

TS·30X

ANALOG DRUM SYNTHESIZER

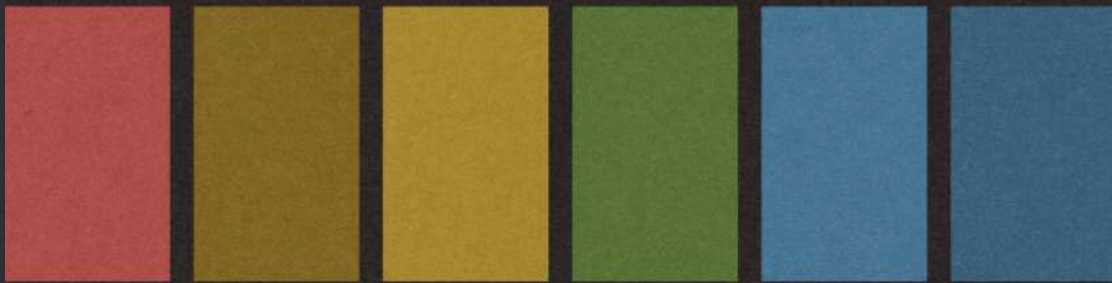
FOR KONTAKT V6.5.3+



OPERATION MANUAL

TS·30X

ANALOG DRUM SYNTHESIZER



FOR KONTAKT V6.5.3+

Leisure
Class Audio

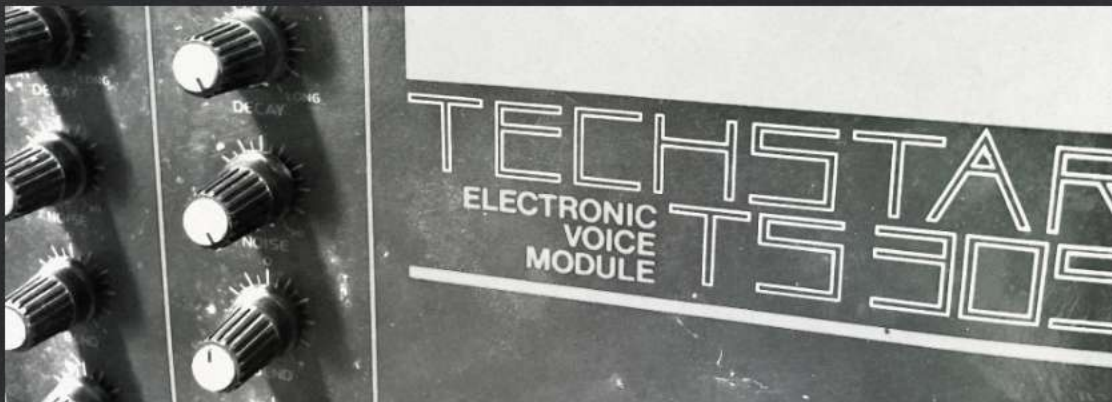


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Requirements

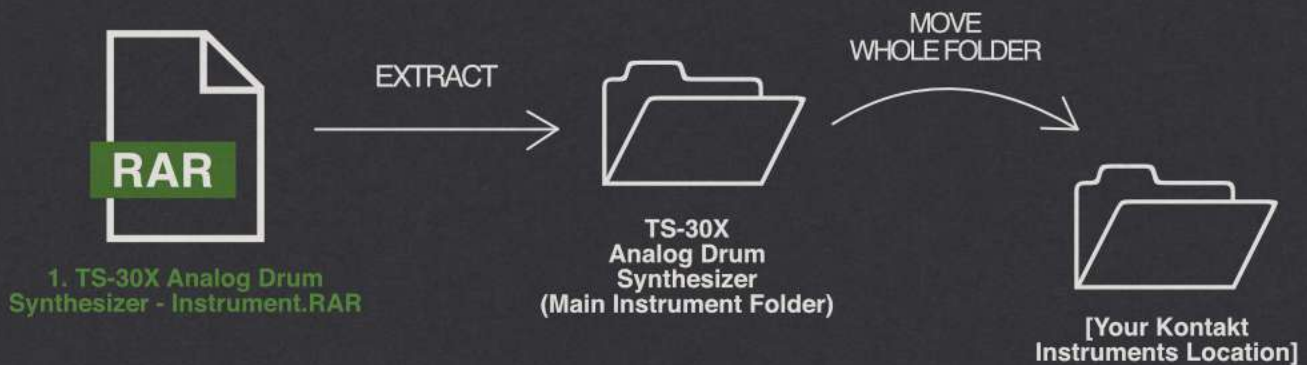


TS-30X requires the full version of Native Instruments Kontakt V6.5.3 or higher.

