Release Notes for Virtual Drumline

2.5.6 Library Update (October 23, 2024)

Virtual Drumline version 2.5.6 has been updated for improved **compatibility with Native Access 2**. Prior to this release, the library was designed around Native Instruments' older activation utility, Service Center, which was discontinued in 2016. VDL activation continued to function in Native Access v1, but not without some hiccups. The 2.5.6 update will help to ensure ongoing compatibility and convenience.

2.5.6 library version will appear in the library's "Documentation" folder, as well as in Native Access.

Library version 2.5.6 **requires a minimum Kontakt Player version 5.8.** It will not load properly in Kontakt versions prior to that.

Finale Specific instruments and multis have been removed. These were originally included in VDL as a quick way to mitigate lower audio output levels in legacy versions of Finale. Since this is no longer necessary these redundant components have been removed to simplify the library structure, and prevent accidental loading of patches that would play back with significantly higher outputs than expected.

VDL User Guide has been updated to remove installation/activation references to Service Center and other outdated topics that are better retreived via online support channels which are continually being updated to reflect latest developments.

The Getting Started Guide has been removed from the download materials since it contained information that has since become outdated. Instructions for downloading, installing, and activating VDL are available online where they are continually updated to reflect current standards.

Virtual Drumline 2.5 will now appear as a folder in the "Library" view of Kontakt 7+. In versions prior to VDL 2.5.6, it was absent from Kontakt's newer "Library" view which could create confusion (even though rack/classic view functions just like prior Kontakt versions). VDL 2.5.6 will just display as a simple library icon so don't fret if you see this alongside other products that have a colorful graphic. It just means that VDL is not compatible with Native Instruments' newer NKS standard and as such, presets along the right pane of Library view will not produce preview sounds either. Using VDL from Kontakt's Library view is not particularly useful, but it is now represented here. See our recommended view settings below.

In Kontakt 7, we recommend un-checking "Library" view. Then in the "View" menu, select "Rack View" (rather than "Single View") as well as showing the "Side Pane." With those settings in place, the VDL library is easily accessed from the side pane.

In Kontakt 8, we recommend un-checking "Library" view. Select "Classic View" from the "View" menu, and also ensure that the "Side Pane" is activated. With those settings in place, the VDL library is easily accessed from the side pane.

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2.5.5 Library Update (May 3, 2012)

Library format has been updated to Kontakt 4.2.4 (or greater) to make full use of **faster load times, better memory management, and increased polyphony performance.**

More convenient installation. Registered users of VDL 2.5 may now choose to download the 2.5.5 library updater which bypasses the need to download outdated library installers, and now-unsupported version of Kontakt Player 2. New installation method simply requires dragging the library to your computer, then launching Kontakt, and adding the library to it using its simple "Add Library" feature.

New instruments added:

- **Bassline 10-Drums (Auto RL) (MW KS)** and **Bassline 10-Drums Manual (MW KS)** instruments for use with ensembles using larger marching bass drum sections. These instruments use 10 different pitched marching bass drum instruments and include keyswitches for puffies/regular mallets, as well as mod-wheel controls for individual drums to switch between rim clicks, rod hits, and dreadlock hits.
- **4 Snare Drums (Auto RL)** and **4 Snare Drums Manual** instruments (located in Drums>Snare Drums). These instruments allow you to play four differently tuned concert snare drum instruments within one patch.
- **2 Concert Bass Drums** instrument (located in Drums) allowing you to play two different-sounding concert bass drums within one patch.
- **Doumbek** instrument to the collection of world percussion instruments.
- **Almglocken** instrument. This instrument simulates the sound of three octaves of tuned cowbells (located in the Glockenspiel & Crotales).
- **Bowed Crotales** instrument.
- **Piccolo Snare** instrument.
- **Rope Drum** instrument (located in Drums>Snare Drums).
- **Tambourine Orch Bright** and **Tambourine Orch Dark** instruments (located in Accessories>Tambourines), allowing users to choose from three distinctly different tambourine colors.
- **SusCyms All (MW)** instrument which contains all the sounds from the three primary suspended cymbal instruments within one instrument - switchable via the mod-wheel.
- **Concert Toms** now allow you to play on the rims of the drums (sticks and mallets) as well as performing press rolls (sticks only).

