



## Editing a Drumset to Provide User-Defined Percussion Keys

### Article 2 : The Final Stage

We now come to the final stage in setting up five sets of five user-defined percussion keys within a new user Drumset. This is the process.

#### Stage 1

This preliminary stage is very important. We need to decide just which percussion sounds we're likely to want to use while playing different kinds of music. For just one new Drumset we can satisfy that requirement for up to five different kinds of music, eg, Orchestral, Latin, Rock, Instrumental, Ballad etc. If we have more genres we usually play, a second Drumset will need to be produced.

I'm suggesting that we use the lowest five keys of the Upper Manual for assigning these percussion sounds, but that is arbitrary: it could be any number of keys. It must be remembered, however, that the chosen keys will not be available for playing "normally". This is why I chose the five lowest keys of the Upper Manual for this example. They won't intrude into the normal playing area, they form a cluster pattern which is easily recognisable and remembered and it's possible that no more than five percussion sounds will be needed for each genre of music. It's a variable feast about which each user will make a decision.

As an example, I've chosen to set up a new Drumset to supply the percussion sounds for each of the five examples given above: Orchestral, Latin, Rock, Instrumental, Ballad. Each of these genres will be placed in one of the five octave settings. The important decisions now are which five sounds to choose for each genre.

Here's my choice for this example:

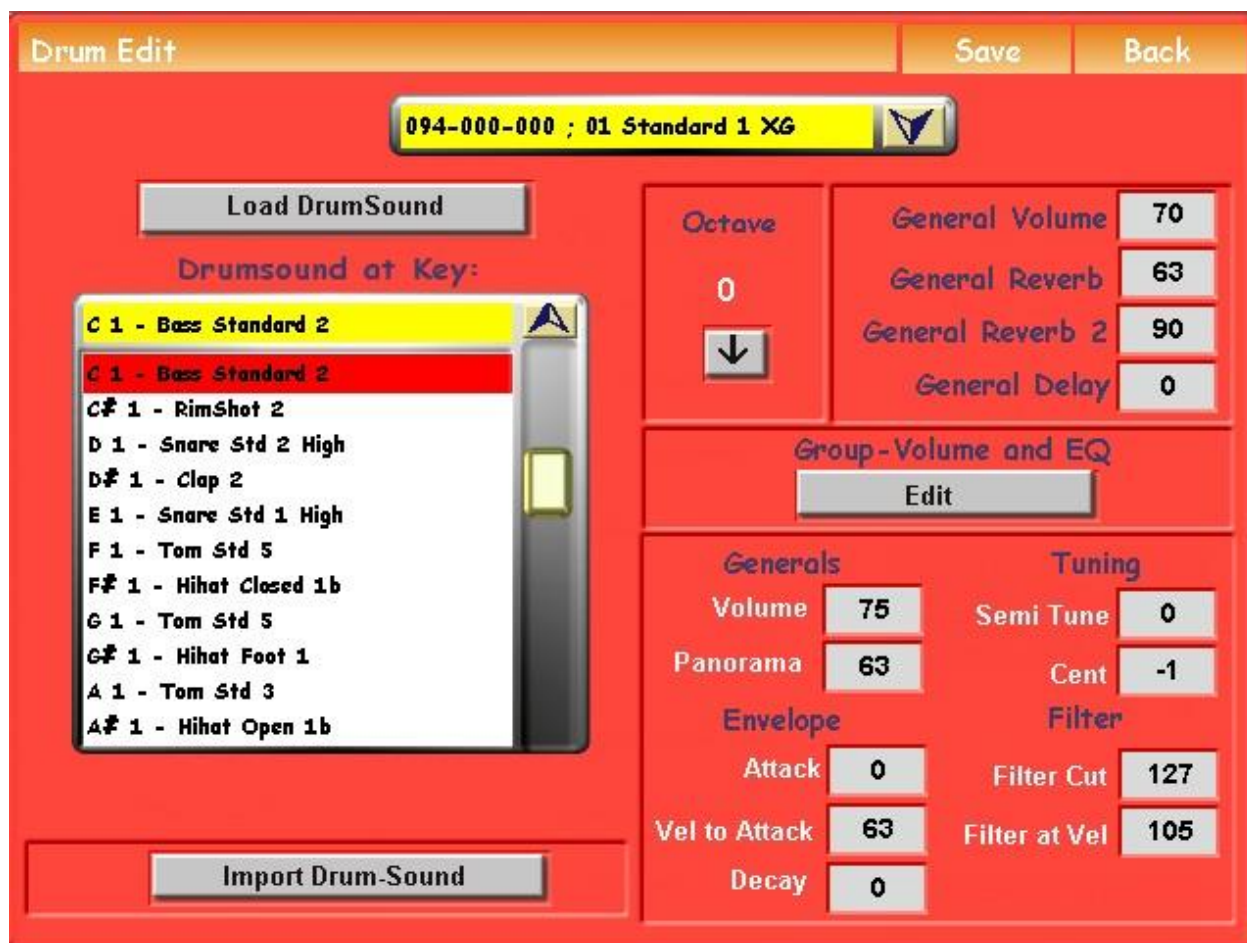
Key	Orchestral (Octave -2)	Latin (Octave -1)	Rock (Octave 0)	Instrumental (Octave 1)	Ballad (Octave 2)
<b>C</b>	<i>Not available</i>	Shaker 1	Snare Disco	Snare Std 1 High	Wind Chimes
<b>C#</b>	Bassdrum Std 1	Surdo Open	Bass Techno 2	Bassdrum Pop 1	Snare Roll 2
<b>D</b>	Crash Cymbal 1	Tambo Modern	Fingersnap	Hihat Closed 4	High Q
<b>D#</b>	Jingle Bells	Whistle Short	Snare Power 2 Shot	Hihat Ana Open	Ride Cymbal 3 Sizzle
<b>E</b>	P-Chimes	Cowbell Tap	Crash Splash 1	Triangle Long	Whip Slap

