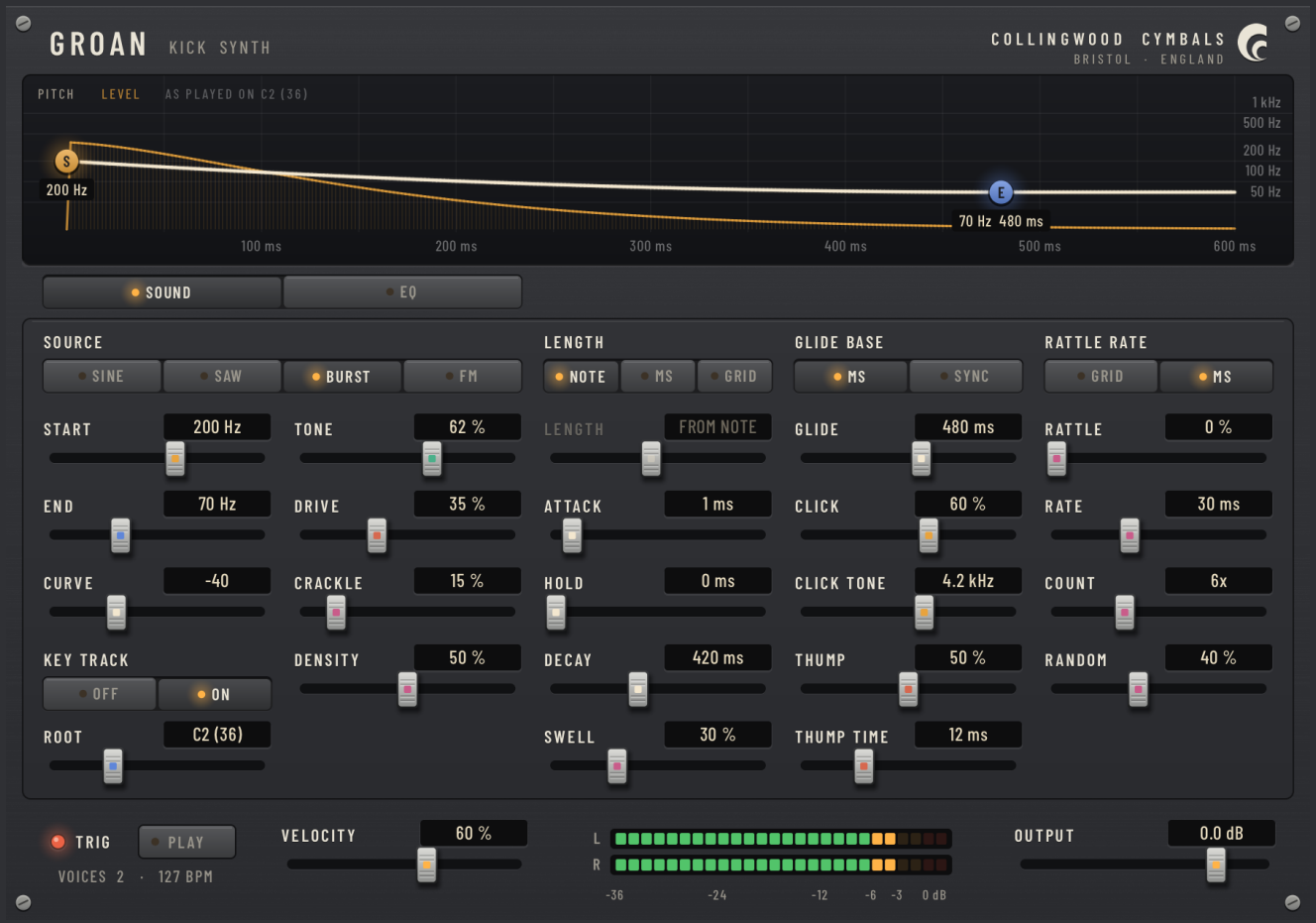
COLLINGWOOD CYMBALS

BRISTOL · ENGLAND

GROAN

KICK SYNTH

VERSION 1.0 · USER MANUAL



VST3 FOR WINDOWS · AUDIO UNIT + VST3 FOR MAC · CYMBALSAMPLES.COM

Groan

Groan is a kick drum synth. Each note starts a voice: a tone that glides from START down to END, shaped by a level envelope, with a click and a thump on the front. Up to 32 voices sound at once, so a new note never cuts off the tail of the last one.

