

Owners Manual



Slap! by Mr. Bill

Hello and Thank you!

Thanks a lot for buying a plug-in from Yum Audio!

We hope that you will have a lot of creative ideas and as much fun using it as we do.

Our mission is to create indispensable tools that stand out from the crowd through quality of sound, performance, and design.

We strongly believe that audio software should inspire you and help to fuel creative endeavors, not complicate them. Most importantly, our plugins should allow you to effortlessly focus on enjoying creating music and sound, so have fun and keep being creative!

This manual will guide you through the plugin and help you integrate it into your audio production arsenal.

If there are things unclear, you can always read our FAQ online and get in touch on

www.yumaudio.com/support.

We're happy to hear from you and see what you created with our software. Share it on your social media, tag your post with [#yumaudio](#), and we might just share your work!

Now let's get started, have fun and create some tasty productions!

Manual & System requirements

System Requirements:

AAX, VST3, AU versions included

64-bit only (Mac / PC)

Mac OS X 10.11 or higher

Windows 10

At least 4GB of RAM, 16GB is recommended

At least 200MB of free drive space (OS drive)

This Product is supported by the following DAWs:

Ableton Live 10.1+ (Mac & PC: AU, VST3)

Bitwig 2+ (Mac & PC: AU, VST3)

Cubase 8+ (Mac & PC: VST3)

Digital Performer 10+ (Mac & PC: AU, VST3)

FL Studio 12+ (Mac & PC: VST3) Garageband 10+ (AU)

Logic Pro 9+ (AU)

Pro Tools 11+ (Mac & PC: AAX)

Presonus Studio One 4+ (Mac & PC: AU, VST3)

Reaper 5+ (Mac & PC: VST3)

Cakewalk by BandLab (PC: VST3)

TABLE OF CONTENTS

1. INSTALLATION & ACTIVATION
2. GLOBAL CONTROLS
3. PLUGIN FEATUERS & CONTROLS

1. INSTALLATION

Windows & Mac

We provide distinct installers for Mac and PC. Choose the one for your operating system and open it.

The Yum Audio installer will guide you through the installation and install all relevant plugins on your system.

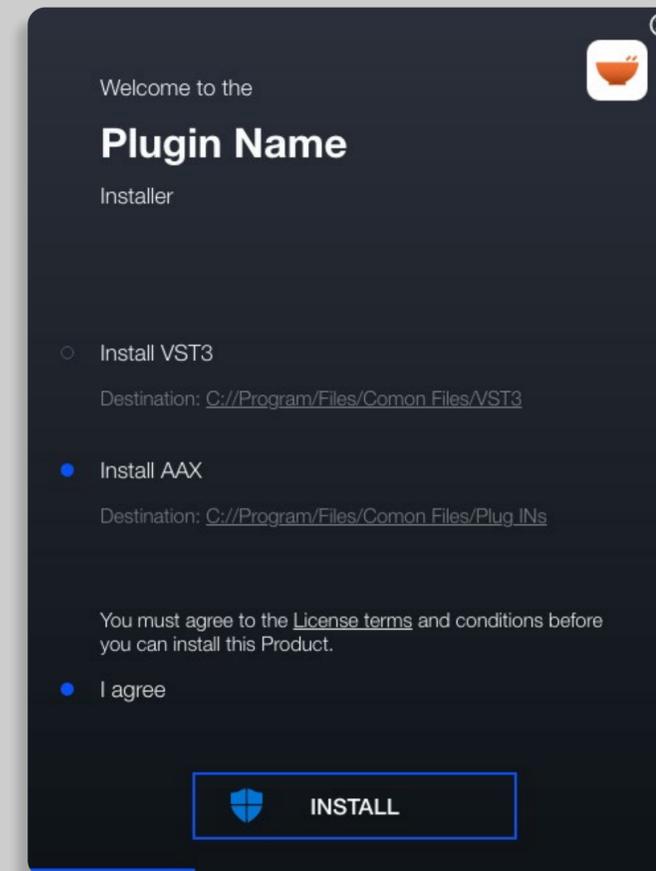
The following plugin types are available for Windows and Mac.

Windows:

VST3 (64bit) and AAX

Mac:

VST3 (64bit), AAX and AU



Plugins are installed to the following locations **on Windows:**

VST3 Plugin:

C:\Program Files\Common Files\VST3

AAX Plugin:

C:\Program Files\Common Files\Avid\Audio\Plug-Ins (AAX)

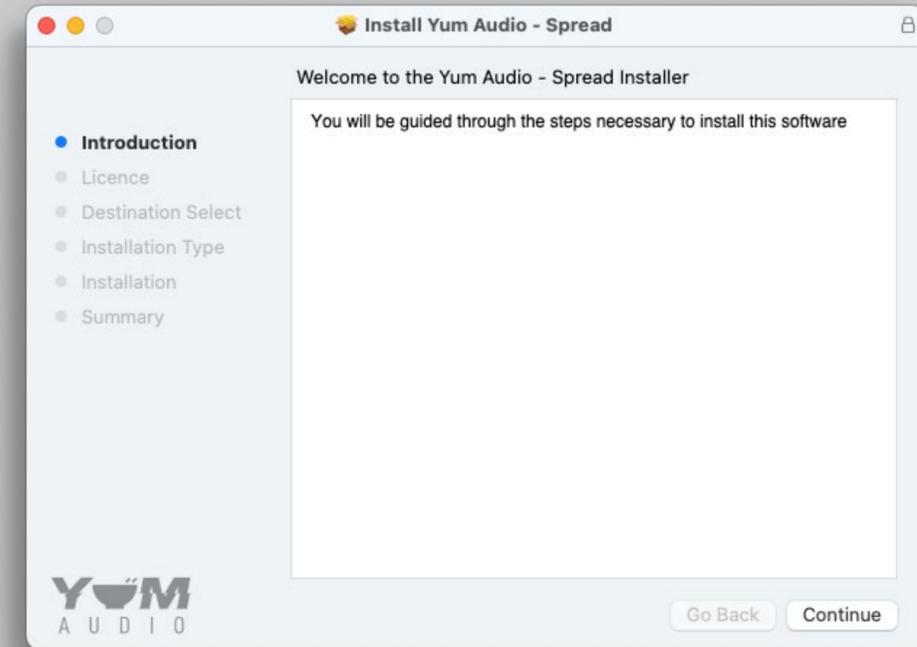
1. INSTALLATION

Apple Mac

The Mac Installer will automatically install every plugin to the relevant path on your system.

To start the installation on Mac launch the corresponding .pkg file of the plugin installation you downloaded.