Currently the TS-30X will not function properly in Kontakt Player.

Instrument Installation

The **TS-30X** download comes in a single RAR file with everything needed to install both the instruments and presets.



Unpack this file **1.TS-30X Analog Drum Synthesizer - Instrument.RAR** to wherever you typically install Kontakt instruments. If this is your first Kontakt Instrument, a suggested location is:

WINDOWS

C:/Kontakt Instruments/ [install main instrument folder here]

MAC

HD\Kontakt Instruments\ [install main instrument folder here]

Inside **1.TS-30X Analog Drum Synthesizer - Instrument.RAR** there is the main instrument folder (TS-30X - Analog Drum Synthesizer) containing all required files to run TS-30X. You will need to move this whole main instrument folder to your Kontakt Instrument folder as detailed above. This folder also contains the Presets (known as Snapshots); installation details for the presets follow on page 7.

Instrument Loading

To run the instrument, simply drag and drop the **TS-30X - Analog Drum Synthesizer.nki** from the Main Instrument Folder into Kontakt:

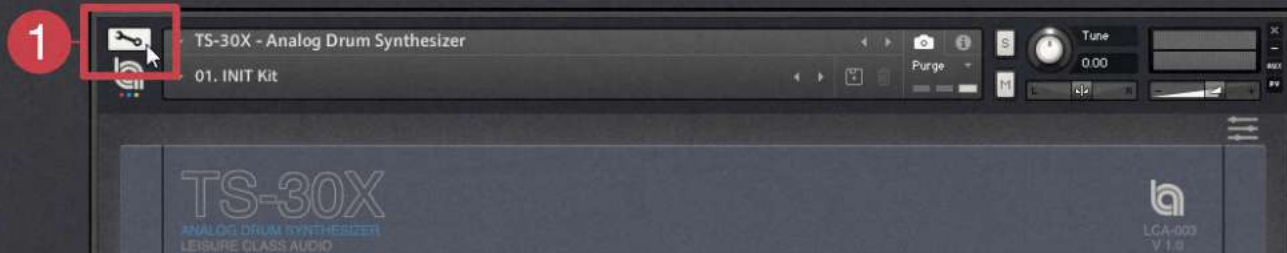


OR locate the file in the Kontakt files browser and double click:

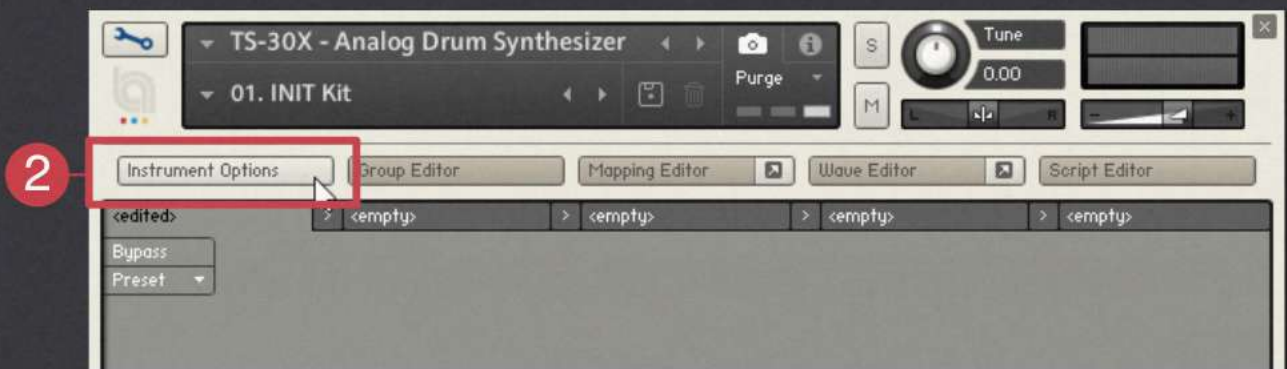


Preset Installation

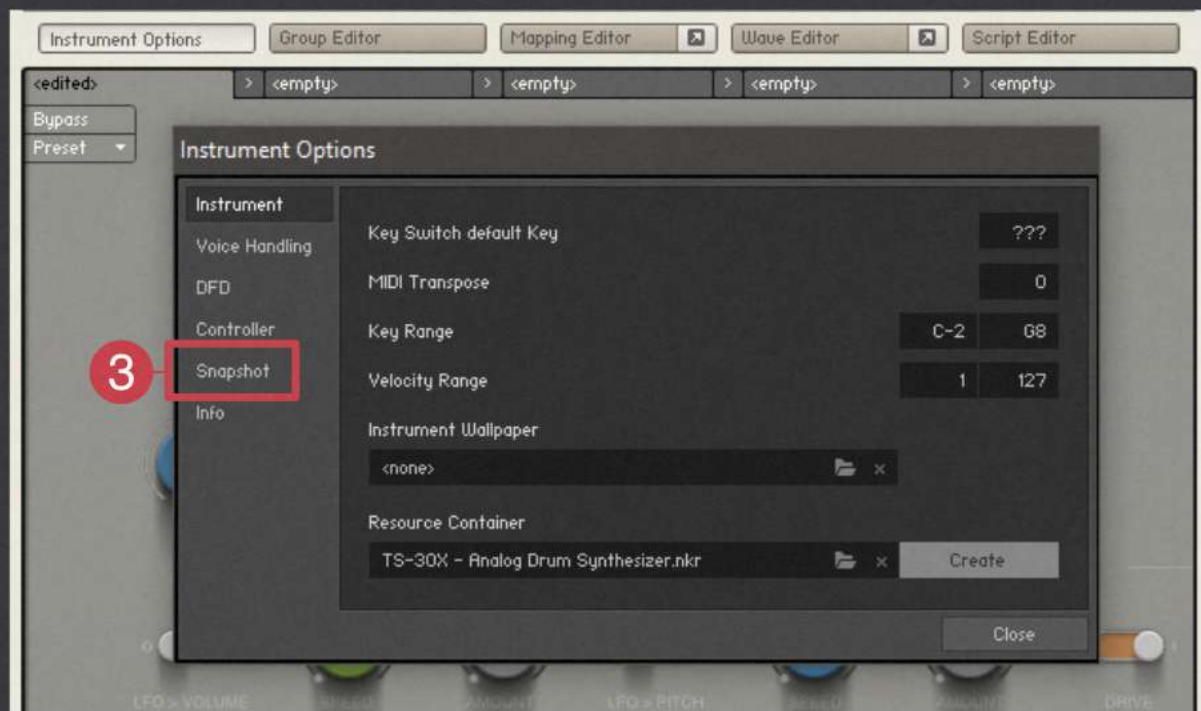
To install the presets, do the following:



Click the wrench icon ① at the top of the instrument

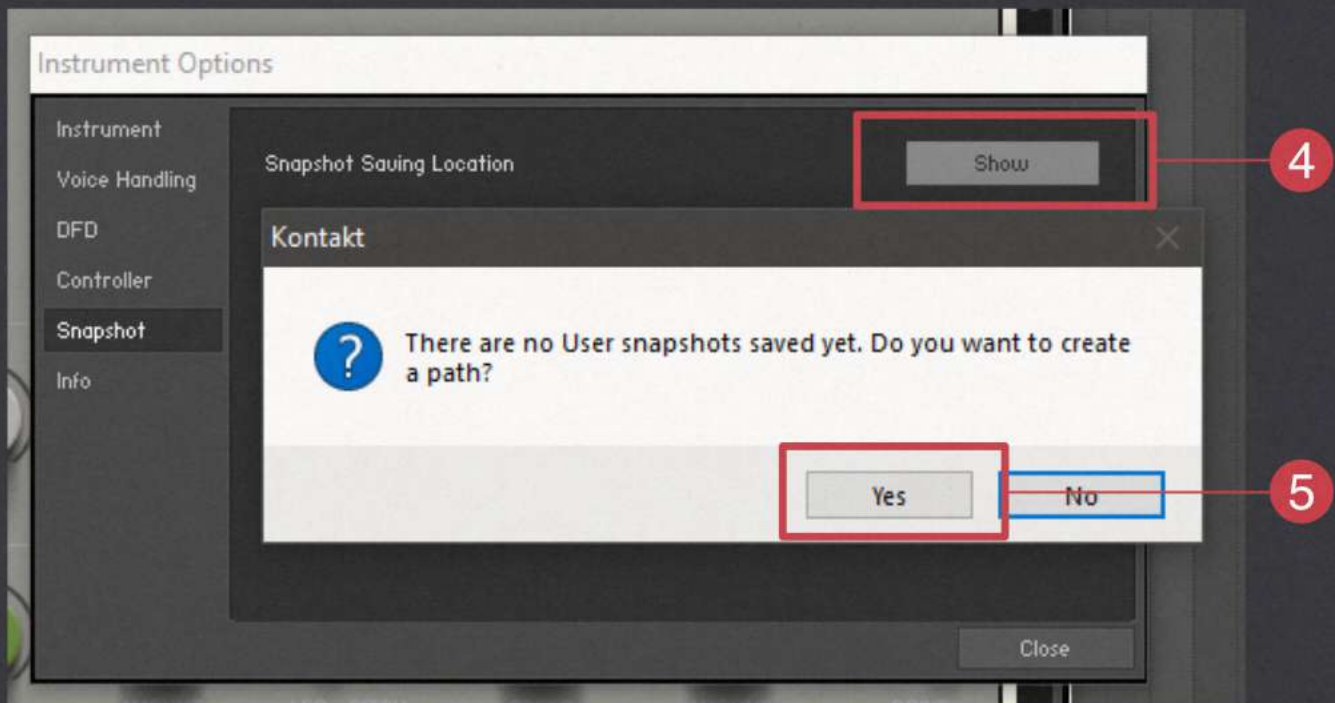


Click the Instrument Options ② button.



