

DSP TRIGGER[®]

MANUAL

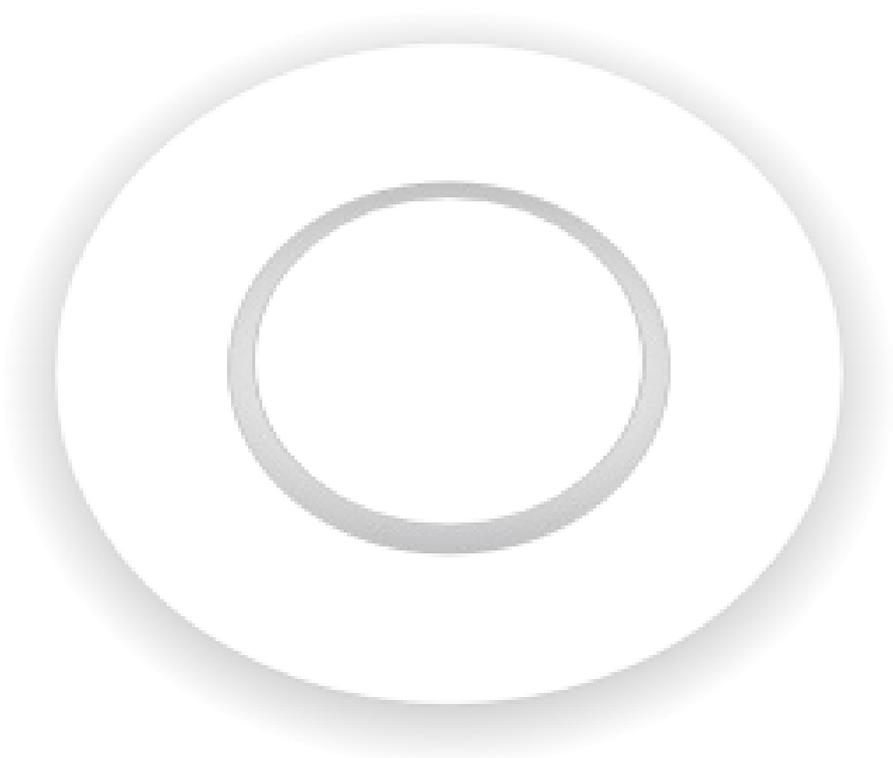


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Getting Started

Connecting Your Drum Pad

Your drum pad should be connected to your audio interface through a line-in. The output from your drum pad should not be run through a preamp first even if you find that the signal is weak.

Depending on whether your drum pad is dual or single zone, you will need to use a different cable to connect it to your audio interface

Single Zone

If your pad is single zone, then you should connect it to your audio interface with a standard 1/4" mono patch cord.

DO NOT connect a dual zone pad with a mono cable! Connecting a dual zone snare using a mono patch cord will not work properly as the mono cable will be fed both zones. This results in cancellation and poor performance from DSP Trigger.



Patch a single zone pad with a mono patch cord.

Dual Zone

If your pad is dual zone, then you need to connect it to your audio interface with a stereo patch cord. Probably the easiest way to patch your dual zone pad into your system is using a set of adaptors similar to the one shown here:



Dual zone pads must be connect using a stereo patch cord.

Note that you may chose to only connect a single zone of your dual zone and use DSP Trigger in MONO mode. If you plan to only use a single zone, make sure you use the head zone and not the rim zone. Have a look at MONO / STEREO control information about the advantages and disadvantages of both modes.

Setting up DSP Trigger in your VST Host

DSP Trigger generates MIDI only. It does not produce any sound. In order to hear sounds, the MIDI from DSP Trigger needs to be routed to a VSTi such as BFD or Drum Superior.

This works in different ways with different hosts. For more information on routing MIDI, check your host's manual. Here are a few other resources.

[Setting up DSP Trigger in Sonar \(forum\)](#)

[Setting up DSP Trigger in Cubase \(forum\)](#)

[How to setup DSP Trigger in Reaper \(Youtube\)](#)

Calibrating

Overview

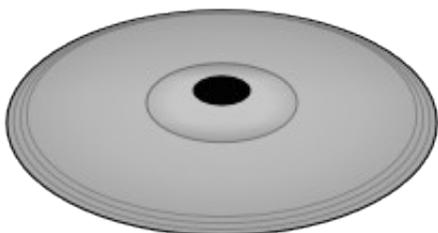
Calibrating DSP Trigger is very important and needs to be done well if you want great results. With the calibrate LED light, you are ready to start. Turn it off when you are done.

