

# RUSTY DRUMS

## MPC **3** EDITION



**USER GUIDE**

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# INSTALLATION

Thank you for downloading **Rusty Drum Kit 3**. For the most up-to-date, step-by-step installation instructions for your MPC/Force, please refer to our comprehensive set of installation guides on our web site:

<https://www.mpc-samples.com/support/expansions>

# COMPATIBILITY

Rusty Drum Kit 3 was built primarily for **MPC 3.6** (or greater) but also includes the previous version which is suitable for **MPC 2.15+**. Requirements are as follows:

## **MPC 3 Edition:**

Any modern standalone MPC running MPC 3.6+  
MPC Software 3.6+  
Akai Force 3.6+

## **MPC 2 Edition:**

Any modern standalone MPC running MPC 2.15+  
MPC Software 2.15+  
MPC Beats 2.15+  
Akai Force 3.3+

# WHAT'S INSIDE?

**Rusty Drums 3** is our MPC version of the popular public domain drum kit, 'Big Rusty Drums' by Karoryfer Samples.

<https://github.com/sfzinstruments/karoryfer.big-rusty-drums>

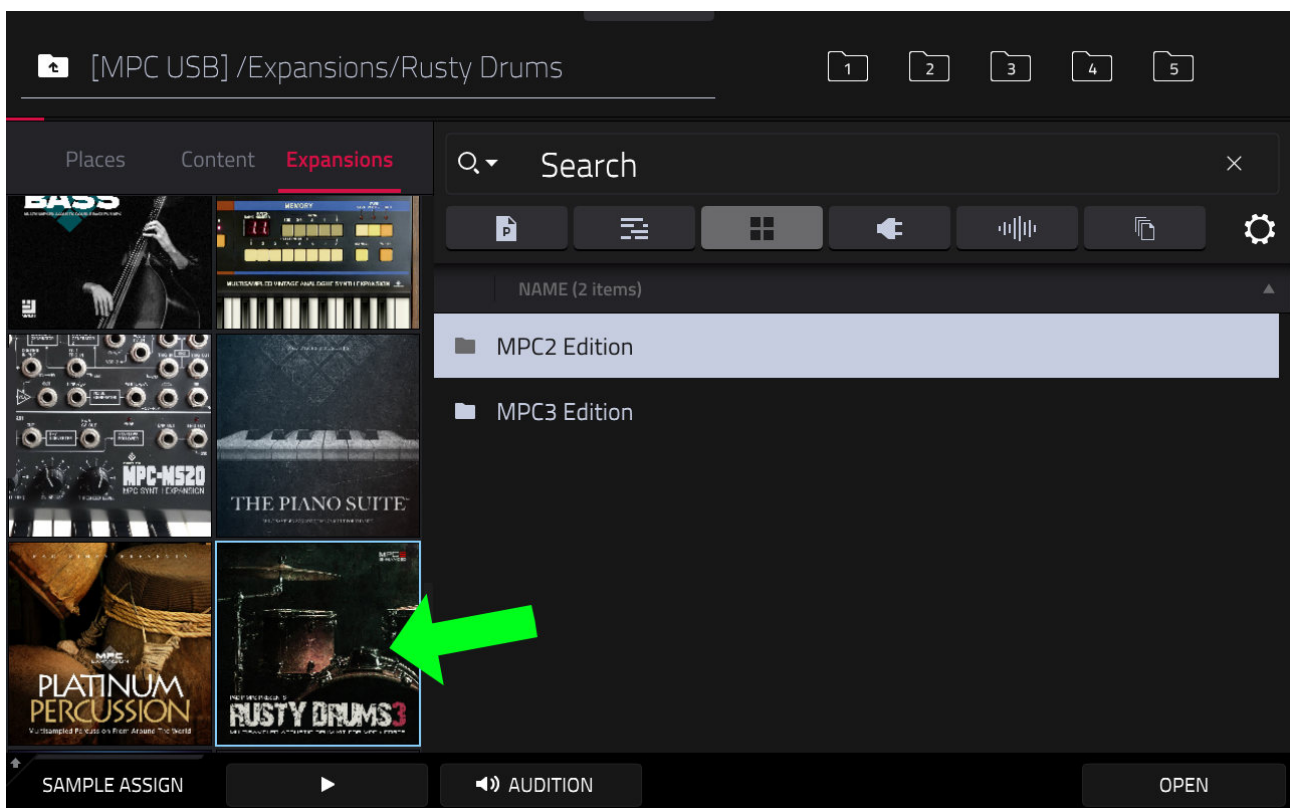
The kit consists of a rusty old set of hand made of drums built by Zygmunt Szpaderski, a one-man workshop in Poland. The kit has a very 'live', roomy sound, with plenty of grit and character.

The expansion contains MPC drum kits built around a variety of drum articulations with versions available for MPC3, MPC2 and a separate 'multi-zone' version for MPCs with 'MPCe' pads. The main features of the MPC3 version are:

- Multiple unique drum articulations covering a range of different instruments and playing styles
- Articulations feature up to **8 velocity layers** & up to **4 round robins** per layer
- Velocity layers are now **crossfaded** for smooth, step-free velocity switching
- **Q-link macros** for quick hands-on control of sound design and performance parameters.
- Several **presets** covering different kit styles
- **MIDI drum patterns** giving you ready-made, easily editable drum performances
- Experimental **MPCe kit** which combines multiple articulations on each pad.

