



HATS

USER GUIDE

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1. Hats

Hats is a drum synthesiser plugin dedicated to hihats and cymbals sounds. It features two independent sources: synthesised noise and custom sample. Instead of generic white or pink noise, the noise section features 6 square wave oscillators with different pitches and phases, like the famous TR808. The result is a noise sound with a controllable metallic character.

The factory bank comes with more than 50 samples, ranging from rare analog drum machines to real acoustic hihats and cymbals. Some of the samples were also processed with a classic Aphex Aural Exciter and recorded to tape with a vintage Revox B77 MkII.

Both sources can then be processed with 4 effects: Ring Modulator, Bit Crusher, Filter, and Reverb. The effects can also be arranged in any order with a simple drag and drop. The filter section features an HighPass and BandPass in series; both filters are 12dB/oct state variable filters with zero delay feedback.

1.1 Specifications

- Two Sources: synthesized noise and custom sample
- 55 Samples / 80 Presets
- Ring Modulator, Bit Crusher, Reverb, Filter (SVF/ZDF)
- Preset system with randomizer
- Formats: VST, AU, and AAX (32/64bit)
- Platforms: OSX, Windows

1.2 Installation

OSX

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

Windows

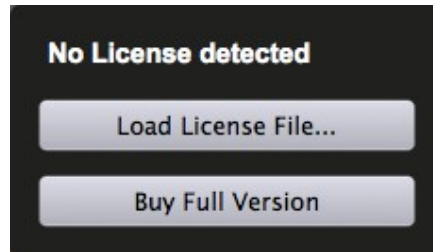
- Extract *AudioThing-Hats.rar*
- Run *HatsSetup.exe*
- Follow the instructions to install the plug-in(s)

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 (*hats_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 (*hats_license.atl*).



2. Parameters

Noise

Grain Controls the metallic character of the noise by tuning the 6 square wave oscillators

Level Controls the volume of the synthesized noise

Sample

Pitch Controls the pitch of the loaded sample from -24st to +24st

Gain Controls the volume of the custom sample

Sample Start Controls the start point of the sample in %

Filter Controls whether the custom sample should be filtered or not by placing it before the effects (pre) or after (post) the filter

Loop If enabled will loop the sample from the end to the Start Point

Envelopes

Attack Controls the Attack time of the envelope

Decay Controls the Decay time of the envelope

Lin/Exp It's possible to choose between Linear or Exponential curve for the Envelopes

LFO

<i>Rate</i>	Controls the rate/frequency of the LFO
<i>Depth</i>	Controls the amount of modulation to apply
<i>Destination</i>	It's possible to choose between multiple LFO destination

Ring Mod

<i>Frequency</i>	Controls the rate/frequency of the Ring Modulation
<i>Depth</i>	Controls the amount of Ring Modulation to apply

Crusher

<i>Bits</i>	Controls the Bit depth of the signal
<i>Rate</i>	Controls the amount of downsampling to apply

Filter

<i>Frequency</i>	Controls the cutoff point of the filters
<i>Resonance</i>	Controls the amount of emphasis of the filters

Reverb

<i>Size</i>	Changes the size of the Reverb room
<i>Wet</i>	Controls the amount of the Reverb wet signal

Master

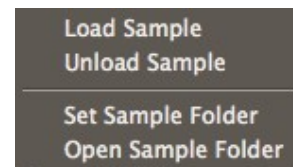
<i>Randomness</i>	Controls the amount of random changes applied to the sources
<i>Gain</i>	Controls the overall volume of the instrument

3. Loading External Samples

You can load 2 samples in Hats. One for the Short sound (closed), one for the Long sound (open). You can also choose to use only one sample for both sounds. Click on the arrow in the Sample Section to choose which sample to edit.



By clicking on the *Load* button (folder icon in the Sample section), you can choose between 4 options to manage the sample and sample folder.



You can also drag and drop your samples anywhere on the interface.

Load Sample Will let you browser for a sample to load (.wav/.aiff)

Unload Sample Will unload the custom sample

Set Sample Folder Clicking this option will let you set the custom sample folder. The default paths are:

PC – Documents\AudioThing\Samples\Hats

MAC – ~/Music/Audio Music Apps/AudioThing/Samples/Hats

Open Sample Folder Opens the current folder used for the custom samples

4. Settings

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

4.1 Settings

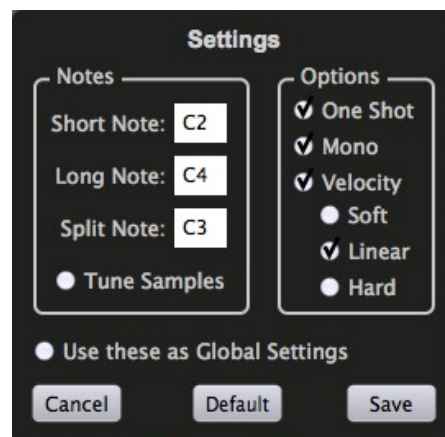
You can choose to change the root notes of the short and long sounds (it will work only if Tune Samples is selected), and you can also change the split note which separates the two sounds.

Additional options:

One Shot Will play the sound until the end, without stopping the envelope

Mono Will enable only one voice so every time a new note is played the old one will be stopped

Velocity When enabled, the instrument will respond to MIDI velocity. You can also choose between three velocity curves (soft, linear, hard).



You can choose to save these settings as Global Settings overriding any preset settings.

4.2 Bounce to file

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

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

To lock/unlock the effects modules, you can select Lock/Unlock Modules by clicking on the *More* button.

5.2 Auto Play

By selecting *Auto Play* from the *More* button you can automatically trigger 4 notes (3 short, 1 long). This feature is useful when you need to tweak a preset without creating a MIDI region.

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/

