



darbuka xzm

Steerov
SAMPLING

ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

We have been sampling since December 2012 when we started out with Storm Choir 1 and throughout that time we learned and incorporated a lot into our products. Our team is passionate about sample libraries because at the end we are the first customers of the products – we are composers and arrangers working around the world. Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers that breathe life into the tiny .wav samples that we later include into Kontakt.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT DARBUKA X3M & A MESSAGE FROM GEORGE

As the X3M saga continues, this time we encourage you to look to the Middle East. A deeply sampled collection, pure in sound, with enough variety in shape and size to satisfy all tastes.

One of the first projects I personally did when I was starting my career as a film and game composer was a documentary series about Mesopotamia; back at that time I recorded the percussion instrument leader of Four For Music Ltd. Nikola Petrov (he has been a very important part of the X3M family!) – and he did some wild performances once the tracks were ready for recording. But as you can imagine at the composing and sketching phase I would have loved to have an instrument that would give me a variety of sounds to choose from... an instrument that is PLAYABLE and feels AUTHENTIC under my fingers. Now, more than a decade later, we have put all our heart out to create Darbuka X3M and to give you playable and deeply sampled percussion from the Middle East. Enjoy!

THE X3M ENGINE

The concept behind the X3M engine is quite simple – it is made out of 12 zones that you assign different instruments to. After making the template of your choosing, just plug in and play – nothing else needed!

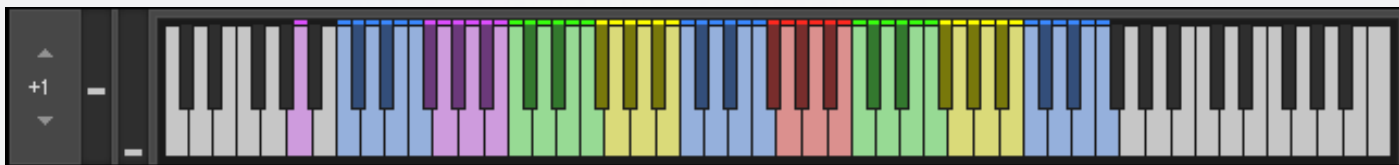
Darbuka X3M features 3 patches: Ens x3, Ens x6, and Solo. When you load up any of those, you automatically load all samples contained inside the selected patch. However, the instruments are built in such a way that not only allows you to have three patches with all types of percussion you might need, but also gives you patches that are optimized in a way that does not drain your RAM! The library is loading only the instruments which are active in the 12 zones already placed in your RAM.

When you open a patch, all the settings you need are displayed right away:



HOW DO I LOAD INSTRUMENTS?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it – that way the instrument gets loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, **its color will change to white**. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.

By default, you have all three microphone positions turned ON - “Close”, “Decca” and “Hall”. If you’d like to, you can turn each of the microphones on or off, solo or mute them, and also adjust the stereo spread of each, by clicking on and dragging the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ

A three-band EQ giving you the opportunity to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. For instance – load up a solo Taiko low on zones 1 and 2, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the starting point of the instrument samples up to 100 ms from their original position. Whenever you adjust the offset, a bit of an attack curve gets added automatically in order to smoothen the start. The higher the value / position of the button, the smoother the curve.

Release – it shortens or extends the release of each played instrument.

Align – One new functionality, first introduced in Percussion Essentials X3M, is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the source of the sound. However, with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase.

Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone.

An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR's number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and needs.

Last, but not least – the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robins for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone).

PATCH LIST

In your “Instruments” directory you will find the following patches:

“Darbuka X3M Ens x3”

“Darbuka X3M Ens x6”

“Darbuka X3M Solo”

You also have some additional premade patches/snapshots that you can load for specific instruments. They are to be found either in the “Data” folder, or in the “Pre-loaded” subfolder of the Instruments. Here they are:

Ensembles:

Ens x3 – High Ensembles

Ens x3 – Low Ensembles

Ens x3 – Mid Ensembles

Ens x3 – Mixed Ensembles

Ens x3 – Trens

Ens x6 – High Ensembles

Ens x6 – Low Ensembles

Ens x6 – Mid Ensembles

Ens x6 – Mixed Ensembles

Ens x6 – Trens

Solos

(based on instrument diameter / in inches):

Solo 3

Solo 6

Solo 7 pt.1

Solo 7 pt.2

Solo 8 pt.1

Solo 8 pt.2

Solo 8 pt.3

Solo 9

Solo 10

Solo 12

Solo Trem pt.1

Solo Trem pt.2

Here is a detailed list of all samples/instruments included:

