

MINISTRY OF ROCK



USER MANUAL



IMPORTANT COMPATIBILITY NOTE!

Our Revolutionary New Opus Software Engine

Our brand new Opus software engine has been years in development, and replaces the Play engine. All EastWest Libraries (with the exception of the original Hollywood Orchestra, the original Hollywood Solo Instruments, and the MIDI Guitar Series) are supported in Opus, allowing them to take advantage of a faster, more powerful, more flexible, and better looking software engine.

Opus comes with some incredible new features such as individual instrument downloads, customized key-switches, new effects for the mixer page, scalable retina user interface upgrades for legacy products, a powerful new script language, and many more features that allow you to completely customize the sound of each instrument.

It's one of the most exciting developments in the history of our company and will be the launching pad for many exciting new products in the future.

Using Opus and Play Together

Opus and Play are two separate software products, anything you have saved in your projects will still load up inside the saved Play version of the plugins. You can update your current/existing projects to Opus if you so choose, or leave them saved within Play.

After purchasing or upgrading to Opus you do not need to use Play, but it may be more convenient to make small adjustments to an older composition in your DAW loading the instruments saved in Play instead of replacing them with Opus. For any new composition, just use Opus.

A Note About User Manuals

All EastWest Libraries have their own user manuals (like this one) that refer to instruments and controls that are specific to their respective libraries, as well as referencing the Play User Manual for controls that are common to all EastWest Libraries.

For EastWest Libraries supported for use within Opus, we highly recommend taking advantage of all the powerful new features it has to offer.

Reference this user manual for details related to the instruments and controls specific to this library and, in place of the previously mentioned Play Software Manual, refer to the Opus Software Manual from the link below instead.

OPUS SOFTWARE MANUAL: <https://media.soundsonline.com/manuals/EW-Opus-Software-Manual.pdf>

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Welcome

About EastWest

EastWest (www.soundsonline.com) has been dedicated to perpetual innovation and uncompromising quality, setting the industry standard as the most critically acclaimed producer of Sample CDs and Virtual (software) Instruments.

Founder and producer Doug Rogers has over 30 years experience in the audio industry and is the recipient of many recording industry awards including “Recording Engineer of the Year.” In 2005, “The Art of Digital Music” named him one of “56 Visionary Artists & Insiders” in the book of the same name. In 1988, he founded EastWest, the most critically acclaimed sound developer in the world, and recipient of over 50 industry awards, more than any other sound developer. His uncompromising approach to quality, and innovative ideas have enabled EastWest to lead the sound-ware business for 20 years.

In 1997 Rogers partnered with producer/composer Nick Phoenix and set up Quantum Leap, a wholly owned division of EastWest, to produce high-quality, no-compromise sample libraries and virtual instruments. Quantum Leap virtual instruments are mostly produced by Nick Phoenix. Some of the larger productions, such as Symphonic Orchestra, Symphonic Choirs and Quantum Leap Pianos are co-produced by Doug Rogers and Nick Phoenix. As a composer, Phoenix began scoring film trailers and television commercials in 1994. To date, he has either scored or licensed music for the ad campaigns of over 1000 major motion pictures including Tomb Raider 2, Terminator 3, Lord of the Rings Return of the King, Harry Potter 2, Star Wars Episode 2, Spiderman 3, Pirates of the Caribbean 3, Blood Diamond, Night at the Museum, and The Da Vinci Code. Quantum Leap has now firmly established itself as one of the world’s top producers of high-end sample libraries and virtual instruments.

In 2006, EastWest purchased the legendary Cello Studios (formerly United Western Recorders) on Sunset Boulevard in Hollywood, re-naming it EastWest Studios. The 21,000 sq. ft. facility, since remodelled by master designer Philippe Starck, houses five recording studios and is the world headquarters for EastWest.

Producer: Nick Phoenix

Born in London, England, in 1967, Nick began scoring film trailers and television commercials in 1994. To date, he has either scored or licensed music for the ad campaigns of over 1000 major motion pictures. “Spiderman 3,” “Pirates of the Caribbean 3,” “Fantastic Four, Silver Surfer,” “300,” “Sunshine,” “The Last Mimzy,” “Hannibal Rising,” “Blood Diamond,” “Night at the Museum,” “Superman Returns,” “Astronaut Farmer,” “Rush Hour 3,” “Eragon,” and “The Da Vinci Code” are a few recent examples. Nick has also scored numerous TV shows for NBC, CBS, Showtime, Fox Family, and the History Channel.



