Brief overview of the New Drum Editor that comes with the OAS 7.1 R 46 update (The drum editor is free within the provisos outlined below)

Changes & Requirements

Everything has changed from the previous version including the interface, (With the colours and layout having a passing resemblance to the Pegasus Wing) the format the drums are now stored in (All existing drums are converted when first run) and of course its capabilities.

NOTE: Unlike the earlier version, Drumsets 1 & the OAA have to be activated to use it. (Both have been standard on all OAS 7 instruments for a few years, however if you have an older version then you will need to activate them first, or just the old editor will open)

As I have only had the drum editor for a short time this will only be a brief overview of its capabilities based around the main screens. It will take time to check out all it can do; however a general investigation shows that it has very similar features to a dedicated Drum VST instrument.

NOTE: some of the operations require a fair use of CPU power and memory, so there may sometimes be a short delay when performing certain operations. (It's also dependent on the computer hardware in your instrument)

Here we go then:

When it first opens (It takes a little longer to open than the old one) you will normally get the General screen as seen below:
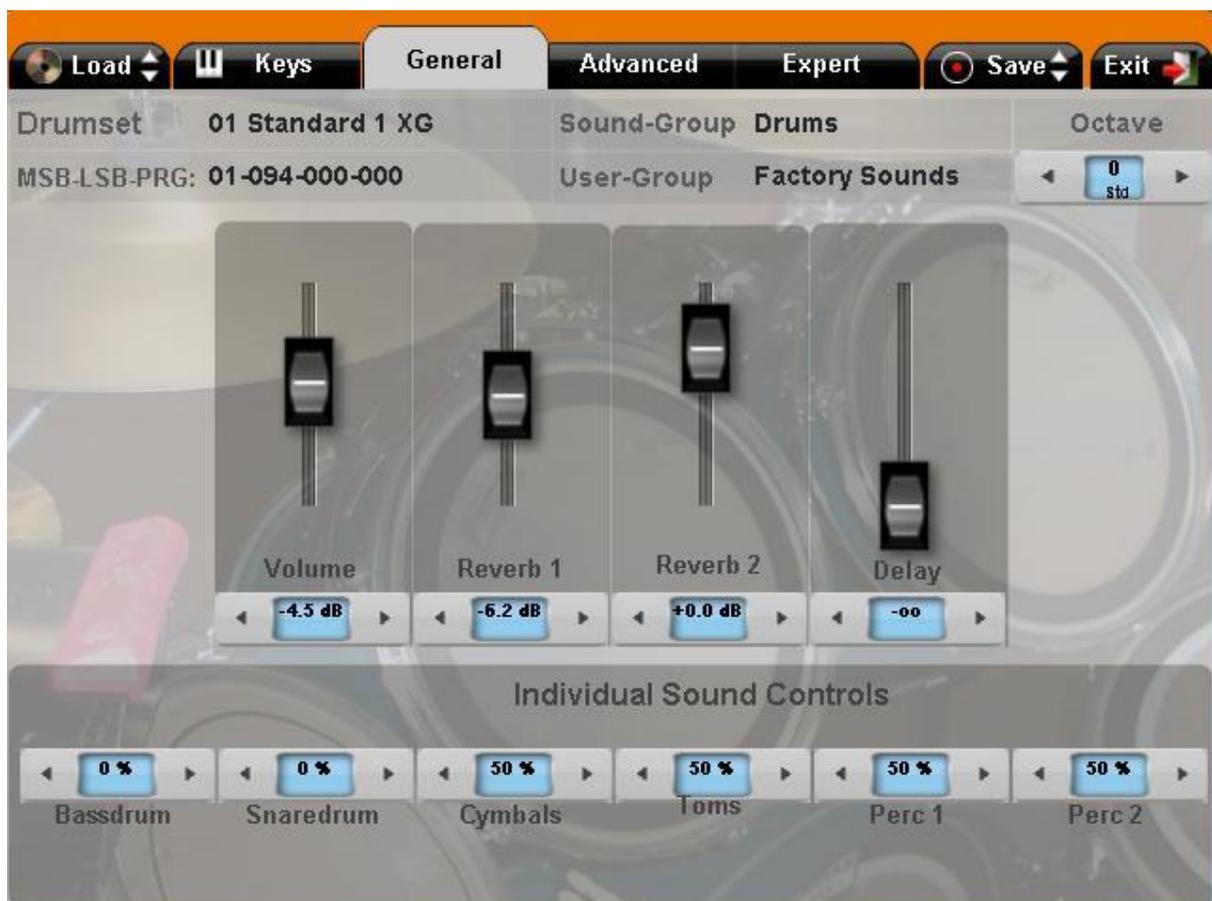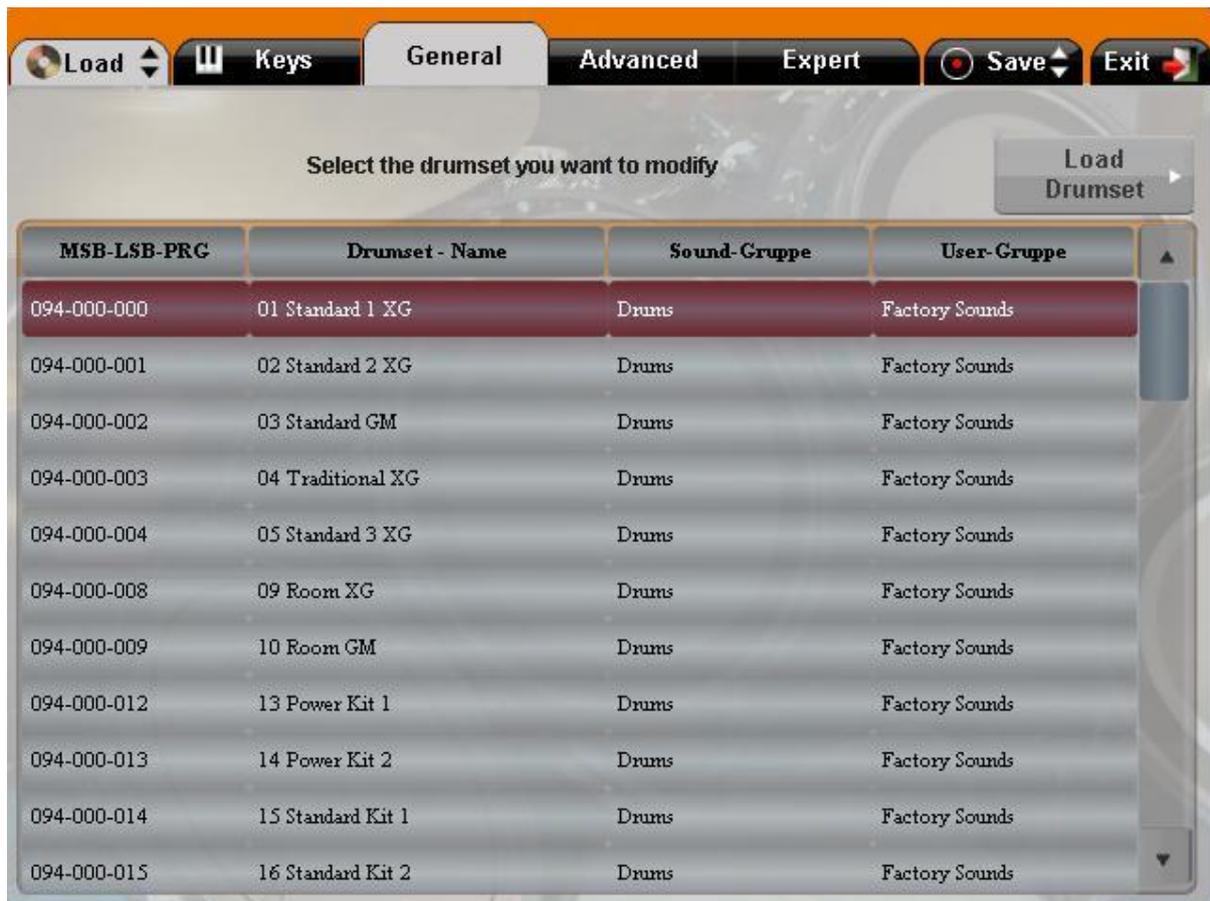

Along the top are the tabs and information section, along with an octave setting.

