

Thank you for downloading this sample pack
from The eDrum Workshop!



**BEFORE PROCEEDING, PLEASE REFER TO THE PEARL MIMIC PRO MANUAL TO FAMILIARISE
YOURSELF WITH LOADING PROCEDURES**

This guide has been created for use with software ver 1.1.0 of the Pearl Mimic Pro. ***Please check your software version and update if necessary*** before proceeding to ensure there are no discrepancies between the module and this guide. You can find instructions for this on ***page 2***.

In the event of a future module update, these instructions will be verified and updated if necessary.

*Before you install these kits you should **make a backup** of your module*

If you would prefer a video demonstration of the user sample loading process, you can watch now on The eDrum Workshop's YouTube channel - <https://www.youtube.com/watch?v=6Edlyy5Pd5Y>

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Check Your Software Version

Note: The following links to Pearl's electronic support pages are valid, functional and accurate at the time of writing. They are provided solely for your convenience. The eDrum Workshop can take no responsibility for any actions taken as a result of following the links or in the event that these links or the files alluded to become unavailable at any time.

- 1) Go to **SETTINGS > Sys**
- 2) Verify that the following message appears - "SW: ver 1.1.0 June 18 2020 01:17:32" or that a later software version is present if one has been released
- 3) If your software is not up to date, go to <http://pearl-electronics-support.com/pearl-modules/mimic-pro/> and navigate to the "Downloads" tab. Follow the instructions to update your software

Back Up Your Module Settings

Mimic Pro software ver 1.1.0 and onwards can save all of your data into one backup file (module settings, user kits, trigger settings, instrument presets and imported samples). It is recommended to use this function to save everything on your kit before proceeding. This way, if any errors are made in the process, you can revert your module to how it was previously. You can back up with a **USB stick**.

- 1) Insert your **USB stick** into the Mimic module
- 2) From the Home screen, press **SETTINGS**
- 3) Under the **Backup** tab, choose **EXPORT MIMIC BACKUP TO USB STICK**
- 4) Select **Yes** on the prompt screen asking to confirm
- 5) Choose a name for your backup file (eg. [your name] [date])
- 6) Press **Enter** - the backup will now begin
- 7) Press **OK** on the Export Completed screen

Loading the Samples: USB Drive / SD Card

This collection can be loaded from either a USB drive or SD card

Note: The drive letters and icons shown on your computer may not match those on these images.

1) Unzip **The eDW Snare eElements Pack.zip**

archive to a location on your computer

2) Open the unzipped folder – you should see 4 subfolders & a PDF file

Alsis Strike Instrument Files	File folder	2)
eDW Snare eElements	File folder	
Instructions	File folder	
Slate Trigger Files	File folder	
READ ME FIRST! - The eDW Snare eElements Pack	PDF Document	

3) Insert your USB drive into a free USB port on your computer

OR

Insert your SD card to your computer's card reader

4) Open your USB drive/SD card on your computer

5) Copy or drag the folder named **eDW Snare eElements** from the unzipped location to the **root/top folder** of your USB drive/SD card (pictured)

> This PC > USB (D:)		5)
Name	Type	
eDW Kick eElements	File folder	
eDW Originals Studio PMP.mp_kit_arch	File folder	
eDW RedHot PMP.mp_kit_arch	File folder	
eDW Snare eElements	File folder	

6) Safely remove your USB drive/SD card from your computer when finished

You can now **load the samples** to your Mimic Pro module.

Loading the Samples: Mimic Pro Module

There are two different ways to import one-shot samples on the Mimic Pro module. This guide is for the *Manage User Presets* method because it allows you to navigate folders and import multiple samples at once.

