

Shreddage SFZ

A sample library by Impact Soundworks
(www.impactsoundworks.com)

Please read this guide before using our product. It will show you everything you need to know to get up and running. You can always visit our [video gallery](#) to learn more and follow along on your own computer.

Getting Started

Step 1: Download all parts of the library.

Within 5 minutes of purchasing Shreddage, you will receive an email from "Impact Soundworks". This email will contain a **customized link** (starting with <http://www.e-junkie.com/>) that you must click on to download your files. It will look something like this:

Impact Soundworks

e-commerce powered by [e-junkie™](#)

- **Shreddage Complete Bundle (Original + Expansion) for Kontakt 4**
 - [Click here](#) to access **Shreddage X - Expansion Pack for Kontakt 4**.
 - [Click here](#) to access **Shreddage: Electric Rhythm Guitar Part 1**.
 - [Click here](#) to access **Shreddage: Electric Rhythm Guitar part 2**.

[Download ReValver HPse](#) (PC/Mac, VST/AU) - Free amp sim by Peavey

*** Check your email for the plugin serial and update details! ***

Thank you for your purchase!

Feel free to join our [Facebook](#) community to share your music made with our libraries, discuss tips and techniques, get exclusive news/freebies and a chance at winning our whole catalog every month!

IMPORTANT: Once you have downloaded all the RAR files for a given product, you only need to extract part 1. The other files will extract automatically.

SAFARI USERS: When you click the above link in this email you will be presented with links to a list of RAR files. You should right-click (or control+click) and select "Save Linked File As" to save these files, or use the Firefox browser.

To earn a coupon good for 10% off any future purchases, take this brief, 8-question survey which will help us continue to design the best sample libraries for your needs:

[Impact Soundworks 2012 Customer Survey](#)

If you're on a PC, right-click on the orange "Click here" links and then "Save Target As" or "Save Link As" to download each .RAR file. If you're on a Mac, you can use Command+Click. Don't forget to download the free **ReValver HPse amp sim!**

Step 2: Extract the library.

Find the folder where you've downloaded the RAR files. Double-click on the first RAR file ending with "part1.rar" to extract the contents. If your computer doesn't have a program associated with RAR files, download one of the following:

- * WinRAR for Windows - <http://www.win-rar.com/>
- * UnRarX for Mac - <http://www.unrarx.com/>

You don't need to extract part2 and part3! Simply extracting part1 will do. Then, extract the ReValver HPse file and select the appropriate installer within it to setup your free Peavey virtual amp simulator.

Step 3: Install a sampler for the library.

If you already have a sampler that loads SFZ files, you can skip this step. For those that haven't used one before, we recommend downloading the cross-platform LinuxSampler software here: <http://www.linuxsampler.org/downloads.html>

Scroll to "Binary Packages" and find your operating system. For Windows users, you'll see a list of files. Simply scroll to the bottom and download the latest version. Once LinuxSampler is downloaded, run the setup file to install it. This will place a LinuxSampler plugin file in your computer's 32 and 64bit plugin directories automatically.

Step 4: Load the instruments in your sampler.

Go to the folder where you extracted the Shreddage files. Within the Shreddage folder, you should see several subfolders as well as a number of .SFZ files such as "Shreddage X Master.sfz". Each SFZ file is a Shreddage 'patch'. The following should be loaded on the same MIDI channel:

- * DT LH Chordstops.sfz
- * DT LH RH Fret Noise.sfz
- * DT RH Stops.sfz
- * DT Shreddage X Master.sfz
- * LH Chordstops.sfz
- * LH RH Fret Noise.sfz
- * RH Stops.sfz
- * Shreddage X Master.sfz

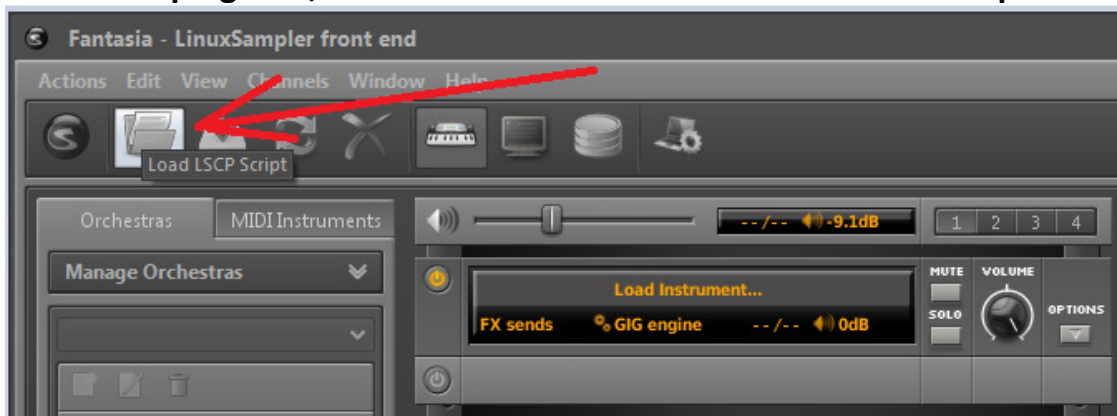
Any patch starting with "DT" should be sent to a second stereo output in your sampler. Then, you should pan the first and second outputs from your sampler hard left and right, respectively. This is to obtain a true double-tracked sound, where the left channel has separate recordings than the right channel. That's it!