Calibrating Pads

First, start by playing some high velocity hits on the head of the pad so DSP Trigger can calibrate the gain scaler. Next, play some high velocity hits on the rim portion of the pad so it can measure the level of your sidesticks.



If you are using a PD8-X (which has its head sensor mounted near the rim) you'll need to limit your hits to the lower portion of the rim. For pads with a center mounted sensor you should hit the rim all around the edge of the pad.



Calibrating Cymbals

Always start with the BOW portion of the cymbal, then the EDGE, and lastly the BELL. Just as with regular pads, you need to hit the pads pretty hard so that DSP Trigger knows how hot your signal is.

Tweaking the Calibration

For best results (especially in mono mode), the threshold needs to be as low as possible. Try to get the combination of the DECAY and THRESHOLD envelopes to hug your transients.



Drag the DECAY and THRESHOLD to hug the transient.

Saving your Calibration

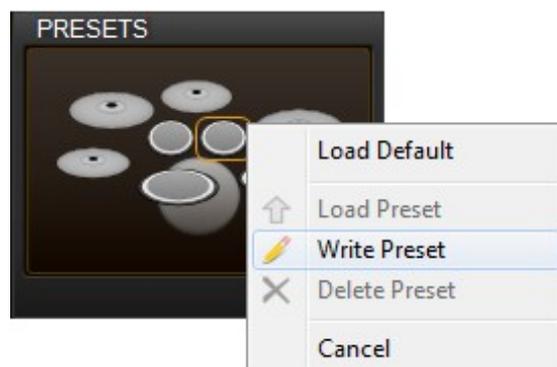
Your calibration settings are saved along with your project and when you reopen a project there is no need to recalibrate. DSP Trigger, however, also has a few different methods of importing calibration settings into new instances of the plugin.

If you only plan to use a single pad with DSP Trigger, then save your calibration is by clicking the 'Save As Default' LED at the top right hand corner of the interface so that the current settings are loaded for any new instances of DSP Trigger.

Another method to save your calibration is to save the current settings as a preset which can be easily loaded using the [Preset Selector](#).

Calibrating Resources

[Calibrating a Roland PD8-X \(Youtube\)](#)



Playing Your Pads

Drum Pads



When used with drum pads, DSP Trigger is typically capable of triggering head hits and side-sticks. If used with a mesh drum pad, it also supports [positional sensing](#). Furthermore, if used in STEREO mode, you will also be able to trigger rim shots.

Playing Side-sticks

If you have a pad with a center mounted piezo, you'll likely be able to trigger the side-stick articulation by hitting anywhere around the circumference of the pad. For some pads like the Roland PD8-X that has a piezo mounted close to the rim, you'll only be able to trigger the side-stick by hitting the lower portion of the rim.

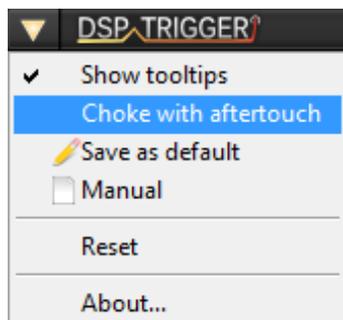
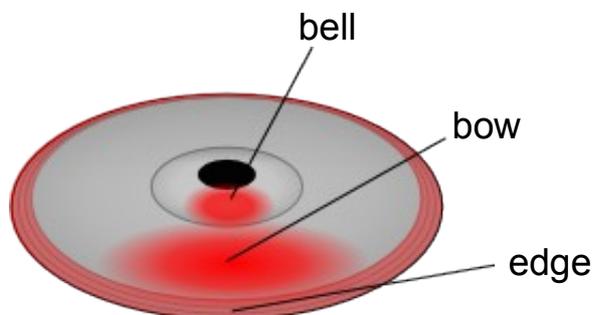
If you are using STEREO mode and you find you are getting too many or not enough side-sticks, you can try adjusting the right GAIN SCALER. In general, if the right channel's Vu is greater than the left channel's, a side stick will be triggered.

