

MoReVoX

DRIVEDRUMS



AGGRESSIVE DRUM SAMPLES LIBRARY

1. About MoReVoX DriveDrums

Distortion is at the center of an exciting sound. MoReVoX DRIVEDRUMS has been developed by generating distortion through different kind of devices.

Vacum Tubes, Analog Tapes, Preamps are been used to create samples with light to aggressive and violent distortion.

MoReVoX DRIVEDRUMS contains RICH and FAT natural acoustic sounds ideal for every kind of music. All samples are been tested on mixes and optimized for retriggering and stand alone use.

The MoReVoX DRIVEDRUMS's Samples have been divided into two categories : *Drive Samples* and *Over Samples*.

The *Drive Samples* have been developed starting from the classic hardware harmonic distortion , so all the samples contain a smoother distortion character (Tape compression warmth, subtle valve saturation).

The *Over Samples* instead are based on distortion; the samples have been developed finding their character in conjunction with the hardware distortion (Valve/Console Preamps, Analog Tape Saturation, Heavy Valve Compression, Dedicated distortion boxes, plus a large selection of TDM plugins).

2. MoReVoX DriveDrums Tech Specs

Instrument Number : 124

Samples Number : 800

Layers number : From 1 to 16

Samples for Layers : From 1 to 4

Formats : Drumagog, DrumRehab, Raw Wav, Battery3

Mac OSX and Windows (XP/Vista) Compatible

3. Library Nomenclature

The MoReVoX DriveDrums Samples are listed as follows :

Here a sample name example : Over_Snare 1_01_A



1. Suffix [Referred to the Kit name]
2. Instrument Name
3. Velocity Layers [from 01 to 16]
4. Random Layers Variations [from A to D]

4. Hardware List Used to Develop MoReVoX DriveDrums

Preamps

- 1 Thermioncs EarlyBird 2.2
- 2 GML 2032
- 2 Avalon 737
- 2 Millenia ST1
- 1 Vintech Audio 747
- 1 Focusrite 418
- 1 Tc Electronic GoldChannel
- 2 Ameck 9098

Various Hardware

- Neve VR
- Thermionics Phoenix
- Thermionics Culture Vulture
- Neve Portico 5043

Microphones

- 2 Neumann 184
- 2 Neumann KM4
- 2 Neumann U87 vintage
- 4 Audiothecnica AE3000
- 2 Audiothecnica 4050
- 1 Shure SM57
- 1 Shure Beta 87
- 1 Shure SM58
- 2 Royer 121
- 2 DPA 4010
- 2 MXL V6

DAW

ProTools HD3 Accell
1 192 I/O
1 Apogee AD16
Sony Sound Forge

5. Credits

Developed by : Sabino Cannone
Drummer : Emiliano Bassi

6. Contacts

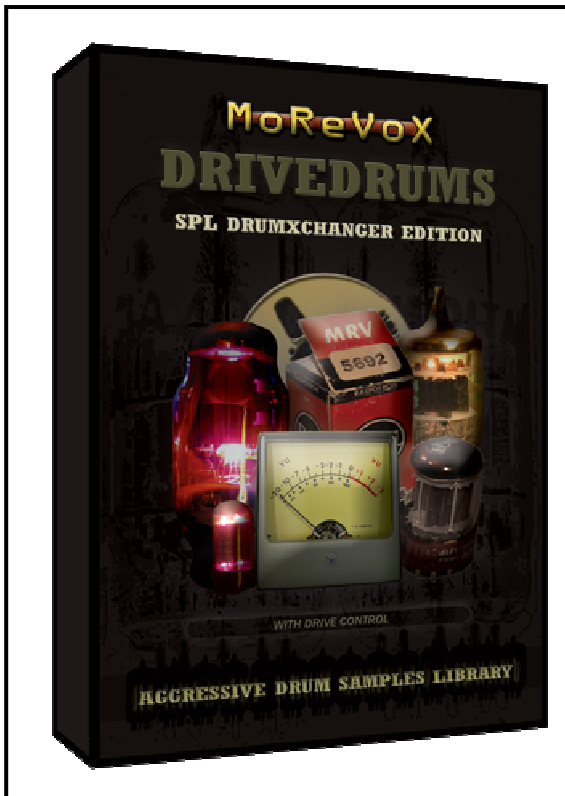
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MoReVoX - DriveDrums

