

# **User Manual**

## Introduction

Splat-to-Clat is an urban drum romper library that allows you to pick from thousands of high quality sounds along with high quality MIDI Loops to go with those sounds. The library is conducive to Hip-Hop, Boom-Bap, Neo-Soul, R&B, and Chill-Hop type of styles.

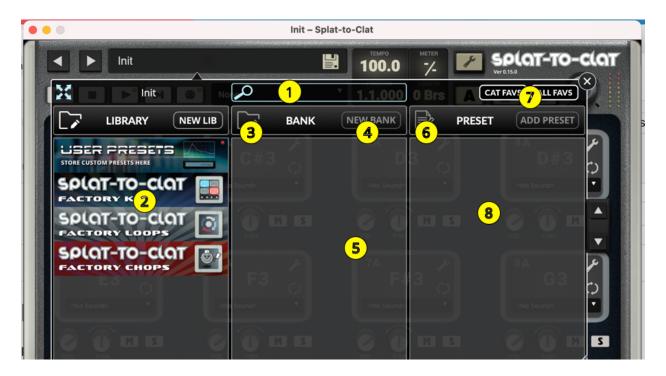
# **Getting Started**

## **Downloading Soundz**

When you first boot-up the application, you will be directed to a startup screen that asks you to choose the location where you want your samples to be stored. We recommend choosing an external SSD Drive in which to hold your samples.

#### **Preset Menu**

Click on the preset menu and a drop-down will appear with the following Options.



- 1. Search Bar for Presets.
- 2. Select expansion packs banner.
- 3. Edit User Bank (only for user banks).
- 4. Add a new user bank name. (Only for User Banks)
- 5. Choose a bank from the list.
- 6. Edit User Preset Name.
- 7. Only Show either Category Favorites or All Favorites.
- 8. Choose a preset from the list.

### **Important Special Features**

- You can right+click on a preset for extra options.
- Right+Click and choose Alias to be able to change the name of the preset as an Alias name for custom names.
- Right+Click to export user presets and/or banks.

# **Transport Controls**



- 1. Previous MIDI file.
- 2. Stop MIDI File.
- 3. Play/Pause MIDI file.
- 4. Next MIDI File.
- 5. Choose a hardware groove template.
- Choose and edit MIDI file by Right+Clicking on a MIDI File. You can also export the MIDI file.
- 7. Transport Window.
  - i. TEMPO Choose the Tempo (Right+Click to turn on and off Match tempo that stretches the samples).
  - ii. METER Displays the Meter.
  - iii. POSITION Dynamically displays the beat position.
  - iv. LENGTH Dynamically displays the bars.

# **Misc Controls**



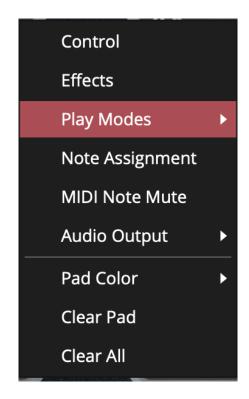
- Wrench The wrench button launches the settings menu.
- A...C Buttons Chooses between the different banks S2C has 12 pads and three banks A-C
- **Volume Knob** Controls the overall volume of the library with the accompanying LED Meters.

# **Pad Controls**

In order to allow you to play the pads freely, Left+Click/
Tap the pad to play the sound on the pad. All of the other features and options can be selected by Right+Clicking/
Tap+Hold.



- 1. Learn Note Number for your controller.
- 2. Wrench to choose the Pad Options
  - i. **Control** Launches the synthesis
  - ii. **Play Modes** Choose the playmate for the pad
  - iii. **Note Assignment** Assign MIDI note to the pad.
  - iv. **MIDI Note Mute** Allows a loop to mute immediately or after loop has finished.
  - v. **Audio Output** Route the output of selected pad.
  - vi. Pad Color Choose the pad color.
  - vii. Clear Pad Clear Selected Pad.
  - viii. Clear All INITI or Clear all pads.
- 3. **Loop** Allows you to loop a sound. This is used for when using a looped sound.



