



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 or plays MIDI files mapped per the GM standard.

Additional Format Support

Our *commercial* products support well 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, Country Outlaws and Metal (bonus mini pack) also feature full-length songs. Blues Classics features 18 extended tracks with into- grooves-outro fill. These “songs” are set up in typical Blues A/B style with fills between the grooves.

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. Blues Classics features 12-bar loops.

File Naming

Tempo - Our file names start with tempo.

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

Time signature - we add the time signature if it’s NOT 4/4. You can always assume 4/4 unless you see otherwise.

Description - Then we add something descriptive like the song section and possibly the feel, type of groove and “right hand”:

- **Feels:** HT for Half-time, “2x or upbeat” for double-time, “live” for an improvised feel, ghosts, displaced, etc.
- **Right hand:** ride, OH (open hat), china, bell or ride bell, etc.

For loops with fills at the end, we add either “Fill 1”, “Fill 2”, or “F1”, “F2” etc.
Please see the glossary at the end of this document for additional information.

Organization of Beats and Fills

Our newer packs are arranged in ‘song format’. Each song will have a selection of parts like intro, outro, bridge, chorus, verse and a collection of matching fills. Typically, the fill collection includes intro fills, outro fills, verse fills and chorus fills.

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.

We can also help you install these files. Please note that some drum instruments like BFD need special files.

Support

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

ENJOY THE GROOVES AND ROCK ON!!

GROOVE MONKEE

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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.

Live – an improvised feel (often adding fills and crashes)

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.

Var - variation