Timpani rolls now perform with more natural roll speed fluctuations from pitch to pitch.

Enhanced control over **pitch bend in timpani instruments**. Each timpani instrument is now capable of bending pitch up to a perfect fourth (up or down) from the root pitch via the standard pitch wheel.

Updated documentation. VDL 2.5 User Guide now contains all keymaps for instruments added in previous library updates (including 2.5.5) as well as missing keymaps from the initial 2.5 release.

Documentation is available by clicking the "Info" button in the VDL library browser pane. This includes the full VDL User Guide, VDL Release Notes, Getting Started Guide, and License Agreement. Helpful web links are also available from this button as well as a "Library Version" checker.

Updated library format enables the capability of purchasing **downloadable versions of Virtual Drumline 2.5** rather than strictly on DVD.

Fixed an issue where the **Grover 9in Triangle** played back too quietly.

The **Drumset Manual (KS)** and **Drumset AutoRL (KS)** instruments now allow the closed hi hat sounds to gradually open and close by using the mod-wheel. This mimics the functionality of the Hi Hat (MW) instrument and gives a much finer control over the detailing of hi hat nuance. For backward compatibility, the sounds mapped to the "open Hi Hat" still function as they always have. For compatibility reasons, we have not renamed these instruments to include a **(MW)** in their instrument names, however you'll see the functions documented in the keymap diagrams (in the User Guide) as well as in the Mod-wheel monitor

window of the instruments' interface.

Added vocal **"dut" sounds** to drumline tenorline and bassline instruments (including Auto RL, Manual, and Lite instruments).

Library version now correctly displays in the Instrument Options window (which is accessed by clicking the "cog" icon in the upper left-hand corner of each instrument within Kontakt Player. This negates the need for the "-VDL Library 2.5.2.nki" file found in the previous library release.

Library version may also be seen by clicking the library "info" button and selecting "Library Version."

Cymbal Line All (MW) instrument now has a mod-wheel monitor field so you can monitor which size cymbals are currently active.

Resolved the small issue where the high B and C on **Marimba RoseWood Hard Lite** instrument had missing pitches every other strike.

Fixed issue where **synthetic marimbas (with soft mallets)** were incorrectly transposing when played in Kontakt 3 or greater. This also affected the "Lite" instruments and has been corrected.

Fixed a bug where **Bassline Manual** patch was missing lower velocity unison crushes. (The Lite version was not affected.)

Fixed a small issue in **Snareline Manual (MW)** where stick clicks on pitch E0 weren't consistent in terms of clean/dirty performance.

Fixed an issue where the extended range of the **Chimes XyloTube (MW)** instrument didn't properly play with xylophone mallets on the tube of the chimes.

Xylo Rubber (MW) instruments don't contain glisses, however they used to incorrectly indicate they did (in the Mod-Wheel monitor and documentation). This has been corrected.

Chimes Hammer (PED) now correctly dampens when pedal controller is released.

Will no longer load into versions of Kontakt (or Kontakt Player) prior to version 4.2.4. Using a more current version of Kontakt offers much improved instrument loading times and increased RAM/CPU performance over Kontakt Player 2 which was included with VDL 2.5.

Requiring more current versions of Kontakt means the library no longer supports the older 30-day trial period, but rather **runs in "Demo Mode" until the library is activated**. During demo mode, instruments are fully functional for 15 minutes after which they time out. Once the Virtual Drumline library is activated (via Service Center) demo timeouts will no longer occur.

New Kontakt System Requirements in conjunction with requirement to run library in Kontakt 4 or Kontakt 5.

