



KOPERWEIS & OHREN KNOCKOUT DRUMS

ABOUT THE INSTRUMENT

Knockout Drums is a hard-hitting drumkit sample library created in collaboration with metal drummer extraordinaire Navene Koperweis (Entheos, Animosity, Animals As Leaders) and seasoned mixing engineer/producer Zack Ohren (Machine Head, All Shall Perish, Aborted). Whether you're looking for a gigantic live room feel or a super-focused and tight studio sound, this kit crushes it.

Navene obsessively sampled every nuance of his Starclassic Bubinga drumkit at Sharkbite Studios to bring you a massive collection of hand-picked drums including 7 snares, 3 kicks, and a variety of Meinl cymbals designed to strike hard and show no mercy. Each element can be dialed in to your personal taste with a wide selection of carefully selected microphone models recorded through a 1978 Trident TSM console.

We utilized a unique stereo pair for each drum using TLM 103's, top and bottom mics for snare & toms, kick and sub, and a selection of room mic options that offer you complete sonic freedom to tackle everything from progressive & death metal to rock, pop, breakbeat and dance styles and everywhere in-between. This library has all the power tools and performance features you need to get a great-sounding drum mix right out-of-the-box, no matter what tonal style you're after.

Knockout Drums comes with render-ready presets designed by Zack, one of the most in-demand music producers in the metal scene. Each one nails a distinct iconic archetype or genre right out of the box, with a professional sound that will cut through any mix. If you like having total control, Knockout gives you complete freedom to customize every detail at a microscopic level with our flexible modular interface.

Drum Kit Pieces

- 20, 22, 24 inch Kicks.
- 18, 22 inch Rides.
- Brass, Brass Damp, Duo Low, Maple, Piccolo, Steel, Timbale Snares.
- 16 inch China and China Trash.
- 8, 10, 12, 14, 16 inch Toms.
- 16, 18 inch Crash Trash.
- 14 inch dark Hi-Hats.
- 6, 8 inch Splashes.
- 16, 18, 20 inch Crashes.
- 8, 18 inch Stacks.

CREATIVE CONTROL FEATURES

We've packed the user interface with powerful sound-shaping controls to give you complete flexibility. The Master Kit presets contain every sample in the library and a host of powerful performance features. Use the Remapper to create custom drum mappings or load any of our factory presets which include a number of common drum maps for easy use with existing MIDI drum loops and grooves. Our powerful mixer allows you to route each instrument track to any available output in Kontakt and includes individual control for Volume, Pan, FX Send, and Stereo width, from mono to full stereo spread, as well as an FX chain with compressor, limiter, 4-band parametric EQ and more! The Master section features Space and Delay FX sends with a wide variety of options for each.

The Solo instrument presets feature 4 independent sound layers, each with a full set of parameters that can be linked, automated and customized. These include volume, attack, start offset, release, width, pan, coarse and fine pitch, sound bank selection, and crossfader assignment. The first three layers are Mic 1 (close), Mic 2 (overhead), and Mic 3 (room). Layer 4 is the Sub-Synth layer, with 20 basic synthesizer shapes that can be added for transient and tonal support. The Snares, Toms, and Kicks presets also feature additional top and bottom microphone positions.

In the advanced settings pull-down window, you'll also find an adaptable per-layer LFO system, with selectable LFO shape, modulation target parameter, speed, intensity, tempo-syncing and fade-in time. You can also apply your choice of 13 lowpass, high-pass and FX filters, with assignable modulation targets such as velocity, mod-wheel, expression, after-touch, key position and step-sequencer table control. Our customizable arpeggiator features a built-in velocity sequencer table and control over arp direction, note timing, swing, randomization and duration.

The built-in modular FX rack window offers 27 different DSP effect modules that you can assign in any of 8 available slots, in any order that you wish. You'll find classic phase, flanger, delay, distortion, amp and cab simulators, compressors, EQ, rotator and so much more. The Reverb effect includes 99 of our own convolution reverb impulse presets. We've captured a huge variety of different rooms, halls, chambers and outdoor environments, along with 139 unique, strange and creative special effect impulses to completely transform the sound and open up whole new worlds of musical possibility.

NAVENE KOPERWEIS

Navene Koperweis is a drummer, guitarist and song writer. He is currently active with his band Entheos and has made solo albums under the names 'Navene K' and 'Fleshwrought'. He is also a former member of the bands Animosity and Animals as Leaders. His session work includes drumming for Whitechapel, Machine Head, The Faceless, Evan Brewer & Job For a Cowboy.

Navene has been playing drums since he was 11 years old and has been writing music and touring in the metal community for 2 decades. He is equally passionate about everything that goes into making music including recording and production.

ZACK OHREN

Zack Ohren is a musician, engineer, and producer working in the San Francisco Bay Area. After getting his start making soundtracks for two Nintendo 64 games using MS-DOS based FastTracker software and his own custom drum/bass/guitar samples, Zack has gone on to engineer/produce/mix/master hundreds of albums with bands including Machine Head, All Shall Perish, Aborted, The Ghost Inside, Warbringer, As Blood Runs Black, Immolation, and many many others.

Zack has also played drums, bass, and guitar for dozens of bands including Myotonia, Midnight Chaser, and currently Darkness Everywhere. Known for hard hitting drum sounds and massive tones, Zack continues to pioneer new roads in audio production.



