



*Program your own drums from scratch or use the
8000+ drag and drop midi files included to produce
pro sounding drum tracks!*



Operation Manual

ABOUT THIS MANUAL

Screenshots included in this manual may differ from the actual product.

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CREDITS

Toontrack Development Team:

Andreas Sundgren (name & concept)
Erik Phersson (project management)
Mattias Eklund (audio recordings and editing)
Henrik Kjellberg (audio recordings)
Olof Westman (programming)
Rogue Marechal (configuration & testing)
Fredrik Årletun (graphic artist)

Produced and engineered by:

Neil Dorfsman, Pat Thrall, Mattias Eklund & Henrik Kjellberg.
Played by Nir Z

External consultants:

Keith More (MIDI programming and velocity sweep concept)
Philippe Decuyper (general expertise)
Fredrik Hägglund - www.diod.nu (flash tutorial)

Manual written by:

Rogue Marechal & Andreas Sundgren.
Proofreading by Chuck Butler.

Betatesters (to whom our undying gratitude goes):

Kevin Afflack, John Alcock, Marcello Azevedo, Tony Artimisi,
Damian Blunt, Chuck Butler, Ray Campbell, John Christensen,
Eric Colvin, Philippe Decuyper, Martin Fido, Lewis Gilbert,
Chaim Goldman, Scott Griggs, Mark Heath, Brad Holland, Svein
Hyttebakk, Martin Keller, Joseph King, Mark King, Kenny Lee,
Emmanuel Lorant, Keith Lubrant, Harry Maes, David Modisette,
Motoyoshi Matsumoto, Murray McDowall, Jeffrey Naness,
Wilfredo Nanita, Kirk Pennak, John Rammelt, Robert Rainey,
Marcel Ritsema, Chris Ryan, Daniel Shattuck, Fred Schendel,
Conley Shepherd, Scott Sibley, James Thompson.

Additional thanks to our hard working distributors, supporting
families, and of course, all the Toontrack fans out there.

1 - INTRODUCTION

1.1 What is EZdrummer?

Somebody once suggested that we make a light version of Superior (Drummer). A great suggestion! Superior was and still is a monster of a box, designed with the mad scientist music producer in mind. When the time came around to actually realize the idea of a smaller drum sampler we decided to take the concept one step further.

So, EZdrummer is a Superior LE and at the same time it isn't. The experience gained from developing Superior Drummer is all there: sounds recorded and produced in partnership with the best in the business, microphone control, humanizing features, and TPC (Toontrack Percussive Compression) keeps RAM and disc space requirements to a minimum.

We've also decided to take user friendliness above and beyond:

In its most basic mode of operation, EZdrummer can yield a great drum track in just a few clicks. The microphone levels are all pre-set. Using the built in MIDI features you can create a drum sequence from a choice of thousands MIDI files by simply opening EZdrummer, selecting the file of your choice, and dragging it into your host.

The internal mixer allows EZdrummer to work in both stereo and multitrack mode without the user having to step out of one version of the plug-in and into another. It also gives you control of levels between mics and ambience and overhead microphone leakage. Bringing all this to the user is an interface that we think speaks for itself.

So who's EZdrummer for? We think everyone. Combining quintessential features and advanced handling as well as low system requirements, EZdrummer is an entry level product but also ideal for the pros who need to be mobile. With EZdrummer we've taken the first step into the next generation of acoustic drum samplers. The journey starts here.

Andreas Sundgren, Toontrack development team



1.2 Recording Notes

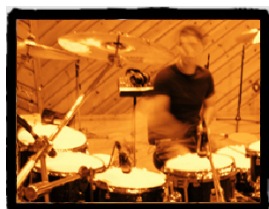
In 2005 Toontrack Music was contacted by Pat Thrall with a request to record drums for the Superior Drummer software engine at the New York studio where Pat had his professional home. We all knew Pat's work (with Glenn Hughes, Black Crowes, etc) and jumped at the opportunity to work with one of our heroes.

We became even more excited when Pat enrolled Neil Dorfsman, another long-time hero of ours, to add his talents, passion, and experience to the recordings. Neil has been around since the 70s recording and producing artists like Kiss (oh the stories...), Bruce Springsteen, Dire Straits, Sting etc. Enough said?

Pat also brought along renowned live and session drummer Nir Z, whose credits include such diverse acts as Genesis and Joss Stone, to play his GMS drums for the sessions. The team was rounded out by Mattias Eklund and Henrik Kjellberg from Toontrack Music, and together they performed a number of test recordings throughout 2005.