DARBUKA X3M

ENS X3

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
Low Ensembles x3 – Low center Hit	4	9
Low Ensembles x3 – Low Forslag 1	4	9
Low Ensembles x3 – Low Forslag 3	4	9
Low Ensembles x3 – Low Side Hit	4	9
Low Ensembles x3 + Zil – Low+zil Center hit	4	9
Low Ensembles x3 + Zil – Low+zil Forslag 1	4	9
Low Ensembles x3 + Zil – Low+zil Forslag 3	4	9
Low Ensembles x3 + Zil – Low+zil Side Hit	4	9
Mid 1 Ensembles x3 – Mid 1 Center Hit	4	9
Mid 1 Ensembles x3 – Mid 1 Forslag 1	4	9
Mid 1 Ensembles x3 – Mid 1 Forslag 3	4	9
Mid 1 Ensembles x3 – Mid 1 Side Hit	4	9
Mid 2 Ensembles x3 – Mid 1 Center Hit	4	9
Mid 2 Ensembles x3 – Mid 1 Forslag 1	4	9
Mid 2 Ensembles x3 – Mid 1 Forslag 3	4	9
Mid 2 Ensembles x3 – Mid 1 Side Hit	4	9
Mid Ensembles x3 + Zil – Mid 1 Center Hit	4	9
Mid Ensembles x3 + Zil – Mid 1 Forslag 1	4	9
Mid Ensembles x3 + Zil – Mid 1 Forslag 3	4	9
Mid Ensembles x3 + Zil – Mid 1 Side Hit	4	9
High Ensembles x3 – High Center Hit	4	9
High Ensembles x3 – High Forslag 1	4	9
High Ensembles x3 – High Forslag 3	4	9
High Ensembles x3 – High Side Hit	4	9
High Ensembles x3 + Zil – Mid 1 Center Hit	4	9
High Ensembles x3 + Zil – Mid 1 Forslag 1	4	9
High Ensembles x3 + Zil – Mid 1 Forslag 3	4	9
High Ensembles x3 + Zil – Mid 1 Side Hit	4	9
Mixed 1 + Zil – Mixed 1 + Zil Center Hit	4	9
Mixed 1 + Zil – Mixed 1 + Zil Forslag 1	4	9
Mixed 1 + Zil – Mixed 1 + Zil Forslag 3	4	9
Mixed 1 + Zil – Mixed 1 + Zil Side Hit	4	9
Mixed 2 + Zil – Mixed 2 + Zil Center Hit	4	9
Mixed 2 + Zil – Mixed 2 + Zil Forslag 1	4	9

Mixed 2 + Zil – Mixed 2 + Zil Forslag 3	4	9
Mixed 2 + Zil – Mixed 2 + Zil Side Hit	4	9
Mixed 3 + Zil – Mixed 3 + Zil Center Hit	4	9
Mixed 3 + Zil – Mixed 3 + Zil Forslag 1	4	9
Mixed 3 + Zil – Mixed 3 + Zil Forslag 3	4	9
Mixed 3 + Zil – Mixed 3 + Zil Side Hit	4	9
Rolls – Low Trem	4	1
Rolls – Low + Zil Trem	4	1
Rolls – Mid 1 Trem	4	1
Rolls – Mid 2 Trem	4	1
Rolls – Mid + Zil Trem	4	1
Rolls – High Trem	4	1
Rolls – High + Zil Trem	4	1
Rolls – Mixed 1 + Zil Trem	4	1
Rolls – Mixed 2 + Zil Trem	4	1
Rolls – Mixed 3 + Zil Trem	4	1

