Mininn Drum

User Manual

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1.Main features

Welcome to Mininn Drum

Mininn Drum is an adaptation of the 3 Linn Drum versions.
We created three different sound ROMs with a selection of different sounds to get a global approach of the 3 version of the famous drum machine.
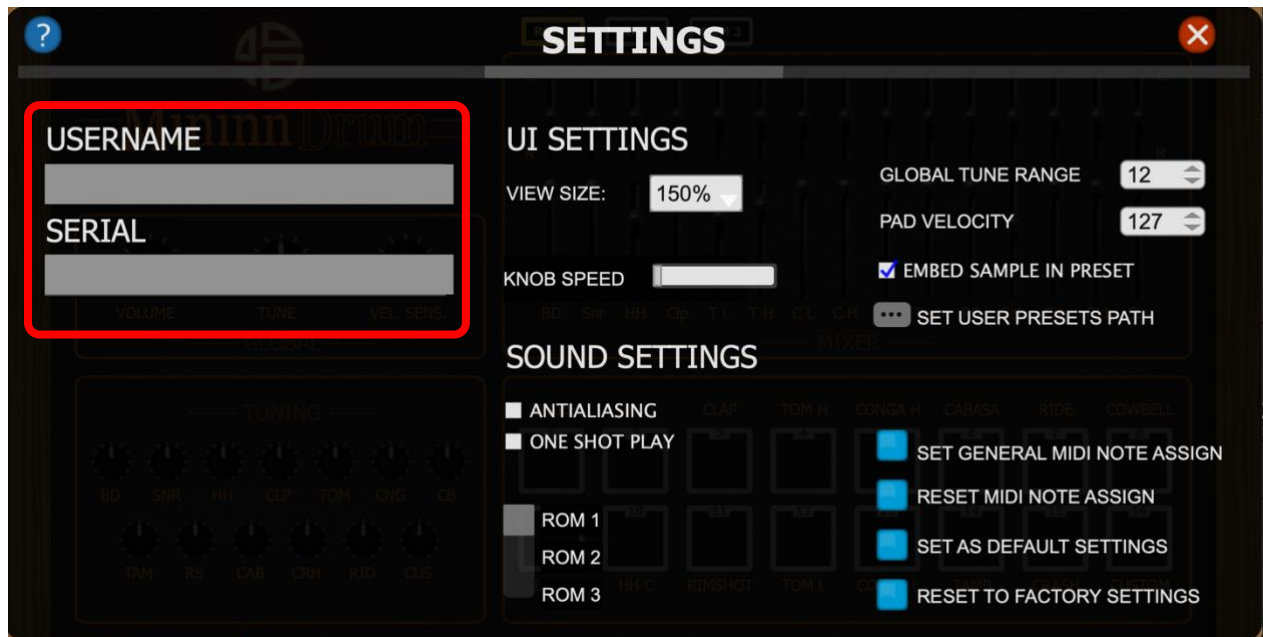The ROM 1 is a selection closer to the LM-1, the ROM 2 closer to the 9000 Version, and the ROM 3 is a custom adaptation of the 80s drum sounds.
We also add a custom pad with the possibility to embed an additional drum or bass or any sample in your preset.
You can modify each sound separately, change the tune, the volume and the panoramic.

2. Activate the Mininn Drum

The first time you launch the Mininn Drum in your DAW the settings view of the Mininn Drum appears.

Enter your user name (ex : user@audioblast.me) and the serial you received by e-mail then press Enter and exit the setting view by clicking on the red cross on the top right of the Interface.

Until the VST is unlocked you will have no sound!

Once unlocked, the **Mininn Drum** is automatically ready to use!

enjoy!

3. Panel Descriptions

Elements	Description
ROMS	Each ROM contains different samples: Select one of them by clicking on ROM buttons at the top of the UI.
Preset Browser	Select a preset using the preset browser
GLOBAL	Adjusts the main volume, the main tuning, and the velocity sensitivity.
TUNING	Adjusts the tuning of each sound of the ROM. Note: close and open Hi Hat are linked to the same tune knob. Toms and Congas are linked too, keeping the pitch ratio between Hight & Low.
MIXER	Adjusts the volume and panoramic of each sound of the ROM. Note: close and open Hi Hat are linked to the same volume and pan fader.
PADS	Trig the pads to listen to the sound you want to edit. The MIDI default range is mapped from C1 to D#2. Right Click on pad to make your own MIDI assign. Ref:7.2 Right Click on Custom pad to add your custom sample (8 Mb max)

4. Basic Operations

Select your favourite ROM sounds.

Use the default MIDI assign from C1 to D#2 or use the pads to MIDI assign the sounds to MIDI notes.
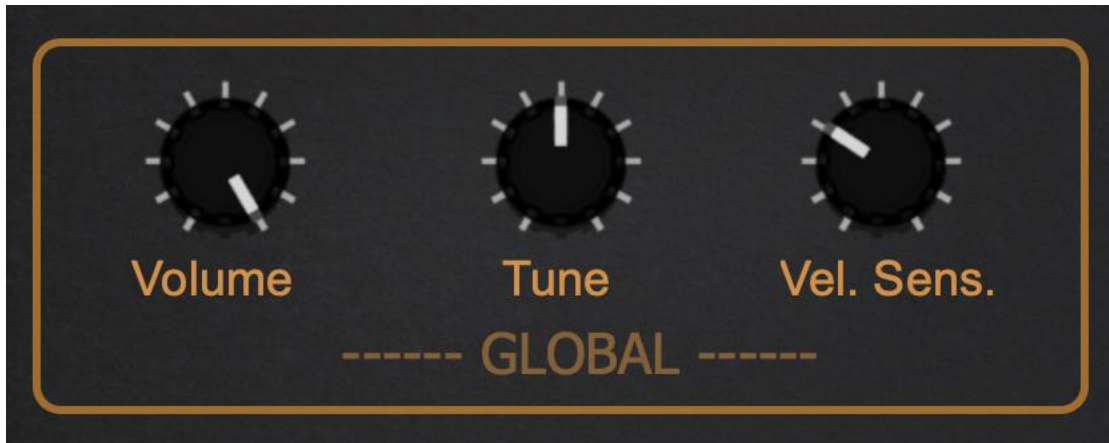Right click or control + click on pad to assign, Ref: 7.2.

Create a MIDI clip to play the notes via the sequencer of your DAW.

Ctrl + click **or** double click on each knob and fader will reset the knob and fader at their default value.

5. GLOBAL

- On the GLOBAL section you can adjust the main volume of the Mininn Drum from – inf to + 3dB.

- The GLOBAL Tune allows you to change the tuning of all the sounds at the same time keeping the individual tuning ratio. To have fun you can assign the tune parameter to the pitch bend of your controller.

- Vel. Sens. Knob sets the velocity sensitivity on played MIDI notes. Set to the minimum you'll get no velocity sensitivity on notes, set to the maximum you'll get the full range of velocity sensitivity on note.

6. ROM

Select your favorite ROM by clicking the ROM1 ROM2 ROM3 buttons.
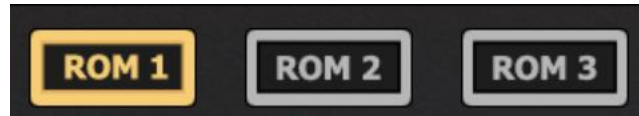
6.1. ROM 1

Element	Description
ROM1	The ROM 1 is a selection closer to the LM-1

6.2. ROM2

Element	Description
ROM2	The ROM 2 is a selection closer to the 9000 version

6.3. ROM3

Element	Description
ROM3	ROM 3 is a custom adaptation of the 80s drum sounds.

