

KNOCKtoal



Knocktonal is a note-based resonance enhancer, allowing users to boost (or cut) resonances as well as their corresponding overtones. Tune your drums without the need for destructive re-pitching.

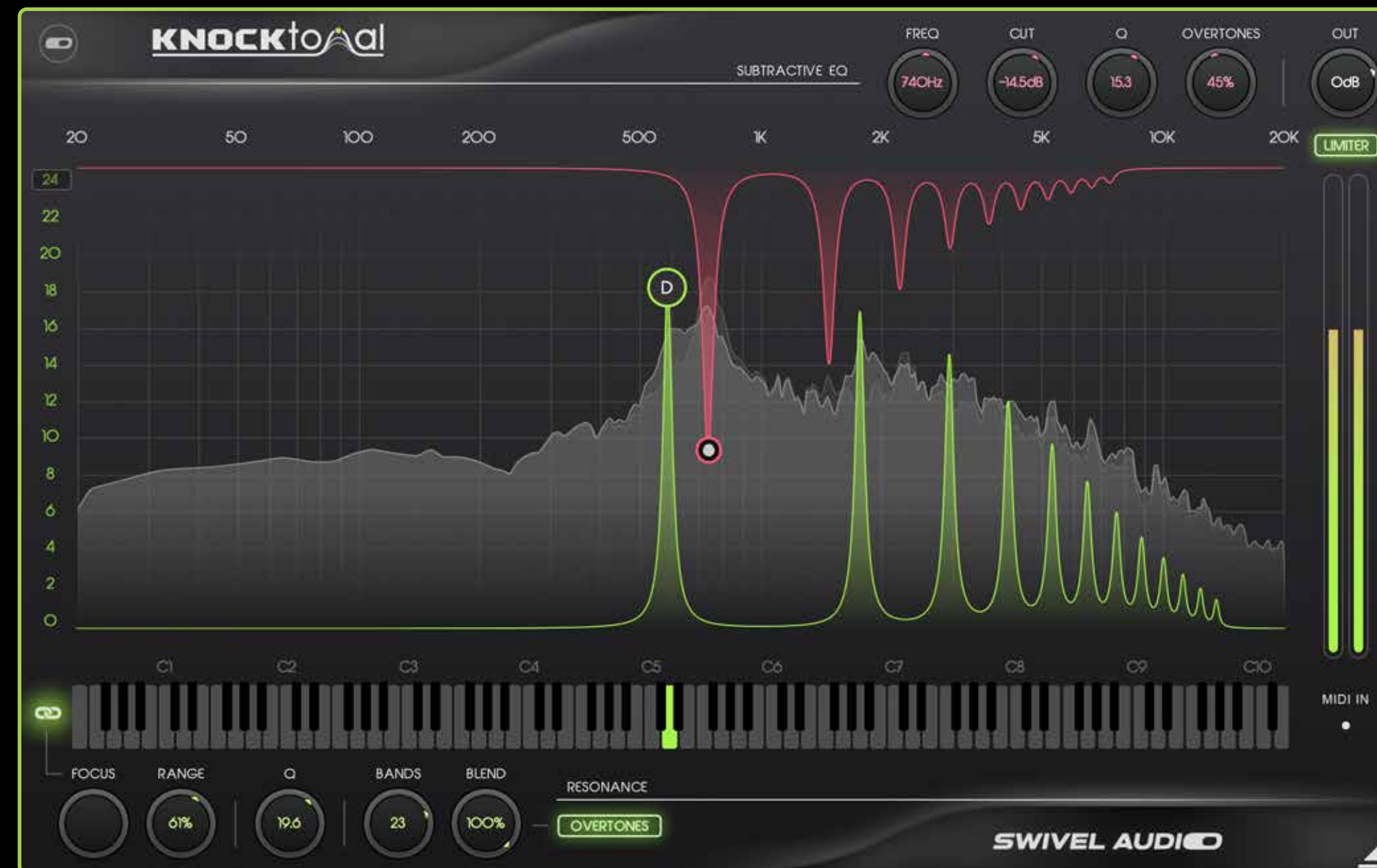


GETTING STARTED

INSTALLATION & ACTIVATION

For **Installation & Activation** support, please consult the **Plugin Alliance** activation page:

<https://www.plugin-alliance.com/en/activation-manual.html>



SWIVEL AUDIO

LOGIC PRO

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and select Knocktonal from the pop up menu. You will find Knocktonal in **audio units > SwivelAudio > Knocktonal**.

ABLETON LIVE

In session view, select the track you would like to place Knocktonal on. At the left top of Ableton Live's interface, click on the plugin device browser icon. From the plugins list, **double-click Swivel Audio > Knocktonal** or drag it onto a track.

