

Monotown 2 Reference Manual

Table of Contents

Monotown 2 Reference Manual	2
Welcome to Monotown 2	3
Download & Installation	4
Using Monotown 2 with Kontakt Player	4
Kontakt Player Presets	6
Kontakt Player Interface: Drumkit Tab	7
Kontakt Player Interface: Drumkit Tab	8
Kontakt Player Interface: Drumkit Tab	9
Kontakt Player Interface: Mixer Tab	10
Kontakt Player Interface: Mixer Tab	11
Kontakt Player Interface: Mixer Tab	12
Kontakt Player Interface: Mixer Tab	13
Kontakt Player Interface: MIDI Tab	14
Expert Concepts: Mic Balancing	15
Expert Concepts: Multi-channel Output	16
MIDI Layout	18
Drumkit Details	19
Frequently Asked Questions (FAQ)	20
Thank you!	21

Welcome to **Monotown 2**

Monotown 2 brings you the authentic funk and soul of a vintage 1970s Rogers “Big-R” drumkit, paired with period-correct vintage Zildjian and Paiste cymbals. A traditional approach was taken from the drumset tuning through mic positioning and the entire signal chain, resulting in warm vibrant tonality. The drumkit was sampled at New Zealand’s York Street Studio, recorded through classic mics, an EMI Neve 1974 console, directly to 2” tape.

Monotown 2 Was captured with five separate microphone perspectives: front-of-kit (STC 4038), Overhead (STC 4038), Overhead (RCA44), underside (RE20), room (Neumann U67). The drums have been multi-sampled with up to 8 velocity layers per instrument, and six round-robin hits for each velocity layer. All of this adds up to 3750 samples, resulting in an authentic kit with realism and depth you can feel.

Monotown 2 is designed for use with **Native Instruments** free **Kontakt Player**.



Download & Installation

1. **Check your drive space:** The **Monotown 2** files will use approximately **2.1GB**. You will need **4.5GB** free disk space to download and then unzip the files. Additionally if you do not already have Kontakt Player Version 7, that will require an additional **2GB** of free disk space to download and then install.
2. **Download the product files:** After purchase you will be emailed instructions to download a zip file via our 3rd party fulfillment partner Shopify. Download all of these files to your computer.
3. **Unzip the files:** Locate the files that you have downloaded and unzip them. The built-in unzipping tools should work on modern Windows and Apple operating systems.
4. **Store the files:** you may want to relocate the unzipped files to your preferred location on your computer for audio files. We recommend you store the files on a Solid State Disk (SSD) or fast non-system Hard Disk Drive (HDD). Do not store the files on a remote network location for playback.
5. **Get the free Kontakt Player:** If you don't already have it, you'll need to download and install version 7 of [Native Instruments Kontakt Player 7](#)



Using Monotown 2 with Kontakt Player

Loading Monotown 2 in Kontakt Player

1. **Open *Kontakt Player*** either in standalone mode or as a plugin via a DAW.
2. In the *File* menu of Kontakt Player select *Load...* Browse to the **Analogue Drums / Monotown 2** folder (or another location if that's where you stored the Monotown 2 files) and select an .nki or .nkm file to load - either the main .nki Instrument, or one of the MULTI .nkm version of Monotown 2.
3. If you see a message that says "Samples Missing" click on the **Browse for folder** button. Then browse to the **Analogue Drums / Monotown 2 / Samples** folder and click OK. Kontakt will then locate all of the files. After the kit has loaded you should save the kit to avoid having to locate the samples again. You should save as Patch Only.

Activating Monotown 2

- Monotown 2 requires product activation. You will have received an email from Analogue Drums with your unique activation code.
- Activate the product by _____ TBC _____

The Monotown 2 Kontakt Instrument will now be loaded, activated, and is ready to use.

Using Monotown 2 with your DAW

Depending on your DAW and/or the MIDI input devices you are using there may be additional steps before the kit is ready to use on your track. Please refer to the documentation for Kontakt, your DAW and/or MIDI device to complete any remaining configuration.



Kontakt Player Presets

A quick way to get started, and change up the sound is by using a preset.

Monotown 2 has 10 presets.