KNOCKOUT DRUMS

- Deeply multi-sampled drum set with five microphone positions
- 8 Crash Cymbals, 2 Hi-hats, 2 Rides, 7 Splashes & Stacks, 3 Kicks, 7 Snares, and 6 Toms
- 44 Powerful .nki presets made for full retail Kontakt 6.5.3+
- 86,720 stereo samples in open .wav format
- 45.1 GB Installed
- A flexible, intuitive user interface and mixer with pro features and deep customizability
- Full FX rack with convolution reverb with custom rooms, halls, chambers & FX environments

Please Note: The full unlocked retail version of Kontakt 6.5.3 or later is required for all instrument presets in this library. The free Kontakt Player, Libraries rack, Native Access, Complete Kontrol and the “Add Library” import feature do not support this library. Windows 7 (or later) or macOS 10.9 (or later) is required.

CREDITS

Documentation

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SYSTEM REQUIREMENTS

All of the sample content is included as standard open PCM wav files to allow you easy access to manipulate, reprogram and customize the sounds however you wish.

If you wish to use the optional Kontakt “nki” instrument presets, you’ll need to own the full retail version of Native Instruments **Kontakt 6.5.3** or later. You cannot use this library in the free Kontakt Player. Please be aware that the free Kontakt “Player” is not a full retail version of Kontakt and does not support this library. Please read all specifications and software requirements before purchasing this or any other Soundiron products to see the full list of software requirements, features and format compatibility for each library. You must have at least **Windows 7** or later, or **Apple macOS 10.9** or later.

Many instrument presets in this library are extremely system resource intensive. We highly recommend that you have a 64-bit operating system (Windows or macOS) with at least 16 GB of system RAM, a multi-core CPU and a 7200 RPM SATA or solid state hard drive before purchasing this particular Soundiron library. Large sample sets like those found in this library may load slowly and may cause system instability on some machines.

Once installation is complete, you can browse and load the included .nki presets using the Files, Quick-load or Database tabs in the Kontakt Browser, or through the main File load/save menu. Launch Kontakt as a virtual instrument plugin inside your host sequencer or in stand-alone mode. If you’re new to the Quick-load system, check out the Help area of our website and our YouTube channel for tutorial videos on how to use it effectively and conveniently.

Please allow any current preset to finish loading completely before loading a new one. You cannot use the Libraries view to load standard open-format Kontakt Instruments like this library. Only locked “Powered-By-Kontakt” Libraries are visible to that propriety browser view.

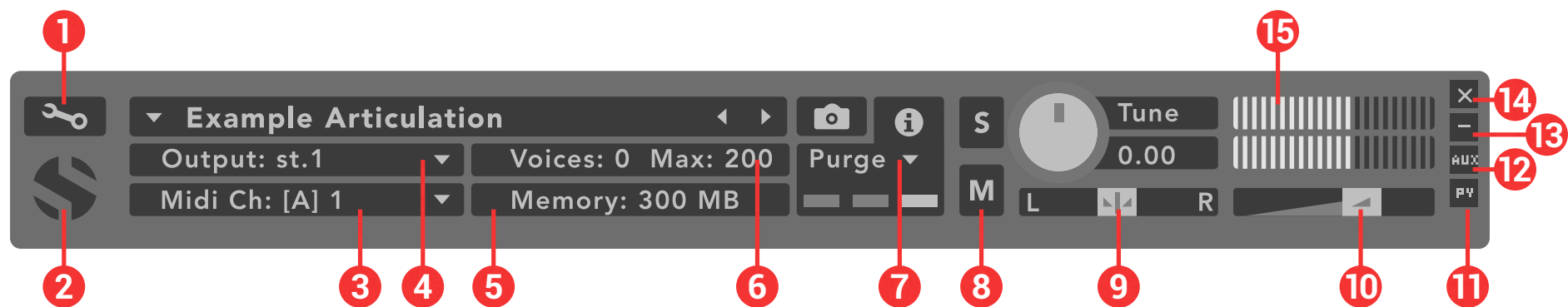
The “Add-Library” function does not support this product or any other open-format Kontakt library. This library doesn’t require any additional activation or unlocking process.

FIDELITY

Natural sonic impurities from body and clothing movement by the performer sounds may be present in some samples. These performance sounds are natural and unavoidable. Therefore, please keep in mind that this library isn’t designed to provide perfectly sterile results. Our goal is to preserve and accentuate the natural live qualities in our instruments without sucking all of the life out of them for the sake of clinical perfection.

KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.



1. Open The Instrument Editor - Click to view and edit the internal settings and programming of this instrument. Be careful making changes unless you're an experienced Kontakt user, as changes here can easily break the entire instrument.

2. Close Main Control Area - Click the Soundiron emblem to collapse the "Performance View" and only show the Kontakt Instrument header Bar, as seen above.

3. MIDI Input - Click the down arrow to route the audio from this instrument to select a midi input source. By default, you can choose "Omni" to allow the instrument to respond to midi messages and notes on any midi channel, or you can choose a specific midi channel number to control the instrument.

4. Output - Click the down arrow to route the audio from this instrument to any available Kontakt plugin output. You can adjust Output mix and Insert FX settings by showing the main Output window in Kontakt at the bottom of Kontakt (press F2).

5. Memory Use Display - This displays the amount of system RAM used by the samples and other data required by this instrument.

6. Voice Count / Max Limit - Displays the number of voices currently playing and the max number that may play before being automatically culled. High voice-counts can slow down your CPU and cause crackling and other issues. The safe number of voices varies greatly based on other programs running, core-count/speed of your CPU, available RAM, disk speed and other factors.

7. Purge - This menu allows you to purge samples from RAM or reload them.

8. Mute - This mutes the instrument.

9. Pan Slider - This pans the output left or right in the stereo field.

10. Main Volume Slider - This controls the output volume for the instrument.

11. Performance View - This button collapses the "Performance View" to only show the instrument header bar, as seen above.

12. Auxiliary Sends - This opens the Auxiliary Send mixer, allowing you to route signal to the Aux Sends in the main Kontakt Mixer window (press F2).

