



## CREATIVE DRUM SEQUENCER FOR KONTAKT 6.2.2



## USER MANUAL

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# INTRODUCTION

SODIUM is a creative drum and beatsequencer for KONTAKT 6.2.2.

It features 200 inspiring contemporary factory kits. It also comes with hundreds of included drum sounds to get you started. (You can also import your own WAV samples via drag and drop).

SODIUM features four drum sequencers - each one has four distinct drum sounds and 32 steps (divided into two key-switchable patterns). Each sequencer gives you control over velocity, volume and panning, pitch, decay, (lowcut) filter, reverb, multi-fx, sample offset and flam.

Creativity is just one knob away - dial in different preset pattern variations for each sequencer using the preset knobs. Or completely randomize the kit with a single button.

You can also "lock" a kit once you like the pattern and exchange it with drumsounds from different preset kits easily.

Multi output routing is also available for further processing and mixing in your DAW.

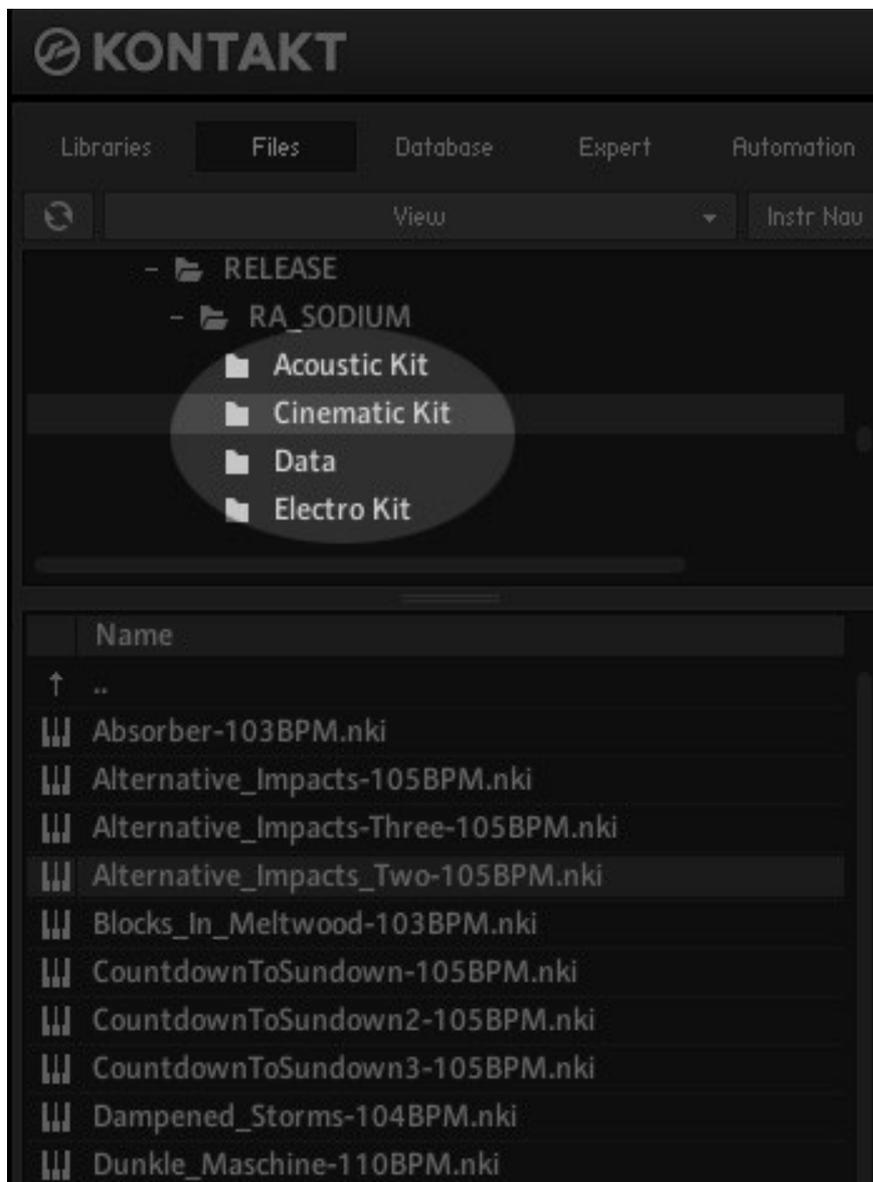
On top of that, you can import your own WAV samples via drag and drop.

