

DMC 12

OPERATION MANUAL

VERSION 1.5



soundtrax

Welcome to the DMC-12 Drum Machine for Kontakt

The DMC-12 brings back the sounds and the grooves of the classic drum machines with the advanced editing and FX options of today.

It contains 24 iconic drum machine kits and 120 user drum kits which can be set up with custom samples.

Drum samples can be loaded via the onboard file browser or via drag & drop from the operating system.

The DMC-12 has sample controls, EQ and Insert/Send FX for each of the 12 drum instruments.

Some of the classic drum machines had more than 12 sounds onboard (Linn, DMX), some less (MXR, TR-909) - but we found 12 drum sounds to be a good compromise. Adding additional percussions, cymbals or FX sounds to a groove in a DAW shouldn't be a problem nowadays.

The pattern sequencer has 12 drum patterns which can be combined to a song. Patterns can be exported as MIDI via drag & drop.

The DMC-12 can be used in standalone mode or inside a DAW.



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1 SYSTEM REQUIREMENTS / INSTALLATION

The DMC-12 requires the full Version of Kontakt 7.7.3 - Kontakt Player is **not** supported!

Decompress the DMC-12 zip file and copy it to your preferred disk location. Load the DMC-12.nki into Kontakt 7. Don't change the directory structure inside the DMC-12 main folder and keep the original zip file as a backup.

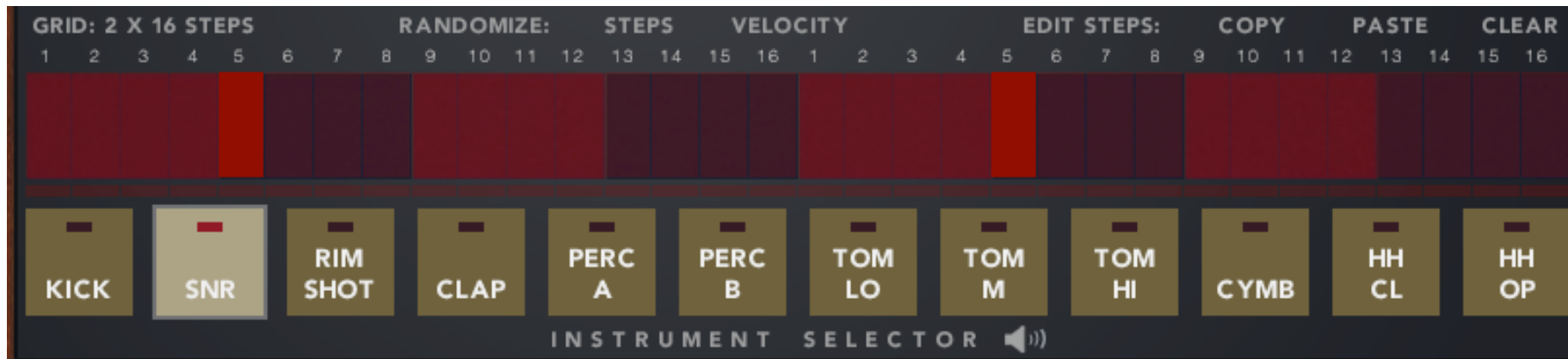
There is also a DMC-12 version for Kontakt 6 (6.7.1) in the folder. Both DMC-12 versions are identical, but the DMC-12 K6 version is lacking the K7 'Raum' reverb modes and the very cool 'Psyche' delay (the K7 pitch delay).

2 INSTRUMENT SELECTOR

Click on one of the 12 instrument pads (Kick, Snr, Rimshot, Clap...) to hear the currently loaded sound and to get access to its sample settings (Gain, Pitch, Pan, Decay, Sample Start, EQ, Randomisation Controls and FX inserts+sends).

It is also possible to Mute or Solo the selected drum sound.

Selecting an instrument will also show its current pattern track.



Mute Instrument Selector: Mutes the sound while switching between drum sounds (useful when the DMC-12 is triggered from a DAW while editing sounds)

The 12 individual drum sounds can also be played over MIDI with the C1-C#2 Keys.

Instruments (and its settings panel) aren't selected when triggered by one of these keys, they can only be selected with a click on one of the pads or via host automation.