Playing Rim Shots

Rim shots can only be triggered in STEREO mode, meaning that you'll have to be feeding DSP Trigger a stereo input with the head zone in the left channel and rim zone on the right. Rim shots are triggered by simultaneously hitting both the rim and the head of the pad with a medium to great force.

Cymbals

In mono mode, DSP Trigger is capable of picking up three separate articulations for most cymbal types it supports. However, in order to get reliable results, you'll need to limit your strikes to the areas shown in the image on the right.

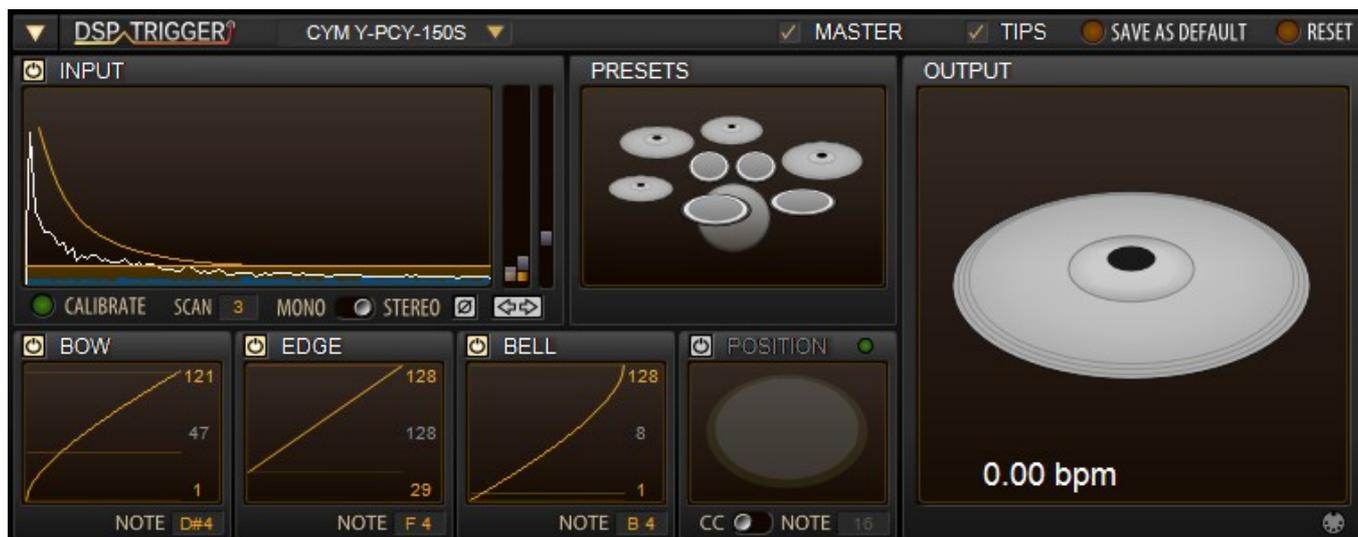


Cymbal Choking

For cymbals used in STEREO mode, DSP Trigger will be able to choke cymbals using after-touch. You can enable cymbal choking from the OPTIONS menu. After-touch can be triggered by gently grabbing the pad on the edge portion after a hit. To see which pads support choking, see the [Pad Compatibility Chart](#).

DSP Trigger Controls

The interface is divided up into sections and each section's controls are described below.



Top Level Controls



OPTION MENU (1)

The option menu is a centralized place for adjusting settings in DSP Trigger.

PAD TYPE SELECTOR (2)

Select the entry that best matches the type of pad you are using. If your pad isn't listed, selecting 'Generic Pad' will most likely work best. If you are using a cymbal, select a cymbable type that matches your make and model. Look [here](#) for a list of compatible pads.

MASTER (3)

When this is checked, all the MIDI from all instance of DSP Trigger is output by this instance. If no instance of DSP Trigger is set as the master, then each instance will output its own MIDI.

TOOLTIPS (4)

Checking this displays helpful tool tips making it easier to understand what different controls do.