- To select a preset, use Kontakt's Snapshot menu:



Kontakt Player Interface: Drumkit Tab

Drumkit Tab: Global Controls



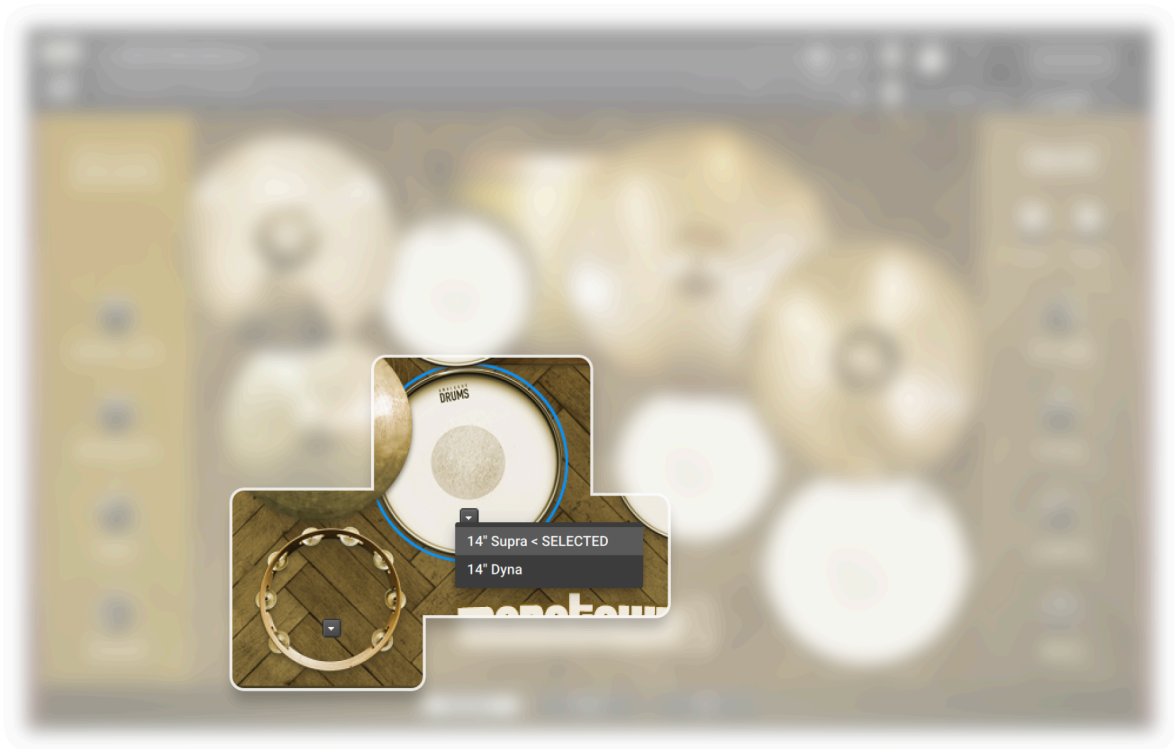
- **Room Size:** Adjusts the acoustic room ambience. All the way to the left gives a staccato gated sound, all the way to the right yields the fullest room sound.
- **Intensity:** Adjusts the overall dynamic feel of the kit. To the left reduces dynamics to a softer playing of the kit. To the right increases the overall dynamics with a more firmly played kit. With the knob the centre, the widest unrestricted dynamic range is used.

Note that while the Intensity knob does affect volume, this is not just a volume knob! There is a timbral change.

- **Vibe!** Adjusts the overall sonic flavour of the kit. Left is a “vintage-y” vibe, leaning into saturation and warmth. Right is a more “modern” vibe with parallel compression and punch. Leaving the knob in the centre disengages Vibe! for a neutral sonic character (although it will still have vibe!)
- **Human:** Adds subtle variations to make the drum performance more lifelike. *Note that this feature is intended to improve the feel of manually programmed drums that might be unrealistically consistent. The feature will be less useful, and potentially detrimental, on MIDI from human performance.*

Kontakt Player Interface: **Drumkit Tab**

Drumkit Tab: **Instrument swapping**



Click the small arrow button above the snare drum or tambourine to select an alternative instrument.

