COATED-19

User Manual

basicdrumco.com

INTRODUCTION

COATED-19 Drums is a versatile drum plugin consisting of a virtual drum sampler and a sample library. Drum instruments are made up of 44.1kHz 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 4 velocity layers and 10 round-robin hits per velocity layer. Each drum contains a direct mic, overhead mics and stereo room mic which are independently controlled via the Microphone Level Panel. COATED-19 is a multi-channel virtual instrument, allowing you to route each output to it's own channel in your DAW.

SYSTEM REQUIREMENTS

macOS Minimum Requirements

SYSTEM SPECIFICATIONS

- 1 GHz Intel Dual Core Processor or AMD equivalent
- 4 GB of RAM
- macOS 10.10 or later
- AAX, VST, AU supporting DAW

SCREEN RESOLUTION

1024 x 768 or higher

LICENSING

iLok dongle or iLok Cloud
64 bit DAW support only

Windows Minimum Requirements

SYSTEM SPECIFICATIONS

1 GHz Intel Dual Core Processor or AMD equivalent
4 GB of RAM
Windows 7 or later
AAX, VST supporting DAW

SCREEN RESOLUTION

1024 x 768 or higher

LICENSING

iLok dongle or iLok Cloud
64 bit DAW support only

NAVIGATION

The sampler is broken up into 4 sections (**DRUMS**, **MIXER**, **PARALLEL**, **SETTINGS**) which can be selected via the Page Tab Buttons at the top of the interface.

Coated-19 Page Tab Buttons

DRUMS TAB

The DRUMS TAB contains all of the parameters available for each drum. The main components on this page are the Drum Kit Audition Pads, Perspective Toggle, and Microphone Level Panel.

1. **Page Tab Buttons:** Switch between Drums, Mixer, Parallel and Settings Page.

2. **Drum Kit Audition Pads:** Click on the Drums to audition each instrument. Auditioning an instrument also brings that instrument into focus on the Microphone Level Panel.

3. **Perspective Toggle:** Use this button to easily switch instrument panning between Audience and Drummer perspective.

4. **Microphone Level Panel:** The MLP contains adjustable parameters for each individual instrument.

5. **Resource Meter:** Displays the system resources used by the drum sampler.

DRUM KIT AUDITION PADS

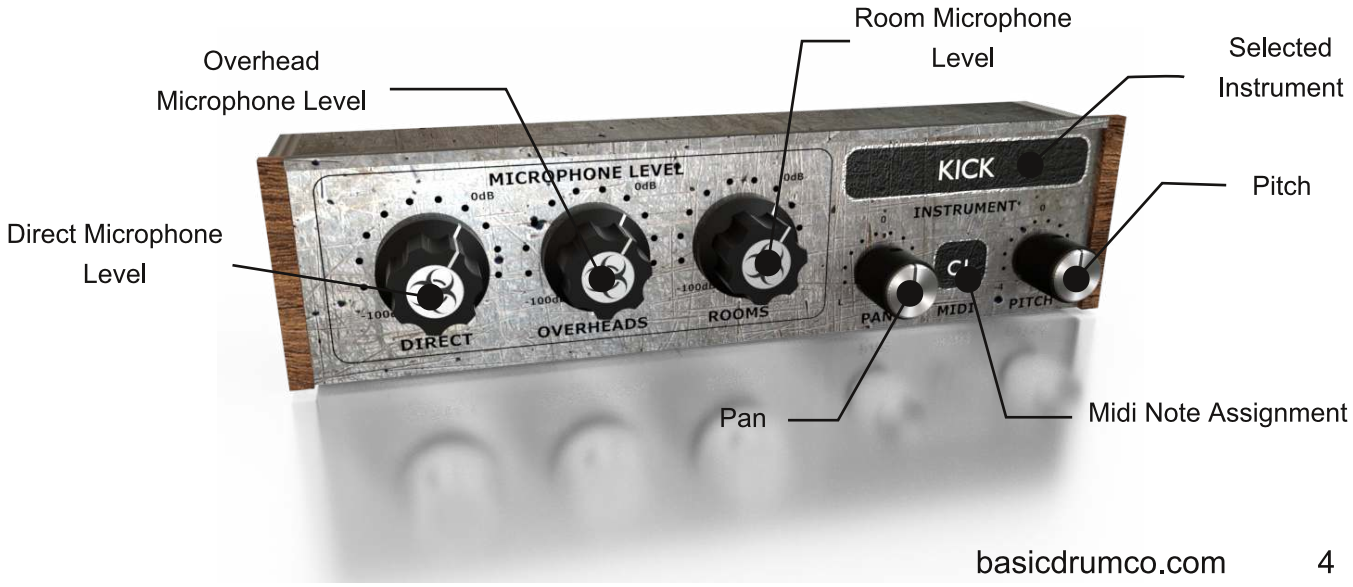
You can audition specific instrument sounds by clicking on the image of each drum. This will trigger a sample at Velocity 127 for that drum. This also brings the auditioned instrument into focus on the Microphone Level Panel.