As you no longer have to use the keyboards to sort out the sounds, (Although this is still there if you want) you can set the style running, and adjust all settings in real-time much easier

If you're by your instrument at the moment, choose a style, enter the drum editor, start the style and play around with the settings on the General screen. (You will be amazed how much the feel of the drum track changes)

If you play a drum set manually on the keyboards then the sound control settings can be stored in a Pre-set just like any other voice.

The Load Screen

MSB-LSB-PRG	Drumset - Name	Sound-Gruppe	User-Gruppe
094-000-000	01 Standard 1 XG	Drums	Factory Sounds
094-000-001	02 Standard 2 XG	Drums	Factory Sounds
094-000-002	03 Standard GM	Drums	Factory Sounds
094-000-003	04 Traditional XG	Drums	Factory Sounds
094-000-004	05 Standard 3 XG	Drums	Factory Sounds
094-000-008	09 Room XG	Drums	Factory Sounds
094-000-009	10 Room GM	Drums	Factory Sounds
094-000-012	13 Power Kit 1	Drums	Factory Sounds
094-000-013	14 Power Kit 2	Drums	Factory Sounds
094-000-014	15 Standard Kit 1	Drums	Factory Sounds
094-000-015	16 Standard Kit 2	Drums	Factory Sounds

Is self-explanatory, you just choose the drum set you wish to edit and load it into the editor.

Keys Screen
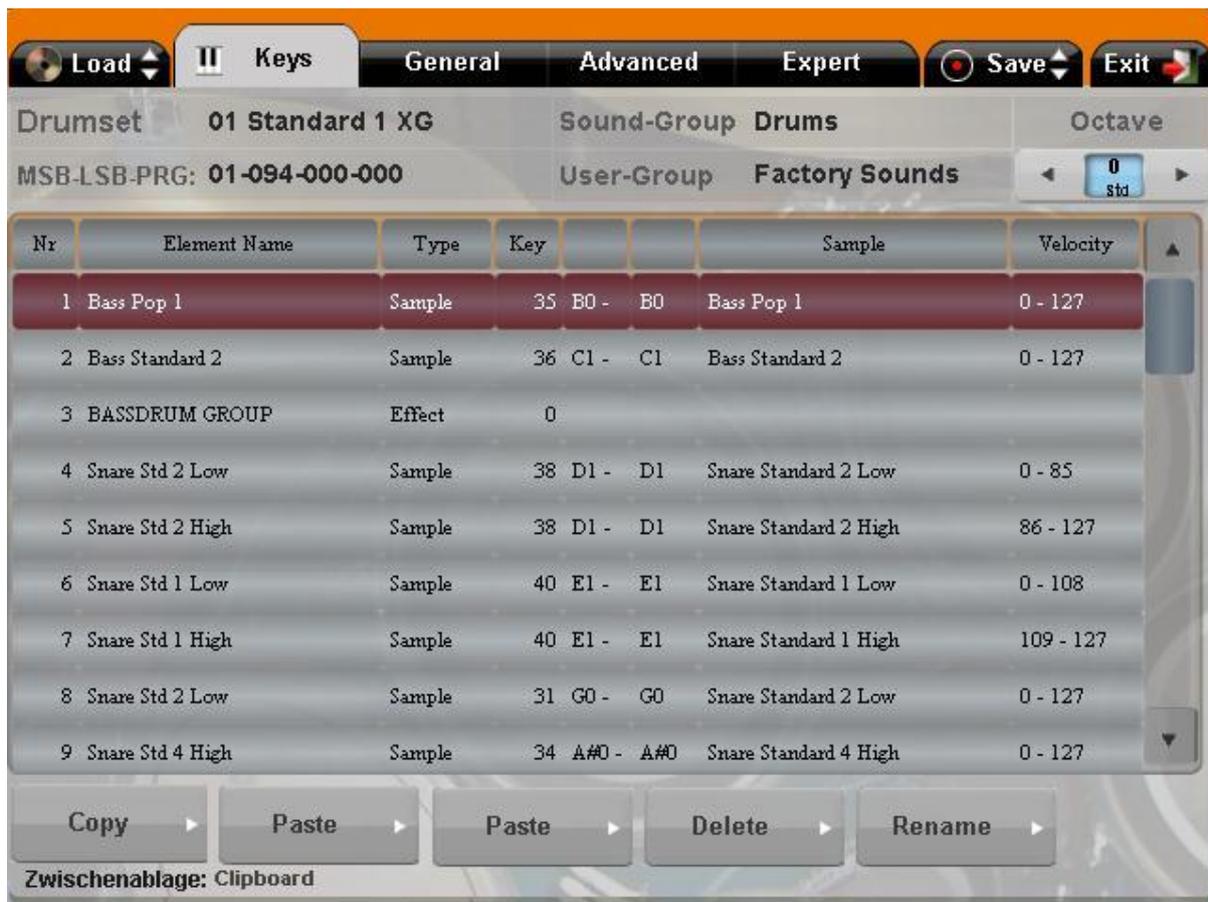
Shows the layout of the selected drum kit, however you will also notice that the list can contain either a sample (Drum Sound) or an effect (Settings that can modify how the drum sound(s) will sound)