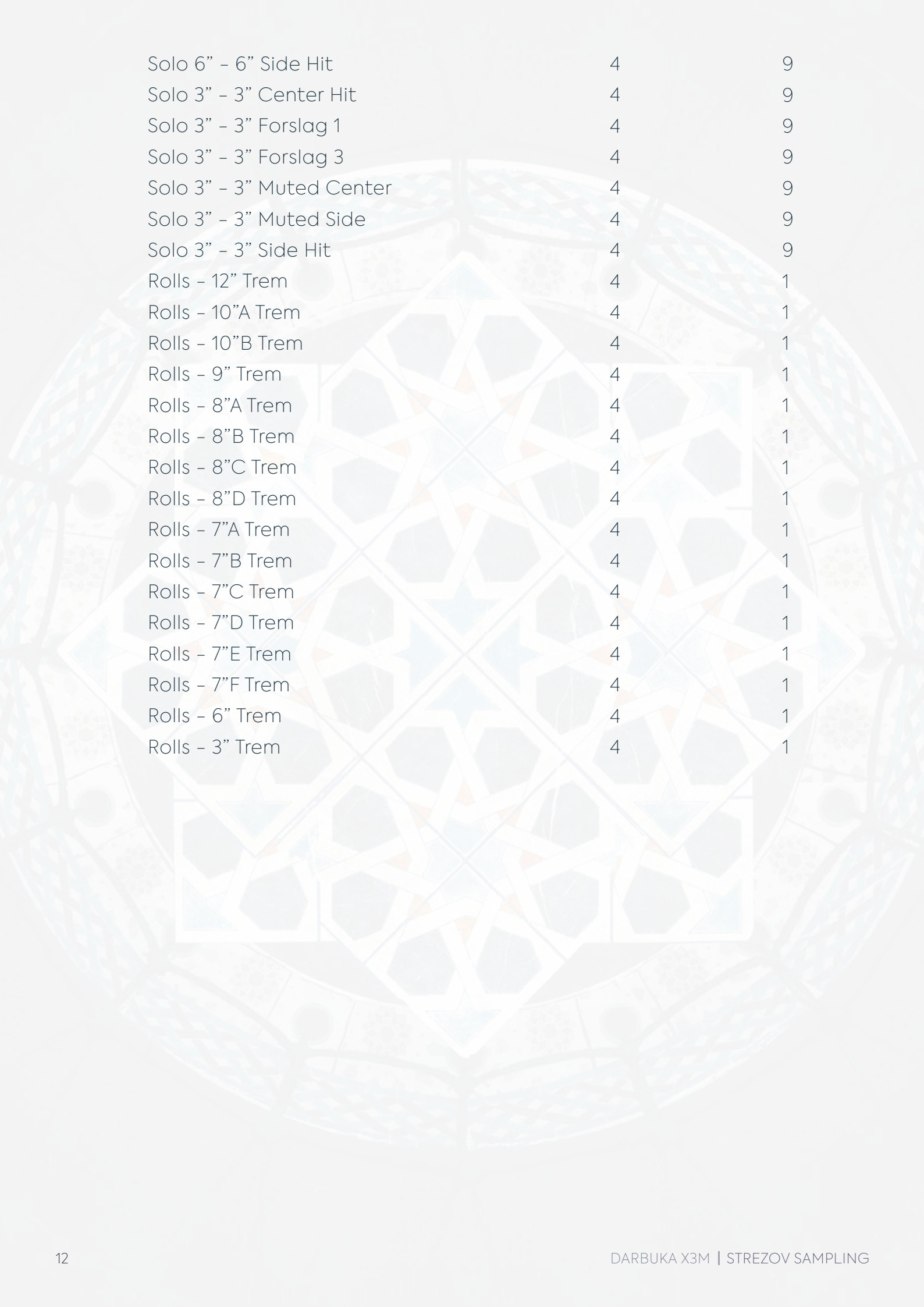
END X6

Low Ensembles x6 – Low center Hit	4	9
Low Ensembles x6 – Low Forslag 1	4	9
Low Ensembles x6 – Low Forslag 3	4	9
Low Ensembles x6 – Low Side Hit	4	9
Low Ensembles x6 + Zil – Low+zil Center hit	4	9
Low Ensembles x6 + Zil – Low+zil Forslag 1	4	9
Low Ensembles x6 + Zil – Low+zil Forslag 3	4	9
Low Ensembles x6 + Zil – Low+zil Side Hit	4	9
Mid Ensembles x6 – Mid 1 Center Hit	4	9
Mid Ensembles x6 – Mid 1 Forslag 1	4	9
Mid Ensembles x6 – Mid 1 Forslag 3	4	9
Mid Ensembles x6 – Mid 1 Side Hit	4	9
Mid Ensembles x6 + Zil – Mid 1 Center Hit	4	9
Mid Ensembles x6 + Zil – Mid 1 Forslag 1	4	9
Mid Ensembles x6 + Zil – Mid 1 Forslag 3	4	9
Mid Ensembles x6 + Zil – Mid 1 Side Hit	4	9
High Ensembles x6 – High Center Hit	4	9
High Ensembles x6 – High Forslag 1	4	9
High Ensembles x6 – High Forslag 3	4	9
High Ensembles x6 – High Side Hit	4	9