Kontakt Player Interface: Drumkit Tab

Drumkit Tab: Drum Controls

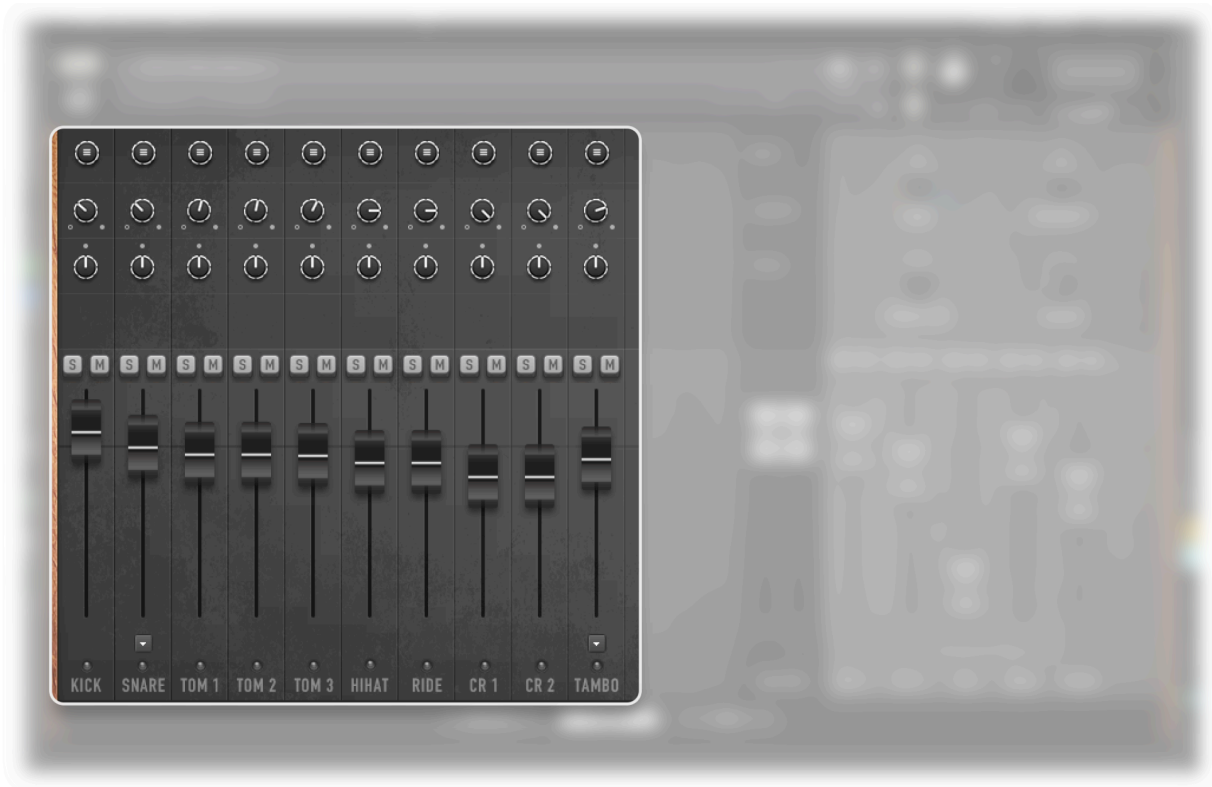


- **Solo/Mute:** These controls either mute the selected drum, or solo the selected drum (muting all other parts of the kit). From the drumkit tab only one drum can be soloed or muted at one time.
- **Volume:** adjusts the volume of the selected drum.
- **Pitch:** Adjusts the pitch of the drum. Moving the knob to the left lowers the pitch, to the right raises the pitch. Leaving the knob in the centre leaves the drum at its true pitch.
- **Length:** Adjusts the length of the selected drum sound. All the way to the left shortens the sound for a tight staccato sound. All the way to the right allows the drum to decay fully for a longer sound.
- **Mics:** This opens up the Mic Balance screen for the relevant drum, where you can adjust the relative balance of the mics used for that drum.

Note that the mic controls may take some getting used to, please refer to [Advanced Control: Microphone Balancing](#)

