TAL-Drum
USER MANUAL

TAL-Drum

Introduction

TAL-Drum is a sampler especially for drums and short samples inspired by the 80's drum samplers.

It's tested and works within the most common audio hosts as *Ableton Live*, *Cubase*, *Logic Pro*, *Garage Band*, *Reaper* and *DSP-Quattro*. No standalone version available. Try the unregistered demo version to be sure that the plugin works in your environment.

Please use at your own risk. We take no responsibility for any damage caused by our VST and AU (Audio Unit) plug-ins.

Installation

Windows

Requirements:

- Windows 7 64bit or higher.
- A VST 2.4, VST3 or AAX compatible host.

Installation:

- Download the windows installer from the product page.

- Use the installer to install the VST3 or AAX plug-in. You need to copy the VST2.4 manually to your host's VST directory. You can also install the VST3 and AAX manually. Our installers only copy the plug-ins without any additional actions.

In hosts like Cubase, the plugin will show up after a restart. Some hosts need a plugin rescan. If you use Ableton Live and the plugin does not show up after a VST plugin rescan, try to disable and re-enable VST plugin support.

Uninstall:

Just delete the plugin to uninstall it.

macOS

Requirements:

- OSX 10.9 or higher.
- Intel Processor.
- A host that supports AU (Audio Unit), VST or AAX plugins.

Installation:
- Download the *TAL-Drum-installer.pkg*, unpack it and run the installer. The installer copies the plugin to the right directory. It installs all available versions for macOS.
- You may need to restart macOS to make the plug-in show up in your AU host.

Uninstall:
Just delete the plugin. Its located in following directories:
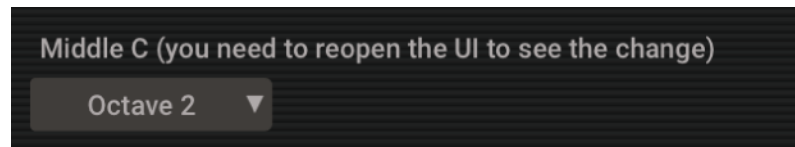
/Library/Audio/Plug-Ins/VST/
or for Audio Units:
*/Library/Audio/Plug-Ins/Components/*

In hosts like Cubase, the plugin will show up after a restart. Some hosts need a plugin rescan. If you use Ableton Live and the plugin does not show up after a VST plugin rescan, try to disable and re-enable VST plugin support.

Registration

In demo mode the plug-in fades in a white noise from time to time. This will go away as soon as you register. You may need to restart your DAW after that to make sure all TAL-Drum instances are registered.

Please paste the whole serial number including the header into the serial field and press OK to register it.

Download Factory Presets and Samples

A click on the settings icon on the top opens the settings dialog. Click at **Download Factory Presets** to download the presets.

In demo mode only a small part of the presets is available.

Global Settings

A click on the settings icon on the top opens the settings dialog.

You can set the **Middle C** here. This is just for the note naming and does not change the behaviour of the plugin in any way.
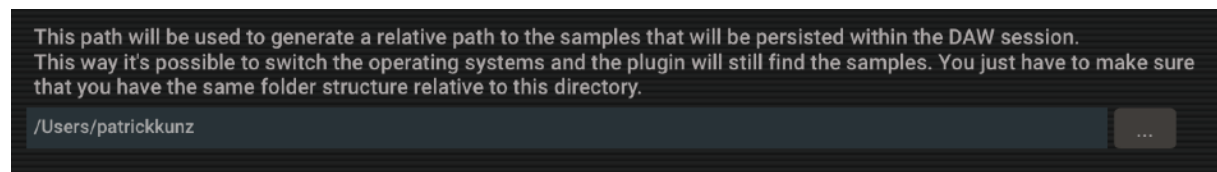

This path is important if you switch between different users or operating systems. The plug-in will save all samples paths relative to this path as a fallback and uses this relative path to load the samples when loading with the absolute path fails.

You have to make sure that you have **the same sample folder structure** relative to this path on all your systems to make this work.

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# Load Samples and Presets
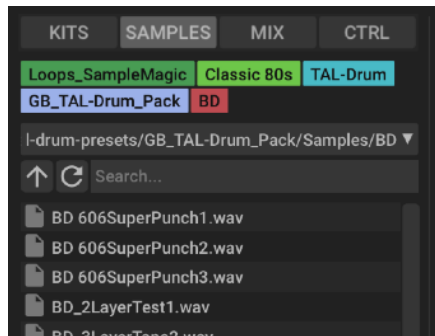
The sample and kit/presets browser can be used to navigate through your sample and preset folders.

You can use the arrow keys to navigate through folders and you can preview or load samples. Press the right arrow key to play the current selected sample and press SHIFT+right arrow key to load it to the current active pad or mapping.

To load a sample with the mouse, drag it to the pad or mapping where you want to load the sample or double click it.
There is a search input field that allows to filter the files. You can also search for different words when you separate them with a semicolon.
On the left of the search field is a refresh button. It refresh's the file view if something changed in the background. The arrow key let navigates the view to the parent directory.
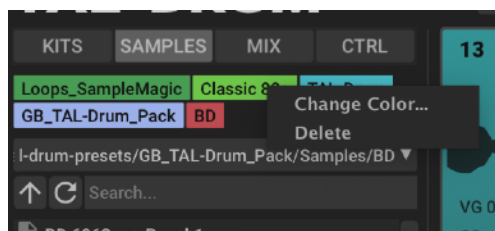
Every folder has a star icon on the right. Click on it if you want to add this folder to the favourites. You can change the color or delete a favorite item when you open it's context menu with a right mouse click.

