User Manual

Kickdrum 2

v. BETA 12

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1. Setup

1.1. Download

Visit www.audija.com and left-click the user login icon at the top right of the page. You will be asked for your user credentials.

After signing in you will see KickDrum's download options. Select the preferred version from the dropdown menu.

Choose "Windows" or "OSX" by clicking the respective icon to download the KickDrum setup.

Click on "License" to download your unique license file needed to activate KickDrum.

1.2. Installation

When the download is complete, double-click the file "Audija KickDrum - Setup.exe" to install KickDrum. The setup will guide you through the installation process.

Whether you choose the default installation folder or a custom one, please make sure to add that location in the DAW's vst location settings. If you are unsure, please refer to the DAW's manual to learn how to add custom plugin locations.

KickDrum is available exclusively in vst3 format.

1.3. Activation

When KickDrum is opened in the DAW for the first time it will ask for a license file.

Simply copy your downloaded license file to the system's clipboard and left-click anywhere within KickDrum's plugin window to activate KickDrum. The license file can also be dragged-and-dropped.

Alternatively, move the downloaded license file to "/documents/audija/" so that KickDrum can automatically activate on its next startup.

1.4. Using this manual

Many topics, sections and sub-sections in this manual are linked to each other. Click on an underlined term to jump to the related topic of relevance.

Go back to where you were previously by hitting “back” in your respective pdf viewer.

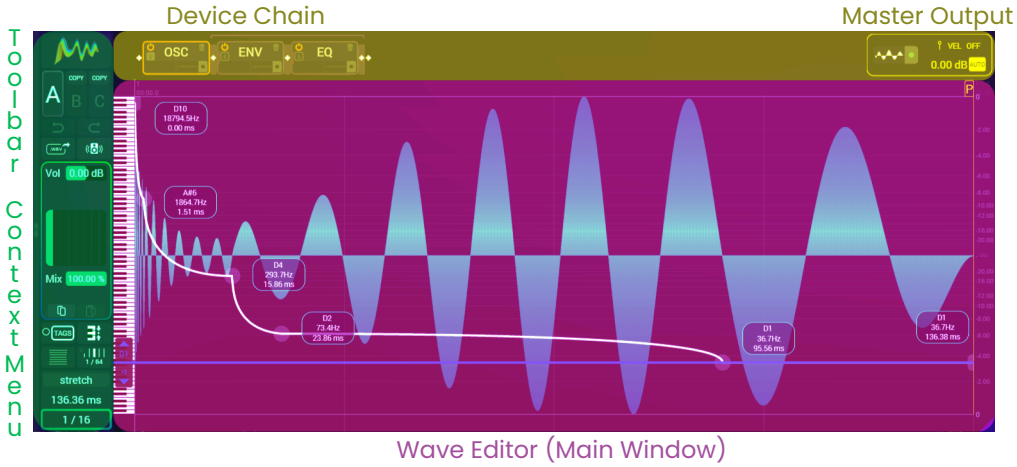
You can also click on an entry in the bookmark list to go straight to the section you are interested in.

2. Quickstart

2.1. Tooltips

Hover the mouse over any button in KickDrum to see a short description of its function.
A tooltip will appear after 1 second. These tooltips can be turned off in the options menu.

2.2. Plugin overview



KickDrum consists of three sections. Click on any section to learn more about it.

- Device Chain & Master Output - Select, move, nest, add and delete devices & set output preferences.
- Wave Editor (Main Window) - Work on a selected device in detail.
- Toolbar & Context Menu - Open preset browser, options menu & set various parameters for a selected device.

2.3. Resizing the plugin window

Use the corners of the plugin window to resize it. **Click & drag** in any direction to find the perfect window size.
Let go of the mouse button to lock the current window dimensions.

> *Tip* • *Don't be afraid to resize beyond the screen borders. Using the bottom right triangle will make Kickdrum automatically compensate into any unoccupied screen space.*

2.4. Moving/closing the plugin window

Move and close KickDrum's plugin window **like any other vst**.

Left-click and drag its top to move the plugin window freely.
Close Kickdrum's user interface by left-clicking the **X in the upper right-hand corner**.