This will automatically launch the Yum Audio Installer and guide you through the installation. Select the plugin types and click Continue to start the installation:



Plugins are installed to the following locations [on Mac](#):

AU Plugin:

/Library/Audio/Plug-Ins/Components

VST3 Plugin:

/Library/Audio/Plug-Ins/VST3

AAX Plugin:

/Library/Application Support/Avid/Audio/Plug-Ins

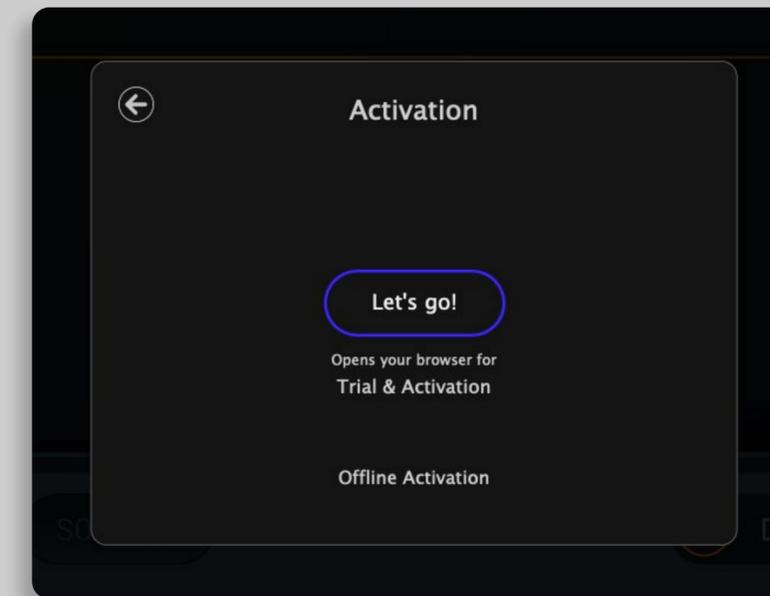
1.2 LICENSE ACTIVATION

Online & Offline

Yum Audio plugins offer online and offline license activation methods as well as license deactivation.

With every purchase you get two activations, which allows you to install a plugin on **two of your workstations at a time. No dongles required!**

On a new installation of a plugin you will be prompted with the login and activation screen. While in trial mode this screen can always be accessed by **clicking on the Yum Audio logo** in the plugins menu .



1.2 LICENSE ACTIVATION

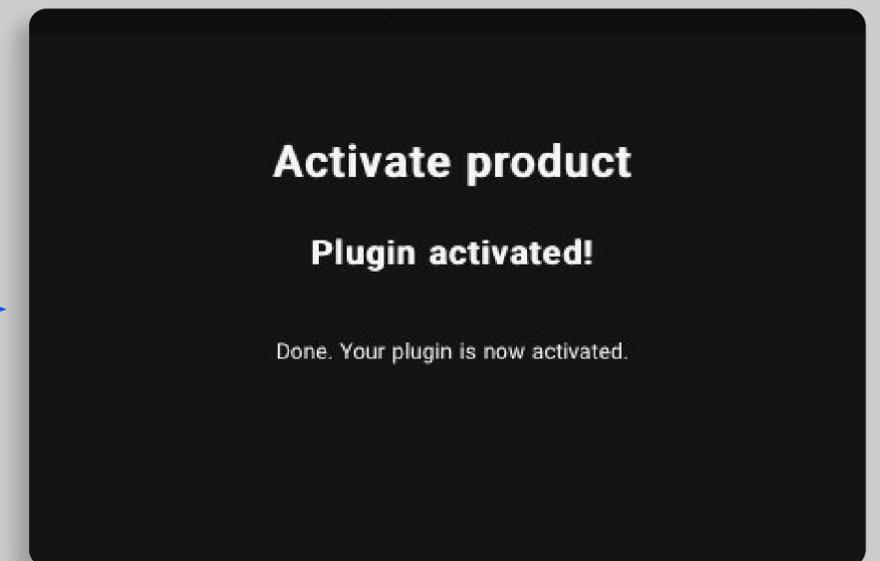
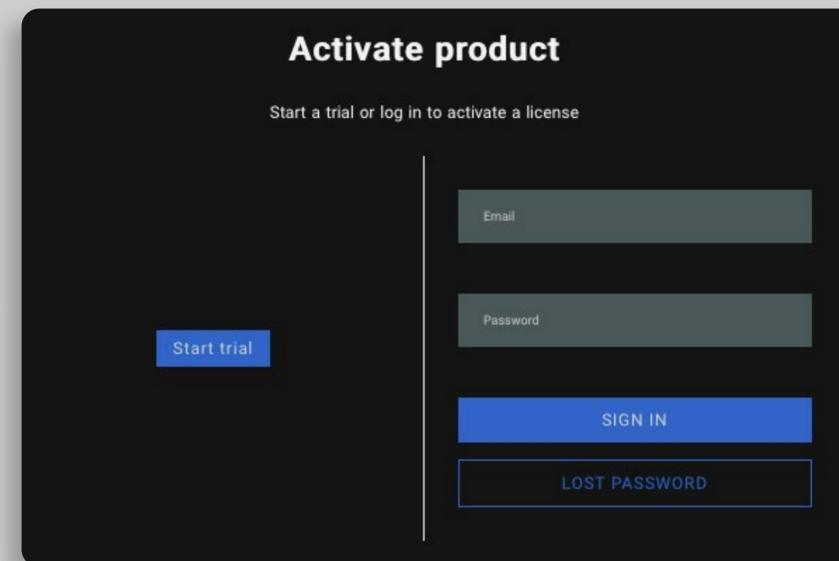
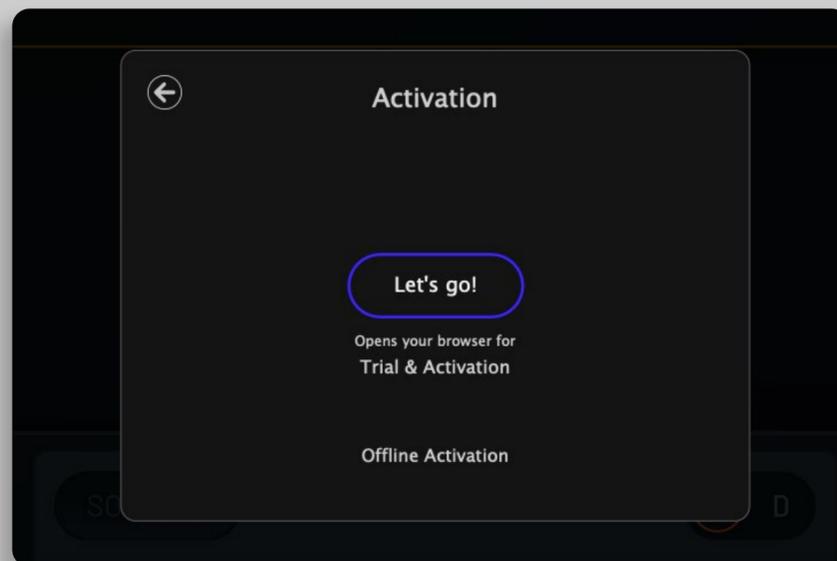
Online

To start the automatic activation click the **Let's go!** button in the top middle of your activation screen.