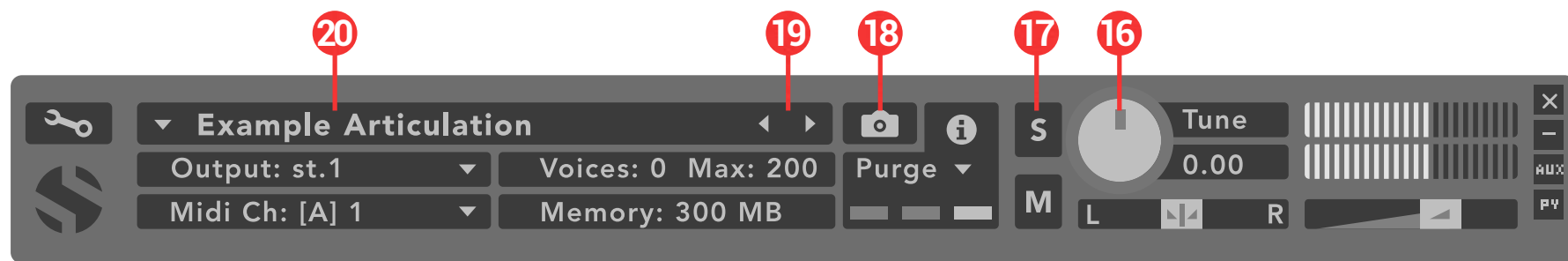
13. Minimize All - This collapses the entire instrument UI down to a thin strip.

14. Close Button - This closes and removes the instrument from the rack.

15. Signal Meters - This displays the current signal level during playback.

KONTAKT INSTRUMENT HEADER

The top area of the user interface includes default instrument controls that are common to all Kontakt instruments.



16. Tune Knob - This controls the global pitch by semitone increments up to +/-36. Hold the shift key down while dragging the knob to adjust pitch in 1-cent (1/100th of a semitone). This is separate from the layer pitch settings in the instrument UI.

17. Solo Button - This solos the instrument and mutes all others.

18. Snapshots -This allows you to save and load snapshot presets for this instrument. Click the "i" button to close.

19. Previous / Next Preset - These arrows let you skip to the previous or next available preset within the same folder. Be aware that any settings you've changed will be lost, so we recommend saving a snapshot after making any changes if you wish to be able to load them again later.

20. Preset Name - This shows the currently loaded preset name.



MAIN CONTROLS



1. Advanced Control Tab - Click on this pull-down tab to open the advanced control window for access to the LFO, Filter and Arpeggiator systems (See pages 8 and 9).

2. Volume Knob - This controls the volume of the instrument, with smooth real-time tonal and dynamic attenuation.

3. Attack Knob - This controls the note attack shape. Turning this up causes the sound to fade in more gradually. This is useful for softening hard transients and taming aggressive articulations.

4. Mixer Tab - Click this to switch to the Mixer interface.

5. Offset Knob - This cuts into the sample start, allowing sample playback to skip past the beginning of the sound.

6. Release Knob - This shows/hides the knob-control-value displays below the knobs when they are not needed.

7. Pan Knob - This controls the pan, allowing you to spatialize the sound to your liking between the left and right channels.

8. Pitch Knob - This knob controls semitone and cent tuning for the instrument. You can shift the pitch by +/- 36 semitones. The ST/CT switch toggles the knob to control semitones or cents (1/100th semitone) increments by up to +/- 50 cents (1/2 semitone). Use this to shift octaves or fine-tune the sound.

9. Global/Drum/Articulation - This drop-down allows you to edit globally (all instruments), per drum, or per articulation.

10. Instrument/Articulation - This allows you to choose the specific drum and articulation currently being adjusted.

11. Main Controls Option - This allows you to choose the way the main controls (Volume, Attack, Offset, Release, Pan, Pitch) affect the sounds. Choices are Global, Per Drum, and Per articulation.

KIT VIEW

The Kit View allows you to quickly and easily swap out or remove the fundamental pieces of your drum kit. It also provides an overview of what's mapped and lets you adjust panning and pitch on the fly. The Remapper allows you to map drums beyond what the Kit View displays.



1. Audition Button - This button allows you to hear an example sample of the articulation when clicking on a Kit View slot.

2. Kit View Slot - Each Kit View slot is labeled with the type of drum kit piece that can be loaded into the slot. If you have the audition button enabled, clicking on the image of a loaded kit piece will play a raw sound sample for that drum. *Note that this audition sound does not reflect the Mixer settings such as currently loaded mic positions or FX chain effect.*

3. Pitch Slider - The pitch slider allows you to adjust the pitch of the currently loaded drum +/- 12 semitones. Pitch can also be adjusted in the Main Controls area as well as the Mixer.

4. Pan Slider - The pan slider allows you to adjust the stereo panning of the currently loaded drum. Note the the panning can also be adjusted in the Main Controls area as well as the Mixer.

5. Kit Piece Select - These drop-down menus allow you to select the desired kit piece for each Kit View Slot. Each kit piece can only be mapped to one slot at a time. For example, if Tom 8" A is loaded into the first slot, it will be unavailable in all other Tom slots, unless it is unloaded from the first slot.

REMAPPER

The Remapper is a very powerful tool that allows you to map any drum articulation to any key, even the same articulation to multiple keys! To change a the mapping for a key, simply click the desired MIDI key, then choose a new articulation from the Main Controls area below. Click the “Apply” button to confirm you changes. We have provided several standard drum mappings to get you started. Quickly save and load your favorites with the Map Presets feature at the top. Map Presets also save your Kit View settings.



