Operation Manual

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This document provides improved access for people who are blind or have low vision. Please note that due to the complexity and number of images in this document, it is not possible to include text descriptions of images.

Simon Phillips Vintage Drums_1.0.0_en-US_2024-01-18

Table of Contents

Simon Phillips Vintage Drums

Simon Phillips Vintage Drums is a content set for Groove Agent and Groove Agent SE.

This documentation describes the **Edit** page and **Agent** mixer parameters that are unique to the content set.

For a complete list of the available parameters, refer to the documentation for Groove Agent or Groove Agent SE.

Edit Page Parameters

The toms, kick drums, and snare drums feature a **Resonance** control. This microphone channel delivers the sound of the resonating kit that is produced when a kick drum, snare drum, or one of the toms is triggered. In addition, a **Reverb** control allows you to add a digital reverb to the instruments.

Kick Drums

You can play two kick drums simultaneously.

Note	Kick
C1	A
B0	B

Snare Drums

You can play two snare drums simultaneously. The **Snare Type** pop-up menu allows you to choose from six different snare drums, both for the **Main** and for the **Side** snare.

Note	Snare	Articulation
C#1	Main Snare	Sidestick
D1	Main Snare	Hit
E1	Main Snare	Rimshot
C#0	Side Snare	Sidestick
D0	Side Snare	Hit
E0	Side Snare	Rimshot

Hi-hat

The hi-hat comes with a closed and with five open variations that can be played either dynamically using the mod wheel, or triggered as individual articulations on dedicated keys. The hi-hat can be played with tip and shank.

Note	Articulation	Comment
A-1	Foot	
F#0	Shank Closed	
G#0	Pedal	
A0	Foot	
A#0	Shank	Dynamic – Mod wheel
F#1	Tip Closed	
G#1	Pedal	
A#1	Tip	Dynamic – Mod wheel
C3	Pedal	
C#3	Foot	
D3	Shank Closed	
E3	Shank Open 1	
F3	Shank Open 2	
G3	Shank Open 3	
A3	Shank Open 4	
B4	Shank Open 5	

Note	Articulation	Comment
C4	Pedal	
C#4	Foot	
D4	Tip Closed	
E4	Tip Open 1	
F4	Tip Open 2	
G4	Tip Open 3	
A4	Tip Open 4	
B4	Tip Open 5	
E5	Foot Splash	

Toms

You can use up to eight toms (6",8",10",12",13",14",15", and 16"), plus an 18" floor tom.

Note	Tom
G5	A
B1	B
D2	C
C2	D

Note	Tom
B1	E
A1	F
G1	G
F1	H
B-1, C0	Floor

Cymbals

The cymbal set contains three crash cymbals, a china cymbal, and a ride cymbal. You can choke the three crash cymbals.

Note	Cymbal	Articulation
C#2	Crash A	Hit + Choke
F#2	Crash B	Hit + Choke
A2	Crash C	Hit + Choke
E2	China	Crash
D#2	Ride	Bow
F2	Ride	Bell
B2	Ride	Edge

Mixer Page Parameters

The **Agent** mixer provides dedicated channels for all instrument groups as well as for the individual instruments.


The **RES/MIX** tab contains a dedicated channel for the resonance signals and the **Mix** master channel. The controls for the **Resonance** channel are the same as for the **Room** and **Overheads** channels on the **ROOM/OH** tab.

Reverb Channel

The **Reverb** channel on the **Groups** page provides the same controls as all other group channels. To select the reverb type, click on the channel name to open the **Select Reverb Type** pop-up menu, and select an option. You can choose from **Room**, **Chamber**, **Hall**, and **Plate**.

RAM Usage and Voices
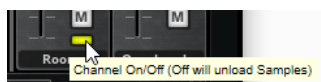
The **Room**, **Resonance**, and **Reverb** channels provide an additional activation button below the **Mute** button.

Click the **Channel On/Off** button to deactivate the corresponding channel entirely. All samples of the channel are unloaded from RAM. This reduces the amount of memory required and the number of samples that are played simultaneously.