

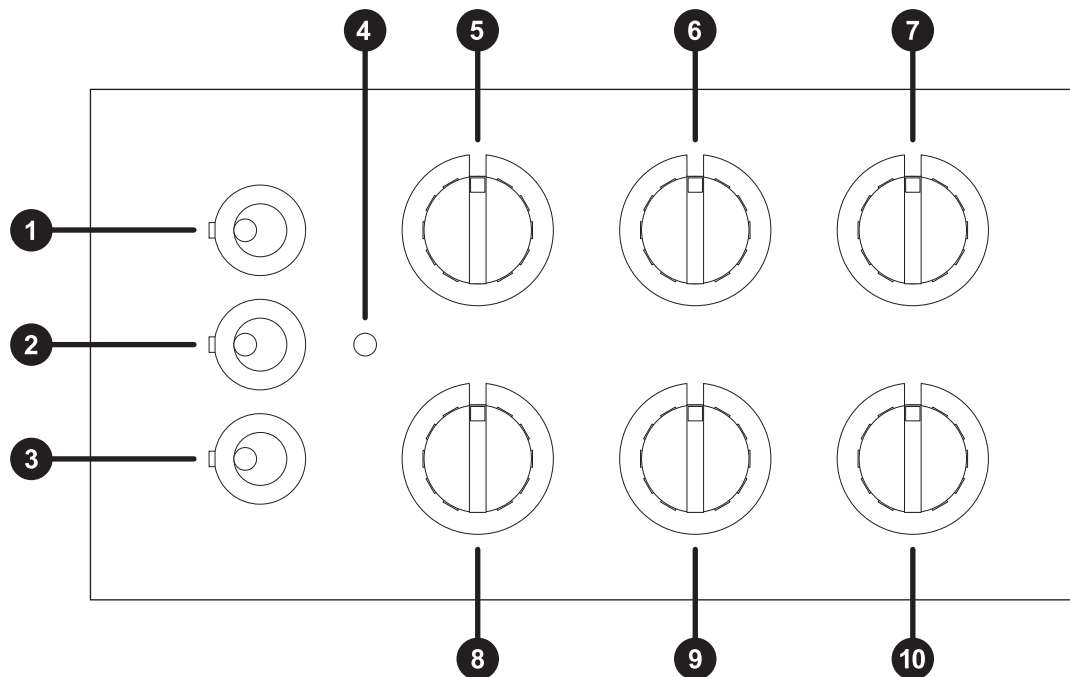
# Kicker



## User Guide

# Kicker

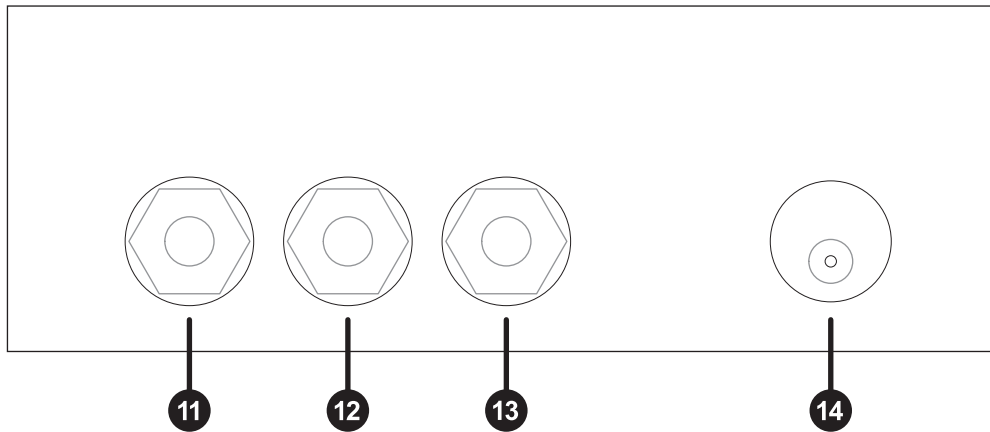
## Kick Drum & Low Frequency Percussion Synth