1. Audition Button - This button allows you to hear an example sample of the articulation when clicking on an articulation slot.

2. Select By MIDI Button - This button enables automatic slot selection by MIDI.

3. Key Select Buttons - The key select buttons allow you to map any articulation to the selected key. Note that there are 4 pages.

4. Page Buttons - These buttons allow you to select the different pages of keys from C-2 to G8.

5. Key Select/Display - This displays the currently selected MIDI key.

6. Apply Button - Click this to apply the current changes. The button will be green when there are changes to apply.

7. Clear Button - Click this to clear the current changes. The button will be red when there are changes to clear.

8. Unmap Button - Click this to unmap the articulation from the currently selected key.

9. Save Map Button - Click this to save the current mapping. Before clicking save, click in the name area and type in a name. The entire Kit View is also saved with the mapping.

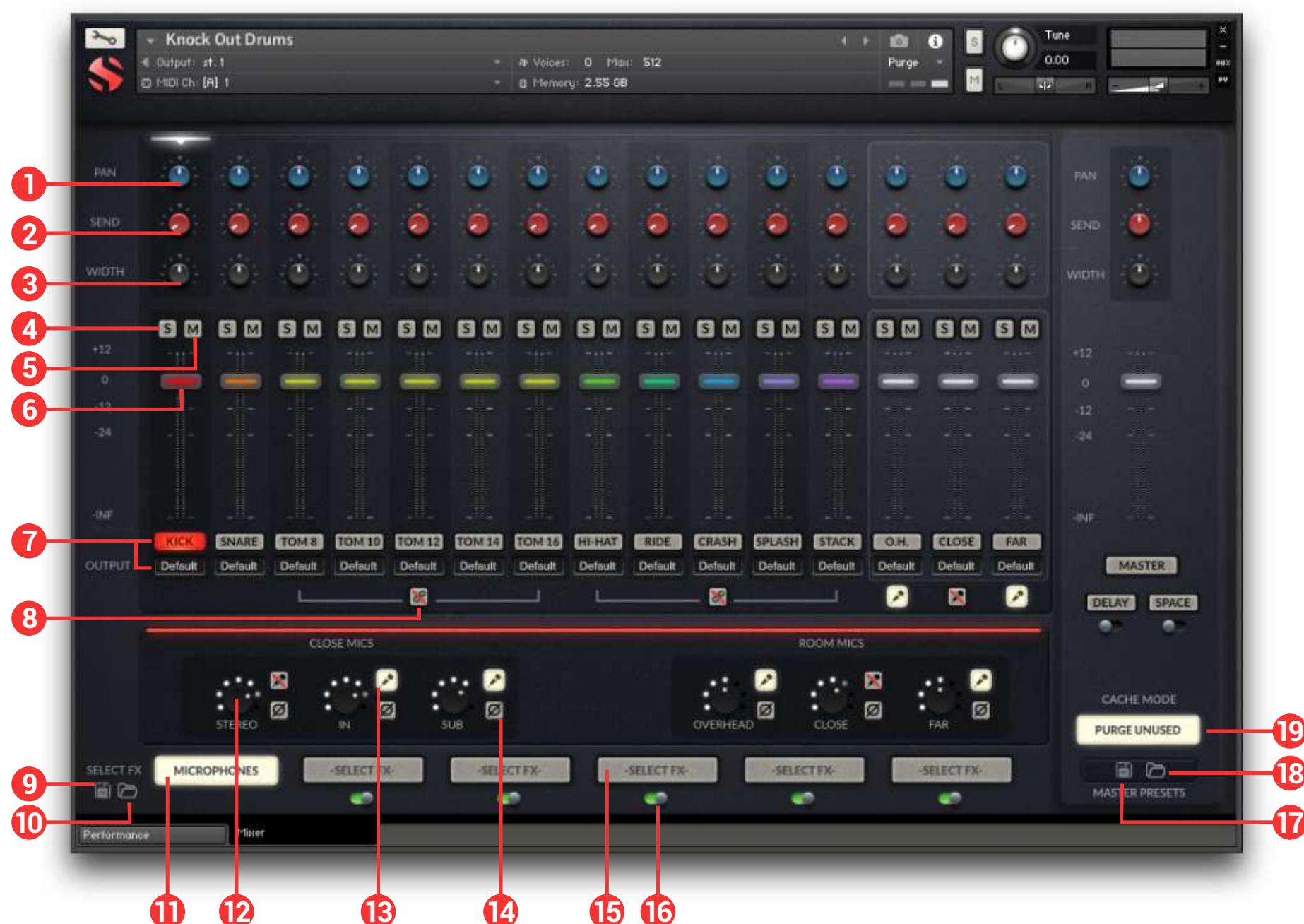
10. Delete Map Button - Click this button to delete the currently loaded user map. Factory presets cannot be deleted.

11. Map Preset Select - Click this button to open the drop-down menu and select a factory or custom mapping.

12. Randomize Button - Surprise! *Note that this will load/unload samples unless you have the Cache Mode set to Cache Samples in the Mixer.*

MIXER

The Mixer gives you powerful control to shape, route, and mix your kit to fit your needs. Individual track controls provide volume, panning, spatialization, FX chains and more. Included are master Delay and Space send effects. The Output option on each track allows you to route each instrument to any available output.



1. Pan Knob - This controls the pan per track, allowing you to spatialize each drum to your liking between the left and right channels.

2. Send Knob - This controls the level sent to the DELAY and SPACE effects for each track.

3. Width Knob - This controls the stereo image of the track from Mono to 100% Spread.

4. Solo Button - This toggles the track solo.

5. Mute Button - This toggles the track mute.

6. Volume Fader - This controls the volume of the instrument track.

7. Track Select - Selects the track for Microphone and FX Chain options. The Output button below selects the Routing options for the track.