The sound can be dirtied with drive and crackle, stuttered with rattle grains, and shaped by two 4-band EQs, one before the drive and one at the output.

Installing

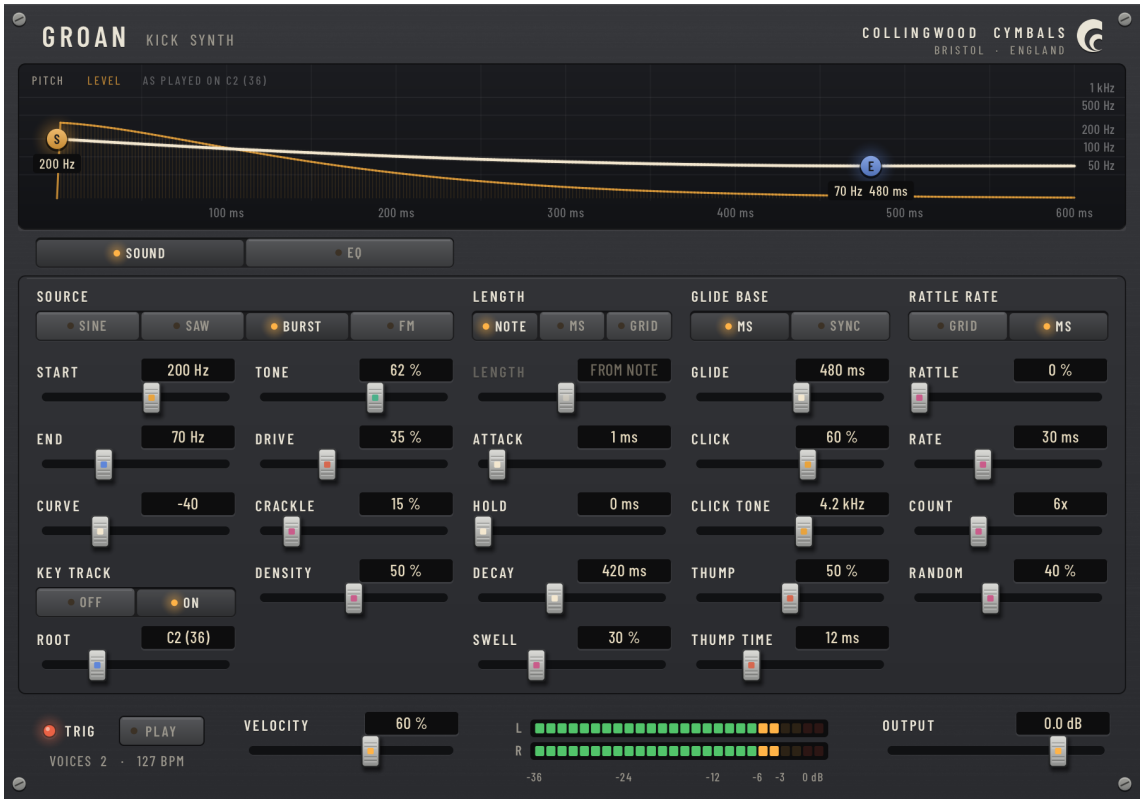
WINDOWS	Copy the Groan.vst3 folder into C:\Program Files\Common Files\VST3 (click Continue when Windows asks for permission; replace any older Groan.vst3). Rescan plug-ins in your DAW if it doesn't find Groan on its own. It is listed under Collingwood Cymbals as an instrument. 64-bit Windows 10 or 11, any VST3 host.
MAC	In Finder choose Go > Go to Folder and paste ~/Library/Audio/Plug-Ins/Components, then drag Groan.component in. For VST3 hosts also drag Groan.vst3 into ~/Library/Audio/Plug-Ins/VST3. Logic: make a Software Instrument track and choose AU Instruments > Collingwood > Groan. If it isn't listed, use Logic Pro > Settings > Plug-in Manager, select Groan and click Reset & Rescan Selection. Apple silicon and Intel, macOS 10.15 or later.

Groan takes MIDI in and gives a stereo output.

