# DSNDs from Addictive Drums, via Reaper

It seems that Addictive Drums is quite popular and therefore represents a good potential donor of samples for the 2box module.
Of course, AD requires a host, and initially used the VSTHost product with which I initially created some DSNDs. However, that program has its limitations, and I have subsequently moved to Reaper. I'll preface the next bit with an admission that I knew nothing about Reaper a week ago and have picked up a few things as I have gone along, thanks mostly to the DSND process using SD or BFD.
So here goes:

1) Open Reaper and insert a VST instrument into a blank project:
   **Insert>Virtual instrument on new track**
   This gives you a list of VST instruments (if you have set up Reaper correctly). Select Addictive Drums.
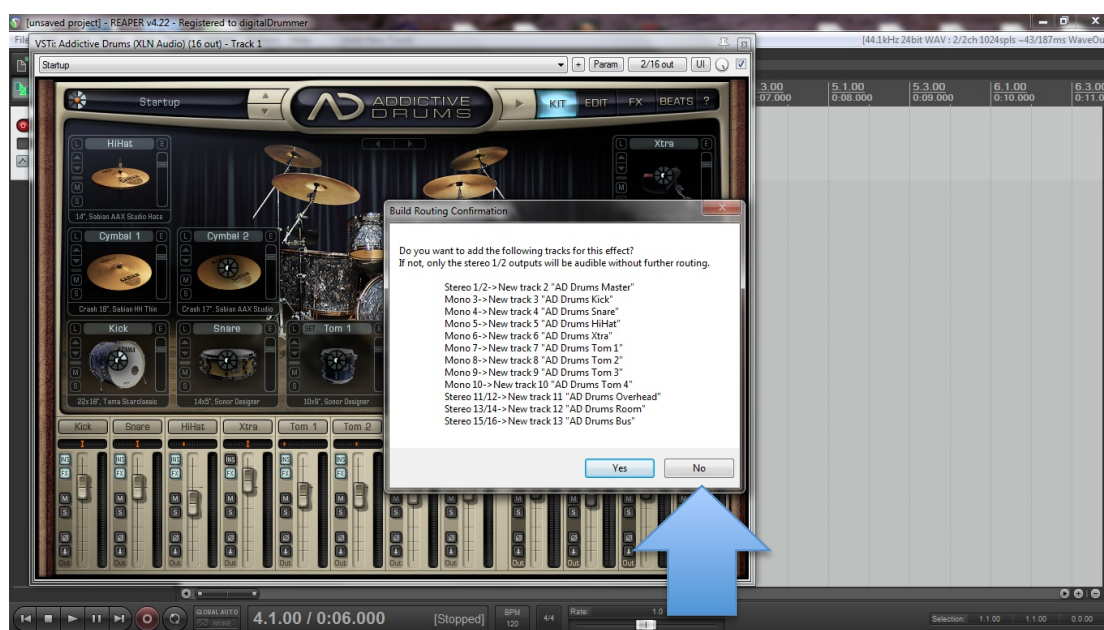
At the Build Routing Configuration dialog box, select "no". This reduces AD's output to two channels.

2) Add a MIDI track. The process of creating a MIDI track has been extensively covered elsewhere. Suffice it say that DSoundTool does an excellent job.
   Insert>Media File (select file)
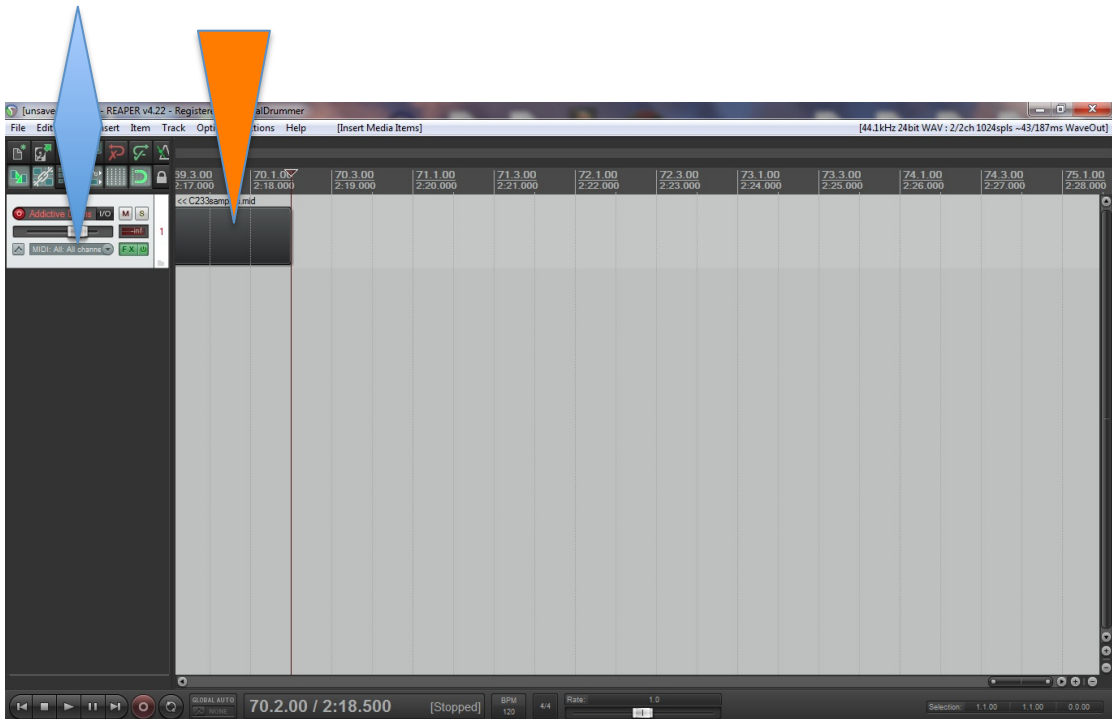
The VST Instrument is indicated by the blue diamond; the MIDI performance by the orange triangle

