



ANALOGUE
DRUMS

monotown 2
TRIGGER PACK

AD45

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MONOTOWN 2 TRIGGER PACK
RETRO SOUL, FUNK, AND R&B
SAMPLED ACOUSTIC DRUMS
FOR SOUND REPLACEMENT

8 PRS PRESETS, 40 TCI FILES
5 MIC LAYERS
UP TO 7 VELOCITY LAYERS
6 ROUND ROBIN HITS

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Welcome to **Monotown 2 Trigger Pack**

The Analogue Drums Monotown 2 Trigger Pack brings you the authentic funk and soul of a vintage 1970s Rogers “Big-R” drumkit. A traditional approach was taken to the drum tuning, treatment, mic selection and positioning, and through the entire signal chain. The result is warm, vibrant and distinctive tonality. The drumkit was recorded at New Zealand’s York Street Studio, through a vintage Neve console, directly to 2” tape.

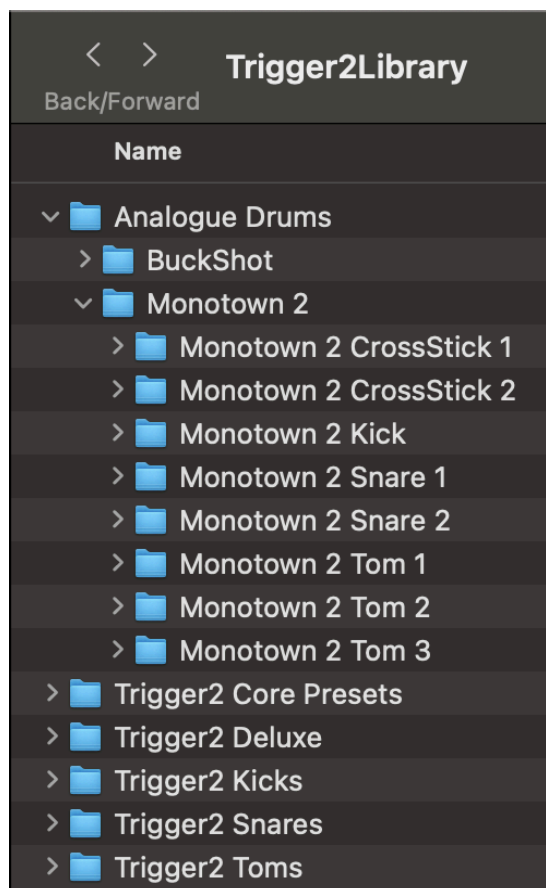
The drums have been multi-sampled with up to 7 velocity layers per instrument, 6 round-robin hits for each velocity layer, and 5 microphone perspectives: front-of-kit (STC 4038), overhead (STC 4038), overhead (RCA44), underside (RE20), room (Neumann U67). A total of 1290 samples are used to present these drums with dynamic detail and realism.

Monotown 2 Trigger Pack includes 8 Trigger Presets (PRS files), which combine 40 Trigger Instruments (TCI files). The PRS files combine the separate microphone layers for each instrument, giving you full control over the mixed sound.

Trigger Preset	Sample Detail (TCI)	Instrument
Monotown 2 Kick.prs	5 mic layers, 5 velocity layers, 6 round robin 150 samples	Rogers Big R Kick 20” x 14”
Monotown 2 Snare 1.prs	5 mic layers, 7 velocity layers, 6 round robin 210 samples	Rogers Dynasonic Snare 14” x 5”
Monotown 2 Snare 2.prs	5 mic layers, 7 velocity layers, 6 round robin 210 samples	Ludwig Supraphonic Snare 14” x 5”
Monotown 2 CrossStick 1.prs	5 mic layers, 3 velocity layers, 6 round robin 90 samples	Rogers Dynasonic Snare 14” x 5”
Monotown 2 CrossStick 2.prs	5 mic layers, 3 velocity layers, 6 round robin 90 samples	Ludwig Supraphonic Snare 14” x 5”
Monotown 2 Tom 1.prs	5 mic layers, 6 velocity layers, 6 round robin 180 samples	Rogers - Big R 12” Tom
Monotown 2 Tom 2.prs	5 mic layers, 6 velocity layers, 6 round robin 180 samples	Rogers - Big R 13” Tom
Monotown 2 Tom 3.prs	5 mic layers, 6 velocity layers, 6 round robin 180 samples	Rogers - Big R 16” Tom