8. Track Link - This links controls for these tracks.

9. Save FX Chain - Saves the FX settings per track.

10. Load FX Chain - Loads FX Chains per track.

11. Microphones Button - This button shows the microphone controls for the selected track.

12. Mic Knobs - These knobs control the volume for each microphone position for the select track.

13. Mic On/Off Button - These buttons mute/unload the mic position for the selected track.

14. Phase Flip - These buttons flip the phase of the mic position for the selected track.

15. FX Select Buttons - These buttons allow you to choose the desired effect for the FX chain.

16. FX On/Off Switch - These buttons enable or disable the effect without unloading it.

17. Save Master - Saves the current state of the mixer, including all mic positions and FX chains.

18. Load Master - Loads any saved Master preset.

19. Cache Mode - "Purge Unused" will unload unused samples. "Cache Samples" will leave all samples loaded even when mics are turned off.

MIXER SEND FX

The Master section of the Mixer has two send effects, Delay and Space. Each track can have a separate send control to both of these effects, allowing you to dial in the effects for each track as well as the Master track.

DELAY



SPACE



- 1. Delay Type** - Sets delay type from: Modern, Analogue, Tape, Vintage, or Diffusion.
- 2. Time** - Sets the time of the delay in either ms or beats. Click the Lock icon to switch modes.
- 3. Feedback** - Controls the level of feedback.
- 4. Lo/Hi Cut** - Sets the low/high freq. cutoff.
- 5. Depth** - Sets the depth or tape age amount depending on Delay mode.
- 6. Rate** - Sets the rate, flutter, or size depending on the Delay mode.
- 7. Saturation** - Sets the Saturation, BBD Type, Quality, or Mod depending on the Delay mode.
- 8. Return** - Sets the amount of Delay send return.
- 9. P.Pong** - Toggles Delay stereo ping pong.
- 10. Stereo** - Toggles Stereo, Noise, Dense depending on Delay mode.

- 1. Space Type** - Sets space from: Convolution, Algorithmic, or Plate.
- 2. Room/Hall** - Toggles between Room/Hall.
- 2. Time** - Sets the reverb time in ms.
- 3. Mod** - Sets the reverb modulation amount.
- 4. Diffusion** - Sets the low/high freq. cutoff.
- 5. Damping** - Sets the amount of reverb damping.
- 6. Low Shelf/High Cut** - Sets the amount of low or high frequency attenuation.
- 7. Size** - Sets the reverb size.
- 8. Return** - Sets the amount of Reverb send return.
- 9. Convolution Category** - Selects the type of convolution reverb.
- 10. Impulse Select** - Selects the specific convolution impulse.

ADVANCED CONTROL WINDOW

The advanced control window can be opened and closed by clicking on the Pull-down tab's down-arrows at the top of the UI. It contains the per layer LFO, Filter and Arpeggiation systems. The global Keyswitches button turns off all keyswitches, allowing you to access a greater range of playable notes. The global Purge Unused Samples unloads all samples for layers that are currently turned off. **Note: The master kit presets do not include the LFO section.*



LFO

LFO Button - This engages the LFO system.

Waveform Buttons & Menu - Click the shape buttons or use the down-arrow menu to choose an LFO wave shape. You can choose between Sine, Square, Triangle, Saw-tooth and Random.

Target Menu - Use this to assign the LFO to these parameters: Volume, Bass, Treble, Pitch, Pan, Filter Resonance and Frequency.

LFO Lock Button - This locks the LFO speed to your DAW's tempo when Kontakt's BPM "EXT" button is off. If the EXT button is on, this will lock to Kontakt's internal BPM setting.

Time / Beat Knob - This controls the speed of the LFO. When locked, the Beat knob selects note length values. When unlocked, the speed is measured in milliseconds.

Intensity Knob - This controls the intensity of the LFO oscillation.

Fade Knob - Use this to fade in the oscillation after the note starts.

FILTER

Filter Button - This engages the filter system.

Type Menu - Select from 13 different filter types with this menu.

Source Menu - Select from 12 different sources for the filter with this menu, or set it to none.

Step Sequencer Table - Adjustable from 2-32 steps by either clicking the number to the right to type in a value or clicking on the number and dragging it up or down. This table is only active Target is set to Graph Frequency or Graph Resonance. The table plays from left to right.

Reso. Knob - This controls the amount of resonance applied to the filter.

Freq. Knob - This set the cut-off frequency for the filter in each source window.

Invert Button - This button inverts the action of the filter modulation.

SCALE LOCK

Lock Button - Click the lock icon next to the SCALE LOCK label to turn on the key/scale locking system. This allows you to easily play within a desired key and scale. When active, the midi keys that are excluded from the current scale will trigger the same note as the key below them, so go ahead and be sloppy if you'd like!

Key Menu - This menu selects the key that you wish to constrain all incoming midi notes to.

Scale Menu - This menu lets you select from a variety of scales, in the key that you have selected.

ARPEGGIATOR

The "ARP" section lets you create, save and load your own arpeggios, rhythmic patterns and step sequences. To turn it on, click the radio button next to the ARP label.



Arp Button - This turns the arpeggiator on and off.

Preset Menu - Use this menu to select and load any of our factory arpeggiator presets.

Save Button - This "disk" icon button allows you to save and export your ARP settings to an nka preset file.

Load Button - This "folder" icon allows you to import and load your previously saved Arp panel settings from an nka file.

Velocity Graph Table - Use the graph to draw the velocity for each step in your desired arpeggio sequence. The table plays from left to right. The button on the right enables the graph. When this graph is off, the pattern will use the velocities of the incoming midi notes as you play.

