

Slammer

Drum Instrument



Welcome!

This is the user manual for **Slammer**, a drum instrument plug-in available for iPad (AUv3) and Mac & Windows (AU/VST3/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden. Slammer is a multi sampled drum plug-in. It contains 30 different instruments made from ~2000 recorded and edited samples. The integrated custom-built real-time effects and some clever routing makes Slammer a versatile and flexible drum plugin that is capable of rendering anything from natural acoustics to heavily distorted and compressed sounds.

[Get the iOS version at the App Store](#)

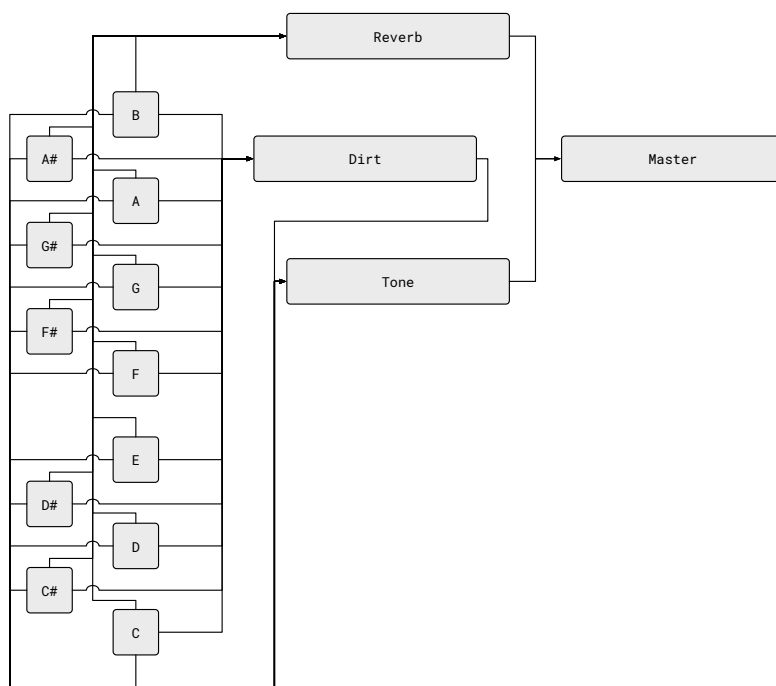
[Get the AU / VST / AAX version at klevgrand.se](#)

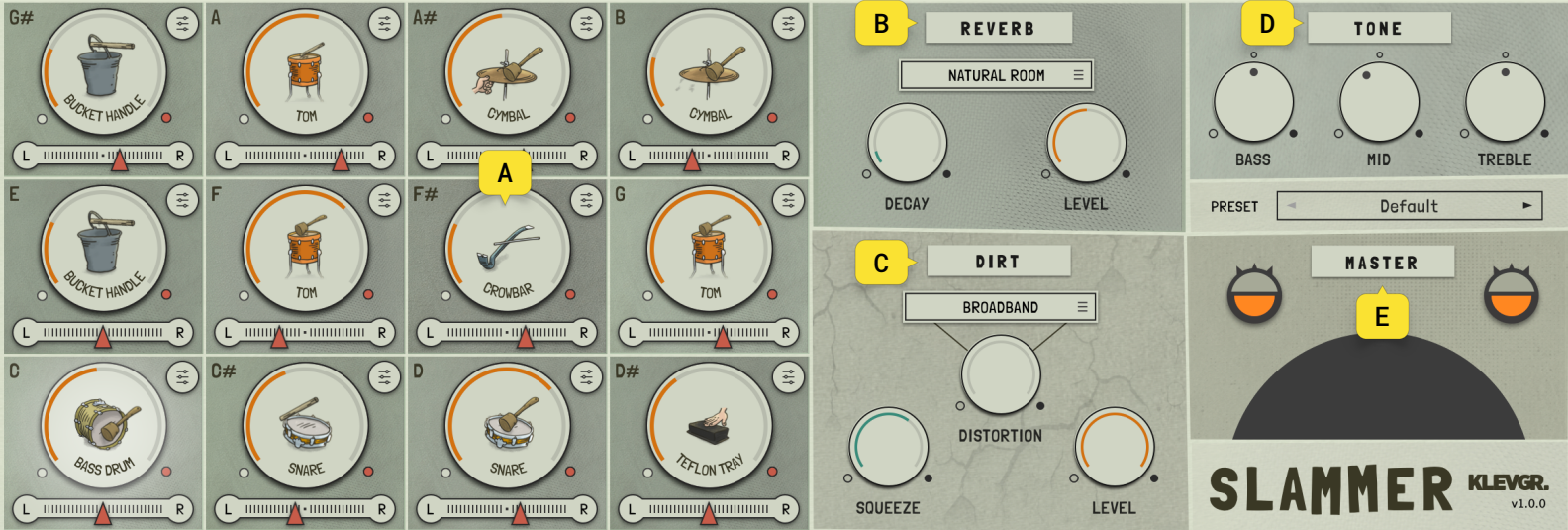
LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (top left corner) and type/paste your license key.

