



**GROOVEMONKEE**

**PROFESSIONAL MIDI BEATS**



**INSPIRE YOUR MUSIC**

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## Product Overview

Groove Monkee Funk, Hip Hop and R&B is a collection of over 1000 MIDI beats and fills covering 14 styles of music such as Funk, Old School, West Coast, East Coast, Dirty South, Shuffles, New Jack and more! These grooves come from the perspective of a drummer and are more realistic as a result. Each beat has several variations and fills and the files are clearly labeled for ease of use. In addition, there are 85 extra drum fills and a bonus section of funkified Pop and R&B beats.

## Highlights

- 1000 Royalty Free Beats
- 14 styles of Funk, Hip Hop and R&B music
- 3 variations and fills per beat
- 85 extra drum fills

## Installation

Our setup program will automatically detect if Addictive Drums, BFD, GURU and EZdrummer are installed on your system. During the setup process, it will install the appropriate files for these programs. You should close and restart these programs if they were open during installation. Additional information on Addictive Drums, BFD and EZdrummer is provided later in this document.

Note: Inside the product's main folder you will find folders named Addictive Drums, BFD, BFD2, GURU and EZdrummer. Once the files for these programs are installed you can ignore these folders.

If you purchase Addictive Drums, BFD, GURU or EZdrummer after you've installed this library, you can run the setup program again. It will overwrite the existing installation, however!

## File Formats and Organization

### File Formats

This download includes the following formats:

1. Addictive Drums
2. BFD
3. BFD2
4. EZdrummer
5. GURU

**IMPORTANT:** Other formats such as **Superior 2**, **Session Drummer**, **Battery**, **Reason**, **Ableton Drum Racks** and **"Live Session Drums"**, **iMap** and **Steven Slate Drums** are available in our customer download area. **These files are in the download named "Supplemental Mappings"**.

BFD is a software acoustic drum module for Mac and Windows by FXpansion.

Addictive Drums is a software acoustic drum module for Mac and Windows by XLN Audio.

EZdrummer is a software acoustic drum module by Toontrack and Session Drummer is a drum module that is included with products from Cakewalk such as Sonar.

GURU combines the best characteristics of classic hardware drum-samplers into a unique, inspirational software instrument.

## Organization

The grooves are arranged in folders by style with the tempo in each file's name. Each groove has variations and fills which are also part of the file name for easy identification. We've included extra drum fills, arranged by tempo and some short intros as well.

## BFD Organization

This library includes the following BFD formats:

1. BFD (original) with groove and fill bundles.
2. BFD 2

## EZdrummer Organization

This product is arranged to appear in your EZdrummer USER LIBRARIES section. We've organized the folders for convenient access to the material based on time signature and style. There is also a bonus section plus 85 extra drum fills arranged by tempo and fill type.

For additional information and installation instructions, please see the section named 'EZdrummer'.

## GURU Organization

The beats are arranged into over 50 GURU bundles. Additional fills and percussion parts have also been provided. Each bundle has its grooves arranged on the bottom row of pattern keys in GURU (corresponding to a piano's "white keys") while the fills are on the top row of pattern keys (corresponding to the "black keys").

## Preview Files

The Preview files serve two purposes:

1. You can load these into your sequencer to preview all of the beats and fills for each style. There are descriptive markers between each beat and some sequencers (e.g. Sonar) can read and display these markers.
2. These files are used with Cakewalk's Session Drummer 1 utility. For additional information on Session Drummer, please visit the Cakewalk section of our support forum.

The preview files are located here: \GM Mapped\Single Track\Preview Files

## Tech Support

For technical assistance, please email [support@groovemonkee.com](mailto:support@groovemonkee.com).

# Addictive Drums

## Installation

After running our installer, the Groove Monkee MIDI files should be copied into your Addictive Drums User MIDI folder. Complete the installation as explained below.

**IMPORTANT:** Open Addictive Drums and click on the button marked 'Refresh Library'. It is located just below the 'Beats Folder' button. **If you don't complete this step you will not see our files in Addictive Drums!**



The new Groove Monkee beats should now appear with your other material. If not, please make sure that you've selected "User Library". If not, the new material will not be visible within Addictive Drums.

## Trouble Shooting

If the beats don't sound like they are mapped correctly check the category of the new material. If the category is 'N/A' then the files were not installed correctly.