SAVE AS DEFAULT (5)

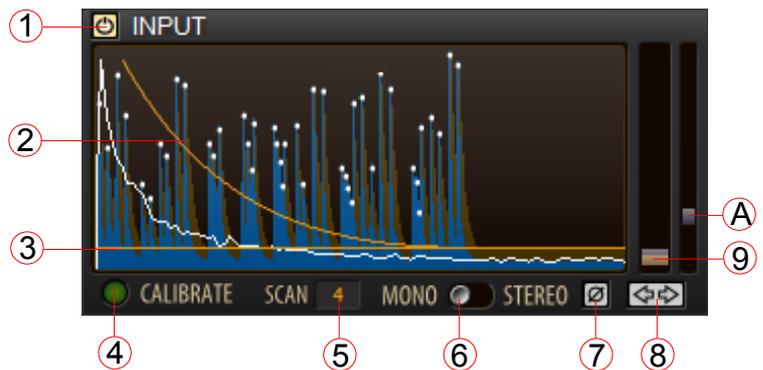
When you click this LED, the current settings are stored to disc. When you start a new instance of the plugin, these setting will automatically be imported.

RESET (6)

This returns all controls to their *original* default values. This is useful for overwriting calibration settings that were stored by the SAVE AS DEFAULT function.

Input Section Controls

The display area for the input section is not linear. Instead, it uses an exponential scale to provide more detail at the lower amplitudes allowing you to make more precise adjustments of the various controls.



ON/OFF (1)

This button acts as a bypass for the entire plugin. When it is off, you can monitor the to the sound coming in from your pad.

- | | |
|---------------------|-------------------|
| (1) On / Off Button | (6) Stereo / Mono |
| (2) Hit Decay | (7) Flip Phase |
| (3) Threshold | (8) Swap Channels |
| (4) Calibrate LED | (9) Gain Scalers |
| (5) Scan Time | (A) Xtalk Scaler |

HIT DECAY (2)

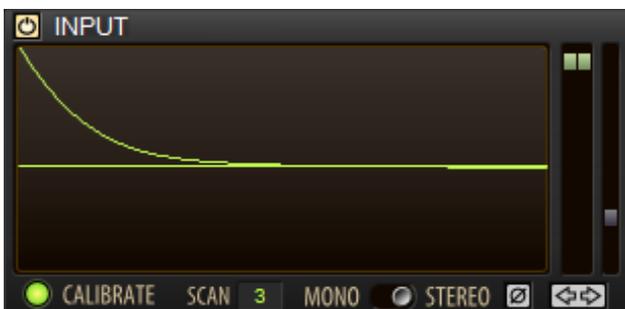
This curve represents a threshold that must be crossed in order for the next hit to be registered. It's called hit decay because this threshold value decays with time down to the value of the THRESHOLD. The white line under it displays the amplitude envelope of the first 500ms of the last hit. The HIT DECAY can be adjusted by clicking and dragging the curve within the display area. While the mouse is over this control, it will not be updated making it easier to adjust while audio is going through the plugin.

THRESHOLD (3)

This value indicates how high the signal must be before DSP Trigger begins detecting a hit. Keep in mind that because the display area is not linear, changes near the low end of the display represent very small changes.

CALIBRATE (4)

The calibrate function is probably one of the most useful and unique features DSP Trigger has to offer. Because every drum pad and every audio interface is different, the calibration function normalizes the signal coming into DSP Trigger and adjusts its setting to best detect the transients.



During calibration, controls that are being calibrated turn green and are adjusted as you play. You may override the calibrating of a control by moving it with the mouse. After adjusting its value, it will return to its usual color and will no longer be calibrated.

After calibrating, be sure to turn off the CALIBRATE LED to ensure that settings are locked in. Keep in mind that every time you re-enable the CALIBRATE LED, the previous calibrating settings are lost.

For more detailed information about calibrating, look [here](#).

SCAN TIME (5)

This value is the number of milliseconds that DSP Trigger scans for the maximum amplitude of a transient. The higher you set this value, the more latency you will experience as DSP Trigger has to wait longer before it issues a hit.

In most cases, a value of 3 works best. If you find that the white dots do not line up with the blue peaks, try increasing the SCAN time.

MONO / STEREO (6)

If you are using a dual zone pad and have both zones connected to separate inputs on your audio interface, then select STEREO. The advantage of using STEREO depends on pad type you have selected.

For regular drum pads, you'll be able to trigger rim-shots. Not only that but you'll get more reliable side-stick triggering all around the entire circumference of the pad.

For most cymbals you'll gain choke functionality.

