Steven Slate Drums

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Introduction

I'll never forget the first time I heard Nirvana's Nevermind album. This album is considered one of the most influential rock records of all time for its powerful songs filled with enormous hooks and profound lyrics. But it wasn't the hooks or the lyrics that connected with me the first time I heard the album. It was the drums.

It's as if they were speaking to me. I hadn't even played drums yet, but for some reason all I could hear was this incredible sound of impact coming through the speakers, resonating my chest cavity with every kick drum. My obsession continues to this day - I often get inspired by drum sounds on new records I hear.

For the past decade and a half, I've dedicated much of my life to capturing drums like no one else. I've studied the art and science of recording and processing a drum sound so that when you put it in your mix, it brings new life and emotion to your music.

Whether your music is jazz, metal, urban, dance, or good old rock n roll, I think I have you covered with Steven Slate Drums 4. I hope you enjoy using this drum instrument even a fraction of how much I enjoyed producing it. Happy virtual drumming!

Steven

System Requirements

Windows

Windows XP, Windows Vista, or Windows 7.
Intel Core Duo or AMD Athlon 64; 2 GB RAM (4 GB strongly recommended)

Mac OS X

Lion, Snow Leopard, or Leopard.
Intel Core Duo; 2 GB RAM (4 GB strongly recommended).

Installation

Windows[1] & Mac OS X[2]

1. Run the SSD4 Sampler Installer.
2. Choose where you would like the SSD4 Library to be installed.
3. Download your license file from your account.
4. Place your license file "ssd_SSD 4 **********.slc" to the SSD4 Library folder.

The first time you run SSD4, you'll need to set the location of your SSD4 Library and License File.

1. Instantiate the SSD Sampler on an instrument track in your DAW.
2. Click the "**Settings**" button.
3. Click "Select Base Directory."
4. Select the SSD4 Library folder on your hard drive. When selecting the library, be sure not to choose a sub-directory or the SSD4 Sampler will not load the library correctly.
5. Click "Select License File."
6. Select your License File. This is the file you downloaded from your account and placed in your SSD4 Library folder.

[1] Click Here for the Windows Installation Video
[2] Click Here for the Mac Installation Video

Loading a Kit

The **Construct Kit** page allows you to load and save any of the SSD4 Preset Kits. You can customize and layer different kit pieces for ultimate creativity.

Here you can see there are several tabs on the left-hand side that bring you to different editing sections of the SSD Sampler.

To load a drum kit, double click on any of the SSD4 Preset Kits and it will begin to load. You can hear the different drum pieces by clicking on the drum kit below.

Loading an Instrument

On the **Inst** page, you can **Audition** the individual drum pieces from the Classic and the Deluxe series as well as the newly added Electronic drums. The new Soultone cymbals are only available in the SSD 4 Deluxe Library. Future SSD Expansion Packs will also be visible in this location.

How to insert and layer your drums

You can use the Layer Boxes to insert or layer additional instruments to customize your kit. The new instruments will appear in the **Mixer** page and can route from SSD to any DAW aux track (or audio track in some DAWs) for further processing.

1. Insert your new instrument by clicking on one of the Layer Boxes, then drag and drop your new instrument from the Inst page to one of the Layer Boxes.

2. Layer your drum by clicking on the instrument you want to edit from the Kit or Cells view, then drag and drop your new instrument from the Inst page to one of the Layer Boxes.

