SoundFingers

DREAD DRUMZ

User Guide

Version 1.0.5

Oct 7th, 2026

AAX

Audio Units

VST 3

https://soundfingers.com

Disclaimer

The content of this user guide is subject to change without notice and does not represent a commitment on the part of SoundFingers.
Furthermore, SoundFingers doesn't take responsibility or liability for errors or inaccuracies that may appear in this user guide.
This guide and the software described in this guide are subject to a license agreement and may be used and copied only in terms of this license agreement.
No part of this publication may be copied, reproduced, edited or otherwise transmitted or recorded, for any purpose, without prior written permission by SoundFingers.

SoundFingers | 1 rue du Cercle | Entzheim - France

Strasbourg Trade Register | SIREN : 838769024

SoundFingers

VST is a registered trademark of Steinberg Media Technologies GmbH. ASIO is a registered trademark and software of Steinberg Media Technologies GmbH. Mac OS X is a registered trademarks of Apple Inc., registered in the U.S. and other countries. Windows is a registered trademark of Microsoft Corporation in the United States and/or other countries. All other products and company names are trademarks or registered trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them. All specifications are subject to change without notice.

©2026 SoundFingers, Entzheim, France. All rights reserved.

TABLE OF CONTENTS

INTRODUCTION

About Dread Drumz 6
Dread Drumz User Guide 6

INSTALLATION & ACTIVATION

Installation 7
Demo Trial 7
Online Activation 7
Plugin Specifications 8
Useful Links 8

QUICK START GUIDE

User Interface Overview 9
Getting Started 10
- Load a Preset 10
- Load The plugin 10
- Tweak the Controls 10
- Where to Go Next 11
- Save Your Sound 11

THE DRUM KIT PAGE

Drum Selection 12
Per-Drum Quick Controls 12
Master Controls 13
Master Send Levels 13
Master Section 13

THE MIXER PAGE

Overview 14
The Mixer 15
Channel Strips 15
Send FX Configuration (Room / Delay / Reverb) 16
Routing & Outputs 17
Multi Channels Edit 16
Renaming External Outputs 17
The Samplers 19
Layout Overview 19
Per-Sampler Controls (A and B) 20
Samples Browser 21
Samples Browser Layout 21
Channel FX 22
Channel FX Layout 22
Effects List 23
Filter 23
Drive 23
Eq 23
Phaser 24
Compressor 24
Send FX Channels & Master Channel 25
Send FX Layout 25
Send FX List 26
Room 26
Delay 26

Reverb 27
Master FX 28

THE MIDI PAGE

MIDI PAGE Layout 29
Playback Controls 30
Libraries 30
Patterns / Grooves Browser 30
Velocity Input 31
Flam Sensitivity 31
MIDI Mapping 31
CC Assignments 32

SETTINGS

Plugin Settings 33
MIDI Settings 34
AUDIO Settings 34
Product Info Panel 35
CONTROL Settings 35
Glossary 36

KNOWLEDGE BASE

Troubleshooting 37
FAQ 38

APPENDIX

Resources 41
Links 41
Technical Details 41
License Agreement: 42

INTRODUCTION

DREAD DRUMZ USER GUIDE

This guide covers Dread Drumz, from installation and basic operation to advanced features and creative techniques. It's built for reggae, dub, and underground production workflows, and covers what you need to get set up and start working with the plugin.

ABOUT DREAD DRUMZ

Dread Drumz combines sampled acoustic drum kits with designed drum samples. Each drum channel lets you blend two distinct sound sources, giving you control over the balance between acoustic and processed tones.

Originally built for reggae and dub production, Dread Drumz is also used across a range of underground music styles, including:

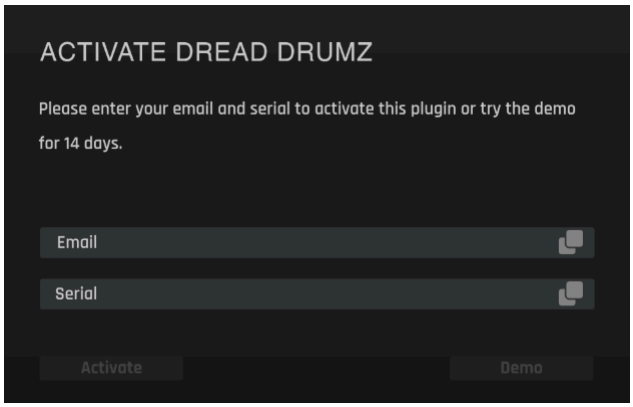
- Dub and Reggae
- Dub Hop
- Hip Hop
- Dancehall
- Club Music
- Underground Electronic Genres

The interface is designed to stay simple on the surface while giving access to detailed sound-shaping tools underneath. With its dual-layer engine, effects section, and mixing options, Dread Drumz covers both classic reggae drum sounds and the tools to shape more modern, custom drum textures.

INSTALLATION & ACTIVATION

INSTALLATION

1. Go to the Dread Drumz web page and download the latest installer for your system (macOS or Windows), then run it.
2. Locate the downloaded ZIP file (Windows) or disk image (macOS), usually in your "Downloads" folder. Extract the ZIP file or open the disk image, then launch the installer.
3. Follow the installer's instructions. You can choose which plugin formats to install (VST3, AU, AAX), and on Windows, where the samples are installed. (See Appendix for file locations.)
4. Launch your DAW and load the Dread Drumz plugin on a MIDI/instrument track. Dread Drumz is compatible with most major DAWs.
5. The Authorization screen will appear.



DEMO TRIAL

Dread Drumz offers a 14-day trial with access to all features.
To start the trial, enter your email address and click "Try Demo".

During the trial period, all features are available for testing.

If you've purchased a license, enter the email address associated with your SoundFingers account along with your license number, then click "Activate".

ONLINE ACTIVATION

1. To authorize the plugin, enter your email address and the license number you received after purchasing, then click "Activate".
2. To purchase, click the "Buy" button. This opens your web browser and directs you to the SoundFingers website, where you can purchase a license for the plugin.

PLUGIN SPECIFICATIONS

Current version: 1.0.0
Dread Drumz is available in VST3, AU, and AAX formats, and has been tested with major DAWs including Ableton Live, Bitwig, Studio One, FL Studio, Reaper, Logic Pro, and Pro Tools
The minimum Requirements are :

MacOS

- MacOS 10.11 or later
- VST3 / AU / AAX
- Intel i3 2Ghz / Native Apple Silicon
- 4Gb RAM
- 1.2 Gb free HD space

Windows

- Windows 7 64-bits or later
- VST3 / AAX
- Intel i3 2Ghz / AMD Athlon 64 X2
- 4Gb RAM
- 1.2 Gb free HD space

> *For detailed information on where installation files are stored on your system, please refer to the Appendix at the end of this guide.*

USEFUL LINKS

Below are links to resources related to Dread Drumz:

Latest Version Download: Download the latest version of the plugin here.

FAQ & Support: Visit our FAQ & Support page for answers to common questions or to contact support.

Account & License Info: Log into your user account to manage account details, download links, and license keys.

Video Tutorials: Tutorials and demos are available on the YouTube channel.

Release Notes: Release notes list the latest features and updates.

QUICK START GUIDE

This guide gets you making sound with Dread Drumz in just a few minutes.
For a full breakdown of every control, see the **Drum Kit Page**, **Mixer Page**, and **MIDI Page** sections later in this manual.

USER INTERFACE OVERVIEW

When you load Dread Drumz, you land on the **Drum Kit Page** — the plugin's main view.

1. **Top bar** — shows the current preset name, with arrow buttons to step through presets
2. **Save icon** — allows you to store your own presets
3. **Gear icon** — opens the plugin settings panel.
4. **Undo/Redo** - Undo / Redo last action(s)
5. **Preset name** — opens the preset browser.
6. **Page tabs** — switch between the **Drum Kit**, **Mixer**, and **MIDI** pages
7. **Pad grid** — each pad represents a drum piece (Kick, Snare, Hi-Hats, Toms, Cymbals, Percs) mapped to a MIDI note.
8. **Channel panel** — per-channel send levels (Room, Delay, Reverb) and channel volume/solo/mute for whichever pad is selected.

9. **Master panel** — overall output level, clip, and width controls.
10. **Transport bar** — play/stop the preset's built-in MIDI pattern, and BPM/sync controls.

GETTING STARTED

This guide gets you making sound with Dread Drumz in just a few minutes.
For a full breakdown of every control, see the **Drum Kit Page**, **Mixer Page**, and **MIDI Page** sections later in this manual.

LOAD THE PLUGIN

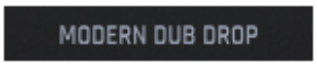
Insert Dread Drumz on an instrument track in your DAW as a VST3 or AAX plugin. Once loaded, you'll land on the **Drum Kit Page** — the main view of the instrument.

LOAD A PRESET

The preset name is displayed at the top of the interface (e.g. *Modern Dub Drop*).

- Use the **arrow buttons** on either side of the preset name to step through the preset list.

- Click the **preset name** to open the full preset browser.



