

Nashville



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The functionality of the Nashville content set is similar to previous Acoustic Agent sets. However, there are some differences and additions on the **Edit** page and in the **Agent** mixer.

The following sections describe the parameters that are unique to the Nashville content set. For a complete list of the available parameters, refer to the documentation of the Acoustic Agent in the manual for Groove Agent or Groove Agent SE.

Edit Page Parameters

The kick drum, snare drums, hihat, and the toms all feature a **Trash Mic** control. This allows you to add a single overly compressed ribbon microphone, just above the kick and below the toms, pointed at the drummer. The signal can be blended into the mix to add energy or grit to it.



Snare Drums



Two snare drums can be played simultaneously. The piccolo snare (B) and the main snare (A) provide the same parameters. For the main snare, a **Master Bleed** control is available.

Mixer Page Parameters

As for other Acoustic Agent kits, the **Agent** mixer provides dedicated channels for all instrument groups, as well as for the individual instruments.

Room Microphones



On the **Room Mics** tab, you can make individual settings for the three room microphone channels.

- **Room Close** is a stereo set of uncompressed condenser microphones positioned close to the kit, which capture the overall sound of the kit as well as a portion of the room.
- **Room Far** is a stereo set of uncompressed condenser microphones positioned farther away from the kit, which capture all room ambiance.
- **Room Roof** is a stereo set of compressed condensers microphones on the ledge about 20 feet above the drum kit.

The **Trash/Mix** tab on the right contains a dedicated master channel for the Trash Mic signals. The channel controls for this channel are the same as for the room and overhead channels, but instead of the **Width** control, the Trash Mic channel has a **Pan** control.



RAM Usage and Voices



The three room channels and the Trash Mic channel provide an additional activation button below the **Mute** button.

Click this button to deactivate the corresponding channel entirely. All samples of the channel are unloaded from RAM. This reduces the amount of required memory and the number of samples that are played simultaneously.

Kick Group and Kick Channels



On the **Kick** tab, you can make settings for the three kick microphone channels.

- **Kick In** controls the settings of a dynamic bullet microphone that is mounted in the bass drum.
- **Kick Out** controls the settings of a multipattern condenser microphone that is mounted in front of the kick drum.
- **Kit FET** controls the settings of a FET microphone that is mounted in front of the kick drum. It provides different sound characteristics to the Kick Out channel.

Snare Group and Snare Channels

On the **Snare** tab, you can make settings for the two snares. For each snare, the following microphone channels are available: Snare Top 57, Snare Top 451, and Snare Bottom.

- **Snare Top 57** controls the settings of a top-mounted dynamic microphone.
- **Snare Top 451** controls the settings of a top-mounted condenser microphone.
- **Snare Bottom** controls the settings of a bottom-mounted multipattern condenser microphone.