



ROOT STUDIO  
SAMPLE LIBRARY

Space  
Drum

# Space Drum

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# Welcome

Congratulations on your purchase of Space Drum!

Space Drum is at home in many different genres – you can incorporate a natural folkish sound into your music, enhance your outer space ambient textures, create film score cues with a fresh sound, and more.

Please take a moment to read this guide. It offers a detailed look at the library contents and technical details . If you have any questions, comments, or suggestions for future sample library projects, we'd like to hear from you. You can contact us at [info@root-sounds.com](mailto:info@root-sounds.com).

We sincerely hope that our library will prove to be a great source of inspiration for your projects!

## What is the Space Drum?

The Space Drum library contains samples from an instrument called Rav Vast, which belongs to the family of tongue drums. Tongue drums are made of metal and much smaller than a Rav Vast, typically played with rubber mallets and containing four to six notes. A Rav Vast has nine large, almost circular, sound fields, comes in several different tunings and is played by hand. It also looks a bit like a UFO, hence the name Space Drum.

The instrument used to sample the Space Drum library is tuned to G pygmy, ranging from G2 to F4. The library uses the same range (except in Rock 'n Roll mode, see below) and is shifted up one octave on the keyboard to be in a more ergonomically playing range.

In addition to the actual notes, players often hit the instrument body outside of the sound fields to create interesting rhythmic 'taps'. These taps are more or less unpitched hits and contain diffuse clusters of the nine notes to varying degrees. Of course, a healthy number of taps is included in the library and will provide maximum realism.

To get your creative juices flowing, we have also included a handful of bonus loops, played with taps in slow, medium, and faster tempos. Avoiding the pitched sound fields allows the loops to be played in a variety of settings as a percussive background.

## Formats and compatibility

Space Drum comes in several formats. To use the library, you need to own at least one of these products (or one that can read/import one of their file formats).

- exs format for Logic Sampler or EXS24™ (Apple Logic Pro, Garageband)<sup>1</sup>
- nki format for Native Instruments Kontakt, v3.5 or higher<sup>2</sup>
- .nki format for Native Instruments Kontakt with GUI, v5.1 or higher
- .rx2 files for playing the bonus loops in supported DAWs
- SAGE format for playing the bonus loops in Spectrasonics Stylus RMX

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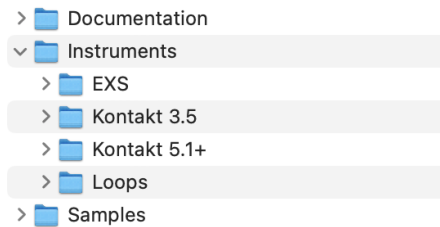
<sup>1</sup> All trademarks and trade names belong to their respective owners.

<sup>2</sup> A full version of Kontakt is required.

## Download and installation

After you downloaded the archive, you need to unpack it. Depending on your system, this may happen automatically after downloading. Otherwise, simply double click the archive. After unpacking, you may delete the packed archive. Better yet, store it on a backup drive, should you wish to install the library again at a later date.

After unpacking, the master library folder should look something like this:



If you do not require all supported instrument formats, you may delete the extra sampler instrument definitions to keep the instruments folder easier to manage; however, they are small files and do not use much disk space.

It is highly recommended that you use a separate hard disk for audio files in addition to your system drive. If you have only a single hard drive, like on a portable computer, then of course you can also use that. You may not be able to play back as many tracks and instruments smoothly, however.

## Installing Space Drum on a Macintosh

On the Macintosh platform, Space Drum gives you the following options:

### ***Installing for Logic Pro Sampler and EXS24 MkII***

Logic Pros Sampler, and its predecessor, the EXS24 MkII, expect instrument definition files in this specific location:

#### **HD/Library/Application Support/Logic/Sampler Instruments**

You may store your instruments in another place (like an additional hard drive), but then you must place an alias or shortcut of the instruments folder only in the above location by dragging it while holding down cmd-alt (cmd-option), otherwise the Sampler will not find it. **Caution:** Avoid dragging the entire library folder (or an alias) to this location, otherwise Logic will scan all the samples on startup as well, significantly increasing scanning time. The best thing to do is to create a folder named **Space Drum** in the above location first, then cmd-option drag the instruments folders to this folder to create aliases or shortcuts. This will keep your hard disk organized and the drop down menu in the Sampler tidy and speed up scanning time when launching Logic. Avoid moving instruments and samples around inside the library folder, because this will break the link between them.

