VK Drums – The Bronze Kit

User Manual

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1. Introduction

Welcome to **VK Drums – The Bronze Kit** by Red Pack Drums.

This manual will guide you through the installation, setup, and full use of the VK Drums – The Bronze Kit virtual drum library. Whether you are a producer, composer, or drummer using an electronic drum kit, this guide will help you get the most out of the instrument quickly and efficiently.

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2. Installation

2.1 System Requirements

- Native Instruments Kontakt (Full version required)
- Compatible DAW or standalone Kontakt
- Sufficient disk space (minimum 7 GB)

2.2 Creating a Native Instruments Account

Create a Native Instruments account if you do not already have one.

2.3 Installing Native Access

Download and install **Native Access**, the Native Instruments plugin manager.

2.4 Adding the Library to Kontakt

1. Open Native Access and log in.
2. Click **Add a Serial** and enter the serial number provided with your purchase.
3. The library will be added to your account.

2.5 Activating the Library

1. Open Kontakt.
2. Navigate to the **Libraries** tab.
3. Locate **VK Drums – The Bronze Kit** and click **Activate**.
4. Follow the on-screen instructions to complete activation.

2.6 Loading the Library

Once activated, load the library by:

- Double-clicking it in the **Libraries** tab, or
- Loading the `.nki` file via the **Files** tab.

For detailed installation instructions, visit:
https://www.redpackdrums.com/ni-install-page

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3. Library Overview

3.1 Content & Specifications

VK Drums – The Bronze Kit is a heavily processed, metal-focused drum library designed for maximum impact and consistency.

- Approximately 7 GB of data
- Over 18,000 high-quality samples
- Multi-microphone recordings
- Optimized for both MIDI programming and electronic drum kits

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4. Interface Overview

4.1 Preset Selection

Presets can be selected from the top-left corner of the Kontakt interface. Loading a preset automatically loads all required samples (depending on your Kontakt version).

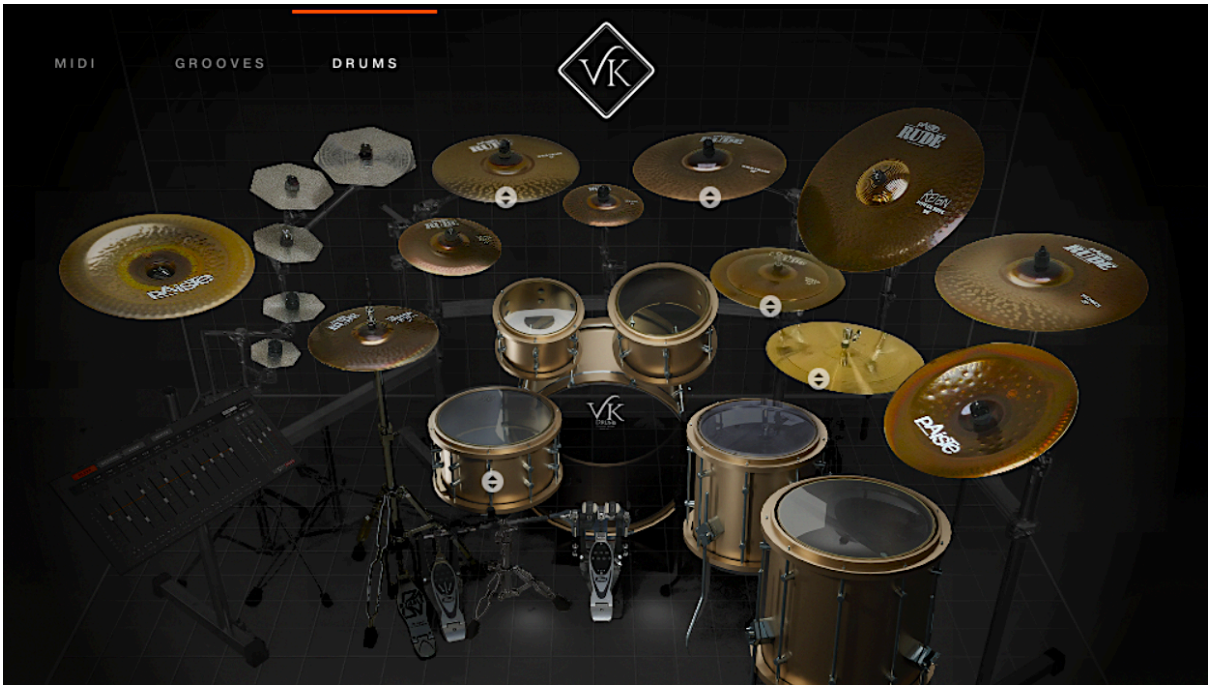
Figure 4.0 – Factory preset selection (.nksn) for VK Drums – The Bronze Kit.

