

Larry Seyer Acoustic Drums

Featuring the sounds of Pat Mastelotto

FOR GIGASTUDIO 3.0



© 2004 Larry Seyer Production Services

Foreword

This library has literally taken years to complete. Pat Mastelotto and I recorded the original files for this library in August of 1999. The world was a completely different place then.

Thousands of hours have gone into the recording, editing, and programming, listening, tweaking, and loving of this library since those days of so long ago.

For sure there are some fantastic sounding drum kits in this library... But there are also some totally ‘crappy’ sounding drum kits in this library. Hopefully you will enjoy the ‘crappy’ sounds as much as I do! They are some of my favorites!

In this library you will find your typical kicks, snares, toms, and cymbals that make up most modern day acoustic drum kits. And of course, there are your basic pre-configured drum kits.

And the drum components sound great by themselves! Great sounding, beautifully recorded, stereo acoustic drum sounds! Drag and drop them into GigaStudio for instant “dry” sounding drum kits.

But in addition to the typical “dry” sounding drum kits, we have placed the drums in hand selected ‘rooms’ which are changeable by you!

Not only are the ‘rooms’ user selectable, but the *positions* of the drums within the rooms are selectable too!

Finally, if that were not enough, the user can choose which microphone colors are to be imparted on the drum kits.

Never before has so much control been given to an end user with a single library.

How is this done? It is done by using TASCAM’s GigaPulse™ technology and some great sounding drum rooms that we have chosen to be part of this library.

As you probably already know, great drum sounds only start with great sounding drums.

The choice of room, placement, and microphone selection has as much to do with the overall sound of the drums as the choice of the drums themselves.

Each drum kit starts out as a collection of individual drum components. Each component has been recorded in 24bit stereo using up to 6 microphones (By drum component I mean that a Kick drum is a drum component of a complete Drum kit... a Snare drum is another component of a complete Drum kit... etc).

After selecting and tuning the individual drum components for a particular kit, the entire kit is then placed in a ‘room’ optimized for that drum kit.

Once the correct room has been chosen for a particular drum kit, microphone colors were then added to affect the overall timbre of the kit.

Lastly, the rooms were optimized for Stereo, 5.1 and 7.1 surround placements.

In general, we placed the drum kits towards the Front LR speakers... and used the reflections generated by the rooms steered towards the Mid LR and Surround LR speakers. The ‘center’ channel is mainly a dryer version of the stereo image.

But in all cases, the drum kits were optimized for the placements chosen for each output format.

In other words, when you load a 5.1 surround drum kit, the drum kits sound correct... They sound like real drums played in real rooms. Load up a 5CH or 7CH version of any drum kit, turn on your surround speakers and prepare to be AMAZED!

This drum library started out being an attempt to produce only great sounding acoustic drum kits placed in great sounding rooms... But we got carried away with some of our sampling impulses and started having fun doing things that were not normal... ;-)

We added a complete bank of colors that contains unusual and weird impulse sets. We call it the “Trash Room” and this new bank takes this drum library to another place entirely.

At the other end of the audio spectrum, we have added something we call the “Dry Cleaner”.

This unique custom created impulse is our secret weapon. It can take dull, boring, and somewhat lifeless sounds and bring them back to life. (don’t take our word for it... try hitting the ‘bypass’ button in GigaPulse when the “Dry Cleaner” is loaded and see what it sounds like without it!)

Hopefully we have swung the baseball bat hard enough so that the ball leaves the park and there is plenty of time for all runners to make it back to home plate.

If not, hey... we’re darn proud of what we have here and we’ll use them ourselves!

Best to you!

Larry Seyer

Introduction

The “Larry Seyer Acoustic Drums” library is more than likely very different from any drum library that you have ever used before.

*Please read this manual thoroughly!
In doing so, you will be able to start using this library to its fullest extent quickly.*

The purpose of this drum library is as follows:

1. Provide the user with over 100 distinctly different sounding pre-configured drum kits placed in pre-selected rooms with pre-selected microphones optimized for each drum kit.
2. Allow the user to modify these drum kits by changing the individual components that make up the drum kits, change the tuning, decay and modulating characteristics of each drum component within each drum kit, change the placement within each room that the drum kits are placed in, and finally to change the microphones used to ‘color’ the sound of the drums.
3. Allow the user to create new drum kits by selecting individual drum components from a large drum sound palette, tune each drum separately as desired, place the resulting drum kit in a particular location in the “room” of their choice, choose the microphones used to additionally ‘color’ the sound of the created drum kits.
4. Provide Standard MIDI files consisting of “building blocks” containing ‘intro’, ‘verse’, ‘chorus’, and ‘fill’ sections that have been optimized for use with the *entire library*. These Standard MIDI files serve double-duty use as an easy to use ‘build-your-own’ loop library. The sound quality of the resulting drum loops are not adversely affected in any way by the fast or slow tempo chosen for these loops.
5. Provide Stereo, 5 and 7 Channel versions of every drum kit.
6. Provide 13 additional new stand-alone “Room Colors” for use with TASCAM’s GigaPulse™ convolution engine.

TASCAM proudly presents:

Larry Seyer Acoustic Drums

Quick Start Guide

For those of you who simply cannot wait to get started, here is a quick start guide.

This guide explains how to choose and use drum kits from this library with the least amount of effort. Follow these steps to quickly find and load a drum kit.

This quick start is a 2 step process...

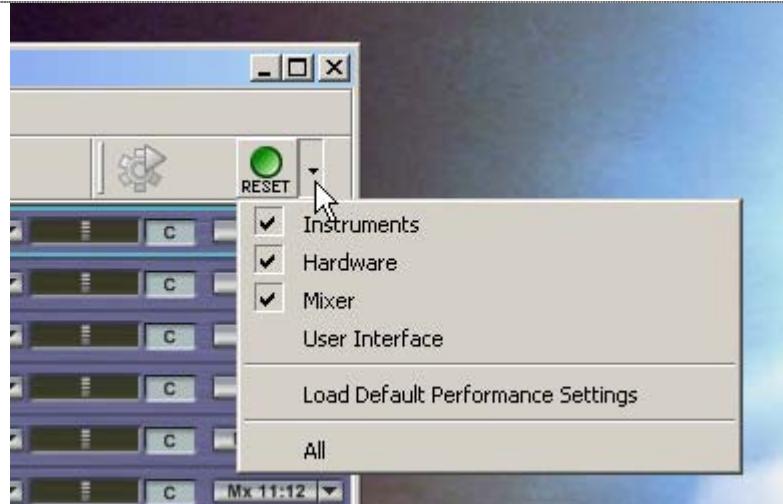
1. In the first step, we will load an audition file into GigaStudio so that we can audition several drum kits quickly and conveniently in order to pick the one that we will eventually use.
2. In the second step, we will load the drum kit that we chose in Step 1 into GigaStudio.

Before we get started, let's reset GigaStudio to its default state so that both your GigaStudio system and this quick start guide will appear the same on each screen... This "RESET" action will ensure that the text and pictures below match what your GigaStudio shows on your screen...

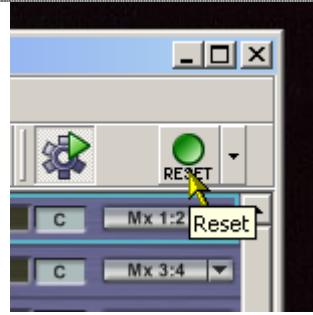
Here is how to reset GigaStudio to a 'default' state...

Click on the tiny triangle next to the "RESET" button to reveal a drop down menu.

Make sure that the checkmarks match what is shown to the right. Once they match, click the tiny triangle again to close the drop down menu.



Now click on the "RESET" button to set GigaStudio to the same default condition that we have done here for this quick start guide.



Step 1

Here we go... let's get started

Locate the Quicksound window in GigaStudio.

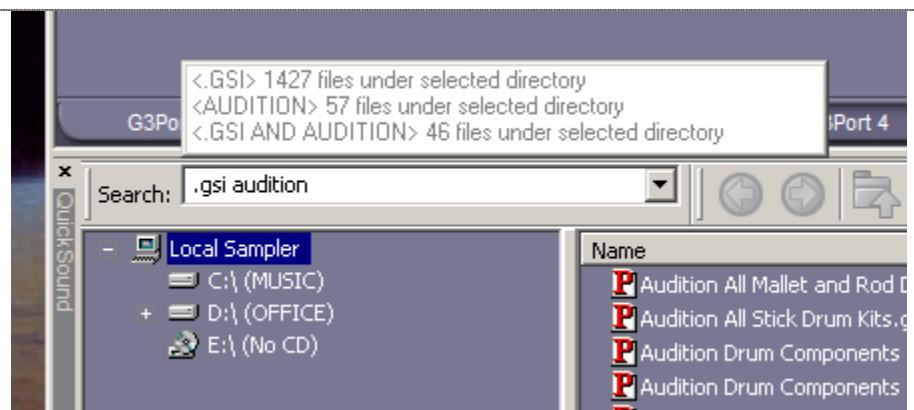
Left click your mouse on the white text area in order to let GigaStudio know that you are ready to type something.

Then type in the following search identifier:

.gsi audition

Be sure to put a ‘space’ between the word .gsi and the word audition.

Do not surround the text in quotes.



By typing in the words “.gsi” and “audition”, we limit the selection criteria in GigaStudio to only show the .GSI files (which is what this library uses) and the “audition” files.

This is an important step, because we do not want all 1,380 drum kits to show up in our search window...

We only want the audition files to show there...

Doing this will make finding the audition files easier.

Now decide on what type of striker you want to use for your drum kit...

You can choose from Stick, Rod, or Mallet...

Let's choose Stick for this example.



Drag and drop the “Audition All Stick Drum Kits” file onto the MIDI channel 1 slot in GigaStudio.

(Alternatively, you can simply double click on the file and GigaStudio will automatically load that file into the selected MIDI channel of GigaStudio.

Your MIDI channel 1 in GigaStudio should now look like this.



Now play a key on the keyboard...

You will hear a drum kit playing in a short loop.

Push the MOD wheel up...

Listen!

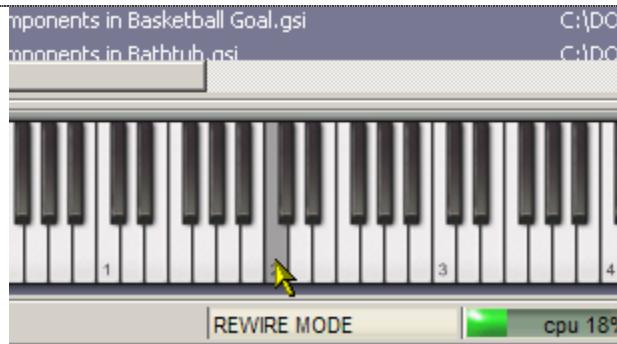


When you rotate the MOD wheel you will hear an announcer describe the NAME of the drum kit that you are listening to.

For this example, let's assume that we have pressed the C2 key and that we like the drum kit that is playing on that key...

When we press the MOD wheel on our keyboard controller , we hear the announcer say that the name of this drum kit is

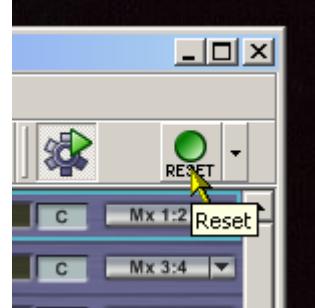
“Dry Clean Stick 6”



Let's assume that we want to load and use this drum kit and are ready to move onto Step 2 (loading the drum kit)

But first, let's reset GigaStudio to a default state and clear the audition kit from GigaStudio's memory...

Click the "RESET" button



End of Step 1

Step 2

In Step 2, we will load the drum kit that we chose in Step 1.

First, we need to find the “Dry Clean Stick 6” file.

The way that we find it is by using the Quicksound search window.

GigaStudio will find it for us.

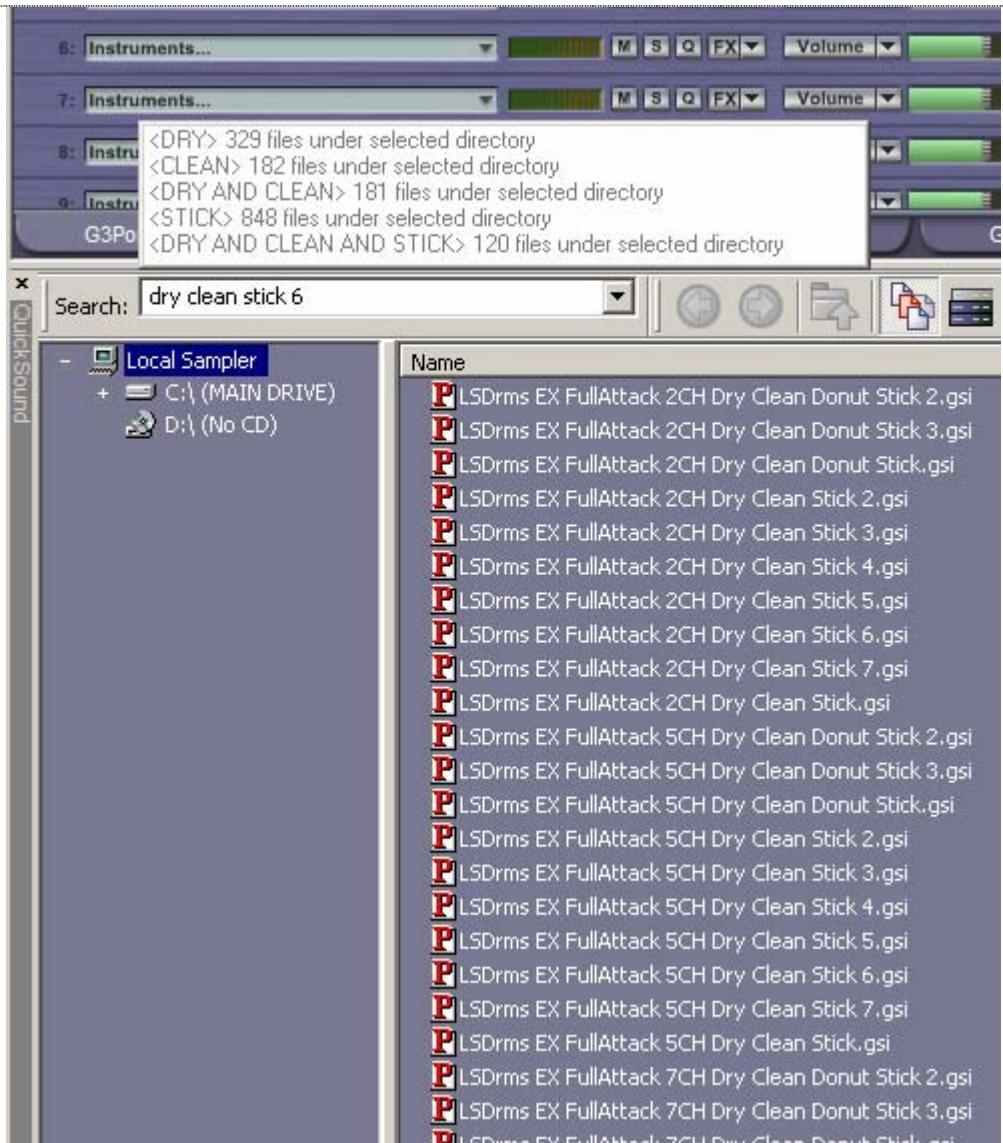
Click on the Quicksound search area and type in the following text:

“dry clean stick 6”

OK... but there are TOO MANY!!! Right?

That's because there are 12 versions of EACH kit...

So we need to narrow the search parameters a bit...

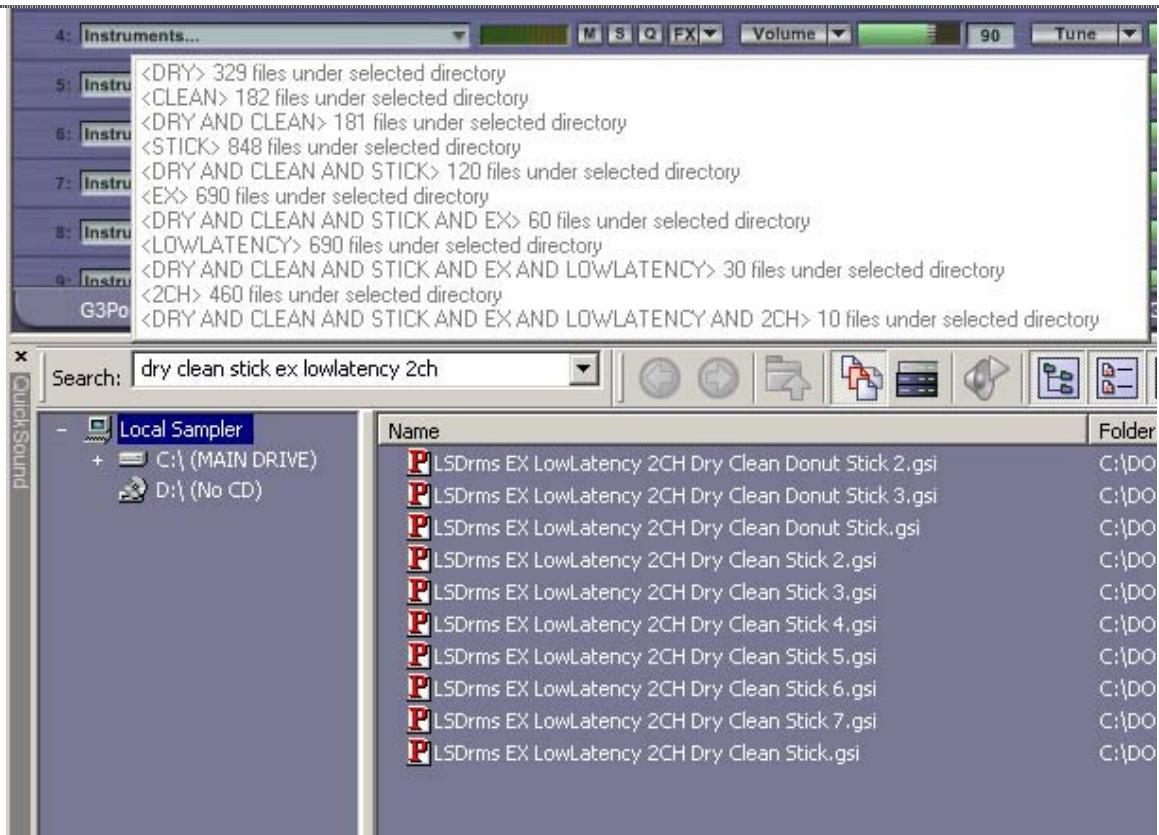


Let's decide which one of the "Dry Clean Stick 6" drum kits we want to use...

For this example we will choose the 2CH, FullAttack", Optimal/EXPanded (EX) version.

So enter the search criteria as follows:

"dry clean stick ex lowlatency 2ch"

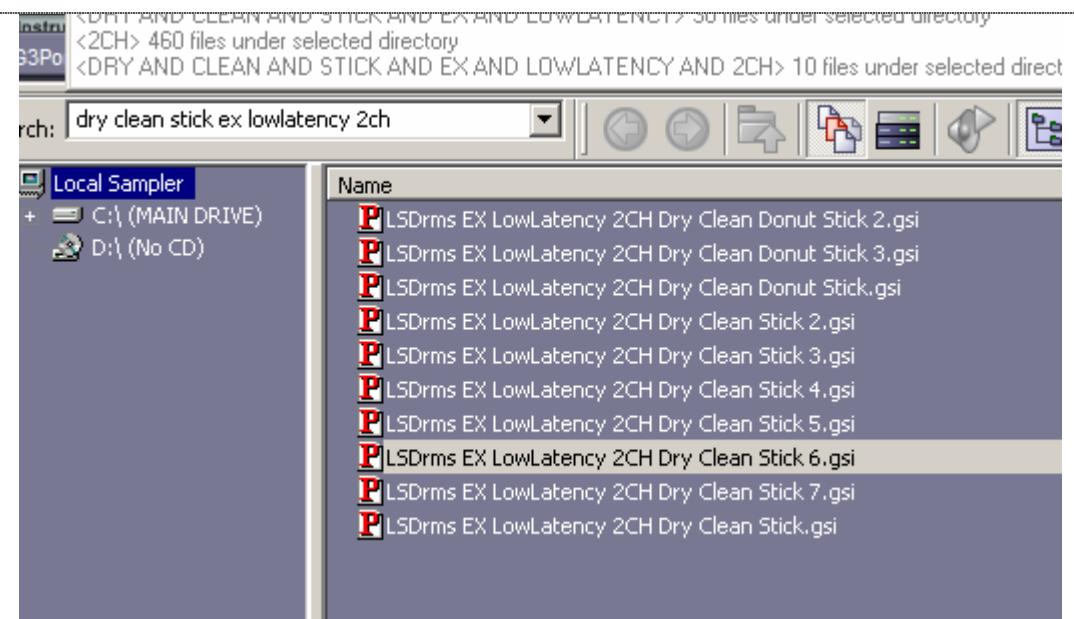


Your GigaStudio window should look like this now...

There it is...

We have found the drum kit we chose in Step 1.

Let's load it into GigaStudio...



Double click (or drag and drop) the file
"LSDrms EX LowLatency 2CH Dry Clean Stick 6.GSI"
Into MIDI channel 1

You're
Done!!!

Start
playing!



Your GigaStudio MIDI Channel 1 should look like this now...

You are ready to play some great sounding drums!

End of Step 2
End of Quick Start Guide

Overview

The “Larry Seyer Acoustic Drums” library consists of 169 .GIG files and over 1,380 GigaStudio Instrument (.GSI) kits totaling over 7 gigabytes of material.

The drums are mapped in both a General MIDI (GM) layout and an Optimal/EXpanded (EX) keyboard layout unique to this library.

In addition, there are both “LowLatency” and “FullAttack” versions of EVERY DRUM KIT. More will be explained about when to use each later.

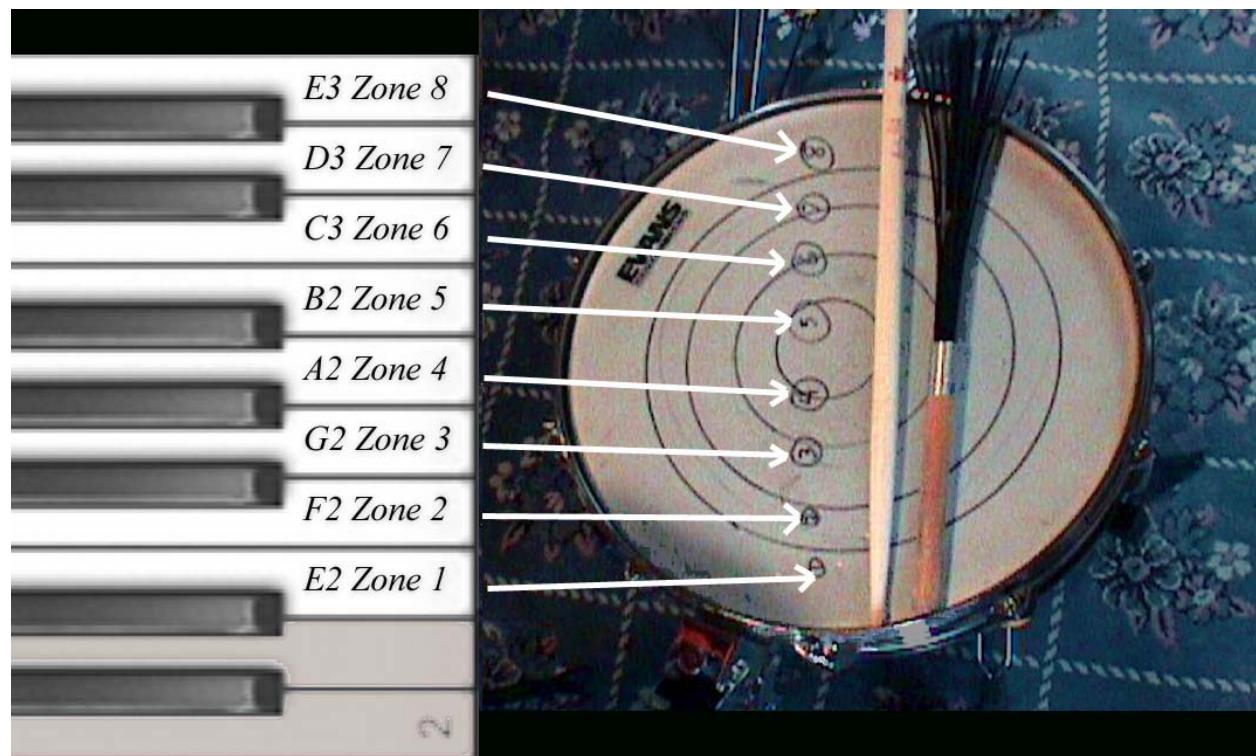
The library was designed to take full advantage of GigaStudio 3.0's ‘stacked instrument’ feature, which allows the user to combine multiple instruments on a single MIDI channel.

Also included in the library are several 7 channel acoustic room models or “Room Colors” specifically chosen and optimized for our drum library.

All raw drum sound samples were recorded 24-bit stereo and have been left untreated beyond the microphones and preamps that were used in their original capture.

How the library was designed:

Each type of drum, with its respective positional ‘Zones’ (see picture below) and alternate striking methods, was assigned a unique region on the keyboard. For instance, a snare drum's strikes are mapped from E2 to E3 which correspond to the various physical positions at which Pat struck his actual snare drums.



Similar to the snare mapping described above, all of Pat's drums except for crash, bell, and splash cymbals were sampled with positional information which is preserved in the final instrument design. For a detailed description of each drums positional keyboard mapping see the section entitled *Optimal/EXpanded (EX) Layout Mapping*.

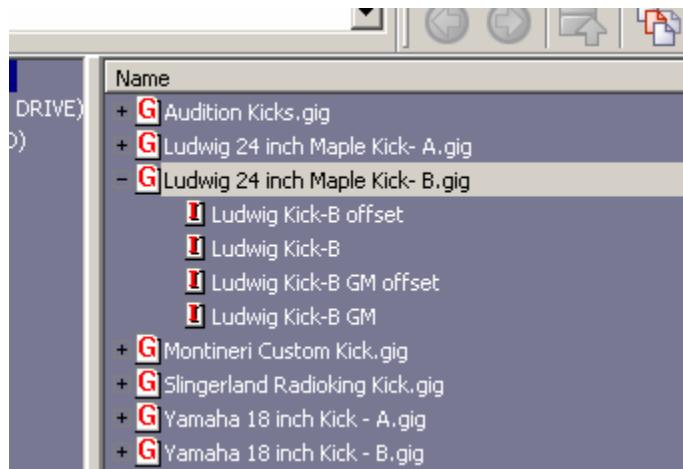
NOTE: In general, drums are mapped to the piano keyboard WHITE keys, while cymbals and hats are mapped to the piano keyboard BLACK keys.

In addition to positional ‘Zones’, there are multiple velocities and various striker choices.

The sound samples taken from each drum are mapped according to these layout regions and stored in their own individual .GIG file. These .GIG files contain **General MIDI (GM)** and **Optimal/EXpanded (EX)** layouts as well as both “**FullAttack**” and “**LowLatency**” versions of the drum components.

Note in the picture below...

There are 4 instruments in the “**Ludwig 24 inch Maple Kick-B**” .GIG file.



They are as follows:

Ludwig Kick-B offset = *Optimal/EXpanded (EX) layout “LowLatency”*
Ludwig Kick-B = *Optimal/EXpanded (EX) layout “FullAttack”*
Ludwig Kick-B GM offset = *General MIDI (GM) layout “LowLatency”*
Ludwig Kick-B GM = *General MIDI (GM) layout “FullAttack”*

When appropriate, the GigaStudio 3.0 ‘round robin’ mapping feature is employed to avoid sample redundancy during rapid playing.

Note:

General MIDI (GM) layouts don't have as many positional zones as the Optimal/EXpanded (EX) layouts. This is because by definition, General MIDI defines at most 2-3 keys for a particular drum.

The raw instruments (drums and cymbals) living inside of their respective .GIG files are combined using the “virtual stacking” feature of GigaStudio 3.0 to create custom drum kits (saved as .GSI files) whose individual drum components (kicks, snares, toms etc) are interchangeable.

By creating drum kits using the new .GSI file format rather than the more common and traditional .GIG file, the user is able to mix and match drum sounds to create custom drum kits in a non-destructive manner.

Each of the drum components within a drum kit can be tuned, panned, mixed, and routed separately from the other drum components.

The new .GSI file format requires only kilobytes of disk space. This is a much more efficient way of making drum kits as opposed to duplicating sample data into multiple .GIG files for kit variations.

“LowLatency” vs. “FullAttack”

As was mentioned above, this library contains both “LowLatency” and “FullAttack” versions of each and every drum sample and also every drum kit.

The “LowLatency” versions were designed to be used when composing using a sequencer or when playing the library in a real-time ‘live’ situation. This version has the time between the sample start and the initial attack of the drum edited **VERY CLOSE** (or **TIGHT**) so that the delay experienced between striking a key and hearing a sound is as small as possible.

The “FullAttack” versions of the drum kits were designed to be used in sequencer playback... They were designed with all of the pre-attack left in for optimal ‘feel’ and sound quality and tend to sound a bit more ‘real’ when using a sequencer to ‘play back’ the MIDI information that was programmed in your composing process. You hear the ‘wind of the stick’ sound coming from the striking device about to hit a drum/cymbal.

This pre-attack sound is subtle, but definitely audible.

In addition to sound quality, the reason we felt offering a “FullAttack” version would be useful is for overall ‘feel’.

Many drummers sometimes play a bit ‘behind’ the beat to help a groove. The “FullAttack” versions of the drum kits are an easy way to accomplish this ‘feel’ without having to twist your ‘delay’ knob on your sequencer.

We are talking milliseconds here for sure... not much time at all... but it makes enough of a difference that we thought it important to include both versions in this library and then let you decide on which ones to use.

If you prefer to use the “FullAttack” versions of the drum kits, but do not want the laid back ‘feel’ of the drums, simply move your MIDI data earlier about five milliseconds (240 samples) in your sequencer and you will get the best of both worlds.

Lastly, because of the additional pre-attack time in the “FullAttack” versions of the drum kits, these are NOT well suited for playing ‘live’. It is recommended that you use the “LowLatency” versions of the kits for playing ‘live’.

Both versions were included in this library because we believe that you should have the ability to include this often disregarded and realistic aural anticipation.

Room Colors:

Room Colors are acoustically modeled room responses for use in TASCAM’s GigaPulse player. The included GigaPulse Room Colors were sampled using seven microphone positions (for up to 7 channel surround) and eighteen source placements making them ideal for use in 7.1 Surround, 5.1 Surround, and even Stereo mixing applications.

The means that you can choose ‘where’ you want the drums placed in a particular room.

To be sure, the “Larry Seyer Acoustic Drums” library is *ready to go* for use in stereo, 5.1 and 7.1 environments. See “**How to use GigaPulse and Room Colors**” for more information on how to setup your GigaStudio software and hardware with this library for use in 5.1 and 7.1 applications.

MIDI Performances:

1,444 Standard MIDI files covering a wide range of musical styles and tempos have been included with this library.

These Standard MIDI files are ‘drag and drop’ “grooves” that exist in both General MIDI (GM) as well as Optimal/EXpanded (EX) drum kit layouts.

