Introduction

Welcome to Snare Factory 2 - a plug-in dedicated to creating great snare sounds.

Snare Factory 2 is a sample based instrument - it uses three layers - in each layer you can select any of the 1040 different snare drum samples.

Each layer then has a range of modules to affect the sound, a multi-mode filter, an FM processor, a wave-shaper, reverb, delay and a compressor.

Finally there are a set of modulators, for velocity, pitch and filter frequency.

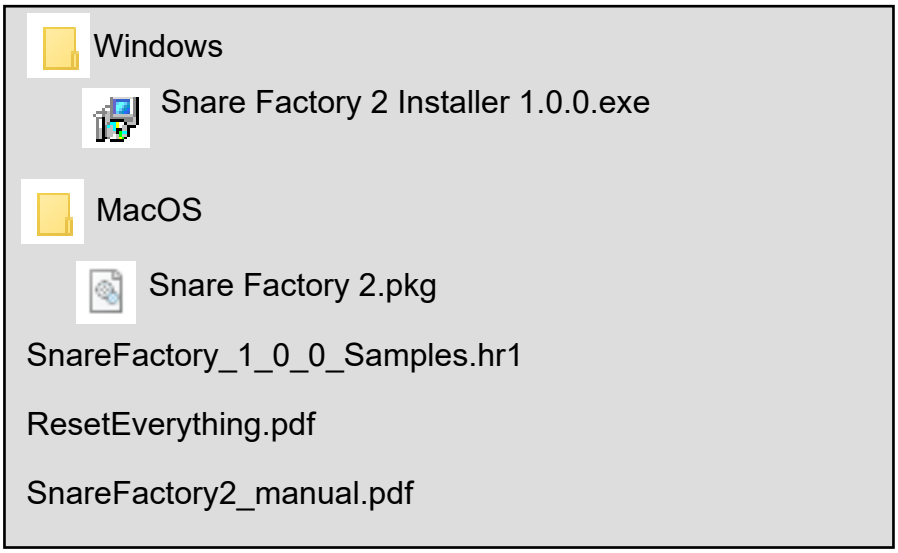
Every kick drum sound included in Snare Factory 2 comes in three different snapshots - a powerful facility that gives you three different kick sounds available at the same time.

Finally there’s a master volume control and our Infinite Round Robin Engine (IRRE) which subtly modifies the sound on every incoming note.

Installation

Installing Snare Factory 2 is really easy

When you unpack your product you should have these folders and files:



Running the installer(on windows) or package file(on Mac) will install Snare Factory 2.

Windows Install

Windows users will be able to select the 64-bit VST installation. The Installer will also make a folder for the instrument containing the following;

1. a copy this manual
2. the uninstall program

It will also add an item to your Start Menu so you can quickly access the manual and the uninstall program.

Mac Install

Mac users will be able to install one or both of the VST and AU plug-Ins. The Mac package will also make an application folder at:

/Applications/ChannelRobot/Snare Factory 2

This will contain the following:

1. A copy of this manual

Once you've run the installer/package you should refresh you plug-in list in your DAW and the installed instrument will show up.

Sample Set-Up

The first thing Snare Factory 2 will want to do is install the samples it uses.

It will ask you to identify it's sample archive files, the file called

Snare Factory_1_0_0_Samples.hr1

This will be located in the place where you uncompressed your product download.

Once this file is identified Snare Factory 2 will need to know where you would like to permanently keep the samples it uses - simply select a folder/directory that is permanently available on your computer where you would like to keep the samples.

Note: The faster the drive you use (like for instance an SSD Drive) the better performance you will get from sample based instruments like Snare Factory 2

Once you've identified the location where you would like to keep the samples Snare Factory 2 will begin to copy the sample archive to this location.

When the copying is complete Snare Factory 2 will move to Authorisation

Note: sometimes at the end of the sample install process Snare Factory 2 will tell you that the sample folder doesn't exist, even though you've just pointed Snare Factory 2 at this folder. This is a known bug in the development library used to build Snare Factory 2 - and you can safely ignore this message.

