
Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Don Nafe](#) on Thu, 05 Jan 2006 11:54:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

d.

>>

>> 4. Go to Insert/ Delete Time and enter the exact time stated in the
>> Information Bar thing that's been hidden from you lo these many years.

>>

>> BOOM. You're done! Just like that! All your automation, all your markers,

>> all objects in all editor windows, everything has been moved exactly the

>> way you wanted.

>

>I'm 99% sure it would work. I've never done it with drumagog, but, I was WAY
>into triggering off accoustic drums in the mid 90's. I've recorded some trigger
>spikes before and from what I remember it should work. You might have to
>play around with soldering some resistors in line to get the triggers to
>respond the way you want. But from what I understand....you have no problem
>in that area!

;-)

Rod

"Dimitrios" <musurgio@otenet.gr> wrote:

>

>Hi and happy new year.

>I amconsidering trying these roland drum triggers.

>I only wonder can these trigger signals be recorded and asre these reliable

>enough to drive Drumagog's engine ?

>Thus not to buy and trigger to midi device that makes things more complicated.

>I would like to have clean (no leakage) trigger sound that could drive
drumagog

>perfectly (if you can say that)

>I am already using it with real drum sounds but someti

Subject: Anyone_using_drum_triggers?_need_some_insight

Posted by [Dimitrios](#) on Thu, 05 Jan 2006 12:27:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

; 'em around to taste, all together, until you have the best compromise

>> edit.

>>

>> 2. Undo the Edit, returning all edited objects to their previous state,

>> selected and ready to cut or add. Make sure the objects you're deleting

or

>> inserting are selected, and are all the same length, which they will be
if
>> you cut them at the Now Line.
>>
>> 3. Click in the Information Bar to Sel End (Selection Range) to find out

>> the EXACT LENGTH of the objects you've cut/ adde

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Rod Lincoln](#) on Thu, 05 Jan 2006 13:48:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

s would be one to consider if you've got the rig to operate
>it or are considering building a dedicated VSTi box.
>
>Man.....this is friggin AWESOME sounding!!!!
>
>Rod, can you explain the steps below another way? I dont get it.
Thanks, John

Rod Lincoln wrote:

> Yup... And if your using bars and beats on a grid, you can nix out most of
> the steps below as well.
> Rod
> "Don Nafe" <dnafe@magma.ca> wrote:
>
>>Are you sure the change also applies to automation?
>>
>>DOn
>>
>>"John" <no@no.com> wrote in message news:43bc7e00@linux...
>>
>>>Can anyone explain this another way? I don't get it.....
>>>
>>>If you want to edit across multiple submixes
>>>
>>>1. Edit your first submix by cutting up all objects at the Now Line and
>
>
>>>deleting (o

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Thu, 05 Jan 2006 16:19:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

r />

Tony Benson wrote:

> From what I've heard, the Onyx pre's are a pretty big step up from the
> VLZpro. I've had non-VLZ, VLZ, and VLZpro Mackie boards, and though the
> VLZpro pre's were much better, they still had a "harshness" to them that I
> didn't care for. The Onyx are supposed to be much smoother sounding. I'll
> have to borrow my friends for a week so I can comment from first hand
> knowledge.

>
> Tony
>
>
> "Miguel Vigil" <nospam@nospam.com> wrote in message news:43bd4431@linux...

>
>>>know there was a diff in VLZ and VLZpro.

>>
>>
>>Yes there is a big difference. The VLZpro series is where Mackie rose
>>high on the radar of the pro user for quality, usefullness and bang for
>>the buck mic pre. Of course, you gotta use the insert out via first click
>>method and avoid the channel.

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Deej \[1\]](#) on Thu, 05 Jan 2006 17:06:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

t;Yeah, avoid that LT man.. cheap hardware, inconsistent volumes across

>>>>
>>>>it
>>>>
>>>>>and
>>>>>
>>>>>>just generally felt shoddy.
>>>>>>I'd take a Behr ADA8000 over it 'any day' to be honest, and it's a
>>>
>>>whole
>>>
>>>>>lot
>>>>>
>>>>>>less money.
>>>>>>Not sure what the current recommend is though bro, I've been out of
>>>
>>>that
>>>
>>>>>>market for a while now and I'd hate to mislead ya.
>>>>>>

>>>>>AA
>>>>>
>>>>>
>>>>>"Rod Lincoln" <rllincoln@kc.rr.com> wrote in message
>>>>>
>>>>>news:43bc0147\$1@linux...
>>>>>
>>>>>>I've got a friend/client who's looking for an 8 channel mic pre that
>>>>>
>>>>>has
>>>>>
>>>>>>lightpipe/spdif
>>>>>>outs. He's running a digi 002 rig and wants to bypass the digi A/D
>>>>>
>>>>>stage.
>>>>>
>>>>>&g

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Don Nafe](#) on Thu, 05 Jan 2006 17:10:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

e" on the drums, you should be
> able to make triggers and drumagog work. Don't plan on being able to do
> jazz or snare parts with ghost notes, etc. One thing you might also want
> to look into is putting mesh heads on the drums in addition to filling the
> shells with foam, packing peanuts, etc. That would reduce to "click"
> attack you'll get with regular drum heads.
>
> Tony
>
>
>
>
> "jef knight" <thestudio@allknightmusic.com> wrote in message
> news:43bd4794@linux...
>>I use triggers both in the studio and live (kick only).
>> I don't see how triggers could work w/o an interface between them and the
>> software. What are you thinkin', just put them into an audio input? I'm
>> not familiar with drumagog but w/o the interface where will you get all
>> the velocity etc info? Won't you have to convert the voltage from the
>> trigger into something useful?
>>
>> jef
>>
>> Dimitrios wrote:
>>

>>>Hi and happy new year.
>>>I am considering trying these roland drum triggers.
>>>I only wonder can these trigger signals be recorded and asre these
>>>reliable
>>>enough to drive Drumagog's engine ?
>>>Thus not to buy and trigger to midi device that makes things more
>>>complicated.
>>>I would like to have clean (no leakage) trigger sound that could drive
>>>drumagog
>>>perfectly (if you can say that)
>>>I am already using it with real drum sounds but sometimes leakage is an
>>>enemy to perfect sound replacement.
>>>Any insight in this direction would be appreciatted.
>>>Regards,
>>>Dimitrios
>
>Well, maybe OnyxVLZpro? ;>)

Tony

"John" <no@no.com> wrote in message news:43bd4a7b\$1@linux...
> so what will their next pres be? Even better, and then they'll have to
> come up with some adjectives to describe what is wrong with the Onyx's. I
> loves audio !
>
> Tony Benson wrote:
>> From what I've heard, the Onyx pre's are a pretty big step up from the
>> VLZpro. I've had non-VLZ, VLZ, and VLZpro Mackie boards, and though the
>> VLZpro pre's where much better, they still had a "harshness" to them that
>> I didn't care for. The Onyx are supposed to be much smoother sounding.
>> I'll have to borrow my friends for a week so I can comment from first
>> hand knowledge.
>>
>> Tony
>>
>>
>> "Miguel Vigil" <