The sounds for EZdrummer were finally recorded and produced at Avatar Studios New York (formerly known as Power Station) on the 1st of October, 2005, by Pat Thrall, Neil Dorfsman, and Nir Z. Needless to say the recordings ended up every bit as great (and better) as expected.

The timeless quality of the sound, the consistency of the playing and recording, and the legendary atmosphere from a studio that has seen many of the greats create their masterpieces within its walls, all make for a worthy start of the next generation of Toontrack Acoustic Drum samplers.



2 - INSTALLATION

2.1 EZdrummer at a glance

EZdrummer is a state-of-the-art sample player powering a collection of stunning drum sounds played by a top notch session drummer and world class producers at Avatar Studios, New York:

- 7500 sound files at 16-bit / 44.1kHz equivalent to 5Gb of uncompressed wav files
- Instant access to a large MIDI library with drag'n'drop functionality
- Possibility for the user to add their own MIDI files to the library
- Internal mixer with stereo and multitrack routing into the host
- Preset mix modes for quick sound changes
- Interface visualizes the drums and allows quick audition of the kit
- Automatically combines drum hit randomizing and non-cycling
- Controls for instant changes to MIDI data, extending groove context relevance
- Operates in General MIDI and extend beyond the limits imposed by the standard
- Direct manual, tutorial and internet help desk access from the program interface
- First EZX expansion pack included with EZdrummer

2.2 System Requirements

- 1,5Gb free hard disc space, DVD drive
- Windows XP, PIII/Athlon 1,8GHz with 512 Mb of Ram
- Mac OS X 10.4, G4 1GHz with 512 Mb of Ram
- Display capable of 800x600
- A software sequencer or virtual instrument host
- (recommended) sound card with ASIO or CoreAudio driver



2.3 Installing EZdrummer for Windows

Run the *EZdrummer Installer* and optional *EZX Cocktail Installer* located in the **Install** folder of the DVD or electronic download and follow the instructions.

The plugin will be installed by default in the appropriate location for the currently installed host program. You should however verify that this is the case and perform a custom install to change the destination target if this is not adequate for your host program (see your host manual for details).

The sounds themselves, as well as various resources, are installed by default in: C:\Program Files\Toontrack\EZdrummer\Sounds\. You may choose to install in a different location but samples cannot be relocated at a later stage.

To uninstall simply re-run the installer located on the media that came with this product or use your operating system's removal facility.

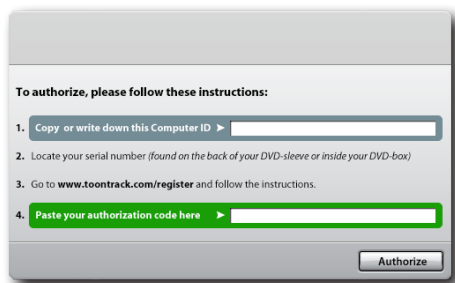
2.4 Installing EZdrummer for Macintosh

Run the *EZdrummer Installer* and optional *EZX Cocktail Installer* located in the */Install/* folder of the DVD or electronic download and follow the instructions. Please ensure you are logged in as an administrator before proceeding.

The plugin will be installed in the default location for your operating system and should not be moved to remain available to all users and programs. The sounds themselves are installed in */Library/Application Support/EZdrummer/Sounds/*. Sounds can only be relocated using the included Soundmover utility, and in no instances should they be moved manually. Doing so will render the program unusable.

To uninstall simply run the *Uninstaller* provided and select the components you wish to remove (use the dedicated *Uninstaller* to remove the EZX Cocktail selectively).

2.5 Authorizing EZdrummer on your computer



On first launching EZdrummer from within your host application, you will be presented with the authorization screen. Simply follow the instructions, creating a new user account at <http://www.ezdrummer.com/register/> if necessary.

1) Key in the **Computer ID** exactly as shown in the interface and **serial number** found on the DVD packaging. Add a short description (this can be anything you want, for example 'Studio B computer', this information is for your convenience only).

2) Generate the Authorization Code online as per step-by-step on the website. You will receive a confirmation email. Type in or paste the code if your application supports it.

3) You will be greeted with a congratulation message once EZdrummer has been authorized successfully.

Should the authorization process fails for whatever reason, please review the Authorization FAQ located at http://www.toontrack.com/support_portal.asp. A walkthrough video of the process is available at the above URL.