The Standard MIDI files are grouped according to ‘groove type’.

Each Standard MIDI ‘groove type’ includes an *Intro*, *Verse* and *Chorus* section as well as multiple *transition fill* sections. Each MIDI section is labeled and saved as its own standard .MID file and can easily be imported (dragged and dropped) into a sequencer’s arrange window.

One of the obvious advantages to using MIDI loops over standard audio loops is the lack of adversely affecting the audio quality when adjusting tempo. Sound quality with this library is simply not affected by drastic tempo changes as compared to doing the

same with other libraries that use standard audio loops.

However, if you prefer the unique sound of audio manipulation for your drum loops, simply use the “Record” feature of GigaStudio and import the audio file into your favorite audio looping mechanism.

What is required to fully use the Larry Seyer Acoustic Drums Library:

A very fast computer -

By "very fast", we mean a 2.4 GHz processor (or equivalent) with at least 512 Megs of fast RAM. The faster the computer, the better this library works with GigaStudio. A 3.2 GHz processor (or equivalent) with 1 Gig of very fast RAM is highly recommended.

If you want to use this library in a 7.1 Surround Environment, we highly recommend purchasing the FASTEST computer available. 7 channels of convolution, 24 bit audio, and real time speeds eat most processors for lunch!

Also, it is not a bad idea to dedicate a computer for GigaStudio if you are doing real time 7.1 Surround sound with this library. It is not required, but it is HIGHLY recommended!

A GSIF 2.0 compatible audio card -

If you own GigaStudio 3.0, then you probably already have a compatible card. But you may not... Look for a GSIF compatible card that supports the 2.0 GSIF specification.

A Standard MIDI Interface -

Again, you probably already own one of these. But if you don't, consider getting one that supports serial connection to the computer (as opposed to USB). It has been our experience that USB has faster throughput, but serial has lower latency (as of Oct, 2004). Also, avoiding USB devices altogether in favor of an interrupt driven device (such as a serial connector) seems to help in making a computer system more 'stable'. This has been our experience... But your experience may be different from ours.

88 note keyboard -

This is needed to access all of the notes and key switching available in the library. The library uses over six (6) octaves of the keyboard. Octave up and down buttons or sequencers can help if you have less than 88 notes of course but it is certainly a LOT easier with an 88 note keyboard.

Mod Wheel –

On the snare drums and toms, the Mod Wheel controls the type of strike from head strike to rimshot and rim-only strikes.

It is also the MOD wheel that controls the announcer who tells you the name of the drum kit for each key when you load any of the 'Audition' drum kits. (Hint: The Pitch Wheel does this also)

Pitch Wheel –

On the hi-hats, the Pitch Wheel (along with key-switching) controls the positional ‘Zones’ where the hi-hat was struck by Pat.

Sustain Pedal –

This switches between open and closed hi-hat.

Basic Use

To load a drum kit, simply drag and drop one of the .GSI instruments onto any open MIDI channel within GigaStudio 3.0. That's it!

Notice, we did NOT say drag and drop a .GIG file!!!!

It is necessary to load GigaStudio 3.0 .GSI files instead of the more common GigaStudio .GIG files because this drum library uses the ‘stacked instrument’ feature of GigaStudio 3.0.

If one wants to create a ‘stacked instrument’ in GigaStudio, one must Save and Load .GSI files instead of .GIG files.

How does this work?

Every drum component in this library is encapsulated inside of its own .GIG file which includes multiple instrument layouts and different offset versions of that particular drum component.

These individual drum components are then compiled into a virtual stack using the “stacked instrument” feature of GigaStudio 3.0 to create drum kits whose individual drum components are interchangeable.

This virtual stack is then saved as a .GSI instrument with GigaPulse Room Color convolution (if applicable) and can then be loaded onto any desired MIDI channel as a stand alone drum kit.

NOTE: If you drag and drop a “Larry Seyer Acoustic Drums” .GIG file onto a MIDI channel instead of a .GSI file, you will only load a single drum component,

But if you drag and drop a .GSI file onto a MIDI channel, an entire kit will load as a “stacked instrument” to play within GigaStudio 3.0 WHICH IS THE WAY THAT THIS LIBRARY WAS DESIGNED TO BE USED!.

Once a drum kit has been loaded into GigaStudio 3.0 it is possible to perform additional level mixing, tuning, panning and mixer routing using the MIDI mixer located just to the right of the stacked instrument within GigaStudio.

See picture below:



Notice the green bars to the right of the word “Volume”... There are numbers to the right of the green bars also... That is the audio level of the drum component.

Just to the right of the Volume green bar is the “Tune” drop down selector and to the right of that is the green bar that controls the tuning amount.

You can change the function of the green bar from Fine Tune to Coarse Tune by clicking on the word “Tune” to the left of the green bar.



Basic Use of the MIDI Loops

The MIDI loops included in the library are extremely simple to use.

Once you have loaded a drum kit (.GSI) onto a GigaStudio MIDI channel, locate the folder entitled “MIDI Files” in the Larry Seyer\Acoustic Drums sub-directory.

Decide on which layout is appropriate for drum kit that has been loaded, [choose from either the Optimal / EXpanded (EX) layout or the abbreviated General MIDI (GM) layout].

The Optimal / EXpanded (EX) layout MIDI files are in the “**EX MIDI Files**” folder. And the General MIDI (GM) layouts are in the “**GM MIDI Files**” folder.

The optimal tempo settings are marked in the filenames of the MIDI files.

Also, the intended use within a song structure (verse, chorus, fill, etc.) for these MIDI files are marked in their filename also.

So for instance, if you select the file “**EX_80's_Brit_Rock_115_Verse.MID**” it would be as follows:

EX = Optimal / EXpanded (EX) layout

80's Brit Rock = It's an 80's style British Rock beat

115 = Tempo center that this MIDI file works good at

Verse = It is a MIDI file designed to be used as a ‘verse’ in the “80's Brit Rock” series .

.MID = It is a MIDI file that is to be used in your sequencer.

Likewise, if you had selected “**EX_80's_Brit_Rock_115_Chorus1.MID**”, you would use that MIDI file for a Chorus of the song...

Want drum fills? Choose “**EX_80's_Brit_Rock_115_Fill3.MID**” and that would be a fill for the “80's Brit Rock” series.

After selecting the musical style you want to use, simply drag and drop the **.MID** files of interest onto a MIDI track within the arrange window of your MIDI sequencer. Copy and paste them to your hearts content in your sequencer to build a custom drum track from scratch.

Of course you must make sure that the output of your sequencer is sending data to the GigaStudio MIDI Port and Channel number that your drum kit has been loaded into.

That's it! You are now ready to play drum loops from your sequencer!

How to build your own drum kit (overview)

(*Step by step*)

The following are the basic steps required in the creation of a custom drum kit. Please read the following section entitled “*Creating a custom instrument from scratch*” for more detailed instructions and images.

- 1. Decide which layout you want to use, Optimal/EXpanded (EX) or General MIDI (GM).**
- 2. Decide if you want to use the “FullAttack” or “LowLatency” versions of the drum components.**
- 3. Make sure that the "Stack Instruments on Active Channel" tab in GigaStudio is depressed.**
- 4. Load an “Audition Drum Components” GSI file into MIDI Channel 2 (two).**
(these audition files can be found by typing “audition drum components” into the Quicksound search field).
- 5. Determine which drums will be used for your kit using the “Audition Drum Components” GSI file**
(A list of all the drums and their audition mapping can be found in the help section titled “Audition Drum Components Sample Placement”).
- 6. Use Quicksound to locate the drum components you wish to load into your kit.**
(Narrow your search by typing “.gig” and the type of drum desired in the Quicksound search field. For example, to find a snare drum type “.gig LSDrms snare”). For a complete list of Quicksound search terms, see the “Quicksound Search Keywords” section.
- 7. Click on the “+” plus sign next to the GIG file to reveal the instruments contained within it.**
- 8. One by one, drag and drop each chosen instrument (drum component) onto MIDI channel 1**
(make sure that each instrument loaded conforms to the formats chosen in steps 1 and 2).
- 9. Continue loading instruments (drum components) in this fashion until all elements of your kit have been loaded.** (Remember that there are 2 (two) crash cymbal positions (upper and lower) and 2 (two) ride cymbal positions (upper and lower). So choose a cymbal for the upper position and choose another cymbal for the lower position.)
- 10. Use Quicksound to locate a Room Color** (*simply type ‘room color’ in Quicksound*)
(Click on the “+” plus sign next to the GIG file to reveal the types of room colors contained within it).
- 11. Drag and drop the desired preset (2, 5, or 7 channel) onto MIDI Channel 1 (*the stack*).**
- 12. Use the MIDI mixer to assign volume, pan, tuning, and DSP mixer assignment settings.**
- 13. Save your custom kit as a GigaStudio Instrument (GSI).**

How do build your own Drum Kit (detailed)

One of the most powerful features of the “Larry Seyer Acoustic Drums” library is the ability to create custom kits in a non-destructive fashion. Because these kits are built using the “stacked instrument” feature of GigaStudio, it is not necessary to create .GIG files requiring additional hard-disk space. The virtual stack in GigaStudio 3.0 allows you to combine multiple .GIG files onto one midi channel while retaining independent MIDI mixer functions like Volume, Tune, Pan and DSP Mixer assignments.



By combining drums using virtual stacks as opposed to an all inclusive .GIG file, the user is able to swap out different drum components quickly and change most aspects of the drum kit mix without ever opening the GigaStudio editor. There are ten classifications of .GIG files included in this library which are used collectively to build a “Larry Seyer Acoustic Drums” instrument:

- 1. Kick**
- 2. Snare**
- 3. Sidestick**
- 4. Tom**
- 5. Hi-hat**
- 6. Ride cymbal**
- 7. Crash cymbal**
- 8. China cymbal**
- 9. Splash cymbal**
- 10. Chime**

There is also one additional classification for grouped rimshots and crushes that can be optionally used to add those regions to instruments employing a mallet or rod snare that did not originally include those styles of playing.

There are four types of instruments for every drum component in this library:

1. Optimal/EXPanded (EX) “FullAttack” - An extended keyboard layout with a 240 sample pre-attack for ultimate realism.
2. Optimal/EXPanded (EX) “LowLatency” - A zero latency version of the (EX) version intended for performance.

3. General MIDI (GM) "FullAttack" - An abbreviated layout using General MIDI mapping with a 240 sample pre-attack.
4. General MIDI (GM) "LowLatency" - A zero latency version of the (GM) version intended for performance.

Before creating your new custom kit, it is necessary to decide on which mapping you wish to use.

1. Optimal/EXpanded (EX)
2. General MIDI (GM)

You also need to decide on if you want to create a "LowLatency" version or a "FullAttack" version.

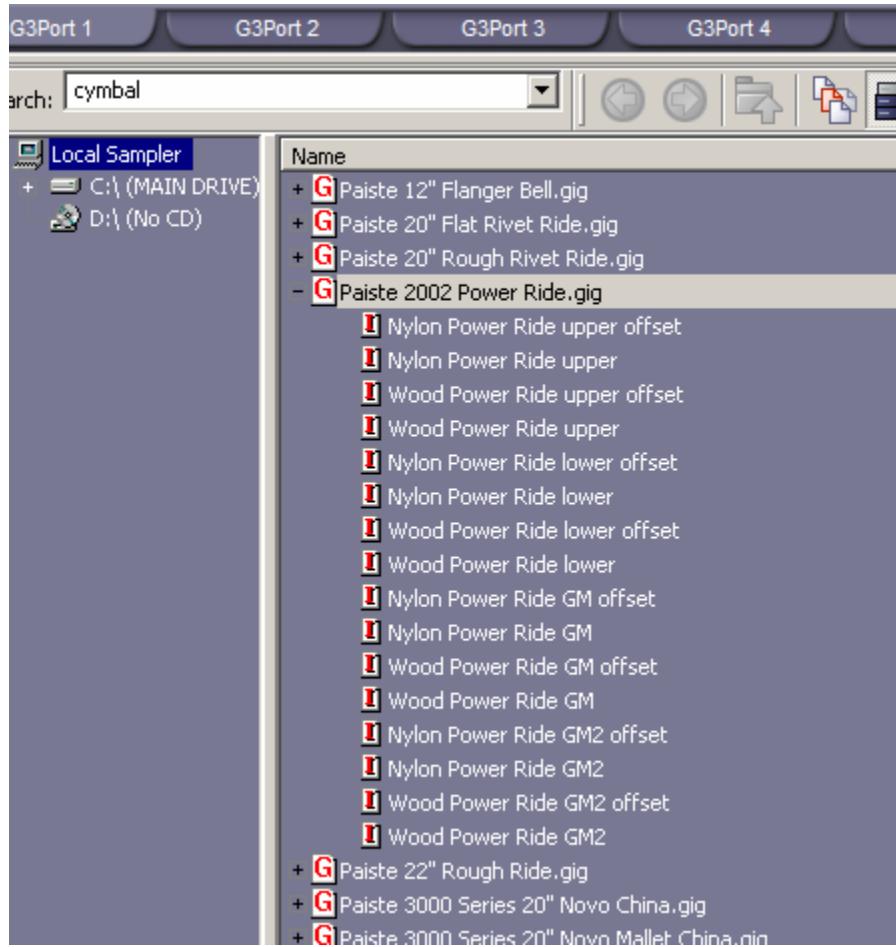
1. LowLatency
2. FullAttack

The "FullAttack" version is about 5 milliseconds of actual audio data intentionally left at the beginning of each sample which captures the drummer's movements preceding the strike and adds to the overall realism of the drums upon playback.

If you are creating a custom kit for live performance and/or do not wish to use the "FullAttack" versions, choose the instruments tagged as "OFFSET". These instruments employ a 240 millisecond sample-offset resulting in "LowLatency" performances.

In choosing your instruments keep in mind that you can include only one instrument from each of the above mentioned classifications with the exception of ride and crash cymbals.

Both ride and crash cymbals have an *upper* region and a *lower* region making it possible for the user to load two of each if these component classifications into a drum kit. Because of the multiple cymbal positions, it is necessary to specify the region you wish each cymbal to load into. This is done by selecting the appropriate instrument within the desired cymbals GIG file. See the EX and GM Layout Mapping sections of the help docs for details



(These upper and lower positions associated with the ride and crash cymbals are labeled as *upper* and *lower* for the EX layout and as GM2 and GM respectively for the GM layout)

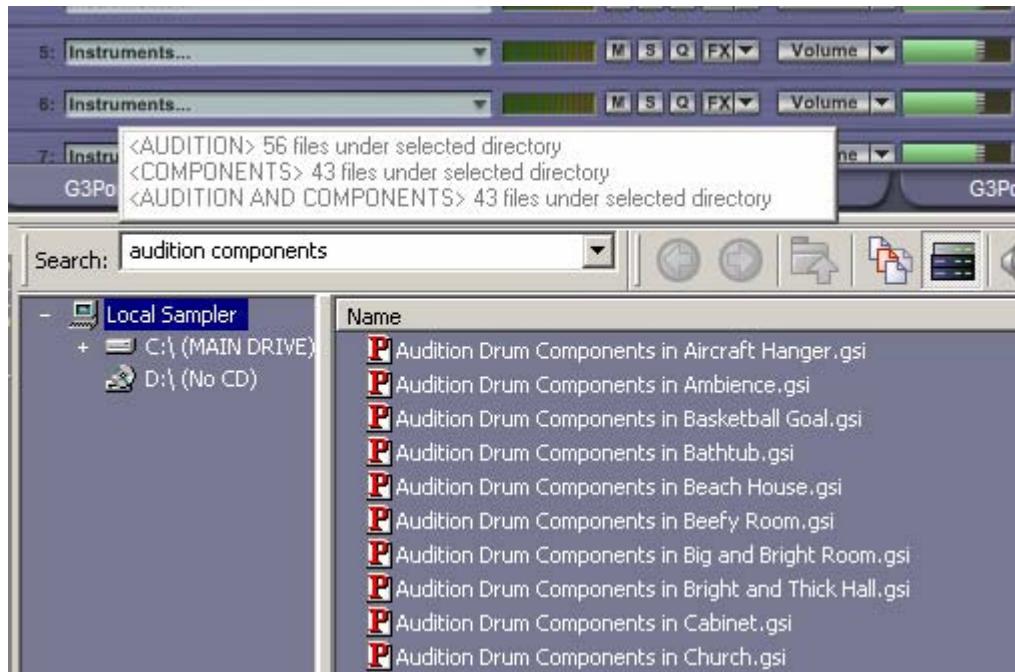
In order to build your custom kit, it is necessary to audition the sound of all the drums in order to determine which drums will be included in your stacked instrument. For this reason we have included an audition instrument (Audition Drum Components in Dry Cleaner.gsi) that allows you to navigate the entire Larry Seyer Acoustic Drums sound palette in search of that perfect drum.

To load this audition file enter into the Quicksound search field the words *audition components dry*. Load the instrument titled Audition Drum Components in Dry Cleaner.gsi into MIDI channel 2.



You have the option of loading the “Audition Drum Components” in various rooms also...

Since the sound of the rooms greatly influences the sound of the drum components, consider choosing an appropriate room for your drum kit when choosing your “Audition Drum Components” file. (See the picture below to see some of the various audition room files to choose from)



You can also listen to the sound of a drum by highlighting a GIG file in the Quicksound window and clicking on the “Play Audition Sample” button to hear a sample.



To make it easier to locate drum components and drum kits, all of the .GIG files included in this library are embedded with specific keywords that allow the user to quickly separate them from other files that may be stored in their .GIG directories.

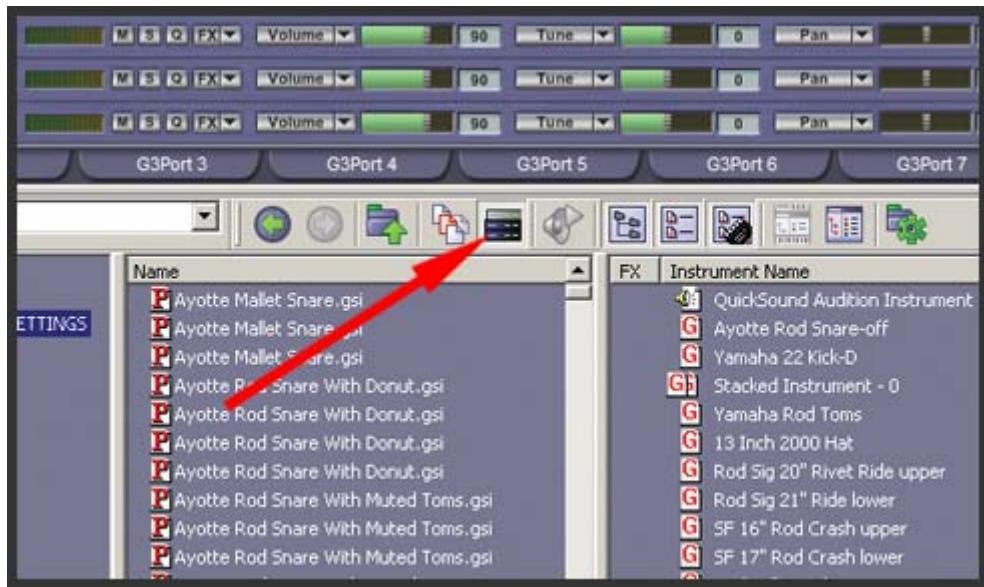
Typing the phrase "LSDrms" into the Quicksound search engine displays **ALL** of the library's .GIG content at once. To narrow your search, add the desired drum classifications such as kick, snare, hat, etc. You can additionally narrow your search by including the type of device used to strike the drum (stick, rod, mallet, etc).

Once you have located a .GIG file you wish to load into the performance, it is necessary to expand that .GIG file by clicking on the plus sign directly to the left of its file name in the Quicksound search results window. This will reveal all of the instruments contained within that file. (see picture below)



*REMEMBER: It is necessary to load only instruments into the virtual stack and not whole .GIG files, as there are both Optimal/EXpanded (EX) and General MIDI (GM) mappings, as well as ‘offset’ “LowLatency” and non-offset “FullAttack” instruments contained in each .GIG file.

Make sure that the stacked instrument button is depressed (located in the toolbar directly above the Quicksound search results window) then either double-click or drag the desired instrument into MIDI channel 1.



A virtual stack is not created until a second instrument is added to the same MIDI Channel. Continue adding instruments in this fashion until your stack is complete, 12 instruments in all (13 with optional Rims and Crushes).

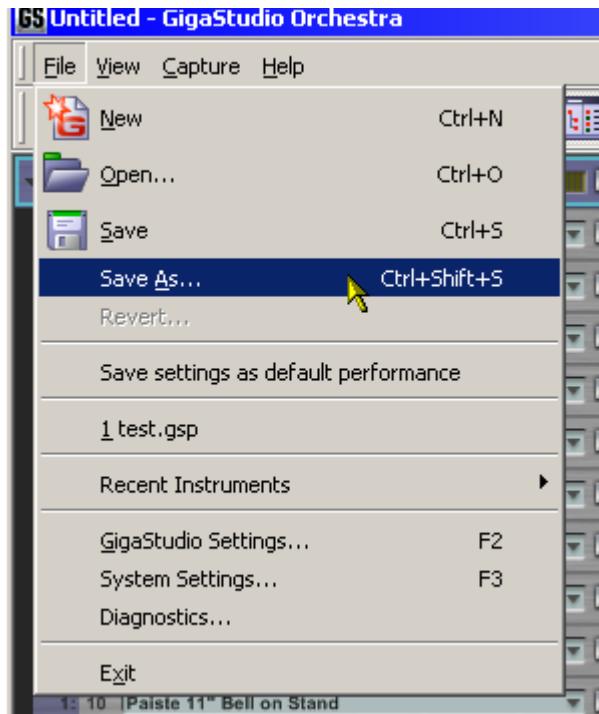
Once your kit has been compiled into a virtual stack (stacked instrument) it is then necessary to make any relative volume or pan changes as well as DSP Mixer assignments using the MIDI Mixer.

For ultimate flexibility, all of the samples and instruments in the library were left at their nominal levels and should be mixed exclusively in the performance environment using the MIDI Mixer.

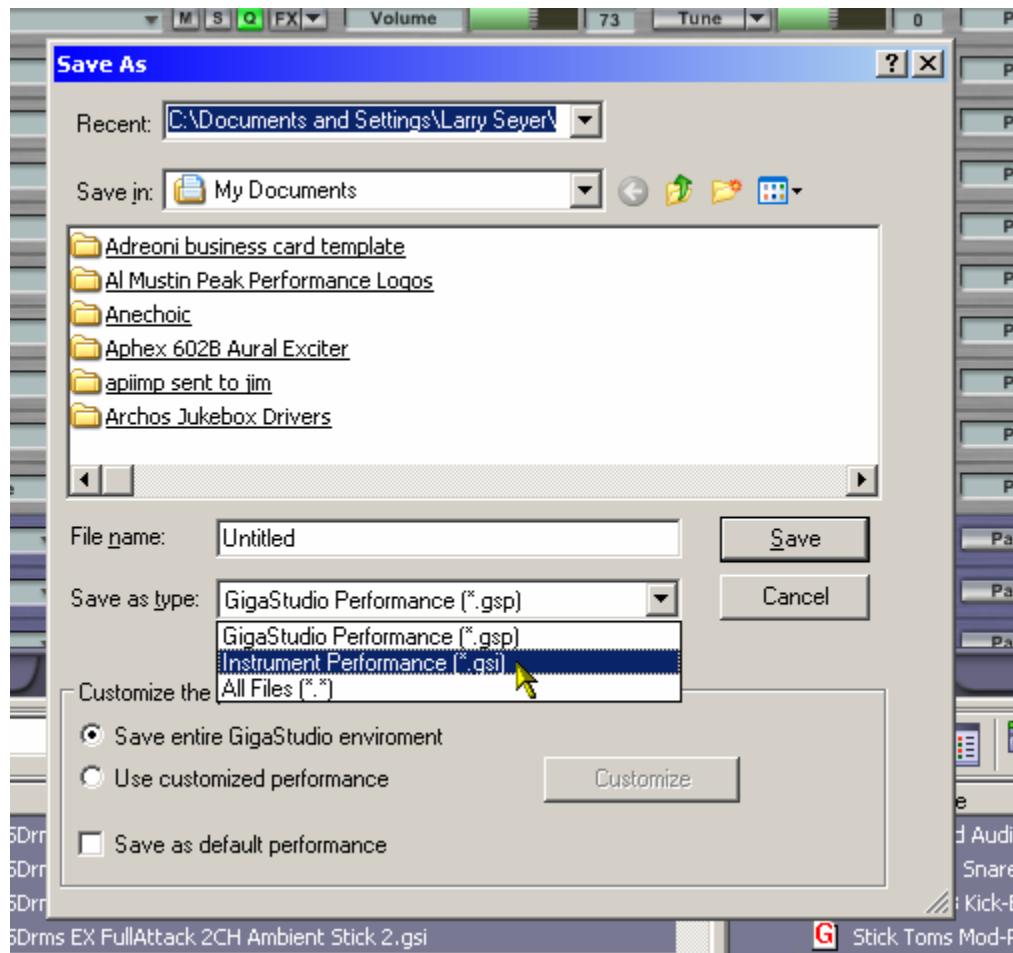
NOTE: Keep in mind that all samples are 24-bit stereo and any pan changes will compromise the stereo field of those samples.

When saving your custom kit it is necessary to save it as a GigaStudio Instrument (.GSI) if you wish to use it in a

project where multiple instruments will be simultaneously loaded.



Saving your custom kit as a .GSI insures that when you load your custom kit into an existing GigaStudio environment, it will preserve the already loaded instruments as well as any DSP Mixer and FX settings contained within that project.

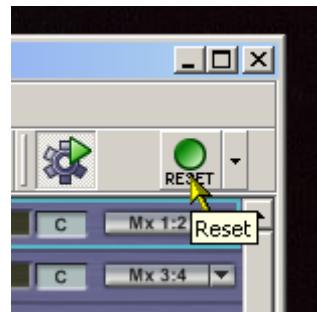


Once your custom kit instrument has been created, it can then be loaded from disk onto another available MIDI channel if desired. However, unlike traditional Giga instruments, a virtual stack must be loaded into a MIDI channel In order for it to be saved into a GigaStudio performance (.GSP) or GigaStudio instrument (.GSI).

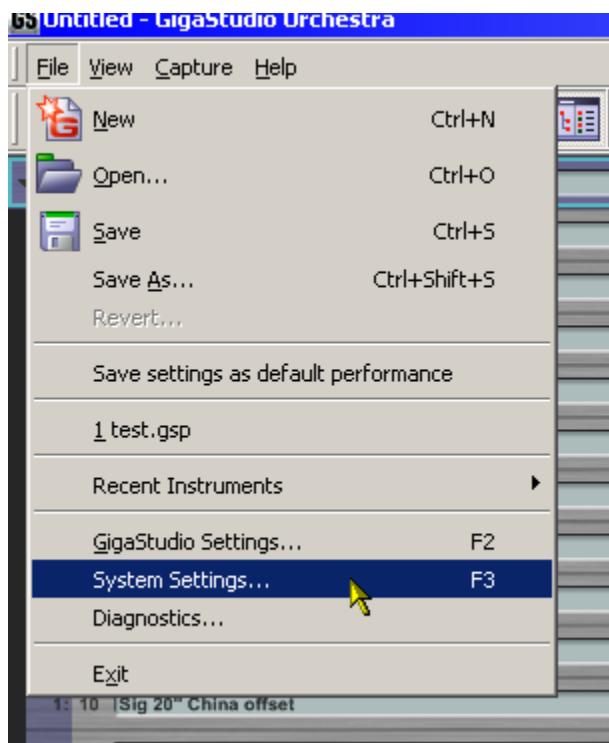
Multiple Outs – Multiple Convolution

(step by step)

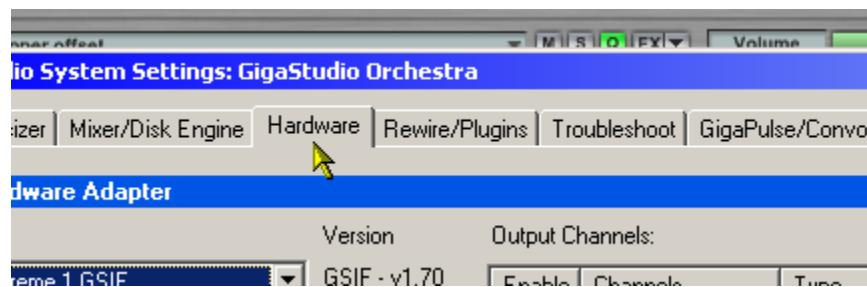
1. RESET GigaStudio so that both you and this “step by step” portion of the manual have identical GigaStudio start points...



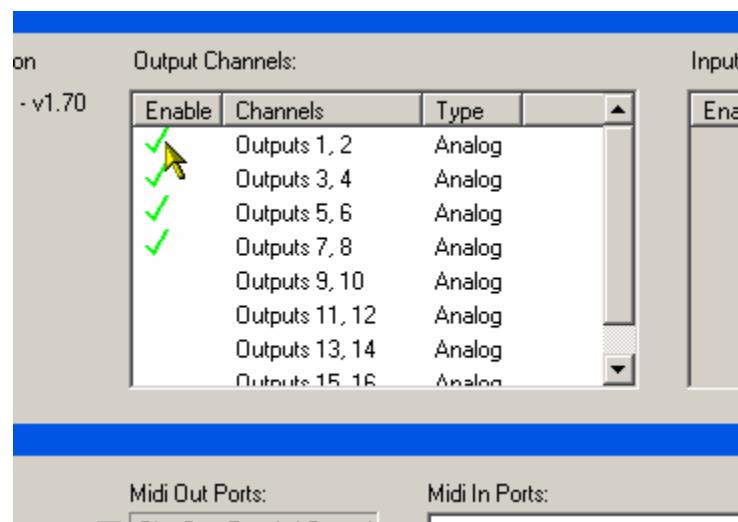
2. Make sure that GigaStudio has more than 1 output enabled in its settings...



