KNOCK AUDIO

KNOCK® 2



CLICK A MODULE TO JUMP TO ITS SECTION.

USER MANUAL

Control reference and getting started guide

KNOCK 2 combines numerous types of drum processing into one easy-to-use package, allowing you to sculpt your drums subtly or aggressively. This guide explains the global controls, processing modules, and settings so you can find a control and understand what it changes.

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OVERVIEW AND QUICK START



Interface overview

The module chain 1 contains PUNCH, COMP, SATURATE, SUB, AIR, and CLIP. Each module has its own power switch and processing controls. Drag modules to change their order. Use the header 2 to bypass processing, browse presets, and set the overall MIX. The footer 3 provides global level, calibration, and tone controls. 4 Switch between the Global Parameters panel and the Global Filter panel for LO CUT and HI CUT, or open the menu 5 for processing settings.

Reading the control reference

Each module section pairs an annotated UI image with numbered control descriptions. Mode descriptions follow the controls. Dedicated detail images show smaller panels or controls where a closer view helps.

Quick Start

STEP 1

Place KNOCK 2 on your intended channel.

STEP 2

With audio playing for at least 5 seconds, press CALIBRATE to set INPUT gain staging and gain-match OUTPUT.

STEP 3

Choose a factory preset or use the current settings as your starting point.

STEP 4

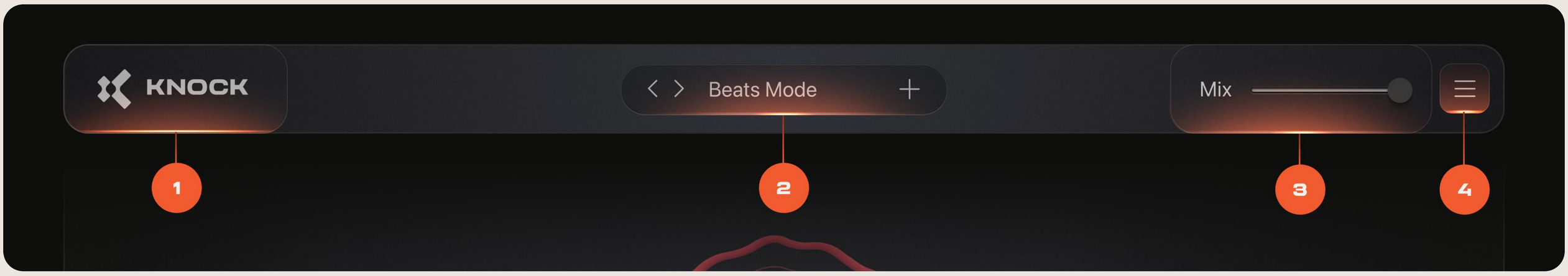
Adjust the main knobs of the modules you want to use. It is suggested to turn up a module to at least 50% before adjusting any Advanced Panel settings in order to best understand the sculpting options.

STEP 5

Compare the result with Bypass, then save your settings as a preset if you want to use them again.

GLOBAL CONTROLS

Header



1 BYPASS
Passes dry signal straight through.

2 PRESETS
Browse factory presets and save your own.

3 MIX
Crossfade dry and processed signal.

4 MENU
Open the settings menu.

Footer



1 GLOBAL PARAMS
Open footer settings panel to adjust main global parameters.

2 INPUT
Trim incoming level before all modules.

3 CALIBRATE
Listens to five seconds of incoming audio: sets INPUT and gain-matches OUTPUT; song must play for 5 seconds to CALIBRATE.