High Ensembles x6 + Zil – Mid 1 Center Hit	4	9
High Ensembles x6 + Zil – Mid 1 Forslag 1	4	9
High Ensembles x6 + Zil – Mid 1 Forslag 3	4	9
High Ensembles x6 + Zil – Mid 1 Side Hit	4	9
Mixed – Mixed Center Hit	4	9
Mixed – Mixed Forslag 1	4	9
Mixed – Mixed Forslag 3	4	9
Mixed – Mixed Side Hit	4	9
Mixed 1 + Zil – Mixed 1 + Zil Center Hit	4	9
Mixed 1 + Zil – Mixed 1 + Zil Forslag 1	4	9
Mixed 1 + Zil – Mixed 1 + Zil Forslag 3	4	9
Mixed 1 + Zil – Mixed 1 + Zil Side Hit	4	9
Mixed 2 + Zil – Mixed 2 + Zil Center Hit	4	9
Mixed 2 + Zil – Mixed 2 + Zil Forslag 1	4	9
Mixed 2 + Zil – Mixed 2 + Zil Forslag 3	4	9
Mixed 2 + Zil – Mixed 2 + Zil Side Hit	4	9
Rolls – Low Trem	4	1
Rolls – Low + Zil Trem	4	1
Rolls – Mid Trem	4	1
Rolls – Mid + Zil Trem	4	1
Rolls – High Trem	4	1
Rolls – High + Zil Trem	4	1
Rolls – Mixed Trem	4	1
Rolls – Mixed 1 + Zil Trem	4	1
Rolls – Mixed 2 + Zil Trem	4	1
SOLOS		
Solo 12” – 12” Center Hit	4	9
Solo 12” – 12” Forslag 1	4	9
Solo 12” – 12” Forslag 3	4	9
Solo 12” – 12” Muted Center	4	9
Solo 12” – 12” Muted Side	4	9
Solo 12” – 12” Side Hit	4	9
Solo 10” – 10”A Center Hit	4	9
Solo 10” – 10”A Forslag 1	4	9
Solo 10” – 10”A Forslag 3	4	9
Solo 10” – 10”A Muted Center	4	9
Solo 10” – 10”A Muted Side	4	9

Solo 10" - 10"A Side Hit	4	9
Solo 10" - 10"B Center Hit	4	9
Solo 10" - 10"B Forslag 1	4	9
Solo 10" - 10"B Forslag 3	4	9
Solo 10" - 10"B Muted Center	4	9
Solo 10" - 10"B Muted Side	4	9
Solo 10" - 10"B Side Hit	4	9
Solo 9" - 9" Center Hit	4	9
Solo 9" - 9" Forslag 1	4	9
Solo 9" - 9" Forslag 3	4	9
Solo 9" - 9" Muted Center	4	9
Solo 9" - 9" Muted Side	4	9
Solo 9" - 9" Side Hit	4	9
Solo 8"pt1 - 8"A Center Hit	4	9
Solo 8"pt1 - 8"A Forslag 1	4	9
Solo 8"pt1 - 8"A Forslag 3	4	9
Solo 8"pt1 - 8"A Muted Center	4	9
Solo 8"pt1 - 8"A Muted Side	4	9
Solo 8"pt1 - 8"A Side Hit	4	9
Solo 8"pt1 - 8"B Center Hit	4	9
Solo 8"pt1 - 8"B Forslag 1	4	9
Solo 8"pt1 - 8"B Forslag 3	4	9
Solo 8"pt1 - 8"B Muted Center	4	9
Solo 8"pt1 - 8"B Muted Side	4	9
Solo 8"pt1 - 8"B Side Hit	4	9
Solo 8"pt2 - 8"C Center Hit	4	9
Solo 8"pt2 - 8"C Forslag 1	4	9
Solo 8"pt2 - 8"C Forslag 3	4	9
Solo 8"pt2 - 8"C Muted Center	4	9
Solo 8"pt2 - 8"C Muted Side	4	9
Solo 8"pt2 - 8"C Side Hit	4	9
Solo 8"pt2 - 8"D Center Hit	4	9
Solo 8"pt2 - 8"D Forslag 1	4	9
Solo 8"pt2 - 8"D Forslag 3	4	9
Solo 8"pt2 - 8"D Muted Center	4	9
Solo 8"pt2 - 8"D Muted Side	4	9
Solo 8"pt2 - 8"D Side Hit	4	9
Solo 8"pt3 - 8"E Center Hit	4	9
Solo 8"pt3 - 8"E Forslag 1	4	9