> *Cycle through a few presets with the arrow buttons to get a feel for the range of kits available before diving into editing.*

TWEAK THE CONTROLS

- Click **Play** in the transport bar to hear the default MIDI pattern built into the preset, or play notes directly from your MIDI keyboard using the mapping shown on the pads (e.g. **C1 = Kick**, **D1 = Snare**).
- - Click a pad (e.g. **Snare**) to bring up its **Room / Delay / Reverb** knobs in the left-hand panel, and turn a knob to hear the change live.
- - Use **S** (Solo) or **M** (Mute) below the channel fader to isolate or silence a drum.

> *No MIDI controller handy? Use your DAW's virtual keyboard and refer to the note names printed on each pad.*

SAVE YOUR SOUND

- Click the **Save icon** to open a popup and save your current settings as a new preset — it will then appear in the preset browser.

- Name your preset in the popup that appears — it will then show up in the preset browser alongside the factory presets.

WHERE TO GO NEXT

Try this to get a feel for the interface:

- **Drum Kit Page** — full detail on per-channel effects and mapping
- **Mixer Page** — mixing and routing in depth
- **MIDI Page** — MIDI configuration options

THE DRUM KIT PAGE

The Drum Kit Page is both the plugin's main overview and a fast-access workspace. Every control here also exists on the **Mixer Page** — but in a simplified form.

Think of the Drum Kit Page as a set of shortcuts: it lets you shape your sound quickly without diving into the full Mixer, ideal when you're in a hurry or don't want to get into the finer details of routing and channel configuration.

The Drum Kit Page combines per-drum sound shaping with master bus processing for the entire kit.

DRUM SELECTION

- Click any pad in the grid at the bottom of the page to select that drum's channel.
- The name of the currently selected drum appears at the top of the left-hand panel (e.g. **SNARE**), and its controls load into that panel.
- Each pad is labeled with its drum name and MIDI note number, following this mapping:

PER-DRUM QUICK CONTROLS

Once a drum is selected, its dedicated controls appear in the left-hand panel:

- **Send levels (Room / Delay / Reverb)** — three knobs controlling how much of the selected drum's signal is sent to each of the three master effects.
- **Vol** — vertical fader controlling the selected drum's output level.
- **Solo / Mute (S / M)** — isolate or silence the selected drum.
- **Output** — routes the selected drum directly to a specific audio output in your DAW, bypassing both the Sends and the Master bus entirely.

MASTER CONTROLS

Located at the bottom of the page, these are kit-wide parameters acting on the Master channel strip's effects:

- **Drive** — adds saturation to the overall kit signal.
- **Comp** — compresses the overall kit signal.
- **HP** — high-pass filter on the master signal, with a slope selector (12/24 dB per octave).
- **LP** — low-pass filter on the master signal, with a slope selector (12/24 dB per octave).

MASTER SEND LEVELS

- **Room / Delay / Reverb** — master-level control over the three global effects that every drum can feed into via its per-drum send knobs.
- Each knob has a dropdown arrow to choose the effect preset used for that send (e.g. selecting a different Room, Delay, or Reverb algorithm/preset).

MASTER SECTION

Located in the top-right panel:

- **Clipper** — classic clipping on the master output; pushed hard enough, it will saturate the signal.
- **Width** — stereo width control for the master output.
- **Vol** — master output volume fader.

THE MIXER PAGE

The Mixer Page is where you get full, detailed control over all 20 channels and their sound sources.

While the Drum Kit Page offers quick shortcuts for the essentials, the Mixer Page exposes everything: per-channel sends, individual channel routing, and access to each channel's two built-in samplers (A and B), which can be independently edited and blended together.

Each of the 20 channels has a fixed drum assignment (Ch1 = Kick, Ch2 = Sidestick, etc.), but each channel hosts **two sound sources** (Sampler A and Sampler B) that can be mixed together, giving you two independent samples to blend per drum.

OVERVIEW

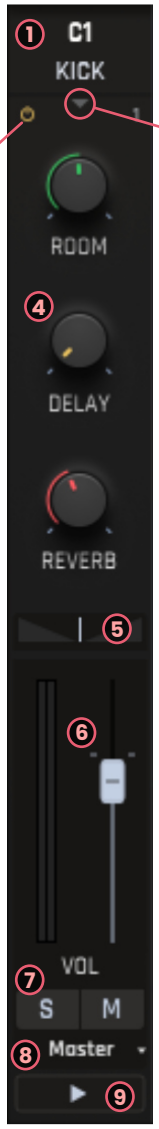
1. The top section of the Mixer Page displays a **channel strip** for each of the 20 channels, side by side.
2. To the right of the channel strips, the **Sends** column controls the three global effects that every channel can feed into:
3. The **Master** section (far right) mirrors the Master Section from the Drum Kit Page:
4. Selecting a channel (or using its **Channel Preset** shortcut) opens that channel's detail view at the bottom of the screen, under the **SAMPLER** tab.

THE MIXER

CHANNEL STRIPS

Each channel strip includes:

1. **Channel name & index** — the drum name (e.g. *KICK*) and its channel number. The number is just an index; it doesn't affect behavior.



2. **Channel Preset menu** — opens the **Channel Preset** menu, letting you load a different preset for this channel without needing to open the Sampler view first. This is a shortcut to the same menu found at the top of the Sampler panel (see **SAMPLERS** section) — handy when you want to swap a channel's preset quickly.

3. **Enable/Bypass** — the small round icon next to the channel name toggles the entire channel on or off.

4. **Sends (Room / Delay / Reverb)** — three knobs controlling how much of this channel's signal is sent to the corresponding master effect.

5. **Pan** — controls the stereo position of the channel's signal.

6. **Vol** — the channel's output fader, and the corresponding VU-meter.

7. **Solo / Mute (S / M)** — isolate or silence the channel. This doesn't affect the Send FX channels, so you can still hear the effects after soloing a channel.

8. **Output routing** — the dropdown below S/M (labeled *Master* by default) routes the channel directly to a specific DAW output, bypassing both the Sends and the Master bus — identical in function to the **Output** control on the Drum Kit Page.

   See **Split Routing** (Sampler #8) for Sampler A/B split output options on supported channels.

9. **Preview (Play button)** — each loaded sample has a Play button at the bottom of its column, identical to the preview buttons found under each channel elsewhere in the plugin.
   These respond to a velocity curve running left to right: clicking the far left of the button previews the sample at velocity 1, while clicking the far right previews it at velocity 127.

Multi Channels Edit

Select several channels at once — **Ctrl/Cmd-click** to add individual channels to the selection, **Shift-click** to select a range. Adjusting a shared control (Vol, Pan, Sends, Solo/Mute) on any selected channel then applies to all of them at once, based on the Multi-Channel Edit mode set in Settings (see Settings):

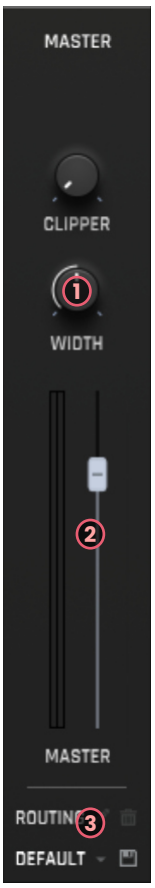
1. **Relative** — the other selected channels move by the same amount, keeping their existing differences intact.
2. **Absolute** — all selected channels snap to the exact same value as the one you're adjusting.

SEND FX CONFIGURATION (ROOM / DELAY / REVERB)

To the right of the channel strips, the **Sends** column controls the three global effects that every channel can feed into. All Send effects have the same controls:

1. **Power icon** — completely bypasses the effect.
2. **Level knob** — sets the overall output level of the effect (in dB). The VU-meter displays the effect's output level.
3. **Solo / Mute (S / M)** — solos or mutes the effect itself. This will mute all other drums and Send FX channels.
4. **Routing dropdown** — routes the effect's output to a specific bus or DAW output, same behavior as the per-channel output routing.

ROUTING & OUTPUTS



The **Master** section (far right) mirrors the Master Section from the Drum Kit Page:

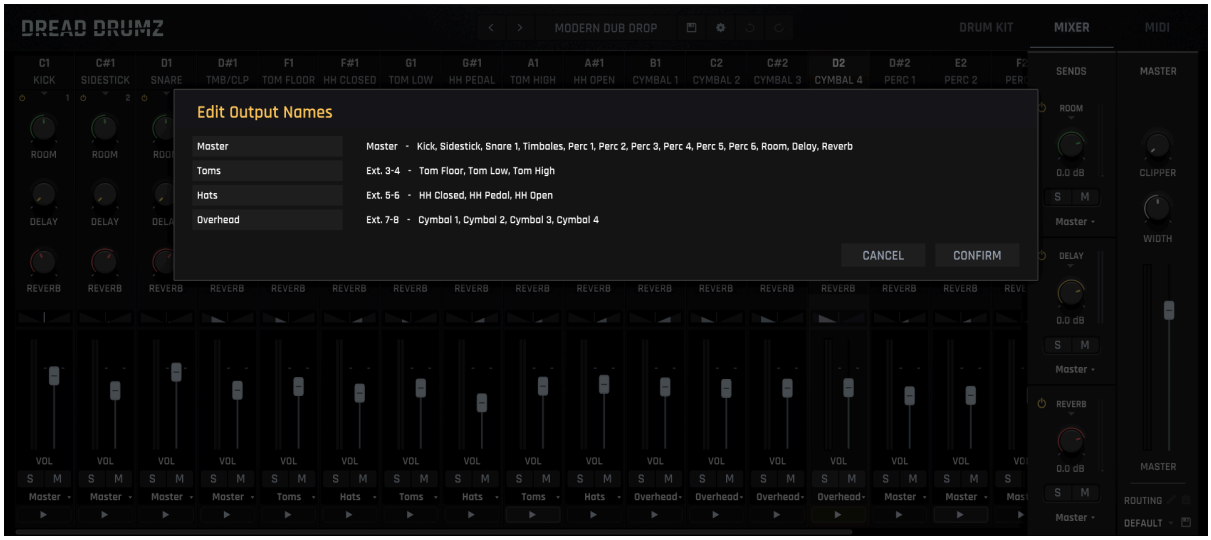
1. **Clipper** and **Width** — identical controls to those on the Drum Kit Page.

