VDL:2
Library update version 1.5

Contents

Virtual Drumline 2
Library Update 1.5 documentation

August 1, 2006

What's new in VDL:2 library version 1.5

Since the first release of Virtual Drumline 2, countless composers, arrangers, and educators have found it an invaluable tool in realizing their creations. While it's been very stable from the beginning, there were several small glitches that fell through the cracks and made their way onto the DVD. As such, this updater is primarily an efficiency "bug fix" release. It will be of no use to you if you don't already have a licensed copy of VDL:2. In addition to the many fixes included in the instruments, there are a few new features that we've implemented that will give you more options such as:

- **2 new "Rack Combo" instruments**
- **Fully sustained suspended cymbal rolls (with natural or muted release)**
- **Improved functionality when using in Kontakt 2**
- **Improved usage of default polyphony settings**
- **Muted glockenspiel control**
- **Many minor fixes to several instruments**

A full list of "release notes" are included on the following pages so you can see all the many improvements that were made under the hood. Don't confuse this **library update** with the actual **Kontakt Player update**. This library update only affects the instruments (sounds) within the player. The player update (also available at www.tapspace.com/updates) will bring your Native Instruments Kontakt Player software up to date. Both updates are recommended for all users of Virtual Drumline 2.

Installation instructions to update your VDL:2 library to version 1.5

First, this library update will only work if you are a current registered user of Virtual Drumline 2. If you don't already have a licensed copy of VDL:2, this update is useless to you.

Installation is a matter of simply replacing the current **Instruments** and **Multis** folders of your current Virtual Drumline 2 library, with the folders found in this collection you just downloaded.

1. Locate the folder called **Virtual Drumline 2 Library.**
2. Unzip the Library Update version 1.5 zip file.
3. In the unzipped folder, you'll find folders named **Instruments** and **Multis.** Copy these folders into your **Virtual Drumline 2 Library** folder.
4. You will get a message asking if you want to replace these folders. Click OK.
5. Launch VDL:2. When clicking the Load button, you should now see an indication identifying **Lib. version 1_5**. If this is the case, you have successfully updated your sound library.

Questions?

If you have questions about the 1.5 library update, please direct them to our users forum at **www.tapspace.com/forums.**

VDL:2 Library version 1.5 release notes
(August 1, 2006)

SUS CYM 15K ZILDJIAN
A sustained cymbal roll with natural release is now mapped to pitch C4. A sustained cymbal roll with muted release is now mapped to pitch D4. Made sustained cymbal rolls (mute release and natural release) louder, and smoother in release quality. Raised overall default volume of instrument slightly.

SUSCYM 18 CONSTANTNOPLE
A sustained cymbal roll with natural release is now mapped to pitch C4. A sustained cymbal roll with muted release is now mapped to pitch D4. Smoothed release quality on releases of sustained rolls (mute rel and natural rel). Still a bit of an accent on short sustained (natural release) rolls, but probability is that those will be less common than longer rolls on this particular midi pitch.

SUSCYM 20 CONSTANTNOPLE
Raised overall default volume to instrument slightly. A sustained cymbal roll with natural release is now mapped to pitch C4. A sustained cymbal roll with muted release is now mapped to pitch D4. Smoothing of release sustained rolls much better.

VIBES HARD LITE (MW)
Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127

VIBES HARD (MW)
Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127

VIBES MED LITE (MW)
Increased cymbal volume in general. Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

VIBES MED (MW)
Increased cymbal volume in general. Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

VIBES SOFT (MW)
Increased cymbal volume in general. Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

VIBES SOFT LITE (MW)
Increased cymbal volume in general. Added sustained suscym sound on F6. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

MARIMBA ROSEW HARD (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

MARIMBA ROSEW MED (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

THREE SUS CYM INSTRUMENTS.
Altered loop point on sustained articulations for better connection.

MARIMBA ROSEW SOFT (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

MARIMBA SYN HARD (MW)
Fixed Cymbal hit where velocities were reveresed. Loud hit now triggers on high velocities. Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

MARIMBA SYN MED (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

LITE MAR ROSEW HARD (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

LITE MAR ROSEW MED (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

LITE MAR ROSEW SOFT (MW)
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LITE MAR SYN SOFT (MW)
Added sustained suscym sound on C7. This will have a natural release when CC1 (MW) is between 0-64, and will mute release when MW is 65-127.

