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

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Cubase

0 = 0	Addictive Drums
1 0	Activate All Outputs
2	✓ Addictive Drums Master [Stereo]
3	Addictive Drums Kick [Mono]
í de la compañía de la	Addictive Drums Snare [Mono]
	Addictive Drums HiHat [Mono]
5	Addictive Drums Xtra [Mono]
3	Addictive Drums Tom 1 [Mono]
	Addictive Drums Tom 2 [Mono]
7	Addictive Drums Tom 3 [Mono]
3	Addictive Drums Tom 4 [Mono]
	Addictive Drums Overhead [Stereo]
	Addictive Drums Room [Stereo]
10	Addictive Drums Bus [Stereo]
11	no instrument
12	no instrument

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.

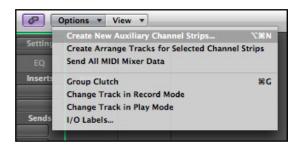
4. Select the track and change the **Channel:** field to **Aux 1**.

Inserts • Addictive 3 No Input Input b Bus ► Addictive 3 Instrument 1 Addictive 4 Addictive 5 Addictive 6 Addictive 7 Addictive 8 Addictive 9 Addictive 10 Addictive 11 Addictive 12 Addictive 13 Addictive 14 Addictive 15 Addictive 16 MS 0 Audio26

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*).

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

Project	Studio	Setup	Windows	Hel	р						
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Track	Groups y Track G		τôς	In		nent T	Track r Trac	k		A.I	~ 器 A ▶ へ
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Tracks			い ひ し ひ し	5	16	7	8	19	10	111	12
ALC: TRACK PROPERTY	nce Edito	r	ΩS	1	6	1	1	9	1	11	1
	g Board		ŵΜ								
Effect			ΦF								
Marke	rs		ΰK								
Graph	ic Editor		≎G								
Event	List		ΦE								
Drum	Editor		ÔD								
Quick	Scribe Edi	itor	企Q		1		1				
Sound	lbites		☆B								
Clippi			•								
Conso	oles		•								
Movie			ô۷								

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**.

Built-in Audio 2 Built-in Audio 1-2 Built-in A	Addictive Drums-1 3 Addictive Drums-1 4 Addictive Drums-1 5 Addictive Drums-1 6
Built-in Audio 1 (Mono) Built-in Audio 2 (Mono) Built-in Audio 1-2 (Stereo) New Mono Bundle	Addictive Drums-1 7 Addictive Drums-1 8 Addictive Drums-1 9 Addictive Drums-1 10 Addictive Drums-1 11
New Stereo Bundle	Addictive Drums-1 11 Addictive Drums-1 12 Addictive Drums-1 13 Addictive Drums-1 14 Addictive Drums-1 15 Addictive Drums-1 16 bus 1 bus 2

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.

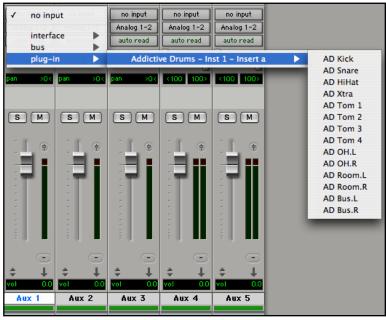
Pro Tools

New Tracks										
Create	3	new	Mono	;	Aux Input	÷ ii	n	Samples	;	۲
						C	Ca	incel		Create

 Create an instance of AD.
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.

Ableton Live

🔺 1 Audio	Ext. In 👻
None 👳	Ext. In
	Configure
	Resampling
	2-Audio
2 Audio	3-Audio
•	4-Audio
3 Audio	5-MIDI
4 Audio	A-Return
S MIDI	B-Return
None 👳	Master
	No Input
	Master 🗢

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.

● 1 Audio None ♥	5-MIDI ♥ 1 S Ii Post Mixer 0 C Ii Post FX Ii Post Mixer
2 Audio 3 Audio 9 4 Audio 9 5 MIDI None<	Kick-Addictive Drums Snare-Addictive Drums HiHat-Addictive Drums Xtra-Addictive Drums Tom 1-Addictive Drums Tom 2-Addictive Drums Tom 3-Addictive Drums Tom 4-Addictive Drums Overhead-Addictive Drums Room-Addictive Drums
	Bus-Addictive Drums

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.

Tracktion

	A Addictive Drums
disable disable all filters in this t	(shortcut: 'F')
select all filters in this tr select all other filters of	
select quick control para clear all automation curv display an active automa	ves for this filter
replace this filter	
wrap this filter in a new	rack filter
delete this filter	[DELETE, BACKSPACE]

 Create an instance of AD.
Click the Out-arrow in the AD mixer for every mixer channel you want to route (see p.1 of this guide).
Create tracks for every mixer channel you want to route.
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.

Rack Filte	ir 🔪 👘			
rack A	ddictive [Drums wrapper show rack of	conte	nts
left input goe	es to:	<none></none>	*	left input
right input g	oes to:	<none></none>	-	right inpu
left output con	nes from:	3. Addictive Drums Kick	-	left outpu
right output co	mes from:	3. Addictive Drums Kick	-	right outp

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.

Sonar

Insert Soft Synth Options		X
Insert synth into project, and: Create These Tracks: MIDI Source Synth Track F <u>o</u> lder First Synth Audio Output All Synth Audio Outputs: Stereo All Synth Audio Outputs: Mono	Open These Windows:	OK Cancel Help
Enable MIDI Output		
Display Automation On:		
First Synth Audio Track 🛛 🔽	Recall Assignable Controls	
☑ As <u>k</u> This Every Time		

 Create an instance of AD and in the Insert Soft Synth Options window, make sure that All Synth Audio Outputs: Mono is checked.
Click the Out-arrow in the AD mixer for every mixer channel you want to route (see p. 1 of this guide).
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.