User Manual

SynthDrum Kick

AudioUnit V3

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Pitch   **Amp+ Noise**   **EQ**   **Master**

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.**