On the new pop-up window, select the Snapshots option ③

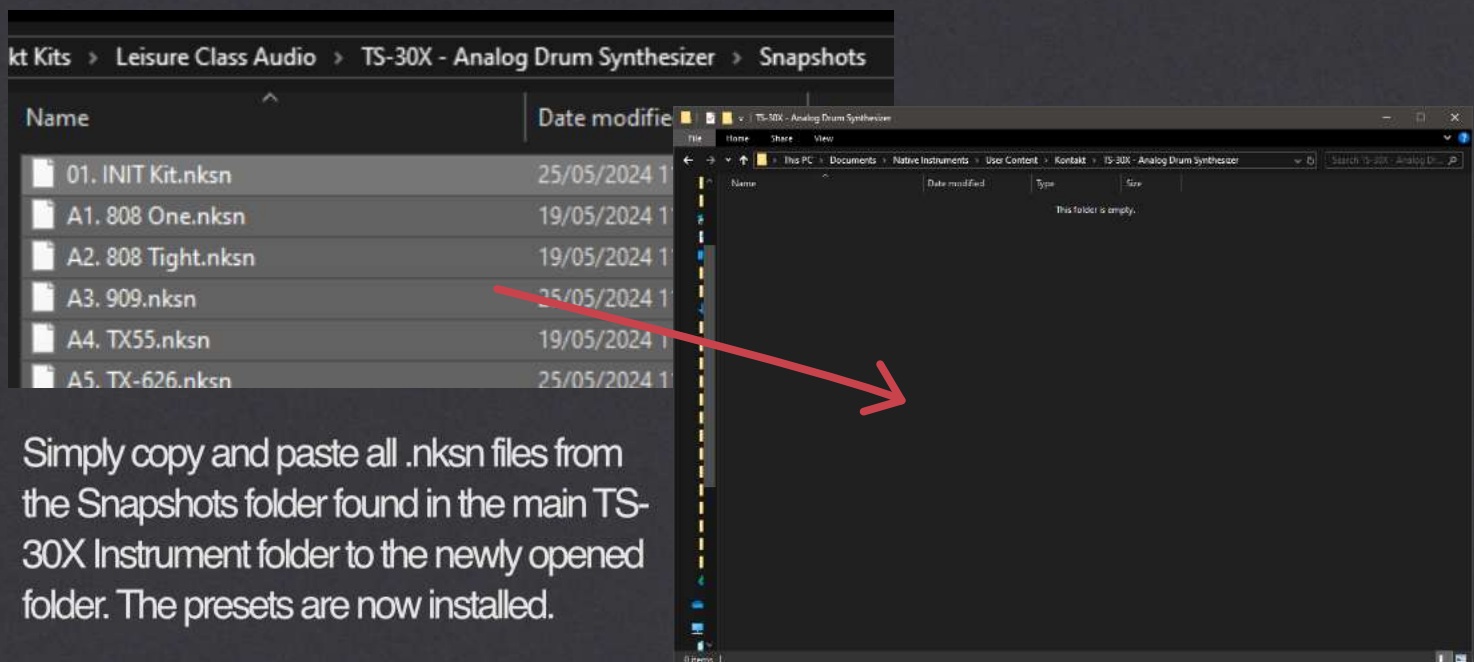
Preset Installation - Continued



Beside the Snapshot Saving Location, hit the Show button ④

A pop-up will appear asking if you'd like to create a snapshot path. Select yes ⑤

Kontakt will then create the Snapshot/preset folder for you in the correct location and automatically open it.



Simply copy and paste all .nksn files from the Snapshots folder found in the main TS-30X Instrument folder to the newly opened folder. The presets are now installed.

Preset Loading

To use the presets in Kontakt, move to the Snapshot selection mode by selecting the Camera icon **1** and use either the arrows **2** to select, or the drop down **3** to move through presets.



Playing the Instrument

The TS-30X is designed for expressive playability via MIDI keyboard, piano roll, sequencer, or MIDI e-kit/ drum triggers. The default notes per drum are as follows:

	KICK	RIM	SNARE	CLAP	TOM 1	CYM 1	TOM 2	CYM 1	TOM 3	CYM 2
Note	C1	C#1	D1	D#1	F1	F#1	G1	A#1	G1	G#1
Number	36	37	38	39	41	42	43	44	45	46

The default MIDI notes can be changed via the Options panel described later in this manual.

TS-30X Overview



The **TS-30X** is a 9 module drum synthesizer based on the TAMA Techstar analog drum synthesizers of the 1980s. Like the Simmons and Pearl units of the time, the Techstar line provided all the glorious synthesized drums one could want in a similar package but with a unique aggression that set it apart from the others.

Leisure Class Audio have taken the raw sounds of Techstar TS-305 and TS-306 units and pushed them far beyond the originals. The **TS-30X** includes the individual voices of the Kick, Snare, Rim, and Toms while redesigning the Clap module AND creating two all new modules: Cymbals 1 & 2.

From punchy realistic drums, vintage drum machines and beat boxes, disco zaps and toms, or bizarre FX, the **TS-30X** can do it all.

TS-30X Overview

A full list of additional features (in no particular order) is as follows:

- Custom Cymbal modules architecture not found on the original units which can be choke-linked or independent; they can be used as either Hi-Hats, Crash, Ride, or utilized as additional Tom modules if desired
- Rebuilt Clap module including decay time, stereo spread, and better overall control
- Every individual module from the source unit was sampled and used on their respective channels within TS-30X
- Sampled through multiple pieces of Leisure Class Audio's hardware preamps and mixers. These options are available to choose per module with the preamp 'Colour' feature
- Performance-focused control on all modules including Velocity to Volume, Velocity to Noise (Filter), Velocity to Pitch (Bend intensity)
- Re-mappable trigger notes per drum
- Individual output per module (bypasses Main & FX section) to route to DAW channels
- Additional bend range for all tone voices
- Volume and Pitch LFOs on all modules (except Clap)
- Pan control on all modules
- Resonant HPF filter (Boost Mode) on Kick and Snare modules that follows the fundamental pitch via Tune for enhanced bass
- Increased decay times on all modules
- Mute/Solo on all modules
- Drive, Reverb send, and Delay send FX available on all voices
- Main FX control for reverb, delay, saturation, and limiter
- Choke on/off option for Cymbal 1&2
- CC4 option for hi-hat pedal to cymbal decay operation

GUI Control & Navigation



- ① Voice Edit ② Performance Section ③ Modulation Options
- ④ FX Section ⑤ Drum Selection Buttons ⑥ Main Mixer
- ⑦ Main Level Controls ⑧ Mute / Solo Buttons ⑨ Options Button

The GUI is designed for easy navigation via the bank of drum selection buttons **5** along the middle. Switching the buttons brings up the controls **1 2 3 4** for the selected drum module; the main mixer **6** for all voices stays present regardless of the selected module.