How to replace an SSD instrument

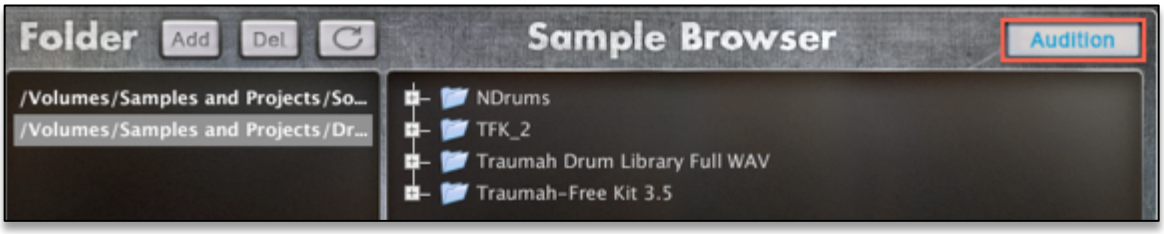
To replace an SSD instrument, select a drum from the Kit or Cells view that you want to edit. Then from the **Inst** page, browse through any of the Classic, Deluxe or Electronic instruments and drag and drop to one of the layer boxes. The new instrument will appear in the Mixer page and can route from SSD to any DAW aux track (or audio track in some DAWs) for further processing.

View Samples

The **View Samples** page gives you access to implement your own drum library.

Click on the **Add** button to locate your drum folder and click open.

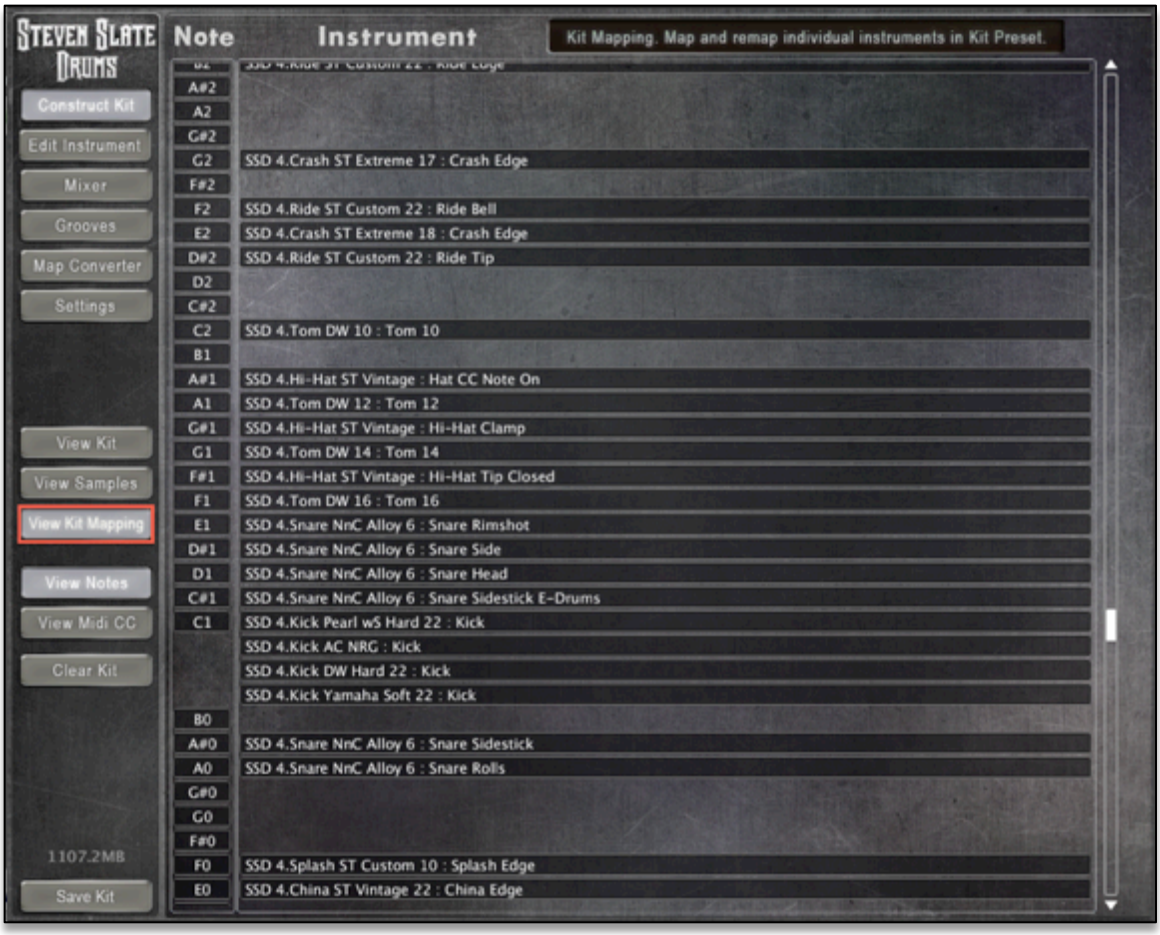
You can then **Audition** any of your samples by making sure the Audition button is on and double clicking on your samples in the Sample Browser window.