2. **Vol** — master output fader.

3. **Routing** — a dropdown (default: *Default*) for selecting a **global routing preset**, configuring how all buses and outputs are set up and named across the entire plugin.
   You can save your own custom routing presets by clicking on the **Save** button (disk icon), **Rename** your routing presets (pencil icon) or **Delete** your routing presets (trash icon).

   You can rename the external channels to your liking by using the "**Edit output names...**" option in the menu (see below).

Renaming External Outputs



By default, the DAW outputs are labeled by their channel numbers (Ext. 3-4, Ext. 5-6, and so on). When several drums are sent out to separate tracks, these labels quickly become hard to read. Dread Drumz lets you give each output a name of your own, such as Kick, Snare or Hats.

Custom names appear in two places:
- **In every output dropdown of the plugin** -- the channel strips, the Send FX channels and the Drum Kit Page.
- **In your DAW**, where the output buses take the new names (supported in VST3 hosts such as FL Studio and Cubase).

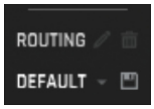
▶ *To rename your outputs:*

1. On the Mixer Page, **open the Routing dropdown** in the Master section and choose **Edit output names...** (last entry of the list).
2. A window lists the outputs currently in use. For each one, **the left column holds the name you can edit**, and the right column shows the default label and the channels routed to it.
3. Click a name field and type your name (16 characters maximum).
4. Click **Confirm** to apply your names, or Cancel to close the window without changing anything.

To restore the default label of an output, clear its name field and click Confirm.

> *Only the outputs that at least one channel is routed to are listed. Route your channels first, then name the outputs.*

▶ *Saving your names:*



Output names are stored with your routing presets:

- **Click the Save button** (disk icon) next to the Routing dropdown to save the names along with the current routing.
- Selecting a routing preset **loads its output names as well**.
- The factory Default routing preset can't be modified. Names you set while it is selected still stay with your DAW project, but **they are not stored in the preset**. Save a custom routing preset to keep them for other projects.

> *Your names are saved with your DAW project, so they come back when you reopen it. Save a routing preset if you want to reuse them in other projects - or if you made changes to the current preset and you want to keep those changes.*

THE SAMPLERS

Selecting a channel opens that channel's detail view at the bottom of the screen, under the **SAMPLER** tab.

Note: Each channel loads a **Channel Preset** (shown at the top, e.g. *ROOTS KICK*), which bundles two independent sample sources — **Sampler A** and **Sampler B** — each with its own sample and full set of shaping controls.

LAYOUT OVERVIEW

1. **Sampler**, **Samples Browser**, and **FX** — switch between the different views available for the currently selected channel. This section covers the **Sampler** tab; the Samples Browser and FX tabs are covered later in this manual.

2. **Channel Preset name** (e.g. *90's DEFAULT KICK*) — the currently loaded preset for this channel, with arrows to step through presets and a power icon to bypass the entire channel.

3. **Sampler A / Sampler B** — each displays the name of the loaded sample (e.g. *90's Kit (In Mic), 90's Kit (Sub Mic)*) and its own full set of controls.

4. **Balance** — the central knob crossfades the mix between Sampler A and Sampler B.

5. **Gain In** — input trim applied to the sample before any processing.

6. **Volume** — output level of the channel; linked to the **Vol** fader for this channel on the Mixer.

7. **Save** (disk icon) — saves the current channel setup (both samplers and all their settings) as a new **user Channel Preset**.
   Rename (pencil icon) and **Delete** (trash icon) allow to rename / delete channel presets. They are only available on custom user channel presets. Factory presets can't be modified.

8. **Split Routing** — On the Kick, Sidestick, Snare, and Timbale channels, the Output routing control also offers a Split mode. When enabled, Sampler A and Sampler B are routed to two separate DAW outputs instead of sharing a single one — useful when you want to process or mix each sample source independently outside the plugin.

PER-SAMPLER CONTROLS (A AND B)

Samplers **A** & **B** each have the same independent set of controls, that can be linked:

1. **Phase** — delay and phase offset for the sample.
2. **Pitch** — tune, fine-tune.
3. **Velocity** — **Curve** shapes how incoming velocity is mapped (linear or curved response); **Dyn** sets how strongly velocity affects the sample, from 0% (constant, no velocity sensitivity) to 100% (full velocity sensitivity).

4. **Envelope** — attack, hold, decay, curve, sustain.
5. **Filter** — LP/HP filtering for the sample.
6. **Sample** — random variation amount (RANDOM).

Random variation: The **RANDOM** control introduces pitch and envelope variation on each hit. It's intended for samples that **don't** have round-robin variations built in — using it on samples that already include round robins is not recommended, as it can create unwanted, overlapping variation.

Linking A and B: The small link icon next to certain sections (Pitch, Velocity, Filter) lets you tie Sampler A and B's parameters together. Linking doesn't sync existing values immediately — it only keeps the two in sync going forward, as you adjust one or the other.

SAMPLES BROWSER

The Samples Browser lets you audition and load samples into **Sampler A** and **Sampler B** for the currently selected channel.

While the Sampler tab lets you shape a sample's sound once it's loaded, the Samples Browser is where you find and load the samples themselves — for both Sampler A and Sampler B, side by side.

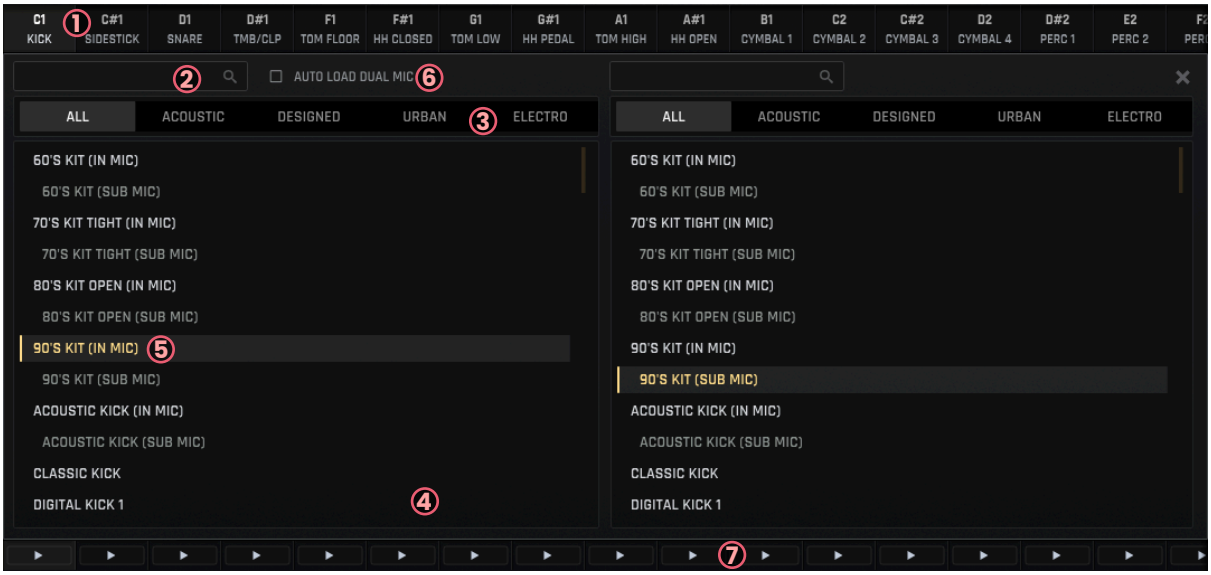
SAMPLES BROWSER LAYOUT

The page is split into two independent panels:

Left panel — browse and load samples into **Sampler A**.
Right panel — browse and load samples into **Sampler B**.

Each panel has its own search field and category filter, so you can browse a different category on each side if needed.

1. **Channel tabs** — click a channel name at the top of the page to switch to it and continue browsing and loading samples for that channel, without leaving the Samples Browser.
2. **Search field** — find a specific sample by name, independently on each panel.
3. **Category tabs (All / Acoustic / Designed / Urban / Electro)** — filter the sample list by type, independently between the left and right panels.



4. **Loading a sample** — click any sample name to load it into the corresponding sampler (left panel loads into Sampler A, right panel loads into Sampler B).

5. **Acoustic samples and round robins** — acoustic samples using round-robin variations are displayed as a linked pair: one entry in white (e.g. *60's Kit (In Mic)*) followed by one in gray (e.g. *60's Kit (Sub Mic)*) directly below it.
   This pairing indicates both samples belong to the same acoustic drum hit, captured from two different microphones, and helps you identify them at a glance. Samples without this pairing are standalone, single-mic samples.