1) Insert your USB drive/SD card into the Pearl Mimic Pro module and turn it on

2) Select the **Settings** button on the top bar (if you have the screen lock setting on, tap the screen and press **Unlock** to unlock it)

3) Navigate to the **Backup** tab and select the **MANAGE USER PRESETS** button

4) Tap on the **WAVE** tab on the bottom row, then select the **Import Single Preset** button on the right hand side of the screen

5) Locate the **eDW Snare eElements** folder on the list in the centre pane and double tap it

Note: You may need to swap the tab at the top left to **SD CARD** or **USB** to locate it, depending on which method you are using

6) Open the relevant sub folder that you wish to import samples from (e.g. **SnAttack** by double tapping it

7) Select a single sample by tapping it
OR

Enable the **Multi-select** button at the top and select all of the desired samples by tapping on them

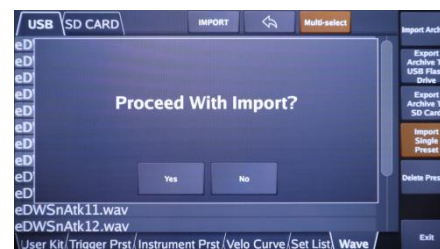
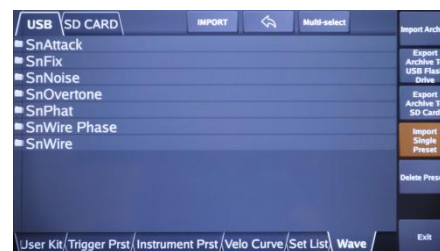
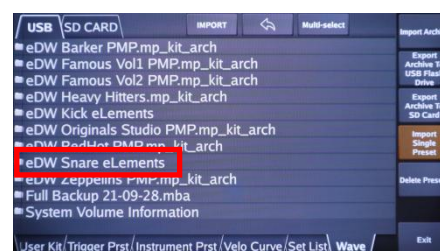
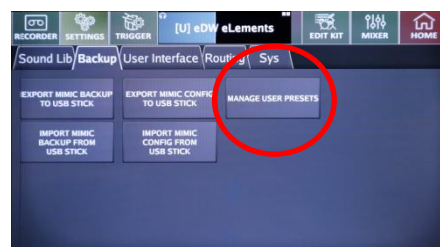
8) Press the **IMPORT** button at the top of the screen

9) When prompted **Proceed With Import?** select **Yes**

10) When prompted with **Import Complete** select **OK**

11) To import more samples, use the **back arrow** button at the top of the screen to go up one folder level and repeat **steps 6 - 10**

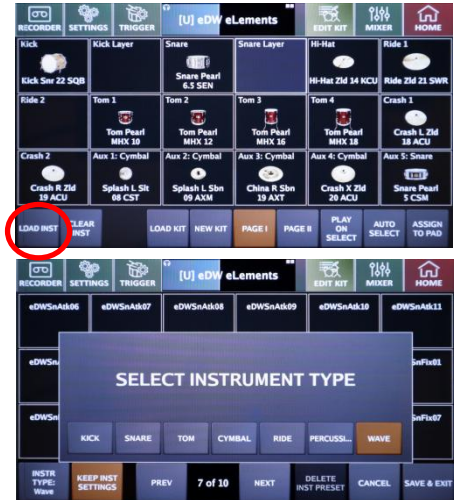
12) Press the **Exit** button on the bottom right to return to the settings. Navigate to the **HOME** screen to select a kit to edit



Assigning the Samples

The eDW Snare eElements samples were designed to be used as layers to enhance existing sounds. This guide will explain how to add the eElements as the *Snare Layer* where there is already a sound assigned to the *Snare* instrument slot.

- 1) From the **EDIT KIT** screen, ensure that you have an instrument already assigned to the **Snare** slot then tap on the **Snare Layer** slot to select it
- 2) Press the **LOAD INST** button
- 3) Press the **INSTR TYPE:** button and select **WAVE** from the list
- 4) Select an eElement sample from the list by tapping on it
Note: You can audition the layers together by hitting the snare drum pad or hear the eElement solo by tapping it again
- 5) Press the **SAVE & EXIT** button to return to the instrument selection



Recommended Settings

The eDW eElements samples are “one shot” samples. They may need some tweaks to play dynamically along with the onboard sounds. Here are some **MIXER** settings that you can adjust to help increase the playability.

