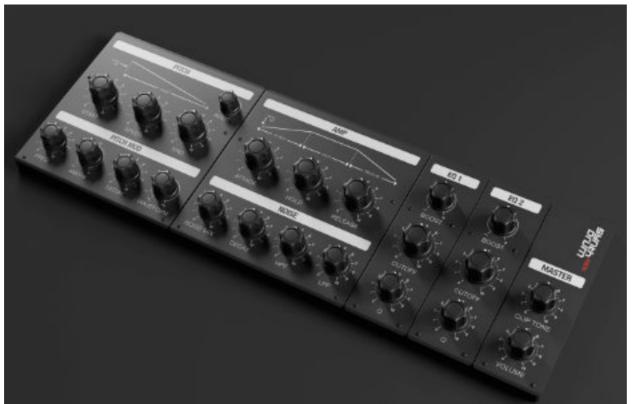
# User Manual

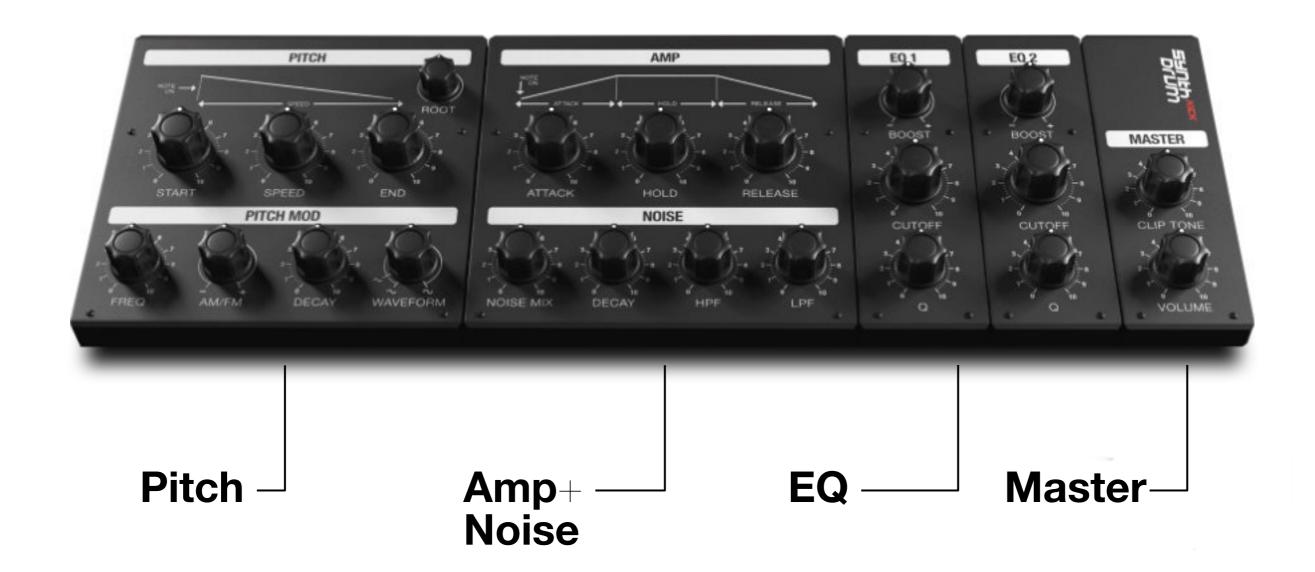
## SynthDrum Kick

**AudioUnit V3** 





### Overview 1/2



User Manual – Page 3/4

### Overview 2/2

**Pitch** 

Amp+Noise

EQ

**Master** 



#### Pitch EG

Sets the starting frequency and the end frequency. The duration of this function is set by the speed dial.

#### **Pitch Mod**

Add triangular pitch/amp modulation after delayed amount of time. Delay time can be 0.

#### Waveform

Change the main oscillators waveform Sine, triangle, clipped triangle.

#### **Amplitude**

SDK's amp envelope is similar to a regular ADSR EG but is instead an AHR EG it is specially designed for percussion. to reduce any overlapping or clicks when re-trigged.

#### **Noise**

Noise Mix crossfades between noise (0 position) and the main oscillator (10). the other 3 dials are for the noise only. Noise has a simple envelope generator who's length can be changed by decay.

#### EQ1, EQ2

Two parametric equalisers are available for further sonic sculpting.

#### Master

You will fine factory presets here. Note SDK relies on a host for saving user presets.

you will also find a settings menu where you can change the knob input method.

The master volume of the AU is here as well as softclip tone.

# DSP Signal flow

The following outlines the signal flow inside of SynthDrum Kick.

