

ROOT STUDIO SOUND LIBRARY



User guide

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Welcome

Congratulations on your purchase of Percussive Innuendo!

This manual will guide you through the features of the library and, together with the mapping documentation, offers a detailed look at the library contents. We hope that our library will prove to be a great source of inspiration for your music projects!

If you have any questions, comments, or suggestions for future sound library projects, we'd like to hear from you. You can contact us at info@root-sounds.com.

You may also want to subscribe to the mailing list and follow us on Twitter at [root_sounds](#).

Philosophy of Percussive Innuendo

You can never have too many percussion sounds. There is an abundance of impressive (and not-so-impressive) percussion libraries available on the market. We have looked long and hard to see what other libraries, even bigger ones, may be missing. For example, most orchestral libraries will offer you one or several decent tam-tam hits at various dynamic levels, perhaps even a roll, but will not give you any or enough of the dramatic effects you get from bowing and scratching which are great for instant mystery or horror scores. For better blending, there are, of course, also normal soft and loud hits. We have also included some extremely rare sounds, like a siren which is called for in very few orchestral scores (like *Ionization* by Edgar Varèse).

To give you the best mix of ready-to-use sounds and maximum creative potential, we have included each and every sound in the entire library both in its original dry version (with only levels among the sounds being balanced), as well as a version that was treated with compression and reverberation. Effect treatment is light, so you still have plenty of room to layer your own effects.

While loops are not the focus of Percussive Innuendo, you'll appreciate the fact that we also included a healthy selection of loops to help you meet that tight deadline. Only instruments from the library were used to create the loops, so you will be able to mix and match loops with the normal keyboard instruments easily.

Percussive Innuendo will make an excellent complement to your existing orchestral percussion library, augmenting and expanding your percussive color palette.

Format and compatibility

The library comes in several formats with direct support for these major software products:

- .exs format for the EXS24™ (Apple Logic Pro/Express, Garageband, MainStage)
- .nki format for Kontakt™ (Native Instruments)
- .patch format for Structure™ (Avid/digidesign)
- .sxt format for NNXT™ in Reason™ (Propellerhead)
- .rx2 format REX™ loops
- SAGE format loops for Stylus RMX™ (Spectrasonics)

To use our sounds, you need to own at least one of the above products (or one that can read one of these file formats).

Because the sample files are standard wave audio files (except REX loops), they can be imported into just about every other sample player as well, although the daunting task of creating keyboard maps from single samples may be discouraging. If you have a sample player that cannot directly read one of the above formats, we suggest you take a look at [CDXtract](#) or [Chickensys Translator](#). These utilities let you convert samples between many popular formats, including hardware samplers. Of course, many software samplers come with a built-in import function for one of the above formats.

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Installation

After you downloaded the archive, you need to unpack the content first. Depending on the configuration of your computer, this may happen automatically after the download is complete. Otherwise, simply double click the archive.

After unpacking, you may delete the packed archive. Better yet, store it on a backup drive, should you wish to install the library again at a later date. The archive contains the master library folder named **Percussive Innuendo** which includes some or all of the following (depending on the edition you purchased):

- ◆ **Percussive Innuendo – dry** ^{*1}
 - **Percussive Innuendo Instruments (dry)**
 - Folders with instrument definitions for all supported products. ^{*2}
 - **REX loops (dry)**
 - folders with rex loops, sorted by tempo.
 - **SAGE loops (dry)**
 - **Percussive Innuendo – dry**
 - folders with SAGE loops, sorted by tempo.
 - **Samples**
 - folders with samples used by the keyboards instruments, sorted by type.
- ◆ **Percussive Innuendo - wet**
 - **Percussive Innuendo Instruments (wet)**
 - Folders with instrument definitions for all supported products.
 - **REX loops (wet)**
 - folders with rex loops, sorted by tempo.
 - **SAGE loops (wet)**
 - **Percussive Innuendo – wet**
 - folders with SAGE loops, sorted by tempo.
 - **Samples**
 - folders with samples used by the keyboards instruments, sorted by type.
- ◆ **Documentation**
 - **PI User guide** (this document)
 - **PI instrument reference** (a detailed mapping reference chart of the instruments)
 - **PI loop reference** (a reference chart of the loops)

*1 - dry sounds are available only in the gold edition of Percussive Innuendo.