The journey as a composer has also inspired Nick to record and program his own sounds and samples. Nick founded Quantum Leap Productions in 1997 and Quantum Leap has since grown to be the most critically acclaimed producer of high-end sample libraries and virtual instruments. Nick’s studio is located in Venice, California, and is 100% solar powered.

Quantum Leap titles to date:

- QL Guitar and Bass
- QL Brass
- QL 56 Strat
- QL Voices of the Apocalypse
- QL Rare Instruments
- QL Hardcore Bass
- QL Stormdrum
- EWQL Symphonic Orchestra
- EWQL Symphonic Orchestra XP
- EWQL Symphonic Choirs
- QL Ra
- QL Colossus
- QL Gypsy
- QL Ministry of Rock
- QL Voices of Passion
- QL Stormdrum 2
- EWQL Pianos

Credits

Producer

Nick Phoenix

Executive Producer

Doug Rogers

Engineering

Nick Phoenix, Rhys Moody, Ashif Hakik

Programming

Nick Phoenix, Pierre Martin, Ashif Hakik

Editing

Pierre Martin, Nick Phoenix, Ashif Hakik

Art Direction

Steven Gilmore, Doug Rogers, Nick Phoenix

Software

Sam Fischmann, Klaus Voltmer, Patrick Stinson, Stefan Kersten,
Klaus Lebkücher, Toine Diepstraten, Stefan Podell, Albert Ortega,
Doug Rogers, Nick Phoenix, Rhys Moody, Stefan Leiste

Manual

John Philpit

Special Thanks to

Shaun Ellwood, Gary Meyerberg

How to Use This and the Other Manuals

All documentation for the EastWest PLAY Advanced Sample System and its libraries is provided as a collection of Adobe Acrobat files, also called PDFs. They can be viewed on the computer screen or printed to paper.

Each time you install one of the PLAY System libraries, two manuals are copied to the file system on your computer:

- The manual that describes the whole PLAY System. This, the largest of the manuals, addresses how to install and use all aspects of the software that are common to all libraries.
- The library-specific manual, such as the one you are currently reading. This smaller document describes aspects that differ from one library to the next, such as the list of included instruments and articulations.

Using the Adobe Acrobat Features

By opening the Bookmarks pane along the left edge of the Adobe Acrobat Reader, the user can jump directly to a topic from the section names. Note that some older versions of Acrobat Reader might not support all these features. The latest Acrobat Reader can be downloaded and installed at no cost from the Adobe web site. (As an example of a hyperlink, you can click on the last word of the previous sentence to be taken directly to the Adobe site.)

When reading this and other manuals on the computer screen, you can zoom in to see more detail in the images or zoom out to see more of the page at once. If an included picture of the user interface, or a diagram, seems fuzzy or illegible, then zoom in using one of several means provided in the Acrobat Reader software.

Online Documentation and Other Resources

For the most up to date information, visit the support pages at EastWest's web site. There you can find:

- information made available after these manuals were written
- FAQ pages that may already list answers to questions you have
- suggestions from EastWest and other users of the EastWest PLAY System
- news about upcoming releases

The address is:

<http://support.soundsonline.com>



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Quantum Leap Ministry of Rock, An Overview

The Design Point For the Ministry of Rock Library

The Quantum Leap Ministry of Rock Virtual Instrument is a library of rock drums, basses and guitars recorded in the famous EastWest Studio 2. It is now the ultimate production toolbox for rock producers.

The library covers a myriad of styles. Songwriters; film, TV, and game composers; and drummers and guitarists will all love this library. The sound quality and playability are superior to anything else available.

Ministry of Rock features sounds used in today's music. The entire library was created with one goal in mind: to create a virtual instrument capable of producing sounds that could actually produce a hit record or filmscore without any live drum, bass, or guitar overdubs. The articulations and programming were all reverse engineered from actual performances.

