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I am just getting my home digital studio up and running with REAPER on a laptop. I have started using MT Power DrumKit 2 to get moving on some drum parts. It is working pretty well so far. I like that I can use the rhythm/fill library to start building things... then I can go into the MIDI track in reaper and tweak the parts (open/close hi hat, change kick drum pattern, etc). For one song I am doing, I separated the cymbals, hihat, and toms to one track, bass to another track, and snare to a third track. Then I EQed each track a little as if they were from a mic-ed drum set (using reaper eq presets, actually). I also humanized the cymbals and toms about 10% and the bass and snare 5%. Overall, the drum tracks sound pretty good for a first try. I was wondering if anyone else separates the different drums from a (MIDI) groove? I figured if I add reverb I would want them separated. Anything else I can do for getting a good, realistic sound out of free software? Is this overkill? I have heard that the drum samples are already about as good as possible (with no added effects) and I have been told that they are a starting point and meant to be manipulated/processed. Am I going to end up buying EZ Drummer anyway? How much better is that? Is it harder to use?Thanks for any advice. I have both MT and EZD. They're pretty similar in terms of interface. The one big advantage of EZD is the expansion kits; you can easily replace the entire drum kit.I separate every channel that they'll let me and mix them separately in the DAW. The defaults do usually sound good, but they don't necessarily sound like my mixes should. The one downside to this strategy is that I have to maintain a bunch of different track templates for each kit because when you load up a new instance of MT or EZD (or switch kits in EZD) it reverts to a default stereo mix. I've never tried to split up the channels of MTPDK. A while back I started to try remapping MT to trigger my SR18 to give me multiple drum kits, but MT has a lot more channels than the SR, so it was triggering bass notes and other junk. I need to minimize the MT kit, but that all got pushed aside. OK, I am going to keep doing what I am doing until I reach diminishing returns.... the basic drum sounds are great while I am laying down other tracks, then I can separate them if/when it seems worth it. Thanks Along the lines of what you're doing... I have the original (full) drum track on Track 1 - it needs beefing up. I add empty Track 2. I find a groove I can work with, add it into Track 2 below where it needs to replace Track 1's section. Then I Return to Start and Play. when it gets to Track 2's new groove. I Mute-UnMute Track 1 to see if they line up - if not, I adjust Track 2 to fit. Then I move the cursor to Track 2's groove and split Track 1's start and end to match (may need to Zoom in), then turn Track 1's split section's Volume down to 0dB so Track 2 will fill in on Playback. Currently, I have a full drum track on Track 1, various (different) tom-cymbal fills on Track 2, then more (different) cymbals on Track 3. I'm going to add Snares on Track 4 and play around with that for awhile. When I get it all worked out, I'll cut all the splits from the original drums on Track 1 and merge all tracks into one. Leaving the splits in will allow for EQing each section separately.Sounds like a lot of work but it goes pretty fast. What takes the longest is finding the right groove to insert. ... Anything else I can do for getting a good, realistic sound out of free software? Is this overkill? I have heard that the drum samples are already about as good as possible (with no added effects) and I have been told that they are a starting point and meant to be manipulated/processed... Reaper has a plugin called ReaSamplOmatic5000 you can use to build your own drum kit using drum samples available from various websites, or those you might make yourself from a live drum kit. There are lots of good FREE .wav samples around that sound more realistic than the MT Power Drum Kit. Reaper has a plugin called ReaSamplOmatic5000 you can use to build your own drum kit using drum samples available from various websites, or those you might make yourself from a live drum kit. There are lots of good FREE .wav samples around that sound more realistic than the MT Power Drum Kit. WOW.... I don't know what else to say. I am continually amazed at the possibilities of reaper.Thanks! +1 for reaper. Made my life a lot better! I found this really cool free little drum machine a few days ago for Reaper - or pretty much any other DAW you're using. It's called MT Power Drum Kit 2 and it's pretty sweet sounding. Not only does it sounds really good, it's free to use, and it's really fast to lay down a good long drum track with varying fills.To set it up all you need to do is copy the downloaded files to your VST folder for Reaper and you're ready to go.Once that's done, you can fire up Reaper and create the first track.Click the FX button to open up the FX window and select instrument and MT Power Drum Kit.Click 'skip' on the next window (or donate to remove the window) and your drum kit should show up.Now if you had a midi keyboard you could set it up to play these drums manually but I sold my keyboard. Maybe someday I'll get a new smaller one but it's unlikely unless I find something good but cheap.I started with some of the included drums to test it all out before I drive right in to start programming my own. It's very fast to add a nice long section of drums. Just click 'grooves' and drag a sample from the groove section and then one from the fill section. You could tweak this to fit the song by changing the bar length for the groove section if, let's say you didn't need a fill or something.Once