*2 - If you do not require all supported instrument formats, you may delete the extra sampler instrument definitions to keep the instruments folders easier to manage, however, the unused formats are usually filtered out by the plugin browser in your DAW anyway, therefore the extra files should not even appear when loading sounds. They are also small files and do not use much disk space.

If you do not use REX and/or Stylus RMX files, you may want to delete one or both loop folders to reclaim disk space. The audio content of both loop sets is the same, but there are obviously significant difference in the way they are treated in the host application.

It is highly recommended that you use a separate hard disk for audio files in addition to your system drive. If you have only a single hard drive, like on a portable computer, then of course you can also use that. You may not be able to play back as many tracks and instruments smoothly, however.

Installation on Macintosh

Installing for EXS24 mkII (Logic)

The EXS24 expects its instrument definition files in this specific location:

HD/Library/Application Support/Logic/Sampler Instruments

You may store your instruments in another place (like an additional hard drive), but then you must place an alias or shortcut of the instruments folder only in the above location by dragging it while holding down cmd-alt (cmd-option), otherwise the EXS24 will not find it. **Caution:** Avoid dragging the entire library folder (or an alias) to this location, otherwise Logic will scan all the samples on startup as well, increasing scanning time. The best thing to do is to create a folder named **Percussive Innuendo** in the above location first, then cmd-option drag the instruments folders to this folder to create aliases or shortcuts. This will keep your drop down menus in the EXS24 tidy and speed up scanning time when launching Logic. Avoid moving instruments and samples around inside the library folder, because this will break the link between them.

Installing for NI Kontakt

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

Installing for Avid/digidesign Structure

Drag the library folder to where you keep your other Structure sample libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Structure.

Installing for Propellerhead Reason

Drag the library folder to where you keep your other Reason sample libraries. The first time you load an instrument, Reason will ask you to locate the associated samples. Reason will remember this location. We plan to release Percussive Innuendo as a 'refill' for Reason which avoids this

problem. This will be a free upgrade.

Installing for Stylus RMX

To install Stylus RMX loops, you need to locate your SAGE folder. You specified the location of the SAGE folder when you installed Stylus RMX. There will be an alias or shortcut to the SAGE folder (which lets you find the folder) in this location:

Macintosh HD/Users/<Your Username>/Library/Application Support/Spectrasonics

Inside the SAGE folder, you will find:

Spectrasonic sound>SAGE>SAGE libraries>User libraries

Drag the folders Percussive Innuendo-dry and/or Percussive Innuendo-wet from the SAGE files folder into the User libraries folder to make sure they appear with the correct title in the file browser of Stylus RMX. The next time you open an instance of Stylus RMX in your DAW, you will be able to see the new library contents in the Stylus RMX browser under User libraries. The original tempo of the loop is shown in the file name. While the loop will cheerfully play back at any tempo, you should be aware that moving too far away from the original tempo will degrade the sound quality. Slowing down too much will make the gaps between the audio slices apparent. Speeding up too much will not give the slices a chance to unfold.

Installing REX (.rx2) files

There are no special requirements. You can put these files anywhere on your system and load (or drag/drop) them onto an audio track of your REX file compatible workstation. Most workstations support REX files, including Apple Logic, MOTU Digital Performer, Cakewalk Sonar, Propellerhead Reason, Ableton Live, Reaper, and many more.

Caution: it is strongly recommended that you always drag a copy of the original loop file into your project to avoid a permanent change to the original file in case you accidentally perform some destructive editing.

