

**MoReVox**  
**DRIVEDRUMS**  
**MULTIDRIVE**



**V.2**

**AGGRESSIVE DRUM SAMPLES LIBRARY**

## About MoReVoX DriveDrums v2 Multidrive™

**Distortion is the heartbeat of an exciting sound.**

**MoReVoX DRIVEDRUMS** was created by infusing drum samples with character through a wide range of distortion devices. From vacuum tubes and analog tapes to preamps and custom distortion chains, each sound was crafted with care, ranging from subtle coloration to aggressive, in-your-face saturation.

**MoReVoX DRIVEDRUMS** delivers **rich, fat, and natural acoustic sounds** that fit seamlessly into any music genre. Every sample has been **tested in real-world mixes** and carefully optimized for both **re-triggering** and **standalone use**.

The collection is divided into two distinct categories:

- **Drive Samples:** These feature classic harmonic distortion, offering **warmth and smooth character**: think gentle tape compression and subtle tube saturation.
- **Over Samples:** These push the limits, delivering **bold, gritty, and intense textures**. Developed using analog tape saturation, heavy tube compression, console preamps, distortion pedals, they offer maximum impact and depth.

## What's New in v2 Multidrive™ ?

With **Drivedrums v2**, MoReVoX introduces a powerful new concept: **Multidrive™**.

Designed to take full advantage of multi-slot drum replacers like **Drumagog 5** and **Trigger2**, Drivedrums v2 offers **three additional distortion “colors”** that can be blended directly within your plugin's mixer.

These tonal variations go far beyond simple EQ. The original drum sounds were **split into distinct frequency ranges**, and for each range, **new samples were built from scratch**. These were then carefully processed through **high-end analog distortion chains**, including vacuum tubes, tape saturation, and boutique gear, to create rich and unique distortion layers.

The result? A flexible system where you can **blend multiple layers of distortion** with your main drum sample, dial in just the right amount of warmth, crunch, or aggression to suit any mix. Whether you're aiming for subtle saturation or full-on drive, Multidrive puts the control in your hands.

## Tone Controls Overview

Each program file includes **three macro tone controls** designed to dramatically shape and enhance your sound:



### I – FATNESS

**Frequency Range:** Low to Mid-Low (up to 400 Hz)

Enhances sub-harmonics and low-end body, adding warmth, firmness, and contour. Think of it as the analog tape effect—smooth, rounded, and subtly saturated.

### II – RICHNESS / ATTACK

**Frequency Range:** 600 Hz – 3 kHz

Adds presence and punch. This control delivers the rich harmonic texture of high-end tube gear, boosting detail and front-end clarity with musical, controlled saturation.

### III – TOP DEFINITION

**Frequency Range:** High (from 8 kHz and up)

Introduces airy brilliance and sparkle. It enhances the clarity and articulation of high frequencies without harshness.

## More Than EQ

This is **not** a modeled EQ emulator, **Multidrive™** is a powerful sound-shaping engine based on the *real-world dynamic behavior* of professional analog hardware.

It's not just a fast and intuitive way to rebalance drum tones, it's also a creative powerhouse capable of generating **entirely new and inspiring sounds**.

## MoReVoX DriveDrums Multidrive™ - Tech Specs

Instruments Number : **124 GOGs – 117 Trigger Multi Presets – 468 Trigger Single Presets**

