



Indie Drums V2 GUI Manual

This manual provides an overview of the features and controls available in the Indie Drums V2 interface.

Drum part

This menu selects the drum part you're going to edit with controls. You also have a transpose function to alter the pitch of the drum part

Compressor

The compressor controls allow you to shape the dynamics of the drum sound by adjusting the following parameters:

- **Attack:** Sets how quickly the compressor reacts to the signal.
 - **Release:** Controls how quickly the compressor stops affecting the signal after it dips below the threshold.
 - **Threshold:** Determines the level at which compression is applied.
 - **Ratio:** Adjusts the amount of compression applied once the signal exceeds the threshold.
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Lowpass Filter

The Lowpass Filter controls help in filtering out high frequencies, allowing only lower frequencies to pass through:

- **Cutoff:** Sets the frequency at which the filter starts to reduce high frequencies.
 - **Reso (Resonance):** Enhances the frequencies around the cutoff point, adding emphasis or "character" to the filter effect.
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Highpass Filter

The Highpass Filter controls help in removing lower frequencies, allowing only higher frequencies to pass through:

- **Cutoff:** Sets the frequency at which the filter starts to reduce low frequencies.
 - **Reso (Resonance):** Enhances the frequencies around the cutoff point, similar to the Lowpass Filter.
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Roughen

The Roughen section introduces lo-fi effects and distortion to add grit and texture to your drum sound:

- **Lo-fi Bits:** Adjusts the bit rate to create a crunchy, degraded sound.
 - **Lo-fi Rate:** Alters the sample rate for additional lo-fi effects.
 - **Distortion Amount:** Controls the intensity of the distortion effect.
 - **Distortion Tone:** Adjusts the tonal color of the distortion.
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Equalizer

The Equalizer allows you to fine-tune the tonal balance of the drum sound across three frequency bands:

- **Freq1 / Level1:** Adjusts the frequency and level of the first band.
 - **Freq2 / Level2:** Adjusts the frequency and level of the second band.
 - **Freq3 / Level3:** Adjusts the frequency and level of the third band.
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Reverb

The Reverb section adds spatial depth to the drum sound:

- **Size:** Sets the size of the virtual space or room.
 - **Amount:** Controls the intensity of the reverb effect.
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Transients

The Transients section is used to modify the attack and sustain characteristics of the sound:

- **Attack:** Increases or decreases the initial attack portion of the sound.
 - **Sustain:** Adjusts the decay or sustain portion of the sound.
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Mixer

The Mixer section lets you balance the different microphone channels to shape the overall drum sound:

- **Close Mics:** Adjusts the level of close microphones, providing a more direct and detailed sound.
- **Overhead Mics:** Controls the level of overhead microphones, capturing the cymbals and spatial ambience.
- **Room Mics:** Adjusts the level of room microphones for a more spacious, natural sound.