### ***Installing for NI Kontakt***

For maximum compatibility, the Kontakt instruments come in two formats:



- single instrument .nki files for backwards compatibility all the way back to Kontakt 3.5.
- a GUI powered instrument requiring Kontakt 5.1 or higher.

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

If Kontakt keeps asking you to locate the samples, please see our [online video tutorial](#) on how to fix this.

### ***Installing .rx2 bonus loops***

There are no special requirements. You can put these files anywhere on your system. We suggest to simply keep them in the Space Drum folder.

### ***Installing SAGE bonus loops***

The SAGE format is intended to be loaded into Spectrasonics' Stylus RMX. To install the loops, you need to locate your SAGE folder. You specified the location of the SAGE folder when you first installed Stylus RMX. There will be an alias or shortcut to the SAGE folder (which lets you find the folder) in this location:

**Macintosh HD/Users/<Your Username>/Library/Application Support/Spectrasonics**

Inside the SAGE folder, you will find:

**Spectrasonic sound>SAGE>SAGE libraries>User libraries**

Drag the folder *SpaceDrum bonus loops* from the SAGE files folder into the User libraries folder to make sure they appear with the correct title in the file browser of Stylus RMX. The next time you open an instance of Stylus RMX in your DAW, you will be able to see the new library contents in the Stylus RMX browser under:

**User libraries/Converted REX files/SpaceDrum bonus loops**

## Installing Space Drum on Windows

On the Windows platform, Space Drum is available for NI Kontakt only. Remember that you will need a full version of Kontakt. The free Kontakt player will only play the sounds in demo mode and stop after 15 minutes.

### ***Installing for Kontakt***

For maximum compatibility, the Kontakt instruments come in two formats:

- single instrument .nki files for backwards compatibility all the way back to Kontakt 3.5.
- a GUI powered instrument requiring Kontakt 5.1 or higher.

Drag the library folder to where you keep your other Kontakt libraries. Avoid moving instruments and samples around inside the library folder, because this will break the link between them. You may then need to manually search for samples when you are trying to load an instrument inside Kontakt.

If Kontakt keeps asking you to locate the samples, please see our [online video tutorial](#) on how to fix this.

### ***Installing .rx2 bonus loops***

There are no special requirements. You can put these files anywhere on your system. We suggest to simply keep them in the Space Drum folder.

## ***Installing SAGE bonus loops***

The SAGE format is intended to be loaded into Spectrasonics' Stylus RMX. To install the loops, you need to locate your SAGE folder which is inside the Spectrasonics folder. You specified the location of this folder when you installed Stylus RMX, for example, on an external drive. If you did not specify a custom location, the Stylus RMX installer placed the Spectrasonics folder here:

**C:\ProgramData\Spectrasonics**

ProgramData is normally a hidden file. To "Show Hidden Files", go to:

**Start Menu/Control Panel/Appearance and Personalization/Folder Options/View tab**

Select the "Show Hidden Files and Folders" option and hit "Apply".

Drag the folder *SpaceDrum bonus loops* from the SAGE files folder into the User libraries folder to make sure they appear with the correct title in the file browser of Stylus RMX. The next time you open an instance of Stylus RMX in your DAW, you will be able to see the new library contents in the Stylus RMX browser under:

**User libraries/Converted REX files/SpaceDrum bonus loops**

## Playing the Space Drum

Playing the Space Drum differs slightly depending on the sampler platform you are using. Please refer to the sections below for your specific platform. This section describes features that are common to all supported platforms.

### ***Sustain pedal***

Before you start playing, be sure to connect your sustain pedal! The sustain pedal is used as a fast and convenient way to switch between articulations on the fly (except in Rock 'n Roll mode - see below). When you depress the pedal, you get the full sounding notes including the original long decay. When you release the pedal, you get taps on the body of the instrument. By using the pedal, you can play long ringing notes and then improvise with rhythmic taps over them, just like on the real instrument.

### ***Presets***

The Space Drum can be roughly divided into these four major presets:

#### **Tone**

The basic tone character of the instrument. Press on the sustain pedal to get long decays. Since there are only nine different pitches, but the covered range is almost two octaves, you will find several duplicate notes. Just play any notes within the range and let your fingers flow, you can't hit a wrong note.

Release the pedal to play taps. Taps are clusters made up from the regular nine pitches, Since there is no particular pitch associated with the taps, it doesn't matter which key you hit, so just play your keyboard like a drum.

