



BIGROOMKIX SYNTH is a VSTi specifically created for making Kick Drums and Bass Drums. Unlike the competition, this is a true Synth, it uses no samples only 100% synthesis to achieve a thick meaty UMPH to your track with ultimate control to the sound. The sound is split into 4 sections, SUB, BODY, TRANSIENT and HAT/NOISE with lots of controls to fine-tune each characteristic of the layer. It has a compressor an EQ boost and a Key Select...you can even change the background colour..... Below you can get more details on the controls. The Synth is FREE to use and share providing you do not try and sell it yourself.



SUB:

- A: Phase (position) of the Sub oscillator against the body Transient and hat/noise.
- B: Volume of the layer.
- C: Decay of the Envelope.
- D: Sustain of the Envelope.
- E: Attack of the Envelope.
- F: EQ Amount to boost 0 – 24Ddb.
- G: EQ Frequency to boost (click and type to input).
- H: Preset envelopes for the Pitch
- I: Slide amount of the pitch envelope.
- J: Height from which the pitch should start



Main Amp / Volume



BODY:

- A: Volume of the layer.
- B: Decay of the Envelope.
- C: Attack of the Envelope.
- D: Sustain of the Envelope.
- E: Shape of the wave.
- F: Mild distortion amount.
- G: Mild distortion amount.
- H: Movable envelope for Wave-shape distortion.
- I: Attack of the Wave-shape envelope.
- J: Amount of the Wave-shape envelope.

NOTE:

- K: When ON the chosen key will be played on ALL keys. Click and type to select key/note.
- L: When OFF normal key behaviour applies.



Preset Manager / Selector:
 File: Save / Load to .txt format.
 Double Right Click to Re-name a Preset



TRANSIENT:

- A: Phase (position) of the Transient oscillator against the body Sub and hat/noise.
- B: Volume of the layer.
- C: Decay of the Envelope.
- D: Transient waveform.
- E: Subtle Bit-Crusher.
- F: Pitch of Transient Layer.
- G: Movable envelope for Wave-shape distortion.

PREVIEW:

- H: Right Click to Preview the sound.



Readout for the value on each Knob.



NOISE / HI HAT:

- A: Volume of the layer.
- B: Decay of the Envelope.
- C: Various FM Amount
- D: Various FM Amount
- E: Various FM Amount
- F: Various FM Amount
- G: Decay of the Low-pass filter Envelope.
- H: Noise Oscillator amount.
- I: Low-pass filter amount
- J: Shapes the Envelope for a “HIT” sound



Red, Green and Blue Control for the background colour.



COMPRESSOR:

- A: Gain.
- B: Attack.
- C: Ratio.
- D: Decay.
- E: Threshold.

Please Read up on how Compression can effect a sound for more details on this feature.

DISTORTION:



Simple Overall Distortion effect on 3 frequencies, along side an amount and wet/dry mix

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