

The Cakewalk StudioWare Plugin „XG-Drum“ allows to change effect-parameter (pitch, filter-cutoff,...) of the drum-notes of XG-drumkits. The settings result in NRPN-controller-events, which are stored with the snapshot-function into the drum-track.

How it works.

1. It is recommended to select with Cakewalk/Sonar a short pattern of one or two measures of the drum-track and to activate the loop-funktion. The best way may be to use the solo-function. Play the loop.
2. Select the number of the drum-track channel (the channel used mostly is no. 10) with „Spur“. The limit of track-numbers is 32.
3. With „Drum-Nr.“ select a MIDI-note-value, an special drum of the drum.kit (for example no. 38 for Snare-Drum), which you want to edit. Perhaps use „+“ or „-“ to get the value.
4. Now appplay the other control-wheels. Listen until you have got the best result.
5. Stop playing the loop. When applying the Snapshot-function the events are inserted into the drum-track.

Some hints:

1. While playing the loop, Cakewalk resets all controllers at the beginning of the loop, if you have selected the project-options of MIDI-Out „Reset Controllers“ and „Instrument/Controller before start playing“. If you push in „XG-Drums“ the button „Controller nicht zurücksetzen“, the Cakewalk option will be resetted. The next push on the button will activate the options again.
2. „Drum Setup Reset“ will reset Drum Set 0 (all drum.notes) to its initial values.
3. With Sonar the Snapshot function does not work with empty tracks.
4. The wheel-controls "Rev Send", "Cho Send" and "Var Send" vary the percentage of already existing effects of the drum-track. That means, that these changings do not work, if the corresponding controllers no. 91, 92 or 94 are set to zero.
5. If some parameters are changed with a special "Drum-Nr." and if a new one is selected afterwards, the same parameters are connected to the new note. If we do not want this, we have to set all wheels to their initial value before. We also may reset the Drum-Setup, but then we will not get the parameters of the actual drum-note looking at the wheels.
6. Using Snapshot, all parameters of the "XG-Drum"-wheels are stored, even those, which are not changed. This is no problem when all parameters are changed. But if the positions of the wheels do not correspond to the real parameters (described in no. 5.), we should delete these controller manually with the event-list of Cakewalk. Then we will have the drum effects, that we wanted.

Much pleasure trying "XG Drum"

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