Under **MIC**, **Snare**, **LAYER B**, adjust either the **Instrument Vol** or the **Sample Vol** fader to find a volume where the sample will blend in with the **LAYER A** sound. This will depend on the volume of the sound assigned to **LAYER A**, but some “starting point” volume levels might include:

SnAttack:	0dB	SnFix:	-8dB
SnNoise :	-10dB	SnOvertone:	-10dB
SnPhat:	-2dB	SnWire:	-8dB



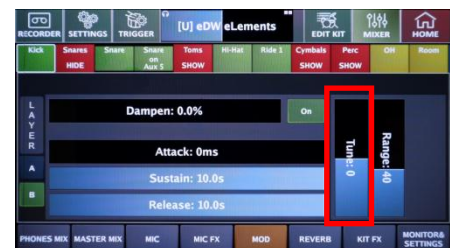
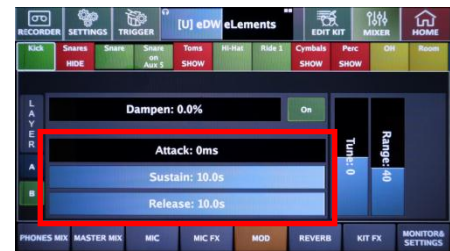
Under the **MOD** tab, adjust the **Range** fader to affect the dynamic blending of the sample. Reduce the **Range** value to blend the sample more naturally from lower dynamics. You may need to adjust the **Instrument Volume** again after changing the **Range** value.



Use the **Attack**, **Sustain** or **Release** settings to shape the character of your samples. If you have a long sample you would like to shorten, reducing the **Sustain** will affect the *middle* section of the sample, whereas reducing the **Release** will trim the *end* of the sample.

You can also adjust the **ASR** of **LAYER A** to make more “space” for your eLement layer. For example, if you are using a *SnAtk* sample on **LAYER B** and the instrument on **LAYER A** also has a lot of attack, adjusting the **Attack** of **LAYER A** will trim the beginning and this can help prevent conflicts. If your sample layer is longer, such as a *SnWire*, *SnFix* or *SnOvT* eLement, reducing the **Sustain** or **Release** or using the **Dampen** setting on **LAYER A** might lead to a cleaner sound overall.

Adjusting the **Tune** setting on your eLement layer can help make some eLements blend better with different internal instruments, especially if they have also been tuned. It’s also a great way to make new creative sounds!



Common Troubleshooting

I don't see the Manage User Presets option on my module

Your module may be running an earlier software version that does not contain this feature. It is recommended to update your module. See [page 2](#) for more information about this procedure.

I don't have a copy of my manual

I don't have a copy of my manual – You can download copies of the Pearl Mimic Pro manual from their Pearl Electronics site, linked from [page 2](#).

I can't hear much difference when using an eLement

This may be caused by using an eLement sample that is too similar to the character of the snare drum you are layering (for example, layering an *Atk* eLement on an already "attack-heavy" snare drum sound). The best method for using these eLements is to look for what is "missing" from the original sound when choosing your sample.

Adjusting the volume of either layer can be vital to finding a good balance between the sounds. Alternatively, using the *ASR* settings (see [page 6](#)) can help to create more space for the eLement sample to become more apparent when blended with the layered sound.

It feels like I lose the "low end" or body when combining eLements with an existing snare drum sound

Sometimes this is perceived due to introducing additional frequencies into the mix – for example, additional high frequencies can cause the perception of less lower frequency information. Other times, this can be caused by the *phase relationship* between your internal or user snare drum and the eLement you are trying to layer, resulting in *phase cancellation*. It is most likely to be caused by the *Atk* eLements, but can happen with others.

Although the samples have all been tested with the Mimic's internal sounds, not every single instrument or sound adjustment available can be accounted for. For example, if you have adjusted the *Tune* or the *ASR* settings for an instrument, this can alter the relationship between it and the eLement samples. Most of the time, you can work around this by adjusting the tuning/pitch of one of the two layers or by using the *ASR* parameters to find a "sweet spot" where the two sounds interact in a more desirable way.

In some specific cases, the two sounds might just not work well together and choosing another instrument or eLement might be the best option.