- Sound Select Menu drop-down to select sound. See Preset Menu section for menu operations.
- 5. **Volume** Controls the volume of the pad
- 6. **Pan** Controls the Pan of the pad.
- 7. **Mute** Mutes the pad.
- 8. Solo Solos the pad.

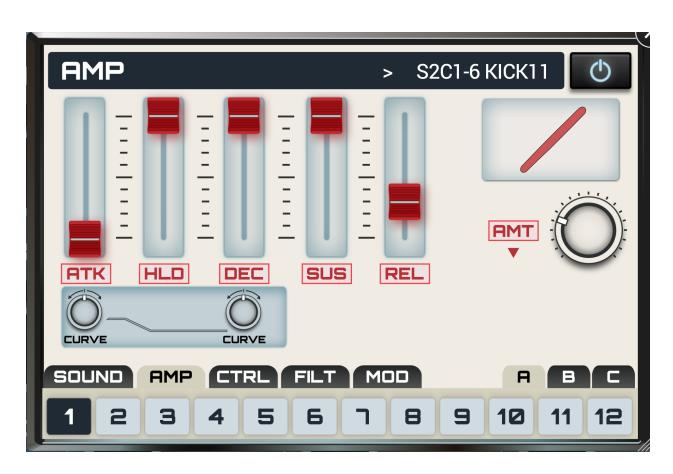
# **Controls Menu**

## Sound



- **VOLUME** Volume knob as per the pad.
- GAIN Gain knob for the pad.
- PAN Panning as per the pad selection.
- **SEMITONE** Semitone detuning.
- **CENTS** Detuning in cents.
- OCTAVE Octave as per the pad.
- MUTE/SOLO Mute/Solo as per pad selection.
- VOICES Stacks Voices.
- DETUNE Detuning Amount.
- SPREAD Spread Amount.

#### **AMP**



- AHDSR AMP section defining the attack, hold, decay, sustain and release.
- **Velocity Curves** Logarithmic curve that defines the path of which the Attack and Decay takes.
- **Velocity Curve** Determines the velocity curve.
- AMT Velocity amount which determines the volume as per the velocity amount.

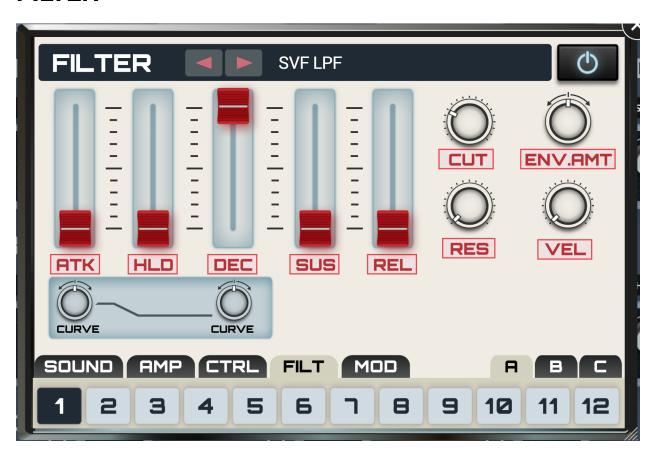
#### **CONTROL**



 MODWHEEL - Choose the upper and lower levels of the pitch wheel.