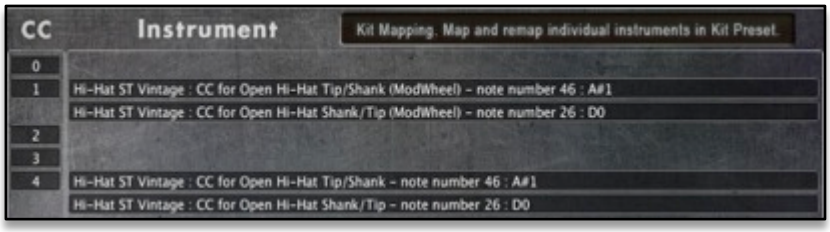
Drag and drop your samples to the empty cells and SSD will automatically create an aux track in the **Mixer** page where it can be further edited.

View Kit Mapping

View Kit Mapping shows you the notes where each drum is routed. You can drag and drop any of the drums to be triggered by another note or to trigger the existing note.



You can also map the **Midi CC** so that it plays flawlessly with your Midi device.



Edit Instrument[3]

The **Edit Instrument** page allows you to fine tune your drums. To start editing your drums, click on the instrument you'd like to edit and you will see that you have a variety of different parameters you can adjust. **Using SHIFT+Mouse Click puts you in fine-adjust mode giving you more precise control over SSD parameters**.

In this section, there is a master Volume and Tune knob for the entire instrument. You can change the notes information and customize its mapping location as well as adjusting the volume of each section of the drum.

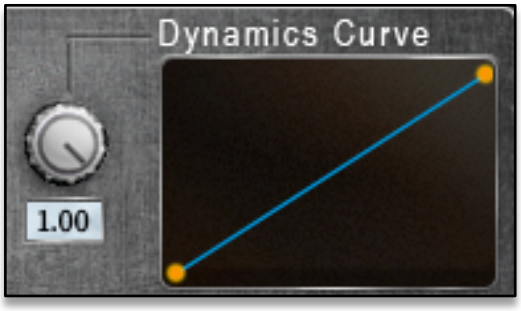
When the **Microphone** section is enabled, you can adjust the **Volume**, **Panning**, and **Tuning** for that specific mic position. Using the **Routing Destination** allows you to route from SSD to any DAW aux track (or audio track in some DAWs) for further processing.

To change the envelope for each instrument, select the drum from the **Microphone** section you want to edit.

[3] Click here to watch the Editing Instruments Tutorial Video

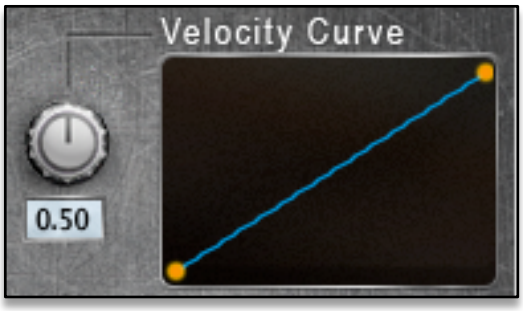
Dynamics Section

Use the **Dynamics Curve** to increase or decrease the dynamic range of the Instrument. Lower values will make softer velocity layers sound louder, decreasing dynamic range. Higher values will make softer velocity layers sound softer, increasing dynamic range.