You can open wav files or folders in your OS file browser with a right mouse click. Choose "Open file or folder…".
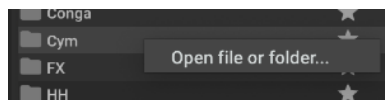
Tip: Although the internal browser can only select one single sample at once at the moment, it's already possible to load multiple samples into multiple sequential pads at once, by dragging them from external sources on a pad.

Preview Samples

Enable auto sample preview with the speaker icon. On the left is the playback volume.
You can also trigger a preview manually with the play button. A second click on the play button stops the sample player.
The PREVIEW button enables the in-place preview. Enable it and the next samples you select will replace the current active sample in the pad or mapping view. Disable the button to restore the old state or definitively load the sample.
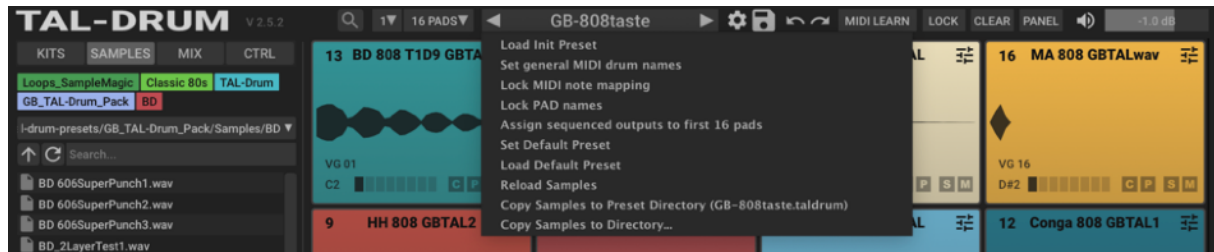
Menu Options

On the top of the plug-in you will find the preset name. It's possible to switch the preset if there is more than one preset in the folder.
A click on the preset name opens the menu with following options:

Load Init Preset
This resets the whole preset to the default state.

Set general MIDI drum names
Assigns the GM names to the pads.

Lock MIDI note mapping
The plug-in keeps the pad midi-note mapping when changing presets.

Lock Pad names
The plug-in keeps the pad names when changing presets.

Assign sequenced outputs to first 16 pads
Every of these Pads got it's own output. Pads above 16 will be assigned to output 16 then.

Set Default Preset
This saves the current preset as default preset. This preset will be loaded when you create a new instance of the plug-in. Make sure it does not contain huge samples. Otherwise new instances may load slow.

Load Default Preset
Loads the default preset if you already have one.

Reload Samples
Tries to reload all samples. This is useful if you changed a sample in the background or if you fixed a missing sample issue.

### Copy Samples to Preset Directory
This feature is available if the current loaded preset is connected to a preset file. This is the case when you save the preset or if you load a preset by a preset file. Using this feature copies all samples to the preset folder.

Sample Not Found Dialog

You will see this dialog if TAL-Drum does not find one or more samples. It's possible to find samples if you use **Find samples in directory…**. The plug-in will then scan that folder and all sub folders for the samples. It only takes the file name for matching. Also it is not recommended to select folders that have GB of data or a lot of files. You need to be carefully when using this method.

It's also possible to drag the sample from the browser to the sample that is missing and replace / fix it this way.

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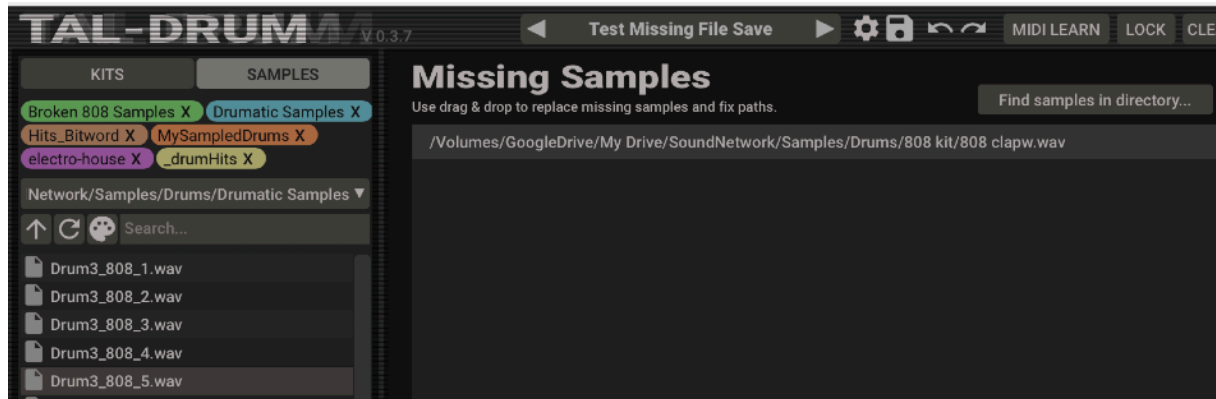
Pad View

This is the default view when you open the plugin. It shows the browser on the left and 16, 32 or 64 pads on the right. You can switch the number of visible pads on the top with the drop down menu.