Kontakt Player Interface: Mixer Tab

Mixer Tab: Instrument Channels

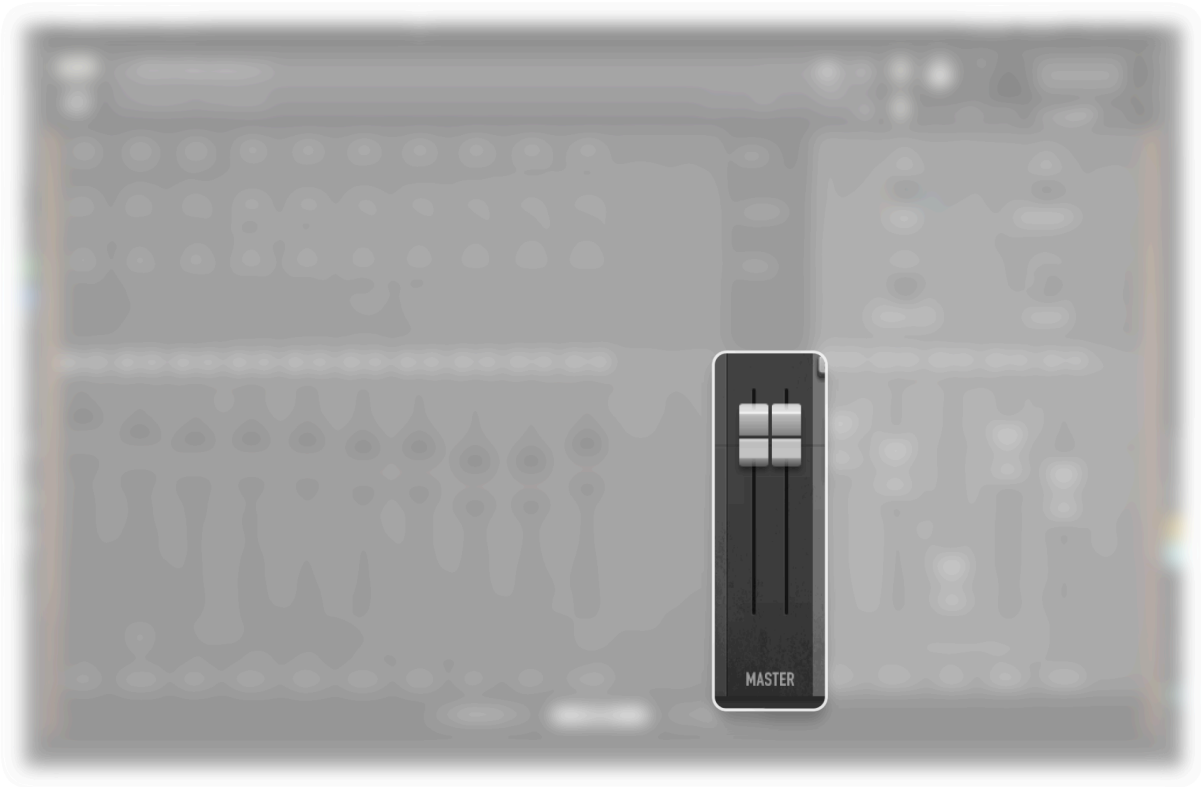


- **Mics:** Displays the Mic Balance screen for the relevant drum, where you can adjust the relative balance of the mics used for that drum.
Note that the mic controls may take some getting used to, please refer to [Advanced Concepts > Microphone Balancing](#)
- **Length:** Adjusts the length of the selected drum sound. All the way to the left shortens the sound to a tight staccato sound. All the way to the right allows the drum to decay fully for a longer sound.
- **Pitch:** Adjusts the pitch of the drum. Moving the knob to the left lowers the pitch, to the right raises the pitch. Leaving the knob in the centre leaves the drum at its true pitch.
- **S/M (Solo/Mute):** These controls either mute the selected drum, or solo the selected drum (muting all other parts of the kit). From the drumkit tab only one drum can be soloed or muted at one time.
- **Faders:** adjusts the volume of the selected drum.