3. Click on the “Hardware” tab



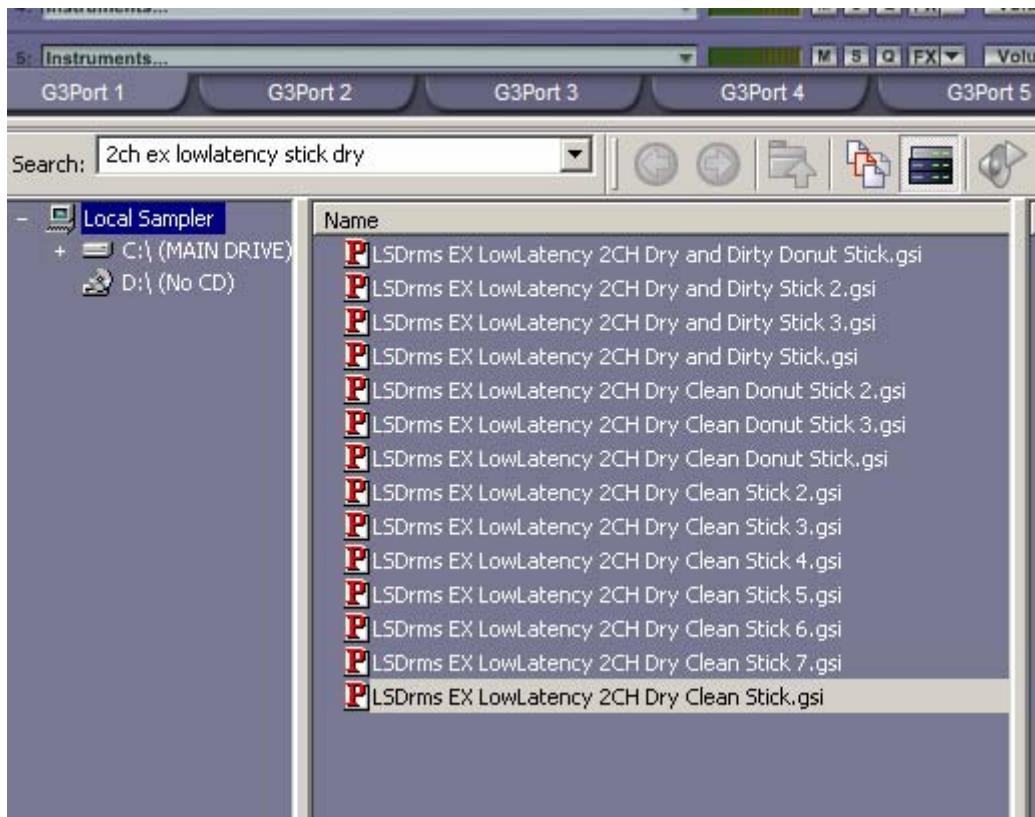
4. Make sure that you have several outputs enabled in the “Output Channels” section. (the green check mark denotes that the output is enabled)



We’re going to use 4 stereo outputs in this example, so go ahead and enable at least 4 in your GigaStudio setup also.

Then click the “OK” tab.

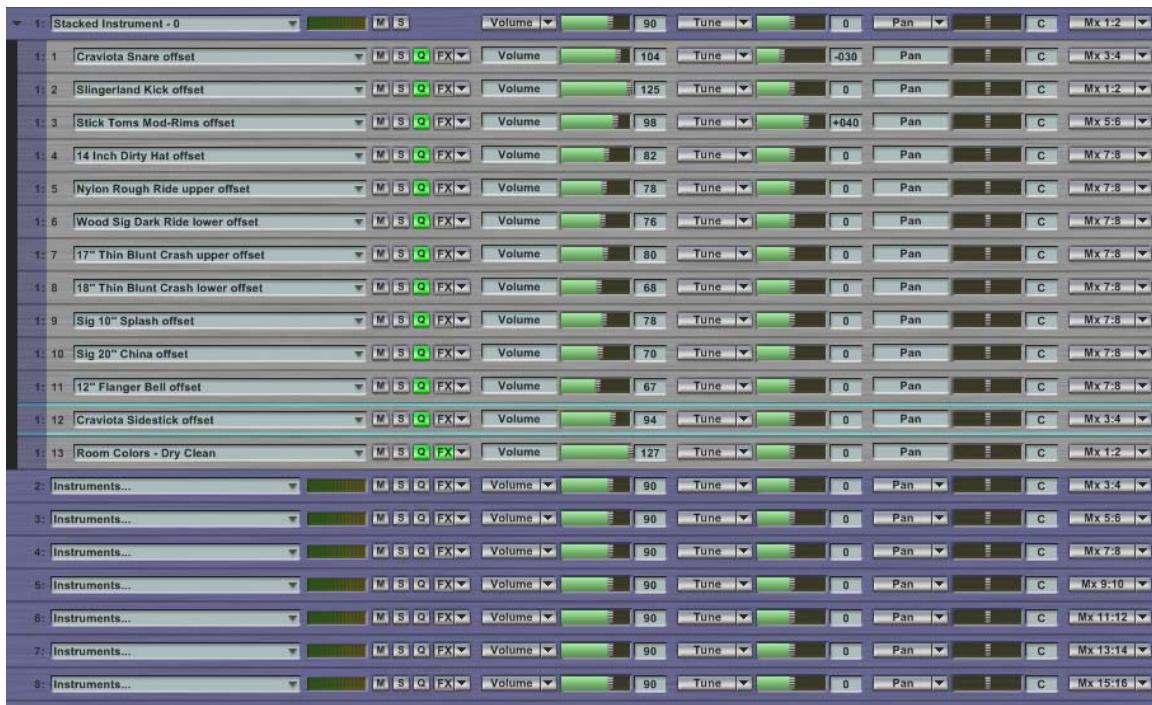
5. Load a drum kit... For the sake of both of us being in the same place, let's enter the Quicksound search string of “**2ch ex lowlatency stick dry**” and choose the “**LSDrms EX LowLatency 2CH Dry Clean Stick.GSI**” file.



6. Assign the MIDI mixer outputs as follows:

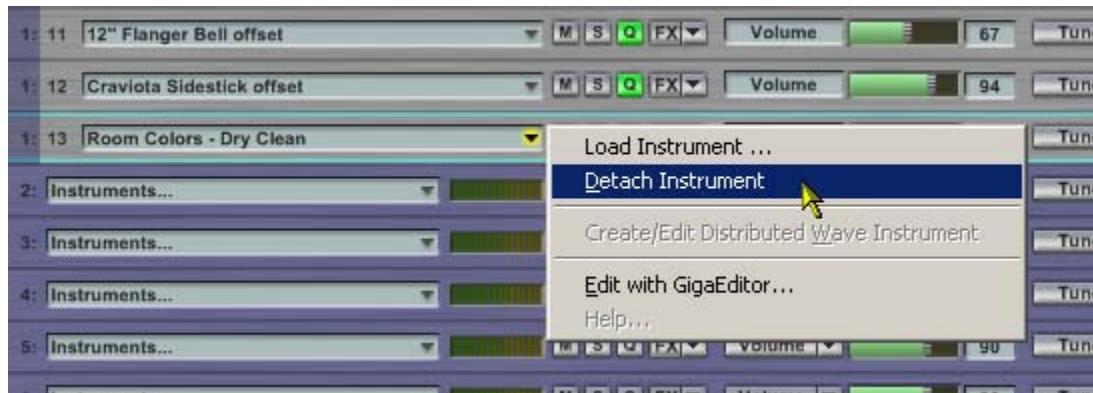
Kick = Output 1 & 2
Snare & Sidestick = Output 3 & 4
Toms = Output 5 & 6
All Cymbals and Hat = Output 7 & 8

7. Your screen should now look like this:

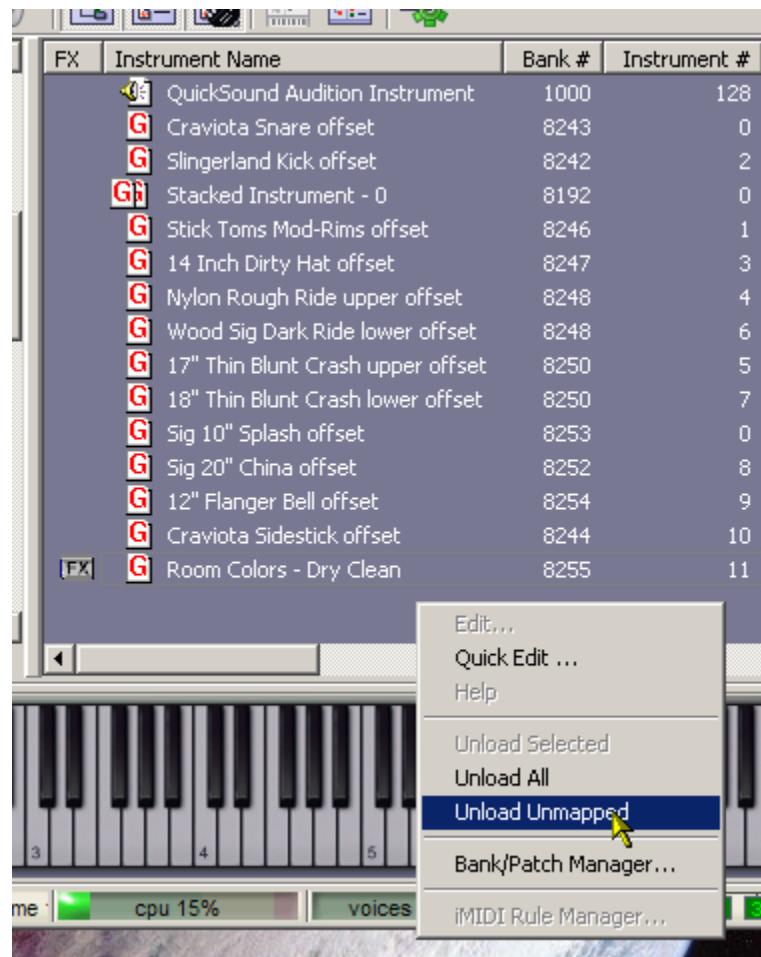


Notice the outputs on the right hand side of the screen... They are all assigned to different outputs.

8. Now let's remove the "Dry Clean" room color...



And then unload it from GigaStudio...



9. Now it's time to load 4 rooms for the 4 separate outputs...

Type the Quicksound search phrase “Room Colors” to see all of the available rooms:



Click on the “+” plus sign next to “Beach House”

Click on the “+” plus sign next to “Beefy Room”

Click on the “+” plus sign next to “Dry Clean”

Click on the “+” plus sign next to “Large and Sweet”

Your screen should now look like this:



Drag and Drop onto the drum MIDI channel (or simply Double-Click) the following Instruments:

Room Colors – Beach House

Room Colors – Beefy Room

Room Colors – Dry Clean

Room Colors – Large and Sweet

10. Assign the outputs of the 4 rooms to different outputs...

Let's assign them as follows:

Kick (output 1 & 2) will go through the “Beach House” room color

Snare & Sidestick (output 3 & 4) will go through the “Beefy Room” room color

Toms (output 5 & 6) will go through the “Large and Sweet” room color

All Cymbals and Hat (output 7 & 8) will go through the “Dry Clean” room color.

It should look like the following screen:



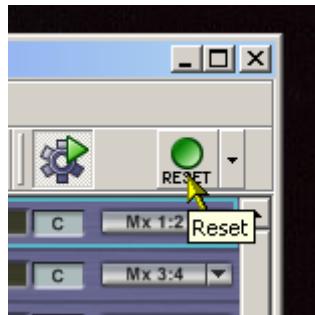
Your done!

When you play on MIDI channel 1, the drums will be separated on different outputs with different convolution for each output!

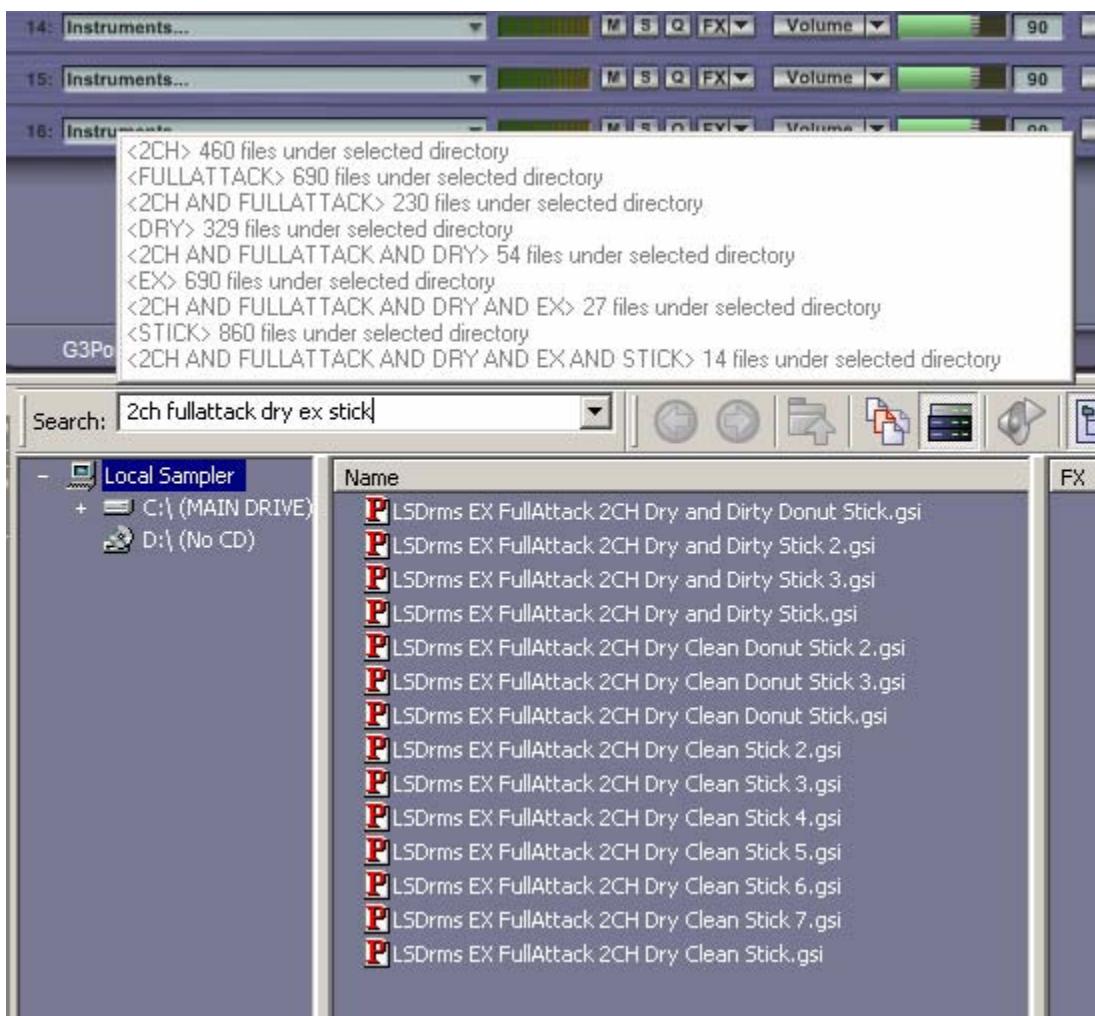
How to use the Larry Seyer Reverb

(step by step)

1. RESET GigaStudio



2. Enter the search string “2ch fullattack dry ex stick” into GigaStudio’s Quicksound search engine.



3. Double click (or drag and drop) the “LSDrms EX FullAttack 2CH Dry Clean Stick” Drum Kit into MIDI channel.



4. Let's remove the “Dry Clean” convolution Room Color for this example...

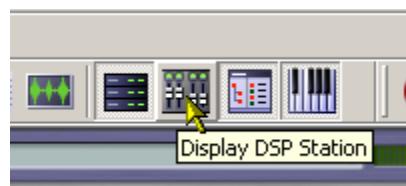


5. And also remove it from the instrument list.



6. Now let's load an instance of GigaPulse™ into an aux return...

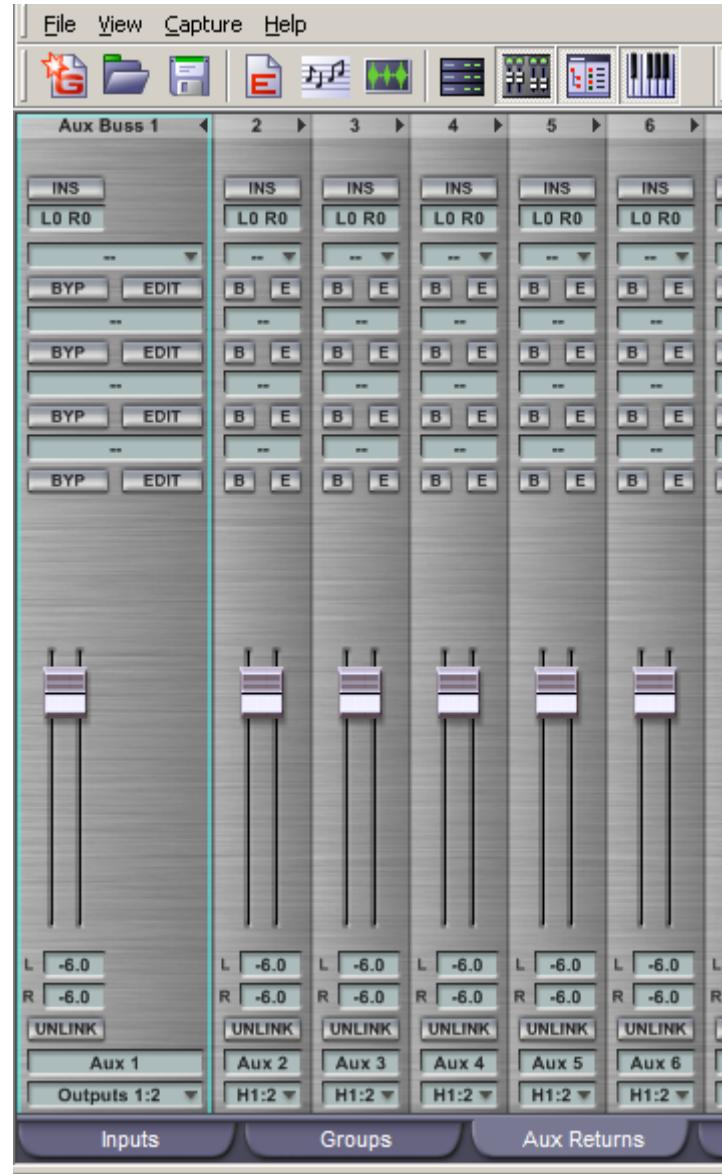
Click on the DSP Mixer button located in the toolbar at the top of GigaStudio



Click on the “aux returns” tab



Click on the “aux returns” triangle to open it up. the triangle located at the top right corner of the desired aux channel

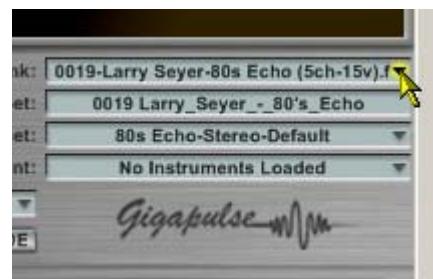


Now let's insert GigaPulse into the first insert slot of the expanded aux channel

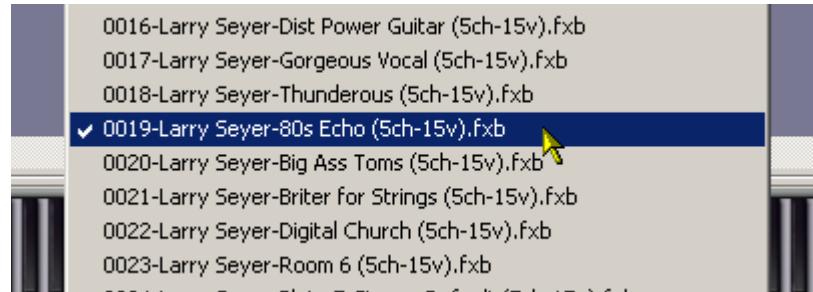


7. Let's select the “Larry Seyer Reverb 80’s Preset” from GigaPulse.

Click on the small triangle located to the right of the gigapulse Bank drop down menu



And then select the preset titled Larry Seyer-80's Echo.



8. GigaPulse should now look like the following picture:



9. Preset “A” is a good place to start... so let’s select it.



All 15 (A through O) presets for this plug in are slightly different sounding.

Experiment with different presets for different sounds.

There are 15 X 5 Impulses in this 80's patch alone.

10. Since we are using this reverb in a “Send/Return” type situation, we want the wet/dry mix to be 100%... so let's change it to be totally wet.



11. The reverb is set... now let's go back to the DSP mixer and raise the send level for aux #1 and see what it sounds like...

Close the GigaPulse window:



Click on the inputs tab:



Open up (expand) the DSP mixer by clicking on the small triangle located at the top right corner of the DSP mixer channel 1:



It should now look like this:



Now, depress the ON button to enable the fader of aux 1.



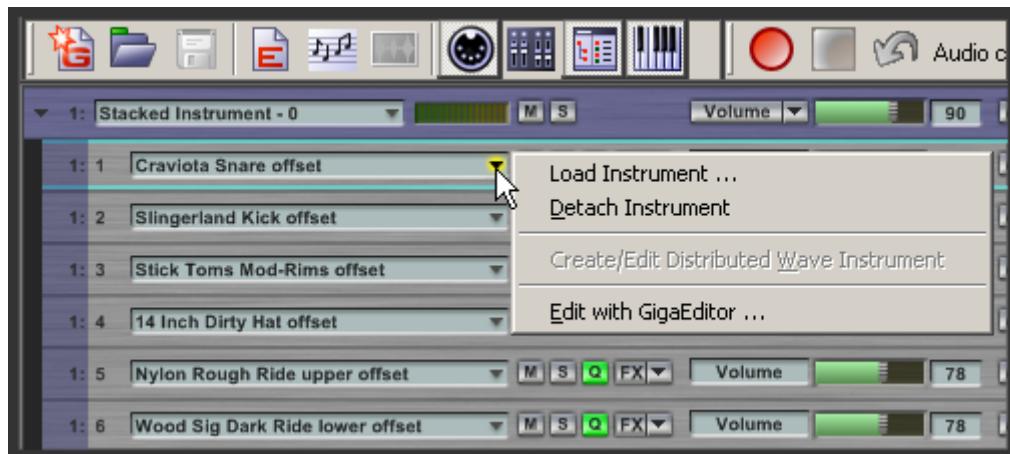
And now (finally) raise the level of the fader for aux 1.



Now the signal from the drum kit's DSP output is feeding the Larry Seyer Reverb GigaPulse plug-in via Aux1.

How to swap out a drum component within an instrument

1. Locate the drum component you wish to replace in the virtual stack and detach that instrument from the stack using the drop down menu located directly to the right of that instruments name.



2. Now locate the drum component you wish to load in place of the original using the Quicksound Search window. Once you have located the .GIG file of interest, expand it (click on the "+" plus key) to reveal all of its instrument content and locate the appropriate drum instrument. The instrument's parameters should match the rest of the stack: General MIDI (GM) or Optimal/EXpanded (EX) layout, "LowLatency" (offset) or "FullAttack" (no 'offset' tag next to name), and in the case of crash and ride cymbals, *upper* or *lower* region.



3. To load the new drum instrument into the stack make sure that the "Stack Instruments on Active MIDI Channel" tab is depressed and that the proper MIDI channel is selected. You can then simply double click the instrument to be loaded

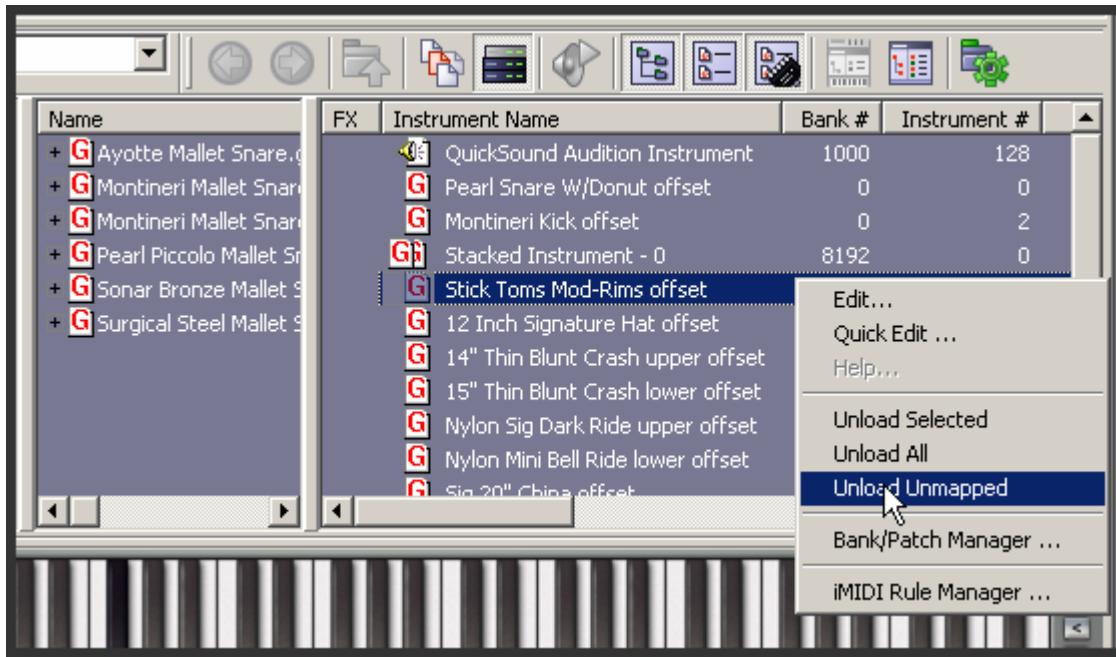
or click and drag the instrument to the selected MIDI channel.



4. Once the instrument has been loaded it might be necessary to adjust its volume, pan, and tuning or DSP Mixer assignments. This is easily accomplished using the MIDI mixer located directly to the right of the virtual stack.



5. To free up memory, it is a good idea to unload instruments that have been replaced. This is done by locating the detached instrument in the Loaded Instruments panel (bottom right panel of GS environment), right clicking on the obsolete instrument and selecting 'Unload Unmapped'.



6. Save your modified kit as a new GigaStudio Instrument (.GSI). (Give it a descriptive name... one that you can find easily later)... It's usually a good idea to put identifies in the name describing what type of drum kit it is... Such as:

MyNewKit EX LowLatency 2CH.GSI

Using GigaPulse and the Custom Room Colors:

GigaPulse PRO is NOT required in order to use the “Larry Seyer Acoustic Drums” library in 5 channel or 7 channel Surround... However GigaPulse PRO IS required if you want to access some of the parameters that are discussed in some of the following examples.



How to use multiple microphone placements:

Make sure the yellow microphone on/off buttons are enabled in the MIC MASTERS and MIC GROUP sections.

Check your MIC TO MIXER ROUTING section and make sure you have a diagonal line starting from the top left and ending with the bottom right of little green squares.

The easiest way to a drum kit's placement in a Room Color is to simply click on one of the numbers in the placement selection window marked 1 through 18.

When you do that, the number that you click on will turn a different color and whatever outputs are enabled will light up and match the color of the source number that you selected.

Each one of the source numbers represents a different source location for your drum kit. In other words, clicking on the number 14 places the drum kit near the back of the room centered. Likewise, clicking on source number 1 places the drum kit off to your left closer to you.

But there is a trick when using GigaPulse that you need to know about.

If you click on any microphone output button (for this example, click on the yellow L button), then hold down the “Ctrl” key while you click a 2nd source button, you can actually select DIFFERENT sources for each microphone output!

Try this... Left click on the yellow “L” output button and then click on source button 11. Now hold down Ctrl and left click first on the “R” output button and second on the source button 17.

You have now placed the drum kit in two DIFFERENT source locations!

Notice how much WIDER the sound is? Effectively you have expanded your drum kit to encompass the entire width of the room!

Each one of the eighteen numbered source positions appearing on the GigaPulse Placement Selection window represent a physical location where a source was placed within an actual room.

From each of these eighteen source positions, a signal was projected into the room and recorded using seven microphones in a 7 channel configuration. (these are represented by the microphone buttons L,R,ML,MR,SL,SR, and C)

For clarification, here is what those buttons stand for:

L	Left Microphone Output
R	Right Microphone Output
ML	Mid Left Microphone Output
MR	Mid Right Microphone Output
SL	Surround Left Microphone Output
SR	Surround Right Microphone Output
C	Center Microphone Output

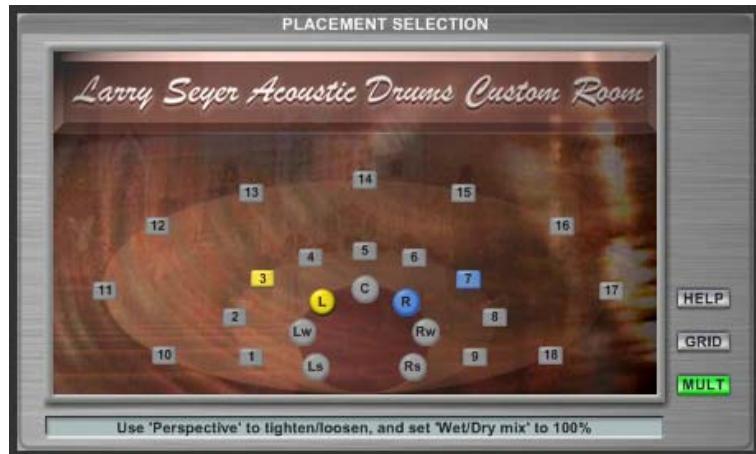
The placement of each microphone in the room roughly corresponds to the placement of each source in a 7.1 Surround listening environment and remains static throughout the room modeling process.

Because of this, the signal recorded by the microphone in the *Left Surround* (LS) position is intended to be routed to the Left Surround source of a 7.1 Surround listening environment.

Within GigaPulse, choosing a single source placement and enabling just the Left Front (L) and Right Front (R) microphone placements is the equivalent of recording your sound source from the chosen room position through a stereo pair of microphones.

For stereo sound sources (all of them in this library are), choosing only one source placement with a multiple microphone placement room is the equivalent of summing the source material to one position and then recording it through a stereo pair of microphones located elsewhere in the room.

To preserve or even exaggerate the original width of stereo source material it is necessary to choose more than one source placement, (i.e. an independent source position for both the left and right channel of your source material).



(an example of a multiple microphone placement)

As an example, (refer to the picture above) if we wanted to emulate the sound of a drum kit in a room recorded with a stereo pair of microphones placed close to the drums, we would assign the Left (L) microphone placement to source position 3 (represented by the Yellow Buttons) and the Right (R) microphone placement to source position 7 (Represented by the Blue Buttons).

The picture below is an example of a 7.1 Surround microphone placement. Notice that each of the microphone outputs is assigned a unique source placement.



The previous example shows a 7.1 channel real-time convolution drum setup. Be Forewarned!!! This takes a LOT of processing power! Make sure your computer is up to the task before you try this, otherwise dropouts and system freezes can occur!

In general with this library, most drums are placed heavier in the Front Left and Front Right outputs... with the ambience of the room steered more towards Mid Left, Mid Right, and Surround Left and Surround Right outputs.

Center channel tends to be a summed version of the stereo output of the drums placed in a particular spot somewhere in the middle of the room. (there are exceptions, however... we used our ears and chose what sounded best to us... which may or may not match what you see on your screen)

When to use Perspective instead of Wet/Dry:



GigaPulse has the ability to operate either as a traditional reverb unit, or as a more modern real-time room convolver (modeler).

Factory GigaPulse banks beginning with word “Larry Seyer” are custom 5.1 compatible digital reverb models taken from a high quality professional 5.1 reverb unit.

When using these banks, GigaPulse behaves more like a traditional reverb unit and the WET DRY mix should be used to adjust the levels between the original unaffected signal and the treated GigaPulse output.



However, when using GigaPulse with Room Colors (such as the Larry Seyer Medium Hall, one should use the “Perspective” control to adjust the blend. (this also controls how ‘wet’ or ‘dry’ the sound is.



These 5 and 7 channel surround rooms are complete acoustic models of actual physical spaces captured with multiple microphone and source placements and do not sound or operate like a traditional reverb.

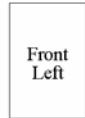
All rooms that come with the “Larry Seyer Acoustic Drums” library have the keywords “LS Acc Drms” near the front of the bank name.

For these banks the WET/DRY mix should remain at 100% and the GigaPulse setting titled “Perspective” should be used to control how loose or tight (close or far away) an instrument sounds in that room.

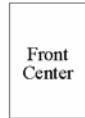
WET/DRY MIX can remain at 100% for these modeled rooms because during the recording process, both the direct sound from the source and the effect of the room on the amplified sound are recorded simultaneously.

