TO SCHOOL!

BasicDrumCo
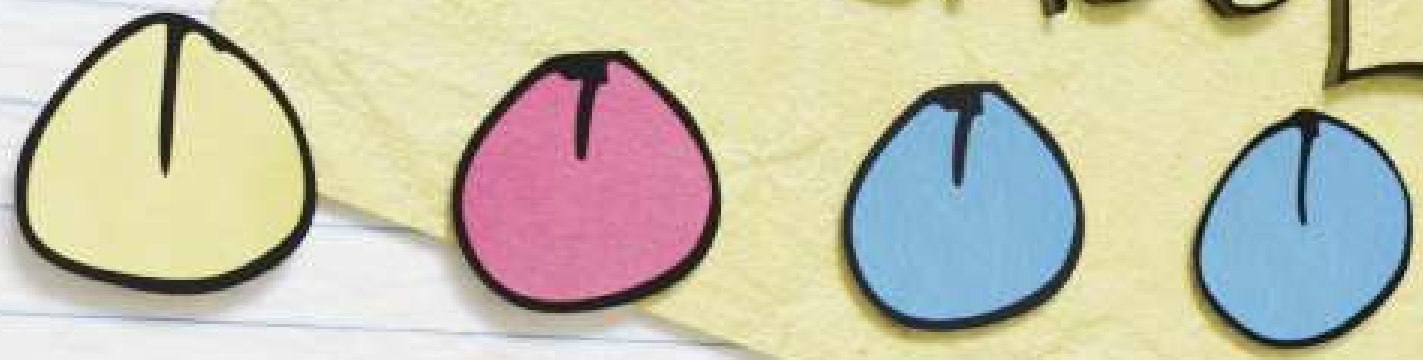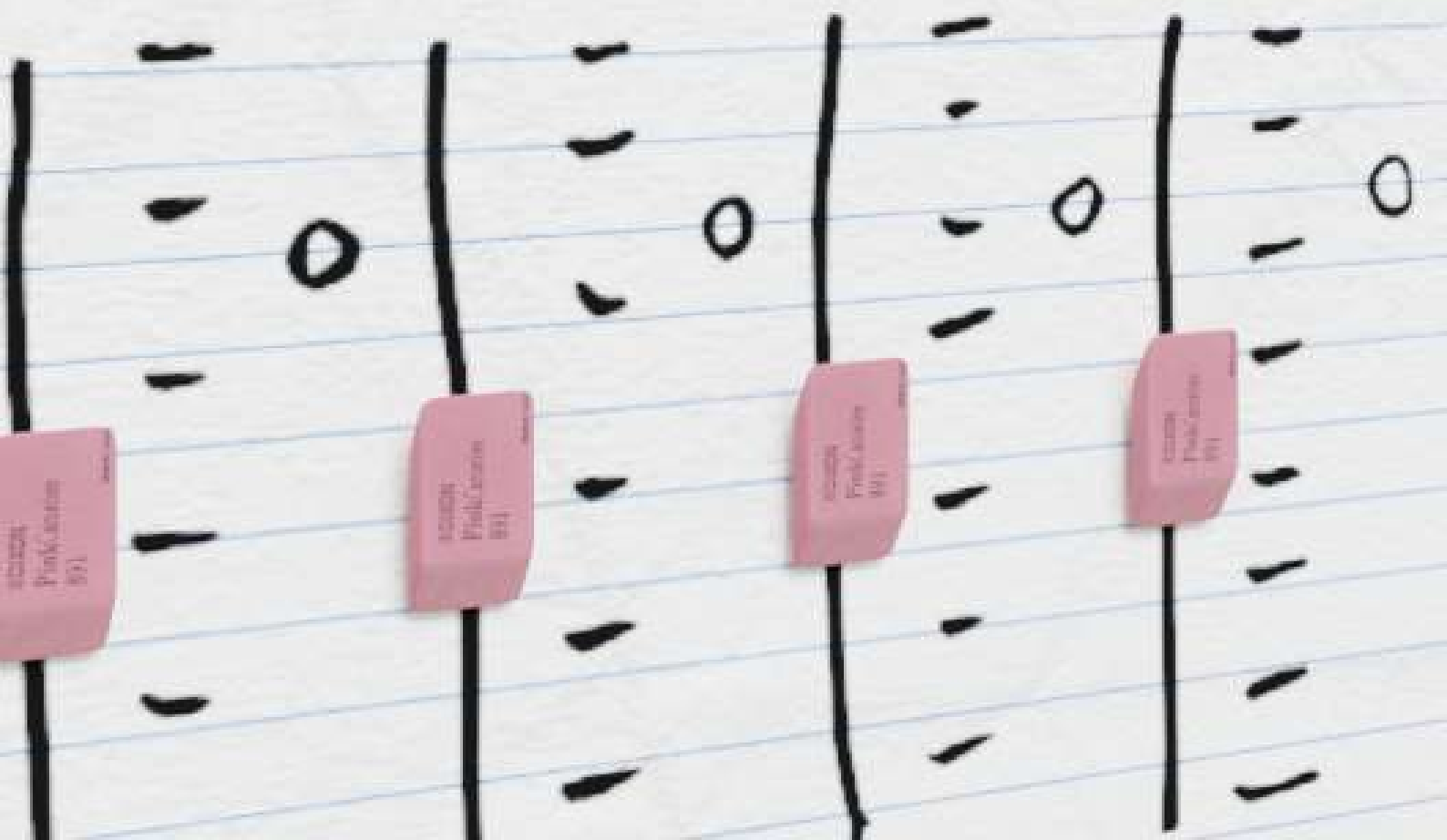