3 MAIN

Sample Controls

LED Display: shows the name of the loaded sample

START: start point of the sample

VOL: volume of sample (0-100)

PITCH: from -12 to +12 semitones

PAN: position in the stereo field

DEC: decay time of sample in milliseconds.
(0.01 ms to 25 sec)

When DEC is set to OFF, the envelope is disabled and the sample will be played until the end
(Useful when importing long samples / loops)

EQ* (Hi / Mid / Lo)

RND START*: Randomises the sample start

RND PAN*: Randomises the pan position

RND PITCH*: Randomises the sample pitch

Insert Effects*:

DRIVE / CHORUS / COMP

Chorus is a fixed FX - Drive and Comp settings can be changed in the EFFECTS panel.

Send Effects*:

REVERB / DELAY / FLANGER - Send FX

All send effects settings can be changed in the EFFECTS panel.



* ALT-Click on these controls will change the settings on all 12 drum sounds!

Drag+Drop Audio Import

Samples can be imported by dragging them from the operating system onto the sample **waveform** display or directly on one of the 12 instrument **pads** of the DMC-12.

The name of the audio file (without its extension) will be shown in the LED display.



Kontakt accepts the following audio formats: WAV, AIF, NCW (Kontakt Lossless), REX (at all lengths and sample rates)

Unsupported files: mp3, OGG or FLAC formats. Also, 32 bit float AIFF+WAV files created by some other programs (like Cubase) and 64 bit float files will not work unless converted into standard WAV or AIFF files.

Please note: It is not possible to drag + drop samples from a DAW into Kontakt - it only works from the operating system (Win: Explorer / Mac: Finder).

Sample Browser

Alternatively, samples can be loaded via the onboard sample browser. Click on SAMPLE BROWSER and double click on an audio file to load it and replace a current drum sample.



Depending on the selected instrument, the browser will give access to the corresponding samples: if the selected instrument is KICK, it will only display all Kick drum samples, if the selected instrument is TOM HI, it will display all available Tom samples.

The default sample categories are:

- Kicks
- Snares (incl. Rimshots)
- Claps
- Percs
- Toms
- Cymbs
- Hats

Drum samples can be added directly in your operating system. Each of the category folders has sub folders for the dedicated drum machine brands and also a USER folder for custom samples.

It is recommended to use these USER folders for your own samples - don't delete or rename any of the existing folders since the FACTORY DRUM KITS samples depend on these directories.

4 FX

All effects settings can be accessed and controlled on the FX page:



FX work globally for the whole DMC-12 instrument - not for individual drum sounds.

SEND FX

REVERB:

Verb algos: Room, Hall, Plate, Grounded (Raum), Airy (Raum), Cosmic (Raum)

DELAY:

Models: Modern, BBD, Tape, Vintage, Diffusion (all Replika Delay), Psyche (Pitch Delay)

The Raum reverb algos and the Psyche Delay are only available in the DMC-12 / Kontakt 7 version.

FLANGER

INSERT FX

DRIVE, COMP

CHORUS has a fixed setting and can't be edited

5 MIXER

The DMC-12 MIXER allows quick access to the basic controls of all 12 drum sounds at once. These controls are identical to those in the MAIN section.

Use the MIXER if you want to tweak drum sounds while recording or during mixing, i.e. in a live jam or if you want to automate controls from the DAW.



1st row: PAN, REVERB sends, DELAY sends or FLANGER sends (can be chosen by the menu when clicking on PAN)

2nd row: PITCH of the drum samples from -12 to +12

3rd row: VOL and MUTES for each sound

All controls can be attached to a CC# with a right click (MIDI Learn)

6 DRUM KITS

Click on one of the 24 FACTORY KITS or on one of the 120 USER KITS in bank A-E to load a complete kit of 12 drum sounds into the DMC-12. Each preset stores not only the paths of all 12 drum samples but also all instrument and FX settings. The name of the loaded drum kit will be displayed in the big LED display on top of the DMC-12.



Drum Kits are loaded instantly - but depending on the sizes of the samples, there will be a short delay while loading - therefore it is not recommended to do this in real time while recording or performing!

ALT-click on a Drum Kit stores the current instrument+FX settings only (the array of samples won't be stored). It is also possible to overwrite the sample and FX settings of any of the FACTORY DRUM KITS.