I auditioned an initial selection, taken by name only from the printed list, and changed the choice until I arrived at the above list. You'll see that I've taken the easy step of working from left to right in the above table with regard to which octave setting each genre will occupy. That again is arbitrary.

The next step is to open up the organ and start preparing the new Drumset.

## Stage 2

Within "Edit Drumsets" select **01 Standard 1 XG** as the Drumset. Here is a reminder of the screen.



Touch the "Load Drumsound" button to produce the list of all available Drumset sounds as presented in the document "Drumset Instrument List".

Using the table in that document, or one of your own making, allocate each sound in turn to the appropriate keys. Once you are satisfied everything is in place, touch the Save button and save this Drumset as a new User Drumset with a meaningful name. I chose "Percussion Keys - 1", to allow for others to follow if needed.

## Stage 3

As all Drumsets appear in the list of sounds which can be inserted into any Manual Layer (Selector), the next step is to place this new Drumset in a Total Preset. The new Drumset will occupy the Upper Manual 1 slot. If you intend slotting this new Drumset into an existing Total Preset, you will lose the sound in UM1 and will need to adjust the distribution of the remaining sounds accordingly. If you are setting up a new Total Preset, you will have UM2 - UM4 (depending upon your instrument and its contents) available for "normal" sounds.

As we are using the keys C to E at the bottom of the Upper Manual for these percussion sounds, a split of 1 + 2 & 3 or 1 + 2 & 3 & 4 (depending upon your instrument) must be made on the Upper Manual at the lowest F key (F1 at 8'). If making a new Total Preset, complete the rest of the sounds allocation and be prepared to play something and to use your new percussion section. You will need to set the octave of UM1 appropriately for the genre of music you are playing with this Total Preset. The new Drumset is, of course, available to be used as many times as you like with different Total Presets assigned to different genres of music when the appropriate octave setting of UM1 will be required.

As the new Drumset is being treated by the instrument as a sound, all the features of "Selectors" are available to affect the sound of your percussion "hits". *Dynamic* can be set so you can adjust the intensity of the resulting sound according to how fast you hit the relevant key. An adjustment to *Reverb* can be very effective and for some sounds an increase in *Delay* can be useful. Of course, you can also use the *Edit Drumset* features to make adjustments prior to using the new Drumset and making further adjustments under "Selectors".

Because these Drumset sounds are .wav files, it's possible to import all sorts of sounds to use in this way. If the sound has a long envelope, however, it may be more appropriate to use it with the Sound Effect buttons where one push allows the full envelope to play out. With the keyboard percussion, releasing a key can curtail the sound instantly (so a long Release value may be helpful).

That's all there is to it. It would be interesting to hear of different arrangements of percussion sounds you find useful and these can form the basis of a follow-up article for all our members to use. It would also be interesting to hear of ways of playing these sounds, something I've not referred to in these articles. Hitting the key in time with the rhythm for perhaps one bar, adjusting the velocity of hit to provide successively louder sounds possibly in a Break, are just two ideas which come to mind. A drum riff can also be a way of using the setup.

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