Following actions are possible with the pads:

- Click on a pad near the sample waveform to trigger and play the sample.
- Drag a pad to switch positions with another pad (switches all settings and samples but leaves the MIDI key and voice settings).
- CTRL + Drag to copy a sample.
- SHIFT + CTRL to export audio. You can drag it to the explorer or into your DAW's arrange view. Make sure your daw makes a copy of the sample in your project folder in this arrange view case.
- SHIFT or CTRL to select multiple pads. You can change settings at the same time for all selected pads. For example color, pad names, filter, amp, matrix settings…
- Copy/Paste Icon: Lets you copy paste whole pads. This can also be done between different TAL-Drum instances.
- M/S Buttons: Mono/Solo option for the pad.
- Configure Button: This button in the top right corner opens the mapping and sample editor.
  Tip: Double-clicking on the headline of the pad opens the editor too.
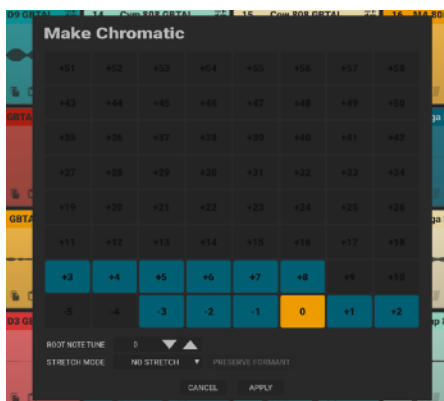
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A right click on the pad shows a context menu:

- Default Color Palette: A left click chooses that color for the current pad. A right click let you change the color permanently to your own favourite defaults.
  But beware: there is only one way to restore the default colours:
  Modifying or deleting the plugin settings file.

- Color…: Lets you edit the color for the current pad.

- Make chromatic: Opens a dialog to copy the current sample chromatically scaled to the neighbour pads.

- Select all Pads: Another way to select all pads.
- Save/Load Pad: Save or load the pad.
- Clear Pad: Clears the pad data.
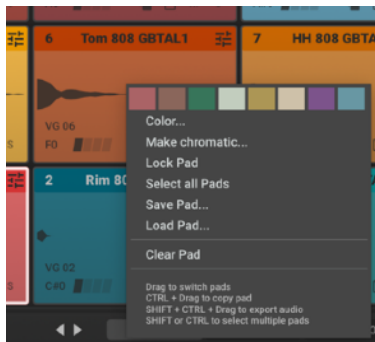

Make Chromatic Editor

The make chromatic dialog is an easy way to assign the same pad to the neighbour pads with a semitone offset each. You can click on the UI grid to specify how many pads you want to assign this. The preview shows the semitone offset for each pad. The maximal value is +-24 semitones.

PAD Settings

Shows all settings that affect the whole pad. This settings can be automated with DAW automation.
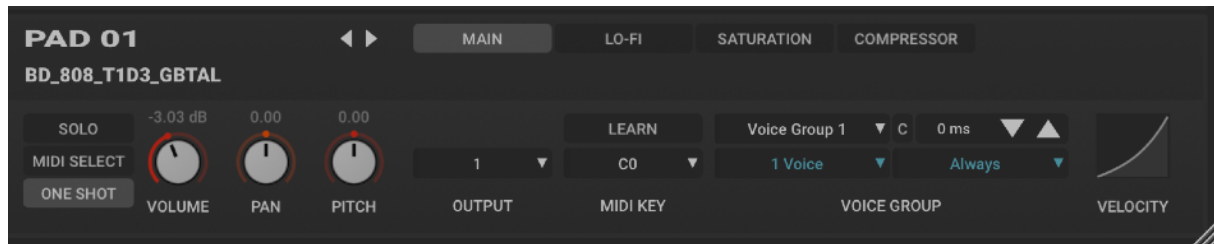

Basic Settings

Shows the most important settings. They are always visible.

- ONE SHOT: Plays the whole sample to the end when triggered with a Note-On event.
- MIDI SELECT: Selects the pad according to the MIDI note.
- SOLO: Enables solo mode for this pad.
- VOLUME: Pad volume control.
- PAN: Pad panorama control.
- PITCH: +-24 semitones pitch control for the pad.
- Pad Name: Shows the pad name. It's shows the file name by default. It's possible to rename the pad.

Main

Shows settings that affect the whole pad.
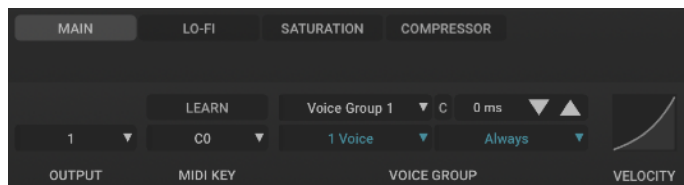
- OUTPUT: The DAW stereo output.
- MIDI KEY: The pad's assigned MIDI key.
- VOICE GROUP: Voice group settings. Every voice group can have a number of voices. It's possible to set a fade out time in ms in the case of voice stealing. The "C" enables choke for different pads in the same voice group also with more than one voice. Each voice group can have different modes.