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:12:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

spam.com" target="_blank">nospam@nospam.com> wrote in message
>> news:43bd4431@linux...
>>
>>>>know there was a diff in VLZ and VLZpro.
>>>

>>>
>>>Yes there is a big difference. The VLZpro series is where Mackie rose
>>>high on the radar of the pro user for quality, usefullness and bang for
>>>the buck mic pre. Of course, you gotta use the insert out via first
>>>click
>>>method and avoid the channel.
>>>
>>>
>>>Regards,
>>>
>>>El Miguel
>>>
>>>
>>>
>>>
>>>
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>>>news:43bd177a\$1@linux...
>>>
>>>>Don't know...I just asked him what he used, and that's what he said. I
>>>
>>>didn't
>>>
>>>>know there was a diff in VLZ and VLZpro.
>>>>Rod
>>>>"Miguel Vigil" <nospam@nospam.com> wrote:
>>>>
>>>>>>Right now his chain is a Mackie 1402 vlz into the Digi 002.
>>>>>>Any suggestions?
>>>>>
>>>>>
>>>>>Is this Mackie the VLZpro series?
>>>>>I don't know how the new Onyx pres compare.
>>>>>
>>>>>He could try to audition the cheap Behringer ADA8000 with it.
>>>>>
>>>>><http://www.studioprojects.com/sp828.html>
>>>>>This is an 8 channel mic pre about \$800, that needs to be run into an
>>>
>>>ADC.
>>>
>>>>>Just ideas to keep cost in check.
>>>>>
>>>>>
>>>>>
>>>>>Regards,
>>>>>
>>>>>El Miguel

>>>>
>>>>
>>>>
>>>>
>>>>"Aaron Allen" <nospam@not_here.dude> wrote in message
>>>
>>>news:43bca3d6@linux...
>>>
>>>>&g

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Thu, 05 Jan 2006 17:27:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

't make reasonably good stuff. Always use your own ears. I remember reading somewhere on Gearslutz where somebody was taking their Onyx Mixer back because the mic pres were too shrill and harsh. Of course every bodies got different ears, so listen for yourself!

John <no@no.com> wrote:

>so what will their next pres be? Even better, and then they'll have to

>come up with some adjectives to describe what is wrong with the Onyx's.

> I loves audio !

>

>Tony Benson wrote:

>> From what I've heard, the Onyx pre's are a pretty big step up from the

>> VLZpro. I've had non-VLZ, VLZ, and VLZpro Mackie boards, and though the

>> VLZpro pre's where much better, they still had a "harshness" to them that

I

>> didn't care for. The Onyx are supposed to be much smoother sounding. I'll

>> have to borrow my friends for a week so I can comment from first hand

>> knowledge.

>>

>> Tony

>>

>>

>> "Miguel Vigil" <nospam@nospam.com> wrote in message news:43bd4431@linux...

>>

>>>>know there was a diff in VLZ and VLZpro.

>>>
>>>
>>>Yes there is a big difference. The VLZpro series is where Mackie rose
>>>high on the radar of the pro user for quality, usefullness and bang for
>>>the buck mic pre. Of course, you gotta use the insert out via first click
>>>method and avoid the channel.
>>>
>>>
>>>Regards,
>>>
>>>El Miguel
>>>
>>>
>>>
>>>
>>>
>>>"Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message
>>>news:43bd177a\$1@linux...
>>>
>>>>Don't know...I just asked him what he used, and that's what he said.
I
>>>
>>>didn't
>>>
>>>>know there was a diff in VLZ and VLZpro.
>>>>Rod
>>>>"Miguel Vigil" <nospam@nospam.com> wrote:
>>>>
>>>>>>Right now his chain is a Mackie 1402 vlz into the Digi 002.
>>>>>>Any suggestions?
>>>>>
>>>>>
>>>>>Is this Mackie the VLZpro series?
>>>>>I don't know how the new Onyx pres compare.
>>>>>
>>>>>He could try to audition the cheap Behringer ADA8000 with it.
>>>>>
>>>>><http://www.studioprojects.com/sp828.html>
>>>>>This is an 8 channel mic pre about \$800, that needs to be run into an
>>>
>>>ADC.
>>>
>>>>>Just ideas to keep cost in check.
>>>>>
>>>>>
>>>>>
>>>>>Regards,
>>>>>

>>>>>El Miguel
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>"Aaron Allen" <

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Dimitrios](#) on Thu, 05 Jan 2006 18:02:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

magog BFD in which you can trigger BFD instruments with Drumagog. At this point, I think good cymbals and a *decent* kit will still be necessary because it would be hard to replace the room mics and OH's in Drumagog (but still maybe possible), but as far as kick, nsare and toms go, it's going to be a whole new world, I think.. I tied using a TrapKat with BFD about a year ago and wasn't too happy with the trigger responses. I'm thinking that the ddrum redhat triggers might be a good choice if the Roland triggers don't get you there.

Deej

"Dimitrios" <musurgio@otenet.gr> wrote in message news:43bd0295\$1@linux...
>
> Hi and happy new year.
> I am considering trying these roland drum triggers.
> I only wonder can these trigger signals be recorded and asre these reliable
> enough to drive Drumagog's engine ?
> Thus not to buy and trigger to midi device that makes things more complicated.
> I would like to have clean (no leakage) trigger sound that could drive drumagog
> perfectly (if you can say that)
> I am already using it with real drum sounds but sometimes leakage is an
> enemy to perfect sound replacement.
> Any insight in this direction would be appreciated.
> Regards,
> DimitriosI've heard nothing but good things about the Silicon Image SATA conrrollers. I have a question about this though. If I'm reading my manual correctly, the onboard VIA controller on my mobo has it's own separate bus for SATA RAID which is independent of the PCI bus. I would think that, if this is the case, using an onboard controller would be a better choice as long as it's got a separate bus. The Promise controller on my

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [excelav](#) on Fri, 06 Jan 2006 00:19:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

rote in message

>>> >>> news:43bd4431@linux...

>>> >>>

>>> >>>>> know there was a diff in VLZ and VLZpro.

>>> >>>>

>>> >>>>

>>> >>>> Yes there is a big difference. The VLZpro series is where Mackie

>>> >>>> rose

>>> >>>> high on the radar of the pro user for quality, usefullness and bang

>>for

>>> >>>> the buck mic pre. Of course, you gotta use the insert out via first

>>> >>>> click

>>> >>>> method and avoid the channel.

>>> >>>>

>>> >>>>

>>> >>>> Regards,

>>> >>>>

>>> >>>> El Miguel

>>> >>>>

>>> >>>>

>>> >>>>

>>> >>>>

>>> >>>>

>>> >>>> "Rod Lincoln" <rlincoln@nospam.kc.rr.com> wrote in message

>>> >>>> news:43bd177a\$1@linux...

>>> >>>>

>>> >>>>> Don't know...I just asked him what he used, and that's what he

>>> >>>>> said.