# LOADING (STANDALONE MPC/FORCE)

After [installation](#), boot up your MPC and go to **BROWSER > Expansions** and tap on the **Rusty Drum Kit 3** thumbnail to reveal the expansion on the right side of the screen.



MPC 3.6+ and Force 3.6+ users should enter the **MPC3 Edition** folder. If you are still using MPC 2.15+ (or Force 3.3) you can use the kits found within the archived **MPC2 Edition** folder.



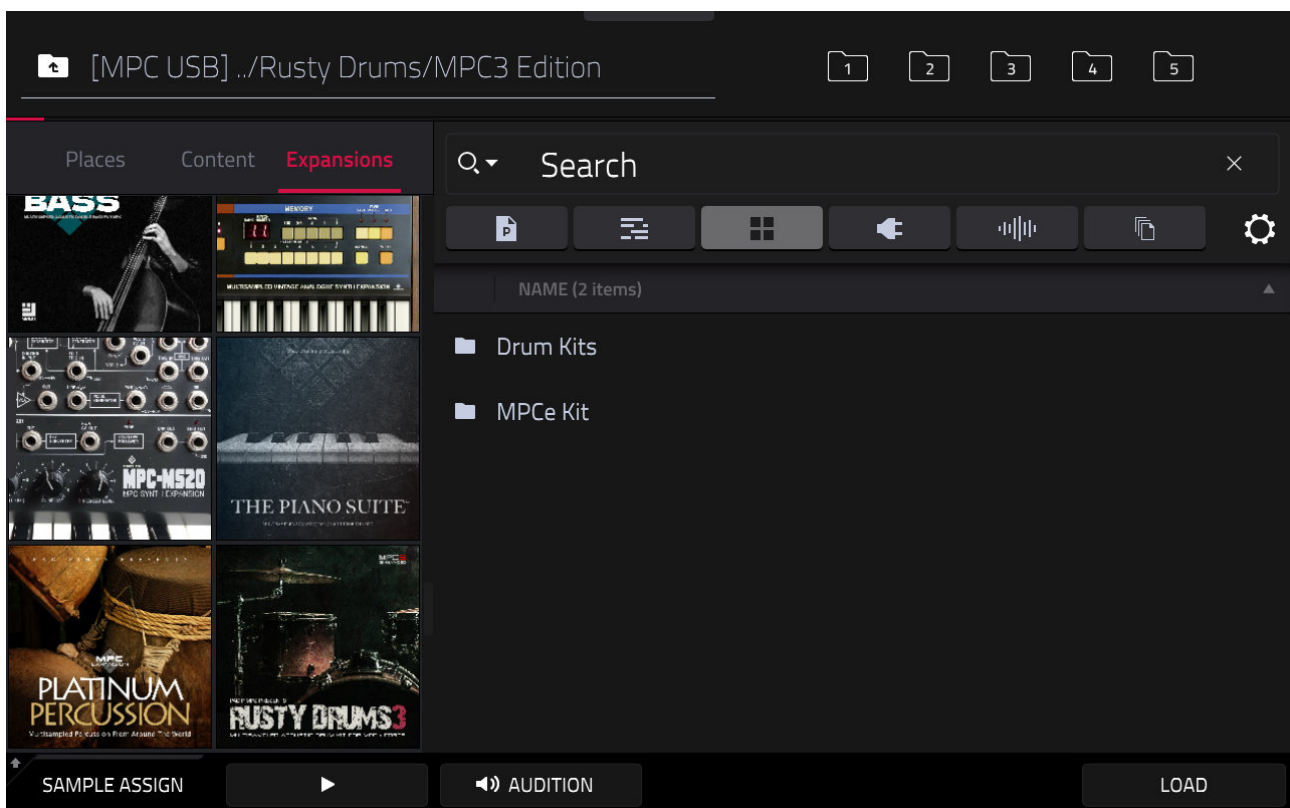
**Important.** please note that the MPC2 version is no longer updated and contains reduced features. All the instructions in

this guide refer specifically to the latest MPC3 edition.

