
Subject: OK-here's what I was beta testing
Posted by [Deej \[4\]](#) on Wed, 31 Jan 2007 02:10:27 GMT
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This is a multi-part message in MIME format.

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Content-Type: text/plain;
charset="iso-8859-1"
Content-Transfer-Encoding: quoted-printable

From Rim at Drumagog:

We are proud to announce the arrival of two exciting new products in the Drumagog lineup: Drumagog BFD and Drumagog Platinum. These new versions add the ability to directly trigger Fxpansion's BFD. If you're not familiar with BFD, it's an acoustic drum module plug-in with an amazing library of sounds (see www.fxpansion.com).

These new Drumagog products enable instant access to BFD's samples from within the Drumagog screen, by directly triggering BFD. This is all done without MIDI or other complicated setups, and no additional latency is introduced.

Note: A copy of BFD is required to use the new features.

Two new products are available:

Drumagog BFD is a simple version of Drumagog which is only designed to trigger BFD. It does not contain any internal sounds, or permit loading of external WAV, AIF or SDII files.

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If you own a copy of Drumagog Pro, you are eligible for a discounted upgrade to Drumagog Platinum. The upgrade price is \$89. For ordering info, please visit the drumagog order page: www.drumagog.com/buy.htm

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Anyway....there it is.

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<META content=3D"MSHTML 6.00.5730.11" name=3DGENERATOR>

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Subject: Re: OK-here's what I was beta testing
Posted by [Jamie K](#) on Wed, 31 Jan 2007 03:08:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neato!

Cheers,
-Jamie
www.JamieKruz.com

DJ wrote:

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Subject: Re: OK-here's what I was beta testing
Posted by [Rod Lincoln](#) on Wed, 31 Jan 2007 03:49:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey...me too...I was Beta testing too....thanks to DJ.
"DJ" <www.aarrrrggghhh!!!.com> wrote:
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Subject: Re: OK-here's what I was beta testing
Posted by [Deej \[4\]](#) on Wed, 31 Jan 2007 04:14:39 GMT
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It really is neat too. You could literally use a cardboard box for a kick, snare and toms and then drop this on the audio events and have a totally monster sound. I didn't try it with hats or other cymbals but for the meat 'n potatoes stuff, it's killer. I'm going to have to get the BFD percussion bundle now.

;o)

"Jamie K" <Meta@Dimensional.com> wrote in message news:45c00894@linux...

>
> Neato!
>
> Cheers,
> -Jamie
> www.JamieKrutz.com
>
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> DJ wrote:
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Subject: Re: OK-here's what I was beta testing
Posted by [Deej \[4\]](#) on Wed, 31 Jan 2007 06:10:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

LaMont,

I think there is a BFD>DKFH wrapper. Maybe.....you could.....(evil grin)

"LaMont" <jjdpro@ameritech.net> wrote in message [news:45c02d52\\$1@linux...](news:45c02d52$1@linux...)

>
> To me, BFD is for the Old school engineer, who has all his or her gates
> comp
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> For my production needs, I require "Ready To Go" sounds. I have BFD &
> DKFH(C&V)
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> Having said all of that, Drummagog is a God Send!! I use it on every
> Project.
> I have 2 X 80 gig drives just for Drums from a vast array of Drum libs. I
> will be building a Drum only VST computer for all these wonderful drum libs
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> Like, Drum-core.WOW!! Amazing sounds and playing. As well as these guys
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> http://www.xlnaudio.com/index.php?page=products&p_page=audio
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Posted by [LaMont](#) on Wed, 31 Jan 2007 06:46:58 GMT
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Subject: Re: OK-here's what I was beta testing

Posted by [Deej \[4\]](#) on Wed, 31 Jan 2007 16:08:04 GMT

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00000000.....

(ducking for cover)

"Neil" <IUOIU@OIU.com> wrote in message news:45c0bb38\$1@linux...

>

> "LaMont" <jjdpro@ameritech.net> wrote:

>>Having said all of that, Drummagog is a God Send!! I use it on every

>>Proejct.

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> On EVERY project???

>

> Why don't you just learn to record better drums?

>

> :)

Subject: Re: OK-here's what I was beta testing
Posted by [Nil](#) on Wed, 31 Jan 2007 16:52:24 GMT

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Subject: Re: OK-here's what I was beta testing
Posted by [Jamie K](#) on Wed, 31 Jan 2007 17:01:40 GMT

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Subject: Re: OK-here's what I was beta testing
Posted by [Jamie K](#) on Wed, 31 Jan 2007 17:02:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Too fun!

Cheers,
-Jamie
www.JamieKruz.com

DJ wrote:

> It really is neat too. You could literally use a cardboard box for a kick,
> snare and toms and then drop this on the audio events and have a totally
> monster sound. I didn't try it with hats or other cymbals but for the meat
> 'n potatoes stuff, it's killer. I'm going to have to get the BFD percussion
> bundle now.