# INSTALLATION

There is no special installation required.

Simply extract the contents of the downloaded archive (RA\_SODIUM.zip) to any location on your computer.

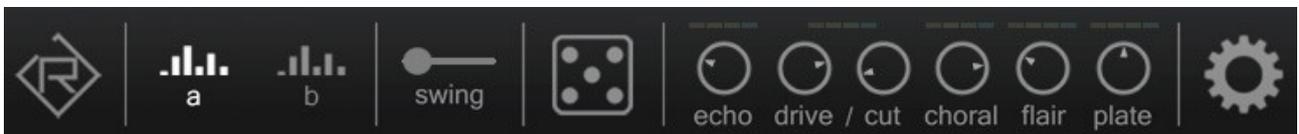
To load up any SODIUM Drumkit in KONTAKT 6.2.2, head over to the KONTAKT file browser and locate the included factory Drumkit folders:



# OVERVIEW AND CONTROLS



Once you have loaded a drumkit (NKI) preset, you will be presented with the main screen.

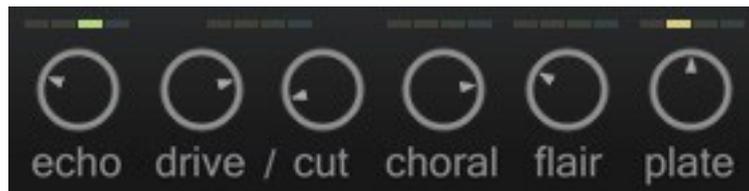


The upper section lets you control various parameters and effects. Use the <a> and <b> switches to either play back the first or last 16 steps from the sequencers.

The swing slider lets you dial in swing (shuffle).

Use the dice button to randomize the current drumkit. You can press the shift key to only randomize the included quick preset knobs (we'll cover that later).

The six effect knobs lets you control various effect parameters like echo or plate reverb.



These effects can be addressed from any sequencer lane using the „reverb“ and „mfx“ tabs:



In the above picture, we're feeding audio from the first (orange) sequencer lane to the echo effect. You can choose which effect you want to send audio to by adjusting the step's value from within the table:

**0-31** → echo

**32-63** → drive/cut

**64-95** → choral

**96-127** → flair

**Note:** You can set a sequencer table to a fixed value by pressing <ALT/OPTION> and adjusting the 1<sup>st</sup> step.

# OPTIONS MENU



The cogwheel opens up an options menu with various parameters:

```
--- OPTIONS ---  
INIT LANE 1  
INIT LANE 2  
INIT LANE 3  
INIT LANE 4  
INIT ALL  
REPEAT LANE 1  
REPEAT LANE 2  
REPEAT LANE 3  
REPEAT LANE 4  
REPEAT ALL  
FULL VEL LANE 1  
FULL VEL LANE 2  
FULL VEL LANE 3  
FULL VEL LANE 4  
FULL VEL ALL  
ECHO 25%  
ECHO 50%  
ECHO 75%  
ECHO 100%  
RANDOM PRESETS  
PRESETS CAN CHANGE DRUMS: YES  
STORE STATE AND LOCK KIT
```

**INIT LANE** – Lets you initialize (erase) a sequencer lane.

**REPEAT LANE** – will repeat the first sixteen steps in any lane.

**FULL VEL LANE** – will set the steps in the selected lane to the maximum.

**ECHO (%)** - will set the internal echo (delay effect) feedback to either 25, 50, 75 or 100%.

**RANDOM PRESETS** – this will select random presets from the quick-preset knobs.

**PRESETS CAN CHANGE DRUMS** – this option works in conjunction with the quick-preset knobs. When enabled, choosing / changing presets using the quick-preset knobs can also change chosen preset (drum) sounds.

**STORE STATE AND LOCK KIT** – when you activate this, the current SODIUM drumkit (NKI instance) will be „locked“.

A „(KIT LOCKED)“ message underneath the options cogwheel will start to blink. If you now load any other factory drumkit (NKI file) from the KONTAKT file browser, all the settings will be the same as before.

This is a great way to explore other drumkit's internal WAV sounds while keeping all the previous settings and effects.

# SEQUENCER EDITING



The sequencer in SODIUM is where you can program your beat patterns.

Use „vol“ and „pan“ to adjust the volume and panning.