4 PURR
Tasteful flutter effect added to full signal.

5 TONE
Tilt full signal brighter or darker.

6 OUTPUT
Trim final level after mix, before SAFETY CLIP.

7 MAGIC
From The Mind of DECAP: intelligently gives you a new preset, combining over 50 parameters for infinite results.

Global Filter

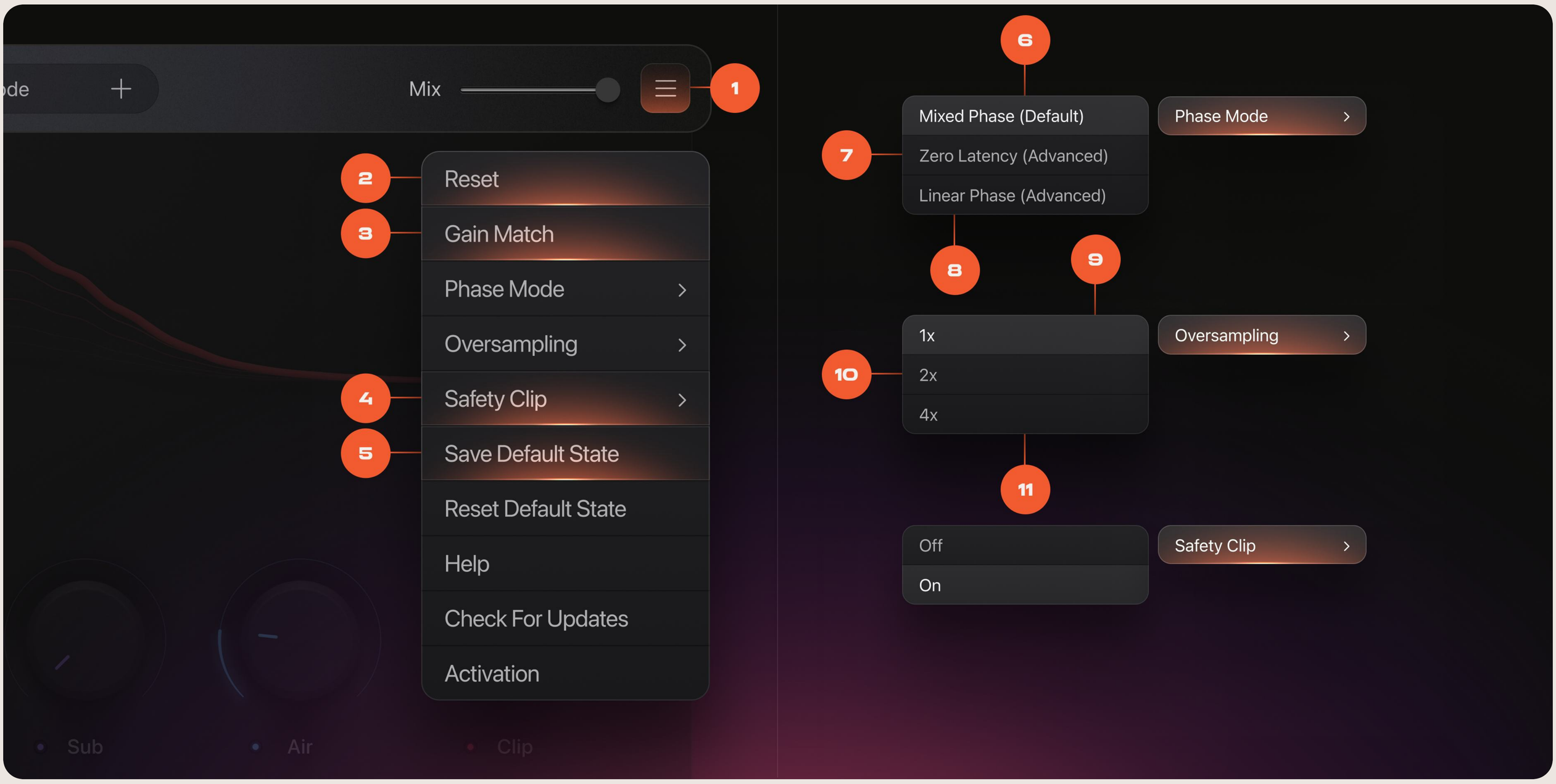


1 GLOBAL FILTER
Open filter panel to adjust LO CUT and HI CUT.

2 LO CUT
Remove low frequencies below handle; placed in the signal chain after modules and before mix.

3 HI CUT
Remove high frequencies above handle; placed in the signal chain after modules and before mix.

SETTINGS



1 MENU
Open menu settings.

2 RESET
Default plugin parameter positions.

3 GAIN MATCH
Match output loudness to dry signal RMS.

4 SAFETY CLIP
Toggle final built-in hard clipper at 0 dBFS; after OUTPUT.

5 SAVE DEFAULT STATE
Store current state as plugin default settings.

Phase Mode

6 MIXED PHASE
Default – the way KNOCK is meant to sound; runs in multiband.

7 ZERO LATENCY
Plugin generates no added latency (for tracking/performing); runs in single band; lower CPU usage; some features will be disabled.

8 LINEAR PHASE
Phase aligned signal delivers cleanest highs at highest latency and CPU usage (advanced territory).

Oversampling

Set oversampling for SATURATE and CLIP; higher settings clean up aliasing.

9 1X
Native rate, lightest on CPU.

10 2X
Cleaner clipping at modest CPU cost.

11 4X
Cleanest anti-aliasing for heavy clip and saturation settings.