Samples Number : **3200**

Layers number : From **1** to **16**

Samples for Layers : From **1** to **4**

Formats : Drumagog5, Slate Trigger2

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# MoReVoX - DriveDrums V.2

Instrum. Name	Samples	Layers	InStr	Description
Drive Snare 01	32	8	1	Clean Medium Snare
Drive Snare 02	32	8	1	Rich Medium Snare
Drive Snare 03	24	6	1	Brassy Snare
Drive Snare 04	32	8	1	Valve Comp-Pulteq Snare
Drive Snare 05	32	8	1	Dense Snare
Drive Snare 06	32	8	1	Precise Attack Snare
Drive Snare 07	32	5	1	Fat Excited Snare
Drive Snare 08	32	5	1	Open Sounding Snare
Drive Snare 09	24	6	1	Fat ValveEQ Snare
Drive Snare 10	32	8	1	Solid Low Snare
Drive Snare 11	48	12	1	Copact Mid-Rich Snare
Drive Snare 12	64	16	1	Mid Dirty Snare
Drive Snare 13	36	6	1	Military Mono-Roomy Snare
Drive Snare 14	32	8	1	No TailPiece Comp Snare
Drive Snare 15	40	10	1	No TailPiece Comp Snare 2
Drive Kick 01	20	5	1	Rounded Kick
Drive Kick 02	24	6	1	Solid Kick
Drive Kick 03	24	6	1	Sounding Kick
Drive Kick 04	24	6	1	Punch Room Kick
Drive Kick 05	24	6	1	Dry Kick
Drive Kick 06	24	6	1	Smooth Kick
Drive Kick 07	24	6	1	Plastic Kick
Drive Kick 08	24	6	1	Direct Kick
Drive Kick 09	24	6	1	Slam Kick
Drive Kick 10	24	6	1	Reel Soft Kick
Drive Kick 11	40	10	1	Bright attack Kick
Drive Kick 12	32	8	1	Valve Comp Kick
Drive Kick 13	32	8	1	Wide Massive Kick
Drive Kick 14	48	12	1	Sustained Kick
Drive Kick 15	40	10	1	Stack Kick
Drive Tooms 01	72	4	4	Clean Toms
Drive Tooms 02	160	10	4	Valve-Dirty Toms
Drive Tooms 03	96	6	4	Skinny Valve Toms
Drive Tooms 04	128	8	4	Compact Toms
Drive Cymbals	72	var	12	Reel-Valve Smooth Cymbals
Over Snare 01	32	8	1	CompValve Snare
Over Snare 02	28	7	1	Fat Snare
Over Snare 03	24	6	1	Aggressive Snare
Over Snare 04	24	6	1	Valve Boosted Snare
Over Snare 05	32	8	1	Dirty Slam Snare
Over Snare 06	32	8	1	Wide Rich Snare
Over Snare 07	64	16	1	Over-Dirty Snare
Over Snare 08	20	5	1	Mono Sustained Med Snare
Over Snare 09	52	10	1	Explosive Med Snare
Over Snare 10	40	10	1	Wide No Tailpiece boosted Snare
Over Snare 11	32	8	1	Sonar Snare
Over Snare 12	32	8	1	Rich Fat Snare
Over Snare 13	40	10	1	Massive Distorted Med Snare
Over Snare 14	32	8	1	Reel-Comp Snare
Over Snare 15	44	8	1	Loud Rich Snare
Over Kick 01	28	7	1	Reel Kick
Over Kick 02	24	6	1	Attek Excited Kick
Over Kick 03	20	5	1	Reel Kick 2
Over Kick 04	24	6	1	Compact Comp Kick
Over Kick 05	40	10	1	Room-Slam Kick
Over Kick 06	48	12	1	Sustained Dist Kick
Over Kick 07	24	6	1	Sustained Room/Dist Kick
Over Kick 08	32	8	1	Short Rich Kick
Over Kick 09	24	6	1	Aggressive Slam-Over Kick
Over Kick 10	32	8	1	LowEnd Kick
Over Kick 11	48	12	1	Telluric Kick
Over Kick 12	48	12	1	BasketBall Excited Kick
Over Kick 13	32	8	1	Room Kick
Over Kick 14	40	10	1	OverSignal Kick
Over Kick 15	40	10	1	Compact extended Kick
Over Tooms 01	72	5	4	Reel-Valve Toms
Over Tooms 02	72	5	4	Distorted Toms
Over Tooms 03	160	10	4	Subsonic Distorted Toms
Over Tooms 04	96	6	4	OverConsole Toms
Over Cymbals	136	var	16	Rich and Sustained Boosted Cymbals
Xstick 01	24	6	1	Aggressive Distorted XStick
Xstick 02	24	6	1	Aggressive Distorted Xstick 2
Xstick 03	24	6	1	Valve Dist Xstick
Xstick 04	16	4	1	Clean Xstick