



GROOVEMONKEE

PROFESSIONAL MIDI BEATS



INSPIRE YOUR MUSIC

groovemonkee.com

Table of Contents

Getting Started.....	1
Installers	1
Mac Installation	1
PC Installation	1
Installation Instructions	2
Addictive Drums Installation	2
Addictive Drums Manual Installation	3
BFD1.5 Installation	4
Troubleshooting the BFD Installation	4
BFD 1.5 Manual Installation	4
BFD2 Installation	5
BFD2 Manual Installation	6
BFD2 Mapping Information	7
BFD3 Manual Installation	7
Eco Installation Instructions	8
Manual Installation Instructions	8
Toontrack Information	9
EZdrummer Installation	9
EZdrummer Manual Installation	9
Superior Drummer Installation	10
Superior Drummer Manual Installation	10
Abbey Road Drums (Native Instruments)	11
Studio Drummer (Native Instruments)	11
Steven Slate Drums 4	11
General Midi (GM)	11
IMAP	11
Ministry of Rock 2	12
Ocean Way	12
DAW Specific Formats	12
Ableton Live	12
Ableton Live 8	12
Ableton Live 9	12
Ableton “Live Session Drums” Add-On Pack	12
Cakewalk	12
Session Drummer	12
Cakewalk Studio Instruments	12
Cubase	12
FL Studio FPC	13
GarageBand	13
Logic	13
ProTools Strike	13
Studio One	13
Legacy Formats	13
Battery 3 (Native Instruments)	13
Groove Agent	14
Larry Seyers	14
Reason	14
Steven Slate Drums 3.5	14
Toontrack DFH	14
Groove Monkee Glossary	15

Getting Started

Each sample pack download contains the following folders:

1. Mac Installer (Addictive Drums, BFD1, BFD2, Eco, EZdrummer and Superior Drummer ONLY)
2. PC Installer (Addictive Drums, BFD1, BFD2, Eco, EZdrummer and Superior Drummer ONLY)
3. Other Midi Mappings (all others including GM, BFD3, Cakewalk, Live, Studio Drummer, Steven Slate, etc.)

IMPORTANT: If the installer fails, you can manually install the loops. You'll find the files in "other midi mappings" and instructions below.

Product names: We've recently renamed some products. You will now find them listed on our site as outlined below.

Metal 2 is now "Metal"

Hard Rock 1 is now "Hard Rock"

R&B 1 is now "R&B"

Country 2 is now "Country"

Breakbeats 1 is now "Breakbeats"

Installers

Mac Installation

This installer is for the following ONLY: Addictive Drums, BFD1, BFD2, Eco, EZdrummer and Superior Drummer. All other files are located in the "Other Midi Mappings" folder.

Uninstaller: The installer will create an uninstaller in your Applications folder (inside a folder named "Groove Monkee")

Addictive Drums, Eco and BFD2 require additional action on your part 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.

BFD2 failure? Please see the BFD2 Troubleshooting section of this manual or contact us for assistance at support@groovemonkee.com.

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, BFD2 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.

BFD2 failure? Please see the BFD2 Troubleshooting section of this manual or contact us for assistance at support@groovemonkee.com.