6. **Auto Load Dual Mic** — when this checkbox is enabled, loading one sample from a linked acoustic pair automatically loads its complementary sample into the other sampler.
   This works in both directions — loading the *In Mic* sample into Sampler A automatically loads the matching *Sub Mic* sample into Sampler B, and vice versa.

7. **Preview (Play button)** — each loaded sample has a Play button at the bottom of its column, identical to the preview buttons found under each channel elsewhere in the plugin.

CHANNEL FX

The FX page contains the insert effect chain for the currently selected channel. Each channel has its own independent chain, in a fixed processing order:

CHANNEL FX LAYOUT

- **Power icon** — each module has its own power icon to bypass it completely, independent of the others.
- **Mix** — each module has its own Mix control, setting the dry/wet balance for that module's processing.
- The modules are always processed in the same order and cannot be reordered.
- The FX setup is saved in channel presets, like the samplers setup.

EFFECTS LIST

Filter

- **Type** — selects the filter mode: **LP** (Low Pass), **BP** (Band Pass), **HP** (High Pass), or **Peak**.
- **Freq** — sets the filter's cutoff (or center) frequency.
- **Q** — sets the resonance/narrowness of the filter around the cutoff frequency.
- **Rate** — speed of the built-in LFO modulating the filter.
- **Mod** — depth of the LFO's modulation on the filter frequency.
- **Width** — controls whether the filter is wide or narrow; only active when **Type** is set to **BP**.
- **Peak Level** (1) — controls the level of the peak (+6dB / +12dB / +18dB); only active when **Type** is set to **Peak**.

Drive

- **Lightning icon** — switches between **Soft** and **Hard** drive modes.
- **Drive** — sets the amount of saturation applied.
- **Output**— output gain compensation after the Drive stage.
- **S-Rate**— reduces the sample rate, for a lo-fi crush effect.
- **Bit Crush**— reduces bit depth, for a lo-fi crush effect.

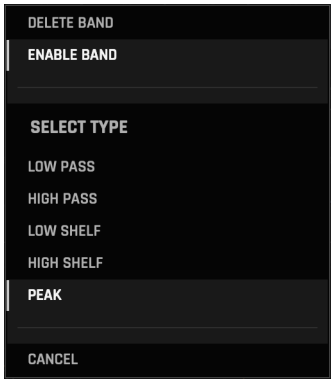
Eq

The EQ is a fully flexible, unlimited-band parametric equalizer — add as many bands as you need.

- **Graph** — click anywhere on empty space in the graph to create a new band at that frequency and gain.
- **Node** — drag a band's node directly on the graph to adjust its frequency and gain in real time.

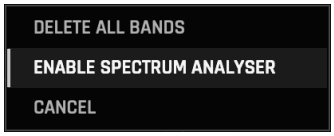
1. **Freq / Q / Gain panel** — displays the values for the currently selected band. These are also sliders: click and drag on any of the three to adjust that value directly.

Right-click on a band's node to open a context menu with the following options:



- **Right-click on a band's node** to open a context menu with the following options:
- **Delete Band** — removes the selected band entirely.
- **Enable Band** — toggles the selected band on or off, without deleting it.
- **Select Type** — choose the band's filter type: **Low Pass**, **High Pass**, **Low Shelf**, **High Shelf**, or **Peak**.
- **Cancel** — closes the menu without making changes.

Right-click on the EQ background (not on a node) to open a separate menu:



- **Delete All Bands** — removes every band currently on the EQ.
- **Enable Spectrum Analyser** — overlays a real-time spectrum analysis of the incoming signal on top of the EQ graph.
- **Cancel** — closes the menu without making changes.

Phaser

- **Freq** — sets the center frequency of the phasing effect.
- **FB** — feedback amount, controlling the intensity of the phaser's resonance.
- **Rate** — speed of the phaser's LFO.
- **Mod** — depth of the LFO's modulation.

Compressor

- **Vintage / Modern** — switches between two compressor characters: **Vintage** is looser and more forgiving, while **Modern** is more precise and incisive.
- **Threshold** — level above which compression starts to apply.

- **GR meter** — displays the amount of gain reduction currently applied (display only, not interactive).
- **Attack** — how quickly the compressor reacts once the signal crosses the threshold.
- **Release** — how quickly the compressor stops reducing gain once the signal drops below the threshold.
- **Ratio** — amount of gain reduction applied above the threshold.
- **Makeup** — output gain compensation after compression.

SEND FX CHANNELS & MASTER CHANNEL

SEND FX LAYOUT

Clicking **Room**, **Delay** or **Reverb** in the Sends panel (right side of the Mixer) opens the **Send FX** view at the bottom of the screen, with the corresponding effect highlighted by a colored underline (green/yellow/red). Clicking **Master** opens the **Master FX** view instead.

The bottom panel shows two tabs — **Send FX** and **Master** — which can also be switched freely at any time, independent of what was last clicked in the Mixer.

Note: These views replace the Sampler / Samples Browser / FX tabs used for individual channels — Send and Master buses don't have samplers, only effect processing.

SEND FX LIST

The three Send effects — **Room**, **Delay**, and **Reverb** — are global buses that every channel can feed into via its Send knobs (see Mixer).

Each Send effect has a **preset name** with Prev/Next arrows to browse presets, a **Save** icon to store your own, and **Rename** and **Delete** icons (only for user presets).

Room

Room shapes the ambience of the kit — it's designed to simulate a recording environment (studio, overheads, a small room, etc.), rather than acting as a traditional reverb effect.

- **Type** — selects the reverb engine: **IR** (impulse response, based on real captured spaces) or **Digital** (algorithmic).
- **Predelay** — time before the reflections begin.
- **Width** — stereo width of the effect.
- **HP / LP** — high-pass and low-pass filters applied to the effect's output.

- **Model *(IR only)*** — selects the specific impulse response used, with Prev/Next arrows to browse.
- **Distance *(IR only)*** — simulates microphone distance from the source: **Close**, **Mid**, or **Far**.
- **Tone *(IR only)*** — adjusts the overall tonal balance of the reflections.
- **Size *(Digital only)*** — sets the size of the simulated space, affecting the length and character of the reflections.
- **Damp *(Digital only)*** — reduces high frequencies over the decay, simulating natural absorption.

Delay

Delay is a conventional dub delay effect.

- **Time** — set to **Sy** to lock delay time to musical divisions, or use the **Time L** / **Time R** knobs directly for left and right channel delay time. The link icon syncs L and R together.
- **Mode** — selects the delay type: **Stereo** or **Ping Pong**.
- **Feed** — feedback amount, controlling how many times the signal repeats.
- **Tape Speed** — simulates the pitch-ramping behavior of an analog tape delay when the delay time changes. Higher values make the "tape" reach the new time faster (a subtler transition); lower values slow the transition down, producing the classic analog pitch-bend effect.
- **Duck** — reduces the delay's volume while the source signal is present, then lets it swell back in.
- **Width** — stereo width of the delay repeats.
- **HP Freq / LP Freq / Filter Q** — filtering applied to the delay repeats.
- **LFO Rate / LFO Mod** — modulates the HP and LP filter frequencies: **Rate** sets the modulation speed, **Mod** sets its depth.
- **To Reverb** — sends the Delay's output into the Reverb, chaining the two effects in series.

Reverb

Reverb is a conventional reverb effect that offers different spaces — Digital, Hall, Plates and Springs — using 2 types of engine.

- **Type** — selects the reverb engine: **IR** or **Digital**.
- **Predelay** — time before the reverb tail begins.
- **Width** — stereo width of the reverb tail.
- **HP / LP** — high-pass and low-pass filters applied to the reverb tail.
- **Model** ***(IR only)*** — selects the specific impulse response used, with Prev/Next arrows to browse.
- **Tone** ***(IR only)*** — adjusts the overall tonal balance of the reverb tail.
- **Length** ***(Digital only)*** — sets the decay time of the reverb.
- **Damp** ***(Digital only)*** — reduces high frequencies over the decay.

Phaser — an onboard phaser applied to the reverb tail. Toggle it on/off, and use **Phaser Mix** for dry/wet balance. Click the arrow on the right edge of the panel to reveal the full Phaser controls:

- **Frequency** — sets the center frequency the LFO sweeps around, creating the classic phaser motion.
- **Feedback** — controls the intensity of the phaser's resonance.
- **Color** — adjusts the tonal character of the phaser effect.
- **Base Freq** — sets a fixed phase-shift reference point.
- **LFO Rate** — speed of the phaser's modulation.
- **LFO Mod** — depth of the phaser's modulation.
- **Phaser Mix** — dry/wet balance for the phaser.