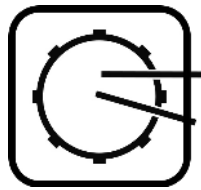
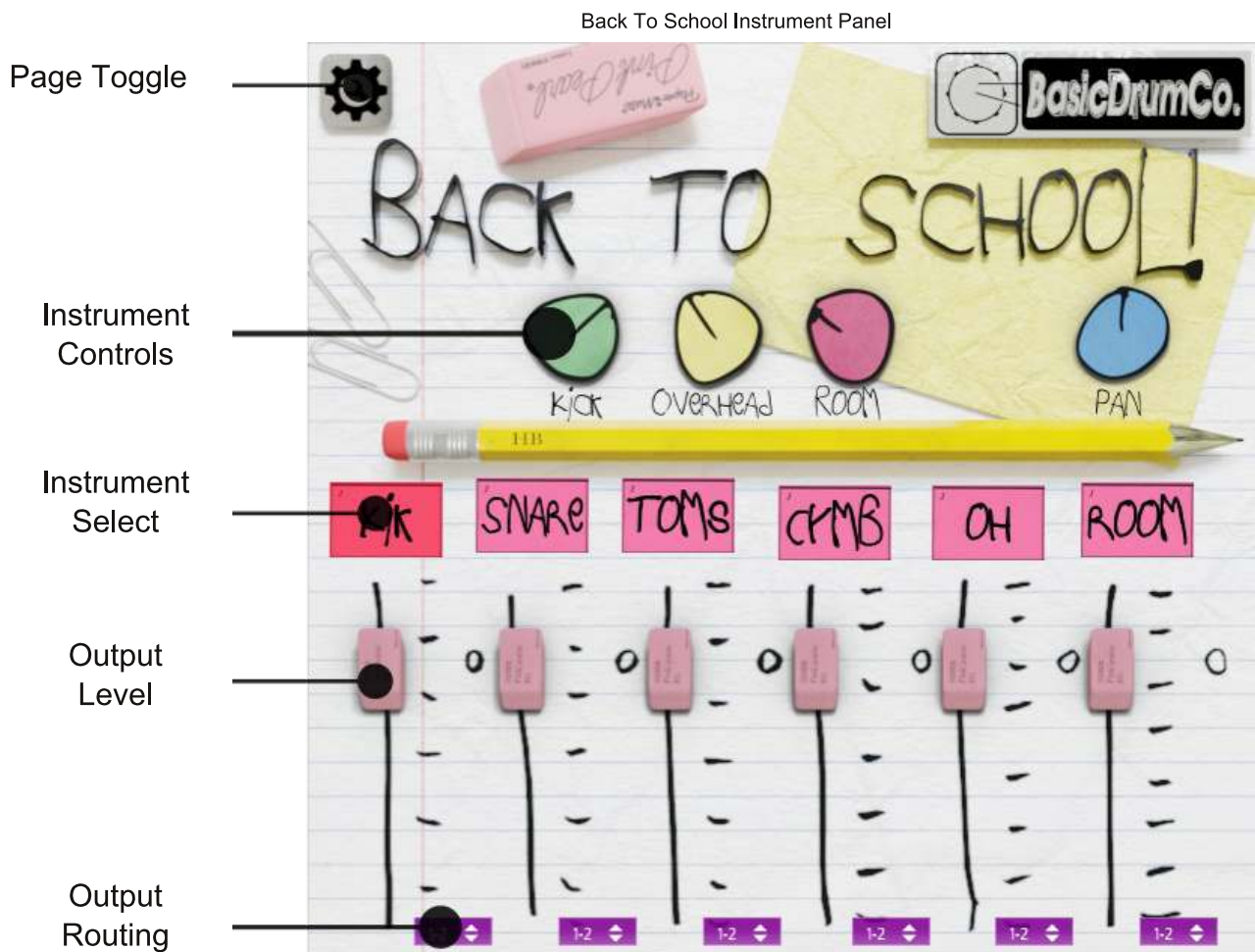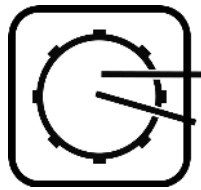# Back to School 1.0