Installation Instructions

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

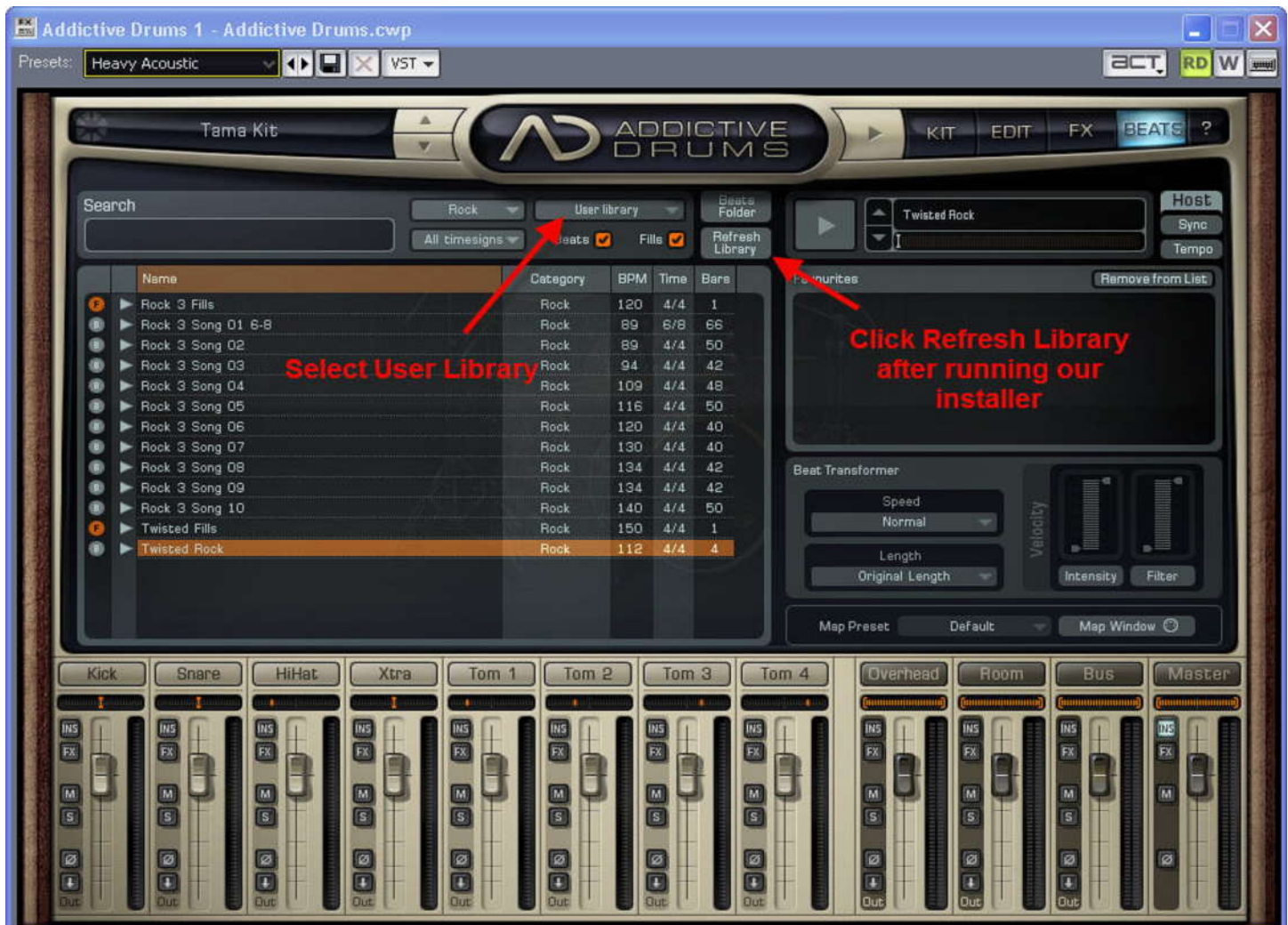
If the beats don't sound like they are mapped correctly check the category of the new material. If the category is 'N/A' then the files were not installed correctly.

Addictive Drums Manual Installation

If our installer fails, please follow these instructions. The files you need are in “other midi mappings”.

1. Copy the folder inside our “Addictive Drums” folder into your “\Addictive Drums\User Midi Files” folder. You can find your midi folder by clicking on the AD “?” menu and selecting “Open the AD User Folder”.
2. Refresh your AD Library by opening 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 last 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. Check to make sure you copied the correct files!

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

BFD1.5 Installation

These instructions only apply to BFD version 1. 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

BFD 1.5 Manual Installation

If our installer fails, please follow these instructions. The files you need are in “other midi mappings”.

1. Copy the folder inside of our “Fills” folder into your BFD “Fills” folder.
2. Copy the folder inside of our “Grooves” folder into your BFD “Grooves” folder.
3. Restart BFD 1.5 and you should now see the new loops.

You can double click in the BFD groove bundle window (in one of the 3 areas the grooves appear) and it will usually open either the BFD “grooves” or the “fills” folder.

Mac users: You will probably find your BFD folder in a location similar to: Library\Application Support\FXpansion\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.