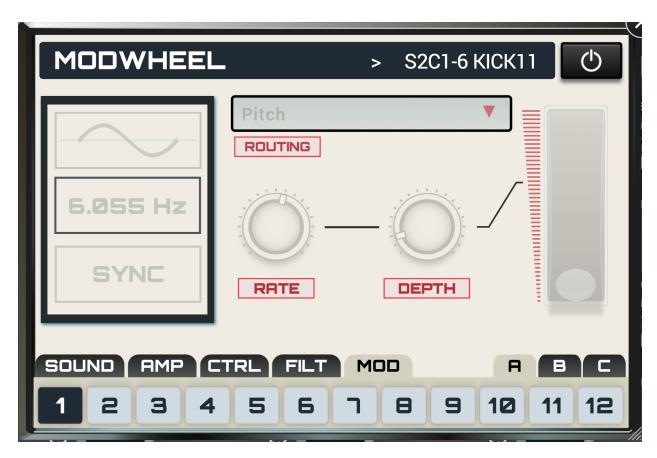
- PLAYMODE Menu dropdown to choose playmodes.
- GLIDE Portamento Glide amount.
- TUNE Positive and negative glide amount.
- **SLUG** Random amount of how much the pad is laying behind the beat. 100% means it will always "slug."
- SLUG MODE Determines if the slug is behind the beat, ahead of the beat, or both. The amount determines how much it does slug in milliseconds.
- COLOR/MOD Change the color of the sound and allow the color to change as per the velocity amount.
- VELOCITY RANGE Set velocity range of the hit.

#### **FILTER**



- FILTER TYPE -Drop-down to choose the filter type.
- AHDSR Attack, Hold, Decay, Sustain, Release filter envelope.
- **CURVES** Attack and Decay logarithmic curves.
- **CUT** Filter cutoff.
- ENV.AMT Envelope amount.
- **RES** Resonance.
- **VEL** Velocity modulates the cutoff as per the env.amt.

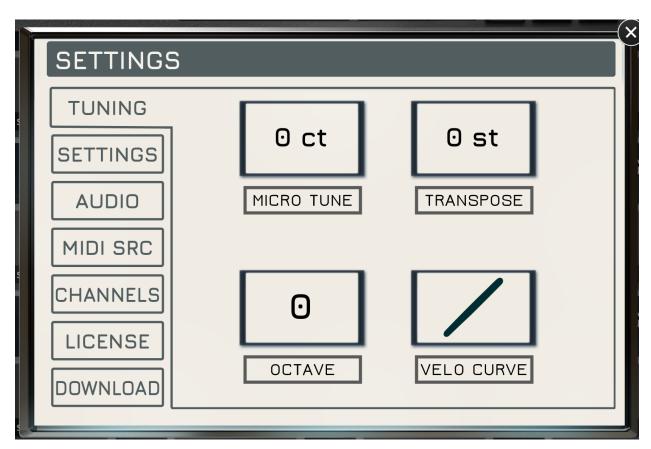
#### **MODWHEEL**



- ROUTING Choose the mod wheel routing modulator.
- RATE Choose the Rate of modulation.
- **DEPTH** Choose the depth of modulation.
- WAVEFORM Choose the modulation waveform.
- SYNC Choose the ability to sync with daw as per modulation.

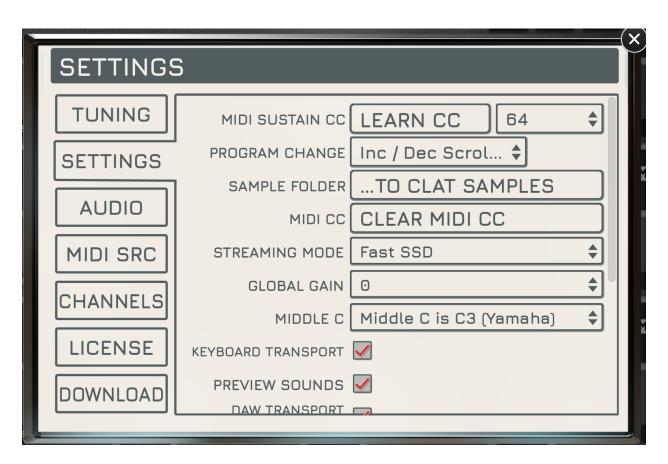
# **Settings Menu**

# **Tuning**



- Micro Tune Global Microtuning in cents.
- **Transpose** Global Transpose in semitones.
- Octave Global Octave (+/- 12 Semitones).
- Vero Curve Global Velocity Curve.