>

> ;o)

>

> "Jamie K" <Meta@Dimensional.com> wrote in message news:45c00894@linux...

>> Neato!

>>

>> Cheers,

>> -Jamie

>> www.JamieKruz.com

>>

>>

>> DJ wrote:

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Subject: Re: OK-here's what I was beta testing
Posted by [Deej \[4\]](#) on Wed, 31 Jan 2007 17:52:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

:)

"LaMont" <jjdpro@ameritech.net> wrote in message news:45c0d6e7\$1@linux...
>
> Stop it...I'm not that bad..
>
> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>>oooooooo.....
>>
>>(ducking for cover)
>>
>>"Neil" <IUOIU@OIU.com> wrote in message news:45c0bb38\$1@linux...
>>>
>>> "LaMont" <jjdpro@ameritech.net> wrote:
>>>>Having said all of that, Drummagog is a God Send!! I use it on every
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>>>
>>> On EVERY project???
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>>> Why don't you just learn to record better drums?
>>>
>>> :)
>>
>>
>

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Wed, 31 Jan 2007 17:55:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol!! Ok ..
Neil and Others, I come form the Quincy Jones /Bruce Swedien school of production.

Rule #1: Why use just one snare when adding 2 more while yield the sound you're going for..

Same for the Bass drum. The original BD is fine, but if I Copy that track x2 then Drummagog them with added Lower thump DW kick and a High (plat)-Ludwig Kick ..and a third Drumagog a track with a nice 808 kick for R & B.. All mixed at different levels to achieve that ultimate Kick and Snare track..

In Hip & R & B, it's normal to "build your" drum tracks. A common Hip & R & B tracks will consist of :

- 4 Kicks
- 4 snares
- 2 hats
- 2shakers

All mixed and blend to perfection that's not obvious to the listener, but has added debt to the track.

I get really good Live Drum performances in the studio, but the A-list Engineers are layering those initial tracks to take it to the next level. This occurs in Rock, Metal, Country, Gospel, Hip Hop/R & B..

When I mentor your Engineer's the first questions or complaints I get from them is "Why doesn't my mixes sound like (Favorite artist)??

My Response:

Your mixes lack layers. : You snare (Live) is too thin or too thick, You kick, is too sample sounding or lacks definition.and so on..

Then, I'll use NI's Battery to illustrate why layering (even Live drums) is essential to achieving the sound you're going after..

So, just recording better drums is onlythe first step in competing (Sound-wise) with the Big Boy mixes..

Take Care :)

"Neil" <IUOIU@OIU.com> wrote:

>

>"LaMont" <jjdpro@ameritech.net> wrote:

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>:)

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Wed, 31 Jan 2007 17:58:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Really, ..? Who makes suck a wrapper

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>LaMont,

>

>I think there is a BFD>DKFH wrapper. Maybe.....you could.....(evil

>grin)

>

>"LaMont" <jjdpro@ameritech.net> wrote in message [news:45c02d52\\$1@linux...](mailto:news:45c02d52$1@linux...)

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Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Wed, 31 Jan 2007 18:29:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

I Have!! Nice.

Jamie K <Meta@Dimensional.com> wrote:

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Subject: Re: OK-here's what I was beta testing
Posted by [brandon\[2\]](#) on Wed, 31 Jan 2007 18:32:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

LaMont...

Can you post some sample clips of this layering technique?

--

Thanks,

Brandon

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>

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> >>> <META http-equiv=3DContent-Type content=3D"text/html"; =
> >>> charset=3Diso-8859-1">
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> >>> <STYLE></STYLE>

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```

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Wed, 31 Jan 2007 18:50:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stop it...I'm not that bad..

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>00000000.....

>

>(ducking for cover)

>

>"Neil" <IUOIU@OIU.com> wrote in message [news:45c0bb38\\$1@linux...](news:45c0bb38$1@linux...)

>>

>> "LaMont" <jjdpro@ameritech.net> wrote:

>>>Having said all of that, Drummagog is a God Send!! I use it on every

>>>Proejct.

>>

>> On EVERY project???

>>

>> Why don't you just learn to record better drums?

>>
>> :)
>
>

Subject: Re: OK-here's what I was beta testing
Posted by [brandon\[2\]](#) on Wed, 31 Jan 2007 20:11:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

This would explain what I am hearing.
I worked pretty hard on my kick drum sound on my last drum trial with live drums.
I ended up compressing the F*ck out of the snare and the Kick to get it thumping like I am used to hearing in commercial cds. First I compressed it with about 6db of reduction.
It wasnt comparable to commercial CDs. So I hit it with about 12-16 db of reduction and it was suddenly a lot closer.
Is this common or am I over doing it?
Should I try a different technique?
I was using the Shure Beta52A mic and recorded it at appx -6 or -8 db on the PARIS channel fader.
16bit resolution no compression to tape.

--
Thanks,

Brandon

"TCB" <nobody@ishere.com> wrote in message news:45c0f66c\$1@linux...