NOTE: If you have used the Sound Factory Option you will already be familiar with this, however for those that haven't see later.

In addition when creating new drum-sets it is best to base them around the GM Mapping Format as it will make it easier to integrate them with existing styles and midi files.

Most of buttons are self-explanatory, however the two paste buttons may confuse.

Paste: (Next to copy) will paste whatever is on the clipboard (A temporary storage section) into the highlighted section, thus completely replacing it.

Paste: (Next to delete) will insert a space above the highlighted item, and then paste whatever is on the clipboard into it. (NOTE: all the rest of the list will move down by 1)

NOTE: Whatever is stored on the clipboard at the time will be shown bottom left.

This screen also allows you to have more than one sample on the same note and choose at what velocity (Dynamic) each will sound. (A drum sound does not just vary in volume the harder it is hit, but the sound itself also varies and having multi-layering allows this to be applied to your drum track for more authenticity)

In addition you can assign an effect (Reverb, Delay etc.) To an individual drum sound or group

The following 2 screens take you to the heart of the drum editor, and providing you take it steady (And have the manual to hand) you will soon start to get the hang of it.

NOTE: Don't move to the expert screen until you have got the hang of the advanced screen.

Advanced Screen

This is the screen that allows you to load your own sample sounds (WAV or Aiff format) for use in the drum kits.

In addition there are multiple settings available with which you can alter the drum sample, or how it reacts when played, (You can do pretty much anything you want)

NOTE: Just like the following Expert screen it is not possible to go in depth to all the features available in this review, but they are explained reasonably well in the Drum Set Editor manual. (Just remember to take your time)

Also note that if an effect is chosen rather than a drum sample then the settings will change to the settings used in the effect.

Columns 2 & 3 should read Parameter & value

Expert Screen

Similar to advanced screen, but with a lot more settings to play about with

NOTE: Work through the advanced screen before moving on to the expert screen, so that you have a feel of how they alter the drum sounds and effects.

Save Screen

This again is self-explanatory so no more need be said

Final Points

The best way to use the editor is to start at the general screen, and then slowly move along to the other screens as your confidence grows. (And believe me it will)

NOTE: Once you are happy with the general screen, and how to assign different sounds on the key screen, then the world is your oyster, as what you can do is limited only by your imagination.

REMEMBER:

You cannot lose any of the factory sounds or kits, so you don't have to worry if you make a mistake, but as always, once you have done some modifications always save it, as it can easily be deleted later if you decide you don't want it.

Above all enjoy.

Bill