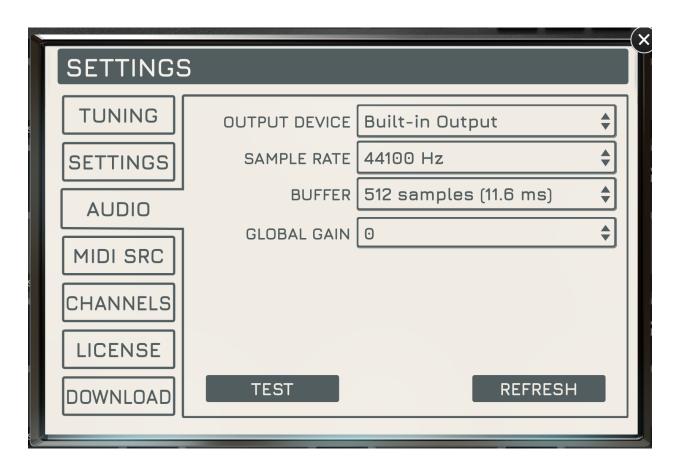
# **Settings**



- MIDI Sustain CC Allows you to MIDI Learn your sustain pedal cc number.
- Program Change Allows you to adjust how you would like to use the program change to switch between presets.
- Sample Folder Choose the sample folder location.
- MIDI CC Clear all MIDI CC assignments.
- Streaming Mode Choose the streaming mode.
- Global Gain Allows you to set a global gain.
- Middle C Choose the middle C Mode.
- **Keyboard Transport** Turn on/off the computer keyboard transport controls.
- Preview Sounds Turn on/off the ability to preview sounds.
- **DAW Transport** Turn on/off DAW transport controls syncing. This allows you to hit the play on your DAW and trigger the play on the plugin.
- **Reverse Pad Click -** Turns off the Right+Click ability and allows Left+Click to select options on a pad.
- **Use Audio Metadata** When importing audio files, S2C can read the meta note mapping data.
- **Show Log File** Launches the location of the error log files to send to support.
- **Auto Select OSC** When choosing a sound slot, it will automatically choose the slot that is being edited.
- Auto Check New Version Turn on/off the ability to check for new versions of the software.

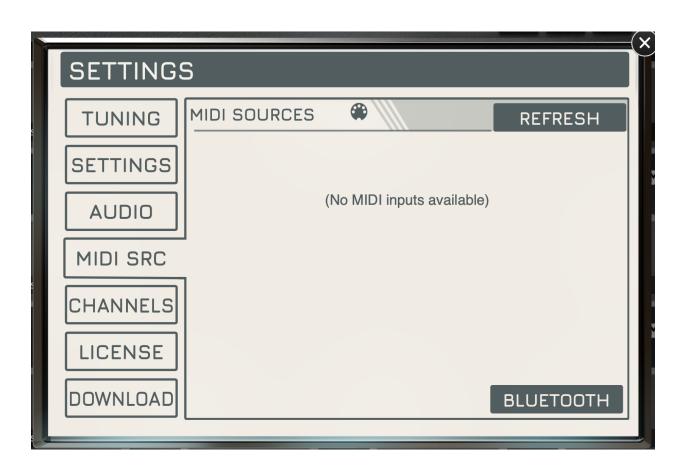
• Extended Logging - Turn on for advanced troubleshooting, but only keep on when deciphering issues. Keeping this on will drain your CPU.