This will open your **browser** and direct you to the Yum Audio activate license webpage.

Afterwards the plugin will **activate automatically** and you can return to your DAW and start creating!

If you are not already logged in on the Yum Audio webpage you will have to **enter your Yum Audio login** credentials on the page.



1.2 LICENSE ACTIVATION

Offline



If you have a machine without access to the internet that you would like to activate, choose Offline Activation by clicking on the option below the login button.

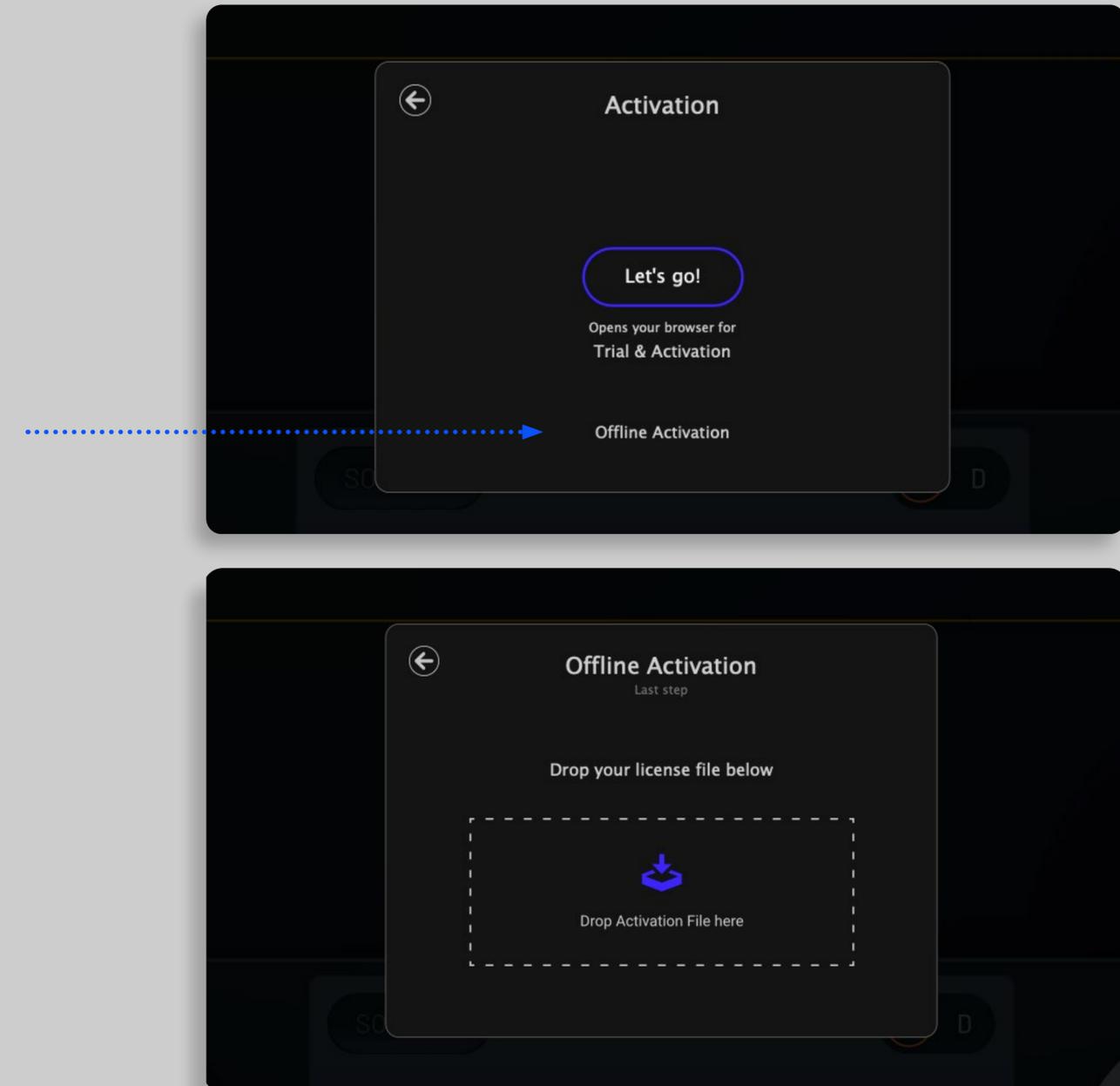
For the activation process generate a file that contains your machine ID by clicking on the [Generate License File](#) button.

Copy this file to a machine with access to the Internet and go to www.yumaudio.com/activate to create a license.

You will receive a license file from the webstore that you can select on your offline machine by either **dropping it directly** onto the button with the little arrow or clicking the button and **selecting the file manually**.

This will activate your offline machine with a valid Yum Audio license, and you're ready to use the plugin.

Note that offline activations are **NOT REVOKABLE** and permanently bound to your machine.



1.2 LICENSE DEACTIVATION

Offline & Online

On an activated plugin clicking the Yum Audio logo will show your licence info and an option to deactivate.

You can deactivate a license in any of our plugins with an active Internet connection by clicking the [Deactivate License button](#).

Deactivating a license activated online will [free up one activation](#) on your Yum Audio account and you can [activate the plugin again on another machine right away](#).

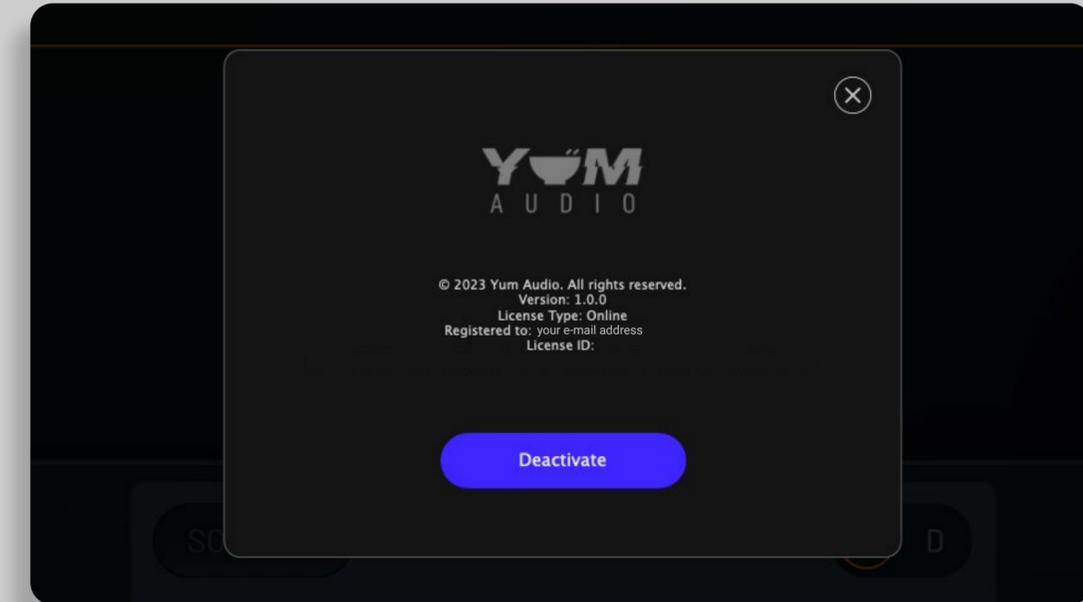
Important: no deactivation is allowed for machines activated offline - [every offline activation](#) will [permanently remove one of the activations from your account](#).

