HATS

USER GUIDE

v1.5

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.

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 between *Online* and *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
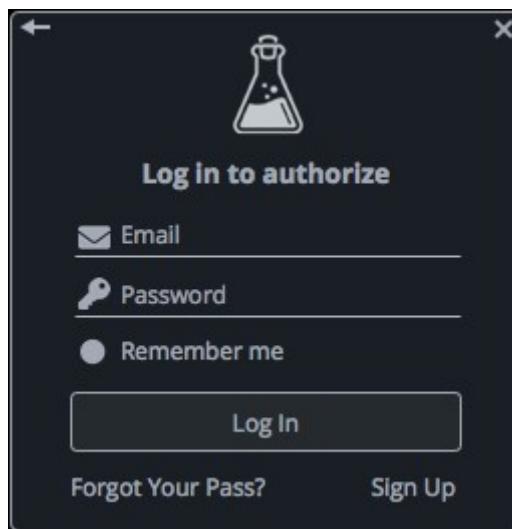
OFFLINE

- 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.
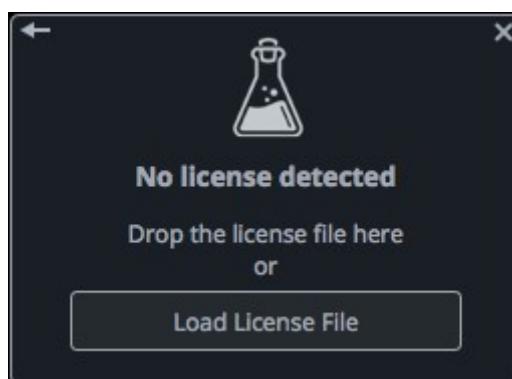
PARAMETERS

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 Pre/Post	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 form 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

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

Ring Mod

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

Crusher

Bits	Controls the Bit depth of the signal
Rate	Controls the amount of downsampling to apply

Filter

Frequency	Controls the cutoff point of the filters
Resonance	Controls the amount of emphasis of the filters

Reverb

|	
Size	Changes the size of the Reverb room
Wet	Controls the amount of the Reverb wet signal

Master

Randomness	Controls the amount of random changes applied to the sources
Gain	Controls the overall volume of the instrument

LOADING EXTERNAL ESAMPLE

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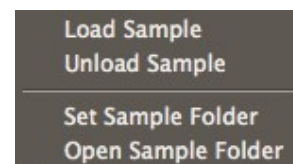
You can also drag and drop your samples anywhere on the interface.

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

FEATURES

PARAMETER LOCK

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the Parameter Lock feature.
Right click on a parameter and choose *Parameter Lock*.
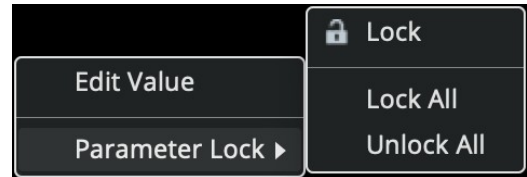
Lock/Unlock   If locked, the parameter won't be updated when changing presets
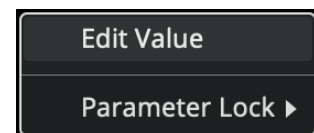
Lock All   No parameters will be updated

Unlock All   All parameters will be updated

EDIT VALUE

You can also manually change the value for knobs and sliders. Right click on a parameter an choose *Edit Value.*
You can also access this feature with a SHIFT + Click.

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

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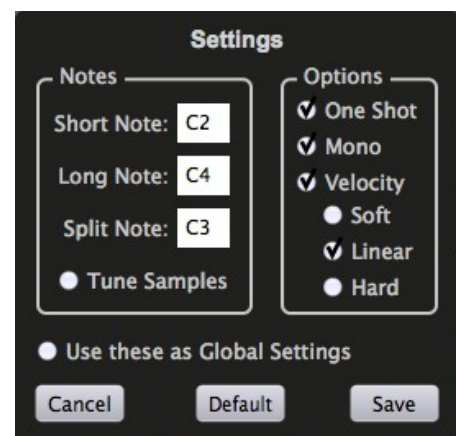
You can choose to save these settings as Global Settings overriding any preset settings.

BOUNCE TO FILE

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

AUTO PLAY

By selecting Auto Play 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.

ENABLE/DISABLE NOTIFICATIONS

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is *global* and it will affect all AudioThing plugins.

SWAP MOUSE BUTTONS

If you are using the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin. This option is *global* and it will affect all AudioThing plugins.

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

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/