GROOVEMONKEE

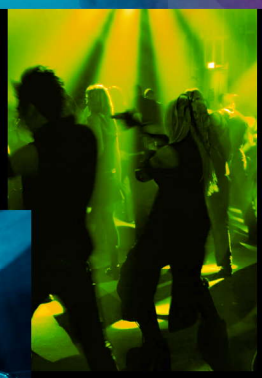
PROFESSIONAL MIDI BEATS













INSPIRE YOUR MUSIC

groovemonkee.com

Table of Contents

Getting Started 2
Installers 2
Mac Installation 2
PC Installation 2
PC Uninstaller 2
Technical Support 2
Eco Instructions 3
Addictive Drums 4
Installation 4
Troubleshooting 4
BFD Information 5
Introduction 5
BFD1.5 Installation 5
Troubleshooting the BFD Installation 5
BFD2 Installation 5
BFD2 Troubleshooting 5
BFD2 Mapping Information 6
EZdrummer Information 7
Installation 7
Superior Drummer 7
Other Midi Mappings 8
General Midi (GM) 8
Abbey Road Drums 8
IMAP 8
Session Drummer (Cakewalk) 8
Cakewalk Studio Instruments 8
Steven Slate Drums 4 8
Installation 8
Ministry of Rock 2 9
Abbey Road Drums (Native Instruments) 9
Studio Drummer (Native Instruments) 9
FL Studio FPC 9
Ocean Way 9
DAW Specific Formats 9
Ableton Live 9
Cubase 10
GarageBand 10
Logic 10
ProTools Strike 10
Studio One 10
Legacy Formats 10
Battery 3 (Native Instruments) 10
Groove Agent 11
Larry Seyers 11
Reason 11
Steven Slate Drums 3.5 11
Toontrack DFH 11

Getting Started

This download contains three folders:

1. Installers (Mac and PC Installers for Addictive Drums, BFD, Eco, EZdrummer and Superior Drummer ONLY)
2. Other Midi Mappings (all others including GM, Cakewalk, Live, Studio Drummer, Steven Slate, etc.)
3. Extras (No loops) – drum maps for Cubase, Sonar, Battery 3 kits, etc.

Installers

Mac Installation

Our installer will automatically install files for the following ONLY: Addictive Drums, BFD, Eco, EZdrummer and Superior Drummer. All other files are located in the "Other Midi Mappings" folder.

Addictive Drums, Eco and BFD2 require additional action after running our installer before our loops will appear in those programs. If you're not familiar with the process of adding new loops to any of these programs, please read the additional product-specific information below.

IMPORTANT: Please specify a specific target location such as your "Documents" folder during the install process. Do **NOT** select your Addictive Drums, BFD, Eco or EZdrummer folder as the target location.

PC Installation

Our installer will automatically install files for the following ONLY: Addictive Drums, BFD, Eco, EZdrummer and Superior Drummer. All other files are located in the "Other Midi mappings" folder.

Addictive Drums, Eco and BFD2 require additional action after running our installer before our loops will appear in those programs. If you're not familiar with the process of adding new loops to any of these programs, please read the additional product-specific information below.

IMPORTANT: Do **NOT** select your Addictive Drums, BFD, Eco or EZdrummer folder as the target location.

PC Uninstaller

There is an uninstaller that will remove the loops for Addictive Drums, BFD, Eco and Toontrack. It will also remove the "home" folder (in the destination you chose during the installation). You will find it in your Windows "Start" menu under "All Programs\Groove Monkee" or in the folder you selected during installation.

Technical Support

If you need technical assistance, please contact support@groovemonkee.com. **Please check your SPAM folder for our response, especially if you use Yahoo or Hotmail.**

Eco Instructions

Installation

Our installer should copy the grooves into your Eco “grooves” folder automatically. After running our installer, you need to rebuild your Eco database before you can use the new loops.

1. Start Eco
2. Click on the Eco preferences ("checkbox" icon)
3. Click "Rebuild Databases"

Finding the grooves in Eco

Look in one of the Eco filter boxes (left side), select "Library" to allow searches by product name.
You can also select "Author" to search for all Groove Monkee packs.