7. PADS

Click on the pads to trig the sounds associated to each pad.

By clicking the pad on UI you'll trig the sample to hear it, you can use the MIDI notes from C1 to D#2 to trig the samples.

B0= BassDrum;
C1 = BassDrum;
C#1 = Snare;
D1 = ClosedHihat;
D#1 = OpenHihat;
E1 = Rimshot;
F1 = Clap;
F#1 = Cabasa;
G1 = Tambourine;
G#1 = Crash;
A1= Ride;
A#1 = CongaHigh;
B1 = CongaLow;
C2 = TomHigh;
C#2 = TomLow;
D2 = Cowbell;
D#2 = Custom;

You can also use the General MIDI mapping. Ref. 11.3.1

B1 = Bass;
C2 = Bass;
C#2 = Rimshot;
D2 = Snare;
D#2 = Clap;
E2 = Snare;
F2 = TomLow;
F#2 = ClosedHihat;
G2 = TomHigh;
G#2 = ClosedHihat;
A2 = TomLow;
A#2 = OpenHihat;
B2 = TomLow;
C3 = TomHigh;
C#3 = Crash;
D3 = TomHigh;
D#3 = Ride;
E3 = Ride;
F3 = Ride;
F#3 = Tambourine;
G3 = Crash;
G#3 = Cowbell;
A3 = Crash;

A#3 = Custom;

C4 = CongaHigh;
C#4 = CongaLow;
D#4 = CongaHigh;
E4 = CongaLow;

A4 = Cabasa;
A#4 = Cabasa;

You can also assign your own MIDI notes, see the next chapter.

7.1. MIDI Assign

Right click or control + click on pad to open the assign menu then click on assign midi note.
Be careful multiple notes can be assigned to a pad.
You can also clear the MIDI note assigned: Right click or control + click on pad and then click on clear midi assign.

When WAIT FOR MIDI NOTE appears just push the selected note on your controller and the pad will be automatically assigned to it.

7.2. Custom Sample

You can also simply Drag and Drop samples on pad.
Wav and Aiff Samples at any Sample Rate and Bit Depth are allowed.
or
Right Click on Custom pad to add your custom sample.

A contextual menu appears, then click on Load Sample.

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The browser window appears, select your sample then click on open button.
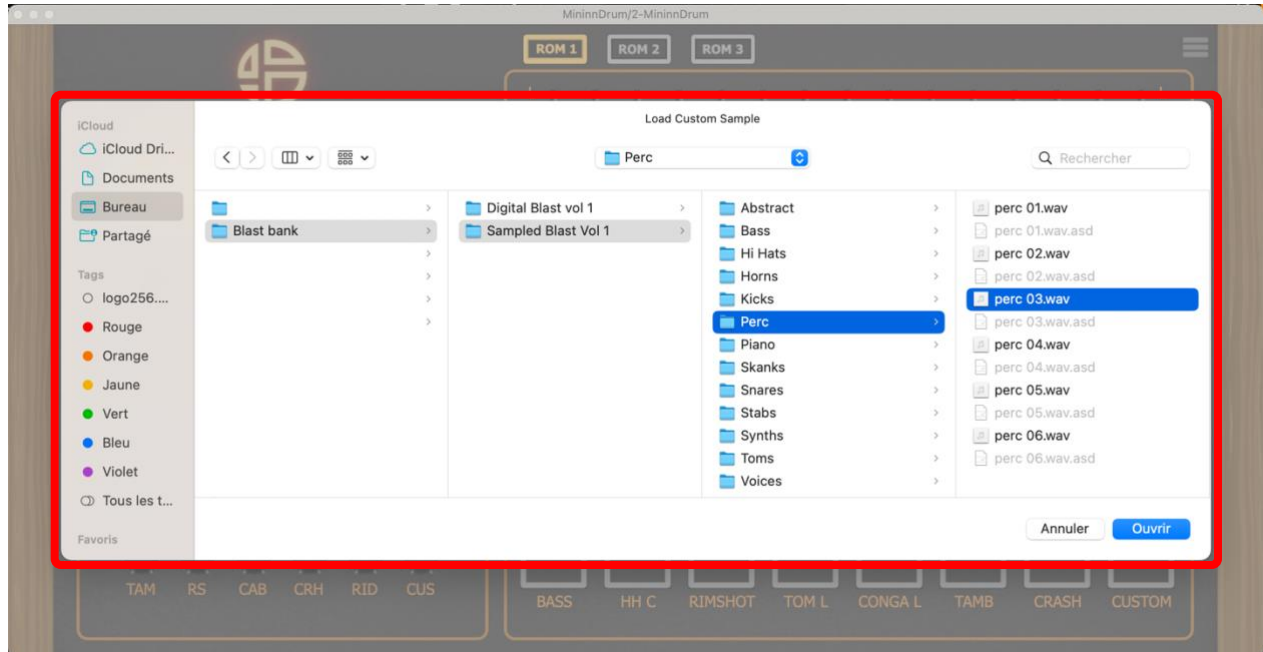
8. MIXER

On this section adjusts the volume and the panoramic of each part.
Note: close and open Hi Hat are linked to the same volume and pan fader.

- BD = Bass Drum
- Snr = Snare
- HH = Hi Hats
- Clp = Clap
- T L = Tom Low
- T H = Tom High
- C L = Conga Low
- C H = Conga Hight
- CB = Cowbell
- Tmb = Tambourine
- RS = Rimshot
- Cab = Cabasa
- Crh = Crash
- Rid = Ride
- Cus = Custom

9. TUNING

Adjusts the tuning of each sound of the ROM.
Note: close and open Hi Hat are linked to the same tune knob.
Toms and Congas are linked too, keeping the pitch ratio between High & Low.

- BD = Bass Drum
- SNR = Snare
- HH = Hi Hats
- CLP = Clap
- TOM = Tom Low and Tom High
- CNG = Conga Low and Conga High
- CB = Cowbell
- TAM = Tambourine
- RS = Rimshot
- CAB = Cabasa
- CRH = Crash
- RID = Ride
- CUS = Custom
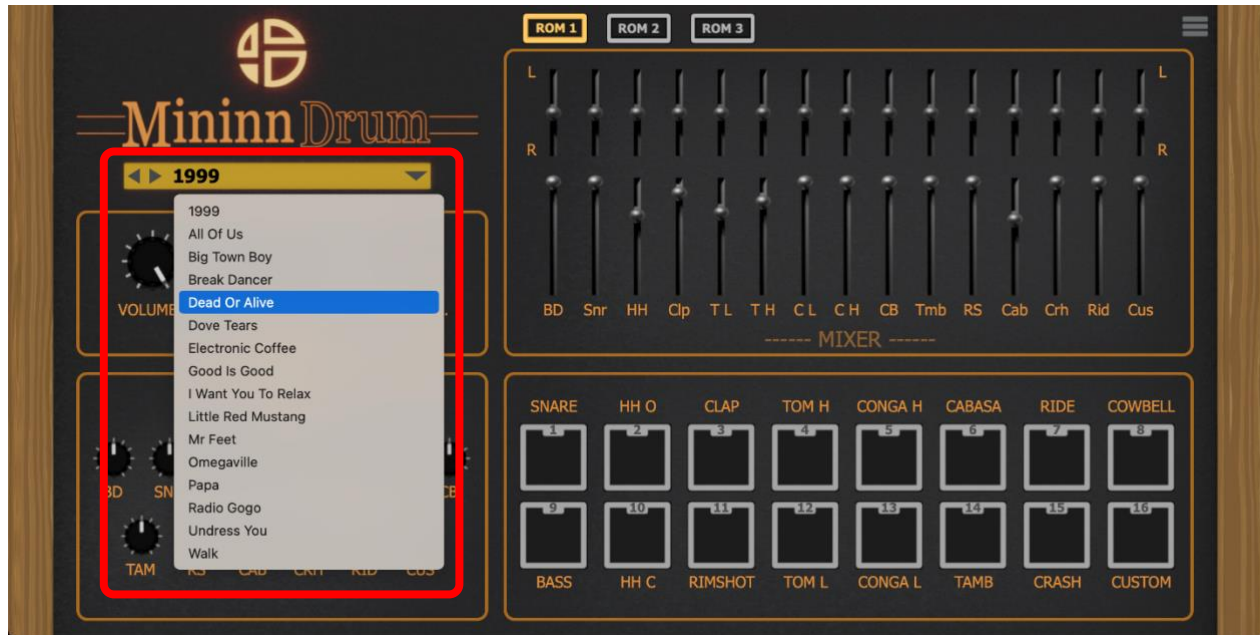
10. Presets

