

# HOW TO INSTALL



## Windows

### VST:

Open the downloaded zip file and copy both files...

**MT-PowerDrumKit.dll**

**MT-PowerDrumKit-Content.pdk**

...into the VST-plugins folder of your DAW.

If you are new to VST plugins and you haven't set up any VST folder yet, we recommend you to create a folder directly on one of your drives, like **C:\VstPlugins\**

Copy both plugin files (as mentioned above) into that new folder and add the path to the VST settings of your DAW. Let your DAW re-scan that folder, if there is an option for that. Restarting the DAW after the installation might also help.

If the plugin doesn't show up in your DAW, you can get further help on the following link:

<https://www.powerdrumkit.com/help.php>



## Mac

Unzip the downloaded file.

If double clicking doesn't work, right-click on **INSTALL\_MT-PowerDrumKit.pkg** and select "Open".

You can safely ignore the upcoming warning message, as it just tells that this software is not yet part of Apple's Notarization Protocol. You can install and use the plugin anyway without having to worry. Just follow the instructions in the installer window.

Afterwards restart your DAW. The plugin should now be available as a virtual instrument in your DAW.

If you can't find the instrument in your DAW, make sure that you downloaded and installed the correct plugin format (VST or AU) for your particular DAW. For instance: The DAWs **Logic** and **GarageBand** don't support the VST format at all, but only the AU format. Most other DAWs support both VST and AU and some support only VST.

If the plugin doesn't show up in your DAW, you can get further help on the following link:

<https://www.powerdrumkit.com/help.php>



## E-Drums Presets

If you use electronic drums, here you can find a preset for your particular e-drum model and instructions on how to adjust the MIDI mapping of the plugin to work together properly with your drum set.

[https://www.powerdrumkit.com/presets\\_edrums.php](https://www.powerdrumkit.com/presets_edrums.php)

## Default MIDI Mapping

### Drum-Map

C1	KICK
C#1	SIDE-STICK
D1	SNARE
D#1	(Snare)
E1	(Snare)
F1	TOM LOW
F#1	HI-HAT CLOSED
G1	(Tom Low)
G#1	HI-HAT HALF OPEN
A1	TOM MID
A#1	HI-HAT OPEN
B1	(Tom Mid)
C2	TOM HI
C#2	CRASH L
D2	(Tom Hi)
D#2	RIDE
E2	CHINA
F2	RIDE BELL
F#2	-
G2	SPLASH
G#2	-
A2	CRASH R (main Crash)
A#2	CRASH R CHOKED
B2	-
C3	HI-HAT OPEN
C#3	HI-HAT HALF OPEN
D3	HI-HAT CLOSED
D#3	(Hi-Hat Closed)
E3	-
F3	Hi-Hat Pedal
B4	CHOKES ALL CYMBALS

valid since version 2.1.0

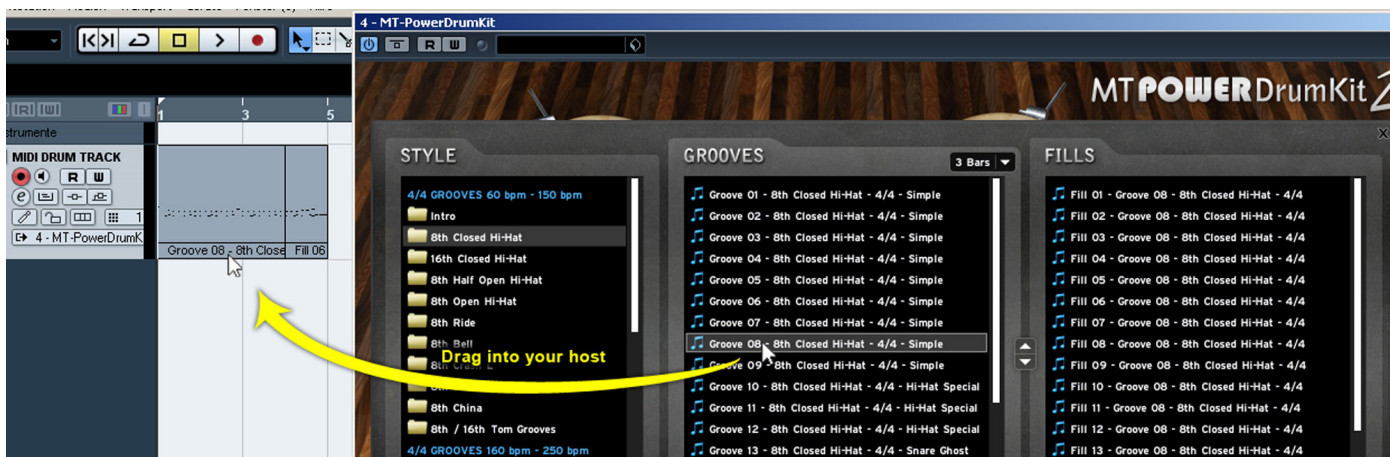
Drum names!