The original tempo of the loop is shown in the file name. While the loop will cheerfully play back at any tempo, you should be aware that moving too far away from the original tempo will degrade the sounds. Slowing down too much will make the gaps between the audio slices apparent. Speeding up too much will not give the slices a chance to unfold.

Special tips:

Logic users can import the REX files into the EXS24 instead of an audio track, greatly expanding the creative possibilities. Please refer to the EXS24 user guide.

Reason users will typically load the loops into the Dr. Octo Rex Loop Player (or Dr. Rex Loop Player)

Installation on Windows

Installing for NI Kontakt

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

Installing for Avid/digidesign Structure

Drag the library folder to where you keep your other Structure sample libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Structure.

Installing for Propellerhead Reason

Drag the library folder to where you keep your other Reason sample libraries. The first time you load an instrument, Reason will ask you to locate the associated samples. Reason will remember this location. We plan to release Percussive Innuendo as a 'refill' for Reason which avoids this problem. This will be a free upgrade.

Installing for Stylus RMX

To install Stylus RMX loops, you need to locate your SAGE folder which is inside the Spectrasonics folder. You specified the location of this folder when you installed Stylus RMX, for example, on an external drive.

On **Windows Vista** and **Windows 7/8**, if you did not specify a custom location, the Stylus RMX installer placed the Spectrasonics folder here:

C:\ProgramData\Spectrasonics

ProgramData is normally a hidden file. To "Show Hidden Files", go to Start Menu/Control Panel/Appearance and Personalization/Folder Options/View tab. Select the "Show Hidden Files and Folders" option and hit "Apply".

On **Windows XP**, if you did not specify a custom location, the Stylus RMX installer placed the Spectrasonics folder here:

C:\Documents And Settings\All Users\Application Data\Spectrasonics

Documents And Settings is normally a hidden file. To "Show Hidden Files" go to Start Menu/Control Panel/Appearances and Themes/Folder Options//View tab. Select the "Show Hidden Files and Folders" option and hit "Apply".

Next, locate the following directory within the Spectrasonic folder:

Spectrasonic sound/SAGE/SAGE libraries/User libraries

Drag the folders Percussive Innuendo-dry and/or Percussive Innuendo-wet from the SAGE files folder into the User libraries folder to make sure they appear with the correct title in the file browser of Stylus RMX. The next time you open an instance of Stylus RMX in your DAW, you will be able to see the new library contents in the Stylus RMX browser under User libraries. The original tempo of the loop is shown in the file name. While the loop will cheerfully play back at any tempo, you should be aware that moving too far away from the original tempo will degrade the sounds. Slowing down too much will make the gaps between the audio slices apparent. Speeding up too much will not give the slices a chance to unfold.

Installing REX (.rx2) files

There are no special requirements. You can put these files anywhere on your system and load (or drag/drop) them onto an audio track of your REX file compatible workstation. Most workstations support REX files, including MOTU Digital Performer, Cakewalk Sonar, Propellerhead Reason, Ableton Live, Reaper, and many more.

Caution: it is strongly recommended that you always drag a copy of the original loop file into your project to avoid a permanent change to the original file in case you accidentally perform some destructive editing.

The original tempo of the loop is shown in the file name. While the loop will cheerfully play back at any tempo, you should be aware that moving too far away from the original tempo will degrade the sounds. Slowing down too much will make the gaps between the audio slices apparent. Speeding up too much will not give the slices a chance to unfold.

Organization of the library

Percussive Innuendo consists of both instruments and loops. In addition, each and every sound is presented in two versions:

- *dry*: these sounds have no treatment except for some sensible level balancing. Use this version if you prefer to work with pure sounds. You will find that even without treatment, most sounds are quite ready and musical to play. Dry sounds are included only in the Gold edition of Percussive Innuendo.
- *wet*: these sounds were treated with mild compression and reverberation and are therefore ready to use out of the box. Treatment is light enough to not disturb any processing you might want to layer on top, however, if you find that your effects interfere with the ones in place, simply load the dry version.