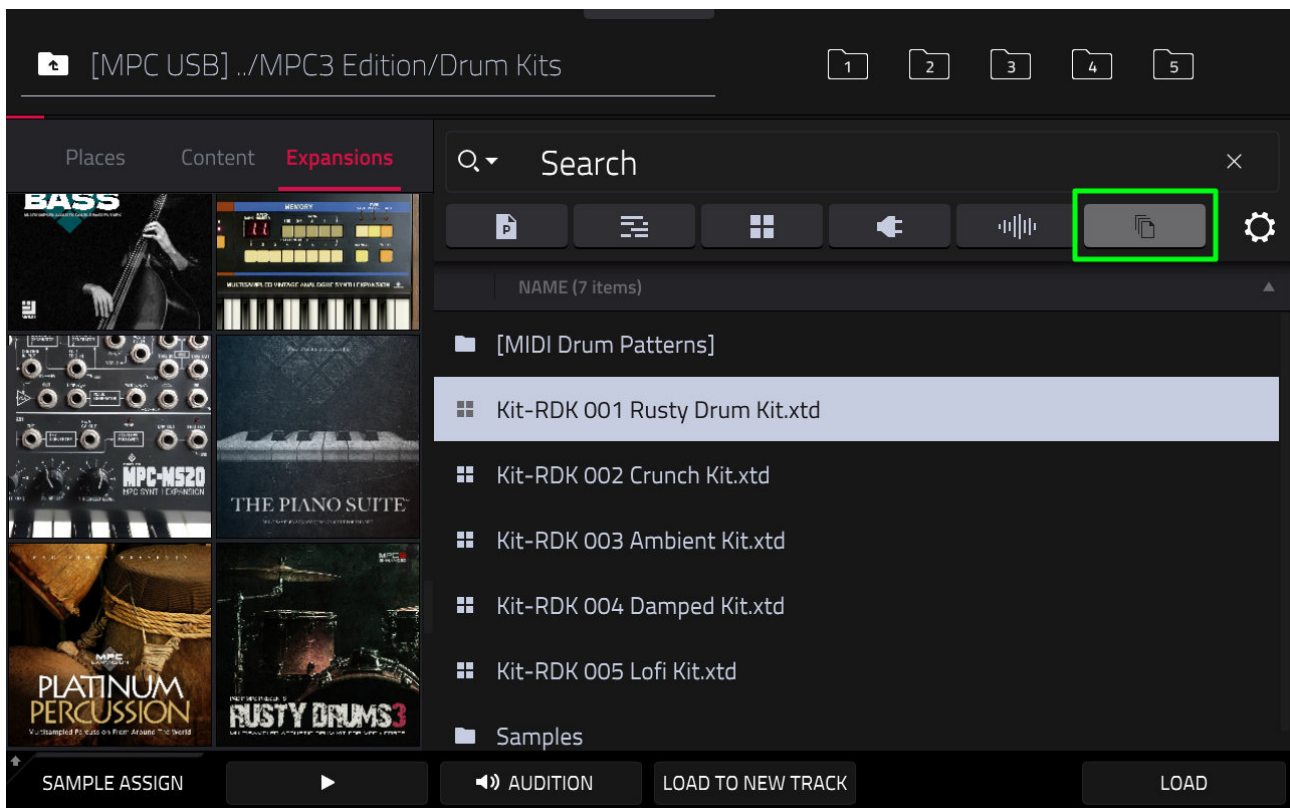
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## Loading Drum Kits:

After entering the 'MPC3 Edition' folder you'll see that the kits within the expansion are organised into two groups:



The kits found inside the 'Drum kits' folder are suitable for any MPC model running MPC3.6 or greater. Enter the '**Drum Kits**' folder and choose the '**All Files**' filter to view all available kits:



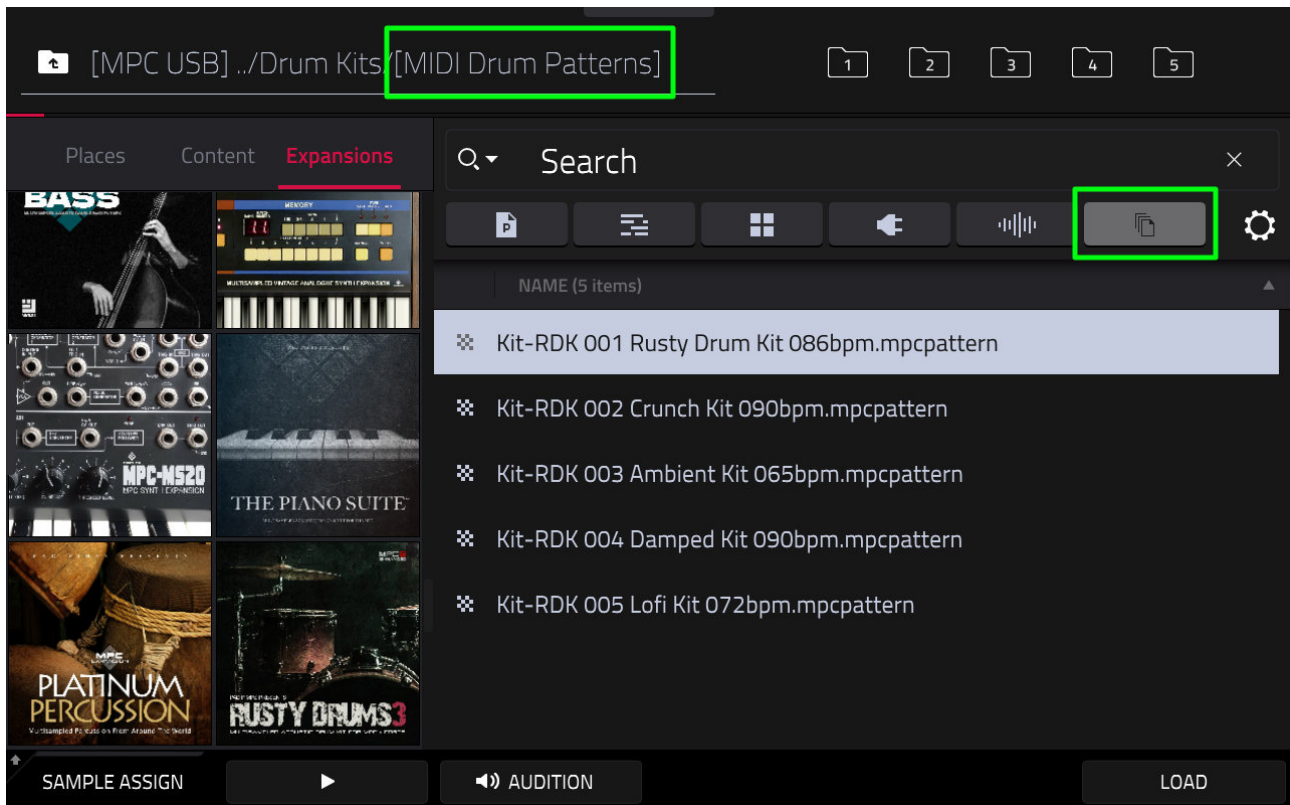
The main kit is the track file **Kit-RDK 001 Rusty Drum Kit**. This is the 'raw' drum kit with no FX applied. You'll also find a number of 'presets' built around the main kit but with different parameters and FX applied to achieve different kit sounds, such as **Kit-RDK 002 Crunch Kit**.