Get more activations for a purchased plugin

Every purchase of a plugin comes with [two activations](#) of the plugin license in your Yum Audio account. Due to the option of deactivation of the online licenses this should have you covered for all of your devices in the future.

If you are a larger studio or academic institution, or if you want to increase your personal license count, this can be done [simply by buying another issue](#) of the plugin from the Yum Audio store.

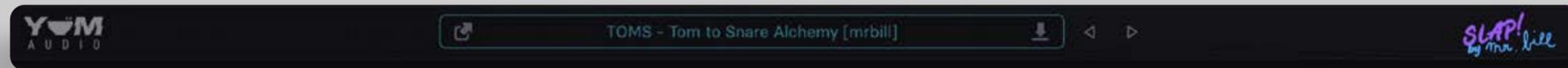
[Every purchase will grant 2 licenses](#) in your account. This way you can easily manage larger studio setups with many machines from a single Yum Audio user account.



2. THE MENU BAR

Overview

The Yum Audio menu bar is shared across all Yum Audio plugins.



The menu bar offers access to [global functions](#) of each of our plugins:

Plugin info & license status

Preset browser,

loading,

saving and

selecting presets.

2. THE MENU BAR

Plugin info & license status

You can open the plugin info & license status by clicking on the [Yum Audio logo](#) in the top left corner of the plugin.



This will open the plugin info window where you can see the version number and the license status of your activation or trial.

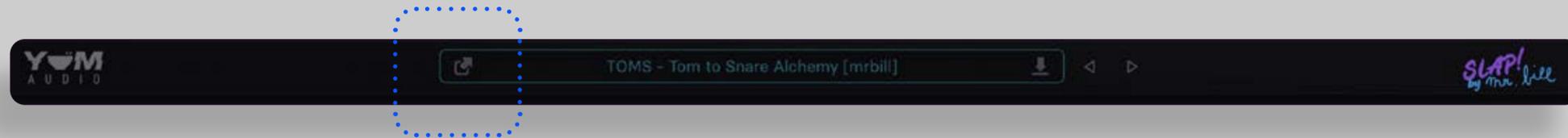
The preset tab



All functions that you need to save, load, and maintain your presets are located in the preset tab.

2. THE MENU BAR

Locate preset folder



The Locate Preset Folder button to the left of the preset tab allows you to access presets on your PC or Mac file system. This will open the Finder if you are on a Mac, or File Explorer if you are on Windows. You can reorganize, rename, or sort presets to separate folders. The plugin will automatically update all the changes you make.

Preset name



The preset tab shows the name of the currently loaded preset. By clicking anywhere in the tab the Yum Audio preset browser will open

2. THE MENU BAR

The preset browser

The preset browser is at the heart of every Yum Audio plugin and allows instant access to all your Yum Audio presets.



You can open the preset browser by clicking on the preset tab in the menu bar.

In the preset browser you will see all factory and user presets of the loaded plugin.

Alternatively, the preset browser can be closed by clicking on the close button in the upper right corner, the preset tab in the menu bar or any empty space in the menu bar.

2. THE MENU BAR

Previewing and selecting presets

To load a preset **single-click** on any entry.

You can also load a preset and immediately close the preset browser by

double-clicking on an entry.

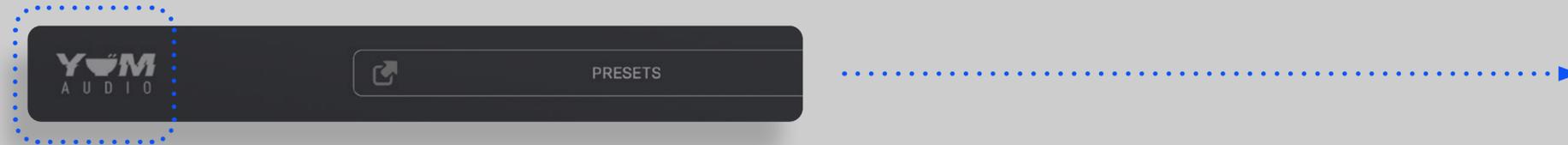


To organise presets or access them on your PC or Mac click the Locate Preset Folder icon to the left of the preset tab.

This way you can organize and rename presets or sort them to separate folders. The plugin will automatically pick up all the changes you make.

2. THE MENU BAR

Window Size of the plugin



By clicking on the Yum Logo and navigating to the Licensing Screen, you can view and modify the window size of the plugin.

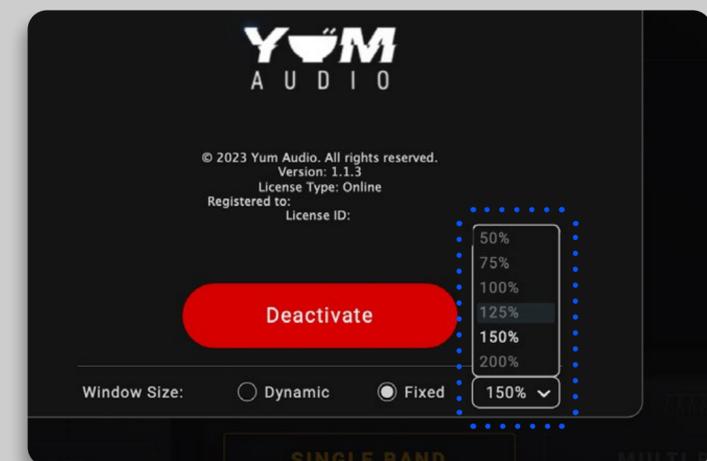
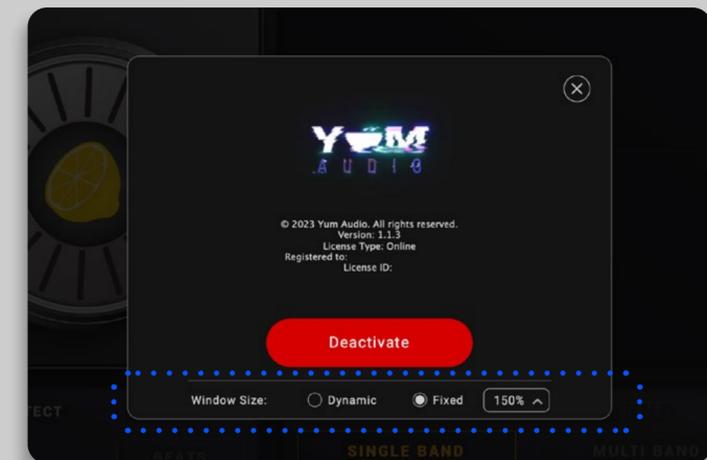
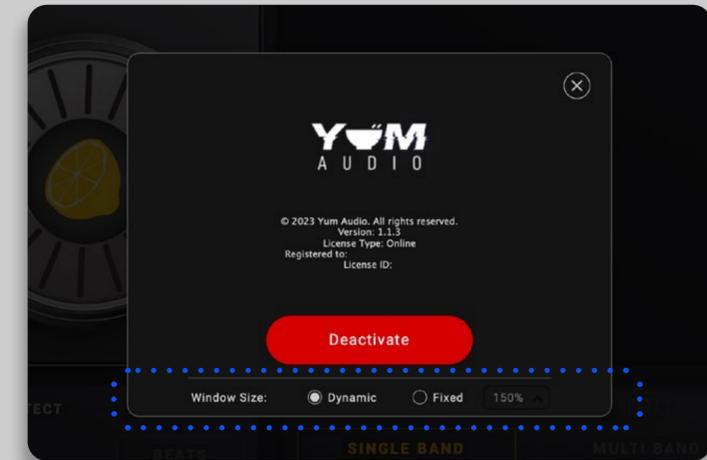
There are two modes to choose from: [Dynamic](#) and [Fixed](#).