SPACER

Kontakt Player Interface: **Mixer Tab**

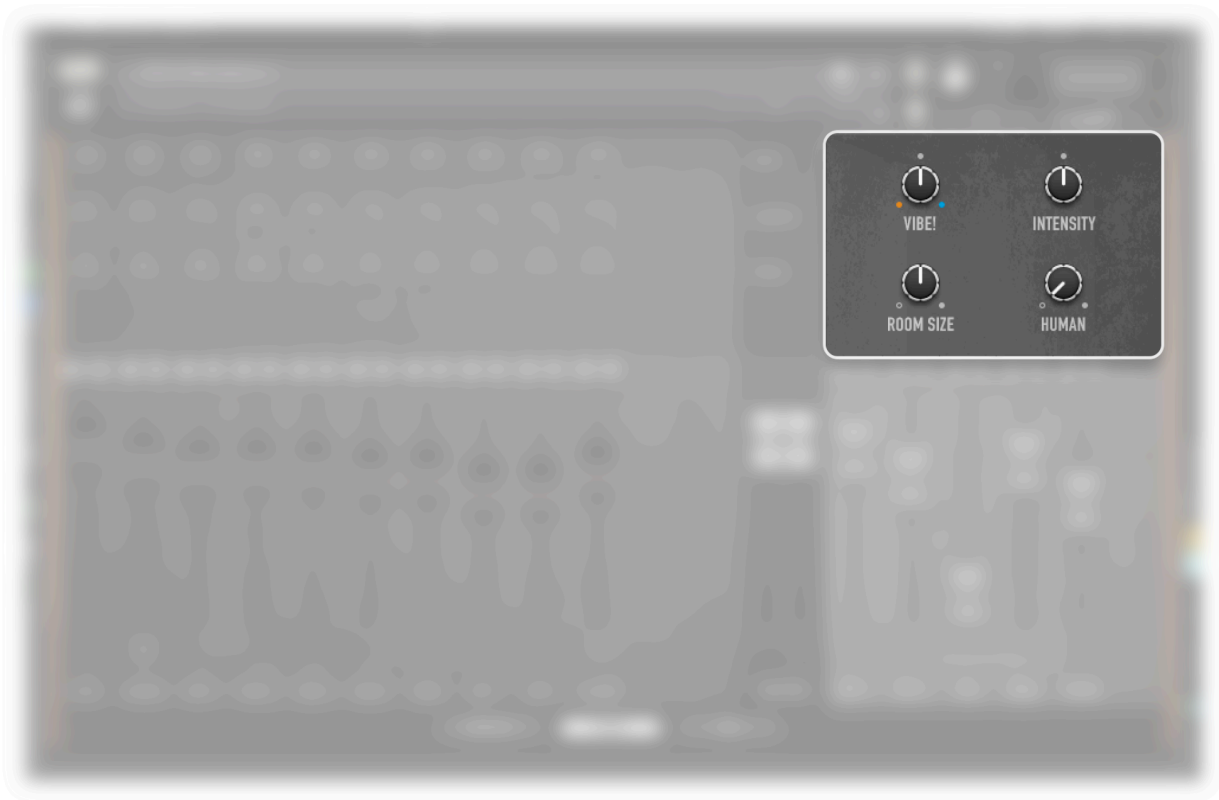
Mixer Tab: **Master Fader**



- **Master Fader:** Controls the overall volume output of the kit.