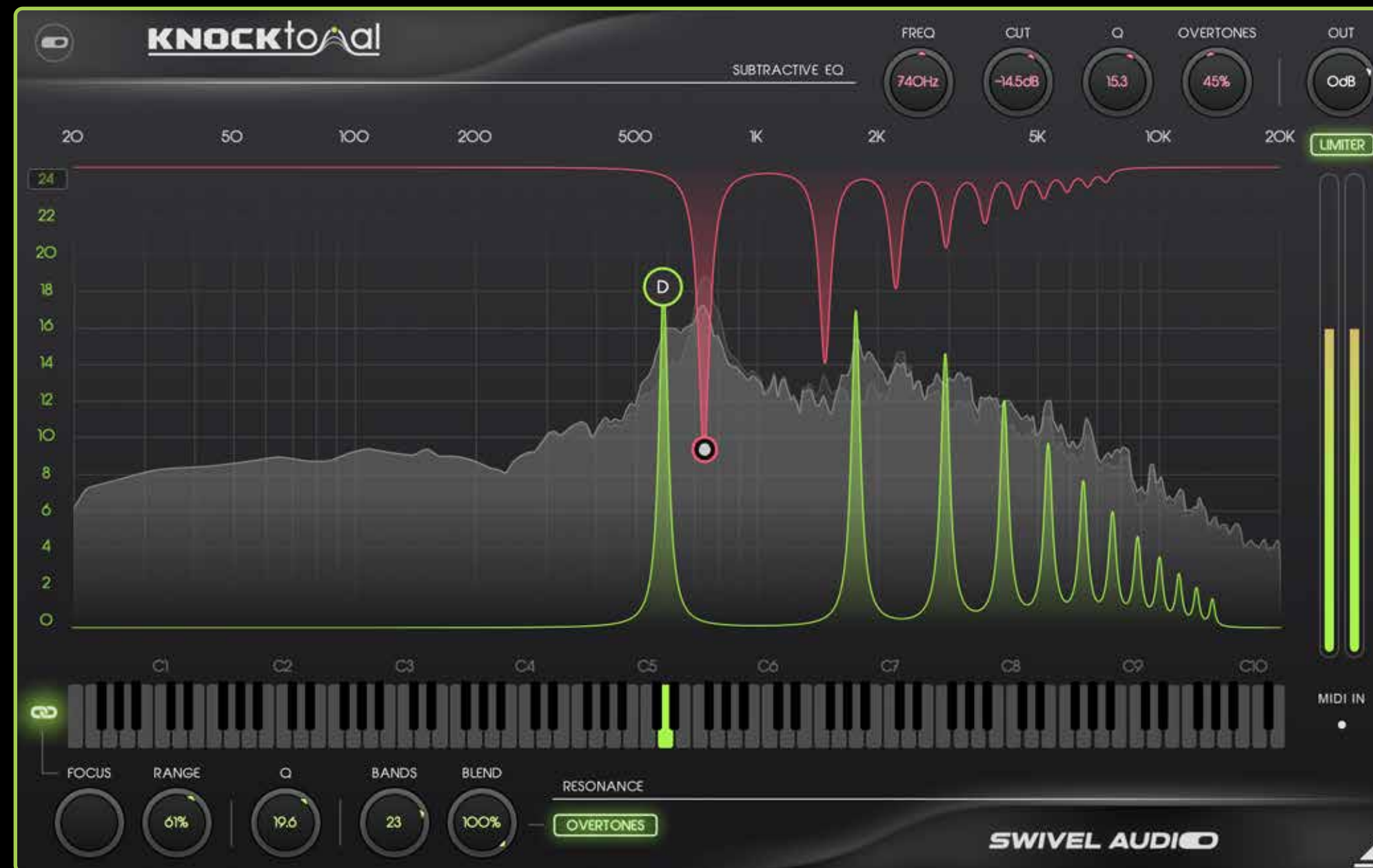
PRO TOOLS

Choose an empty insert slot on one of your audio tracks, instrument tracks or buses and **select Swivel Audio > Knocktonal from the pop up menu**.

CUBASE

Choose an empty insert slot, for example in the mixer, and **select Swivel Audio > Knocktonal** from the menu that appears.

OVERVIEW



KNOCKtional

Knocktional is a note-based resonance enhancer, allowing users to boost (or cut) resonances as well as their corresponding harmonic overtones. Simply put, Knocktional allows drum tuning via eq, without the need for re-pitching samples. This can be quite useful, as destructive re-pitching or pitch shifting will often affect the tonality of sounds in negative ways. This may include unwanted augmentation of the transients, texture, attack, and decay of your sounds.

Knocktional allows these resonance boosts/cuts to be controlled statically, or dynamically with either automation or MIDI input, the latter of which can create some incredibly unique sounding melodic pitch augmentation. Knocktional can also be used to turn simple drum sounds like short kicks, into 808's with a long tail by narrowing the resonance Q control (#10 on plugin overview).