PERSPECTIVE TOGGLE

Every person has a different opinion on how drums should be panned. Do you imagine yourself behind the kit, or are you in the audience watching the band? With a simple push of a button, you can now easily switch between the two.

MICROPHONE LEVEL PANEL

The MLP (Microphone Level Panel) contains all of the adjustments you can make to each instrument.



1. **Direct Microphone Level:** Individual control of the selected instrument's Direct Microphone.

2. **Overhead Microphone Level:** Individual control of the selected instrument's Overhead Microphone.

3. **Room Microphone Level:** Individual control of the selected instrument's Room Microphone.

4. **Selected Instrument:** Displays the specific instrument and articulation being adjusted by the MLP.

5. **Pitch:** Controls the tuning of the selected instrument.

6. **Midi Note Assignment:** Displays the Midi Note assigned to the selected instrument.

7. **Pan:** Adjusts the L/R balance of the Direct Microphone of the selected instrument. Stereo imaging of the overheads and room are controlled by the **Perspective** buttons.

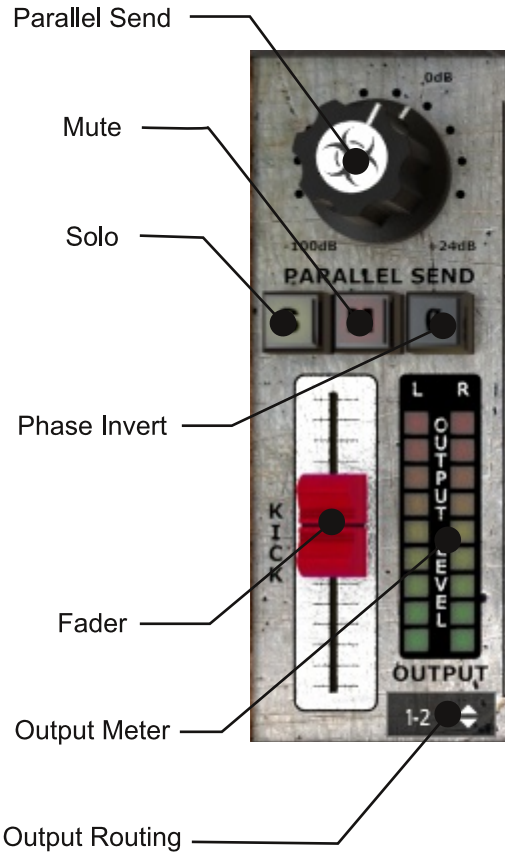
RESOURCE METER

The Resource Meter displays the system resources currently being used by the drum sampler. You can quickly see the CPU usage, RAM usage, and amount of voices in use.

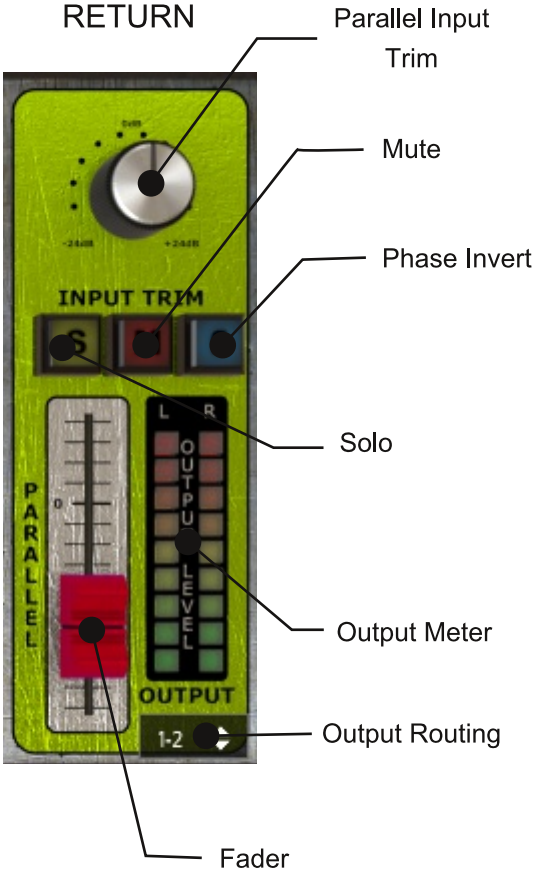
MIXER TAB

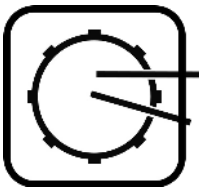
Although individual microphone levels can be controlled via the MLP, the MIXER tab is where you control the final balance of your drum kit before it hits the DAW. Each channel contains essential mixer controls, like a Fader, Solo, Mute, Phase Invert and segmented LED meter. I think we all know how these work..... Each channel can be assigned to its own output in your DAW via the drop-down Output Selector. At the top of every channel is a PARALLEL SEND. The MLP is also visible so you can make additional tweaks to each instrument.