This means that there is already a balance of wet and dry signal embedded in the room color. Depending on which source placement you choose and combined with the perspective control within GigaPulse, you can make the drums sound more or less dry... up close or farther away. (but you still get the advantage of the room color imparted on the drums)

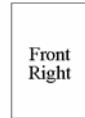
7 Channel Surround Routing Examples



GigaStudio
Output #1
Connects
to this speaker



GigaStudio
Output #7
Connects
to this speaker

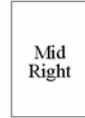


GigaStudio
Output #2
Connects
to this speaker



GigaStudio
Output #3
Connects
to this speaker

View from the ceiling
looking down
towards the floor



GigaStudio
Output #4
Connects
to this speaker



GigaStudio
Output #5
Connects
to this speaker

7 Channel
Surround
Speaker
Configuration



GigaStudio
Output #6
Connects
to this speaker

The above diagram should be used as a guide to set up your 7 channel surround speaker placements when GigaPulse is configured as shown below:



Notice the following 7 Channel routing settings in GigaPulse:



(example of a 7.1 Surround microphone placement)

5 Channel Surround Routing Examples



View from the ceiling
looking down
towards the floor



5 Channel Surround Speaker Configuration

The above diagram should be used as a guide to set up your 5 channel surround speaker placements when GigaPulse is configured as shown below:



Notice the following 5 Channel routing settings in GigaPulse:



(example of a 5.1 Surround microphone placement)

Room Colors system requirements:

All of the “Larry Seyer Acoustic Drums” Room Colors were mixed and designed within GigaPulse™ Pro and then embedded into independent .GIG files using the GigaPulse “*encode to gig*” feature.

This process ensures that the drum kits sound the same regardless of which version of GigaStudio you own. This is because *all* versions of GigaStudio are equipped with at least the GigaPulse™ player.

However, if you own GigaPulse Pro, you will be able to edit Room Color presets with the GigaPulse editor and create your own presets from Room Color banks.

When loading a 5 Channel or 7 Channel Surround-configured drum kit or Room Color, keep in mind that each surround channel requires at least one channel of real-time convolution. Running five to seven independent channels of convolution is EXTREMELY processor intensive.

If you are going to be using the 5 Channel (5CH) or 7 Channel (7CH) surround versions of this library, we HIGHLY recommend that you dedicate a machine for this purpose.



(Abbreviated GigaPulse player included with GigaStudio)

Loading a pre-configured Room Color onto a virtual stack:

With this library, the GigaPulse™ effect presets (Room Colors) are encoded into stand-alone .GIG files. Inside these .GIG files are instruments labeled according to the type of effect

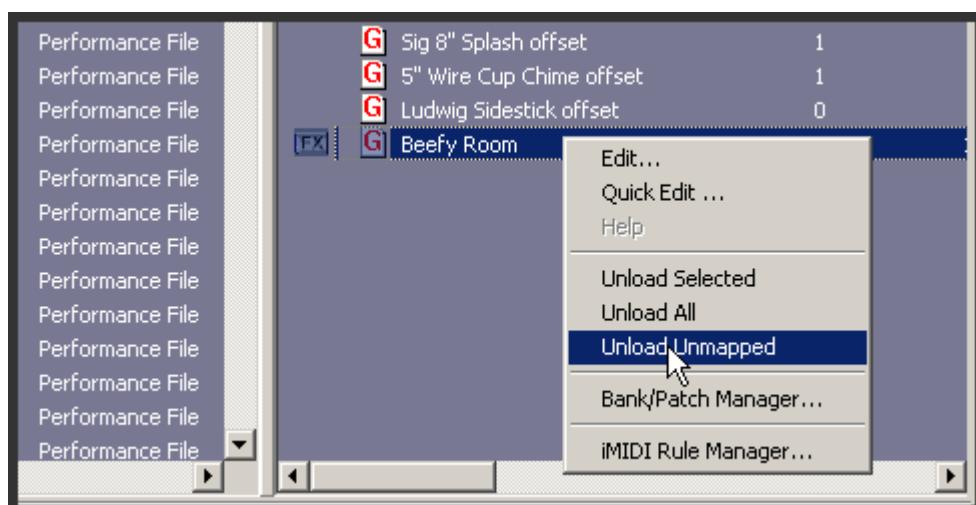
setting contained within. These GigaPulse instruments (or Room Colors) can then be loaded onto a drum kit's virtual stack and saved as part of the kit. (This action places the drum kits into the rooms)

This means that GigaStudio can read these GigaPulse room colors as standard GigaStudio 3.0 instruments that can be loaded or unloaded from the “virtual stack”. This enables the user to put any drum kit in any room.

1. To change a drum kit's room color, the first step is to detach any existing Room Color from the virtual stack. At this point you will still hear the effects of the Room Color in GigaPulse.

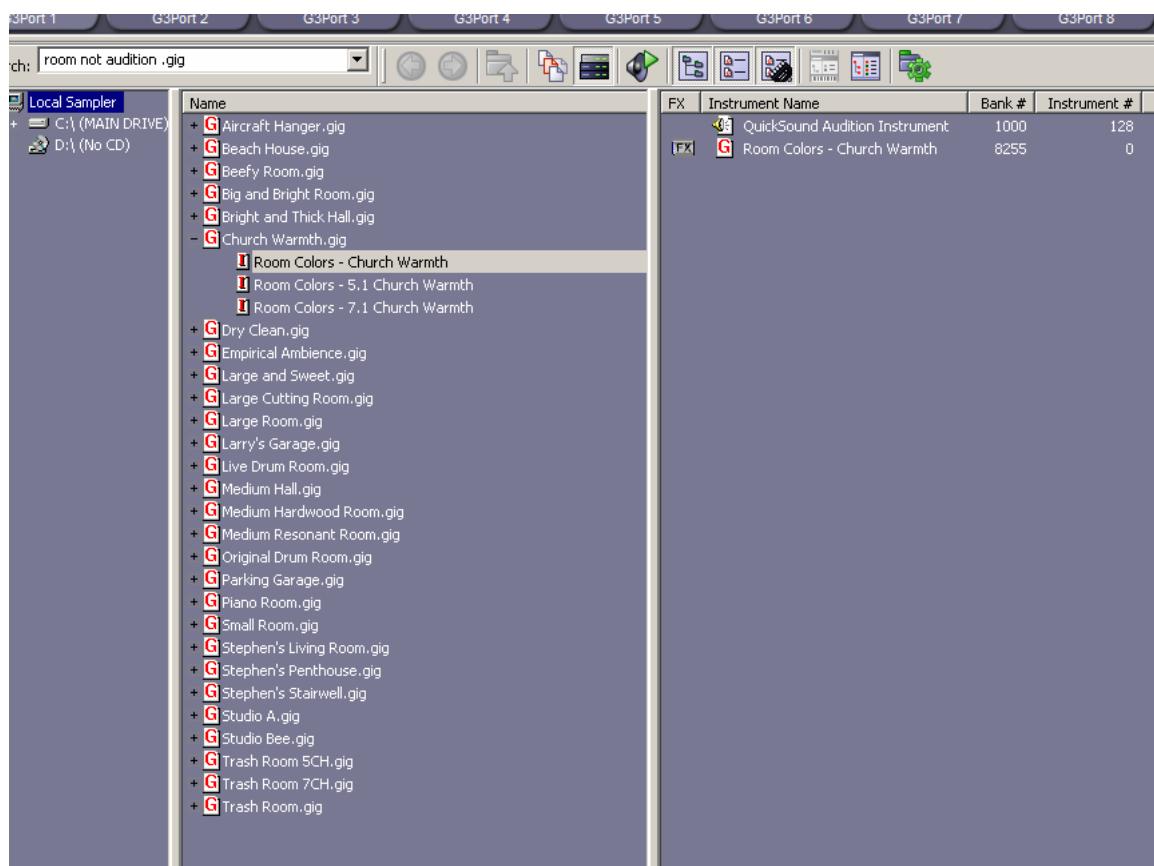


2. The next step is to unload your detached Room Color from the loaded instruments window in the bottom right quadrant of your GigaStudio environment. Once the Room Color has been unloaded, you will no longer hear GigaPulse and the drum kit will be dry (as they were recorded).
3. If you still hear convolution, check to make sure that another instance of GigaPulse is not loaded in the DSP mixer.



Alternatively, you can choose “Unload Selected” and remove the room in one step.

4. To see all of the available Room Colors, type the phrase “**.gig Larry Seyer Room Color**” into the Quicksound search text (as illustrated below)



You will see the Room Colors appear as .GIG files in the search window. Click on the “+” plus key to see the pre-defined Room Color Instruments in the file.

Make sure you load the INSTRUMENTS and not the entire .GIG file, otherwise you will load ALL of the Room Color Instruments that are contained in that .GIG file!!!

In other words, simply double clicking on the GIG file “Church Warmth.Gig” will load ALL THREE of the files inside of it... (this is not recommended)

Instead, you will want to double click on the “Room Colors – Church Warmth” Instrument that resides INSIDE of the “Church Warmth.GIG” file.

5. Click the “+” key next to the GIG filename to reveal its instrument contents. Make sure the “stack instruments” button is enabled so that you do not “blow out” your drum kit that you have already loaded’. Alternatively you can drag and drop the desired instrument on your virtual stack’s parent MIDI channel.

If you own GigaPulse Pro, you can further edit the loaded Room Color by opening the GigaPulse editor. This is done from the virtual stack's FX editor drop down menu which is located on the MIDI mixer just to the right of the loaded Room Color and should be highlighted green (see image below).



Creating custom Room Color presets:

When you use the pre-defined Room Colors .GIG files, it is not possible to choose new source placements for your microphone inputs in the standard GigaPulse player.

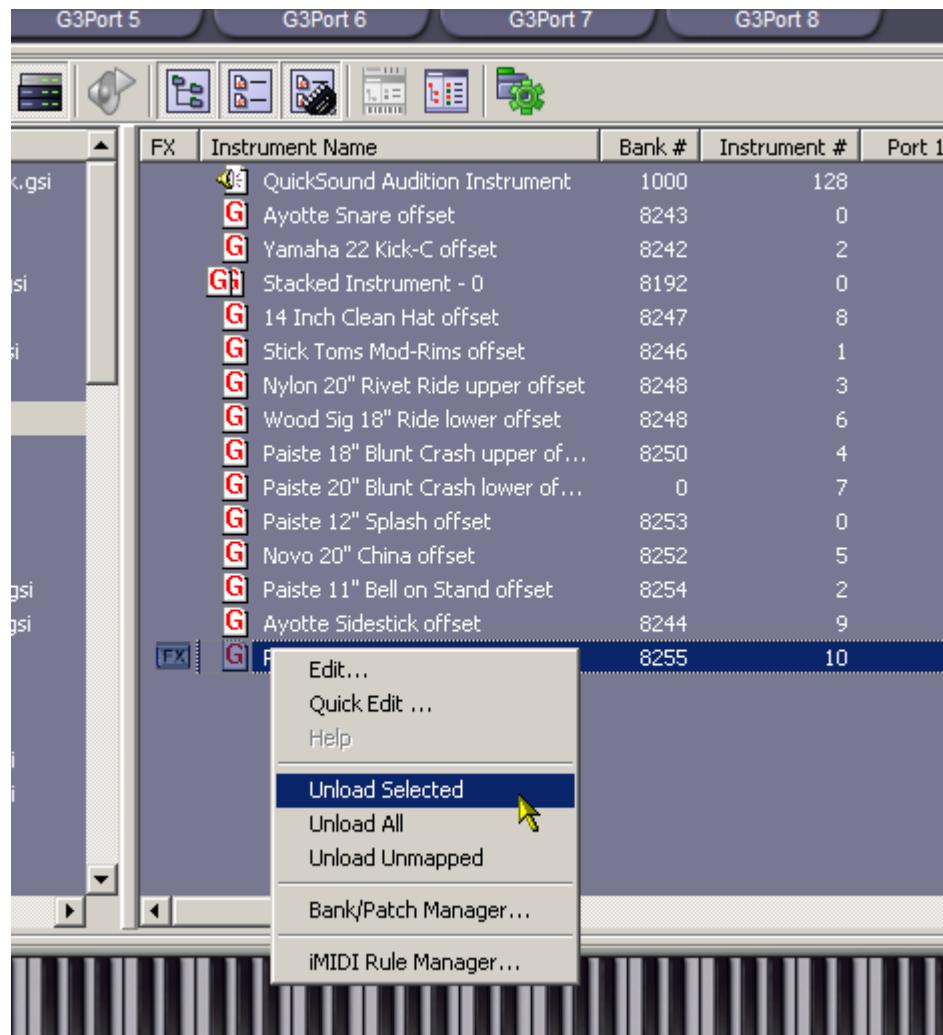
This is because an encoded GigaPulse preset only remembers the original microphone/source assignments that were used to encode into the .GIG file and disregards other positional information.

To have full control over Room Color microphone/source assignments you must own GigaPulse Pro.

To make your own customized presets unload any instance of GigaPulse from the drum kit's virtual stack. (see below)

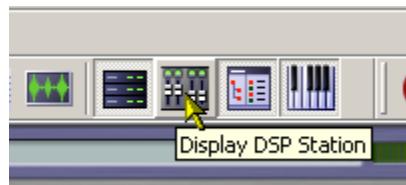


Be sure to unload the instance in the loaded instruments window, otherwise it will still use up valuable processing power... (see below)



Now instead of loading a new Room Color onto the virtual stack you will insert an instance of GigaPulse™ into the same DSP channel that the drum kit is routed through. Make a note of which stereo output the drums are routed through on the MIDI Mixer.

Click on the DSP mixer tab... (see below)



Now you can see the DSP mixer...

Click on the small triangle located in the top right corner of the DSP channel to which the drums have been routed.



Your DSP mixer channel should now look the following picture... Click on the triangle located to the right of the first available INSERT slot to reveal a drop down menu with different FX plug-ins.

Choose GigaPulse Pro NFX from the menu



Below is the picture of the drop down menu from the DSP mixer channel.



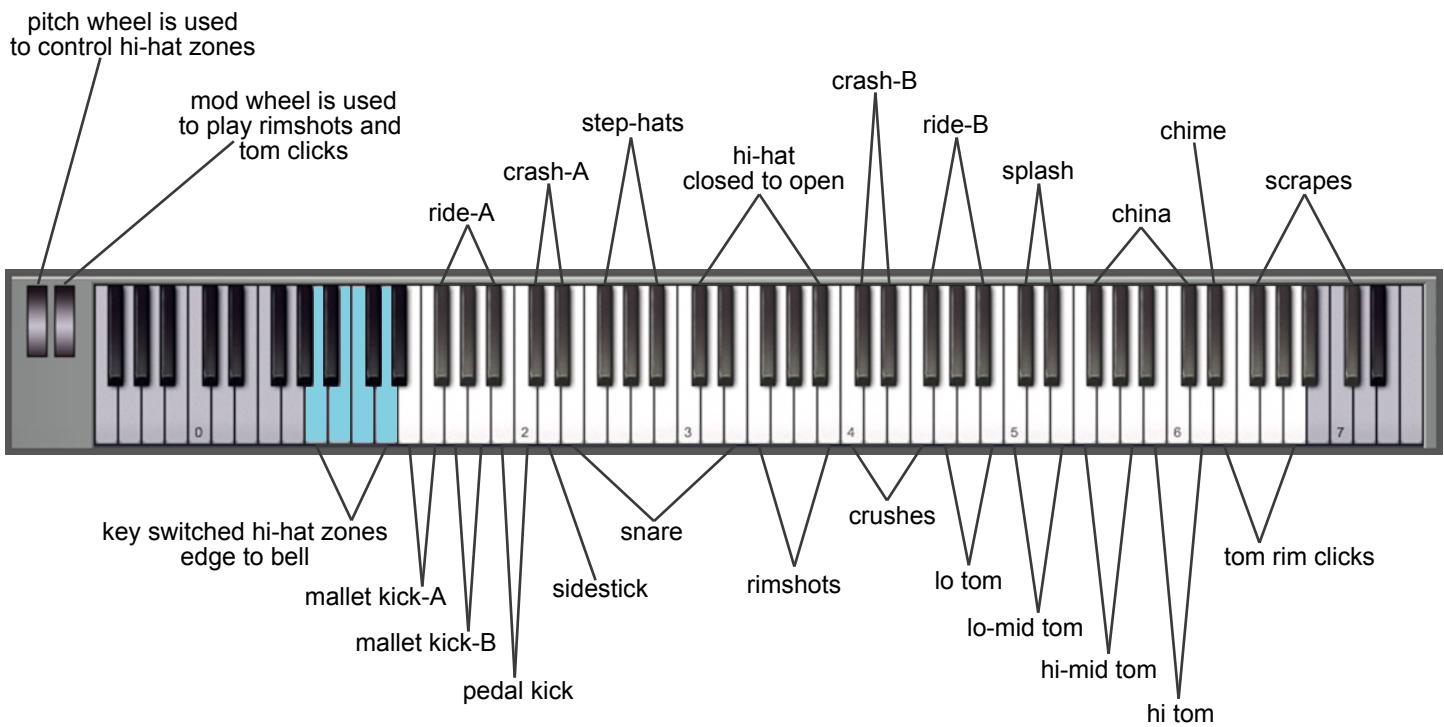
Once GigaPulse has been loaded and the GigaPulse editor appears on the screen, use the GigaPulse bank selection drop down menu to select a Room Color (.fxb file).
(click on the small triangle to see the menu)



By loading a Room Color in this fashion you can fully customize your room settings and save them as .fxp presets for use on other kits or instruments.

Be sure to save your new drum kit as a .GSI instrument!

Optimal Layout keyboard mapping



White keys:

<input type="checkbox"/> Beater to head kick	<input type="checkbox"/> -	E1 to F1 (not included with all kick drums)
<input type="checkbox"/> Mallet kick	<input type="checkbox"/> -	G1 to A1
<input type="checkbox"/> Pedal kick	<input type="checkbox"/> -	B1 to C2
<input type="checkbox"/> Snare sidestick	<input type="checkbox"/> -	D2
<input type="checkbox"/> Snare normal	<input type="checkbox"/> -	E2 to E3
<input type="checkbox"/> Snare rimshots	<input type="checkbox"/> -	F3 to B3
<input type="checkbox"/> Snare crushes	<input type="checkbox"/> -	C4 to F4 (all snare and tom zones ascend from left rim to right rim)
<input type="checkbox"/> Low tom	<input type="checkbox"/> -	G4 to B4
<input type="checkbox"/> Low-mid tom	<input type="checkbox"/> -	C5 to E5
<input type="checkbox"/> High-mid tom	<input type="checkbox"/> -	F5 to A5
<input type="checkbox"/> High tom	<input type="checkbox"/> -	B5 to D6
<input type="checkbox"/> Tom Rim Clicks	<input type="checkbox"/> -	E6 to A6

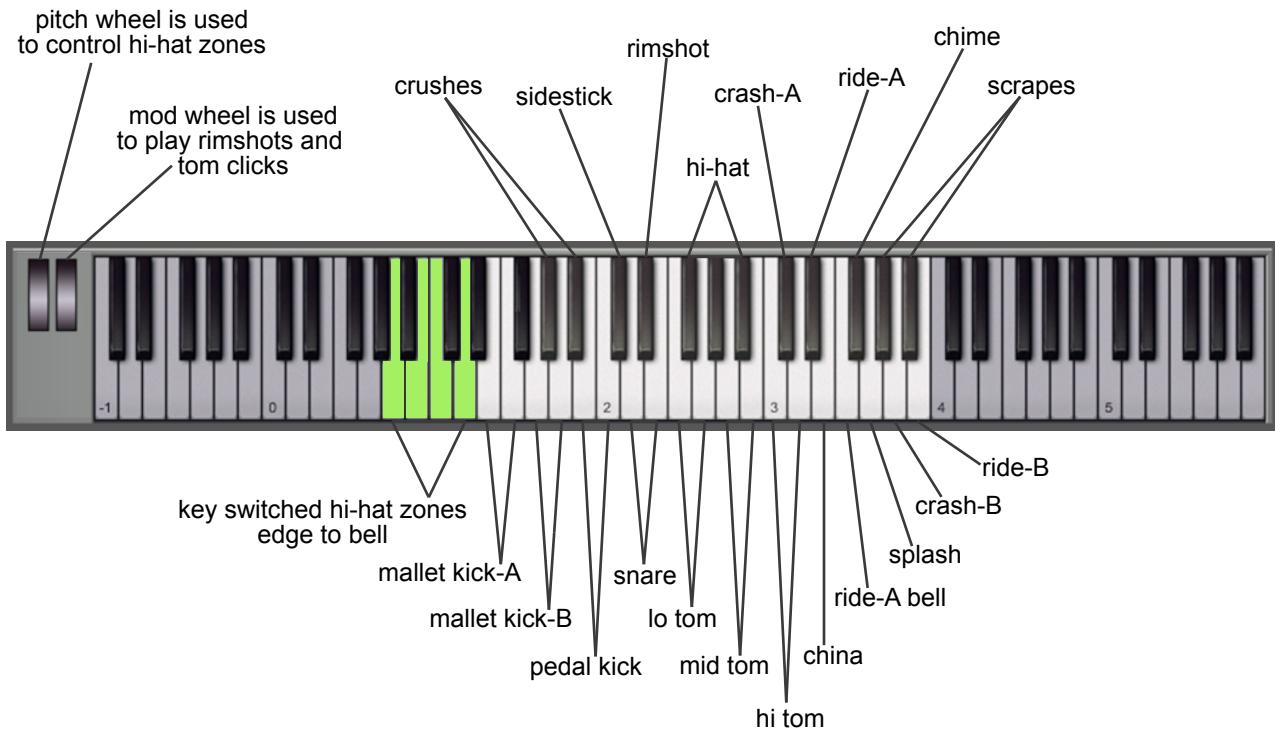
Black Keys:

<input type="checkbox"/> Ride position 1	<input type="checkbox"/> -	F#1 to A#1 (bell to outside edge)
<input type="checkbox"/> Crash position 1	<input type="checkbox"/> -	C#2 to D#2
<input type="checkbox"/> Pedal hats	<input type="checkbox"/> -	F#2 to A#2
<input type="checkbox"/> High-hats	<input type="checkbox"/> -	C#3 to A#3 (from closed to open)
<input type="checkbox"/> Crash position 2	<input type="checkbox"/> -	C#4 to D#4
<input type="checkbox"/> Ride position 2	<input type="checkbox"/> -	F#4 to A#4 (bell to outside edge)
<input type="checkbox"/> Splash	<input type="checkbox"/> -	C#5 to D#5
<input type="checkbox"/> China	<input type="checkbox"/> -	F#5 to C#6 (outside edge to bell)
<input type="checkbox"/> Bells and chimes	<input type="checkbox"/> -	D#6
<input type="checkbox"/> Cymbal scrapes	<input type="checkbox"/> -	F#6 (position 1 - ride scrape)
<input type="checkbox"/> -	<input type="checkbox"/> -	G#6 (position 2 - crash scrape)
<input type="checkbox"/> -	<input type="checkbox"/> -	A#6 (position 2 - ride scrape)

Key Switching:

<input type="checkbox"/> Hat position 1	<input type="checkbox"/> -	A0 (outside edge)
<input type="checkbox"/> Hat position 2	<input type="checkbox"/> -	B0
<input type="checkbox"/> Hat Position 3	<input type="checkbox"/> -	C1
<input type="checkbox"/> Hat Position 4	<input type="checkbox"/> -	D1 (bell)

General MIDI keyboard mapping



General MIDI Instrument Layout

<input type="checkbox"/> Beater to head kick	-	E1 to F1 (not included with all kick drums)
<input type="checkbox"/> Mallet kick	-	G1 to A1
<input type="checkbox"/> Pedal kick	-	B1 to C2
<input type="checkbox"/> Snare sidestick	-	C#2
<input type="checkbox"/> Snare normal	-	D2 and E2
<input type="checkbox"/> Snare rimshots	-	D#2
<input type="checkbox"/> Snare crushes	-	G#1 and A#1
<input type="checkbox"/> Lo tom	-	F2 and G2
<input type="checkbox"/> Mid tom	-	A2 and B2
<input type="checkbox"/> Hi tom	-	C3 and D3
<input type="checkbox"/> Ride position 1	-	D#3
<input type="checkbox"/> Ride position 1 bell	-	F3
<input type="checkbox"/> Crash position 1	-	C#3
<input type="checkbox"/> Pedal hat	-	G#2
<input type="checkbox"/> Open High-hat	-	F#2
<input type="checkbox"/> Closed High-hat	-	A#2
<input type="checkbox"/> Crash position 2	-	A3
<input type="checkbox"/> Ride position 2	-	B3
<input type="checkbox"/> Splash	-	G3
<input type="checkbox"/> China	-	E3
<input type="checkbox"/> Bells and chimes	-	F#3
<input type="checkbox"/> Cymbal scrapes	-	G#3 (position 1 - ride scrape)
<input type="checkbox"/>	-	A#3 (position 2 - ride scrape)

Key Switching:

<input type="checkbox"/> Hat position 1	-	A0 (outside edge)
<input type="checkbox"/> Hat position 2	-	B0
<input type="checkbox"/> Hat Position 3	-	C1
<input type="checkbox"/> Hat Position 4	-	D1 (bell)

Larry Seyer Acoustic Drums

FAQ

(Frequently Asked Questions)

1. When I load a .GIG file into a MIDI channel, all I hear is one drum... Why??

This library is designed to use .GSI files and NOT .GIG files for complete drum kits. Search for .GSI files in your Quicksound search window and load any of THOSE kits and you will hear all of the drum components!

2. Why is such a high dollar sound library not offered in true eight-channel multi-track format with bleed-thru from each mic?

All of the drum components for this library were originally recorded in true multi-track format (with bleed-thru from each mic).

When we started recording for this project (Aug, 1999) our intention was to release the library in true multi-track form. Just as many other fine drum libraries have already done today.

But once we heard the sound possibilities coming from GigaPulse™ we chose to go in a totally different direction.

We decided to combine the various microphones that we used to record the drum components into great sounding 24bit stereo files... then allow the user to place those great sounding drum components into a room of their choice with optional microphone coloration.

This approach is not only unique (as of Oct. 2004), but offers much more in the way of flexibility in creating new and custom drum kits.

3. Is it possible to have each drum come out of a different output?

Yes, it is. See the "Multiple Outs – Multiple Convolution" example.

4. Is it possible to have a different Microphone on each drum?

Yes, it is. See the "Multiple Outs – Multiple Convolution" example.

5. Is it possible to have a different Room Color on each drum?

Yes, it is. See the "Multiple Outs – Multiple Convolution" example.

6. I don't want any "reverb" or "room colors" on my drums, is this possible?

Absolutely! We have included all drums in their dry, unprocessed state. However, we highly recommend our "Dry Cleaner" Room Color for 'dry' and 'clean' drum sounds

7. What is the "Dry Cleaner"

This specially designed impulse for GigaPulse™ has the unique ability to make drums sound warm and fat. It is a bank of impulses that we have recorded from an entire recording chain of analog gear normally associated with fantastic sounding drum sounds. (including, but not limited to... analog consoles, tape machines, vintage gear etc)

In addition to recording the impulse through all of that old, great sounding gear, we 'hand-tweaked' the impulse to accentuate the positive attributes that each impulse imparts on drum sounds. The effect is subtle but audible.

Try bypassing the "Dry Cleaner" impluse in GigaPulse™ sometime. It still amazes me how much this makes drums sound warmer and fatter.

8. I do not have a very fast computer, but I still want to use these drums... How can I use this library when I don't have a fast computer?

Choose the "Dry Clean" and "Dry Cleaner" versions of the drum kits... Then remove the convolution (GigaPulse™) from the stack (see elsewhere in the manual for instructions on how to do this)...

This process will give you TOTALLY DRY drum kits with almost NO strain on your computer.

9. Is it possible to have each drum come out of a separate GigaStudio output while still receiving MIDI on one channel?

Yes it is... See the "Multiple Outs – Multiple Convolution" example.

10. If I don't want 7 Channel or 5 Channel drums but I want the bigger sound that 7 channels of convolution produces can I achieve this sound using just 2 channels?

Yes, simply route all 5 or 7 channels to your stereo outputs.

11. Can I use the "Larry Seyer Acoustic Drums" at the same time that I use other instruments in GigaStudio?

Absolutely! However, because of the amount of processing power required to do 7 channels of convolution, you will more than likely need an extremely fast computer to do 5 or 7 channel surround.

For 2 channel stereo applications there should be no problem in using this library with other libraries... provided you have a fast enough computer.

12. Can I use the "Room Colors" that come with this library with other samples that I own?

You bet!

One of the reasons we put additional rooms in this library was so that the end user would be motivated to purchase this library over other standard drum libraries.

Additional features = more sales (hopefully!)

Also, it serves as a convenient 'demo' for our GigaPulse™ impulse libraries that will be offered in the near future.

In fact, if you have a GSIF 2.0 compatible card, you can even route signal into GigaStudio in REAL TIME and use the convolution as a high quality multi-channel real time reverb unit!

13. Are there going to be more drum kits available for this library?

Yes. When you register, you will receive 35 additional drum kits FREE. In the future, we will be offering new drum kits as an 'add-on' pack in banks of 100 at a very reasonable price. Check the <http://www.larryseyer.com> website for details and updates.

14. I don't have a very fast computer... How can I use this library with a slow computer?

Remove any convolution that is loaded with the drum kit (GigaPulse)... When you remove the convolution (GigaPulse), the library functions just like a standard drum library.

15. How do I turn the sound of the Room Color up or down... or shorten the length of the room... or make the drums sound 'closer' to me?

If you are using GigaPulse™ (all of our kits use it except for the totally dry kits), then we recommend using the 'perspective' control to adjust the amount of room sound heard.

The reason you will want to use the 'perspective' control instead of the wet/dry control is that by using the 'perspective' control, you will retain the sound of the "Room Color" imparted on the drums.

If you use the wet/dry instead of the 'perspective', the drums will pass through GigaPulse unprocessed and the room will be added to the unprocessed drums instead.

Using the Wet/Dry controls instead of the 'perspective' control essentially turns GigaPulse into a typical reverb unit.

In fact, if you want to use the "Larry Seyer Acoustic Drums" with one of the included "Larry Seyer Reverb" patches, you WILL want to use the wet/dry control instead of the 'perspective' control.

This is because the "Larry Seyer Reverb" patches are essentially samples of hardware units that do not necessarily impart a 'sound' of their own onto the drums. They merely add artificial reverb to an existing signal, so the wet/dry would be appropriate for this. (see **How to use the Larry Seyer Reverb** section of this file for more information on how to do this)

But in all cases of “Room Colors”, you will want to use the ‘perspective’ control in order to adjust the length of the room tail and/or mix between the drum kit and room color.

16. Why are the drum levels so hot?

Unfortunately, the ‘level wars’ have made their way to sample libraries.

It was a sad day for me when I was told that in order to be competitive with other sound libraries, I was going to have to increase the output levels of the drums in order to ‘compete’ with their levels.

I do not like having to do this, but I want to sell this library and in order to do that, I have to be competitive... So in order to compete, I had to raise the level of the outputs to be on ‘par’ with the levels of other sample libraries. ☺

“Louder is better” is alive and well in ‘sample land’ unfortunately.