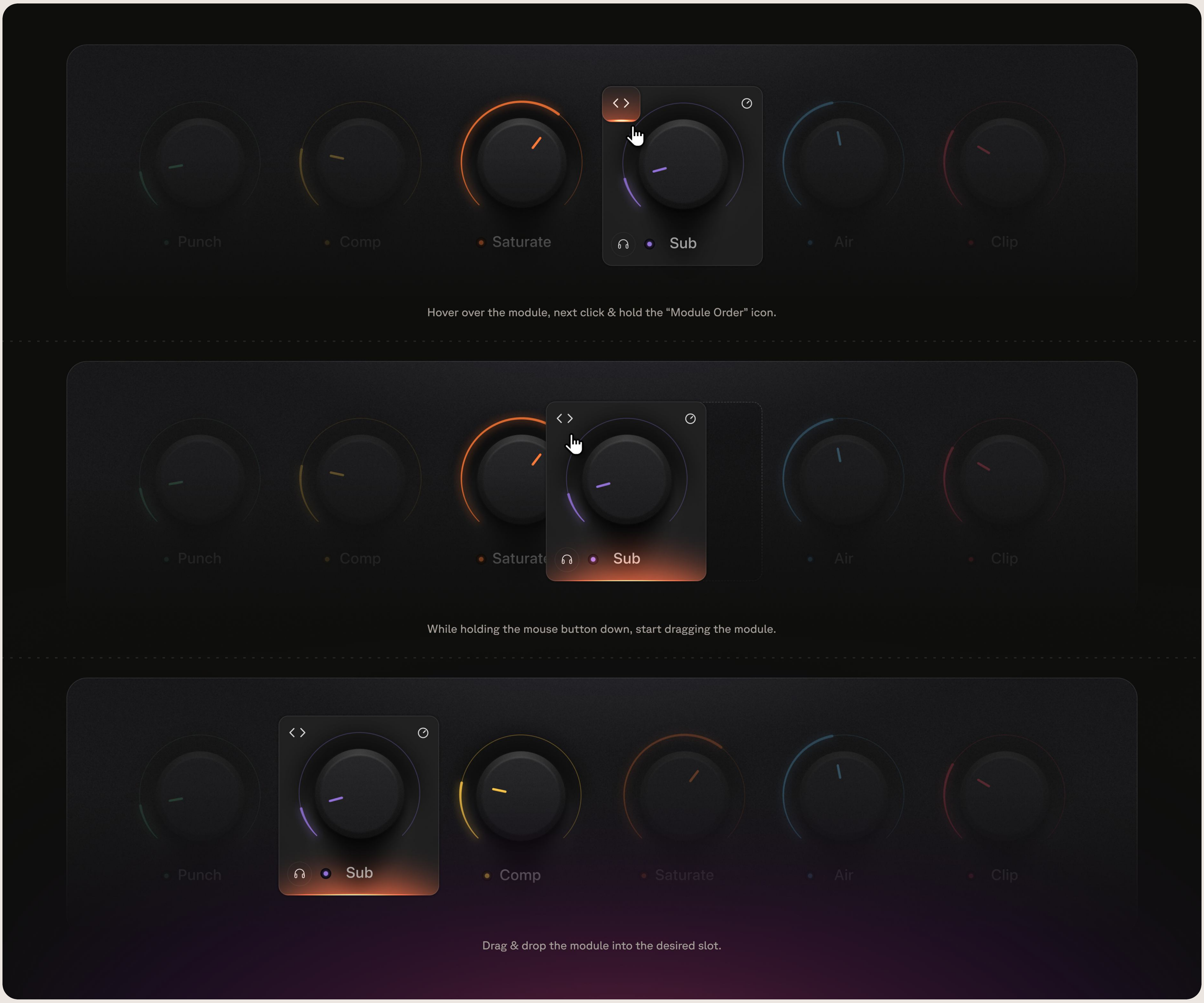
ZERO LATENCY RESTRICTIONS

Zero Latency runs in single band. CRACK and BOOM in PUNCH, and BUMP in SATURATE, are disabled in this mode.

GLOBAL PROCESSING POSITIONS

Global INPUT trims the incoming level before all modules. Global MIX blends dry and processed audio. The global LO CUT and HI CUT filters are placed after the modules and before MIX. Global OUTPUT trims final level after mix, before SAFETY CLIP. SAFETY CLIP is a separate final hard clipper at 0 dBFS, placed after OUTPUT trim. The SUB module has its own LO CUT, which is separate from the global filter.

MODULE ORDER



Hover over the module, next click & hold the “Module Order” icon.

While holding the mouse button down, start dragging the module.

Drag & drop the module into the desired slot.

Drag a module to move it anywhere in the signal chain. Its position determines where its processing occurs relative to the other modules. The INPUT control within a module adjusts the level entering that stage.

Revisit input levels and compare the result after changing the order. The same module settings may sound different when the signal reaching a module has already been processed by other stages.