Loading a new Factory Kit into the DMC-12

DRUM KITS names and sample paths are stored here:

DMC-12/DMC-12 Data/Data/UserDrumKits.nka

This nka file can also be edited manually with a simple text editor (please check out the EXPERT MODE chapter for more info). It is also possible to completely change or customise the Factory Kits.

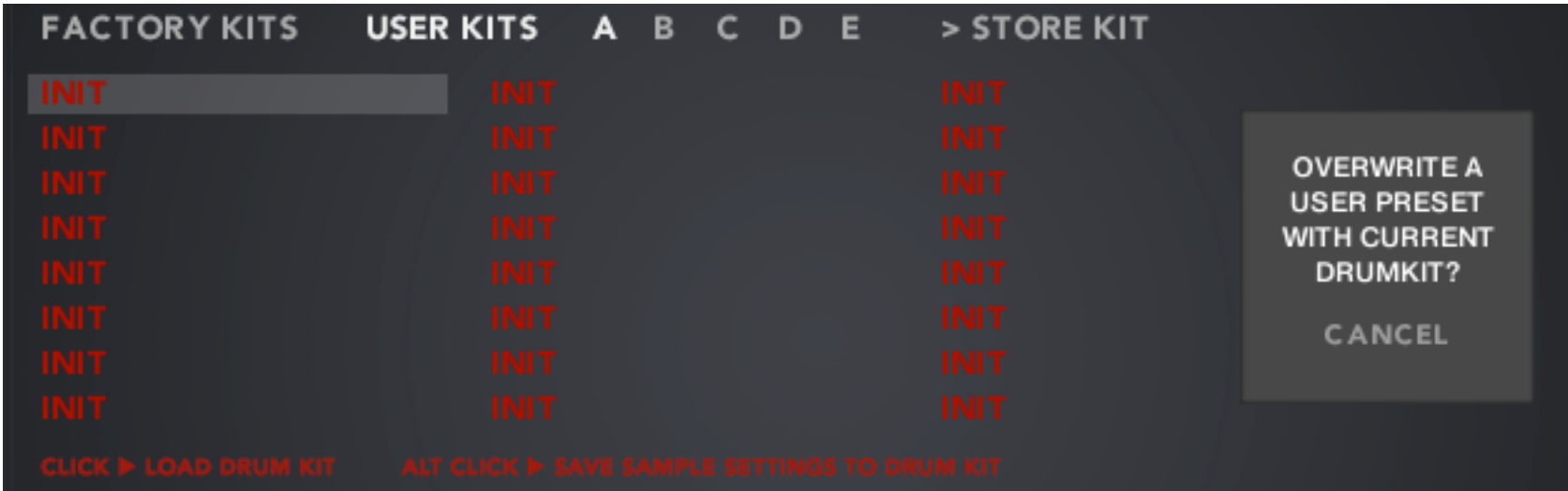
All DRUM KITS sample and FX settings are stored here:

DMC-12/DMC-12 Data/Data/UserSettings.nka

This nka file contains only numbers (all the control parameters) and it is not recommend to edit this manually.

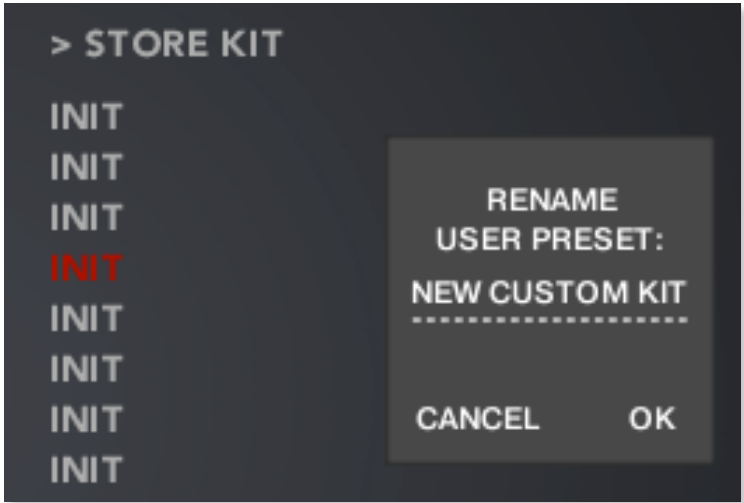
Storing a User Kit

Custom drum kits or edited kits can be stored in one of the 5 USER KITS banks A to E. Each bank can store up to 24 presets (= 120 user kits in total). When storing a User Kit, all sample settings and all file paths of the imported samples will be stored (but no pattern data). To save a User Kit, do the following:



- 1. Click on **STORE KIT**
- 2. Select a bank **A-E**
- 2. Select one of the 24 **USER KITS**

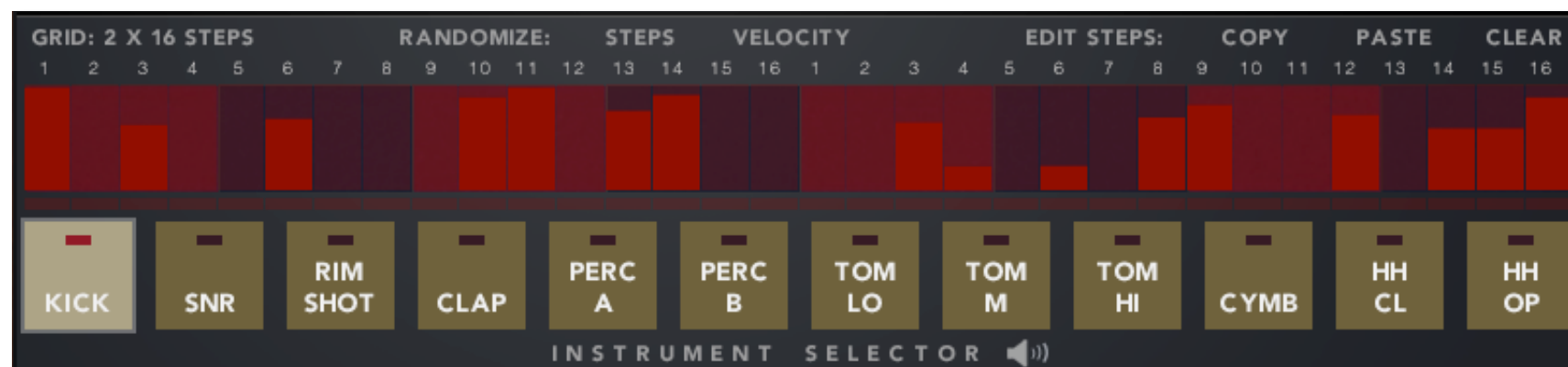
- 3. Re-name the User Kit if necessary
- 4. Click **OK** to save the new User Kit



7 DMC-12 SEQUENCER

The DMC-12 step sequencer works similar to the classic Roland TR system: Selecting an instrument shows the current instrument track of the chosen pattern. Steps can be created or edited when the pattern is running or when it is stopped.

The height of a step (red square) represents its velocity and can be set from 1-127. If set to 0, there will be no step.



All patterns have a length of 2 bars and a grid of 16 or 32 steps per bar. Click on **GRID: 2x16 STEPS/32STEPS** to change it.

RANDOMIZE

- **STEPS** creates a random pattern of steps for the currently selected track. All steps have a fixed velocity of 100.
- **VELOCITY** randomizes the velocity of the steps of the currently selected track

STEP EDIT

- **COPY / PASTE** allows to copy/paste the steps of a single track to another track or to another pattern.
- **CLEAR** deletes the currently selected instrument track but keeps all other tracks of the pattern.

GLOBAL CONTROLS

HOST TEMPO displays the tempo setting of your host (DAW, or Master Section in Kontakt standalone)

SWING: Amount of swing/shuffle from 0%-50% of the internal DMC-12 sequencer

HUMANIZE: Amount of timing errors from 0%-100%

VELOCITY: Controls the velocity sensitivity of the whole drum machine

Note that the amount of Swing and Humanization will be also included when exporting a pattern to MIDI / DAW.

8 PATTERN MODE

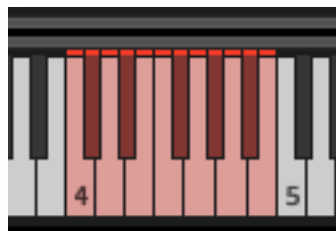
Make sure PATTERN MODE is active.

