

Cheatsheet 7: Drum Machine Designer

Loading DMD

- Launch Logic and create an empty project choosing Software Instrument as your initial track.
- From the Library pane, select **Electronic Drum Kit > Empty Kit**
- A track stack will load into the arranging area with the DMD plugin loaded on the stack's channel strip.

Building a Kit

- From Samples from the Library...
 - Click the Empty Kit stack disclosure triangle to reveal the individual tracks in the stack.
 - Click the first track within the stack (Inst 1). The Library automatically displays Kick samples. [If they don't automatically display, they are located in the Library at **Electronic Drum Kit > Kit Pieces (bottom of the list)**]
 - Click a Kick sample to load/audition it.
 - To continue building the kit, click the **DMD** plugin in the track stack's channel strip.
 - Hover over the next pad and click it when you see the **+** symbol to add an empty pad.
- With Drum Synth
 - Add an instance of **Drum Synth** in the instrument slot of any channel strip within the DMD track stack.
 - Presets of various drum kit elements can be accessed via the pull-down menu above the kick drum icon within Drum Synth. You can find additional presets in the "Factory Default" menu next to the power button within Drum Synth.
 - After loading a preset, tweak the dials to adjust the timbre to taste.

- From Loops from the Loop Library
 - Press 'O' to open the Loop Library. Make sure DMD's window is open.
 - Browse some drum patterns until you hear a loop with a specific sound you like.
 - Drag the loop to the appropriate pad in DMD.
 - In the Q-Sampler Main tab of DMD, click the Slice view.
 - Determine to which MIDI key the desired slice is mapped.
 - If needed, you can remap the triggering MIDI key by changing the pad's **Output**.
- From External Samples
 - Drag a multi-selection of several samples to an empty spot in the track header area.
 - Hover for a second, then drop them onto **Create New Track using: Drum Machine Designer**.
 - Rearrange them into their standard pad mappings if needed.

The Step Sequencer

- Click the track stack track header a completed kit.
- If the **Piano Roll** editor isn't displayed, click the **Scissors** located to the left of Logic's transport controls.
- Click the **Step Sequencer** tab in the Piano Roll editor area.
- Optional: You might want to rearrange the order of the tracks so that the kick/snare are at the bottom.
- To turn a step on, click an inactive step. Click it again to turn it off.