In [Dynamic Mode](#), the plugin window [opens at the size you previously set](#). You can adjust the size by dragging the handle at the lower right corner. The [plugin will remember your preferred size](#), ensuring it retains the same dimensions the next time you open or load it.

In [Fixed Mode](#), you can [establish a fixed window size for the plugin](#). Various percentage values are available in the dropdown for the window size, with 100% being the default.

You can either type a value directly into the dropdown, select one of the sizing presets, or rely on the value updated from your Dynamic Mode resizing. For the latter, [first set the window size](#) with Dynamic Mode selected, and [then click Fixed Mode to lock](#) in that size. Even though you can adjust the window size by dragging the handle at the lower right corner, in [Fixed Mode the plugin will always revert to the size you've statically defined upon reopening](#).

This mode is ideal for users who [prefer a consistent window size during their sessions](#).



3. PLUGIN FEATURES & CONTROLS

Overview

Input Signal -> Frequency Shifter -> Click Replacer -> FX Modules -> Tone Section -> Output Gain

The audio going into Slap is first sent through a **frequency shifting circuit**. This allows you to shape the overall pitch of the drum signal via the global tune control. Afterward the transients of the original signal can be replaced via the **Click Replacer**. The **FX modules** allow for heavy reshaping of the sound, adding punch, dynamics, and character. Finally, the **Tone Section** is intended to be a mastering section, adding the final polish to the drum sound before going into the **master fader**.



3. PLUGIN FEATURES & CONTROLS

Click Replacer

The Click Replacer is one of the core features of Slap and an exceptional tool to **improve any drum sound**. First, the replacer analyses the input signal and recognizes the transient location and loudness. Then it allows you to replace this transient with any other click included in the plugin, or even with ones you have imported yourself!

The factory clicks in the plugin are all carefully **designed by Mr. Bill** to bring out his signature sound and snap.

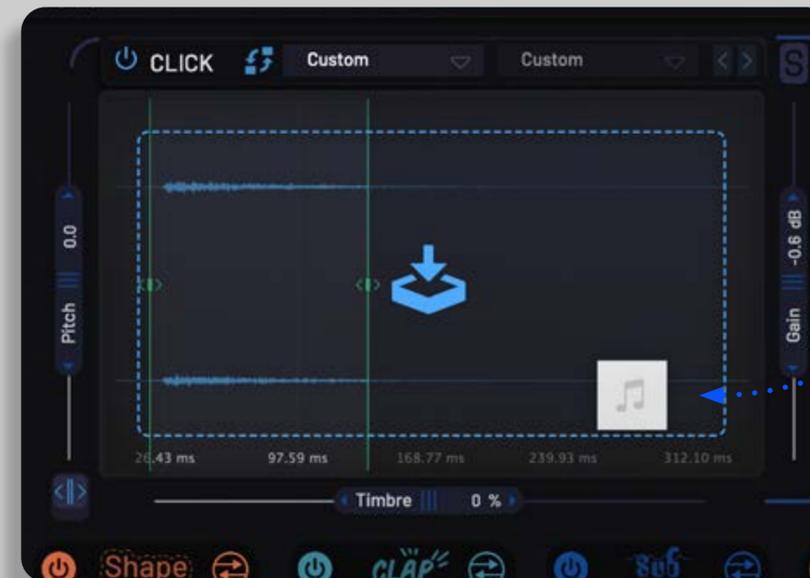
There are multiple controls to change the sound of your click.



You can import your own samples with up to 3 seconds length into Slap.

Simply drag the file on the Click Replacer waveform window. Your file will be stored as part of your session and if you make a preset from it, it will be stored within the preset file as well.

So sharing your own custom clicks with other producers is easy and doesn't require the original sound file.



3. PLUGIN FEATURES & CONTROLS

Click Replacer

Click Tone

This applies different filters and eq changes to the sound of the click, making it either brighter or more muffled. Use this control to blend in the click with the original audio.

Click Gain

This control sets the overall gain of the click signal, allowing you to make the transient stand out more or to take it back within the sound.

Click Pitch

This sets the pitch at which the replaced click signal is played back. The range for this goes from -24 to +24 semitones. Changing the pitch alone can be an awesome way to alter the overall sound of the transient.