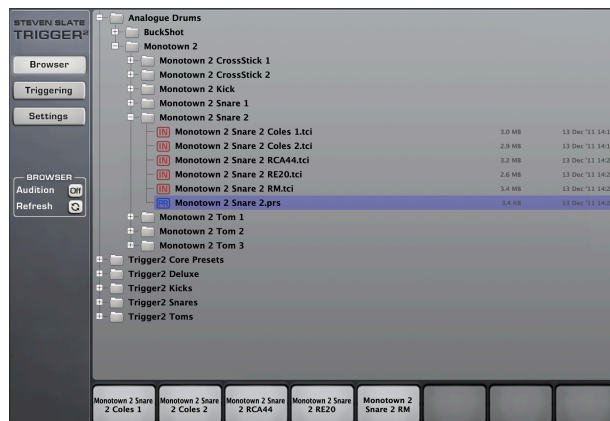
Download & Installation

1. **Check your drive space:** The Monotown 2 Trigger Pack files will use approximately 140MB. You will need 250MB free disk space to download and then unzip the files.
2. **Download the product files:** After purchase you will be emailed instructions to download files via our 3rd party fulfillment partner *Shopify*. Download this zip file to your computer.
3. **Unzip the files:** Locate your downloaded zip file and unzip it. The built-in unzipping tools will work on standard Windows and Apple operating systems to unzip - just double-click on the downloaded .zip file.
4. **Store the files in the correct location:** Copy the unzipped *Monotown 2* folder to your *Trigger2Library* folder (This folder was created when you installed *Trigger*). If this is your first Analogue Drums Trigger library, we suggest you first create a folder called *Analogue Drums*, and then put the *Monotown 2* folder inside that. E.g.



Trigger Usage - Loading Monotown 2 Trigger Pack

1. In your Digital Audio Workstation (DAW) software, load the *Steven Slate Trigger* plugin on the channel that you want to replace/reinforce with samples (consult your DAW and Trigger documentation if you're not sure how to do this)
2. Open the *Trigger* plugin, click on the *Browser* button.
3. Browse to the *Analogue Drums / Monotown 2* folder.
 - ★ TIP: if you can't see the *Monotown 2* folder, click the *Refresh* button. If you still can't see the folder, review the steps and make sure you have correctly copied the files in the *Download & Installation* instructions above).
4. Open the subfolder based on your needs (kick, snare, crossstick or toms). Within each folder you will see a number of TCI files and one PRS (preset) file. Double-click on the PRS file. The 5 slots at the bottom of the screen load with the relevant TCI files:



5. Now that you have loaded a PRS preset, click on the *Triggering* button.
6. Playback your track in the DAW, you should be hearing the Monotown 2 samples on playback whenever the triggering threshold is reached.

