# DS-10 DRUM SHAPER

MANUAL

September 22, 2015

ADDICTIVE FX: DS-10 Drum Shaper

Introduction

Thanks for using the DS-10 Drum Shaper!

The DS-10 is the result of the XLN Audio crew's years of working with drums and drum sounds. While it is quite clever under the hood, we hope the functionality to a large extent is self explanatory and invites experimentation.

This manual is short and sweet, so why not lend us a couple of minutes to make sure you get the most out of this little thing.
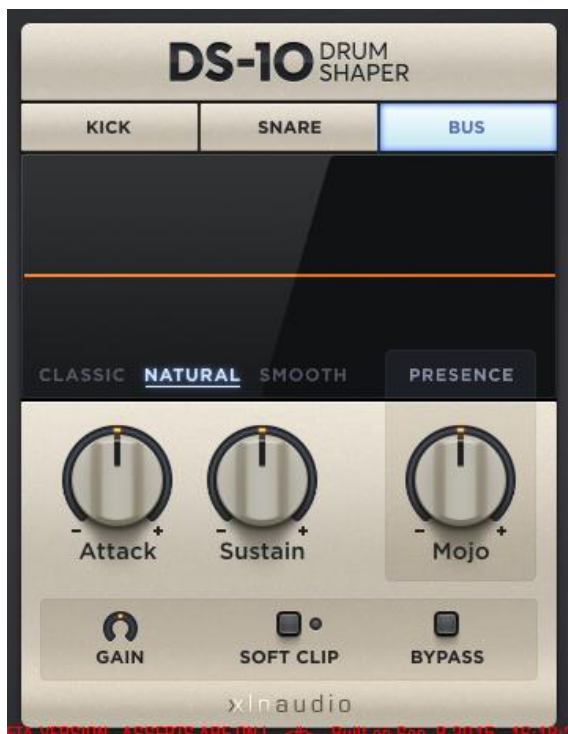
Logo: click here to read credits, version number and so on.

Mode buttons: (Kick / Snare / Bus):

- **Kick**: Optimized for use on kicks. Also switches the "Mojo" mode to "Tightness"

- **Snare**: Optimized for use on snares. Also switches the "Mojo" mode to "Body"

- **Bus**: Optimized for use on a stereo drum bus / full drum mix. Also switches the "Mojo" mode to "Presence".

Algorithm selector: (Classic / Natural/ Smooth)

- **Classic**: This algorithm is the same as the one found in Addictive Drums 2. It has a slightly "raw" sound with more pronounced pumping effects.

- **Natural**: This is the default algorithm. It performs really well on nearly all types of material, and has a natural decay with minimal "grainy-ness".

- **Smooth**: This is a variation of the Natural algorithm. It works really well on certain material and has an even smoother response.

Attack: increase or reduce the volume of the attack portion of the sound

Sustain: increase or reduce the volume of the sustain (post-attack) portion of the sound

Mojo: fine tune your sound with additional processing that is carefully adapted to each mode:

- Kick mode: "**Tightness**" - go from a more boomy sound to a controlled tight punch.

- Snare mode: "**Body**"- control the low mid of the snare.

- Bus mode: "**Presence**"- dial in just the right amount to let the mix cut through better, or use it to soften harsh sounding high end.

Output Gain: Transient shaping can add a lot of volume to your signal. Use the Output Gain to counter this, so you can better compare processed and unprocessed with the bypass button. You can also use **Gain** to drive the **Soft Clip** circuit for some extra 'crack'!

Soft Clip: This is kind of a "speaker protection" circuit that both clips the output level at "0" (unity gain) and adds mild coloration/distortion even on lower signals.

Bypass: Great for A/B:ing. Bypass functionality is likely also available in your host, but using that may cause audible glitches due to latency compensation kicking in and out.

Typical use cases for the DS-10:

- Get a tighter and more defined kick

- Put some snap in the snare

- Make your entire drum bus cut through the mix better

- Remove or reduce ambience/room on your drum loop

...Or why not some unorthodox non-drum usage, such as controlling the pluck sound of an acoustic guitar!