>>> > I

>>> >>>>

>>> >>>> didn't

>>> >>>>

>>> >>>>> know there was a diff in VLZ and VLZpro.

>>> >>>>> Rod

>>> >>>>> "Miguel Vigil" <nospam@nospam.com> wrote:

>>> >>>>>

>>> >>>>>>> Right now his chain is a Mackie 1402 vlz into the Digi 002.

>>> >>>>>>> Any suggestions?

>>> >>>>>>

>>> >>>>>>

>>> >>>>>> Is this Mackie the VLZpro series?

>>> >>>>>> I don't know how the new Onyx pres compare.

>>> >>>>>>

>>> >>>>>> He could try to audition the cheap Behringer ADA8000 with it.

>>> >>>>>>

>>> >>>>>http://www.studioprojects.com/sp828.html
>>> >>>>>This is an 8 channel mic pre about \$800, that needs to be run into
>>an
>>> >>>>
>>> >>>>ADC.
>>> >>>>
>>> >>>>>Just ideas to keep cost in check.
>>> >>>>>>
>>> >>>>>>
>>> >>>>>>
>>> >>>>>>Regards,
>>> >>>>>>
>>> >>>>>>El Miguel
>>> >>>>>>
>>> >>>>>>
>>> >>>>>>
>>> >>>>>>"Aaron Allen" <nospam@not_here.dude> wrote in message
>>> >>>>
>>> >>>>news:43bca3d6@linux...
>>> >>>>
>>> >>>>>>>Yeah, avoid that LT man.. cheap hardware, inconsistent volumes
>>across
>>> >>>>>
>>> >>>>>>it
>>> >>>>>>
>>> >>>>>>>and
>>> >>>>>>>
>>> >>>>>>>just ge

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Aaron Allen](#) on Fri, 06 Jan 2006 05:15:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

They do work great BUT.. and this might be a big one depending what you want from it.... they have major conversion latency. That being said they do some of the coolest stuff if you're triggering say, multisamples out of a sampler. You can bend the note, change the note, whatever.. dependant on velocity. That's pretty trick :)
(Own one here, hasn't seen much use since I got a D4, DM5 and DmPro for standard drum triggerin').
AA

"Don Nafe" <dnafe@magma.ca> wrote in message news:43bd0972@linux...
> If these drums are strictly for triggering and not for gigging or
> rehearsals, fill them up with styrafoam packing peanuts to reduce the

> drums volume (and leakage)
>
> As for recording the triggers that's an excellent question but I still
> think you'd need to convert that to an audio signal for Drumagog or a midi
> signal for BFD or DFH...on the otherhand it just might work.
>
> Also check out EBAY for a Roland PM 16...there were three
> yesterday...great mic/trigger to midi converter interface for the \$\$\$
>
> Don
>
>
> "Dimitrios" <musurgio@otenet.gr> wrote in message news:43bd0295\$1@linux...
>>
>> Hi and happy new year.
>> I am considering trying these roland drum triggers.
>> I only wonder can these trigger signals be recorded and asre these
>> reliable
>> enough to drive Drumagog's engine ?
>> Thus not to buy and trigger to midi device that makes things more
>> complicated.
>> I would like to have clean (no leakage) trigger sound that could drive
>> drumagog
>> perfectly (if you can say that)
>> I am already using it with real drum sounds but sometimes leakage is an
>> enemy to perfect sound replacement.
>> Any insight in this direction would be appreciated.
>> Regards,
>> Dimitrios
>
>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Aaron Allen](#) on Fri, 06 Jan 2006 05:17:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Another sweet trick is to put triggers on a conventional kit and use them to
open the gates :)
AA

"Tony Benson" <tony@standinghampton.com> wrote in message
news:43bd53ff@linux...
> The voltage from the triggers will record just like audio. Basically, a
> piezo trigger acts as a contact microphone. The bandwidth is usually very
> narrow and the sensitivity is much less than a conventional microphone.
> You will need to do some tweaking to get the gain and sensitivity right,

> but that shouldn't be too difficult. One thing to remember though is that
> triggers are sensitive to vibration from the whole drum kit. There will be
> a trade off between sensitivity and reducing false triggering, so that
> means it's difficult to get a wide range of trigger velocities without
> risking some double or false triggering. This is one area where an
> external trigger input device can help, as they can be set to ignore
> double triggering and usually have various settings to optimize the
> trigger's output. Anyway, if your doing pop, rock, or other music that
> doesn't necessarily require a lot of "finesse" on the drums, you should be
> able to make triggers and drumagog work. Don't plan on being able to do
> jazz or snare parts with ghost notes, etc. One thing you might also want
> to look into is putting mesh heads on the drums in addition to filling the
> shells with foam, packing peanuts, etc. That would reduce to "click"
> attack you'll get with regular drum heads.

>

> Tony

>

>

>

>

> "jef knight" <thestudio@allknightmusic.com> wrote in message
> news:43bd4794@linux...

>>I use triggers both in the studio and live (kick only).

>> I don't see how triggers could work w/o an interface between them and the
>> software. What are you thinkin', just put them into an audio input? I'm
>> not familiar with drumagog but w/o the interface where will you get all
>> the velocity etc info? Won't you have to convert the voltage from the
>> trigger into something useful?

>>

>> jef

>>

>> Dimitrios wrote:

>>

>>>Hi and happy new year.

>>>I am considering trying these roland drum triggers.

>>>I only wonder can these trigger signals be recorded and asre these
>>>reliable

>>>enough to drive Drumagog's engine ?

>>>Thus not to buy and trigger to midi device that makes things more
>>>complicated.

>>>I would like to have clean (no leakage) trigger sound that could drive
>>>drumagog

>>>perfectly (if you can say that)

>>>I am already using it with real drum sounds but sometimes leakage is an
>>>enemy to perfect sound replacement.

>>>Any insight in this direction would be appreciated.

>>>Regards,

>>>Dimitrios

>
>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 13:21:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

This is a multi-part message in MIME format.

-----040603070302090905060006

Content-Type: text/plain; charset=ISO-8859-1; format=flowed

Content-Transfer-Encoding: 7bit

now **that's** a good trick!

still suspicious of the other use though. for the 199 you can pick up a dm-5 for it doesn't seem, to me anyway, worth the exp hassles.

just my 2cents

Aaron Allen wrote:

>Another sweet trick is to put triggers on a conventional kit and use them to
>open the gates :)

>AA

>

>

>"Tony Benson" <tony@standinghampton.com> wrote in message

>news:43bd53ff@linux...

