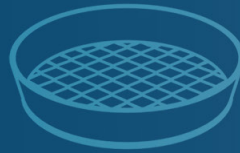


STREET X PERCUSSION



CONTENTS

Instrument Introduction	3
Page/Instrument Menu	4
Instrument Menu	5
Sequencer Page	6
Edit Page	8
Mix/Effects Page	10
Keyboard Layout	11
Credits	12

INSTRUMENT INTRODUCTION

Street Percussion offers a unique, powerful, and deeply-sampled collection of various pieces of metal, plastic, wood, ethnic drums, and even two custom drum kits, making it easy to create those classic street percussion grooves.

We wanted to create an instrument that would provide inspiring and powerful new tools for creating incredible percussion sections and exploring a wide palette of genres such as Hip Hop, Sound Design, Pop, EDM, and more.

Street Percussion takes giant leaps past being a standard percussion sequencer. We've given users access to step-assignable effects and controls that allow you to completely customize the sound and feel of your grooves. Add delay or reverb to any step of any sequence! Adjust the velocity, length, pitch, pan, and even reverse any step!

While we've packed a ton of powerful features into this library, we also made it extremely accessible and easy to get to the sounds you want. Quickly find the instruments and grooves that fit your songs perfectly by browsing through our customized Kit, Beat, and Groove preset menus which include over one hundred and thirty awesome presets.

In total this library features one hundred and two unique instruments. Each instrument was recorded extensively with seven velocity layers and seven round robins.

Thank you for purchasing Street Percussion! We hope you have as much fun in using this library as we had in making it.

PAGE/INSTRUMENT MENU



The top section of the interface is where you can navigate between Street Percussion's three main pages: the Sequencer page (SEQ), Edit page, and Mixer/Effects page (MIX). This top section also features the ever-present instrument menu where, no matter what page you're on, you can preview and select new sounds to be loaded into any of the eight available channels.

To select a channel for editing, simply click on the channel.

1) To load a new instrument into a channel, click the surface-type name (underneath the channel name) and the instrument menu will appear below.

2) You can also cycle through the instruments within the currently selected surface-type by clicking on the left and right arrows beside the instrument icon.

3) The colored circles that appear in the bottom right corner are indicators of which channels are being triggered. This helps you keep track of which channels are active and which are not.

4) A single click on the loaded instrument icon will give you an audio preview of that instrument.

5) Utilize the Kit Preset menu, which features dozens of tailor-made instrument combinations, to quickly change the sound of your entire percussion kit.

INSTRUMENT MENU



As mentioned previously, click on the surface-type name under any channel name to open the instrument menu.

1) Within the instrument menu you can both preview and select an instrument to load into the selected channel. Start by choosing from the six available surface groups: Drum Kit 1, Drum Kit 2, Plastic, Metal, Wood, and Small Drums. Selecting a group will display all the instruments included with that group in the window below.

2) Single clicking on an instrument will play a preview of that instrument. Double clicking will load the instrument to the selected channel.

3) When **Menu Mode** is turned on all the instruments of the currently selected surface are placed on the keyboard for quick and easy previewing. A colored circle will appear near the currently triggered instrument icon so you know which instrument you are previewing.

4) To exit out of the instrument menu simply click the **Close** button.

SEQUENCER PAGE



The top of the sequencer page is where the important controls are that affect all eight channels at once. Let's start on the left side of the interface with Global Scene.

Global Scene - Scenes are the unique sections of a channel. They can be thought of as song sections (intro, verse, chorus, etc.). Each channel has eight customizable scenes. To view the sequence of a specific scene for all channels at once, click the corresponding Global Scene number. For example, clicking Global Scene 1 will snap all eight channels to the first scene.

Global Copy/Paste Buttons - The "C" and "P" buttons at the top of the sequence page copy all parameter settings from the selected scenes to be pasted to another set of scenes.

Latch - When latch is turned ON, any pressed key trigger (besides one-shots) will remain pressed until the trigger is pressed again. This feature enables you to trigger sequences for as long as you want without having to manually hold down the trigger key.

Speed - Choose between .5X, 1X, or 2X to quickly half or double the speed of all sequences without adjusting the project BPM.

Beat Preset - We have created 50 custom beat presets that function as creative starting points. Beat presets apply to the currently selected scene of all channels.

View - You can view any of the seven available sequence parameters here on the main page. Sequence parameters include velocity, length, pan, pitch, reverse, delay level, and reverb mix.

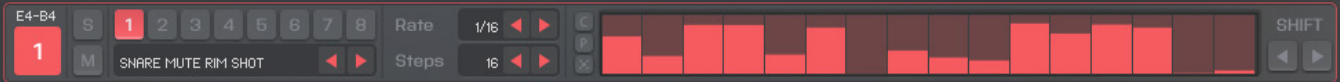
Swing - Add swing to your groove.

Human - This parameter controls the humanization amount of your groove. Higher human values equate to larger variations and randomization of the velocity and timing of each sequenced hit.

Clear/Clear All - *Clear* will clear all sequence data of the currently selected parameter (value). *Clear All* will clear all sequence data of all parameters at once.

Play (Start/Stop) - Plays the currently selected scene of all eight channels if nothing is already triggered and stops any active channel.

SEQUENCER PAGE Cont.