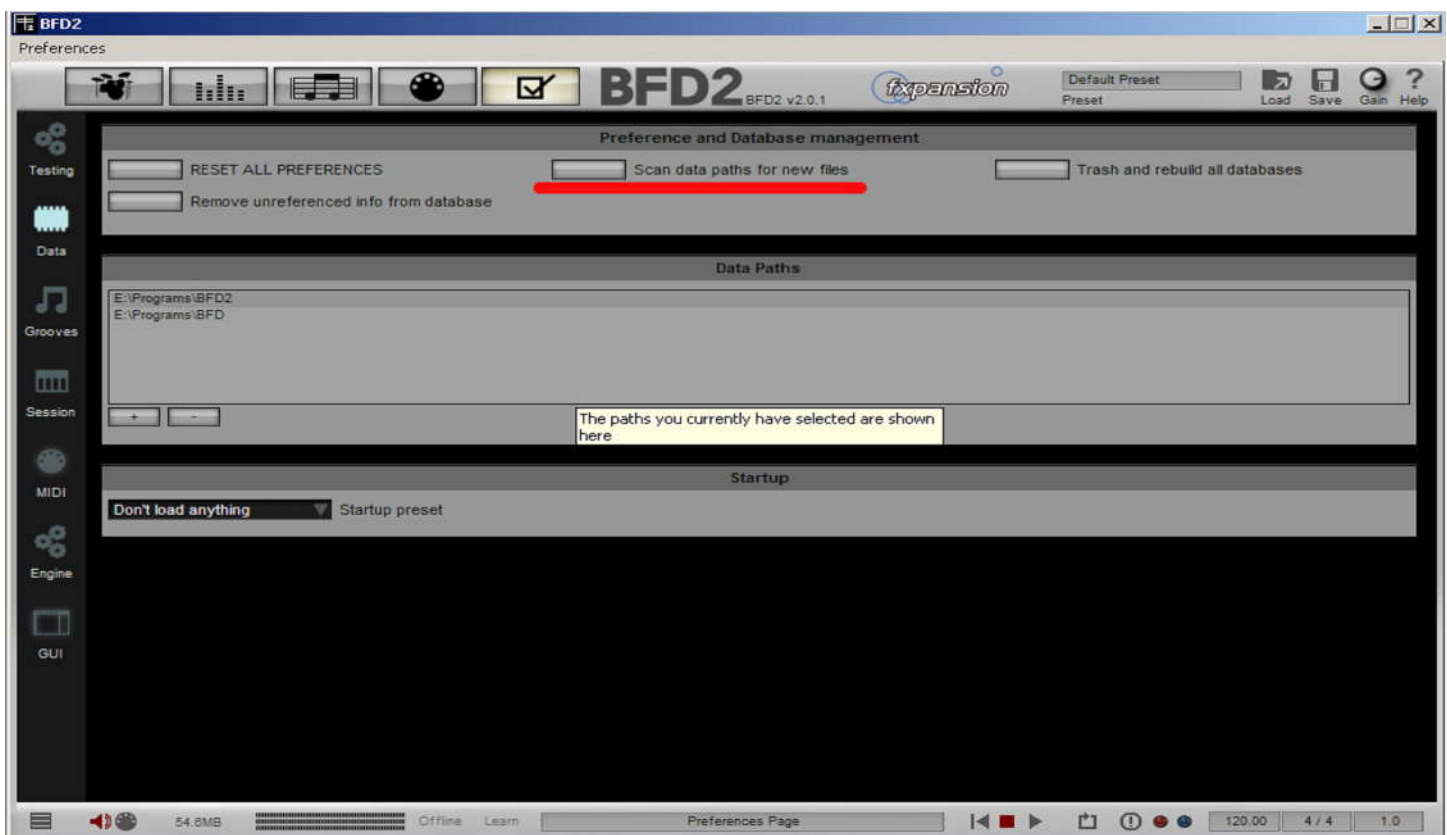
BFD2 Installation

IMPORTANT: If you've moved your BFD library and our installation fails, please read the section named "BFD2 manual installation."

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 Manual Installation

If our installer fails, please follow these instructions. The files you need are in “other midi mappings”.

IMPORTANT: You need to install the loops into your **CURRENT** library path. IF you’ve moved your BFD2 library, please make sure you don’t install the loops into the old path!

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

Do NOT add a new data path inside BFD2 to the Groove Monkee loops! This will not work!

1. Copy our BFD2 folder into your BFD2 “Grooves” folder.
2. Update your BFD2 database using the instructions below.

Database Update:

4. Start BFD2 and open the “Preferences” page (it’s the “checkbox” icon – please see the image below).
5. Click on the “Data” tab (left side - see the image below).
6. 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.