Internal Routing

The audio engine has 12 separate instrument players mapped to different MIDI notes. These players individually sends their output to 3 internal busses: Main Bus, Dirt Bus and Reverb Bus. Main Bus and Dirt Bus also passes a three band master EQ before entering the output (Tone). The following diagram shows the signal path(s) inside Slammer.





Main view

A. INSTRUMENT PADS

These 12 pads represent the instrument that is used in the current configuration.

Previewing a sound (Desktop only)

In the main view, click on the instrument images while holding down shift, or using the right mouse button.

1. Note indicator

Shows what MIDI note triggers the instrument.

2. Gain knob

Click and drag vertically to change the output volume of the instrument.

3. Pan slider

Click and drag horizontally to set stereo position (also available in Instrument View)

4. Instrument Settings button

Click to reveal extended settings for this instrument.



B. REVERB

This module offers a set of different reverb algorithms with the possibility to alter decay time and the output volume of the Reverb Bus.

1. Reverb type selector

Click to reveal the list of algorithms. The following reverb algorithms are included:



Natural Room	A balanced and quite transparent and natural sounding reverb.
North Lake	Diffused with decreased mid range in the tail. Works great on longer decay times.
Moonshine	Clear and bright, but with some modulation for added dizziness.
Industry Floor	Sharp and hard with lots of reflections.
Wooden Cottage	Roomy with soft walls surrounding. Excels on short decay times.
Scrap Heap Mall	Bombastic and boomy. Should be combined with lots of distortion on the dirt bus.

2. Decay

Sets the reverb tail time, from 200 milliseconds to 5 seconds.

3. Level

Sets the output volume of the Reverb Bus.

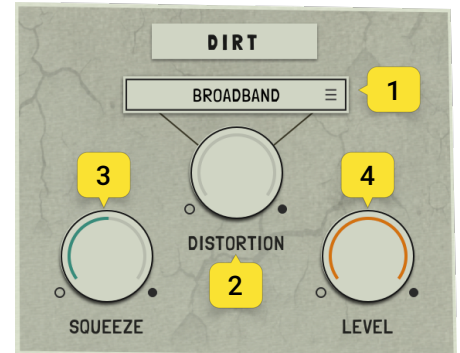
C. DIRT

This module contains a compressor and a distortion unit. The distortion unit has a set of different predefined settings that can be modulated and scaled with the distortion knob below.

1. Distortion type selector

Click to reveal a list of settings. Click an item to change setting.

The 8 different distortion settings are divided into 4 different frequency band. Settings named with a plus sign after means they're more aggressive with an increased input gain value and filter Q values.



Low End	Only distorts the bass frequencies of the signal.
Mid Range	Only distorts the middle frequencies of the signal.
High End	Only distorts the high frequencies of the signal.
Broadband	Distorts (almost) the whole frequency spectrum.

2. Distortion amount

Sets how much the signal should be distorted (based on distortion type)

3. Squeeze

Sets the amount of compression.

4. Level

Sets the output volume of the Dirt Bus.

D. TONE

This is the global equaliser. It affects both the Dirt Bus and Main Bus, but not the Reverb Bus.

1. Bass

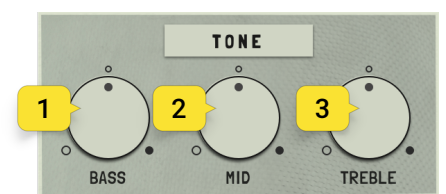
Sets the amount of bass.