Instrum. Name	Samples	Layers	InStr	Description	Battery Kit
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Drive Snare 01	8	8	1	Clean Medium Snare	Drive_KIT[1]
Drive Snare 02	8	8	1	Rich Medium Snare	Drive_KIT[1]
Drive Snare 03	6	6	1	Brassy Snare	Drive_KIT[1]
Drive Snare 04	8	8	1	Valve Comp-Pulteq Snare	Drive_KIT[1]
Drive Snare 05	8	8	1	Dense Snare	Drive_KIT[2]
Drive Snare 06	8	8	1	Precise Attack Snare	Drive_KIT[2]
Drive Snare 07	8	5	1	Fat Excited Snare	Drive_KIT[2]
Drive Snare 08	8	5	1	Open Sounding Snare	Drive_KIT[2]
Drive Snare 09	6	6	1	Fat ValveEQ Snare	Drive_KIT[3]
Drive Snare 10	8	8	1	Solid Low Snare	Drive_KIT[3]
Drive Snare 11	14	12	1	Copact Mid-Rich Snare	Drive_KIT[3]
Drive Snare 12	18	16	1	Mid Dirty Snare	Drive_KIT[3]
Drive Snare 13	9	6	1	Military Mono-Roomy Snare	Drive_KIT[4]
Drive Snare 14	8	8	1	No TailPiece Comp Snare	Drive_KIT[4]
Drive Snare 15	10	10	1	No TailPiece Comp Snare 2	Drive_KIT[4]
Drive Kick 01	5	5	1	Rounded Kick	Drive_KIT[1]
Drive Kick 02	6	6	1	Solid Kick	Drive_KIT[1]
Drive Kick 03	6	6	1	Sounding Kick	Drive_KIT[1]
Drive Kick 04	6	6	1	Punch Room Kick	Drive_KIT[1]
Drive Kick 05	6	6	1	Dry Kick	Drive_KIT[2]
Drive Kick 06	6	6	1	Smooth Kick	Drive_KIT[2]
Drive Kick 07	6	6	1	Plastic Kick	Drive_KIT[2]
Drive Kick 08	6	6	1	Direct Kick	Drive_KIT[2]
Drive Kick 09	6	6	1	Slam Kick	Drive_KIT[3]
Drive Kick 10	6	6	1	Reel Soft Kick	Drive_KIT[3]
Drive Kick 11	10	10	1	Bright attack Kick	Drive_KIT[3]
Drive Kick 12	8	8	1	Valve Comp Kick	Drive_KIT[3]
Drive Kick 13	8	8	1	Wide Massive Kick	Drive_KIT[4]
Drive Kick 14	12	12	1	Sustained Kick	Drive_KIT[4]
Drive Kick 15	10	10	1	Stack Kick	Drive_KIT[4]
Drive Tooms 01	18	4	4	Clean Toms	Drive_KIT[1]
Drive Tooms 02	40	10	4	Valve-Dirty Toms	Drive_KIT[2]
Drive Tooms 03	24	6	4	Skinny Valve Toms	Drive_KIT[3]
Drive Tooms 04	32	8	4	Compact Toms	Drive_KIT[4]
Drive Cymbals	19	var	12	Reel-Valve Smooth Cymbals	ALL Drive Kits
Over Snare 01	9	8	1	CompValve Snare	Over_KIT[1]
Over Snare 02	7	7	1	Fat Snare	Over_KIT[1]
Over Snare 03	6	6	1	Aggressive Snare	Over_KIT[1]
Over Snare 04	6	6	1	Valve Boosted Snare	Over_KIT[1]
Over Snare 05	8	8	1	Dirty Slam Snare	Over_KIT[2]
Over Snare 06	8	8	1	Wide Rich Snare	Over_KIT[2]
Over Snare 07	18	16	1	Over-Dirty Snare	Over_KIT[2]
Over Snare 08	10	5	1	Mono Sustained Med Snare	Over_KIT[2]
Over Snare 09	13	10	1	Explosive Med Snare	Over_KIT[3]
Over Snare 10	10	10	1	Wide No Tailpiece boosted Snare	Over_KIT[3]
Over Snare 11	8	8	1	Sonar Snare	Over_KIT[3]
Over Snare 12	8	8	1	Rich Fat Snare	Over_KIT[3]
Over Snare 13	10	10	1	Massive Distorted Med Snare	Over_KIT[4]
Over Snare 14	8	8	1	Reel-Comp Snare	Over_KIT[4]