Please contact [support@groovemonkee.com](mailto:support@groovemonkee.com) if you need additional assistance.

## BFD Information

### Introduction

Our libraries are set up to work with both BFD1.5 and BFD2. BFD2 requires an extra step to complete the installation – please see the section named “BFD2 Installation”. Formats included:

1. BFD (original) with groove and fill bundles
2. BFD 2 palettes

The grooves should work with BFD1.5, BFD2 and all add on packs that include drum kit sounds.

### BFD Drum Maps

There are BFD drum maps for various sequencers such as Cakewalk Sonar and Cubase in the 'Extras' folder. These drum maps make editing MIDI drum tracks easier. They are a visual guide to BFD's drum kit layout.

Note: Don't confuse drum maps with drum tracks. Drum maps are NOT MIDI drum tracks though some use these terms to mean the same thing. You cannot play a drum map - they are editing tools for sequencers like Cubase or Cakewalk Sonar.

### BFD1.5 Installation

These instructions only apply to the ORIGINAL version of BFD, not BFD2. If BFD is installed on your system, our installer will **automatically** find your BFD folder and install the groove and fill bundles for BFD.

### Troubleshooting the BFD Installation

- Close and restart BFD if it was running during the installation.
- You will only see “GM\_ProductName” in the BFD groove librarian until you click on the “+” to open all of the bundles. An example would be “GM\_Power\_Rock”.
- You will need to upgrade to the at least version 1.44 of BFD to see the bundles. The original version of BFD did not allow file nesting.

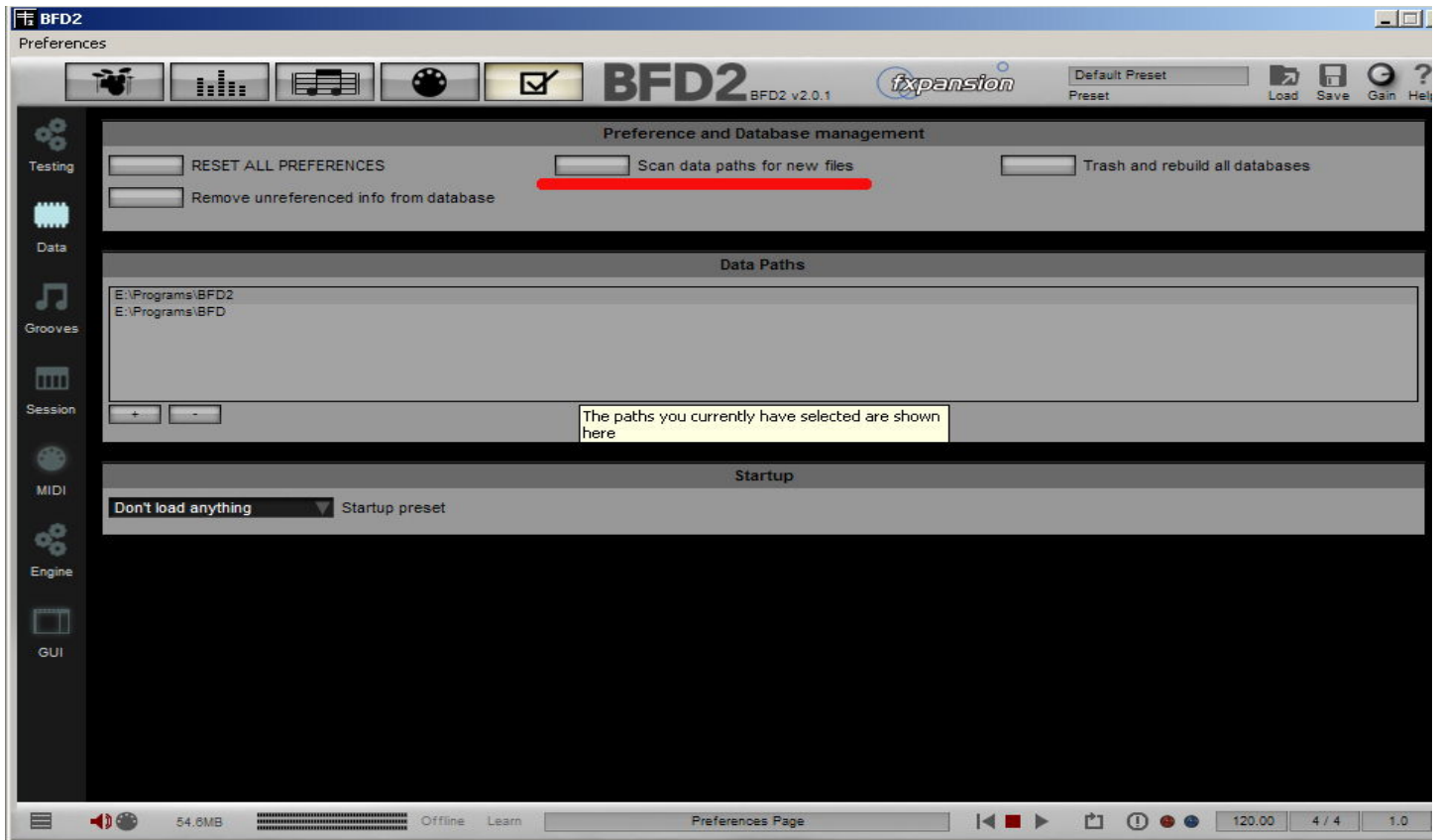
If you need assistance, please contact [support@groovemonkee.com](mailto:support@groovemonkee.com).

