MODALICS

MINDst DRUMS

THE CONSUMMATE PROFESSIONAL

A true professional drummer gives the producer a sense of confidence, that he will make the right musical choices, select the most suitable sound and deliver a heartfelt performance.

MINDst Drums is our ultimate vision for a drum sampler - aimed at delivering the powerful experience of working with an experienced, virtuoso drummer that knows exactly how to make your tracks shine.

Key Features

- **IT'S ALIVE!** - **MINDst is a uniquely live feeling sampler,** The secret to MINDst's unique feel lies with an amazing musician, our friend and long-time musical collaborator Doron Giat - we explored the nuanced world of micro-details that create a truly heartfelt, groove-filled drum performance. We then used extensive sampling and algorithm design to recreate the emotion and depth that Doron puts into every drum and cymbal hit.

- **Drive the Session** - **MINDst** is ready from the get-go, but our customization features bare exciting impact and bring another dimension to your drum performances.

- **Mixing Made Easy** - **MINDst** comes with a robust mixer with reverbs and built-in processing on every channel, our goal was to create a mixer that can be understood in minutes and mastered in mere hours.

- **Not just 1 kit, THE ONE KIT!** - We sampled Doron's one of a kind DW custom kit, paired with cymbals of his own design. This hand picked, carefully curated sonic palette is the result of decades of experience.

- **A New Standard** - In order to deliver the immense depth of our sample base, we developed an entirely new audio codec called **MLAC**, specifically tailored to load mass amounts of samples quickly and efficiently. Ensuring quick startup times, low HD signature and minimal hassle to download. The sample base can be easily downloaded from within our plugin.

M LAC

Modalics Lossless Audio Codec

Min Supported System Specs

Intel Core i5 or equivalent AMD CPU, 8 GB RAM (16 GB recommended)

Apple ARM64 (M1, M2, etc..) on Apple Systems

Windows 10 / macOS 10.13

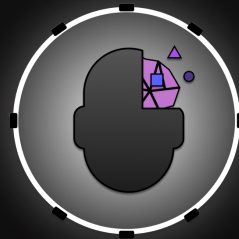## Recommended Sample Library Requirements

Install on SSD drive for optimal performance

Supported Formats:

Windows (64-bit only) - Standalone, VST, VST3, AAX

macOS (64-bit only) - Standalone, VST, VST3, AAX, AU

Tested DAWs

Cubase, Ableton Live, Logic, Pro-Tools, FL Studio, Reaper, Studio One

MINDst Drums should run on any DAW that supports the formats above, if you run into any issues let us know at info@Modalics.com

Quick Start Guide - Kit

Activation Status
Clicking the MINDst Logo will open the activation status prompt.
Here you can view your available activations & deactivate licenses.

Preset Menu
Click to open the preset menu, aside from loading presets you can save your own and find additional features to manage your presets.

MIDI Player
The MIDI player includes pre-made clips in various genres to be used for auditioning or as starter grooves in your projects.
Click and drag the file icon to export the selected file and drop it on your DAW timeline

Toolbar Buttons (Left to Right)
Mixer Toggle – Switch to mixer view
Undo/Redo
Open MIDI Mapping Window
Sample Manager
Audio/MIDI settings (Standalone Only)
Modalics Logo Button – About MINDst

Selected Drum Module – Top
This section of the module allows you to turn off the selected drum, adjust it's volume or solo it.
Keep in mind that turning off or soloing the drum in this way will remove it in all ways.

Selected Drum Module – Control Area
This section of the module contains toggles to switch between the drum controls.
Most drums have the main drum menu (snare image) and the velocity menu (graph image)
Some drums and cymbals also feature an articulation mixer and other unique features that are instrument–specific. Ex – The kick has a sub synth, you can decide on snare zones or if hi hats would be played with 1 or 2 hands,

Oneshot Toggle
Determines if MIDI note off will end the previous sample or if the samples will be played at full length regardless of when their note offs are triggered

Master Module
The master module contains the following:
Master velocity toggle – Show the master velocity curve
Master Volume – MORE EVERYTHING
Vel to Volume – expands the effect of velocity on the sample loudness

Velocity to Volume
Velocity to volume determines the effect of note velocity on the sample playback volume.
Higher values mean that the dynamic range will be expanded and lower velocities will play softer, while louder velocities will be....even louder!

Kit Module
Clicking any piece on the kit will audition it's current sound through all mic and processing settings.
This is also the main way to navigate between the drum and cymbal settings, clicking on any instrument will show it's current settings in the selected drum module (left side of screen)

MINDst
DRUMS

◄ BASIC - RAW FUNK 101 ►

Ghostly   ▶   100

VOLUME   S

FLOOR

TUNE

ATTACK   HOLD

RELEASE   OVERLAPS

ONESHOT

MASTER

MULTIOUT

VEL TO VOLUME

Quick Start Guide - Mixer

Mixer Presets
The mixer has it's own preset system, the mixer preset is always saved with the main preset,

Mixer Lock
Use this toggle to prevent the mixer preset from changing with the plugin preset.

Solo/Mute Toggle
When any channel is muted or soloed in the mixer, these buttons will turn on.
Clicking them will un-solo/ unmute all channels.

Reset Mixer
Resetting the mixer will cause all settings to revert to their default values, same as selecting the INIT preset.

Clicking "MultiOut" will open a drop down menu allowing you to select from 3 presets of mixer routings for multi out scenarios

Mixer Views
Switch between Main and All views of the mixer.
Main view contains 7 faders and is focused around high level balancing and processing.
All view is focused on individual instrument balance and processing and depicts all available instrument channels.

