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# DR-008

**Modular Percussion Workstation**  
© 1999-2004 FXpansion Audio UK Ltd.

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## What's new - versions 1.19 and 1.20

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1. General Features
2. New Modules & Wizards
3. New Kits & Sound Libraries
4. Additional Modules Documentation

## Administrivia, tech support etc.

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### Welcome to DR-008 version 1.20!!

This document summarizes the new features in DR-008 versions 1.19 and 1.20. For a more general overview of DR-008 and its capabilities, and documentation of the main feature set, please see the file "DR-008 Manual.pdf".

As users of the full version will notice, DR-008 now requires a serial number to activate the software. This serial number is supplied in our email to you. **Please write this number down and do not lose it** - you will need it should you need to get a replacement download, re-install DR-008, or take advantages of forthcoming special offers and promotional deals, such as the upgrade to Drum Nine when it becomes available.

For those of you running the **demo** version of DR-008, please be aware that the demo will run for a total of **ten hours** continuous use. After that time, you must uninstall the software, or upgrade to the full version. The demo version comes with a selection of kits from the full Kit Library - approximately 10% of the total.

Users of the full version should note that the additional kits are supplied in RAR archive form. This is a similar file format to the "ZIP" archives you may be familiar with, but uses a different program:- WinRAR from <http://www.winrar.com>. You will need this free & useful utility to download the additional kits.

Also, please note:- the **only** official channel for Technical Support is now our Web Forum at:-

<http://www.kvr-vst.com/forum/viewforum.php?f=13>

Please do not email us with technical support enquiries unless directed to do so by Fxpansion staff at the Forum.

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# 1. General Features

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## **New in version 1.20**

- \* (v120) Fixed some bugs in the ReWire, stand-alone and Dxi implementations.
- \* (v120) Smarter searching for missing samples, when loading kits.
- \* (v120) Automatic kit listing:- any kits available in the current directory will be listed in the preset-selection menu in VST-compatible hosts, and can be scrolled through via the host's preset selection and up/down buttons.
- \* (v120) Now over 500 presets for the synth modules. Try dragging the \*.DRS files in the "PRESETS" folder of your DR-008 install on to the pads...
- \* (v120) Kit Library now exceeds 300 kits - all available for download to registered users.
- \* (v120) Basic MIDI file support - drag and drop 1- or 2-bar MIDI loops on to DR-008 from Windows Explorer and they will automatically be imported in to the DDSequencerEX module for triggering or further editing.

## **New in version 1.19**

- \* (v119) Preview Kits in context - hold down SHIFT while selecting "Load Kit", the kits will be loaded immediately as you highlight them within the file-open window. This allows you to scroll through an entire directory of kits and hear them as your song plays.
  - \* (v119) Stand-alone operation - run DR-008 as a standalone application.
  - \* (v119) RTAS compatibility - run DR-008 as a plug-in in Pro Tools 6.x and Pro Tools LE 6.x.
  - \* (v119) ReWire compatibility - run DR-008 as a ReWire device with multiple outputs in Pro Tools, ACID, Live etc.
  - \* (v119) Fully compatible with Steinberg Cubase SX 2.x and SL 2.x, Steinberg Nuendo 2.x and Cakewalk SONAR 3.x.
  - \* (v119) Pads are velocity sensitive - clicking at the left hand edge of the pad triggers the lowest velocities; clicking at the right hand edge triggers the highest velocities.
  - \* (v119) Ultrasampler now has a waveform display.
  - \* (v119) Dragging multiple audio files on to Velosampler's interface automatically velocity-splits them. Hold down SHIFT while dragging to reverse the sort order.
  - \* (v119) Easysampler is now eight-voice polyphonic.
  - \* (v119) Battery and LM4 wizards have been improved somewhat.
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## 2. New Modules & Wizards

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\* (v120) **DD SequencerEX** module - an extended DD Sequencer with 12 channels, up to 32 steps, automatic default mapping, "paint" editing allowing you to draw in multiple hits with a single mouse click, configurable step length, position indicator and more.

\* (v120) **DD RandomTrigger** module - a DrumDeploy module allowing you to trigger up to four pads in completely random order - similar to DD Alternator, only random instead of linear. No pad is ever triggered twice in a row - perfect for avoiding "machine gunning".

\* (v120) **DD Cswitcher** module - a DrumDeploy module allowing you to switch between up to four samples via MIDI Continuous Controller messages - great for switching between open & closed hi hat samples with V-Drums.

\* (v120) **TriOcta Kick Drum** - a new synthetic kick drum based on "TheEights Bass", but with a very different timbral character. See "Additional Module Documentation" for more info.

\* (v120) **ChipSynth / ChipSynth Model B / ChipSynth Model B+** - three digital percussion synth generators with onboard mod matrix. See "Additional Module Documentation" for more info.