BONGOS MANUAL: Mapping assignments have been fixed on the high bongo so that they are consistent with lower drum, and match that of the keymap diagram in the VDL:2 User Guide.

LITE MAR SYN MED (MW): Fixed problem where D-flat5 through G-flat5 were playing the wrong pitches at higher dynamic levels.

LITE MAR SYN HARD (MW): Suspended cymbal crash (pitch G6) is now corrected so soft and loud hits react correctly according to entered velocity.

ALL BATTERY INSTRUMENTS: Updated with correct formatting to properly interface with Kontakt 2, and avoid the occasional decay/diminuendo triggering that occurred on certain notes.

TENORS (LITE and FULL): Dread stirs will now continue to sustain without suddenly getting cut off.

BELL PLATES: Will now function properly in Kontakt 2 without giving off the decrescendo/decay effect on successive hits. Reduced polyphony to 20. Changed default release knob position to 65%

ALL CHINESE GONGS: Will now function properly in Kontakt 2 without giving off the decrescendo/decay effect on successive hits.

ALL WIND CHIMES: Now more sensitive to velocity dynamic changes.

TENORS (LITE and FULL): Long sustained buzz decrescendo now activates at all velocity levels without any missing values.

RIBBON CRASHER: envelope adjusted for Kontakt 2 compatibility. Lowered polyphony max to default 12.

PROPANE TANK: lowered default polyphony to 12.

OCEAN DRUM: lowered default polyphony to 8.

LATIN COMBO: Regions from C5 upward have been adjusted for overlapping velocity layers, and no longer stop at 126 and go all the way up to 127 now.

CLAVES (Pearl and Rosewood): lowered default polyphony to 8.

VIBRA SLAPS: lowered default polyphony to 8.

RATCHET: lowered default polyphony to 8.

SLAPSTICKS: lowered default polyphony to 8.

BRAKE DRUMS: lowered default polyphony to 20.

COWBELLS: lowered default polyphony to 16.

FINGER CYMS: lowered default polyphony to 14.

CASTANNETS (all 3 inst): lowered default polyphony to 12.

RAINSTICKS: lowered polyphony.

CONCERT TOMS: lowered polyphony to 20

HI HAT (MW): lowered polyphony to 10, changed release tail much lower on each group (incrementally)

HI HAT MANUAL: lowered polyphony to 10, release tails adjusted some

CONCERT SNARE: volume velocity reduced on RH/LH groups. reduced polyphony to 24

FIELD DRUM: lowered polyphony to 24.

FIRECRACKER DRUM: reduced polyphony to 24.

AIR RAID SIREN: reduced polyphony to 6

BIRDS MEINL: reduced polyphony to 8

CRICKET: reduced polyphony to 6, lowered all release tails by 1 sec.

EARTH PLATE: reduced short release slightly.

ENERGY CHIMES: Now added a Mod-Wheel function to initiate "muted" sounds. Added release knob for controlling length of release tail fade. Lowered polyphony to 8.

FLEXATONES: lowered polyphony to 8

FROGS: lowered polyphony to 8, shortened release tail.

GARDEN WEASEL: lowered polyphony to 8, raised volume to 1.4.

HAND CLAPS: lowered polyphony to 12

MARCHING MACHINE: lowered polyphony to 8

METRONOME: lowered polyphony to 8

TANG TANGS: lowered polyphony to 8

THUNDERSHEET: lowered polyphony to 8

TRASH CAN: lowered polyphony to 20

VIBRA TONE: lowered polyphony to 8

GLOCKS: Added MW function for muted hits

ALL HAND CYMBALS: Polyphony has been lowered, release tails lengthened slightly.

ALL GONGS: polyphony lowered on all. A few release tails altered.

VOCALS: lowered polyphony to 16. Added stereo enhancment.

DRUM MAJOR: lowered polyphony to 10. Added stereo enhancement.