>
> While I do, and will continue to do, this kind of thing, I think it's truly
> evil. Just like overcompression at the mastering stage. We all do it, so
> we all have to keep doing it, because if we don't then it sounds wrong. It
> makes more sense for sample heavy stuff, for sure, but whenever I listen
> to a track by the Meters or James Brown pre-1980 I always think, 'Ah, drums!
> Drums! You know, like stuff that people hit!'
>
> But I still do it anyway, and it's one of those things that creeps in. At
> first it's, 'Damn, there's just not enough felt/wood on the kick. Well,
the

> bottom snare mic could have something, maybe I can copy it and EQ out some
> of the beater hitting the drum. Nope, not really. OK, let's add a sample
> with a nice sharp attack to it. Whoa, now the snare sounds all weird . .
> " and pretty soon my drums sound like a Budweiser commercial.
>
> But I still do it anyway . . .
>
> TCB
>
> "LaMont " <jjdpro@ameritech.net> wrote:
>>
>> Lol!! Ok ..
>> Neil and Others, I come from the Quincy Jones /Bruce Swedien school of
production.
>>
>> Rule #1: Why use just one snare when adding 2 more while yield the sound
>> you're going for..
>>
>> Same for the Bass drum. The original BD is fine, but if I Copy that track
>> x2 then Drummagog them with added Lower thump DW kick and a High
(plat)-Ludwig
>> Kick ..and a third Drumagog a track with a nice 808 kick for R & B.. All
>> mixed at different levels to achieve that ultimate Kick and Snare track..
>>
>> In Hip & R & B, it's normal to "build your" drum tracks. A common Hip &
> R
>> &B tracks will consist of :
>>
>> -4 Kicks
>> -4 snares
>> -2 hats
>> -2shakers
>>
>> All mixed and blend to perfection that's not obvious to the listener, but
>> has added debt to the track.
>>
>> I get really good Live Drum performances in the studio, but the A-list
Engineers
>> are layering those initial tracks to take it to the next level. This
occurs
>> in Rock, Metal, Country, Gospel, Hip Hop/R &B..
>>
>> When I mentor your Engineer's the first questions or complaints I get
from
>> them is "Why doesn't my mixes sound like (Favorite artist)??
>> My Response:
>> Your mixes lack layers. : You snare (Live) is too thin or too thick, You
>> kick, is too sample sounding or lacks definition.and so on..

> >Then, I'll use NI's Battery to illustrate why layering (even Live drums)
> >is essential to achieving the sound you're going after..
> >
> >So, just recording better drums is onlythe first step in competing
(Sound-wise)
> >with the Big Boy mixes..
> >Take Care :)
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> >>On EVERY project???
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> >
>

Subject: Re: OK-here's what I was beta testing
Posted by [brandon\[2\]](#) on Wed, 31 Jan 2007 20:28:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont have battery.
Can this be done with Drumagog only?
on seperate channels?
Maybe have the original and the sample and use Drumagogs blend feature?

--
Thanks,

Brandon

"LaMont " <jjdpro@gmail.com> wrote in message news:45c0fbfd\$1@linux...
>
> Sure.. I'll get an example together tonight. But, you can easily try this
> out by using any version of Battery vsti..
>
> -Load in a drum sample in a cell,
> - then right mouse click to add a sample..add another sample
> -Now listen to the results.

> -If one sample is over shadowing the other, adjust the levels to that sample.
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> >> I Have!! Nice.
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> >> Jamie K <Meta@Dimensional.com> wrote:
> >> >
> >> >Hey LaMont, you should upgrade to Battery 3. Big improvements.
> >> >
> >> >Cheers,
> >> > -Jamie
> >> > www.JamieKruz.com
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> >> >LaMont wrote:
> >> >> To me, BFD is for the Old school engineer, who has all his or her gates
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> >> >>
> >> >> For my production needs, I require "Ready To Go" sounds. I have BFD
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> >> DKFH(C&V)
> >> >> and for my needs, DKFH(Custom vintage) is it for me. As well as
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> >> II.
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> >> >> Having said all of that, Drummagog is a God Send!! I use it on every
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> >> >> I have 2 X 80 gig drives just for Drums from a vast array of Drum
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> >> I
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> >> >> Like, Drum-core.WOW!! Amazing sounds and playing. As well as these
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> >> (Additive
> >> >> Audio) are really on to something good as far virtual drum
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> >>
> >> >> http://www.xlnaudio.com/index.php?page=products&p_page=audio
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> >> >>
> >> >> But, back to the subject.. I'd like to trigger DKFH(CV) from
Drumagog.
> >> Triggerring
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> >> >> "DJ" <www.aarrrrggghh!!!.com> wrote:
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Subject: Re: OK-here's what I was beta testing
Posted by [Jamie K](#) on Wed, 31 Jan 2007 21:01:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

If it's Battery 1, you'll need to upgrade it before it will even really work. It should be upgradable, though.