What's Included

This Quantum Leap Ministry of Rock library you purchased includes all the following:

- a complete set of sample-based instruments, enumerated later in this manual
- approximately 20 Gigabytes of 24-bit, 44.1 kHz samples
- the EastWest PLAY Advanced Sample Engine
- the unique authorization code that identifies the license you bought
- manuals in Adobe Acrobat format for both the EastWest PLAY System and the Quantum Leap Ministry of Rock Virtual Instrument
- an installation program to set up the library, software, and documentation on your computer
- an Authorization Wizard for registering your license in an online database

One required item *not* usually included is an iLok security key. If you already have one from an earlier purchase of software, you can use it. Otherwise, you need to acquire one. They are available from many retailers that sell EastWest and Quantum Leap products, or you can buy one online from www.soundsonline.com.

Notes from the Producer

Some Ministry of Rock patches load up with the Convolution Reverb, Delay, and Chorus enabled. This was done because these are typical settings for such instruments. You are encouraged to experiment with the fantastic Reverb and Chorus in the PLAY Engine to create your own effects.

Note: The high-quality Convolution Reverb in the EastWest PLAY Engine, mentioned above, uses lots of CPU power. If your computer has the minimum system specs, turning off the reverb after loading a patch may significantly improve performance.

Some Ministry of Rock instruments take advantage of the PLAY Engine's feature called Channel Sourcing. It lets you access the two sides of the stereo file independently. Use this control along with the Stereo Double knob to affect how wide a sound to generate.

Some of the other PLAY System features working under the hood are used to achieve the Ministry of Rock sound. These include:

- auto legato detection
- legato scripts
- round robin articulations and two means for resetting the cycles
- repetition detection

Hardware Requirements

See the Play System manual for a complete list of the Hardware and Software Requirements for installing and running any PLAY System library. In addition, the available space on the hard drive required for a full installation of Ministry of Rock is approximately 20 GB (Gigabytes).



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The Ministry of Rock User Interface

Each library presents its own interface when one of its instruments is the current one, as specified in the Instruments drop-down in the upper right corner. The image at the bottom of the page provides an overview of the entire window when in Player View.

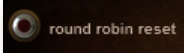
Much of this interface is shared by all PLAY System libraries, and the common features are described in the PLAY System manual. The controls described here are:

- Round Robin Reset
- Stereo Double
- Filter
- ADT
- the graphical representation of the Envelope



Round Robin Reset Button

A round robin articulation is one in which several different samples are recorded with all parameters, such as volume, speed of attack, and so on, being essentially constant. The PLAY Engine then knows to alternate between the two or more samples during playback. The goal is to avoid what's often called the “machine gun effect,” in which playing the same sampled note repeatedly causes the unnatural sound of consecutive notes being mechanically identical.



There's one potential problem with round robin technology, and one way to solve it is the Round Robin Reset button. The PLAY Engine remembers which sample should be played the next time the note sounds. If, for example, a round-robin patch contains two samples, A and B, and a piece uses that note 7 times, the PLAY Engine plays A B A B A B A. If the piece is played again from the beginning, the engine will play starting with B, because that's next in order. The second rendition will be subtly different. Being able to reset all round-robin articulations to the beginning of the cycle allows for consistent playback.

You can use this button to reset all round robin articulations on demand. Or use your choice of a MIDI note or MIDI control code to reset them one instrument at a time from a MIDI keyboard or the data stored in a sequencer project. See the description of the Settings dialog for more information about this articulation-specific approach.

Stereo Double Controls

This knob, with its three buttons, gives the user the option of using exclusively the left stereo signal or right when “Stereo” is selected from the Channel Source drop-down. For any other setting, this control has no effect. The reason for having the choice is that in some instruments the left and right signals are separately recorded samples. For example, the Les Paul Standard guitar was recorded through a Buddha amp (clean setting) on the left and a Marshal stack on the right. You have the choice of using only the Buddha, only the Marshal or a mix of the two sounds.



The knob lets the user determine the spread of the signals, how far apart the ear perceives the stereo channels to be. A value of 0% brings the two channels together at the center (unless the Pan knob positions the output differently), and is the equivalent of turning off the controls with the button below the knob. A value of 100% call for the maximum spread available. Select between the left and right signal with the buttons on either side of the knob.

Filter Controls

The Filter controls take the sound of the instrument, and modify it by filtering out some of the sound above a certain frequency. This type of effect is commonly called a Low Pass Filter.