  You can choose between Always, RR Cycle and RR random voice group mode. The RR (Round Robin) modes work for pads that have the same MIDI key assigned. The plug-in will then cycle through the pads for each Note-On event for that key.
- VELOCITY: Adjust the velocity scaling for this pad.
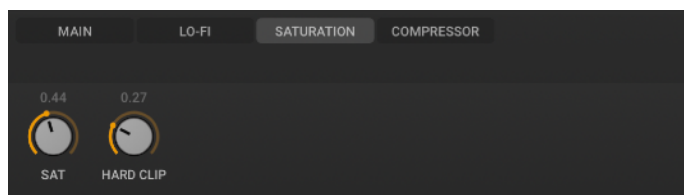
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Lo-Fi

LO-FI and re-sampler settings.

- ANALOG: Analog inaccuracy and variation for every playing pad.
- TIMING: Random timing jitter intensity.
- SR: Re-sampler sample rate.
- BITS: Re-sampler bit depth.
- COMPAND: Mu-Law companding intensity.
- JITTER: Re-sampler sample jitter.
- HISS: Re-sampler hiss intensity.
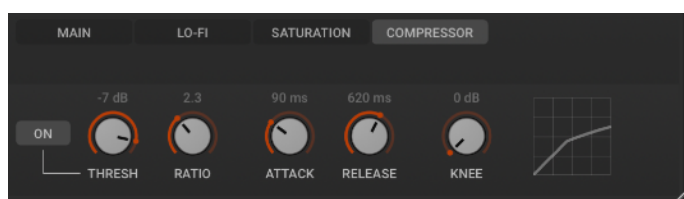
Saturation

Saturation settings for the selected pad.

- SAT: Soft saturation intensity.
- HARD CLIP: Hard-Clip intensity.

Compressor

A compressor to shape the pad transients.

Pad Editor

A click on the icon on the top right of the pad opens the pad editor of the current selected pad. The CLOSE button on the top right closes the editor and changes back to the pad view.
If your mouse cursor is currently more in the lower area, you could also use the Edit button right next to the Pad's name for that.
Another way to switch back to the pad view is right-clicking in the unused area between the knobs above the waveform.

Main Settings

The top panel contains the main settings for the mapping and the pad.

-   VOLUME: Volume for current mapping / sample.
-   PHASE: Phase switch
-   STEREO SWITCH: Switch the stereo channels.
-   PAN: Sample panorama.
-   DELAY: Sample delay up to 1000 ms
-   TUNE / FINE: Sample pitch.
-   VELOCITY: Volume/velocity sensitivity amount.
-   STEREO AMOUNT: 100 is full stereo, 0 is mono
-   AHDSR: Amplitude envelope settings.
-   FILTER: 12dB resonance SVF multi filter with diode clipper in the feedback path (LP, BP, HP) and an additional comb filter with feedback.
-   DRIVE: Defines how loud the signal is fed into the filter.
-   HP: 12dB SVF high pass filter.

Wave Editor

The wave editor shows the audio waveform. You can move start/end and loop start/ end points with the mouse. CTRL + drag enables zero crossing snap.
Even more precise, you can enter the position values manually in the numeric fields.

Zoom-in with the mouse wheel and change the view position by dragging in the waveform overview at the bottom.
You can also zoom by dragging the grey borders of that overview. A double-click on the overview zooms out completely.
A click with the right mouse wheel opens the context menu with some useful actions like non-destructive sample truncate and normalisation.
The triangle on the top of the start/end position can be used to fade-in/out the sample.
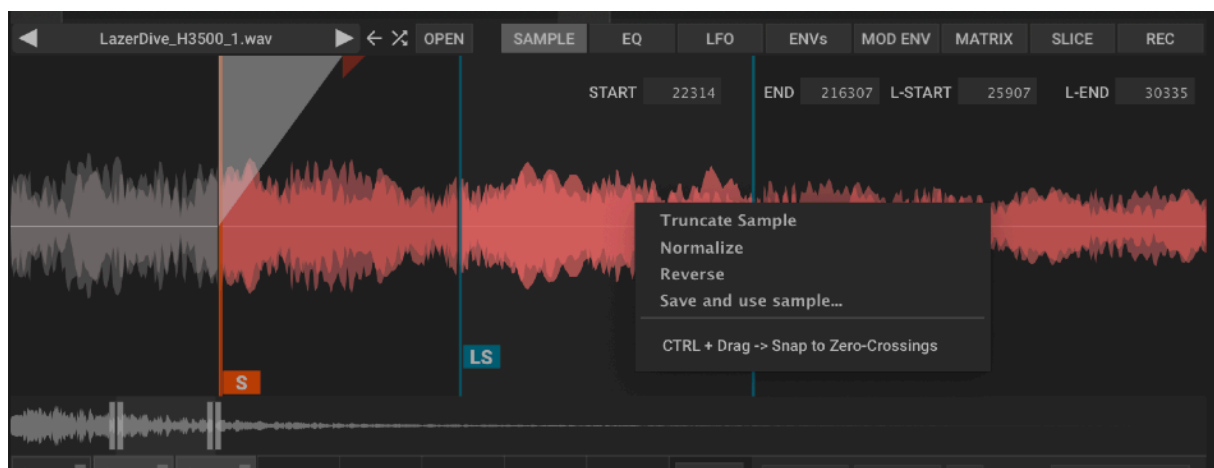
Switch samples with the arrow key or with the random button. Show the sample location in the sample browser with the left-arrow button. Show it in your OS file browser with the Open button.