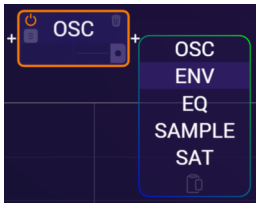
2.5. Analyze audio

When pasting a .WAV or .AIFF file from your clipboard into the SAMPLE device, a magic wand will appear in the context menu to the left. Click the wand to have KickDrum analyze and reverse-engineer the audio sample and convert it to a series of native devices.

3. Device chain

3.1. Device management

This is where KickDrum will display all devices that make up the current Kick.
Select a device by left-clicking on it. You can also switch between devices by pressing TAB.



3.1.1. Adding devices

Left-click the white plus to insert a new device at that particular position. The new device will be selected and automatically displayed in the main window.

3.1.2. Deleting devices

Select a device and hit "delete" on the keyboard to get rid of it instantly.

3.2. Device types

There are two classes of devices in KickDrum: Generators and FX devices.

3.3. Generator devices

3.3.1. OSCillator

Add an oscillator to generate a sine wave, the foundation for any kick drum.

3.3.2. SAMPLE

Add a .WAV or .AIFF audio file to the current project. Use samples to spice up the current Kick or substitute the OSC device for an audio sample altogether.

3.4. FX devices

3.4.1. ENVelope

Add an amplitude envelope to shape the Kick's volume over its duration.

3.4.2. EQualizer

Add an equalizer to increase or decrease the amplitude of certain frequencies.

3.4.3. SATurator

Add a saturator to introduce varying degrees of distortion to your Kick.

3.5. Device chain details

3.5.1. On/off

Left-click a device's power button to activate or deactivate it.

3.5.2. Solo

Left-click to solo the device. This will make all other devices inaudible until Solo is turned off.

3.5.3. Pin device controls

Left-click to make a device's controls shine through the workspace when working on other devices.
Left-click again to deactivate shine-through.

3.5.4. Device oscillogram settings

Alters the way the waveform is displayed in the main window.

Left-click the little waveform icon to switch between stroked or filled drawing of the waveform.
Left-click and drag up or down to alter the waveform's opacity.
Left-click the circle to display or hide the waveform altogether.

3.5.5. FX device color

You can assign a specific color to a device in order to have a better overview in the main window. Hover the mouse over a device's oscillogram settings to display different color options for that device. Click any of the colors to assign it.

The chosen color will be displayed beneath the device as horizontal bar to keep track of the various colors in the current project.

3.5.6. Delete device

Double-left-click the trash bin icon to delete the device.

You can bring the device back by hitting the undo button in the context menu to the left.

3.6. Working with devices

3.6.1. Device chain order

You can decide in what order devices interact with one another by changing their position in the device chain. To do this, left-click and drag a device to move it to the preferred position. A slim orange bar will indicate where the device will be dropped.

The device processing order goes from left to right.

Devices like ENV, EQ & SAT will only affect things to their left, and never affect things to their right.

3.6.2. Nesting devices

If you want a device to affect another device exclusively (rather than everything to its left) you can nest it. To do so, left-click on a device and drag it onto another device until a thick orange bar appears. Let go of the mouse button to nest the device with another. They are now grouped.

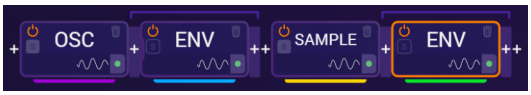
Create new, readily nested devices by clicking the white plus in the exact location you would like to populate.

3.6.3. Unnesting devices

Left-click and drag the device to another location in the device chain to unnest it from its current group.

3.6.4. Device groups

By strategically nesting devices together, you can create complex processing arrangements - independently processed groups of devices with their own characteristics.



For instance, you could create a group consisting of an OSCillator with a nested ENVelope. You could then create a second group by adding a SAMPLE device and nest another ENVelope to it. Each group now has its own unique amplitude envelope.

This strategy is useful for creating separate processing in each group of the device chain.

Tip • *Device groups are also useful for quickly muting several devices at once. To mute a group, simply deactivate its parent (most left) device.*

3.6.5. Master FX

You can put unnested FX devices to the right of several groups to affect all of them equally.

For instance, you could add an unnested ENVelope to the right of two different groups in order to gate both of them equally. You could also add an unnested EQ in order to highcut the entire device chain.