Use the „main“ (loudspeaker symbol) to choose an audio-output for a sequencer. (More on that later).

In the center you have the table editing area. You can choose between steps, pan, pitch, decay, filter, reverb, mfx, offset and flam.

**decay** → adjusts the decay speed (time) for the amplifier envelope for the selected sequencer lane.

**filter** → built-in lowpass filter.

**reverb** → sends audio to the plate reverb effect.

**mfx** → sends audio to various effects as described in chapter „overview and controls“.

**offset** → sample offset.

**flam** → adjustable flam (retrigger effect).



The lower section in each sequencer table is the „probability“ area.

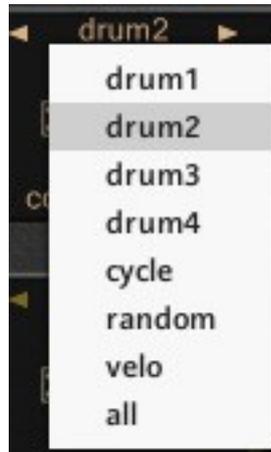
Here you can toggle a probability switch for each step (drag up or down). When a step is turned on, that step will be played with a probability of 50%. This is great to add some random variations to a pattern.



To the right you have control over the selected drum sound for any particular sequencer, control over randomizing the current sounds and steps as well as copying and pasting steps and choosing random presets using the quick preset knob. (20 internal presets are available).

**Note:** If you press the „all“ button, all editing in the first sequencer lane will be applied to all other sequencer lanes.

In the above picture, if you click on the „drum2“ label, a playback options menu will appear:



This menu lets you choose which sound(s) should be played back and in which way.

Each sequencer lane in SODIUM has a set of four sounds:

**drum1** → plays back internal drum sound 1.

**drum2** → plays back internal drum sound 2.

**drum3** → plays back internal drum sound 3.

**drum4** → plays back internal drum sound 4.

**cycle** → cycles through drum sounds 1-4.

**random** → plays the drum sounds 1-4 randomly.

**velo** → cycles through the four drum sounds via velocity.

**all** → plays all four drum sounds at once.

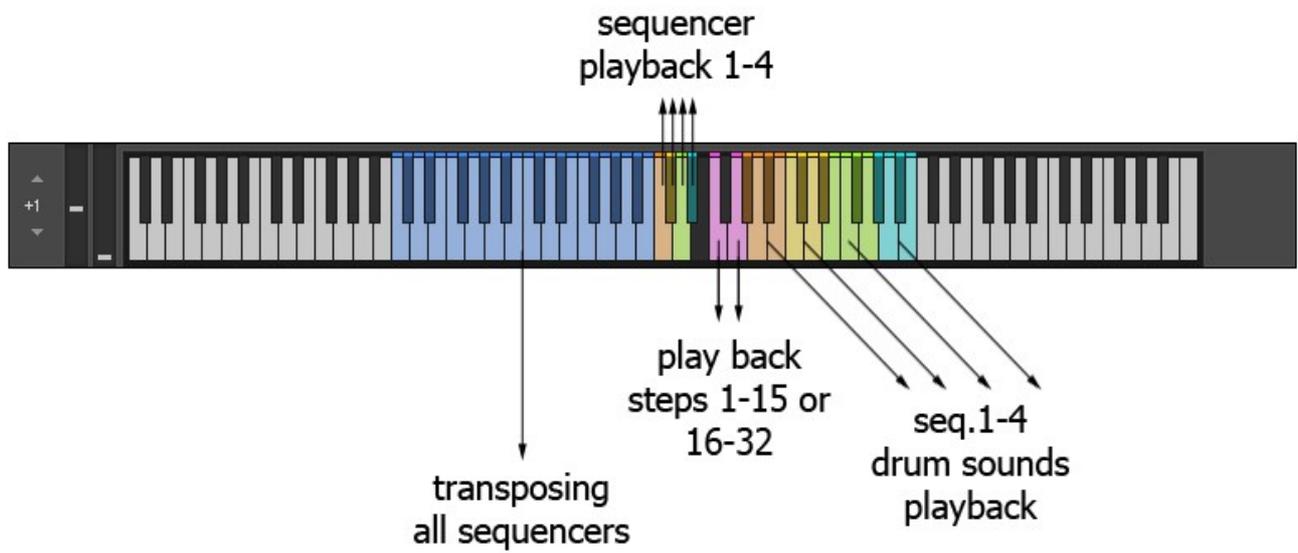
## QUICK PRESET KNOBS



Each sequencer lane in SODIUM has access to the same 20 hard-coded (internal) presets. You can dial these in at any time within any loaded drumkit / preset (NKI).

