



LATIN PERCUSSION

USER GUIDE

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1. Latin Percussion

Latin Percussion is a sample-based emulation of the *Sound Master Latin Percussion*, a rare analog drum machine from the 80s. The instrument features 6 classic latin sounds: Bass, Low Conga, High Conga, Bongo, Claves, and Maracas, which can be pitched, panned or mixed independently.

You can additionally shape the sound with the Overdrive and Reverb.

The sequencer lets you easily build patterns that you can also drag and drop to your DAW.

1.1 Specifications

- 6 classic latin sounds
- 20 Factory Presets / 9 Factory Patterns
- Overdrive and Reverb Effects
- Sequencer with Midi Drag to DAW
- Preset system with randomizer
- Formats: VST, AU, and AAX (32/64bit)
- Platforms: OSX, Windows

1.2 Installation

OSX

- Double click on the DMG image *LatinPercussion.dmg*
- Right click on the package *LatinPercussion.pkg* and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract *LatinPercussion.rar*
- Run *LatinPercussionSetup.exe*
- Follow the instructions to install the plug-in(s)

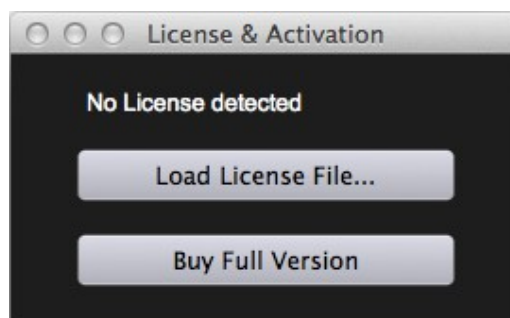
1.3 Registration

In demo mode the plugin will output silence for 3 seconds every 30 seconds.

To register it, you should have a valid license file (*latinpercussion_license.atl*).

Click on the *More* button and then choose *Registration*.

A popup window will open, click on *Load License File...* and locate your license file (*latinpercussion_license.atl*).



2. Parameters

For each Channel

<i>Pan</i>	Controls the balance of the sound from left to right
<i>Pitch</i>	Controls the pitch (and the speed) of the sound from -24 to +24 semitones
<i>Volume</i>	Controls the volume of the channel

Effects

<i>Drive</i>	Controls the amount of overdrive wet signal
<i>Reverb</i>	Controls the amount of the Plate Reverb wet signal

Master Gain Controls the volume of the entire instrument

3. Sequencer

The sequencer can be played in three different ways. By default the sequencer will start when your DAW/host is playing (or recording). When you enable the *Start/Stop with Keys*, the sequencer will only start when the selected keys are pressed (default C4 and D4). Alternatively you can also just click on the Play button.

The *Power* button enables or disables the sequencer entirely. The *Play* button turns on when the sequencer starts (or can be used to start it).



The *Patterns* menu lets you load/save, copy/paste, or even randomize the patterns.

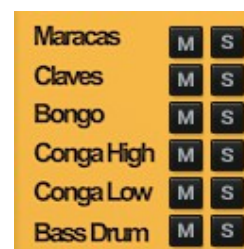


The *Tempo* menu allows you to change the speed of the Sequencer.

You can drag and drop the pattern to your DAW as a MIDI region/file by clicking on the *Pattern* button. The sequencer will be automatically powered off, so be careful in live situations.

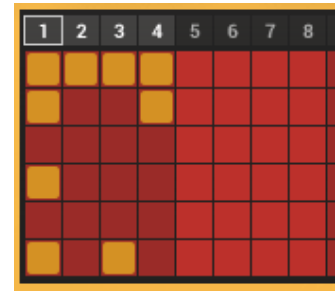


You can choose to mute or solo each individual channel using the *M* and *S* buttons.



You can build your patterns by clicking (or dragging) the red squares.

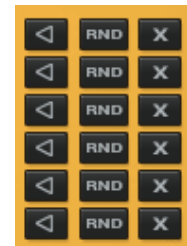
You can also choose the amount of steps for the Sequencer by clicking (or dragging) on the numbers at the top.



The first button lets you randomize the corresponding track at every sequencer cycle.

The *RND* button lets you randomize the track every time you press it.

The *X* button erases all the track steps.



4. Features and Settings

4.1 Randomizer

It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.

Right-clicking on a parameter will show the Randomizer menu.



Lock/Unlock Random Decides if the parameter can be randomized

Lock All No parameters will be randomized

Unlock All All parameters will be randomized

4.2 Global Settings

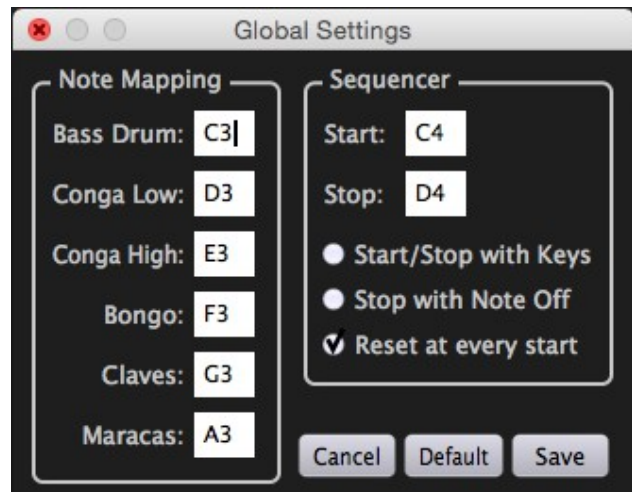
To access the global settings, click on the *More* button and then *Settings*.

You can change the note mapping for each sound, and also for the Start and Stop keys.

If *Start/Stop with Keys* is selected the Sequencer will only start or stop when the selected keys are pressed.

If *Stop with Note Off* is selected, the sequencer will also stop when the Start key is released.

When *Reset at every start* is selected, the sequencer will always re-start from the first step.



5. End

5.1 Credits

Programming: Carlo Castellano
Design: John Gordon (vstyler)

Special thanks to Mathias Brüssel for his support.

5.2 EULA

Please visit www.audiothing.net/eula to review this product EULA.

5.3 Thank You

Thank you for buying AudioThing Latin Percussion! We hope you will have as much fun using it as we had making this product. For help or any question, feel free to mail us: info@audiothing.net

