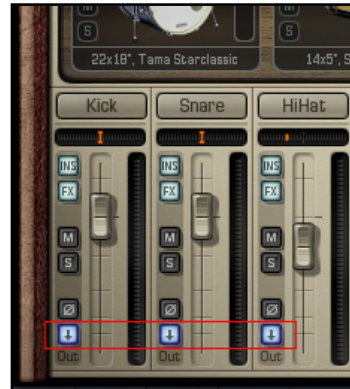# xlnaudio

How to use separate outputs with Addictive Drums

Enabling separate outputs inside Addictive Drums
To route the AD mixer channels to separate channels in your host, you must first enable the outputs inside AD. Simply open AD and click the **Out** button for every mixer channel you want to route.

The rest of this guide contains instructions on how to continue routing the outputs in your host software. This guide may not be up to date when you read this, so please refer to your host manual if you have any questions.
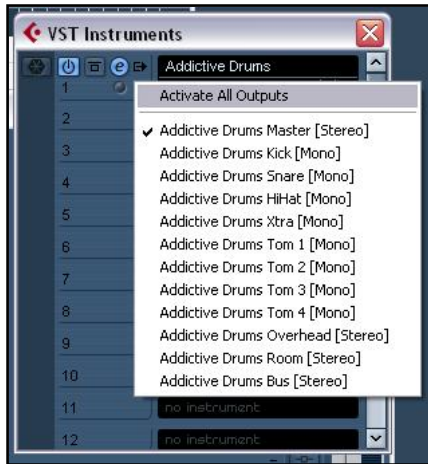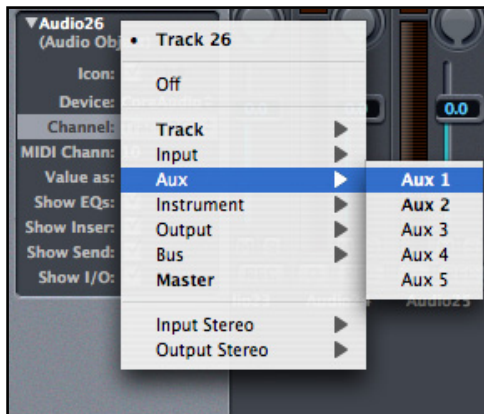
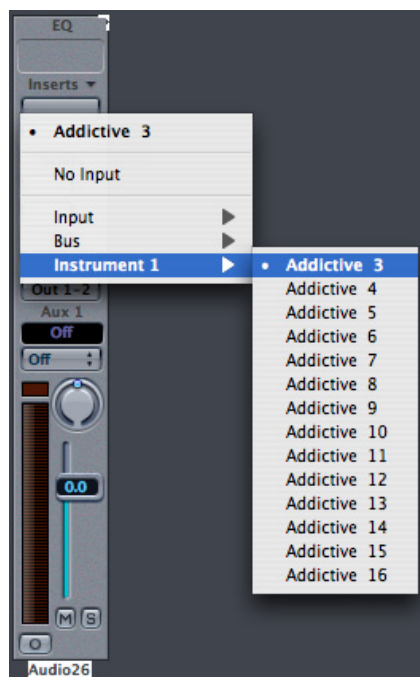## Host   Page

Cubase

1. Create an instance of AD.
2. Open AD and click the **Out** arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. If you have Cubase 4, you need to activate all outputs by clicking the small icon with an arrow next to Addictive Drums in the VST Instruments window. If you are running an earlier version of Cubase, all available outputs appear instantly in the mixer when you create an instance of AD.
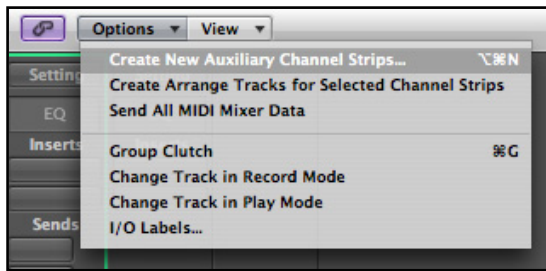
Logic 7

1. Create a **Multi Channel** instance of Addictive Drums.
2. Open AD and click the **Out** arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Open the **Environment** window and copy a track by holding down the alt key and dragging one of the tracks and dropping it somewhere below the row of tracks.
4. Select the track and change the **Channel:** field to **Aux 1**.