>

>

>>The voltage from the triggers will record just like audio. Basically, a
>>piezo trigger acts as a contact microphone. The bandwidth is usually very
>>narrow and the sensitivity is much less than a conventional microphone.
>>You will need to do some tweaking to get the gain and sensitivity right,
>>but that shouldn't be too difficult. One thing to remember though is that
>>triggers are sensitive to vibration from the whole drum kit. There will be
>>a trade off between sensitivity and reducing false triggering, so that
>>means it's difficult to get a wide range of trigger velocities without
>>risking some double or false triggering. This is one area where an
>>external trigger input device can help, as they can be set to ignore
>>double triggering and usually have various settings to optimize the
>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>doesn't necessarily require a lot of "finesse" on the drums, you should be
>>able to make triggers and drumagog work. Don't plan on being able to do
>>jazz or snare parts with ghost notes, etc. One thing you might also want
>>to look into is putting mesh heads on the drums in addition to filling the

>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>attack you'll get with regular drum heads.
>>
>>Tony
>>
>>
>>
>>
>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>news:43bd4794@linux...
>>
>>
>>>I use triggers both in the studio and live (kick only).
>>>I don't see how triggers could work w/o an interface between them and the
>>>software. What are you thinkin', just put them into an audio input? I'm
>>>not familiar with drummagog but w/o the interface where will you get all
>>>the velocity etc info? Won't you have to convert the voltage from the
>>>trigger into something useful?
>>>
>>>jef
>>>
>>>Dimitrios wrote:
>>>
>>>
>>>
>>>>Hi and happy new year.
>>>>I am considering trying these roland drum triggers.
>>>>I only wonder can these trigger signals be recorded and asre these
>>>>reliable
>>>>enough to drive Drumagog's engine ?
>>>>Thus not to buy and trigger to midi device that makes things more
>>>>complicated.
>>>>I would like to have clean (no leakage) trigger sound that could drive
>>>>drumagog
>>>>perfectly (if you can say that)
>>>>I am already using it with real drum sounds but sometimes leakage is an
>>>>enemy to perfect sound replacement.
>>>>Any insight in this direction would be appreciated.
>>>>Regards,
>>>>Dimitrios
>>>>
>>>>
>>
>>
>
>
>
>

-----040603070302090905060006
Content-Type: text/html; charset=ISO-8859-1
Content-Transfer-Encoding: 7bit

```
<!DOCTYPE html PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <meta content="text/html; charset=ISO-8859-1" http-equiv="Content-Type">
</head>
<body bgcolor="#ffffff" text="#000000">
now *that's* a good trick!<br>
<br>
still suspicious of the other use though. for the 199 you can pick up a
dm-5 for it doesn't seem, to me anyway, worth the exp hassles.<br>
<br>
just my 2cents<br>
<br>
<br>
Aaron Allen wrote:
<blockquote cite="mid43bdfde6@linux" type="cite">
  <pre wrap="">Another sweet trick is to put triggers on a conventional kit and use them to
open the gates :)
AA
```

"Tony Benson" <tony@standinghampton.com> wrote in message
news:43bd53ff@linux...
</pre>
<blockquote type="cite">
<pre wrap="">The voltage from the triggers will record just like audio. Basically, a piezo trigger acts as a contact microphone. The bandwidth is usually very narrow and the sensitivity is much less than a conventional microphone. You will need to do some tweaking to get the gain and sensitivity right, but that shouldn't be too difficult. One thing to remember though is that triggers are sensitive to vibration from the whole drum kit. There will be a trade off between sensitivity and reducing false triggering, so that means it's difficult to get a wide range of trigger velocities without risking some double or false triggering. This is one area where an external trigger input device can help, as they can be set to ignore double triggering and usually have various settings to optimize the trigger's output. Anyway, if your doing pop, rock, or other music that doesn't necessarily require a lot of "finesse" on the drums, you should be able to make triggers and drumagog work. Don't plan on being able to do jazz or snare parts with ghost notes, etc. One thing you might also want to look into is putting mesh heads on the drums in addition to filling the

shells with foam, packing peanuts, etc. That would reduce to "click" attack you'll get with regular drum heads.

Tony

"jef knight" &thestudio@allknightmusic.com&; wrote in message

news:43bd4794@linux...

</pre>

<blockquote type="cite">

<pre wrap="">I use triggers both in the studio and live (kick only).

I don't see how triggers could work w/o an interface between them and the software. What are you thinkin', just put them into an audio input? I'm not familiar with drummagog but w/o the interface where will you get all the velocity etc info? Won't you have to convert the voltage from the trigger into something useful?

jef

Dimitrios wrote:

</pre>

<blockquote type="cite">

<pre wrap="">Hi and happy new year.

I am considering trying these roland drum triggers.

I only wonder can these trigger signals be recorded and are these reliable

enough to drive Drumagog's engine ?

Thus not to buy and trigger to midi device that makes things more complicated.

I would like to have clean (no leakage) trigger sound that could drive drumagog

perfectly (if you can say that)

I am already using it with real drum sounds but sometimes leakage is an enemy to perfect sound replacement.

Any insight in this direction would be appreciated.

Regards,

Dimitrios

</pre>

</blockquote>

</blockquote>

<pre wrap="">

</pre>

</blockquote>

<pre wrap=""><!-->

</pre>
</blockquote>
</body>
</html>

-----040603070302090905060006--

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Tony Benson](#) on Fri, 06 Jan 2006 16:06:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jef,

Since Dimitrios wants to use Drumagog as his sound source, an external trigger to midi device really wouldn't be necessary and might actually introduce some extra latency from the midi conversion. I think a recorded trigger pulse would actually be the best way to "trigger" Drumagog as there would be much less crosstalk and the threshold on Drumagog could be lowered quite a bit. I may actually experiment with this scenario a little. I don't think I'll quit recording my "real" drums, but now I'm intrigued.

Tony

"jef knight" <thestudio@allknightmusic.com> wrote in message news:43be6f5c@linux...

> now *that's* a good trick!

>

> still suspicious of the other use though. for the 199 you can pick up a

> dm-5 for it doesn't seem, to me anyway, worth the exp hassles.

>

> just my 2cents

>

>

> Aaron Allen wrote:

>

>>Another sweet trick is to put triggers on a conventional kit and use them

>>to

>>open the gates :)

>>AA

>>

>>

>>"Tony Benson" <tony@standinghampton.com> wrote in message

>>news:43bd53ff@linux...

>>

>>
>>>The voltage from the triggers will record just like audio. Basically, a
>>>piezo trigger acts as a contact microphone. The bandwidth is usually very
>>>narrow and the sensitivity is much less than a conventional microphone.
>>>You will need to do some tweaking to get the gain and sensitivity right,
>>>but that shouldn't be too difficult. One thing to remember though is that
>>>triggers are sensitive to vibration from the whole drum kit. There will
>>>be
>>>a trade off between sensitivity and reducing false triggering, so that
>>>means it's difficult to get a wide range of trigger velocities without
>>>risking some double or false triggering. This is one area where an
>>>external trigger input device can help, as they can be set to ignore
>>>double triggering and usually have various settings to optimize the
>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>doesn't necessarily require a lot of "finesse" on the drums, you should
>>>be
>>>able to make triggers and drumagog work. Don't plan on being able to do
>>>jazz or snare parts with ghost notes, etc. One thing you might also want
>>>to look into is putting mesh heads on the drums in addition to filling
>>>the
>>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>>attack you'll get with regular drum heads.
>>>
>>>Tony
>>>
>>>
>>>
>>>
>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>news:43bd4794@linux...
>>>
>>>
>>>>I use triggers both in the studio and live (kick only).
>>>>I don't see how triggers could work w/o an interface between them and
>>>>the
>>>>software. What are you thinkin', just put them into an audio input? I'm
>>>>not familiar with drumagog but w/o the interface where will you get
>>>>all
>>>>the velocity etc info? Won't you have to convert the voltage from the
>>>>trigger into something useful?
>>>>
>>>>jef
>>>>
>>>>Dimitrios wrote:
>>>>
>>>>
>>>>
>>>>>Hi and happy new year.

