

PX-KICK Fusion Dynamics *Smart Punch & Definition.*

PX Series · Fusion Dynamics · SOUNDLOCK™ · VST3 · AU

PX-KICK is the kick module of the PX Series — Fusion Dynamics: five style recipes (ROCK · METAL · POP · FUNK · JAZZ) drive a 4-band smart EQ (PUNCH), a transient forward/back control (DEPTH) and a dynamics-following two-band HARMONIZER (BODY/GLOW). The module LEARNS the drum — SOUNDLOCK™: a passive detector fingerprints the fundamental, ring, attack and decay, and where the module carries dynamics they set their own thresholds. This module: mic-position aware (OUT/IN), beater-safe AUTO GATE. The knob rings glow with what the engine is actually doing — a hit is an event on the face, not a change of shade.



PX-KICK face. The numbers below refer to this view.

HEADER & STYLE

- 1 **MANUAL** — Opens this manual.
- 2 **STYLE** — Five locked recipes: they set the EQ band targets, the harmonizer bands and character, and — where present — the dynamics times. Pick the show's style; the knobs scale the recipe, they never replace it.
- 3 **MIC OUT / IN** — Declares what this channel IS: OUT (outside head, default) or IN (inside). Band targets and the gate's times switch with the position — one plugin, both mics.

MAIN KNOBS

- 4 **PUNCH** — 0–100: how far the style's 4-band smart EQ travels from its starting values toward its maxima. 0 is not off — it is the recipe's starting point.
- 5 **DEPTH** — ± 50 , FORWARD/BACK: transient stance. FORWARD hardens the attack and brings the drum to the front; BACK softens and seats it. Default 0 everywhere — by decision.

HARMONIZER BOOST

- 6 **BODY** — 0–100 (ember): harmonization of the low region — warmth under the fundamental. Inverse-dynamic: it fills as the hit rings down instead of stacking on the attack.
- 7 **GLOW** — 0–100 (ice): harmonization of the attack/air region. Direct-dynamic: it rides the hit. BODY and GLOW are harmonics, not EQ — they add content, they do not boost what is already there.
- 8 **CLEAN / DIRTY** — Harmonic family: CLEAN = even harmonics (default), DIRTY = odd. The source band and character follow the style.
- 9 **HARM SOLO** — Hear exactly what the harmonizer is adding — nothing else. The honest way to set BODY/GLOW.

AUTO GATE

- 10 **ON / OFF** — AUTO GATE has no threshold knob anywhere: the engine learns the leak edge and sets its own threshold, range and key band; attack/release come from the style. ON/OFF is a soft bypass — safe to hit mid-show. Until it has learned it stays open (FAIL-SAFE). KICK extra: the opening runs a dual path so the beater click is never lost, and OUT/IN positions carry their own release times.
- 11 **RELEARN** — Re-measures the drum and the leak, atomically. Use it after a mic or drum has moved.
- 12 **GR** — Gain-reduction meter, 0...–70 dB — fills as the channel closes.
- 13 **STATE** — State line: LEARNING (still listening), BYPASSED, or LOCKED · GR with the current reduction.
- 14 **DIAG** — What the learner decided: the branch (leak cluster / quiet channel / single spread), the key frequency it watches, and how much separation room it has. “no separation — staying out” means it refuses to gate rather than eat hits — missing a hit is forbidden, a false opening is secondary.

OUTPUT & FOOTER

- 15 **TRIM** — Output trim, ± 12 dB — keep the module honest in the chain.
- 16 **CHAIN PEAK** — Chain peak: the module's output headroom readout. If PUNCH/BODY/GLOW bought you level, give it back here.
- 17 **FINGERPRINT** — The learned fingerprint of this drum: F0, RING, ATK (spectral centroid) and DECAY. Dashes until the listener is READY.

QUICK START

1. Pick the STYLE — it is the recipe, everything else scales it.
2. Set MIC to what the channel actually is — the recipe switches with it.
3. PUNCH to taste (40–60 is the working zone); DEPTH forward for attack, back to seat the drum.
4. BODY/GLOW around 30 and judge with HARM SOLO; CLEAN unless the show wants DIRTY.
5. Play the drum and let the gate learn; read the DIAG line, RELEARN after any mic move.
6. Watch chain peak; give back with TRIM whatever the processing bought.