\* (v119) **Global Hold On/Off wizard** - allows you to switch Hold (aka sustain) on or off for an entire kit in one go. Available from the WIZARDS menu.

\* (v119) **Cubase SX Drum Map Export Wizard** - allows you to export a Cubase SX-compatible drum map for the current kit from DR-008 (DR-008 already auto-exported SONAR-compatible drum maps).

\* (v119) **rSpaceDrum Synthesizer Module** by Rainald Schwenke - see rSpaceDrum.pdf

\* (v119) **dingNoise, dingGong, Voww, Wobly, Pling, RingDing, FM Drum, Blonki** - a collection of experimental synth generators from Smartelectronix. Very tweakable, very musical, very... odd! Experiment, have fun, make cool music - it's the Smartelectronix way!

## 3. New Sound Libraries

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These sound libraries are available to all registered users at the DR-008 Kit Library FTP site. All kits are packaged as \*.RAR files for efficient downloading - you will need the freeware utility WinRAR from [www.winrar.com](http://www.winrar.com) to unpack them. If you're not familiar with RAR, don't worry - it works exactly like ZIP or WinZip.

**DEMO VERSION USERS:** The demo version of DR-008 comes with a cross-section of kits selected from various libraries.

### Version 1.20 *88 kits in total*

"**RedShift Kits**" by Roy Q. This big collection was originally created with Hip Hop in mind, but is suited to all manner of dance and urban styles and beats.  
*72 kits*

"**Yellow vol2**" kits by Yellow Tools GmbH. These are a selection of kits compiled from the "Pure Drums" library, and provide a good selection of acoustic kits.  
*4 kits*

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**"FXpansion Synth Kits II"** by FXpansion. More experimental and electronic kits using the existing synth generators and the new ChipSynth modules.

4 kits

**"FXpansion Groove Kits"** by FXpansion and others. These are based on various existing kits but with extended Groove Menus... try them and see!

8 kits

### **Version 1.19**

26 kits in total

**"Yellow"** kits by Yellow Tools GmbH. These are a selection of kits compiled from the "Pure Drums" and "Culture" libraries, and provide a good selection of acoustic and ethnic sounds.

5 kits

**"SteveZ"** kits by Steve Z Music. A collection of unusual but highly musical kits created by hitting various household items with assorted implements. **"HumanoZ"** is a human beat box kit.

4 kits

**"SR"** kits by Sonic Reality, Inc. These nicely produced kits are mapped approximately to Sonic Reality's "I-Map" drum mapping, ideal for playing realistic drum parts from a MIDI keyboard. If you want, you can rearrange them to conform closer to the standard GM map by dragging and dropping.

3 kits

**"BFD Mixdown Kits"** by Steve Duda and FXpansion. These kits are very much data-reduced versions of two out of the seven kits shipping with our high-end **BFD** acoustic drum library instrument. Want more? Check out **BFD** at:- <http://www.fxexpansion.com/product-bfd-main.php>

2 kits

**"rSpaceDrum Kits"** by Rainald Schwenke. These kits were created for the rSpaceDrum synth generator by its author, and give a good idea of the rSpaceDrum's diverse sonic capabilities.

5 kits

**"FXpansion Synth Kits"** by FXpansion. These kits use both new and existing synth generators to produce some weird & abstract sonic palettes. They were created in-house by FXpansion's sound design team.

9 kits

### **Version 1.10**

200 kits in total

**"Vintage Drum Machines"** by various. Virtually (sic) every vintage drum machine ever built - digitally reanimated and brought to life by DR-008.

120 kits

**"Gmedia Groove Library"** by Gmedia Music. Nicely-produced, ready-to-go kits for a variety of contemporary styles courtesy of our friends at Gmedia Music.

15 kits

**"Kit Collection vol. 1"** by various. A wide assortment of kits from the original DR-008 library.

40 kits

**"Kit Collection vol.2"** by various. The larger kits from the original DR-008 library - ethnic, ambient, acoustic and more.