Cheers,
-Jamie
www.JamieKruz.com

Neil wrote:

> "Brandon" <a@a.com> wrote:

>> I dont have battery.

>

> I have an old version that I haven't used in forever - I'll

> sell it to you cheep if you want it. It's just sitting on a

> shelf in the box.

>

> Neil

Subject: Re: OK-here's what I was beta testing
Posted by [TCB](#) on Wed, 31 Jan 2007 21:05:00 GMT

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

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Subject: Re: OK-here's what I was beta testing
Posted by [brandon\[2\]](#) on Wed, 31 Jan 2007 21:10:43 GMT
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I may take yo up on that offer.
Can Click tracks be generated Quickly and painlessly in battery.?
What are the benefits over Drumagog ? I thought they were the same thing basically.
I really need a plug that makes quick easy click tracks with real drum sounds and records it to tape or spits out a wav file for import.
I just want to select a time signature and a tempo and a drum kit.
Maybe lay out my own little 4 bar beat and have it loop it.
I got a TD-10 module but I dont have the rest of the set set up to where I can play what I want..
record it to the TD-10 and then quantize it...then record to tape.

--
Thanks,

Brandon

"Neil" <OIUOIU@OIU.com> wrote in message news:45c0fcfa\$1@linux...
>
> "Brandon" <a@a.com> wrote:
> >I dont have battery.
>
> I have an old version that I haven't used in forever - I'll
> sell it to you cheep if you want it. It's just sitting on a
> shelf in the box.
>
> Neil

Subject: Re: OK-here's what I was beta testing
Posted by [LaMontt](#) on Wed, 31 Jan 2007 21:28:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure.. I'll get an example together tonight. But, you can easily try this out by using any version of Battery vsti..

- Load in a drum sample in a cell,
- then right mouse click to add a sample..add another sample
- Now listen to the results.
- If one sample is over shadowing the other, adjust the levels to that sample.

Keep repeating the add sample until you have achieved your desired sound..

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>> >> Audio) are really on to something good as far virtual drum recording..
>>
>> >> http://www.xlnaudio.com/index.php?page=products&p_page=audio
>> >>
>> >>
>> >> But, back to the subject.. I'd like to trigger DKFH(CV) from Drumagog.
>> Triggerring
>> >> hose raw sounds requires too much work..
>> >> "DJ" <www.aarrrrggghhh!!!.com> wrote:
>> >>>
>> >>> From Rim at Drumagog:
>> >>> We are proud to announce the arrival of two exciting new products
>> in
>> the
>> >> =
>> >>> Drumagog lineup: Drumagog BFD and Drumagog Platinum. These new
>> >versions
>> >> =
>> >>> add the ability to directly trigger Fxpansion's BFD. If you're not
>> =
>> >>> familiar with BFD, it's an acoustic drum module plug-in with an
>> >amazing
>> >> =
>> >>> library of sounds (see www.fxpansion.com).
>> >>>
>> >>> These new Drumagog products enable instant access to BFD's samples
>> >from
>> >> =
>> >>> within the Drumagog screen, by directly triggering BFD. This is all
>> =
>> >>> done without MIDI or other complicated setups, and no additional
>> >latency
>> >> =
>> >>> is introduced. =20
>> >>>
>> >>> Note: A copy of BFD is required to use the new features.
>> >>>
>> >>> Two new products are available:
>> >>> Drumagog BFD is a simple version of Drumagog which is only designed
>> to
>> =
>> >>> trigger BFD. It does not contain any internal sounds, or permit
>> >loading
>> >> =
>> >>> of external WAV, AIF or SDII files.
>> >>> Drumagog Platinum is a full-blown version of Drumagog Pro (with all
>> >the
>> >> =

>> >>> regular drumagog features), plus the ability to trigger BFD.
>> >>>
>> >>> If you own a copy of Drumagog Pro, you are eligible for a discounted
>> =
>> >>> upgrade to Drumagog Platinum. The upgrade price is \$89. For ordering
>> =
>> >>> info, please visit the drumagog order page: www.drumagog.com/buy.htm
>> >>>
>> >>>
>> >>>
>> >>> Drumagog BFD is very cool. It's great to be able to replace a kick
>that
>> >> =
>> >>> sounds like a cardboard box with a kick from one of the BFD kits and
>> =
>> >>> then blend the Eldorado Studio room into the track as well. It was
=
>> >>> working very well for me before NAMM. I thought they would announce
it
>> =
>> >>> then, but they weren't quite there.
>> >>>
>> >>> Anyway....there it is.
>> >>>
>> >>> :o)
>> >>>
>> >>>
>> >>>
>> >>>
>> >>> <!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
>> >>> <HTML><HEAD>
>> >>> <META http-equiv=3DContent-Type content=3D"text/html; =
>> >>> charset=3Diso-8859-1">
>> >>> <META content=3D"MSHTML 6.00.5730.11" name=3DGENERATOR>
>> >>> <STYLE></STYLE>
>> >>> </HEAD>
>> >>> <BODY>
>> >>> <DIV>From Rim at Drumagog:</DIV>
>> >>> <DIV> </DIV>
>> >>> <DIV>
>> >>> <P>We are proud to announce the
=
>> >>> arrival of two=20
>> >>> exciting new products in the Drumagog lineup: Drumagog BFD and
>Drumagog=20
>> >>> Platinum. These new versions add the ability to directly trigger =
>> >>> Fxpansion's=20
>> >>> BFD. If you're not familiar with BFD, it's an acoustic drum module