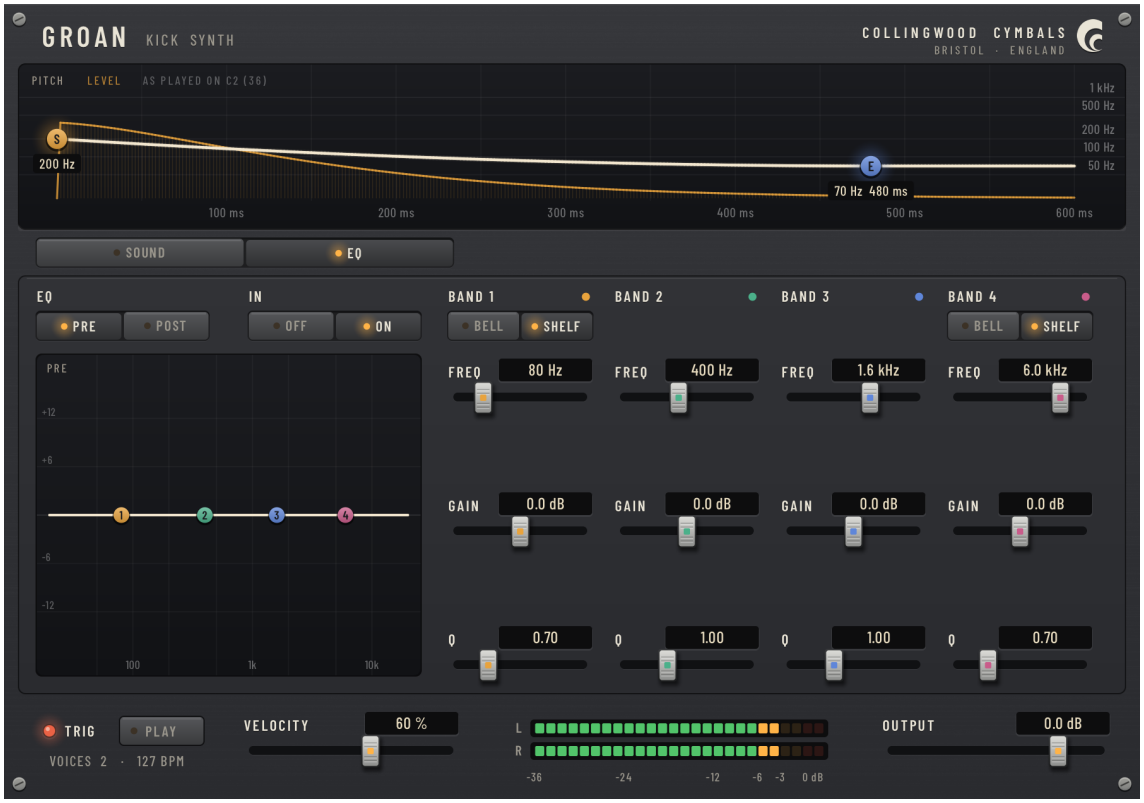
Quick start

1. Put Groan on an instrument track and play or draw MIDI notes. Click PLAY to hear it without MIDI.
2. Pick a SOURCE. Drag S and E in the display to set where the pitch starts and where it settles.
3. Set DECAY and SWELL for the length of the body, CLICK and THUMP for the front of the hit.
4. Click the EQ tab to shape the tone.

The window

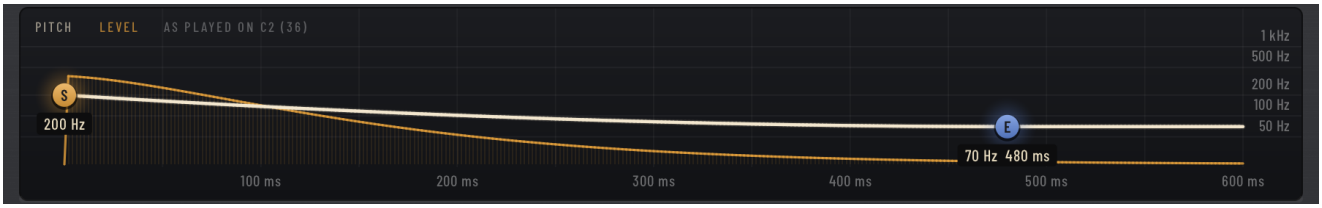


The SOUND tab.



The EQ tab. The display and the bottom bar stay the same on both tabs.

The display



Time runs left to right. The cream line is the pitch, the amber line the level. With LENGTH on MS or GRID a dashed line marks where the note ends. With RATTLE up, pink ticks along the bottom mark the grains.