Notice that with the exception of treatment, the setups of both versions are identical in every respect. To compare the dry and wet versions, you can simply load the other version without having to adjust your sequence in any way. There are only a few exceptions with an alternative heavier treatment which obviously do not have a corresponding dry version. Please see the mapping documentation for details.

Instruments

The consistent mapping and naming conventions of the library make it easy to find the right sound.

All sounds start on C2 (MIDI key number 36). That's two octaves below middle C or the lowest key on standard 5-octave keyboards. While some people call that C1, the more widely accepted standard is middle C to be called C4.

Similar sounds are grouped within one octave. The next octave has the next variation of a sound, and so on. For example, the first octave may have hits, the next one flams, the next one rolls and so on. Some sounds have too many variations to fit into a single octave.

There are some setups with only a single sound while others fill the keyboard almost entirely. If a C key makes no sound, you have reached the end of the play range.

To view the detailed list of instruments and their associated keyboard layout, please refer to the mapping documentation.

Keyboard split maps vs. velocity switch maps

It's quite normal to have samples at several dynamic levels and map them to the keyboard so that higher velocity levels trigger louder samples. This poses a few problems though:

- it is difficult to play rapid repeated notes on a single key, even for a skilled keyboard player.
- it is especially difficult to play rapid repetitions with a smooth crescendo or decrescendo.
- your keyboard may not respond appropriately to velocity.

To deal with this, we have created two different kinds of instrument setups for the same samples where appropriate: keyboard split maps and velocity split maps.

Keyboard split maps

These maps are great if your keyboard does not respond to velocity or if you would like to play something that would be too difficult or impossible to play on a single key in real time. Instruments that are set up for keyboard split switching are marked - **key** in the instrument name. This means that each successive note in the map triggers the next louder sample. If your keyboard responds to velocity, then it's best to defeat that and send all notes at 127 (maximum volume). That way you will get the best natural response, because the dynamic variations are already built into the samples themselves. It's never been easier to play a smooth crescendo or decrescendo!

Velocity switch maps

These are the regular velocity switching maps where hitting a key softer will trigger softer samples while hitting the key harder will trigger the louder samples. You may need to adjust the velocity curve to your playing style to get the most out of the layer maps. It also means that, compared to the split keyboard setups, a smaller range of the keyboard is used. You will also find a duplicate set of keys in the next higher octave. In other words, playing a C2 and C3 will produce the same results. This lets you play repeated notes at the same level or crescendo/decrescendo much more comfortably than on a single key. Instruments that are set up for velocity switching are marked - **vel** in the instrument name.

... and the rest

Instruments that are not marked as either - **key** or - **vel**, are regular keyboard split maps where the splits have little or nothing to do with dynamic levels. They are simply variations on a sound, for example, different swipes on the ocean drum or gradually longer versions of a ratchet. You can use

the normal dynamic response of your keyboard.

Chromatic vs. white key maps

As mentioned above, sounds are grouped by type across the keyboard. Each group of sounds starts on the C of a new octave and all sounds start on C2 (MIDI note number 36). Depending on the number of samples of each instrument, only the white keys (white key mapping) or all keys (chromatic key mapping) is used.

For example, the variations on the Cymbal (piatti) are limited, so they all fit on the white keys. By contrast, the snare drum has more variations and therefore uses both black and white keys (otherwise, we'd run out of white keys on the keyboard).

ECO setups

If you prefer to keep things simple or need to conserve memory resources, you may want to use the ECO (economical) setups. They offer a reduced set of variations and/or fewer dynamic layers sounds than the main setups.

One-shot setups

Most of the shorter (and some of the longer) sounds were edited so that they play the entire sample to the end, regardless of how long you hold down the keys. The usual technical term for this playback mode is one-shot mode. All sounds edited in one-shot mode are marked as such in the instrument reference chart (not in the instrument name).