You can now select a specific Groove Monkee library and then filter by time signature, tempo, etc.

Manual Installation Instructions

If our installer fails, please follow these instructions.

1. Close Eco, if necessary
2. Find your Eco "grooves" folder:

a. Open Eco
b. Click on the "option" menu (it is the "checkbox" icon)
c. Click on "set data path...." This will show you the location of your Eco "grooves" folder.

3. Copy the contents of our "Eco" folder into your Eco "grooves" folder.

4. Start Eco
5. Click on the Eco preferences ("checkbox" icon)
6. Click "Rebuild Databases"

Eco Support

Please email support@groovemonkee.com if you need assistance.

Addictive Drums

Installation

After running our installer, the Groove Monkee MIDI files should be copied into your Addictive Drums User MIDI folder. Complete the installation as explained below.

IMPORTANT: Open Addictive Drums and click on the button marked ‘Refresh Library’. It is located just below the ‘Beats Folder’ button. **If you don’t complete this step you will not see our files in Addictive Drums!**



The new Groove Monkee beats should now appear with your other material. If not, please make sure that you’ve selected “User Library”. If not, the new material will not be visible within Addictive Drums.

Troubleshooting

If the beats don’t sound like they are mapped correctly check the category of the new material. If the category is ‘N/A’ then the files were not installed correctly.

Please contact support@groovemonkee.com if you need additional assistance.

BFD Information

Introduction

Our libraries are set up to work with both BFD1.5 and BFD2. BFD2 requires an extra step to complete the installation – please see the section named “BFD2 Installation”. Formats included:

1. BFD (original) with groove and fill bundles
2. BFD 2 palettes

The grooves should work with BFD1.5, BFD2 and all add on packs that include drum kit sounds.

BFD1.5 Installation

These instructions only apply to the ORIGINAL version of BFD, not BFD2. If BFD is installed on your system, our installer will **automatically** find your BFD folder and install the groove and fill bundles for BFD.

Troubleshooting the BFD Installation

- Close and restart BFD if it was running during the installation.
- You will only see “GM_*ProductName*” in the BFD groove librarian until you click on the “+” to open all of the bundles. An example would be “GM_Power_Rock”.
- You will need to upgrade to the at least version 1.44 of BFD to see the bundles. The original version of BFD did not allow file nesting.

If you need assistance, please contact support@groovemonkee.com.

BFD2 Installation

IMPORTANT: If you’ve moved your BFD library, please read the section named “BFD2 Troubleshooting”.

After running our installer, complete the installation by scanning for new files. Do NOT attempt to add a path to our files!

1. Start BFD2 and open the “Preferences” page (it’s the “checkbox” icon – please see the image below).
2. Click on the “Data” tab (left side - see the image below).
3. Press “Scan data paths for new files” (see the image below). Click “Yes” to confirm.

The new library should now appear in BFD2. You can search through our material using the same search criteria used for the factory grooves. Groove Monkee should now be listed as an “author” in the search window.