Master Fader
Adjust master volume & overall stereo width

Master Effects
Use the tabs to navigate between the master effects and reverbs
Master effects are applied to the mixers stereo out
Reverbs are "sends" and all channels can be routed to them

Channels
All mixer channels contain the same feature set, both in Main & All views
(Top to Bottom):
Pan, Solo, Mute, Show&Enable Comp, Show&Enable EQ, Studio Reverb Send, Plate Reverb Send & Output routing

Master Effects
The effects section includes a drive/crusher, a compressor and a low pass filter
The drive and compressor have mix knobs so they can be applied in parallel, which is recommended as they are applied to the main output of the mixer
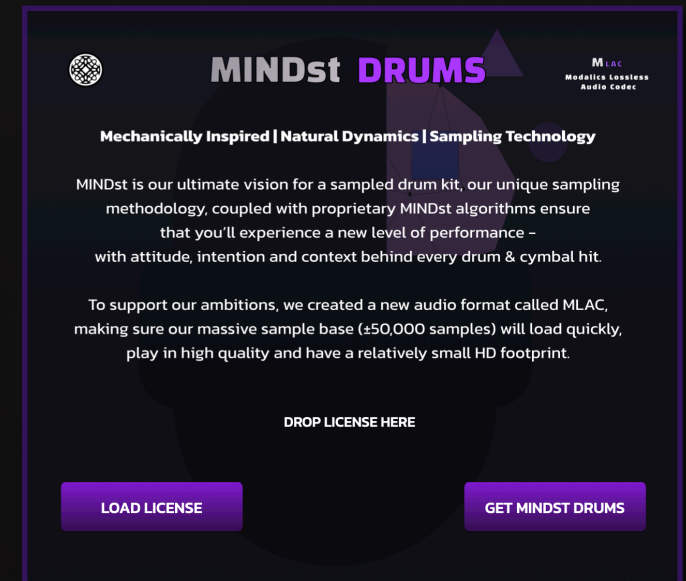
Channel Outputs
All mixer channels are routed to the mixers main stereo output by default,
Clicking the "Mixer" label on the bottom of the channel will open the output menu and allow selecting any available output.
You can also use multi output presets by clicking the "Multi Out" button on the master fader in the mixer view, or on the same button on the kit view's master module.

General Key Commands

1. **Alt + Click -** Reset all controls & parameters to their default value.
2. **Double Click -** Manually insert value to knobs & sliders.
3. **Right Click -** Opens context menus where available.
4. **F1 -** Open user manual (This thing you're reading now...)
5. **F2 -** Reset window size to default.

Congrats on purchasing your copy of **MINDst Drums**!
Installing it is as easy as installing anything else that installs easily. Let's begin!

1. Download your copy of MINDst - Either from the email sent to you following your purchase titled "Your License is Ready" or from the "My Orders" page on your profile on our website (www.modalics.com)

2. Start MINDst in standalone or inside your DAW of choice.

3. Upon Starting the app, the license activation prompt will appear.

4. If you've purchased MINDst, simply drag and drop your license file onto the activation prompt (active internet connection required) and you're good to go!

5. You can also click the "Load License" button to load your license file through a file system prompt.

6. After these steps, you will be prompted to download the sample base via the "Download Samples" prompt.

Download Samples:

In order to start using MINDst Drums, you are first required to download the sample base.
You can download either the 24Bit MLAC version or the 16 Bit MLAC version. The tradeoffs being sound fidelity vs space on HD.

1. Choose sample base quality and click corresponding button.
2. Copy the link to use in 3rd party downloader or click "Download" to use your default browser.
3. Extract the zip file to a location on your HD (store samples on SSD drive for optimal performance)
4. Click "Locate Samples" and select the folder you extracted the zip file to.
5. When "Loading Samples - 100%" appears on the status line, you're good to go!

The MINDst Drums Interface Contains 3 Main Elements:

- **Top Toolbar** - Global Functions, presets, MIDI player.

- **Kit Screen** - Audition drum sounds, edit overall drum character, velocity controls.

- **Mixer Screen** - In depth drum mixing interface. Presets, effects, reverbs, bleed controls and everything you need to fine tune your drum sounds.
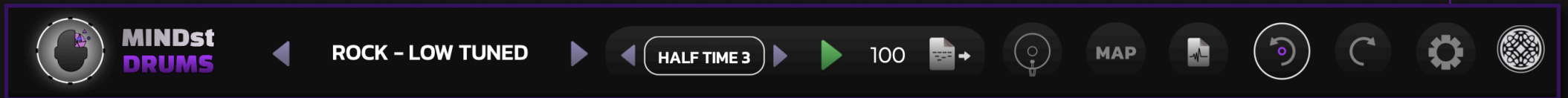
Top Toolbar

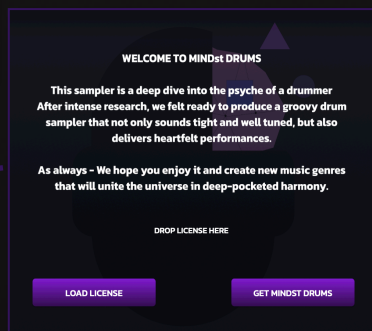**Activation Status**

Preset Menu

MIDI Player & Transport
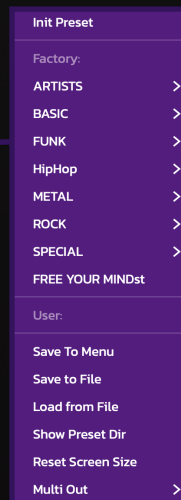
MIXER | Undo/Redo | MIDI Mapping |

Settings (Standalone Only)

ROCK – LOW TUNED | HALF TIME 3 | 100 | MAP

Sample Manager

About

WELCOME TO MINDst DRUMS

This sampler is a deep dive into the psyche of a drummer. After intense research, we felt ready to produce a groovy drum sampler that not only sounds tight and well tuned, but also delivers heartfelt performances.

As always – We hope you enjoy it and create new music genres that will unite the universe in deep-pocketed harmony.

DROP LICENSE HERE

LOAD LICENSE | GET MINDST DRUMS

Clicking the **MINDst Drums** logo will bring up the activation window

RAW FUNK 101

Init Preset

Factory:
ARTISTS
BASIC
FUNK
HipHop
METAL
ROCK
SPECIAL
FREE YOUR MINDst

User:
Save To Menu
Save to File
Load from File
Show Preset Dir
Reset Screen Size
Multi Out
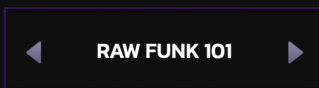
Aside from navigating the awesome selection of presets we've assembled, the preset menu allows you to manage your own presets under the "User" category.

Show Preset Dir will open the preset folder on your file system.

The presets menu will reflect your file structure, so you can create subdirectories under the user directory to represent categories or sub categories, and they will be reflected in the preset menu.