User Manual

INTRODUCTION

Back To School is a dirty little ROCK kit that will punish any speaker, consisting of a virtual drum sampler and a sample library. Drum instruments are made up of 48kHz 24 bit, multi-mic WAV files packed into a proprietary format with advanced lossless compression. This allows for a reduced instrument footprint, saving hard drive space and RAM, without compromising sonic quality. Each drum contains 6 velocity layers and 20 round-robin hits per velocity layer. Each drum contains a direct mic, stereo overhead mic and stereo room mic which are independently controlled via the front panel.

SAMPLER

The Back To School Drum Sampler is available in 64-bit AAX/AU/VST3 formats. All of the drum tones are dialed in for the perfect Rock sound, allowing us to minimize the controls needed to achieve a mind blowing result.

Back To School Instrument Panel

Back To School Settings Panel

Page Toggle

Sample Folder Location

Preset Browser

GUI Zoom

Midi Map

1. **Page Toggle:** Switch between Instrument Panel or Settings Panel.

2. **Instrument Controls:** Independently control the direct mic, stereo overhead mic and stereo room mic of the selected instrument

3. **Instrument Select:** Use these buttons to reveal the Instrument Controls for the selected instrument.

4. **Output Level:** The Output Level Faders control the final volume of each bus before it reaches the DAW.

5. **Output Routing:** Back To School is a multi-channel virtual instrument. Each bus can be assigned to one of 6 stereo outputs that can be individually routed into your DAW.

6. **Sample Folder Location:** Navigate to the folder that contains your Back To School sample library. Once selected, the samples will be available for playback.

7. **Preset Browser:** Used to store and recall Presets.

8. **GUI Zoom:** Determines the size of the sampler interface.

8. **Midi Map:** Displays the Midi note used to trigger a specific instrument.