Studio Standard Drum Map- Handy Drums

DRUM MAPS · https://library.gorangrooves.com/docs/studio-standard-drum-map-handy-drums/

This is the default drum map for Handy Drums Studio Standard virtual instrument. It covers most of the full GM drum mapping. Percussion instruments marked with *asteriscs work in pairs to mute each other.

Drum maps can easily be customized to your needs in all Handy Drums plugins.

Studio Standard Drum Map For Cubase

MIDI NOTE #	NOTE	INSTRUMENT	ARTICULATION
31	G0	Vari Hats Tip (CC4)	
32	G#0		
33	A0	Vari Hats Edge (CC4)	
34	A#0		
35	B0		
36	C1	Kick	
37	C#1	Cross stick Snare	
38	D1	Snare	
39	D#1	Handclaps	
40	E1	Electric Snare / Sn Rimshot*	*in E-Drummer mode
41	F1	Electric Snare*	*in E-Drummer mode
42	F#1	Hi-Hat Closed	

MIDI NOTE #	NOTE	INSTRUMENT	ARTICULATION
43	G1	Tom 4	
44	G#1	Hi-Hat Foot	
45	A1	Tom 3	
46	A#1	Hi-hat Open	
47	B1	Hi-hat Foot Splash	
48	C2	Tom 2	
49	C#2	Crash Cymbal 1	
50	D2	Tom 1	
51	D#2	Ride Cymbal	
52	E2	China Cymbal	
53	F2	Ride Bell	
54	F#2	Tambourine	
55	G2	Splash Cymbal 1	
56	G#2	Cowbell	
57	A2	Crash Cymbal 2	
58	A#2		
59	B2	Splash Cymbal 2	
60	C3	Bongo Hi	(finger / palm / open / finger slap / slap)
61	C#3	Bongo Low	(open / mute / slap)
62	D3	Quinto Mute	(finger / palm / mute / slap)
63	D#3	Quinto Open	
64	E3	Conga	(mute / open)

MIDI NOTE #	NOTE	INSTRUMENT	ARTICULATION
65	F3	Timbale Hi	(open / rimshot)
66	F#3	Timbale Low	(mute/ open / rimshot)
67	G3	Agogo Bell Hi	
68	G#3	Agogo Bell Low	
69	A3	Cabasa	(short / long)
70	A#3	Maracas	
71	B3	Whistle Short **	
72	C4	Whistle Long **	
73	C#4	Guiro Short ***	
74	D4	Guiro Long ***	
75	D#4	Clave	
76	E4	Woodblock Hi	
77	F4	Woodblock Low	
78	F#4	Quica Hi ****	
79	G4	Quica Med/Low ****	
80	G#4	Triangle Mute *****	
81	A4	Triangle Open *****	
82	A#4	Shaker	
83	B4	Castanets	
84	C5		
85	C#5	Click / Metronome	
86	D5		

MIDI NOTE #	NOTE	INSTRUMENT	ARTICULATION
87	D#5		
88	E5		
89	F5		
90	F#5	Fingersnaps	

* E-Drummer Mode splits the snare drum into snare head (D1) and snare rimshot (E1) when enabled. Any note previously mapped to E1 will move to the next available note, for example, F1.