

battle-v3 : Reaktor Se : battle-map1.aupreset

Bypass Instrument 1 Reaktor Se

CPU 18.0% AUDIO IN AUDIO OUT SAMPLE RATE 44100 BPM 100.0

SELECT INSTRUMENT Memory Drum

APPEND OVERWRITE INSERT

Compare Default Delete

BANKS BANK NAME Bank 1 Bank 1

RND AMT Randomize 100 RND Merge

MRPH TIME Select A 1.00 Select B

battlemap2 default

Globals: shift pb vel m 0 0 0 tune gain 0 reset

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SAMPLER battle-map1 - boogie snare with hat.aif

PITCH p semi fine

ENVELOPE A a h d

OUT gain pan out 1+2

ENVELOPE B a d1 b d2 vel

COMPRESS thr r

DRIVE db

FILTER cut res

AUX a1 a2

MAP NAME: battle-map1 OWNER: Memory Drum FUNCTIONS: Functions

Add Replace Delete Load Map SaveMap Sel By Trg

L	R	Name	Trp	LVel	HVel	Root	Status	Location
48	48	kick 1	0	0	127	48	data present, Fil~	Audio:Music:Logic:hip
50	50	kick 2	0	0	127	50	data present, Fil~	Audio:Music:Logic:hip
52	52	kick 3	0	0	127	52	data present, Fil~	Audio:Music:Logic:hip
53	53	kick 4	0	0	127	53	data present, Fil~	Audio:Music:Logic:hip
55	55	kick with cymb~	0	0	127	55	data present, Fil~	Audio:Music:Logic:hip
57	57	snare 1	0	0	127	57	data present, Fil~	Audio:Music:Logic:hip
59	59	snare with cy~	0	0	127	59	data present, Fil~	Audio:Music:Logic:hip
51	51	boogie closed ~	0	0	127	51	data present, Fil~	Audio:Music:Logic:hip
54	54	boogie snare w~	0	0	127	54	data present, Fil~	Audio:Music:Logic:hip
68	68	boogie snare	0	0	127	68	data present, Fil~	Audio:Music:Logic:hip

kick with cymbal 2.aif at Audio:Music:Logic:hip\_hop-beats:sphere-beat-t Options

SAMPLE RATE 44100 LENGTH 308 ms

0.0ms | 192.5ms

LOOP START 0 LOOP END 13578 LOOP! Rel Apply to all