The Frequency knob determines where the sound starts to be filtered out. The Resonance knob specifies how much the filter “rings” at the dialed frequency. The higher the resonance knob is set, the more focused this ringing becomes.

The graph gives you visual cues about the frequency distribution you are creating with the settings you select.

ADT Controls

Artificial Double Tracking is a technique, invented at Abbey Road when the Beatles were recording there, that approximates the effect of double tracking (recording two nearly identical takes of a vocalist or instrument on the same part and laying one on top of the other) without actually taking the time to record two takes. And some would say ADT improves on actual double tracking even beyond the savings in time. The original ADT process was based on magnetic tape; in the PLAY Engine, the effect is created digitally. The software programmers, however, added a tape simulator to mimic the slight speed variations of the two analog tape machines that created the ADT effect.



The **Delay** knob specifies in milliseconds, the delay between the original signal and the secondary signal. A delay of around 40 ms is typical, so is often a good starting point when crafting a specific effect.

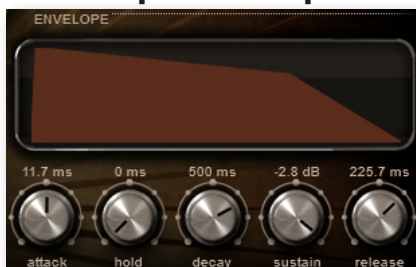
The **Depth** knob specifies the amount by which that delay is modulated. You don’t want a exactly consistent delay; the delay of the secondary signal will vary forward and backward in time by this much.

The **Speed** knob varies the speed at which that delay is modulated.

The **Level** knob specifies the relative loudness of the secondary signal. Set it to 0.0 dB to hear the effect at its strongest, with the same level on both signals; higher or lower gives preference to one of the signals. The overall effect depends on their combination.

The **On/Off** button allows you to kill the ADT effect instantly and then reinstate it with the same settings, as needed.

The Graphical Representation of the Envelope



The Envelope Controls are described in the main PLAY System manual because they are common to all PLAY System libraries. Only some libraries include the graph, as shown here, so it is included in the manuals for those libraries only.

Note that the total width of the graph represents the total length of all phases of the envelope. Therefore, when you

change something in one part of the graph, for example, the decay, you may see the slopes of other components, the attack and the release, change as well because those phases become a larger or smaller percent of the whole; this is as expected.

The Browser View

The Browser behaves identically among all PLAY System libraries. Read the main PLAY System manual for information about how to use that view.



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Instruments, Articulations, Keyswitches

This chapter provides specific information about each of the instruments in the Ministry of Rock library. First is a section that briefly describes them in case some are unfamiliar to you. This is followed by a table that lists for each instrument the available articulations together with the keyswitch note that initiates each one. You might want to print out the pages containing this table as a reference.

Descriptions of the Ministry of Rock Instruments

This is a list of all the basses and guitars in the Ministry of Rock library. Each item includes a brief description of the physical instrument and some general information about the articulations. See the table later in this manual for specifics about what articulations are available.

The drum kits are described in a preface to the list of drums and other percussion, starting on page 24.

Some instruments below specify different equipment being recorded for the left and right channels. When that's the case, use the Channel Source and Stereo Doubling controls to use the left or right channel alone or a mix of the two.

Fender 5 String Bass

A classic unmodified 5 string Fender Jazz recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, finger, slide up and down, staccato, bends, and FX.

Fender P-Bass

This P-Bass has been hot-rodded and recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, pick mute, slide up and down, staccato, bends, and FX.

Kubicki Bass

This is the famous rock/metal bass from the 80's. It was recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, slide up and down, staccato, bends, and FX.

Musicman HCB Demo Bass

Basic pick articulation of the Musicman bass from Hardcore Bass XP. The Hardcore Bass library has a different sound from Ministry of Rock.

Specter Bass

Specter basses are fantastically well made rock basses with bite. This one was also recorded in stereo. An Ampeg SVT rig was used in the right channel and an Ashdown rig in the left channel. Articulations include pick round robin, finger, slide up and down, staccato, bends, and FX.