### BFD2 Installation

Adding MIDI files for BFD2 is easy. After running our installer, the Groove Monkee MIDI files should be copied into your BFD2 Grooves folder. Complete the installation as explained below. **IMPORTANT:** Open BFD2 and follow the instructions below. **If you don't complete these steps you will not see our loops in BFD2!**

1. Start BFD2 and open the “Preferences” page (it's the “checkbox” icon – please see the image below).
2. Click on the “Data” tab (left side - see the image below).
3. Press “Scan data paths for new files” (see the image below).
  - A. Click “Yes” to confirm.
  - B. Click “No” if you get the following message: “Do you want to rescan files you have previously deleted?”

The new library should now appear in BFD2. You can search through our material using the same search criteria used for the factory grooves. Groove Monkee should now be listed as an “author” in the search window. Please contact [support@groovemonkee.com](mailto:support@groovemonkee.com) if you need assistance.



## BFD Mapping Information

Most libraries typically use extra kit pieces as outlined in the table below. The table provides information on our MIDI mapping and the BFD/BFD2 slots used for these pieces.

Name	BFD1	BFD2	MIDI Note
Crash 2	Cymbal 2	Slot 8	55
Splash	Cymbal 5	Slot 17	10
China	Cymbal 4	Slot 16	8
Floor Tom	Tom 4	Slot 13	2
Mid Tom	Tom 5	Slot 14	4
Hi Tom	Tom 6	Slot 15	6
Cowbell	Perc	Slot 10	0

- BFD2 users: Please use the BFD 2.0 keymap.
- Crash 2 (Cymbal 2/Slot 8) should have some type of crash cymbal loaded.

# EZdrummer Information

## Introduction

EZdrummer is a software acoustic drum module made by Toontrack Music. It is a multi-microphone drum sampler designed for musicians and producers in need of a compact, affordable, easy to handle plug-in without compromising sound quality or control.

## Installation

If you have EZdrummer installed on your system, the setup program should have copied the files for EZdrummer to your EZdrummer/MIDI folder automatically. You can now start using the grooves!

**Troubleshooting tip:** If you cannot see the Groove Monkee loops in EZdrummer, try running our installer again.

**IMPORTANT:** If EZdrummer is running during the installation process, you may have to close and restart it to see the new files.

If you have any questions or need assistance, please contact [support@groovemonkee.com](mailto:support@groovemonkee.com).

If you need to install the EZdrummer files manually, please follow the instructions below.

## Manual EZdrummer Installation

Move or copy the folders in the Groove Monkee\EZdrummer folder into the EZdrummer MIDI folder on your computer. For example, if your EZdrummer MIDI folder is located here:

C:\Program Files\EZdrummer\MIDI

With this setup, you would place the folder directly in C:\Program Files\EZdrummer\MIDI

**IMPORTANT:** If EZdrummer is running during the installation process, you may have to close and restart it to see the new files.

If you have any questions or need assistance, please contact [support@groovemonkee.com](mailto:support@groovemonkee.com).