BFD2 Troubleshooting

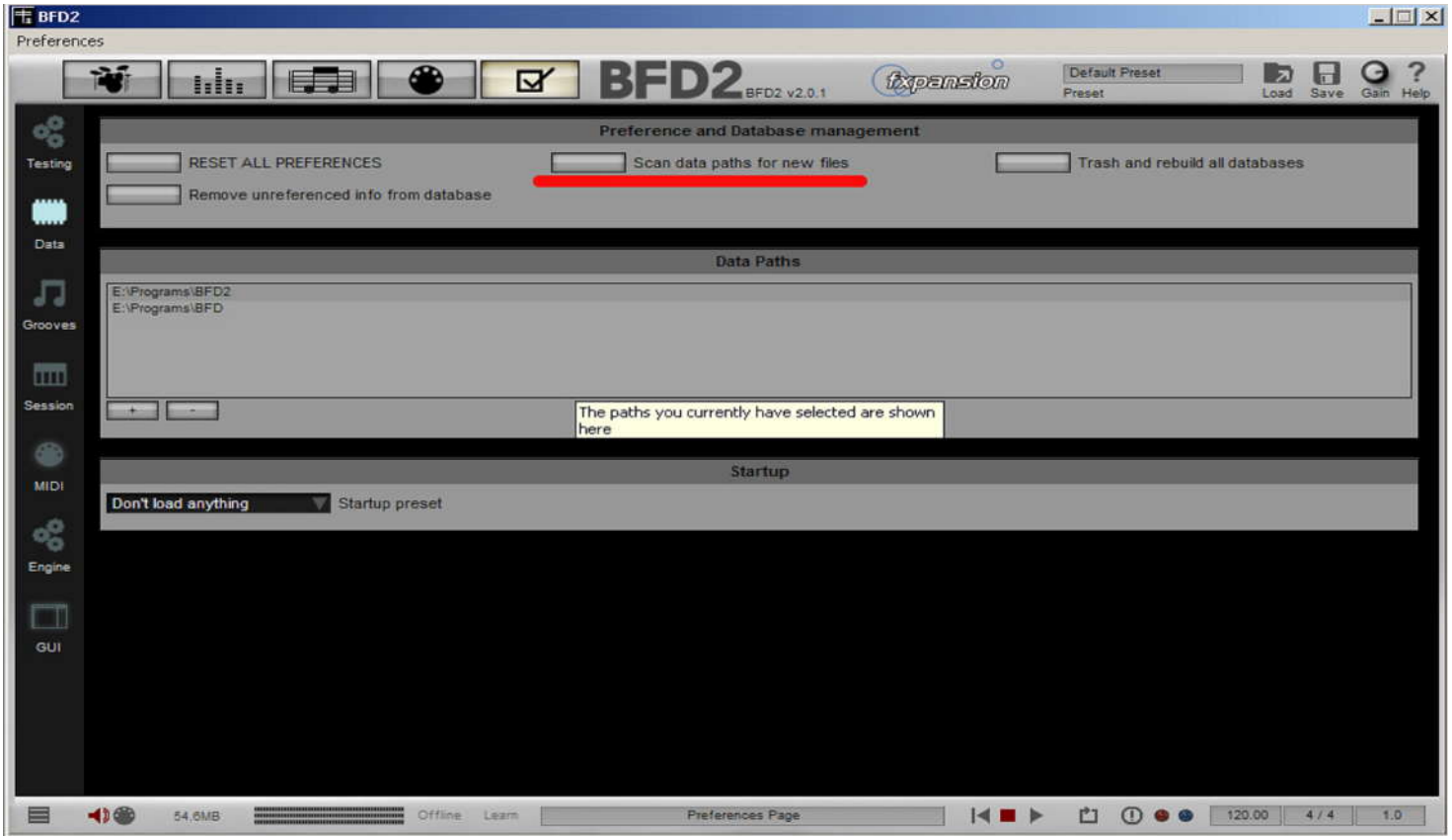
If the grooves don’t appear after running our installer and rescanning your database, try manually copying our BFD2 files into the **CURRENT** BFD2 “grooves” folder.

Tip: You can determine the current library location by examining your BFD2 Preferences (“Data Paths” on the Data tab).

Do NOT add a path to the Groove Monkee loops! This will not work!

Note: If you’ve moved your BFD2 library after the initial installation, our installer will not find the new location. You must perform a manual installation.

Please contact support@groovemonkee.com if you need assistance.



BFD2 Mapping Information

Most libraries typically use extra kit pieces as outlined in the table below. The table provides information on our MIDI mapping and the BFD/BFD2 slots used for these pieces.

Name	BFD1	BFD2	MIDI Note
Crash 2	Cymbal 2	Slot 8	55

- BFD2 users: Please use the BFD 2.0 keymap.
- Crash 2 (Cymbal 2/Slot 8) should have some type of crash cymbal loaded.

EZdrummer Information

Installation

If you have EZdrummer installed on your system, the installer will copy the files for EZdrummer to your EZdrummer/MIDI folder automatically. You can now start using the grooves!

IMPORTANT: If EZdrummer is running during the installation process, you may have to close and restart it to see the new files. If you cannot see the Groove Monkee loops in EZdrummer, try running our installer again.

If you have any questions or need assistance, please contact support@groovemonkee.com.