Preset Menu - This menu controls the Arpeggiator hold mode.

- Normal sets it to respond only while a note is pressed, cycling through all held notes as it arpeggiates.
- Hold sets it to automatically sustain one note at a time, (monophonic) so that changing keys changes the note that is repeating.
- Hold +/- sets it to allow new notes to be added to the automated chain of repeats.

Table Steps Value - This setting determines the number of velocity steps that will be cycled through in the sequence. You can change the value by double clicking the number or clicking and dragging it up or down.

SWING Knob - This adds pre-beat or post-beat swing to the arpeggiated rhythm.

RAND. Knob - This knob applies natural variability to the speed and velocity values.

DUR. Knob - This allows the duration of notes to be shortened or extended without changing the overall timing.

DIR. Knob - The Direction menu controls the arp direction and behavior, with 14 different patterns to choose from: Up, Down, Up-Down, Down-Up, Zig-Zag Up, Zig-Zag Down, Zig-Zag Up-Down, Zig-Zag Down-Up, Move-In, Move-Out, In & Out, Out & In, EZ-Roll, Random and As Played.

To automate the DIR. menu in real-time, you can right click (PC) or command click (Mac) on the menu. Then click the "Learn Midi CC# automation" pop-up button and move the midi controller that you wish to assign.

BEAT Menu - This menu lets you choose the note time, with quarter note, triplet, 8th note, 8th triplet, 16th note and 16th triplet.

GLISS

Gliss mode allows you to create your own custom glissando patterns. Choose your velocity sequence with the graph table, then pick a scale, curve, direction, and rate to dial in something truly unique.



- Scale Knob** - This knob selects the scale the gliss plays back.
- Random Knob** - This knob adds a human element of less precise quantization.
- Curve Knob** - This knob applies acceleration or deceleration to the gliss. Turning it down causes the gliss to start slower, then gradually speed up. Turning it up causes the gliss to start fast and gradually slow down toward the end.
- Rate Knob** - This knob controls the duration of each note in the gliss. The higher the value, the longer each note will be held before triggering the next note.

STRUM

Strum mode allows you to create your own custom strum patterns. Choose your velocity sequence with the graph table, then pick a chord type, duration, direction, and rate to dial in something truly unique.



- Chord Knob** - This knob selects the chord the strum plays back.
- Random Knob** - This knob adds a human element of less precise quantization.
- Duration Knob** - This allows the duration of notes to be shortened or extended without changing the overall timing.
- Strum Direction** - This drop-down controls whether the strum alternates between down and up, or does all upstrokes or down strokes.
- Rate Knob** - This knob controls the duration of each note in the strum. The higher the value, the longer each note will be held before triggering the next note.

DSP EFFECTS RACK

The FX Rack tab gives you direct access to 27 of Kontakt's built-in special effects and dynamic processors. This panel is accessible in solo presets by clicking on the FX Rack tab button at the bottom of the instrument UI. Signal flows from top to bottom on each rack and from Rack 1 to Rack 2. To change the effect loaded into any specific rack module socket, click on the down arrow menu in its top left corner.



FX CHAIN PRESETS

SELECT PRESET MENU

This menu lets you select from any of our stock presets. Once you've customized your FX chain, you can save it for later use in this rack by selecting "Save" at the bottom of the list. To load any custom presets you have saved, select "Load" from the menu. Selecting "-Empty-" at the top of the list unloads all effects and resets the entire FX rack to its default state.

RACK SELECT BUTTONS

The Rack 1 and Rack 2 buttons allow to you select between the two different racks. The signal flows from top to bottom of each rack and from Rack 1 to Rack 2.

Descriptions and control definitions for all effect modules are on the **next 4 pages...**

FILTER



Power Button - Toggles the effect on/off.

Type Button - Select from dozens of low pass, high pass, band pass, notch, ladder and other filter types.

Cutoff/Talk Knob - Controls the filter cutoff and/or peak frequency.

Resonance/Sharpness Knob - Controls the amount of resonance added at the cutoff or peak node.

EQ



Power Switch - Toggles the effect on/off.

Low, Mid and Hi Frequency Gain sliders - These adjust the level of the low, mid and high EQ bands.

Out Knob - Controls the output volume.

Low, Mid and High Frequency Knobs - The control the center frequency of the low, mid and high frequency EQ bands.

Bell/Shelf Buttons - Toggles the bell/shelf shape of the frequency band.

FEEDBACK COMPRESSOR



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the compressor.

Makeup Knob - controls the amount of gain to make up for any volume decrease.

Mix Knob - blends the amount of compressed and raw signal.

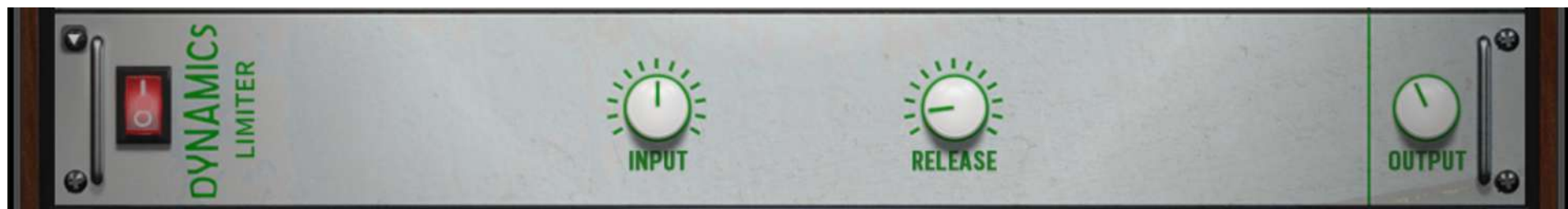
Link Button - When on, stereo is linked. When off, it is dual mono.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Ration Knob - Controls how long before the compression releases.