3. PLUGIN FEATURES & CONTROLS

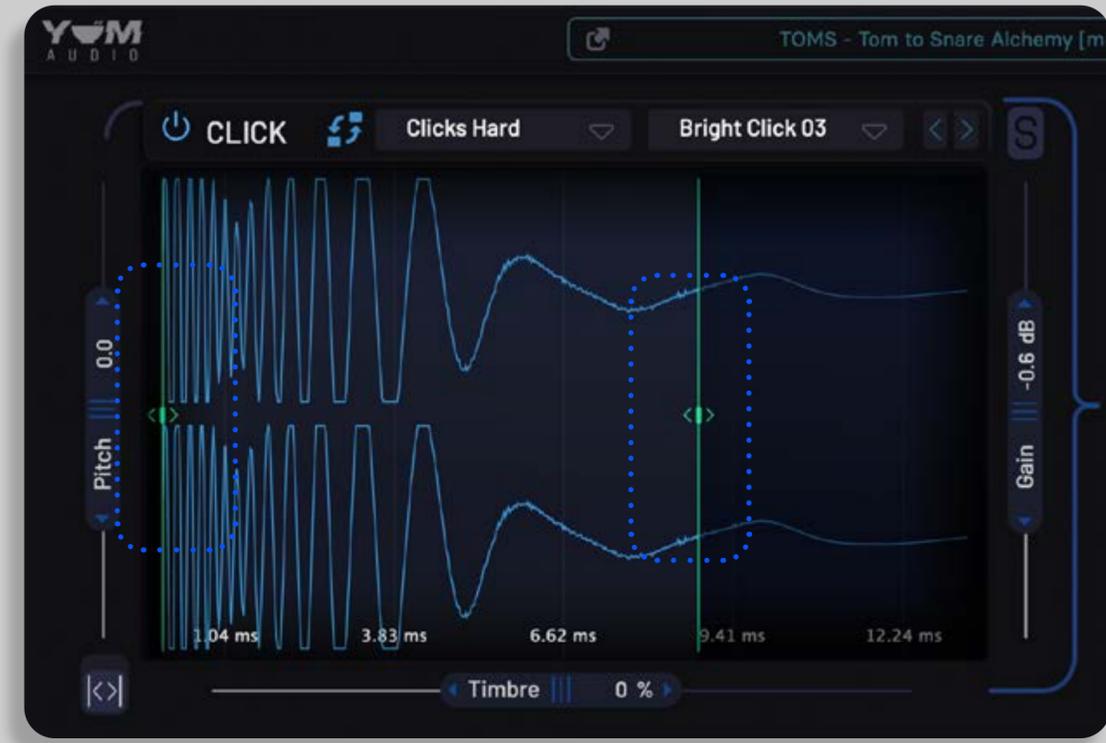
Click Replacer

Click Start Time

By dragging the start slider in the waveform view, you can change the time at which the loaded click sample starts. Small changes can create vastly different results here, so zoom in and explore a variety of sounds.

Click Length

This control defines how long the click of a sound will play before the body of the sound kicks in.



While for most clicks a very short length like 3-10ms is a good value to give drums some punchy snap, you can increase this control way further. Especially with your imported audio files, Slap can work as an overall drum replacer, not only changing the click but changing the overall original sound. For example, try loading a full-length clap into it and see where it takes you.

3. PLUGIN FEATURES & CONTROLS

Click Replacer

Layer vs. Replace Toggle

Using the toggle icon above the waveform window you can switch between layer and replace mode. In layer mode, the click will be layered on top of the existing transient in the original signal. In replace mode, the click will replace the transient of the original signal during the click length.



3. PLUGIN FEATURES & CONTROLS

Click Solo

The **Click Solo** toggle allows you to only use the triggered click signal for the sound generation of the plugin. Enabling this will solo the click and mute any dry audio that goes into the plugin.

This can be extremely useful for two different reasons:

- Use this to quickly **isolate** the click **and tweak** things like length or pitch to your liking before turning Solo off and listening together with the main signal.
- Turn Slap into a **full-on drum replacer** by keeping Solo activated and loading different samples in the click replacer – from kicks to snares or synth tones, everything goes!



3. PLUGIN FEATURES & CONTROLS

Gapless Pitch

The **Gapless Pitch toggle** in the Slap plugin offers control over the handling of the transient replacement length during pitch adjustments. When a transient is pitched up, its duration shortens, resulting in a gap before the subsequent sound. This toggle allows to either **retain this gap for creative effects or eliminate it for seamless audio transitions**.

Off (Default): In this mode, the plugin preserves the gap between the replaced transient and the incoming audio that forms when the transient is pitched up. This gap introduces an extra snap to the audio, adding a unique rhythmic element and creative flair.

On: Activating the Gapless Pitch toggle engages an intelligent algorithm to adjust the length of the transient replacement based on transient pitch. This modification results in a continuously flowing audio, producing a more consistent waveform.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

At the heart of Slap, 6 different FX modules are carefully designed to give you all the tools you need to manipulate your drumsound exactly to your liking.

The modules are:

- Clap
- Shape
- Sub
- Fat
- Clip
- Spray

By simple drag and drop operation each of the modules can be freely placed in the routing chain. The signal flow of the chain is from left to right.

All FX modules have a main control that allows you to define the overall strength of the effect. Additional sub controls are included for you to shape the sound of each module further. Every module also contains a power-button that can be used to turn the processing of the module off or on to either save CPU resources or compare the sound of the dry vs wet signal.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Clap

The Clap module adds a synthesized noise clap to any source sound. At low values, this adds some subtle texture and noise to the sound, at high values this almost takes over the main signal – creating snappy synthesizer claps.

Clap Time

The clap time control allows you to define the overall time of the envelope that the clap is ringing out. This can go from very short and snappy decays to long and lush noise tails.

Clap Timbre

The clap timbre control defines the overall frequency response of the synthesized noise signal. At 0% this creates a darker and warmer sound, at 100% it is bright and airy.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Shape

The Shape module allows you to instantly add snap to any drum sound or make the overall sound tight. It's a dynamic shaping tool that works great on any drum material.

Shape Snap

The Snap control adds an attack to the incoming drum signal. Similar to a more classic transient shaper, this can add a lot of punch and make your sound stand out in the mix.

Shape Tight

The tight control removes the sustain from the incoming drum signal, making it short and punchy. Use this control to give your drums power, while at the same time shortening the size they take up in the overall mix.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Sub

The Sub module lets you add a synthesized low frequency sub signal to any drum you send into it. The synthesis is triggered via the detected transients and blends in with the original drum sound. Use this to add earth-shattering sub signal to any source!

Sub Timbre

The Sub Timbre control allows you to define the type of sub signal that is synthesized. At 0% it is a completely clean sine signal. Higher values add saturation to the sub signal, which also translates better on smaller speaker systems.

Sub Length

The Sub Length control allows you to set the decay time of the generated sub sound. At short values this creates a small sub spike to enhance the original audio and give it some extra punch. At large values, this creates a long decaying sub drum – similar to long 808 or 909 kicks.

Sub Tune

The Sub Tune control lets you adjust the overall pitch of the sub signal. Especially in electronic music, it is often useful to have your subs and drums in tune with your main song's harmonics! You can choose between setting the tune in frequency or midi note values.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Fat

The Fat module does what it says – adding fatness and punch to any drum! By using a combination of multiband compression and eq, you can use this to increase the presence and body of snares and kicks massively.

Fat Boost Point

The Fat Boost Point allows you to adjust the internal boosting frequency of the Fat processing. Set this to a value where your drum feels like it has the most punch in the lows.