FLIP PHASE (7)

DSP Trigger uses phase information to help distinguish between different articulations. If you find that DSP Trigger is outputting the wrong articulation, chances are that you need to flip the phase of the incoming signal. Be sure to recalibrate after enabling this button.

SWAP BUTTON (8)

This button is only useful if you are feeding DSP Trigger a stereo input. It simply swaps the left and right channels. If you have DSP Trigger setup on a mono track or are using a mono input, then this button will have no effect.

GAIN CONTROL (9)

Most high-end audio interface use +4dBV type inputs. These types of inputs have about 4x more headroom than -10dBu inputs. To compensate for this difference, DSP Trigger uses a GAIN CONTROL to normalize the input. The background for the GAIN CONTROL is a Vu meter that shows you the gain adjusted output.

This control should not typically be adjusted by the user. Instead it should be adjusted using the CALIBRATE function. If you find that during calibration this control doesn't move, it could be that the signal from your drum pad is too weak and needs to be preamped.

XTALK CONTROL (A)

If you are using multiple instances of DSP Trigger or are using it in combination with an e-drum kit, this function helps you eliminate crosstalk. It's a combination of a slider and a meter. If you are only using a single instance of DSP Trigger and are not routing any MIDI through the plugin, then this control will have no effect.

Preset Selector



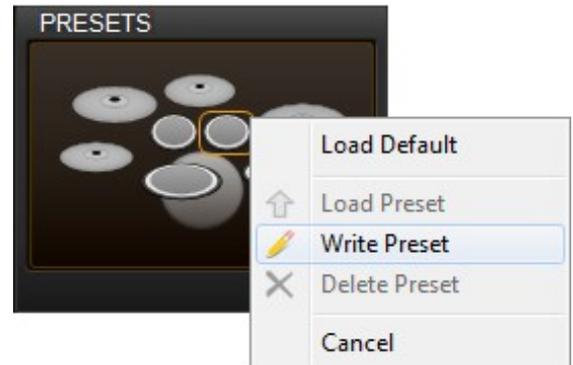
Overview

By default, clicking on the kit pieces in the PRESET SELECTOR loads default values corresponding to standard MIDI notes and for the given kit piece. It also turns on and off the articulations used for the given kit piece. This allows you to quickly setup the MIDI notes that DSP Trigger will output when you play your pad.

Saving and Loading Presets

However, you may also store the current settings to any of the kit pieces images.

Right-clicking on a preset image reveals a menu allowing you to 'Load', 'Write', or 'Delete' a preset.



Alternatively, you may also use click modifiers to do the same thing. Holding down SHIFT and clicking on a preset image saves the preset. Holding down CONTROL and clicking will delete the preset.

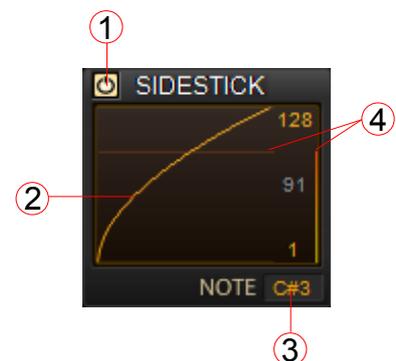
As you hold down the modifier key and press down the left mouse button, a icon will appear indicating the function to be performed. Only after releasing the mouse button will the action be taken. If you move the mouse off the kit piece before you release the mouse button, no action will be taken.

Presets are written to disk and as such are shared between instances of DSP Trigger and are available across multiple applications.

Articulation Controls

Overview

Each articulation in DSP Trigger has its own display area for visual feedback and number of powerful controls that allow you to adjust the dynamics, feel, and response of your pad.



ON / OFF BUTTON(1)

Articulations can be turned on and off. If you turn off any of the articulations, (except BOW or HIT) the HIT or BOW articulation will sound instead. If you turn off the HIT or BOW articulation, no MIDI will be sent when playing those articulations.

VELOCITY CURVE (2)

This line in the display area is actually three controls (MIN, MAX, CURVE) that work together to allow you to fine tune the MIDI output produced by DSP Trigger. MIN and MAX are used to

specify the lowest and highest velocities while the CURVE allows you to control the velocity curve between the lowest and highest values.