7 String Ibanez KRA DIR

This 7-string Ibanez guitar is the ultimate death metal guitar. The left channel is the sound of a Krank amp and the right side is clean. The patches default to mono from left in the Channel Sourcing control. This means you only hear the Krank amp in mono. Switch to mono from right for a clean tone and add your own amp plug-ins. Lead articulations and power chords are separated into 2 master patches. Auto legato detection works wonders here.

Gibson J-160 Acoustic

This is a famous guitar used by many famous rock bands from the 70's. This patch is a giant acoustic guitar strumming toolkit. 6 chords are available in every key with multiple speeds, up and down strums, short and long, and multiple dynamics. Use the Mod Wheel to change the speed.

Les Paul Deluxe MAR BOG

This Les Paul Deluxe vintage guitar was recorded through a Bogner stack on the left and a Marshal stack on the right. It sounds great in stereo, or use the Channel Source control to achieve the sound you want. Lead articulations and power chords are separated into 2 master patches. Auto legato detection works wonders here. The many articulations make this rock/metal guitar sing.

Les Paul Standard MAR BUD

This Les Paul Standard vintage guitar was recorded through a Buddha amp (clean setting) on the left and a Marshal stack on the right. The instrument defaults to the Marshal sound in the Channel Source control. Switch to the Buddha and add your own plug-ins. Lead articulations and power chords are separated into 2 Master patches. Auto legato detection works wonders here. A different take on the articulations make this guitar quite different from the Les Paul Deluxe, above.

Strat PRS Mono Fender

These are various Strat and Paul Reed Smith rhythm and FX patches in mono, played through a Fender amp. Styles include punk, ska, rock, and garage.

Telecaster VOX BOG

The Fender Telecaster was recorded through a Bogner clean channel on the left and a Vox clean setting on the right. Chords and leads are separated into 2 Master patches. The Lead patch loads up with a cool reverb/chorus preset. Play an arpeggiated chord and experiment with the pitch wheel.

Explaining the Instrument Sub-types

For some instruments in Ministry of Rock, there may be two or more .ewi files listed in the Browser View. Examples are Tele Chords Master.ewi and Tele Lead Master.ewi both listed under Telecaster VOX BOG. Here is an explanation of what the various sub-types in the instrument name mean.



Master includes a keyswitch containing all articulations of the instrument except legato intervals. Once a Master patch is loaded, all articulations as well as the keyswitch notes that trigger them can be found in the Articulations control near the bottom-right hand corner of the Player View. Articulations can be freely loaded or unloaded as needed.

Elements is the same as Master except that only the default articulation, usually the one at the top of the list, is loaded and active when first opened. You can load and activate different articulations as needed. There is no keyswitch, which means it's not easy to switch to a different articulation in the middle of a performance. Instead, use an Elements patch when you need only a single articulation—or a consistent layering of multiple articulations—during the entire performance.

Lead Master includes a keyswitch containing all the solo articulations of the instrument except for the legato intervals.

Chords Master includes a keyswitch containing all the chordal variations of the instrument.

Tables of the Instruments

The following table lists all the articulations available in each instrument (.ewi file). As is mentioned in the previous section on Instrument Sub-types, there may be more than one instrument file for some physical instruments.

The Ministry of Rock basses, guitars, and drums are in separate tables.

Note that when an articulation is listed over a range, such as “C0-F#0,” that means the samples are layered into every sample. The relative loudness of this layer to the main samples can be controlled with the volume sliders in the Articulations control. For example key clicks and other mechanical sounds naturally heard when the instrument is played can be raised or lowered in volume without adjusting the dynamics of the musical sounds.

You will sometimes find pairs of instruments in which the names differ only in the words “Master” vs. “Elements.” The difference between them is that the “Master” instrument has all the articulations active when first opened and the “Elements” instrument has only the default articulation (the lowest C in the keyswitch) active. In either, you can activate or deactivate articulations, as required.