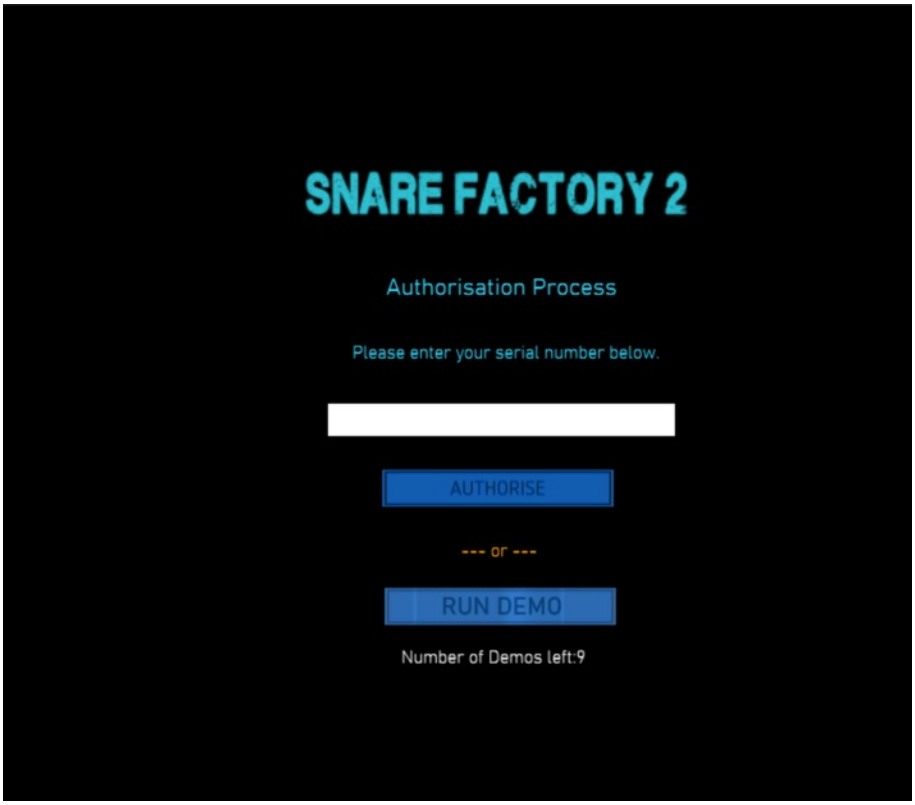
If you want to relocate your samples there's a separate document in with your download that describes this process, it's called:

ResetEverything.pdf

Authorise

Authorising Snare Factory 2 is really easy

When Snare Factory 2 has completed the sample set up it will ask you to authorise the plug-in (you only need to do this once for the plug-in). Please enter the Authorisation code you received on purchase, it will be a set of 4 x 5 numbers i.e. AAAAA-BBBBB-CCCCC-DDDDD enter this code, including the dashes between the letters and press

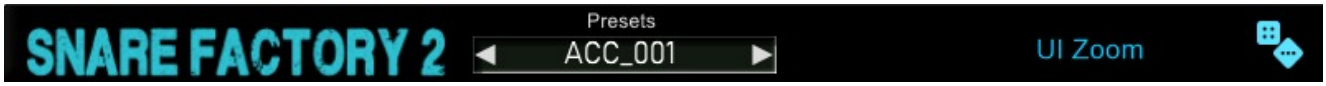


At this point its important to close the plug-in and re-open it, the product wont make any sound until you do this.

When you re-open the plug-in it will find the authorisation and open on the main page ready for you to use.

If you wish to run Snare Factory 2 in Demo mode simply click the “RUN DEMO”, Snare Factory 2 will show you how many more “demo outings” you have available to you before you must authorise Snare Factory 2 to use it.