3 - Quick Start Guide

Using EZdrummer is quite simple, and in this chapter we'll show you how to perform the most common operations. By the time you finish, you'll know how to create a killer drum track in no time!

Before you start you should ensure that your system is configured for basic audio and MIDI playback. Should you be unable to complete this tutorial, check first that your program is correctly set up and that you are able to audition other virtual instruments.

3.1 Loading a Kit



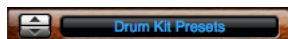
When the plugin is first started the default drum kit will load right away. The RAM counter emphasized in the above screenshot will inform you of how much memory the kit uses.

A visual representation will occupy the greatest part of the interface of EZdrummer. If you want to hear what the drums sound like simply click on them in the interface.

If you would like to select a different drum at a certain position simply click the construction bar on each part of the kit and select from the menu that comes up:



You can of course also change the entire kit in one go by selecting one of the preset available from the 'Drumkit Preset' menu:



3.2 Browsing the MIDI Library



Ever had a killer idea for a song and the urge to lay it down quickly before inspiration dries out? In EZdrummer, all the levels between the drums in the kit are pre-set for you and the sounds are already mixed so you don't have to worry about that... just concentrate on the music.

Click the 'Open Grooves' button. The browser will open, allowing you to access the MIDI files that come with EZdrummer. Even without the optional expansion packs, EZdrummer ships with thousands of MIDI files to choose from.

Finding the MIDI groove you want for your song could not be any easier: simply choose the overall style... let's try the POP/ROCK library, and choose a "POP/ROCK Straight" feel in 4/4 time. Finally, select one of the Playing Variations or fills available.



Now press the PLAY button in the MIDI player section and listen to the loop.

Note the beat position indicator underneath the groove description. As an added bonus, EZdrummer will automatically adjust to the tempo in your project.

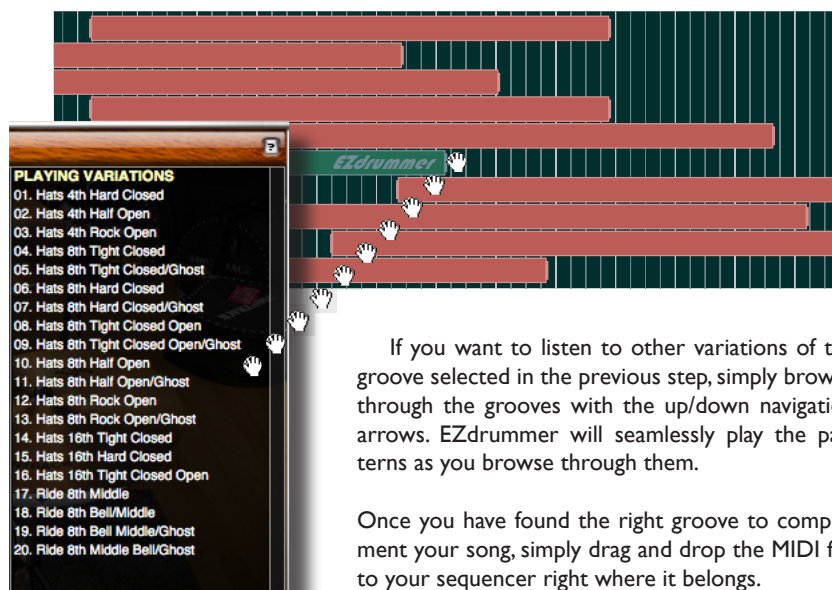
Instant access to a 'double time' or 'half time' variation of the groove is also available at the push of a button:



At this stage, if the feel isn't quite right for the mood of the track (for example, if the playing is too aggressive for that laid back bridge you had in mind), you can effortlessly refine the dynamics, from soft to hard at the twist of a knob using the velocity sweep control.



3.3 Building your Drum Track



If you want to listen to other variations of the groove selected in the previous step, simply browse through the grooves with the up/down navigation arrows. EZdrummer will seamlessly play the patterns as you browse through them.

Once you have found the right groove to complement your song, simply drag and drop the MIDI file to your sequencer right where it belongs.

And there is no reason to stop there; you can combine different patterns and join them together with some amazing fills. We reckon you will have built your first track before dinner's ready... how many times did that happen last year?

Once you have dragged some MIDI files to your project, your sequencer application will replay the grooves in the order they were placed. Of course, EZdrummer will synchronize to your sequencer's master tempo, so you can change your mind and speed the song up, or slow it down, at any time.