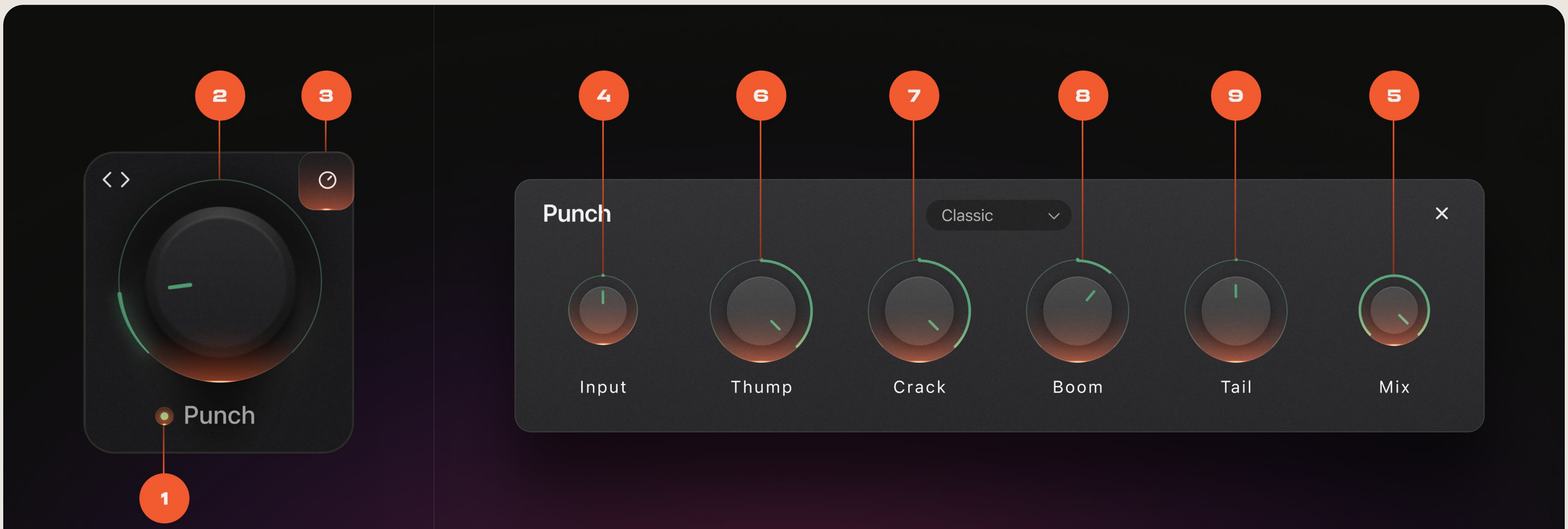


ADVANCED PANEL

Each module has a separate Advanced Panel, giving additional controls relevant to that module. This includes INPUT, MIX, a MODES dropdown menu, and customized parameter knobs for fine-tuning and sculpting your knock.

PUNCH

Shape the attack and sustain of each hit. Adjust the low-frequency thump and weight separately from the snap and ring-out of the mids and highs.