Solo 8"pt3 - 8"E Forslag 3	4	9
Solo 8"pt3 - 8"E Muted Center	4	9
Solo 8"pt3 - 8"E Muted Side	4	9
Solo 8"pt3 - 8"E Side Hit	4	9
Solo 8"pt3 - 8"F Center Hit	4	9
Solo 8"pt3 - 8"F Forslag 1	4	9
Solo 8"pt3 - 8"F Forslag 3	4	9
Solo 8"pt3 - 8"F Muted Center	4	9
Solo 8"pt3 - 8"F Muted Side	4	9
Solo 8"pt3 - 8"F Side Hit	4	9
Solo 7"pt1 - 7"A Center Hit	4	9
Solo 7"pt1 - 7"A Forslag 1	4	9
Solo 7"pt1 - 7"A Forslag 3	4	9
Solo 7"pt1 - 7"A Muted Center	4	9
Solo 7"pt1 - 7"A Muted Side	4	9
Solo 7"pt1 - 7"A Side Hit	4	9
Solo 7"pt1 - 7"B Center Hit	4	9
Solo 7"pt1 - 7"B Forslag 1	4	9
Solo 7"pt1 - 7"B Forslag 3	4	9
Solo 7"pt1 - 7"B Muted Center	4	9
Solo 7"pt1 - 7"B Muted Side	4	9
Solo 7"pt1 - 7"B Side Hit	4	9
Solo 7"pt2 - 7"C Center Hit	4	9
Solo 7"pt2 - 7"C Forslag 1	4	9
Solo 7"pt2 - 7"C Forslag 3	4	9
Solo 7"pt2 - 7"C Muted Center	4	9
Solo 7"pt2 - 7"C Muted Side	4	9
Solo 7"pt2 - 7"C Side Hit	4	9
Solo 7"pt2 - 7"D Center Hit	4	9
Solo 7"pt2 - 7"D Forslag 1	4	9
Solo 7"pt2 - 7"D Forslag 3	4	9
Solo 7"pt2 - 7"D Muted Center	4	9
Solo 7"pt2 - 7"D Muted Side	4	9
Solo 7"pt2 - 7"D Side Hit	4	9
Solo 6" - 6" Center Hit	4	9
Solo 6" - 6" Forslag 1	4	9
Solo 6" - 6" Forslag 3	4	9
Solo 6" - 6" Muted Center	4	9
Solo 6" - 6" Muted Side	4	9



Solo 6" – 6" Side Hit	4	9
Solo 3" – 3" Center Hit	4	9
Solo 3" – 3" Forslag 1	4	9
Solo 3" – 3" Forslag 3	4	9
Solo 3" – 3" Muted Center	4	9
Solo 3" – 3" Muted Side	4	9
Solo 3" – 3" Side Hit	4	9
Rolls – 12" Trem	4	1
Rolls – 10"A Trem	4	1
Rolls – 10"B Trem	4	1
Rolls – 9" Trem	4	1
Rolls – 8"A Trem	4	1
Rolls – 8"B Trem	4	1
Rolls – 8"C Trem	4	1
Rolls – 8"D Trem	4	1
Rolls – 7"A Trem	4	1
Rolls – 7"B Trem	4	1
Rolls – 7"C Trem	4	1
Rolls – 7"D Trem	4	1
Rolls – 7"E Trem	4	1
Rolls – 7"F Trem	4	1
Rolls – 6" Trem	4	1
Rolls – 3" Trem	4	1

INSTALLATION / SYSTEM REQUIREMENTS

- Powered by the full / paid / retail Native Instruments Kontakt v5.7.1 or higher.
- Approx. 13GB Hard drive space
(~6.5GB for the archived files and ~**6.6 GB for the unzipped library**)
- Internet access
- Min. of 2GB RAM

For detailed setup instructions, please follow either of the links below, based on your OS of choice:

WINDOWS:

[HTTPS://WWW.STREZOV-SAMPLING.COM/ARTICLE/INSTALL-WIN,PC.HTML](https://www.strezov-sampling.com/article/install-win,pc.html)

iOS:

[HTTPS://WWW.STREZOV-SAMPLING.COM/ARTICLE/INSTALL-MACOS.HTML](https://www.strezov-sampling.com/article/install-macos.html)

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FOUR FOR MUSIC LTD.

With the amazing musicians of

SOFIA SESSION STUDIO

Led by the brilliant percussionist

NIKOLA PETROV

PRODUCED BY

**GEORGE
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