Single tap on a kit to select it and press the 'audition' triangle in the bottom menu to play a pre-recorded preview of the instrument. For automatic previewing, tap on **AUDITION** and select '**AUTO**'.

To load a kit to the current track in an MPC3 project, either double tap the **.xtd** file or single tap and press **LOAD**. This will overwrite the existing track; if you prefer to load to a new track, press **LOAD TO NEW TRACK** instead. You can now view your loaded **DRUM** track in **MAIN**.

## Loading MIDI Drum Patterns:

Enter the **[MIDI Drum Patterns]** sub folder:



Each pattern is labelled with a suggested tempo along with the name of the preset it was originally used with.

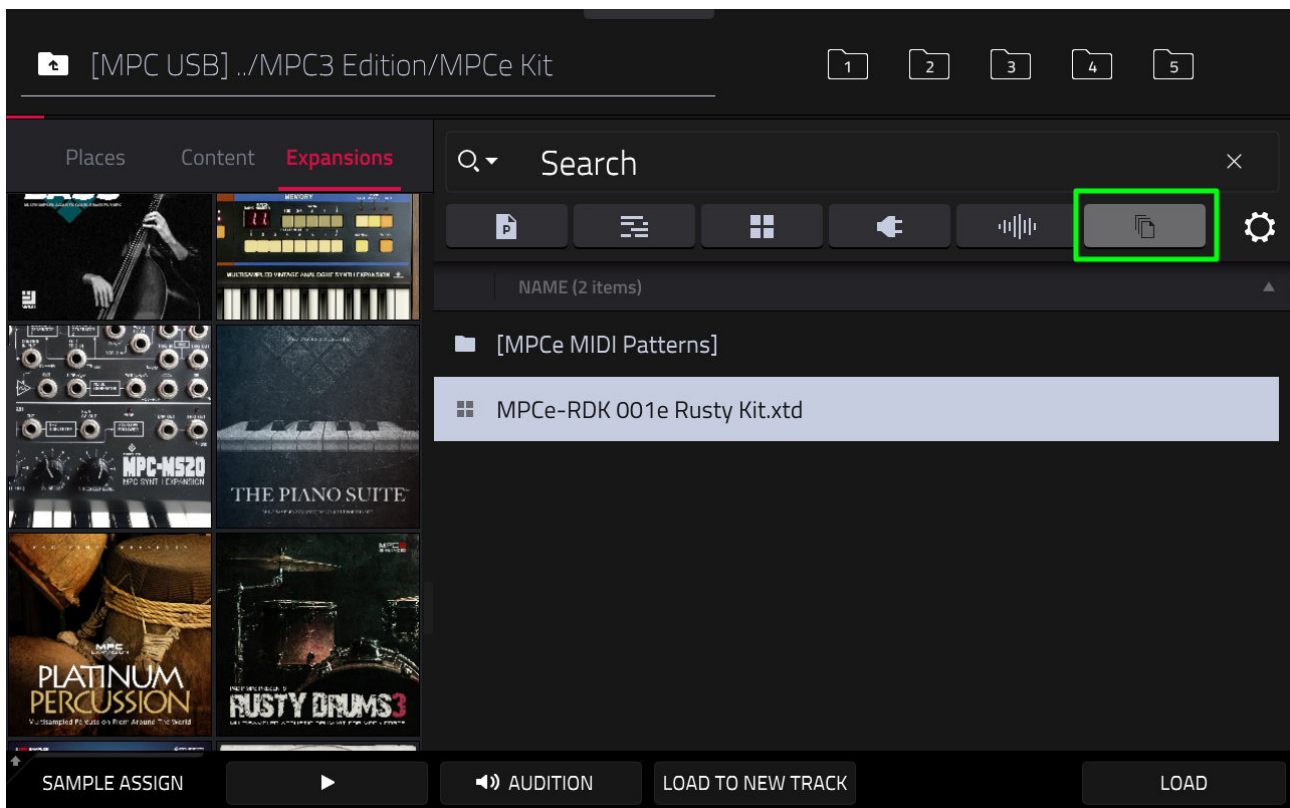
The patterns here should be used with the kits found in the 'Standard Kits' folder (they are not compatible with the MPCe kit). To hear a pre-recorded preview of a pattern, single tap the pattern and press the 'play' icon in the bottom menu, or set **AUDITION > Auto** to play the previews automatically.

To load a pattern to the current track in an MPC3 project, simply double tap the pattern. If the track already has a drum kit assigned to it you can just press [**PLAY START**] to hear the pattern in action, no need to leave the BROWSER. At this point you can preview further patterns simply by loading them to the same track (the existing track MIDI data will be replaced each time).