Save to Menu will add the preset to your user category without opening the file system

**Save to File** will allow you to save your preset file to any location on your HD.

Load from File will open your OS's file browser and allow loading a preset file from anywhere on your HD.

Show Preset Dir will open your user preset directory.

Reset Screen Size will revert to the default window size of MINDst Drums

Multi Out Apply multi-output routing presets for groups and/or mics.
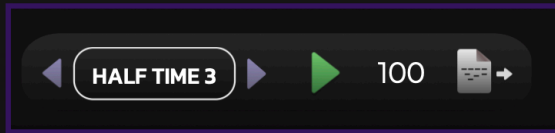
MIDI Player - The MIDI player allows playing & exporting MIDI files directly from MINDst, this is especially useful to quickly audition your current drum sound or to get started with some premade grooves.

Play - Start MIDI playback (overrides any MIDI clip currently on your DAW timeline).

BPM - Set BPM for MIDI player, when running in a DAW this control will reflect the DAW BPM and will not be usable.

Drag to MIDI - Click & drag to export current file selection to your DAW or file system.

(From Left to Right)
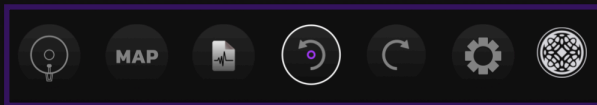
Mixer Toggle - Switch to the mixer screen.

Undo/Redo - Fix the past, fix the future, come with me if you want to live.

Sample Manager - Open the Sample Manager to locate samples & download them, will open automatically in case of faulty sample integrity.
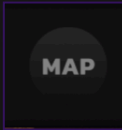
Map - Open the MIDI mapping window (more info in next pages)

Settings - Open Audio/MIDI settings when in standalone.

Logo Button - Open "About" window.

MIDI Mapping:

Reset - Reset MIDI mapping to default scheme.

Note/Num - View the MIDI note field as numbers or as note names.

Flats/Sharps - (In settings) When in note view, determine if the accidentals appear as sharps (#) or flats.

Middle C - (In settings) Determine if the middle C note of the mapping will be C3 (Yamaha Standard) or C4 (Roland Standard).

Pitch/Inst - Sort MIDI Mapping by pitch or by instrument type.

HH Settings - Open Hi Hat settings popup, determine HiHat CC, default open/closed modes, switch to pedal mode (for E. Kits).

Presets - Save or load MIDI maps from the factory or user libraries.

View Modes - Select between viewing the basic map, all instruments or individual instrument mappings.

Audition - Play listed midi note to trigger corresponding articulation.

Note - Assigned MIDI note, you can edit this field by clicking the purple box and typing in either a note name or number.

Learn - Input any MIDI note after clicking learn to assign that note to the articulation & instrument in the columns to the left.

Delete - Remove articulation from map.

Duplicate - Duplicate articulation (useful if you want to assign multiple notes to the same articulation)

UNIQUE FEATURE - Reactive Snare:

The snare MIDI map features a unique articulation called "**Reactive Snare**", this note, when played from silence will trigger your standard snare mapping. When playing reactive snare immediately after a standard snare hit, the playback engine will trigger a special sample we recorded, that gives a much more organic feel to your snare rolls and fills. For example, when playing rolls with the center snare, the reactive note will trigger a two stroke sample using a feedback sample (sample recorded while the instrument is still resonating) with the same hand.

UNIQUE FEATURE - Cymbal Choke:

Choke all cymbals is a special mapping that, as the name suggests, will "choke" all cymbals currently playing. The length of the choke correlates with the "Overlap" control on the main kit screen.

The Kit View

The Kit View is used to audition and control the overall character of the drums & cymbals, it features substantial customization features that control the drum tone, sustain, velocity behavior and overall levels.
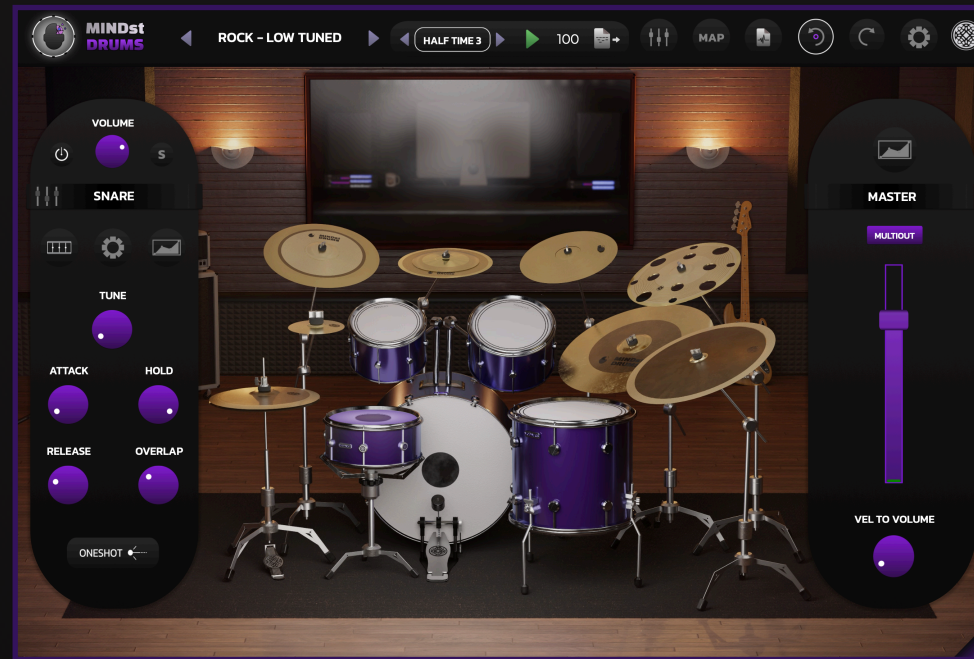
Kit View Main Features

Click a Drum or Cymbal - Audition drum in it's current state & settings and select it for editing.

Selected Drum Module (Left) - Customize currently selected drum, change tunings, sustain, velocity behavior and access drum specific features.

Master Module (Right) - Customize the overall sampler velocity curve, adjust master volume and velocity to volume.

