



Urban Drums User Guide

Welcome to Acousticsamples

Thank you for using the Urban Drums library. We hope you enjoy playing the instrument and wish it supports your musical ideas or even better: inspire new ones.

In this User Guide we will provide you with an overview of how to use the Urban Drums library.

If you have any questions, feel free to email us at:
samples@acousticsamples.com

or use the contact form on our website
www.acousticsamples.net

The Urban Drums library, produced by
Acousticsamples



All Rights not expressly granted are reserved.
Copyright © 2025 by Acousticsamples

Requirements and Installation

Step 1 - Authorize your library

The first thing to do is make sure you have an iLok ID and that it is the correct one. If you never used iLok, just go to the [ilok.com website](http://ilok.com) and create a free account.

You will be asked to enter a user ID, this is what you will need to enter later on the authorization page. This will also be the ID you will need to get connected to the iLok license manager.

On the [download/serials](#) page, you can find the serial number associated with your library, it should look like this: PROASXX-XXXXXXX.

You can click on the authorize button or copy it and go to this page: <http://acousticsamples.net/index.php?route=account/authorizelok> you can find the link in the top menu under account as well as on the "my account" page. Of course you need to be logged in to view this page.

Now enter the serial number in the serial number box (it will be filled already if you used the authorize button) as well as your iLok id. The iLok id is the username you use to log into your iLok account, don't confuse it with the number written on the key.

Then simply hit the authorize button and wait a little. At the end of this process, you will see a message telling you if the authorization was successful. You will also get a confirmation email.

Sometimes the iLok servers will not respond and you will get a blank page, in this case, please contact us and we will proceed to the authorization for you manually.

Step 2 - Download and extract your libraries

Registering your serial number will generate your download links, they will be create and available on [the downloads/serials page](#).

The files are delivered in RAR format and sometimes these files are split (for the large libraries).

You need to use winrar on windows or UnrarX on mac (www.unrarx.com or directly [here](#)) to extract them, other softwares will probably not extract the files properly, we use the recovery functions of Rar (to avoid download corruption) and these two softwares are the only ones to handle it properly. If there are multiple parts (part01.rar, part02.rar), you need to put them all in the same folder before extracting. If the extraction gives you errors, then your download did not complete or got corrupted, you need to download it again.

Step 3 - Download and install UVI Workstation

Download and install the UVI workstation (our free sample player) from here: <http://www.acousticsamples.net/uviworkstation>.

Make sure you download the right version for your system, if you are on windows 64, but use a daw that only allows for 32bits plugins, you need to install the 32bits version of UVI Workstation.

Follow the step 4 to learn how to load a library into UVI Workstation.

Step 4 - Transfer the license to your iLok key/computer

The [license manager](#) is installed with UVI Workstation, so you just need to launch it from you applications.

Now make sure that your iLok key is plugged into your computer if you want to use it or just ignore this if you want to use the computer based authorization.

Click on Sign in and enter your iLok information, you will see the list of available licenses and your computer and iLok keys on the left panel.

Now all you need to do is just drag and drop the license to your iLok key or your computer to authorize one or the other.

Step 5 - Load your library and start playing

Now just open UVI Workstation in Standalone or one of the plugin formats in your sequencer. There are two ways of loading the library.

- You can open the browser and navigate to the ufs file manually.
- You can place the UFS in the default UVI folder: [Startup disk]:Library:Application Support:UVISoundBanks (on Mac) and C:\Program Files\UVISoundBanks (on Windows). You can also drop a shortcut to this file in this location, provided it has the same name.
- The best practice is to have all of your UFS in a folder and let UVI workstation index it. Simply go into the preferences/soundbanks and then add your UFS folder. If the authorization has been done, it will mount the UFS automatically (if automount is selected) or index it in the search (if index is selected). The recursive is for subfolders, but too many subfolders can lead to a long indexation/mounting time.

After this, when you start UVI Workstation, you will see the UFS under soundbanks, select it and just double click on the m5p file, it will load the library and you will be able to start playing.

Interface and Parameters

Urban Drums is a drum kit mixed from various elements, mixed with synthesized drums samples

- 20" Yamaha Bass Drum
- 13" Tama metalwork piccolo Snare
- 12" Hi Tom
- 16" Floor Tom
- 14" Zildjian medium crash
- 14" Zildjian crash
- 13" Paiste Hihat
- 20" Zildjian jazz Ride



Default interface

This is the default interface of the plugin.

Each element was recorded with 3 microphone positions and we added some synth samples, you can adjust the pan, volume or mute of each one independently.

You can also click on the elements on the interface while adjusting the microphones.

You also have access to a set of presets.



Settings

In this panel, you can change most of the aspects of the library to make it sound just like you want.

You can adjust:

- The Mapping Presets: we made some presets of the most popular drums formats (GM, V-DRUMS, IMAP, NSKIT) or you can create yours.
- The MIDI Learn: you can remap any element to any key quickly by pressing the current key of the element you want to move, clicking on MIDI Learn and the pressing the target key.
- The Hihat controller: we implemented an advanced hihat behavior, by default on C#2, the sample triggered will depend on the value of the controller, just like on a real Hihat.
- Overheads: here you can choose whether the overhead microphone position is mono or stereo.
- The Sensitivity will set the minimum volume for velocity 1 and give you access to all the dynamics that you want.
- The Reverb. We use a convolution reverb

and you can adjust the amount of reverb applied to the whole drumset.



Features

1.83Gb uncompressed, 816Mb compressed in lossless flac format, around 2014 samples.

3 microphone positions plus synthesized samples for each drum that you can mix and/or disable from the interface.

up to 20 velocity layers per element.

4 round robins for each element.

Custom mapping, you can assign every element to any key simply by pressing a key and assigning a sample.

Mappings presets: GM, V-DRUMS, IMAP, NSKIT (NDK) or default one.

Stereo and Multi-output versions to make the mixing possibilities even easier.

Hihat with 5 levels on openness and triggering from one key depending on a controller value (any controller) and automatic closing sound.

Playable instrument, right hand and left hand mappings.

Detailed snares, 4 different hit positions for the snare plus auto roll script.

Advanced UVI scripting giving you access to a simple yet powerful interface and advanced features.

Terms & Conditions. EULA

(End User License Agreement)

Acousticsamples Copyright, Terms and conditions.

Please read the terms of the following License Agreement before using any of these audio samples. By using any of these audio samples, you agree to become bound by the terms of the License Agreement. If you do not agree with the terms of the License Agreement, do not use any of these audio samples.

You may use these Samples provided on this website, on a royalty-free basis, to create your own original music compositions or audio projects. You may broadcast and/or distribute your own music compositions or audio projects that were created using the Audio Content, however, individual audio loops may not be commercially or otherwise distributed on a standalone basis, nor may they be repackaged in whole or in part as audio samples, sound effects or music beds.

No orders will be refundable given the numerical nature of our products. We stay at your disposal for any help or support.

If you have any queries please do not hesitate to contact us

ALL RIGHTS NOT EXPRESSLY GRANTED ARE RESERVED.