Fat Envelope

The Fat Envelope controls how the multiband compression follows with the main signals dynamic. At 0% you will have a punchy sound but the dynamic will still react to the input signal and quieter sections will be quieter. Increasing the fat envelope is similar to increasing the sustain value on a synthesizer – making your sounds last longer overall while also pushing quieter sections of the signal more.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Clip

The Clip module lets you dynamically clip the peaks of your drums, making them louder without taking up more headroom. Still, this is not a pure dynamic tool, but rather allows you to add punch and saturation via the additional timbre-shaping controls.

Clip Punish

The Clip Punish control increases the overall clip amount and allows you to drive the clipper extremely hard. This creates a lot of additional overtones and non-linearities. Works great on any material, especially for 808 to push them hard.

Clip Timbre

The clip timbre control sets the overall frequency response of the clipping. At low values this creates a darker and more muffled sound, at high values it creates a brighter sound from the clipping and includes more of the generated harmonics.



3. PLUGIN FEATURES & CONTROLS

Slap FX Modules

Spray

The Spray module allows you to add lush reverb sustains to your drum sounds. The reverb behavior is tweaked to achieve a “spray” like effect, where your drums smoothly sizzle out in the top end after hitting hard.

Spray Shimmer

The Spray Shimmer control defines the overall amount of high-end signal that is part of the reverb. At high values it will create a bright, airy and shimmering tail. At low values, the reverb will be overall darker and muffled.

Spray Size

The Spray Size control defines the overall length and room size of the spray reverb algorithm. At low values, you will hear a very short reverb that adds presence and a sense of space to the signal. At high values, you will have a long, shimmering, slowly decaying tail to the drum.

Spray Width

The Spray Width control lets you to change the stereo imaging of the reverb. At 0% the spray algorithm is completely mono and centered, at 100% it is wide and pushes far into the stereo field.



3. PLUGIN FEATURES & CONTROLS

Tone Section

Within the Tone Section you can add some final touches to your drum sound after all FX processing. It is fixed in the routing after all the FX modules and before the output gain and consists of three controls to finalize the timbre and dynamics of the signal.

Squash

The Tone Squash dial adds some final compression to the sound. The intention here is to give all FX processing some collectively controlled dynamic changes that glue everything together nicely.

Low Cut

The Tone Low Cut dial adds a resonant low-cut filter to the signal. Use this to remove any unwanted low frequencies and add some nice, resonant bump to the bottom harmonics of your drum signal.

Tame

The Tone Tame dial is a shelving eq and lowpass filter that allows you to attenuate harsh and annoying frequencies and smooth out the overall drum sound.



3. PLUGIN FEATURES & CONTROLS

Master Controls

The master controls found in Slap are two very powerful tools, that let you change and shape the sound of all modules in the plugin.

FX AMOUNT

The Amount control gives you the option to globally scale the processing amount of all FX modules found inside Slap.

You can see a direct visual presentation, in the rings around the main controls of each of the FX modules. Decreasing the global amount, also decreases the amount of each FX module respectively.

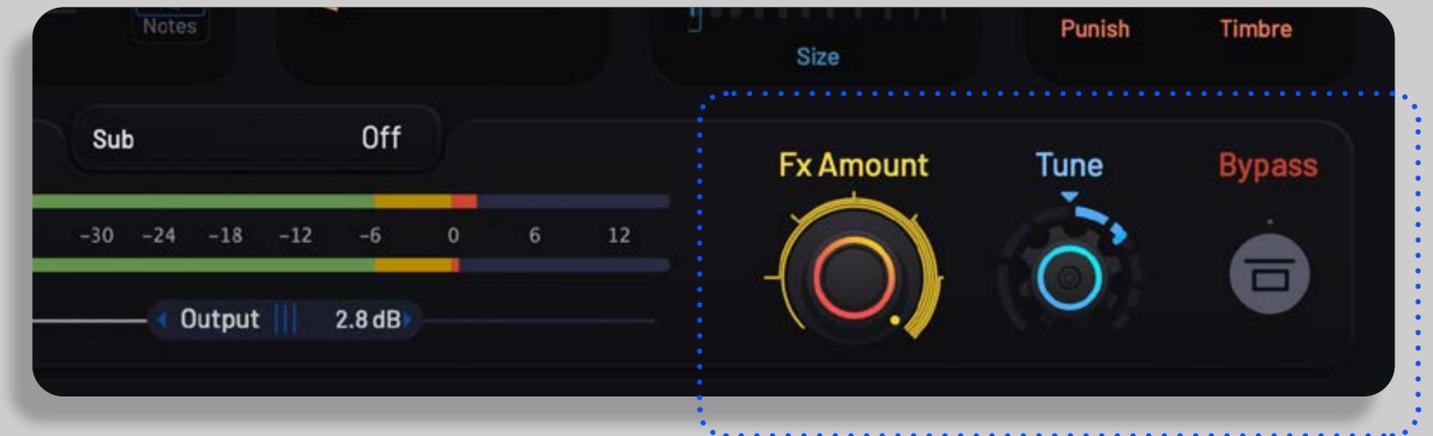
Use this to find a final blend for your drums or automate the control to add more punch only in harder hitting sections!

TUNE

The Tune control alters every process inside the plugin and allows you to easily retune the drum signal. This is done by a combination of frequency shifting of the original signal, as well as changes to time-based effects in Slap.

When increasing Tune your drum sound will get higher and shorter in time. When decreasing Tune your drum sound will get lower in pitch and longer.

As with Amount this control can be extremely valuable in finding the perfect final sound of your processing and can be automated as well for lively and interesting drum sounds!



GLOBAL OUTPUT GAIN

The output gain below the plugins meter slider allows you to set the final gain of the plugin – it is the last part of the signal chain before the output of Slap.

GLOBAL BYPASS

This control lets to bypass the whole processing of the plugin. With the bypass enabled you will only hear the dry signal entering the plugin, without any additional processing applied.