Selected Drum Module - Breakdown

Selected Drum Module

These controls allow enabling/disabling, controlling volume or soloing the selected drum
keep in mind that these controls are very influential as they completely affect the selected drum representation in the sampler.
For example - Soloing through this menu will result in only the selected drum being heard in every mixer channel, no bleeds or additional features that may include other instruments will be heard. Same goes for disabling the selected drum. Adjusting the drum level will affect any and all ways the drum is heard in the plugin, so it's advised to handle these controls carefully as they are potentially destructive to the integrity of the sample playback.

The sub menu area contains the selected instrument name and available sub menus, some instruments have additional features, navigating these features is always done via this area.

The main drum controls are as follows:
Tune - Adjust the pitch of the currently selected instrument.
Attack - Soften selected drums transient, min value will trigger the sample as it was recorded.
Hold - Determine the overall sustain of the selected instrument, this can be thought of as the "body" of the sample.
Release - Adjust the sample tail, lower values create very abrupt endings to samples and result in a "gated" feel. If you're into that stuff…
Overlap - Adjust the transitional release time when playing the same instrument subsequently.
The "Release" knob applies to when an instrument is played once, "Overlaps" should be tuned mainly with sustaining instruments that are played in sequence such as open hi hats or rides.
This control also affects the release time of the "Choke" samples.

One Shot Toggle - Determines if MIDI note off will end the previous sample or if the samples will be played at full length regardless of when their note offs are triggered
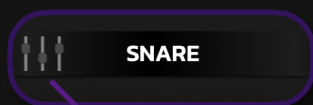
Selected Drum Module - Sub Menus & Snare Settings

Some drums will feature special sub menus in this area of the selected drum module, here are some of the unique features available:

SNARE

CENTER

RIMSHOT

SIDESTICK

When the **faders icon** appears next to the instrument name, it means the **articulation mixer** is available for that instrument.

The articulation mixer allows adjusting the balance between the different types of articulations available in instruments that were fully sampled in several playing methods such as Snare, Hi Hat or the Ride cymbal.

This control adjusts the level of the articulation in all places it may appear in MINDst, including bleeds, room/overhead mics etc…

ZONE

A B C

LEADING HAND

RIGHT
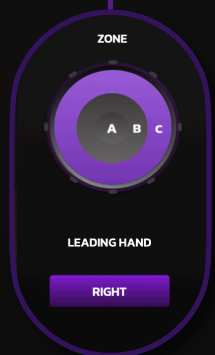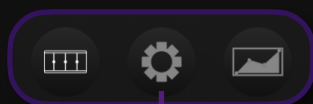
The **advanced settings** icon is available for instruments that feature settings that affect the performance and default sample playback selections of the selected instrument.

For instance in the **snare advanced settings** you can select between **3 playing zones**, each zone has a different timbre.

You can even select which hand your drummer will use to hit the snare on a main hit with the **Leading Hand** control.

When playing fast continuous snare hits, round robin samples of both hands will be triggered to emulate 2 hands playing on the snare, however, the leading hand setting will determine which hand will always be used to start a new note sequence.

Selected Drum Module - Hi Hat

Selected Drum Module - Hi Hat Settings
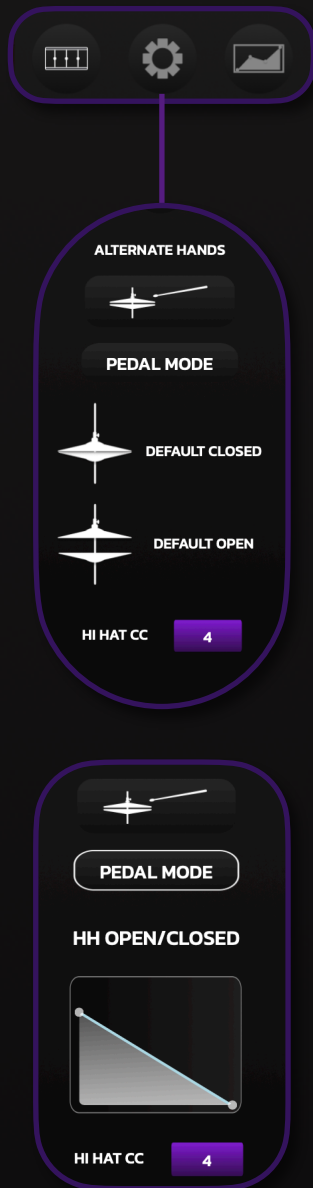
The **Hi Hat Advanced Settings** includes several controls:

Alternate Hands - Determines if subsequent hi hat hits will be played alternating between left and right hand strokes or with the same hand.

**Alternating hands is a nice feature to experiment with after composing a drum beat that is led by hi hats. Generally speaking, alternating hands will create a slightly more varied feel to the performance, while same hand mode will feel a bit more consistent.

The hi hat was sampled fully in 4 levels of openness, ranging from tightly closed to fully open.

Default Closed - Sets the default hi hat openness value for the closed hi hat note.

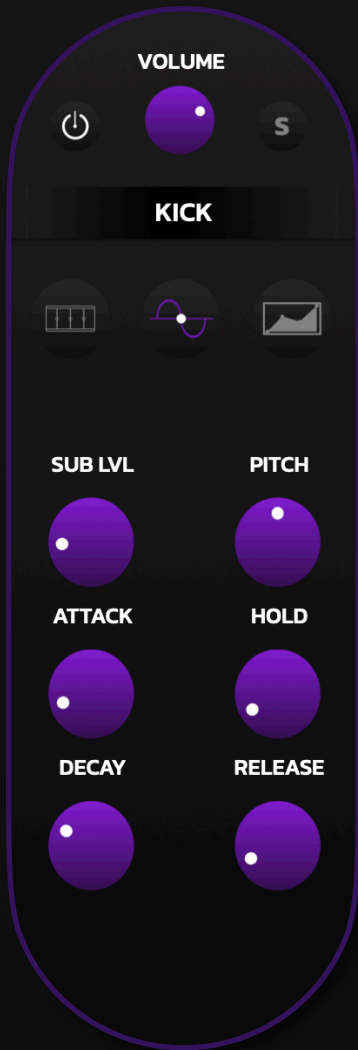**Default Open** - Sets the default hi hat openness value for the open hi hat note. **

You can use these controls to quickly adjust the hi hat sound, for instance if your track generally requires an open hi hat sound, you can simply change the default closed and open settings to reflect the range you require for your track, as opposed to using several notes to trigger the right hi hat samples.**

Pedal Mode - Use a curve to depict hi hat openness range and sensitivity, mostly suitable for users that play electronic kits with a pressure sensitive hi hat pedal.