By clicking on the preset browser of the Mininn Drum, a menu appears with the factory presets.

You can add you own presets in this browser.

Paste your presets here:

Mac :

/Library/Audio/Presets/Audioblast/MininnDrum

Windows:

C:\Users\$USERNAME/\Documents\VST3 Presets\Audioblast\MininnDrum

11. Settings

Click on the settings icon to get access to settings view.
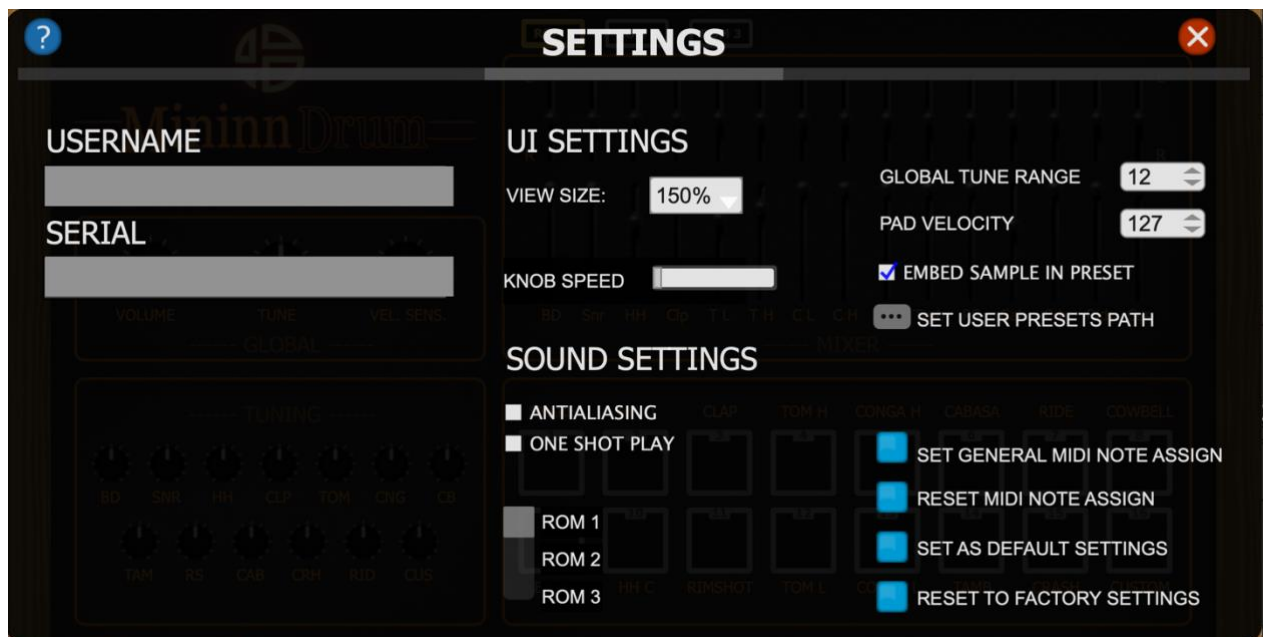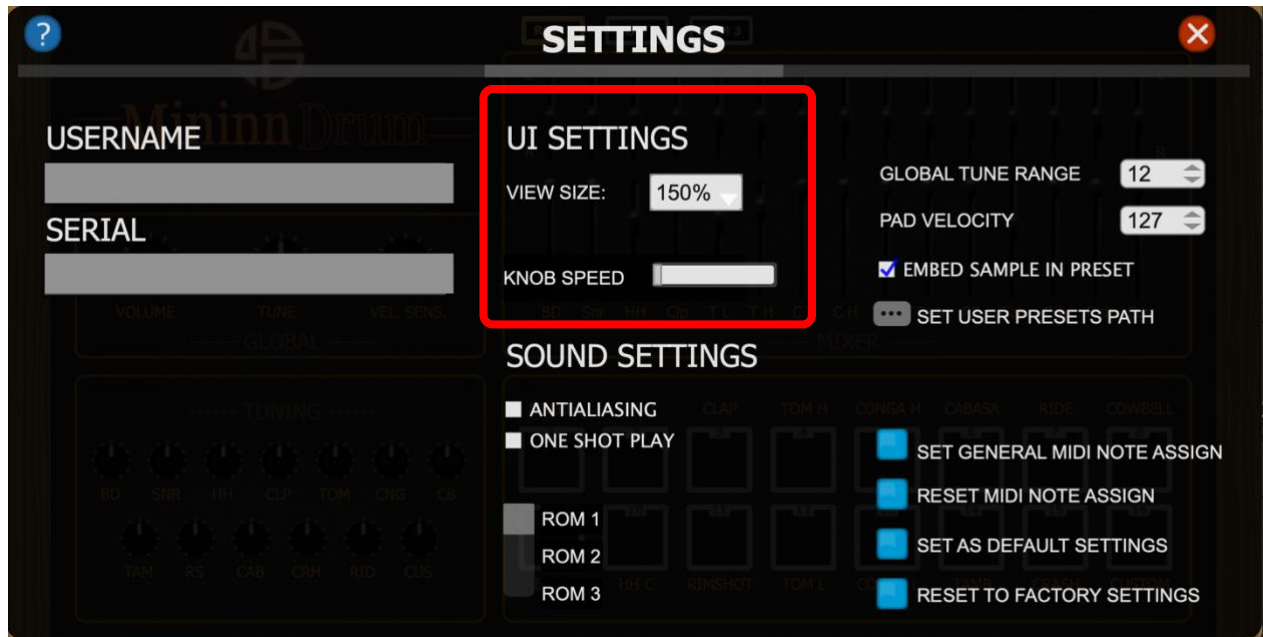
11.1. UI Settings

Change your UI setting in this section.

11.1.1. View Size

Click on the drop-down list to select one of the 4 sizes: 100%,150%,200%,75 %.

