



GROOVEMONKEE

PROFESSIONAL MIDI BEATS



INSPIRE YOUR MUSIC

groovemonkee.com

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Product Overview

Groove Monkee Progressive contains over 1900 royalty free beats for modern progressive music. The grooves and fills are available in the following formats: Addictive Drums, GM, BFD and EZDrummer.

The material was played by prog drummer **Joe Babiak**. Joe's progressive group, Parallel Mind, is currently signed to Unicorn Records of Canada.

In the spring of 2006, Joe joined the Chicago based band, Kill Hannah, for a 5 month national tour in support of the group's second album release with Atlantic Records. Joe has also had the honor of appearing in Modern Drummer magazine four times.

Highlights

- Over 1900 Royalty Free Progressive Beats and Fills
- 6 variations and 6 fills per main beat
- Over 600 extra 1 and 2 bar fills
- Grooves and fills in 3/4, 4/4, 5/4, 5/8, 6/4, 6/8, 7/4, 7/8 and 9/8

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.

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.

Our setup program will install two (2) EZD versions of the library for you. The standard version's folder is named GROOVE MONKEE PROGRESSIVE EZD. If you use the DFH Add-On pack, use the grooves from the folder named GROOVE MONKEE PROGRESSIVE DFH.

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

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 s

Tech Support

For technical assistance, please email 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 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.

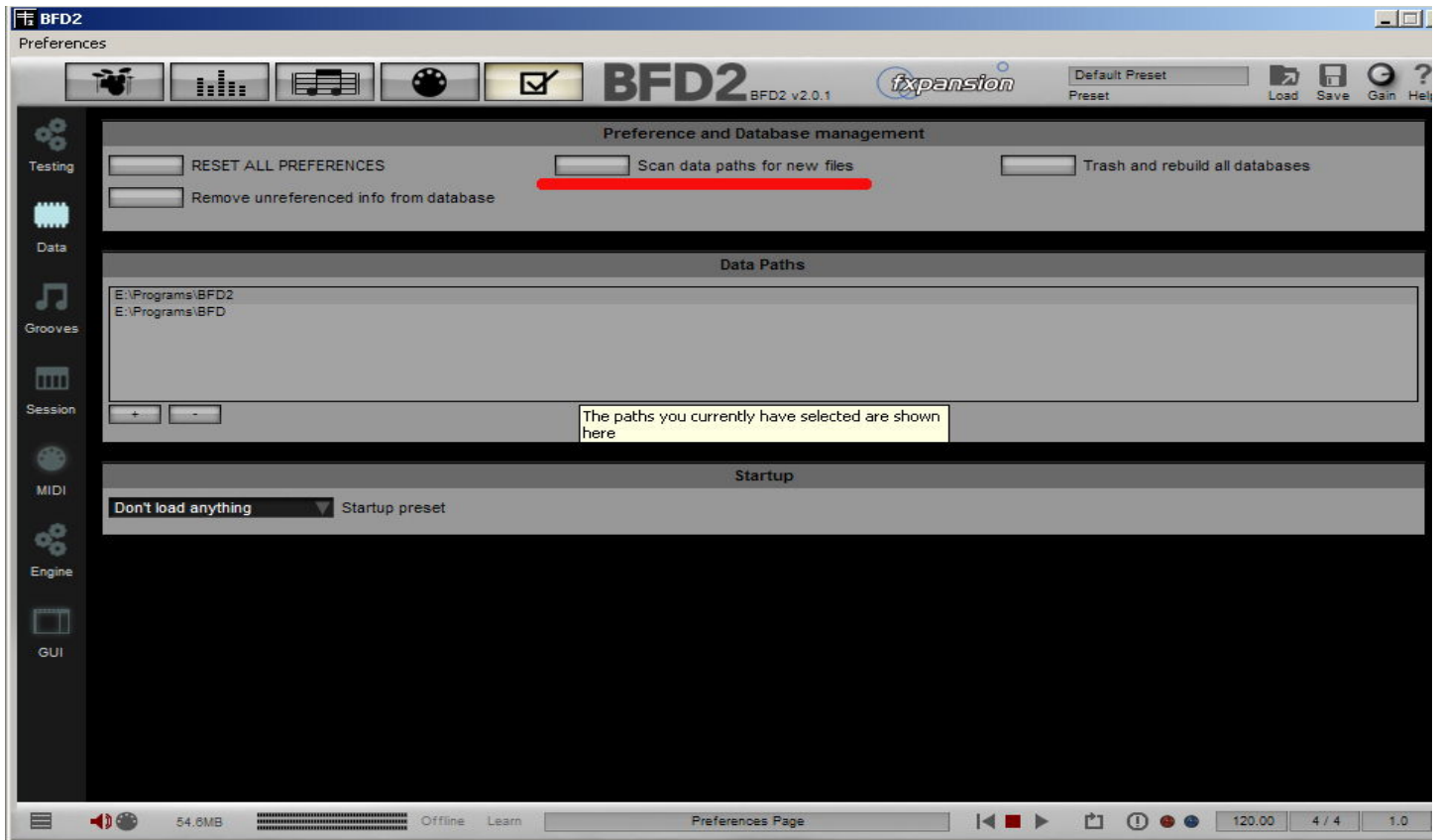
If you need assistance, please contact support@groovemonkee.com.

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 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.

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.

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.

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 8th notes.

16ths - usually refers to the hi-hat or ride pattern that is played as 16th 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 8th or 16th. 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 16th note triplets.

Var - variation

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