Release Knob - High Quality Button - Toggles oversampling.

LIMITER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the limiter.

Release Knob - Controls how long before the limiter releases the signal.

Output Knob - Controls the output volume of the signal.

BUS COMPRESSOR



Power Button - Toggles the effect on/off.

Threshold Knob - Controls what volume level the compressor kicks in.

Ratio Knob - Controls the ratio of gain added or removed based on incoming signal level above the threshold.

Attack Knob - Controls compressor attack speed once signal exceeds threshold.

Makeup Knob - Controls the amount of gain to make up for any volume decrease.

Mix Knob - Blends the amount of compressed and raw signal.

Output Knob - Controls the output volume of the signal.

Release Knob - Controls how long before the compression releases.

TRANSIENT DESIGNER



Power Button - Toggles the effect on/off.

Input Knob - Controls how much signal comes into the designer.

Attack Knob - Controls effect attack speed. Increasing will add more punch.

Sustain Knob - Controls how long the note tail rings out.

Smooth Button - Smooths out problem transients.

Output Knob - Controls the output volume of the signal.

AC BOX



Power Button - Toggles the effect on/off.

Normal Knob - Controls the normal AC Box channel volume.

Brilliant Knob - Controls the brilliant AC Box channel volume.

Tremolo Speed Knob - Controls the rate of the tremolo.

Output Knob - Controls the master volume.

Bass & Treble Knobs - These control the low and high frequency gain.

Tonecut Knob - Employs a lowpass filter. Turn up to reduce treble.

Tremolo Depth Knob - Controls the strength of the effect.

Mono Switch - Toggles between mono and stereo.

HOT SOLO



Power Button - Toggles the effect on/off.

Bass, Mid, Treble Knobs - Controls how much signal comes into the limiter

Presence Knob - Boosts the upper midrange frequency response.

Depth Knob - Controls low range frequency response for the power amp.

Drive Switch - Selects between overdrive and normal channels.

Pre Norm Knob - Controls how long before the limiter releases the signal.

Pre Drive Knob - Controls the output volume of the signal.

Master Knob - Controls the overall output level.

Output Knob - Sets the output level of the FX module.

Mono Switch - Toggles between mono and stereo.

JUMP



Power Button - Toggles the effect on/off.

Pre-amp Knob - Sets the pre-amp gain. Turn it up to add drive.

Pre Norm Knob - Controls the amount of volume added.

Presence Knob - Boosts the upper midrange frequency response.

Bass, Mid & Treble Knobs - These control the low, mid and high frequency gain.

Master Knob - Sets the overall output volume.

Hi Gain Switch - Increases the pre-amp's gain potential.

Mono Switch - Toggles between mono and stereo.

TWANG



Power Button - Toggles the effect on/off.

Volume Knob - Sets the pre-amp gain. Turn it up to add drive.

Mono Switch - Toggles between mono and stereo.

Treble, Mid, & Bass Knobs - These control the low, mid and high frequency gain.

Output Knob - Sets the overall output volume.

VAN 51



Power Button - Toggles the effect on/off.

Pre Rhythm Knob - Controls the preamp overdrive of the rhythm channel.

Pre Lead Knob - Controls the preamp overdrive of the lead channel.

Presence Knob - Boosts the upper midrange frequency response.

Lead Switch - Toggles between the rhythm and lead channels.

Bright Switch - Boosts high frequencies in the rhythm channel.

Mono Switch - Toggles between mono and stereo.

Bass, Mid & Treble Knobs - These control the low, mid and high frequency gain.

Post Gain Knob - Controls master volume of both channels.

Resonance Knob - Controls low range frequency response in the poweramp.

Output Knob - Sets the output volume of the FX module.

Hi Gain Switch - Increases the gain range of the preamp.

Crunch Switch - Adds distortion to the rhythm channel.

CABINET



Power Button - Toggles the effect on/off.

Amp Selector - This drop-down allows you to choose between different amps.

Size Knob - Adjusts the size of the simulated cabinet.

Treble & Bass Knobs - These control the low, mid and high frequency gain.

Air Knob - Sets the level of early reflections in the room response.

Output Knob - Sets the output volume of the FX module.

ROTATOR



Power Button - Toggles the effect on/off.

High Acceleration Knob - Adjusts how quickly the treble rotors will react to speed changes.

Low Acceleration Knob - Adjusts how quickly the bass rotors will react to speed changes.

Slow/Fast Button - Switches the speed of the rotating speaker.

Balance Knob - Sets the ratio of sound produced by the horn and woofer.

Distance Knob - Changes the distance between the simulated mic and speaker.

Mix Knob - Controls the rotator effect's strength.

STOMP CAT



Power Button - Toggles the effect on/off.

Volume Knob - This controls the Cat master volume.

Filter Knob - Turn up to enhance low frequency range.

Distortion Knob - Adjusts the amount of distortion applied.

Mono Switch - Toggles between mono and stereo.

Bass & Treble Knobs - These control the low, mid and high frequency gain.

"Balls" Knob - Turn this up to add low-end punch.

Tone Knob - Pre-distortion mid rangebooster.

Output Knob - Sets the output volume of the FX module.

STOMP CRYWAH



Power Button - Toggles the effect on/off.

Wah Knob - Controls the frequency of the wah-wah effect.

Output Knob - Sets the output volume of the FX module.

Mono Switch - Toggles between mono and stereo.

STOMP DISTORTION



Power Button - Toggles the effect on/off.

Volume Knob - This Controls the distortion master volume.

Tone Knob - Turn up to accent mid frequency range. Turn down to accent bass.