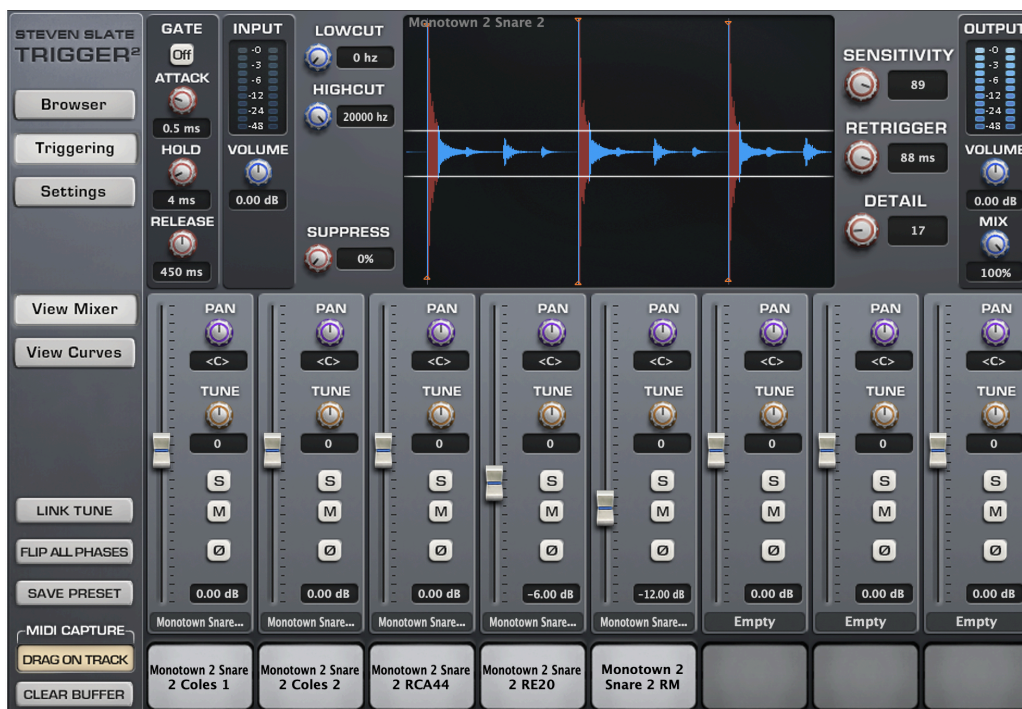


Trigger Usage - Fundamentals

Set up triggering detection

Depending on the dynamics of your source track, you may need to make adjustments to detection settings to accurately trigger samples. Typically you'll also want to avoid accidental triggering of a sample (e.g. when bleed comes through the microphone, or double triggering from a loud hit of a drum). To achieve this:

1. **Start playback of your track:** and/or loop a section of material with typical drum parts that include the channel you are using *Trigger* on.
2. **Detail setting:** lower the *Detail* level until the softest hits are visibly above the detail threshold (the horizontal white line), and all bleed noise is below the detail threshold.
3. **Sensitivity setting:** Increase the *Sensitivity* until the softer hits are triggering samples.
4. **Retrigger setting:** Find and loop the part of your track where the source track is busiest with the fastest hits. Increase the *Retrigger* setting to maximum, and then carefully reduce it until all of the hits are triggering samples.



Further control for increasing the accuracy of triggering can be achieved with other *Trigger* features such as gating, frequency filtering, input volume control etc. Consult the *Trigger* help documentation for instructions on how to do this.