Basses

MINISTRY OF ROCK BASSES

Keyswitch Notes	Articulations
Fender 5 String:	
> Fender 5 Str Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C0	Release Trails
Fender P-Bass:	
> Fender P-Bass Master	
C0	Sus RR
C#0	Sus Mute
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C#0	Release
Kubicki:	
> Kubiki Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down Slow
E0	Slide Up Slow
<i>continued</i>	

MINISTRY OF ROCK BASSES

Keyswitch Notes	Articulations
F0	Slide Down Fast
F#0	Slide Up Fast
G0	Bend
C0-C#0	Release
Musicman HCB Demo:	
> Musicman Sus RR HCB	
	Single Articulation
Specter:	
> Specter Master	
C0	Sus RR
C#0	Finger
D0	Staccato
D#0	Slide Down
E0	Slide Up

Guitars**MINISTRY OF ROCK GUITARS**

Keyswitch Notes	Articulations
7 String Ibanez KRA DIR:	
> 7 Str. Iban. Lead Master	
C0	Sus
C#0	Legato RR
D0	Staccato RR
D#0	Staccato Short RR
E0	Sus Vib vs
F0	Dig Scream
F#0	Octave Sus
G0	Fall FX
G#0	String Noise
> 7 Str. Iban. PC Master	
C0	Chug Sus Long RR
C#0	Chug Sus Short RR
D0	PC Slide Up Fast
<i>continued</i>	

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
D#0	PC Slide Up Slow
E0	PC Slide Down Fast
F0	PC Slide Down Slow
F#0	Pitchless Chugs
G0	Pitchless Chugs 2
C0-G0	Pitchless Scrape
Gibson J 160 Acoustic:	
> Gibson J 160 Chords	
C0	Maj Fast MOD Slow
C#0	min Fast MOD Slow
D0	7th Fast MOD Slow
D#0	sus 4 Fast MOD Slow
E0	9th Fast MOD slow
F0	Maj7 Fast MOD Slow
F#0	min 7 Fast MOD Slow
C0-F#0	Pitchless Strums
Les Paul Deluxe MAR BOG:	
> LP Deluxe Lead Master	
C0	Sus Vib
C#0	Sus Vib Fast
D0	Leg RR
D#0	Sus Legato
E0	Bend Up ½ Slow
F0	Bend Up Whole Slow
F#0	Bend Up ½ Fast
G0	Bend Up Whole fast
G#0	Bend Down ½ Fast
A0	Bend Down Whole Fast
A#0	Harmonics
B0	Whammy Sus
C1	Screams
C#1	Scream Falls
D1	Noises

continued

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> LP Delx. PC Master	
C0	Chugs Sus RR LR
C#0	16 Note Chugs LR
D0	Palm Mute Fast
D#0	Palm Mute Slow
E0	Chug Noise
F0	PC 5 and 4
C0-F0	Pitchless Chugs RR
Les Paul Standard MAR BUD:	
> LP Stnd. Lead Master	
C0	Sus NV
C0	Leg NV
C#0	Sus Vib
C#0	Leg Vib
D0	Short RR
D#0	scream Vib Fall
E0	Harmonics
F0	Bend FX
F#0	Noises
> LP Stnd. PC Master	
C0	Chug PC Drop Tuned RR
C#0	Chug PC Norm Down RR
D0	Chug PC Norm Up RR
D#0	Chug 16 RR
E0	Single Note Chug
F0	PC sus 4
F#0	Chug FX 1
G0	Chug FX 2
C0-G0	Scrape Chug
Strat PRS Mono Fender:	
> PRS Garage MTL Low Lead	
(no keyswitch)	Sus
(no keyswitch)	Leg
<i>continued</i>	

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> PRS Garage MTL Noises	
	Single Articulation
> PRS Garage MTL Rhythm	
	Single Articulation
> Strat Punk Dist Maj Chrds	
	Single Articulation
> Strat Punk Hm Chugs n Scrms	
	Single Articulation
> Strat Punk Noises	
	Single Articulation
> Strat Punk Rhythm	
	Single Articulation
> Strat Rock Chords	
	Single Articulation
> Strat Ska Rhythm	
	Single Articulation
> Strat Thrash Noises	
	Single Articulation
> Strat Thrash Rhythm	
	Single Articulation
> Strat Thrash Single Chug	
	Single Articulation
Telecaster VOX BOG:	
> Tele Chords Master	
C0	Maj
C#0	min
D0	7th
D#0	min 7th
E0	Sus 4
F0	Sus 9
C0-F0	Scrapes MOD
<i>continued</i>	

MINISTRY OF ROCK GUITARS

Keyswitch Notes	Articulations
> Tele Lead Master	
C0	Sus NV RR
C#0	Sus Vib
D0	Chug Mute 1 RR
D#0	Chug Mute 2 RR

Drums

The Ministry of Rock drums patch gives you access to all the sounds from 4 drumkits recorded in EastWest Studio 2. It's one giant interchangeable drum toolkit. Using the Articulations list, you can easily load/unload samples and activate/deactivate percussion instruments as you wish to achieve a custom collection of sounds.

