



## StarDrums User Guide

# Welcome to Acousticsamples

Thank you for using the StarDrums library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.

In this User Guide we will provide you with an overview of how to use the StarDrums library.

If you have any questions, feel free to email us at:  
[samples@acousticsamples.com](mailto:samples@acousticsamples.com)

or use the contact form on our website  
[www.acousticsamples.net](http://www.acousticsamples.net)

The StarDrums library, produced by  
**Acousticsamples**



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## Requirements and Installation



# Interface and Parameters

StarDrums is a Tama Starclassic Drum Kit,

- 20? Bass Drum
- 14? Snare
- 10? Hi Tom
- 12? Mid Tom
- 16? Low Tom
- 14? Zildjian crash
- 10? Zildjian splash
- 14? Zildjian Hihat
- 20? Kashian Ride



## Default interface

This is the default interface of the plugin. Each element was recorded with 3 microphones positions and you can adjust the pan, volume or mute each one independantly. You can also click on the elements on the interface while adjusting the microphones.



## Settings

In this panel, you can change most of the aspects of the library to make it sound just like you want. You can adjust:

- The Mapping Presets: we made some presets of the most popular drums formats (GM, V-DRUMS, IMAP, NSKIT) or you can create yours.
- The Midi Learn: you can remap any element to any key quickly by pressing the current key of the element you want to move, clicking on Midi Learn and the pressing the target key.
- The Hihat controller: we implemented an advanced hihat behavior, by default on C#2, the sample triggered will depend on the value of the controller, just like on a real Hihat.
- Overheads: here you can choose whether the overhead microphone position is mono or stereo.
- Sample cycling: there are 4 different samples for the same velocity (round robins), but you can change how they will be played (random,

in sequence of 4 or 3 or without it).

- The Sensitivity will set the minimum volume for velocity 1 and give you access to all the dynamics that you want.
- The Reverb. We use a convolution reverb and you can adjust the amount of reverb applied to the whole drumset.



StarDrums Processed interface

The samples of the Stardrums were not processed by default, we decided to create two different versions, and this one has some of the best gear applied to the samples (compressions, reverbs, EQs...).

# Features

2.88Gb uncompressed, 1.4Gb compressed in lossless flac format, around 2087 samples (for each version).

3 microphone positions for each drum that you can mix and/or disable from the interface.

up to 25 velocity layers per element.

8 round robins for snares, hihat and rides, 2 round robins for the other elements..

Custom mapping, you can assign every element to any key simply by pressing a key and assigning a sample.

Mappings presets: GM, V-DRUMS, IMAP, NSKIT (NDK) or default one.

Stereo and Multi-output versions to make the mixing possibilities even easier.

Raw and Processed versions to get two very different sounds.

Hihat with 5 levels on openness and triggering from one key depending on a controller value (any controller) and automatic closing sound.

Playable instrument, right hand and left hand mappings.

Detailed snares, 4 different hit positions for the 14' snare.

Advanced UVI scripting giving you access to a simple yet powerfull interface and advanced features.

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