Superior Drummer

The installer will automatically copy Superior compatible loops and they'll be available the next time you start Superior.

We recommend that you activate the 3rd rack tom - tom 3 (mapped to MIDI #45) if it's available. Please note that some Superior kits may not have this option.

Please contact support@groovemonkee.com if you need additional assistance.

Other Midi Mappings

General Midi (GM)

These loops follow the general midi mapping standard. We provide 3 versions of our “gm mapped” loops with our full products:

1) Multi-track - (each drum on a separate track and labeled). These are “Type 1” SMF (standard midi files).
2) Single Track - These are “Type 1” SMF (standard midi files).
3) Type 0 - These are “Type 0” SMF (standard midi files).

Abbey Road Drums

You may use our "Studio Drummer" loops with the new Abbey Road groove browser. Close Abbey Road. Copy our “Studio Drummer” folder into your Abbey Road Library "midi files" folder.

IMAP

These files are stored in folders with “IMAP” in the name. They should work properly with any product that follows Sonic Reality’s *IMAP* standard. This includes *Ocean Way Drums*.

Session Drummer (Cakewalk)

These files are stored in folders with “Session Drummer” in the name. These files are in MIDI groove clip format and starting with Sonar 8 or Home Studio 7, you can preview and loop these files in the “Browser” window.

Please note that these loops are NOT set up as Session Drummer presets. You import these files into a midi track in Cakewalk and set the output of the track to Session Drummer (don’t forget to load a kit!).

Cakewalk Studio Instruments

These files are stored in folders with “ “Session Drummer” in the name. These files are in MIDI groove clip format and starting with Sonar 8 or Home Studio 7, you can preview and loop these files in the “Browser” window.

Steven Slate Drums 4

Installation

1. Close your host software (eg. Logic, Cubase, Sonar, etc.).
2. Move or copy our folder (ends with ".lib") into your SSD4 “Grooves” folder. This folder is located in the SSD4 “Library” folder. Do NOT move the Groove Monkee folder with “SSD4” at the end. Move the folder inside that ends with .lib!
3. Restart your host and the grooves should appear inside the groove player.

Example: If you installed SSD4 in your “G:\Programs” folder, look for something like... G:\Programs\SSD4\SSD4Library\Grooves.

IMPORTANT: SSD4 Kits do NOT follow a consistent tom mapping. The kits have either 2, 3 or 4 toms. They are not mapped consistently and there are empty tom slots. For best results, you should manually fill all 4 tom slots if necessary.

IMPORTANT: **Make sure that you moved ONLY the folder(s) with .lib at the end!**

Ministry of Rock 2

These files are stored in folders with “MOR” in the name. Please note that only some of our packs have been mapped for MOR at this time.

Abbey Road Drums (Native Instruments)

Update: The Abbey Road Drum Kits now include grooves and a groove browser. It appears that at least some of the kits (eg. The “Modern Drums” series) are mapped very similarly. You should be able to use our “**Studio Drummer**” grooves.

Also, Abbey Road allows you to change the internal mapping of their kits. You can use either our GM (general midi) or Superior loops with Abbey Road.

Note: the 1960s kits originally did not have the ‘remap’ feature so you may need to upgrade if you’re not running the latest version.

Studio Drummer (Native Instruments)

These files are stored in folders with “Studio Drummer” in the name.

Installation

Copy our Studio Drummer folder into your ‘Studio Drummer Library\MIDI Files’ folder. These files work with the ***default*** Studio Drummer kit mappings.

FL Studio FPC

These files work with “FPC” or “Fruity Pad Controller”, a software drum machine. They are stored in folders with “FPC” in the name. Please note that these kits do not follow a consistent mapping scheme. We mapped the grooves to work with most of the kits but since they’re not mapped consistently, you may find that you need to adjust either your kit mapping or the midi notes.

Ocean Way

These files are stored in folders with “IMAP” in the name. They should work properly with any product that follows Sonic Reality’s *IMAP* standard. This includes *Ocean Way Drums*.

DAW Specific Formats

Ableton Live

Ableton Live 8

Try using our “gm mapped” loops with Live. Most Live kits generally follow the gm standard.