Unnested FX devices at the end of the device chain can be thought of as "master effects".

4. Master Output Options

4.1. Master oscillogram settings

Alters the way the summed output's waveform is displayed in the main window.

Left-click the waveform icon to switch between stroked or filled drawing mode.
Left-click and drag up or down to alter the waveform's opacity.
Left-click the circle to display or hide the waveform altogether.

> *Tip* *Choose strategically which waveform aspects you want to be displayed in the main window. This master section displays the summed output of all the generated waveforms while the individual oscillogram settings in the device chain reference each device's individual output respectively.*

4.2. Velocity

Displays the current velocity sensitivity for KickDrum in percentage terms. This will tie the amplitude of KickDrum's output to the velocity values you have assigned to the Kick's midi notes.

Left-click and drag upwards to increase KickDrum's velocity sensitivity, drag down to decrease it. A value of 0 % will disable velocity sensitivity. You can also click once and enter a numerical value between 0 and 100 to set the percentage manually.

4.3. Output gain

Set the desired output gain for KickDrum.

Left-click and drag up or down to increase or decrease the output gain. Right-click and drag to fine-adjust. You can also click once and enter a numerical value manually.

4.4. Auto gain

When set to AUTO mode, KickDrum's output gain will match the displayed dB value.

Click once to switch to DIGITS mode in which the output gain will not be auto adjusted, but instead added to or subtracted by the displayed dB value.

Make sure you take limiting precautions when disabling AUTO mode in order to avoid hearing or hardware accidents, as KickDrum's output signal could be very high depending on how many active generator devices the Kick currently has. Be kind to your ears and monitors.

5. Toolbar/Context Menu

5.1. Open preset browser/options menu

Click the Audija logo to open the preset browser or the options menu.
Click the logo again to close.

5.2. Compare slots

The A, B and C buttons allow you to work on multiple variations of your current Kick simultaneously.

Click on any of the slot letters to switch to that variation.

In order to copy the active slot to another, hit the COPY button above an unselected slot. All settings on this chosen target slot will be overwritten with the current settings.

The compare function can be thought of as an extra save button inside the current preset. When you reach a point in the Kick-crafting process you are happy with, it's a good idea to copy the work to another slot and continue to work from there.

Working in this manner allows for creating similar variations of the same Kick and easily compare them by switching through the compare slots.

5.3. Undo/redo

Undo (counterclockwise) incrementally rolls back recent changes you made.
Redo (clockwise) will do the opposite and redo the most recent rollbacks.

> *Tip* *The undo and redo functions apply exclusively to the currently selected compare slot. They are not global! This allows for rolling back or forward any changes in that particular compare slot, leaving the other ones completely unaffected.*
>
> *While there is no limit to the number of possible undo-steps, they are only saved on a per-session basis. KickDrum will not undo steps taken in previous sessions.*

5.4. WAV-export

Click the .wav export button to render the current KickDrum as a .WAV file to the system's clipboard for easy pasting anywhere inside the DAW or on your desktop.

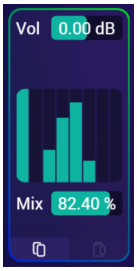
Alternatively, left-click and drag the button to quickly place the render in a specific position (inside or outside the KickDrum plugin).

5.5. Playback

Clicking the speaker icon will play the current Kick.

5.6. Context menu

This field will populate with relevant information (about the device that is currently selected in the device chain).



5.6.1. Vol (OSC/SAMPLE)

Left-Click and drag to adjust the volume of the currently selected oscillator or sample.
Right-click and drag to fine-adjust.

5.6.2. Harmonics (OSC)

The harmonics field will enable the Kick's fundamental and allows for the creation of additional harmonics, if desired.

The fundamental is represented by the most left vertical bar..

Create more bars towards the right of the fundamental to generate additional harmonics.
The height of the bars indicates their relative volume to one another, enabling you to mix the amplitudes of fundamental and harmonics in detail.

Creating a new OSC device in the device chain will automatically create the fundamental.

5.6.3. Pan (SAMPLE)

Pan the currently selected sample from 0.00 (left) to 1.00 (right). A value of 0.5 will center the signal.