You can also use the mouse directly on the window to set the size (VST3 only).
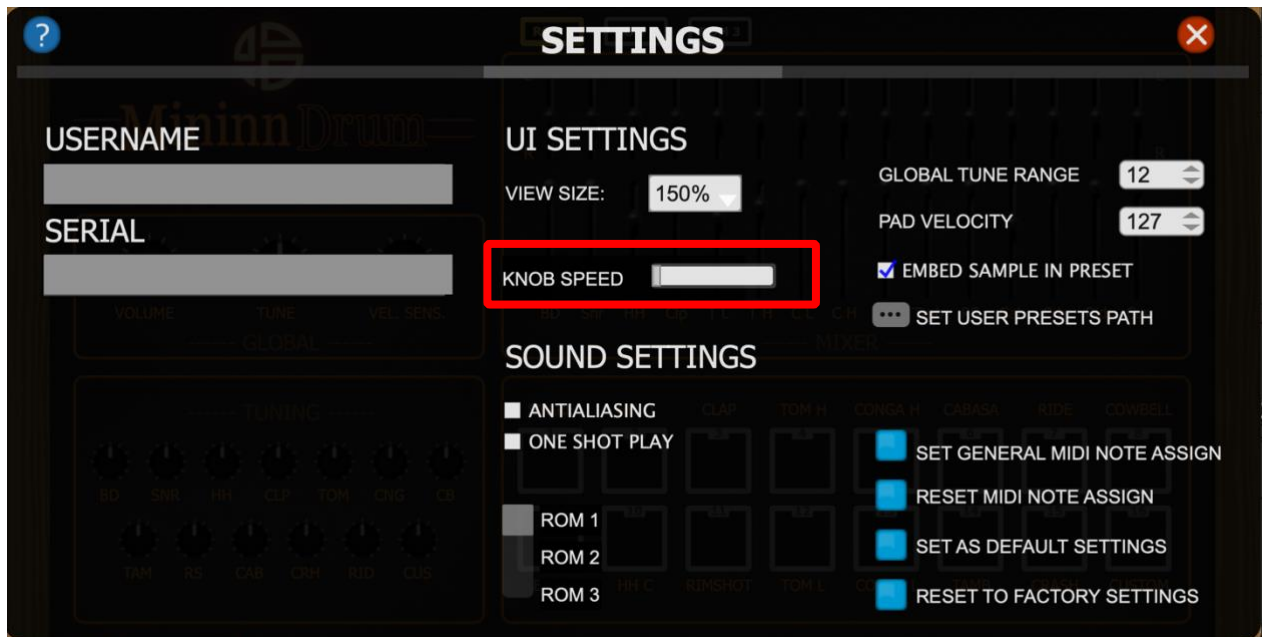
11.1.2. Knob Speed

This horizontal fader allows you to select the knob speed, left you will get a slower knob with more accuracy, right you will get a fast knob.

11.2. Sound Settings

Change your sound setting in this section.

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11.2.1. Antialiasing
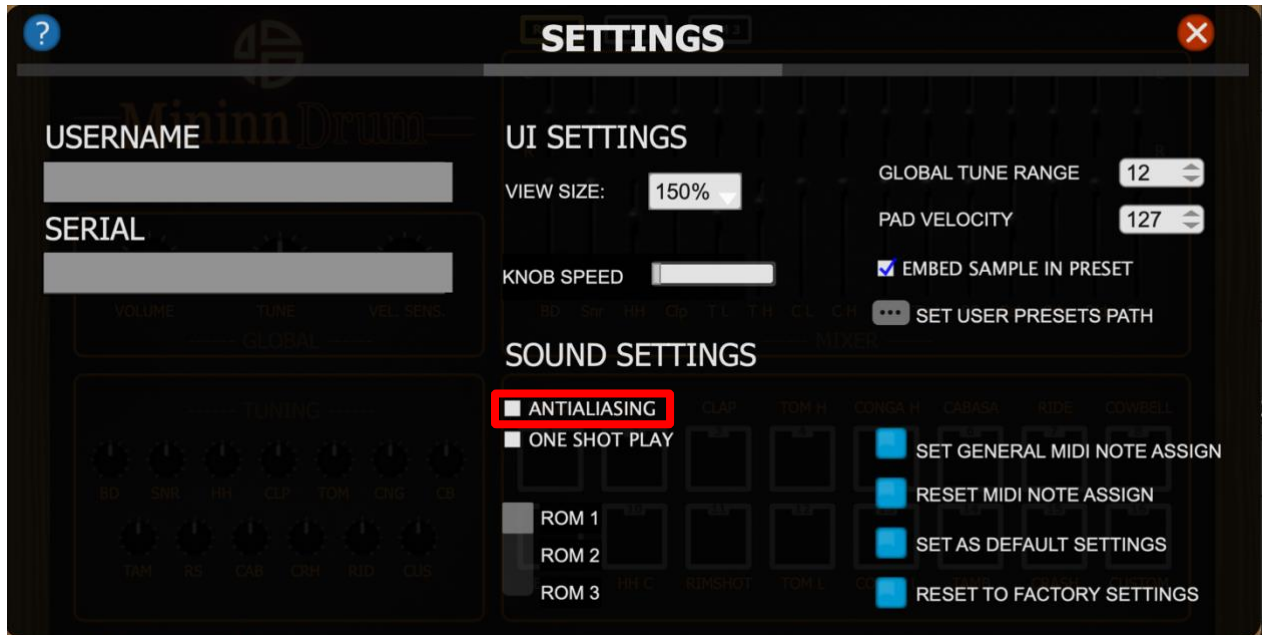
Check this box to activate the antialiasing, it filters the sounds on pitched sample.