Below the global controls are the controls for each channel's sequencer. We will go over every parameter and what it does starting from the left of the interface.

Channel Button - Single clicking this button will select the channel for editing. It is not necessary to have a channel selected in order to edit it here on the sequence page but it is necessary on both the Edit page and the Mix page when applying effects. Double clicking the channel button will jump to the Edit page of that channel.

Mute/Solo Buttons - The "M" and "S" next to the channel button are the channel's mute and solo buttons. These will mute/solo both the close and room mics. There are independent mute/solo buttons for each mic on the Mix page.

Channel Scene Buttons - Buttons 1-8 are the channel's scene selectors. Click on the desired scene to adjust the parameters for that scene.

Loaded Instrument - Below the Channel Scenes is the currently loaded instrument. You can tab to the previous or next instrument using the left and right arrows.

Rate - Controls the speed of the sequence. Available rates include: 1/1, 1/2, 1/2T, 1/4, 1/4T, 1/8, 1/8T, 1/16, and 1/16T. NOTE: 1/32 and 1/32T can be achieved by setting the rate to 1/16 or 1/16T and then changing the Speed to 2X.

Steps - The amount of editable steps range from 1 to 32.

Copy/Paste Icons - The "C" and "P" stand for copy and paste. Copy all of a scene's sequenced information and paste it to another scene.

Randomize Icon (dice icon) - Randomize the sequence of the currently selected parameter (Value).

Shift - Shift the currently selected scene's sequenced parameters (Value) left or right one step

EDIT PAGE



The Edit page is where you can dive deep into each channel's parameters and easily customize your grooves. Let's take a look at the main controls of the Edit page starting at the top and moving down.

1) Scene Copy/Paste Buttons - The "C" and "P" buttons at the top of the edit page copy all parameter settings from the selected scene to be pasted to another scene. These function differently from the other copy and paste buttons on this page which only copy the corresponding parameter's sequence information.

2) Loop - When turned on (default), the selected scene will continue to loop for as long as the scene is triggered. When turned off, the selected scene will only play through once when triggered.

3) All Channel Scenes (top middle) - When turned on, any adjustments made to the currently selected scene will be made to all eight scenes of the selected channel.

4) MIDI Select - When turned on, you can select channel/scene pages via MIDI keyboard. This makes it easy to jump around to different scenes and makes edits as you trigger scenes.

5) Play Scene/Play All - *Play Scene* will play the currently selected scene. *Play All* plays the currently selected scene along with the eight other channel's currently selected scenes.

EDIT PAGE Cont.



6) MIDI Icon - You can click and drag to drag the MIDI information (Velocity) of the selected scene to an instrument track in your DAW.

7) Groove Presets Menu - We've created dozens of categorized groove presets to bring inspiration and help you quickly build your percussion section. Presets can be filtered by Category and Time. Double-clicking a preset will load it to the selected scene. You can even save your very own presets, tagging them with the available filters as well as easily accessing them through the "User" category.


8) Sequence Delay/Reverb Menus - With Street Percussion, you have the ability to add delay and reverb on a step by step basis to get some unique sound design effects. For both delay and reverb you can customize four separate options (A, B, C, and D), any of which can be applied to a channel simply by clicking the desired option and adjusting the delay/reverb step sequence levels. The first two reverb options (A & B) utilize a convolution reverb while the second two options (C & D) use a regular reverb.

MIX/EFFECTS PAGE



The Mixer has been combined with the instrument's effects for a streamlined user experience. Here's how it works:

Each available effect can be applied on a per-channel basis. Simply select the channel you want to add effects to, turn on any desired effect, and then start dialing in the sound you're looking for.

Each channel features close and room mics which can be mixed to taste. We've also added a link button () which, when turned on, applies any change of one mic's settings to the other mic of the channel.

To apply effects to all channels at once, simply select the master channel mixer on the far right of the mixer section.

We've also included the Play Scene and Play All buttons (covered in the Edit Page section) to the top right so you can easily start or stop your sequence from any page of the instrument.

KEYBOARD LAYOUT



The keyboard triggers have been laid out in a way that allows you to quickly trigger any channel's scenes in a number of ways as well as utilize powerful roll key switches with the one-shots to craft your beat in the way you want.

*From left to right

Roll Triggers (Orange) - Holding down a roll trigger in unison with a one-shot trigger will generate a roll at various speeds. The available speeds from left to right are as follows: 1/4T, 1/8, 1/8T, 1/16, 1/16T.

One-Shot Triggers (Channel-Color Specific) - Each channel has two one-shot triggers to easily play custom beats for any channel.

Set Scene and Play all Channels Triggers (Purple) - These triggers will set all channels on the same scene and play all channels together. For example, press the first blue key and all channels will begin playback on scene 1 simultaneously. Press the second blue key and all channels will start playback on scene 2, and so on.

Play all/Stop all (Green) - This trigger plays all currently selected scenes if nothing is already being triggered and stops any active channel.

Scene Triggers (Channel-Color Specific) - These keys give you MIDI access to any individual scene for all 8 channels.

CREDITS

Producer Ernie Albert
Drummers Cyzon Griffin and Steven Bartashev
Sample Editing and Patching Ernie Albert, Steven Bolar, and Michael Boone
Kontakt Scripting. Toby Sherriff
GUI Design. Voger Design
Cover Design Aleksandar Andric