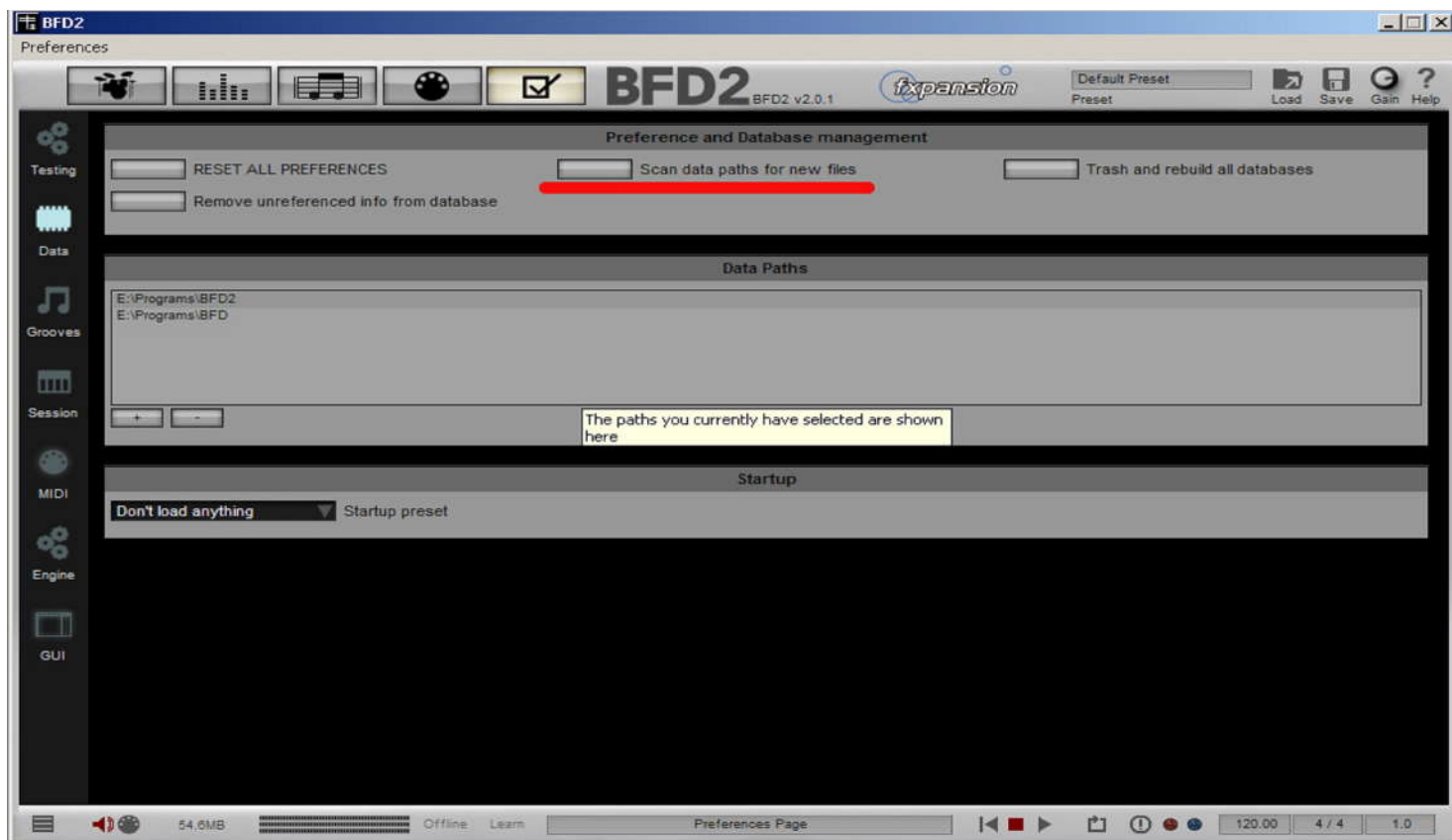
Mac Users: IF you haven’t moved your BFD2 library, your *original* path will probably be located at:

“Applications\FXpansion\BFD2”

PC Users: You can also try the user path which is probably be located at:

C:\Users\[user_name]\Documents\FXpansion\BFD2\Grooves

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.

BFD3 Manual Installation

The files you need are in "other midi mappings".

1. Copy our BFD3 folder into your BFD3 "user content path\grooves" folder.

e.g. C:\Users\[user_name]\Documents\FXpansion\BFD3\Grooves

2. Open BFD3
3. Go to menu item: Tools -> Set up content locations
4. Click "Rescan User Content Paths"

If BFD3 takes too long and appears to "hang", you may be trying to install too many packs at once.