Hi Hat CC - Select the MIDI CC that will be used to control hi hat openness.

Panel labels

ALTERNATE HANDS

PEDAL MODE

DEFAULT CLOSED

DEFAULT OPEN

HI HAT CC   4

PEDAL MODE

HH OPEN/CLOSED

HI HAT CC   4

Selected Drum Module - Kick Sub Oscillator

The kick has a unique feature, a sub oscillator synth!
This synth is a great way to create consistency and add a hefty punch to your low end.

Sub Level - Control the sub oscillator volume (the sub is mixed together with all other mics in terms of processing on the kick group)

Pitch - Raise or lower the sub pitch, keep in mind that the lowest values may not be audible unless you're listening with speakers that have the appropriate frequency response.
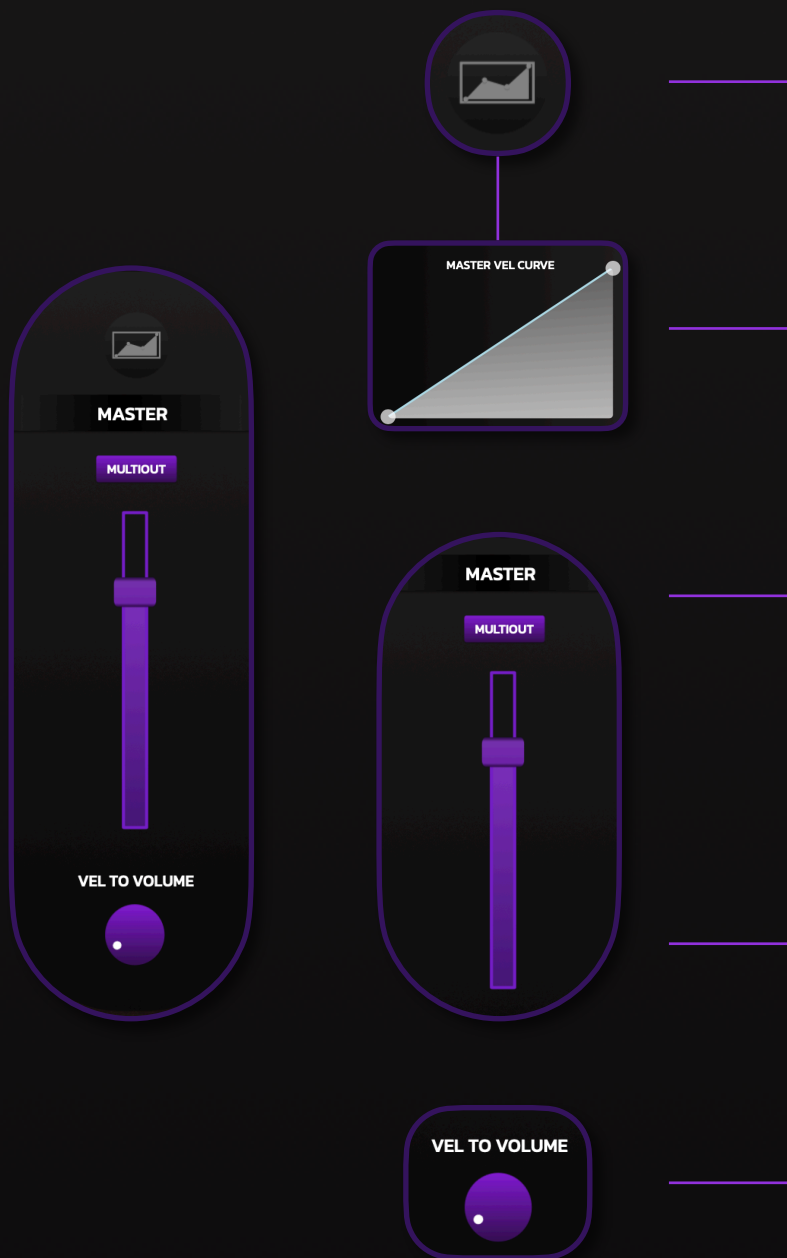
Attack - Control the sub osc transient, lower values will sound punchy and higher values will make the sub fade in slowly.

Hold - Determines how long the signal will play at the recorded level after the attack phase.

Decay - Control how long it takes for the sub to reach the "hold" phase.

Release - Control how quickly the the sub note decays to silence.

Kit View - Master Module

Open Master Velocity Curve - Opens the master velocity curve popup.

Master Velocity Curve - Controls the overall velocity distribution and sensitivity of the plugin.
Use this control to quickly and easily create vast differences in the feel of the drum playback, want a lighter touch? Simply lower the right-most point until the drums sound just right.

Multi Out - Select from 3 multi out presets: Stereo, Groups & All Mics.
Stereo - All channels routed to the mixer's stereo outputs, this is the default setting.
Groups - Route only group channels to separate outputs.
All Mics - Route every mic to a it's own separate output.
choosing any of these presets will immediately apply their respective output routings to the mixer channels.

Master Volume - Controls overall plugin output. Adding volume is a great way to make sure your drums are heard, removing volume is a sure way to make the drums less loud.

Velocity to Volume - Set the amount that lower velocities will differ in actual playback volume from higher velocities.
This control can assist with balancing between the softest and loudest layers when creating very dynamic drum parts.

The Mixer - Overview

We designed the MINDst mixer to be powerful, user friendly & easy to navigate, letting you quickly move between mixing resolutions so you can fine tune your drum sounds and get back to writing that sweet a$$ groove.

The mixer is comprised of 3 main areas:

Mixer Top Toolbar (Top…duh) - Contains mixer view toggles, mixer presets, preset lock, remove solo/mute controls, reset toggle & master volume fader.

Fader Area (Left) - Contains the faders for the different instrument channels, you can switch between "Main" and "All" view modes to switch between fader resolutions. Main being a higher level approach and All giving in depth control of individual instruments.

Detail Area (Right) - Contains controls to balance, shape and apply effects to the channel selected in the fader area, this area is dynamic and always represents the settings of the selected fader.