# **Audio**



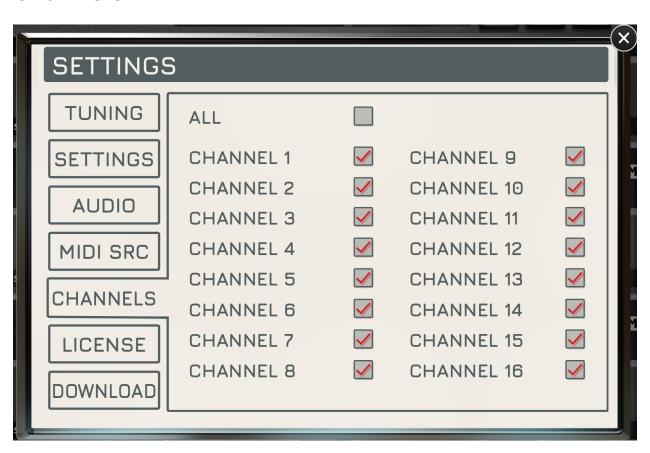
- Output Device Select your audio interface's output device.
- **Output Channel** If you have a multi-out interface, choose the output channels.
- Sample Rate Choose the sample rate.
- **Buffer** Choose the buffer/latency amount.
- Global Gain Choose the global gain.

#### **MIDI Source**



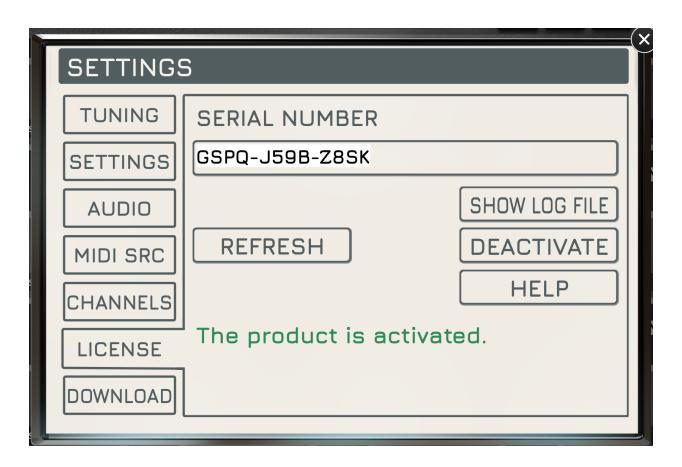
- Refresh Resets and rescans MIDI devices.
- Choose MIDI Source Choose your MIDI Source(s).
- Bluetooth MIDI Setup Bluetooth MIDI.

## **Channels**



Select the MIDI channels

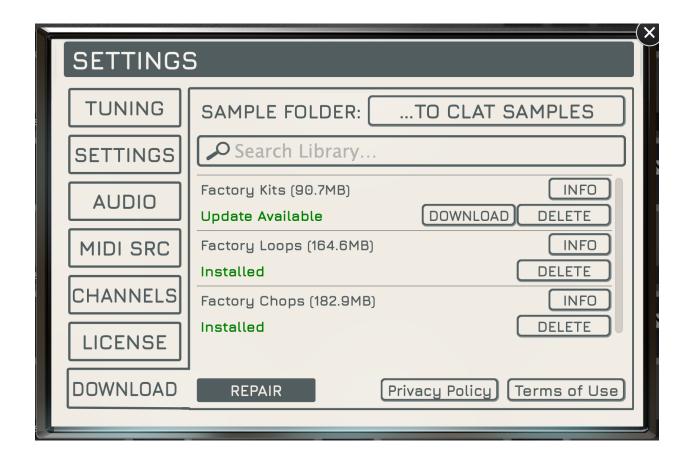
## License



- **Serial Number** Enter the serial number that is emailed to you.
- Refresh Reset and rescan licenses.

- Show Log File Show the log file.
- **Deactivate** Deactivate the computer.
- Help Launches a link to the Help section.
- Status Shows the activation status and/or errors.

#### **Download**



- Sample Folder Chooses the sample folder location.
- Search Library Searches the libraries.

- **Info** Launches a link to information about the expansion.
- **Download** Begins the downloading process.
- Delete Deletes a download.
- **Repair** Syncs and Resets activations and checks for downloads.