Left-click and drag to alter this value, right-click and drag to fine-adjust it.
Alternatively, click the pan slider and enter a decimal value manually.

5.6.4. Sample details (SAMPLE)

Selecting the SAMPLE device in the device chain will display additional information in the context menu, such as the file name of the sample, its current start and end position, its current speed in percent relative to the original, as well as any pitch changes resulting from stretching the sample.

These details will automatically update as you adjust the sample inside the main window.

5.6.5. Reset sample (SAMPLE)

Will restore the currently selected sample to its original state.

5.6.6. Sample browser (SAMPLE)

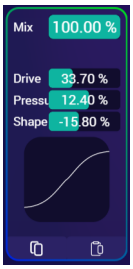
Click the folder icon to browse for samples on your system. Click again to close.
See section 5.7. for more details.

5.6.7. Paste sample (SAMPLE)

Paste a .WAV or .AIFF file from the system's clipboard into the currently selected SAMPLE device by clicking the paste sample icon.

Creating a new SAMPLE device in the device chain will automatically paste and utilize the current .WAV or .AIFF file from the system's clipboard.

5.6.8. Drive, pressure, shape (SAT)



Selecting the SAT device in the device chain will populate the context menu with various options for introducing distortion and a visual representation of the waveshaping process.

Left-click and drag to change the values for drive, pressure and shape.
Right-click and drag to fine-adjust. You can also click once and enter a numerical value manually.

5.6.9. Copy device

Click this button to copy the currently selected device and all its settings to the clipboard.

5.6.10. Paste device

Click this button to override a currently selected device with the specific settings from your clipboard.

You can only paste a device if the selected target device is of the same type as the one you copied originally.

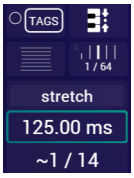
5.6.11. Mix

Choose how wet the currently selected device should be in percentage terms. If Mix is put to 0% the device will be bypassed.

5.6.12. TAGS

Within the OSC device, this function will turn the labels next to the unselected pitch envelope nodes on or off. Click once to switch between on or off.

Click and drag to increase or decrease the size of the labels. Double-click to reset the labels to their original size.



5.6.13. Key snapping

Click on the piano icon with the dot and two arrows to enable or disable key snapping.
This will snap the currently selected node inside an OSC device to its nearest chromatic note when moved.

Nodes that were created with Key snapping disabled will remain in place, even when Key snapping is turned on later. This will preserve previous finetuning work. If you wish to always place nodes on exact chromatic notes, simply leave Key snapping enabled permanently.

5.6.14. Decibel scale

Click to turn the decibel scale (on the right of the main window) on or off.

5.6.15. Grid size

Alters how precise KickDrum displays its beat-synced guidelines inside the main window. Click to enable or disable the beat grid. Left-click and drag to change the spacing.

Click on the "A" to make the grid automatically adapt to the current zoom level. Click again to disable zoom adaption, making the grid static and unaffected by changes in zoom.

5.6.16. Stretch/preserve

When “Stretch” is enabled, the Kick's pitch & amplitude envelopes inside the OSC and ENV devices will be stretched to fit the chosen Kick length. Effectively, the nodes will visually remain in place while the kick duration is prolonged or shortened, leading to a different sound.

When “Preserve” is enabled, the Kick's envelopes will remain unaltered in time but the workspace size will change (more "empty time" will appear at the end of the envelopes, or envelopes will be cut off).

5.6.17. Kick length (ms)

Left-click and drag up or down to change the Kick's length in 10 ms increments.
Right-click and drag to change it in 1 ms increments.

You can also click this number and enter a ms value manually.

5.6.18. Kick length (beat fraction)

Click and drag up or down to set the Kick's length to a specific beat fraction.
Alternatively, click once and enter a value manually. Kickdrum understands many forms of numerical inputs.

Please note that changing this value will override the current Kick length in ms.

5.7. Sample browser details

5.7.1. Change root folder

Click the folder icon to select a new root folder for browsing your samples.

5.7.2. Search samples

Click the magnifying glass to search for (parts of) specific file names inside the currently selected folder.

5.7.3. Subfolders

Explore subfolders by left-clicking on them in the list.

