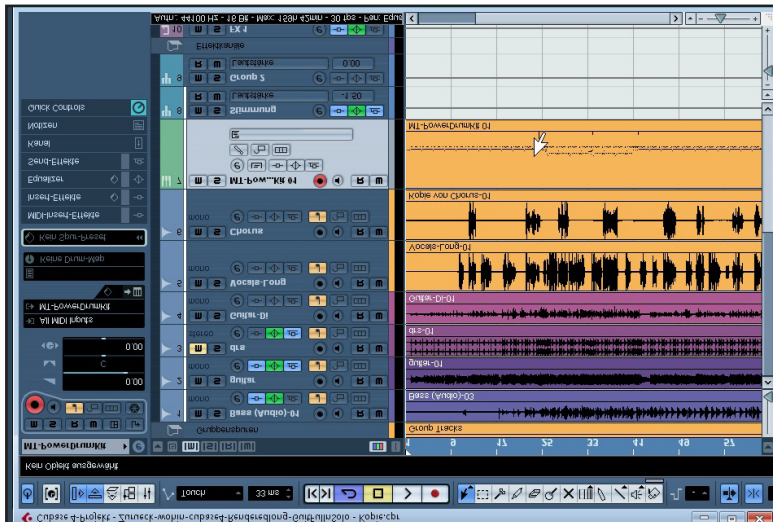


SAMPLE AND PLAYOUT DRUMS IN CUBASE AND TX16WX

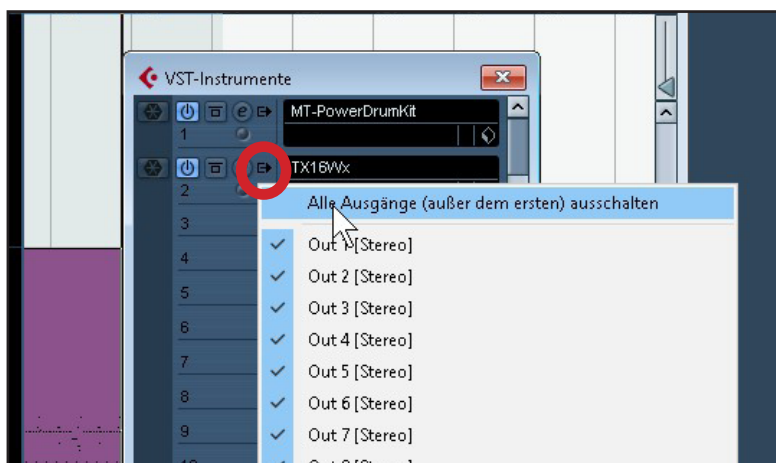
1. Cut Samples

2. Open Cubase

3. Open Cubase Project with existing drum-Midi-Track (f.e. MT-Powerkit-Track)



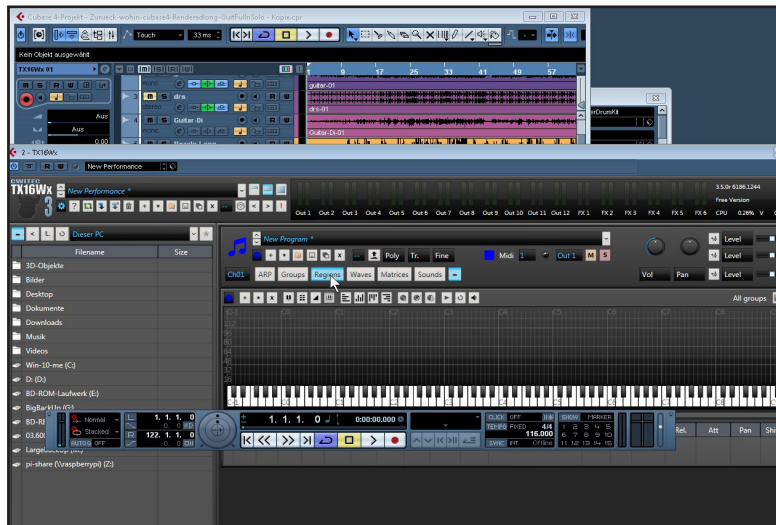
4. open new Instrument > tx16wx in Cubase and press symbol to the left of the Instruments name to activate tx16wx#s all possible outputs (12)



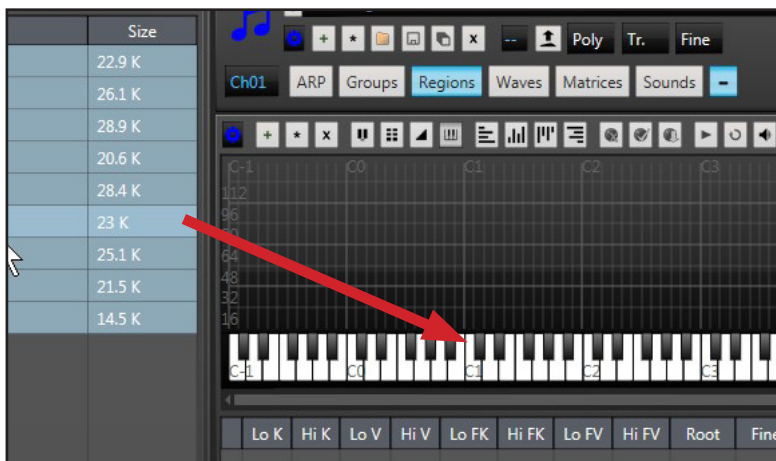
5. Click on symbol to edit tx16wx-Instrument