New to samplers? Working with LinuxSampler? Here's a breakdown of how to load the library for the first time.


In your DAW (ex. FL Studio), add a new channel/instrument. Find the LinuxSampler plugin.



In the plugin UI, click the folder icon labeled "Load LSCP Script".



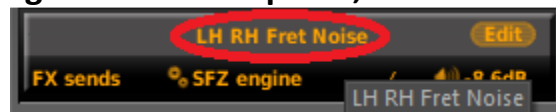
Using the browser that pops up, navigate to the Shreddage folder you extracted earlier and double click the following file:

 Shreddage X Master Multi.lscp

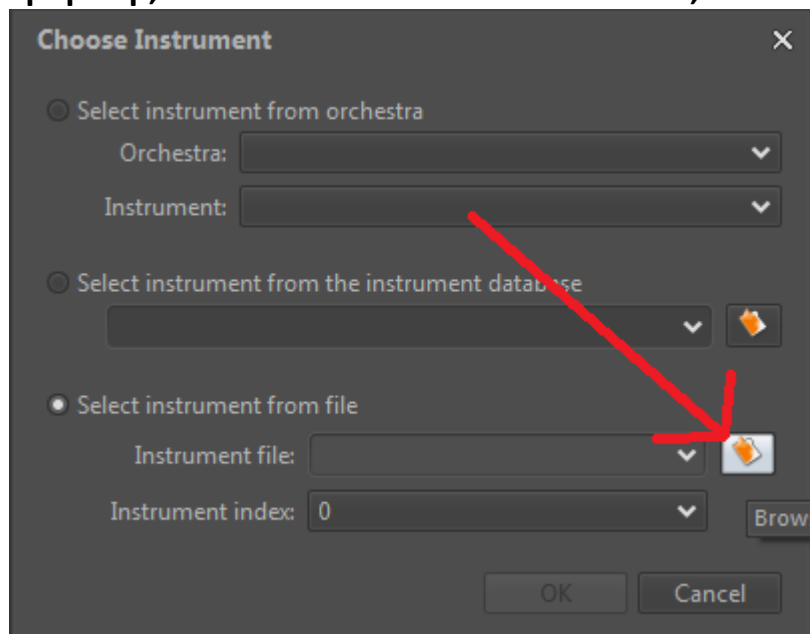
Your LinuxSampler plugin should now look like this.



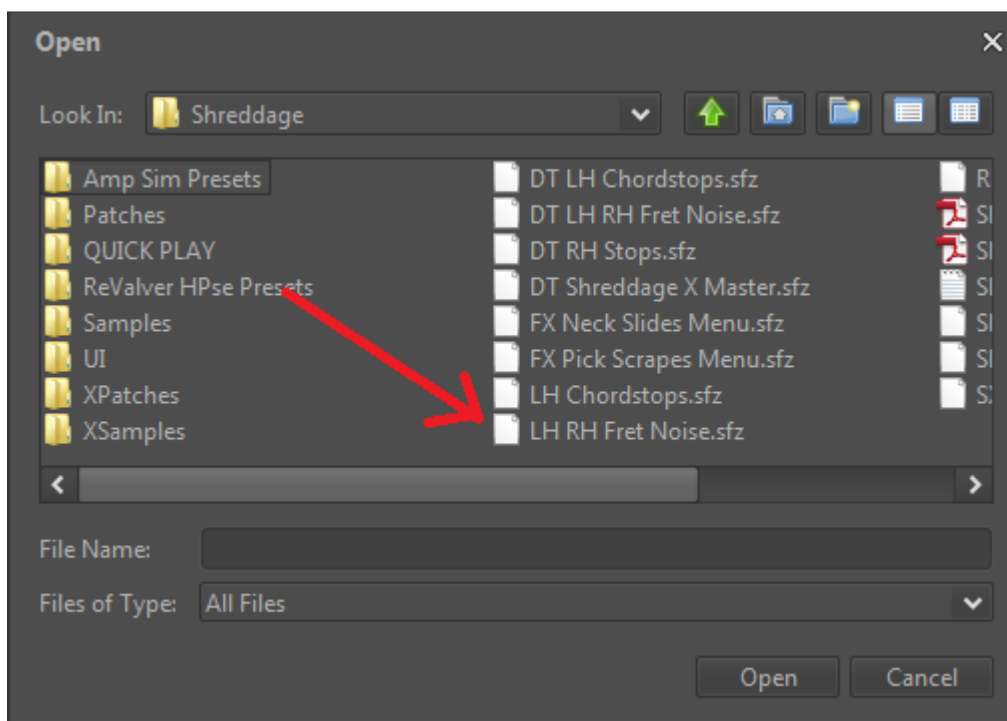
Starting from the first patch, click on the name.