All plugin controls have hints that will display as popups when a mouse is hovered for 2 seconds.

SUBTRACTIVE EQ



The subtractive EQ section of Knocktonal is designed to remove any unwanted resonating frequencies that pre-exist in the audio you're working with. This is useful in order to achieve a "blank slate", before enhancing any new resonances. As with the additive resonance section of the plugin, the Subtractive EQ can be controlled in several ways. First, statically, by simply setting the note and leaving it. This is useful for one-shot drum sounds that are identical throughout the performance. The subtractive EQ can also be controlled dynamically for sounds that have shifting resonances, such as a melodic performance. This can be done in two ways. First, by using automation, and second, by sending a MIDI signal to MIDI Channel 2 of the plugin.

- 1. Frequency** – Frequency of the subtractive EQ. This control is note based, and will display the note you've selected in the keyboard portion at the bottom of the plugin, as well as the frequency of the note within the frequency knob itself. The frequency can also be controlled using the bubble handle visible at the top of the spectrometer just below the frequency markings. You may also slide this control smoothly between notes by using the Option (Mac) or Alt (PC) modifier keys. This can also be controlled via MIDI input using MIDI Channel 2.
- 2. Cut** – Amount of gain reduction of the subtractive EQ. This can also be controlled with the frequency bubble handle.
- 3. Q** – Bandwidth of the subtractive EQ. Bandwidth is consistent across both the root note and overtones
- 4. Overtones** – Amount of overtone signal being removed. The overtones are equally applied between even and odd order harmonics.

RESONANCE EQ



The resonance EQ section is where the power of Knocktonal really shines. This is the primary place where usage will occur. The resonance EQ is designed to push a root note, and all accompanying harmonic overtones, both even and odd. You can also set the resonance EQ to Octave mode by turning off the Overtones button, which allows control over all octaves of the root note. As with the subtractive EQ, the additive resonance EQ can be controlled both statically, and dynamically via automation or MIDI input.

- 1. Resonance Note** – This bubble handle is both a note selector, determining the note where resonance is added, as well as a gain slider, allowing increased volume of the resonating note chosen. This note can also be selected using the keyboard portion of the plugin interface, and can also be controlled vis MIDI input using MIDI Channel 1.
- 2. Keyboard** – The Keyboard is used as both a display, showing you which notes have been selected for both the resonance EQ (perpetually displayed) and subtractive EQ (dynamically displayed when engaging with the subtractive controls).
- 3. Focus** – Focus frequency of resonance EQ. When the link button (#9) is turned on, this focus frequency will always follow the note/octave selected on the main note bubble or the keyboard. When link is turned off, this parameter allows you to adjust where the center resonance frequency lands, including in between octaves.
- 4. Range** – Focus width of resonance EQ defines how much of the resonance is added to either higher and lower octaves, or to the harmonics in case overtones mode is on.
- 5. Link** – The link button locks the focus frequency to the primary note selected.
- 6. Q** – Bandwidth of the resonance EQ. When resonance bands are narrowed sufficiently, this creates a long tail allowing drum sounds to stretch out. This is quite useful on kick drums to convert them to 808s.
- 7. Bands** – Number of bands of resonance EQ. This parameter is only available while Overtones mode is turned on, and allows you to select between 1 and 30 bands for resonances.
- 8. Blend** – Mix of odd and even overtones. When the knob is all the way to the left, only odd order harmonics are present. To the right, only even order harmonics.
- 9. Overtones** – This button switches between Overtones mode, and Octave mode. When the button is turned off, only octaves of the root note are boosted (eg. Every instance of F#).

ADDITIONAL CONTROLS



1. **Out** – This knob controls the output volume of your signal
2. **Limiter** – When turned on, this will limit the volume of the signal to prevent unwanted distortion caused by larger resonance boosts of the signal.
3. **MIDI In** – This display is simply an indicator that the plugin is receiving MIDI signal. MIDI Channel 1 controls the frequency of the resonance EQ, and MIDI Channel 2 controls the frequency of the subtractive EQ.
4. **Resize** – Drag around to resize the plugin window.
5. **Display scale** – This menu allows you to adjust the scale of the display, and will dynamically adjust if a signal is boosted or cut beyond the scale displayed. There are 3 available settings, 12dB, 24dB, and 36dB.
6. **Switch** – Instantly generates a randomized setting across the plugin. It's perfect for sparking inspiration when you're not sure what direction to take. Each press gives you a new, unique configuration to explore creative possibilities without overthinking.

SUPPORT

CONTACTING SUPPORT

If you need technical support visit the Plugin Alliance support page at: <https://support.plugin-alliance.com>

For sales related questions and contact the Swivel Audio team directly at: info@swivel-audio.com