CHANNEL



PARALLEL RETURN





MIXER CHANNEL

1. **Parallel Send:** This is a Pre-Fader send from each channel to the Parallel processing modules located in the Parallel Tab.

2. **Mute:** Selecting the “M” Button mutes the audio output for that channel.

3. **Solo:** Selecting the “S” Button will Solo a channel. When the Solo button is selected, only that channel will be heard and all other channels will be muted. It is possible to Solo multiple channels by selecting additional Solo buttons.

4. **Phase Invert:** Inverts the Polarity of that channel’s signal. When engaged, the incoming signal's phase is "flipped" 180°.

5. **Fader:** Controls the output level of the channel before it reaches your DAW.

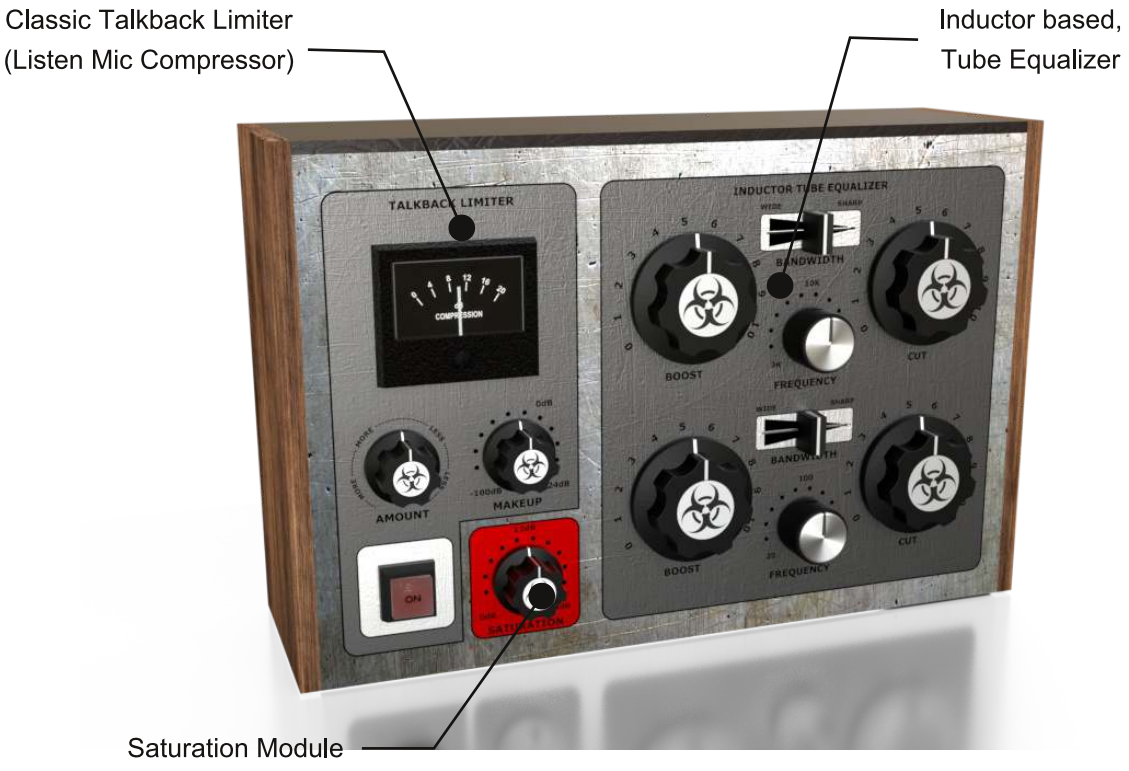
6. **Output Meter:** 9-LED segmented meter representing the channel's output level.

7. **Output Routing:** Used to assigned a channel its own output in your DAW. Although COATED-19 is listed as having 30 outputs, only the first 12 are available to the channel outputs. The rest are reserved for internal parallel processing.

8. **Parallel Input Trim:** Used to Trim the level of the Parallel processing returning to the Parallel Channel.