Kontakt 5 Player Requirements
- **Mac:** OS X 10.6 (latest update) or higher, Intel Core Duo, 2 GB RAM
- **Windows**: Windows 7 (latest Service Pack, 32/64-bit), Intel Core Duo or AMD Athlon 64 X2, 2 GB RAM

- **Supported Interfaces:** Stand-alone, VST, Audio Units, RTAS (Pro Tools 9 or higher), ASIO, CoreAudio, WASAPI
- 1GB available hard disk space

Kontakt 4 Player Requirements
- **Mac:** OS X 10.5, Intel Core Duo 1.66GHz, 1GB RAM
- **Windows:** XP (SP2)/Vista (32/64-bit), Pentium or Athlon XP 1.4GHz, 1GB RAM
- **Supported Interfaces:** Stand-alone, VST, Audio Units, RTAS (Pro Tools 7 or higher), ASIO, CoreAudio, DirectSound, WASAPI
- 1GB available hard disk space

2.5.2 Library Update (March 31, 2010)

Per instructions included with the update, this update now uses the **Native Content Updater** application to automatically install library update files.

Kontakt 2.2.4 (or Kontakt Player) or greater is required to run this library update.

Now fully compatible with **Kontakt Player 3** and **4,** as well as the full versions of **Kontakt 3** and **4.**

Added **Concert Band Combo** instrument which includes the most common unpitched instruments found in the typical concert percussion section, all within one patch. (Located in "Combination Instruments")

Added **Cymbal Rack Combo (MW)** instrument containing nearly every cymbal sound available within Virtual Drumline, all within one patch. (Located in "Combination Instruments")

Added **Triangles All (MW)** instrument containing all triangle varieties within Virtual Drumline with ability to choose between polyphonic performance and single voice limitation. (Located in "Accessories/Triangles")

Added **Log Drum (Auto RL)** instrument using soft and hard mallets. (Located in "World Percussion")

BD and Tam Tam Combo instrument now adds bass drum crescendo sounds.

Finale users now have the choice of loading instruments from a **Finale Specific Instruments** collection. This collection contains all instruments of the VDL library, but they've been formatted to play at a louder volume level to compensate for Finale's default volume settings which lowers the output of each loaded instrument. This will eliminate the need to uncheck the "Accept standard controllers for Volume and Pan" option in each instrument and thus allows you to control the volume of your VDL instruments via the Finale mixer. **Finale Specific Instruments should only be used if you are hosting Kontakt Player within a VST/AU compatible version of Finale (2006 or greater).**

Due to a change in how Kontakt Player libraries are being encoded**, the Library version number** is no longer accounted for in the **Library** field of the **Library Info** window. So while you'll still see this window indicating the library version as 2.5.1, the **true library version** is now displayed at the root

level of the **Instruments** folder.

Drumline Snare instruments now include a **Forte-Piano sustained buzz roll** sound.

A problem has been fixed where instruments would default to a short/cutoff release time.

Any instruments with sustained sounds (i.e., marimba rolls, timpani rolls, concert snare rolls, etc.) can now control continuous volume via **Expression** control (CC11).

Balance is more natural between tenor 'spock drums' and the rest of tenor drums.

China cymbals will no longer cut off if playing a secondary note.

Chime scrapes are now velocity sensitive for better dynamic control.

20" Constantinople Suspended Cymbal now correctly plays back its short choke with a stick.

Marching Bassline patches now have a more natural balance between solo and unison rim clicks and "sticks in" sounds.

Higher velocities on tam tam hits are now a bit more aggressive.

Fixed a problem where **Bassline Manual** instrument (not Lite) didn't properly play LH Mute samples at lower dynamics when set to play with puffies.

Concert Bass Drum now has more body and depth.

Oriental Trash 18" now plays back with a consistent pitch on muted hits.

Swish Knockers are now more sensitive to velocity dynamic control.

Fixed a problem where Marimba Medium Rosewood instrument would sometimes make a clipped sound on the attacks of a few notes at higher volumes.

6" Abel Triangle rolls now release with a more natural sounding ring.

Zil-Bell rolls will now continue indefinitely until note is released.

2.5.1 Library Update (December 7, 2007)

This update is available via the NI Service Center program and includes an installer which also updates Kontakt Player to version 2.2.4.

Glockenspiel instruments now correctly contain the extended range as indicated in the User Guide and will also go from C2 through E5 with glissandi effects below C2.