In addition to the taps which cover the same range as the regular notes, there are some extras outside of the normal playing range:

- Double taps, or flams, are located conveniently for your left hand, chromatically from C2 to F2. You can combine these with the regular taps to create three or more stroke rolls.
- Swishes with the palm on the instrument, are conveniently located for your right hand, chromatically from F#5 to C6 and increasing in length. These swishes normally don't happen much while playing the real instrument; rather, they happen as players are getting ready to play or when they are finished, so may want to use them sparingly, like just before or after a pause.

## **Harmonic**

This preset behaves similar to the tone preset, except that the notes you get when pressing the sustain pedal have more of a slap character and therefore more upper harmonic content. Everything else - taps, double taps, and swishes - are identical to the Tone preset above.

## **Stopped**

This gives you another variation. The notes are palm muted for a short sound. You can intersperse these with the above presets for a more natural sound. All other sounds - taps, double taps, and swishes - are available as in the other two presets above.

## Rock 'n Roll

While the G Pygmy tuning of the above presets provides the most realism, we realize that you may want to use the sound in other keys as well. So we included a bare bones instrument, affectionately nick named Rock 'n Roll, to let you play in standard chromatic tuning.

This freedom comes at the expense of a significant amount of expressiveness, however. In particular, the taps are not available. This is because, as mentioned above, the taps are clusters in pygmy tuning and would create dissonant, unpleasant clashes with other chords. All tone and harmonic samples are used in the round robin chain.

Because the sustain pedal does not switch between articulations, you can use it in the usual way.

As a bonus, the playable range is extended from C2 to C5. Note that because there are no samples to record the chromatic pitches for the extended range, the missing notes are generated by stretching neighboring notes.

## Loops

While Space Drum is really about the playability of the individual samples, it also comes with a handful of bonus loops. They are provided in two formats:

**.rx2**                      this format is native to Reason, a DAW made by Propellerhead, but also supported by most major DAWs, including Apple Logic, MOTU Digital Performer, Cakewalk Sonar, Ableton Live, Reaper, and others. Simply load (or drag/drop) a loop into an audio track of your .rx2 file compatible workstation. In Logic, you can also import loops into Sampler (or EXS24), giving you more flexible control over reshuffling or remixing compared to editing them on an audio track.

**Caution:** it is strongly recommended that you always drag a **copy of the original loop file** into your project to avoid a permanent change to the original file in case you accidentally perform some destructive editing.

**SAGE**                      this format is native to Stylus RMX, a popular loop player made by Spectrasonics. Stylus RMX has a powerful set of tools to process loops. You can change the groove, add some chaos, retune the loop or its individual slices, and tweak everything much like you can on a synthesizer.

The original tempo of each loop is shown in the file name. While loops will cheerfully play back at any tempo, you should be aware that moving too far away from the original tempo will degrade the sound quality. Slowing down too much will make the gaps between the audio slices apparent. Speeding up too much will not give the slices a chance to unfold.



## Space drum for Logic Sampler/EXS24 MkII

### **Space Drum - master**

This is the master preset which contains all other presets (except Rock 'n Roll).

To switch between articulations, press the corresponding key switch. For more information on the presets, please refer to the the Presets section above.

- Key switch C1      Tonal
- Key switch D1      Harmonic
- Key switch E1      Stopped

Because the master preset is more complex and requires more RAM, you may find that one of the more simple instruments fits your needs. Remember that the Tonal, Harmonic, and Stopped instruments still switch articulations with the sustain pedal. Also note that, in contrast to the Kontakt versions, the mod wheel may not be used to adjust the release time. This is because the adjustment has a maximum setting of 10 seconds while the Space Drum samples ring longer than that. So you would never hear the full length of the samples. If you would prefer to adjust the decay with the mod wheel (or some other MIDI controller), then you can easily map it yourself in the interface of Sampler/EXS24. For more information on how to do that, please consult the documentation that came with Sampler/EXS24.

### **Space Drum - rocknroll**

This lets you play just the Rock 'n Roll preset. For more information, please refer to the preset list above. The mod wheel is used to adjust the note decay. This may belie what we said on the presets above, however, if you're playing chromatically, you are already moving away from the faithfulness of the instrument!

## Space Drum for Kontakt 5.1 or higher

The Kontakt GUI version adds a number of bells and whistles not available in the Logic Pro and Kontakt 3.5 versions. You must use a full version of Kontakt 5.1 or higher to use this instrument.

