HAND CLAPPER

USER GUIDE

v1.5

HAND CLAPPER

Hand Clapper is a drum synthesizer plugin dedicated to claps sounds.

The design is inspired by a famous Japanese percussion synthesiser from the 80s.

There are three internal noise sources that are used to recreate the classic sound of vintage analog drum machines (such as 808, 909, HC2, and more).

You are not limited to just the on-board sounds though, you can also load in any sample you want.

INSTALLATION

MAC OS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

WINDOWS

- Extract the ZIP archive
- Double click on the setup file (*.exe*)
- Follow the instructions to install the plug-in(s)

REGISTRATION

In demo mode the plug-in will output silence for 3 seconds every 45 seconds, and you won't be able to save presets.

You can open the registration window by clicking on the ☰ icon next to the bypass button, in the top-right corner.

You can choose *Online* or *Offline* authorization.

ONLINE

- If you haven't created an account yet, you can signup here using the same email address used at check out.

- Just input your credentials into the text fields and click on Log In
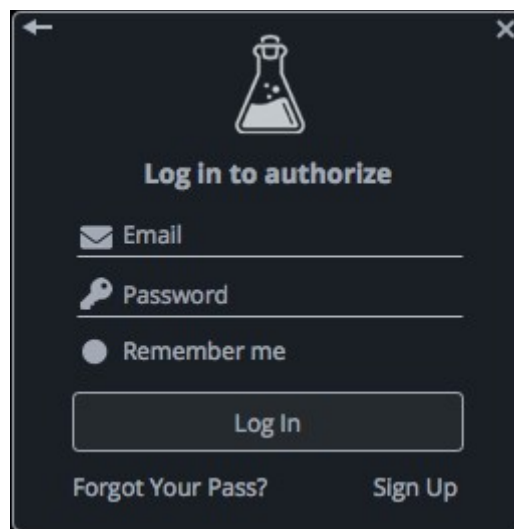
OFFLINE

- Download the license file from your account.

- Copy the file to your offline computer.

- Just drag and drop the license into the registration window or click on the *Load License File* button and browse to the downloaded license.
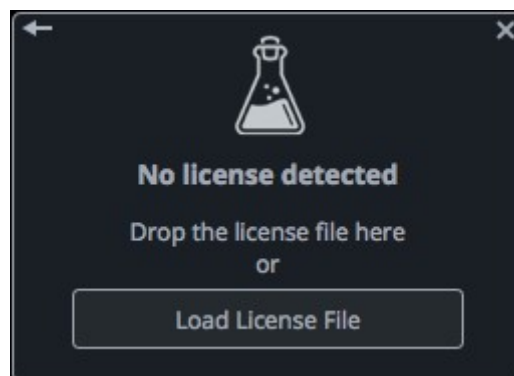
PARAMETERS

LIST

Tone

Frequency   Controls the Frequency of the filters

Gain   Controls the Peak filter volume

Decay   Controls the Decay time

Source   Selects between the internal sound sources (808, 909, HC2) or an external WAV file

Reverb   Controls the amount of the Plate Reverb wet signal
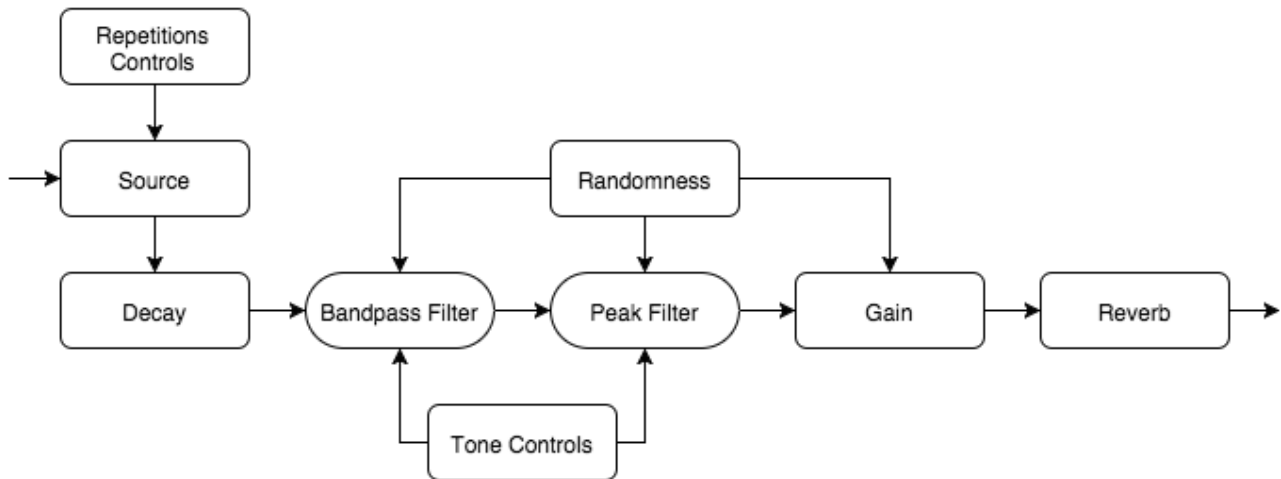
Repetitions