4.2 Drum Selection Screen

The Drum Selection Screen allows you to customize your kit:

- Use dropdown menus to select instruments
- Click individual drums or cymbals to audition sounds

Figure 4.1 – Drum Selection Screen showing the full kit layout and selectable instruments.



4.3 Groove Page

The Groove Page provides MIDI grooves for inspiration and quick workflow.

4.3.1 Selecting Grooves

Double-click a groove from the list to audition it.

4.3.2 Drag & Drop to DAW

Use the **Drag MIDI Groove to DAW** button to drag grooves directly into your DAW for further editing.

4.3.3 BPM Synchronization

When Kontakt is used as a plugin, grooves automatically sync to your DAW's BPM.

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5. Hit Strength Slider (Velocity Curve)

The Hit Strength Slider is a global velocity curve adjustment tool, located on the Groove Page.

5.1 Linear Response

With the slider in the center position, velocity response is linear.

5.2 Settings for Hard Hitters

Lowering the slider compresses the velocity curve, ideal for hard hitters or high-velocity MIDI parts.

5.3 Settings for Soft Hitters

Raising the slider expands the velocity curve, allowing greater dynamic range with softer playing.

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6. Mixer

6.1 Accessing the Mixer

The Mixer can be opened by clicking the **VK logo** at the top of the interface or via the Mixer button on the Drum Screen.

Figure 6.0 – Mixer overview showing drum channels, cymbal channels, and microphone groups.

6.2 Microphone Tabs

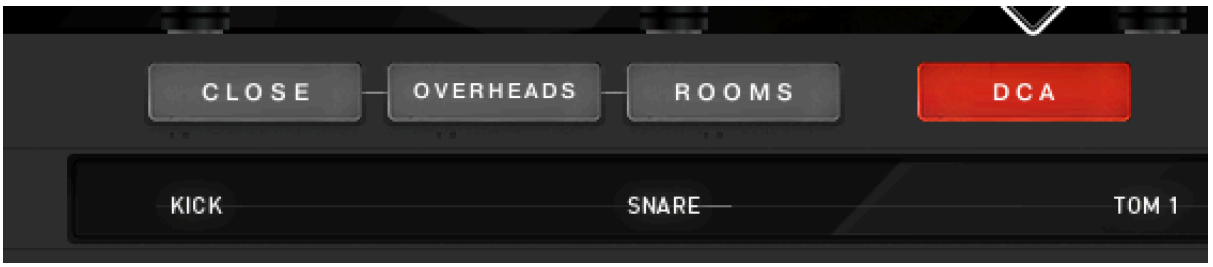
Tabs at the top of the Mixer allow you to switch between microphone groups:

- Close microphones
- Overheads
- Room microphones
- DCA (group control)

6.3 DCA Tab

The DCA tab provides group faders for fast global balance control without adjusting individual channels.

Figure 6.1 – DCA tab with grouped faders for quick level adjustments.