MASTER FX

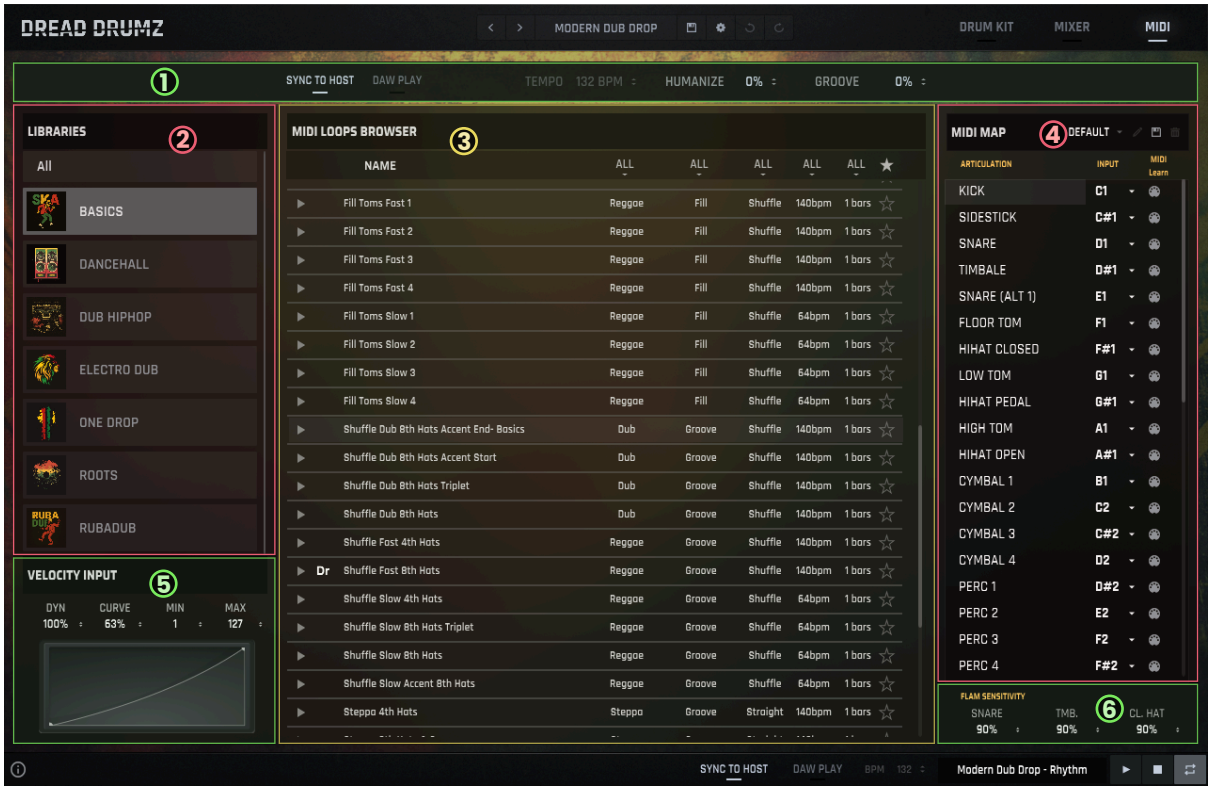
Clicking **Master** in the Sends panel (right side of the Mixer) — or the **Master** tab in the bottom panel — opens the Master channel's effect chain.

The Master channel has its own insert effect chain, in a fixed order: **Drive** → **EQ** → **Comp** → **Filter**. The **Drive**, **EQ**, and **Comp** modules are identical to those found in each channel's FX chain (see ***Channel FX***).

- **Filter** — unlike the per-channel Filter module, the Master Filter offers only high-pass and low-pass filtering (**HP Freq / LP Freq**, each with a **Q** control and a 12/24 dB slope selector). These are the same filters accessible via the **HP** and **LP** shortcuts in the Master Controls on the Drum Kit Page.

THE MIDI PAGE

The MIDI Page is where you find and trigger ready-made MIDI patterns and grooves, control how they play back, and configure how MIDI notes map to Dread Drumz's drum channels.



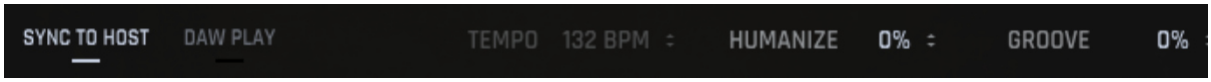
MIDI PAGE LAYOUT

1. **Playback Controls** (top bar) — Sync to Host, Tempo, Humanize, and Groove settings for pattern playback.
2. **Libraries** (left panel) — browse MIDI loops by style/genre.
3. **MIDI Loops Browser** (center) — search, filter, and preview individual MIDI loops, and drag them onto a track in your DAW.
4. **MIDI Map** (right panel) — view and edit which MIDI note triggers each drum articulation.

Two additional control groups appear within these panels and are covered in their own dedicated sections below:

5. **Velocity Input** (below Libraries, left panel)
6. **Flam Sensitivity** (below MIDI Map, right panel)

PLAYBACK CONTROLS

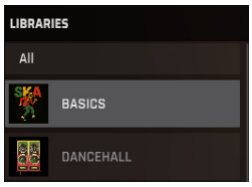


- **DAW Play** — when enabled, the plugin follows the DAW's **PLAY** control. When pressing PLAY in your DAW, it will launch the plugin's currently selected clip; disabled if **Sync to Host** is off.
- **Sync to Host** — when enabled, tempo follows your DAW's **tempo** and **STOP** controls automatically; the **Tempo** field is disabled while this is on.
- **Tempo** — sets the plugin's internal tempo manually, used when **Sync to Host** is off.
- **Humanize** — adds a random amount of velocity variation each time a pattern plays.
- **Groove** — adds a random amount of timing variation each time a pattern plays
- **Play / Stop / Loop** (bottom transport bar) — controls playback of the currently loaded pattern within the plugin itself, independent of your DAW's transport.

> *The Sync and BPM controls in the bottom transport bar — visible on every page of the plugin — are shortcuts to the Sync to Host and Tempo settings above.*

LIBRARIES

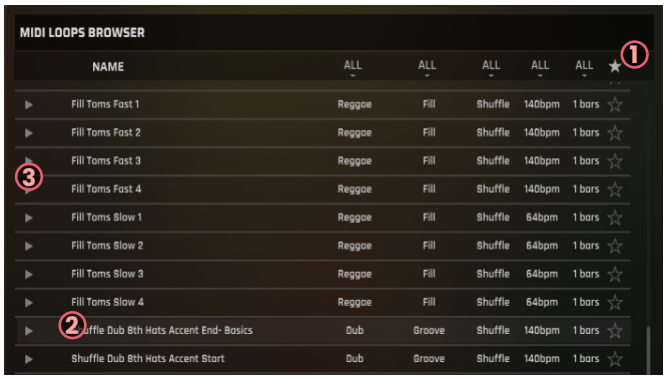
A list of style-based groove libraries (*Basics, Dancehall, Dub Hiphop, Electro Dub, One Drop, Roots, Rubadub, Ska*).



- Click a library to filter the MIDI Loops Browser to that style only.
- Click **All** to clear the filter.

PATTERNS / GROOVES BROWSER

The **MIDI Loops Browser** lists all available MIDI loops, filterable by:

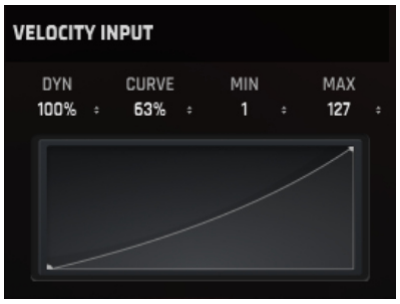


- **Genre** (e.g. Reggae, Dub, Steppa)
- **Type** (e.g. Fill, Groove)
- **Feel** (e.g. Shuffle, Straight)
- **Tempo** (in BPM)
- **Length** (in bars)
- **Favorites** (see below)

1. **Favorites** — click the star next to a loop to mark it as a favorite. Click the star icon next to the column headers to show favorites only.
2. **Drag'n'Drop** — Hovering over a loop in the MIDI Loops Browser reveals a four-way arrow icon next to it. Click and drag this icon to drop the loop's MIDI pattern directly onto a track in your DAW.
3. **Preview** — click the **Play** button next to a loop to audition it.

VELOCITY INPUT

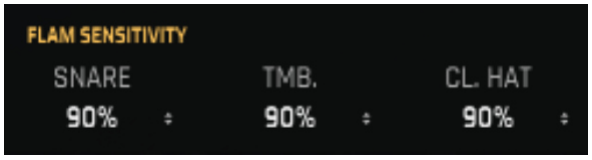
Shapes how velocity is interpreted for notes played live by the user and for loop playback — independent of the per-sampler velocity settings found on the Mixer Page.



- **Dyn** — sets how strongly velocity affects the incoming signal, from 0% (constant) to 100% (full velocity sensitivity).
- **Curve** — shapes the velocity response curve (linear or curved), shown live in the graph below.
- **Min / Max** — sets the output velocity range that incoming velocity values are mapped to.

FLAM SENSITIVITY

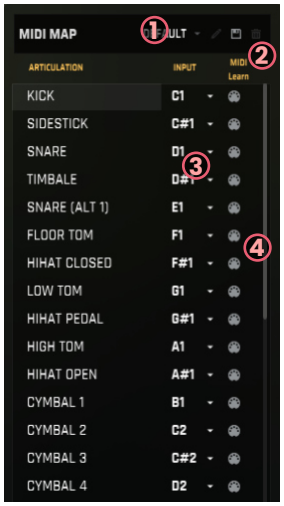
Applies to elements that include flam-triggering notes further down the MIDI Map (**Snare, Timbale, Closed Hi-Hat**).



Sensitivity controls the volume balance between a flam's repeated hits: **0%** plays all hits at equal volume; **100%** plays a natural-sounding flam, with a normal-volume first hit followed by increasingly quieter rebounds.