As these are MIDI files they will automatically adapt to the tempo of the sequence you import them to. Check out the [MPC Bible](#) for extensive, hands-on tutorials covering use of the MPC sequencer.

## **Loading The 'MPCe' Kit & Patterns**

If you have a 'generation 2' MPC with MPCe pads you can also use the special 'multi-zone' MPCe Kit. This is located in the **MPCe Kit** folder:



This MPCe kit (**MPCe-RDK 001 Rusty Drum Kit**) is loaded in the exact same way as the other drum kits in the expansion.



**Important.** MPCe kits are not suitable for MPCs with standard, single zone pads (they will load but will not function correctly).

The '**[MPCe MIDI Patterns]**' sub folder contains some MIDI patterns that have been built specifically for the MPCe kit to trigger articulations from the various pad zones (these patterns cannot be used with the non-MPCe kits).

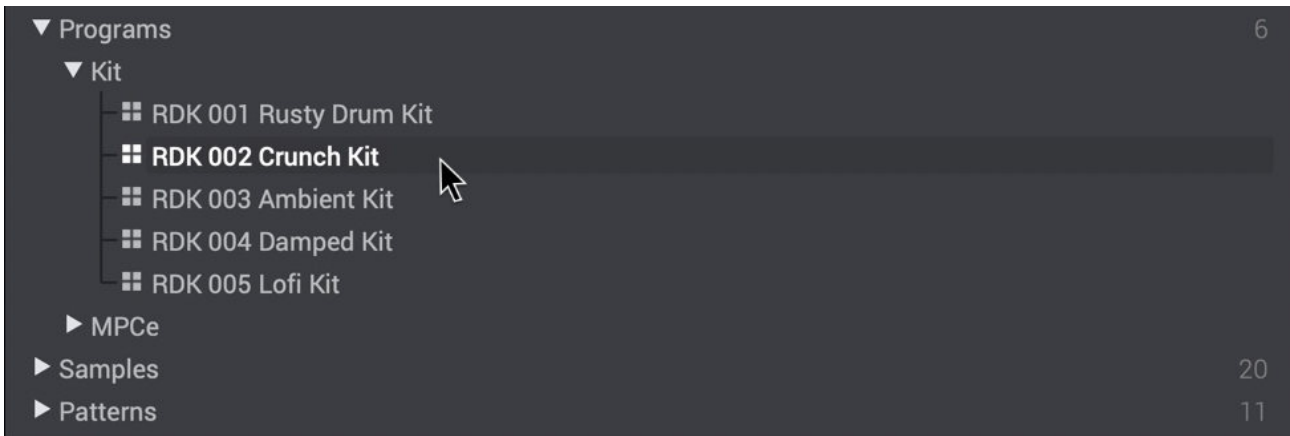
# LOADING (MPC SOFTWARE)

Please note that this expansion features separate installers for MPC Software 2 and MPC Software 3, so please ensure you install the correct XPN file for the version of MPC Software that you are using.

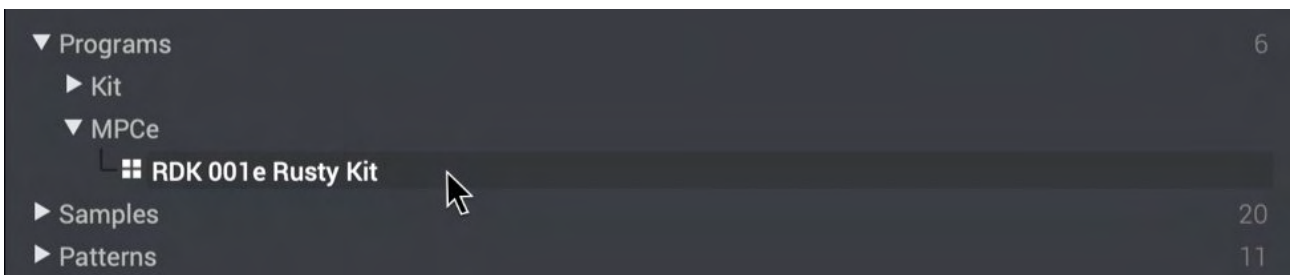
After [installing](#) into the MPC Software via the provided XPN file, open the **Expansion Browser** (shortcut X) and tap on the **Rusty Drum Kit** thumbnail:



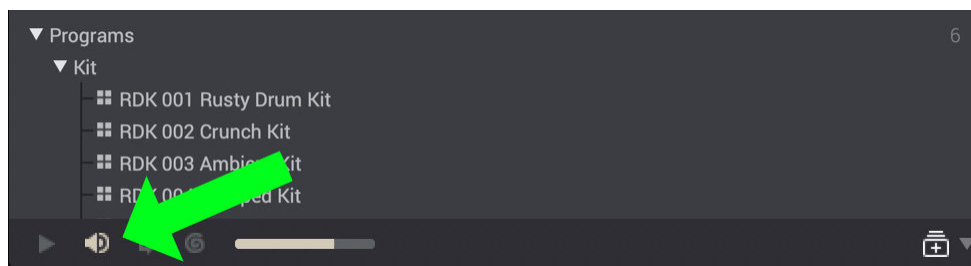
Expand the '**Programs**' group and then the '**Kit**' sub-group to view the standard kits:



The MPCe kit is found in the **MPCe** sub group:



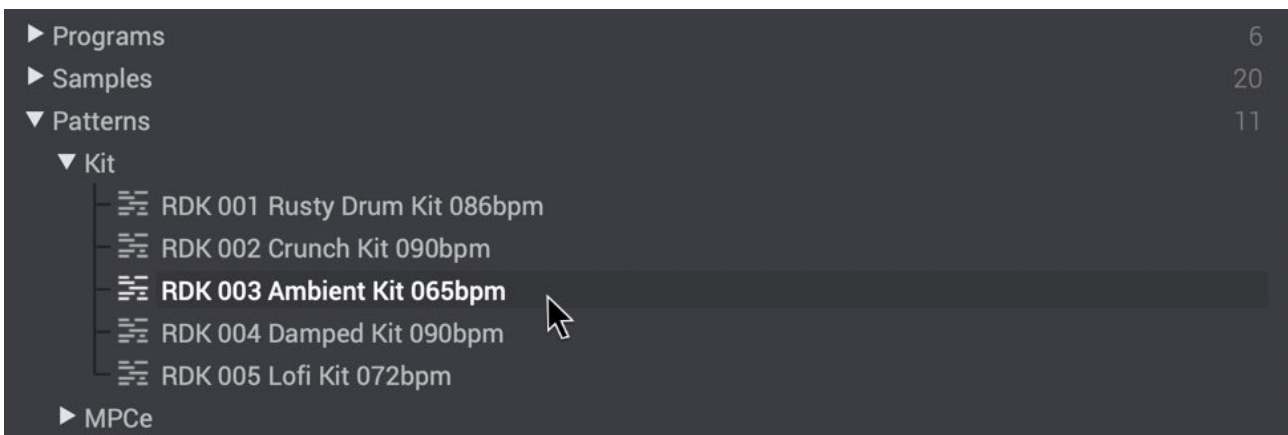
Click to select a kit. Press the 'play' triangle to hear a pre-recorded preview, or enable the 'Auto Play' option to launch previews automatically.



To load a kit to the current track in an MPC3 project, either double click it or drag it into the MPC Software grid. This will automatically convert the current track to a DRUM track containing the kit.

## MIDI Patterns

To load the MIDI patterns for standard kits, expand the '**Patterns > Kits**' group:



The MPCe-specific patterns are within the **MPCe** group. As with kits, single click and press the play button to hear a preview or use 'Auto play' for automatic previews.

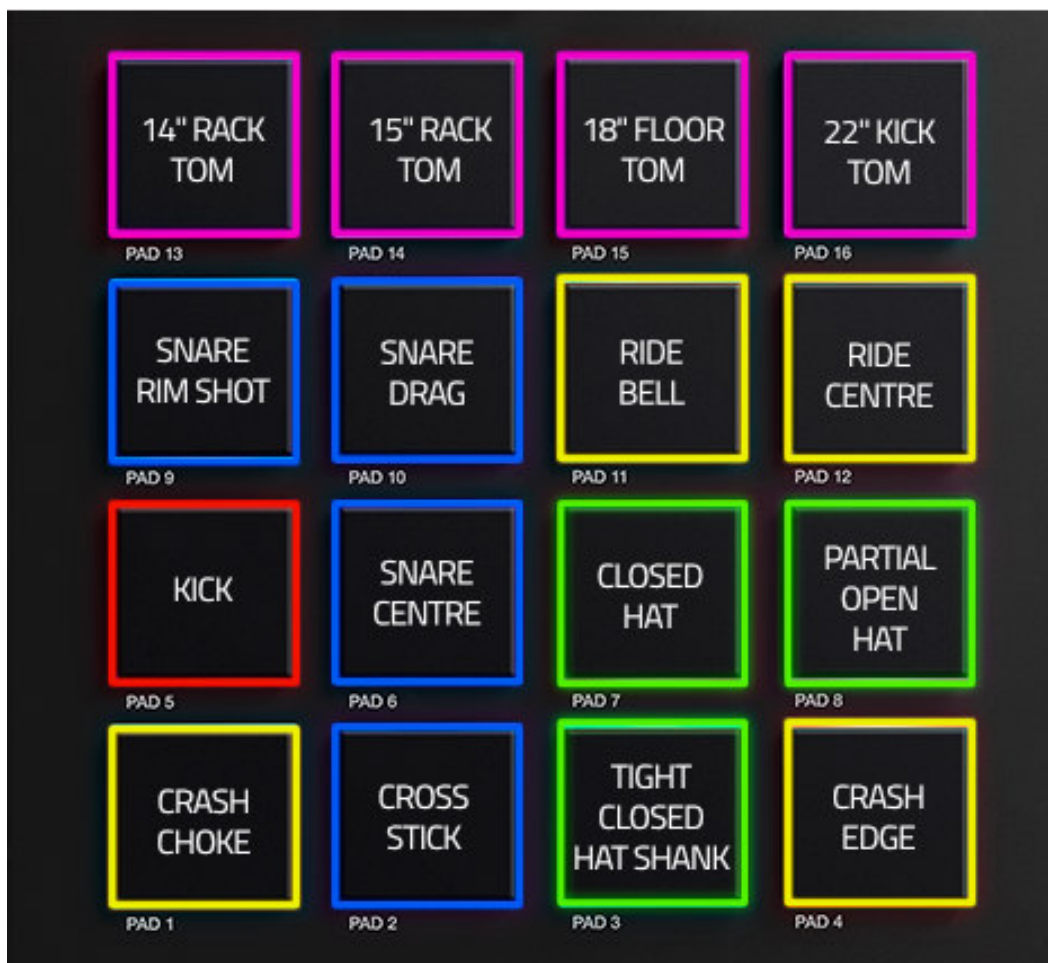
To load a pattern to the currently selected track in an MPC3 project, either double click it or drag it over to the grid.