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>> >>> plug-in=20
>> >>> with an amazing library of sounds (see <A=20
>> >>> href=3D"http://www.fxansion.com/"><FONT face=3DArial=20
>> >>> size=3D2>www.fxansion.com<FONT
>face=3DArial
>> >> =
>> >>> size=3D2>).</P>
>> >>> <P>These new Drumagog products
=
>> >>> enable instant=20
>> >>> access to BFD's samples from within the Drumagog screen, =
>> >>> by directly=20
>> >>> triggering BFD. This is all done without MIDI or other =
>> >>> complicated=20
>> >>> setups, and no additional latency is introduced. =
>> >>>

Note: A copy=20
>> >>> of BFD is required to use the new features.</P>
>> >>> <P>Two new products are =
>> >>> available:
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>> =
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>> =
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>> =
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>> >>> href=3D"http://www.drumagog.com/buy.htm"><FONT face=3DArial=20
>> >>> size=3D2>www.drumagog.com/buy.htm</P>
>> >>> <P> </P>
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>> >> =
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>> >>> replace a kick that sounds like a cardboard box with a kick from one
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>> >> =
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>> >> =
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>> =
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>> >>> <P>Anyway....there it is.</P>
>> >>> <P>:o)</P>
>> >>> <P> </P></DIV></BODY></HTML>
>> >>>
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>

Subject: Re: OK-here's what I was beta testing
Posted by [Neil](#) on Wed, 31 Jan 2007 21:32:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Brandon" <a@a.com> wrote:
>I dont have battery.

I have an old version that I haven't used in forever - I'll
sell it to you cheep if you want it. It's just sitting on a
shelf in the box.

Neil

Subject: Re: OK-here's what I was beta testing
Posted by [Dedric Terry](#) on Thu, 01 Feb 2007 00:37:07 GMT
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Battery 1 worked fine here - maybe some issues with advanced features,
but I never came across any of significance. Battery 2 works fine as well.

Dedric

"Neil" <IUOIU@OIU.com> wrote in message news:45c1343b\$1@linux...
>

> Jamie K <Meta@Dimensional.com> wrote:
>>
>>If it's Battery 1, you'll need to upgrade it before it will even really
>
>>work. It should be upgradable, though.
>
> Define "work"... ummm, it works (and yes, I just checked, and
> it's Battery 1). Dunno what's supposed to not "work" on it,
> though.
>
> Neil

Subject: Re: OK-here's what I was beta testing
Posted by [Don Nafe](#) on Thu, 01 Feb 2007 00:58:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

I might be interested in your drumagog if the price is right

D

"Neil" <OIUOIU@OIU.com> wrote in message news:45c1381f\$1@linux...

>
> "Brandon" <a@a.com> wrote:
>>I may take yo up on that offer.
>>Can Click tracks be generated Quickly and painlessly in battery.?
>
> It plays back MIDI - it's a VSTi - so if you want to just create
> a measure of MIDI clicks on the 4-count, then copy & paste that
> across the rest of your measures, then yeah, it's pretty quick
> & easy.
>
>>What are the benefits over Drumagog ? I thought they were the same thing
> basically.
>
> None - what are the benefits of teeth vs feet? :D They're
> two different things, although the newer versions of D-Gog can
> also do MIDI, while the older ones, cannot (I have an old
> version of D-gog that I'll sell you cheep, too... I have a few
> things I need to do some housecleaning on, get rid of some
> stuff I no longer use).
>
>>I really need a plug that makes quick easy click tracks with
>>real drum sounds and records it to tape or spits out a wav file
>>for import.
>
> You can record Battery to .wav with either that Tapelt plugin

> that Lamont posted a link to, or that Voxengo Recorder applet.
>
>
> Neil

Subject: Re: OK-here's what I was beta testing
Posted by [Jamie K](#) on Thu, 01 Feb 2007 01:04:37 GMT
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It's been a while since I had to experience that prematurely released POS. I don't have time to look 'em up right now but to read some of the bugs I reported in the first release of Battery, you could look back on Native instruments' forums.

There were some show stoppers, for what I do. The bug fix update helped some. B2 helped a whole lot more. B3 is much more refined and expanded.

