

# Operation Manual



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# Table of Contents

4	<b>Metro Heights</b>
4	Edit Page Parameters
5	Mixer Page Parameters

# Metro Heights

The functionality of the Metro Heights content set is similar to previous Acoustic Agent sets. However, there are some differences and additions on the **Edit** page and in the **Agent** mixer.

The following sections describe the parameters that are unique to the Metro Heights content set. For a complete list of the available parameters, refer to the documentation of the Acoustic Agent SE in the manual for Groove Agent or Groove Agent SE.

## Edit Page Parameters

For all drums except the crash cymbals, you can edit the room microphone levels on the **Room Mics** tab.



### Reverb FX

This microphone channel delivers a reverb room effect. In the **Agent** mixer, you can choose between three different room effect signals.

You can adjust the level of this signal with the **Reverb FX** dial for each drum instrument.

### Trash Mic

This microphone channel delivers the trash mic signal. In the **Agent** mixer, you can choose between two different mono microphones.

You can adjust the level of this signal with the corresponding **Trash Mic** dial for each instrument.

## Snare Drums



You can choose between two snare drums.

- Snare A is a 5.5" x 14" steel snare.
- Snare B is an 8" x 14" maple snare.

## Kick Drums



You can choose between two kick drums.

- Kick A is a 15" x 22" custom kick drum.
- Kick B is a 14" x 26" classic kick drum.

## Mixer Page Parameters

As for other Acoustic Agent kits, the **Agent** mixer provides dedicated channels for all instrument groups as well as for the individual instruments.

## Room Microphones



On the **Room** tab, you can make individual settings for the two room microphone channels. The two channels can be used at the same time or individually.

- **Tight** is a set of uncompressed condenser microphones positioned close to the kit, which capture the overall sound of the kit as well as a portion of the room.
- **Far** is a set of uncompressed condenser microphones positioned farther away from the kit, which capture all room ambiance.

You can switch between mono  and stereo  by clicking on the right of the channel name at the bottom of the channel strip.

On the **Room/OH** tab in the right section of the mixer, you find the room master channel that allows further adjustments for the mixed room signals.



## Reverb



In addition to the real room microphones, you can use one of three additional reverb signals to enriched the sound of the instruments.

- For **Chamber 1** and **Chamber 2**, the sound was sent to and recorded in different echo chambers.
- For **Digital Rev**, the sound was sent to a classical digital reverb processor and the effect signal was recorded.

## Overhead

The overhead channel on the **Room/OH** tab comes with a mono and a stereo version.

You can switch between mono  and stereo  by clicking on the right of the channel name at the bottom of the channel strip.

## Trash

The trash microphone channel on the **Trash/Mix** tab allows you to add one of two single overly compressed microphones. These microphones were mounted just above the kick and below the toms, pointed at the drummer. The signal can be blended into the mix to add energy or grit to it.

You can choose between two types: **Bullet**, which is a harmonica microphone and lets you add a lofi, crunchy sound, and **Geek**, which has a wider frequency range and adds a very distorted sound.



## RAM Usage and Voices



The room channels, the reverb channel, and the trash mic channel can be deactivated by clicking the corresponding **Deactivate Microphone Channel** button. This unloads all samples of the channel from RAM, which reduces the amount of required memory and the number of samples that are played simultaneously.