However, it is a simple matter to fix this... Simply, bring the output faders in the DSP mixer down a bit... ☺

17. How do I load *Totally Dry* drum kits?

See the “How to Load and Use *Totally Dry Drum Kits*” section for information on how to load and use drum kits with NO convolution.

18. Why are the “*Totally Dry*” drum levels so low?

Believe it or not, these are the actual levels that drums were recorded at... They have been ‘normalized’ ... by that I mean that all peaks were brought to level 0.

Unfortunately, this level is much softer compared to other libraries. And this is why I raised the overall levels of all of the Drum Kits using the “Room Colors”.

But in order to provide clean, unprocessed, and normalized drums to those who want them, I have included a method to use these drum kits AT THEIR ORIGINAL RECORDING LEVEL!

Simply BYPASS the “Dry Clean” or “Dry Cleaner” Room Color and you will get TOTALLY DRY unprocessed drum sounds.

19. There is a delay between the time that I hit a key and the time that I hear the drums, how can I shorten this?

Load the “LowLatency” version of that drum kit instead of the “FullAttack” version.

20. Why is it better to have a dedicated machine to use this library?

This drum library uses a LOT of convolution. And convolution takes a LOT of processing power. (in addition, most of the cymbal samples last over 20 seconds...) Combine that with the fact other instruments that may be loaded will be requiring lots of attention from the computer... and you have a situation in which the computer is being taxed heavily.

That is why.

21. How can I hear the different stick positions on the Hi Hat?

Move the Pitch Wheel for the different positional ‘Zones’ on the Hi Hat. Or you can use “key switching” to select a particular Hi-Hat positional Zone.

22. How can I hear the different striking methods for the Toms?

Move the MOD wheel to hear tom rimshots and rim clicks.

23. I want to use the sustain pedal for the up/down motion of the Hi Hat, is this possible?

It has already been done for you... just step on the sustain pedal and the Hi-Hat will open and close.

24. Can I use the “Larry Seyer Acoustic Drums” library for live applications?

Yes!

We recommend using the “LowLatency” versions of the drum kits for live applications.

25. Are there going to be more rooms available for this drum library?

We are planning on creating a series of libraries in the near future. More information on this will be made available on our website at <http://www.larryseyer.com> as the release date draws near.

26. Are there going to be more Microphone Models available for this drum library?

It is unclear at this point if we will be allowed to create additional microphone models for GigaPulse™. But if we are allowed, we will do so. Check the website often for more information on this.

27. How can I change out the drums in a particular kit... in other words, I want to keep most of a kit, but I want to change the snare drum.

See "How to swap out a drum component within an instrument"

28. How can I adjust the levels of the drums within a kit?

See "Basic Use of the Larry Seyer Acoustic Drums"

29. Can I 'tune' the drums individually in a kit?

See "Basic Use of the Larry Seyer Acoustic Drums"

30. Is it possible to 'pan' each drum differently?

See "Basic Use of the Larry Seyer Acoustic Drums"

31. Can I place each drum in a different position in a "Room"?

Yes, See "Multiple Outs – Multiple Convolution"

32. I want to use the different positions of the Hi Hat, but I don't want to use the pitch wheel... how can I do this?

Use the key switching instead... see "Optimized Keyboard Layout" for the keys that are used for key switching.

33. I really like the "Trash Room", but I want to use different trash sounds for each drum, is this possible?

Yes, see "Multiple Outs – Multiple Convolution"

34. How do I reposition the placement of the drums in a room when I don't own "GigaPulse Pro"?

Unfortunately, you cannot. However, many of the Room Color presets that we have included come with alternate placements. Try using a different preset.

Alternatively, you can upgrade or purchase GigaPulse™ Pro.

35. Why does GigaStudio remove the other drums from a kit when I change out a snare drum?

Because you do not have the "Stack Instruments on Active Midi Channel" button depressed... (see photo below). Make sure this button is depressed and try it again.



36. I want to build my own kit, but when I save, it writes a "GSP" instead of a "GSI"... How do I make it be a "GSI"?

In the save as window, make sure that the GSI instrument box is checked as opposed to the GSP box. Also see "How to create a drum kit from scratch"

37. What should GigaStudio's search path be for this library?

This will depend on where you installed the library to begin with..

But at the very least, your search path for Quicksound should point to the "Larry Seyer" folder

Inside of that folder should be a folder called "Acoustic Drums"

Everything except the Room Colors should be in that folder.

The Room Colors must be installed using the installer as they have to be registered into GigaStudio for them to work properly.

38. What are the most common Quicksound search words for this library?

EX = Optimal/EXpanded (EX) layout

GM = General MIDI layout

2CH, 5CH, 7CH = choice of outputs

FullAttack, LowLatency = realism / response latency

Room Colors = All GigaPulse™ convolution Room Colors

LSDrms = All Larry Seyer Acoustic Drums have this tag

39. Why do some drums seem to be panned heavier on one side than the other?

This is the result of the choices made by us when we applied a particular “Room Color” to some of the drum kits...

Each “Room Color” was sampled using 18 different ‘source’ locations and up to 7 different output positions.

Because of this, each ‘source’ location sounds a little different from other ‘source’ locations. Frequency response will be slightly different for each location... direct/reflective properties of each position are slightly different for each location also.

When we placed some of the drum kits in a particular room, some of them sounded better to us when we chose non-symmetrical ‘source’ placements. (In other words, choosing locations 4 and 6 in GigaPulse would be symmetrical choices... choosing locations 1 and 5 would not.)

Because of our choices for these placements on some of our kits, these kits *may* appear to be slighter heavier on one side or the other. None of this affects the sound quality adversely...

In fact, the reason we chose asymmetrical placements was because it sounded interesting to us on that particular kit. (We recommend a good psychotherapist for those of you who cannot stand non-symmetry... grin :-)

However, if you would rather have symmetrical outputs for all of your kits, use GigaPulse Pro to re-select symmetrical ‘source’ placements for the kits and move them.

40. My question is not in the FAQ... how can I find an answer to my question?

Visit our web page at <http://www.larryseyer.com> and click on the ‘Forum’ button. We monitor the forum for questions from people just like you!

Drum Sample Palette:

The following list contains the sound palette of raw drum sounds used in the “Larry Seyer Acoustic Drums” library. (listed below are some brief descriptions from Pat Mastelotto about some of them).

The 1,380 kits included in this library make use of all of the following samples in various combinations...

Kicks:

- Bd01 - 1970's Ludwig 24" Maple Kick with Ambassador heads - Mic Pre A
- Bd02 - 1970's Ludwig 24" Maple Kick with Ambassador heads - Mic Pre B
- Bd03 - Custom Joe Montineri 22" Kick with Evans EQ1 heads
 - (made for 94-95 King Crimson tour and styled after old Gretsch bearing edges)
- Bd04 - Vintage 1940's Slingerland 28" Radioking Kick with calf skin heads
- Bd05 - 1990's Yamaha 18" Vintage Maple Kick - front head off
- Bd06 - 1990's Yamaha 18" Vintage Maple Kick - front head on
- Bd07 - 1990's Yamaha 20" Maple Kick with Evans EQ3 heads - front head off
- Bd08 - 1990's Yamaha 20" Maple Kick with Evans EQ3 heads inside isolation tent with front head off.
- Bd09 - 1990's Yamaha 20" Maple Kick with Evans EQ3 heads - front head on
- Bd10 - Yamaha 22" Maple Kick with ambassador heads - front head off
- Bd11 - Yamaha 22" Maple Kick with ambassador heads - front head on
- Bd12 - Yamaha 22" Maple Kick with Evans EQ1 heads - front head off
- Bd13 - Yamaha 22" Maple Kick with Evans EQ1 heads - front heads on

Snares:

- S1 - Ayotte 5 1/2" Puresound wood snare with Emperor heads and O-ring
- S2 - Ayotte 5 1/2" Puresound wood snare with Emperor heads
- S3 - 1970's Slingerland 6 1/2" wood snare with original brass snares,
 - Remo Ambassador heads and O-ring
- S4 - Sonar 8" bronze snare - anniversary edition with Ambassador heads and O-ring
- S5 - Sonar 8" bronze snare - anniversary edition with Ambassador heads
- S6 - 1970's Slingerland 6 1/2" wood snare with original brass snares and
 - Remo Ambassador heads
- S7 - Craviota 5" solid snare from the 1980's with Evans G1 heads
- S8 - Craviota 5" solid snare from the 1980's with Evans G1 heads and O-ring
- S9 - 1970's Ludwig 6 1/2" Black Beauty snare with vintage brass Slingerland snares
- SA - 1970's Ludwig 6 1/2" Black Beauty snare with vintage brass Slingerland snares and wallet mute
- SB - Custom Joe Montineri Snare with deep super-sharp bearing edge
 - (Made for 94-95 King Crimson tour and styled after old Gretsch bearing edges)
- SC - Custom Joe Montineri Snare with deep super-sharp bearing edge and O-ring
- SD - Pearl Piccolo Snare from the early 1980's
- SE - Pearl Piccolo Snare from the early 1980's with O-ring
- SF - Custom Joe Montineri 6" Snare made of Surgical Steel
- SG - Custom Joe Montineri 6" Snare made of Surgical Steel with O-ring

Toms:

- T1 - 10" Yamaha Maple tom
- T2 - 12" Yamaha Maple tom
- T3 - 14" Yamaha Maple tom
- T4 - 16" Yamaha Maple tom

Hats:

H1 - Paiste 10" Signature Series Micro hat
H2 - Paiste 12" Signature Series Medium hat
H3 - Paiste 13" 2000 Series hat
H4 - Paiste 13" Dark Crisp Signature Series hat
H5 - Paiste 13" Traditional Light hat
H6 - Paiste 14" new and clean hat
H7 - Zildjian 14" dirty old hat
H8 - Paiste 15" 602 hat
H9 - Paiste Traditional 15" Medium light hat
HA - Paiste 14" Signature Sound Edge hat

Ride Cymbals:

R1 - Paiste 2002 Power Ride - used on MrMister "Broken wings"
R2 - Paiste Signature Dark Dry Heavy
R3 - Paiste Signature 18" Flat Ride
R4 - Paiste Signature 21" Dry Heavy Ride
R5 - Paiste Traditional 20" Medium Heavy Ride
R6 - Paiste Signature 22" Rough Ride
R7 - Paiste Signature 20" Rough Ride With Rivets
R8 - Paiste Signature 20" Flat Ride with Rivets
R9 - Sabian Mini Bell 20" Ride - used with XTC, Oranges and Lemons.

Crash Cymbals:

C7 - Paiste Sound Formula 16" Crash
C8 - Paiste Traditional 14" Thin Crash
C9 - Paiste Sound Formula 17" Crash
CA - Paiste Traditional 15" Thin Crash
CB - Paiste Traditional 16" Thin Crash
CC - Paiste Traditional 17" Extra Thin Crash
CD - Paiste Traditional 18" Thin Crash
CK - Paiste Signature series 16" Full Crash
CL - Paiste Signature series 18" Full Crash
CM - Paiste Signature series 20" Full Crash

China Cymbals:

C1 - 16" Paiste Signature Thin china
C2 - 18" Paiste Signature Thin china
C3 - 20" Paiste Signature Thin china
C4 - 20" Paiste 3000 Series Novo china
C5 - 12" Paiste Signature Thin china
C6 - 14" Paiste Signature Thin china

Splash Cymbals:

CN - Paiste 12" splash
CO - Paiste Sound Formula 10" splash
CP - Paiste Sound Formula 12" splash
CQ - Paiste Sound Formula 14" splash
CR - Paiste Signature 10" splash
CS - Paiste Signature 6" splash
CT - Paiste Signature 8" splash
CU - Paiste Traditional 11" splash

Bells and Chimes:

CF - Paiste 602 11" Heavy Bell
CG - Paiste 602 12" Heavy Cymbal

CH - Paiste 602 8" Bell

CI - Paiste 5" Cup Chime

CJ - Paiste12" Flanger Bell

Quicksound Search Keywords

Most Common Quicksound Keywords:

2CH	Stereo Drum Kits
5CH	5.1 Surround Drum Kits
7CH	7.1 Surround Drum Kits
EX	Optimal/Expanded (EX) Layout
GM	General MIDI (GM) Layout
FullAttack	Striker Wind Noise included
LowLatency	Edited to actual hit

Here is a list of ALL of the Quicksound Keywords:

.gig	Big	EX	LowLatency	Room
.gsi	Clean	FullAttack	LSDrms	Snares-Off
2CH	Cutting	GM	Mailbox	Stick
5CH	Dirty	House	Mallet	Trampoline
7CH	Donut	Large	Original	Trash
Aircraft	Dry	Loose	Rod	Seyer

Audition Drum Components Sample Placement

Black Keys:

Hats

C#1 10" Signature Hat
D#1 12" Signature Hat
F#1 13" 2000 Series Hat
G#1 13" Dark Crisp Hat
A#1 13" Traditional Light Hat
C#2 14" Dirty Old Hat
D#2 14" New Clean Hat
F#2 14" Signature Sound Edge Hat
G#2 15" 602 Hat
A#2 15" Traditional Light Hat

Rides

C#3 Paiste 20" Flat Rivet Ride
D#3 Paiste 20" Rough Rivet Ride
F#3 Paiste 22" Rough Ride
G#3 Paiste 2002 Power Ride
A#3 Paiste Signature 18" Flat Ride
C#4 Paiste Signature 21" Dry Heavy Ride
D#4 Paiste Signature Dark Heavy Ride
F#4 Paiste Traditional 20" Heavy Ride
G#4 Sabian Mini Bell 20" Ride

Crashes

A#4 Paiste 16" Crash
C#5 Paiste 18" Crash
D#5 Paiste 20" Crash
F#5 Sound Formula 16" Crash
G#5 Sound Formula 17" Crash
A#5 Paiste Trad 14" Thin Crash
C#6 Paiste Trad 15" Thin Crash
D#6 Paiste Trad 16" Thin Crash
F#6 Paiste Trad 17" Thin Crash
G#6 Paiste Trad 18" Thin Crash

Bells and Chimes

A#6 Paiste 5" Cup Chime
C#7 Paiste 12" Flanger Bell

D#7 Paiste 602 8" Bell
F#7 Paiste 602 11" Heavy Bell
G#7 Paiste 602 12" Heavy Cymbal

White Keys:

Kicks

C1 Ludwig Kick-A
D1 Ludwig Kick-B
E1 Joe Montineri Custom Kick
F1 Slingerland Kick
G1 Yamaha 18" Kick-A
A1 Yamaha 18" Kick-B
B1 Yamaha 20" Kick-A
C2 Yamaha 20" Kick-B
D2 Yamaha 20" Kick-C
E2 Yamaha 22" Kick-A
F2 Yamaha 22" Kick-B
G2 Yamaha 22" Kick-C
A2 Yamaha 22" Kick-D

Snares

B2 Ayotte Snare With Donut
C3 Ayotte Snare
D3 Craviota Snare with Donut
E3 Craviota Snare
F3 Ludwig Snare with Donut
G3 Ludwig Snare
A3 Joe Montineri Snare with Donut
B3 Joe Montineri Snare
C4 Pearl Piccolo Snare with Donut
D4 Pearl Piccolo Snare
E4 Pearl Piccolo with Snares-off
F4 Slingerland Snare
G4 Slingerland Snare with Donut
A4 Slingerland with Snares-off
B4 Sonar Bronze Snare with Donut
C5 Sonar Bronze Snare
D5 Joe Montineri Surgical Steel Snare with Donut
E5 Joe Montineri Surgical Steel Snare

Toms

F5 Yamaha Maple 16" Tom
G5 Yamaha Maple 14" Tom
A5 Yamaha Maple 12" Tom
B5 Yamaha Maple 10" Tom

Splashes

C6 Paiste 12" Splash
D6 Paiste Signature 6" Splash
E6 Paiste Signature 8" Splash
F6 Paiste Signature 10" Splash
G6 Sound Formula 10" Splash
A6 Sound Formula 12" Splash
B6 Sound Formula 14" Splash
C7 Paiste Traditional 11" Splash

Chinas

D7 Paiste 3000 20" Novo China
E7 Paiste 12" Thin China
F7 Paiste 14" Thin China
G7 Paiste 16" Thin China
A7 Paiste 18" Thin China
B7 Paiste 20" Thin China

MOD and Pitch Wheel Sample Switching from value 0 to 127

Kicks:	Pedal > Mallet > alternate mallet/pedal
Snares:	Stick edge > Stick center > Stick rimshot > Rod edge > Rod center > mallet center
Toms:	Stick center > Stick rimshot > Rod center > Mallet center
Splashes:	Stick > Rod > Mallet
Chinas:	Stick > Rod > Mallet
Hats:	Closed Hat > Stephat > Open Hat
Rides:	Stick edge > Stick bell > Rod edge > Rod bell > mallet
Crashes:	Stick > Rod > Mallet
Bells:	Stick > mallet

**not all sample regions include every region listed above.*

Audition Mallet-Rod Drum Kits Placement

- C1 Aircraft Hanger Mallet
- C#1 Ambient Rod
- D1 Bachelor Pad Snare-off Rod
- D#1 Beefy Room Rod
- E1 Beefy Room Tuned High Rod
- F1 Big and Bright Hybrid
- F#1 Bright Hall Donut Rod
- G1 Church Mallet 2
- G#1 Church Mallet
- A1 Church Rod 2
- A#1 Church Rod
- B1 Cutting Room Donut Rod
- C2 Dancehall Rod
- C#2 Dry and Dirty Donut Rod
- D2 Dry and Dirty Hybrid Rod
- D#2 Dry and Dirty Hybrid
- E2 Dry and Dirty Mallet 2
- F2 Dry and Dirty Mallet
- F#2 Dry and Dirty Rod 2
- G2 Dry and Dirty Rod 3
- G#2 Dry and Dirty Rod
- A2 Dry Clean Donut Mallet
- A#2 Dry Clean Mallet
- B2 Dry Clean Muted Toms Rod
- C3 Dry Clean Snare-off Rod 2
- C#3 Dry Clean Snare-off Rod
- D3 Large and Sweet Mallet
- D#3 Large Cutting Room Rod 2
- E3 Large Cutting Room Rod
- F3 Large Dark Studio Mallet
- F#3 Live Drum Room Hybrid
- G3 Loose Living Room Hybrid
- G#3 Loose Living Room Mallet
- A3 Medium Hall Donut Rod
- A#3 Medium Hall Mallet
- B3 Original Drum Room Rod
- C4 Parking Garage Stick and Mallet
- C#4 Penthouse Mallet
- D4 Piano Room Donut Rod
- D#4 Piano Room Hybrid Rod

E4 Piano Room Rod
F4 Resonant Room Donut Mallet
F#4 Resonant Room Rod
G4 Trash Room Bathtub Rod
G#4 Trash Room Cabinet Donut Rod
A4 Trash Room Jar Lid Rod 2
A#4 Trash Room Jar Lid Rod
B4 Trash Room Metal Grate Hybrid
C5 Trash Room Shower Mallet
C#5 Trash Room Trailer Rod

Audition Stick Drum Kits Placement

C1 Aircraft Hanger Donut Stick
C#1 Ambient Stick 2
D1 Ambient Stick
D#1 Beach House Donut Stick
E1 Beach House Stick
F1 Beefy Room Donut Stick
F#1 Beefy Room Stick 2
G1 Beefy Room Stick
G#1 Big and Bright Stick 2
A1 Big and Bright Stick
A#1 Bright Hall Donut Stick
B1 Church Donut Stick
C2 Cutting Room Donut Stick
C#2 Dry and Dirty Donut Stick
D2 Dry and Dirty Stick 2
D#2 Dry and Dirty Stick 3
E2 Dry and Dirty Stick
F2 Dry Clean Donut Stick 2
F#2 Dry Clean Donut Stick 3
G2 Dry Clean Donut Stick
G#2 Dry Clean Stick 2
A2 Dry Clean Stick 3
A#2 Dry Clean Stick 4
B2 Dry Clean Stick 5
C3 Dry Clean Stick 6
C#3 Dry Clean Stick
D3 Dry Cleaner Stick
D#3 Garage Donut Stick
E3 Garage Stick
F3 Large and Sweet Donut Stick 2
F#3 Large and Sweet Donut Stick
G3 Large and Sweet Stick 2
G#3 Large and Sweet Stick
A3 Large Cutting Room Loose Stick
A#3 Live Drum Room Donut Stick 2
B3 Live Drum Room Donut Stick
C4 Live Drum Room Snare-off Stick
C#4 Loose Garage Stick
D4 Loose Living Stick
D#4 Medium Hall Donut Stick
E4 Medium Hall Stick

F4 Medium Hardwood Donut Stick
F#4 Medium Hardwood Stick
G4 Original Drum Room Stick
G#4 Parking Garage Stick
A4 Piano Room Donut Stick
A#4 Piano Room Stick
B4 Piccolo in the Corner Stick
C5 Small Room Snare-off Stick
C#5 Small Room Stick
D5 Studio A Donut Stick
D#5 Studio A Loose Stick
E5 Studio Bee Stick
F5 Trash Room Basketball Goal Donut Stick
F#5 Trash Room Cutting Board Donut Stick
G5 Trash Room Desk Donut Stick
G#5 Trash Room Door Donut Stick
A5 Trash Room Kitchen Sink Stick
A#5 Trash Room Mailbox Donut Stick
B6 Trash Room Patio Stick
C6 Trash Room Toilet Donut Stick
C#6 Trash Room Trampoline Stick
D6 Trash Room Washtub Stick
D#6 Trash Room Water Meter Stick
E6 Trash Room Wooden Stick

Here is a list of ALL of the Drum Kits included in this library:

We created all of the drum kits listed below by using various combinations of the RAW drum sounds, GigaPulse™, alternate tunings, ADSR, modulations, and varied combinations.

However, there are MANY drum kit combinations that have not yet been created.

Please feel free to make some of your very own!!!!

LSDrms EX FullAttack 2CH Aircraft Hanger Donut Stick.gsi
LSDrms EX FullAttack 2CH Aircraft Hanger Mallet.gsi
LSDrms EX FullAttack 2CH Ambient Rod.gsi
LSDrms EX FullAttack 2CH Ambient Stick 2.gsi
LSDrms EX FullAttack 2CH Ambient Stick.gsi
LSDrms EX FullAttack 2CH Bachelor Pad Snares-Off Rod.gsi
LSDrms EX FullAttack 2CH Beach House Donut Stick.gsi
LSDrms EX FullAttack 2CH Beach House Stick.gsi
LSDrms EX FullAttack 2CH Beefy Room Donut Stick.gsi
LSDrms EX FullAttack 2CH Beefy Room Rod.gsi
LSDrms EX FullAttack 2CH Beefy Room Stick 2.gsi
LSDrms EX FullAttack 2CH Beefy Room Stick.gsi
LSDrms EX FullAttack 2CH Beefy Room Tuned High Rod.gsi
LSDrms EX FullAttack 2CH Big and Bright Hybrid.gsi
LSDrms EX FullAttack 2CH Big and Bright Stick 2.gsi
LSDrms EX FullAttack 2CH Big and Bright Stick.gsi
LSDrms EX FullAttack 2CH Bright Hall Donut Rod.gsi
LSDrms EX FullAttack 2CH Bright Hall Donut Stick.gsi
LSDrms EX FullAttack 2CH Church Donut Stick.gsi
LSDrms EX FullAttack 2CH Church Mallet 2.gsi
LSDrms EX FullAttack 2CH Church Mallet.gsi
LSDrms EX FullAttack 2CH Church Rod 2.gsi
LSDrms EX FullAttack 2CH Church Rod.gsi
LSDrms EX FullAttack 2CH Cutting Room Donut Rod.gsi
LSDrms EX FullAttack 2CH Cutting Room Donut Stick.gsi
LSDrms EX FullAttack 2CH Dancehall Rod.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Donut Rod.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Donut Stick.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Hybrid.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Mallet 2.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Mallet.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Rod 2.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Rod 3.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Rod.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Stick 2.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Stick 3.gsi
LSDrms EX FullAttack 2CH Dry and Dirty Stick.gsi
LSDrms EX FullAttack 2CH Dry Clean Donut Mallet.gsi
LSDrms EX FullAttack 2CH Dry Clean Donut Rod.gsi
LSDrms EX FullAttack 2CH Dry Clean Donut Stick 2.gsi
LSDrms EX FullAttack 2CH Dry Clean Donut Stick 3.gsi
LSDrms EX FullAttack 2CH Dry Clean Donut Stick.gsi
LSDrms EX FullAttack 2CH Dry Clean Mallet.gsi
LSDrms EX FullAttack 2CH Dry Clean Snares-Off Rod 2.gsi
LSDrms EX FullAttack 2CH Dry Clean Snares-Off Rod.gsi
LSDrms EX FullAttack 2CH Dry Clean Stick 2.gsi
LSDrms EX FullAttack 2CH Dry Clean Stick 3.gsi
LSDrms EX FullAttack 2CH Dry Clean Stick 4.gsi
LSDrms EX FullAttack 2CH Dry Clean Stick 5.gsi

LSDrms EX FullAttack 2CH Dry Clean Stick 6.gsi
LSDrms EX FullAttack 2CH Dry Clean Stick.gsi
LSDrms EX FullAttack 2CH Dry Cleaner Stick.gsi
LSDrms EX FullAttack 2CH Garage Donut Stick.gsi
LSDrms EX FullAttack 2CH Garage Stick.gsi
LSDrms EX FullAttack 2CH Large and Sweet Donut Stick 2.gsi
LSDrms EX FullAttack 2CH Large and Sweet Donut Stick.gsi
LSDrms EX FullAttack 2CH Large and Sweet Mallet.gsi
LSDrms EX FullAttack 2CH Large and Sweet Stick 2.gsi
LSDrms EX FullAttack 2CH Large and Sweet Stick.gsi
LSDrms EX FullAttack 2CH Large Cutting Room Loose Stick.gsi
LSDrms EX FullAttack 2CH Large Cutting Room Rod 2.gsi
LSDrms EX FullAttack 2CH Large Cutting Room Rod.gsi
LSDrms EX FullAttack 2CH Large Dark Studio Mallet.gsi
LSDrms EX FullAttack 2CH Live Drum Room Donut Stick 2.gsi
LSDrms EX FullAttack 2CH Live Drum Room Donut Stick.gsi
LSDrms EX FullAttack 2CH Live Drum Room Hybrid.gsi
LSDrms EX FullAttack 2CH Live Drum Room Snare-Off Stick.gsi
LSDrms EX FullAttack 2CH Loose Garage Stick.gsi
LSDrms EX FullAttack 2CH Loose Living Room Hybrid.gsi
LSDrms EX FullAttack 2CH Loose Living Room Mallet.gsi
LSDrms EX FullAttack 2CH Loose Living Room Stick.gsi
LSDrms EX FullAttack 2CH Medium Hall Donut Rod.gsi
LSDrms EX FullAttack 2CH Medium Hall Donut Stick.gsi
LSDrms EX FullAttack 2CH Medium Hall Mallet.gsi
LSDrms EX FullAttack 2CH Medium Hall Stick.gsi
LSDrms EX FullAttack 2CH Medium Hardwood Donut Stick.gsi
LSDrms EX FullAttack 2CH Medium Hardwood Stick.gsi
LSDrms EX FullAttack 2CH Original Drum Room Rod.gsi
LSDrms EX FullAttack 2CH Original Drum Room Stick.gsi
LSDrms EX FullAttack 2CH Parking Garage Stick.gsi
LSDrms EX FullAttack 2CH Parking Garage Sticks and Mallets.gsi
LSDrms EX FullAttack 2CH Penthouse Mallet.gsi
LSDrms EX FullAttack 2CH Piano Room Donut Rod.gsi
LSDrms EX FullAttack 2CH Piano Room Donut Stick.gsi
LSDrms EX FullAttack 2CH Piano Room Hybrid Rod.gsi
LSDrms EX FullAttack 2CH Piano Room Rod.gsi
LSDrms EX FullAttack 2CH Piano Room Stick.gsi
LSDrms EX FullAttack 2CH Piccolo in the Corner Stick.gsi
LSDrms EX FullAttack 2CH Resonant Room Donut Mallet.gsi
LSDrms EX FullAttack 2CH Resonant Room Rod.gsi
LSDrms EX FullAttack 2CH Small Room Snare-Off Stick.gsi
LSDrms EX FullAttack 2CH Small Room Stick.gsi
LSDrms EX FullAttack 2CH Studio A Donut Stick.gsi
LSDrms EX FullAttack 2CH Studio A Loose Stick.gsi
LSDrms EX FullAttack 2CH Studio Bee Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Bathtub Rod.gsi
LSDrms EX FullAttack 2CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX FullAttack 2CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Desk Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Door Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX FullAttack 2CH Trash Room Jar Lid Rod.gsi
LSDrms EX FullAttack 2CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX FullAttack 2CH Trash Room Patio Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Shower Mallet.gsi
LSDrms EX FullAttack 2CH Trash Room Toilet Donut Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Trailer Rod.gsi
LSDrms EX FullAttack 2CH Trash Room Trampoline Stick.gsi

LSDrms EX FullAttack 2CH Trash Room Washtub Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Water Meter Stick.gsi
LSDrms EX FullAttack 2CH Trash Room Wooden Stick.gsi
LSDrms EX FullAttack 5CH Aircraft Hanger Donut Stick.gsi
LSDrms EX FullAttack 5CH Aircraft Hanger Mallet.gsi
LSDrms EX FullAttack 5CH Ambient Rod.gsi
LSDrms EX FullAttack 5CH Ambient Stick 2.gsi
LSDrms EX FullAttack 5CH Ambient Stick.gsi
LSDrms EX FullAttack 5CH Bachelor Pad Snares-Off Rod.gsi
LSDrms EX FullAttack 5CH Beach House Donut Stick.gsi
LSDrms EX FullAttack 5CH Beach House Stick.gsi
LSDrms EX FullAttack 5CH Beefy Room Donut Stick.gsi
LSDrms EX FullAttack 5CH Beefy Room Rod.gsi
LSDrms EX FullAttack 5CH Beefy Room Stick 2.gsi
LSDrms EX FullAttack 5CH Beefy Room Stick.gsi
LSDrms EX FullAttack 5CH Beefy Room Tuned High Rod.gsi
LSDrms EX FullAttack 5CH Big and Bright Hybrid.gsi
LSDrms EX FullAttack 5CH Big and Bright Stick 2.gsi
LSDrms EX FullAttack 5CH Big and Bright Stick.gsi
LSDrms EX FullAttack 5CH Bright Hall Donut Rod.gsi
LSDrms EX FullAttack 5CH Bright Hall Donut Stick.gsi
LSDrms EX FullAttack 5CH Church Donut Stick.gsi
LSDrms EX FullAttack 5CH Church Mallet 2.gsi
LSDrms EX FullAttack 5CH Church Mallet.gsi
LSDrms EX FullAttack 5CH Church Rod 2.gsi
LSDrms EX FullAttack 5CH Church Rod.gsi
LSDrms EX FullAttack 5CH Cutting Room Donut Rod.gsi
LSDrms EX FullAttack 5CH Cutting Room Donut Stick.gsi
LSDrms EX FullAttack 5CH Dancehall Rod.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Donut Rod.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Donut Stick.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Hybrid.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Mallet 2.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Mallet.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Rod 2.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Rod 3.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Rod.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Stick 2.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Stick 3.gsi
LSDrms EX FullAttack 5CH Dry and Dirty Stick.gsi
LSDrms EX FullAttack 5CH Dry Clean Donut Mallet.gsi
LSDrms EX FullAttack 5CH Dry Clean Donut Rod.gsi
LSDrms EX FullAttack 5CH Dry Clean Donut Stick 2.gsi
LSDrms EX FullAttack 5CH Dry Clean Donut Stick 3.gsi
LSDrms EX FullAttack 5CH Dry Clean Donut Stick.gsi
LSDrms EX FullAttack 5CH Dry Clean Mallet.gsi
LSDrms EX FullAttack 5CH Dry Clean Snares-Off Rod 2.gsi
LSDrms EX FullAttack 5CH Dry Clean Snares-Off Rod.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick 2.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick 3.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick 4.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick 5.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick 6.gsi
LSDrms EX FullAttack 5CH Dry Clean Stick.gsi
LSDrms EX FullAttack 5CH Dry Cleaner Stick.gsi
LSDrms EX FullAttack 5CH Garage Donut Stick.gsi
LSDrms EX FullAttack 5CH Garage Stick.gsi
LSDrms EX FullAttack 5CH Large and Sweet Donut Stick 2.gsi
LSDrms EX FullAttack 5CH Large and Sweet Donut Stick.gsi
LSDrms EX FullAttack 5CH Large and Sweet Mallet.gsi
LSDrms EX FullAttack 5CH Large and Sweet Stick 2.gsi