Pad Layer Settings

Every pad can have up to 8 sample layers. You can reorder layers with drag and drop. It's also possible to select more than one layer and with CTRL + Click. You can then edit the value for all selected layers.

There are different options how you can use the layers:

- Play them at the same time and mix/overlap them (MODE Always).
- Use velocity ranges for the different layers / map.
- Change the mode to RR Cycle or RR Random. This are round robin modes for the mapping/samples. It cycle trough the mappings and chooses the next one for every note.
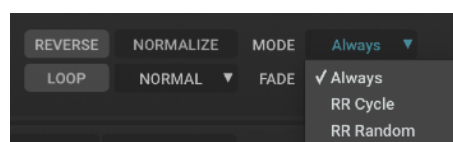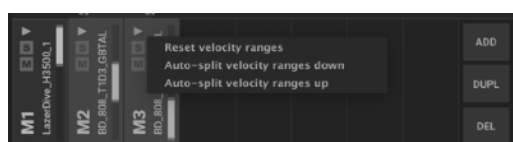
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Pad Layer Settings

This view shows some basic settings for the given mapping/sample.
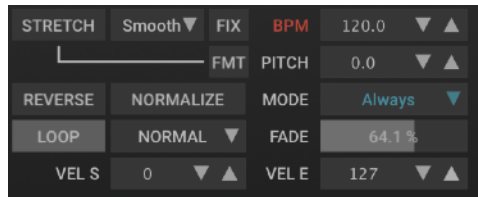
- REVERSE: The sample will play reverse when enabled.
- NORMALIZE: Normalizes the in-memory sample volume (non-destuctive).
- MODE: The mapping playback mode. Explained above.
- LOOP: Loop settings and loop styles (NORMAL and PING PONG). FADE defines the loop fading amount to avoid clicks while looping. Make sure you have enough space around the loop when you want to use the FADE feature. You can adjust the loop points in the waveform editor.
- VEL S / VEL E: here you can adjust the velocity range in what the sample is triggered.

Stretch Settings

Stretch enables audio stretching. You can play the sample faster or slower without changing the sample pitch. Or you can also change the pitch and keep the sample length the same.

There are different stretch algorithms and settings available:

- SMOOTH: Useful for voices, orchestra and other non percussive sounds.
- CRISP: Makes sure that the transients stay intact when stretching drum loops for or other percussive sounds.
- AK4I: Old-School Cycle stretch algorithm that uses a defined grain size for stretching. You can adjust the grain size from very small up to large.
- FMT: Tries to preserve the audio formants when changing the pitch.
- PITCH: Changes the sample's pitch without changing its length.

Tempo / Stretch calculation
The plug-in automatically pre-renders the sample when you enable stretch to keep the CPU usage low and to make it possible to use high quality pitch shifting algorithms.
The waveform preview will show the stretched and rendered audio signal and you can use it like any other sample. It's still possible to change all other parameters like pitch, pan and filters in realtime or you can also still use the mod-matrix.

You can set a stretch ratio when you enable the FIX button:
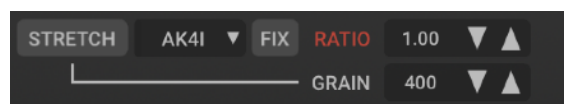
But it's recommended that you let the plug-in calculate the RATIO. In this case, you can choose between BPM and BEATS. Click on the red BPM label changes the label to BEATS and you can enter the sample's beats.
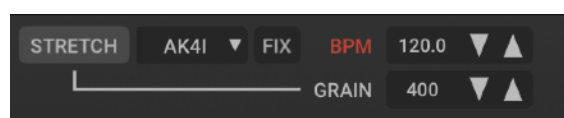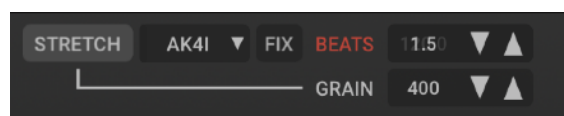
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Otherwise enter the sample's BPM. TAL-Drum will try to take the BPM from your filenames if available when you load an audio file.
Right above the sample waveform you can select some more functions. All these functions affect only the selected mappings and pads. You can treat them all individually or combined as you like.

