



Using Groove Monkee Rock Library

The Groove Monkee Rock Library - **GrooveRockLib.drm** - can be downloaded from www.drumgen.com.

This library of General MIDI rock patterns has three constituent libraries:

```
GrooveMonkeeRockEssentials1.drm
GrooveMonkeeRockEssentials2.drm
GrooveMonkeeRock2.drm
```

These constituent libraries, which are also available on www.drumgen.com, would typically be incorporated into a drum program, or another Pattern library, by using the **INCLUDE** feature:

```
INCLUDEDIR "..."  
  
INCLUDE "GrooveMonkeeRockEssentials1.drm"  
INCLUDE "GrooveMonkeeRockEssentials2.drm"  
INCLUDE "GrooveMonkeeRock2.drm"
```

For simplicity they are pasted directly into **GrooveRockLib.drm** so that it compiles immediately by itself without extra files. Furthermore, **GrooveRockLib.drm** contains a **PLAY** Section so you can play back Patterns on your favorite GM drum device immediately. To use **GrooveRockLib.drm** as a Pattern library included within your own drum programs, you can remove the **PLAY** Section. We will analyze this **PLAY** Section as a simple drum program in this tutorial.

```
GrooveRockLib.drm - LISTING - DrumGen  
File Edit View Help  
GrooveRockLib.drm GrooveRockLib.drm - LISTING x GrooveRockLib.drm - STAFF  
5844: // -- snip -- Remove PLAY Section when using this file as an included Library -- snip --  
5845:  
5846: PLAY  
5847:  
5848: TEMPO 110  
5849:  
5850: TITLE "GrooveMonkee Rock Library" 40 "Comic Sans MS-25"  
5851: SUBTITLE "-- Example Drum Program --" 105 "Comic Sans MS-16"  
5852:  
5853: SECTION "Song A" "Comic Sans MS-14"  
5854: GR.L.Song_A  
5855:  
5856: SECTION "Song B"  
5857: GR.L.Song_B  
5858:  
5859: STAFF "PIANOSTAFF 195 DRUMSTAFF 250"  
5860:  
End of Drum Program File  
-----  
GrooveRockLib.drm: SUCCESSFUL compile: 3404 notes to play in 168 bars  
-----  
Ready Line 1 (CAP,NJ)
```

Groove Monkee

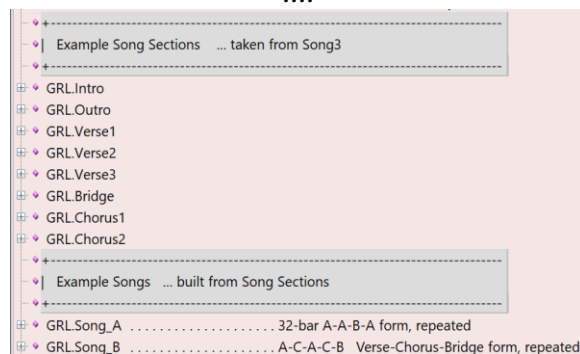
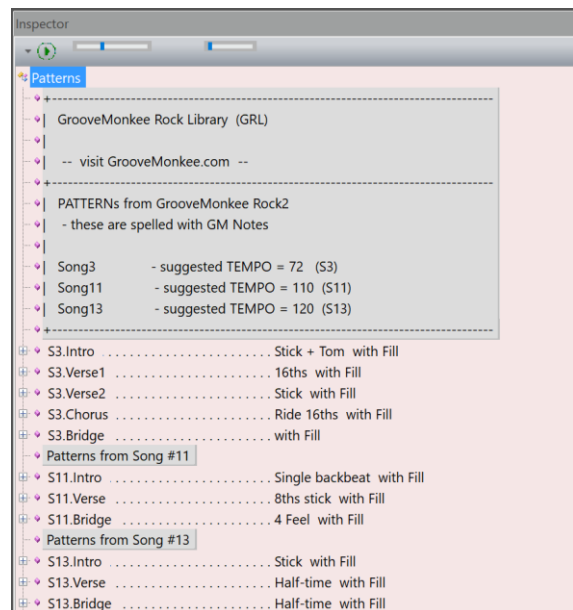
The drum patterns assembled in `GrooveRockLib.drm` are just a small sampling of the many MIDI patterns and loops found on <https://groovemonkee.com>.



Check them out !