3. PLUGIN FEATURES & CONTROLS

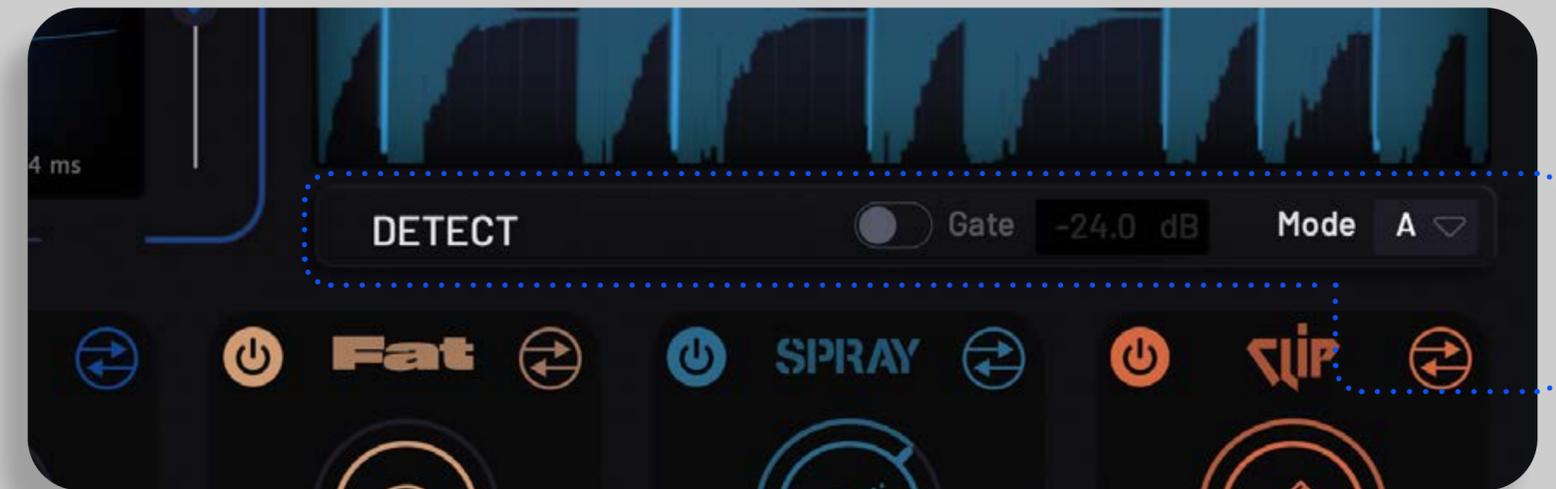
Detect Section

The Detect Section in Slap gives you accurate control on how the plugin detects transients that trigger the click replacer and effect modules. This section can be indispensable in tweaking the processing to your liking and transforming even the most complex loops.

Detection Gate

The Detection Gate will set a threshold below which now transients are detected. You can turn on the gate via the visible toggle and specify a threshold value in dB as well. Any transient that happens with a volume below the threshold will be skipped.

This can be useful if you want to only process the louder hits that are part of the incoming signal.



Detection Mode

The Detection Mode allows you to switch between two distinct algorithms that detect transients in different ways.

Mode A

Mode A is the default mode loaded with Slap and finetuned to work with simple to complex drum materials. This mode should cover all of your drum needs!

Mode B

Mode B puts a focus on more melodic and bass heavy tonal sounds. Switching to this mode can be useful when working with those type of input signals.

3. PLUGIN FEATURES & CONTROLS

Visualizer

Slap includes a powerful visualizer that allows you to see what is happening to your drum signal.

It comes with different drawing and time modes.

Free

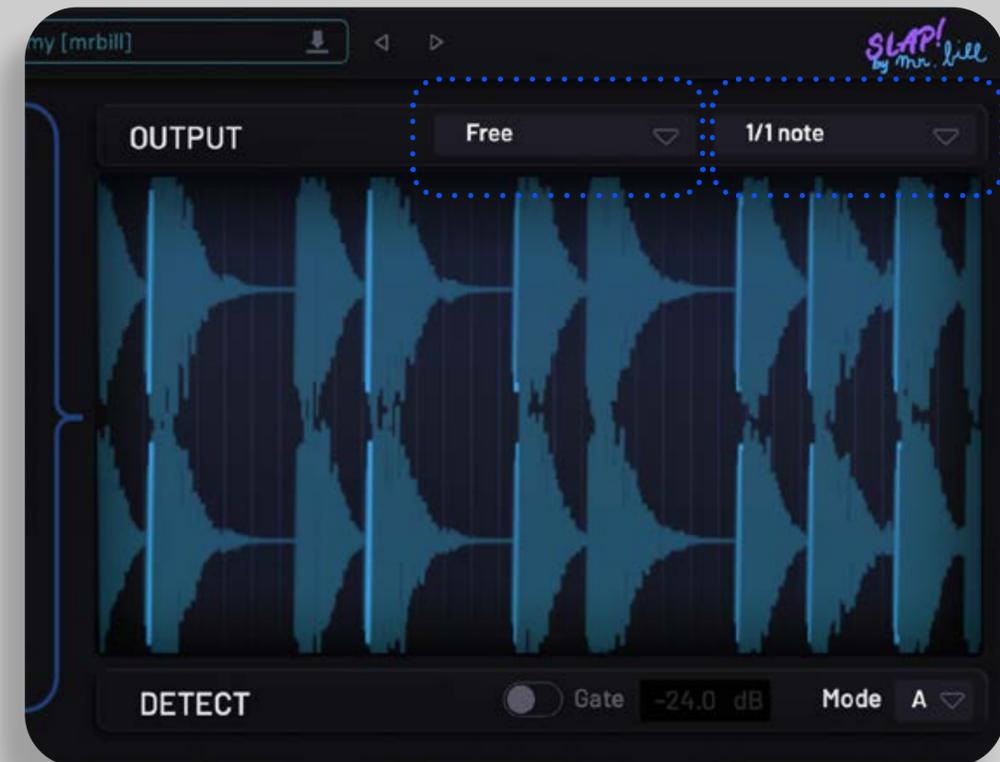
The free running mode will draw a continuously moving waveform.

One-Shot

The One-Shot mode will draw a static waveform, that is redrawn from the left with every new transient hit. Very useful to get a clear picture of your sound!

Static

The static mode will draw in the same behavior as the trigger mode, but not reset with every new transient hit. The drawing resets when it reaches the right side of the display.



You can set the display to different time resolutions ranging from 1/1 to 1/64 notes, in the top right corner of the visualizer. This can be extremely helpful to for example see only the click of the drum or the overall decay shape.

The replaced clicks from the Click Replacer module are drawn in a brighter color than the body of the sound.

About Mr. Bill

Mr. Bill has been a leader in the audio production world for years. Beyond producing dazzlingly intricate originals, remixes, and collaborations with other stars of the industry, his eagerness to share his massive library of technical know-how has made him just as sought-after for studio work as he is for highly energetic and crowd-pleasing live performances.



Thank you!

Thank you for using a Yum Audio plugin!

We hope that it will take your productions to the next level and allow you to create yummy sounds and mixes - and most importantly, to have fun!

If you enjoy our plugins, let us know. We'd love to hear from you and what you created with our software.

[Your friends at Yum Audio](#)

Support and contact

Our [FAQs](#) contain many helpful answers.

You can find them at:

www.yum-audio.com/support

Please have the following information ready to help us assist you:

- Product version and Yum Audio registered email address (see license screen, click on the Yum Audio logo in the plugin)
- Your DAW version (e.g. ProTools 12.1.2, Cubase 10.0.1, Ableton 10.1.0)
- Your computer and operating system (e.g. MacPro OS X 10.15.7, Windows 10)
- Description of the problem

Corporate contact

Yum Audio GmbH & Co KG

Riefweg 21/4

88045 Friedrichshafen

Germany

Commercial register: HRA 727539 District court Ulm

www.yum-audio.com

www.yum-audio.com