EQ

This EQ can have up to 5 full parametric bands. Parameters are frequency (Hz), volume (dB) and the quality-factor (Q) which defines the sharpness of the band. The mouse controls are: dragging left/right for Hz, up/down for dB and mousewheel for Q.
For more accurate control, you can separate Hz and dB adjustment by either CTRL or SHIFT button, or even more precise, you can enter the values manually in the numeric fields above.
I find it very useful when you want to mix drum samples. Adding the top end of a different kick for example, duplicate mappings with slightly different EQ settings for RR or EQ the drum sound directly in the sampler.
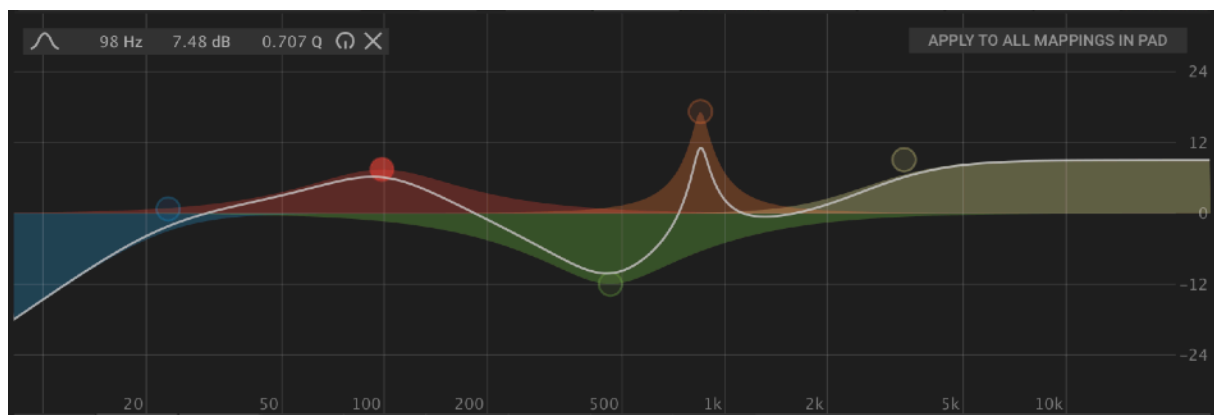
LFO

You can define the LFO here that you can use in the Mod-Matrix. You can see a preview of the final LFO.

- WAVEFORM: Sine, Triangle Saw, Rectangle, S & H (sample and hold) and noise are the options.
- SYNC: You can sync it to the host speed.
- RATE: Defines the tempo in herz or the beat options when synced.
- TRIG: Re-Triggers the LFO for every new note.
- PHASE: The LFO phase start point when TRIG is enabled.
- DELAY: The LFO delay when TRIG is enabled.
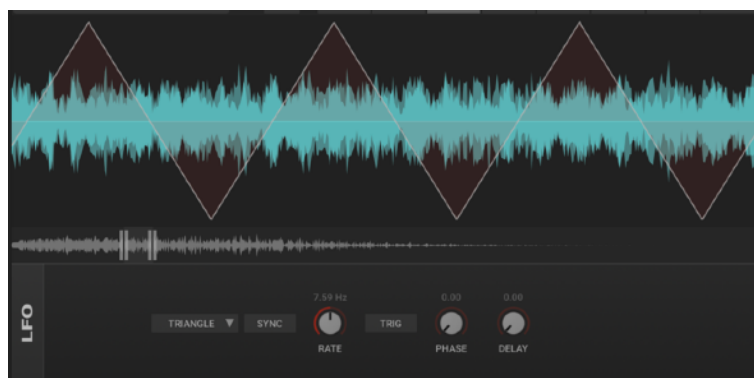
Envelopes

Two analog modelled non-linear envelopes for extra fast and snappy percussion envelopes are available in the ENV section. The preview shows how the envelope will affect the sample.
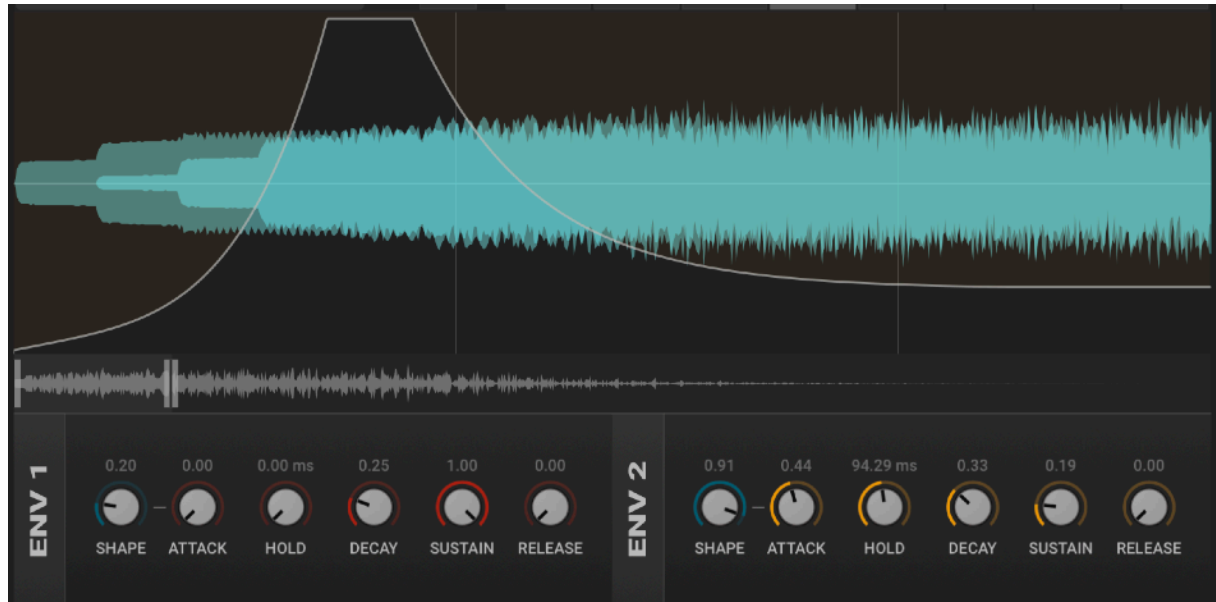
Modulation Envelope