Mixer Toolbar - Mixer Views

MAIN View presents an overview of the drum sounds and presents a high level approach to mixing, all mics and channels are represented by the 7 faders and in the detail area. This view focuses quick balancing of the kit mics and applying processing to groups of instruments.

ALL View lays out every instrument available in the kit as a separate fader, it's a more detailed approach that lets you control the processing of individual instruments.

For ex. In the main view, you can process "cymbals" or "toms" as a group and balance between the groups instruments in the detail area, but you cannot apply a separate compressor for the floor tom.

Mixer Toolbar - Cont.

◄ ROCK – MOVE SOME AIR ►

Mixer Presets - these presets apply only to the mixer settings, including all features presented in the fader area and detail area.

The mixer settings are always saved with the main preset, however in order to make sure a specific mixer setting can be called back from any main preset, you can save a mixer preset separately from the main preset.

Mixer Lock- Use the lock toggle to stop the mixer preset from switching with the main preset, this is useful if you're content with the mixer settings and want to explore variations in other aspects such as velocity settings, tunings and other features presented in the kit screen.

MULTIOUT

RESET MULTIOUT
Stereo
Groups
Groups+BD+SNR
All Mics

Multi Out - Quickly apply multi-output presets to entire mixer
Stereo - Default setting, all channels route through MINDst's Mixer Outputs
Groups - Route group channels out to your DAW outputs
Groups+BD+SNR - Route group channels with the addition of kick and snare mics routed through individual outputs.
**All Mics** - Each mic will be routed to it's own output

S   M

Master Solo/Mute Toggle - If any mic or channel in the mixer is soloed or muted, these buttons will be turned on. Clicking them will un-solo or unmute all channels.

RESET

Reset - Revert to the mixers init preset, useful in case everything sounds awful and you just need things to sound alright.

MASTER & FX   WIDTH   MASTER
100%

Master Width - Adjust the stereo width of the master output.
Master Volume - Adjust master volume and apply output presets for multi output modes.

Mixer - Channel Breakdown
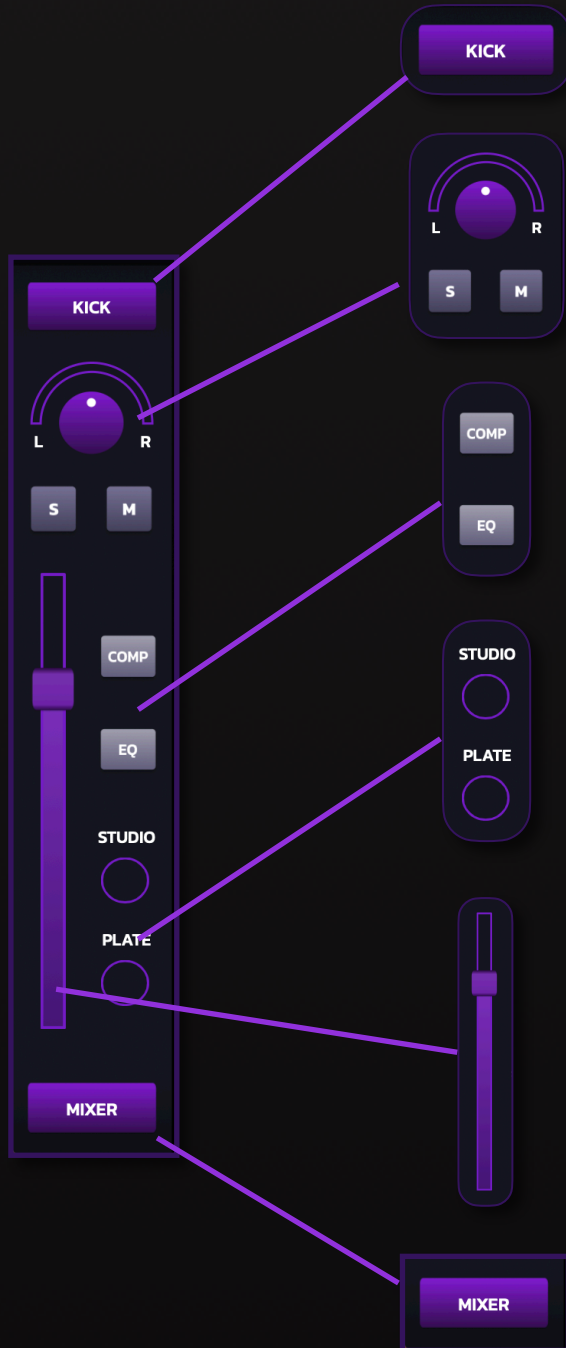
All channels that appear on the mixer, in both "Main" & "All" views share the same controls.

1. **Channel Name**
2. **Pan Knob**
3. **Solo / Mute Channel**
4. **Enable/Disable Compressor and EQ's**
5. **Sends to studio & plate reverbs**
6. **Channel volume**
7. **Channel Output Assignment** - Depicts the current channel output, clicking this button will open the output menu and allow assigning a separate output for the channel.

Important Note -
Clicking on the channel name or on any empty space on the channel will select the channel for further editing in the mixer detail area.

Pro Tip:
Right clicking an empty space on the channel will open the copy/paste menu and allow applying processing settings between channels.

Mixer - Master Effects & Reverbs

Clicking the master channel will open the master effect & reverb settings.

There are 5 modules in this area:

Drive - The drive module contains both a soft-clipping overdrive and a bit crusher:

1. **Bits** - quantize bit depth to reduce the dynamic range of the signal. In the 16 bit setting this will bypass completely.
2. **Hold** - performs a Sample & Hold by duplicating a sample value over the next N samples. Minimum value means full bypass for that effect.
3. **Drive** - Soft clipper gain.
4. **LPF** - Low Pass Filter Frequency.
5. **HPF** - Hi Pass Filter Frequency.
6. **Mix** - Mix between the driven/crushed signal and the unaffected signal.

Compressor:

1. **Ratio** - Adjust the compression ratio, higher values result in more extreme volume reduction when the compressor is activated.
2. **Mix** - Mix between the compressed and original signal (*especially useful to add punch to your drums without losing the natural feel of the transients and sustains*)
3. **Makeup** - Adjust makeup gain to compensate for volume reduction caused by compression.
4. **Threshold** - Adjust compression threshold, lower values will result in more of the signal getting compressed.
5. **Attack** - Set compression attack speed.
6. **Release** - Set compressor release times.