AGOGO BELLS: lowered polyphony to 16

ANKLE BELLS: lowered polyphony to 8

ANKLUNG: lowered polyphony

BONGOS: lowered polyphony to 24

CABASA: lowered polyphony to 12

CONGAS: lowered polyphony to 24

DJEMBES: lowered polyphony to 24

SHAKERINES: lowered polyphony to 12

SHEKERE: lowered polyphony to 16

TAIKO: lowered polyphony to 24

REG VIBES: lowered “dampened” release tail” to about 1 sec

PED VIBES (HARD): retrigger issue on sus group resoloved

PED VIBES (SOFT): release tails lowered a lot.

TIMPANI FX: lowered rel tail on ‘swirls’ layer. lowered polly to 16

TIMP GLISS: lowerede polyphony to 16

CHINAS: lowered polyphony to 16

HH: lowered polyphony to 12

RIDE CYM: added smoother velocity layering. adjusted velocity ratio for less loss from high to low.

SIZZLE CYM: added release knob for control of release tail. lowered poly to 8.

SPLASH CYMS: lowered polyphony to 12

ZIL BELLS: lowered polyphony to 20. shortened tail on release trigger

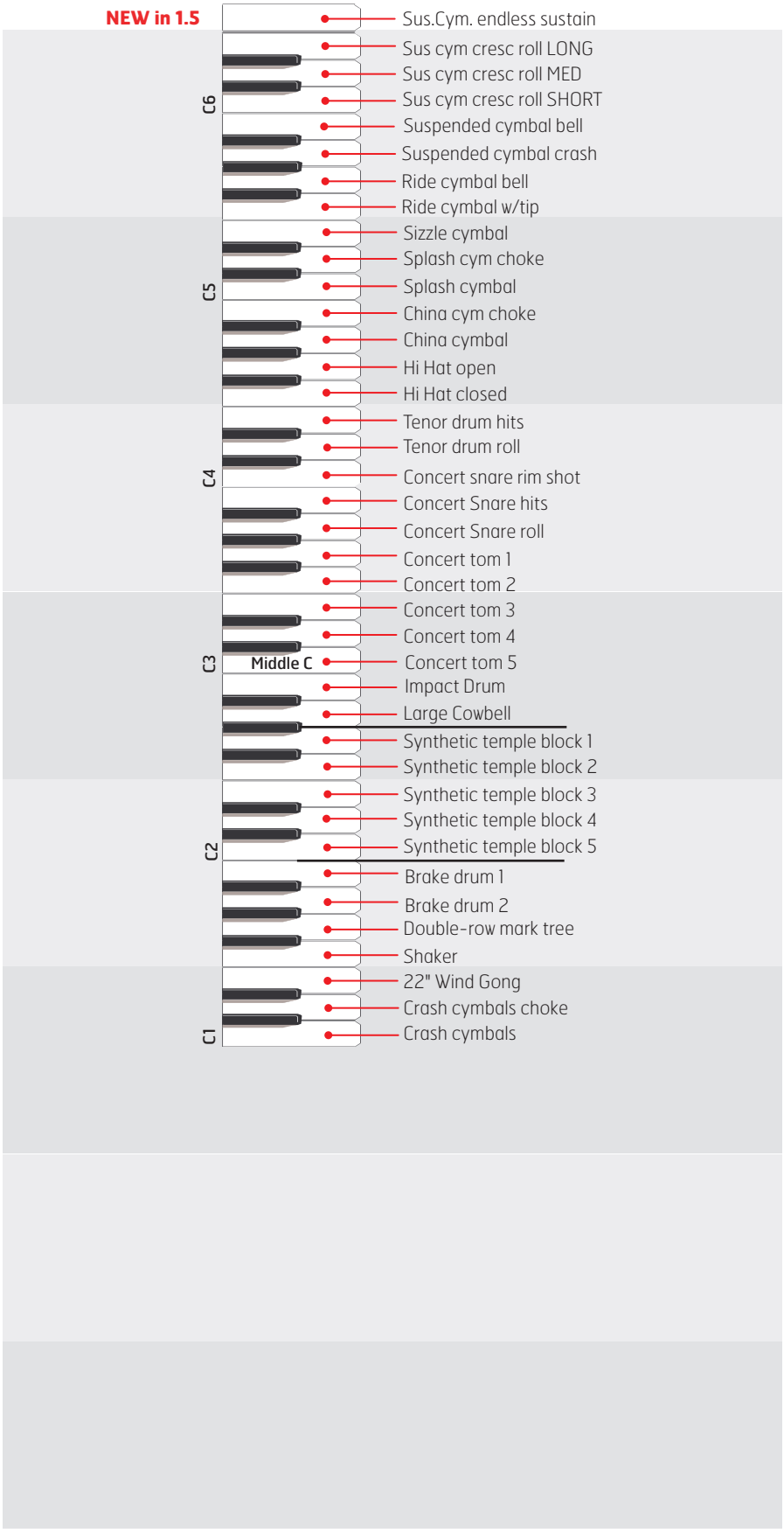
BASSLINES: added some punch to unisons with reg mallets