you've got a good number bars laid down, you just drag the whole section up onto the first track that was created and the whole midi track will show up.Alternatively, you can just drag each individual 'groove' or 'fill' onto the track to add in pieces to make it different. You can also edit all the midi when it's copied over so you can completely change how it sounds in many ways.And then you can either duplicate this 16 bar groove, or you can create another one however you think the song should go.Hopefully, you pressed play on the SoundCloud Player before reading this far. If not, scroll back up and give it a listen. I'll wait here.Okay, the song you're listening to up above was made using this drum kit, the grooves that came with it, and two tracks of guitar.All the plugins on the song are also from the Free version of reaper and it's sounding pretty good. I found a bunch more plugins for amp models and such, but I haven't gotten a chance to try them out yet. That will be the next jam session.So that's it. Any musician looking for a quick and realistic sounding piece of software to keep time better than a metronome can get this up and running in a few easy steps and the possibilities are limited only to the fact that it's a drum kit. TipsMT Power Drum Kit 2MT Power Drum Kit 2MT Power Drum Kit 2MIDI OUTMT Power Drum Kit 2MIDI MT Power Drum Kit 2MIDIFL StudioDAWMT Power Drum Kit 2DAWDAWDrum Map for CubaseNote Names for ReaperPitch Names for Studio OneDrum Map for Sonar / Cakewalk by BandlabDrum Map for MAGIX Music MakerDrum Map for MixcraftMT Power Drum Kit 2MIDI OUTMIDI OUTMT Power Drum Kit 2MIDI OUTSETTINGSINFORMATIONOKSettingsDAWSettlngs SETTINGSMIDI OUTOFFONMIDI OUTOutput port0MIDIMT Power Drum Kit 2MIDIMIDI OUTMIDIHihatTomIMT Power Drum Kit 2MIDIMIDIMT Power Drum Kit 2MT Power Drum Kit 2Addictive DrumsSuperior DrummerEZ DrummerSteven Slate Drums 4Steven Slate Drums 5GetGoodDrumsStudio DrummerAbbey Road Modern DrummerFXpansion BFDGM StandardSteven Slate Drums 5SSD5MIDISSD5MIDIPath(Win)%USERPROFILE%DocumentsMANDA AUDIO\MT-PowerDrumKit\Presets\MIDI Mapping\MT Power Drum Kit 2SETTINGSLOADMIDI OUTSSD5MT Power Drum Kit 2MT Power Drum Kit 2MIXERMASTERMT Power Drum Kit 2SSD5MIDI OUTSSD5MIDIInput Port0KitMT Power Drum Kit 2GrooveFill Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. The MT Power Drum Kit is a free drum sampler offering the powerful, high-quality sounds of an acoustic, realistic drum kit. Samples have been specially recorded and processed to make them ideally suited for use in pop, rock and metal productions.The MT Power Drum Kit Sampler differs from other, expensive drum samplers in that we have already pre-processed the sounds with compressors and EQs to make them a perfect fit for any mix. This is precisely where many drum sample programs fail. Some of the expensive plugins available on the market deliver a highly natural and dynamic drum kit sound as a solo instrument, but many fail as soon as they are supposed to be used for a complete mix in a powerful pop or rock production. Either the kick drum suddenly sounds much too slack or fuzzy in the mix, or the snare drum, which initially sounds natural and dynamic in solo mode, suddenly gets lost in the background in the overall mix, drowned out by the guitars and other instruments. But this is exactly where the MT Power Drum Kit is strongest. Its kick and snare drums come through clearly in any mixing situation and still sound natural and not overly compressed.The compressors built into the channels give you even more control over the level of compression.You can choose from thousands of assorted rhythms in the comprehensive Groove Library and compose your own drum accompaniment. In particular, the innovative functions for creating fills generate very smooth and realistic drum tracks (see video).Because we used high-quality cymbals and microphones for the recordings, the crash, ride and hi-hat cymbals sound especially refined and pleasant at various velocities.As early as during microphoning of the set and recording of individual samples, we took great care to replicate realistic circumstances. Although doing so is almost impossible, we broke with tradition in sample recording, which calls for capturing every sound individually; Instead, our studio drummer played entire grooves. Then, we cut most of the necessary sounds out of the grooves, in various velocities, and processed them to deliver samples as realistic as possible. This is especially clear with our hi-hat samples, for instance. On the right-hand side, you can listen to demo tracks to hear the impressive results. System Requirements: PC: Windows 11 / 10 / 8 / 7 / Vista / XP Mac: OS X 10.5 or higher, Intel or ARM (M1/M2/M3/M4/...) cpu Linux: Wine + VST bridge MT-PowerDrumKit will work in most hosts that support the VST, AAX or AU standards. Tested hosts: Ableton Live Akai MPC Ardour Bitwig-Studio Cakewalk Cantabile Cubase Digital Performer FL Studio GarageBand Jeskola BUZZ LMMS (no drag and drop) Logic Magix Music Maker Mixbus Mixcraft MPC Beats MuLab Nuendo Pro Tools (v. 10 and higher) Podium Reaper Reason Renoise Samplitude Music Studio Sonar SoundBridge (on Windows) Studio One Traktion Waveform Most problems and questions are related to the usage of our drum plugin within a specific DAW. First select your operating system, then your DAW to get further information. Select your operating system Windows Mac Linux Please activate JavaScript in your browser. Otherwise this section of the page doesn't work properly. If this message persists, please contact support via the HELP page. First check the FAQ on the left side. If you dont find a solution there, please contact us for any questions concerning the plugins installation or features and usage.

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