1 MODULE POWER

Turn PUNCH on or off.

2 MAIN KNOB

Dialed transient-shaping effect.

3 ADVANCED PANEL

Open PUNCH Advanced Panel.

4 INPUT

Adjust level entering PUNCH.

5 MIX

Blend dry and processed PUNCH signal.

6 THUMP

Boost or soften kick's attack, the thump of the hit.

7 CRACK

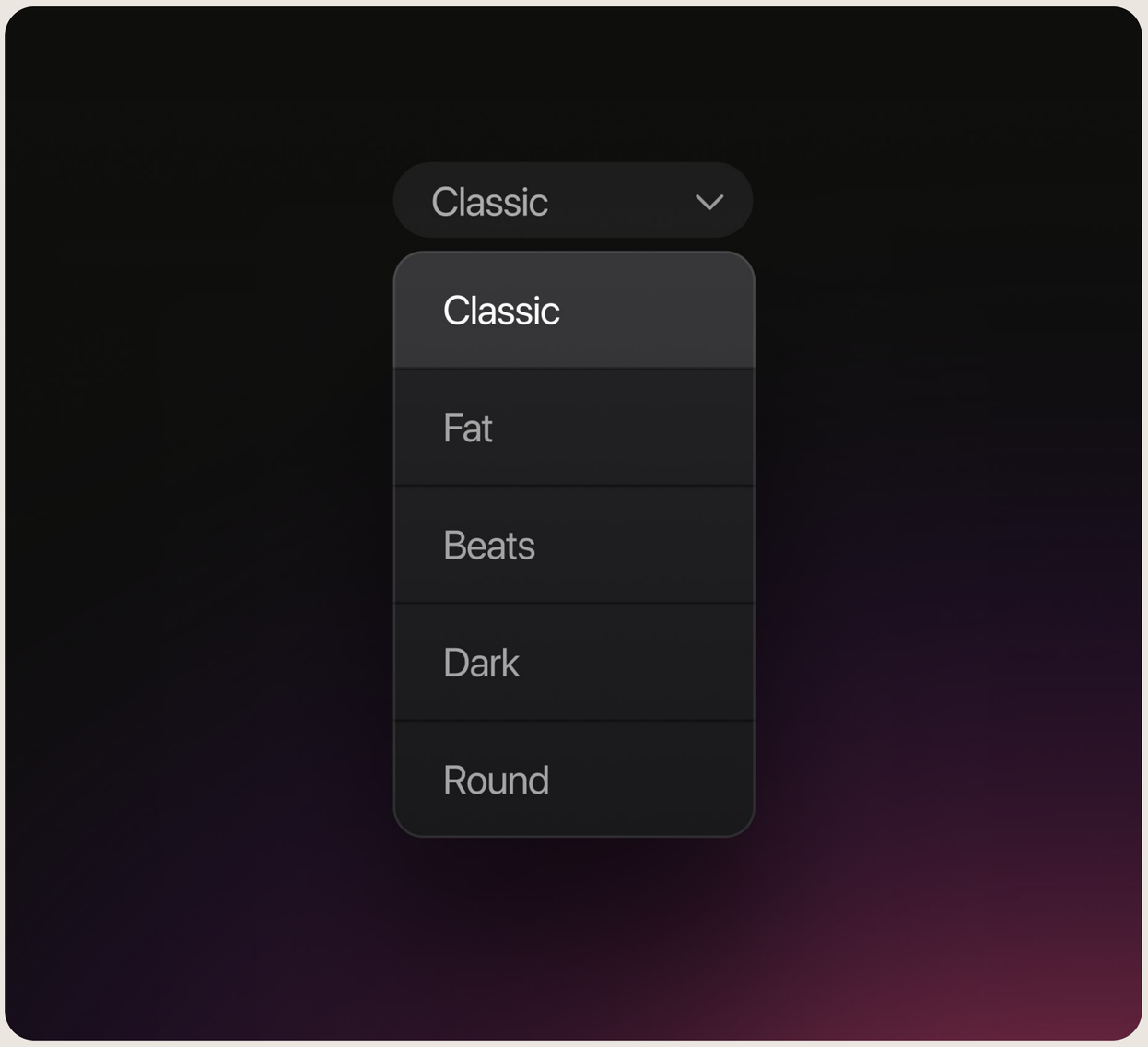
Sharpen or relax snap of mids and highs on each hit; disabled in Zero Latency PHASE MODE.