PARALLEL TAB

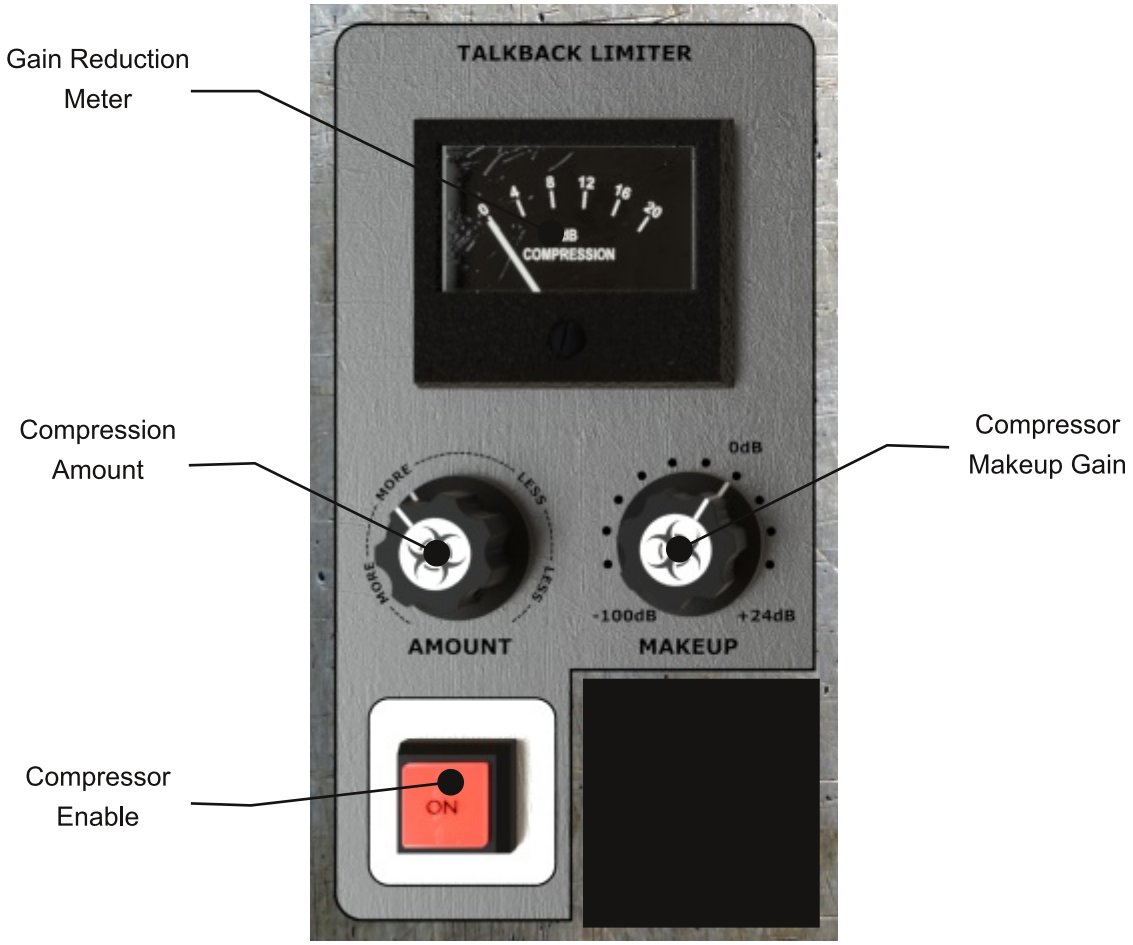
Getting drums to sit in a mix while retaining punch and attack is a huge task. They can easily disappear in a mix, or unnaturally stick out too far. Enter: *New York Compression*! Never heard of it? You probably know it by it's other name, Parallel Compression. This technique involves blending unprocessed drums (which retain their natural attack) with a dynamically reduced signal (super punchy, overly compressed) to give you the best of both worlds. While other virtual drum instruments may offer internal compressors, equalizers and other processing, these are almost always "utility" type processors. They do what they say they do, but aren't exactly the right tools for the job. We have incorporated the "secret sauce" that distinguished mixers have been using for years to create some of your favorite drums sounds!



Processing modules designed and licensed by Korneff Audio, Inc.

TALKBACK LIMITER

Originally designed to prevent a talkback microphone from overloading, this limiter has been used and abused by some of the industry's finest while creating the most distinctive drums sounds every recorded.



1. **Gain Reduction Meter:** Displays the amount of compression in dB scale.