- 1 ON:** Left: Power On  
Right: Power Off
- 2 PUNCH:** Left: Off  
Right: On
- 3 ENV ATTACK:** Left: Fast Attack  
Right: Slow Attack
- 4 LED:** Power On indicator
- 5 OSC1 PITCH:** Sets the fundamental (centre) frequency of Oscillator 1
- 6 ENV DECAY:** Sets the Envelope Decay Time
- 7 OSC2 LEVEL:** Sets the volume of Oscillator 2
- 8 OSC2 PITCH:** Sets the fundamental (centre) frequency of Oscillator 2
- 9 OSC2 PARAM1:** Used with *OSC2 PARAM2* this affects the frequency that Oscillator 2 sustains at once triggered and the amount of time it will oscillate. These two controls affect the oscillator directly and range from short, snappy pulses to high-pitched self oscillation.
- 10 OSC2 PARAM2:** Used with *OSC2 PARAM1* this affects the frequency that Oscillator 2 sustains at once triggered and the amount of time it will oscillate. These two controls affect the oscillator directly and range from short, snappy pulses to high-pitched self oscillation.

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- 11 AUDIO OUT:** Main Audio Output: 6.5mm (1/4") Mono Socket
- 12 CV TRIGGER IN:** +DC Pulse from approx. +5 to +20V DC at approx. 20 milliseconds or less  
6.5mm (1/4") Mono Socket
- 13 AUDIO TRIGGER IN:** Accepts most fast-attack, short-duration audio signals at line level  
6.5mm (1/4") Mono Socket
- 14 \*POWER IN:** 12 Volt DC @ approx. 300mA  
2.1mm Socket  
Tip = Negative

*Kicker has short-circuit and over-voltage protection built in, but using the wrong adapter can cause damage to your instrument. Please check the polarity, spec and condition of your adapter before use.*

*Please also conserve energy and resources by powering down and unplugging Kicker when it is not in use.*

**\*Power adapter not included**

<b>SPECIFICATIONS:</b>	Dimensions (mm):	(W) 132 x (H) 68 x (D) 77
	Weight (kg):	0.45
	Case Construction:	0.9mm Mild Steel (CR4)

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## Kick Drum & Low Frequency Percussion Synth

### 1 Features:

- 100% Analog
- 2 independent sine-wave oscillators
- Wide-range synthesis controls
- Second oscillator will self oscillate
- Capable of very low frequencies
- Punch switch for high-impact hits
- Attack switch & Envelope Decay control
- Triggers via line-level Audio & CV Pulse
- Trigger sensitivity allows for accents
- Trigger speed goes to audio frequencies
- Chrome-plated case & pro hardware
- Limited-edition run

### 2 Troubleshooting:

*Problem:* Kicker does not power up

*Solution:* Check the polarity of the DC adapter. The 'TIP' must be Negative (-)

*Problem:* The Audio Trigger doesn't appear to be doing anything

*Solution:* The threshold for the Audio Trigger is approx. -6dB. Try slowly turning up the volume of the signal you are using as your Audio Trigger

*Problem:* The Audio Output sounds like it is overly distorted using the Audio Trigger

*Solution:* If the volume of the signal your are using as your Audio Trigger is set too high it will distort the triggered sound. Try slowly turning down the volume of the signal your are using as your Audio Trigger

*Problem:* The Audio Output sounds like it is overly distorted using the CV Trigger

*Solution:* The CV Trigger must be short enough to trigger the internal oscillators without distorting them. Most MIDI to CV converters, analog trigger outs and DC (or positive going) oscillators with a good pulse-width control should be able to trigger Kicker without problems

*Problem:* The Envelope Decay control seems to have stopped working

*Solution:* Kicker uses a 'non-retriggering' Attack/Decay Envelope. It is possible, when using a Decay time that is much slower (longer) than the trigger speed (Tempo), that the Decay section of the Envelope Generator might briefly 'latch up'. This is intentional and using the tail of the Decay portion of the Envelope to affect the Attack section can produce great results. To reset the 'latch-up' simply turn the Decay time back down

*Problem:* Oscillator 2 has gone mad

*Solution:* The OSC2 PARAM1 and OSC2 PARAM2 controls are linked. They must both be set in order to achieve the desired sound. They both have an affect on the Pitch and Decay of Oscillator 2 before it is routed to the VCA. It is possible to push Oscillator 2 into 'self-oscillation' so that it will continue to sound even though there is no trigger input. If this is a problem slowly and gradually lower both OSC2 PARAM1 and OSC2 PARAM2 until the oscillations only occur on triggering

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## Kick Drum & Low Frequency Percussion Synth

Print or photocopy this sheet to record the settings of your favourite sounds.