Using the Library

Compiling `GrooveRockLib.drm` reveals the following Patterns in the Inspector:



The PLAY Section shown above consists of drum Patterns assembled as two simple songs:

```
//+-----  
//|   Example Songs   ... built from Song Sections  
//+-----  
  
PATTERN Song_A      {  
    /Intro  
    { /Verse1 /Verse2 /Bridge /Verse3 } *2  
    /Outro  
    DESCRIPTION "32-bar A-A-B-A form, repeated"  
}  
  
PATTERN Song_B      {  
    /Intro  
    { /Verse1 /Chorus1 /Verse2 /Chorus2 }  
    /Bridge  
    { /Verse1 /Chorus1 /Verse2 /Chorus2 }  
    /Outro  
    DESCRIPTION "A-C-A-C-B Verse-Chorus-Bridge form, repeated"  
}
```

The individual 'song section' subpatterns above in turn make use of the sectional Patterns of Song3 from GrooveMonkeeRock2.drm.

```
//+-----  
//|   Example Song Sections   ... taken from Song3  
//+-----  
  
PATTERN Intro       { /S3.Intro }  
PATTERN Outro       { /S3.Intro }  
  
PATTERN Verse1      { /S3.Verse1 }  
PATTERN Verse2      { /S3.Verse2 }  
PATTERN Verse3      { /S3.Verse1 }  
  
PATTERN Bridge      { /S3.Bridge }  
  
PATTERN Chorus1     { /S3.Chorus }  
PATTERN Chorus2     { /S3.Chorus }
```

The hierarchical construction of Patterns from other Patterns gives flexibility to create variation, for example:

```
PATTERN Verse3      { [/S3.Verse1 | /S3.Verse2] }
```

Using Patterns from RockEssentials1 and 2

An example of using the Patterns within GrooveMonkeeRockEssentials1 or 2 can be constructed in minutes.

First, lay out the Sections of a simple song:

```
PLAY

//+-----
//|   Example Song ... using RockEssentials1
//+-----

SECTION "Intro"

SECTION "Verses"

SECTION "Outro"
```

Next, audition the Patterns in the Inspector, then fill in the desired Patterns

```
PLAY

//+-----
//|   Example Song ... using RockEssentials
//+-----

SECTION "Intro"
    RE1.Stick_Thin

SECTION "Verses"
    RE1.Stick_Crash
    RE1.Stick          * 3

SECTION "Outro"
    RE1.Stick_Thin
    RE1.Floor_Crash
    RE1.Final_Crash
```

Note that we've introduced two new Patterns for our song; these need to be included in the DEFINITION Section:

```
CONTEXT RE1.Stick1
PATTERN RE1.Stick_Thin {           // for our Intro
    [ /ClosedHiHat +
      /SideStick +
      /AcousticSnare ]
    DESCRIPTION                "RE1.Stick without bass, tom"
}
CONTEXT RE1.Stick1

PATTERN RE1.Final_Crash { GM.CrashCymbal1 4 } // song ends on Crash
```

The entire drum program is:

```
INCLUDEDIR "..."  
INCLUDE "GMDRUMS.DRM"  
INCLUDE "GrooveMonkeeRockEssentials1.drm"  
  
CONTEXT RE1.Stick1  
PATTERN RE1.Stick_Thin { // for our Intro  
  [ /ClosedHiHat +  
    /SideStick +  
    /AcousticSnare ]  
  DESCRIPTION "RE1.Stick without bass, tom"  
}  
CONTEXT RE1.Stick1  
  
PATTERN RE1.Final_Crash { GM.CrashCymbal1 4 } // song ends on Crash  
  
PLAY  
  
TEMPO 130  
  
//+-----  
//| Example Song ... using RockEssentials  
//+-----  
  
SECTION "Intro"  
  RE1.Stick_Thin  
  
SECTION "Verses"  
  RE1.Stick_Crash  
  RE1.Stick * 3  
  
SECTION "Outro"  
  RE1.Stick_Thin  
  RE1.Floor_Crash  
  RE1.Final_Crash
```

The image shows a musical score for the 'Intro' section. It features a grand piano part with three measures, each containing a whole note chord in the right hand and a whole note bass line in the left hand. Below the piano part is a MIDI drum track with six staves: Bass Drum, Stick, Snare, Closed Hi Hat, High Tom, and Crash. The tempo is marked as 130. The drum track shows the following patterns: Measure 1: Bass Drum (quarter), Stick (quarter), Snare (quarter), Closed Hi Hat (quarter), High Tom (quarter), Crash (quarter). Measure 2: Bass Drum (quarter), Stick (quarter), Snare (quarter), Closed Hi Hat (quarter), High Tom (quarter), Crash (quarter). Measure 3: Bass Drum (quarter), Stick (quarter), Snare (quarter), Closed Hi Hat (quarter), High Tom (quarter), Crash (quarter).

In summary, check out all the MIDI patterns on <https://groovemonkee.com> and import useful ones into **GrooveRockLib.drm** to build up your own personal Groove Monkee rock library.