In demo mode you can use Snare Factory 2 for up to 15 minutes. You can authorise Snare Factory 2 at any time by restarting Snare Factory 2.



Overall Settings

The top bar of the instrument contains the overall settings:

On the left is the Snare Factory 2 logo - click on this to open or close the About Panel which will tell you the version number of the instrument you are using.

In the centre is the Presets Display. It displays the last loaded preset. You can page through all the presets, forwards or backwards, using the two arrow keys next to the preset name.

Click on the Preset name and the preset browser will open, see the preset browser section in this manual to see how this works.

Next along is the UI Zoom Factor button - click this to show or hide the zoom settings - you can resize Snare Factory 2's interface to suit your needs and screen real-estate, from 50% to 200%.

On the far right is the Randomise control. Click this and Snare Factory 2 will randomise all the voices and the effects.

Layer Tab

Snare Factory 2 has 3 voice layers and each layer is configured and set up in the same way:

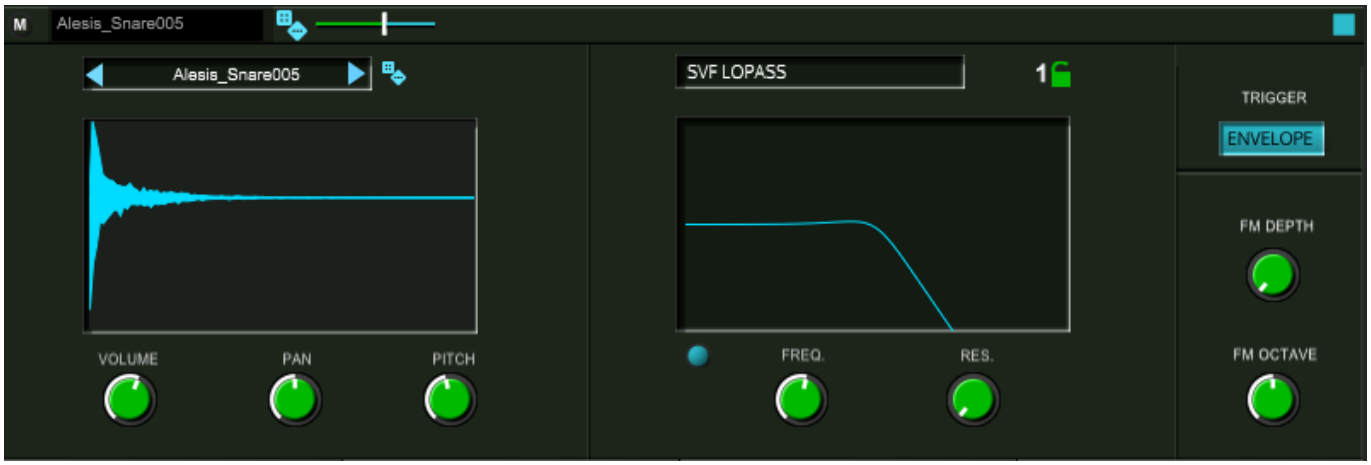
Tab Header

Click on the Tab header - anywhere that’s not one of the header controls - and Kick factory will slide open this layer and slide closed all the other layers. You can quickly jump between layers this way.

Even when the tab is closed the header controls will still be visible and available to you - so you don’t have to open the tab to get to these controls.