## Drum Map

With a Drum Map your DAW can display the correct drum names in the MIDI editor, instead of displaying only blank piano keys on the piano roll. Find and download the drum map for your particular DAW here and see an instruction on how to install the drum map.

[https://www.powerdrumkit.com/presets\\_drump-maps.php](https://www.powerdrumkit.com/presets_drump-maps.php)

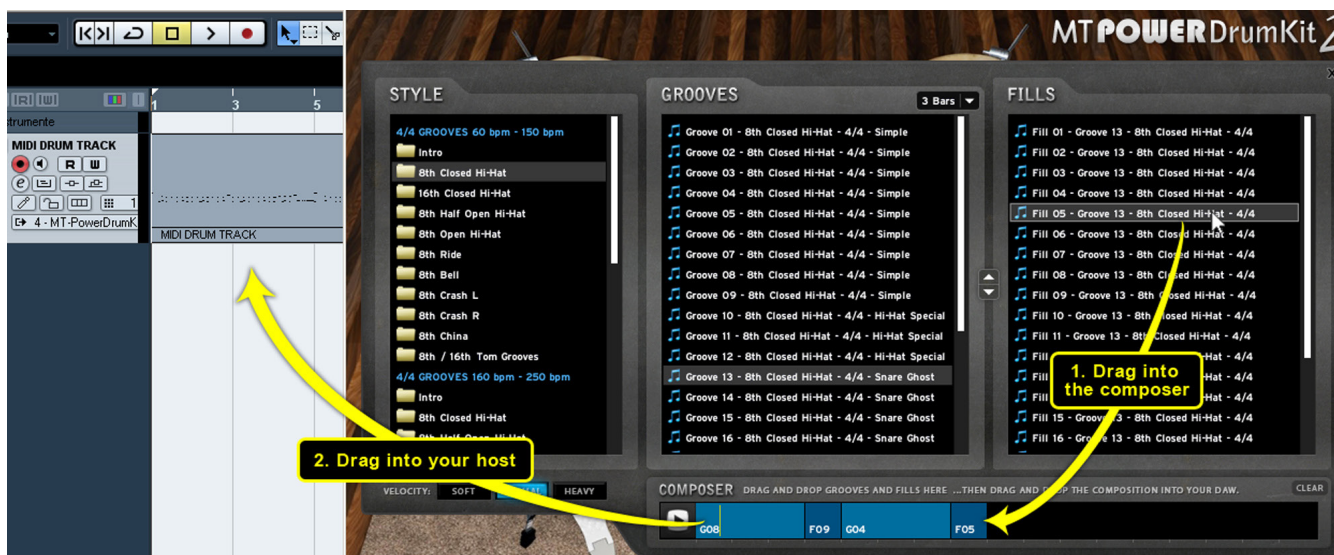
## Grooves and Fills



MT-PowerDrumKit has thousands of integrated MIDI grooves and fills which can be easily dragged and dropped into the host where they can be modified.