11.2.2. One Shot
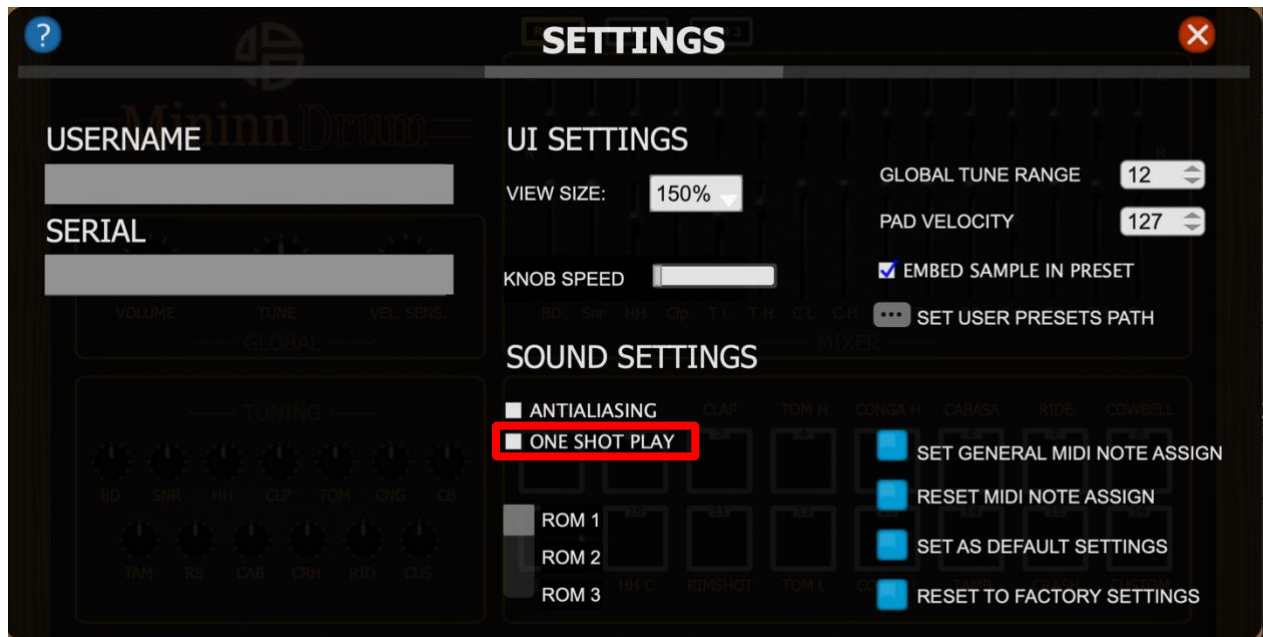
By Checking this box, the sample will be played entirely once trigged, Unchecked depends of the MIDI note length.
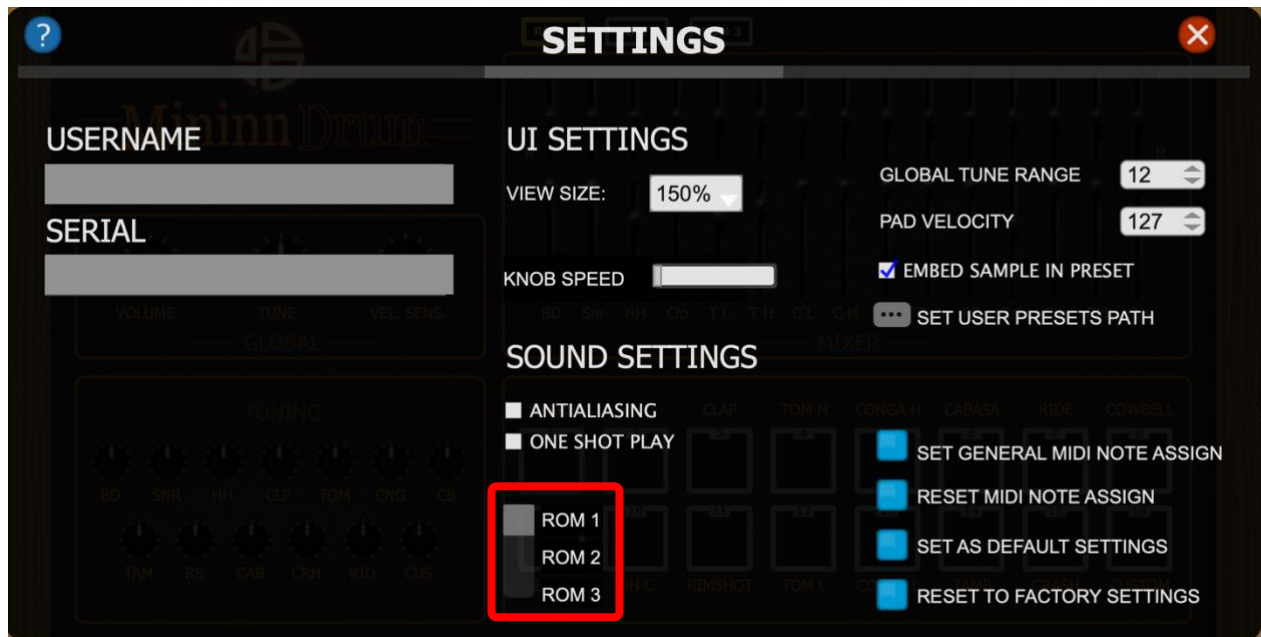
11.2.3. ROM Selector

You can also select your favorite ROM by using the ROM selector in the settings menu.

11.2.4. Global Tune Range
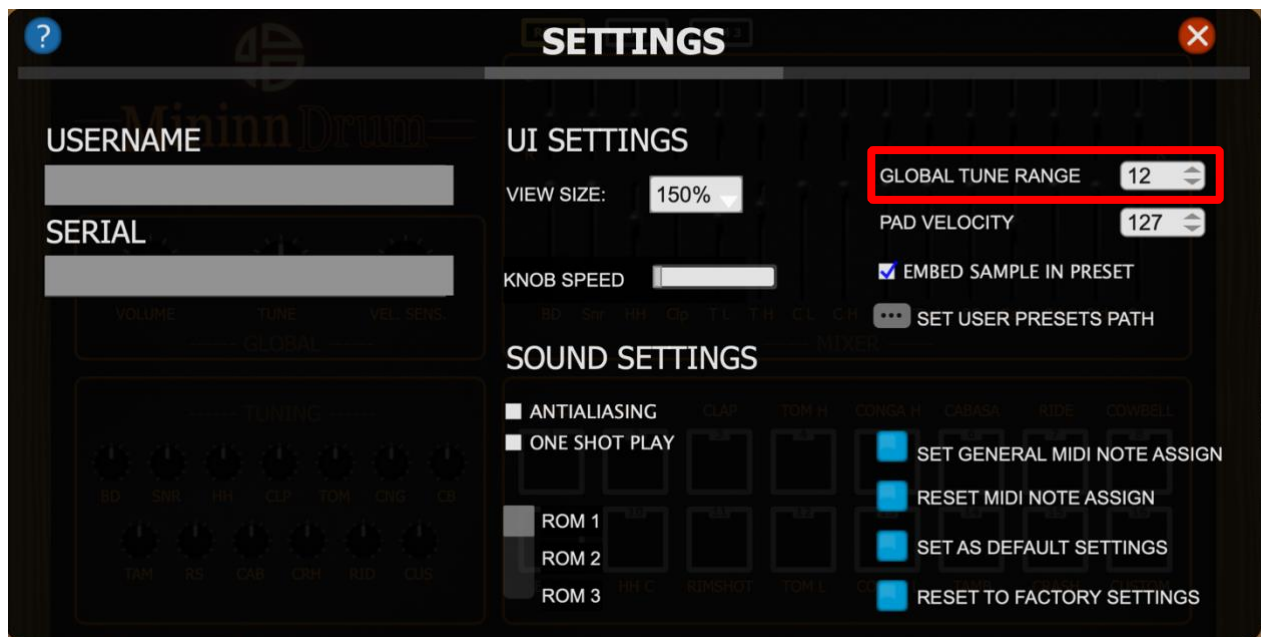
Set the Global Tune range from 1 to 12 semitones.
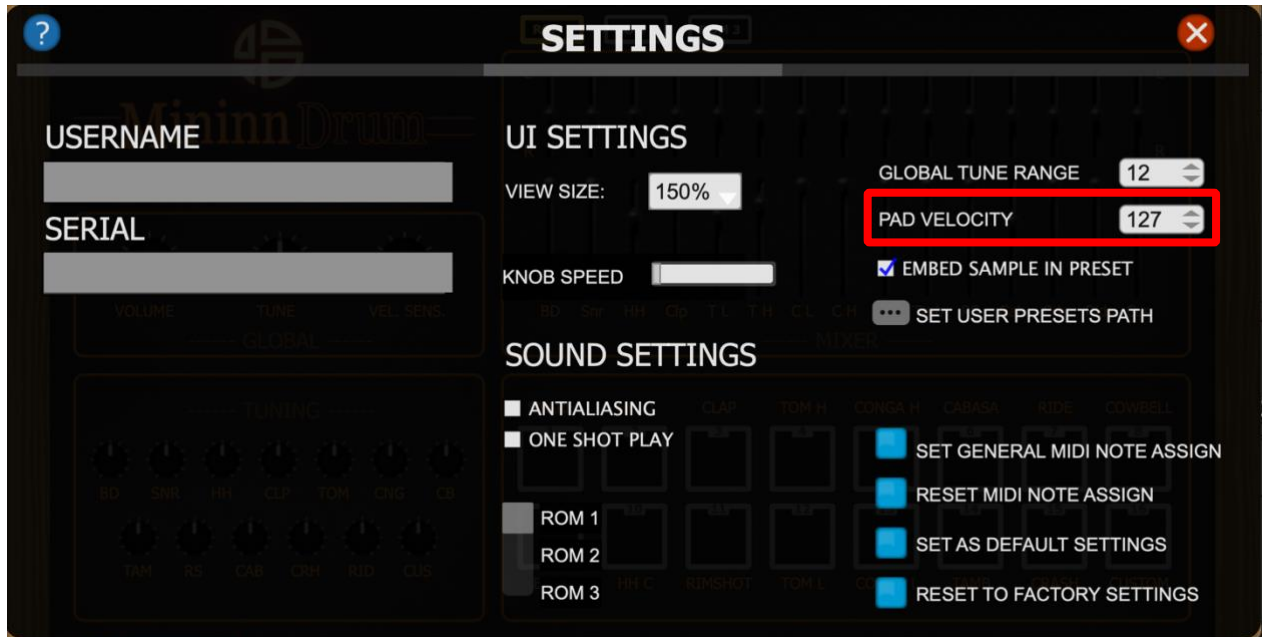
11.2.5. PAD Velocity

Set the pad velocity on UI from 0 to 127.