Cheers,
-Jamie
www.JamieKruz.com

Dedric Terry wrote:

> Battery 1 worked fine here - maybe some issues with advanced features,
> but I never came across any of significance. Battery 2 works fine as well.
>
> Dedric
>
> "Neil" <IUOIU@OIU.com> wrote in message news:45c1343b\$1@linux...
>> Jamie K <Meta@Dimensional.com> wrote:
>>> If it's Battery 1, you'll need to upgrade it before it will even really
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>> though.
>>
>> Neil
>
>

Subject: Re: OK-here's what I was beta testing
Posted by [Nil](#) on Thu, 01 Feb 2007 01:28:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jamie K <Meta@Dimensional.com> wrote:

>
>If it's Battery 1, you'll need to upgrade it before it will even really
>work. It should be upgradable, though.

Define "work"... ummm, it works (and yes, I just checked, and it's Battery 1). Dunno what's supposed to not "work" on it, though.

Neil

Subject: Re: OK-here's what I was beta testing
Posted by [Neil](#) on Thu, 01 Feb 2007 01:45:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

"Brandon" <a@a.com> wrote:
>I may take yo up on that offer.
>Can Click tracks be generated Quickly and painlessly in battery.?

It plays back MIDI - it's a VSTi - so if you want to just create a measure of MIDI clicks on the 4-count, then copy & paste that across the rest of your measures, then yeah, it's pretty quick & easy.

>What are the benefits over Drumagog ? I thought they were the same thing basically.

None - what are the benefits of teeth vs feet? :D They're two different things, although the newer versions of D-Gog can also do MIDI, while the older ones, cannot (I have an old version of D-gog that I'll sell you cheap, too... I have a few things I need to do some housecleaning on, get rid of some stuff I no longer use).

>I really need a plug that makes quick easy click tracks with
>real drum sounds and records it to tape or spits out a wav file
>for import.

You can record Battery to .wav with either that Tapelt plugin that Lamont posted a link to, or that Voxengo Recorder applet.

Neil

Subject: Re: OK-here's what I was beta testing

Posted by [neil\[1\]](#) on Thu, 01 Feb 2007 02:05:14 GMT

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"LaMont " <jjdpro@ameritech.net> wrote:

>
>Lol!! Ok ..
>Neil and Others, I come form the Quincy Jones /Bruce Swedien school of production.

I thought Bruce was more of a: "record everything in stereo, and some things in stereo twice" kinda guy, not a: "I'll let other people do the recording & I'll use several tracks of their samples because I can't record a decent kick drum" kinda guy.

:)

Subject: Re: OK-here's what I was beta testing
Posted by [Neil](#) on Thu, 01 Feb 2007 04:14:49 GMT

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"Brandon" <a@a.com> wrote:

>I ended up compressing the F*ck out of the snare and the Kick to get it
>thumping
>like I am used to hearing in commercial cds. First I compressed it with
>about 6db of reduction.
>It wasnt comparable to commercial CDs. So I hit it with about 12-16 db of
>reduction
>and it was suddenly a lot closer.
>Is this common or am I over doing it?

There's not such thing as "overdoing it" if that's what it takes to getting what you want out of the sound. Another thing you might try on Kick is multiband compression - 3 bands, and set the middle bandwidth to 300hz to 3k, then duck the middle band down... nice, no EQ needed in many instances. Snare, I just tend to use an aggressive compressor & nearly always end up boosting 5k & 10-12k to some extent - those freqs are pretty essential for a good crackin' snare sound. I usually don't end up compressing snare as much as you mentioned, but between -9db & -12db isn't unusual for me.

>Should I try a different technique?

Yes, the Multiband thing, I already told you that! :)

>I was using the Shure Beta52A mic and recorded it at appx -6 or -8 db on the PARIS channel fader.

>16bit resolution no compression to tape.

What kind of mic pre are you using, and what other options (if any) do you have in this area? Try different pres too, don't forget they can make a big diff.

Neil

Subject: Re: OK-here's what I was beta testing
Posted by [neil\[1\]](#) on Thu, 01 Feb 2007 07:11:14 GMT
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OK, well if you and/or Brandon want either the Drumagog or the Battery software, I'll let you have them for \$50 each, shipping included (unless shipping to Canada has some ridiculous surcharges, Don... I think you're gonna have to cover the tariff, either way). Both are version 1; as I said, they are not newer versions of this software. Battery is VST, and D-Gog is Direct-X.

Let me know if either of you want either one... e-mail is:
neil DOT henderson AT sbcglobal DOT net

Neil

"Don Nafe" <dnafe@magma.ca> wrote:

>I might be interested in your drumagog if the price is right

>

>D

>

>

>"Neil" <OIUOIU@OIU.com> wrote in message [news:45c1381f\\$1@linux...](news:45c1381f$1@linux...)

>>

>> "Brandon" <a@a.com> wrote:

>>>I may take you up on that offer.

>>>Can Click tracks be generated Quickly and painlessly in battery.?

>>

>> It plays back MIDI - it's a VSTi - so if you want to just create

>> a measure of MIDI clicks on the 4-count, then copy & paste that

>> across the rest of your measures, then yeah, it's pretty quick

>> & easy.