This view allows you to draw a modulation envelope with splines. A double- or right-click adds a new point or removes an existing one. You can drag the points around and change the position of the control points to shape the spline how you want.
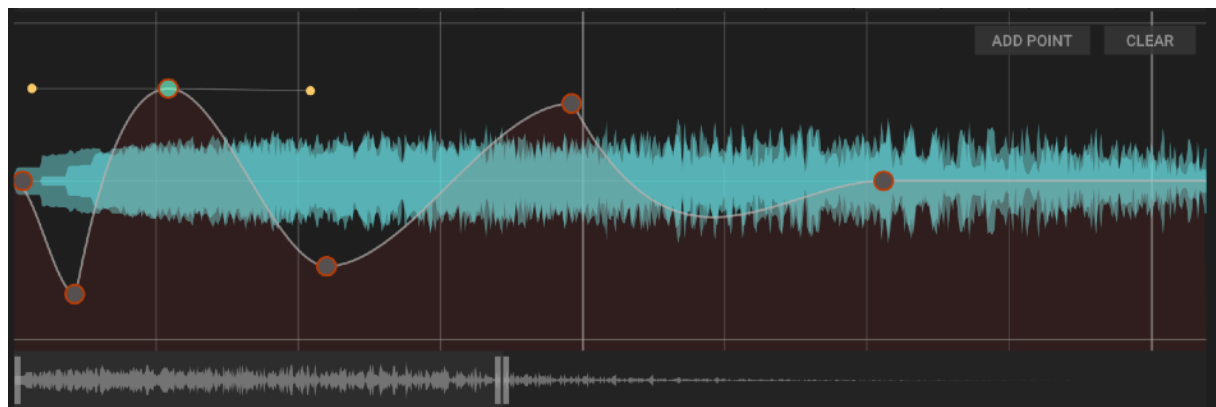
Modulation Matrix

The matrix allows you to assign the defined modulations to synth parameters with a positive or negative intensity. You can choose a source, intensity and modulation destination for each matrix entry.
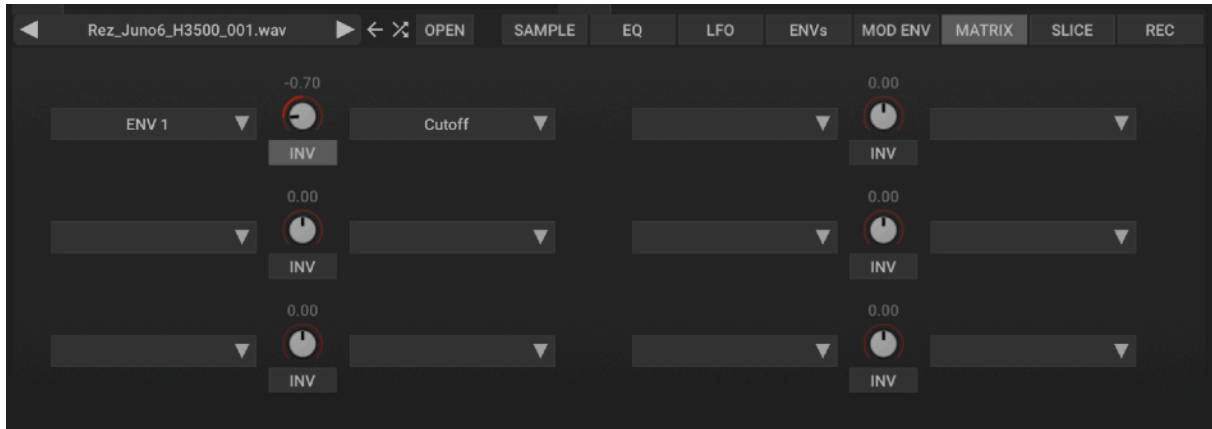
There are some predefined nodulation sources and destinations that can make your drum sounds or samples more lively and interesting. Some parameters have a bipolar (-1..1) and a unipolar (0..1) modulation source available. The INV button inverts the value for unipolar modulations.

