baddASS MK I – bass drum fortification device v1.1

© 2008 – 2009 Rough Diamond Productions
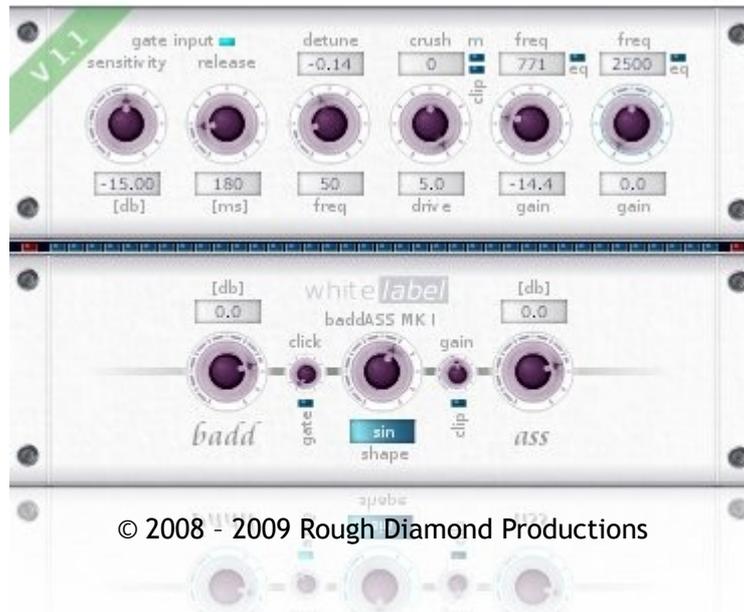
baddASS is ideal for sorting out weak bass drums. It can be used to gate the incoming bass drum and therefore reduce spillage, but thats just the start. From storming *bottom end* to evil *cutting distortion*, **baddASS**'s *drive, crush* and *EQ* sections give you plenty of scope for re-shaping your kick. Add *click* for more attack, and *sub-bass* content with pure waves. Knobs for *badd, ass,* and *mix* allow control over the original bass drum, *low-end reinforcement*, and *distorted nastiness - without* using compression.

Features :
> 1 input, 1 output :
>> beef-up your kick with 20 to 200 Hz pure waves.
>> bend and twist - add punch and guts
>> designed for added **oooomph**.

> 1 Oscillator – choice of Sin, Triangle, Saw and Square waves
> Overdrive with controls for drive and threshhold
> Bit crusher
> 2 Clippers
> 2 parametric EQ bands
> adjustable attack [click]
> seperate controls for 'badd' & 'ass' levels
> dry/wet mix control
> additional input and output gates
> post mix cut/boost control
> 16 presets

> The **baddASS** Envelope modulates :
>> Volume
>> Pitch
>> Clipper
>> Bit depth

Installation & Registration

To install **baddASS**, unzip the downloaded zip file to your plugins folder. When you next start your host, **baddASS** will appear in your list of plugins. To uninstall, delete or move the dll file.

The **demo** runs for 28 days before registration is required. To register **baddASS**, click on the red **'REGISTER'** ribbon, and enter your user ID and Licence key. To obtain a licence either click '**Get License Key**' [sic] in the registration dialog, or visit www.roughdiamondproductions.com/whiteLABEL

When you run **baddASS** for the first time, you will be prompted to enter registration details. Either enter your details and press **'Enter Key'** or skip the details and press **'Try Demo'**. To obtain a licence key, press **'Get License Key'**. Once you've entered your registration details, reload **baddASS**, and the device will be unlocked.

In demo-mode, the splash-screen is visible for 10 seconds. Registering **baddASS** hides the splash-screen. When the demo period expires, the panels lock and **baddASS** is disabled. To register, click on the red **'REGISTER'** ribbon. To check if you are using the most up-to-date version of **baddASS**, click the splash-screen and once registered, clicking on the green version ribbon will perform the update check.

Controls :

To change a control, click the centre of a knob and drag vertically. The knob will rotate as you drag. Where a knob controls 2 values, clicking and dragging the 'ring' allows access to the second value. If you prefer, you can click in one of the value windows and manually enter a number.