## EZdrummer Drum Maps

There are EZdrummer drum maps for various sequencers such as Reaper, Sonar and Cubase in the 'Extras' folder. These drum maps make editing MIDI drum tracks easier. They are a visual guide to EZdrummer's drum kit layout.

Note: Don't confuse drum maps with drum tracks. Drum maps are NOT MIDI drum tracks though some use these terms to mean the same thing. You cannot play a drum map - they are editing tools for sequencers like Cubase or Cakewalk Sonar.

## Extra Content

In the 'Extras' folder, you will find drum maps for Addictive Drums, BFD and EZdrummer. There are maps for Acid Pro, Cakewalk, Cubase, Reaper and Samplitude (BFD1 only).

**Note:** Extra content is added all the time so please check the “Extras” folder for content for your specific sequencer and/or drum module! You can always download the latest version of our “Extras”. Simply login to your account and go to the customer Download Area (currently located on the top menu, right side).

## Drum Maps

Note: Don't confuse drum maps with drum tracks. Drum maps are NOT MIDI drum tracks though some use these terms to mean the same thing. You cannot play a drum map - they are editing tools for sequencers like Cubase or Sonar.

### Acid Pro

There are drum maps for various drum modules in the folder: Extras\Acid\Drum Maps.

### Cakewalk

There are drum maps for Addictive Drums, BFD, BFD2 (BFD Extended.map), DFHS and EZdrummer in the folder Extras\Cakewalk. The DFHS map is for Extended GM only.

### Cubase

BFD1: We've included 16 Cubase drum maps with this collection. There is a generic GM to BFD1 drum map (BFD.drm), seven drum maps for the standard BFD1 kits and eight XFL drum maps. These maps are stored in a folder named 'Cubase' within the 'Extras' folder.

EZdrummer: There are EZdrummer drum maps in a folder named 'EZdrummer' within the 'Extras\Cubase' folder.

### Reaper

There are drum maps in the folder: Extras\Reaper\Drum Maps. To use these drum maps in Reaper,

1. Insert a midi file into your project (drag from the media explorer or select menu item Insert\media file)
2. Select the midi track and select “Open items with built in midi editor” (Ctrl-Alt-E)
3. Load a map into the editor: File\Load note names from file (make sure you're selecting from the midi editor menus and not the Reaper's main “File” menu items!)
4. Browse for the Reaper map you need. Ideally, you should copy our Reaper “Drum Maps” folder into the Reaper program folder on your hard drive.

### Samplitude

There is a drum map for GM to BFD1 in the Samplitude folder within the folder: Extras\Samplitude.

# GURU Information

## Introduction

GURU combines the best characteristics of classic hardware drum-samplers into a unique, inspirational software instrument.

Integrating into your sequencer as a VST/AU/RTAS/DXi plugin or operating as a ReWire or standalone device, GURU's powerful 128-step sequencer with flexible tempo multipliers and groove adjustment features an intuitive and addictive interface with which to quickly write inspiring percussive foundations for your tracks.

## Installation

If GURU is installed on your system, our setup program will **automatically** find your GURU Patterns folder and install the bundles for you. The bundles are stored in a folder named Groove Monkee Funk Hip Hop R&B within your GURU Patterns folder.

You can also install the files manually, if necessary, by following the instructions below.

### Manual GURU Installation

You can run the setup program at anytime to install the GURU bundles. These instructions will help you install the files manually if the installer is not working correctly.

1. Please close GURU and your sequencer if they are running.
2. Copy the folder (Groove Monkee Funk Hip Hop R&B) from the Groove Monkee GURU folder into your GURU Patterns folder.

For example, if you installed GURU in your "C:\Program Files" folder, your Patterns folder will be located here:

C:\Program Files\GURU\Data\Patterns

The bundles will now appear along with the rest of your GURU pattern content.

If you need assistance, please email [support@groovemonkee.com](mailto:support@groovemonkee.com).

## GURU Mappings

It is highly recommended that you build some custom kits that match our mapping scheme as the kits supplied with GURU are not mapped in any consistent way.

Please note that the bongos have been mixed in with the drum kit sounds. The bongos were included here to make maximum use of all available space and to provide two additional instruments in the percussion kits.

