



**GROOVEMONKEE**

**PROFESSIONAL MIDI BEATS**



**INSPIRE YOUR MUSIC**

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## Product Overview

Metal contains over 600 royalty free beats for Hard Rock, Classic Metal and Punk music. The grooves arranged in song format with intros, verses, bridges, endings, etc.

## Highlights

- Over 600 Royalty Free MIDI Beats
- Song format: Intro, Verse, Chorus, Bridge, Ending
- Two, Four and Eight-Bar Grooves
- 5 variations and 6 fills per main beat
- Over 150 extra 1 and 2 bar fills

## Installation

Our setup program will automatically detect if Addictive Drums, BFD 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 and EZdrummer. Once the files for these programs are installed you can ignore these folders.

If you purchase Addictive Drums, BFD 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

**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.

### Organization

The grooves are arranged into 10 songs with tempos ranging from 90 to 220. Each "song" is stored in a separate folder with a descriptive name and tempo such as:

02 Half-Time 170

This is song #2 with a half-time feel and a tempo of 170 bpm.

## Verse

The verse beats have the same name as the song folder. In this particular case, the main verse beat is labeled as HT 170 A.mid with variations labeled as HT 170 B.mid, HT 170 C.mid, etc. Please note that in this case, the term half-time has been abbreviated as "HT." Please see the glossary for a complete list of abbreviations.

## Chorus

The chorus beats are not labeled as "chorus" but also have a descriptive name and tempo. For song #2, the main chorus beat is labeled as Drive 170 A.mid with variations labeled as Drive 170 B.mid, Drive 170 C.mid, etc.

## Fills

There are six fills for each verse and chorus beat and each has a letter at the end denoting what kind of fill it best represents. There are seven fill types in this library. Please see the glossary for a complete listing of the fill types.

The fills for our example, song #2, are named as follows: HT 170 F1 R.mid. "F1" stands for fill 1 and "R" stands for "Roll." In addition, there are over 150 extra 1-bar and 2-bar fills stored in a folder named "Fills" These fills also have tempo and fill type information in their file names.

## 8-Bar Grooves

The verse and chorus beats have been assembled into 8-bar grooves with each of the fills added at the end. These grooves are labeled much like the fills but they have the following before the fill information: (8)

An example would be the first 8-bar verse groove from our example: HT 170 (8) F1 R.mid. This is 8 bars of the verse beat with fill 1 (Roll) at the end.

## Breakdowns

Typically a 4-bar beat with just one or two instruments for brief changes/interludes. These files start with the letters "BD." They are stored along with their respective song components and in a folder named "Breakdowns."

## Bridges

These are typically 8-bar beats for a change of pace. These grooves start with the letters "BG." They are stored along with their respective song components and in a folder named "Bridges."

## Intros

Either a short 1-bar intro or a long 8-bar intro. Both have a 1-bar count in. They are stored along with their respective song components and in the "Intros" folder.

## Endings

An 8-bar or longer MIDI file suitable for a song ending. They are stored along with their respective song components and in a folder named "Endings."

## 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'.

## **BFD Organization**

This library includes the following BFD formats:

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

## **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.

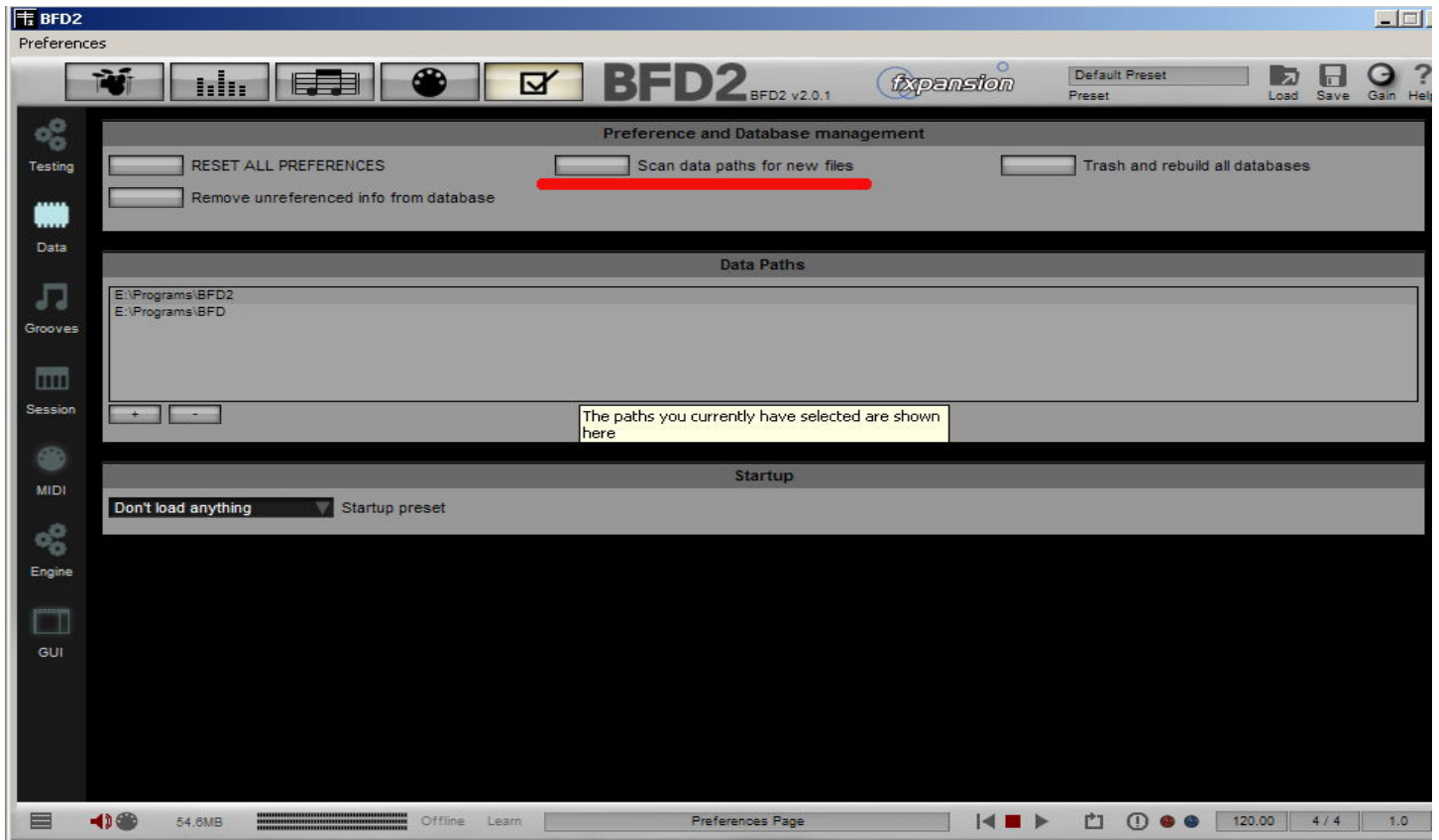
If you need assistance, please contact [support@groovemonkee.com](mailto:support@groovemonkee.com).

### 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.

## Glossary

### General Terms

2x = Double Time - Snares on the 2nd 8th note (upbeats) of each beat.

3x = Triple Time

42TF = Four to the Floor (kicks on all four downbeats)

BD = Break Down (4-bar grooves)

BG = Bridge (8-Bar grooves)

Downbeat = quarter notes (count or play: 1,2,3,4 ...etc.)

F1 = Fill 1

HT = Half-Time

OH = Open Hat

SH = Shuffle

ST = Straight (ie. no swing or shuffle)

Stick = snare side stick sound (typically used for ballads)

Upbeat = every second 8th note (count or play: one AND two AND three AND four AND...etc.)

### Fill Abbreviations

R = Roll

S = Short Fill

F = Flowing

C = Choppy

P = Pause

T = Triplets

B = Build

### Fill Length

Short < 1 bar

Medium = 1 bar

Long > 1 bar

### Groove Criteria

A. Type

Describes the MIDI file's groove type. Besides "groove" there are four other possibilities at the moment.

1. Breakdown - typically a 4-bar beat with just one or two instruments for brief changes/interludes.
2. Bridge - typically 8-bar beat for a change of pace.

## GROOVEMONKEE

3. Intro - either a short 1-bar intro or a long 8-bar intro. Both have a 1-bar count in.

4. Ending - an 8-bar or longer MIDI file suitable for an ending.

### B. Tempo

Tempo in beats per minute (bpm). The default setting is "All."

