USER MANUAL

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Auto Drum Gate

VST3 / AU plug-in · Windows · Mac

A gate / expander for individual drum mics. It removes bleed from the rest of the kit and the cymbals so each channel carries only the drum it is aimed at. VST3 / AU / Standalone on Windows and Mac. **Zero latency (0 samples)** by default.



The plug-in

What's new in 1.0.1

- **LEARN works on every drum and stops by itself**: once you have hit enough and stop for about 4 seconds, it calculates without another press.
- **Threshold set from the real hits**: soft hits are no longer cut, and an odd loud bleed does not push it up.
- **Tells you when the bleed is too close to the hits**: the threshold goes midway and it suggests moving the mic.
- **Fixed the gate sometimes staying shut** after a quiet passage.

Install

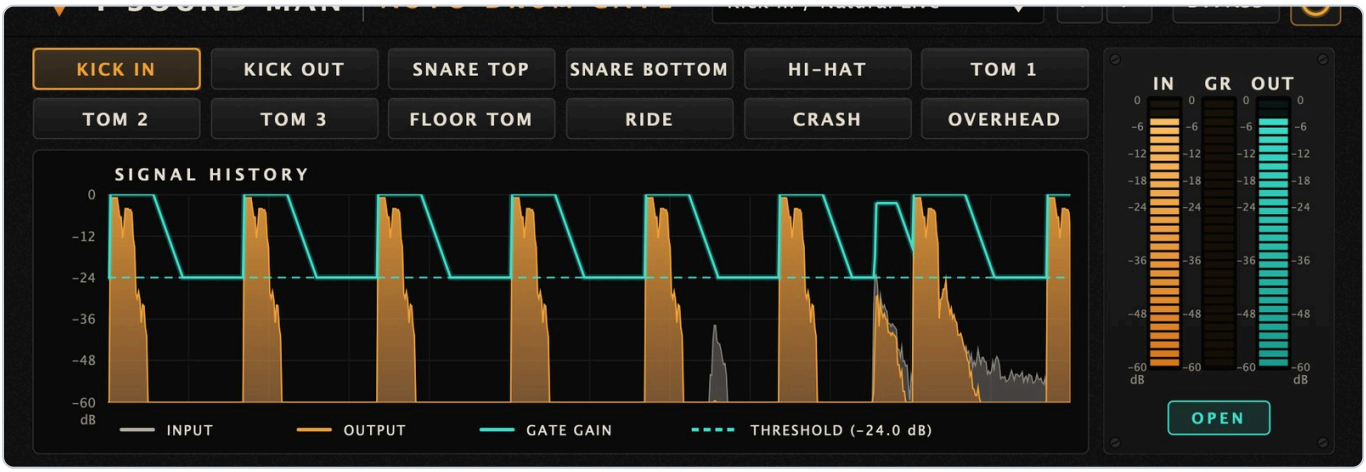
- **One-click installer (recommended):** Windows: run **AutoDrumGate-...-Windows-Setup.exe**. Mac: open **AutoDrumGate-...-macOS-Installer.pkg** (right-click → Open the first time). It puts the plug-in in the right folders and replaces an older version.
- Or install by hand from the zip files:
- **Windows (VST3):** unzip and copy **Auto Drum Gate.vst3** to **C:\Program Files\Common Files\VST3**
- **Mac (VST3):** copy **Auto Drum Gate.vst3** to **/Library/Audio/Plug-Ins/VST3/**
- **Mac (AU):** copy **Auto Drum Gate.component** to **/Library/Audio/Plug-Ins/Components/**
- **Mac (first time after installing):** open **Terminal**, paste the command below and enter your Mac password when asked, so macOS allows the downloaded plug-in. Then reopen your DAW.
- Rescan plug-ins in your DAW (or Signal Rack). It is listed under **Dynamics**, maker **T Sound Man**.

```
sudo xattr -dr com.apple.quarantine "/Library/Audio/Plug-Ins/VST3/Auto Drum Gate.vst3"
"/Library/Audio/Plug-Ins/Components/Auto Drum Gate.component"
```

Quick start in 5 steps

1. Put it **first** on the drum mic channel, before EQ and compression.
2. **Press the drum button** that matches the mic (KICK IN, SNARE TOP, TOM 1 ...). The Natural Live preset for that drum loads.
3. The orange "Threshold not calibrated - press LEARN" is expected: presets never set the threshold, because every show has different levels.
4. **Press LEARN** and follow the steps below, or turn **THRESHOLD** until the dashed cyan line sits above the bleed but below the drum hits.
5. Listen and set **HOLD / RELEASE** so tails end naturally. If tails sound chopped, lower **RANGE** first.

Display and meters



Display and meters

- **Top bar** — the 32 presets, **< >**, **BYPASS** (20 ms fade, no click) and the power button.