LSDrms EX FullAttack 5CH Large and Sweet Stick.gsi
LSDrms EX FullAttack 5CH Large Cutting Room Loose Stick.gsi
LSDrms EX FullAttack 5CH Large Cutting Room Rod 2.gsi
LSDrms EX FullAttack 5CH Large Cutting Room Rod.gsi
LSDrms EX FullAttack 5CH Large Dark Studio Mallet.gsi
LSDrms EX FullAttack 5CH Live Drum Room Donut Stick 2.gsi
LSDrms EX FullAttack 5CH Live Drum Room Donut Stick.gsi
LSDrms EX FullAttack 5CH Live Drum Room Hybrid.gsi
LSDrms EX FullAttack 5CH Live Drum Room Snare-Off Stick.gsi
LSDrms EX FullAttack 5CH Loose Garage Stick.gsi
LSDrms EX FullAttack 5CH Loose Living Room Hybrid.gsi
LSDrms EX FullAttack 5CH Loose Living Room Mallet.gsi
LSDrms EX FullAttack 5CH Loose Living Room Stick.gsi
LSDrms EX FullAttack 5CH Medium Hall Donut Rod.gsi
LSDrms EX FullAttack 5CH Medium Hall Donut Stick.gsi
LSDrms EX FullAttack 5CH Medium Hall Mallet.gsi
LSDrms EX FullAttack 5CH Medium Hall Stick.gsi
LSDrms EX FullAttack 5CH Medium Hardwood Donut Stick.gsi
LSDrms EX FullAttack 5CH Medium Hardwood Stick.gsi
LSDrms EX FullAttack 5CH Original Drum Room Rod.gsi
LSDrms EX FullAttack 5CH Original Drum Room Stick.gsi
LSDrms EX FullAttack 5CH Parking Garage Stick.gsi
LSDrms EX FullAttack 5CH Parking Garage Sticks and Mallets.gsi
LSDrms EX FullAttack 5CH Penthouse Mallet.gsi
LSDrms EX FullAttack 5CH Piano Room Donut Rod.gsi
LSDrms EX FullAttack 5CH Piano Room Donut Stick.gsi
LSDrms EX FullAttack 5CH Piano Room Hybrid Rod.gsi
LSDrms EX FullAttack 5CH Piano Room Rod.gsi
LSDrms EX FullAttack 5CH Piano Room Stick.gsi
LSDrms EX FullAttack 5CH Piccolo in the Corner Stick.gsi
LSDrms EX FullAttack 5CH Resonant Room Donut Mallet.gsi
LSDrms EX FullAttack 5CH Resonant Room Rod.gsi
LSDrms EX FullAttack 5CH Small Room Snare-Off Stick.gsi
LSDrms EX FullAttack 5CH Small Room Stick.gsi
LSDrms EX FullAttack 5CH Studio A Donut Stick.gsi
LSDrms EX FullAttack 5CH Studio A Loose Stick.gsi
LSDrms EX FullAttack 5CH Studio Bee Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Bathtub Rod.gsi
LSDrms EX FullAttack 5CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX FullAttack 5CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Desk Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Door Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX FullAttack 5CH Trash Room Jar Lid Rod.gsi
LSDrms EX FullAttack 5CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX FullAttack 5CH Trash Room Patio Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Shower Mallet.gsi
LSDrms EX FullAttack 5CH Trash Room Toilet Donut Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Trailer Rod.gsi
LSDrms EX FullAttack 5CH Trash Room Trampoline Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Washtub Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Water Meter Stick.gsi
LSDrms EX FullAttack 5CH Trash Room Wooden Stick.gsi
LSDrms EX FullAttack 7CH Aircraft Hanger Donut Stick.gsi
LSDrms EX FullAttack 7CH Aircraft Hanger Mallet.gsi
LSDrms EX FullAttack 7CH Ambient Rod.gsi
LSDrms EX FullAttack 7CH Ambient Stick 2.gsi
LSDrms EX FullAttack 7CH Ambient Stick.gsi
LSDrms EX FullAttack 7CH Bachelor Pad Snare-Off Rod.gsi

LSDrms EX FullAttack 7CH Beach House Donut Stick.gsi
LSDrms EX FullAttack 7CH Beach House Stick.gsi
LSDrms EX FullAttack 7CH Beefy Room Donut Stick.gsi
LSDrms EX FullAttack 7CH Beefy Room Rod.gsi
LSDrms EX FullAttack 7CH Beefy Room Stick 2.gsi
LSDrms EX FullAttack 7CH Beefy Room Stick.gsi
LSDrms EX FullAttack 7CH Beefy Room Tuned High Rod.gsi
LSDrms EX FullAttack 7CH Big and Bright Hybrid.gsi
LSDrms EX FullAttack 7CH Big and Bright Stick 2.gsi
LSDrms EX FullAttack 7CH Big and Bright Stick.gsi
LSDrms EX FullAttack 7CH Bright Hall Donut Rod.gsi
LSDrms EX FullAttack 7CH Bright Hall Donut Stick.gsi
LSDrms EX FullAttack 7CH Church Donut Stick.gsi
LSDrms EX FullAttack 7CH Church Mallet 2.gsi
LSDrms EX FullAttack 7CH Church Mallet.gsi
LSDrms EX FullAttack 7CH Church Rod 2.gsi
LSDrms EX FullAttack 7CH Church Rod.gsi
LSDrms EX FullAttack 7CH Cutting Room Donut Rod.gsi
LSDrms EX FullAttack 7CH Cutting Room Donut Stick.gsi
LSDrms EX FullAttack 7CH Dancehall Rod.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Donut Rod.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Donut Stick.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Hybrid.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Mallet 2.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Mallet.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Rod 2.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Rod 3.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Rod.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Stick 2.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Stick 3.gsi
LSDrms EX FullAttack 7CH Dry and Dirty Stick.gsi
LSDrms EX FullAttack 7CH Dry Clean Donut Mallet.gsi
LSDrms EX FullAttack 7CH Dry Clean Donut Rod.gsi
LSDrms EX FullAttack 7CH Dry Clean Donut Stick 2.gsi
LSDrms EX FullAttack 7CH Dry Clean Donut Stick 3.gsi
LSDrms EX FullAttack 7CH Dry Clean Donut Stick.gsi
LSDrms EX FullAttack 7CH Dry Clean Mallet.gsi
LSDrms EX FullAttack 7CH Dry Clean Snare-Off Rod 2.gsi
LSDrms EX FullAttack 7CH Dry Clean Snare-Off Rod.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick 2.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick 3.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick 4.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick 5.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick 6.gsi
LSDrms EX FullAttack 7CH Dry Clean Stick.gsi
LSDrms EX FullAttack 7CH Dry Cleaner Stick.gsi
LSDrms EX FullAttack 7CH Garage Donut Stick.gsi
LSDrms EX FullAttack 7CH Garage Stick.gsi
LSDrms EX FullAttack 7CH Large and Sweet Donut Stick 2.gsi
LSDrms EX FullAttack 7CH Large and Sweet Donut Stick.gsi
LSDrms EX FullAttack 7CH Large and Sweet Mallet.gsi
LSDrms EX FullAttack 7CH Large and Sweet Stick 2.gsi
LSDrms EX FullAttack 7CH Large and Sweet Stick.gsi
LSDrms EX FullAttack 7CH Large Cutting Room Loose Stick.gsi
LSDrms EX FullAttack 7CH Large Cutting Room Rod 2.gsi
LSDrms EX FullAttack 7CH Large Cutting Room Rod.gsi
LSDrms EX FullAttack 7CH Large Dark Studio Mallet.gsi
LSDrms EX FullAttack 7CH Live Drum Room Donut Stick 2.gsi
LSDrms EX FullAttack 7CH Live Drum Room Donut Stick.gsi
LSDrms EX FullAttack 7CH Live Drum Room Hybrid.gsi
LSDrms EX FullAttack 7CH Live Drum Room Snare-Off Stick.gsi

LSDrms EX FullAttack 7CH Loose Garage Stick.gsi
LSDrms EX FullAttack 7CH Loose Living Room Hybrid.gsi
LSDrms EX FullAttack 7CH Loose Living Room Mallet.gsi
LSDrms EX FullAttack 7CH Loose Living Room Stick.gsi
LSDrms EX FullAttack 7CH Medium Hall Donut Rod.gsi
LSDrms EX FullAttack 7CH Medium Hall Donut Stick.gsi
LSDrms EX FullAttack 7CH Medium Hall Mallet.gsi
LSDrms EX FullAttack 7CH Medium Hall Stick.gsi
LSDrms EX FullAttack 7CH Medium Hardwood Donut Stick.gsi
LSDrms EX FullAttack 7CH Medium Hardwood Stick.gsi
LSDrms EX FullAttack 7CH Original Drum Room Rod.gsi
LSDrms EX FullAttack 7CH Original Drum Room Stick.gsi
LSDrms EX FullAttack 7CH Parking Garage Stick.gsi
LSDrms EX FullAttack 7CH Parking Garage Sticks and Mallets.gsi
LSDrms EX FullAttack 7CH Penthouse Mallet.gsi
LSDrms EX FullAttack 7CH Piano Room Donut Rod.gsi
LSDrms EX FullAttack 7CH Piano Room Donut Stick.gsi
LSDrms EX FullAttack 7CH Piano Room Hybrid Rod.gsi
LSDrms EX FullAttack 7CH Piano Room Rod.gsi
LSDrms EX FullAttack 7CH Piano Room Stick.gsi
LSDrms EX FullAttack 7CH Piccolo in the Corner Stick.gsi
LSDrms EX FullAttack 7CH Resonant Room Donut Mallet.gsi
LSDrms EX FullAttack 7CH Resonant Room Rod.gsi
LSDrms EX FullAttack 7CH Small Room Snare-Off Stick.gsi
LSDrms EX FullAttack 7CH Small Room Stick.gsi
LSDrms EX FullAttack 7CH Studio A Donut Stick.gsi
LSDrms EX FullAttack 7CH Studio A Loose Stick.gsi
LSDrms EX FullAttack 7CH Studio Bee Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Bathtub Rod.gsi
LSDrms EX FullAttack 7CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX FullAttack 7CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Desk Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Door Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX FullAttack 7CH Trash Room Jar Lid Rod.gsi
LSDrms EX FullAttack 7CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX FullAttack 7CH Trash Room Patio Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Shower Mallet.gsi
LSDrms EX FullAttack 7CH Trash Room Toilet Donut Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Trailer Rod.gsi
LSDrms EX FullAttack 7CH Trash Room Trampoline Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Washtub Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Water Meter Stick.gsi
LSDrms EX FullAttack 7CH Trash Room Wooden Stick.gsi
LSDrms EX LowLatency 2CH Aircraft Hanger Donut Stick.gsi
LSDrms EX LowLatency 2CH Aircraft Hanger Mallet.gsi
LSDrms EX LowLatency 2CH Ambient Rod.gsi
LSDrms EX LowLatency 2CH Ambient Stick 2.gsi
LSDrms EX LowLatency 2CH Ambient Stick.gsi
LSDrms EX LowLatency 2CH Bachelor Pad Snare-Off Rod.gsi
LSDrms EX LowLatency 2CH Beach House Donut Stick.gsi
LSDrms EX LowLatency 2CH Beach House Stick.gsi
LSDrms EX LowLatency 2CH Beefy Room Donut Stick.gsi
LSDrms EX LowLatency 2CH Beefy Room Rod.gsi
LSDrms EX LowLatency 2CH Beefy Room Stick 2.gsi
LSDrms EX LowLatency 2CH Beefy Room Stick.gsi
LSDrms EX LowLatency 2CH Beefy Room Tuned High Rod.gsi
LSDrms EX LowLatency 2CH Big and Bright Hybrid.gsi
LSDrms EX LowLatency 2CH Big and Bright Stick 2.gsi

LSDrms EX LowLatency 2CH Big and Bright Stick.gsi
LSDrms EX LowLatency 2CH Bright Hall Donut Rod.gsi
LSDrms EX LowLatency 2CH Bright Hall Donut Stick.gsi
LSDrms EX LowLatency 2CH Church Donut Stick.gsi
LSDrms EX LowLatency 2CH Church Mallet 2.gsi
LSDrms EX LowLatency 2CH Church Mallet.gsi
LSDrms EX LowLatency 2CH Church Rod 2.gsi
LSDrms EX LowLatency 2CH Church Rod.gsi
LSDrms EX LowLatency 2CH Cutting Room Donut Rod.gsi
LSDrms EX LowLatency 2CH Cutting Room Donut Stick.gsi
LSDrms EX LowLatency 2CH Dancehall Rod.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Donut Rod.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Donut Stick.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Hybrid.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Mallet 2.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Mallet.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Rod 2.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Rod 3.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Rod.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Stick 2.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Stick 3.gsi
LSDrms EX LowLatency 2CH Dry and Dirty Stick.gsi
LSDrms EX LowLatency 2CH Dry Clean Donut Mallet.gsi
LSDrms EX LowLatency 2CH Dry Clean Donut Rod.gsi
LSDrms EX LowLatency 2CH Dry Clean Donut Stick 2.gsi
LSDrms EX LowLatency 2CH Dry Clean Donut Stick 3.gsi
LSDrms EX LowLatency 2CH Dry Clean Donut Stick.gsi
LSDrms EX LowLatency 2CH Dry Clean Mallet.gsi
LSDrms EX LowLatency 2CH Dry Clean Snare-Off Rod 2.gsi
LSDrms EX LowLatency 2CH Dry Clean Snare-Off Rod.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick 2.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick 3.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick 4.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick 5.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick 6.gsi
LSDrms EX LowLatency 2CH Dry Clean Stick.gsi
LSDrms EX LowLatency 2CH Dry Cleaner Stick.gsi
LSDrms EX LowLatency 2CH Garage Donut Stick.gsi
LSDrms EX LowLatency 2CH Garage Stick.gsi
LSDrms EX LowLatency 2CH Large and Sweet Donut Stick 2.gsi
LSDrms EX LowLatency 2CH Large and Sweet Donut Stick.gsi
LSDrms EX LowLatency 2CH Large and Sweet Mallet.gsi
LSDrms EX LowLatency 2CH Large and Sweet Stick 2.gsi
LSDrms EX LowLatency 2CH Large and Sweet Stick.gsi
LSDrms EX LowLatency 2CH Large Cutting Room Loose Stick.gsi
LSDrms EX LowLatency 2CH Large Cutting Room Rod 2.gsi
LSDrms EX LowLatency 2CH Large Cutting Room Rod.gsi
LSDrms EX LowLatency 2CH Large Dark Studio Mallet.gsi
LSDrms EX LowLatency 2CH Live Drum Room Donut Stick 2.gsi
LSDrms EX LowLatency 2CH Live Drum Room Donut Stick.gsi
LSDrms EX LowLatency 2CH Live Drum Room Hybrid.gsi
LSDrms EX LowLatency 2CH Live Drum Room Snares-Off Stick.gsi
LSDrms EX LowLatency 2CH Loose Garage Stick.gsi
LSDrms EX LowLatency 2CH Loose Living Room Hybrid.gsi
LSDrms EX LowLatency 2CH Loose Living Room Mallet.gsi
LSDrms EX LowLatency 2CH Loose Living Room Stick.gsi
LSDrms EX LowLatency 2CH Medium Hall Donut Rod.gsi
LSDrms EX LowLatency 2CH Medium Hall Donut Stick.gsi
LSDrms EX LowLatency 2CH Medium Hall Mallet.gsi
LSDrms EX LowLatency 2CH Medium Hall Stick.gsi
LSDrms EX LowLatency 2CH Medium Hardwood Donut Stick.gsi

LSDrms EX LowLatency 2CH Medium Hardwood Stick.gsi
LSDrms EX LowLatency 2CH Original Drum Room Rod.gsi
LSDrms EX LowLatency 2CH Original Drum Room Stick.gsi
LSDrms EX LowLatency 2CH Parking Garage Stick.gsi
LSDrms EX LowLatency 2CH Parking Garage Sticks and Mallets.gsi
LSDrms EX LowLatency 2CH Penthouse Mallet.gsi
LSDrms EX LowLatency 2CH Piano Room Donut Rod.gsi
LSDrms EX LowLatency 2CH Piano Room Donut Stick.gsi
LSDrms EX LowLatency 2CH Piano Room Hybrid Rod.gsi
LSDrms EX LowLatency 2CH Piano Room Rod.gsi
LSDrms EX LowLatency 2CH Piano Room Stick.gsi
LSDrms EX LowLatency 2CH Piccolo in the Corner Stick.gsi
LSDrms EX LowLatency 2CH Resonant Room Donut Mallet.gsi
LSDrms EX LowLatency 2CH Resonant Room Rod.gsi
LSDrms EX LowLatency 2CH Small Room Snare-Off Stick.gsi
LSDrms EX LowLatency 2CH Small Room Stick.gsi
LSDrms EX LowLatency 2CH Studio A Donut Stick.gsi
LSDrms EX LowLatency 2CH Studio A Loose Stick.gsi
LSDrms EX LowLatency 2CH Studio Bee Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Bathtub Rod.gsi
LSDrms EX LowLatency 2CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX LowLatency 2CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Desk Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Door Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX LowLatency 2CH Trash Room Jar Lid Rod.gsi
LSDrms EX LowLatency 2CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX LowLatency 2CH Trash Room Patio Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Shower Mallet.gsi
LSDrms EX LowLatency 2CH Trash Room Toilet Donut Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Trailer Rod.gsi
LSDrms EX LowLatency 2CH Trash Room Trampoline Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Washtub Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Water Meter Stick.gsi
LSDrms EX LowLatency 2CH Trash Room Wooden Stick.gsi
LSDrms EX LowLatency 5CH Aircraft Hanger Donut Stick.gsi
LSDrms EX LowLatency 5CH Aircraft Hanger Mallet.gsi
LSDrms EX LowLatency 5CH Ambient Rod.gsi
LSDrms EX LowLatency 5CH Ambient Stick 2.gsi
LSDrms EX LowLatency 5CH Ambient Stick.gsi
LSDrms EX LowLatency 5CH Bachelor Pad Snare-Off Rod.gsi
LSDrms EX LowLatency 5CH Beach House Donut Stick.gsi
LSDrms EX LowLatency 5CH Beach House Stick.gsi
LSDrms EX LowLatency 5CH Beefy Room Donut Stick.gsi
LSDrms EX LowLatency 5CH Beefy Room Rod.gsi
LSDrms EX LowLatency 5CH Beefy Room Stick 2.gsi
LSDrms EX LowLatency 5CH Beefy Room Stick.gsi
LSDrms EX LowLatency 5CH Beefy Room Tuned High Rod.gsi
LSDrms EX LowLatency 5CH Big and Bright Hybrid.gsi
LSDrms EX LowLatency 5CH Big and Bright Stick 2.gsi
LSDrms EX LowLatency 5CH Big and Bright Stick.gsi
LSDrms EX LowLatency 5CH Bright Hall Donut Rod.gsi
LSDrms EX LowLatency 5CH Bright Hall Donut Stick.gsi
LSDrms EX LowLatency 5CH Church Donut Stick.gsi
LSDrms EX LowLatency 5CH Church Mallet 2.gsi
LSDrms EX LowLatency 5CH Church Mallet.gsi
LSDrms EX LowLatency 5CH Church Rod 2.gsi
LSDrms EX LowLatency 5CH Church Rod.gsi
LSDrms EX LowLatency 5CH Cutting Room Donut Rod.gsi

LSDrms EX LowLatency 5CH Cutting Room Donut Stick.gsi
LSDrms EX LowLatency 5CH Dancehall Rod.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Donut Rod.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Donut Stick.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Hybrid.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Mallet 2.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Mallet.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Rod 2.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Rod 3.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Rod.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Stick 2.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Stick 3.gsi
LSDrms EX LowLatency 5CH Dry and Dirty Stick.gsi
LSDrms EX LowLatency 5CH Dry Clean Donut Mallet.gsi
LSDrms EX LowLatency 5CH Dry Clean Donut Rod.gsi
LSDrms EX LowLatency 5CH Dry Clean Donut Stick 2.gsi
LSDrms EX LowLatency 5CH Dry Clean Donut Stick 3.gsi
LSDrms EX LowLatency 5CH Dry Clean Donut Stick.gsi
LSDrms EX LowLatency 5CH Dry Clean Mallet.gsi
LSDrms EX LowLatency 5CH Dry Clean Snare-Off Rod 2.gsi
LSDrms EX LowLatency 5CH Dry Clean Snare-Off Rod.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick 2.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick 3.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick 4.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick 5.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick 6.gsi
LSDrms EX LowLatency 5CH Dry Clean Stick.gsi
LSDrms EX LowLatency 5CH Dry Cleaner Stick.gsi
LSDrms EX LowLatency 5CH Garage Donut Stick.gsi
LSDrms EX LowLatency 5CH Garage Stick.gsi
LSDrms EX LowLatency 5CH Large and Sweet Donut Stick 2.gsi
LSDrms EX LowLatency 5CH Large and Sweet Donut Stick.gsi
LSDrms EX LowLatency 5CH Large and Sweet Mallet.gsi
LSDrms EX LowLatency 5CH Large and Sweet Stick 2.gsi
LSDrms EX LowLatency 5CH Large and Sweet Stick.gsi
LSDrms EX LowLatency 5CH Large Cutting Room Loose Stick.gsi
LSDrms EX LowLatency 5CH Large Cutting Room Rod 2.gsi
LSDrms EX LowLatency 5CH Large Cutting Room Rod.gsi
LSDrms EX LowLatency 5CH Large Dark Studio Mallet.gsi
LSDrms EX LowLatency 5CH Live Drum Room Donut Stick 2.gsi
LSDrms EX LowLatency 5CH Live Drum Room Donut Stick.gsi
LSDrms EX LowLatency 5CH Live Drum Room Hybrid.gsi
LSDrms EX LowLatency 5CH Live Drum Room Snare-Off Stick.gsi
LSDrms EX LowLatency 5CH Loose Garage Stick.gsi
LSDrms EX LowLatency 5CH Loose Living Room Hybrid.gsi
LSDrms EX LowLatency 5CH Loose Living Room Mallet.gsi
LSDrms EX LowLatency 5CH Loose Living Room Stick.gsi
LSDrms EX LowLatency 5CH Medium Hall Donut Rod.gsi
LSDrms EX LowLatency 5CH Medium Hall Donut Stick.gsi
LSDrms EX LowLatency 5CH Medium Hall Mallet.gsi
LSDrms EX LowLatency 5CH Medium Hall Stick.gsi
LSDrms EX LowLatency 5CH Medium Hardwood Donut Stick.gsi
LSDrms EX LowLatency 5CH Medium Hardwood Stick.gsi
LSDrms EX LowLatency 5CH Original Drum Room Rod.gsi
LSDrms EX LowLatency 5CH Original Drum Room Stick.gsi
LSDrms EX LowLatency 5CH Parking Garage Stick.gsi
LSDrms EX LowLatency 5CH Parking Garage Sticks and Mallets.gsi
LSDrms EX LowLatency 5CH Penthouse Mallet.gsi
LSDrms EX LowLatency 5CH Piano Room Donut Rod.gsi
LSDrms EX LowLatency 5CH Piano Room Donut Stick.gsi
LSDrms EX LowLatency 5CH Piano Room Hybrid Rod.gsi

LSDrms EX LowLatency 5CH Piano Room Rod.gsi
LSDrms EX LowLatency 5CH Piano Room Stick.gsi
LSDrms EX LowLatency 5CH Piccolo in the Corner Stick.gsi
LSDrms EX LowLatency 5CH Resonant Room Donut Mallet.gsi
LSDrms EX LowLatency 5CH Resonant Room Rod.gsi
LSDrms EX LowLatency 5CH Small Room Snare-Off Stick.gsi
LSDrms EX LowLatency 5CH Small Room Stick.gsi
LSDrms EX LowLatency 5CH Studio A Donut Stick.gsi
LSDrms EX LowLatency 5CH Studio A Loose Stick.gsi
LSDrms EX LowLatency 5CH Studio Bee Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Bathtub Rod.gsi
LSDrms EX LowLatency 5CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX LowLatency 5CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Desk Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Door Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX LowLatency 5CH Trash Room Jar Lid Rod.gsi
LSDrms EX LowLatency 5CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX LowLatency 5CH Trash Room Patio Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Shower Mallet.gsi
LSDrms EX LowLatency 5CH Trash Room Toilet Donut Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Trailer Rod.gsi
LSDrms EX LowLatency 5CH Trash Room Trampoline Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Washtub Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Water Meter Stick.gsi
LSDrms EX LowLatency 5CH Trash Room Wooden Stick.gsi
LSDrms EX LowLatency 7CH Aircraft Hanger Donut Stick.gsi
LSDrms EX LowLatency 7CH Aircraft Hanger Mallet.gsi
LSDrms EX LowLatency 7CH Ambient Rod.gsi
LSDrms EX LowLatency 7CH Ambient Stick 2.gsi
LSDrms EX LowLatency 7CH Ambient Stick.gsi
LSDrms EX LowLatency 7CH Bachelor Pad Snare-Off Rod.gsi
LSDrms EX LowLatency 7CH Beach House Donut Stick.gsi
LSDrms EX LowLatency 7CH Beach House Stick.gsi
LSDrms EX LowLatency 7CH Beefy Room Donut Stick.gsi
LSDrms EX LowLatency 7CH Beefy Room Rod.gsi
LSDrms EX LowLatency 7CH Beefy Room Stick 2.gsi
LSDrms EX LowLatency 7CH Beefy Room Stick.gsi
LSDrms EX LowLatency 7CH Beefy Room Tuned High Rod.gsi
LSDrms EX LowLatency 7CH Big and Bright Hybrid.gsi
LSDrms EX LowLatency 7CH Big and Bright Stick 2.gsi
LSDrms EX LowLatency 7CH Big and Bright Stick.gsi
LSDrms EX LowLatency 7CH Bright Hall Donut Rod.gsi
LSDrms EX LowLatency 7CH Bright Hall Donut Stick.gsi
LSDrms EX LowLatency 7CH Church Donut Stick.gsi
LSDrms EX LowLatency 7CH Church Mallet 2.gsi
LSDrms EX LowLatency 7CH Church Mallet.gsi
LSDrms EX LowLatency 7CH Church Rod 2.gsi
LSDrms EX LowLatency 7CH Church Rod.gsi
LSDrms EX LowLatency 7CH Cutting Room Donut Rod.gsi
LSDrms EX LowLatency 7CH Cutting Room Donut Stick.gsi
LSDrms EX LowLatency 7CH Dancehall Rod.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Donut Rod.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Donut Stick.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Hybrid Rod.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Hybrid.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Mallet 2.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Mallet.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Rod 2.gsi

LSDrms EX LowLatency 7CH Dry and Dirty Rod 3.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Rod.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Stick 2.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Stick 3.gsi
LSDrms EX LowLatency 7CH Dry and Dirty Stick.gsi
LSDrms EX LowLatency 7CH Dry Clean Donut Mallet.gsi
LSDrms EX LowLatency 7CH Dry Clean Donut Rod.gsi
LSDrms EX LowLatency 7CH Dry Clean Donut Stick 2.gsi
LSDrms EX LowLatency 7CH Dry Clean Donut Stick 3.gsi
LSDrms EX LowLatency 7CH Dry Clean Donut Stick.gsi
LSDrms EX LowLatency 7CH Dry Clean Mallet.gsi
LSDrms EX LowLatency 7CH Dry Clean Snare-Off Rod 2.gsi
LSDrms EX LowLatency 7CH Dry Clean Snare-Off Rod.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick 2.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick 3.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick 4.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick 5.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick 6.gsi
LSDrms EX LowLatency 7CH Dry Clean Stick.gsi
LSDrms EX LowLatency 7CH Dry Cleaner Stick.gsi
LSDrms EX LowLatency 7CH Garage Donut Stick.gsi
LSDrms EX LowLatency 7CH Garage Stick.gsi
LSDrms EX LowLatency 7CH Large and Sweet Donut Stick 2.gsi
LSDrms EX LowLatency 7CH Large and Sweet Donut Stick.gsi
LSDrms EX LowLatency 7CH Large and Sweet Mallet.gsi
LSDrms EX LowLatency 7CH Large and Sweet Stick 2.gsi
LSDrms EX LowLatency 7CH Large and Sweet Stick.gsi
LSDrms EX LowLatency 7CH Large Cutting Room Loose Stick.gsi
LSDrms EX LowLatency 7CH Large Cutting Room Rod 2.gsi
LSDrms EX LowLatency 7CH Large Cutting Room Rod.gsi
LSDrms EX LowLatency 7CH Large Dark Studio Mallet.gsi
LSDrms EX LowLatency 7CH Live Drum Room Donut Stick 2.gsi
LSDrms EX LowLatency 7CH Live Drum Room Donut Stick.gsi
LSDrms EX LowLatency 7CH Live Drum Room Hybrid.gsi
LSDrms EX LowLatency 7CH Live Drum Room Snare-Off Stick.gsi
LSDrms EX LowLatency 7CH Loose Garage Stick.gsi
LSDrms EX LowLatency 7CH Loose Living Room Hybrid.gsi
LSDrms EX LowLatency 7CH Loose Living Room Mallet.gsi
LSDrms EX LowLatency 7CH Loose Living Room Stick.gsi
LSDrms EX LowLatency 7CH Medium Hall Donut Rod.gsi
LSDrms EX LowLatency 7CH Medium Hall Donut Stick.gsi
LSDrms EX LowLatency 7CH Medium Hall Mallet.gsi
LSDrms EX LowLatency 7CH Medium Hall Stick.gsi
LSDrms EX LowLatency 7CH Medium Hardwood Donut Stick.gsi
LSDrms EX LowLatency 7CH Medium Hardwood Stick.gsi
LSDrms EX LowLatency 7CH Original Drum Room Rod.gsi
LSDrms EX LowLatency 7CH Original Drum Room Stick.gsi
LSDrms EX LowLatency 7CH Parking Garage Stick.gsi
LSDrms EX LowLatency 7CH Parking Garage Sticks and Mallets.gsi
LSDrms EX LowLatency 7CH Penthouse Mallet.gsi
LSDrms EX LowLatency 7CH Piano Room Donut Rod.gsi
LSDrms EX LowLatency 7CH Piano Room Donut Stick.gsi
LSDrms EX LowLatency 7CH Piano Room Hybrid Rod.gsi
LSDrms EX LowLatency 7CH Piano Room Rod.gsi
LSDrms EX LowLatency 7CH Piano Room Stick.gsi
LSDrms EX LowLatency 7CH Piccolo in the Corner Stick.gsi
LSDrms EX LowLatency 7CH Resonant Room Donut Mallet.gsi
LSDrms EX LowLatency 7CH Resonant Room Rod.gsi
LSDrms EX LowLatency 7CH Small Room Snare-Off Stick.gsi
LSDrms EX LowLatency 7CH Small Room Stick.gsi
LSDrms EX LowLatency 7CH Studio A Donut Stick.gsi
LSDrms EX LowLatency 7CH Studio A Loose Stick.gsi

