



HAND CLAPPER

USER GUIDE

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1. Hand Clapper

Hand Clapper is a drum synthesizer dedicated to claps sounds. The internal design is inspired by a famous Japanese percussion synthesiser from the '80. There are three internal noise sources that are used to recreate the classic sound of vintage analog drum machines. It's also possible to load external samples and sculpt them with the same circuit emulation.

1.1 Specifications

- 4 sources: 808, 909, HC2, Custom
- 30 Factory Presets
- 11 Custom Analog Samples
- Tone bandpass/peak filter
- Vintage Reverb
- Formats: VST, AU, and AAX (32/64bit)
- Platforms: OSX, Windows

1.2 Installation

OSX

- Double click on the DMG image *HandClapper.dmg*
- Right click on the package *HandClapper.pkg* and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract *HandClapper.rar*
- Run *HandClapperSetup.exe*
- Follow the instructions to install the plug-in(s)

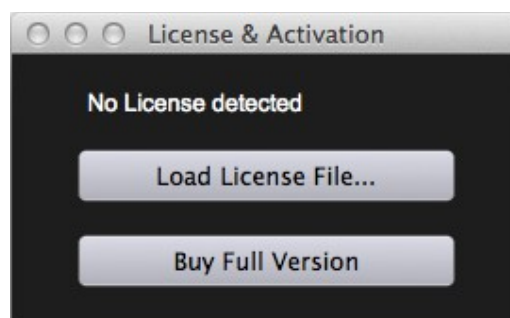
1.3 Registration

In demo mode the plugin will output silence for 3 seconds every 30 seconds.

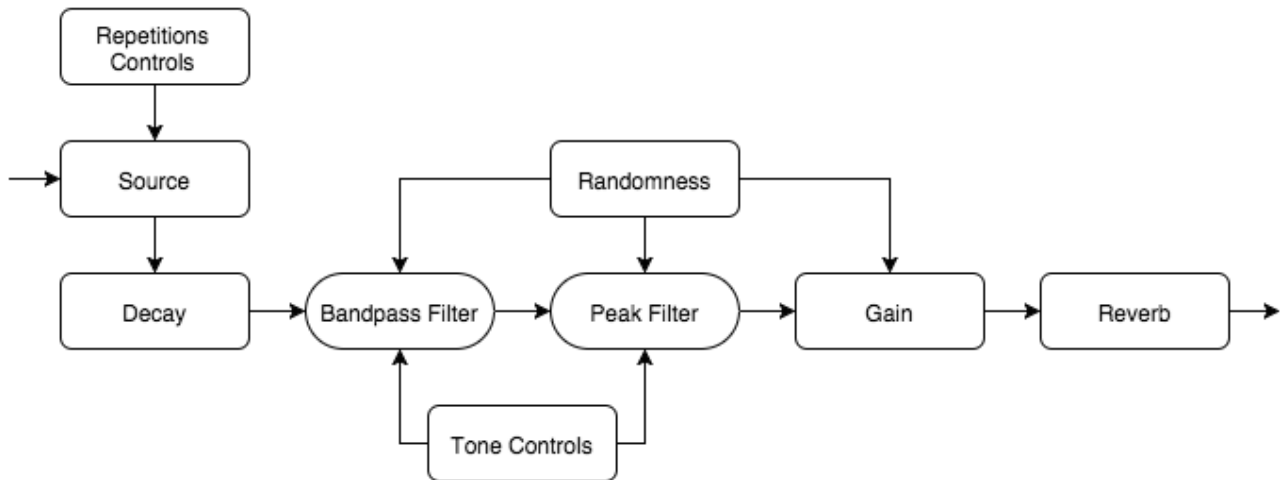
To register it, you should have a valid license file (*handclapper_license.atl*).

Click on the *More* button and then choose *Registration*.

A popup window will open, click on *Load License File...* and locate your license file (*handclapper_license.atl*).



2. Signal Flow



The *Source* section is triggered multiple times according to the *Repetitions Amount* knob. The clap sections on classic drum machines usually have three initial repetitions (with shorter decay) and then the body.



Tip: since the last repetition will be delayed (with 4 repetitions at 10ms each, the last one will be delayed by 30ms), you may need to anticipate the clap note in order to match the beat.

3. Parameters

Tone

Frequency Controls the Frequency of the filters

Gain Controls the Peak filter volume

Repetitions

Amount Controls how many times the Source will be triggered to generate initial repetitions

Rate Controls the delay between each initial repetition

<i>Decay</i>	Controls the Decay time
<i>Randomness</i>	Controls the amount of random changes applied to the filters and the volume
<i>Reverb</i>	Controls the amount of the Plate Reverb wet signal
<i>Gain</i>	Control the volume of the instrument
<i>Source</i>	Selects between the internal sound sources (808, 909, HC2) or an external WAV file

4. Loading External Samples

By clicking on the *Load* button, it will be possible to load external samples to use as a source for your clap or percussion sounds. You can also drag and drop your samples anywhere on the GUI.

Any kind of noise will usually be a good starting point for claps or snare sounds. You can only load WAV files shorter than 6 seconds.

5. Features

5.1 Randomizer

It is possible to randomize all the parameters in the interface by clicking on the Random button in the top bar.

Right-clicking on a parameter will show the Randomizer menu.



<i>Lock/Unlock Random</i>	Decides if the parameter can be randomized
<i>Lock All</i>	No parameters will be randomized
<i>Unlock All</i>	All parameters will be randomized

5.2 More Features

By clicking on the More button you can access additional features.

5.2.1 Velocity

When enabled, the instrument will respond to MIDI velocity. This feature can be saved with the preset.

You can also choose between three velocity curves (soft, linear, hard).

5.2.2 Tuned

When enabled, the instrument will be tuned across the keyboard (C3 will be the main note). This feature can be saved with the preset.

5.2.3 Limiter

When enabled, the sounds will be hard clipped at 0dB.

5.2.4 Unload Custom Sample

Clicking this option will unload the custom sample.

5.2.5 Open Custom Sample Folder

Opens the current folder used for the custom samples.

5.2.6 Set Custom Sample Folder

Clicking this option will let you set the custom sample folder.

The default paths are:

PC - Documents\AudioThing\Samples\HandClapper

MAC - ~/Music/Audio Music Apps/AudioThing/Samples/HandClapper

Additional notes: presets will be saved with the relative path for the sample (so even if the Custom Sample Path is changed, the preset will load just fine).

The plugin will also ask to copy the sample to the Custom Sample Path if the file is not there (saving the new relative path in the preset).

Additionally, when loading a preset, if the sample can't be found in the original relative path, the plugin will automatically search for the file in the Custom Sample Path. This is good when the Custom Sample Folder is changed to another location without having to resave all the presets.

5.2.7 Bounce to File

You can export the processed sounds as a single WAV sample to use in other drum machines or samples.

5.2.8 Compact View

When enabled, the GUI shortens to better manage the space on smaller screens.

6. End

6.1 Credits

Programming: Carlo Castellano

Design: John Gordon (vstyler)

6.2 EULA

Please visit www.audiothing.net/eula/ to review this product EULA.

6.3 Thank You

Thank you for buying this product! We hope you will have as much fun using it as we had making this product. For help or any question, feel free to contact us here: www.audiothing.net/contact/