By moving your mouse over the bottom of the display, the MIN control indicator lights up. You can drag it upwards to set the minimum velocity. In a similar fashion, you can drag down the top of the display area to set the maximum value. The CURVE control can be adjusted by dragging anywhere between the MIN and MAX indicators.

Doubled clicking on a control returns it back to its default value. Holding down the SHIFT key allows you to make more precise adjustments.

MIDI NOTE (3)

Note values can be displayed as numbers 1-128 or as using standard note notation (C#8). You can switch between the two formats by right clicking on the value.

The value can be changed by either dragging the value up or down with the mouse or by double-clicking and entering a value with the keyboard. You may enter the value as a number or as standard note notation regardless of the format that is displayed

VU METER (4)

After a hit, the VU meter moves to indicate the velocity of the hit. Also, a horizontal line is drawn in the display area showing where it intersects on the velocity curve. While the Vu meter quickly resets to zero shortly after a hit has passed, the horizontal line remains. And if you adjust the velocity curve after the hit, the horizontal line moves indicating what the velocity would have been given the adjustments you make.

RIMSHOT RANGE



The rimshot articulation has an advanced control which you can adjust to set the tradeoff between how easily rim-shots are triggered vs. mistriggered.

Providing that you are in stereo mode and the current pad type is not a cymbal, this control can be revealed by right-clicking in the curve display area for the rim-shot articulation.

This control includes a red 'hit indicator' and a grey 'range' bar. By dragging up and down in the display area you can shrink or enlarge the range of hits that are determined to be rim-shot articulations. If the 'hit indicator' falls to the left of the 'range' bar, DSP Trigger determines the hit to be a 'head' articulation. If the 'hit indicator' falls to the right of the 'range' bar, the hit is determined to be a 'side-stick' articulation. And if the hit falls inside the rim-shot 'range' bar, DSP Triggers determines the hit to be a 'rim-shot' articulation.

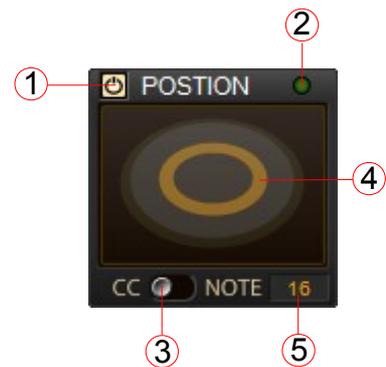
A value of 30% generally works best, however if you feel it's too difficult to trigger rim-shots, you might want to adjust this control.

Positional Sensing

If you are using DSP Trigger with a mesh drum pad, it has the ability to detect the location of your hit and pass that information on to your drum sampler.

ON / OFF BUTTON (1)

By default, positional sensing is off. If positional sensing is disabled, the label will be greyed out and you will not be able to turn positional sensing on.



CALIBRATE (2)

The positional sensing must be calibrated before you can use it. To begin calibrating, click on the green LED. Next, hit your drum pad a few times with medium force moving from the centre of the head out to the left and right edges. As you move out you should start to see the OUTPUT indicating where you have hit. When you are happy with the calibration, turn off the calibrate led and your settings will be locked in. Be sure to use the positional BIAS control to set the cutoff between the HIT and EDGE zones.

OUTPUT MODE (3)

DSP Trigger offers two ways to output positional information. The first mode sends out a MIDI CC just before it sends out the HIT note. This mimics the behaviour of some well known high end drum modules. The second mode sends out two different MIDI notes. For hits that are close the centre, this mode sends out HIT notes and for hits that are close to the edge, it sends out EDGE notes.

POSITIONAL BIAS (4)



The POSITIONAL BIAS allows to adjust the size the of your positional zones. If you feel the cutoff between what registers as being a HIT and what registers as being an EDGE articulation needs adjusting, then this is the control you need to work with.

By dragging the indicator up (towards the center), hits will be detected as being closer to the centre—effectively increasing the size of your HIT zone while making the EDGE zone smaller.

The control is very sensitive and a little goes a long way. However, extremes settings are useful if you would like all hits to be detected as only HIT notes or EDGE notes.

CC / EDGE OUTPUT (5)

Using MIDI CC output mode, this box displays CC value to be sent before each hit. If in NOTE mode this box displays the edge note value that will be used for hits that register as 'edge' articulations. Like the MIDI note values for the other articulations, you can switch between displaying note numbers and standard note notation by right clicking on its value.