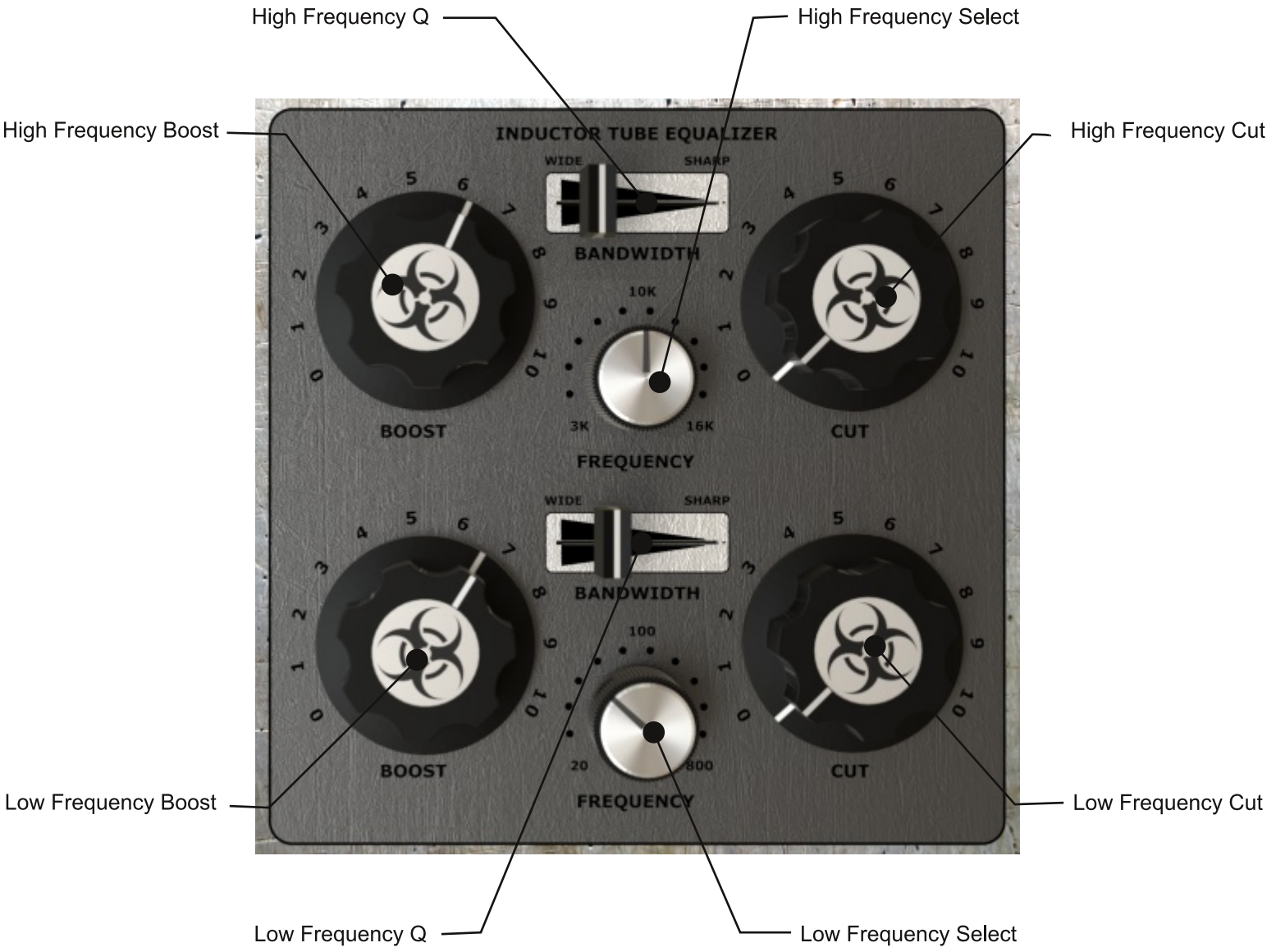
2. **Compression Amount:** Controls the intensity of compression applied. "Less" means less compression and "More" means more compression.

3. **Compressor Enable:** Turns the compressor circuit on or off.

4. **Compressor Makeup Gain:** Controls the output level of the compressor.

INDUCTOR BASED TUBE EQUALIZER

The unmistakable signature low end and smooth vintage tone made this one of the most popular studio equalizers since it's inception in 1952. The unintended ability to boost AND cut the same frequency creates a tightening effect that is perfect for drums.



1. **High Frequency Select**: Determines the curve on which the High Frequency Boost and Cut effect. Variable from 3kHz to 16kHz.

2. **Low Frequency Select:** Determines the curve on which the Low Frequency Boost and Cut effect. Variable from 20Hz to 800Hz.