Eco Installation Instructions

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. The files you need are in “other midi mappings”.

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.

Toontrack Information

The information below applies to both EZdrummer and Superior Drummer because they use the same midi folder.

Toontrack recommends that you install midi files into the “midi\my midifiles” folder. You may install our files into the “midi” folder itself so they appear a level higher in the groove browser window.

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

EZdrummer Installation

If you have EZdrummer installed on your system, the installer will copy the files for EZdrummer to your EZdrummer/MIDI folder automatically. If the installation fails, please see the section below.

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.

EZdrummer Manual Installation

If our installer fails, please follow these instructions. The files you need are in “other midi mappings” in a folder named “Toontrack”.

IMPORTANT: If EZdrummer is running during the installation process, you may have to close and restart it to see the new files.

1. Copy the folder inside our “Toontrack” folder into your Toontrack midi folder or the “my midi files” folder inside.
2. Restart EZdrummer and you should now see the new loops.

Hint: You can find your midi folder by clicking on the “?” menu item and selecting “User Midi Folder”

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

Superior Drummer Installation

The installer will automatically copy Superior compatible loops and they'll be available the next time you start Superior. If the installation fails, please see the section below.

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.

Superior Drummer Manual Installation

If our installer fails, please follow these instructions. The files you need are in "other midi mappings" in a folder named "Toontrack".

IMPORTANT: If Superior is running during the installation process, you may have to close and restart it to see the new files.

1. Copy the folder inside our "Toontrack" folder into your Toontrack midi folder or the "my midi files" folder inside.
2. Restart Superior and you should now see the new loops.

Hint: You can find your midi folder by clicking on the "?" menu item and selecting "User Midi Folder"

Tip: 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.

Abbey Road Drums (Native Instruments)

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.

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

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!**

General Midi (GM)

These loops follow the general midi mapping standard. The samples include only type 1 gm files.

Note: 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).

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*.

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.

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”.

Cakewalk

Session Drummer

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.

Cubase

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

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.

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

Battery 3 (Native Instruments)

Loops for Battery

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

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”.

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 **original** “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.

Groove Monkee Glossary

Here's a list of terms and abbreviations you'll find in our file names.

075 – Three numbers at the beginning indicate the file's recommended tempo. This example would be 75 bpm.

2x – Double time; Typically this is a groove with snare hits on every "upbeat". Counted as "one AND two AND three AND four AND" with snare hits on each "AND".

8ths or 8th – usually refers to the hi-hat or ride pattern that is played as 8th notes.

16ths - usually refers to the hi-hat or ride pattern that is played as 16th notes.

42TF – Four on the floor; a kick on each beat and counted as "ONE, TWO, THREE, FOUR" in 4/4 time.

BB – Backbeat; Snare hits on two and four and very common in popular music like rock, pop, etc.

Crashes – We use this to mean crash cymbals instead of the hi-hat.

Displaced – Instead of snares on beats 2 and 4 (backbeat), one of the snares is moved (displaced) by an 8th or 16th. For example, the groove might have the snares on beat 2 and the upbeat of 4 ("4 AND").

F1 - F1, F2, F3 etc. indicates Fill 1, Fill 2, etc. This tells you that the loop has a drum fill at the end. Our fills typically get longer as the number increases.

FT – Floor Tom; We use this to mean the floor tom is used to keep time instead of the hi-hat or ride.

HT – Half-Time; Instead of snares on beats 2 and 4 (backbeat) the snare is played on beat 3 only.

HFT – Half-Time feel; a backbeat with 16th hat or ride, straight or shuffled.

Hybrid – An 8 bar groove that changes feel every 2 or 4 bars. For example, the first 4 bars might have a "half-time" feel with a backbeat thereafter.

Mixed - We use this to mean a groove with both snare and toms. For instance, a backbeat groove with a snare on beat 2 and a floor tom on beat 4.

OH – Open Hi Hat.

QTR – Quarter notes; We use this to mean a hi-hat or ride pattern played on every beat and counted as "ONE, TWO, THREE, FOUR".

Ride - We use this to mean the ride cymbal is used to keep time instead of the hi-hat.

Shank – the thicker part of the stick is playing the edge of the hi-hat for a heavier sound.

Single BB – a snare on 2 OR 4 but not both.

Stick – the snare is played to sound like a wood block or clave. Typical in ballad or lighter feels.

Trips – a groove based on 16th note triplets.

Var - variation