In the top right is the Options button **9** which opens a panel for MIDI note assignment, cymbal choke options, and hi-hat control via MIDI CC#4. The same button closes the panel when not in use.

Knobs are controlled by clicking and dragging up or down. Holding SHIFT while controlling the knobs allows fine tuning of the parameters. Holding CTRL/CMD and then clicking a knob resets it to zero / the default value.

The Mute/Solo Buttons **8** can be activated by clicking the M (mute) or S (solo). To clear all mutes and solos hold CTRL/CMD and click the M or S.

The COLOUR and OUTPUT selectors found at the bottom of the Main Mixer Section **6** are used by clicking and dragging up or down.

Drum Modules

There are 9 drum modules in the **TS-30X**.

The **Kick**, **Snare**, and three **Tom** modules all share a similar architecture.

The **Clap** module is completely redesigned for more flexibility while maintaining the sound of the original unit.

The **Cym 1** & **Cym 2** modules are a Leisure Class Audio original addition. These modules are identical to each other and can be used as either a closed hi hat/open hi hat, ride, crash, FX, or - due to the similarity in architecture - additional toms or tonal drums. The main difference on these channels is that the Balance is 100% default to noise; an additional PEAK filter on the noise; and a Velocity to Decay Performance feature.

In depth details for each are as follows:

Kick / Snare / Toms / Rim



VOICE EDIT

Tune	Tunes the tone portion of the drum
Boost Button 	Resonant HPF bump to increase low end NOTE: kick and snare only
Decay	Sets the decay of the tone and noise of the drum
Bend	Sets the amount of tuning bend on the tone of the drum. + bends the note down; - bends the note up.
Noise	Sets the filter on the noise and attack portions
Balance	Sets the balance between tone and noise
Attack	Sets the level of the attack sound. Oddly named, this is not part of the envelope but a separate transient sound.

MODULATION

LFO - Volume Switch	Turns the LFO to Volume on or off
Speed	Sets the speed of the LFO to Volume
Amount	Sets the amount/strength of the LFO to Volume
LFO - Pitch Switch	Turns the LFO to Pitch on or off
Speed	Sets the speed of the LFO to Pitch
Amount	Sets the amount/strength of the LFO to Pitch

PERFORMANCE

Velocity to Noise	MIDI Input velocity controls the amount of filtering. The higher the velocity, the more open the filter. NOTE: Noise knob must be set below 100% for this knob to have an effect
Velocity to Volume	MIDI Input velocity controls the volume of the drum. This allows for a more expressive and realistic performance.
Velocity to Pitch	MIDI Input velocity controls the amount of pitch bend. NOTE: Bend knob must be set above or below 12 o'clock for this knob to have an effect

FX

Drive on/off Switch	Turns the channel drive on or off
Drive Amount	Sets the amount of drive on the drum channel
Reverb Send	Sets the level sent to the reverb
Delay Send	Sets the level sent to the delay

Clap



VOICE EDIT

Tune	Acts like a filter for the noise of the clap
Decay	Sets how long the clap lasts
Time	Adjusts the time between claps
Spread	Stereo spread of the clap sound. Sends each iteration of the clap alternating from left to right.
"Reverb" Amount	Sets the decay time of the noise portion of the clap sound.
"Reverb" Level	Sets the level of the decaying noise portion of the clap sound.

PERFORMANCE

Velocity to Volume	MIDI Input velocity controls the volume of the drum. This allows for a more expressive and realistic performance.
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FX

Drive on/off Switch	Turns the channel drive on or off
Drive Amount	Sets the amount of drive on the drum channel
Reverb Send	Sets the level sent to the reverb
Delay Send	Sets the level sent to the delay

Cym 1 / Cym 2



VOICE EDIT

Tune	Tunes the tone portion of the drum
Decay	Sets the decay of the tone and noise of the drum
Bend	Sets the amount of tuning bend on the tone of the drum. + bends the note down; - bends the note up.
Noise	Sets the filter on the noise and attack portions
Balance	Sets the balance between tone and noise
Attack	Sets the level of the attack sound. Oddly named, this is not part of the envelope but a separate transient sound.
Peak	Sets the filter's EQ Peak. This allows you to tune the resonance of the cymbal sounds.