It is important to understand that every individual groove opens its own fills list on the right-hand side. These fills are each one bar in length and precisely fitted to the selected groove, since they start with the same rhythm of the selected groove and gradually escalate into the fill. Now, if you first string together the groove and then a fill from the associated fills list, you will end up with a completely smooth-sounding bar sequence which can flow back into the next groove with a round and smooth fill.

## Composer



Another handy feature is the built-in 'Composer'. Here you can insert grooves and fills in order to hear how they fit together and harmonise before actually dragging them into the host. You can shift the sequence of the individual objects in the Composer and also delete them.

The Composer is not supposed to be used for composing and holding a complete drum track of a song, but only for pre-listening to a rather short combination of some grooves and fills before finally dragging the whole composition into the host.

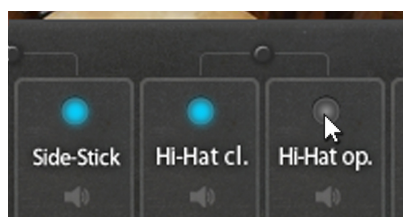


## Settings and MIDI LEARN



On the Settings page you can edit the MIDI mapping to your needs. Use the **MIDI LEARN** feature if you have a MIDI input device like E-Drums, a MIDI keyboard or an MPC. Select the field of the instrument you want to change the MIDI note of. Once the **MIDI LEARN** toggle is enabled, any incoming MIDI note by your input device will be picked up by the selected field and automatically be applied to it. This is the quickest way to get your custom MIDI mapping done. Click the following link to see detailed instructions on how to adjust the MIDI mapping to fit to your MIDI device.

[https://www.powerdrumkit.com/help.php?topic=midi\\_device\\_midi\\_mapping](https://www.powerdrumkit.com/help.php?topic=midi_device_midi_mapping)



### Solo and Mute

Instead of the Solo and Mute buttons found in conventional mixers, the MT PowerDrumKit offers a blue button to turn each channel on or off.



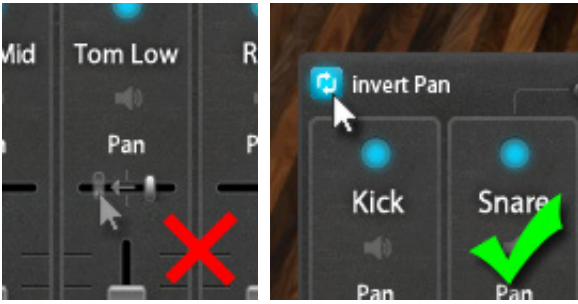
### Panning / Stereo Distribution

According to the standard position of the panning controls, it seems as if individual channels, such as the crash and ride cymbals, are panned only very slightly to one side.

But if you listen closely, you notice that the internal samples already demonstrate a certain inherent stereo distribution. As a result, panning controls should only be adjusted if absolutely necessary, and only by very slight degrees.

**Tip:** You can hold the Shift key to move the individual slide controls by much finer increments. Pressing the Control / Command key lets you reset a control to its default position.

## Perspective: Self or Audience View



To shift the panning perspective from the default “self view” to “audience view” you should refrain from simply manually sliding the panning controls to the opposite side. This drastically corrupts the entire spatial impression and yields a poor sound.

Instead, please use the “**Invert Panning**” button found at the top left. This automatically sets the panning controls to the opposite side, but it also internally swaps the channels for the individual stereo samples, which would not be the case if you were to shift these controls manually, without using the dedicated “**Invert Panning**” button.

## Terms of use

You use this software at your own risk. We as the manufacturer cannot be made liable for any damage or loss of data arising in connection with this software, except if we are proven to having caused it intentionally (which we don't). If you are not in agreement with these terms, do not install our software.

Although it is extremely unlikely that our software will damage your system and all tests ran without any such problems, we reject any liability.

Using the plugin for your commercial musical productions is allowed.

Check our HELP page to find the FAQ with solutions to various problems, or get in touch with the support:

<https://www.powerdrumkit.com/help.php>

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