RACK COMBO A - Added sus cym sustained roll at top of keymap

RACK COMBO B - created using several requested sounds

METAL COMBO - created

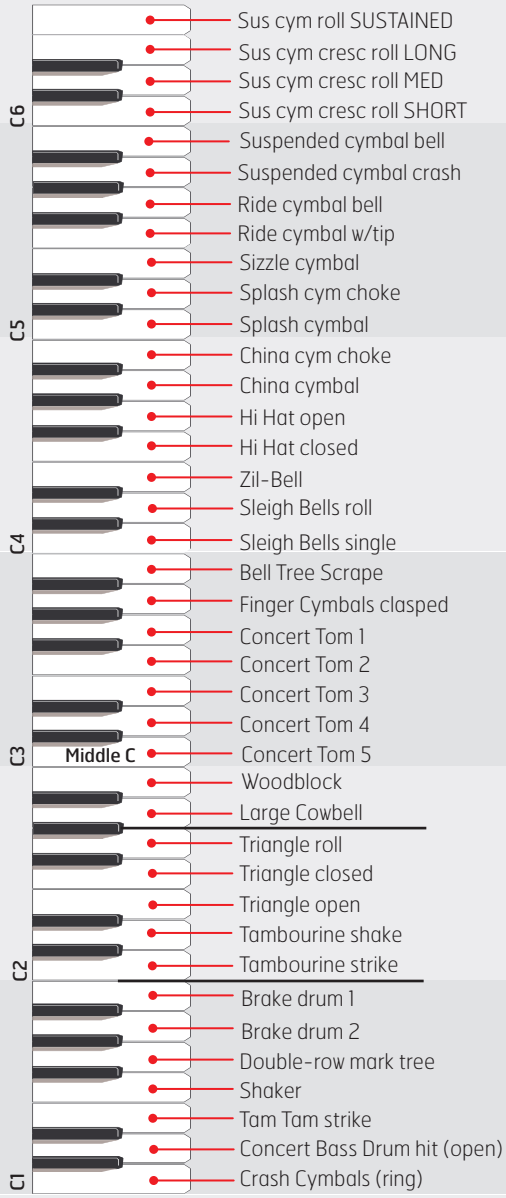
Rack Combo A (Auto RL)