The value can be changed by either dragging the value up or down with the mouse or by double-clicking and entering a value with the keyboard. You may enter the value as a number or as standard note notation.

STEADY SHOT

During fast rolls, it's difficult for DSP Trigger to always accurately measure the position of hits. This can lead to occasional fluctuations in the positional sensing. Steady Shot is designed to steady fast rolls while still allowing movement from the center out to the edges and vice versa.



Like the advanced control for rim-shots, the Steady Shot control can be revealed by right-clicking in the positional display. It is comprised of a red BPM indicator and a slider. As you play a fast roll on your pad, the red indicator will grow in size representing how fast you are playing. The slider can be dragged left or right to set the BPM at which steady shot begins to kick in.

GETTING THE BEST RESULTS

As mentioned before, it's important to get a good calibration in order to get good positional performance from DSP Trigger. To accurately measure positional sensing, input section threshold needs to be as low as possible so that it begins detecting as early as possible. Also the hit decay needs to be adjusted so that it hugs the transient very closely. If the hit decay does not hug the transient closely enough, the positional detection will begin to break down in rolls.

Output Section

Overview

The output section gives you visual feedback regarding the velocity and the articulation that is being output by DSP Trigger. Depending on the PAD TYPE that you have selected, you will a different image in its display area.



Triggering Articulations

By clicking in the output section, DSP Trigger sends out a HIT or BOW MIDI note. The velocity of the note is scaled by how high up in the display you click.

In a similar fashion, the SIDESTICK or EDGE articulation can be triggered by right-clicking and the RIMSHOT / BELL articulation can be triggered by SHIFT-clicking on the display area.

This is useful for checking to make sure your MIDI note assignments correspond to the notes in your drum sampler.

MIDI Activity Indicator

The MIDI cymbal at the bottom right hand corner of the output section lights up when MIDI is passing through DSP Trigger. This MIDI has crosstalk applied to it as per the crosstalk threshold and if MIDI is filtered out the indicator briefly flashes red. 🚫

BPM Indicator

A simple yet useful tool, the indicator displays the current bpm of hits passing through DSP Trigger. The number is an average of up to the past 12 hits. After a pause of 2 seconds, the hit history is reset and the average is recalculated again only using data from new hits.

Support

Registered users of DSP Trigger may contact technical support for help.

Support <http://www.audiofront.net/contactSupport.php>

The following resources are available to all users and likely contain any information you are looking for.

Website <http://www.audiofront.net/dspTrigger.php>

Forums <http://www.audiofront.net/forums/index.php>

Videos <http://www.audiofront.net/videos.php>

FAQ <http://www.audiofront.net/FAQ.php>

APPENDIX A: Pad Compatibility

While DSP Trigger should work well with just about any drum pad, the following pads have been tested.

PADS

PAD	PAD TYPE	MONO MODE	STEREO MODE	HIT	SIDESTICK	RIMSHOT*	POSTIONAL SENSING
PD-8x	ROL PD8-X	O	O	O	O	O	O
PD-85	ROL MESH	O	O	O	O	O	O
PD-105	ROL MESH	O	O	O	O	O	O
KD-8	Microphone	O	X	O	X	X	X
KD-120	Microphone	O	X				
TP-65	TP-65	O	X	O	O	X	X
TP-65S	TP-65	O	O	O	O	O	X
KP65	Microphone	O	X	O	X	X	X

* The rimshot articulation is only available in STEREO MODE.

CYMBALS

CYMBAL	PAD TYPE	MONO MODE	STEREO MODE	BOW	EDGE	BELL	CHOKE*
CY-5	R-CY-5	O	X	O	O	X	X
CY-12RC	R-CY-12RC	O	O	O	O	O	O
CY-15R	R-CY-15R	O	O	O	O	O	O
PCY-130S	Y-PCY-130S	O	O	O	O	O	O
PCY-150S	Y-PCY-150S	O	O	O	O	O	O
PCY-155R	Y-PCY-155	O	O	O	O	O	X
Kill Toys 16R	KToys16R	O!	O	O	O	O	X

* Cymbal choking is only available in STEREO MODE.

! In MONO mode bell articulation is not available

You pad is not well supported? Look [here](#) for information about how to get support for your pad.