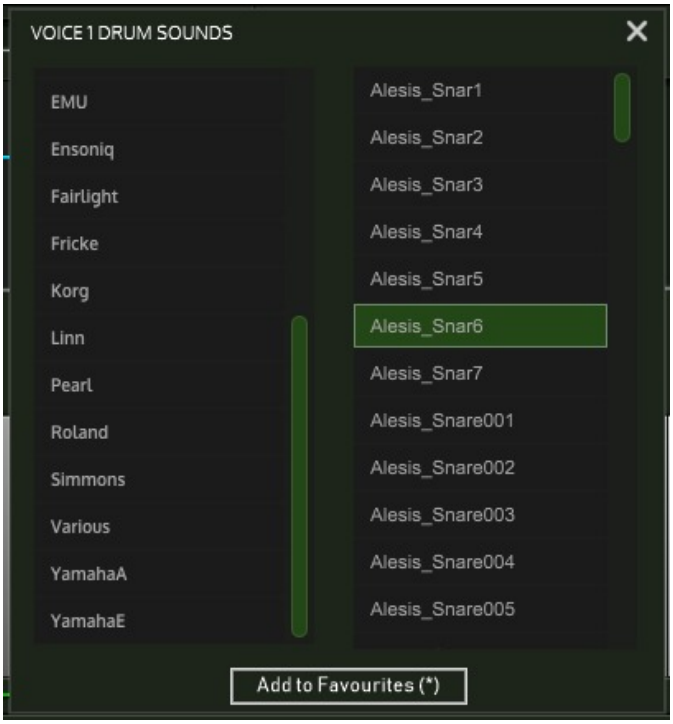
On the far left is the mute button, followed by the name of the sample being used in this layer, next is the Voice randomiser. The voice randomiser will randomise all the elements of just the selected voice, and leave all the other layers unchanged. Finally there’s the volume slider - use this to set each layers overall volume.

Layer Tab Body



Here you can set up the layer you want to play.

At the top left of this area is the sample selection display, you can scroll forwards and backwards through all the samples available in Snare Factory 2. Click on the sample name and the Sample Selector dialog will open.

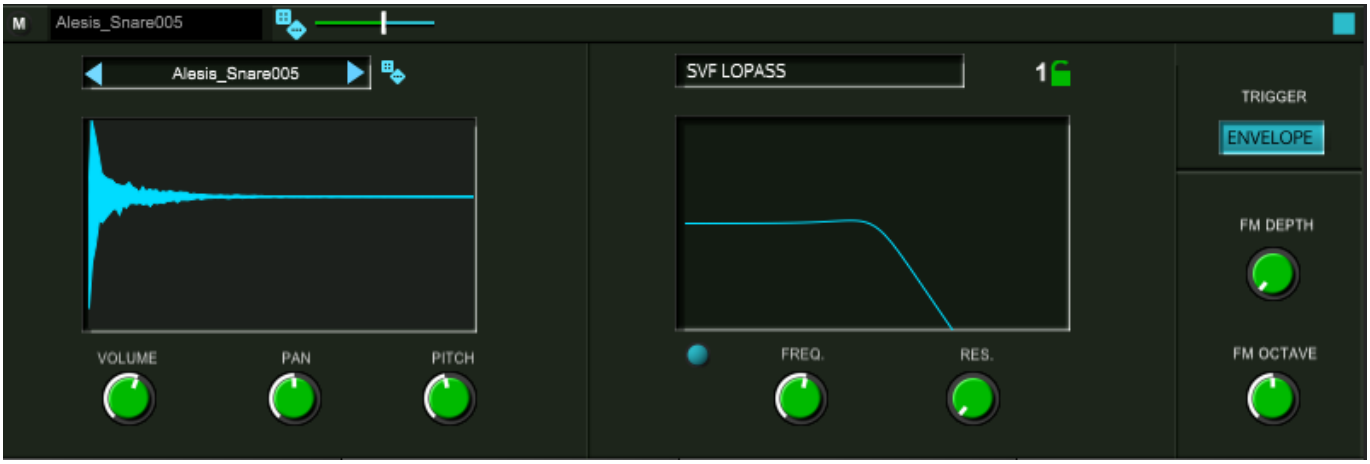


There are 21 categories of sounds in Snare Factory 2 - either based upon acoustic instruments or on the classic drum machines we sampled from. Select a category in the left of the dialog and a list of all the available samples from that source will show up in the right column, where you can select and audition sounds. You can also add and remove sounds from your favourites. Favourites appear with an asterix (*) next to their name.