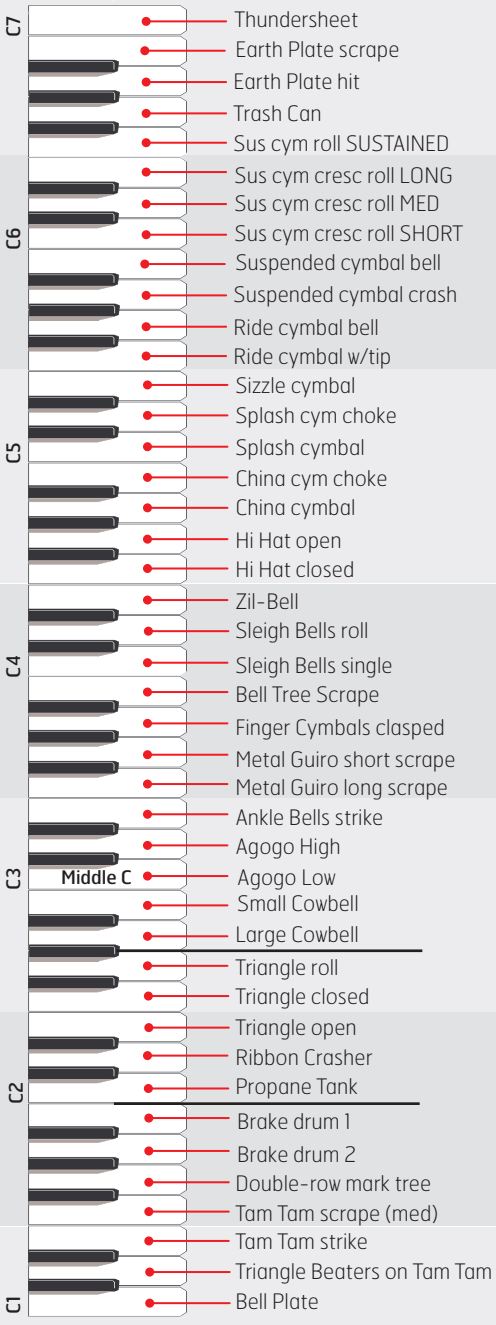
This "Rack Combo" is made up of some common auxiliary instruments that might be used in a typical rack setup. Using this instrument can be very convenient in that it consolidates several instruments into one multi-percussion instrument.

We aim to create several more of these types of Rack Combos in future updates and welcome ideas and preferences from VDL:2 users. If you have suggestions on what you'd like to see in future rack combos, please share your thoughts on our users forums at: www.tapspace.com/forums

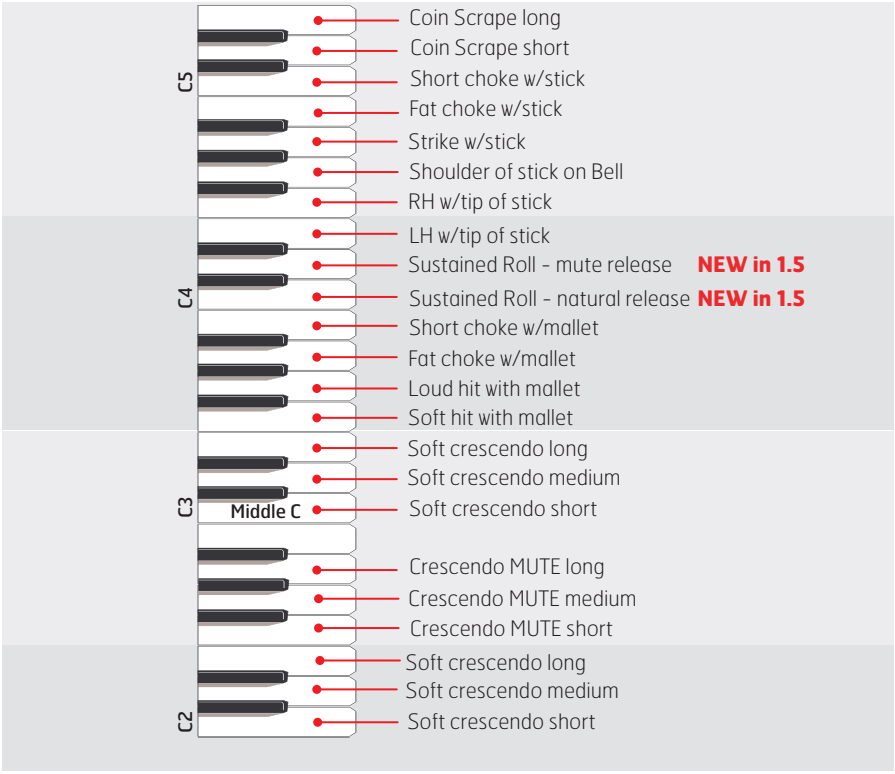
Rack Combo B (Auto RL)



Metal Combo (Auto RL)