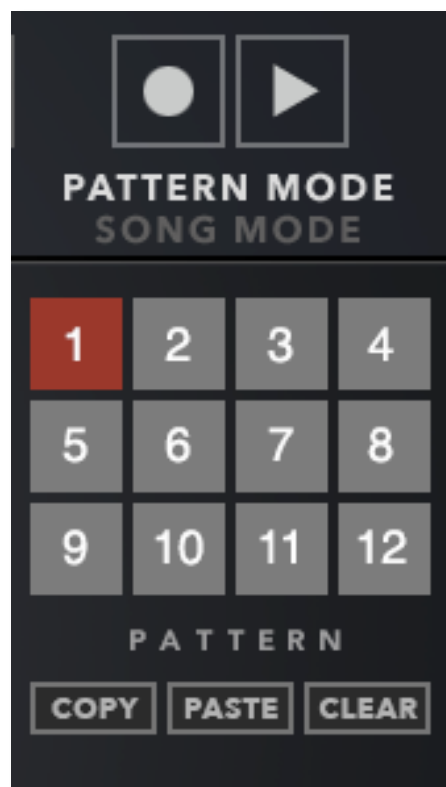
Press PLAY (>) to start one of the 12 drum patterns. Click on a different number on the pattern pad to switch to a new pattern.

Press PLAY (||) again to stop the sequencer.



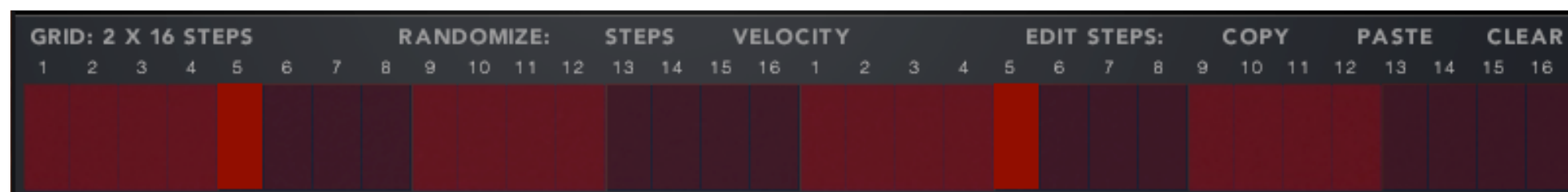
Patterns can also be triggered with the C4-B4 keys (without pressing the PLAY button). They will be played as long as you hold the key - so you can trigger all 12 patterns via MIDI from your DAW.





Pattern Step Recording / Editing:

- Choose a pattern 1-12 (Click on Pattern CLEAR to erase the pattern if you want to create a new drum pattern.)
- Select** the instrument you want to record, for example: SNR
- Press the **PLAY** button to start the machine
- Draw** steps with your mouse. Notes will be created if the step velocity is above 0.
- Or click on **Randomize Steps** to automatically create random steps.
- Edit** the velocity of the steps by dragging them up or down or click on **Randomize Velocity**.
- Erase** steps by dragging them down to 0
- Select the next instrument... etc.



Pattern Real Time Recording:

- Choose a pattern number from 1-12
- Click on **CLEAR** to erase the pattern if you want to a new pattern
- Select** an instrument, for example: KICK
- Press **REC**, then press **PLAY** - you will hear the **metronome** running
- While the machine is running, click on the KICK pad (or C1 key) to add steps into the editor
- If using the pads, any recorded step will have a fixed velocity of 100
- Select the **next** instrument and add more notes
- Steps can be edited anytime with the mouse
- click on **REC** again to stop the recording

To **erase** an entire instrument track, click on 'Edit Steps: **CLEAR**'

To get good real time recording results, the latency of your audio interface should be set to the minimal possible setting.

PATTERN EDIT

COPY: Copies the selected pattern into the clipboard

PASTE: Pastes the pattern in the clipboard into the selected pattern

CLEAR: Erases the selected pattern

Example:

Copy a basic pattern to other patterns:

- Select Pattern 1
- Click on COPY
- Select Pattern 2
- Click on PASTE
- Select Pattern 3
- Click on PASTE

etc...