**Description:**

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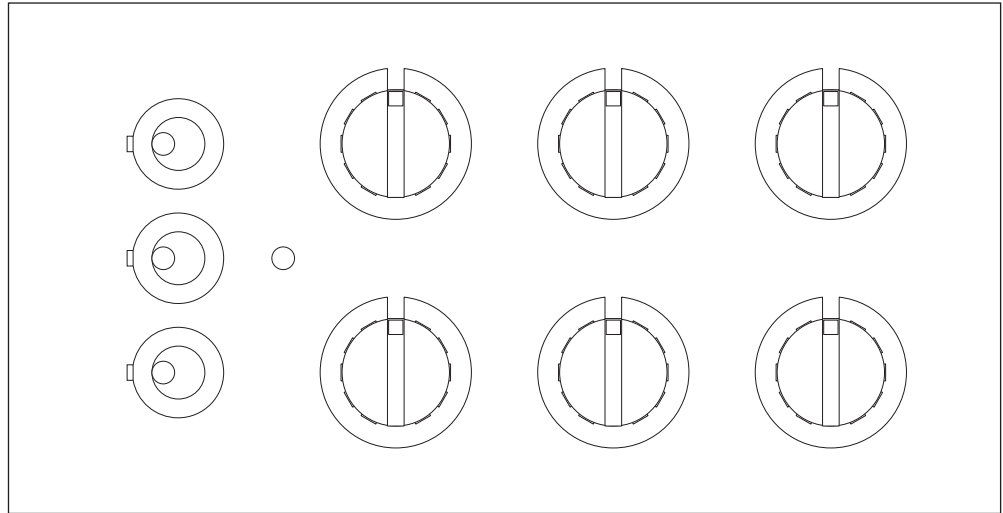
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**Description:**

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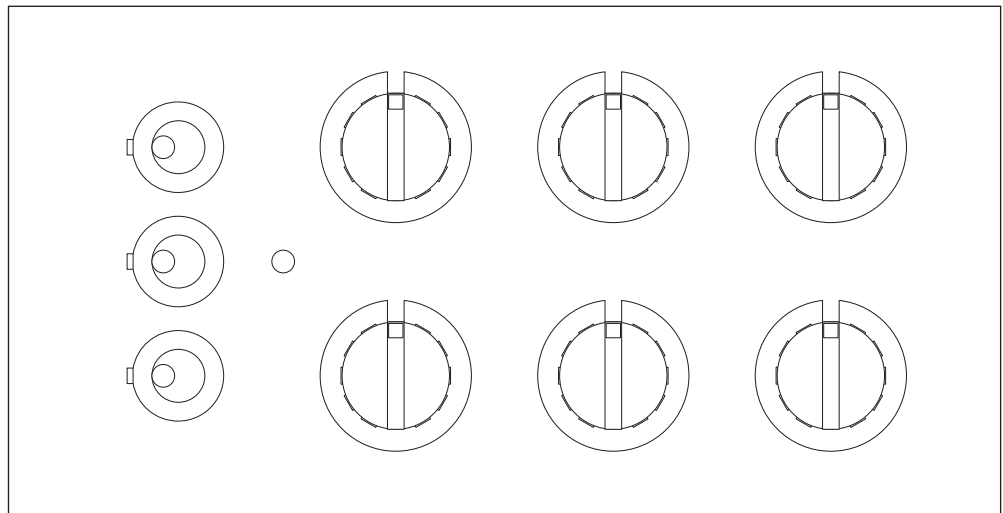
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**Description:**

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