
User Guide

Jayzen Beatkit

Soundfont version

The *Jayzen Beatkit Sample Library* is a collection of great-sounding drum samples useful for creating modern Pop, Hip Hop, Soul, R&B, Rap, and other music styles which rely on a strong Kick/Snare combination.

It can be used on its own, or the samples can be mixed with existing loops and music to create new tonal variation, dynamics, and interest.

The product file contains a single patch named *JVI Beatkit* and is mapped closely to the General Midi Drum Kit specification.

The 6 kicks included with this drum kit cover a wide variety of tonal situations and contain plenty of energy in the lower sub-frequencies.

The 4 snares are crisp, designed to stand out in a mix and work well with the included percussion samples:

- Hi Hat (open, pedal, and closed hits)
- Crash and Ride Cymbals (with two reversed samples for special effects)
- Hand Claps
- Maracas

A copy of the original MIDI file used to create the online demo has been included with the product package. The file has been saved in MIDI Format 1 - with each channel on a separate track to make it easier to edit for your own applications.

Note: Vsampler3 does not seem to assign the Hi Hat voices correctly when importing this soundfont. To fix this, go to the Zones tab and right-click in the Zones window... Select "Manage Poly-groups" and select Poly-group #1. Change the "Voices per group" setting in the lower right corner from 1 to 2 and close the window. Save the file in Vsampler format. The Hi Hats should now cut-off correctly.

Technical Reference

File name: *Jayzen Beatkit.sf2*
File size: 5.6 Mb
Sample format: 44.1 kHz, 16 bit, stereo
Patch format: Soundfont 2.1
Total patches: 1

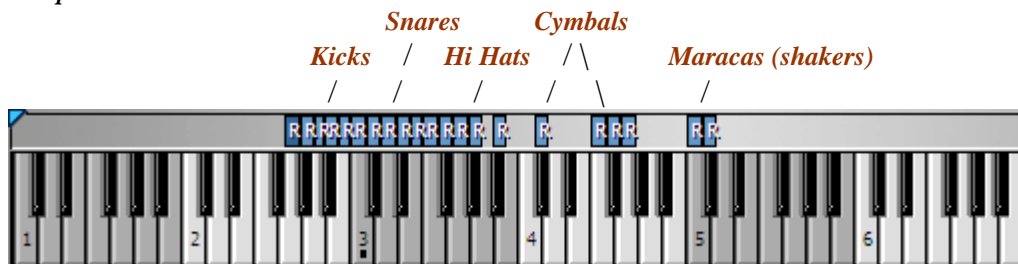
Patch list:

P	Bank 1
0	<i>JVI Beatkit</i>
1	

Bank/Patch: 1, 0
Patch Name: *JVI Beatkit*
Description: Collection of processed percussion samples.

- MIDI Note Range = G2 (31) → C#5 (61)
- One sample per note (no stretching).
- Slow release times to ensure all samples will play out completely once they are started. (The timing has been set to allow some control over the short reverse Ride Cymbal sound – a very short note will reduce the volume of the effect as the tail end is almost fades out.)
- Except for the Hi Hats, notes are polyphonic (new notes will add to currently playing notes).
- Any new Hi Hat notes will cut-off any other Hi Hat note that is currently playing. For example, if you play the open Hi Hat, it will immediately stop when either the closed or pedal Hi Hat note is played... this is basically how it would happen in real life and provides for the creation of realistic Hi Hat parts. (The Hi Hat notes must be on the same channel for this to work.)

Keyboard map:



Drum map (MIDI note assignments):

Shaker 2	Db5	61
Shaker 1	C 5	60
Short Rev Cymbal	G 4	55
Long Rev Cymbal	F#4	54
Cymbal - Ride	F 4	53
Cymbal - Crash	Db4	49
Hi Hat - Open	Bb3	46
Hi Hat - Loose	G#3	44
Hi Hat - Tight	F#3	42
Hand Clap	Eb3	39
Snare - Stick	Db3	37
Snare - Crack 2	G 3	43
Snare - Crack 1	F 3	41
Snare - Snap 2	E 3	40
Snare - Snap 1	D 3	38
Kick - Wack	C 3	36
Kick - Boom	B 2	35
Kick - Fuzz	Bb2	34
Kick - Boom	A 2	33
Kick - Thud	G#2	32
Kick - Solid	G 2	31

Notes about the percussion sounds:

- **Kicks:** These kicks contain a lot of very low frequencies. Be careful with them in a mix! Be sure to check them with a proper sub-bass speaker to accurately determine how much low-sub is in the mix. *Too much and you could damage your speakers!*
- **Snare:** Four distinctive, strong snare sounds. They can be mixed up to give tonal variations. For example, using a different snare with a lower velocity gives a nice-sounding “ghost” note.
- **Hand Claps:** A standard hand clap, useful as a variation to a snare sound.
- **Hi Hats:** The open Hi Hat will play until either it decays naturally, or another Hi Hat note is played, at which time it cuts off immediately. This allows for the creation of realistic drum parts.
- **Cymbals:** There are two Cymbals, a Crash and a Ride. The samples are quite long (up to 10 seconds), giving a realistic decay to the Cymbal sound.
- **Shakers:** Two general-use shaker sounds taken from the “Jayzen Oaxacan Maracas” soundfont have been included here.
- **Effects:** Two Special Effects are available – one long reverse Cymbal (about 10 seconds) which will slowly build to a loud climax, then suddenly end in silence. The second effect is a shorter version of the same sound, but which builds much more quickly (about 1 second).