Kontakt Player Interface: Mixer Tab

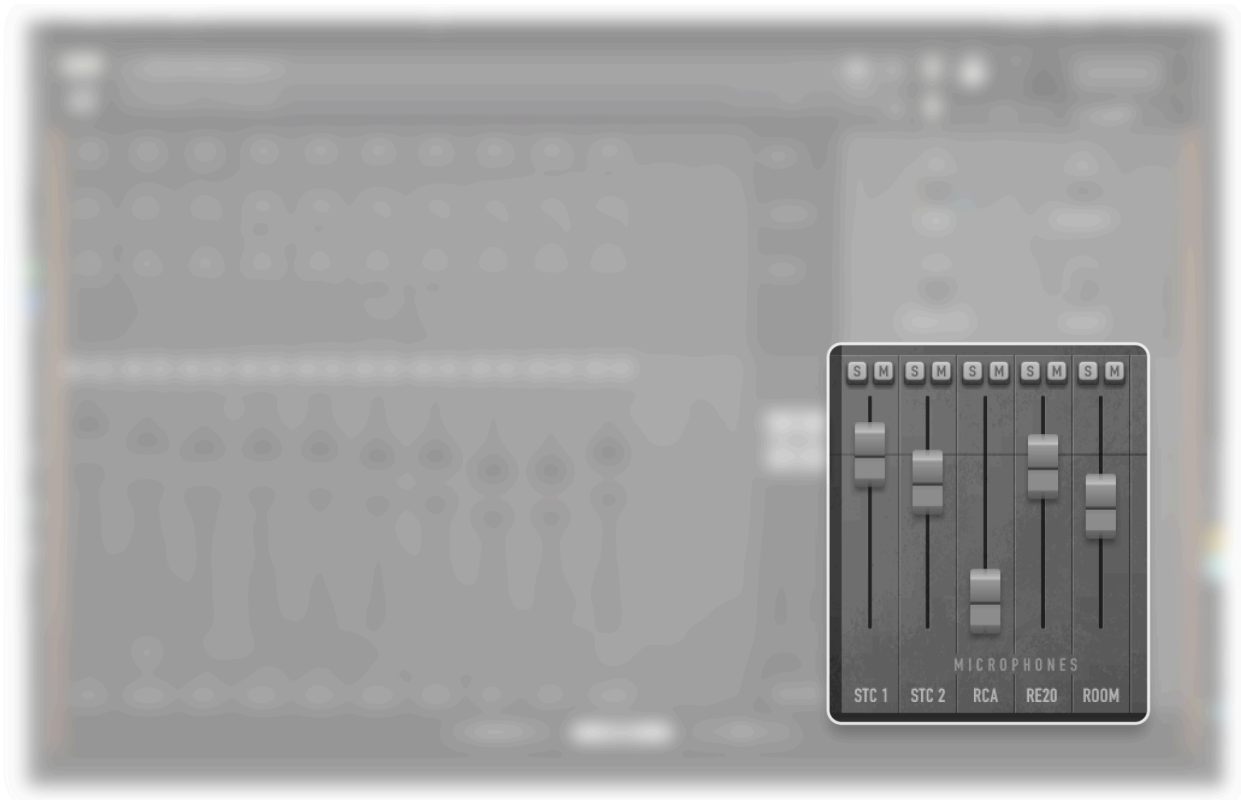
Mixer Tab: Global Controls



- **Room Size:** Adjusts the acoustic room ambience. All the way to the left gives a staccato gated sound, all the way to the right yields the fullest room sound.
- **Intensity:** Adjusts the overall dynamic feel of the kit. To the left reduces dynamics to a softer playing of the kit. To the right increases the overall dynamics with a more firmly played kit. With the knob the centre, the widest unrestricted dynamic range is used.
Note Intensity knob does affect volume, but also produces a timbral change.
- **Vibe!** Adjusts the overall sonic flavour of the kit. Left is a “vintage-y” vibe, leaning into saturation and warmth. Right is a more “modern” vibe with parallel compression and punch. Leaving the knob in the centre disengages Vibe! for a neutral sonic character (although it will still have vibe!)
- **Human:** Adds subtle variations to make the drum performance more lifelike.
Note that this feature is intended to improve the feel of manually programmed drums that might be unrealistically consistent. The feature will be less useful, and potentially detrimental, on MIDI from human performance. Unless of course you want to be more human than human.

Kontakt Player Interface: **Mixer Tab**

Mixer Tab: **Microphone Faders**



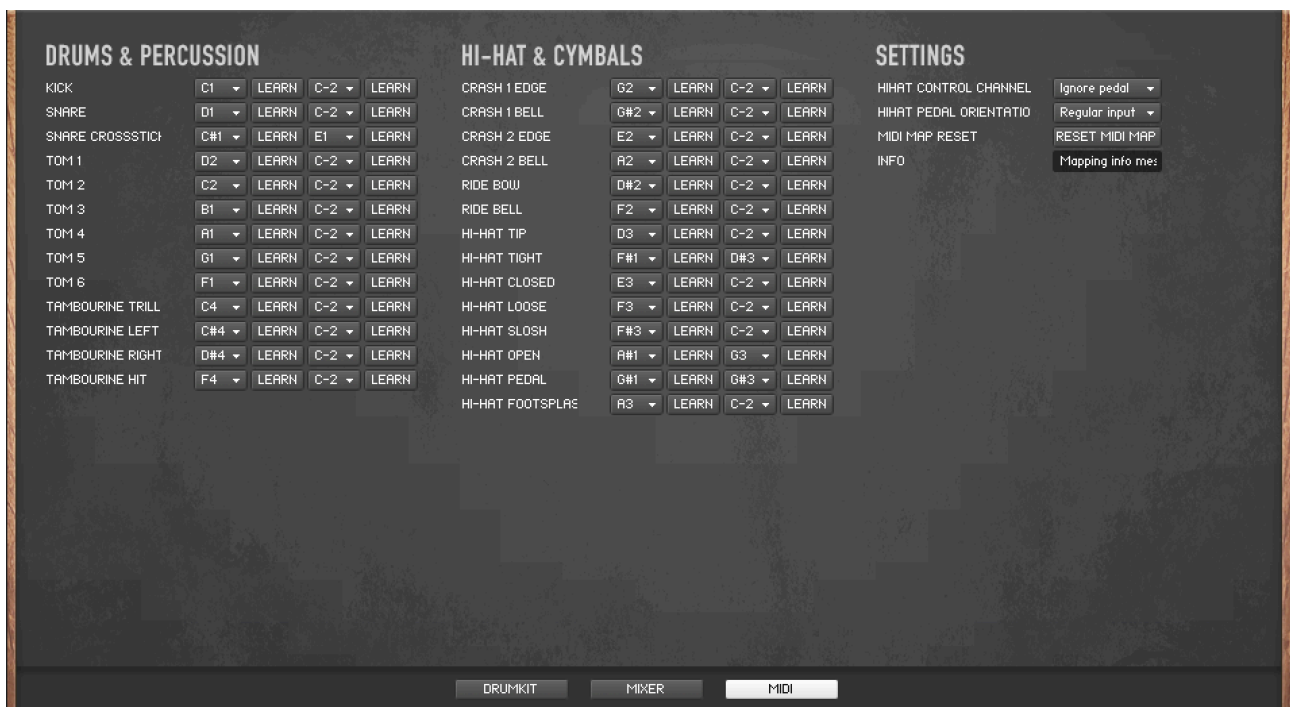
- **S/M (Solo/Mute):** These controls either mute the selected microphone, or solo the selected microphone (muting all other microphones).
- **Microphone Faders:** These set the volume level of the overall level for each microphone.