>>>>>I am considering trying these roland drum triggers.
>>>>>I only wonder can these trigger signals be recorded and asre these
>>>>>reliable
>>>>>enough to drive Drumagog's engine ?
>>>>>Thus not to buy and trigger to midi device that makes things more
>>>>>complicated.
>>>>>I would like to have clean (no leakage) trigger sound that could drive
>>>>>drumagog
>>>>>perfectly (if you can say that)
>>>>>I am already using it with real drum sounds but sometimes leakage is
>>>>>an
>>>>>enemy to perfect sound replacement.
>>>>>Any insight in this direction would be appreciatted.
>>>>>Regards,
>>>>>Dimitrios
>>>>>
>>>>>
>>>
>>>
>>
>>
>>
>>
>>
>>
>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 20:45:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

insightful. thanks Tony. I'm not at all familiar with drumagog but, as they say, whatever works works...

Tony Benson wrote:

>Jef,
>
>Since Dimitrios wants to use Drumagog as his sound source, an external
>trigger to midi device really wouldn't be necessary and might actually
>introduce some extra latency from the midi conversion. I think a recorded
>trigger pulse would actually be the best way to "trigger" Drumagog as there
>would be much less crosstalk and the threshold on Drumagog could be lowered
>quite a bit. I may actually experiment with this scenario a little. I don't
>think I'll quit recording my "real" drums, but now I'm intrigued.
>
>Tony
>
>

>"jef knight" <thestudio@allknightmusic.com> wrote in message
>news:43be6f5c@linux...
>
>
>>now *that's* a good trick!
>>
>>still suspicious of the other use though. for the 199 you can pick up a
>>dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>
>>just my 2cents
>>
>>
>>Aaron Allen wrote:
>>
>>
>>
>>>Another sweet trick is to put triggers on a conventional kit and use them
>>>to
>>>open the gates :)
>>>AA
>>>
>>>
>>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>>news:43bd53ff@linux...
>>>
>>>
>>>
>>>>The voltage from the triggers will record just like audio. Basically, a
>>>>piezo trigger acts as a contact microphone. The bandwidth is usually very
>>>>narrow and the sensitivity is much less than a conventional microphone.
>>>>You will need to do some tweaking to get the gain and sensitivity right,
>>>>but that shouldn't be too difficult. One thing to remember though is that
>>>>triggers are sensitive to vibration from the whole drum kit. There will
>>>>be
>>>>a trade off between sensitivity and reducing false triggering, so that
>>>>means it's difficult to get a wide range of trigger velocities without
>>>>risking some double or false triggering. This is one area where an
>>>>external trigger input device can help, as they can be set to ignore
>>>>double triggering and usually have various settings to optimize the
>>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>doesn't necessarily require a lot of "finesse" on the drums, you should
>>>>be
>>>>able to make triggers and drumagog work. Don't plan on being able to do
>>>>jazz or snare parts with ghost notes, etc. One thing you might also want
>>>>to look into is putting mesh heads on the drums in addition to filling
>>>>the
>>>>shells with foam, packing peanuts, etc. That would reduce to "click"

>>>>attack you'll get with regular drum heads.
>>>>
>>>>Tony
>>>>
>>>>
>>>>
>>>>
>>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>news:43bd4794@linux...
>>>>
>>>>
>>>>
>>>>
>>>>>I use triggers both in the studio and live (kick only).
>>>>>I don't see how triggers could work w/o an interface between them and
>>>>>the
>>>>>software. What are you thinkin', just put them into an audio input? I'm
>>>>>not familiar with drummagog but w/o the interface where will you get
>>>>>all
>>>>>the velocity etc info? Won't you have to convert the voltage from the
>>>>>trigger into something useful?
>>>>>
>>>>>jef
>>>>>
>>>>>Dimitrios wrote:
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>>Hi and happy new year.
>>>>>>I am considering trying these roland drum triggers.
>>>>>>I only wonder can these trigger signals be recorded and are these
>>>>>>reliable
>>>>>>enough to drive Drumagog's engine ?
>>>>>>Thus not to buy and trigger to midi device that makes things more
>>>>>>complicated.
>>>>>>I would like to have clean (no leakage) trigger sound that could drive
>>>>>>drumagog
>>>>>>perfectly (if you can say that)
>>>>>>I am already using it with real drum sounds but sometimes leakage is
>>>>>>an
>>>>>>enemy to perfect sound replacement.
>>>>>>Any insight in this direction would be appreciated.
>>>>>>Regards,
>>>>>>Dimitrios
>>>>>>
>>>>>>

>>>>>
>>>>>
>>>>
>>>>
>>>
>>>
>>>
>>>
>>>
>
>
>
>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [jef knight\[1\]](#) on Fri, 06 Jan 2006 21:16:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

could you still get velocity info this way, or would it be edit-city?

Tony Benson wrote:

>Jef,
>
>Since Dimitrios wants to use Drumagog as his sound source, an external
>trigger to midi device really wouldn't be necessary and might actually
>introduce some extra latency from the midi conversion. I think a recorded
>trigger pulse would actually be the best way to "trigger" Drumagog as there
>would be much less crosstalk and the threshold on Drumagog could be lowered
>quite a bit. I may actually experiment with this scenario a little. I don't
>think I'll quit recording my "real" drums, but now I'm intrigued.
>
>Tony
>
>"jef knight" <thestudio@allknightmusic.com> wrote in message
>news:43be6f5c@linux...
>
>
>>now *that's* a good trick!
>>
>>still suspicious of the other use though. for the 199 you can pick up a
>>dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>
>>just my 2cents
>>
>>
>>Aaron Allen wrote:

>>
>>
>>
>>>Another sweet trick is to put triggers on a conventional kit and use them
>>>to
>>>open the gates :)
>>>AA
>>>
>>>
>>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>>news:43bd53ff@linux...
>>>
>>>
>>>
>>>
>>>>The voltage from the triggers will record just like audio. Basically, a
>>>>piezo trigger acts as a contact microphone. The bandwidth is usually very
>>>>narrow and the sensitivity is much less than a conventional microphone.
>>>>You will need to do some tweaking to get the gain and sensitivity right,
>>>>but that shouldn't be too difficult. One thing to remember though is that
>>>>triggers are sensitive to vibration from the whole drum kit. There will
>>>>be
>>>>a trade off between sensitivity and reducing false triggering, so that
>>>>means it's difficult to get a wide range of trigger velocities without
>>>>risking some double or false triggering. This is one area where an
>>>>external trigger input device can help, as they can be set to ignore
>>>>double triggering and usually have various settings to optimize the
>>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>doesn't necessarily require a lot of "finesse" on the drums, you should
>>>>be
>>>>able to make triggers and drumagog work. Don't plan on being able to do
>>>>jazz or snare parts with ghost notes, etc. One thing you might also want
>>>>to look into is putting mesh heads on the drums in addition to filling
>>>>the
>>>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>attack you'll get with regular drum heads.
>>>>
>>>>Tony
>>>>
>>>>
>>>>
>>>>
>>>>
>>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>news:43bd4794@linux...
>>>>
>>>>
>>>>
>>>>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight

Posted by [Tony Benson](#) on Fri, 06 Jan 2006 21:24:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Drumagog is a very cool "drum replacer" plug-in. It uses your recorded drum tracks to trigger it's own samples. It uses banks of multi velocity sample libraries. You can blend the level of the sample in with your recorded sound, or have it totally replace your recorded sound. It will also convert your recorded drums to midi output to send out to hardware sound sources. I think what Dimitrios wants to do is, record using triggers to remove as much of the drum sound from his cymbal tracks, then use Drumagog to "replace" the trigger pulses with the samples of his choice. Kind of like recording an electronic drum kit, but with real cymbals. Since he uses Drumagog, he could do this by only having to deaden his real drums and use triggers to record pulses to trigger the Drumagog samples. Here's a link if you want to check into it:

<http://www.drumagog.com/>

Tony

"jef knight" <thestudio@allknightmusic.com> wrote in message
news:43bed75d@linux...

> insightful. thanks Tony. I'm not at all familiar with drumagog but, as

> they say, whatever works works...

>

> Tony Benson wrote:

>

>>Jef,

>>

>>Since Dimitrios wants to use Drumagog as his sound source, an external
>>trigger to midi device really wouldn't be necessary and might actually
>>introduce some extra latency from the midi conversion. I think a recorded
>>trigger pulse would actually be the best way to "trigger" Drumagog as
>>there would be much less crosstalk and the threshold on Drumagog could be
>>lowered quite a bit. I may actually experiment with this scenario a
>>little. I don't think I'll quit recording my "real" drums, but now I'm
>>intrigued.

>>

>>Tony

>>

>>

>>"jef knight" <thestudio@allknightmusic.com> wrote in message

>>news:43be6f5c@linux...

>>

>>>now *that's* a good trick!

>>>

>>>still suspicious of the other use though. for the 199 you can pick up a

>>>dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>>
>>>just my 2cents
>>>
>>>
>>>Aaron Allen wrote:
>>>
>>>
>>>>Another sweet trick is to put triggers on a conventional kit and use
>>>>them to
>>>>open the gates :)
>>>>AA
>>>>
>>>>
>>>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>>>news:43bd53ff@linux...
>>>>
>>>>
>>>>
>>>>>The voltage from the triggers will record just like audio. Basically, a
>>>>>piezo trigger acts as a contact microphone. The bandwidth is usually
>>>>>very
>>>>>narrow and the sensitivity is much less than a conventional microphone.
>>>>>You will need to do some tweaking to get the gain and sensitivity
>>>>>right,
>>>>>but that shouldn't be too difficult. One thing to remember though is
>>>>>that
>>>>>triggers are sensitive to vibration from the whole drum kit. There will
>>>>>be
>>>>>a trade off between sensitivity and reducing false triggering, so that
>>>>>means it's difficult to get a wide range of trigger velocities without
>>>>>risking some double or false triggering. This is one area where an
>>>>>external trigger input device can help, as they can be set to ignore
>>>>>double triggering and usually have various settings to optimize the
>>>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>>doesn't necessarily require a lot of "finesse" on the drums, you should
>>>>>be
>>>>>able to make triggers and drumagog work. Don't plan on being able to do
>>>>>jazz or snare parts with ghost notes, etc. One thing you might also
>>>>>want
>>>>>to look into is putting mesh heads on the drums in addition to filling
>>>>>the
>>>>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>>attack you'll get with regular drum heads.
>>>>>
>>>>>Tony
>>>>>
>>>>>

>>>>
>>>>
>>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>news:43bd4794@linux...
>>>>
>>>>
>>>>
>>>>>I use triggers both in the studio and live (kick only).
>>>>>I don't see how triggers could work w/o an interface between them and
>>>>>the
>>>>>software. What are you thinkin', just put them into an audio input?
>>>>>I'm
>>>>>not familliar with drummagog but w/o the interface where will you get
>>>>>all
>>>>>the velocity etc info? Won't you have to convert the voltage from the
>>>>>trigger into something useful?
>>>>>
>>>>>jef
>>>>>
>>>>>Dimitrios wrote:
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>>Hi and happy new year.
>>>>>>I am considering trying these roland drum triggers.
>>>>>>I only wonder can these trigger signals be recorded and asre these
>>>>>>reliable
>>>>>>enough to drive Drumagog's engine ?
>>>>>>Thus not to buy and trigger to midi device that makes things more
>>>>>>complicated.
>>>>>>I would like to have clean (no leakage) trigger sound that could
>>>>>>drive
>>>>>>drumagog
>>>>>>perfectly (if you can say that)
>>>>>>I am already using it with real drum sounds but sometimes leakage is
>>>>>>an
>>>>>>enemy to perfect sound replacement.
>>>>>>Any insight in this direction would be appreciatted.
>>>>>>Regards,
>>>>>>Dimitrios
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>

>>
>>
>>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Tony Benson](#) on Fri, 06 Jan 2006 22:06:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes, the voltage output of a piezo drum trigger is proportional to how much it vibrates. They work just a piezo bridge on a guitar. The problem is that they don't always operate at an impedance consistent with audio gear. This is why it might be necessary to experiment with "buffer" resistors between the hot and ground connection of the triggers. One way to do this would be to run the trigger into the line in of a mixer channel and use the gain control to adjust the level of the direct output back into your recording gear. If the output is too hot even at the lowest gain setting, it's time to get the solder iron out. I remember some triggers I used to use back in the late 80's had resistors soldered between the hot and ground lugs of the 1/4 plugs. And that was to buffer the output down to work with regular trigger inputs. You'd have to experiment to get it right for audio inputs. It should actually work very well with Drumagog.

Tony

"jef knight" <thestudio@allknightmusic.com> wrote in message
news:43bedeb9@linux...

> could you still get velocity info this way, or would it be edit-city?

>

> Tony Benson wrote:

>

>>Jef,

>>

>>Since Dimitrios wants to use Drumagog as his sound source, an external
>>trigger to midi device really wouldn't be necessary and might actually
>>introduce some extra latency from the midi conversion. I think a recorded
>>trigger pulse would actually be the best way to "trigger" Drumagog as
>>there would be much less crosstalk and the threshold on Drumagog could be
>>lowered quite a bit. I may actually experiment with this scenario a
>>little. I don't think I'll quit recording my "real" drums, but now I'm
>>intrigued.

>>

>>Tony

>>

>>

>>"jef knight" <thestudio@allknightmusic.com> wrote in message

>>news:43be6f5c@linux...

