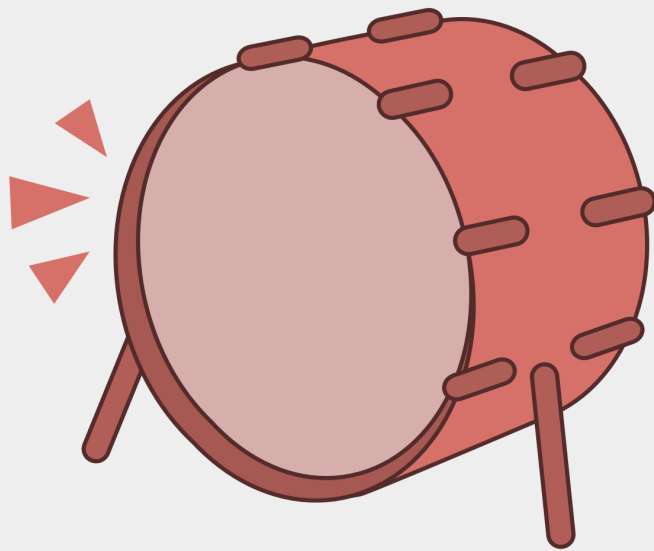


DRUMR

Versatile Drum Creation for
Ableton Live



GETTING STARTED GUIDE

DRUMR (pronounced 'drummer') is a versatile drum creation tool for Ableton Live; it helps you create unique, interesting drum sounds using a simple interface and easy to use Macro controls.

DRUMR is intended to be used with Ableton Live Drum Racks and there is a sample Drum Rack preset included with the download to give you an example of how it can be used.

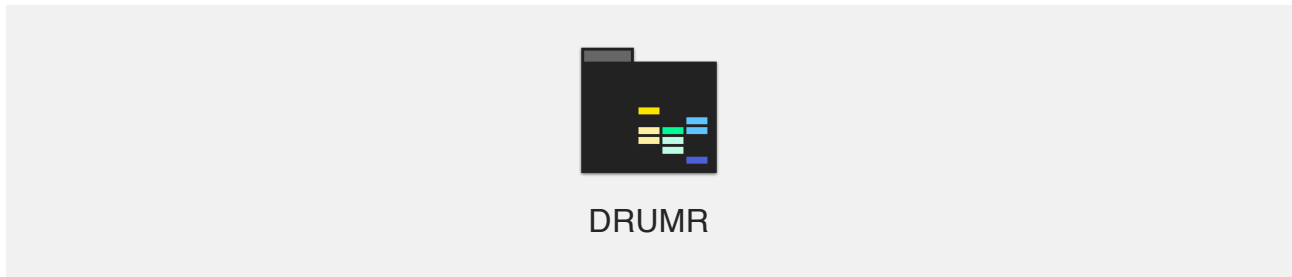
DRUMR is part of the **DRM CIRCTS family** and can be freely mixed and matched with existing DRM CIRCTS, EARTH, with samples or with whatever else you can load into a Drum Rack.

This guide will walk you through the basics of DRUMR, how to install it and the best way to go about using it. If you are unfamiliar with Ableton Drum Racks I'd suggest reading **the official Ableton Live User Manual entry**.

You can also watch a detailed, step-by-step walkthrough of how DRUMR works and how to use it here: **<http://elphnt.link/drumr-walkthrough>**

INSTALLATION

Once you've finished and unzipped the download you should have a single DRUMR folder.

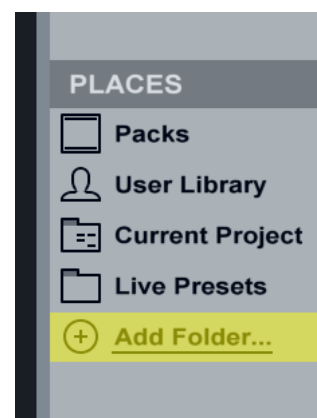


In the folder you will find: 1 Ableton Project Info folder, 1 DRUMR Rack.adg, 1 DRUMR.adg, 1 Presets folder and 1 Samples folder. I'd recommend copying the entire DRUMR folder to wherever on your hard drive you store your presets and sounds.

It's important that you don't remove or delete any of the files and folders within the DRUMR folder as this can cause issues.

To load DRUMR or any of the presets into your Live Set simply drag and drop any of the .adg files onto an empty Drum Rack cell.

You can also load the files from directly within Live by choosing 'Add Folder...' from within Live's Browser and navigating to the location of the DRUMR folder.



USING DRUMR

DRUMR is meant to be easy to use and quick to master. Once you've gotten to grips with the 8 basic Macro controls you'll be able to create a world of amazing drum sounds. Let's take a look at what each control does.



Sample Select: Lets you scroll between the various samples included with DRUMR. Each sample has a unique sound and will work well for particular kinds of drum sounds; some samples are good for kicks, some are good for hats and some are good for just about anything. The best thing to do is explore.

Sample Position: Each of the included samples is a loop of a drone or noise and various points in the sample have different textures. Use the Sample Position control to scroll within a sample and find different sounds and textures within it. Sometimes very

fine adjustments of this control, even just 1 point up or down, can change the sound drastically so be very precise.

Decay: Controls how long the sound decays for. Use short decays for shorter sounds like hi hats or claves and longer decays for sounds like claps, snares or cymbals.

Pitch: Adjusts the pitch of the sample. Turning the control to the left lowers the pitch, to the right raises it. Use high pitches for things like hi hats and claves and lower pitches for kick drums or snares.

Hipass & Resonance: These 2 controls are linked (hence the >> symbol next to Highpass). The Highpass control applies a highpass filter to the sound to remove low frequencies. The Resonance control applies a volume boost to the frequencies around the point where the Highpass is cutting them out, creating a resonance at that frequency. Use the 2 controls together to adjust the frequency components of your sound.

For example, a hi hat contains mostly hi frequencies so you could set the Hipass value quite high to remove the low frequencies. Conversely a kick drum has a lot of low frequencies so try setting the Hipass control to a lower value (between 0 and about 25 is good for kick drums) and then increase the Resonance control to

bring out the low frequencies around the Hipass's cutoff point, creating a boomy resonant kick drum.

This process can seem quite counter-intuitive at first but once you get the hang of it you can make some amazing and unique drum sounds. Check out the Kick presets included with the download to get an idea of what you can achieve.

Drive: This applies overdrive to the sound which can add a bit of distortion and make the sound grittier. This works really nicely for snares and claps but other sounds can benefit from a bit of Drive too.

Volume: Controls the output volume of the sound. Sometimes, after you've applied some HP Boost or Drive the sound can get a bit loud so you might need to turn it down.

If you have any questions or issues please get in touch at [**elphnt.io/contact**](https://elphnt.io/contact)

DRUMR is made by Ableton Certified Trainer Tom Glendinning, also known as ELPHNT. For more devices, tutorials and free music production resources visit [**elphnt.io**](https://elphnt.io)

Please read the up-to-date **licensing info** for DRUMR at [**elphnt.io/licensing**](https://elphnt.io/licensing)

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