

About Kickain

Kickain is an integrated kick drum and side chain compressor built into a 12hp eurorack module.

Featuring a 909 inspired virtual bass drum circuit and a unique spectral compression system, Kickain takes side chaining to a whole new level of power and convenience.

To use Kickain effectively, connect your main mix (without a kick) to the stereo inputs and send a trigger pulse to the unit to fire off the kick.

With multiple internal envelope shapers, filters and wave shapers, a 24 bit digital reverb and zero latency, you can tweak the controls to get the perfect sounding kick drum for any tempo or genre. Kickain will automatically adjust the spectral side chain compressor, ensuring you are getting maximum power from the kick at all times, with minimum disruption to both your mix and your workflow. Designed with performance in mind, Kickain is easy to use, enabling you to generate the most powerful sounding rhythm tracks with vinyl master sound quality.

FX Loop Mode

For further processing of the kick drum the FX loop option can be used (mono operation only).

To use this option flip the DIP switch number 1 on the back of the unit to ON and restart the module. The solo kick sound will now be available at the (Send) output and is returned at the (Return) input. Input L and Output L function normally.

Installation

Poly Cinematic requires a -12v/+12v eurorack power source.

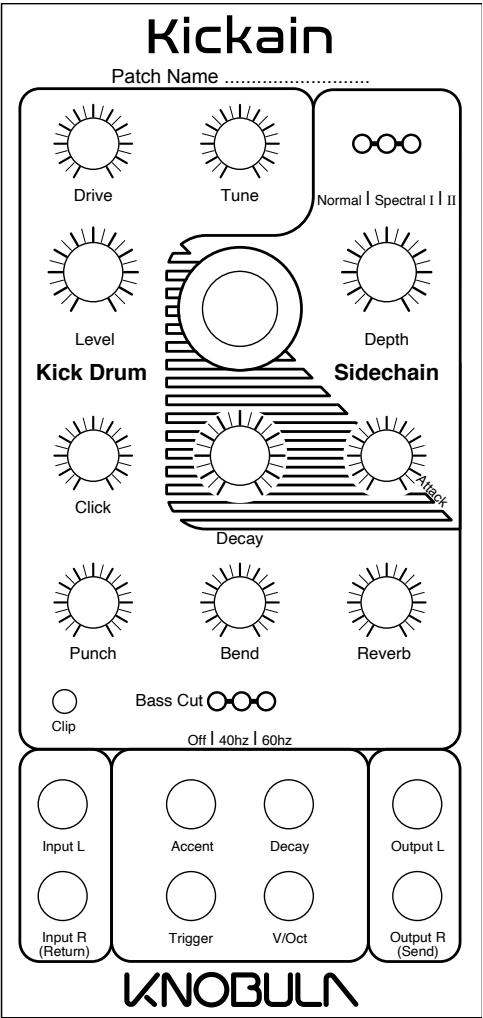
Power Consumption: +12V=90mA, -12V=5mA, +5V=0mA

Online manual and support

The online manual can be downloaded from our website at <https://www.knobula.com/downloads>. Support can be found on our website at <https://www.knobula.com/forum>.



Please refer to the online manual for detailed information regarding compliance with EMC directives.



User Guide

Drive

Adjusts the waveform of the drum sound from smooth sine wave to overdriven triangle.

Tune

The master pitch control for the drum sound.

Level

The overall gain of the drum sound.

Click

Emits a range of different filtered clicks at the start of the sound.

Punch

Controls the amount of initial energy at the start of the sound with a short independent pitch bend envelope.

Decay

Controls both the decay of the kick and the release of the compressor.

Bend

Adjusts the amount of pitch bend over the whole duration of the sound. Unlike Punch, the slope of the pitch bend is driven by the Decay control.

Input L + R

Connect the input signal here. This can be your whole stereo mix (recommended) or simply a rhythm section or bass line.

Input R(return)

In FX Loop mode this is the return connection from the FX send signal path. Otherwise this is the Right channel input.

Clip

Led lights up red when the input signal is too high.

Accent

When triggered in combination with Trigger, the sound is accented with more energy .

Trigger

Triggers both the kick drum sound and the side chain compression of the input.

Decay

Bipolar voltage can increase or decrease the Decay time

V/Oct

Pitch control of the kick frequency.



Normal / Spectral I / II

Controls how the input signal is modified in order to make way for the kick drum.
Normal - Traditional side chain behaviour, the input signal is attenuated whilst the kick drum is playing.

Spectral I - Only frequencies near to the pitch of the kick drum are filtered from the input signal.

Spectral II - As above but with more accurately targeted frequency removal giving a more subtle effect.

Depth

The amount of gain reduction or spectral compression on the incoming signal, zero has no effect.

Attack

Increasing values reduce the initial transient of the Kick drum and allow some of the transient of the input signal to pass through instead.

Decay

See Kick section.

Trigger

Manual trigger of the kick drum

Reverb

Adds drum shell resonance and room reflection effects to the kick drum sound, increasing the value brightens the reverb and widens the stereo field. Reverb length is controlled by Decay, reverb is enveloped by the decay envelope.

BassCut

Controls the lowest frequency that the kick drum can output. The 40Hz is good for deep kick drum sounds, 60Hz is better when the kick is used with a deep bass sound - to avoid clashing frequencies. When switched off sub bass frequencies of 20Hz may occur.

Output

The combined output of the kick drum and compressed input signal. In FX loop mode the Right output serves as a send of the kick drum sound only.