11.2.6. EMBED Sample in Preset
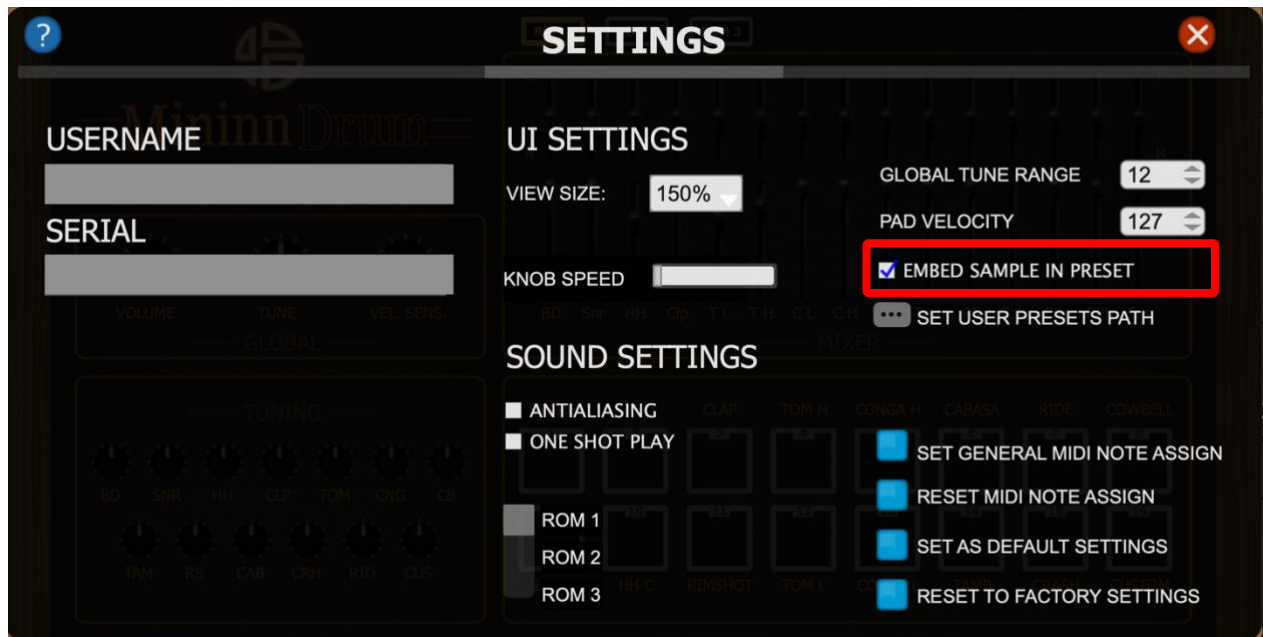
Check this box to save the embed sample in the preset.

