

PX-RIDE Fusion Dynamics *Ping Without Wash.*

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

PX-RIDE is the ride 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: no gate by design — style high-pass plus harmonizer. 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-RIDE 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.

MAIN KNOBS

- 3 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.
- 4 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

- 5 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.

- 6 **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.
- 7 **CLEAN / DIRTY** — Harmonic family: CLEAN = even harmonics (default), DIRTY = odd. The source band and character follow the style.
- 8 **HARM SOLO** — Hear exactly what the harmonizer is adding — nothing else. The honest way to set BODY/GLOW.

HIGH-PASS

- 9 **HIGH-PASS** — B1 of the recipe is a fixed-slope 48 dB/oct high-pass; the big readout shows the active corner, which changes with the style. No gating on cymbal mics — by design.

OUTPUT & FOOTER

- 10 **TRIM** — Output trim, ± 12 dB — keep the module honest in the chain.
- 11 **CHAIN PEAK** — Chain peak: the module's output headroom readout. If PUNCH/BODY/GLOW bought you level, give it back here.
- 12 **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. PUNCH to taste (40–60 is the working zone); DEPTH forward for attack, back to seat the drum.
3. BODY/GLOW around 30 and judge with HARM SOLO; CLEAN unless the show wants DIRTY.
4. Watch chain peak; give back with TRIM whatever the processing bought.