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

Rate   Controls the delay between each initial repetition

Randomness Controls the amount of random changes applied to the filters and the volume

Gain   Control the volume of the instrument

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.

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.
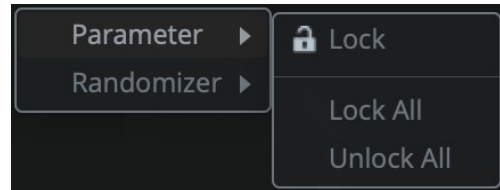
You can also browse the external samples in the Custom Sample Folder using the arrow keys on your keyboard (only when Custom Source is selected).

FEATURES

PARAMETER LOCK

If you want to keep the value of one or more parameters while changing presets, you can use the Parameter Lock feature.
Right click on a parameter and choose Parameter / Lock.

|	
Lock/Unlock	If locked, the parameter won't be updated when changing presets
Lock All	No parameters will be updated
Unlock All	All parameters will be updated

RANDOMIZER

It is possible to randomize the parameters in the interface by clicking on the Random (dice) button in the top bar.
You can also exclude some of the parameters from the randomization. Right click on a parameter and choose Randomizer:
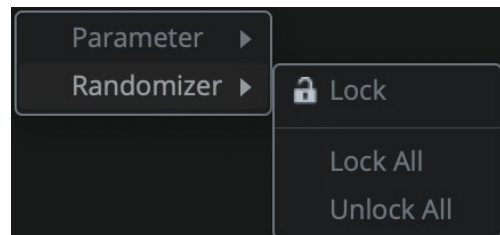
Lock/Unlock	If locked, the parameter won't be randomized
Lock All	No parameters will be randomized
Unlock All	All parameters will be randomized

By clicking on the ☰ icon you can access additional features.

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).

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.

ONE SHOT

When enabled, the sounds will be soft clipped.

SOFT CLIP

When enabled, the sounds will be soft clipped.

UNLOAD CUSTOM SAMPLE

Clicking this option will unload the custom sample.

OPEN CUSTOM SAMPLE FOLDER

Opens the current folder used for the custom samples.

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 usefull when the Custom Sample Folder is changed to another location without having to resave all the presets.

BOUNCE TO FILE

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

WINDOW SIZE

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the *standard* size.

END

WHERE IS EVERYTHING?

The installer will place the plugins, presets and other data in these folders.

MAC OS

AU: */Library/Audio/Plug-ins/Components/*

VST: */Library/Audio/Plug-ins/VST/*

VST3:   */Library/Audio/Plug-ins/VST3/*

AAX: */Library/Application Support/Avid/Audio/Plug-Ins/*

Data: */Users/Shared/AudioThing/*

WINDOWS

VST: *custom path from installer*

VST3:   *\Program Files\Common Files\VST3*

AAX: *\Program Files\Common Files\Avid\Audio\Plug-Ins*

Data: *\Users\Public\Public Documents\AudioThing*

CREDITS

DSP & Code: Carlo Castellano
Design: John Gordon (vstyler)
QA Engineer: Giuseppe Marrazzo

Presets: AU (Audilepsy)

EULA

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

THANK YOU

Thank you for your purchase! 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/