MIDI MAPPING

Each row in the **MIDI Map** panel lists an articulation (drum/element) and its assigned MIDI input note (e.g. **Kick** → **C1**).



1. **MIDI Map preset (Default)** — a dropdown to switch between different complete MIDI mapping configurations.
2. **Save icon** — saves the current mapping as a new user preset, so custom MIDI maps can be built and reused across projects. You can **Rename** or **Delete** your own presets using the pencil and trash icons.
3. **Input dropdown** — next to each articulation's assigned note, click to manually choose a different MIDI note.
4. **MIDI Learn** (circular icon) — click, then play a note on your MIDI controller, to assign that note to the articulation automatically.

Alternate notes: Some channels — notably Snare, Timbale, and Hi-Hats — have one or more additional MIDI notes mapped alongside their main note (e.g. ***Snare (Alt 1)***).

These alternate notes don't trigger a separate channel; they let you play rolls and rudiments on that same drum using a MIDI pad or keyboard, without needing to reprogram anything.
They appear only in the MIDI Map, not as separate pads on the Drum Kit Page.

CC ASSIGNMENTS

Beyond note mapping, most knobs, sliders, and buttons throughout the plugin can be controlled via MIDI CC.

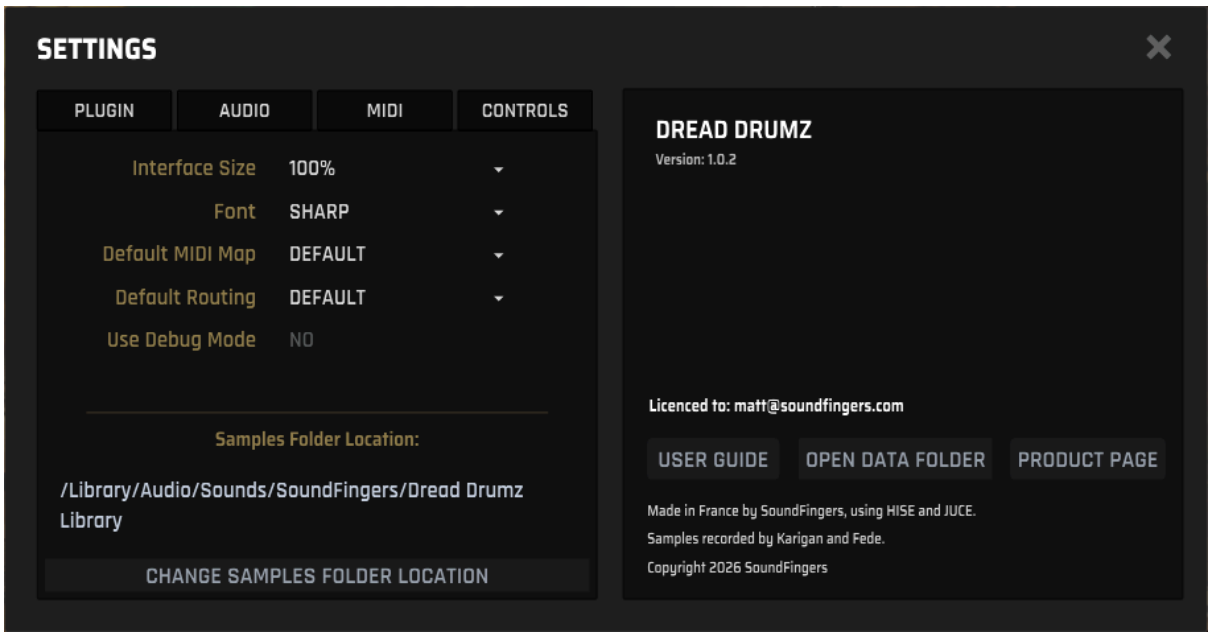
Right-click any control to open its context menu:

- **Learn MIDI CC** — arms the control, then move a CC on your MIDI controller to assign it automatically.
- **Assign MIDI CC** — opens a full list of CC numbers (CC#0–CC#127) to manually pick one for that control.

SETTINGS

Accessible from the **gear icon** in the top bar on any page (see User Interface Overview), the Settings window lets you configure plugin-wide preferences, independent of any individual preset. It has three tabs — Plugin, Audio, and MIDI — plus a product info panel on the right that stays visible across all three.

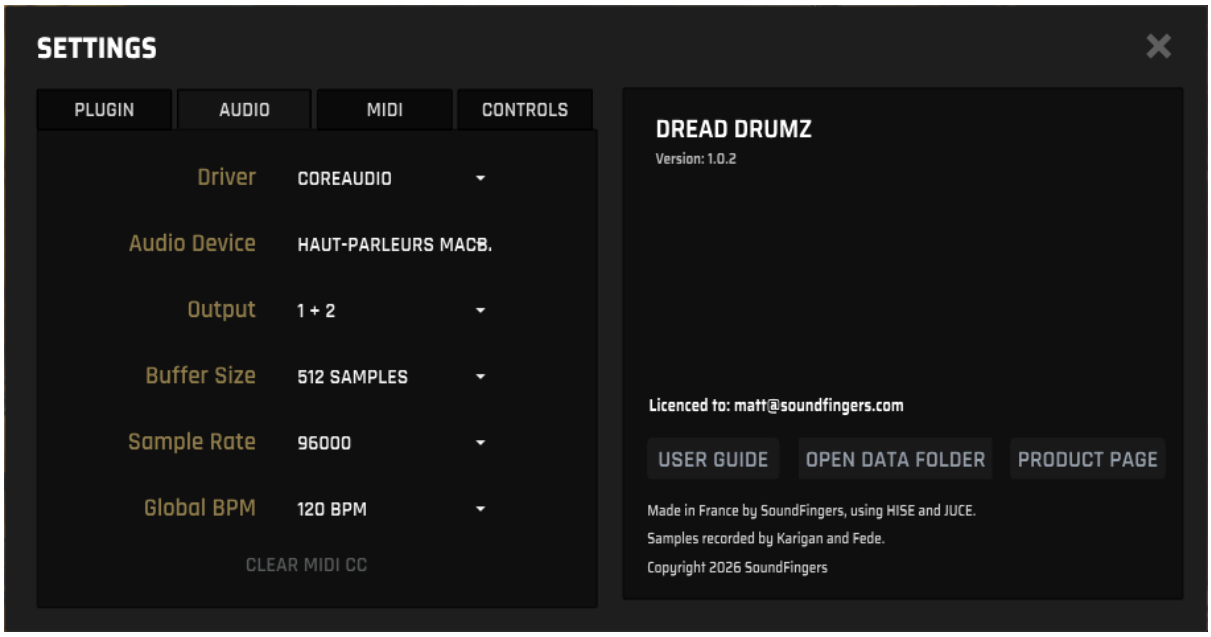
PLUGIN SETTINGS



- **Interface Size** — dropdown, scales the size of the plugin window.
- **Default MIDI Map** — dropdown, sets which MIDI Map preset (see MIDI Mapping) the plugin loads by default on new instances.
- **Default Routing** — dropdown, sets which Routing preset (see Routing & Outputs) the plugin loads by default on new instances.
- **Use Debug Mode** — Yes/No, enables additional diagnostic logging. Useful when reporting an issue to support (see Troubleshooting).
- **Samples Folder Location** — displays the path Dread Drumz currently reads its sample library from.
- **Change Samples Folder Location** — button, lets you point the plugin to a different folder if the sample library has been moved (see Technical Details).

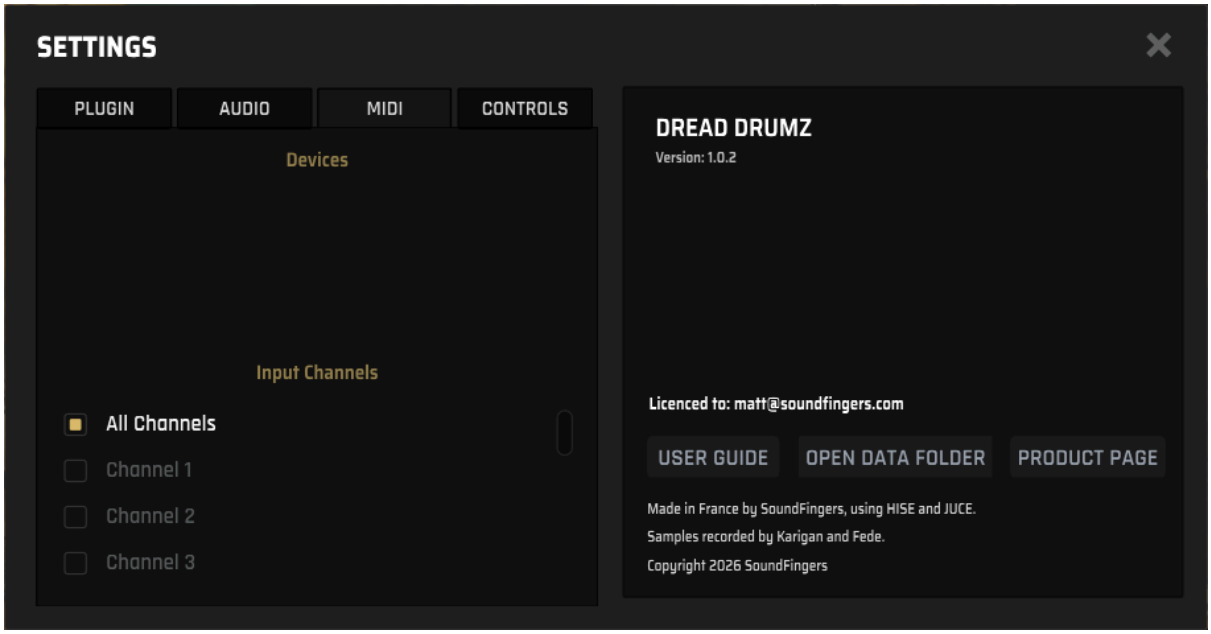
AUDIO SETTINGS

Available in standalone mode only.
The Audio tab covers standard audio configuration — audio device selection, sample rate, and buffer size.