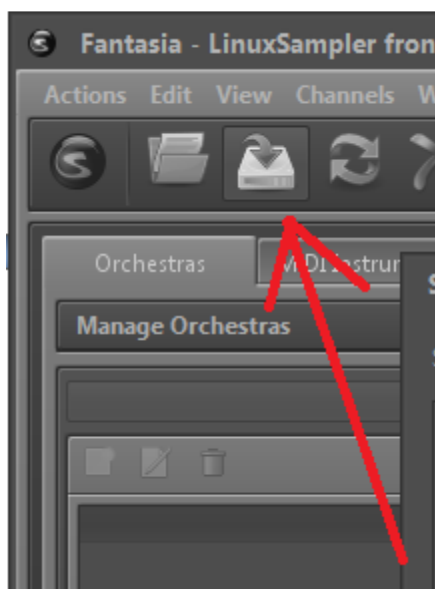
In the window that pops up, click "Select instrument from file", then click the folder icon.



Find and double click the .SFZ file that matches the name of the loaded patch.



Repeat this step for each loaded patch in LinuxSampler. (Don't worry, you only have to do this once!) Next, click the Save icon and name/save your new multi file. Call it something like Shreddage Saved Multi.



Now all patches in the library are loaded as a multi on one MIDI channel! Next time you load a project, you need only go to the folder (load) icon and select your newly saved Multi file. This will load up all sounds at once.

Step 5: Playing the sounds.

We have a few [video tutorials](#) on our website/YouTube channel that best show how the library is used. However, here are some important things to note. First, if you are using **LinuxSampler**, you need to play the note "C-1". You can do this from your DAW's piano roll or use a MIDI keyboard. To make sure you're hitting the right note, use your DAW keyboard or MIDI keyboard and watch LinuxSampler's keyboard UI to see if the notes light up.



The reason for this is because the SFZ format does not automatically select a keyswitch. Thus, none are selected when you first load the patch. Pressing C-1 in your DAW/MIDI keyboard will select a keyswitch for all loaded patches.

The red keys (C-1 to G-1) as shown above are **keyswitches**. When you press them in your DAW or on your MIDI keyboard, you can switch to different playing techniques or articulations:

- c-1: Main patch with Hammer-ons/Legato
- c#-1: Downstrokes
- d-1: Upstrokes
- d#-1: RH Vibrato
- e-1: RH Harmonics
- f-1: RH Squeals
- f#-1: Main Patch without Hammer-ons/legato (RH Chord building mode)
- g-1: Halfstep slides

By stringing together different keyswitches, you can create a very realistic performance. Check out our Shreddage SFZ video to learn more about this.

Quick Articulation Reference

- * To play **powerchords**, use the **left hand** notes (A-1 to A1).
- * To play **single notes**, use the **right hand** notes (A2 to B6).
- * To play **full chokes**, use the **middle notes** (C2 to E2).
- * To play **palm mutes**, play softly (use lower velocities). Lower velocities = more muted.
- * To play **tremolo**, play at maximum velocity in the **right hand** (A2 to B6).

For advanced users, create your own multis by delving into the "Single Patches" folder!

What are the other folders?

Amp Sim Presets: This contains a number of preset files for various amp sims such as Amplitube 2, Guitar Rig 4, Line6 Podfarm and Overloud TH1. Of course, we highly recommend using the included ReValver HPse plugin and our custom presets for that!

Example MIDIs: A small selection of MIDI files demonstrating basic types of riffs. Drag and drop them into your project and tweak away.

Patches with Releases (ARIA, SFZ, DIM): A small bug exists in LinuxSampler where a sustained note will essentially override a muted note of the same patch immediately following it. The default set of patches thus have 0 release time on sustains. The contents of **this** folder, however, can be pasted on top of the root Shreddage directory, should you want to use patches with more release time on sustains.

Patches without Releases (LS): The contents of this folder are identical to the default patches in the Shreddage root.

ReValver HPse Presets: Custom-made presets for the bundled ReValver HPse amp sim by Peavey. To install them, open the folder and find "1.bank". Place this file in the "Banks" folder of the ReValver HPse plugin, wherever you installed it.

Samples: Most of the raw WAV files which comprise Shreddage. Make sure to create a backup before doing any editing of these!

Single Patches: As mentioned above, this folder contains individually-mapped patches which can be used to create custom multis.

XSamples: The rest of the WAV files comprising Shreddage. Again, don't edit these without a backup!