>>

>>>What are the benefits over Drumagog ? I thought they were the same thing

>> basically.

>>

>> None - what are the benefits of teeth vs feet? :D They're

>> two different things, although the newer versions of D-Gog can
>> also do MIDI, while the older ones, cannot (I have an old
>> version of D-gog that I'll sell you cheap, too... I have a few
>> things I need to do some housecleaning on, get rid of some
>> stuff I no longer use).

>>
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>>>for import.

>>
>> You can record Battery to .wav with either that Tapelt plugin
>> that Lamont posted a link to, or that Voxengo Recorder applet.

>>
>>
>> Neil
>
>

Subject: Re: OK-here's what I was beta testing
Posted by [Deej \[4\]](#) on Thu, 01 Feb 2007 16:35:43 GMT
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>They were syncing Consoles !!!

Stop it!!!!...just stop!!!!...if you don't there's gonna be trouble.

;o)

"LaMont" <jjdpro@ameritech.net> wrote in message news:45c214e5\$1@linux...

>
> Hey Neil..
>
> Yes, you're right about the record everything stereo. But, he and Quincy
> were kings of the Layered approach and they had been using samples since
> they were recording the Brothers Johnson's projects inthe mid 1970's..
>
> Then when they started working with Michael Jackson, they took layers
> drums
> with samples to and new level!!!.. Starting with Beat It.. Layered hand
> claps,
> Knocks..What Q calls "Ear Candy"..
> They were syncing Consoles !!!
>
> The song PYT on (Thriller) is a perfect example of what I'm talking about:
> Live drum kit, layered with:

>
> -808 drum kit
> -smack claps for snare accents
> -Live bass
> -Synth Moog bass (mixed tightly) together to perfection
> All mix to perfection..
>
> And I'm only talking about the "Thriller" album..When you get to albums
> BAD, Dangerous...They take the above approaches to the "extreme"..Now you
> add in Producer Michael himself,Teddy Riley (Mr Layer) & Bruce, and you
> had
> a production dream team full of Live meets samples ..
>
> "eil" <IOUOIU@OIU.com> wrote:
>>
>>"LaMont " <jjdpro@ameritech.net> wrote:
>>>
>>>Lol!! Ok ..
>>>Neil and Others, I come form the Quincy Jones /Bruce Swedien school of
> production.
>>
>>I thought Bruce was more of a: "record everything in stereo,
>>and some things in stereo twice" kinda guy, not a: "I'll let
>>other people do the recording & I'll use several tracks of
>>their samples because I can't record a decent kick drum" kinda
>>guy.
>>
>>:)
>

Subject: Re: OK-here's what I was beta testing
Posted by [brandon\[2\]](#) on Thu, 01 Feb 2007 16:38:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

LaMont,

you said:

The song PYT on (Thriller) is a perfect example of what I'm talking about:

> Live drum kit, layered with:
>
> -808 drum kit
> -smack claps for snare accents
> -Live bass
> -Synth Moog bass (mixed tightly) together to perfection
> All mix to perfection..

How do you know of these production details?
Is there a resource or link to articles on the such?

--
Thanks,

Brandon

"LaMont" <jjdpro@ameritech.net> wrote in message news:45c214e5\$1@linux...

>
> Hey Neil..
>
> Yes, you're right about the record everything stereo. But, he and Quincy
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> they were recording the Brothers Johnson's projects inthe mid 1970's..
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> Then when they started working with Michael Jackson, they took layers
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>
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> production.
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> >other people do the recording & I'll use several tracks of
> >their samples because I can't record a decent kick drum" kinda
> >guy.
> >
> >:)
>

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Thu, 01 Feb 2007 17:27:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey Neil..

Yes, you're right about the record everything stereo. But, he and Quincy were kings of the Layered approach and they had been using samples since they were recording the Brothers Johnson's projects in the mid 1970's..

Then when they started working with Michael Jackson, they took layers drums with samples to a new level!!.. Starting with Beat It.. Layered hand claps, Knocks..What Q calls "Ear Candy".. They were syncing Consoles !!!

The song PYT on (Thriller) is a perfect example of what I'm talking about: Live drum kit, layered with:

- 808 drum kit
- smack claps for snare accents
- Live bass
- Synth Moog bass (mixed tightly) together to perfection

All mix to perfection..

And I'm only talking about the "Thriller" album..When you get to albums BAD, Dangerous...They take the above approaches to the "extreme"..Now you add in Producer Michael himself, Teddy Riley (Mr Layer) & Bruce, and you had a production dream team full of Live meets samples ..

"eil" <IOUOIU@OIU.com> wrote:

>

>"LaMont " <jjdpro@ameritech.net> wrote:

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>their samples because I can't record a decent kick drum" kinda
>guy.
>
>:)

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Thu, 01 Feb 2007 19:08:29 GMT
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Hey DJ,

Yep.. They we're syncing consoles back in 1978 while recording Michael's
"Off the wall" album.