### C. Tempo margin

The amount of variation from the base tempo you select. Values from 0% to 100% with the default value set to 5%. A margin of 10% will find grooves with a tempo within a 10% range, both faster and slower.

### D. Meter

Also known as time signature. Common meters are 3/4, 4/4, 6/8, 12/8, etc.

### E. Snare

This option can be quite important depending on the feel you are seeking.

1. Backbeat - typically snares on "2" and "4".

2. Displaced - typically a backbeat with either "2" or "4" played either early or late.

3. Double Time - four snares per measure of 4/4 time, each falling on the upbeats. These are counted: one AND two AND three AND four AND.

4. Four Feel - snares on all downbeats (One, Two, Three, Four....)

5. Half-Time - typically, a snare on "3" only.

6. On 4 - a snare on 4 only.

7. N/A - no snare present or any pattern which does not readily fall into these categories.

8. 3 Only - snare on 3 only (typically used in 3/4 time)

9. Train - 8th or 16ths snares

### F. Linear

Linear refers to a style of playing in which only one drum is played at a time. The beats are classified as either Linear or Normal.

### G. Dynamics

Groove Volume: Light, Medium or Loud.

### H. Swing (or shuffle)

Options include partial (slight swing), straight or swing.

### I. Feel

Options include Driving, Laid back, Neutral, Triplet, Cut Time, etc.

### J. Genre

Broad-based categories such as Rock, Jazz, Blues, Country, Funk, etc.

### K. Style

More specific and narrow musical categories such as "Metal" or Contemporary Country.

### L. Ride

This option refers to both the hihat and ride cymbal and can be quite important depending on the feel you are seeking.

1. 16th - four 16th notes per beat, 16 per bar of 4/4 time

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2. 16th Broken - any of various ride patterns using combinations of 8ths, dotted 8ths and 16ths
3. 8th Downbeat - 8th notes with accents on the downbeats for a driving feel (counted as 1, 2, 3, 4... etc.)
4. 8th Even - even 8ths with no noticeable accenting for a more laid back feel
5. 8th Upbeat - 8th notes with accents on the upbeats for a more "funky" feel  
(1 AND 2 AND 3 AND 4 AND... etc.)
6. Quarter - quarter notes (playing only the downbeats (1, 2, 3, 4 ... etc.)
7. Shuffle - a term commonly used for Blues, Country and Rock; playing the 1st and 3rd 8th triplet of each beat; aka swing
8. Swing - a term commonly used for Jazz; playing the 1st and 3rd 8th triplet of each beat; aka shuffle
9. Toms - hi hat or ride replaced by a tom tom
10. Triplets - playing all three 8th triplets per beat; common in old school rock and R&B; aka "12/8 feel"
11. N/A - no hi hat or ride

### Fill Criteria

#### A. Tempo

Tempo in beats per minute (bpm). The default setting is "All."

#### B. Tempo margin

The amount of variation from the base tempo you select. Values from 0% to 100% with the default value set to 5%. A margin of 10% will find fills with a tempo within a 10% range, both faster and slower.

#### C. Meter

Also known as time signature. Common meters are 3/4, 4/4, 6/8, 12/8, etc.

#### D. Fill type

At the moment there are seven descriptive fill types.

1. Roll - a short snare roll.
2. Short - a short drum fill (less than 1 bar).
3. Flowing - a fill which tends to have accents and instrument changes on the downbeats for a smooth and flowing fill.
4. Choppy - a fill with syncopated accents and instrument changes (on the off beats).
5. Pause - a fill with a noticeable pause - often used for dramatic effect.
6. Triplet - fills using 8th or 16th triplets.
7. Build - a fill which builds in volume and intensity.

#### E. Dynamics

Groove Volume: Light, Medium or Loud.

#### F. Swing

Options include partial (slight swing), straight or swing.

#### G. Length

Currently, there are three options:

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1. Short (less than one bar or measure)
2. Medium (one bar or measure)
3. Long (greater than one bar or measure)

### H. Genre

Broad-based categories such as Rock, Jazz, Blues, Country, Funk, etc.

### I. Style

More specific and narrow musical categories such as "Metal" or "Country Shuffle".

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