MIDI Drag+Drop Pattern Export

Click on the “Drag+Drop MIDI export” button to generate a MIDI file from the current pattern - while the EXPORT button is still highlighted, drag the MIDI file (indicated by a file/text path) to your DAW or onto your desktop.

The exported MIDI file will also include the SWING and HUMANIZE settings and it will always have a length of two bars.

*Click once,
then drag + drop into DAW
or on the desktop*



9 SONG MODE

A song is a recorded combination of patterns. Songs can have a length from 2 - 200 bars and will always play in a loop.

Activate SONG MODE and press PLAY (>)

You will notice that it is not possible to switch patterns manually by clicking on a different number. In SONG MODE, the patterns are controlled by the DMC-12.

A Song can also be started by the C3 key and will play until the release of the key.

Song Recording

- Set the first and the last Bar. For example, start with a 16 bars loop from 001-016.
- Press REC (0) - the background of the patterns will become red.
- Choose your first pattern
- Press PLAY (>)
- While the machine is running, click on new patterns in real time
- Each click on a new pattern will be recorded and auto quantised
- When you reach the end of bar 016, REC will be deactivated automatically (and the red background will be gone)

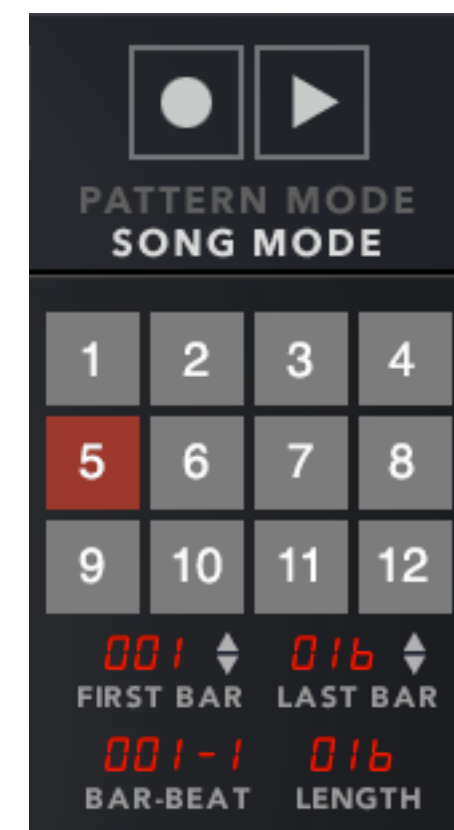
Pattern changes can be recorded every 1/2 bar, so all recorded clicks will be quantised to the step numbers 1 + 9 (Bar 1) and 1 + 9 (Bar 2) of the track display.

It is possible to edit shorter sections of a song without having to re-record the whole song again. For example, if you are not happy with bar 13, just choose bar 013-014 and re-record that short section. This will only overwrite bars 13 and 14 and not the rest of the song.

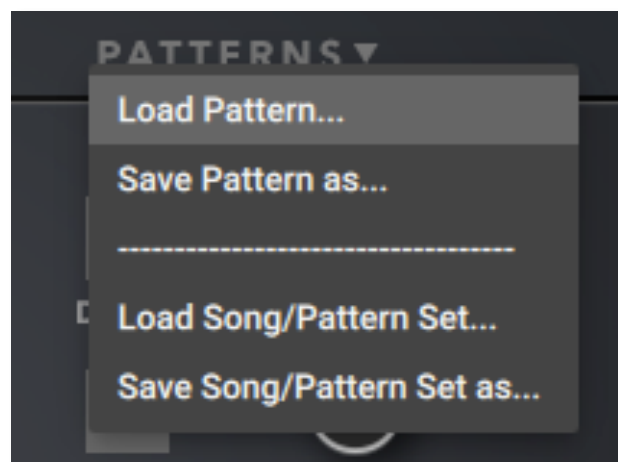
Use an empty pattern to create an ending of a song.

Though Song Mode is a rather Old-School type of sequencing (similar to the early Linn and Oberheim machines), it can be fun to play with especially if you are using the DMC-12 in Kontakt standalone.