# THE DRUM KIT LAYOUTS

All the standard (non-MPCe) kits within this expansion are laid out identically, so any performances you create with one kit can also be used with any of the other presets.

## STANDARD KIT LAYOUT

The standard drum kits all feature the same layout:



Most pads are configured with up to 8 velocity layers, so remember to turn off 'FULL LEVEL' to take full advantage of the dynamic velocity switching. Each velocity layer also features multiple round robins so even if you hit a pad multiple times at the exact same velocity you'll hear a different 'timbre' each time.

The two closed hats on A03 and A07 are configured to mute open hat on pad A08 to mimic the sound of the real hi hat opening and closing. The crash on pad A04 is muted by the 'choke' cymbal on pad A01.

## **MPCE KIT LAYOUT**

We've also included an experimental MPCe kit which is compatible with 'MPCe' pads. This kit combines multiple articulations within a single pad, while still supporting multiple round robins and velocity layers within each pad 'zone'.

The whole kit contains 27 articulations across 12 pads in bank A:



Yellow pads represent cymbals. The top half of pads A01, A04 and A09 are different types of crash cymbals, with the bottom half of each pad providing the associated 'choke'. The ride cymbal on pad A08 features a 'bell' in the centre and a 'bow' sound on the edge.

Hit pad A06 in the centre of the pad you'll hear a 'centre' hit snare, but as you move towards the outer edge of the pad it gradually blends in the 'rim' snare articulation. The A02 snare features a left/right split, with cross stick on the left, outer rim on the right.

The green hi hat pads are fundamentally split down the middle with left side representing closed hats, right side open. The tom pad (A12) is split into four zones with a different size tom in each quadrant.

Finally the kick pad features a single sample zone but as you play towards the edge of the pad you'll hear a slight increase in pitch.

# Q-LINK MACROS

The expansion features additional presets containing unique FX and track parameters to create a variety of different drum kit sounds, but this is just the beginning of what is possible in terms of customisation and sound design.

## Q-LINK Macros (MPC3 Only)

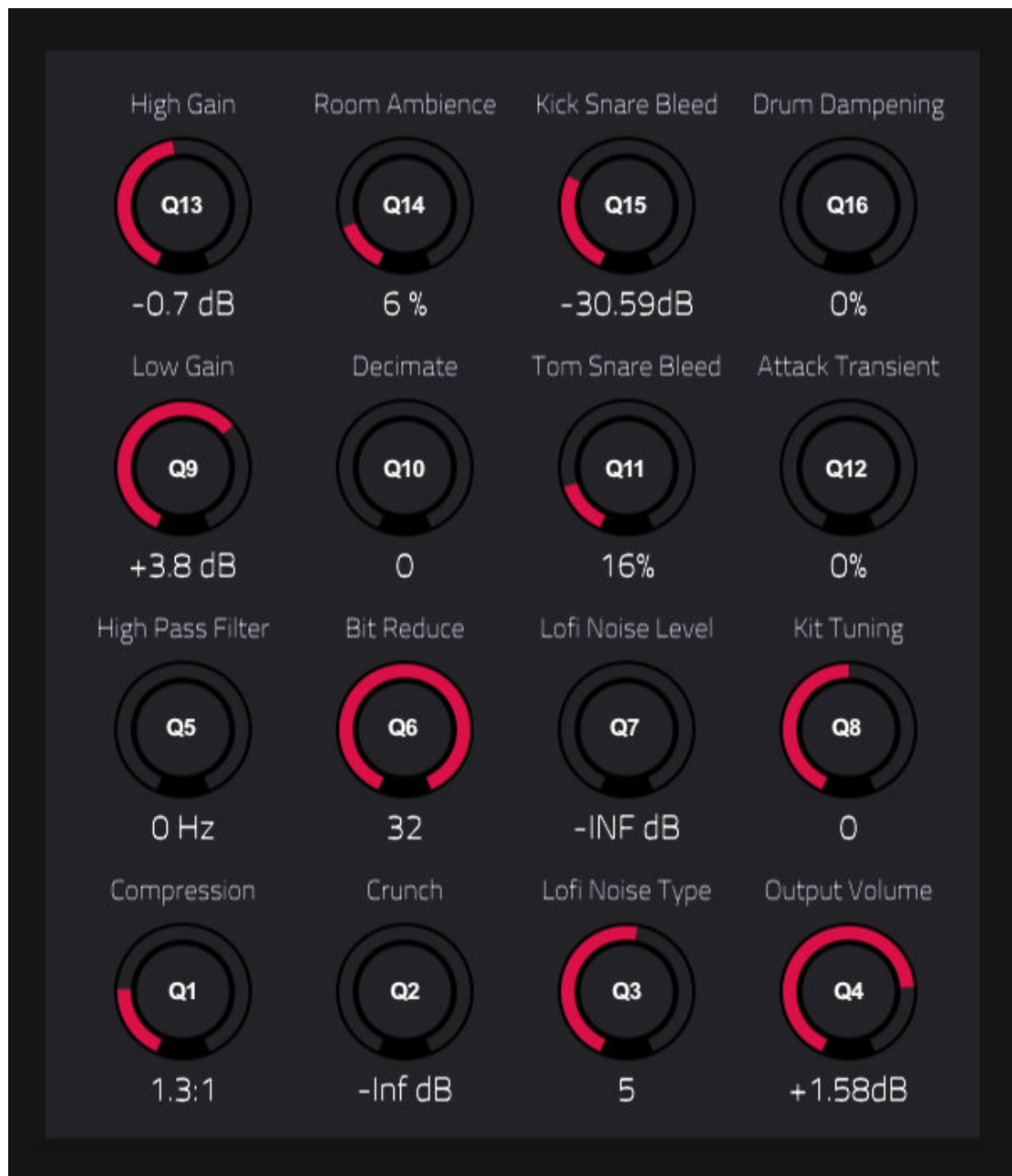
For quick 'hands on' changes to any kit we've pre-mapped the track Q-LINKS with a variety of different macros that control a range of different sound designs and performance parameters.

