" to search for all Groove Monkee packs.

Eco Continued

You can now select a specific Groove Monkee library and then filter by time signature, tempo, etc.

Manual Installation Instructions

If our installer fails, please follow these instructions.

1. Close Eco, if necessary
2. Find your Eco "grooves" folder:
 - a. Open Eco
 - b. Click on the "option" menu (it is the "checkbox" icon)
 - c. Click on "set data path...." This will show you the location of your Eco "grooves" folder.
3. Copy our "Eco" folder into your Eco "grooves" folder. **You'll find our Eco folder in the "other midi mappings" folder.**
4. Start Eco
5. Click on the Eco preferences ("checkbox" icon)
6. Click "Rebuild Databases"

EZdrummer 1

Installation

If you have EZdrummer 1 installed on your system, our installer will copy the files for EZdrummer 1 to your EZdrummer\MIDI folder automatically. You can now start using the grooves!

IMPORTANT: If EZdrummer 1 is running during the installation process, you may have to close and restart it to see the new files. If the installation fails, you'll need to perform a manual installation.

Manual Installation

Copy the folder inside our "Superior" folder into your EZdrummer "MIDI" folder. These files work for both EZdrummer 1 and Superior 2. **Note:** You'll find the "Superior" folder inside our "other midi mappings" folder.

Windows example: C:\Programs\Toontrack\EZdrummer\MIDI

Mac OS X example: Library\Application Support\EZdrummer\MIDI

EZdrummer 2

EZdrummer 2 requires a manual installation. **Running our installer will not work!** If you've upgraded from EZdrummer 2 AND you're not using Superior 2, you should run our uninstaller first. This will remove our loops from the EZdrummer 1 MIDI folder. Note: Superior 2 shares the EZdrummer midi folder with EZdrummer 1.

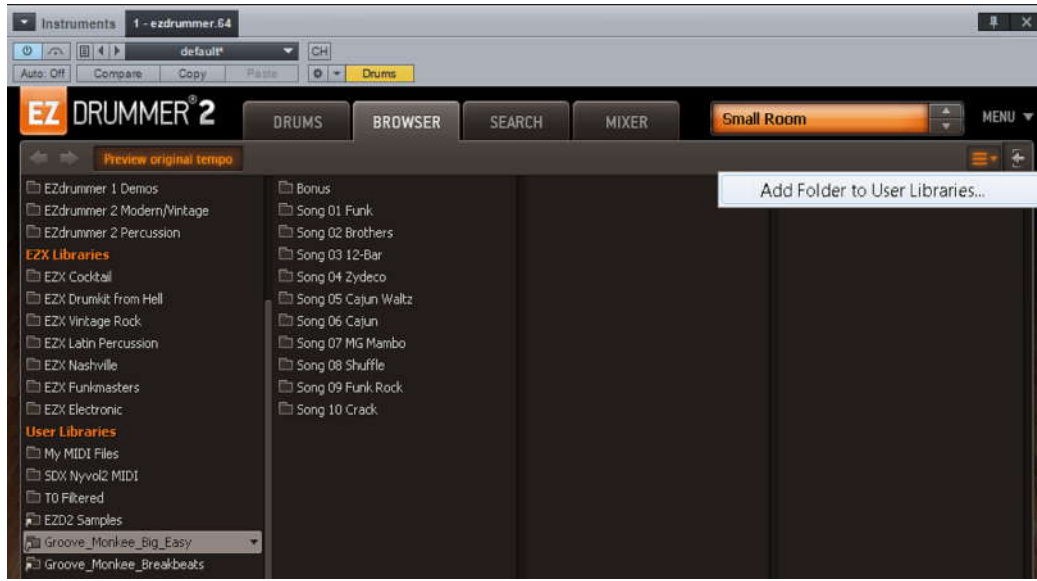
Manual Installation

Installation for EZdrummer 2 requires only two steps.

1. Select the 'Add Folder to User Libraries' option from the Browser's contextual menu (see the image below)
2. Select the Groove Monkee EZdrummer 2 folder and click "Select Folder".

Note: You'll find our EZdrummer 2 folder inside our "other midi mappings" folder.

The loops will now appear in your “User Libraries” section (left side) and are ready to use.



FL Studio FPC

These files work with “FPC” or “Fruity Pad Controller”, a software drum machine. They are stored in folders with “FPC” in the name. Please note that these kits do not follow a consistent mapping scheme. We mapped the grooves to work with most of the kits but since they’re not mapped consistently, you may find that you need to adjust either your kit mapping or the midi notes.

GarageBand

Try using our “gm mapped” Type 1 loops with GarageBand. Most GarageBand kits generally follow the gm standard.

General Midi (GM)

These loops follow the general midi mapping standard. We provide 3 versions of our “gm mapped” loops with our full products:

- 1) Multi-track - (each drum on a separate track and labeled). These are "Type 1" SMF (standard midi files).
- 2) Single Track - These are "Type 1" SMF (standard midi files).
- 3) Type 0 - These are "Type 0" SMF (standard midi files).

Groove Agent 4

Detailed instructions for Groove Agent 4 can be found here: [GA4 Instructions.pdf](#)

IMAP

These files are stored in folders with “IMAP” in the name. They should work properly with any product that follows Sonic Reality’s *IMAP* standard. This includes *Ocean Way Drums*.

Larry Seyers

These files are stored in folders with “LS EXT” in the name. This stands for Larry Seyer Extended mapping. These files should work properly with any of their kits.

Logic

Try using our “gm mapped” loops with Logic. Most Logic kits generally follow the gm standard.

Ministry of Rock 2

These files are stored in folders with “MOR” in the name. Please note that only some of our packs have been mapped for MOR at this time.