As you browse through subfolders, the entire folder hierarchy will display at the top of the sample browser.

Easily go back in the folder hierarchy by left-clicking any folder to the left. Scroll to folders left and right by pointing the mouse on this field and

5.7.4. Preview sample

The speaker icon will enable or disable the preview function when selecting a sample from your sample list.

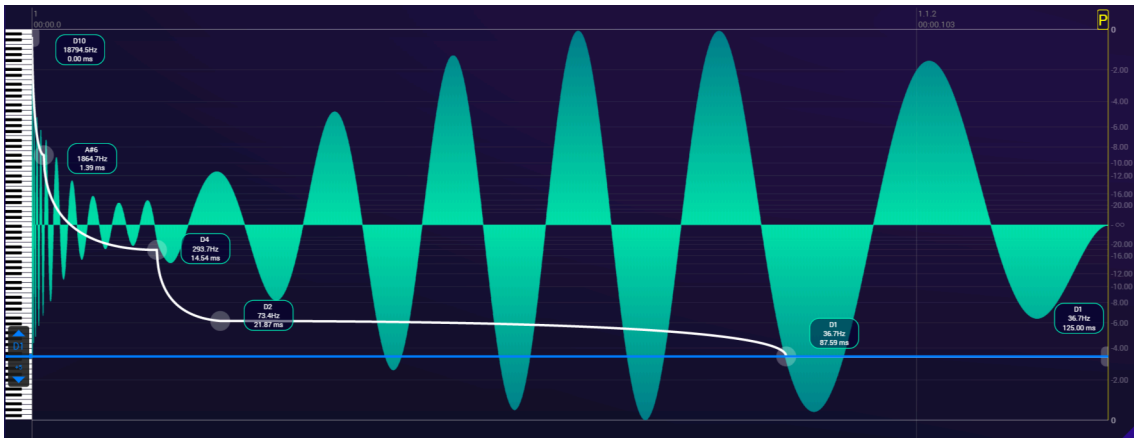
6. Wave Editor (Main Window)

This is where most of the magic happens in KickDrum.

The content of this window will change depending on what device you have currently selected, where the X-axis represents time (from left to right), while the Y-axis represents amplitude (from down upwards).

For the EQ device, the X axis represents the frequency spectrum.

6.1. Overview



6.1.1. Time signature (top)

Displays the exact timing of rhythmically significant positions in the main window, expressed in bars & minutes:seconds.milliseconds.

The level of precision is dependent on the Kick's length, the current grid value and the zoom level inside the main window.

6.1.2. Phase adjuster

Easily change the Kick's phase by clicking and dragging the yellow P button to the left or right.

This allows to move the kick's phase around in order to harmonize it with bass notes, sub basses or other elements in your mix. The phase adjuster will change the Kick's phase but everything else about the Kick will stay the same.

When the phase adjuster is set all the way to the right, the zero crossing of the kick's waveform will occur at the very end of the Kick's waveform.

You can also click this button to invert the phase by 180°.

6.1.3. Decibel scale (right)

The Decibel scale will always tell you how loud any part of the current Kick will be when rendered. Left-click and drag up or down to scroll into more extreme dB ranges.

Left-click and drag left or right to zoom in and out of the dB scale when working with very loud or very quiet signals.

6.2. Navigating the main window

Right-click and drag anywhere inside the main window to move around.

Dragging the right mouse button to the left or right will scroll through the current Kick.
Dragging the right mouse button up or down will change the zoom level. This combination allows for easy navigation with one mouse gesture.

Let go of the right mouse button to lock the view. If you zoom out too far, KickDrum will automatically maximize the zoom level to its current window size.

> *Tip* *The current view in the main window is shared by all devices, allowing you to work on specific parts of the Kick even when selecting a different device.*

6.3. Shaping an envelope

6.3.1. Creating nodes

Double-left-click anywhere within the main window to generate a new node and select it. Its neighboring nodes will automatically connect.

A selected node is surrounded by an orange circle with horizontal and vertical lines indicating its relative position in the workspace.

6.3.2. Deleting nodes

Double-left-click any existing node to delete it.

6.3.3. Selecting nodes

Select a node by left-clicking it. Select multiple nodes by left-clicking and dragging an orange box around them.