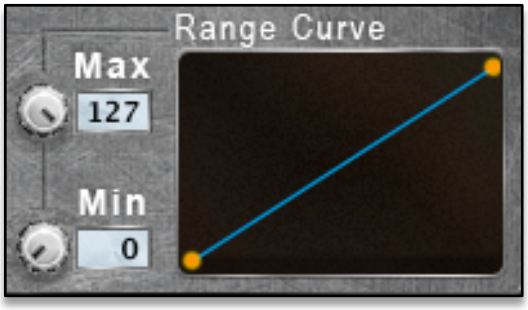


Use the **Velocity Curve** to adjust the dynamic response of the Instrument. You can use this function to set how light or aggressive you want your drums to sound in the mix. The 0.50 value of the Velocity Curve sets a Linear Response for the selected Instrument.

Values more than 0.50 set a Positive Non-Linear Response (a velocity of 64 would be scaled to, for instance, 80). Values less than 0.50 set a Negative Non-Linear Response (a velocity of 64 would be scaled down to, for instance, 40).



The **Range Curve** allows you to limit Velocities by setting minimum and maximum values within an Instrument. The Range Curve can make the SSD Sampler play only hard hits for a particular instrument, or only soft and medium hits.

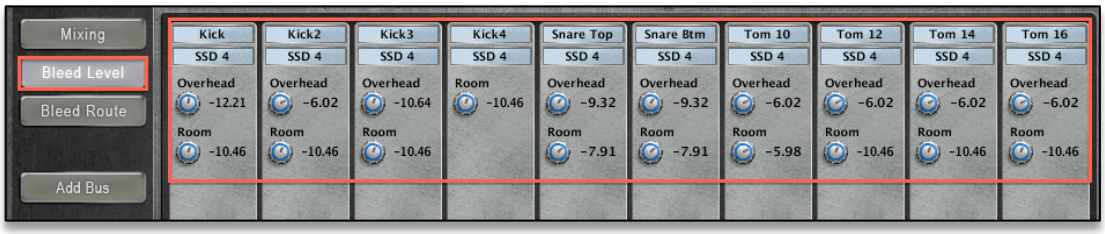


Mixer Section

In the **Mixer** page you'll see each instrument's channel strip. From here, you can change each instrument's **Volume**, **Phase**, **Pan**, **Solo** and **Mute**. Output Routing is the process of assigning SSD4 channel strip outputs to aux or audio track inputs in your DAW. At the bottom of each channel strip, you can edit the routing for that specific drum to your DAW aux track (or audio track in some DAWs). Any output changes you make in the **Mixer** page can be saved by clicking the **Keep Outputs** button—this is a global setting.

Determine your preferred Output Routing and select **Keep Outputs** button. The Output Routing will not change when new kits are loaded or when SSD4 is re-launched. (Note: Not all SSD4 kits map the same to the SSD4 mixer.) As long as **Keep Outputs** button is ON, any changes you make will be maintained.

The **Bleed Level** determines how much of each instrument will be heard in the Room and Overhead microphones. Depending on which SSD4 Preset Kit you load, each channel strip will have a Room and Overhead bleed edit knob.



The **Bleed Route** page gives you the option to route the bleed to the Room, Overheads or any aux or audio tracks you've created in your DAW.

You can add a bus track in the **Mixer** page by clicking on the **Add Bus** button. This is useful when grouping the channel strips to the **Aux** track to be controlled by one fader.

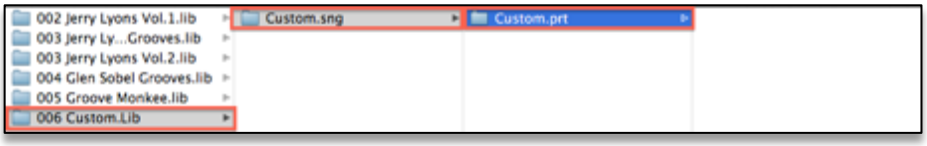
Grooves

The **Grooves** section has a variety of grooves played by some of the best session drummers in the industry. You can choose between different Genres and Parts to build a complete a song from start to finish.