24 kits

**"WizLive Acoustic Kit"** by unknown. The most popular acoustic kit for the DR-008.

1 kit

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## 4. Additional Module Documentation

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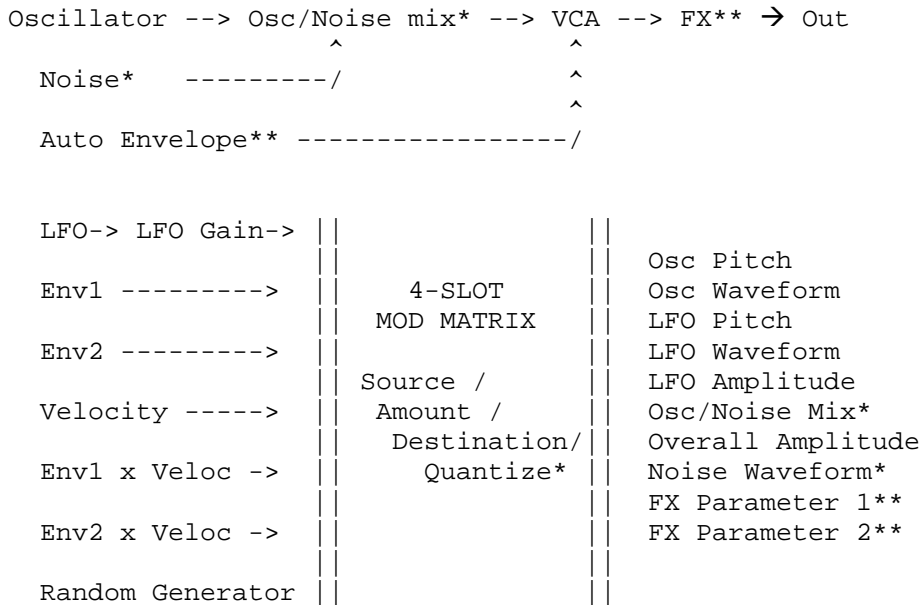
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### 4.1 Chip Synths - original, Model B, Model B+

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The overall architecture of all the Chip Synths is as follows:-



\* Noise controls and mod. quantize available only on Model B and Model B+

\*\* FX section and Auto Envelope available only on Model B+

Essentially, what you have are a pair of multi-waveform oscillators (one audio frequency, one LFO for modulation), routed via a simple gain and mixer stage to the audio output. A pair of envelope generators act as additional modulation sources. The Model B features an additional noise generator, and the B+ adds a built-in multi fx section and a "Quantize" parameter on the mod matrix allowing you to turn a smooth mod ramp in to a stepped or glissando sweep.

#### Oscillators

The oscillator and LFO are continuous variable-waveform type:-

Pulse..Square..SawDown..Sin..Tri\*\*..Pulse

The LFO goes well up in to audio frequencies and so is good for AM and FM modulation.

The noise oscillator has eight noise types, and crossfades between them - S&H1, S&H2, binary, full-spectrum, LP1, LP2, HP1, HP2.

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## Envelopes

The two identical envelopes are a percussive-decay type, with four parameters:-

Decay 1 Slope  
Decay 2 Slope  
Breakpoint  
Timescale

Decay 1 Slope is the initial decay slope from maximum; Decay 2 Slope is the slope at the breakpoint, after which the envelope decays smoothly to 0. Timescale sets the overall decay time of the envelope.

## Mod Matrix

The mod matrix has four slots allowing you to route any source to any destination, via an Amount control and an optional quantize (step generator) unit.

Available sources are:-

LFO  
Envelope 1  
Envelope 2  
Velocity  
LFO x Velocity  
Env1 x Velocity  
Env2 x Velocity  
Random Trigger (a random value regenerated on every trigger)

Available destinations are:-

Oscillator waveform  
Oscillator pitch  
Overall amplitude  
Noise amount\*  
Noise waveform\*  
LFO waveform  
LFO pitch  
LFO amount  
FX parameter1\*\*  
FX parameter2\*\*

Any source can be assigned to any destination.

## FX Section

The ChipSynth Model B+ has a seven-algorithm, cheap-and-cheerful FX section, with two parameters per effect, as follows:-

	Param 1	Param 2
Off		
Ring Modulator	Frequency	Shape
Lowpass Filter	Cutoff	Resonance
Highpas Filter	Cutoff	Resonance
Combfiler	Frequency	Sustain
Stereo Delay	Time	Feedback
Bitcrusher	Bit Rez	Decimate
Distortion	Drive	Tone

The FX parameters are available as destinations in the mod matrix.

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## 4.2 DD CSwitcher

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This is a DrumDeploy module which supports pad selection via MIDI CC (useful for Roland hi hat pedal owners). Four pads can be selected and switched between.

To use it:-

-- load your (up to) four samples or multisamples on to four different pads.

-- assign the DD CSwitcher to an empty pad (this will be your master trigger pad for the hat) by right clicking the pad

-- open the DD CSwitcher's editor by pressing the E button for the pad, assign its outputs to the four sample pads.

-- open the Controllers screen of the DR-008, then hit "Midi Controllers >>" to be taken to the MIDI CC assign page.

-- click the CC you want to use for selecting the trigger pad, select the pad with the DD CSwitcher from the popup screen, and then choose "Select" from the dropdown menu. The legend on the CC assign button should change to something like:-

36: C3: DD CSwitcher: Select

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