SENSITIVITY : [0 to -30 db]
When the input rises above this threshhold, *baddASS* opens the gate to the synth section.

RELEASE : [0 to 1000 ms]
The time it takes for the *baddASS* envelope to complete. This Envelope modulates :
> note length
> detune
> input / output gate release
> clipper
> bit crusher

NOTE GENERATOR
purple centre : **FREQUENCY** [20 to 200 hz] – the base frequency.
ring : **DETUNE** [-1 to +1 octave] – how far to bend the note before the end of the release.

DISTORTION
centre : **DRIVE** [0 to 10] - level of nastiness applied.
ring : **THRESHHOLD** [-60 to 0] – maximum output of distortion
> – at high drive levels this acts as a limiter, and at lower levels restricts overall shape.
surround : **BIT CRUSHER** – the lower this control, the smoother the sound.
bottom led : **CLIPPER** – restrict the distortion stage to levels set by the main envelope.
top led : **M** – modulate bit crusher too – as the note fades, bit resolution decreases.

2 PARAMETRIC EQ BANDS
centre : **CUT/BOOST** [-30 to +30 dB]
ring : **FREQUENCY** [20hz to 3khz, 3khz to 8khz]
surround : **Q** [0 to 3 octaves]
led : **ON/OFF**

OUTPUT CONTROLS
left : **BADD LEVEL** [-60 to +20 dB] level control for distorted wave
right : **ASS LEVEL** [-60 to +20 dB] level control for pure wave
centre : **MIX** fully left = dry, fully right = wet
mid left : **CLICK** - attack time for the **baddASS** Envelope
mid right : **GAIN** [-18 to +18 dB]
coloured button : **WAVESHAPE** [sin, triangle, saw, square]

left led : **GATE OUTPUT** – emphasises click and further gates the main output
right led : **OUPUT CLIPPER** – when used, the output is clipped at -0.5dB

led : **GATE INPUT** – when lit, the input signal is also gated before becoming the dry output.

Signal Path :

Roughly speaking, this is what is going on inside **baddASS**. Your bass drum enters at the left hand input, and the **baddASS** output is on the right hand side. Obviously its way more complex than this, but it should give you an idea of the how things are working :
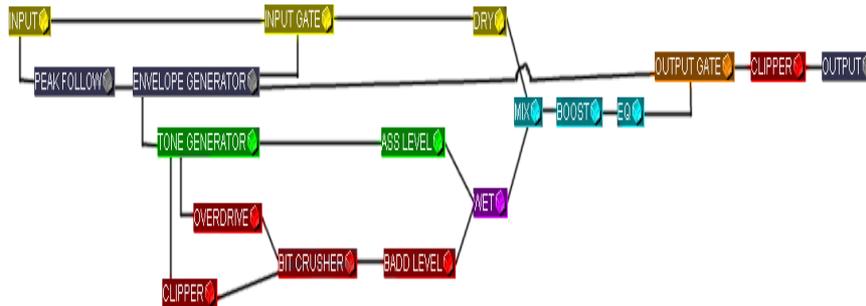
Midi Implimentation :

All knobs can be controlled using VST automation parameters, and **baddASS** also receives and transmits knob positions via midi control change messages on channel one :

Control Name :	Controller Number :	Range :
Sensitivity	1	0-127
Release	2	0-127
Frequency	3	0-127
Detune	4	0-127
Drive Threshhold	5	0-127
Drive Amount	6	0-127
Crush	7	0-127
Clipper on/off	8	0-127
Env to Crusher on/off	9	0-127
EQ1 Frequency	10	0-127
EQ1 Gain	11	0-127
EQ1 Q	12	0-127
EQ1 on/off	13	0-127
EQ2 Frequency	14	0-127
EQ2 Gain	15	0-127
EQ2 Q	16	0-127
EQ2 on/off	17	0-127
Gate input on/off	18	0-127
Badd level	19	0-127
Ass level	20	0-127
Dry / Wet	21	0-127
Click Amount	22	0-127
Output Gate on/off	23	0-127
Output Cut/Boost	24	0-127
Output Clipper on/off	25	0-127
Waveshape	26	0-127