2. Mid

Sets the amount of mids.

3. Treble

Sets the amount of treble.



E. MASTER

Indicates output level (the eyes!) and controls the final output level (the mouth!). Click and drag the mouth vertically to change the output level.

Instrument View

This view contains settings for one single instrument player like selected instrument, tone controls, levels, pitch, envelope, gain mapping and bus sends. Click / tap the instrument image to preview the sound (*desktop only*).



1. Instrument Selector

Click an item in the list to select what instrument to be used. Slammer contains the following instruments:

Instrument	Tool	Description
Bass Drum	Mallet	An ordinary bass drum played with a mallet
Bass Drum	Wooden Stick	An ordinary bass drum played with a stick
Bucket	Wooden Stick	A metal bucket played with a stick
Bucket Handle	Wooden Stick	A handle on a metal bucket played with a stick
Crowbar	Metal Stick	A crowbar hit with a thin metal stick
Crowbar	Wooden Stick	A crowbar hit with a wooden stick
Cymbal	Mallet	An ordinary crash cymbal played with a mallet
Muted Cymbal	Mallet	A muted crash cymbal played with a mallet
Muted Cymbal	Wooden Stick	A muted crash cymbal played with a wooden stick
Broken Cymbal	Wooden Stick	A broken crash cymbal played with a wooden stick
Metal Pipe	Mallet	A hollow metal pipe hit with a mallet
Metal Pipe	Wooden Stick	A hollow metal pipe hit with a wooden stick
Shovel	Mallet	A metal shovel hit with a mallet
Shovel	Metal Stick	A metal shovel hit with a thin metal stick
Shovel	Wooden Stick	A metal shovel hit with a wooden stick
Snare Rimshot	Wooden Stick	An ordinary snare drum hit on the edge with a stick
Snare Side	Wooden Stick	An ordinary snare drum hit on the side with a stick
Snare	Mallet	An ordinary snare drum played with a mallet
Snare	Wooden Stick	An ordinary snare drum played with a stick
Tray On Snare	Wooden Stick	An ordinary snare with a teflon tray on top played with a mallet
Teflon Tray	Mallet	A teflon tray hit with a mallet
Teflon Tray	Hand	A teflon tray hit with hand
Tom Rim	Wooden Stick	An ordinary tom drum hit on the edge with a stick
Tom Side	Wooden Stick	An ordinary tom drum hit on the side with a stick
Tom	Hand	An ordinary tom drum hit with a hand
Tom Damped	Hand	An ordinary tom drum hit with a hand while damped

Instrument	Tool	Description
Tom	Mallet	An ordinary tom drum hit with a mallet
Tom	Wooden Stick	An ordinary tom drum hit with a stick
Wood Knob 1	Wooden Stick	A small wooden knob hit with a stick
Wood Knob 2	Wooden Stick	A large wooden knob hit with a stick

2. Gain

The output volume.

3. Pan

Position in the stereo field.

4. Pitch

Sets the pitch of the instrument (in cents).

5. Decay

Sets the length of each sample. Since every sample has different lengths this value scales the length.

6. Transient

Affects the attack time when a sample is triggered. High values equals very short attack times and low values longer attack times.

7. Velocity Gain Curve

Controls gain level based on velocity. A low value means less difference in gain between low and high velocity trigs, and a high value more difference.

8. Velocity Range

Set max velocity value (post gain). Use this parameter to decrease the range of sample layers.

9. Low Shelf

Low shelf filter gain level. This filter has a fixed frequency (200 Hz) and Q value (0.3)

10.High Shelf

High shelf filter gain level. This filter has a fixed frequency (6500 Hz) and Q value (0.3)

11.Reverb

How much of the signal to be sent to the reverb bus.

12.Clean/Dirty

Determines the mix between the clean bus and the "dirt" bus.

Specifications / System requirements

Mac	Windows	iOS
64 bit AU/VST3/AAX plug-in	64 bit VST3/AAX plug-in	AUv3 plug-in
macOS 10.10+	Windows 7+	iPad Air 2 or better
OpenGL	SP1 or higher	iOS 9.3+