Kontakt Player Interface: MIDI Tab

Using the MIDI Tab

The MIDI tab allows you to:

- **Change MIDI Mapping:** Using the controls under DRUMS & PERCUSSION, HIHAT & CYMBALS:
 - Manually select the primary and secondary key for all parts of the drumkit
 - Change the primary and secondary keys for all parts of the kit through the learn function. Click Learn for a drum or cymbal and it will “listen” for a signal from your MIDI input device, and then use that input.
- **Hihat Control Channel:** Select the “CC” number for an electronic drumkit hi-hat controller (the most common channel on almost all electronic drumkits is CC4 - try that first)
- **Hihat Pedal Orientation:** Reverse the input of the electronic drumkit hi-hat controller (some hihat controllers need this to operate correctly)
- **MIDI Map reset:** Reset the MIDI map to default

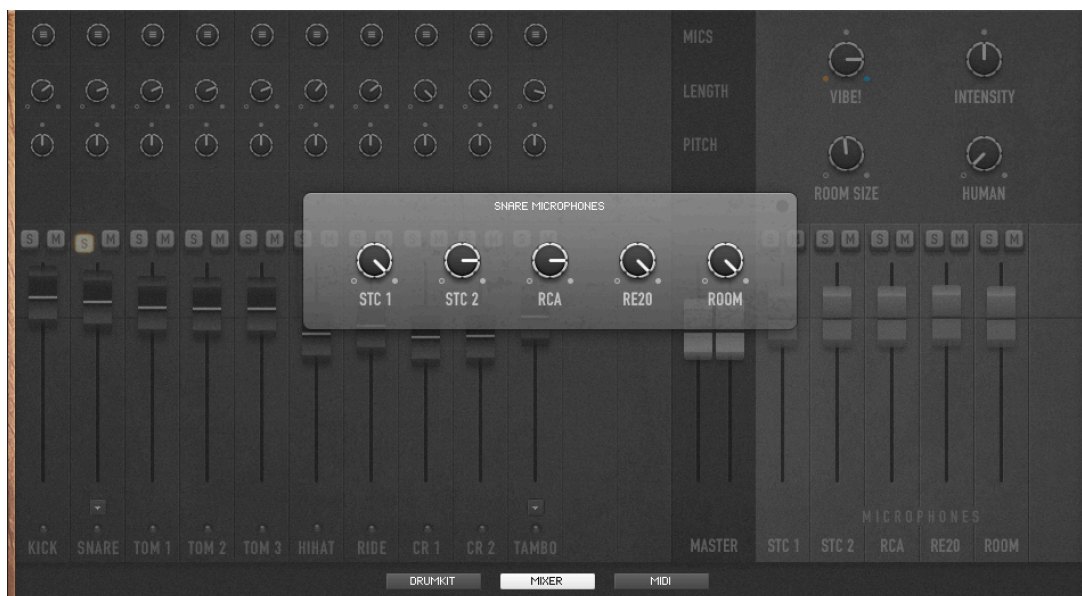


Expert Concepts: Mic Balancing

Microphone Balancing

Making mic balance adjustments gives powerful and nuanced control over the sonic presentation of the kit. Here's how to do it:

- To begin, play a drum MIDI loop or drum part that you are working on
- In the Mixer Tab, set all the mic faders to default (ctrl-click each fader)
- Solo one of the drums, for example the snare drum, by clicking the Mics control at the top of the channel strip (note you can also access this via the Drumkit tab)
- Click on the solo'd drum's mic button.
- Experiment with changing the balance of each microphone to your taste.



Tips:

- It is best to have a sonic objective in mind when you are making mic balance adjustments (for example “the bass drum sounds too roomy, I want less bass drum in the room mic”).
- Note that if a mixer mic fader is set to a low level, you may not be able to hear some adjustments you make on an individual drum's mic balance.
- Note that in some situations mic blending settings can lead to unexpected behavior, especially when you are beginning experiments. If you find that the mic channel knobs or the main mic faders aren't doing what they should, load up the “Factory Reset” preset and start again.

Expert Concepts: Multi-channel Output

Multi-Channel Output Configuration

For the greatest control over Monotown 2's audio, you can route separate audio channels to separate DAW channels for further mixing. Note that this approach is optional, it's perfectly fine to use the stereo version of Monotown 2 and skip this step.