When using a DAW it probably makes more sense to export MIDI files of your patterns and build the complete drum arrangement there.



10 PATTERNS LOAD/SAVE MENU



Patterns and songs can be loaded and saved via the PATTERNS menu. They are in Kontakt's own nka format. Patterns have always a length of 2 bars.

Load Pattern... loads a single pattern from disk and replaces the currently selected pattern

Save Pattern as... saves the current pattern to disk

Load Song/Pattern Set... loads and replaces all patterns and the current song from disk

Save Song/Pattern Set as... saves all patterns and the current song to disk.

(including the First/Last Bar of the song and both SWING and HUMANIZE settings)

Some example patterns can be found in the Data folder. If you click on "Load Pattern..." you will be automatically directed to the DMC-12 'data' directory on your disk.

11 EXPERT MODE 🤖

Manually Editing the FACTORY / USER DRUM KITS

The FACTORY & USER DRUM KITS **names** and the **samples** of the kits can be edited manually by opening the UserDrumKits.nka in a text editor. The nka file can be found here:

/DMC-12/DMC-12 Data/Data/UserDrumKits.nka

When editing the nka, make sure to not delete any of the empty lines and use valid paths that point to existing samples on your hard disk.

Example:

To replace the Tambourine sound of the 'Linndrum' Factory Kit with a Cowbell sound, change the line

Samples/Percs/Linn/LnnDr Tamb.wav

to

Samples/Percs/Linn/LnnDr Cowbell.wav

and save the nka file.

Please note that Drum Kit names shouldn't be longer than 18 letters.

Changing Labels of the Instrument Pads

In case you want a different drum sound setup for your DMC-12 - for example: only two toms instead of three but an additional ride cymbal pad - you can change the labels of the instrument pads. To do so open the file

/DMC-12/DMC-12 Data/Resources/data/preferences.nka

change the text and save the file.

Be aware that this will change the setup for the whole DMC-12 instrument (it can't be set individually for each Drum Kit)!

The base paths of the SAMPLE BROWSER for the 12 drum samples can also be changed in this preferences file.

12 SAVE AND LOAD

It is recommended to save the DMC-12 as **nki** only to save the **default** state of the DMC-12 . For example if you want one of your User Kits and *not* the LM-1 to be your default drum kit. (please make sure to save it as “Patch Only”!):

SAVE / LOAD NKI will save or replace:

- All DMC-12 patterns and the current song
- All currently loaded 12 samples
- All sample + FX settings

A screenshot of a software interface for saving or loading a DMC-12 state. It features three radio buttons: 'Patch Only' (selected with a blue dot), 'Patch + Samples', and 'Monolith'. To the right are two checkboxes: 'Absolute sample paths' and 'Compress samples'. Below these is a text field labeled 'Sample sub-dir:' containing '<default>' and a button with three dots '...'.

Use snapshots to save your patterns, songs and your custom kits. Loading a snapshot is much faster than loading the whole DMC-12.nki again:

SAVE / LOAD SNAPSHOT will save or replace:

- All DMC-12 patterns and the current song
- All currently loaded 12 samples
- All sample + FX settings

To load / save patterns and songs, you can use the PATTERN LOAD/SAVE MENU:

SAVE / LOAD PATTERN will save or replace:

- the currently selected pattern only

SAVE / LOAD SONG/PATTERN SET will save or replace:

- all patterns and the song only

If you are running the DMC-12 inside a DAW, all current settings and sample paths will be saved within the DAW project.

But you should be careful: if using the DMC-12 in a DAW project and you just imported your own set of samples and adjusted the sound, you should always save it as a User Kit or as a snapshot. Otherwise clicking (= loading) on one of the Factory or User Kits will immediately overwrite any tweaks and all sample paths of the imported samples.

13 HOST AUTOMATION

These are the pre-defined NKS controls in NI's KOMPLETE KONTROL / MACHINE.