LSDrms EX LowLatency 7CH Studio Bee Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Bathtub Rod.gsi
LSDrms EX LowLatency 7CH Trash Room Cabinet Donut Rod.gsi
LSDrms EX LowLatency 7CH Trash Room Cutting Board Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Desk Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Door Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Jar Lid Rod 2.gsi
LSDrms EX LowLatency 7CH Trash Room Jar Lid Rod.gsi
LSDrms EX LowLatency 7CH Trash Room Kitchen Sink Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Mailbox Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Metal Grate Hybrid.gsi
LSDrms EX LowLatency 7CH Trash Room Patio Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Shower Mallet.gsi
LSDrms EX LowLatency 7CH Trash Room Toilet Donut Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Trailer Rod.gsi
LSDrms EX LowLatency 7CH Trash Room Trampoline Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Washtub Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Water Meter Stick.gsi
LSDrms EX LowLatency 7CH Trash Room Wooden Stick.gsi
LSDrms GM FullAttack 2CH Aircraft Hanger Donut Stick.gsi
LSDrms GM FullAttack 2CH Aircraft Hanger Mallet.gsi
LSDrms GM FullAttack 2CH Ambient Rod.gsi
LSDrms GM FullAttack 2CH Ambient Stick 2.gsi
LSDrms GM FullAttack 2CH Ambient Stick.gsi
LSDrms GM FullAttack 2CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM FullAttack 2CH Beach House Donut Stick.gsi
LSDrms GM FullAttack 2CH Beach House Stick.gsi
LSDrms GM FullAttack 2CH Beefy Room Donut Stick.gsi
LSDrms GM FullAttack 2CH Beefy Room Rod.gsi
LSDrms GM FullAttack 2CH Beefy Room Stick 2.gsi
LSDrms GM FullAttack 2CH Beefy Room Stick.gsi
LSDrms GM FullAttack 2CH Beefy Room Tuned High Rod.gsi
LSDrms GM FullAttack 2CH Big and Bright Hybrid.gsi
LSDrms GM FullAttack 2CH Big and Bright Stick 2.gsi
LSDrms GM FullAttack 2CH Big and Bright Stick.gsi
LSDrms GM FullAttack 2CH Bright Hall Donut Rod.gsi
LSDrms GM FullAttack 2CH Bright Hall Donut Stick.gsi
LSDrms GM FullAttack 2CH Church Donut Stick.gsi
LSDrms GM FullAttack 2CH Church Mallet 2.gsi
LSDrms GM FullAttack 2CH Church Mallet.gsi
LSDrms GM FullAttack 2CH Church Rod 2.gsi
LSDrms GM FullAttack 2CH Church Rod.gsi
LSDrms GM FullAttack 2CH Cutting Room Donut Rod.gsi
LSDrms GM FullAttack 2CH Cutting Room Donut Stick.gsi
LSDrms GM FullAttack 2CH Dancehall Rod.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Donut Rod.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Donut Stick.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Hybrid.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Mallet 2.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Mallet.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Rod 2.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Rod 3.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Rod.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Stick 2.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Stick 3.gsi
LSDrms GM FullAttack 2CH Dry and Dirty Stick.gsi
LSDrms GM FullAttack 2CH Dry Clean Donut Mallet.gsi
LSDrms GM FullAttack 2CH Dry Clean Donut Rod.gsi
LSDrms GM FullAttack 2CH Dry Clean Donut Stick 2.gsi
LSDrms GM FullAttack 2CH Dry Clean Donut Stick 3.gsi

LSDrms GM FullAttack 2CH Dry Clean Donut Stick.gsi
LSDrms GM FullAttack 2CH Dry Clean Mallet.gsi
LSDrms GM FullAttack 2CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM FullAttack 2CH Dry Clean Snare-Off Rod.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick 2.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick 3.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick 4.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick 5.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick 6.gsi
LSDrms GM FullAttack 2CH Dry Clean Stick.gsi
LSDrms GM FullAttack 2CH Dry Cleaner Stick.gsi
LSDrms GM FullAttack 2CH Garage Donut Stick.gsi
LSDrms GM FullAttack 2CH Garage Stick.gsi
LSDrms GM FullAttack 2CH Large and Sweet Donut Stick 2.gsi
LSDrms GM FullAttack 2CH Large and Sweet Donut Stick.gsi
LSDrms GM FullAttack 2CH Large and Sweet Mallet.gsi
LSDrms GM FullAttack 2CH Large and Sweet Stick 2.gsi
LSDrms GM FullAttack 2CH Large and Sweet Stick.gsi
LSDrms GM FullAttack 2CH Large Cutting Room Loose Stick.gsi
LSDrms GM FullAttack 2CH Large Cutting Room Rod 2.gsi
LSDrms GM FullAttack 2CH Large Cutting Room Rod.gsi
LSDrms GM FullAttack 2CH Large Dark Studio Mallet.gsi
LSDrms GM FullAttack 2CH Live Drum Room Donut Stick 2.gsi
LSDrms GM FullAttack 2CH Live Drum Room Donut Stick.gsi
LSDrms GM FullAttack 2CH Live Drum Room Hybrid.gsi
LSDrms GM FullAttack 2CH Live Drum Room Snare-Off Stick.gsi
LSDrms GM FullAttack 2CH Loose Garage Stick.gsi
LSDrms GM FullAttack 2CH Loose Living Room Hybrid.gsi
LSDrms GM FullAttack 2CH Loose Living Room Mallet.gsi
LSDrms GM FullAttack 2CH Loose Living Room Stick.gsi
LSDrms GM FullAttack 2CH Medium Hall Donut Rod.gsi
LSDrms GM FullAttack 2CH Medium Hall Donut Stick.gsi
LSDrms GM FullAttack 2CH Medium Hall Mallet.gsi
LSDrms GM FullAttack 2CH Medium Hall Stick.gsi
LSDrms GM FullAttack 2CH Medium Hardwood Donut Stick.gsi
LSDrms GM FullAttack 2CH Medium Hardwood Stick.gsi
LSDrms GM FullAttack 2CH Original Drum Room Rod.gsi
LSDrms GM FullAttack 2CH Original Drum Room Stick.gsi
LSDrms GM FullAttack 2CH Parking Garage Stick.gsi
LSDrms GM FullAttack 2CH Parking Garage Sticks and Mallets.gsi
LSDrms GM FullAttack 2CH Penthouse Mallet.gsi
LSDrms GM FullAttack 2CH Piano Room Donut Rod.gsi
LSDrms GM FullAttack 2CH Piano Room Donut Stick.gsi
LSDrms GM FullAttack 2CH Piano Room Hybrid Rod.gsi
LSDrms GM FullAttack 2CH Piano Room Rod.gsi
LSDrms GM FullAttack 2CH Piano Room Stick.gsi
LSDrms GM FullAttack 2CH Piccolo in the Corner Stick.gsi
LSDrms GM FullAttack 2CH Resonant Room Donut Mallet.gsi
LSDrms GM FullAttack 2CH Resonant Room Rod.gsi
LSDrms GM FullAttack 2CH Small Room Snare-Off Stick.gsi
LSDrms GM FullAttack 2CH Small Room Stick.gsi
LSDrms GM FullAttack 2CH Studio A Donut Stick.gsi
LSDrms GM FullAttack 2CH Studio A Loose Stick.gsi
LSDrms GM FullAttack 2CH Studio Bee Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Bathtub Rod.gsi
LSDrms GM FullAttack 2CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM FullAttack 2CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Desk Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Door Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM FullAttack 2CH Trash Room Jar Lid Rod.gsi

LSDrms GM FullAttack 2CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM FullAttack 2CH Trash Room Patio Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Shower Mallet.gsi
LSDrms GM FullAttack 2CH Trash Room Toilet Donut Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Trailer Rod.gsi
LSDrms GM FullAttack 2CH Trash Room Trampoline Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Washtub Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Water Meter Stick.gsi
LSDrms GM FullAttack 2CH Trash Room Wooden Stick.gsi
LSDrms GM FullAttack 5CH Aircraft Hanger Donut Stick.gsi
LSDrms GM FullAttack 5CH Aircraft Hanger Mallet.gsi
LSDrms GM FullAttack 5CH Ambient Rod.gsi
LSDrms GM FullAttack 5CH Ambient Stick 2.gsi
LSDrms GM FullAttack 5CH Ambient Stick.gsi
LSDrms GM FullAttack 5CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM FullAttack 5CH Beach House Donut Stick.gsi
LSDrms GM FullAttack 5CH Beach House Stick.gsi
LSDrms GM FullAttack 5CH Beefy Room Donut Stick.gsi
LSDrms GM FullAttack 5CH Beefy Room Rod.gsi
LSDrms GM FullAttack 5CH Beefy Room Stick 2.gsi
LSDrms GM FullAttack 5CH Beefy Room Stick.gsi
LSDrms GM FullAttack 5CH Beefy Room Tuned High Rod.gsi
LSDrms GM FullAttack 5CH Big and Bright Hybrid.gsi
LSDrms GM FullAttack 5CH Big and Bright Stick 2.gsi
LSDrms GM FullAttack 5CH Bright Hall Donut Rod.gsi
LSDrms GM FullAttack 5CH Bright Hall Donut Stick.gsi
LSDrms GM FullAttack 5CH Church Donut Stick.gsi
LSDrms GM FullAttack 5CH Church Mallet 2.gsi
LSDrms GM FullAttack 5CH Church Mallet.gsi
LSDrms GM FullAttack 5CH Church Rod 2.gsi
LSDrms GM FullAttack 5CH Church Rod.gsi
LSDrms GM FullAttack 5CH Cutting Room Donut Rod.gsi
LSDrms GM FullAttack 5CH Cutting Room Donut Stick.gsi
LSDrms GM FullAttack 5CH Dancehall Rod.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Donut Rod.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Donut Stick.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Hybrid.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Mallet 2.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Mallet.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Rod 2.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Rod 3.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Rod.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Stick 2.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Stick 3.gsi
LSDrms GM FullAttack 5CH Dry and Dirty Stick.gsi
LSDrms GM FullAttack 5CH Dry Clean Donut Mallet.gsi
LSDrms GM FullAttack 5CH Dry Clean Donut Rod.gsi
LSDrms GM FullAttack 5CH Dry Clean Donut Stick 2.gsi
LSDrms GM FullAttack 5CH Dry Clean Donut Stick 3.gsi
LSDrms GM FullAttack 5CH Dry Clean Donut Stick.gsi
LSDrms GM FullAttack 5CH Dry Clean Mallet.gsi
LSDrms GM FullAttack 5CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM FullAttack 5CH Dry Clean Snare-Off Rod.gsi
LSDrms GM FullAttack 5CH Dry Clean Stick 2.gsi
LSDrms GM FullAttack 5CH Dry Clean Stick 3.gsi
LSDrms GM FullAttack 5CH Dry Clean Stick 4.gsi
LSDrms GM FullAttack 5CH Dry Clean Stick 5.gsi
LSDrms GM FullAttack 5CH Dry Clean Stick 6.gsi

LSDrms GM FullAttack 5CH Dry Clean Stick.gsi
LSDrms GM FullAttack 5CH Dry Cleaner Stick.gsi
LSDrms GM FullAttack 5CH Garage Donut Stick.gsi
LSDrms GM FullAttack 5CH Garage Stick.gsi
LSDrms GM FullAttack 5CH Large and Sweet Donut Stick 2.gsi
LSDrms GM FullAttack 5CH Large and Sweet Donut Stick.gsi
LSDrms GM FullAttack 5CH Large and Sweet Mallet.gsi
LSDrms GM FullAttack 5CH Large and Sweet Stick 2.gsi
LSDrms GM FullAttack 5CH Large and Sweet Stick.gsi
LSDrms GM FullAttack 5CH Large Cutting Room Loose Stick.gsi
LSDrms GM FullAttack 5CH Large Cutting Room Rod 2.gsi
LSDrms GM FullAttack 5CH Large Cutting Room Rod.gsi
LSDrms GM FullAttack 5CH Large Dark Studio Mallet.gsi
LSDrms GM FullAttack 5CH Live Drum Room Donut Stick 2.gsi
LSDrms GM FullAttack 5CH Live Drum Room Donut Stick.gsi
LSDrms GM FullAttack 5CH Live Drum Room Hybrid.gsi
LSDrms GM FullAttack 5CH Live Drum Room Snare-Off Stick.gsi
LSDrms GM FullAttack 5CH Loose Garage Stick.gsi
LSDrms GM FullAttack 5CH Loose Living Room Hybrid.gsi
LSDrms GM FullAttack 5CH Loose Living Room Mallet.gsi
LSDrms GM FullAttack 5CH Loose Living Room Stick.gsi
LSDrms GM FullAttack 5CH Medium Hall Donut Rod.gsi
LSDrms GM FullAttack 5CH Medium Hall Donut Stick.gsi
LSDrms GM FullAttack 5CH Medium Hall Mallet.gsi
LSDrms GM FullAttack 5CH Medium Hall Stick.gsi
LSDrms GM FullAttack 5CH Medium Hardwood Donut Stick.gsi
LSDrms GM FullAttack 5CH Medium Hardwood Stick.gsi
LSDrms GM FullAttack 5CH Original Drum Room Rod.gsi
LSDrms GM FullAttack 5CH Original Drum Room Stick.gsi
LSDrms GM FullAttack 5CH Parking Garage Stick.gsi
LSDrms GM FullAttack 5CH Parking Garage Sticks and Mallets.gsi
LSDrms GM FullAttack 5CH Penthouse Mallet.gsi
LSDrms GM FullAttack 5CH Piano Room Donut Rod.gsi
LSDrms GM FullAttack 5CH Piano Room Donut Stick.gsi
LSDrms GM FullAttack 5CH Piano Room Hybrid Rod.gsi
LSDrms GM FullAttack 5CH Piano Room Rod.gsi
LSDrms GM FullAttack 5CH Piano Room Stick.gsi
LSDrms GM FullAttack 5CH Piccolo in the Corner Stick.gsi
LSDrms GM FullAttack 5CH Resonant Room Donut Mallet.gsi
LSDrms GM FullAttack 5CH Resonant Room Rod.gsi
LSDrms GM FullAttack 5CH Small Room Snare-Off Stick.gsi
LSDrms GM FullAttack 5CH Small Room Stick.gsi
LSDrms GM FullAttack 5CH Studio A Donut Stick.gsi
LSDrms GM FullAttack 5CH Studio A Loose Stick.gsi
LSDrms GM FullAttack 5CH Studio Bee Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Bathtub Rod.gsi
LSDrms GM FullAttack 5CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM FullAttack 5CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Desk Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Door Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM FullAttack 5CH Trash Room Jar Lid Rod.gsi
LSDrms GM FullAttack 5CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM FullAttack 5CH Trash Room Patio Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Shower Mallet.gsi
LSDrms GM FullAttack 5CH Trash Room Toilet Donut Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Trailer Rod.gsi
LSDrms GM FullAttack 5CH Trash Room Trampoline Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Washtub Stick.gsi

LSDrms GM FullAttack 5CH Trash Room Water Meter Stick.gsi
LSDrms GM FullAttack 5CH Trash Room Wooden Stick.gsi
LSDrms GM FullAttack 7CH Aircraft Hanger Donut Stick.gsi
LSDrms GM FullAttack 7CH Aircraft Hanger Mallet.gsi
LSDrms GM FullAttack 7CH Ambient Rod.gsi
LSDrms GM FullAttack 7CH Ambient Stick 2.gsi
LSDrms GM FullAttack 7CH Ambient Stick.gsi
LSDrms GM FullAttack 7CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM FullAttack 7CH Beach House Donut Stick.gsi
LSDrms GM FullAttack 7CH Beach House Stick.gsi
LSDrms GM FullAttack 7CH Beefy Room Donut Stick.gsi
LSDrms GM FullAttack 7CH Beefy Room Rod.gsi
LSDrms GM FullAttack 7CH Beefy Room Stick 2.gsi
LSDrms GM FullAttack 7CH Beefy Room Stick.gsi
LSDrms GM FullAttack 7CH Beefy Room Tuned High Rod.gsi
LSDrms GM FullAttack 7CH Big and Bright Hybrid.gsi
LSDrms GM FullAttack 7CH Big and Bright Stick 2.gsi
LSDrms GM FullAttack 7CH Big and Bright Stick.gsi
LSDrms GM FullAttack 7CH Bright Hall Donut Rod.gsi
LSDrms GM FullAttack 7CH Bright Hall Donut Stick.gsi
LSDrms GM FullAttack 7CH Church Donut Stick.gsi
LSDrms GM FullAttack 7CH Church Mallet 2.gsi
LSDrms GM FullAttack 7CH Church Mallet.gsi
LSDrms GM FullAttack 7CH Church Rod 2.gsi
LSDrms GM FullAttack 7CH Church Rod.gsi
LSDrms GM FullAttack 7CH Cutting Room Donut Rod.gsi
LSDrms GM FullAttack 7CH Cutting Room Donut Stick.gsi
LSDrms GM FullAttack 7CH Dancehall Rod.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Donut Rod.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Donut Stick.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Hybrid.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Mallet 2.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Mallet.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Rod 2.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Rod 3.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Rod.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Stick 2.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Stick 3.gsi
LSDrms GM FullAttack 7CH Dry and Dirty Stick.gsi
LSDrms GM FullAttack 7CH Dry Clean Donut Mallet.gsi
LSDrms GM FullAttack 7CH Dry Clean Donut Rod.gsi
LSDrms GM FullAttack 7CH Dry Clean Donut Stick 2.gsi
LSDrms GM FullAttack 7CH Dry Clean Donut Stick 3.gsi
LSDrms GM FullAttack 7CH Dry Clean Donut Stick.gsi
LSDrms GM FullAttack 7CH Dry Clean Mallet.gsi
LSDrms GM FullAttack 7CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM FullAttack 7CH Dry Clean Snare-Off Rod.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick 2.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick 3.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick 4.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick 5.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick 6.gsi
LSDrms GM FullAttack 7CH Dry Clean Stick.gsi
LSDrms GM FullAttack 7CH Dry Cleaner Stick.gsi
LSDrms GM FullAttack 7CH Garage Donut Stick.gsi
LSDrms GM FullAttack 7CH Garage Stick.gsi
LSDrms GM FullAttack 7CH Large and Sweet Donut Stick 2.gsi
LSDrms GM FullAttack 7CH Large and Sweet Donut Stick.gsi
LSDrms GM FullAttack 7CH Large and Sweet Mallet.gsi
LSDrms GM FullAttack 7CH Large and Sweet Stick 2.gsi
LSDrms GM FullAttack 7CH Large and Sweet Stick.gsi

LSDrms GM FullAttack 7CH Large Cutting Room Loose Stick.gsi
LSDrms GM FullAttack 7CH Large Cutting Room Rod 2.gsi
LSDrms GM FullAttack 7CH Large Cutting Room Rod.gsi
LSDrms GM FullAttack 7CH Large Dark Studio Mallet.gsi
LSDrms GM FullAttack 7CH Live Drum Room Donut Stick 2.gsi
LSDrms GM FullAttack 7CH Live Drum Room Donut Stick.gsi
LSDrms GM FullAttack 7CH Live Drum Room Hybrid.gsi
LSDrms GM FullAttack 7CH Live Drum Room Snare-Off Stick.gsi
LSDrms GM FullAttack 7CH Loose Garage Stick.gsi
LSDrms GM FullAttack 7CH Loose Living Room Hybrid.gsi
LSDrms GM FullAttack 7CH Loose Living Room Mallet.gsi
LSDrms GM FullAttack 7CH Loose Living Room Stick.gsi
LSDrms GM FullAttack 7CH Medium Hall Donut Rod.gsi
LSDrms GM FullAttack 7CH Medium Hall Donut Stick.gsi
LSDrms GM FullAttack 7CH Medium Hall Mallet.gsi
LSDrms GM FullAttack 7CH Medium Hall Stick.gsi
LSDrms GM FullAttack 7CH Medium Hardwood Donut Stick.gsi
LSDrms GM FullAttack 7CH Medium Hardwood Stick.gsi
LSDrms GM FullAttack 7CH Original Drum Room Rod.gsi
LSDrms GM FullAttack 7CH Original Drum Room Stick.gsi
LSDrms GM FullAttack 7CH Parking Garage Stick.gsi
LSDrms GM FullAttack 7CH Parking Garage Sticks and Mallets.gsi
LSDrms GM FullAttack 7CH Penthouse Mallet.gsi
LSDrms GM FullAttack 7CH Piano Room Donut Rod.gsi
LSDrms GM FullAttack 7CH Piano Room Donut Stick.gsi
LSDrms GM FullAttack 7CH Piano Room Hybrid Rod.gsi
LSDrms GM FullAttack 7CH Piano Room Rod.gsi
LSDrms GM FullAttack 7CH Piano Room Stick.gsi
LSDrms GM FullAttack 7CH Piccolo in the Corner Stick.gsi
LSDrms GM FullAttack 7CH Resonant Room Donut Mallet.gsi
LSDrms GM FullAttack 7CH Resonant Room Rod.gsi
LSDrms GM FullAttack 7CH Small Room Snare-Off Stick.gsi
LSDrms GM FullAttack 7CH Small Room Stick.gsi
LSDrms GM FullAttack 7CH Studio A Donut Stick.gsi
LSDrms GM FullAttack 7CH Studio A Loose Stick.gsi
LSDrms GM FullAttack 7CH Studio Bee Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Bathtub Rod.gsi
LSDrms GM FullAttack 7CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM FullAttack 7CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Desk Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Door Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM FullAttack 7CH Trash Room Jar Lid Rod.gsi
LSDrms GM FullAttack 7CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM FullAttack 7CH Trash Room Patio Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Shower Mallet.gsi
LSDrms GM FullAttack 7CH Trash Room Toilet Donut Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Trailer Rod.gsi
LSDrms GM FullAttack 7CH Trash Room Trampoline Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Washtub Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Water Meter Stick.gsi
LSDrms GM FullAttack 7CH Trash Room Wooden Stick.gsi
LSDrms GM LowLatency 2CH Aircraft Hanger Donut Stick.gsi
LSDrms GM LowLatency 2CH Aircraft Hanger Mallet.gsi
LSDrms GM LowLatency 2CH Ambient Rod.gsi
LSDrms GM LowLatency 2CH Ambient Stick 2.gsi
LSDrms GM LowLatency 2CH Ambient Stick.gsi
LSDrms GM LowLatency 2CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM LowLatency 2CH Beach House Donut Stick.gsi

LSDrms GM LowLatency 2CH Beach House Stick.gsi
LSDrms GM LowLatency 2CH Beefy Room Donut Stick.gsi
LSDrms GM LowLatency 2CH Beefy Room Rod.gsi
LSDrms GM LowLatency 2CH Beefy Room Stick 2.gsi
LSDrms GM LowLatency 2CH Beefy Room Stick.gsi
LSDrms GM LowLatency 2CH Beefy Room Tuned High Rod.gsi
LSDrms GM LowLatency 2CH Big and Bright Hybrid.gsi
LSDrms GM LowLatency 2CH Big and Bright Stick 2.gsi
LSDrms GM LowLatency 2CH Big and Bright Stick.gsi
LSDrms GM LowLatency 2CH Bright Hall Donut Rod.gsi
LSDrms GM LowLatency 2CH Bright Hall Donut Stick.gsi
LSDrms GM LowLatency 2CH Church Donut Stick.gsi
LSDrms GM LowLatency 2CH Church Mallet 2.gsi
LSDrms GM LowLatency 2CH Church Mallet.gsi
LSDrms GM LowLatency 2CH Church Rod 2.gsi
LSDrms GM LowLatency 2CH Church Rod.gsi
LSDrms GM LowLatency 2CH Cutting Room Donut Rod.gsi
LSDrms GM LowLatency 2CH Cutting Room Donut Stick.gsi
LSDrms GM LowLatency 2CH Dancehall Rod.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Donut Rod.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Donut Stick.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Hybrid.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Mallet 2.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Mallet.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Rod 2.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Rod 3.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Rod.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Stick 2.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Stick 3.gsi
LSDrms GM LowLatency 2CH Dry and Dirty Stick.gsi
LSDrms GM LowLatency 2CH Dry Clean Donut Mallet.gsi
LSDrms GM LowLatency 2CH Dry Clean Donut Rod.gsi
LSDrms GM LowLatency 2CH Dry Clean Donut Stick 2.gsi
LSDrms GM LowLatency 2CH Dry Clean Donut Stick 3.gsi
LSDrms GM LowLatency 2CH Dry Clean Donut Stick.gsi
LSDrms GM LowLatency 2CH Dry Clean Mallet.gsi
LSDrms GM LowLatency 2CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM LowLatency 2CH Dry Clean Snare-Off Rod.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick 2.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick 3.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick 4.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick 5.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick 6.gsi
LSDrms GM LowLatency 2CH Dry Clean Stick.gsi
LSDrms GM LowLatency 2CH Dry Cleaner Stick.gsi
LSDrms GM LowLatency 2CH Garage Donut Stick.gsi
LSDrms GM LowLatency 2CH Garage Stick.gsi
LSDrms GM LowLatency 2CH Large and Sweet Donut Stick 2.gsi
LSDrms GM LowLatency 2CH Large and Sweet Donut Stick.gsi
LSDrms GM LowLatency 2CH Large and Sweet Mallet.gsi
LSDrms GM LowLatency 2CH Large and Sweet Stick 2.gsi
LSDrms GM LowLatency 2CH Large and Sweet Stick.gsi
LSDrms GM LowLatency 2CH Large Cutting Room Loose Stick.gsi
LSDrms GM LowLatency 2CH Large Cutting Room Rod 2.gsi
LSDrms GM LowLatency 2CH Large Cutting Room Rod.gsi
LSDrms GM LowLatency 2CH Large Dark Studio Mallet.gsi
LSDrms GM LowLatency 2CH Live Drum Room Donut Stick 2.gsi
LSDrms GM LowLatency 2CH Live Drum Room Donut Stick.gsi
LSDrms GM LowLatency 2CH Live Drum Room Hybrid.gsi
LSDrms GM LowLatency 2CH Live Drum Room Snares-Off Stick.gsi
LSDrms GM LowLatency 2CH Loose Garage Stick.gsi

LSDrms GM LowLatency 2CH Loose Living Room Hybrid.gsi
LSDrms GM LowLatency 2CH Loose Living Room Mallet.gsi
LSDrms GM LowLatency 2CH Loose Living Room Stick.gsi
LSDrms GM LowLatency 2CH Medium Hall Donut Rod.gsi
LSDrms GM LowLatency 2CH Medium Hall Donut Stick.gsi
LSDrms GM LowLatency 2CH Medium Hall Mallet.gsi
LSDrms GM LowLatency 2CH Medium Hall Stick.gsi
LSDrms GM LowLatency 2CH Medium Hardwood Donut Stick.gsi
LSDrms GM LowLatency 2CH Medium Hardwood Stick.gsi
LSDrms GM LowLatency 2CH Original Drum Room Rod.gsi
LSDrms GM LowLatency 2CH Original Drum Room Stick.gsi
LSDrms GM LowLatency 2CH Parking Garage Stick.gsi
LSDrms GM LowLatency 2CH Parking Garage Sticks and Mallets.gsi
LSDrms GM LowLatency 2CH Penthouse Mallet.gsi
LSDrms GM LowLatency 2CH Piano Room Donut Rod.gsi
LSDrms GM LowLatency 2CH Piano Room Donut Stick.gsi
LSDrms GM LowLatency 2CH Piano Room Hybrid Rod.gsi
LSDrms GM LowLatency 2CH Piano Room Rod.gsi
LSDrms GM LowLatency 2CH Piano Room Stick.gsi
LSDrms GM LowLatency 2CH Piccolo in the Corner Stick.gsi
LSDrms GM LowLatency 2CH Resonant Room Donut Mallet.gsi
LSDrms GM LowLatency 2CH Resonant Room Rod.gsi
LSDrms GM LowLatency 2CH Small Room Snare-Off Stick.gsi
LSDrms GM LowLatency 2CH Small Room Stick.gsi
LSDrms GM LowLatency 2CH Studio A Donut Stick.gsi
LSDrms GM LowLatency 2CH Studio A Loose Stick.gsi
LSDrms GM LowLatency 2CH Studio Bee Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Bathtub Rod.gsi
LSDrms GM LowLatency 2CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM LowLatency 2CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Desk Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Door Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM LowLatency 2CH Trash Room Jar Lid Rod.gsi
LSDrms GM LowLatency 2CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM LowLatency 2CH Trash Room Patio Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Shower Mallet.gsi
LSDrms GM LowLatency 2CH Trash Room Toilet Donut Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Trailer Rod.gsi
LSDrms GM LowLatency 2CH Trash Room Trampoline Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Washtub Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Water Meter Stick.gsi
LSDrms GM LowLatency 2CH Trash Room Wooden Stick.gsi
LSDrms GM LowLatency 5CH Aircraft Hanger Donut Stick.gsi
LSDrms GM LowLatency 5CH Aircraft Hanger Mallet.gsi
LSDrms GM LowLatency 5CH Ambient Rod.gsi
LSDrms GM LowLatency 5CH Ambient Stick 2.gsi
LSDrms GM LowLatency 5CH Ambient Stick.gsi
LSDrms GM LowLatency 5CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM LowLatency 5CH Beach House Donut Stick.gsi
LSDrms GM LowLatency 5CH Beach House Stick.gsi
LSDrms GM LowLatency 5CH Beefy Room Donut Stick.gsi
LSDrms GM LowLatency 5CH Beefy Room Rod.gsi
LSDrms GM LowLatency 5CH Beefy Room Stick 2.gsi
LSDrms GM LowLatency 5CH Beefy Room Stick.gsi
LSDrms GM LowLatency 5CH Beefy Room Tuned High Rod.gsi
LSDrms GM LowLatency 5CH Big and Bright Hybrid.gsi
LSDrms GM LowLatency 5CH Big and Bright Stick 2.gsi
LSDrms GM LowLatency 5CH Big and Bright Stick.gsi