Hold down the [**Q-LINK**] button and select the '**Track**' Q-LINK page:



With 'Track' Q-LINKS enabled, all Q-LINKS are pre-mapped to sixteen different macro controls and these will remain available no matter what screen you are currently working in.

The track Q-links are as follows:



Q-LINK	Macro	Details
<i>Column 1</i>		
Q13	High EQ	Boost/cut higher frequencies of the kit
Q9	Low EQ	boost/cut low end of the kit

Q5	High Pass Filter	Remove lower frequencies from the kit
Q1	Compression	Adjust amount of compression
<i>Column 2</i>		
Q14	Reverb Amount	Add ambience to the kit
Q10	Decimate	Distortion and destroy the sound of the kit
Q6	Bit Reduction	Reduce the bit rate for a retro sampler sound
Q2	Crunch	Adds crunchy character
<i>Column 3</i>		
Q15	Kick snare bleed	Add sympathetic vibrations from the snare to the kick
Q11	Tom snare bleed	Add sympathetic vibrations from the snare to the toms
Q7	Noise Level	Add background lofi noise to the kit
Q3	Noise Type	Select the type of lofi noise
<i>Column 4</i>		
Q16	Damping	Additional, aggressive attack transient applied to all articulations
Q12	Attack Transient/Punch	Adds additional bite to all drums
Q8	Tuning	Adjust tuning of the kit
Q4	Volume	Adjust the volume of the kit

## More Detailed Editing

To adjust all possible FX settings, or to change which FX plugins are inserted across a kit, you can use the **XL CHANNEL STRIPS** in **[MAIN]** - choose the **'FX'** tab on the kit channel strip.

The kits are built using standard MPC drum tracks, so for more detailed editing of any kit, go to [**MENU**] > **TRACK EDIT** where you can tweak any available track parameter.



Check out the [MPC Bible](#) for structured tutorials on all aspects of configuring FX and editing DRUM tracks.

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# TIPS & TRICKS

Here's some tips to help build more realistic drum sequences. These are just starting points to get you on the right path; if you need more help understanding the concepts discussed here check out the many in-depth sequencing tutorials in the [MPC Bible](#).

## Turn off FULL LEVEL

To take full advantage of the available velocity layers remember to turn off 'full level', this way soft pad hits will play 'softly' recorded samples, hard hits will play back hard recorded samples, and so on.

## Turn off 'Timing Correct'

Try recording with 'timing correct' turned off as quantising can make your drums sound 'robotic'. You could also record some parts with quantising (e.g. main kick, snare and hats) and then turn off timing correct to record additional 'ghost' notes and other looser played elements that add 'groove'. One way to disable timing correct is via [MAIN] – tap on the **TC** icon in the top toolbar and set **GLOBAL TIMING CORRECT: OFF**.

## Using Humanize

You can add human feel to an overly quantised performance through the 'Humanize' function. Go to [MAIN] > **Arrangement tab** > **Pencil** > **Humanize**.

I'd recommend humanizing time and velocity in small amounts – use the **APPLY** button and hit [PLAY START] to hear the results, you can always hit

APPLY again to add more humanisation in real time, or hit [**UNDO**] if you don't like the results.

## **Rearranging Pad Layout**

If you would like to rearrange the pads in the kit to a different layout you will need to individually 'copy' pads to new locations. There are multiple ways to achieve this, please refer to the following article for more guidance:

<https://www.mpc-samples.com/article/rearrange-drum-kit-pad-layout>

## FURTHER RESOURCES

**Rusty Drum Kit 3** is part of our growing range of MPC and Force expansions – check out our entire range here, with loads of acoustic keys, pianos, drum kits, bass, synths & much, much more:

<https://www.mpc-samples.com/section.php/78/0/mpc-expansions/>

If you need help learning how to use your MPC, check out the MPC Bible at:

<https://www.mpc-samples.com/product.php/268/mpc-bible/>

# COPYRIGHT & LICENSE

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Raw drum kit samples originally recorded by Karoryfer Samples and released to the public domain:

<https://github.com/sfzinstruments/karoryfer.big-rusty-drums>

MPC program files, MIDI files & additional sound design by **Pad Pimps**.

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