## Drum Kit Mapping

GURU Pad	Instrument	GM	Mapped To MIDI #
Kick 1	Kick 1	36	36
Kick 2	Kick 2	35	35
Kick 3	Low Bongo	61	41
Kick 4	Hi Bongo	60	43
Snare 1	Acoustic Snare	38	38
Snare 2	Electric Snare	40	40
Snare 3	Hand Clap	39	39
Snare 4	Side Stick	37	37
Hi Hat 1	Closed Hi Hat	42	42
Hi Hat 2	Pedal Hi Hat	44	44
Hi Hat 3	Open hi Hat	46	46
Hi Hat 4	Crash 1	49	49
Percussion 1	High Floor Tom	43	60
Percussion 2	Low Tom	45	61
Percussion 3	Low Mid Tom	47	63
Percussion 4	Ride 1	51	64

## Percussion Mapping

GURU Pad	Instrument	GM	Mapped To MIDI #
Kick 1	Low Timbale	66	36
Kick 2	High Timbale	65	35
Kick 3	Short Guiro	73	41
Kick 4	Long Guiro	74	43
Snare 1	Low Conga	64	38
Snare 2	Open Hi Conga	63	40
Snare 3	Mute Hi Conga	62	39
Snare 4	Claves	75	37
Hi Hat 1	Cowbell	56	42
Hi Hat 2	Cabasa	69	44
Hi Hat 3	Maracas	70	46
Hi Hat 4	Tambourine	54	49
Percussion 1	Mute Triangle	80	60
Percussion 2	Open Triangle	81	61
Percussion 3	Low Agogo	68	63
Percussion 4	High Agogo	67	64

## How the bundles are arranged

The beats are arranged into over 50 GURU bundles. Additional fills and percussion parts have also been provided. Each bundle has its grooves arranged on the bottom row of pattern keys in GURU (corresponding to a piano's "white keys") while the fills are on the top row of pattern keys (corresponding to the "black keys").

## Groove Monkee Glossary

Here's a list of terms and abbreviations you'll find in our file names.

**2x** – Double time; Typically this is a groove with snare hits on every “upbeat”. Counted as “one AND two AND three AND four AND” with snare hits on each “AND”.

**8ths or 8th** – usually refers to the hi-hat or ride pattern that is played as 8<sup>th</sup> notes.

**16ths** - usually refers to the hi-hat or ride pattern that is played as 16<sup>th</sup> notes.

**42TF** – Four on the floor; A kick on each beat and counted as “ONE, TWO, THREE, FOUR” in 4/4 time.

**BB** – Backbeat; Snare hits on two and four and very common in popular music like rock, pop, etc.

**Crashes** – We use this to mean crash cymbals instead of the hi hat.

**Displaced** – Instead of snares on beats 2 and 4 (backbeat), one of the snares is moved (displaced) by an 8<sup>th</sup> or 16<sup>th</sup>. For example, the groove might have the snares on beat 2 and the upbeat of 4 (“4 AND”).

**F1** - F1, F2, F3 etc. indicates Fill 1, Fill 2, etc. This tells you that the loop has a drum fill at the end.

**FT** – Floor Tom; We use this to mean the floor tom is used to keep time instead of the hi hat or ride.

**HT** – Half-Time; Instead of snares on beats 2 and 4 (backbeat) the snare is played on beat 3 only.

**Hybrid** – An 8 bar groove that changes feel every 2 or 4 bars. For example, the first 4 bars might have a “half-time” feel with a backbeat thereafter.

**Mixed** - We use this to mean a groove with both snare and toms. For instance, a backbeat groove with a snare on beat 2 and a floor tom on beat 4.

**OH** – Open Hi Hat.

**QTR** – Quarter notes; We use this to mean a hi hat or ride pattern played on every beat and counted as “ONE, TWO, THREE, FOUR”.

**Ride** - We use this to mean the ride cymbal is used to keep time instead of the hi hat.

**Rims** – Snare “rimshots” for a louder, more aggressive sound. This is NOT the softer “side stick” (see below).

**Shank** – the thicker part of the stick is playing the edge of the hi-hat for a heavier sound.

**Single BB** – a snare on 2 OR 4 but not both.

**Stick** – the snare is played to sound like a wood block or clave. Typical in ballad or lighter feels.

**Trips** – a groove based on 16<sup>th</sup> note triplets.

**Var** - variation

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