Known Issues :

multi-core bug – In some multi-core systems, running multiple instances of **baddASS** can cause problems. This will be fixed in future version once Synthedit is updated. There is a simple solution as follows :

> make numbered copies of wl_baddASS.dll [wl_baddASS_1.dll, wl_baddASS_2.dll, wl_baddASS_3.dll and so on] and use the copies instead of the original making sure you keep track of which number you're using.

protools users with fxpansion's vst-rtas adapter – as above : use multiple copies of wl_baddASS.dll

font rendering under windows 2000 – the text-field elements of **baddASS** *may* not display correctly. There may not be anti-aliasing and the font could appear blocky. If this is the case, try installing service pack 4.

white*label*

Credits :

baddASS was designed & built by **Daz Disley** using **SynthEdit**.

baddASS makes use of modules by David Haupt and Peter Schoffhauzer
baddASS uses dll compression by UPX – Ultimate Packer for eXecutables

baddASS © 2008 - 2009 Rough Diamond Productions.
SynthEdit © 2006 by Jeff McClintock. All Rights Reserved.
VST and ASIO are trademarks of Steinberg Soft- und Hardware GmbH.

Products and names mentioned are the property of their respective owners
"Windows and the Windows logo are registered trademarks of Microsoft Corporation
in the United States and other countries."

whitelabel

baddASS MK I
© 2008 Rough Diamond Productions

LICENCE AGREEMENT

The use and redistribution of "whiteLABEL baddASS" ("Software") is subject to the following conditions:

1. All copyrights to the Software are exclusively owned by the Rough Diamond Productions ("Author"). All rights not expressly granted here are reserved by the Author.

2. You have the right to use this Software for free for 28 days, provided the Software is not used for profit, including but not limited to creating patch libraries and sounds for any works you are profiting from. Should you wish to continue beyond 28 days. or use the Software for any profit, you will pay a registration fee to the Author.

3. The Software may be freely distributed, with exceptions noted below, provided the distribution package is not modified in any way. No person or company may charge a fee for the distribution of the Software without written permission from the copyright holder. The unregistered trial version of the Software may not be bundled or distributed with any other product without written permission of the copyright holder.

4. Once the registration fee is recieved, the user is granted a non-exclusive licence to use the Software on one computer (i.e. a single machine, with single or multiple CPU / CPU cores), for any legal purpose, at a time. The Software including its files may not be rented or leased, or given away to a third party, but may be permanently transferred, if the person receiving it agrees to the terms of this Licence Agreement. If the Software is an update, the transfer must include the update and all previous versions of the Software.

You may not use, copy, emulate, clone, rent, lease, sell, modify, decompile, disassemble, otherwise reverse engineer, or transfer the licensed program, or any subset of the licensed program, except as provided for in this Licence Agreement. Any such unauthorized use shall result in immediate and automatic termination of this licence and may result in criminal and/or civil prosecution.

5. THIS SOFTWARE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, NON-INFRINGEMENT OR ARISING FROM A COURSE OF DEALING, USAGE, TRADE OR PRACTICE. Some jurisdictions do not allow the exclusion of implied warranties, so the above disclaimer may not apply to you.

IN NO EVENT SHALL THE AUTHOR BE LIABLE FOR ANY SPECIAL, DIRECT, INDIRECT, OR CONSEQUENTIAL DAMAGES OR ANY DAMAGES WHATSOEVER RESULTING FROM LOSS OF USE, DATA OR PROFITS, WHETHER IN AN ACTION OF CONTRACT, NEGLIGENCE OR OTHER TORTIOUS ACTION, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THIS SOFTWARE.

6. Installing and using the Software signifies acceptance of the terms and conditions of this Licence Agreement.

7. If you do not agree with the terms of this Licence Agreement you must remove the Software files from your storage devices and cease to use the product.

8. All questions concerning this Licence Agreement shall be directed to:

e-mail: whitelabel@roughdiamondproductions.com
web: http://www.roughdiamondproductions.com/whiteLABEL