5. Change the input on your **Aux 1** channel to **Addictive 3** to route the kick drum.
6. Repeat steps 3-5 until you have routed all the mixer channels you want to route. If you route stereo mixer channels from AD (Overhead, Room or Bus), make sure the Aux channels are also stereo (click the "O" button on the Aux channel so that it changes to "OO").
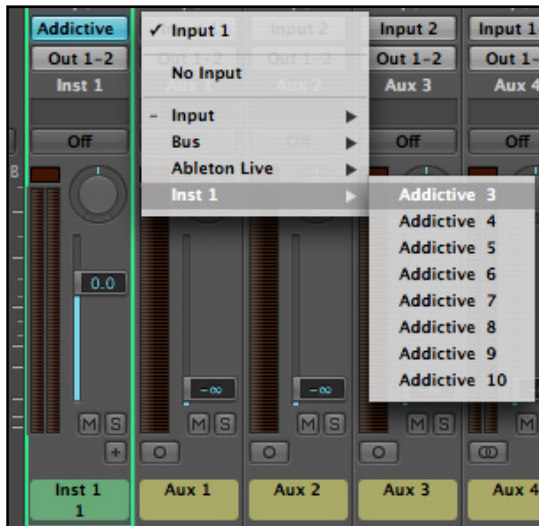
Logic 8

1. Create a **Multi Output** instance of Addictive Drums.
2. Open AD and click the **Out** arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Open the **Mixer** window and click **Options > Create New Auxiliary Channel Strips...** Create a mono track for every mixer channel you want to route.
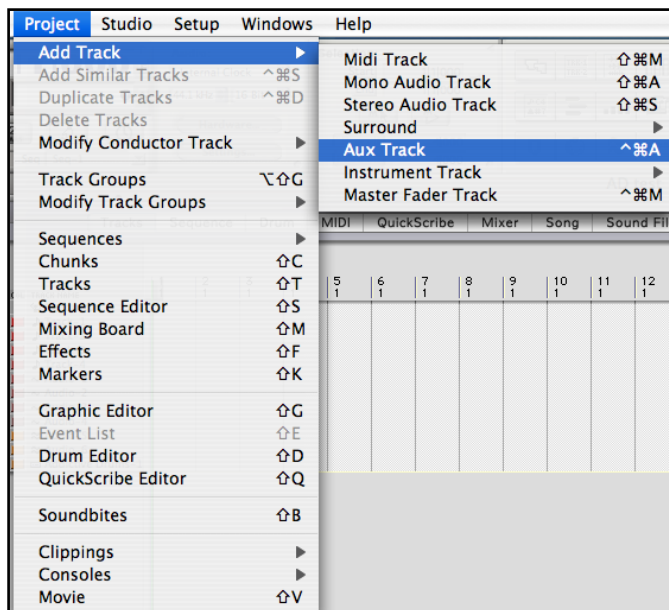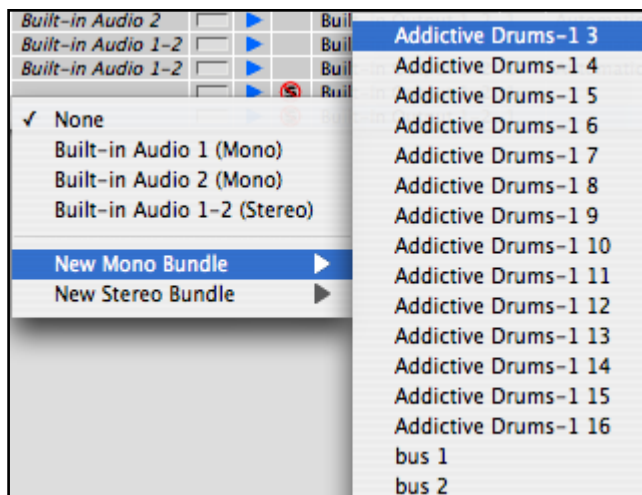**4.** If you want to route buses from AD (Bus, Room, Overhead) you need to create stereo tracks for them.