>>
>>>now *that's* a good trick!
>>>
>>>still suspicious of the other use though. for the 199 you can pick up a
>>>dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>>
>>>just my 2cents
>>>
>>>
>>>Aaron Allen wrote:
>>>
>>>
>>>>Another sweet trick is to put triggers on a conventional kit and use
>>>>them to
>>>>open the gates :)
>>>>AA
>>>>
>>>>
>>>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>>>news:43bd53ff@linux...
>>>>
>>>>
>>>>
>>>>>The voltage from the triggers will record just like audio. Basically, a
>>>>>piezo trigger acts as a contact microphone. The bandwidth is usually
>>>>>very
>>>>>narrow and the sensitivity is much less than a conventional microphone.
>>>>>You will need to do some tweaking to get the gain and sensitivity
>>>>>right,
>>>>>but that shouldn't be too difficult. One thing to remember though is
>>>>>that
>>>>>triggers are sensitive to vibration from the whole drum kit. There will
>>>>>be
>>>>>a trade off between sensitivity and reducing false triggering, so that
>>>>>means it's difficult to get a wide range of trigger velocities without
>>>>>risking some double or false triggering. This is one area where an
>>>>>external trigger input device can help, as they can be set to ignore
>>>>>double triggering and usually have various settings to optimize the
>>>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>>doesn't necessarily require a lot of "finesse" on the drums, you should
>>>>>be
>>>>>able to make triggers and drumagog work. Don't plan on being able to do
>>>>>jazz or snare parts with ghost notes, etc. One thing you might also
>>>>>want
>>>>>to look into is putting mesh heads on the drums in addition to filling
>>>>>the
>>>>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>>attack you'll get with regular drum heads.

>>>>
>>>>Tony
>>>>
>>>>
>>>>
>>>>
>>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>news:43bd4794@linux...
>>>>
>>>>
>>>>
>>>>>I use triggers both in the studio and live (kick only).
>>>>>I don't see how triggers could work w/o an interface between them and
>>>>>the
>>>>>software. What are you thinkin', just put them into an audio input?
>>>>>I'm
>>>>>not familliar with drummagog but w/o the interface where will you get
>>>>>all
>>>>>the velocity etc info? Won't you have to convert the voltage from the
>>>>>trigger into something useful?
>>>>>
>>>>>jef
>>>>>
>>>>>Dimitrios wrote:
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>>Hi and happy new year.
>>>>>>I amconsidering trying these roland drum triggers.
>>>>>>I only wonder can these trigger signals be recorded and asre these
>>>>>>reliable
>>>>>>enough to drive Drumagog's engine ?
>>>>>>Thus not to buy and trigger to midi device that makes things more
>>>>>>complicated.
>>>>>>I would like to have clean (no leakage) trigger sound that could
>>>>>>drive
>>>>>>drumagog
>>>>>>perfectly (if you can say that)
>>>>>>I am already using it with real drum sounds but sometimes leakage is
>>>>>>an
>>>>>>enemy to perfect sound replacement.
>>>>>>Any insight in this direction would be appreciatted.
>>>>>>Regards,
>>>>>>Dimitrios
>>>>>>
>>>>>>
>>>>>>

>>>>
>>>>
>>>>
>>>>
>>
>>
>>

Subject: Re: Anyone_using_drum_triggers?_need_some_insight
Posted by [Chris Wargo](#) on Sat, 07 Jan 2006 06:04:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Tony, It sounds like you are actually describing a pad. Piezos have very high output impedances and need a buffer amp as an input when passing audio, like the on board preamps used on an acoustic guitar. The purpose of this buffer amp is to raise the input impedance that the transducer sees. This prevents the transducer from being unduly loaded by the input amplifier and keeps the frequency response even and allows for maximum signal transfer between pickup and amplifier. Plugging a piezo into a normal 10Kohm line input actually would drop the signal down versus the same piezo through a proper buffer amp at unity gain feeding the same pre. Since the audio quality isn't a concern with the trigger signal, pretty much any method of getting the right signal voltage would be fine. I've triggered drumgog with a radioshack piezo taped to a wooden board. I ran this into a little mackie and then into my recording software. I can't recall if I needed to use a mic or line input though, but whatever gets the required gain should be fine.

-Chris

"Tony Benson" <tony@standinghampton.com> wrote:

>Yes, the voltage output of a piezo drum trigger is proportional to how much
>it vibrates. They work just a piezo bridge on a guitar. The problem is that
>they don't always operate at an impedance consistent with audio gear. This
>is why it might be necessary to experiment with "buffer" resistors between
>the hot and ground connection of the triggers. One way to do this would
be
>to run the trigger into the line in of a mixer channel and use the gain
>control to adjust the level of the direct output back into your recording
>gear. If the output is too hot even at the lowest gain setting, it's time
to
>get the solder iron out. I remember some triggers I used to use back in

the
>late 80's had resistors soldered between the hot and ground lugs of the
1/4
>plugs. And that was to buffer the output down to work with regular trigger
>inputs. You'd have to experiment to get it right for audio inputs. It should
>actually work very well with Drumagog.
>
>Tony
>
>
>"jef knight" <thestudio@allknightmusic.com> wrote in message
>news:43bedeb9@linux...
>> could you still get velocity info this way, or would it be edit-city?
>>
>> Tony Benson wrote:
>>
>>>Jef,
>>>
>>>Since Dimitrios wants to use Drumagog as his sound source, an external
>>>trigger to midi device really wouldn't be necessary and might actually
>>>introduce some extra latency from the midi conversion. I think a recorded
>>>trigger pulse would actually be the best way to "trigger" Drumagog as
>>>there would be much less crosstalk and the threshold on Drumagog could
be
>>>lowered quite a bit. I may actually experiment with this scenario a
>>>little. I don't think I'll quit recording my "real" drums, but now I'm
>>>intrigued.
>>>
>>>Tony
>>>
>>>
>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>news:43be6f5c@linux...
>>>
>>>>now *that's* a good trick!
>>>>
>>>>still suspicious of the other use though. for the 199 you can pick up
a
>>>>dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>>>
>>>>just my 2cents

>>>>
>>>>
>>>>Aaron Allen wrote:
>>>>
>>>>
>>>>>Another sweet trick is to put triggers on a conventional kit and use

>>>>>them to
>>>>>open the gates :)
>>>>>AA
>>>>>
>>>>>
>>>>>"Tony Benson" <tony@standinghampton.com> wrote in message
>>>>>news:43bd53ff@linux...
>>>>>
>>>>>
>>>>>>The voltage from the triggers will record just like audio. Basically,
a
>>>>>>piezo trigger acts as a contact microphone. The bandwidth is usually

>>>>>>very
>>>>>>narrow and the sensitivity is much less than a conventional microphone.
>>>>>>You will need to do some tweaking to get the gain and sensitivity
>>>>>>right,
>>>>>>but that shouldn't be too difficult. One thing to remember though is