MODULATION

LFO - Volume Switch	Turns the LFO to Volume on or off
Speed	Sets the speed of the LFO to Volume
Amount	Sets the amount/strength of the LFO to Volume
LFO - Pitch Switch	Turns the LFO to Pitch on or off
Speed	Sets the speed of the LFO to Pitch
Amount	Sets the amount/strength of the LFO to Pitch

PERFORMANCE

Velocity to Noise	MIDI Input velocity controls the amount of filtering. The higher the velocity, the more open the filter. NOTE: Noise knob must be set below 100% for this knob to have an effect
Velocity to Volume	MIDI Input velocity controls the volume of the drum. This allows for a more expressive and realistic performance.
Velocity to Decay	MIDI Input velocity controls the decay amount. Great for expressive hi hat playing. The strength of the Decay knob sets the max amount of decay based on the velocity.

FX

Drive on/off Switch	Turns the channel drive on or off
Drive Amount	Sets the amount of drive on the drum channel
Reverb Send	Sets the level sent to the reverb
Delay Send	Sets the level sent to the delay

Main & FX



REVERB EDIT

Decay	Sets the decay time of the reverb
Size	Sets the size of the reverb
Damping	Damping adjustment for the reverb
Low Cut	Low pass filter setting on the reverb
Reverb on/off Switch	Turns the global reverb send on or off
High Cut	High pass filter setting on the reverb

DELAY EDIT

Time	Sets the time of the delays. Can be BPM sync or ms
Feedback	Sets the feedback(repeat amount) of the delay
BPM/ms Switch	Switch between BPM Sync or free ms
Low Cut	Low pass filter setting on the delay
Delay on/off Switch	Turns the global delay send on or off
High Cut	High pass filter setting on the delay

MAIN EDIT

Saturation	Adjust the amount of saturation for the main out of the instrument
Limiter Input	Sets the level from all drums going into the limiter
Limiter	Sets the threshold for the limiter
Saturation on/off Switch	Turns the global saturation on or off
Limiter on/off Switch	Turns the global limiter on or off

Options



The options panel can be open and closed via the options button  in the top right corner of the GUI.

From the options panel you may:

1. Change the midi note trigger per drum
2. Turn the CC4/Pedal function on for Cym 1
3. Choke-link Cym 1 and Cym 2

Mixer Section

Each module has the following under the drum selection buttons:



Automation & MIDI Control

A number of parameters of TS-30X can be automated from your DAW. The parameters are:

MAIN

- 1 Main
- 2 Main
- 3 Main

KICK

- 4 Level
- 5 Pan
- 6 Tuning
- 7 Decay
- 8 Tone / Noise
- 9 Verb Send
- 10 Delay Send

SNARE

- 11 Level
- 12 Pan
- 13 Tuning
- 14 Decay
- 15 Tone / Noise
- 16 Verb Send
- 17 Delay Send

RIM

- 18 Level
- 19 Pan
- 20 Tuning
- 21 Decay
- 22 Tone / Noise
- 23 Verb Send
- 24 Delay Send

CLAP

- 25 Level
- 26 Pan
- 27 Decay
- 28 "Reverb" Amount
- 29 Verb Send
- 30 Delay Send

TOM 1

- 31 Level
- 32 Pan
- 33 Tuning
- 34 Decay
- 35 Tone / Noise
- 36 Verb Send
- 37 Delay Send

TOM 2

- 38 Level
- 39 Pan
- 40 Tuning
- 41 Decay
- 42 Tone / Noise
- 43 Verb Send
- 44 Delay Send

TOM 3

- 45 Level
- 46 Pan
- 47 Tuning
- 48 Decay
- 49 Tone / Noise
- 50 Verb Send
- 51 Delay Send

CYM 1

- 52 Level
- 53 Pan
- 54 Tuning
- 55 Decay
- 56 Peak
- 57 Verb Send
- 58 Delay Send

CYM 2

- 59 Level
- 60 Pan
- 61 Tuning
- 62 Decay
- 63 Peak
- 64 Verb Send
- 65 Delay Send

IMPORTANT NOTE

Some MIDI CCs are used for internal modulators within the instrument.

If you plan on linking controllers to the TS-30X please refrain from using the following MIDI CCs

118 119 120 121 122 123 124 125 126

Credits / License / Legal

Sampling, Programming, and Design by K. Preston Merkley for **Leisure Class Audio**

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