5. Click the input box of the first mono Aux channel, choose **Inst 1** (if that's the name of the AD track) and click **Addictive 3** to route the kick drum. Addictive 4 is Snare, 5 is Hihat and so forth.
6. Repeat step 5 for the stereo auxes. 11-12 is Overhead, 13-14 is Room and 15-16 is Bus.
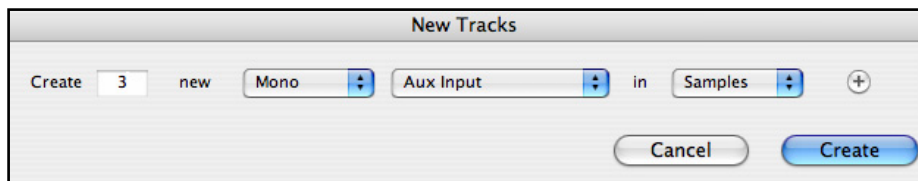
Digital Performer

1. Create an instance of AD.
2. Open AD and click the **Out** arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Add a new Aux channel for every mixer channel you want to route. Click the **Project** menu in the top of the screen. In the **Add track** sub menu, click **Aux Track**.

4. Change the input for the first **Aux Track** to **Addictive Drums-1 3** to route the kick drum. **Addictive Drums-1 2** is the snare, **3** is the hi-hat and so forth. If you want to route the AD Stereo Buses (Overhead, Room and Overhead) you need to choose **Stereo Bundle** instead of **Mono Bundle**.
5. Repeat step 3-4 until you have routed all mixer channels you want to route.
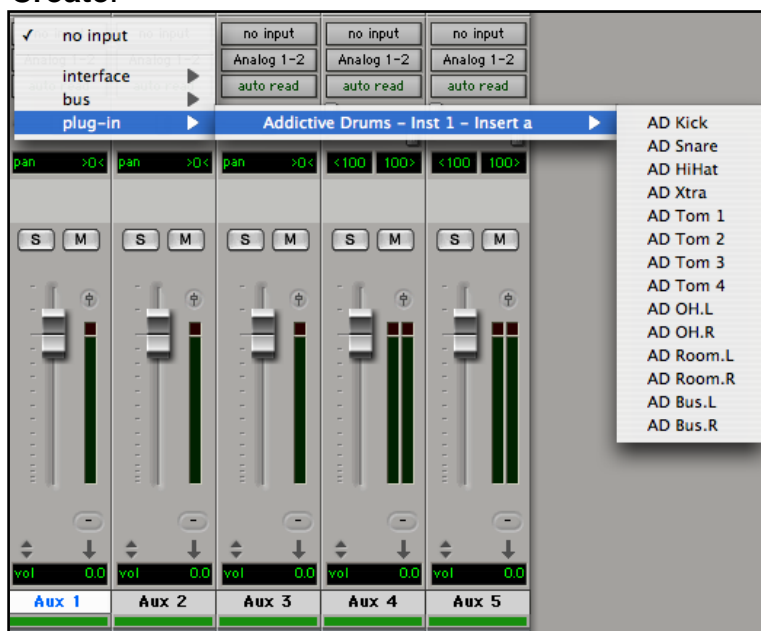
Pro Tools

1. Create an instance of AD.
2. Open AD and click the **Out** arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
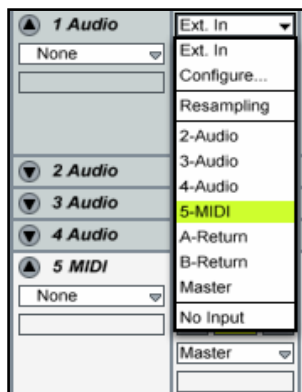
3. Create a mono aux track for every mixer channel you want to route, and a stereo aux for every stereo mixer channel (Overhead, Room and Bus) you want to route . Click the **Track** menu and select **New....** Change **Audio Track** to **Aux Input**. Click **Create**.
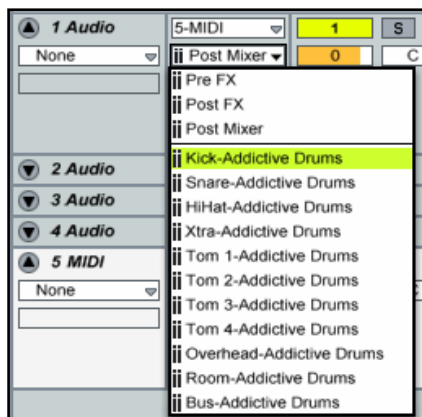
4. In the mix window, click the input box of the first **Aux** track and select **plug-in > Addictive Drums - Inst 1 - Insert a > AD Kick** to route the kick drum.
5. Repeat step 4 until you have routed all the mixer channels you want to route.