They also instituted the "working tracks" over-dub method using 2inch tape.
Where as they would say track 20 tracks of backing vocals to a tape, with
one track left for smpte sync. Then, get another tape for say strings, then
another for Horns & etc. All told, they were mixing up to 80 tracks per per
song on that album .and that was 1978..!!The album came out in 1979..
If you get a chance, take a listen to "Rock With You" ..Lush,thick Backing
vocals, all done by Michael. The title track Off-The Wall vocals are as thicks
as I've ever heard, as are the Horns, Live strings, and many other ear-candy
tracks..

"DJ" <www.aarrrrggghhh!!!.com> wrote:

>>They were syncing Consoles !!!

>

>Stop it!!!...just stop!!!!....if you don't there's gonna be trouble.

>

>;o)

>

>

>

>"LaMont" <jjdpro@ameritech.net> wrote in message [news:45c214e5\\$1@linux...](mailto:news:45c214e5$1@linux...)

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>>>:)
>>
>
>

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Thu, 01 Feb 2007 19:12:00 GMT
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Hey Brandon,(I did not forget to get you that example) session lasted till
1:00 AM, and I'm fighting a flu.

But, the resource comes from the Album credits, and if you Google Bruce Swedien,

he has many articles of the Michael Jackson /Quincy Jones production techniques.
AND, lastly, just listen to the tracks itself..They are almost self explanatory..
Take care..

"Brandon" <a@a.com> wrote:

>LaMont,

>

>you said:

>The song PYT on (Thriller) is a perfect example of what I'm talking about:

>> Live drum kit, layered with:

>>

>> -808 drum kit

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>Thanks,

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>Brandon

>

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>

Subject: Re: OK-here's what I was beta testing
Posted by [excelav](#) on Thu, 01 Feb 2007 22:42:27 GMT
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Bruce is on gearslutz.com back around September-October 06. He talks about some of his techniques such as how he gets his kick drum sounds(with Pix), what console he uses and what he masters to these days. It's a good read.

James

"LaMOnT" <jjdpro@ameritech.net> wrote:

>
>Hey Brandon,(I did not forget to get you that example) session lasted till
>1:00 AM, and I'm fighting a flu.
>
>But, the resource comes from the Album credits, and if you Google Bruce

Swedien,
>he has many articles of the Michael Jackson /Quincy Jones production techniques.
>AND, lastly, just listen to the tracks itself..They are almost self explanatory..
>Take care..
>
>
>"Brandon" <a@a.com> wrote:
>>LaMont,
>>
>>you said:
>>The song PYT on (Thriller) is a perfect example of what I'm talking about:
>>> Live drum kit, layered with:
>>>
>>> -808 drum kit
>>> -smack claps for snare accents
>>> -Live bass
>>> -Synth Moog bass (mixed tightly) together to perfection
>>> All mix to perfection..
>>
>>
>>How do you know of these producton details?
>>Is there a resource or link to articles on the such?
>>
>>--
>>Thanks,
>>
>>Brandon
>>
>>
>>
>>"LaMont" <jjdpro@ameritech.net> wrote in message news:45c214e5\$1@linux...
>>>
>>> Hey Neil..
>>>
>>> Yes, you're right about the record everything stereo. But, he and Quincy
>>> were kings of the Layered approach and they had been using samples since
>>> they were recording the Brothers Johnson's projects inthe mid 1970's..
>>>
>>> Then when they started working with Michael Jackson, they took layers
>>drums
>>> with samples to and new level!!.. Starting with Beat It.. Layered hand
>>claps,
>>> Knocks..What Q calls "Ear Candy"..
>>> They were syncing Consoles !!!
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>>> And I'm only talking about the "Thriller" album..When you get to albums
>>> BAD, Dangerous...They take the above approaches to the "extreme"..Now
you
>>> add in Producer Michael himself, Teddy Riley (Mr Layer) & Bruce, and you
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>>> a production dream team full of Live meets samples ..
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>>> "eil" <IOUOIU@OIU.com> wrote:
>>> >
>>> >"LaMont " <jjdpro@ameritech.net> wrote:
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>>> >>Lol!! Ok ..
>>> >>Neil and Others, I come form the Quincy Jones /Bruce Swedien school
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>>> production.
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>>> >I thought Bruce was more of a: "record everything in stereo,
>>> >and some things in stereo twice" kinda guy, not a: "I'll let
>>> >other people do the recording & I'll use several tracks of
>>> >their samples because I can't record a decent kick drum" kinda
>>> >guy.
>>> >
>>> >:)
>>>
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>>
>

Subject: Re: OK-here's what I was beta testing
Posted by [LaMont](#) on Fri, 02 Feb 2007 02:00:51 GMT
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Man, I saved all of his post then PDF' them to a binder :)

"James McCloskey" <excelsm@hotmail.com> wrote:

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