When EZdrummer is receiving MIDI information from the host, as a result of playing back a sequence or playing an external MIDI controller, the activity LED will flash to confirm that the link is working properly.



A great feature of EZdrummer is the Humanizer. It makes life creating drum tracks so much easier that turning it off is a shock to the system. Still if you prefer your track machine-like, we won't stop you!

3.4 Mixing the Kit



If you want more control over the sound of your drum track, EZdrummer includes an internal mixer, similar to hardware you may have used in your home studio.

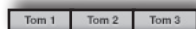
You can access it by clicking the Mixer button or the Mixing desk in the picture.

Just like a real mixer you use the faders to set the levels of the different drums in the mix. Horizontal sliders at the top adjust the placement of the instruments. The global control to the left of the channel strips toggle between audience and drummer's perspective, the latter being the default.

Also like with a hardware mixer, you can mute one of the tracks to listen to a subset of the drums making up the kit. Or you can solo any drum, to hear it on its own.

You control how much of the room you want to be part of your drum track with the fader farthest to the right. Turning the leakage in the snare bottom or overhead microphones OFF is also possible for that extra 'dry' sound.

You can also group the channels to slide, mute or 'solo' as a group. For example, to adjust the volume of all the toms at the same time, multi-select their channels by clicking them one after the other. Click on any channel once more to deselect it.



If you don't want to mix the whole kit from scratch, there are of course mixer presets to change the overall character of your drum kit. Just choose one of the mixer configurations from the PRESETS menu in the upper left corner of the interface. Once you are happy with your mix, you can save a snapshot for use in your other projects. Simply select 'Save As' from the pull down menu and type a suitable description.

4 - Additional Functionality

4.1 Advanced Routing

EZdrummer routes into your host on one stereo track by default.

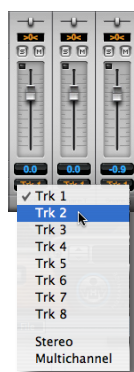
You can however route any instrument or microphone to any of the 8 available stereo tracks mapped to EZdrummer's outputs. This will allow you to benefit from the maximum flexibility that your sequencer has to offer.

To perform the above click one of the mixer tracks and select multichannel. This will select the most appropriate routing for the kit. Of course your host has to be set up accordingly to capture these outputs (see your application's manual for details).

You are not limited to this configuration however and are free to assign drums to the track of your choice by selecting the appropriate entry in the pull menu for each of the individual channels.

An alternative is to start in stereo mode and separate a single instrument from the mix. As an exercise, go back to the stereo mode and then try sending the kick to track 2:

The kick will appear on track 2, the rest of the kit remaining on track 1, the default stereo pair.



4.2 Help Menu

The help menu [?] gives you quick access to additional resources:

- Tool Tips: turn the contextual tips ON or OFF
- Visual Hits: turn the drum animation ON or OFF
- PDF Manual: opens this manual in your PDF viewer application
- Flash Tutorial: a short walkthrough of EZdrummer
- Online Support: opens the support website in the default browser
- User MIDI folder: opens the MIDI folder reserved for your own MIDI

In addition specific resources, such as keyboard layout, library version information and recording notes are available in product specific subfolders.

4.3 Adding MIDI Grooves to the Browser

Future expansion packs will of course ship with more MIDI grooves that are relevant to the genre(s) they aim to address. You may however want to extend and customize the library with 3rd party MIDI packs or your own.

The process is very straightforward: select the 'User MIDI folder' entry from the Help Menu to open the 'MY MIDIFILES' folder on your Desktop, and place and organize your grooves labelled as you see fit.

On a related subject, note that grooves included in EZdrummer are not GM compliant and will not play back properly on GM devices. The hi-hat programming in particular makes use of the full extent of EZdrummer available articulations.