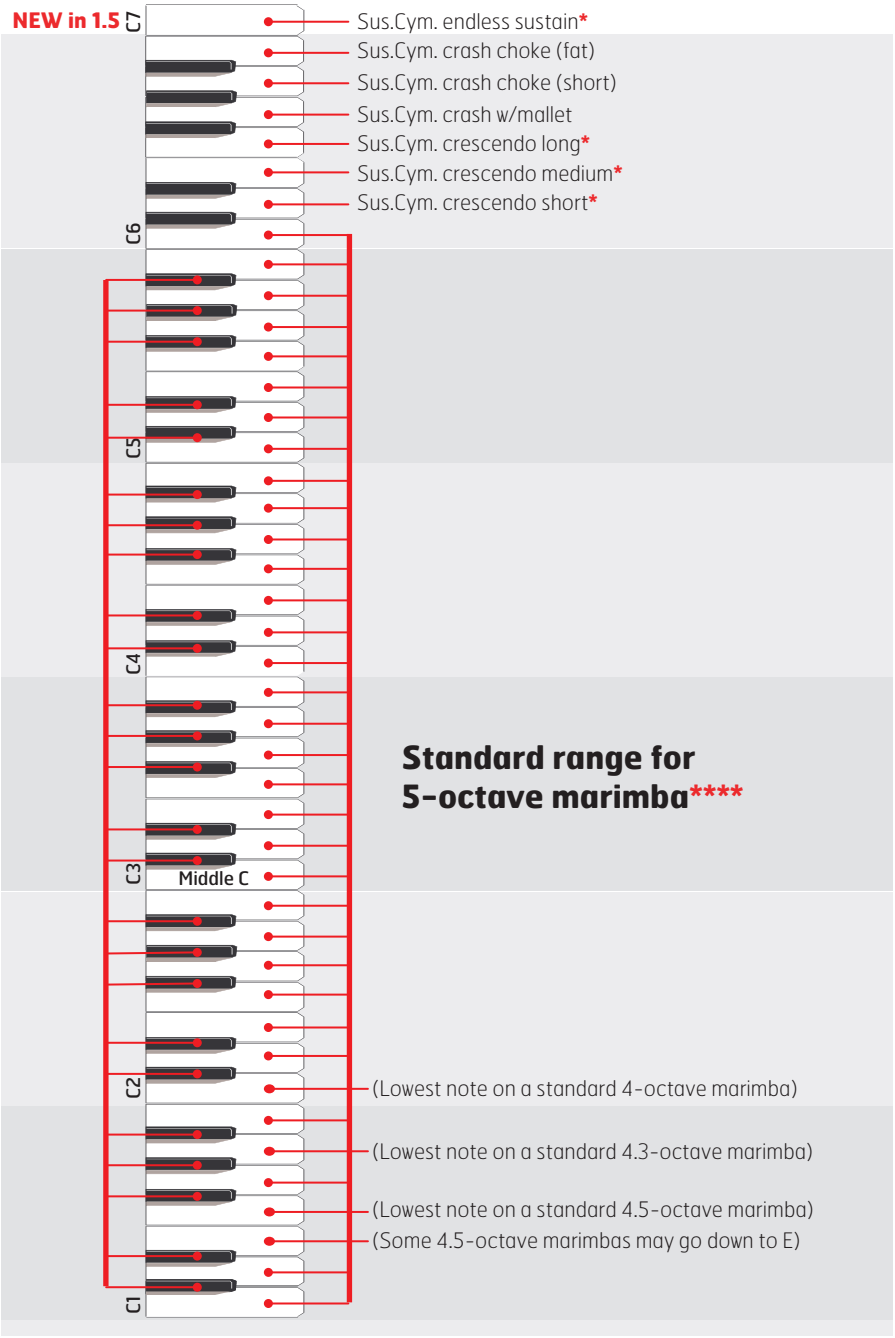
Suspended Cymbals



This keymap is compatible with the three main suspended cymbal instruments in VDL:2:

- **SusCym 15" K Zildjian**
- **SusCym 18" Constantinople**
- **SusCym 20" Constantinople**

Marimbas



All marimbas in VDL:2 are full, 5-octave marimbas. In addition to the regular hits, these instruments have been programmed to give you access to more sounds without having to switch instruments. Accessing these extra sounds is as simple as applying the mod-wheel. Also, each marimba contains a collection of suspended cymbal sounds above the marimba's normal range, allowing easy access to these commonly used sounds.

