About Kickain

Kickain is a kick drum and side chain compressor combined into a unique 12hp eurorack module. Featuring a 909 inspired virtual bass drum circuit and a stereo spectral compression system, Kickain takes side chaining to a whole new level of power and convenience.

To use Kickain effectively, connect your main mix (without a kick) to the stereo inputs and connect a trigger pulse to the Trigger jack to fire off the kick. With multiple internal envelope shapers, filters and wave shapers, a 24 bit digital reverb and zero latency, you can tweak the controls to get the perfect sounding kick drum for any tempo or genre. Kickain will automatically adjust the dynamic eq in the side chain compressor, ensuring you are getting maximum power from the kick at all times, with minimum disruption to both your mix and your workflow. Designed with performance in mind, Kickain is easy to use, enabling you to generate the most powerful sounding rhythm tracks with a fully mastered sound quality.

FX Loop Mode
For further processing of the kick drum the FX loop option can be used (mono operation only). To use this option flip the DIP switch number 1 on the back of the unit to ON and restart the module. The solo kick sound will now be available at the (Send) output and is returned at the (Return) input. Input L and Output L function normally.

Installation
Poly Cinematic requires a -12v/+12v eurorack power source.
Power Consumption: +12V=90mA, -12V=5mA, +5V=0mA

Online manual and support
The online manual can be downloaded from our website at https://www.knobula.com/downloads. Support can be found on our website at https://www.knobula.com/forum.

Please refer to the online manual for detailed information regarding compliance with EMC directives.

Kickain
Kick Drum + Sidechain

KNOBULA

Kick Drum
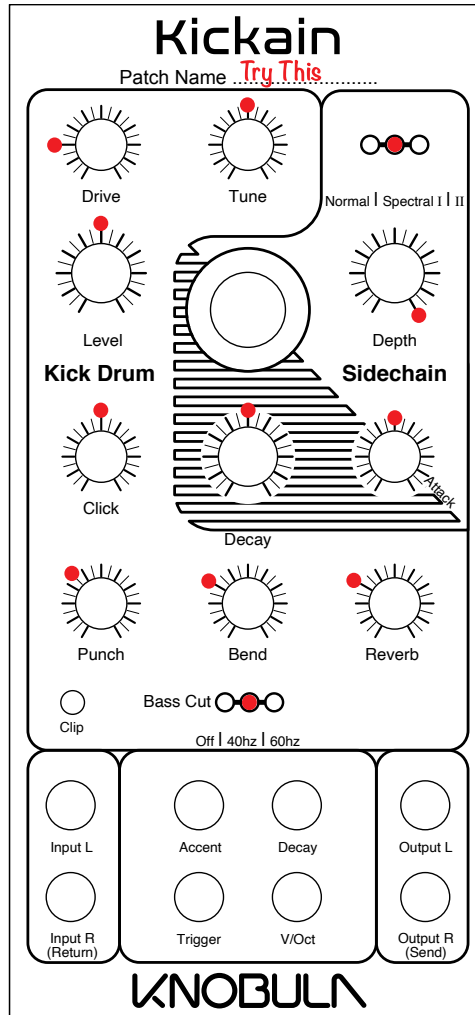
Drive
Adjusts the waveform of the drum sound from smooth sine wave to overdriven triangle.

Tune
The master pitch control fro the drum sound.

Level
The overall gain of the drum sound.

Click
Emits a range of different filtered clicks at the start of the sound.

Punch
Controls the amount of initial energy at the start of the sound with a short independent pitch bend envelope.

Decay
Controls both the decay time of the kick and the release of the compressor.

Bend
Adjusts the amount of pitch bend over the whole duration of the sound. Unlike Punch, the slope of the pitch bend is driven by the Decay control.

Inputs
Connect a stereo input signal here. This can be your whole stereo mix (recommended) or simply a rhythm section or bass line.

Input R(return)
In FX Loop mode this is the mono return connection from the FX send signal path. Otherwise this is the Right channel input.

Clip
Led lights up red when the input signal begins to distort.

Accent
When triggered in combination with Trigger, the sound is accented with more energy .

Trigger
Triggers both the kick drum sound and the side chain compression of the input.

Decay
Bipolar voltage can increase or decrease the Decay time

V/Oct
Pitch control of the kick frequency at 1v/oct.

Sidechain

Normal / Spectral Ⅰ / Ⅱ
Controls how the input signal is modified to enhance the kick drum.
Normal - Traditional side chain behaviour, the input signal volume is attenuated whilst the kick drum is playing.
Spectral I - Frequencies close to the pitch of the kick drum are filtered out from the input signal.
Spectral II - As above but with more accurately targeted frequency removal giving an even more subtle effect.

Depth
The amount of gain reduction or spectral compression on the incoming signal, zero has no effect.

Attack
Increasing values reduce the initial transient of the Kick drum and allow some of the transient of the input signal to pass through instead.

Decay
See Kick section.

Trigger
Manual trigger of the kick drum

Reverb
Adds drum shell resonance and room reflection effects to the kick drum sound, increasing the value brightens the reverb and widens the stereo field. Reverb length is controlled by Decay, reverb is enveloped by the decay envelope.

BassCut
Controls the lowest frequency that the kick drum can output. The 40Hz is good for deep kick drum sounds, 60Hz is better when the kick is used with a deep bass sound - to avoid clashing frequencies. When switched off sub bass frequencies of 20Hz may occur.

Outputs
The combined output of the kick drum and compressed input signal. In FX loop mode the Right output serves as a send of the kick drum sound only.