4.4 Key Mapping

63	[Hats] Seq Soft	F3
64	Seq Hard	E3
65	Tight Tip	D#3
62	Tight	D3
61	Closed Tip	C#3
60	[Hats] Open Max	C3
59	[Ride] Edge	B2
58	Muted	A#2
57	{GM} Crash B	A2
56	[Special] Cowbell	G#2
55	alias	G2
54	[CrashA] Muted	F#2
53	[Ride] Bell	F2
52	alias	F2
51	[Ride] Bow	D#2
50	alias	D2
49	{GM} Crash A	C#2
48	[RackT1] Head	C2
47	[RackT2] Head	B1
46	{GM} Open HH	A#1
45	[CrashT2] alias	A1
44	{GM} HH Pedal	G#1
43	[FloorT] Head	G1
42	{GM} Closed HH	F#1
41	[CrashT1] alias	F1
40	[Snare] Rimshot	E1
39	Head	D#1
38	Right	D1
37	Sidestick	C#1
36	[Kick] Right	C1
35	alias	B0
34	alias	A#0
33	[Snare] Left	A0
32	[CrashB] Crashed	G#0
31	alias	G0
30	alias	F#0
29	[CrashA] Crashed	F0
28	alias	E0
27	alias	D#0
26	[Hats] Open 3	D0
25	Open 2	C#0
24	Open 1	C0
23	Foot Splash	B-1
22	Closed Edge	A#-1
21	Pedal Chick	A-1

EZdrummer is a flexible tool that will not only allow you to build your drum track using the included MIDI grooves library but also create patterns and fills from scratch in your sequencer.

The layout on the left details the instruments and techniques available from an external MIDI controller or the MIDI/drum editor in in your application (sometimes called 'piano roll').

Note that the map does extend below note 20 and above note 65. These notes are reserved for use with future EZX-s and should not be used with the default Rock/Pop kit.

Furthermore, if GM compatibility is important to you, you should always program your tracks using notes between 36 (C1) and 60 (C3) only. This is to ensure accurate playback on GM compatible devices (cymbal chokes notwithstanding).

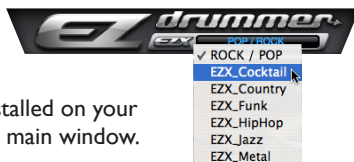
Technical note: all notes in the range 35 to 60 are GM compliant with the following exceptions - 39 (clap), 54 (tambourine), 58 (vibraslap), 60 (bongo).

4.5 Expanding EZdrummer

EZX-s are expansion packs for EZdrummer featuring drums and percussion sound banks to be used with the core EZdrummer module. They contain additional MIDI files to offer even more choice of grooves to build your tracks with.

The philosophy behind EZX is to give the user sounds recorded and mixed by the best in the business at an affordable price. The sounds are tweaked with specific genres in mind and recorded by top producers.

The first EZX
is included in the box free of charge.



To access the expansion packs already installed on your computer click the EZX display in the main window.

When loading an EZX, an interactive picture of the drumkit featured in that expansion



will appear in the main window of EZdrummer, giving you instant access to all the prelistening and construction features specific to that particular expansion.

Many EZX-s are already released and more are planned in the near future. Make sure you check <http://www.toontrack.com> for product announcements.

For now, enjoy EZdrummer and your first EZX, and please let us know what expansion packs you would like to see released in the future. We will be delighted to hear from you!

4.6 Going beyond EZdrummer



Why not check out Superior Drummer, EZdrummer's bigger brother, the widely acclaimed professional line from Toontrack Music.

Here are some of the features of this amazing tool used by pros all over the world!

- **Automatic Velocity Mapping:** through a unique system developed by Toontrack Music the sampler automatically and dynamically maps hits to the appropriate velocity range.
- **Intelligent Playback:** features that eliminate the dreaded "machine-gun effect" can be controlled much more accurately than the 'Humanize' global function found in EZdrummer.
- **Integrated Groove player:** besides the familiar drag and drop capabilities, you also be able to access and separate kit pieces from your grooves, and built new ones!
- **Bleeding/Leakage:** Superior Drummer not only gives you full-on leakage, but will also let you specify which drum leaks into which microphone, and at what level.
- **Flexible Built-in Mixer:** Superior Drummer Mixer; complete features extensive routing to 16 busses and 16 (stereo) outputs.
- **Integrated Processing Effects suite:** Superior Drummer ships with an award winning suite of processing effects powered by Sonalksis: EQ, Gate, Compressor, Transient and Filters.
- **Mixing and Matching of instruments:** Superior Drummer supports all Toontrack sound sets and libraries. Mix, stack and create unique sounds with a few clicks!
- **Transmuting** (advanced polyphonic mute groups): Experience smooth and accurate transitions from your hihat controller. You can even use a modwheel or your sequencer!
- **Edrum Support:** last, but not least, Superior Drummer is a joy to use with edrums, supporting not only foot controller data, but also chokes and positional sensing.

More details and feature comparison chart are available at <http://www.toontrack.com>