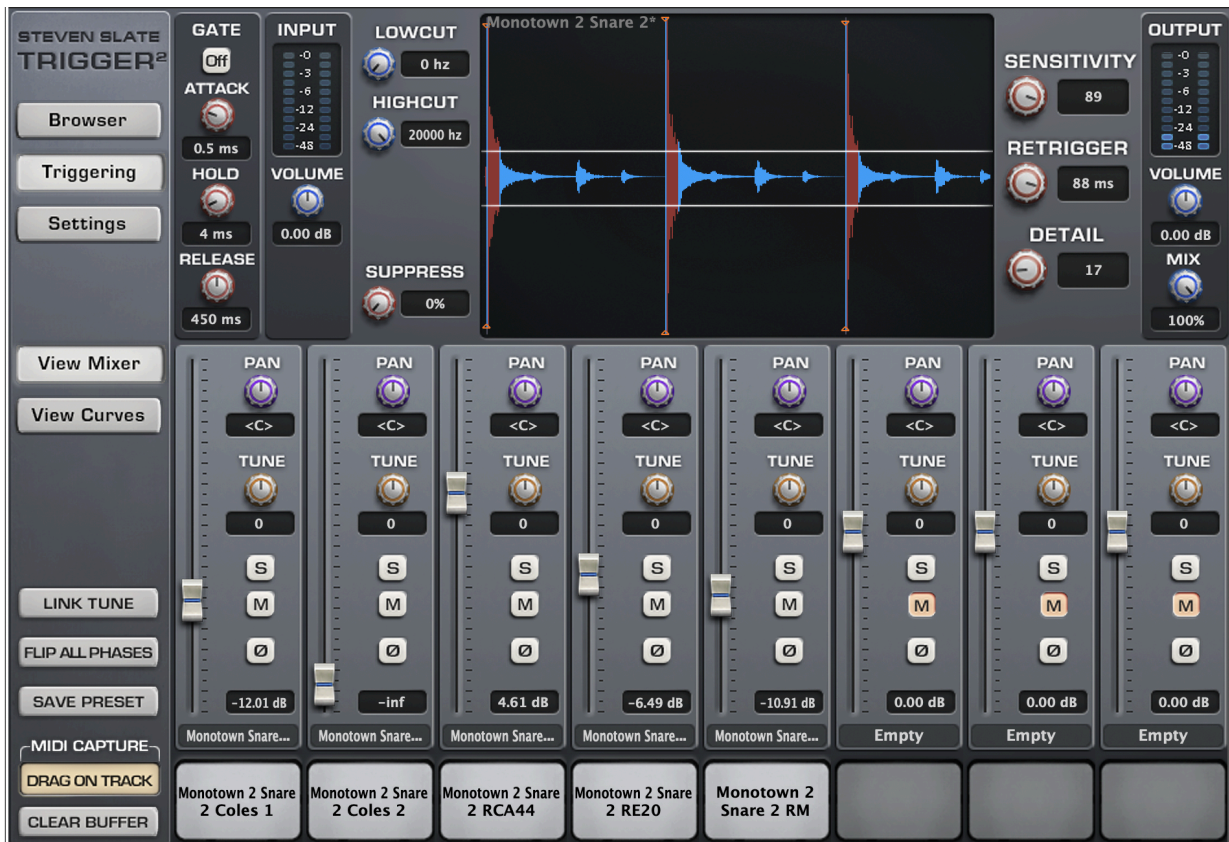
Trigger Usage - Sound Shaping

The Monotown 2 Trigger Pack TCI and PRS files are provided “wide open” and play the source samples without alteration. The samples have ample natural analogue character and acoustic ambience, and are mix-ready straight out of the box. However there are creative possibilities to adjust the sound by using *Trigger’s* many sound shaping capabilities. Here are some suggestions for useful ways to shape the sound:

Use the channel faders to balance the microphones

The single most powerful way to broadly control the tone of the drum sound.

1. On the *Triggering* tab, click *View Mixer*
 2. The first 5 channels correspond with each of the 5 Monotown 2 microphones. Adjust the faders of each mic channel and experiment to see what works for your track.
- ★ **Be creative:** Don’t be afraid to turn some of the faders all the way down, and potentially only feature one or two mics. Sometimes less is more.