When you are happy with your selection click the x-close button at the top right of the dialog.

Next to the Sample display area is another randomise button - click this and Kick Factory will randomly select a sound from the currently assigned category for this layer.

Layer Tab Body cont.



Below the Sample Name display is the waveform display for the sound you have selected, and below that are the controls for setting volume, pan and pitch for this sound.

To the right of this area is the multi-mode filter, select your required filter type from the drop down list and when you play a sound the filter will activate if it is turned on. To the right of the filter selection menu is a lock icon, when unlocked (set to 1) any changes you make to the filter will affect ONLY the layer it is in, but if the filter is locked (set to 3) then any changes you make to the filter will be made to each of the filters across all the layers.

Below the filter display you can turn the filter on and off and set frequency and resonance.

Finally on the far-right is the trigger selection menu and the FM controls. The trigger section defines how Snare Factory 2 plays the sound in the layer. The options are:

Envelope - applies the modulator envelope to this sound

1-Shot - plays the sound as a one-shot (from start to finish)

Reverse - Plays the sound in reverse

1-Shot Rev - plays the sound in backwards as a 1-shot(from end to start)

The FM Section adds FM processing to the sound you have selected, adding depth and octave to use for the Sine wave the FM process uses. The FM processing can radically change the sound you are using adding metallic and ringing timbres to your drum sound.

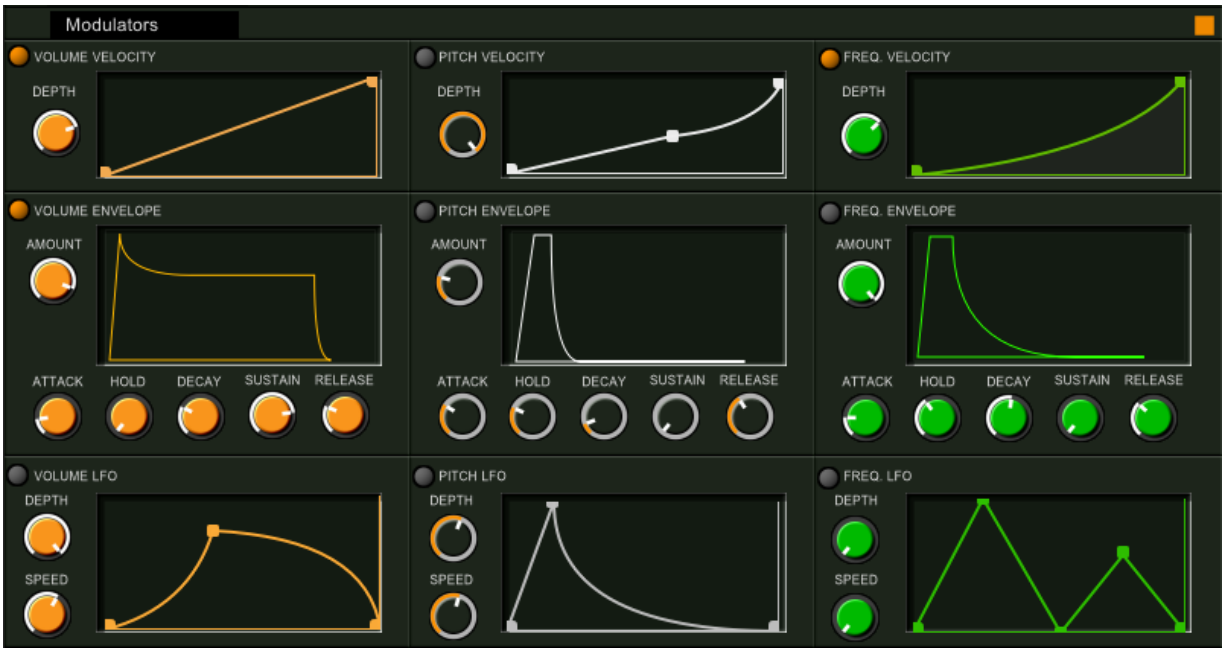
Layer Tab Effects

Each layer has 4 dedicated effects:

- A wave shaper, with 5 different wave shapes and drive and bias controls
- A convolution reverb, with 13 different room sizes and types and wet/dry levels
- A delay, with DAW tempo synced delay time, feedback and mix
- A compressor, with classic compressor controls

You can use and bypass these effects as you wish and like the filter each of these has a lock icon. Turn this off and the changes you make to an effect apply only to the current layer, turn this on and changes to the effect apply to all the effects of this type in all layers.

Modulators Tab



Snare Factory 2 has a set of three types of modulator - Velocity, Envelope and LFO. These can be applied to three different targets - volume, pitch and filter frequency.

You can set the depth/amount for each of these, set the shape of the envelopes and hand draw the shapes of the velocity modulator and LFO, and set the tempo sync-ed speed of the LFO.

Snapshots

Snapshots are a powerful way of defining different set ups for your overall drum sound and switching between them.

As we have seen each layer has a set of controls to affect the sound - when you make a change to one of these then those changes are saved in the current snapshot. NOTE: the exception here is the sample itself - snapshots keep everything about your sound except the sample itself - which cant be changed by changing snapshots.

On the far-right is the snapshot randomise button. Click on this and Snare Factory 2 will build new snapshots 2 and 3 based upon the settings you used in snapshot 1. It's a quick way to get similar but different sounds to the sound you have in snapshot 1.

Snapshots are a triggered (play) using keys assigned to them.

There are four "Trigger" notes on the keyboard. There are three "snapshot keys" - the white keys coloured light green - each of these will play one of the snapshots. You can either press these with the mouse or use a MIDI input device(e.g. a keyboard or DAW) to send Snare Factory 2 a MIDI note assigned to play a snapshot.

There is also a single black key coloured green; the "roll key" .When this is pressed it will play the last selected snapshot, so press the first snapshot trigger key and this "black" key will play snapshot 1, press the second snapshot trigger key and this will play snapshot 2, press the third trigger and this will play snapshot 3. So you always have two keys assigned to the current snapshot - making it easier to play rolls.

Note: it takes Snare Factory 2 a few milliseconds to change between snapshots, so each time you change snapshots - by selecting a different trigger key, or playing a different MIDI note - playback of this note will take a few samples to set up the snapshot - usually about 2500 samples at the current sample rate - so around 0.06 of a second. If you repeat the same note (so you are using the same snapshot) then there is no set up to do so Snare Factory 2 responds immediately.

Master Controls

At the bottom of the interface are the master controls and the keyboard display.

You can set the overall output volume for Snare Factory 2 and the amount of our unique IRRE engine you want to use. This engine will subtly change the eq and pitch of each sound in each layer so every note you play has a very slightly different outcome, this removes the shot-gun sound you can get from drums that use exactly the same sound every time they are played.

On the far-right is the midi note menu, you can select from a range of values for the snapshot trigger notes and Snare Factory 2 will play snapshots when it receives these MIDI notes.

Presets

Snare Factory 2 includes a preset browser, and comes with a range of factory presets.

At the top of the interface you will see the name of the last loaded preset. Click on this name to open the preset browser. Click again to close the preset browser, or click on the dismiss “X” over on the top right of the browser.

Preset browser

The preset browser is organised into three columns: Categories → Sub-categories → presets

In each of these columns its possible to “Add” new elements, “Rename” a selected element and “Delete” a selected element

In the presets section you must click on a preset to load it, you can page up and down through the presets in a category with the up and down arrows to review the presets, but this wont load or change the current preset. When you select a preset with the mouse it loads into Snare Factory 2. You can also select/unselect a preset as a favourite (the star icon).

You can search for a specific preset using the search box, or list all your favourites using the “star button” to the left of the search box.

You can save a modified preset using the Save Preset button at the top right.