Enhanced controls:

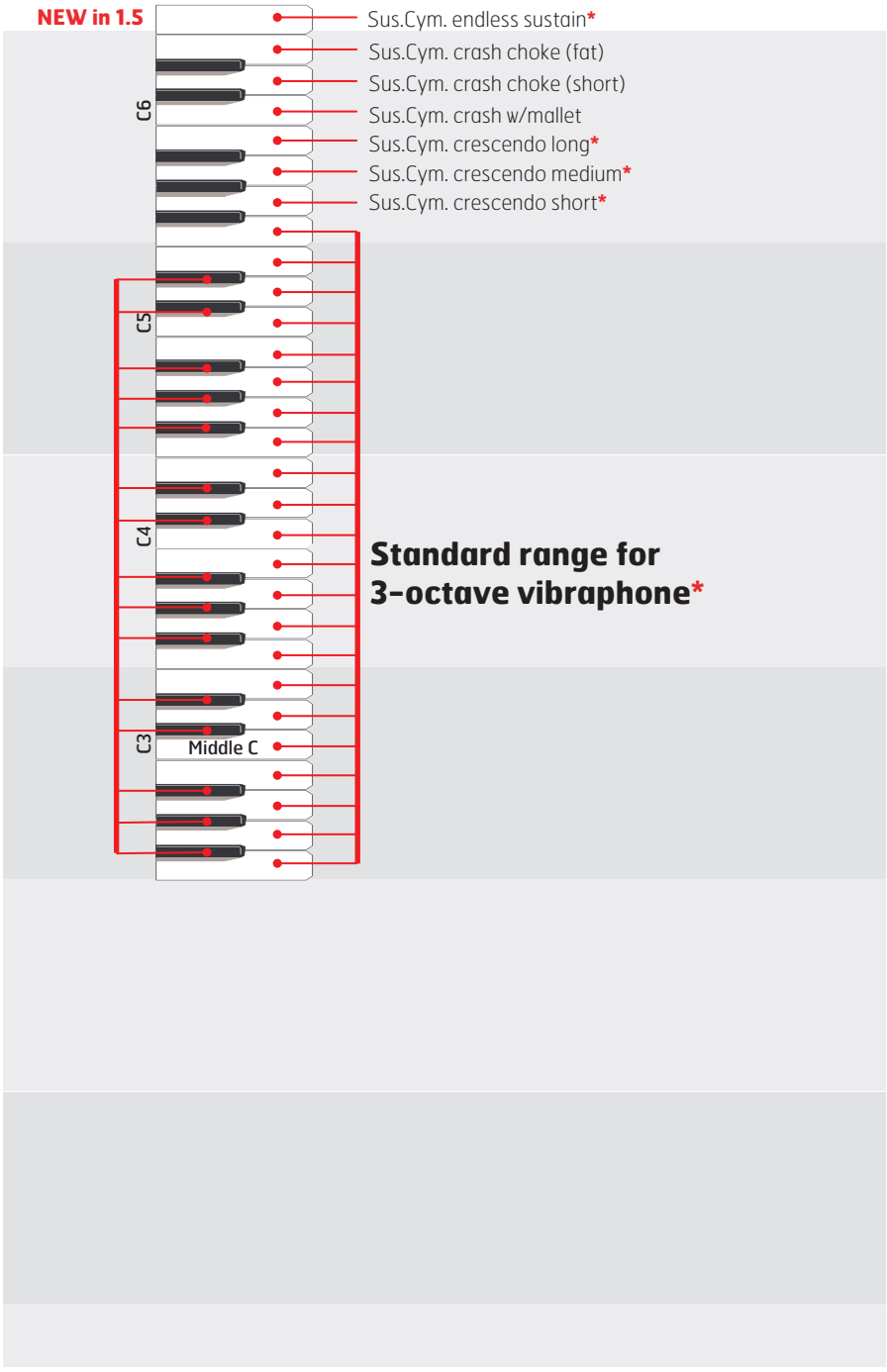
****All regular marimba notes contain four mod-wheel settings to give access to the following sounds with the corresponding mod-wheel MIDI value:

0–32 = Regular strokes
33–64 = Dead strokes (mallet into bar)
65–95 = Birch shaft strokes
96–127 = Rolls (tremolo)

*Suspended cymbal crescendo samples have the capability of being played with a full decaying release or with a muted release. Control with these values via the mod-wheel:

0–64 = Release w/full, natural decay
65–127 = Muted release

Vibraphones



All vibraphones in VDL:2 are standard 3-octave instruments. Each vibraphone will allow you to control whether to play the instrument sustained (vibe pedal down) or dampened (vibe pedal up). Also, each vibraphone contains a collection of suspended cymbal sounds above the instrument's normal range, giving easy access to these commonly used sounds.