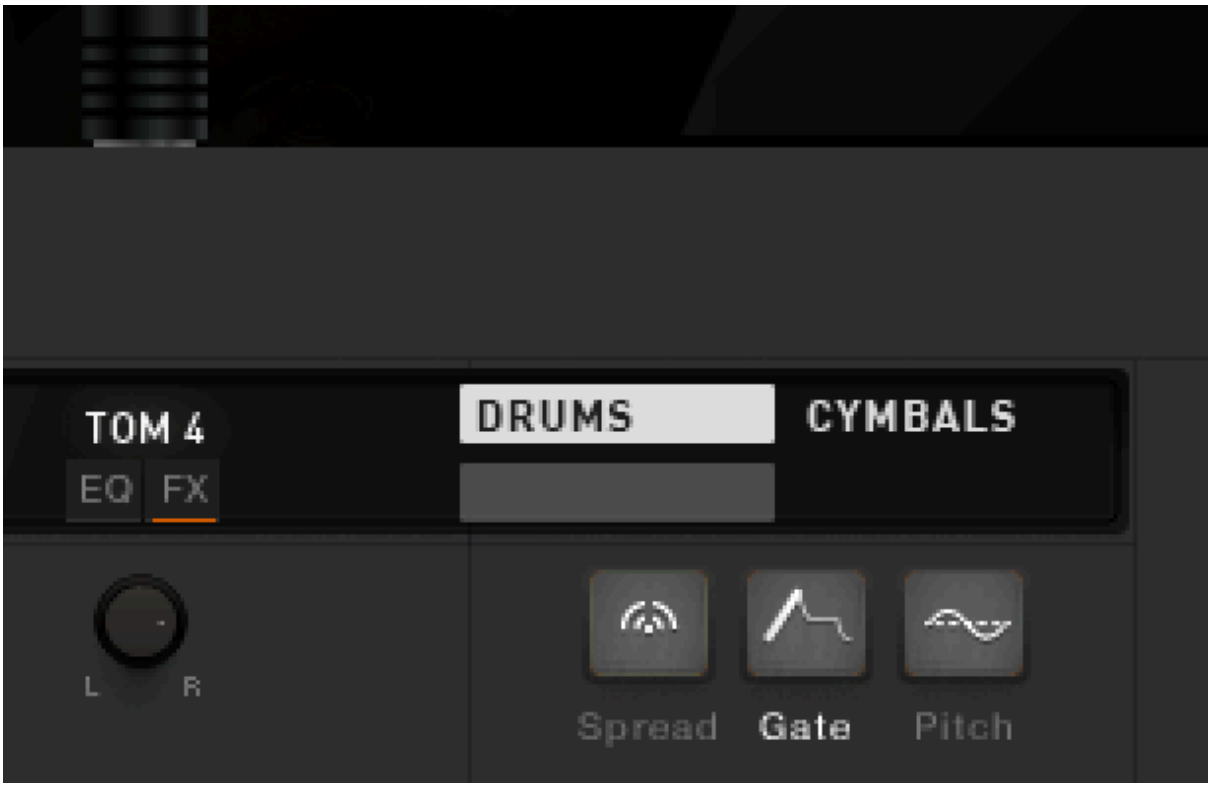
6.4 Close, Overheads & Room Microphones

Each microphone channel can be balanced and processed individually. This includes control over microphone bleed and tonal balance per instrument.

6.5 Drums / Cymbals View

Use the **Drums** and **Cymbals** buttons to switch between shell and cymbal channels. The active view is indicated by a grey underline.

Figure 6.2 – Drums and Cymbals view toggle within the Mixer.