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Ableton Live

1. Create an instance of AD.
2. Click the **Out**-arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Go to **Arrangement View** and create audio tracks for every mixer channel you want to route.
4. In the **Input Type** field for the first audio track, change **Ext. In** to the name of your AD MIDI track.
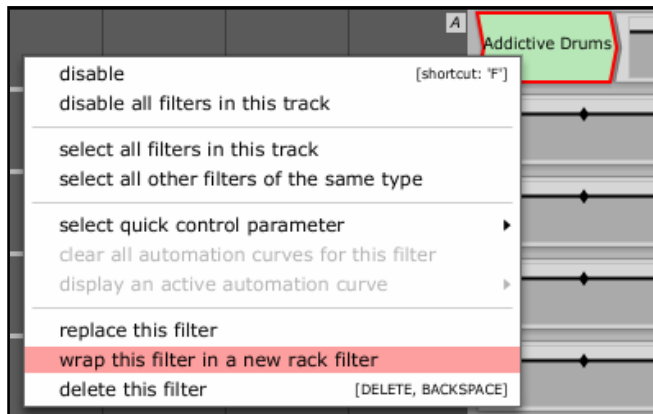

5. Now, change the **Input Channel** to **Kick-Addictive Drums**.
6. Repeat step 4-5 until you have routed all the mixer channels you want to route.

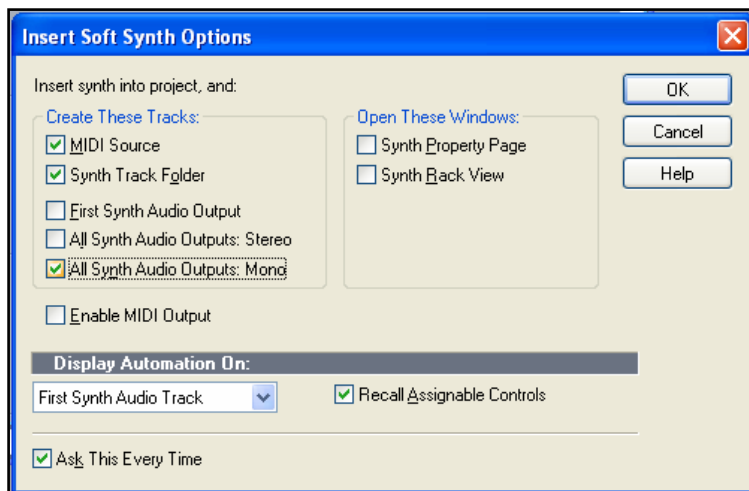## GarageBand

GarageBand does not support separate outputs.

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Tracktion

1. Create an instance of AD.
2. Click the **Out**-arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Create tracks for every mixer channel you want to route.
4. Right click on the Addictive Drums filter next to the Volume and Pan filter field and select **wrap this filter in a new rack filter**.

5. Copy the **Addictive Drums wrapper** to every track you want to use by holding the Ctrl key (on PC) or the Command key (on Mac) and dragging and dropping the yellow **Addictive Drums wrapper** field onto one track at a time.
6. Click on the first **Addictive Drums wrapper** field. In the bottom of the screen change the **left output comes from:** and **right output comes from:** to **Addictive Drums Kick**. Repeat this for every track until you have routed all mixer channels you want to route.

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Sonar

1. Create an instance of AD and in the **Insert Soft Synth Options** window, make sure that **All Synth Audio Outputs: Mono** is checked.
2. Click the **Out**-arrow in the AD mixer for every mixer channel you want to route *(see p.1 of this guide)*.
3. Note that all the outputs appear as mono channels, wich means that channel 15 is Overhead Left, 16 is Overhead Right, 17 is Room Left and so on. If you want to treat the Overhead, Room and Bus outputs as stereo channels, you can send them to stereo buses, one for every stereo pair. If you have any questions about how to use buses, please refer to your Sonar manual.