When you first load a "MULTI" (.nkm) file all Kontakt channels may initially output to the same single stereo channel in the DAW. You must configure the Kontakt channels to specific channels in your DAW. Here's how:

1. **Open Kontakt in multi-channel mode in your DAW** (16x Stereo Channel mode is recommended).
2. **Set up your DAW channels** to receive multiple channels of output from Kontakt. (consult your DAW documentation if you are unsure how to do this).
3. **In Kontakt Player, Load a MULTI .nki file** and click on Kontakt's Output Mixer icon



4. **Configure the outputs channels**, change each of the channels from 1|2 to whatever DAW channel you wish to use. Initially each of these channels may be set to output to the main stereo (1|2) output from Kontakt. To send audio to other channels in your DAW, click on the buttons under each channel fader to change them to your desired DAW output channel.
5. **Rename your DAW channels** - Once you have all channel outputs routed, you may wish to rename the corresponding channels in your DAW to match Kontakt's channels.

MIDI Layout

Note	MIDI	Instrument	Articulation
B0	35	-	-
C1	36	Kick	Centerhit
C#1	37	Snare	Cross stick
D1	38	Snare	Center hit
D#1	39	-	-
E1	40	Snare	Cross stick (repeated)
F1	41	Tom 6	Center Hit (phantom tom lowered)
F#1	42	Hihat	Edge Tight
G1	43	Tom 5	Center Hit
G#1	44	Hihat	Pedalled
A1	45	Tom 4	Center Hit
A#1	46	Hihat	Edge Open
B1	47	Tom 3	Center Hit
C2	48	Tom 2	Center Hit
C#2	49	Crash 1	Bell
D2	50	Tom 1	Center Hit (phantom tom raised)
D#2	51	Ride	Bow
E2	52	Crash 2	Edge
F2	53	Ride	Bell
F#2	54	Crash 1	Choke
G2	55	Crash 1	Edge
G#2	56	Crash 2	Choke
A2	57	Crash 2	Bell
A#2	58	Ride	Edge
B2	59	-	-
C3	60	Hihat	Top Tight
C#3	61	Hihat	Top Closed
D3	62	Hihat	Top Loose
D#3	63	Hihat	Top Semi-open
E3	64	Hihat	Top Open
F3	65	-	-
F#3	66	Hihat	Footsplash
G3	67	-	-
G#3	68	Hihat	Edge Tight (repeated)
A3	69	Hihat	Edge Closed
A#3	70	Hihat	Edge Loose
B3	71	Hihat	Edge Semi-open
C4	72	Hihat	Edge Open (repeated)
C#4	73	-	-
D4	74	-	-
D#4	75	-	-

Drumkit Details



Drums

- A. Rogers 1970s Dynasonic 14" x 5 1/2" snare
- Ludwig 1970s Supraphonic 14" x 5 1/2" snare
- B. Rogers 1970s Big R 12" rack tom
- C. Rogers 1970s Big R 13" rack tom
- D. Rogers 1970s Big R 16" floor tom
- E. Rogers 1970s Big R 20" x 14" kick

Cymbals

- F. Paiste 1960s 602 15" hi-hats
- G. Zildjian 1970s 16" medium crash
- H. Zildjian 1950s 18" medium crash
- I. Paiste 1960s 602 22" ride

Percussion

- J. 10" open tambourine
- 8" skinned tambourine

Frequently Asked Questions (FAQ)

Question: What are Phantom toms?

Answer: Phantom toms have had digital pitch alteration to complement the “true toms” - this allows all 6 Tom positions on a General MIDI drum layout contain playable toms.

Question: How is Monotown 2 different to Monotown 1?

Answer: Monotown 2 and Monotown 1 share the same underlying audio samples. However Monotown 2 has been completely redeveloped from the ground-up for Kontakt Player, with countless new capabilities that make it a more intuitive, capable, and better sounding digital instrument.

Question: What is the difference between the two MULTI (.nkm) files?

Answer: Two multi-output files differ as follows:

- **Monotown 2 - Multiout Drums.nkm** outputs each individual instrument to its own DAW channel.
- **Monotown 2 - Multiout Microphones.nkm** outputs each microphone to its own DAW channel.

Thank you!

Producing Monotown 2 was a labour of love. We hope you enjoy using it with your music as much as we enjoyed making it. Thanks for choosing Analogue Drums, your support helps us continue to produce kits, and maybe even buy footwear.



Dylan & the team @ Analogue Drums