S	Drag up or down to set START.
E	Drag up or down to set END, and left or right to set GLIDE (when GLIDE BASE is MS).
MOUSE WHEEL	Over S or E: CURVE.
DOUBLE-CLICK	S: START back to its default. E: END and GLIDE back to their defaults.
SHIFT	Hold while dragging or using the mouse wheel for fine moves.

Hovering over a handle shows its pitch and the glide time. With KEY TRACK on, the display shows the pitch as played on the ROOT note.

SOUND and EQ

The two tabs under the display switch the strip between the main controls and the EQ. The tab is not saved with the project; Groan opens on SOUND.

The SOUND tab



SOURCE	SINE: a sine; TONE adds a little self-feedback grit. SAW: a saw through a low-pass; TONE opens the filter. BURST: noise ringing at the pitch, plus some sine. TONE focuses the ring. FM: a sine bent by itself; TONE sets how much.
START	20 Hz to 1 kHz. Where the glide starts.
END	20 Hz to 1 kHz. Where it settles.
CURVE	-100 to +100. Negative drops fast then hangs; positive hangs then drops.
KEY TRACK	ON: higher notes play higher, an octave up doubling the pitch. OFF: every note plays START and END as set.
ROOT	The note that plays START and END as set. Default C2 (MIDI 36). Middle C (60) is C4.
TONE	See SOURCE.
DRIVE	Asymmetric saturation.
CRACKLE	Small pops near the peaks of the wave.
DENSITY	How many pops.
LENGTH	NOTE: sounds until the MIDI note ends. MS: a fixed time, 5 ms to 4 s, ignoring the note-off. GRID: a note value at the host tempo. Every ending is an 8 ms fade.
ATTACK, HOLD	0 to 2 s.
DECAY	10 ms to 4 s. The time to fall about 40 dB.
SWELL	Holds the body up before it decays.
GLIDE BASE	MS or SYNC.
GLIDE	The time from START to END: 5 ms to 2 s, or a note value (1/128 to 2 bars) with SYNC.
CLICK	A short noise click on the front.
CLICK TONE	1 kHz to 12 kHz. The pitch of the click.
THUMP	A single low push at the start.

THUMP TIME	1 to 40 ms.
RATTLE	Level of the stuttered grains before the hit plays out. 0 is off.
RATTLE RATE	GRID: RATE as a note value, 1/16 to 1/128 at the host tempo. MS: RATE from 5 to 200 ms.
COUNT	1 to 16 grains.
RANDOM	Scatters the grains' timing, pitch and level.

The EQ tab



There are two EQs. PRE works on each note's raw tone, before DRIVE and CRACKLE: a boost here makes the drive bite harder on that part. POST works on everything at the output, click and thump included. Both start flat.

EQ	PRE or POST: which EQ the tab shows and edits. It does not change the sound.
IN	Switches the shown EQ in or out.
BAND 1, BAND 4	BELL or SHELF.
FREQ	20 Hz to 20 kHz.
GAIN	-18 to +18 dB.
Q	0.30 to 10.

The curve

The shown EQ is drawn bright, the other one faint. Drag a numbered dot left or right for FREQ and up or down for GAIN. Use the mouse wheel over a dot for Q. Double-click a dot to put that band back to its default.

The bottom bar



TRIG	Lights on each note. VOICES shows how many are sounding, followed by the host tempo.
PLAY	Plays the ROOT note at full velocity. With LENGTH on NOTE it sounds while the mouse button is held; with MS or GRID it plays its set length.
VELOCITY	How much note velocity changes the level. 0 is none.
METERS	Output level, -36 to +3 dB.
OUTPUT	-48 to +12 dB. The defaults peak at about -6 dB. A safety limiter works above -1 dB and never lets the output past 0 dB.

Values

DOUBLE-CLICK A VALUE	Type a number and press Enter. Esc cancels. Units are understood: 0.5 s, 4.2k, note names such as C2 or F#1, 1/16, 1 bar, and switch names such as burst.
DOUBLE-CLICK A FADER	Back to its default.
MOUSE WHEEL	Over a fader or its value: small steps. Hold Shift for finer steps.
SHIFT-DRAG	Fine control.

Updates



Once a day, when you open the window, Groan checks whether a newer version is out. If one is, UPDATE x.y AVAILABLE lights up at the top of the window; click it to open the download page. Nothing is downloaded or installed automatically and nothing about you or your computer is sent. Without an internet connection nothing shows.

Thank you for using Groan. Updates, more plug-ins and cymbal samples are at cymbalsamples.com.

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