- **12 drum buttons** — KICK IN, KICK OUT, SNARE TOP, SNARE BOTTOM, HI-HAT, TOM 1–3, FLOOR TOM, RIDE, CRASH, OVERHEAD.
- **SIGNAL HISTORY** — about 3.6 s. Grey = input, orange = output, solid cyan = gate gain, dashed cyan = the threshold actually in use.
- **IN / GR / OUT meters** — input level, dB of gain reduction and output level. **OPEN / CLOSED** shows the gate state.

Controls



Controls

- **LEARN** — sets the threshold from real audio.
- **HPF / LPF** — the band the detector listens to. **They do not change the output sound**; they make the gate open only for the target drum.
- **LISTEN** — hear what the detector hears while tuning HPF/LPF. **Turn it off before the show.**
- **DETECTOR SLOPE 12 / 24 dB** — detector filter steepness.
- **KEY SOURCE INT / EXT KEY** — detect from this channel or from the sidechain.
- **GATE / EXPANDER / BYPASS** — GATE for kick and toms, EXPANDER (gentler) for snare and cymbals.
- **THRESHOLD** -80 to 0 dB, **RANGE** 0–60 dB (maximum reduction), **RATIO** 1.1:1 to 20:1.
- **HYSTERESIS** 0–12 dB — stops chattering when a tail hovers at the threshold.
- **SENSITIVITY** -6 to +6 dB — fine threshold offset.
- **ATTACK / HOLD / RELEASE** — open, hold and close times. Hold / Release can sync to the host tempo (SYNC).
- **AUTO RELEASE** — follows each hit's real decay within the limits set for that drum.
- **GHOST PROTECT** — ghost notes up to 10 dB under the threshold open the gate half-way (on for snare presets).
- **AUTO THRESHOLD** — follows the average hit level, ±12 dB max (off by default).
- **LOOKAHEAD** Off / 0.5 / 1 / 2 ms — lets the gate open before the transient, at the cost of latency that is reported to the host. Off is recommended live.
- **TRIAL / LICENSED badge** (footer) — trial days left; click to enter a licence key.

LEARN

Set the preamp gain first and do not change it during LEARN. Choose the right drum button first.

1. **Press LEARN**. The button shows "1/2 BLEED ONLY": let the band play or hit other drums, **not the target drum**, for 4 seconds.
2. The button shows "2/2 HITS: n / 20": **hit the target drum 12–20 times**, soft, medium and hard, leaving the sound time to decay between hits.
3. **LEARN finishes by itself**, no second press needed: at 20 hits, or after at least 8 hits followed by about 4 seconds without one, or at 30 seconds. (You can still press LEARN to finish early.)

The result reads, for example, "Learned: open -31.2 / close -36.2 dB (N -51.0, S -7.2, 14 hits)". N is the bleed level and S the level of this drum's soft hits. The threshold goes above the bleed but at least 6 dB under the soft hits, so they are never cut.

- If the hits are only 5–9 dB above the bleed you get a warning and the threshold is set midway: it works, but move the mic closer.
- If LEARN heard almost no bleed (a quiet room), the threshold comes from the hits alone; LEARN again while the band plays.

"Insufficient separation" (hits less than 5 dB above the bleed; the threshold is left unchanged) means the bleed is as loud as the soft hits: move the mic closer, adjust HPF/LPF, use 24 dB/oct, or use Expander mode with a low Range. "Only n hits detected": hit harder or leave more space between hits.

Presets

- **Natural Live** (12) — the live default, natural sound.
- **Tight** (6: kick, toms) — shorter hold/release and more range for a tighter sound.
- **Soft / Brushes** (12) — quiet songs, jazz, brushes; gentle expansion.
- **Keyed** (2) — Kick Out keyed from Kick In, Snare Bottom keyed from Snare Top (route that channel to the plug-in's sidechain; otherwise "EXT KEY: NO SIDECHAIN CONNECTED" is shown).

> Loading a preset never changes Threshold or Lookahead, so switching presets mid-show never changes latency.

Licence and trial

Fully working 14-day trial. When it ends without a licence the gate passes audio straight through (like BYPASS), so a show never goes silent. Buy a licence at tsoundman.com, click the **TRIAL** badge in the footer, paste the key (starts with FK2-) and press **Activate**.

If activation fails

- The licence window has **Paste code from clipboard** (pastes the key you copied) and **Load key file...** (reads the key from a .txt file). Both work even in hosts that block Ctrl+V / Cmd+V or right-click Paste inside plug-ins.

- Spaces and hidden characters that LINE or e-mail add to a copied key are removed automatically. Result messages always stay on top, so they never hide behind the host window.
- **No licence code** — the key box was empty. Copy the key again and click **Paste code from clipboard**, or save the key in a text file and use **Load key file…**
- **Could not connect to the licence server** — check the internet connection, then update to the latest version from the product page or **My library**. New versions activate through tsoundman.com, which every network can reach.
- **Invalid licence code** — the key must start with FK2- and belong to this product (a key for one product does not work in another). If it still fails, send a screenshot on LINE and we will check it or issue a new key.