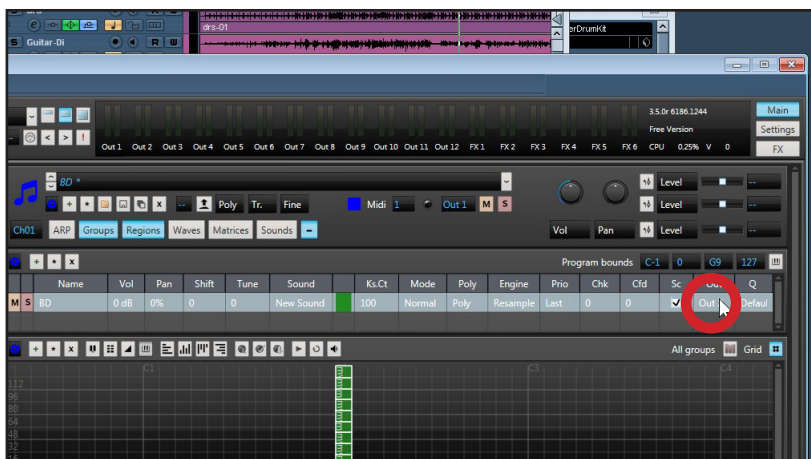
6. Activate „regions,, in tx16wx



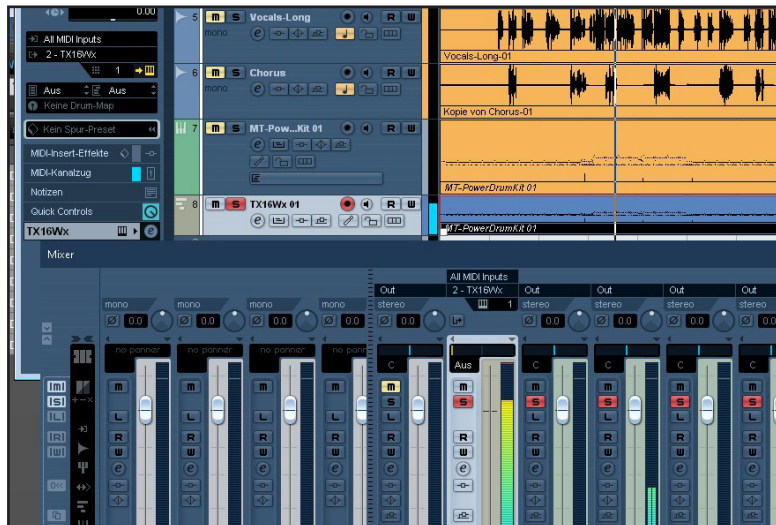
7. Mark Samples from High-to-low-Velocity and drag them to keyboard according to Midi-Note for Instruments (Here: Kick-Drum)



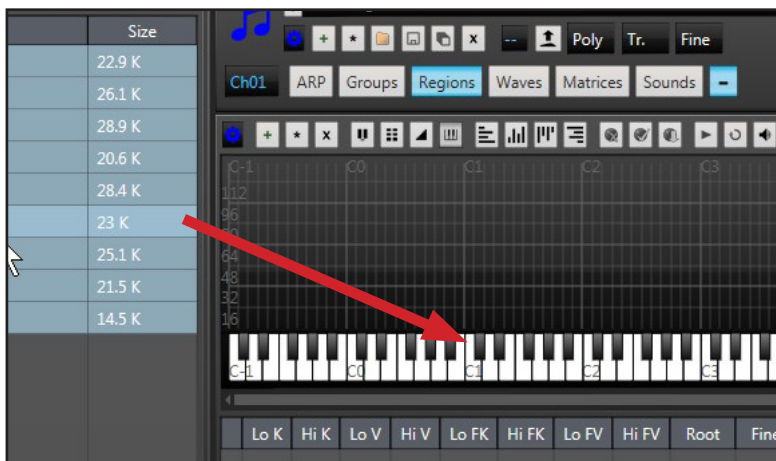
8. Activate „Groups,, mark samples above key, rename slot create new group, call it accordingly (here: „BD,,) and set output channel (here: out 2)



6. Drag Midi-Data to Tx16Wx-Channel - Now Tx16-wx plays BD on its channel No 2



7. Repeat for all Instruments in drumset



8. Put all Hihat-Types in the same group and put them to mono, so they choke each other, so that a closed/Pedal Hihat stops the open sound