- Mod wheel** Since we are using the sustain pedal to switch between articulations, how can we make the notes shorter? Use the modulation wheel on your keyboard! All presets make use of the mod wheel to adjust the release length of the notes. When you first load a sound, Space Drum has no way of knowing what your mod wheel position is. As a result, moving the mod wheel may result in an initial jump to a new position. In a typical DAW scenario, you would record some controller information before recording any notes to make sure the first notes have the correct decay parameter. That said, it's quite normal for this instrument to have a long decay, especially in its native tuning.
- Preset selection** You can switch between presets using either the key switches C1, D1, E1, and F1 or the graphic interface. Just click on one of the four visible tone areas on the Space Drum image to call up the four presets. The row along the bottom calls up the tone, harmonic, and stopped presets, respectively. The field at the top activates Rock 'n Roll mode.
- Decay** Using the decay slider is equivalent to moving the mod wheel. Make sure you turn on the decay switch to enable envelope control. If you turn up the slider all the way to the right, it will be just like not using the decay function at all. The more you turn down the slider, the shorter the notes get.
- In Rock 'n Roll mode, no articulation switching happens, so you can use the sustain pedal normally. If you press the pedal, notes will ring, if you release the pedal, notes will be shortened to the 'Decay' setting in the GUI if the 'Decay' switch is on. Because this is the

most intuitive behavior, the switch is automatically turned on when you switch to rock 'n roll mode, along with a reasonable default decay setting.

**Important note:** As you may know, you can attach a MIDI controller to a user interface element by right-clicking it and then moving the controller. Please note that the mod wheel is reserved for, and permanently wired to, the decay parameter. Therefore the mod wheel should not be used to control anything else.

<b>Filter</b>	This switch enables a band pass filter to give you a range of different colors. Drag the slider up and down to change the center frequency and explore the various sounds. For dynamic playing, attach a MIDI controller.
<b>Analog Crud</b>	Enable the switch and increase the slider to introduce subtle to pronounced virtual analog distortion. Try a conservative amount for slightly fattening up the sound without sounding overly distorted.
<b>Digital Crud</b>	Enable this switch and increase the slider to introduce digital artifacts into the signal. This ranges from slightly broken sound to total disaster. Even though the character of the Space Drum is totally lost when going overboard, it can actually create interesting percussive effects, particularly in combination with the filter settings.
<b>Sustain Invert</b>	<p>This is a utility switch in case you don't have a sustain pedal connected. This would prevent you from playing most presets, so we have included this for your convenience.</p> <p>If you have a sustain pedal connected to your keyboard, there should be no reason to engage this switch, unless you feel more comfortable playing in reverse mode.</p> <p><b>Note:</b> this switch has no effect in Rock 'n Roll mode, because no articulation switching happens with the sustain pedal.</p>

## Space Drum for Kontakt 3.5

We hope you will appreciate the fact that Kontakt 3.5 is still supported! However, the instruments are kept to the basic presets and there is also less variety in the samples. This is because Kontakt only supports one round robin group which is shared among all active groups, so some groups don't play all available variations available in the Kontakt 5.1 version.

Please note: When you load **Space Drum - master**, you must select a key switch first to select an articulation!

- Key switch C1: Tonal
- Key switch D1: Harmonic
- Key switch E1: Stopped

For more information on the instruments/presets, please refer to the the Presets section above.

Because the master preset is more complex and requires more RAM, you may find that one of the more simple instruments fits your needs. The Tonal, Harmonic, and Stopped instruments still switch articulations with the sustain pedal. The Rock 'n Roll instrument uses the sustain pedal in the normal fashion.

You can use the mod wheel to adjust the decay of all sound notes.

## License agreement

Usage of the samples in the library ("the sounds") is subject to this license agreement. By using the sounds, you agree to all the terms and conditions of this agreement.

The samples and sounds contained in this library are licensed, not sold to you. This non-exclusive, non-transferable license is granted only to the individual end user who has purchased a license from root-sounds. All samples remain the property of root-sounds and are licensed only for use in the creation of a recorded or live performance that includes the licensed samples as part of a derivative musical work.

Use of the sounds in multimedia or games is limited to use within original musical compositions ("derivative work").

### **You may:**

- use the sounds in the context of musical works without paying any additional license fees ("license free").
- store a copy of the sounds on another medium (DVD, hard disk, flash drive etc.) for the sole purpose of a backup copy.

### **You may not:**

- copy, give away, trade, lend, rent, redistribute or resell the sounds to another party.
- post the sounds to another person or group of persons over the Internet, or place them in a network that is accessed by multiple users.
- create another sample library that includes our sounds, whether in modified or unmodified form.

## Credits

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