3) Go back to AD (click the FX button), choose a kit, modify the levels, FX etc until you're happy with the sounds and then go to the MIDI Map area (in the BEATS pane).
Select your instrument for sampling (in this case, we're doing a snare). Choose the articulation you want in the middle pane (it has a hand showing on the selected option) and drag that hand to the appropriate MIDI note on the virtual keyboard on the right hand side.

We have selected Open Hit and dragged it to C2. **Hit OK and close AD**.

4) Hit play to make sure you are getting the instrument you selected. You should only get one instrument as AD seems to bump off the instrument previously associated with that note. Once you're satisfied you have the correct note, you are ready to render…
5) Go to **File>render**
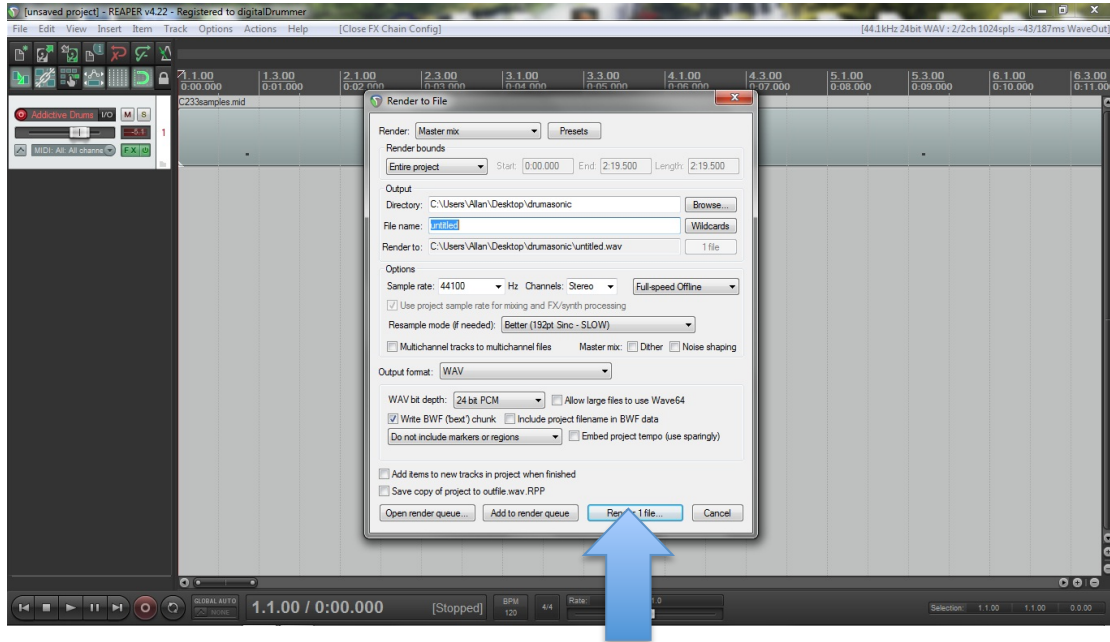
I used most of the **default settings** except for:
Sample Rate: 44100; WAV bit depth: 24 bit PCM.
Hit "Render 1 file" and watch your .wavs being generated – it's really quick. Watch the waveforms and if they look too high or too low at the outset, adjust the volume in the VST window on the left.

… and that's it. All done and ready to convert using DSoundTool

Note that the process is almost the same for all VSTs. Some have a MIDI learn function which makes it much easier to select the instrument and articulation. Simply select the articulation, hit the MIDI learn button, close the VST and hit play in the Reaper performance window. Usually, the first hit is silent, then the instrument is heard from the second one on…

(There may be some tweaks and refinements required that I am not aware of, but I have succeeded in getting some excellent sounds out using this process and mostly default settings. If anyone has any additional suggestions to improve the process, please let me know and I'll update this.)