Ableton Live 9

1. For Live 9, try using our “gm mapped” loops with Live. Most Live kits generally follow the gm standard.
2. If you have Live 9 Suite its version of “Session Drums”, you can use the loops stored in the folder labeled with “Live 9 SD”.

Ableton "Live Session Drums" Add-On Pack

These files are stored in folders with "Live SD" in the name. To use these loops, you need to purchase Ableton's "Live Session Drums" separately.

Note: These loops are **NOT** 100% compatible with Live 9 Suite's version of "Session Drums". For that version, you need the folder labeled with "Live 9 SD".

Cubase

Try using our "gm mapped" loops with Cubase, including the Groove Agent One kits.

GarageBand

Try using our "gm mapped" loops with GarageBand. Most GarageBand kits generally follow the gm standard.

Logic

Try using our "gm mapped" loops with Logic. Most Logic kits generally follow the gm standard.

ProTools Strike

Our "GM mapped" midi loops should work with Strike.

Helpful Hints

There are a couple things to keep in mind when using Strike:

1) put Strike into "Kit" mode
2) set the midi channel of your Pro Tools drum track to channel 2
3) mapping: Avid states that in kit mode, Strike "follows the General MIDI convention where applicable"

Studio One

Try using our "gm mapped" loops with Studio One. Most Studio One kits generally follow the gm standard.

Legacy Formats

The following mappings are available for some of our packs but no longer officially supported.

Battery 3 (Native Instruments)

Groove Monkee Battery 3 Kits

We've rearranged some of the standard Battery 3 kits to work with our MIDI loops. At this time, we've revised most of the acoustic kits, two Electronic kits (Ate Oh Wait and Nein Oh Nein) and the Dub Remix Kit. You can also use the acoustic "GM kit" that ships with Battery. Some of our kits have percussion mapped per the GM standard: Groove Monkee Hybrid, Ate Oh Wait and Nein Oh Nein, Dub Remix (partial percussion included).

Installation of Kits

Move or Copy the folder named "00 – Groove Monkee Kits" into your Battery 3 Library folder. Your Battery Library folder contains the standard Battery kit folders and samples. After copying our kit folder to your Battery library folder, start Battery and you'll see the new kits along with your other Battery kits.

Tip: If Battery reports the samples as “missing”, please click on the button named “Search the File System”.

Loops for Battery

Please use our “GM” (general midi), “gm mapped” loops with our Battery kits.

Groove Agent

These files are stored in folders with “GA” in the name. Please note that these files are only mapped for use with Groove Agent as a sound module. That is, you import these files into a track and set the output of the track to Groove Agent.

Cubase Users: These loops are **NOT** meant to use with Cubase Groove Agent One. **Try using our “gm mapped” loops with the Cubase version of Groove Agent.**

Larry Seyers

These files are stored in folders with “LS EXT” in the name. This stands for Larry Seyer Extended mapping. These files should work properly with any of their kits.

Reason

We have two sets of loops to use with Reason.

1. NN-XT – these loops are designed to work with drum kits supplied as NN-XT kits. Please note that these kits do not follow a consistent mapping scheme. We mapped the grooves to work with most of the kits but since they’re not mapped consistently, you may find that you need to adjust either your kit mapping or the midi notes.

   These grooves are in the folder named “NN-XT Kits” or with “NN-XT” added at the end.

2. Drum Kits Refill – this collection of kits from Propellerhead Software is sold separately and is not part of Reason. These grooves are in the folder named “Drum Kits Refill” or with “DKR” added at the end.

Steven Slate Drums 3.5

These files are mapped for **Steven Slate Drums** 3.5. Version 4 requires a different set of loops (please see below). They are stored in folders with “SSD3.5” in the name.

NOTE: If you need loops mapped for earlier versions of Steven Slate Drums, please contact sales@groovemonkee.com

Toontrack DFH

This refers to Toontrack’s o**riginal** “Drumkit From Hell” samples, not Superior Drummer 1 or 2.

These files should work with either DFH 1 or DFH 2 and are stored in folders with “DFH” in the name.

Important: These loops are **NOT** compatible with Superior 2 or the “Drumkit from Hell” EZX pack. Loops for Superior Drummer and included with our installer.