MIDI SETTINGS

Available in standalone mode only.
The MIDI tab covers MIDI input configuration — MIDI device selection and MIDI channel routing.

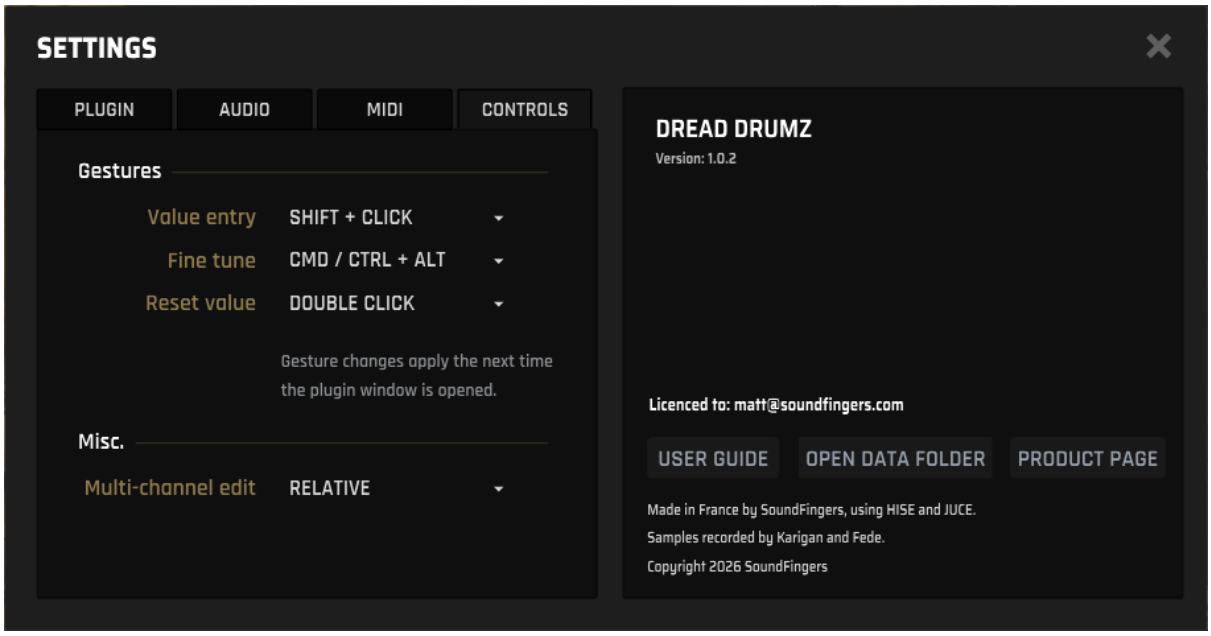


CONTROL SETTINGS

Gestures — dropdowns, define the behaviour of several mouse and keyboard actions for **manual value entry**, control **fine tuning** and **value reset**.

Multi-Channel Edit — dropdown (Relative / Absolute), sets how selected channels behave when you adjust a shared control (volume, sends, solo/mute, etc.) across multiple channels at once, having only touched one of them.

- **Relative** — the other selected channels move by the same amount as the one you're adjusting, keeping their existing differences intact.
- **Absolute** — all selected channels snap to the exact same value as the one you're adjusting.



PRODUCT INFO PANEL

- **Product name & version** — the currently installed version of Dread Drumz.
- **Licensed to** — the email address the license is registered under.
- **User Guilde** — opens Dread Drumz User Guide.
- **Open Data Folder** — opens the folder containing all Dread Drumz' data related files (plugin presets, channel and FX presets, samples files, license, settings files, etc...)
- **Product Page** — button, opens the Dread Drumz product page on soundfingers.com in your browser.
- **Credits** — engine (HISE, JUCE) and sample recording credits.
- **Copyright notice**.

KNOWLEDGE BASE

GLOSSARY

Auto Load Dual Mic
A Samples Browser option that automatically loads the complementary sample of a linked acoustic pair into the other sampler when one is loaded. Works in both directions, between Sampler A and Sampler B.

Channel Preset
A preset for a single channel. Stores the samples loaded in Sampler A and Sampler B, along with their envelope, velocity, balance, phase, and effects settings. Does not include the channel's volume, send levels, or routing.

Dyn (Velocity)
Sets how strongly velocity affects the incoming signal, from 0% (constant, no velocity sensitivity) to 100% (full velocity sensitivity). Found in both the MIDI Page's Velocity Input section and per-sampler Velocity controls.

Flam Sensitivity
Controls the volume balance between the repeated hits of a flam, on channels that support it (Snare, Timbale, Closed Hi-Hat). At 0%, all hits play at equal volume; at 100%, the first hit plays at normal volume with progressively quieter rebounds.

Groove
A Playback Control that adds a random amount of timing variation each time a pattern plays.

Humanize
A Playback Control that adds a random amount of velocity variation each time a pattern plays.

IR (Impulse Response)
A reverb engine type, available on both the Room and Reverb Sends, based on impulse responses captured from real spaces or equipment.

Plugin Preset
The overall preset loaded from the top bar, bundling the complete state of all 20 channels, including their samples, settings, mixing, and routing.

Round-robin
Automatic sample variation across successive hits, built into certain acoustic samples to avoid repetitive-sounding playback.

Routing Preset
A global preset configuring how all buses and outputs are set up across the entire plugin. Managed from the Routing menu on the Mixer Page.

Split (Routing)
A per-channel routing mode, available on the Kick, Sidestick, Snare, and Timbale channels, that allows Sampler A and Sampler B to each be routed to a different DAW output independently.

Tape Speed
A Delay Send control simulating the pitch-ramping behavior of an analog tape delay when the delay time changes.

To Reverb
A Delay Send control that routes the Delay's output into the Reverb, chaining the two effects in series.

TROUBLESHOOTING

We all know that technology doesn't always cooperate the way we'd like it to.

That's why I've put together this troubleshooting guide to help you resolve any issues you may encounter while using Dread Drumz.
Whether you're a seasoned pro or a beginner, this guide aims to get you back on track as quickly as possible.

Plugin Not Recognized by DAW

Make sure you've installed the plugin in the correct directory that your DAW scans for plugins. If it's still not recognized, try re-scanning your plugins within the DAW (See Appendix).

Compatibility Issues

Ensure that your DAW and operating system are compatible with Dread Drumz. Check the plugin's system requirements and update your system if necessary.

Constant Crashes & Stability Issues

Try disabling other plugins to see if there's a conflict. If the issue persists, reinstall Dread Drumz.

CPU Overload

Lower the sample rate or increase the buffer size in your DAW settings. Also, consider freezing other tracks to save CPU.

No Sound

Check the plugin's internal volume controls and your DAW's track routing to make sure the sound is being sent and received correctly.
Check that the samples are correctly installed (See Appendix). If you're still facing issues, don't hesitate to contact us for further assistance.

Audio Driver Issues

Update your audio drivers. Dread Drumz is optimized to work with your audio interface's ASIO driver. Always prefer a value which is a multiple of 8 for your buffer size setting (64 / 128 / 256 / 512 / etc...).

Latency Issues

Lower the buffer size in your DAW, but be cautious as this may increase CPU load.

> *For more advanced issues, please contact customer support.*

FAQ

What sets Dread Drumz apart from other Drumz plugins?

Dread Drumz is built specifically for reggae and its derivative styles — dub, dancehall, ska, and related genres — rather than being a general-purpose drum machine adapted after the fact.
Its architecture makes it versatile within that focus: each channel combines a dual-sampler layer with its own FX chain, and channel presets let you recall complete sound setups instantly, so you can move between different sonic textures without rebuilding a kit from scratch.
On top of that, a dedicated MIDI bank built around these styles gives you ready-to-use grooves and patterns suited to reggae-family production.

Do I have to pay for updates?

No. Minor updates and maintenance releases are free, and may include small additional features alongside bug fixes and improvements.
Note that this is different from a major upgrade — for example, moving from BassTone to BassTone X — which is treated as a new product and priced separately.

Is Dread Drumz M1/M2 compatible ?

The plugins are built as Universal Binaries and should work fine on M1/M2 chips. But we strongly encourage you to try the demo version of the plugin before buying it.

Do you offer educational discounts?

I currently don't offer educational discounts, but if you're interested, feel free to reach out and we can discuss it.

What's the best way to make my Drums cut through the mix?

It really depends on the type of sound you're going for. Trust your ears and experiment with the settings. If you want the bass to cut through the mix, consider keeping only a small high-frequency band active.

Can I automate the controls in my DAW?