000 Instrument Select

Sample Main

001 Volume

002 Pitch

003 Pan

004 Decay

005 Sample Start

006 Mute

007 Solo

REVERB

024 Verb Algo

025 Time

026 Size

DELAY

027 Delay Model

028 Rate

029 Feedback

030 Mod Depth / Age / Diffusion / Pitch

031 Quality / Saturation / Mod / Detune

008 Instrument Select

EQ

009 EQ Hi

010 EQ Mid

011 EQ Lo

Random Control

012 Random Start

013 Random Pan

014 Random Pitch

015 -

FLANGER

032 Rate

033 Color

034 Feedback

DRIVE

035 Drive

036 Tone

037 Output

COMP

038 Ratio

039 Output

016 Instrument Select

Insert FX

017 Drive On/Off

018 Chorus On/Off

019 Comp On/Off

Send FX

020 Reverb

021 Delay

022 Flanger

023 -

GLOBAL

040 Swing

041 Humanize

042 Velocity Sensitivity

14 FAQ

How can I change the tempo of the drum machine?

The DMC-12 will always play in sync with its host: In standalone, make sure that Kontakt's Master (F4) Panel is opened. Change the BPM there. When running the DMC-12 inside a DAW, simply change the tempo of the DAW.

Is it possible to assign the DMC-12 START/STOP button to the space bar of the computer keyboard in Kontakt standalone?

Unfortunately not, at least not in Kontakt. But you could maybe try a keystroke helper app for that.

Can I drag + drop samples directly from the arrange window of a DAW into the DMC-12?

No. That's currently not possible with Kontakt.

Can the volume of the metronome / click track be changed?

Yes. Enter Kontakt's EDIT mode (click on the wrench symbol), go to Instrument Buses, select Bus 13, and change the Volume of the Bus. (And don't forget to save the nki)

Can I route the drum sounds to individual outputs?

Yes. Click on the wrench symbol to enter Kontakt's edit mode. Go to 'Instrument Buses'.

In the Instrument Buses panel, you can change the routing of any of the 12 samples since each sound has its own bus:

Kick > Bus 1,

Snr > Bus 2,

Rim > Bus 3, etc...

Click on the "Output: Inserts" menu button to route any of the Buses to a new output.

Please note that the Reverb and Delay (Send FX) will always use the 1-2 (default) output and can't be changed.

Is it possible to import MIDI files?

No. It is more fun to create new patterns in the DMC-12...

15 DMC-12 TECH SPECS

- Digital Drum Machine with 12 individual drum sounds
- Sample Drag+Drop import
- Onboard sample file browser with a collection of 460 classic digital drum sounds (in 44,1 KHz/24 Bit)
- individual Sample controls including random controls and FX sends
- 12 editable Rhythm Patterns (Length: 2 bars, 16 or 32 Steps per Bar)
- Step + Velocity randomization and step edit (copy / paste / clear)
- 1 Song (length up to 200 bars)
- Step and Real Time Pattern recording
- Pattern Drag+Drop MIDI export
- 3 send FX:
 - Reverb (Hall, Room, Plate and 3 Raum models)
 - Delay (Psyche Delay and 5 Replika models)
 - Flanger
- 3 insert FX:
 - Chorus
 - Overdrive (Bass Pro)
 - Compressor (Super GT)
- Mixer page with sample controls (Pan, Send FX, Pitch, Volume)
- Global Swing and Humanize controls
- 24 Factory Drum Kits (read only):
Linn LM-1, Linndrum, Linn 9000, DMX, Drumtraks, Studio 440, Fairlight CMI, E-MU Drumulator, E-MU SP-12, Emulator II, TR-626, TR-707, TR-909, DR-220, MFB 501 + 512, Alesis HR-16, Ensoniq Mirage, Akai S-950, MXR 185, Jugg Box DPM 48, Korg DDD-1, Kawai R-50, Yamaha RX-5
- 120 User Drum Kits (read and write)
- NKS Automation for Komplete Kontrol / Machine

DMC-12 Version History:

- V1.5 : increased User Kits (120 instead of 8) and Factory Kits (24 instead of 16)
 new step and velocity randomization controls (11/2024)
- V1.3 : minor bug fixes, improved sample decay controls (1/2024)
- V1.0 : Initial Release (1/2024)

16 THANKS

Thanks to the Beta-Testers and especially Paul Joyner (Sub51) for ideas and suggestions!

If you have any questions or feature requests please get it touch: **info@soundtrax.de**

DMC-12 was conceived and created by: André Abshagen

<https://soundtrax-kontakt.bandcamp.com>

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