Deselect a node by left-clicking anywhere else within the main window or by selecting a different node.

> *Tip* *Moving the mouse cursor within the main window while no node is selected allows you to create new nodes with high precision, as the label will inform you about the sonic details at the cursor's position.*

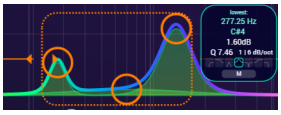
6.3.4. Moving nodes

Hover over a node, then left-click and drag it to the desired position.

You can also select a node, then left-click and drag its horizontal or vertical guidelines in order to move it exclusively along the chosen axis.

If multiple nodes are selected, move the cursor to the center of the orange box.
Left-click and drag from there to move them as a group.

6.3.5. Stretching node clusters



When you have multiple nodes selected, move the cursor onto the edge of the dotted orange box around them. A resize cursor will appear. Left-click and drag it in order to shrink or stretch all the selected nodes as a whole.

This allows you to maintain a node cluster's relative spacing relationships while altering its absolute size in respect to the unselected nodes.

6.3.6. Bending lines

You can smooth a line that connects two nodes. Hover the mouse over it, then left-click and drag to make the line convex or concave.

6.3.7. Node labels

A label will appear next to the selected node, detailing relevant information about it. Depending on which device you have currently selected, the type of information displayed will vary.

- For OSC device:

The label shows a node's corresponding note and octave in color, as well as its frequency in Hz. If the node does not correlate to a chromatic note exactly, the label will display the nearest corresponding note with the divergence measured in cents.

To force a new node to its nearest chromatic note by default, you can turn on "Key snapping" in the context menu.

At the bottom of the label you will see the node's exact position in time (displayed in ms), as measured from the beginning of the waveform.

- For ENV device:

With the ENV device selected, the label will display a node's current amplitude in dB, in addition to its frequency in Hz and its nearest corresponding note, with the divergence measured in cents.

- For EQ device:

EQ devices look at the total frequency spectrum of a generator device's output all at once, rather than looking at a progression in time. As is common with EQs, additional label information includes Q, slope, node filter shape, and a per-node-mute button.

6.4. Main window (OSC)

With the OSCillator device selected, the main window will display the pitch envelope of the waveform. Create and arrange nodes to influence the Kick's pitch envelope.

Remember that you can use Key snapping in order to automatically lock selected nodes to the chromatic scale.

6.4.1. Piano roll

With the OSC device selected, a piano roll will appear on the left side of the main window to help you find the ideal pitch of a selected node.

Instead of dragging it up or down, you can also select a node and change its pitch by left-clicking any note on the piano roll directly.

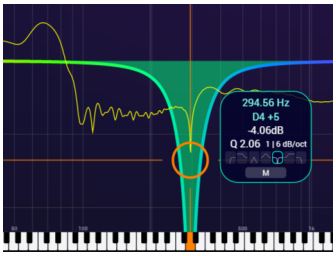
6.4.2. Octave range

A blue label in the lower section of the piano roll displays the lowest possible note on the pitch envelope, represented by a blue horizontal line.

You can change the octave range you are working in by hovering the mouse over this label, then left-click and drag up or down to alter the active range of the pitch envelope.

Double-left-click this label in order to reset the pitch range to the default (low end of A0).

6.5. Main window (EQ)



With the EQ device selected, the main window will display the full frequency spectrum of the generator device the EQ is attached to in the device chain.
The frequency spectrum is displayed in yellow and is represented by the X axis.

Create a node and move it horizontally to change the frequency range it is affecting. Move a node vertically to emphasize or de-emphasize the respective frequency.

You can also move EQ nodes by left-clicking and dragging the numerical values in their respective labels, or by selecting them and clicking the respective note on the piano roll below.

6.5.1. Slope

The slope of an EQ node controls its steepness, i.e. how drastically it affects the source signal as measured in dB per octave.

Increase a node's slope to make its effect more drastic, decrease its slope to make it more subtle.

Each increment adds a steepness factor of 6 db/octave.

6.5.2. Filter shape

Decide which filter shape you want the selected EQ node to have.
Choose from (left to right): Low-cut, low-shelf, bandpass, peak, notch, high-shelf & high-cut.