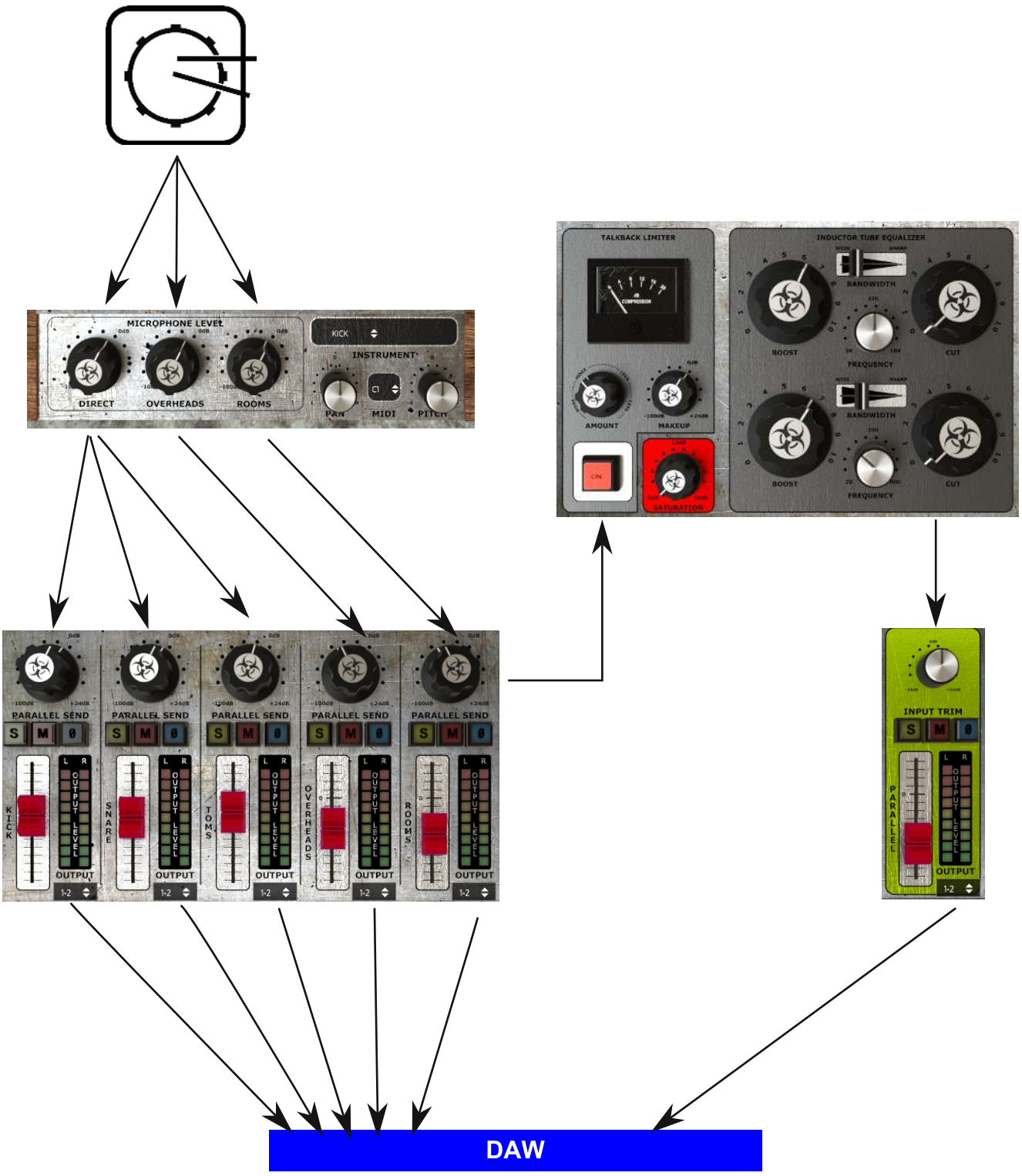
3. **High Frequency Q**: Controls the bandwidth of the High frequency curves. The bandwidth control is continuously variable from wide to sharp.

4. **Low Frequency Q**: Controls the bandwidth of the Low frequency curves. The bandwidth control is continuously variable from wide to sharp.

SATURATION

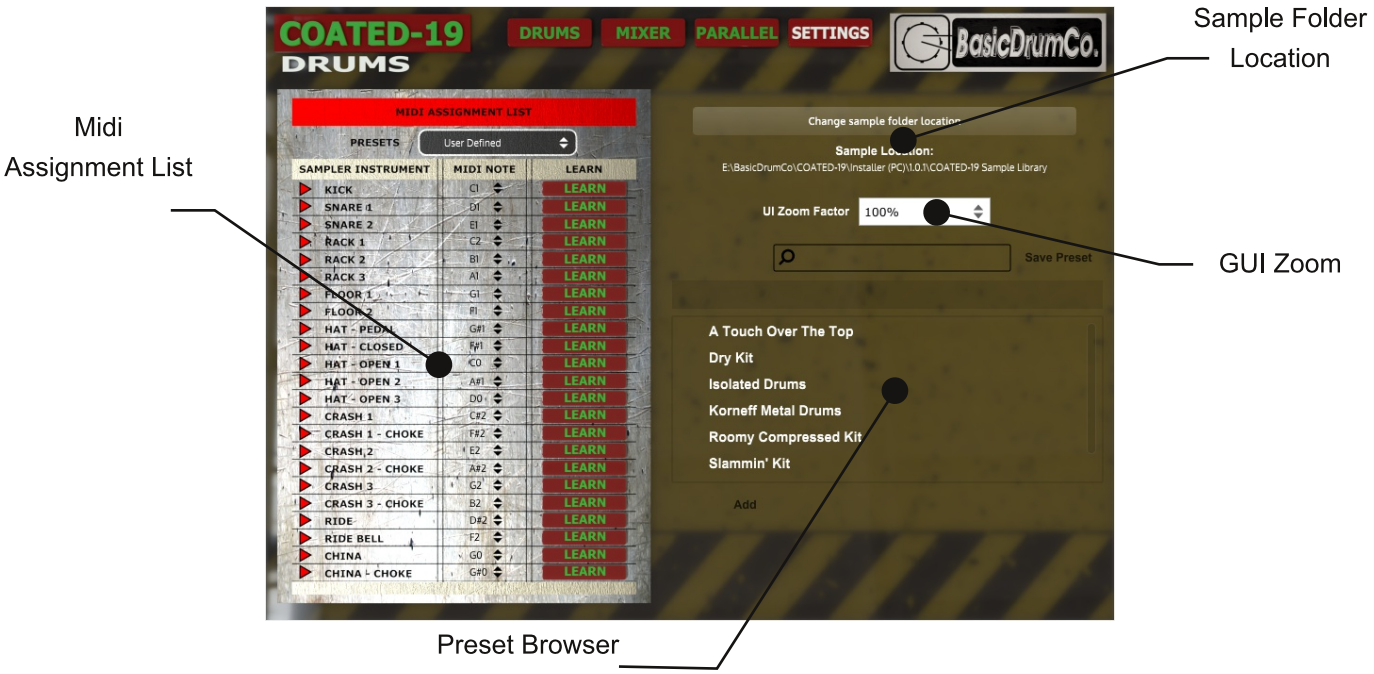
There's nothing more fun than adding a ton of saturation to your drum bus! This module is naturally dark and can be adjusted from extremely distorted to excessively scorched. Turning the control fully counter clockwise disables the saturation circuit.