The drumkits are:

- **Ayotte**, a smaller, tighter sounding kit. It has 5 alternate snares and was recorded without a lot of room.
- **Black**, a kit which is mostly Gretsch. It's the kit that Metallica used to make the Black record. It has 3 alternate snares and 6 toms. It was recorded with a little more room, but it's still dry enough for any use.
- **Octaplus**, a fantastic kit from the 70's with 9 toms, 3 snares, 2 bass drums, and more. This is a wild, fat kit with a little more room.
- **Ludwig**, a beautiful-sounding all-around vintage kit with a good amount of room.

The table below lists all the Ministry of Rock drums in the same order they appear in the Articulations list.

MINISTRY OF ROCK DRUMS

Ayotte Kick

Ayotte Soft Kick

Black Kick Beater Off

Black Kick Beater On

Ludwig Mellow Kick

Ludwig Snappy Kick

Octaplus Deep Kick

Octaplus Hardcore Kick

Octaplus Loose Kick

continued

MINISTRY OF ROCK DRUMS

Octaplus Rock Kick

Ayotte Factory Snare

Ayotte Good Ol Boy Snare

Ayotte Pop Jazz Snare

Ayotte Wooden Rock Snare

Black Beauty Snare

Black Fat Brass Snare

Black Terminator Snare Luc

Ludwig Beauty Snare

Ludwig Deep Brass Snare

Octaplus Brass Snare

Octaplus Med Wood Snare

Octaplus Small Tight Snare

Ayotte Hats

Black Hats Center

Black Hats Edge

Ludwig Hats Center

Ludwig Hats Edge

Octaplus Sab Hats Edge

Octaplus Sab Hats Center

Octaplus Zil Hats

Octaplus Zil Hats 2

Ayotte Toms

Black Toms Low

Black Toms Mid

Black Toms Hi

Ludwig Mellow Toms

Ludwig Rock Toms

Octaplus Natural Toms 6789

Octaplus Rod Toms 1357

Octaplus Toms 2679

Octaplus Toms 3579

Octaplus Toms 4568

continued

MINISTRY OF ROCK DRUMS

Ayotte Ride
Black Ride
Ludwig Ride
Octaplus Large Ride
Octaplus Medium Ride
Ayotte Cymbals
Black Cymbals Extended
Ludwig Cymbals
Octaplus Cymbals
Octaplus Dark Cymbals

In the Browser View, four instrument files are displayed:

- MOR Ayotte Elements.ewi
- MOR Black Elements.ewi
- MOR Ludwig Elements.ewi
- MOR Octaplus Elements.ewi

They all contain the same list of instruments, as above. The difference is that when the instrument file opens, only the percussion of the named brand is loaded and active; any of the other three brands can be used by loading and activating specific drums. If you want a matched set, it's ready to play as soon as it's opened. If you want to mix up your drumkit, activate and deactivate drums whatever way you like.

Once you get a drumkit you like, you can save it to the file system. When you open the saved file, it's all set up for you.

Abbreviations Used in Articulation Names

The names of articulations are often shortened to fit in the Articulations list in the Player View. The following table provides a way to look up any unfamiliar abbreviations until you become familiar with the shortcuts. You will find that there is a lot of overlap among the libraries, because most of these are standard musical terms.

ABBREVIATIONS IN ARTICULATION NAMES	
Abbreviations	Full Words
Dim	Diminished
Dn	Down
FX	Effects
Leg	Legato
LH	Left hand
<i>continued</i>	

ABBREVIATIONS IN ARTICULATION NAMES

Abbreviations	Full Words
Maj	Major
Marc	Marcato
Min	Minor
MOD	Controlled by Mod Wheel
NV	Non-vibtraro
Perf	Perfect
Pizz	Pizzicato
RH	Right hand
RR	Round robin of 2 samples
RRx#	Round robin of # samples
Stac	Staccato
Sus	Sustain
Trem	Tremolo
Vib	Vibrato

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