Sometimes it's useful to not play single hit sounds to the end, or perhaps you'd like a choice. In many cases of sounds with long decays, you will find a duplicate set of sounds in a higher octave, where the lower octave(s) play the regular sample and the higher octave(s) play the same samples in one-shot mode. Holding down the key in the lower octaves will have the exact same result, but you won't have to wait for the sound to finish and you don't need to worry about cutting off the end by letting go of the key too soon.

Loops

Percussive Innuendo loops use the REX format (.rx2 extension). Rex files chop a loop into individual sound events called slices. This technique breaks up the strict connection between loop length and tempo. The loop tracks the tempo of the host sequencer and fires off its individual slices at the proper time. This makes cumbersome tempo calculations and impaired audio due to time dilation a thing of the past.

You should be aware, however, that the slices originated from a loop which after all had a fixed tempo before it got sliced. If you change the tempo too much, you will hear artifacts. Play a loop way too slow, and you will notice the gaps between the slices. Play a loop way too fast, and you will not hear the sounds unfold their character.

Most loops will tolerate faster than normal tempos better than slower than normal tempos. Some loops are more forgiving than others. Use your ears to see how far you can stretch this idea. To help you find a good range of tempos, all loops used in Percussive Innuendo show the original tempo as part of the file name.

Just like the keyboard instruments, all loops are available in both dry and wet versions as well. Many loops have additional wet variations with heavier processing. Again, the dry version is only available in the Gold edition of Percussive Innuendo.

Please also refer to the enclosed loop documentation which includes a brief description which instrument was used on each loop.

All loops in Percussive Innuendo are supplied in two formats:

REX (.rx2) format

This format is native to Reason, but also supported by pretty much every DAW in use today. In most cases, using a REX loop is simply a matter of dropping the file onto an audio track. In Reason, you can import the loop into the Dr. Octo Rex Loop Player (or Dr. Rex Loop Player) and tweak it to your heart's content. In Logic, you can also import loops into the EXS24 sampler, giving you more flexible control over reshuffling or remixing compared to editing them on an audio track.

SAGE format

For users of Spectrasonics' Stylus RMX, Percussive Innuendo also includes the entire loop

collection as a ready to play collection of suites. Stylus RMX has a powerful set of tools to let you manipulate the individual slices. You can change the groove, add some chaos, retune the loop or its individual slices, and in general tweak everything much like you can on a synthesizer. For more information on Stylus RMX, please visit the Spectrasonics web site at www.spectrasonics.net.

License agreement

Usage of the samples in the Percussive Innuendo library ("the sounds") is subject to this license agreement. By using the sounds, you agree to all the terms and conditions of this agreement.

The samples and sounds contained in this library are licensed, not sold to you. This non-exclusive, non-transferable license is granted only to the individual end user who has purchased a license from root-sounds. All samples remain the property of root-sounds and are licensed only for use in the creation of a recorded or live performance that includes the licensed samples as part of a derivative musical work.

Use of the sounds in multimedia or games is limited to use within original musical compositions ("derivative work").

You may:

- use the sounds in the context of musical works without paying any additional license fees ("license free").
- store a copy of the sounds on another medium (DVD, hard disk, flash drive etc.) for the sole purpose of a backup copy.

You may not:

- copy, give away, trade, lend, rent, redistribute or resell the sounds to another party.
- post the sounds to another person or group of persons over the Internet, or place them in a network that is accessed by multiple users.
- create another sample library that includes our sounds, whether in modified or unmodified form.

For your convenience, we ship our content unprotected. While we realize the risk of lost sales to illegal copying, we do not like harassing honest users with cumbersome software protection schemes or the associated support. We also do not believe in the effectiveness of copy protection. To encourage fair business, we keep our libraries at moderate rates. Purchasing your license assures we receive the funds that will make the development of further libraries possible. Thank you for your honest business!

Credits

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