SIGNAL FLOW CHART



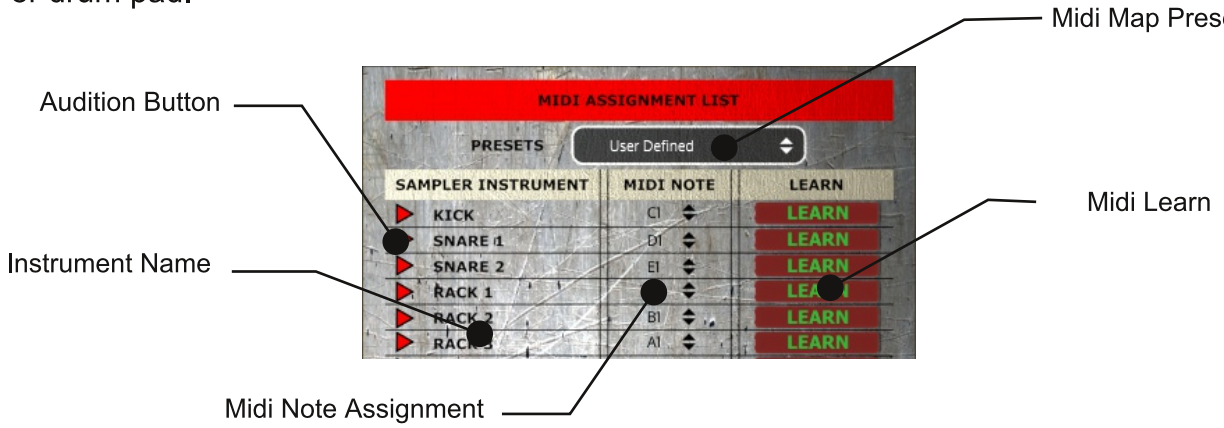
SETTINGS TAB

The SETTINGS tab is reserved for all of the internal parameters of the sampler. It contains a Midi Assignment List, Sample Folder Location selector, GUI Zoom, and Preset Browser.



MIDI ASSIGNMENT LIST

As we already know, you are able to assign a midi note to a selected instrument within the MLP. That method is pretty handy for tweaking on the fly, but what if you needed to see a global view of your midi map? In the Midi Assignment List, you can audition sounds and assign midi notes to instruments. There is a midi map preset drop-down to change COATED-19's midi map to other popular drum instrument maps. Use the Learn function to easily map an instrument to a specific key or drum pad.



1. **Audition Button:** Click to audition each sampler instrument.

2. **Instrument Name:** Displays the name of the sampler instrument.

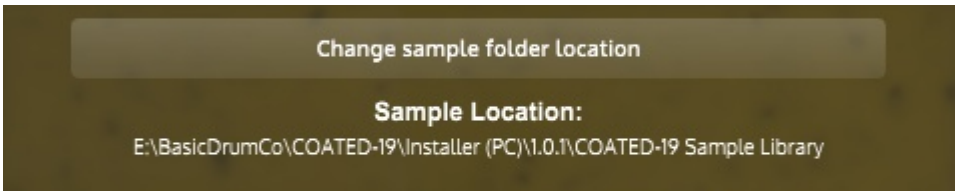
3. **Midi Note Assignment:** Use these drop-down's to assign midi notes to specific instruments.

4. **Midi Map Presets:** Use these presets to globally change COATED-19's midi map to other popular drum instrument maps.

5. **Midi Learn:** Click this button to enable the midi learn function. When the Learn button begins flashing, select a key or drum pad you would like to assign that instrument to.