6.6. Main window (SAMPLE)

With the SAMPLE device selected and a sample loaded, the lower section of the main window will give you options to alter the sample in relation to the work space.

The sample's current parameters are displayed in the context menu to the left.

6.6.1. Shifting a sample

You can move the sample as a whole in time by left-clicking and dragging the central lower space of the main window. An orange box will appear to indicate the sample's position.

6.6.2. Stretching/condensing

Use the white bars below the zero db line to the left and right of the main window to stretch or condense a sample. They will turn orange and display horizontal arrows to indicate stretching/condensing.

6.6.3. Shortening/prolonging

Use the white dots to change the playback area of the sample, cutting off parts of the beginning or the end of the audio material.

7. Preset Browser & Options Menu

Click the Audija logo to open the preset browser or options menu.

7.1. Preset browser

7.1.1. Browsing presets

Click on the white folder to browse for KickDrum presets in alternative locations on your system.

7.1.2. Saving presets

If you want to save the current Kick as a preset enter a preset name, author name and relevant tags here. Separate tags with the space bar.
Once you enter a preset name the "New" button will become clickable. Left-click it to save the preset.

If you have changed a custom preset in any way and want to save the changes, an "Update" button will appear in place of the "New" button. Left-click "Update" to save the changes.

To rename a custom preset, select it from the preset list, enter a different name and left-click the "Rename" button. The preset list will automatically be updated.

To delete a custom preset, select it from the list and double-click the red trashbin icon.

> *Tip* *Only custom presets can be updated, renamed or deleted.*
> *This is to make sure the factory preset library is not accidentally damaged.*

7.1.3. Factory presets

You can hide KickDrum's factory presets anytime by left-clicking on "Factory Presets".

When this option is turned off, only custom presets will be displayed.

When it is turned on you can click on the mixed/only button to decide whether custom presets should be displayed ("mixed") or whether you only wish to see factory presets ("only").

7.1.4. Creating subfolders

Click the folder icon with the plus inside to create a new preset subfolder. This can help to organize your presets. Enter a name and hit enter. The subfolder will appear in the preset list.

7.1.5. Renaming subfolders

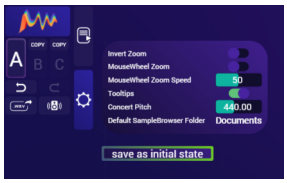
With a custom subfolder selected, click the rename icon to change its name.

7.1.6. Deleting subfolders

Select a custom subfolder and click the delete icon to get rid of it and all of its contents.
Please exercise caution when deleting entire subfolders of custom presets.
Factory presets can never be deleted.

7.2. Options menu

Click the gear icon to enter the options menu for changing your preferences in KickDrum.



7.2.1. Invert zoom

Inverts the Y-axis for KickDrum's zooming behavior.
Enable this to zoom in when dragging up and to zoom out when dragging down.

7.2.2. Mousewheel zoom

Enable this if you want to zoom in and out using the mouse wheel. The default way of zooming will remain enabled regardless of what you choose here.

The mousewheel can still change a selected node's Q factor in the EQ device, even when this option is enabled.

7.2.3. Mousewheel zoom speed

Sets the mousewheel's sensitivity when zooming, with values ranging from 1 to 100.

7.2.4. Tooltips

Disable if you no longer wish to see tooltip popups in KickDrum.

7.2.5. Concert pitch

Change KickDrum's concert pitch reference frequency of A4, with values from 400 Hz to 500 Hz. 440 Hz is the default value.

7.2.6. Default sample browser folder

Left-click here in order to change the preferred system folder where KickDrum looks for samples.

7.2.7. Save as initial state

Click this button in order to set the current settings as the new default.

7.3. About section

Underneath the Audija logo on the right you can see the current plugin version, as well as details pertaining to your user account. The date and time below the user data signify when you purchased KickDrum. This data is also encoded in your unique license file.

7.3.1. Hiding user data

Left-click on the user details to hide them (useful for screen recording situations in order to protect your privacy).

7.3.2. Third party software

Clicking on the VST compatible, iPlug and browse icons will open a list with hyperlinks of software used in the creation of KickDrum.

Click any link to copy it to your system's clipboard.

KickDrum does not contain any links that will open a web browser.