Notion 5 adds support to the following libraries from Sample Logic-System Blue:

- *Fanfare (marching brass)*
- *Rumble (marching percussion)*
- *Impakt (orchestral/cinematic percussion)*
- *Virtual Ensemble Trilogy (selections from Fanfare, Rumble and Impakt)*
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Using Virtual Ensemble Trilogy Battery or Rumble with Notion

Contents

General:

There are a huge amount of techniques in the Rumble Library, and in many cases we have had to use alternative notated techniques to address them, and even then there are not enough to regulate the playback of all patches in the Rumble Library! We will be working on updating techniques on a rolling basis however.

Minor differences between VET Battery and Rumble

The VET Tenor Drums have one extra set of sticks called "Dreads".
1. There is no technique in Notion for these patches currently and the rules will need an update when the technique has been added
2. The Kontakt Multi already contains the "Dreads" .nki
   This .nki has the same sample setup as the Nylon and Puffy sticks. The fix is to copy and paste the rules into the rules document for the VET Tenor Drum rules and change the technique and channel for the extra .nki

Bass Drum
1. Press Roll/Buzz Roll Notation - a "z" on the stem of the note is currently unsupported in Notion. So these are setup with a "Drag" written over the notes in question instead.

2. Flams do not work fast enough with grace notes to create the desired effect of a Flam
3. There is currently not Left and Right Sticking in Notion. It can be written with a text box, but this will not affect the rules.
4. Rolls all play on the 24" Drum because there are no recorded rolls for any other size Bass Drum
5. Because there can only be one patch set to Audition in Notion, the MIDI device for Step Entry or MIDI Record is not helpful on this set because you can only hear what comes through Channel 1. This problem is solved if you load the Kontakt Multi into Vienna Ensemble because the multi is loaded as one MIDI channel.

Bass Drum Setup

There are 5 Bass Drums in the set for Rumble. They are set to play on the following pitches.

- 18" plays on g5
- 20" plays on e5
- 24" plays on c4
- 28" plays on a4
- 30" plays on f4

This setup allows for composers to write a full Bass Drum score in marching band or battery style.

The default playback sound is the Felt mallet, which is notated with Normale or Hard Mallets. The alternate sound is the Puffy mallet which is notated with the Soft Mallet technique.

Rim Shots or Side Sticking are notated with an "x" style note-head. These playback on both Felt and Puffy mallets, but are only loaded in the Felt mallet .NKI's.

Cymbals

General

Cymbals are set up where any articulation can be notated on any note in the percussion staff

Cymbal Setup

There are 7 techniques that are notated as follows:
1. Standard Crash = Regular Note Head
2. Choke = Choke Technique added to a Regular Note Head
3. Damped (Hi Hat) v1 = Damped technique must be added
4. Damped (Hi Hat) v2 = Damped technique added to an "x" Note Head
5. Ping = Diamond Note Head
6. Taps = Triangle Note Head
7. Scrape (Zing) = Scrape Technique added to a Regular Note Head

Snare Drum

General

The following are currently not supported:
1. Buzz Roll – "z" on the stem of the note

2. Pings – these are notated with an "x", just like a rim shot, but with text that tells the player to play the ping instead of the rim shot.
3. 3, 5, 9 note rolls play as one-shots.
4. Ruffs – there is no exact way within the rules of starting ahead of the beat and finishing on the beat. Sequencer Overlay is available, but may not be exact.
5. Rubber Beads – not an available expression/technique
6. Standard Beads - not an available expression/technique

Snare Drum Setup

1. Taps (Main Sound)- Any pitch on the staff with no notation
2. Rim Shots – "x" note head + the rimshot technique
3. Rim Clicks – "x" note head alone
4. Shell Clicks – "diamond" note head
5. Flam – "triangle" note head or flam technique
6. Ruffs – "slashed" note head or "slashed" notehead + the ruff technique
7. Buzz – "circled x" note head (these are duration sensitive and respond with different samples depending on the duration of note value and tempo)
8. Sticks – playback with the "x" note head + the sticks technique (the sticks technique must be turned off with the normale technique because it stays on unless Notion is told otherwise
9. Buzz Rolls – tremolo marking + the ruff technique (until we have a Buzz marking)
10. Open Rolls – tremolo marking
11. Accents – In the Sample Logic Snare Drum, accented note samples are set to playback at a velocity of 127. Therefore, an accent will trigger these patches whenever one is placed
12. Brushes – playback when the brushes technique is engaged. There are only two brush samples. Taps and Flams will playback when the Brushes technique is engaged. All other techniques and expressions will be silent when brushes are turned on. To revert out of brushes, you must set the normale expression or sticks technique. Normale reverts back to the default playback. Sticks reverts to sticks playback.

Tenor Drums

General:

The same missing techniques as above in Notion notation elements under snare drum

Tenor Drums Setup:

1. 3 Stick Types
   a. Nylon – Hard Mallet (will be changed to Nylon Sticks when the expression is added)
   b. Puffy – Soft Mallet (will be changed to Puffy Sticks when the expression is added
   c. Rubber Bead – Chorale Mallet (will be changed to Rubber Bead when the expression is added)
2. Pitch Setup for the Tenor Drums
   a. F4 = 14" Drum
   b. A4 = 13" Drum
   c. C5 = 12" Drum
   d. E5 = 10" Drum
   e. F5 = 8" Quint
   f. G5 = 6" Quint
3. Techniques are played back using the same score notations as the Snare Drum

a. Rim Clicks – "x" note head
b. Rim Shots – "x" note head + rimshot technique
c. Flam - "triangle" note head or flam technique
d. Short Buzz – "circled x" note head
e. Shell Clicks – "diamond" note head
f. Taps – note entered with no changes
g. Accents – play the accent sample and are set to velocity 127
h. Rolls – follow stick selection of Nylon or Puffy and are set to the Tremolo technique.
i. Sticks –
    i. playback with the sticks technique
    ii. the sticks technique must be turned off with the normale, hard mallet, soft mallet, or chorale mallet technique because it stays on unless Notion is told otherwise
    iii. x note head is not necessary on the Tenor Drums