MOREVOX

POCKETSLAM 01
ACOUSTIC

V.1.0

Contents

01. What's PocketSlam 01 Acoustic?

Morevox Pocketslam is a new line of libraries. It was born with the idea of providing different compact collections of targeted samples with an outstanding sound quality and at a really competitive price. PocketSlam 01 Acoustic is the first collection.

PocketSlam 01 Acoustic is an Top Class Acoustic Drums Library .
The samples are been recorded with Top Quality Gear and processed in both Analog and Digital domain.
The room sound volume is adjustable for each sample.
PS01 is ideal for retrigghering, to create powerful midi drumtracks and amazing drum loops; it's perfect if you are looking for new GM drum kits (*) to easily boost your midifiles.
PS01, starting from its top class basic sounds, will allows you to access up to 110 and more drum programs (*).

(*) With the Battery3 Patches

02.   Tech Specs

Samples Number : 341
Format : GOG, DrumRehab, Raw Wav, Battery 3
Size : 200 Mb/Format
Bit Deep & Freq : 24Bit@44.1
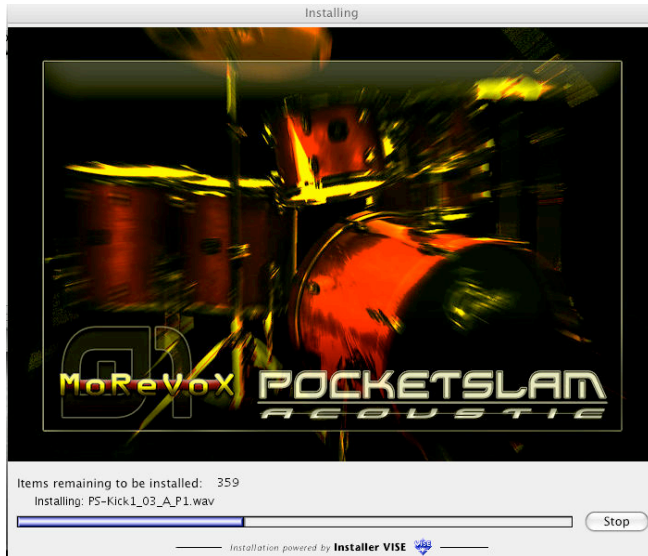Gog Programs : 17
DrumRehab Programs : 63
Battery3 Programs : 15
Lyers Nr. : 3 to 5
Variations/Samples (Room Control) : 2 to 8

03.   Installation

MoReVoX PocketSlam Acoustic 01 is provided into 3 formats : Drumagog, DrumRehab, RawWav/Battery3.
Each format is available for both Mac and Pc and is provided with a dedicated installer through 6 separated
packages listed as follows :

DRUMAGOG
[OSX] >> MRV_PS01_GOGOSX.zip
[WIN] >> MRV_PS01_GOGWIN.zip

DRUMREHAB
[OSX] >> MRV_PS01_TRILLOSX.zip
[WIN] >> MRV_PS01_TRILLWIN.zip

RAWWAV/BATTERY3
[OSX] >> MRV_PS01_WAVOSX.zip
[WIN] >> MRV_PS01_WAVWIN.zip

How to install :
- a.   Choose your format.
- b.   Unzip it.

> How to Unzip:
> In order to unzip the files you must own a dedicated extractor program.
> All the latest OS are able to open directly the .zip files; bdw you can find several free extractors on the net.

- c.   Double Click on the installer you'll find inside and follow the Installer's instructions.

04.   Database/Battery3 Patches/GM

This is the PS01 Database :

MoReVoX - POCKETSLAM

Porgram Name	Sample Nr	Layers Nr.	Positions Nr.	Position Function	Description
1-KICK [Flat]	24	4	6	Room Control	Pure Neve Kick Sound
2-KICK [Vintage]	24	4	6	Room Control	Vintage Kick Sound
3-KICK [Comp]	16	4	4	Room Control	Solid and Power Kick
4-KICK [PWR]	24	4	6	Room Control	Power : Attack & Dynamic Kick sound
5-KICK [Sub]	20	4	5	Resonance Control	Sub Kick sound with variable resonance
1-SNARE [Flat]	30	5	6	Room Control	Pure Neve Snare Sound
2-SNARE [Vintage]	20	4	5	Room Control	Warm & Fat Tube Snare
3-SNARE [Comp]	16	4	4	Room Control	Tube Compressed Snare sound
4-SNARE [PWR]	20	4	4	Room Control	Power : Aggressive Snare
5-SNARE [Sidestick]	20	4	5	Room Control	Woody Sidestick sound
TOMS [Hi/Mid/Low]	60	4	5	Room Control	Deep /w Attack Natural Tom Sounds
HH	32	4	8	Morph Close to Open Sound	Natural and Transparent Cymbals
RIDE	20	4	5	Morph Side to Bell Sound	
CRASH 1	6	3	2	Room Control	
CRASH 2	9	3	3	Room Control	
TOTAL SAMPLES	**341**				