Low Pass Filter:

1. **Cutoff** - Adjust filter cutoff frequency
2. **Resonance** - emphasizes or suppresses signals above the cutoff frequency.

Master Effects & Reverbs - Cont.

The "Reverbs" tab will open the master reverb settings, allowing you to shape both the "Studio" and "Plate" reverb types
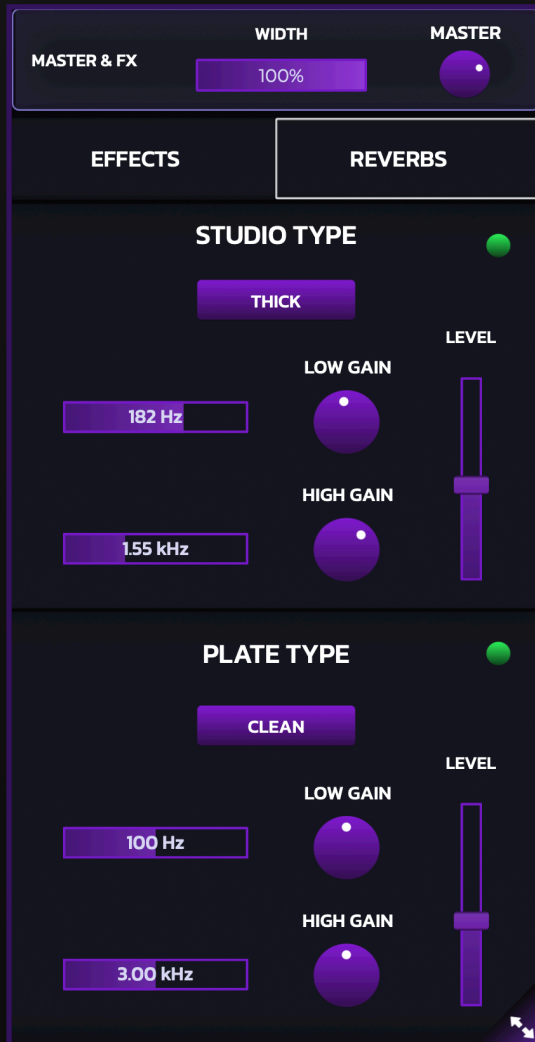
The **Studio Reverb** contains a selection of 4 short reverb types, each with it's own distinct character. You can use this reverb to supplement the room & overhead mics and add more space and dimension to your drum sounds.

1. **Type** - Open the type drop down menu and select the studio type.
2. **Low Gain** - Adjust low shelf gain.
3. **Low Frequency Bar** - Set the low shelf frequency.
4. **High Gain** - Adjust high shelf gain.
5. **High Frequency Bar** - Set the High shelf frequency.
6. **Level** - Adjust reverb volume.

The **Plate Reverb** contains a selection of 4 long reverb types, these reverbs are used to add size & weight to your drum hits and to add beautiful harmonic depth when the kit is in full swing.
The controls of the Plate Reverb are exactly the same as the Studio Reverb.

Mixer - Channel Detail Area

The channel detail area contains contextual features that change according to the selected channel

Instrument channels such as Kick, Snare, toms and the like, will contain 3 modules -

1. **Mic Module** - Contains mic controls for selected instrument
2. **Bleed Module** - Contains bleed controls for the major bleed channels. The kick and snare channels also contain a bleed mixer which allows controlling every instrument's bleed to their mics.
3. **Processing Module** - Consistent across all channels, the processing module contains 4 effects: Drive/Bit Crusher, Compressor, EQ & Reverb sends controls
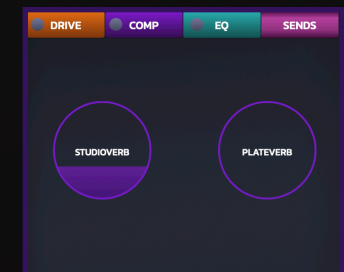
Drive / Crusher

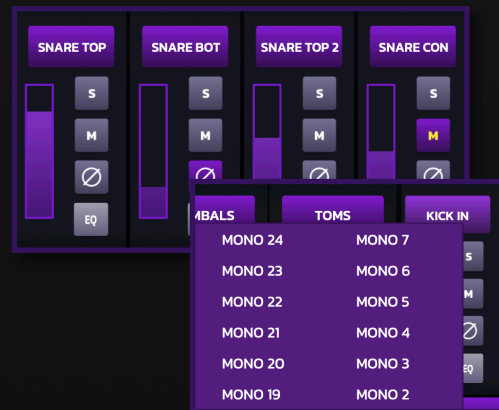## Compressor

EQ

Reverb Sends

Channel Detail Area - Mics

The mic module has several layouts according to the selected channel, different instruments were sampled with varying amounts of microphones
This area was designed to present the most useful balancing features for each channel you select
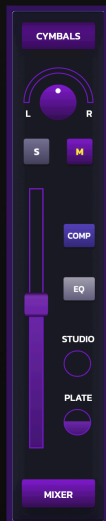
Snare Channel Mic Layout

The Snare channel is an instrument channel, the mic module will show the 4 mics that were used to sample the snare, there are 2 microphones on the head of the snare, 1 on the bottom and a condenser slightly away from the snare.
There are 5 controls on each of these mics - Level, Solo, Mute, Phase & Show Mic EQ.
Important Note - In order to set a different output for each mic, clicking the mic name will open the output drop down and allow setting individual mic outputs.

Cymbals Channel Mic Layout

The Cymbals channel is a group channel, meaning all the cymbals in the kit are routed through this channel, aside from the cymbals presence in the overhead, room and kit mics - each cymbal was also sampled with a condenser close to it.

In this case, the individual cymbals can be edited in the "All" view of the mixer, while the group channel mic module brings an overview focused on balancing and panning the cymbal close mics.