Absolutely, you can automate most of the controls in Dread Drumz. Refer to your DAW's manual to learn how to set this up.

What inspired the creation of Dread Drumz?

The inspiration came from the struggle to find a good drums sound that both respects the genre and is deeply customizable.

Where can I find tutorials or demos?

Check out our YouTube channel for tutorials, demos, and other helpful videos on how to get the most out of Dread Drumz.

Where's My Order Confirmation Email or License Number?

If you can't locate your order confirmation email or license number, don't worry. First, take a moment to check your spam folder. If it's not there, feel free to reach out to us, and we'll resend the emails to you. Remember, your order details and license number are always accessible in your account.

Experiencing Download Issues?

Download problems can occur for various reasons—your browser, location, high server load, or multiple download requests. If your download gets interrupted or you encounter an error, try the following steps:

- Refresh your browser.
- Clear all cookies and cache.
- Attempt the download again after a few minutes.

If you're still facing issues, don't hesitate to contact me for further assistance.

Do you offer refunds ?

Due to the digital nature of our products, I generally can't offer refunds. Exceptions are made for accidental multiple purchases of the same product or fraudulent transactions.
However, you have the opportunity to test the full plugin for 14 days. I **strongly** recommend taking advantage of the demo version before committing to a purchase.

Encountered a Bug? Here's What to Do

If you stumble upon a glitch or something that's not functioning as it should, I want to know about it.
Please send me a detailed message outlining the issue.
The more information you can provide, the better—describe the problem, what you were doing when it occurred, and details about your audio setup.

Have a Feature in Mind That's Missing?

I'm always looking to enhance the functionality and user experience of my plugins. If you think there's a feature that would make Dread Drumz even better, I'd love to hear from you.

Reach out to me with your idea, and I'll definitely consider it for future updates. Your feedback is invaluable in helping me create a product that truly meets the needs of my users.

APPENDIX

RESOURCES

LINKS

To download the Latest Version of Dread Drumz: click here.

For Support: Visit our FAQ & Support page to contact us.

To access your license key: click here.

For Video Tutorials: Check out our YouTube channel for tutorials and demos.

To subscribe to the newsletter: simply visit https://soundfingers.com

TECHNICAL DETAILS

During installation, files are written to the following locations by default:

MacOS

- **AU Plugin:** *HD/Library/Audio/Plug-Ins/Components*
- **VST3 Plugin:** *HD/Library/Audio/Plug-Ins/VST3*
- **AAX Plugin:** *HD/Library/Application Support/Avid/Audio/Plug-Ins*
- **Samples:** *HD/Library/Audio/Sounds/SoundFingers/Dread Drumz Library*
- **Presets:** *Users/<your name>/Library/Application Support/SoundFingers/Dread Drumz/User Presets*
- **Channel Presets :** *Users/<your username>/Library/Application Support/SoundFingers/Dread Drumz/Channel Presets*
- **FX Presets :** *Users/<your username>/Library/Application Support/SoundFingers/Dread Drumz/FX Presets*

Windows

- **VST3 Plugin:** *C:\Program Files\Common Files\VST3\SoundFingers*
- **AAX Plugin:** *C:\Users\<your-username>\AppData\Roaming\Avid\Audio\Plug-Ins*
- **Samples:** *Defined during the installation*
- **Presets:** *C:\Users\<your-username>\AppData\Roaming\SoundFingers\Dread Drumz\User Presets*
- **Channel Presets:** *C:\Users\<your-username>\AppData\Roaming\SoundFingers\Dread Drumz\Channel Presets*
- **FX Presets:** *C:\Users\<your-username>\AppData\Roaming\SoundFingers\Dread Drumz\FX Presets*

LICENSE AGREEMENT:

1. General

1.1 - The following End User License Agreement ("EULA") represents the contractual conditions between you ("Licensee") and SoundFingers, 1 rue du Cercle, 67960 ENTZHEIM, France ("SoundFingers") for the use of software including related media, documentation (for example program descriptions, manuals) and other documents and materials manufactured by SoundFingers ("Product(s)").

1.2 - By installing and by registering the software on your computer, you declare yourself in agreement with these conditions. If you do not agree with these conditions, you must not install the software.

2. Scope of Use

2.1 - The Products from SoundFingers are protected by law. The intellectual property of the Products remains at SoundFingers. Licensee acquires only the right to use the Product to the following extent. Any other use or exploitation not explicitly granted to Licensee in this EULA shall not be allowed without written consent from SoundFingers. Specifically, Licensee is not entitled to copy or have copied, decompile or have decompiled, reverse engineer or have reverse engineered the Product or parts thereof. Licensee must ensure by appropriate and reasonable steps that third parties, including its own employees, cannot make unauthorized use of the Product. Licensee shall be liable to SoundFingers for any loss or damage in this context.

2.2 - SoundFingers grants Licensee the non-exclusive right without restrictions in time or place to use the Products. SoundFingers is not obliged to cede the software underlying source code, including the associated development documentation.

2.3 - Licensee may install and personally use the licensed software on three devices (e.g. one computer, one laptop, one workstation), provided that the said software is used only on one device regularly. Simultaneous use on more than one hardware device is not permitted. The Products may not be used on a network by multiple users, unless each user possesses a license. In case Licensee changes the hardware, all software on the hardware used must be deleted.

2.4 - Licensee may copy the licensed software, if such reproduction is necessary for the contractually agreed use. Licensee is authorized to create a backup, if this is necessary to secure the future use.

2.5 - Licensee is not authorized to modify the software, unless it is to preserve or restore the agreed functions of the software purchased.

2.6 - Third Parties

a) Renting or lending the licensed Software to a third party is expressly forbidden.

b) Except if otherwise stated within this EULA, Licensee may resell the software to a third party or transfer the software permanently free of charge, provided the third party agrees in writing with this EULA and Licensee ceases all use of the software, completely removes all installed copies of the software from its computer and – if

the software was not purchased via download – deletes or transfers the original data storage to the third party (if Licensee is not obliged to a longer storage by law).

2.7 - In case a sound library is part of the purchased Product the following Sound License Agreement shall apply in addition to the EULA:

The provided samples, instruments and presets can be used for commercial or non-commercial music and audio productions without the prior permission from SoundFingers under the terms of this Sound License Agreement. The usage of this Product (in particular samples, instruments and presets) for the creation of a sound library or as a sound library for any kind of synthesizer, virtual instrument, sample library, sample-based product or other musical instrument is strictly prohibited. Individual samples, sound sets or audio loops may not be distributed (commercially or otherwise) standalone. Furthermore these samples, sound sets or audio may not be repackaged in whole or in part as audio samples, sound libraries or sound effects.

2.8 - In addition, for certain Products from SoundFingers the following shall apply:

a) Bundles (product bundles consisting of hardware and software or software-only bundles) can only be resold / transferred as a whole. The individual components of a bundle must not be resold / transferred separately.

b) Any Products from SoundFingers labeled or otherwise provided to you as “Demo Versions” shall only be used for demonstration, testing and evaluation purposes. Demo Versions must not be used for commercial purposes, and must not be resold or transferred.

3. Duties to Protect

Copyright notices, and other identification features of the Products may not be removed from the software or altered in any way.

4. Warranty, Legal Liability, Damages

In regard to any warranty, liability and / or damage claims, the General Terms and Conditions of SoundFingers apply.

5. Final Provisions

5.1 - If any stipulation of this EULA should be or become invalid, either completely or in part, this shall not affect the validity of the remaining stipulations. The parties undertake instead to replace the invalid stipulation with a valid regulation which comes as close as possible to the purpose originally intended.

5.2 - Insofar as Licensee is a merchant within the meaning of the French Commercial Code or corporate body under public law or special fund under public law the place of jurisdiction and place of performance is Strasbourg, France. However, SoundFingers reserves the right to sue Licensee at Licensee's place of residence or place of business.

5.3 - This EULA is subject to the laws of the French Republic to the exclusion of the UN Convention on Contracts for the International Sale of Goods (CSIG), whereas consumers regularly residing abroad may as well rely on mandatory applicable laws of the state where they are a resident. The contractual language is French insofar as nothing else is agreed upon in writing.

Should you have any queries concerning this EULA, please write to this address:

SoundFingers

1 rue du Cercle, ENTZHEIM

67960

contact@soundfingers.com

The content of this user guide is subject to change without notice and does not represent a commitment on the part of SoundFingers. Furthermore, SoundFingers doesn't take responsibility or liability for errors or inaccuracies that may appear in this user guide. This guide and the software described in this guide are subject to a license agreement and may be used and copied only in terms of this license agreement. No part of this publication may be copied, reproduced, edited or otherwise transmitted or recorded, for any purpose, without prior written permission by SoundFingers.

SoundFingers | 1 rue du Cercle | Entzheim - France

Strasbourg Trade Register | SIREN : 838769024

contact@soundfingers.com | https://soundfingers.com

SoundFingers

VST is a registered trademark of Steinberg Media Technologies GmbH. ASIO is a registered trademark and software of Steinberg Media Technologies GmbH. Mac OS X is a registered trademarks of Apple Inc., registered in the U.S. and other countries. Windows is a registered trademark of Microsoft Corporation in the United States and/or other countries. All other products and company names are trademarks or registered trademarks of their respective holders. Use of them does not imply any affiliation with or endorsement by them. All specifications are subject to change without notice.