PS01 is provided with 15 useful Battery3 Patches, this is the list :

01.PocketSlam [DRY]
02.PocketSlam [MED-ROOM]
03.PocketSlam [FULL-ROOM]
04.PocketSlam [GM#1][DRY]
05.PocketSlam [GM#2][DRY]
06.PocketSlam [GM#1][ROOM]
07.PocketSlam [GM#2][ROOM]
08.PocketSlam [GM#1][FULL-ROOM]
09.PocketSlam [GM#2][FULL-ROOM]
10.PocketSlam [Creative#1]
11.PocketSlam [Creative#2]
12.PocketSlam [Creative#3]
13.PocketSlam [Creative#4]
14.PocketSlam [Creative#5]
15.PocketSlam [Creative#6]

A brief Patches description :

1 to 3 : Contains all the samples in one program ; Arranged in a pseudo GM mapping and divided into 3 Room levels

4 to 9 : Full GM Patches Ideal for immediate boost you midifiles with a powerful Drum sound or to insert the samples in Standard Midi Workflows

10 to 15 : 5 Amazing programs that provide several new PockeSlam sonic nuances ideal for Loops Creation and creative/extreme drums applications.

05.   Library Nomenclature

The PS01 Samples are listed as follows :

```
┌─────────────┐ ┌────┐┌───┐┌────┐
│ PS-Kick1    │ │ 01 ││ A ││ P1 │
│             │ │    ││   ││    │
│             │ │    ││   ││    │
│ 1           │ │ 2  ││ 3 ││ 4  │
└─────────────┘ └────┘└───┘└────┘
```

1.   Sample Name
2.   Layer Number [1 to 8]
3.   Layer Variation [A to D]
4.   Position [1 to 8] [1=No Room --- >1 = Increase Room Volume] [*]

[*] Ther' re some exceptions where the position is associated to other sound variation . Here the list :

HH : P1= Close Sound > P8 = Full Open Sound
RIDE : P1 = Side Cymbal Sound > P5 = Bell Cymbal Sound
KICK5[Sub] : P1>P5 Different Resonances Freq and Amplitude.

06. Position/Room Control

The Sample Room Volume value can be easily controlled in *Drumagog* Through the POSITION Pot :

You can easily on the fly adjust the room volume for each program.

Example :

Position : 1 = DRY SOUND (No Room)
Position : 2 = More Room
.....
.....
Position : 6 = FULL ROOM SOUND

In **DrumRehab** does not exist a Position Control Pot so we have created several Sub/Programs with increasing Room volume ; so you can adjust the room amount simply loading the subsequent program

In This Image, for example, the Main Program *01.Kick [Flat]* is available in 6 versions :
Kick 1 = Dry (No Room) >>to>>> Kick 6 = Max Room Volume

In the **Battery3** Patches we have created 3 Variations for each program so you can find Dry Programs (No Room) / Medium Room Programs / Full Room Programs.
Obviously you can customize the programs as you like simply coping and pasting the single cells to a new personal program.
The **RawWav** files are available so referring to the paragraph 05 of this manual you can customize the organization of the samples depending on your needs.

07. <u>How PocketSlam 01 has been recorded?</u>

PS01 , like all the MoReVoX libraries, has been recorded with top quality gear.

Here the Channel list :

KICK IN : D112/ D12 > NEVE 1081 / MILLENIA STT1
KICK OUT : Brawner VM1/SE Titan/Yamaha SubKick > AMEK 9098
SNARE UP: SM57/Beta87 > NEVE 1081 / MILLENIA STT1
SNARE DWN : SM7/C414 > AMEK 9098 + DISTRESSOR
TOMS : Audio Technica AE3000 > VINTECH AUDIO 473
HH : Neumann 184 > AMEK 9098
OH : Neumann KMF4/Royer 122 >> GML 2032 + PORTICO 5043
AMBS : Neumann 184/Royer 122 > THERMIONICS EarlyByrd 2.2 + THERMIONICS Phoenix
MONO AMB : MXL V6 / Neumann U87 > AVALON 737Sp

RECORDERs: Protools HD 96Khz/24Bit w Apogee AD16 Converters

DRUM : Gretsch Catalina Elite : K "22 – T "10/"14/"16 – Sn "14 . Zildjian Cymbals.

All the Samples are been edited in both Analog and Digital domain than mastered in M/S for unparalleled sound definition.

09.   Credits & Contacts

PS01 has been developed by Sabino Cannone for MoReVoX.

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