Ocean Way

These files are stored in folders with “IMAP” in the name. They should work properly with any product that follows Sonic Reality’s *IMAP* standard. This does include *Ocean Way Drums*.

ProTools Strike

Our “GM mapped” midi loops should work with Strike.

Helpful Hints

There are a couple things to keep in mind when using Strike:

- 1) put Strike into “Kit” mode
- 2) set the midi channel of your Pro Tools drum track to channel 2
- 3) mapping: Avid states that in kit mode, Strike “follows the General MIDI convention where applicable”

Reason

We have two sets of loops to use with Reason.

1. NN-XT – these loops are designed to work with drum kits supplied as NN-XT kits. Please note that these kits do not follow a consistent mapping scheme. We mapped the grooves to work with most of the kits but since they’re not mapped consistently, you may find that you need to adjust either your kit mapping or the midi notes.

These grooves are in the folder named “NN-XT Kits” or with “NN-XT” added at the end.

2. Drum Kits Refill – this collection of kits from Propellerhead Software is sold separately and is not part of Reason. These grooves are in the folder named “Drum Kits Refill” or with “DKR” added at the end.

Steven Slate Drums 3.5

These files are mapped for **Steven Slate Drums 3.5**. They are stored in folders with “SSD3.5” in the name.

NOTE: If you need loops mapped for earlier versions of Steven Slate Drums, please contact sales@groovemonkee.com

Steven Slate Drums 4

These files are stored inside the folder with “SSD4” in the name (“Other Midi Mappings\Product_Name SSD4”).

Installation:

1. Close your host software (eg. Logic, Cubase, Sonar, etc.).
2. Move or copy our folder (ends with “.lib”) into your SSD4 “Grooves” folder. This folder is located in the SSD4 “Library” folder. Do NOT move the Groove Monkee folder with “SSD4” at the end. Move the folder inside that ends with .lib!
3. Restart SSD4 and the grooves should now appear inside the groove player window.

IMPORTANT: Make sure that you moved ONLY the folder(s) with .lib at the end!

Steven Slate Drums 4 (con't)

Example: If you installed SSD4 in your “G:\Programs” folder, look for something like:
G:\Programs\SSD4\SSD4Library\Grooves.

IMPORTANT: SSD4 Kits don't always follow a consistent tom mapping. The kits have 2, 3 or 4 toms. They are not mapped consistently and there may be empty tom slots. For best results, you should manually fill all 4 tom slots, if necessary.

Studio Drummer (Native Instruments)

These files are stored in folders with “Studio Drummer” in the name.

Installation

Copy our Studio Drummer folder into your ‘Studio Drummer Library\MIDI Files’ folder. These files work with the **default** Studio Drummer kit mappings.

Studio One

Try using our gm mapped “single track” loops with Studio One. Most Studio One kits generally follow the gm standard.

Superior Drummer 2

The installer will automatically install loops for Superior 2 and they'll be available the next time you start Superior. If the installation fails, you'll need to perform a manual installation. The loops for Superior are also stored in the “Other Midi Mappings” folder.

Manual Installation

The loops for Superior can be found in the “Other Midi Mappings” folder.

Copy the folder inside our “Superior” folder into your EZdrummer “MIDI” folder.

Note: Superior 2 shares the midi folder with EZDrummer 1. Even if you don't have EZdrummer installed, the midi folder is the same.

Windows example: C:\Programs\Toontrack\EZdrummer\MIDI

Mac OS X example: Library\Application Support\EZdrummer\MIDI

Note: You'll find the “Superior” folder inside our “other midi mappings” folder.

Tip: We recommend that you activate the 3rd rack tom - tom 3 (mapped to MIDI #45) if it's available. Please note that some Superior 2 kits may not have this option. Either way, all toms will still get triggered by Superior 2.

Groove Monkee Glossary

Here's a list of terms and abbreviations you'll find in our file names.

075 – Three numbers at the beginning indicate the file's recommended tempo. This example would be 75 bpm. Feel free to adjust the tempo as necessary.

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; We use this to mean 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

END-USER LICENSE AGREEMENT

IMPORTANT READ CAREFULLY: This End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and Groove Monkee. By installing, copying, or otherwise using the PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you are not authorized to use the PRODUCT.

PRODUCT LICENSE

The PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The PRODUCT is licensed, not sold.

1. GRANT OF LICENSE.

This EULA grants you the following rights:

Installation and Use. You may install and use copies of the PRODUCT on any of your computers used for music production.

Backup copy. You may make one copy of the PRODUCT solely for backup or archival purposes.

The MIDI files contained in this product are licensed to you strictly for the purpose of using them in your musical arrangements. No permission is required for such usage.

The original material is © 2004-2015 Groove Monkee and may not be transferred, distributed, reproduced in any medium, posted on the Internet or re-sold without permission. This includes collections of MIDI and/or Audio loops.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

Rental. You may not rent, lease or lend the PRODUCT.

Termination. Without prejudice to any other rights, Groove Monkee may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the PRODUCT.

3. COPYRIGHT.

All title and copyrights in and to the PRODUCT and any copies thereof are owned by Groove Monkee.

4. WARRANTY

Groove Monkee warrants that the MIDI files will work with your MIDI compatible software. If the files are corrupted or defective, we will replace the files for you and deliver them via Internet download.

Other than the guarantee that the files will work with your MIDI compatible software, the PRODUCT and any related documentation is provided "as is" without warranty of any kind, either express or implied, including, without limitation, the implied warranties or merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the PRODUCT remains with you.

5. RETURN POLICY

There are no returns or exchanges on this product. Exception: we will refund or exchange duplicate purchases.

6. NO LIABILITY FOR DAMAGES.

In no event shall Groove Monkee be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this PRODUCT, even if Groove Monkee has been advised of the possibility of such damages.