>>>>>>that
>>>>>>triggers are sensitive to vibration from the whole drum kit. There
will
>>>>>>be
>>>>>>a trade off between sensitivity and reducing false triggering, so that
>>>>>>means it's difficult to get a wide range of trigger velocities without
>>>>>>risking some double or false triggering. This is one area where an
>>>>>>external trigger input device can help, as they can be set to ignore
>>>>>>double triggering and usually have various settings to optimize the
>>>>>>trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>>>doesn't necessarily require a lot of "finesse" on the drums, you should

>>>>>>be
>>>>>>able to make triggers and drumagog work. Don't plan on being able to
do
>>>>>>jazz or snare parts with ghost notes, etc. One thing you might also

>>>>>>want
>>>>>>to look into is putting mesh heads on the drums in addition to filling

>>>>>>the

>>>>>shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>>attack you'll get with regular drum heads.
>>>>>
>>>>>Tony
>>>>>
>>>>>
>>>>>
>>>>>
>>>>>"jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>>news:43bd4794@linux...
>>>>>
>>>>>
>>>>>
>>>>>>I use triggers both in the studio and live (kick only).
>>>>>>I don't see how triggers could work w/o an interface between them
and
>>>>>>the
>>>>>>software. What are you thinkin', just put them into an audio input?

>>>>>>I'm
>>>>>>not familiar with drummagog but w/o the interface where will you
get
>>>>>>all
>>>>>>the velocity etc info? Won't you have to convert the voltage from
the
>>>>>>trigger into something useful?
>>>>>>
>>>>>>jef
>>>>>>
>>>>>>Dimitrios wrote:
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>>>Hi and happy new year.
>>>>>>>I am considering trying these roland drum triggers.
>>>>>>>I only wonder can these trigger signals be recorded and asre these
>>>>>>>reliable
>>>>>>>enough to drive Drumagog's engine ?
>>>>>>>Thus not to buy and trigger to midi device that makes things more
>>>>>>>complicated.
>>>>>>>I would like to have clean (no leakage) trigger sound that could

>>>>>>>drive
>>>>>>>drumagog
>>>>>>>perfectly (if you can say that)
>>>>>>>I am already using it with real drum sounds but sometimes leakage
is

> software. I can't recall if I needed to use a mic or line input though,
> but whatever gets the required gain should be fine.
>
> -Chris
>
> "Tony Benson" <tony@standinghampton.com> wrote:
>> Yes, the voltage output of a piezo drum trigger is proportional to how much
>
>> it vibrates. They work just a piezo bridge on a guitar. The problem is that
>
>> they don't always operate at an impedance consistent with audio gear. This
>
>> is why it might be necessary to experiment with "buffer" resistors between
>
>> the hot and ground connection of the triggers. One way to do this would
> be
>> to run the trigger into the line in of a mixer channel and use the gain
>
>> control to adjust the level of the direct output back into your recording
>
>> gear. If the output is too hot even at the lowest gain setting, it's time
> to
>> get the solder iron out. I remember some triggers I used to use back in
> the
>> late 80's had resistors soldered between the hot and ground lugs of the
> 1/4
>> plugs. And that was to buffer the output down to work with regular trigger
>
>> inputs. You'd have to experiment to get it right for audio inputs. It should
>
>> actually work very well with Drumagog.
>>
>> Tony
>>
>>
>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>> news:43bedeb9@linux...
>>> could you still get velocity info this way, or would it be edit-city?
>>>
>>> Tony Benson wrote:
>>>
>>>> Jef,
>>>>
>>>> Since Dimitrios wants to use Drumagog as his sound source, an external
>
>>>> trigger to midi device really wouldn't be necessary and might actually
>
>>>> introduce some extra latency from the midi conversion. I think a recorded

>
>>>> trigger pulse would actually be the best way to "trigger" Drumagog as
>
>>>> there would be much less crosstalk and the threshold on Drumagog could
> be
>>>> lowered quite a bit. I may actually experiment with this scenario a
>>>> little. I don't think I'll quit recording my "real" drums, but now I'm
>
>>>> intrigued.
>>>>
>>>> Tony
>>>>
>>>>
>>>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>>>> news:43be6f5c@linux...
>>>>
>>>>> now *that's* a good trick!
>>>>>
>>>>> still suspicious of the other use though. for the 199 you can pick up
> a
>>>>> dm-5 for it doesn't seem, to me anyway, worth the exp hassles.
>>>>>
>>>>> just my 2cents
>>>>>
>>>>>
>>>>> Aaron Allen wrote:
>>>>>
>>>>>
>>>>>> Another sweet trick is to put triggers on a conventional kit and use
>
>>>>>> them to
>>>>>> open the gates :)
>>>>>> AA
>>>>>>
>>>>>>
>>>>>> "Tony Benson" <tony@standinghampton.com> wrote in message
>>>>>> news:43bd53ff@linux...
>>>>>>
>>>>>>
>>>>>>
>>>>>>> The voltage from the triggers will record just like audio. Basically,
> a
>>>>>>> piezo trigger acts as a contact microphone. The bandwidth is usually
>
>>>>>>> very
>>>>>>> narrow and the sensitivity is much less than a conventional microphone.
>>>>>>> You will need to do some tweaking to get the gain and sensitivity
>>>>>>> right,

>>>>>> but that shouldn't be too difficult. One thing to remember though is
>
>>>>>> that
>>>>>> triggers are sensitive to vibration from the whole drum kit. There
> will
>>>>>> be
>>>>>> a trade off between sensitivity and reducing false triggering, so that
>>>>>> means it's difficult to get a wide range of trigger velocities without
>>>>>> risking some double or false triggering. This is one area where an
>>>>>> external trigger input device can help, as they can be set to ignore
>>>>>> double triggering and usually have various settings to optimize the
>>>>>> trigger's output. Anyway, if your doing pop, rock, or other music that
>>>>>> doesn't necessarily require a lot of "finesse" on the drums, you should
>
>>>>>> be
>>>>>> able to make triggers and drumagog work. Don't plan on being able to
> do
>>>>>> jazz or snare parts with ghost notes, etc. One thing you might also
>
>>>>>> want
>>>>>> to look into is putting mesh heads on the drums in addition to filling
>
>>>>>> the
>>>>>> shells with foam, packing peanuts, etc. That would reduce to "click"
>>>>>> attack you'll get with regular drum heads.
>>>>>>
>>>>>> Tony
>>>>>>
>>>>>>
>>>>>>
>>>>>>
>>>>>> "jef knight" <thestudio@allknightmusic.com> wrote in message
>>>>>> news:43bd4794@linux...
>>>>>>
>>>>>>
>>>>>>
>>>>>>> I use triggers both in the studio and live (kick only).
>>>>>>> I don't see how triggers could work w/o an interface between them
> and
>>>>>>> the
>>>>>>> software. What are you thinkin', just put them into an audio input?
>
>>>>>>> I'm
>>>>>>> not familliar with drummagog but w/o the interface where will you
> get
>>>>>>> all
>>>>>>> the velocity etc info? Won't you have to convert the voltage from
> the