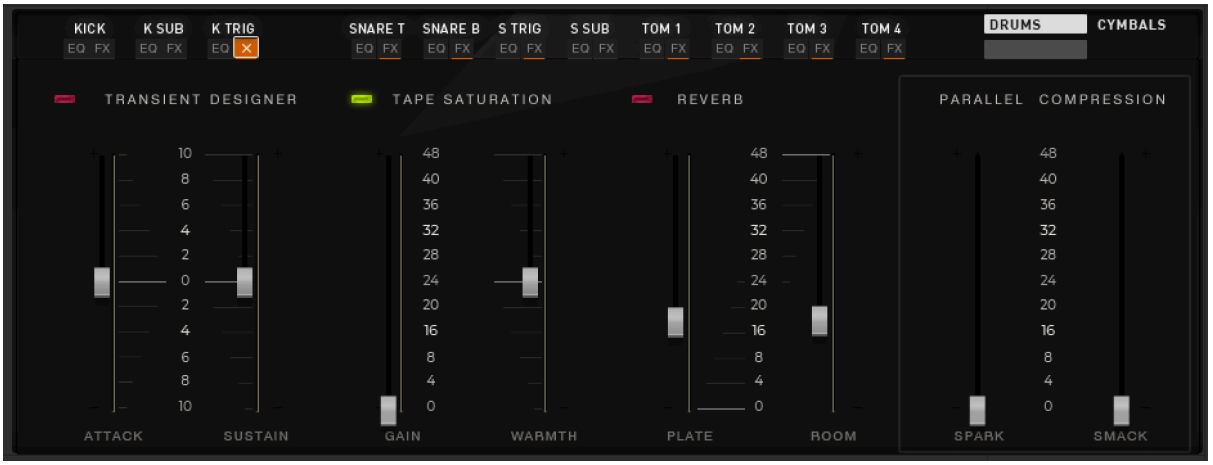
6.6 FX Section

Click the **FX** button above each channel to access advanced processing tools:

- Transient Designer
- Tape Saturation
- Reverb Sends

- Parallel Compression

Figure 6.3 – FX section showing transient designer, tape saturation, reverb, and parallel compression.

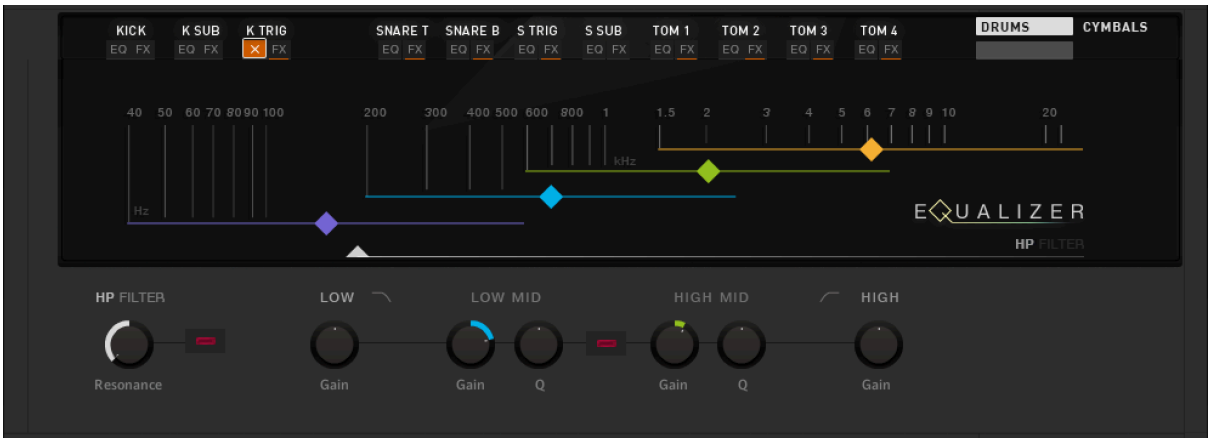


The switch above each module acts as a bypass.

6.7 EQ Section

Each channel includes a 4-band EQ and a high-pass filter.

Figure 6.4 – Channel EQ with frequency bands, resonance control, and HP filter.



EQ features:

- Colored diamonds control individual frequency bands
- Resonance control adds emphasis at the low-cut frequency
- Bands can be switched between shelf and bell modes
- EQ and HP filter can be bypassed individually