The last preset slot is designed for user presets and gets saved to disk as well.

# KEYBOARD CONTROLS / HOTKEYS



# DRAG & DROP FILE IMPORTING



SODIUM lets you import your own audio (WAV) files via drag and drop for each sequencer lane.

To import one or more files, simply drag these from the KONTAKT files browser (or from the outside) to the desired sequencer.

The sequencer will flash and indicate that you're about to import audio files.

# AUDIO OUTPUTS AND ROUTING

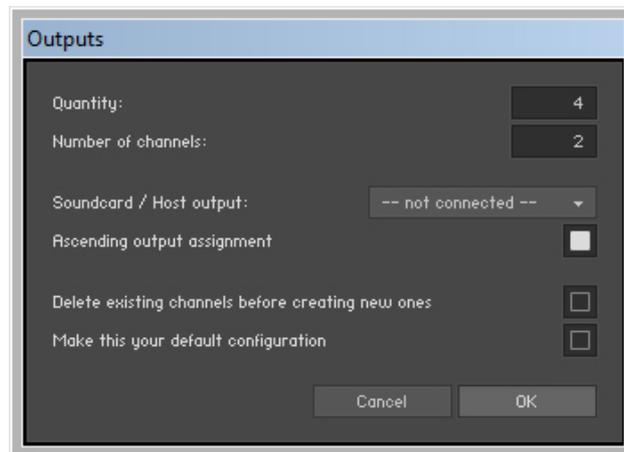


Each sequencer lane in SODIUM can be routed to a single master output or to individual host / DAW (physical) outputs.

**Note:** By default, SODIUM will route each sequencer lane to its own audio output (if available). **Should you have trouble hearing output from the different sequencer lanes, please refer to your KONTAKT audio routing:**



To route each SODIUM output to a different channel, open up the audio outputs routing in KONTAKT (press **F2**) and assign four new stereo outputs:



**Note:** Now reload the current SODIUM instrument or press the „!“ (exclamation mark) in KONTAKT to re-initialize it.

Once that is done, you can assign each SODIUM sequencer output to a different channel:

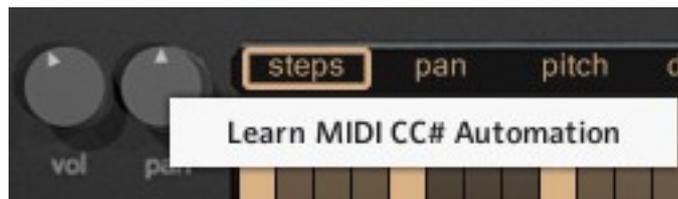


**Note:** Changing the outputs in SODIUM will be permanent for any loaded drumkit (NKI file).

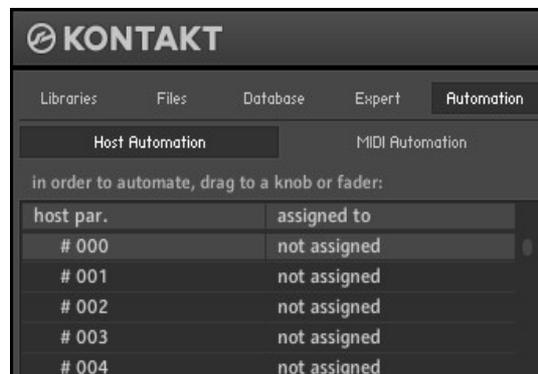
# AUTOMATION & MIDI CONTROL

Most of SODIUM's knobs and parameters can be mapped to external MIDI controllers.

To map a control to an external controller, right-click the desired control to „learn“ it:



You can also automate parameters from within your host (DAW) using KONTAKT's host automation tab:



To do this, drag and drop any „host par. #xxx“ value to the desired SODIUM control. If you are having trouble, please refer to your KONTAKT documentation.

# TROUBLESHOOTING

In case you're having any issues, please refer to the troubleshooting PDF that you have received within your download or which is available in the release archive:

RA\_Kontakt\_Troubleshooting\_EN.pdf

Thank you – have fun with SODIUM!



*SODIUM Lead Development: Dennis Lenz*