11.2.7. Set presets Path
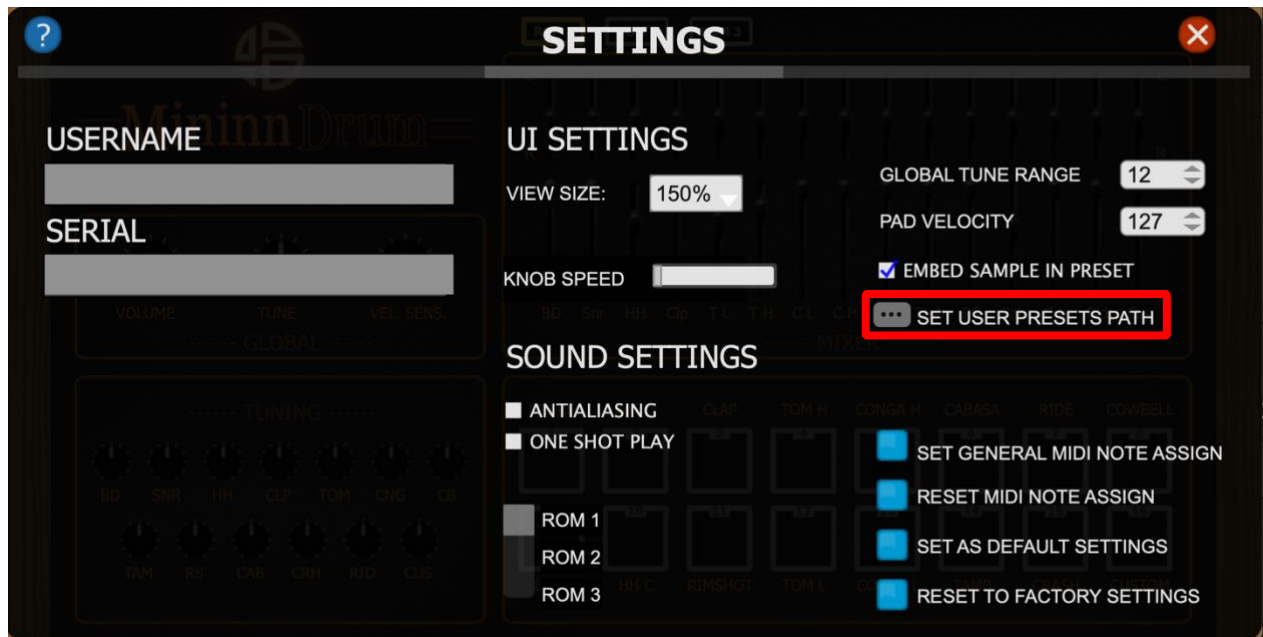
Click on the … button to set your own preset path.

11.3. Global Settings
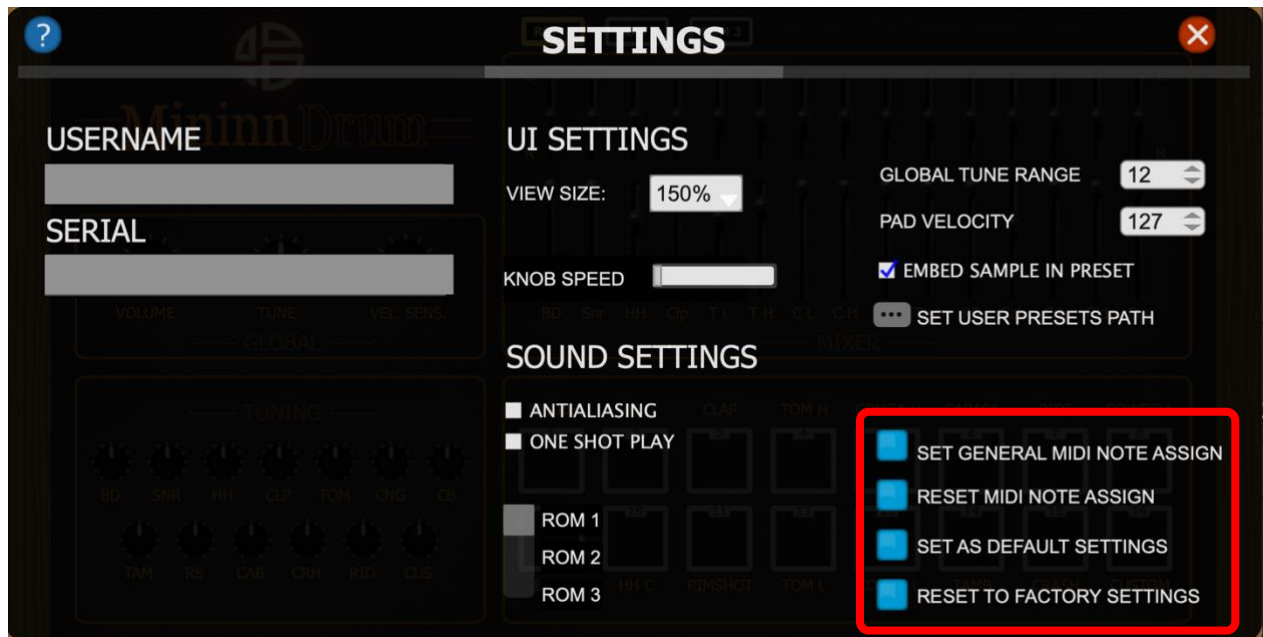
Modify the global settings of the Mininn Drum.

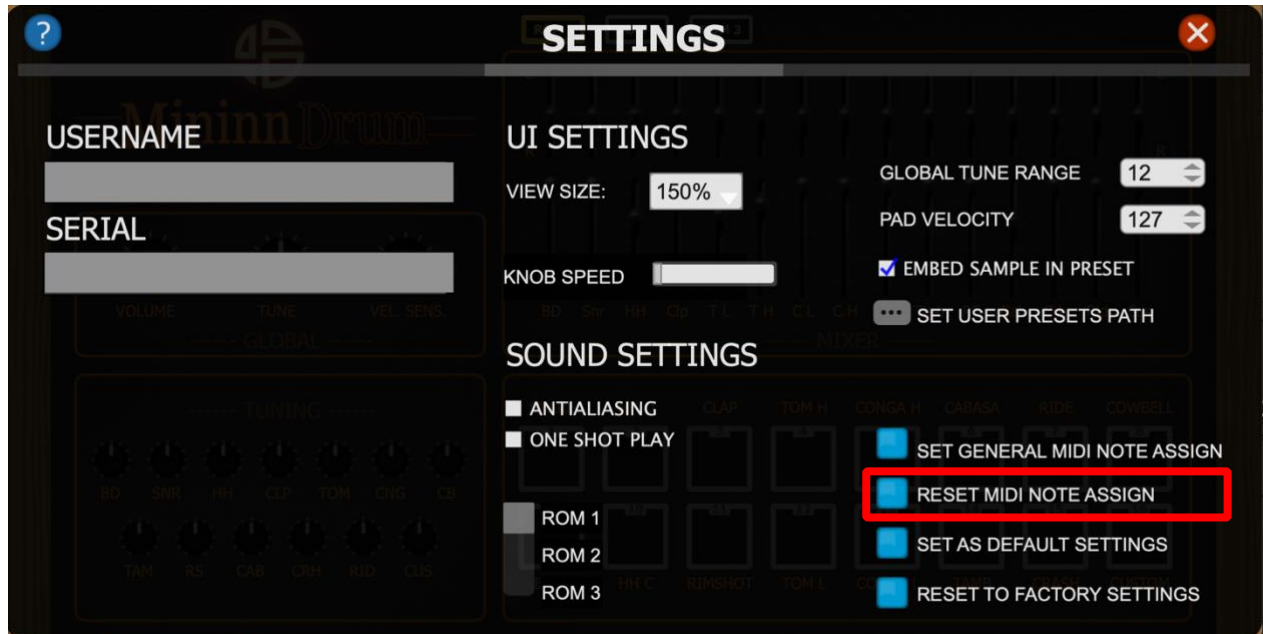## 11.3.1. Set General Midi Note Assign
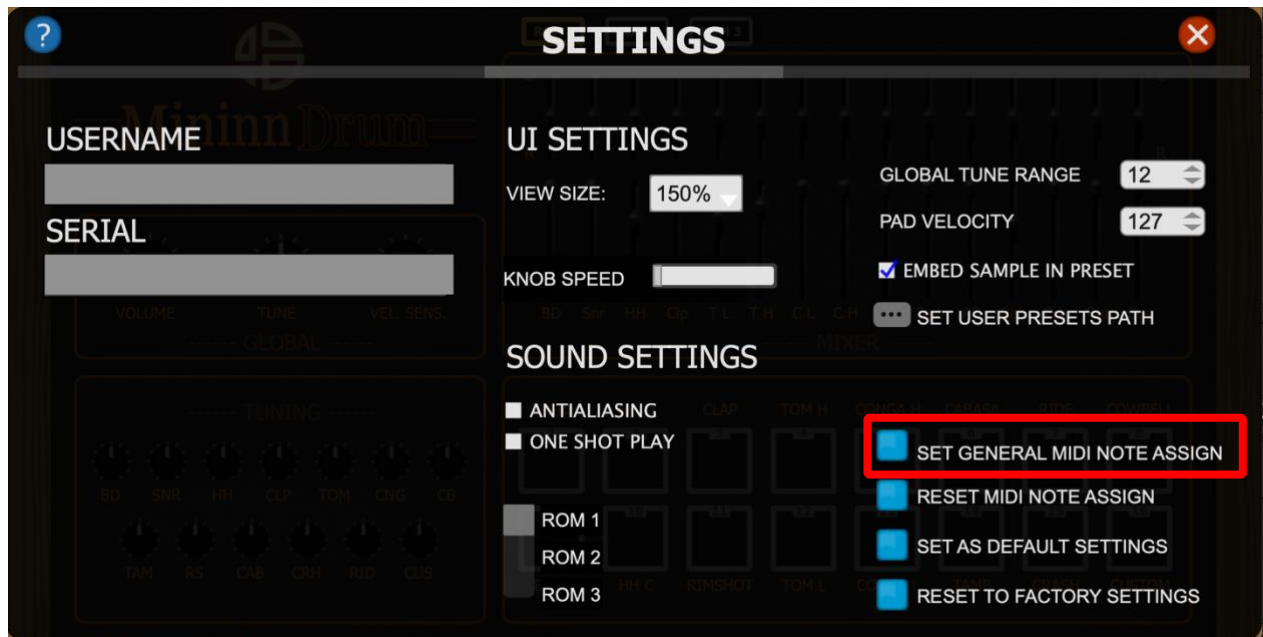
Click this button to set the whole MIDI note assignment of the Mininn Drum as General MIDI assign as default.
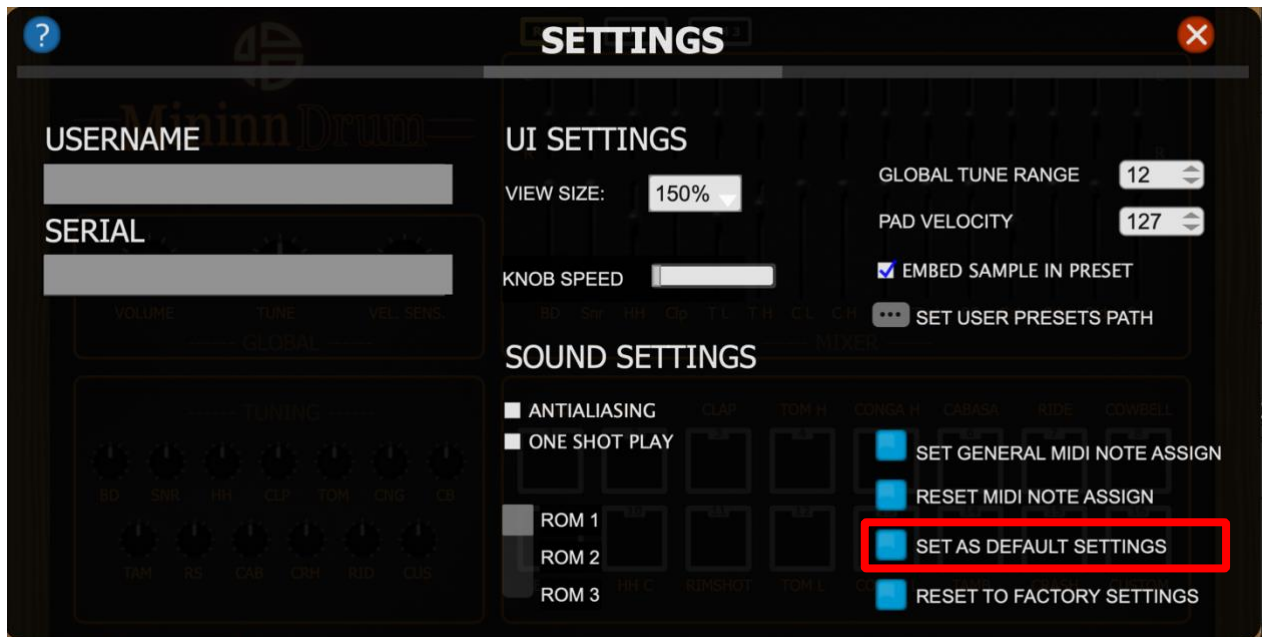*Be careful, your own MIDI assign will be lost.*