A set of 4-octave vibraphones have been added for users who may need to write for these extended range instruments.

MIDI Controller 7 (Volume) will now raise each instrument's volume +6db higher than in VDL 2.5 which should help users of Finale or Sibelius who had difficulties getting enough volume from their VDL instruments. By default, these settings should be controllable via the host program's mixer (Finale or Sibelius), and a default setting of MIDI value 100 (out of 127) is recommended.

Bassline Manual LITE instrument now plays back with more accurate and articulate attack sounds.

Timpani Medium (and Med LITE) now plays with more accurate and consistent performance with alternating RH/LH notes.

In Piano instrument, a bug was fixed where certain lower velocities in a small portion of the lower range of the instrument would trigger incorrect pitches.

Mute release of some sustained suspended cymbal rolls will no longer result in an odd digital artifact.

16" Symphonic and 18" Viennese hand cymbals sound more accurately now.

Fixed a bug where not every attack of the Congas Manual patch would sound.

Chinas All sounds do not get cut off after releasing now.

Tenorline VDL1 instrument now correctly displays Mod-Wheel Monitor information and correctly plays back cresc/decresc rolls.

Latency error on 15" Suspended cymbal bell (w/shoulder) has been corrected.

Miscellaneous pops and clicks were removed from various instruments.

Miscellaneous minor errors in the keymap diagrams in the VDL 2.5 User Guide have been corrected.

2.5 Library Update (June 7, 2007)

Now integrated into Native Instruments' powerful Kontakt Player 2
Kontakt Player 2 can deliver up to 64 channels in stand-alone mode (as opposed to only 8 in the prior VDL:2 player). It gives you much more flexibility and control over your virtual instrument environment, and is also directly integrated into Sibelius 5 and Finale 2007–2008 for even more seamless integration with these standard notation programs. In addition to stand-alone mode, you may use Kontakt Player 2 as a VSTi, AU, RTAS, or DXi plug-in with popular audio applications. The player included unlimited polyphony and vastly improved DFD (direct from disk) performance. Also supported are instrument banks, built-in effects, and much more.

Universal application for Mac-Intel speed and compatibility
Mac users rejoice! Kontakt Player 2 is fully compatible with Mac-Intel processors.

Save multis for easy loading of projects
If you ever had to manually reload all your instruments into VDL:2 each time you started your project, you'll sing a happy song over this one. Using Kontakt Player 2's "Save Multi" function, you can now create customized multis (.nkm files) for different projects that you are working on. When you save a multi, instrument settings and effects that you've altered will be retained the next time you open it.

Host VDL instruments alongside other Kontakt Player 2 formatted libraries in the same player
If you own other software instruments that come in Kontakt Player 2 format, all these libraries will be accessible to share the same player interface.

New instruments
While much of the VDL 2.5 update centered around player and compatibility upgrades, we did manage to sneak a few new instruments into it such as steel drum orchestra (lead pan, double seconds, triple guitar, 6 piece bass pan set), rhythm section (piano, guitar, bass guitar), swish knocker cymbals, showband single tenors, and the waterphone and typewriter featured in the 2006 Cavaliers world-champion show "Machine."

Enhanced velocity control for more natural accent/tap sensitivity
We've completely reprogrammed each instrument to create more expressive velocity sensitivity. This means, for example, when you write a snare part with a 2-height accent pattern at forte, you should hear a much more defined contrast between the accents to non-accents. Overall, these changes have made instruments more expressive than they were in VDL:2.

Instrument "Performance View"
Each VDL 2.5 instrument has its own "performance view" which contains a customized interface with specialized controls for enhanced customization of your instrument sound such as EQ control, attack/release control, auxilliary send levels. Also included in performance view (when applicable) are monitors where you can view mod-wheel (MW) or keyswitch (KS) control options.

Searchable electronic documentation
VDL 2.5 User Guide is now included in electronic format in the "Documentation" folder. You will find it quick to search and simple to print portions if needed.

New NI Service Center application to manage and view authorization
Native Instruments has developed the Service Center application which you can use to authorize your installed NI software, view product/system details, and access software updates with your NI account.