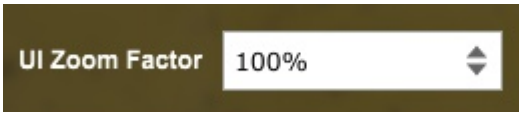
SAMPLE FOLDER LOCATION

The sample folder location displays the current location of your Sample Library Folder. It also contains a button to change the folder location. If you have moved your Sample Library Folder or COATED-19 isn't triggering any sounds, click on this button to navigate to the new sample location.



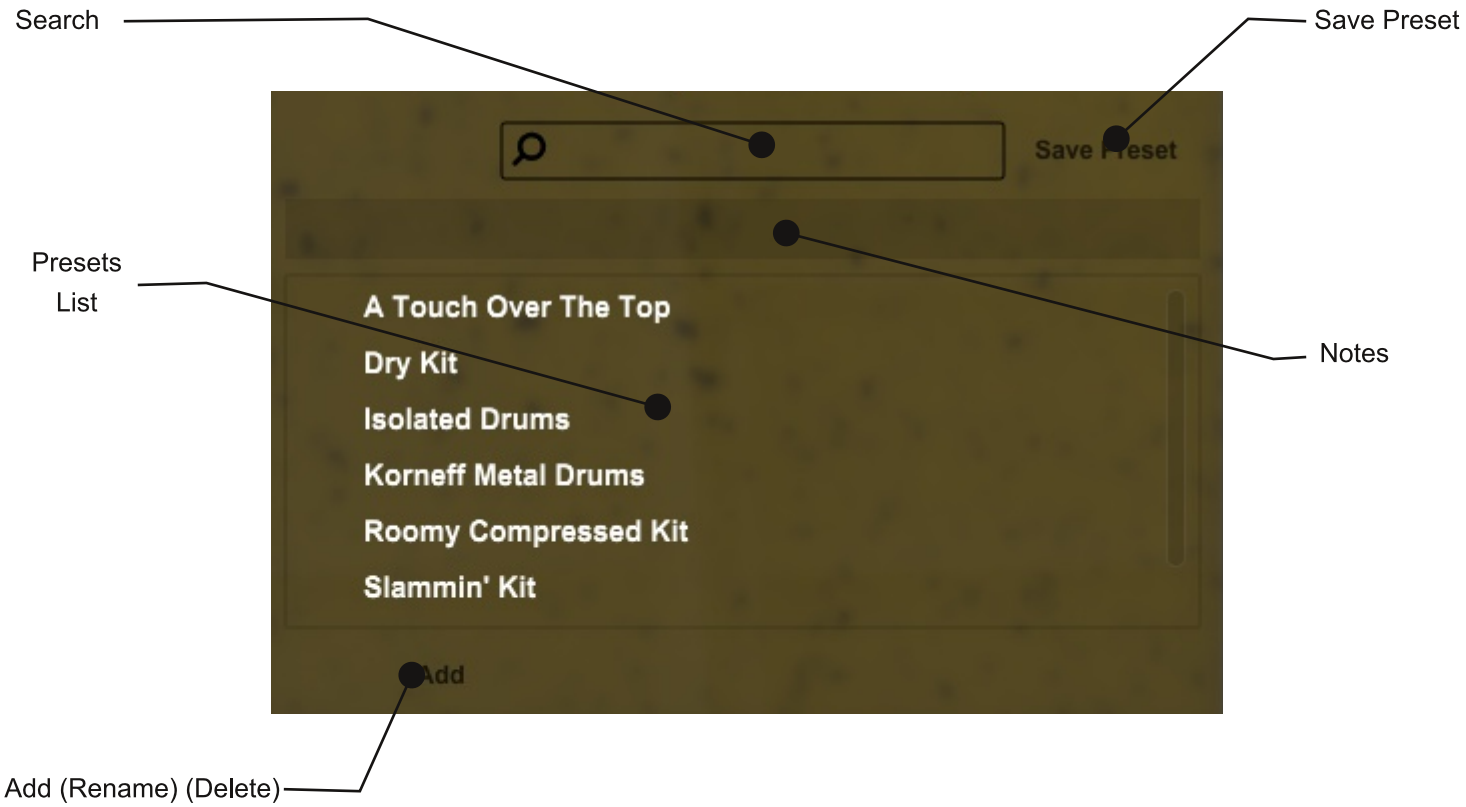
GUI ZOOM FACTOR

The GUI Zoom Factor determines the size of the sampler interface.



PRESET BROWSER

The Preset Browser is a library of predefined drum sounds. Use the included presets for inspiration, or dial in your own sound and create your own.



1. **Search:** Use to quickly find a preset within the Presets List.

2. **Preset List:** Displays the names of the Presets.

3. **Add (Rename) (Delete):** Use these button to add your current settings to a new preset. If a preset is already selected, you are give the additional options to Rename or Delete that preset.

4. **Save Preset:** Use these button to add your current settings to a new preset.

5. **Note:** Stores user's notes on a selected preset.