

[creating a drumkit with SC2]

1 – choosing samples

Once you have specified a path for your default(s) samples folder(s), it will be automatically displayed in the **Sample** row on the right side of the GUI.

In the upper part of that row, you can browse the samples folders [1].

In the lower part of that row, you see the available samples [2]. You can preview them by clicking on the « **play** » icon at the very lower part below the sample explorer [3].



2 – loading samples



Most of the time with drumkits, *each note triggers a different sample*. That is what we are going to do here.

To load a sample, just **drag & drop it to the left part of the GUI** (the grey zone next to the virtual keyboard).

It will be displayed as an orange zone (with the sample's name written on it), and now you can see the wave display in the upper zone of the middle part of the GUI.



Now you can just drag and drop as many samples as you want to the free parts of the virtual keyboard.

so, from your controller or your sequencer, when you will hit a « C3 », it will trigger the sample assigned to that note.

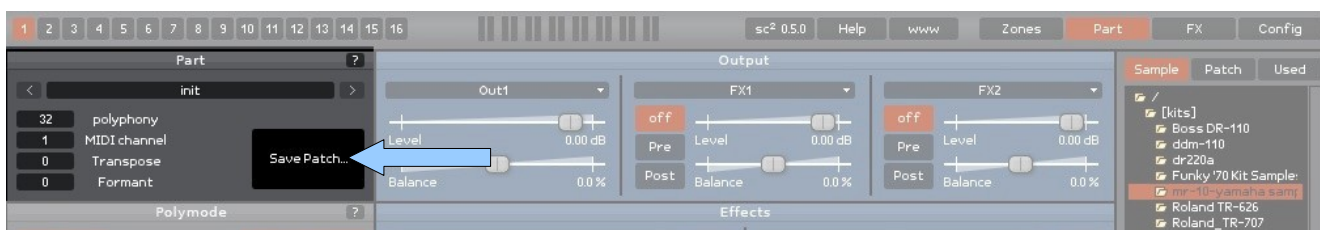
When you have many samples, you will see that unselected ones are shown as a white zone. And to see the Of course, you can move the samples up/down.

3 – saving the patch

To save your patch, just hit the **Patch** button on the upper right part of the GUI : it will display the patch editor.

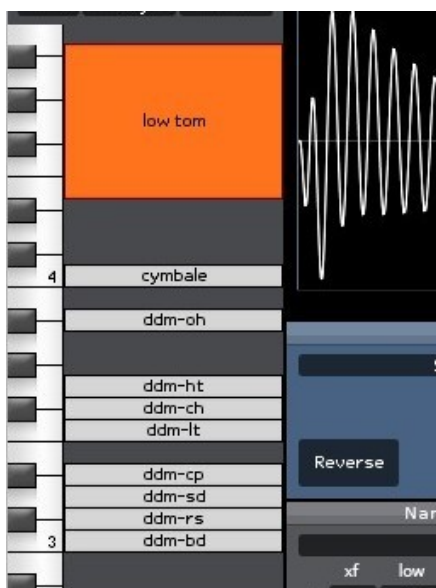


Now, hit the « **Save patch...** » button which is on the upper part on the left of the newly displayed patch zone : you're done !



4 -advanced use

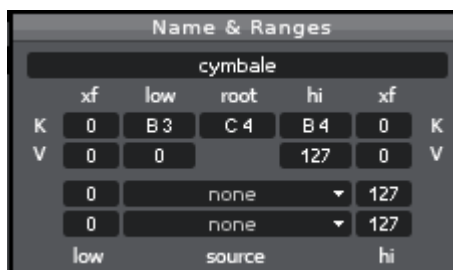
a- creating a pitching-able drum sound



If you want that a sample can be triggered by more than one note, just drag the edge of the wished sample from the keyboard view and drag it in order to « stretch » the zone.

On that picture, the « low tom » sample will be triggered from E4 to B4.

The sound will be played at a higher pitch on B4 than on E4. You can define the **root note** (the note which will play at the correct pitch) by using the « **name and range** » slot of the Sample Edit zone (see picture below).



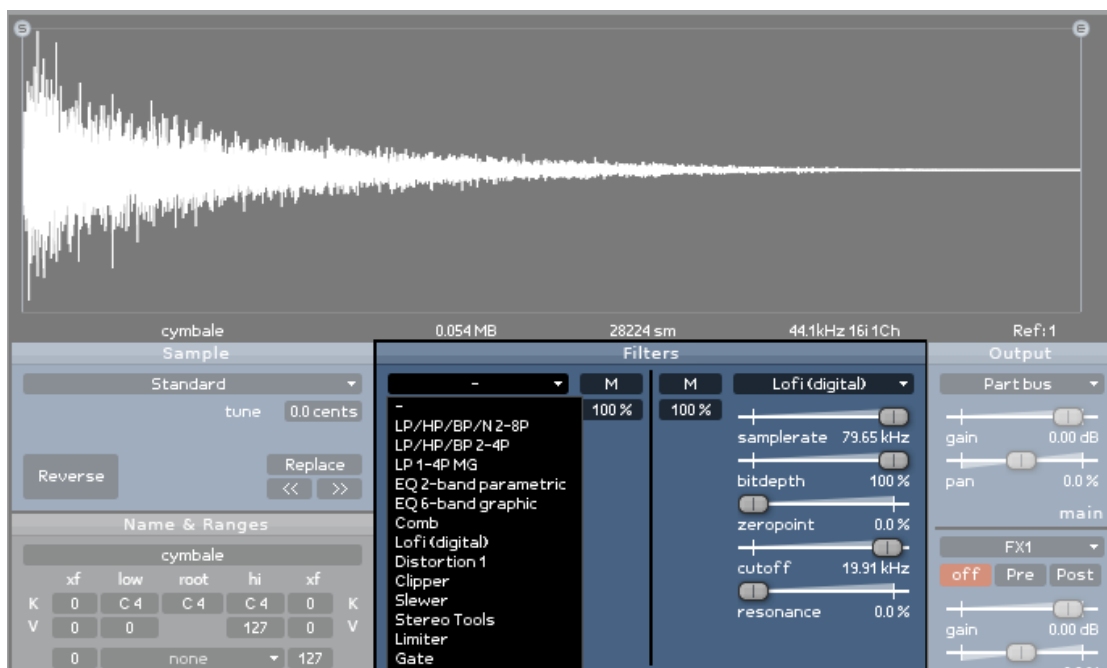
Note : By default, the root note will be the note where the sample were dragged first (= if you dragged it from the browser to G4, G4 will be remembered as the root note untill you move it).

b- adding efx

When you select a sample by clicking on it in the keyboard zone (it will be then displayed in a orange color), the wave shape is displayed in the upper part of the **Sample Edit zone** (in the middle of the GUI). Below the wave display, you will find several parameters to tweak to your taste, and one kind of them is *adding effects*.

You can choose 2 efx per sample. Each efx is available by clicking on one of the 2 white arrows from the **Filters** section.

- Clicking on the arrow will open a dialog box (white text on black background).
- When an effect (or « filter ») is selected, the tweakable parameters will be shown (in the picture below, you see the « samplerate », « bitdepth », etc for the « lofi » efx).



c- switch to pad view

it can be convenient to switch from keyboard view to « **pad view** ».

For that, just right-click on the grey zone next to the keyboard, and select « **switch to pad view** »[\[picture1\]](#).

Each sample will be shown in a pad, for MPC lovers [\[picture2\]](#).