The following screenshot shows modulation sources and destinations.
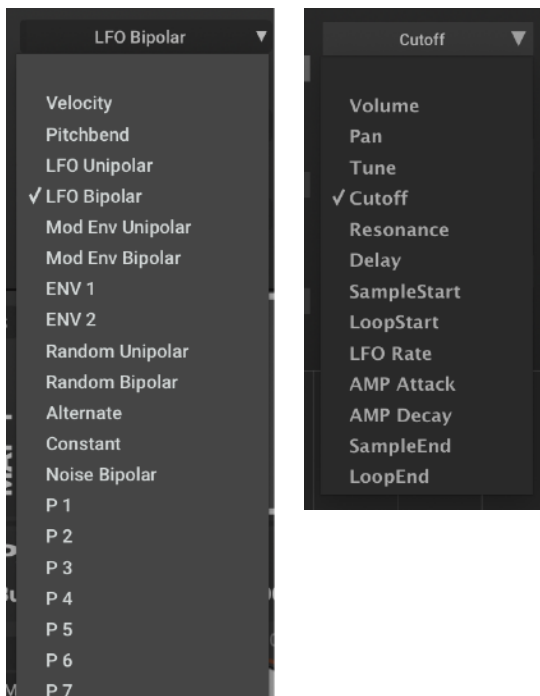
Slice Editor

The slice editor can help to split up and slice drum loops and assign the parts to different pads.
A left click into a slice segment plays the slice. A right click into a slice shows a context menu that allows to delete a slice or its possible to assign it manually to a pad.

One thing that can be very important when slicing samples is the correct Tempo/BPM. As mentioned above in the Stretch Settings, there are abilities to take that value from the files name, or to calculate it.
To apply that, make sure that you have no slices yet and the ADD SLICE button disabled (on the upper left side of the controls).
A click on the red BPM label (on the right side) changes the label to BEATS and you can enter the sample's beats. Another click on BEATS changes back to BPM and the Tempo has been calculated.

- ADD SLICE: Adds a new slice when you click on the waveform. Same can be done with CTRL+Click without using the button.
- +/4..1/16: Creates slices on the bar positions. Make sure you choose the right sample tempo (BPM or BEAT) on the right of the UI before using that option. The grid shows the bars for the current selected tempo.
- CLEAR: Clears all slices.
- TRESH / SIZE: This is an auto-slice feature. Move the threshold up. You will then see a preview of the generated slices. Use the SLICE button on the right to create the slices. You can delete and add new slices afterward.
- APPLY TO PADS: Applies the slices to the pads beginning with the first pad.
- DRAG & DROP MIDI: Drag this button into your DAW's arrange view or into explorer to get a MIDI file that plays the applied slices.

Increase the threshold knob if you want to use auto slice for slicing. The UI will show a preview of the slices. Use the SLICE button to convert them into slices that can be assigned to pads.
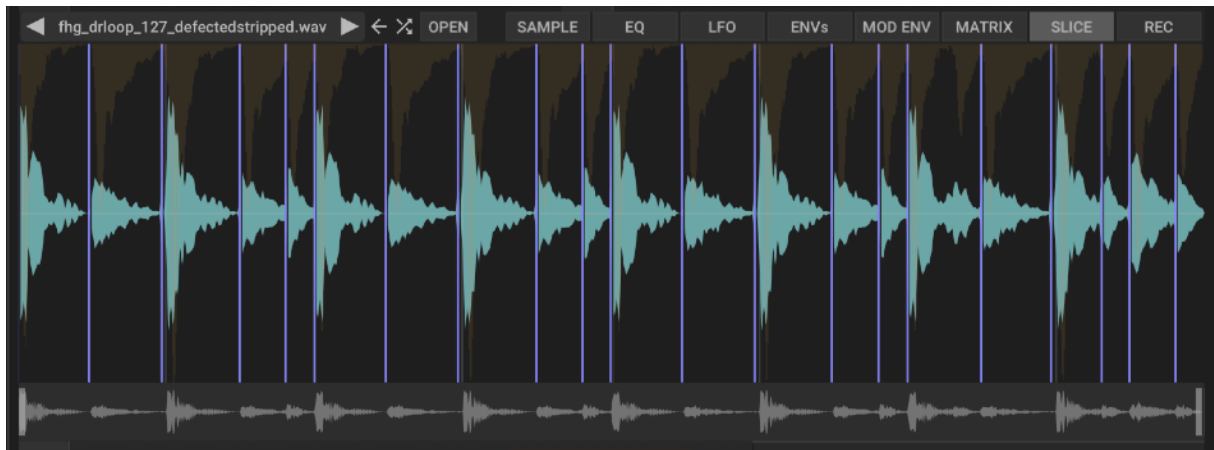
Recording

Its possible to record audio directly in the plug-in using the current audio or a side-chain channel as input. The arrow on the bottom of the meter sets the recording threshold level that triggers the actual recording after REC was enabled.

The sample can be normalised and saved when successfully recorded. It's also possible to adjust the sample start/end positions before saving the sample.

The saved recording will automatically replace the current mapping.
If you don't want that, just add a new mapping before recording, or initialize the preset.

Mix View

Select pads and open the editor directly from the mix view. An additional view for an even faster workflow and fast access to the most important parameters like output, volume and pan settings.

CTRL View

It was not possible to make also the mapping/sample parameters automatable because of the huge amount of parameters. They can be automated with the plug-ins MIDI learn, but not with DAW automation.

As an alternative, the plug-in offers 12 automation parameters that can be used in the mod matrix.

It's possible to assign the same P parameter in different pads. This way it's possible to automate the cutoff for all pads for example with one parameter.

Tip: Select all pads that need an assignment in the matrix before opening the mapping/editor. You can then add that matrix entry in one step for all the selected pads.

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