Mono Switch - Toggles between mono and stereo.

Drive Knob - Controls the amount of distortion applied.

Bass, Mid & Treble Knobs - These control the low, mid, and high frequency gain.

Output Knob - Sets the output volume for this FX module.

STOMP LOFI



Power Button - Toggles the effect on/off.

Bits Knob - Controls the sound's resolution in bits.

Output Knob - Sets the output volume of the FX module.

Noise Knob - Adds hiss to the audio signal.

Color Knob - Controls tonality of the noise applied.

STOMP SKREAMER



Power Button - Toggles the effect on/off.

Tone Knob - Adjusts bright versus mellow tone.

Drive Knob - Controls how much crunchy distortion is applied.

Output Knob - Sets the output volume of the FX module.

Bass Knob - Controls the bass frequency gain.

Bright Knob - Controls the high frequency gain.

Mix Knob - Sets the amount of processed signal sent to the main output.

STOMP TAPE SATURATOR



Power Button - Toggles the effect on/off.

Gain Knob - Controls the input gain. This increase tape distortion.

High Quality Switch - Toggles oversampling.

Warmth Knob - Controls the low frequency boost/

cut.

Rolloff Knob - Controls the high frequency rolloff starting point.

Output Knob - Sets the output volume of the FX module.

DELAY



Power Button - Toggles the effect on/off.

Delay Type - This drop-down lets you choose from 5 delay types.

Time Knob - Adjusts the delay time in milliseconds or synced note values.

Sync Button - Turn on to sync the delay effect to the host tempo.

Saturation Knob - Adds tube-like saturation to the delay sound.

Stereo Button - Toggles between mono and stereo.

Feedback Knob - Turn up to add more delay repeats.

Lo-cut & Hi-cut Knobs - Controls low and high frequency cuts in the delay repeats.

Depth Knob - Controls the amount of modulation applied.

Rate Knob - Adjusts the speed of the delay modulation.

Pingpong Button - Turn on for alternating hard left & right panning.

Mix Knob - Sets the amount of process signal.

CONVOLUTION REVERB



Power Button - Toggles the effect on/off.

Convolution Category and Impulse Drop-downs - Choose from different impulse response samples.

Low Pass Knob - Adjusts bright versus mellow tone.

High Pass Knob - Controls how much crunchy

distortion is applied.

Size Knob - Changes the length of the impulse sample between 50%-150%.

Mix Knob - Sets the amount of processed signal sent to the main output.

ALGORITHMIC REVERB



Power Button - Toggles the effect on/off.

Time Knob - Adjusts the duration of the reverb effect.

Mod Knob - Adjusts the amount of modulation applied to the reverb.

High Cut Knob - Cuts the high frequency content of the reverb signal.

Hall/Room Switch - Toggles between Hall and Room reverb algorithms.

Diffusion Knob - Adjusts the density of the simulated room reflections.

Dampening Knob - Adjusts the amount of absorption in the simulated room.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

Size Knob - Adjusts the size of the simulated room.

Mix Knob - Sets the amount of processed signal sent to the main output.

PLATE REVERB



Power Button - Toggles the effect on/off.

Decay Knob - Adjusts the duration of the reverb effect.

Low Shelf Knob - Attenuates or amplifies the reverb's low frequency content.

High Dampening Knob - Adjusts the damping of the reverb's high frequency content.

Stereo Knob - Controls the stereo image of the reverb.

Mix Knob - Sets the amount of processed signal sent to the main output.

MOD CHORUS



Power Button - Toggles the effect on/off.

Time Knob - Sets the speed of the LFO modulation.

Sync Button - Syncs the LFO modulation to the host tempo.

Depth Knob - Sets the amount of LFO modulation applied.

Phase Knob - Adjusts the phase difference between left and right channels.

Mix Knob - Sets the amount of processed signal sent to the main output.

STEREO



Power Button - Toggles the effect on/off.

Width Knob - Sets the width of the stereo field. All the way down is mono.

Pan Knob - Adjusts the panning of the stereo field.

Output Knob - Sets the output volume of the FX module.

MOD FLAIR



Power Button - Toggles the effect on/off.

Flanger Mode Drop-down - Choose from three different flanger modes.

Chord Drop-down - Sets the chord that the four voices use.

Width Knob - Duplicates and pans the flanger voices.

Damp Knob - Attenuates the high frequency content of the feedback.

Detune Knob - Alters the pitch of each flanger voice.

Invert Phase Button - Swaps the position of peaks & notches in the frequencies.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation applied to pitch.

Feedback Knob - Turn up for a more metallic resonant sound.

Pitch Knob - Adjusts the fundamental frequency of the first flanger voice.

Voices Knob - Choose from 1 to 4 flanger voices.

Mix Knob - Sets the amount of processed signal sent to the main output.

Output Knob - Sets the output volume of the FX module.

MOD PHASER



Power Button - Toggles the effect on/off.

Sync Button - Syncs the LFO modulation to the host tempo.

Time Knob - Adjusts the frequency of the modulation.

Amount Knob - Adjusts the amount of modulation applied.

Spread Knob - Shifts frequency peaks and notches left or right.

Ultra Button - Extends parameter ranges for Rate and Center. Get crazy!

Output Knob - Sets the output volume of the FX module.

Stereo Knob - Adds a phase offset to the modulation.

Feedback Knob - Creates resonance. Makes peaks and notches more pronounced.

Notch Knob - Sets the amount of peaks and notches in the spectrum.

Center Knob - Sets the middle frequency of the peak/notch pattern.

Modulation Mix Knob - Distributes the modulation between center and spread.

Mix Knob - Sets the amount of processed signal sent to the main output.



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