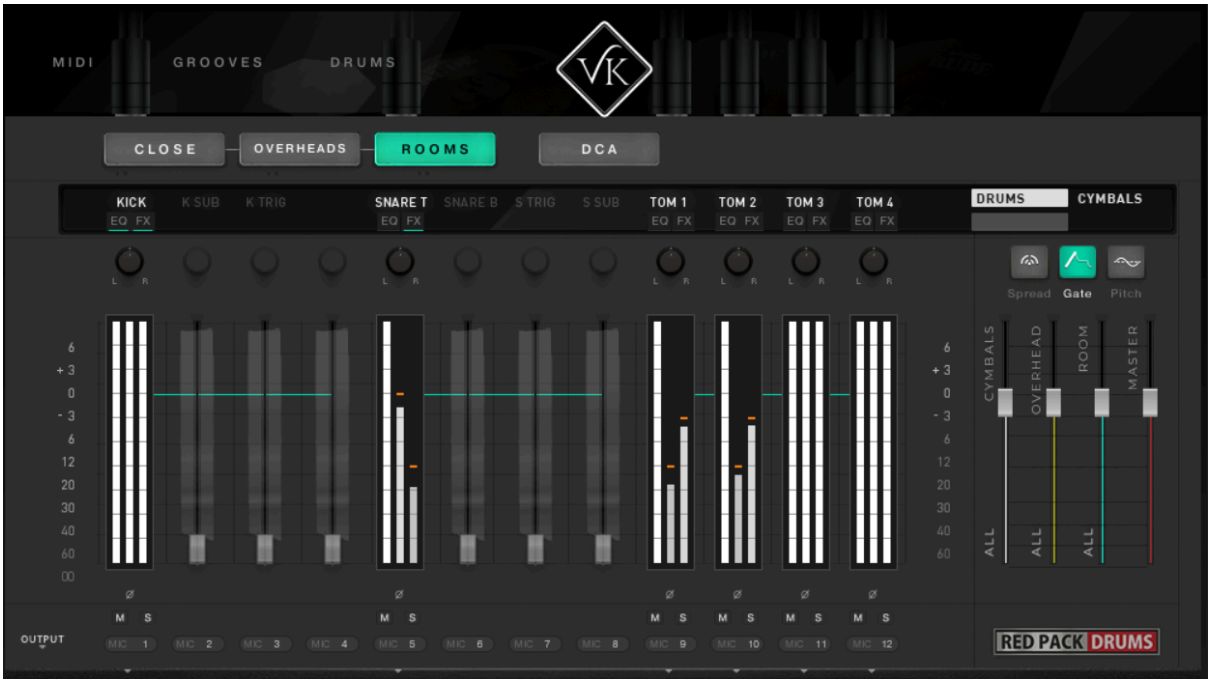
7. Additional Processing Tools

These processing tools are accessed from within the Mixer by activating one of the processing buttons on the right side of the interface.

7.1 Gate

The Gate controls the decay and sustain of each drum channel.

Figure 7.1 – Gate processor with Attack, Hold, and Decay controls.



Controls are adjusted using the white sliders from left to right:

- Attack
- Hold
- Decay

7.2 Stereo Spread

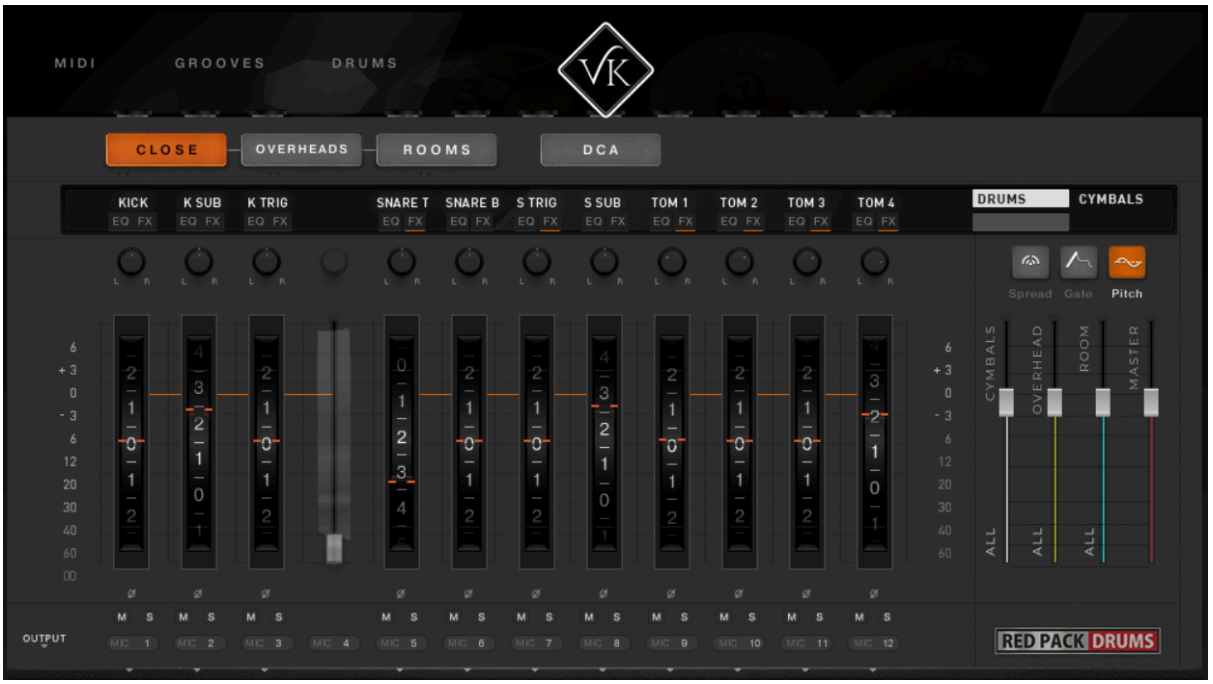
The Spread processor adjusts the stereo width of the selected channel, ranging from mono to wide stereo.

Figure 7.2 – Stereo Spread processor for controlling channel width.

7.3 Pitch Control

Pitch Control allows precise tuning of each drum using a built-in digital tuner.

Figure 7.3 – Pitch control with digital tuning display.



To return to the volume faders, simply deactivate the currently active processing button.

8. MIDI Page

8.1 MIDI Learn

Assign articulations by clicking **MIDI Learn** and triggering the desired note or pad.

8.2 MIDI Maps

Load, save, import, or export custom MIDI maps.

8.3 Hi-Hat CC Setup

Learn continuous controller data for realistic hi-hat performance.

8.4 Invert CC

Enable this option if hi-hat behavior is reversed.

8.5 Auto Rim Shot

Automatically switches snare center hits to rimshots based on velocity threshold.

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9. Mapping Your Electronic Drum Kit

9.1 Hardware Setup

Connect your drum module to your computer via MIDI or USB.

9.2 MIDI Configuration in Kontakt

1. Open Kontakt settings.
2. Navigate to the **MIDI** tab.
3. Assign your MIDI device to an available port.

9.3 Clearing the Default MIDI Map

Load the library, go to the MIDI page, and clear the existing map.

9.4 Mapping Drums & Cymbals

Use MIDI Learn and strike each pad or cymbal twice to assign articulations.

9.5 Mapping the Hi-Hat (Standard Method)

- Map pedal closed articulation

- Map tip and edge articulations with pedal closed and open
- Learn CC data
- Enable **Invert CC** if needed

9.6 Alternative Hi-Hat Mapping Method (Advanced)

Use this method if your module requires separate CC-based articulation mapping.

9.7 Tips & Best Practices

Experiment with mappings to best match your hardware and playing style.

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10. Saving Your Custom MIDI Map

Save your mapping as **Custom 1** and export it to your HDD to prevent data loss after reinstallation.

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11. Start Playing

Your kit is now fully configured and ready to play.

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12. FAQ

Q: How do I install the library?
A: Follow the installation section or visit our website for detailed instructions.

Q: What does the Hit Strength Slider do?
A: It adjusts the global velocity curve for hard or soft playing styles.

Q: How do I use the processing features?
A: Access them via the Mixer FX buttons.

Q: How do I customize MIDI mapping?
A: Use the MIDI page to assign articulations and manage MIDI maps.

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13. Support & Resources

For additional support, visit:
www.redpackdrums.com

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14. Conclusion

Thank you for choosing **VK Drums – The Bronze Kit**.
We hope this manual helps you get the most out of your instrument.

Happy drumming,
Red Pack Drums