LSDrms GM LowLatency 5CH Bright Hall Donut Rod.gsi
LSDrms GM LowLatency 5CH Bright Hall Donut Stick.gsi
LSDrms GM LowLatency 5CH Church Donut Stick.gsi
LSDrms GM LowLatency 5CH Church Mallet 2.gsi
LSDrms GM LowLatency 5CH Church Mallet.gsi
LSDrms GM LowLatency 5CH Church Rod 2.gsi
LSDrms GM LowLatency 5CH Church Rod.gsi
LSDrms GM LowLatency 5CH Cutting Room Donut Rod.gsi
LSDrms GM LowLatency 5CH Cutting Room Donut Stick.gsi
LSDrms GM LowLatency 5CH Dancehall Rod.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Donut Rod.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Donut Stick.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Hybrid.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Mallet 2.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Mallet.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Rod 2.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Rod 3.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Rod.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Stick 2.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Stick 3.gsi
LSDrms GM LowLatency 5CH Dry and Dirty Stick.gsi
LSDrms GM LowLatency 5CH Dry Clean Donut Mallet.gsi
LSDrms GM LowLatency 5CH Dry Clean Donut Rod.gsi
LSDrms GM LowLatency 5CH Dry Clean Donut Stick 2.gsi
LSDrms GM LowLatency 5CH Dry Clean Donut Stick 3.gsi
LSDrms GM LowLatency 5CH Dry Clean Donut Stick.gsi
LSDrms GM LowLatency 5CH Dry Clean Mallet.gsi
LSDrms GM LowLatency 5CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM LowLatency 5CH Dry Clean Snare-Off Rod.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick 2.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick 3.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick 4.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick 5.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick 6.gsi
LSDrms GM LowLatency 5CH Dry Clean Stick.gsi
LSDrms GM LowLatency 5CH Dry Cleaner Stick.gsi
LSDrms GM LowLatency 5CH Garage Donut Stick.gsi
LSDrms GM LowLatency 5CH Garage Stick.gsi
LSDrms GM LowLatency 5CH Large and Sweet Donut Stick 2.gsi
LSDrms GM LowLatency 5CH Large and Sweet Donut Stick.gsi
LSDrms GM LowLatency 5CH Large and Sweet Mallet.gsi
LSDrms GM LowLatency 5CH Large and Sweet Stick 2.gsi
LSDrms GM LowLatency 5CH Large and Sweet Stick.gsi
LSDrms GM LowLatency 5CH Large Cutting Room Loose Stick.gsi
LSDrms GM LowLatency 5CH Large Cutting Room Rod 2.gsi
LSDrms GM LowLatency 5CH Large Cutting Room Rod.gsi
LSDrms GM LowLatency 5CH Large Dark Studio Mallet.gsi
LSDrms GM LowLatency 5CH Live Drum Room Donut Stick 2.gsi
LSDrms GM LowLatency 5CH Live Drum Room Donut Stick.gsi
LSDrms GM LowLatency 5CH Live Drum Room Hybrid.gsi
LSDrms GM LowLatency 5CH Live Drum Room Snares-Off Stick.gsi
LSDrms GM LowLatency 5CH Loose Garage Stick.gsi
LSDrms GM LowLatency 5CH Loose Living Room Hybrid.gsi
LSDrms GM LowLatency 5CH Loose Living Room Mallet.gsi
LSDrms GM LowLatency 5CH Loose Living Room Stick.gsi
LSDrms GM LowLatency 5CH Medium Hall Donut Rod.gsi
LSDrms GM LowLatency 5CH Medium Hall Donut Stick.gsi
LSDrms GM LowLatency 5CH Medium Hall Mallet.gsi
LSDrms GM LowLatency 5CH Medium Hall Stick.gsi
LSDrms GM LowLatency 5CH Medium Hardwood Donut Stick.gsi
LSDrms GM LowLatency 5CH Medium Hardwood Stick.gsi

LSDrms GM LowLatency 5CH Original Drum Room Rod.gsi
LSDrms GM LowLatency 5CH Original Drum Room Stick.gsi
LSDrms GM LowLatency 5CH Parking Garage Stick.gsi
LSDrms GM LowLatency 5CH Parking Garage Sticks and Mallets.gsi
LSDrms GM LowLatency 5CH Penthouse Mallet.gsi
LSDrms GM LowLatency 5CH Piano Room Donut Rod.gsi
LSDrms GM LowLatency 5CH Piano Room Donut Stick.gsi
LSDrms GM LowLatency 5CH Piano Room Hybrid Rod.gsi
LSDrms GM LowLatency 5CH Piano Room Rod.gsi
LSDrms GM LowLatency 5CH Piano Room Stick.gsi
LSDrms GM LowLatency 5CH Piccolo in the Corner Stick.gsi
LSDrms GM LowLatency 5CH Resonant Room Donut Mallet.gsi
LSDrms GM LowLatency 5CH Resonant Room Rod.gsi
LSDrms GM LowLatency 5CH Small Room Snare-Off Stick.gsi
LSDrms GM LowLatency 5CH Small Room Stick.gsi
LSDrms GM LowLatency 5CH Studio A Donut Stick.gsi
LSDrms GM LowLatency 5CH Studio A Loose Stick.gsi
LSDrms GM LowLatency 5CH Studio Bee Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Bathtub Rod.gsi
LSDrms GM LowLatency 5CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM LowLatency 5CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Desk Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Door Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM LowLatency 5CH Trash Room Jar Lid Rod.gsi
LSDrms GM LowLatency 5CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM LowLatency 5CH Trash Room Patio Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Shower Mallet.gsi
LSDrms GM LowLatency 5CH Trash Room Toilet Donut Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Trailer Rod.gsi
LSDrms GM LowLatency 5CH Trash Room Trampoline Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Washtub Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Water Meter Stick.gsi
LSDrms GM LowLatency 5CH Trash Room Wooden Stick.gsi
LSDrms GM LowLatency 7CH Aircraft Hanger Donut Stick.gsi
LSDrms GM LowLatency 7CH Aircraft Hanger Mallet.gsi
LSDrms GM LowLatency 7CH Ambient Rod.gsi
LSDrms GM LowLatency 7CH Ambient Stick 2.gsi
LSDrms GM LowLatency 7CH Ambient Stick.gsi
LSDrms GM LowLatency 7CH Bachelor Pad Snare-Off Rod.gsi
LSDrms GM LowLatency 7CH Beach House Donut Stick.gsi
LSDrms GM LowLatency 7CH Beach House Stick.gsi
LSDrms GM LowLatency 7CH Beefy Room Donut Stick.gsi
LSDrms GM LowLatency 7CH Beefy Room Rod.gsi
LSDrms GM LowLatency 7CH Beefy Room Stick 2.gsi
LSDrms GM LowLatency 7CH Beefy Room Stick.gsi
LSDrms GM LowLatency 7CH Beefy Room Tuned High Rod.gsi
LSDrms GM LowLatency 7CH Big and Bright Hybrid.gsi
LSDrms GM LowLatency 7CH Big and Bright Stick 2.gsi
LSDrms GM LowLatency 7CH Big and Bright Stick.gsi
LSDrms GM LowLatency 7CH Bright Hall Donut Rod.gsi
LSDrms GM LowLatency 7CH Bright Hall Donut Stick.gsi
LSDrms GM LowLatency 7CH Church Donut Stick.gsi
LSDrms GM LowLatency 7CH Church Mallet 2.gsi
LSDrms GM LowLatency 7CH Church Mallet.gsi
LSDrms GM LowLatency 7CH Church Rod 2.gsi
LSDrms GM LowLatency 7CH Church Rod.gsi
LSDrms GM LowLatency 7CH Cutting Room Donut Rod.gsi
LSDrms GM LowLatency 7CH Cutting Room Donut Stick.gsi

LSDrms GM LowLatency 7CH Dancehall Rod.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Donut Rod.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Donut Stick.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Hybrid Rod.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Hybrid.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Mallet 2.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Mallet.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Rod 2.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Rod 3.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Rod.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Stick 2.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Stick 3.gsi
LSDrms GM LowLatency 7CH Dry and Dirty Stick.gsi
LSDrms GM LowLatency 7CH Dry Clean Donut Mallet.gsi
LSDrms GM LowLatency 7CH Dry Clean Donut Rod.gsi
LSDrms GM LowLatency 7CH Dry Clean Donut Stick 2.gsi
LSDrms GM LowLatency 7CH Dry Clean Donut Stick 3.gsi
LSDrms GM LowLatency 7CH Dry Clean Donut Stick.gsi
LSDrms GM LowLatency 7CH Dry Clean Mallet.gsi
LSDrms GM LowLatency 7CH Dry Clean Snare-Off Rod 2.gsi
LSDrms GM LowLatency 7CH Dry Clean Snare-Off Rod.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick 2.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick 3.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick 4.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick 5.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick 6.gsi
LSDrms GM LowLatency 7CH Dry Clean Stick.gsi
LSDrms GM LowLatency 7CH Dry Cleaner Stick.gsi
LSDrms GM LowLatency 7CH Garage Donut Stick.gsi
LSDrms GM LowLatency 7CH Garage Stick.gsi
LSDrms GM LowLatency 7CH Large and Sweet Donut Stick 2.gsi
LSDrms GM LowLatency 7CH Large and Sweet Donut Stick.gsi
LSDrms GM LowLatency 7CH Large and Sweet Mallet.gsi
LSDrms GM LowLatency 7CH Large and Sweet Stick 2.gsi
LSDrms GM LowLatency 7CH Large and Sweet Stick.gsi
LSDrms GM LowLatency 7CH Large Cutting Room Loose Stick.gsi
LSDrms GM LowLatency 7CH Large Cutting Room Rod 2.gsi
LSDrms GM LowLatency 7CH Large Cutting Room Rod.gsi
LSDrms GM LowLatency 7CH Large Dark Studio Mallet.gsi
LSDrms GM LowLatency 7CH Live Drum Room Donut Stick 2.gsi
LSDrms GM LowLatency 7CH Live Drum Room Donut Stick.gsi
LSDrms GM LowLatency 7CH Live Drum Room Hybrid.gsi
LSDrms GM LowLatency 7CH Live Drum Room Snares-Off Stick.gsi
LSDrms GM LowLatency 7CH Loose Garage Stick.gsi
LSDrms GM LowLatency 7CH Loose Living Room Hybrid.gsi
LSDrms GM LowLatency 7CH Loose Living Room Mallet.gsi
LSDrms GM LowLatency 7CH Loose Living Room Stick.gsi
LSDrms GM LowLatency 7CH Medium Hall Donut Rod.gsi
LSDrms GM LowLatency 7CH Medium Hall Donut Stick.gsi
LSDrms GM LowLatency 7CH Medium Hall Mallet.gsi
LSDrms GM LowLatency 7CH Medium Hall Stick.gsi
LSDrms GM LowLatency 7CH Medium Hardwood Donut Stick.gsi
LSDrms GM LowLatency 7CH Medium Hardwood Stick.gsi
LSDrms GM LowLatency 7CH Original Drum Room Rod.gsi
LSDrms GM LowLatency 7CH Original Drum Room Stick.gsi
LSDrms GM LowLatency 7CH Parking Garage Stick.gsi
LSDrms GM LowLatency 7CH Parking Garage Sticks and Mallets.gsi
LSDrms GM LowLatency 7CH Penthouse Mallet.gsi
LSDrms GM LowLatency 7CH Piano Room Donut Rod.gsi
LSDrms GM LowLatency 7CH Piano Room Donut Stick.gsi
LSDrms GM LowLatency 7CH Piano Room Hybrid Rod.gsi
LSDrms GM LowLatency 7CH Piano Room Rod.gsi

LSDrms GM LowLatency 7CH Piano Room Stick.gsi
LSDrms GM LowLatency 7CH Piccolo in the Corner Stick.gsi
LSDrms GM LowLatency 7CH Resonant Room Donut Mallet.gsi
LSDrms GM LowLatency 7CH Resonant Room Rod.gsi
LSDrms GM LowLatency 7CH Small Room Snares-Off Stick.gsi
LSDrms GM LowLatency 7CH Small Room Stick.gsi
LSDrms GM LowLatency 7CH Studio A Donut Stick.gsi
LSDrms GM LowLatency 7CH Studio A Loose Stick.gsi
LSDrms GM LowLatency 7CH Studio Bee Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Basketball Goal Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Bathtub Rod.gsi
LSDrms GM LowLatency 7CH Trash Room Cabinet Donut Rod.gsi
LSDrms GM LowLatency 7CH Trash Room Cutting Board Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Desk Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Door Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Jar Lid Rod 2.gsi
LSDrms GM LowLatency 7CH Trash Room Jar Lid Rod.gsi
LSDrms GM LowLatency 7CH Trash Room Kitchen Sink Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Mailbox Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Metal Grate Hybrid.gsi
LSDrms GM LowLatency 7CH Trash Room Patio Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Shower Mallet.gsi
LSDrms GM LowLatency 7CH Trash Room Toilet Donut Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Trailer Rod.gsi
LSDrms GM LowLatency 7CH Trash Room Trampoline Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Washtub Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Water Meter Stick.gsi
LSDrms GM LowLatency 7CH Trash Room Wooden Stick.gsi

Drum tracking sessions with Pat Mastelotto



Pat in front of a bunch of kick drums.



**Electric
LarryLand**
Austin, Texas.



Larry relaxing in the control room of Electric LarryLand

A Whole Lotta Drums!



“Mommy, when I grow up, I want to beat things”



Pat adjusting the FET-47 on the Hippy Kick Drum



Another kick with a FET-47 in front of it



Larry bending over a couple of kicks



What's the use of setting everything up if you don't have a little fun?



Toms from Pat's perspective.



Various sticks used for this library

An itsy-bitsy teeny-weeny splash
(Can you spot elements of this picture in the GigaPulse
Room Colors pix?)



Creatively edited by Pat



Hi Hat Mic (AKG-421)



A Bunch of Cymbals



Here is a picture of one of the snares that Pat has marked for recording. Each of these eight zones was sampled with sixteen velocities and multiple strikers.

Although this picture shows a brush striker, there are NO brush striker samples in this library.

(this is by design)

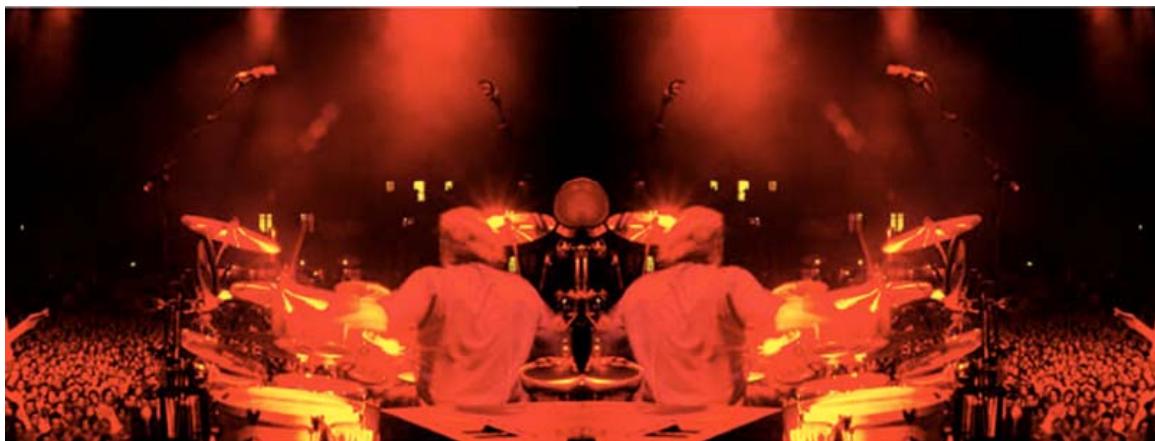
We hope to be able to create a separate drum library that contains nothing but brush kits...



Another view of some kicks

On Tour with Pat Mastelotto

Photos by Bill Munyon



outside in Barcelona with King Crimson 2003



soundcheck at an opera theater in Magela, Spain.



Catching light and Bowing a Cymbal in Magela, Spain.





Bowing a Cymbal in Osaka, Japan 2003



Setting up for soundcheck in Philadelphia 2003





Vancouver, BC in 2003



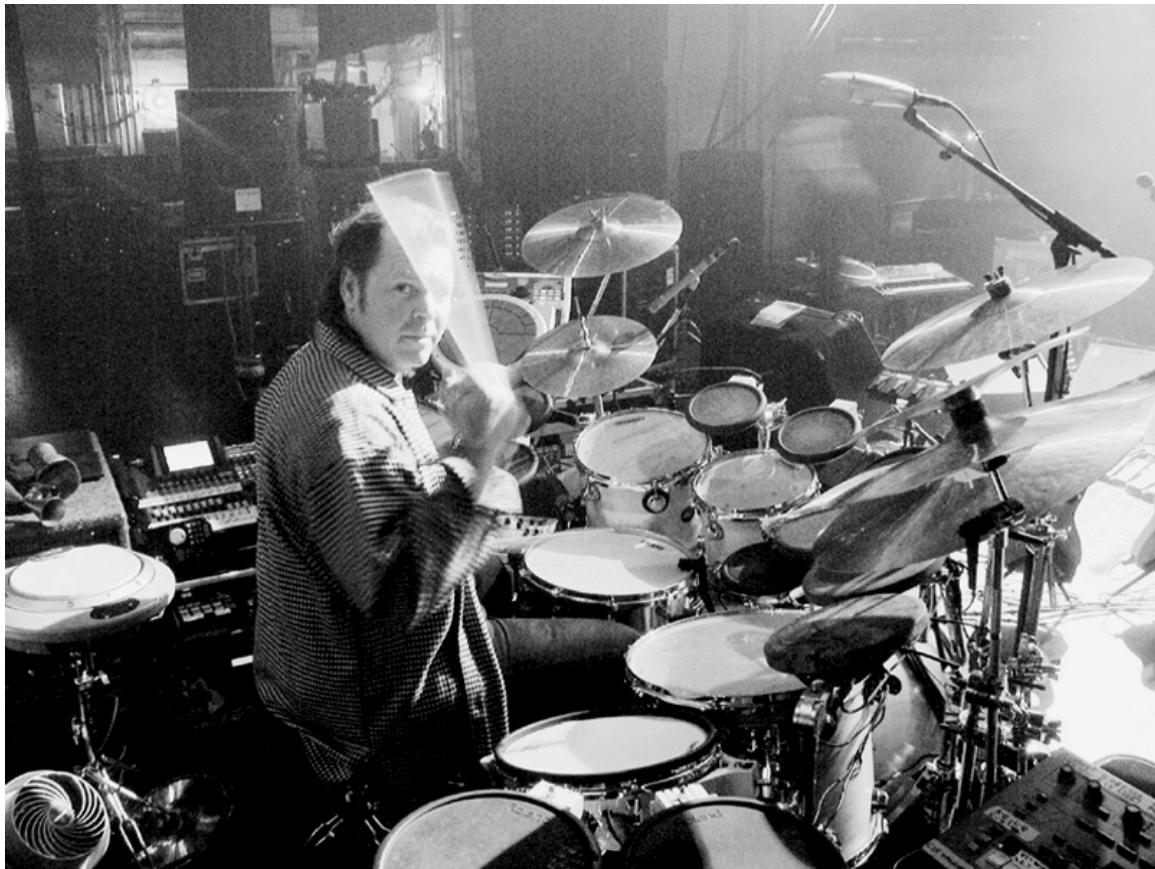


BOMO (Bozzio/Mastelotto) debut gig January 2003



BOMO (Bozzio/Mastelotto) kneeling at large drum





King Crimson 2002 Madison Wisconsin gig



Snare drums and Toms use "Zones"
The position within an octave
on the keyboard determines
the position the striker 'hits' the drum.



THE SNARES AND TOMS ARE LAID OUT IN "ZONES"
THE PIANO KEYS FROM LEFT TO RIGHT
CORRESPOND TO THE PHYSICAL POSITION
THE STRIKER HIT THE DRUMS, (LEFT TO RIGHT)



There are "wet" and "dry"
versions of every drum kit.



Standard & Low Latency
Versions of every drum kit



THE AUDITION KITS CONTAIN
A DRUM KIT ON EVERY PIANO KEY...
MOVE THE MOD WHEEL TO HEAR
AN ANNOUNCER TELL YOU THE NAME OF THE KIT



UNIFIED TRIBE
(THE GROUP THAT LARRY PLAYS WITH)

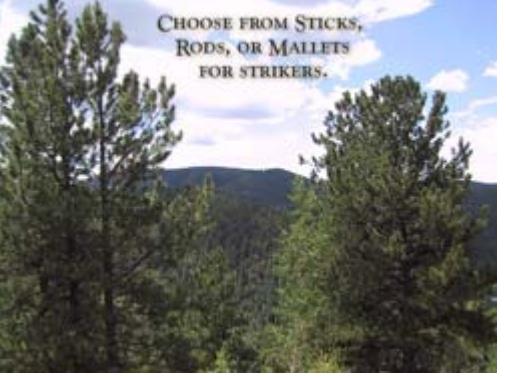
WWW.UNIFIEDTRIBE.NET



BE SURE TO TRY OUT SOME OF THE
"TRASH ROOM" DRUM KITS
THEY ARE SOME OF MY FAVORITES!



THANK YOU
FOR USING
THIS LIBRARY



CHOOSE FROM STICKS,
RODS, OR MALLETS
FOR STRIKERS.



Stephen at his workstation



THESE ARE THE ROOMS IN THE LIBRARY--
AND YOU WERE WONDERING WHY
IT'S TAKING SO LONG TO INSTALL!



Included are 13 new "Room Colors"
plus a special "Trash Room"

FACIOLD:

"SEYER" RHYMES WITH "FIRE"



35 FREE additional Drum Kits
25 FREE additional MIDI Files
when you register!

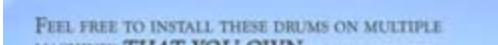
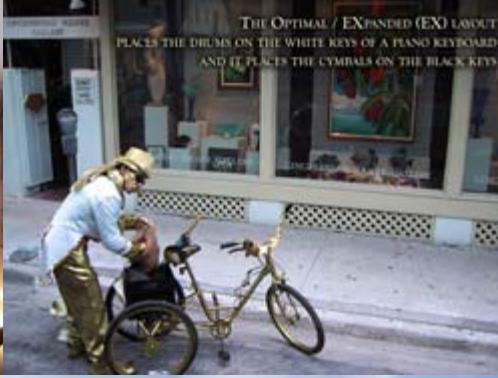
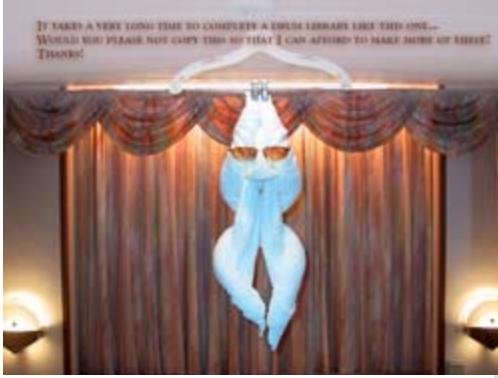
All drums were recorded in stereo at 24 bit
using up to 6 microphones for each drum.



PLEASE!!!! READ THE MANUAL

"Quicksound" search keys are:

LSDrums = all drum kits	2CH = 2 Channel
GM = General MIDI Layout	5CH = 5 Channel
EX = Expanded Layout	7CH = 7 Channel
LowLatency = DUH!	FullAttack = Double DUH!



HOWEVER, PLEASE DO NOT GIVE THIS LIBRARY AWAY
TO OTHER PEOPLE... :-)





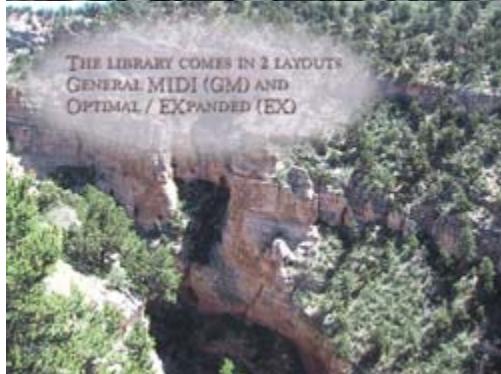
BE SURE TO LOOK FOR "GSF" FILES
AND NOT "GIG" FILES...



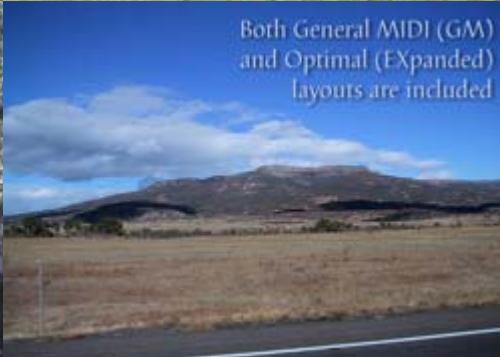
ENSURE THAT YOU HAVE INSTALLED
GSIF 2.0 (OR GREATER) DRIVERS
FOR YOUR SOUND CARD



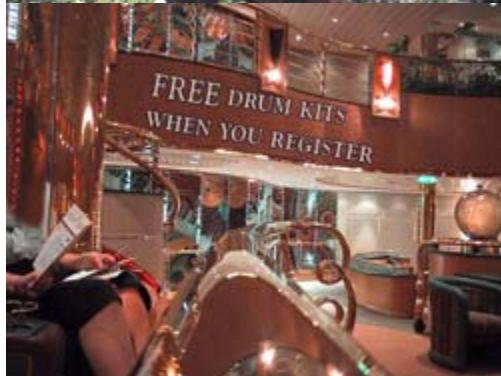
THE LIBRARY COMES IN 2 LAYOUTS
GENERAL MIDI (GM)
OPTIMAL / EXPANDED (EX)



Both General MIDI (GM)
and Optimal (EXpanded)
layouts are included



FREE DRUM KITS
WHEN YOU REGISTER



START WITH A PRE-CODED DRUM KIT
THEN SWAP OUT THE ORIGINAL DRUM COMPONENTS
WITH OTHERS YOU CHOOSE FROM THE INCLUDED DRUM POOL.

THIS LIBRARY WAS OPTIMIZED
FOR DIGITAL CONNECTION
BETWEEN GIGASTUDIO AND
YOUR DAW



CREATE YOUR OWN CUSTOM DRUM KITS
AND PLACE THEM IN THE ROOM OF YOUR CHOICE.

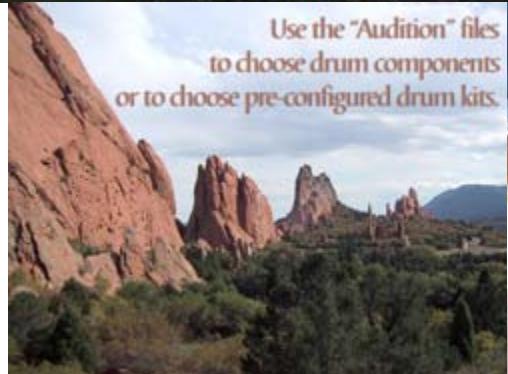


COMMENTS?
SEND THEM TO ME AT:
LSDRMS@LARRYSEYER.COM

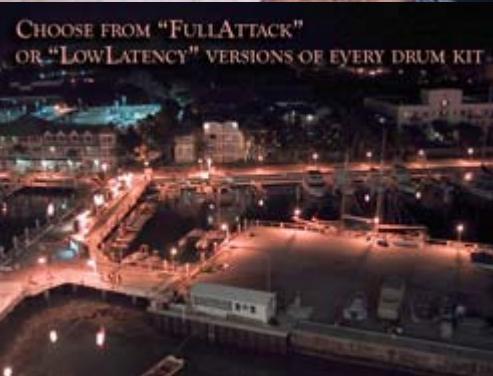


**2, 5 and 7 channel
versions of EVERY kit!**

IF YOU ARE GOING TO BE PROGRAMMING
IN 7 CHANNEL SURROUND MODE,
IT IS HIGHLY RECOMENDED THAT YOU USE
A DEDICATED MACHINE TO DO IT



THERE ARE 1,444 MIDI FILES AND 1,380 DRUM KITS
FOR A TOTAL OF 1,992,720 POSSIBLE DRUM LOOPS !!!!!



Project Credits:

Pat Mastelotto
Stephen Orsak

Jim Van Buskirk
Joe Bibbo
Bert Bischof
Pete Snell
Jim Bailey
Mark & Beth McQuilken (FMR Audio)
Mark Moore
Gidget Pryor
Karla Seyer
Comet & Zeus

Drum Sounds, Patience
Audio and Instrument Editing,
MIDI Programming, Patience
Guidance, Programming, Patience
Programming, Patience
Programming, Patience
Guidance, Legals, Patience
Guidance, Support, Patience
Mic Pre Amps, Inspiration, Patience
Proof Reading, Pix Adj., Patience
Voice Talent, Patience
Love, Patience, and more Patience
Quiet Dogs that they are (sometimes)

Microphones used:

AMS Soundfield
Shure SM-57
AKG 451
Neumann U-47
Neumann KM-84

Mic Pre Amps used:

Sontec
API
Jensen Twin Servo
FMR Audio RNP

Audio Editors used:

Samplitude
Nuendo
Cool Edit Pro

Sequencer used:

Logic Audio

Speakers (Monitors) used:

Mackie HR-824
KRK E-8
KRK S-12 Sub

Computers used:

Several AMD XP1800-2600
AMD Dual Opteron
Intel Pentium 4
Toshiba Laptop 5205-s705



Larry Seyer
Original Concept & Recording Engineer



Stephen Orsak
Audio & Instrument Editing, MIDI Programming

Thanks! Thanks! And More Thanks!

Pat Mastelotto Wishes to thank:

Rich Mangicaro at Paiste cymbals

John, Don, and Garrison at Drum Workshop

Noelle, my bell

Stephen Orsak Wishes to thank:

Larry and Pat for inviting me to work on such a brilliant project.

Jim, Joe, and Bert for turning GigaStudio inside out for us.

Mom and Dad for being such selfless patrons of the musical arts.

Jesse, Suzanna, and Jean for room modeling assistance in 100 degree stairwells.

Tascam for inventing the 4-track PortaStudio, without which I would not be in this business today...

Larry Seyer Wishes to thank:

Stephen Orsak for all of his hard work and diligence. Without Stephen, this library would not have been completed. PERIOD! Thanks Stephen, you're the best! Uh, can we just change one more thing?

Pat Mastelotto for his keen ears and helpful suggestions. (what? No bowed cymbals?... Next library Pat) and lack of nagging because it took 5 years to complete! Peace bro!

Jim Van Buskirk for his encouragement, suggestions, willingness to go the extra mile and step up to the plate, and persistence of vision. Jim, this library would not be if it weren't for your ideas and kind words. Thanks man! Now, what about those new GigaStudio features that I asked for?

Karla Seyer for her willingness to allow drums to be played, edited, and mixed at all hours of the day and night at our home studio. (sorry about the spare bedroom, you can have it back now... wait a minute... I need to fix something!)

Mom & Dad for their insistence that I learn to play a 'real' instrument when I told them I wanted to play the drums!!!! (no joke, they really said this! And I just couldn't pass up putting that line in here...)

All the great drummers in the world... This library is NOT meant to replace you! No drum library can replace the subtleties, nuances, and overall feel created by a real drummer. Any attempt to use a drum library as a substitute for a real drummer is a compromise at best. So we've done our best to create a library that has the potential to sound great on many recordings for those times when you are not available for whatever reason. For your inspiration, feel, insight, groove, and physical prowess, I thank you all and bow to your gift!

And last but not least, Thank You!!! For buying this library (assuming you actually DID buy it!!!) You are the reason this library was made. It is our hope that you use this library responsibly and whenever possible, you hire real musicians for your recordings. But for those times when it is not possible, feasible or practical, we hope that

this library is an acceptable compromise for the real thing. Enjoy and please feel free to send us suggestions and comments to the following email address:

lsaccdrms@larryseyer.com

All recording and editing done between the years of 1999-2004 at:



<http://www.electriclarryland.com>

<http://www.larryseyer.com>

© 2004 Larry Seyer Production Services