



## Features In Buffalo Drum V2

### HITS:

Each Hit can be edited independently – here's what can be edited per Hit:

1. Pitch Bend assignment
2. Round Robin freeze/selection
3. Tuning
4. Volume
5. Panning
6. Sample Start
7. Volume Envelope:
  1. Attack Curve
  2. Attack
  3. Damping
  4. Release
  5. Decay
  6. Sustain
8. Six Group FXs:
  1. Equalizer
  2. Filter (select between 27 different filters)
  3. Compressor
  4. Transient
  5. Distortion
  6. Pitch Shift (controlled by Velocity or/and Pitch Envelope)
9. Six Sends (either Pre or Post Amplifier) to the six common FXs - (1 Delay and 5 Convolution FXs)

Depending on the selected Conditions, the Hits can also be edited on a Global level, or a single Hit can be mapped/transposed all across the keyboard.

## **LOOPS:**

Each Loop and its Tempo can be edited independently – here's what can be edited per Loop and Tempo:

1. Pitch Bend assignment
2. Tempo On/Off
3. Tuning
4. Volume
5. Panning
6. Spread
7. Six Group FXs:
  1. Equalizer
  2. Transient 1
  3. Filter (select between 27 different filters)
  4. Compressor
  5. Transient 2
  6. Distortion
8. Six Sends to the six common FXs -  
(3 Delay and 3 Convolution FXs)

Depending on the selected Conditions, the Loops can also be edited on a Tempo level (the editing is added to all the loops in the selected Tempo), or on a Global level (the editing is added to all the loops in all the 3 Tempos).

All the Loop REX files are accessible via the "REX Loops" folder inside the "Samples" folder – so you can drag them into your DAW and quantize/move/delete the slices, which is not possible in Kontakt.

## **HITS and LOOPS:**

On top of all this, you can also Globally add and edit:

1. Tuning (relatively)
2. Volume (relatively)
3. Add 8 different Global FXs
  1. Equalizer
  2. Chorus
  3. Flanger
  4. Phaser
  5. Rotator
  6. Delay
  7. Reverb
  8. Convolution



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