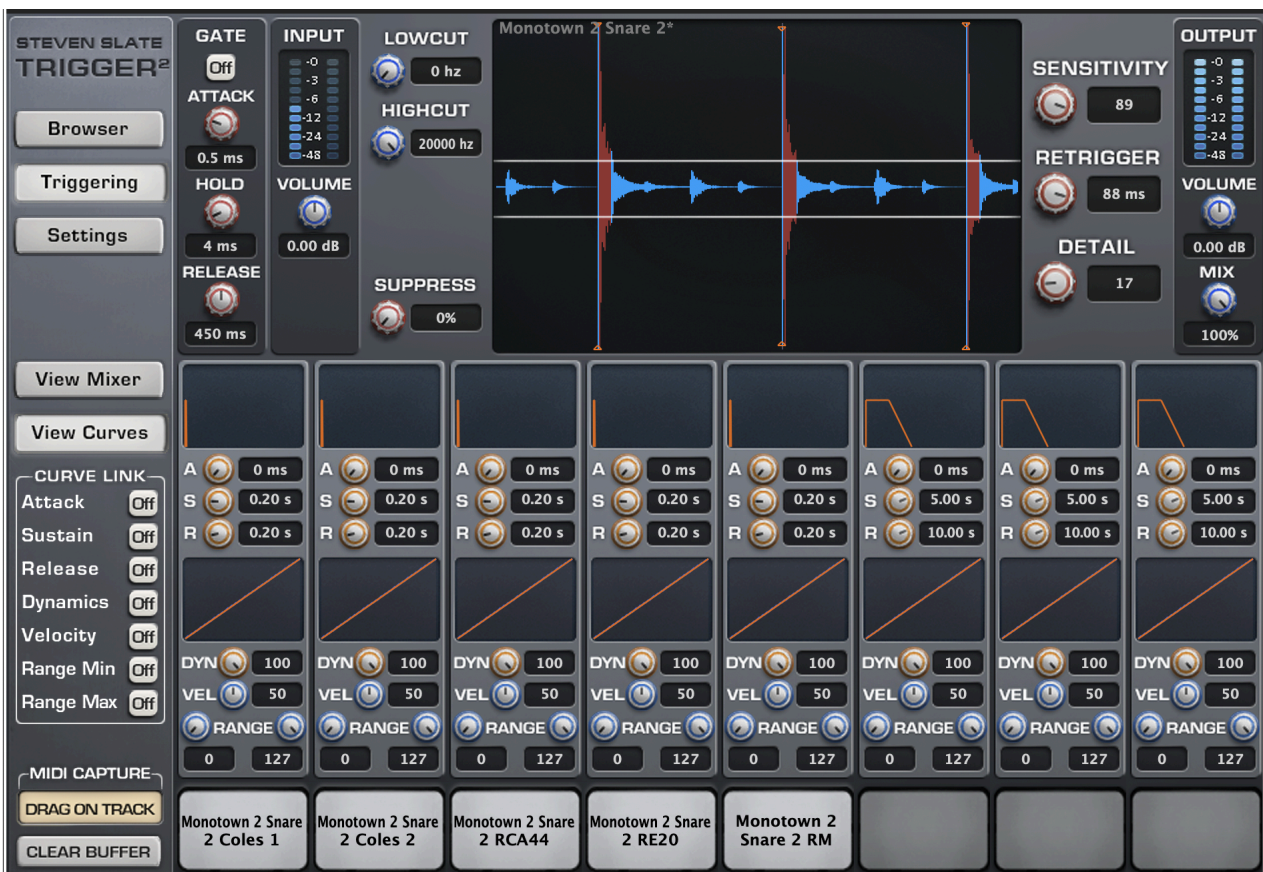


Trigger Usage - Sound Shaping (continued)

Control sustain using envelope controls

The Monotown 2 samples have full natural sustain and acoustic ambience. Reducing sustain is a useful way to make a tighter, more direct sound.

1. On the *Triggering* tab, click *View Curves*
 2. On the left-hand side, enable the *Curve Link* for *Sustain* and *Release*
 3. On any channel, set the *Sustain (S)* and *Release (R)* to 0.20s. This will substantially shorten the sound of the sample. If the sound is too staccato for your taste, try gradually increasing these values for a longer sound.
- ★ **Be creative:** Try different *S* and *R* settings on different channels. Turn off the “Curve Link”, and try only reducing *S* and *R* for the loudest mic, or the Room mic (5th channel). Or try increasing the *Attack (A)* value for a more legato sound.



Drumkit Details



Drums

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



Thank you!

Producing the Monotown 2 Trigger Pack 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