Over Snare 15	13	8	1	Loud Rich Snare	Over_KIT[4]
Over Kick 01	7	7	1	Reel Kick	Over_KIT[1]
Over Kick 02	6	6	1	Attck Excited Kick	Over_KIT[1]
Over Kick 03	5	5	1	Reel Kick 2	Over_KIT[1]
Over Kick 04	6	6	1	Compact Comp Kick	Over_KIT[1]
Over Kick 05	10	10	1	Room-Slam Kick	Over_KIT[2]
Over Kick 06	12	12	1	Sustained Dist Kick	Over_KIT[2]
Over Kick 07	6	6	1	Sustained Room/Dist Kick	Over_KIT[2]
Over Kick 08	8	8	1	Short Rich Kick	Over_KIT[2]
Over Kick 09	6	6	1	Aggressive Slam-Over Kick	Over_KIT[3]
Over Kick 10	8	8	1	LowEnd Kick	Over_KIT[3]
Over Kick 11	12	12	1	Telluric Kick	Over_KIT[3]
Over Kick 12	12	12	1	BasketBall Excited Kick	Over_KIT[3]
Over Kick 13	8	8	1	Room Kick	Over_KIT[4]
Over Kick 14	10	10	1	OverSignal Kick	Over_KIT[4]
Over Kick 15	10	10	1	Compact extended Kick	Over_KIT[4]
Over Tooms 01	18	5	4	Reel-Valve Toms	Over_KIT[1]
Over Tooms 02	18	5	4	Distorted Toms	Over_KIT[2]
Over Tooms 03	40	10	4	Subsonic Distorted Toms	Over_KIT[3]
Over Tooms 04	24	6	4	OverConsole Toms	Over_KIT[4]
Over Cymbals	35	var	16	Rich and Sustained Boosted Cymbals	ALL Over Kits
Xstick 01	6	6	1	Aggressive Distorted Xstick	Over_KIT[1]+[3]
Xstick 02	6	6	1	Aggressive Distorted Xstick 2	Over_KIT[2]+[4]
Xstick 03	6	6	1	Valve Dist Xstick	Drive_KIT[1]+[3]
Xstick 04	4	4	1	Clean Xstick	Drive_KIT[2]+[4]

TOTAL SAMPLES	800
TOTAL INSTRUM.	124



What's New in DRIVEDRUMS - SPL DrumXchanger Edition?

Taking advantage of the "Rim" pot feature in SPL DrumXchanger, Drivedrums SPL DrumXchanger Edition uniquely use this pot to control distortion "colour" in the mid range : the **Drive Control**.

It works similarly to an equalizer, but this tone control was created by splitting the original drum sounds into different frequency bands and then building brand new samples. These new variations were then carefully processed through a variety of distortions, using top-quality analog signal chains, with the aim of providing different distortion colours components in the mid range that can be mixed with the base samples.

This is not a modelled EQ emulator but an outstanding sound generator based on REAL professional gear's dynamic behaviour.

The Drive Control works in the frequency range 500Hz - 3Khz

It adds definition, Rich and Warm tube sound with sweet distortion.

It increases the "in your face" sound's perception.

INSTALLATION & PROG. LOADING

Unzip the file you downloaded. Launch the installer and your preferred samples folder to copy the DriveDrums programs. Load the programs clicking on LOAD button in the plug than navigate in the programs folders simply with the buttons Prev & Next .