Channel Detail Area - Bleeds

Bleeds represent the drums and cymbals as they are captured by mics that are not meant to specifically record them.
Meaning that when a snare hit is recorded, it is captured by every microphone in the room and not just the snare mic. Luckily in a sampler, we have the privilege of having exact control over bleeds.
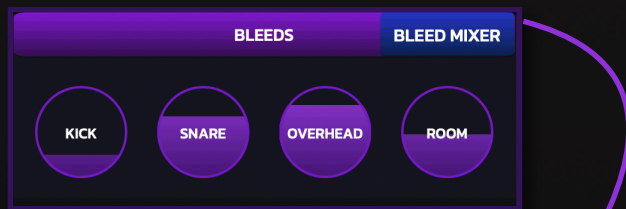
Basic Bleed Controls:

1. **Kick -** Adjust the selected instrument level as it's captured by the Kick mics.
2. **Snare -** Adjust the selected instrument level as it's captured by the Snare mics.
3. **Overhead -** Adjust the selected instrument level as it's captured by the overhead mics.
4. **Room -** Adjust the selected instrument level as it's captured by the room mics.
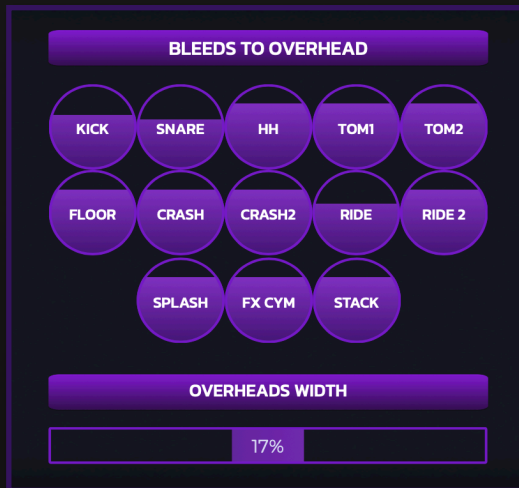
The Kick & Snare channels also include a bleed mixer:

The kick & snare bleed mixers allow for specific balancing of instruments as they are recorded through the kick and snare mics.

1. **Direct Slider -** Sets the volume of only the close mics of the selected instrument (as opposed to the channels mixer fader, that includes the bleeds balance as well)
2. **Bleed Master -** Sets the volume of only the other instruments bleed into the selected instrument mics.

The kick mics are usually well adapted to capture low end, so instruments heard through them will sound slightly muffled and heftier. The snare mics have a tighter high end response and they capture the residual harmony caused by the drum or cymbal, as it affects the drum heads

Channel Detail Area - Overhead & Room

OVERHEADS

L R

S M

COMP

EQ

STUDIO

PLATE

MIXER

BLEEDS TO OVERHEAD

KICK · SNARE · HH · TOM1 · TOM2

FLOOR · CRASH · CRASH2 · RIDE · RIDE 2

SPLASH · FX CYM · STACK

OVERHEADS WIDTH

17%

ROOM

L R

S M

COMP

EQ

STUDIO

PLATE

MIXER

BLEEDS TO ROOM

KICK · SNARE · HH · TOM1 · TOM2

FLOOR · CRASH · CRASH2 · RIDE · RIDE 2

SPLASH · FX CYM · STACK

ROOM WIDTH

100%

The Overheads and Room channels also include a bleed mixer, as well as width control.

These **bleed mixers** depict the presence of every instrument in the overhead and room mics, it is exactly the same level as the one that appears on the instrument channel bleed mixers. These mixers are simply a quick way to get an overview of the bleed to overhead/room setting of each instrument.

The **width control** affects the stereo image, it serves as a way to bring the overhead and room mics closer together or farther apart respectively.
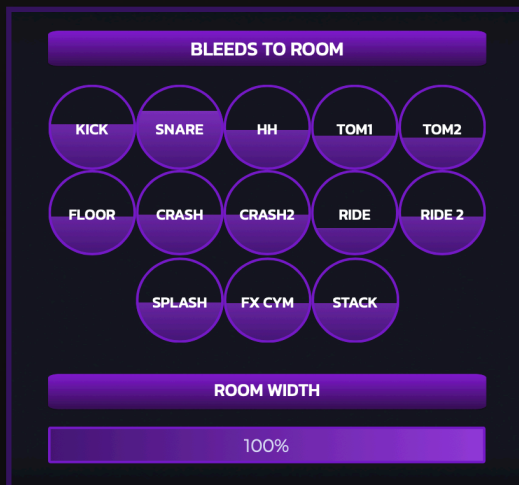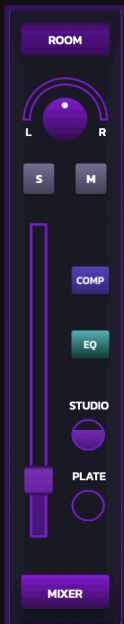
**The overhead and room mics are very significant in terms of shaping the overall drum sound, adding or removing a sense of depth and dimension. For instance, in order to create a very tight, close mic'd sound, you may want to completely mute the room mics and turn down the overhead mics. And the opposite is true as well! Try muting the instrument channel and mixing your kit as it is heard by the room and overhead channels, then start adding the close mics slowly. Thus creating a very spacious, airy drum sound.

Activation Modes

Product Installed

After successfully installing MINDst Drums you will be presented with the activation prompt, in which you can either start a 24 hour trial or quickly hop on to our website and purchase a copy of MINDst Drums.
Our trial version is fully featured, but limited to using our SD sample base package. After the trial period is done you will be denied access to the plugin. No more fun for you!

Product Activated

After successfully activating MINDst Drums you will be presented with your activation status - Ex. "1/3 Activated" - Click anywhere outside of the prompt to close it and use MINDst Drums.

Max Activations Reached:

When purchasing MINDst Drums, your license file will allow for up to 3 simultaneous activations, upon reaching the maximum number you will be presented with several options:

Deactivate All Machines - All MINDst licenses you've activated will be de-activated, allowing you to immediately run Beat Scholar on the current machine.

Purchase Additional Licenses - It is possible to purchase additional licenses, each MINDst purchase will add 3 activations to your account.

Deactivate Machine - Deactivate MINDst on this current machine, thus allowing for activation on another.

On a personal note…

Thank you so much for trying out and/or purchasing MINDst Drums.

We truly see this product as the next step in our growth as a brand, it is entirely due to your continued support of what we do, that we are able to now produce products of this quality.

We hope to continue and deliver our shared vision for exciting, inspiring products that bring you closer to your artistic goals.

You always have our eyes and ears, if you have anything to tell us feel free :)
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