Enhanced Controls:

***The (MW) vibraphones** use the mod-wheel to set the dampened state of the instrument as follows.

Mod-wheel value:
0-64 = Vibe bars ring (vibe pedal down)
65-127 = Vibe bars are muted (vibe pedal up)

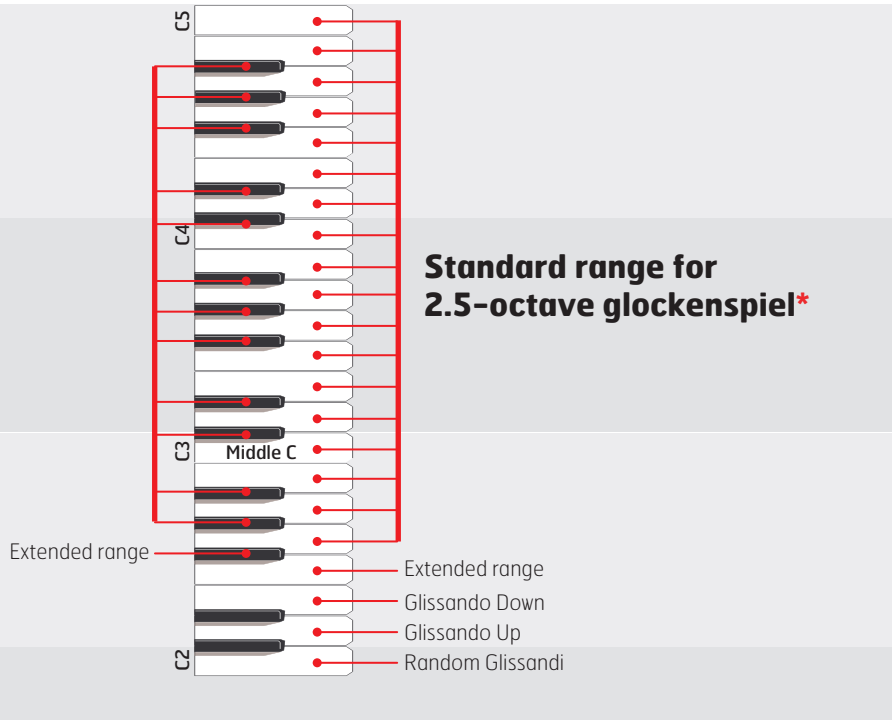
***The (PED) vibraphones** use the sustain pedal (MIDI controller 64) to set the dampened state of the instrument. This can be beneficial for live playing with a Mallet KAT, or when using piano-style pedal markings that will play back in scores.

Mod-wheel value:
0-64 = Sustain Pedal UP (dampened)
65-127 = Sustain Pedal DOWN (ringing)

***Suspended cymbal** crescendo samples have the capability of being played with a full decaying release or with a muted release.

Mod-wheel value:
0-64 = Release with full, natural decay
65-127 = Muted release

Glockenspiels (MW)



This keymap is compatible with all glockenspiel instruments in VDL:2. **Glockenspiels have been mapped to the pitches they are WRITTEN for.** This is important to note since the standard glockenspiel will sound two octaves higher than written. Some notation programs will synthetically create this transposition which is unnecessary when using VDL:2 since the transposition is handled in the live recording of the samples. The VDL:2 templates for Sibelius and Finale have already compensated for this and should function correctly. If you're not using the templates supplied by Tapspace, be sure to transpose glock staves down two octaves prior to writing.

*Enhanced Controls:
New for library version 1.5

Mod-wheel controls whether glockenspiel notes are naturally sustaining or muted after the attack:
0-64 = sustaining
65-127 = muted after attack