11.3.2. Reset MIDI Assign

Click this button to reset the whole MIDI note assignment of the Mininn Drum.
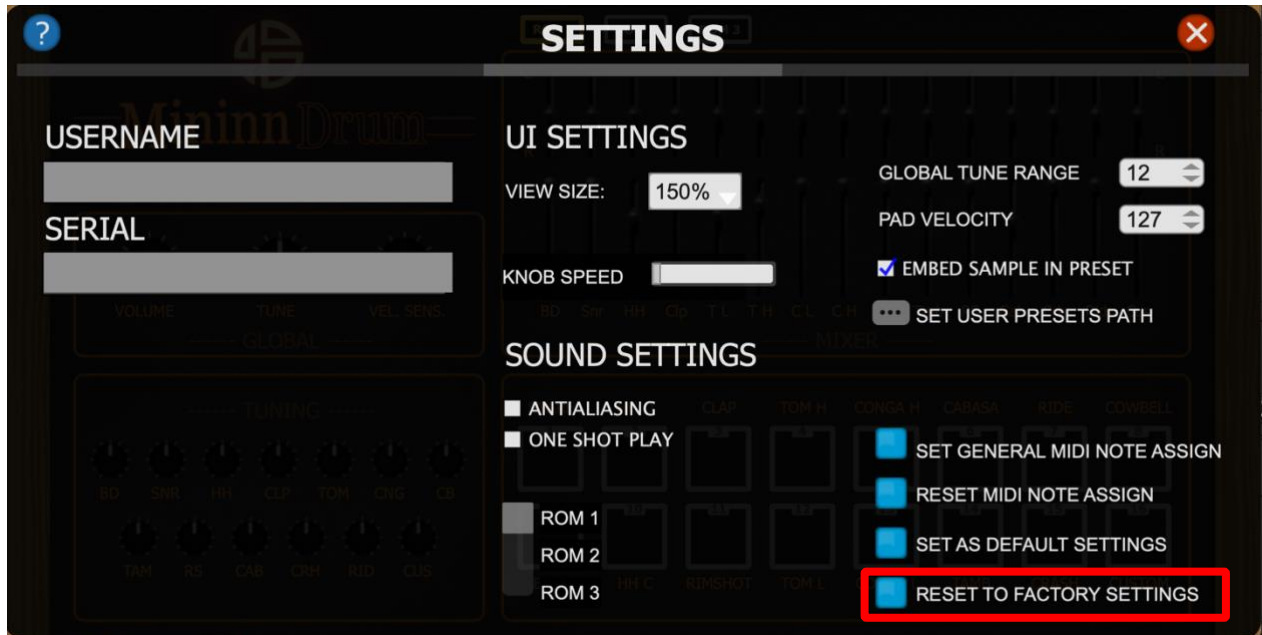*Be careful, your own MIDI assign will be lost.*

11.3.3. Set as Default

Click this button to set your settings as default.
Each time you will launch the plugin these settings will be loaded.

11.3.4. Reset to Factory

Click this button to reset settings to factory.

11.3.5 Help
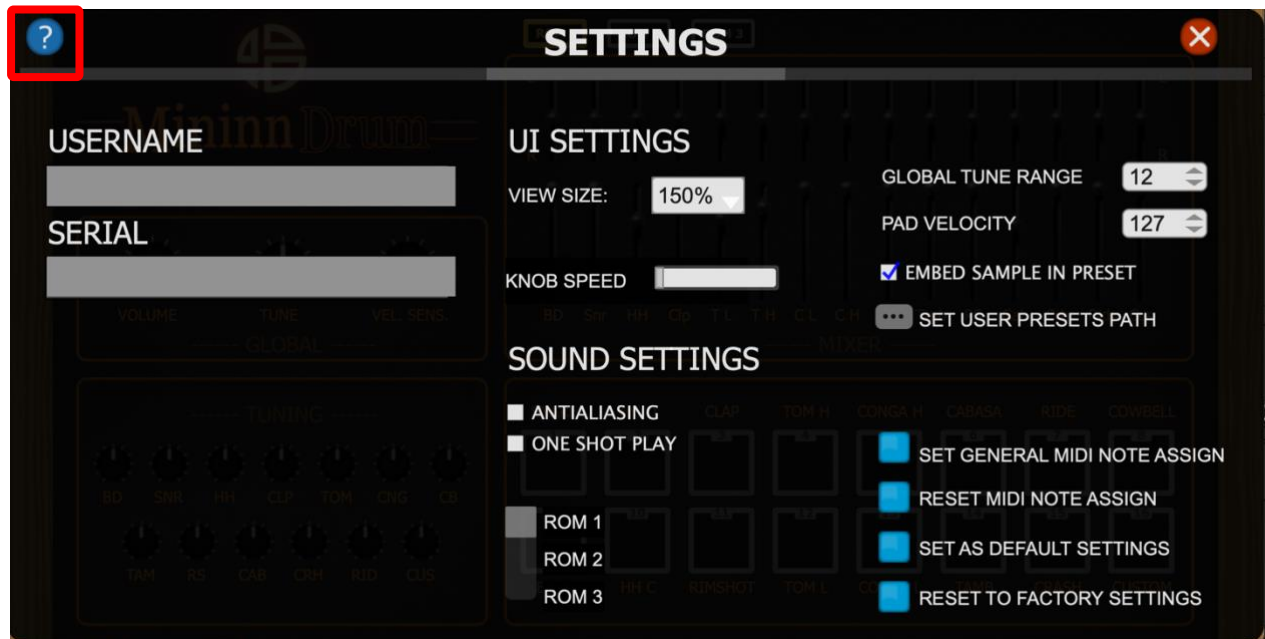
Click on the question mark icon to get fast access to the user manual.