To drag in a groove, select any of the grooves from the Groove Name section and drag and drop right into your DAW edit window.

You can audition any of the grooves by clicking the **Autoplay** button and clicking on any of the grooves in the list. You also have a **Play**, **Stop** and **Loop** button in the transport section. The **Dynamics** knob is used to control the dynamics of how hard the groove is being played. Lower settings produce softer, quieter hits, while higher settings produce harder, louder hits.

To add your own midi files to the Grooves folder, you will have to create 3 folders with these extensions (.Lib, .Sng, .Prt)[4]



[4] Click here to watch the Customizing Midi Grooves Tutorial Video!

Map Converter[5]

You can match a 3rd party note mapping to SSD4's note mapping. From the **Map Converter** menu, load one of the provided map preset conversions by clicking on the **Load Conversion** button.

You can also save your own custom conversion map in two steps:

1. On the **View Notes** page reassign the incoming MIDI note to the SSD4 instrument you want it to play.
2. Once you have created your custom map, click on the **Save Conversion** button so that you can recall it at any time.

If you have a custom conversion that you want to use on every SSD4 Preset kit, you can click the **Set as Default** button.

[5] Click here to watch the SSD4 Map Converter Tutorial Video!

Setting up Multi-Output[6]

From the SSD **Mixer** page, each SSD4 drum instrument, bleed tracks, bus, or aux can be routed to its own track or channel within your DAW. There are several ways to set this up, depending on your DAW. Some DAWs require a manual setup, whereas others automatically create the necessary tracks in the DAW. (See individual DAW tutorial links at bottom of this page.)

For DAWs requiring manual creation of aux or audio tracks, start by creating a mono aux track (or audio track) for each instrument you wish to route from SSD4. Also create two stereo aux or audio tracks for SSD4's stereo overhead and room mic outputs.

No matter what DAW you use, you will need to route SSD channel strip outputs to the desired DAW aux or audio track. At the bottom of each SSD channel strip, you'll see that instrument's output routing assignment. Click the output assignment and change it from "**out 1 st**" to "**out 9 mn**." Now, on a mono aux or audio track in your DAW, set this "**Out 9 mn**" as your input. Do this for every track so that you have every instrument on its own aux or audio track.

[6] **Click your DAW to see the SSD4 Multi-Output Video Tutorial:** Pro Tools, Logic, Digital Performer, Cubase, VEPro, Reaper. Studio One.

Settings

Drum Kit Detail

The **Drum Kit Detail** determines the number of multi-samples loaded so you can vary the demand on system RAM. A setting of **Low** will load and play fewer multi samples and demand the least amount of RAM, while a setting of **High** will load and play all available multi samples and demand the most RAM. Any SSD4 Drum Kit Detail setting will retain excellent sample realism.

Resampling Quality

The SSD samples were originally recorded at 44.1 kHz, so if you're running a session that is at a higher sample rate, SSD will automatically resample to your session's sample rate. You can choose how well the **Resampling Quality** will be from **Normal**, **Good** or **Maximum**.

Memory Guard Mode

Large sessions in 32 bit DAWs can quickly use up the maximum 4GB of system RAM available to the DAW. SSD's **Memory Guard Mode** can prevent SSD4 from accidentally overloading your session. **Memory Guard Mode** prevents more instruments from being loaded into the SSD Sampler than can be accommodated by available system RAM. The **Low** and **High** settings determine the amount of RAM available to the SSD4 Sampler. A dialogue box will indicate once you've reached the **Memory Guard** threshold. **Memory Guard Mode** is not necessary with 64 bit DAWs.

Instrument View Options

As an alternative to the **Drum Kit view**, you can view the kit in **Use Cells view** by selecting **Use Cells view** on the Settings page. Cell view may be useful when you have a large kit loaded or prefer to see every sample displayed in a grid.