8 BOOM

Add or trim low sustain, boom and sub weight under the kick; disabled in Zero Latency PHASE MODE.

9 TAIL

Stretch or shorten mid and high ring-out after each hit.



PUNCH Modes

Choose PUNCH's character.

CLASSIC

Match KNOCK 1 classic PUNCH one-for-one.

FAT

Heavier and longer; a slow, thick attack.

BEATS

Hard MPC-chop character, fastest and tightest.

DARK

Less CRACK up top for a darker hit.

ROUND

Polite and musical; softer ceilings and gentler curve.

COMP

Shape dynamics with compression and makeup gain. Use the character modes and detailed controls to adjust how the compressor responds to each hit.



1 MODULE POWER

Turn COMP on or off.

2 MAIN KNOB

Adds compression and makeup gain together, so the sound thickens and glues without jumping in volume.

3 ADVANCED PANEL

Open COMP Advanced Panel.

4 INPUT

Adjust level entering COMP.

5 MIX

Blend dry and processed COMP signal.

6 GAIN-REDUCTION METER

Read compressor’s gain reduction right to left; hover for exact number.

7 SNAP

Shape attack feel: “up” lets each hit’s transient cut through; “down” clamps sooner.

8 PUMP

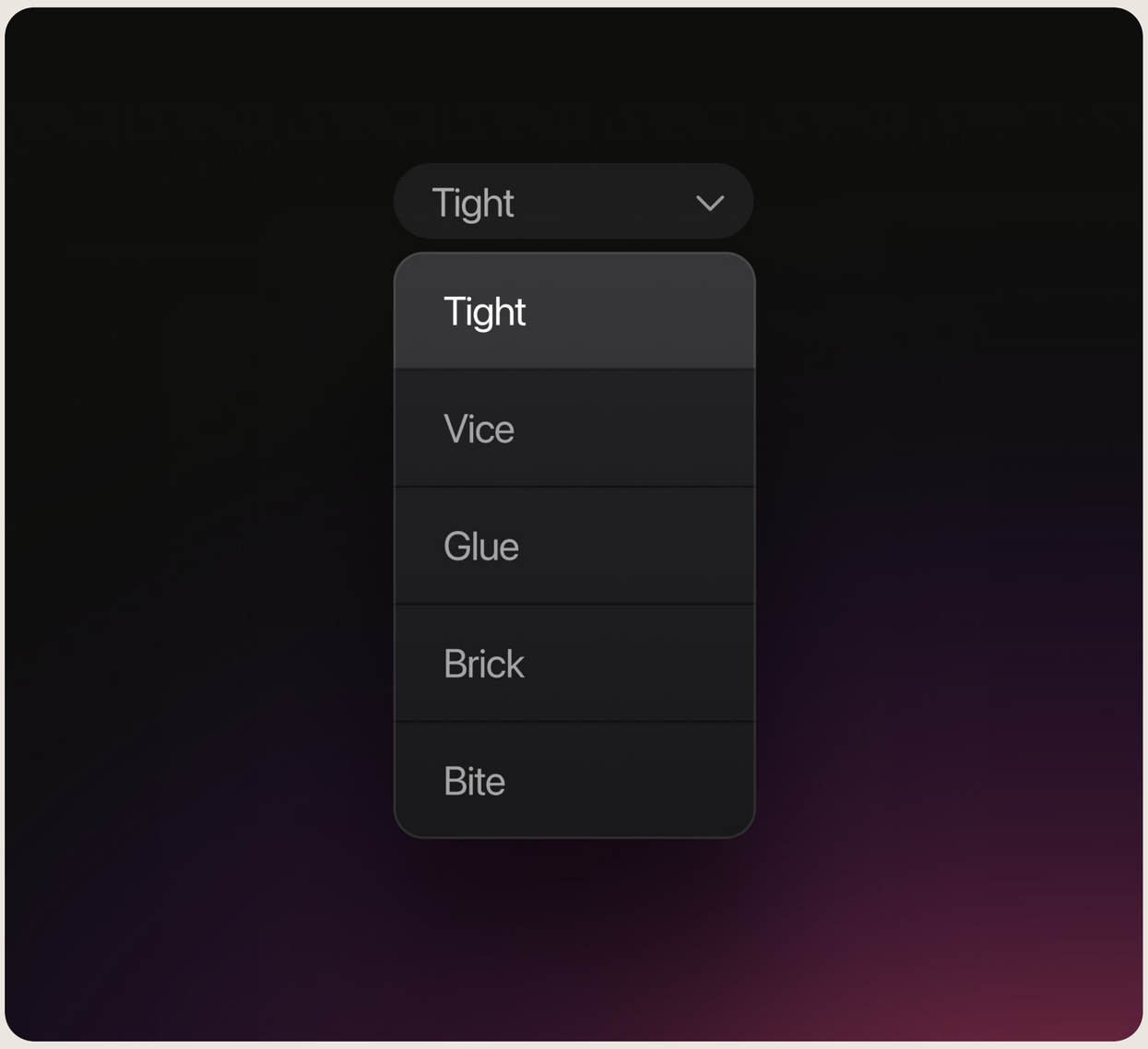
Set how fast the compressor lets go: "down" is slow & glued; "up" is fast & aggressive.

9 GRIP

Control how hard the compressor grabs once it engages; increases ratio from gentle hold to tight clamp.

10 SLAM

Bias compression between low and high bands: “up” lets the kick punch through and clamps the highs harder.



COMP Modes

Choose COMP’s character.

TIGHT

Fast, controlled punch that grabs and lets go clean.

VICE

Fixed multiband version: squeeze lows, mids and highs separately.

GLUE

Slow, smooth bus glue that welds sounds together.

BRICK

Heavy multiband clamp that leans toward brickwall.

BITE

Sub-millisecond grab with speed and teeth.

SATURATE

Add saturation and tonal character. Adjust how strongly the signal drives the effect, how transients pass through it, and how much aging is added.



1 MODULE POWER

Turn SATURATE on or off.

2 MAIN KNOB

Drive more saturation into signal; warmth and weight that keeps punch intact.

3 ADVANCED PANEL

Open SATURATE Advanced Panel.

4 INPUT

Adjust level entering SATURATE.

5 MIX

Blend dry and processed SATURATE signal.

6 GRIT

Tighten saturation’s onset: “up” is punchier and more aggressive; “down” is softer and rounder.

7 CREAM

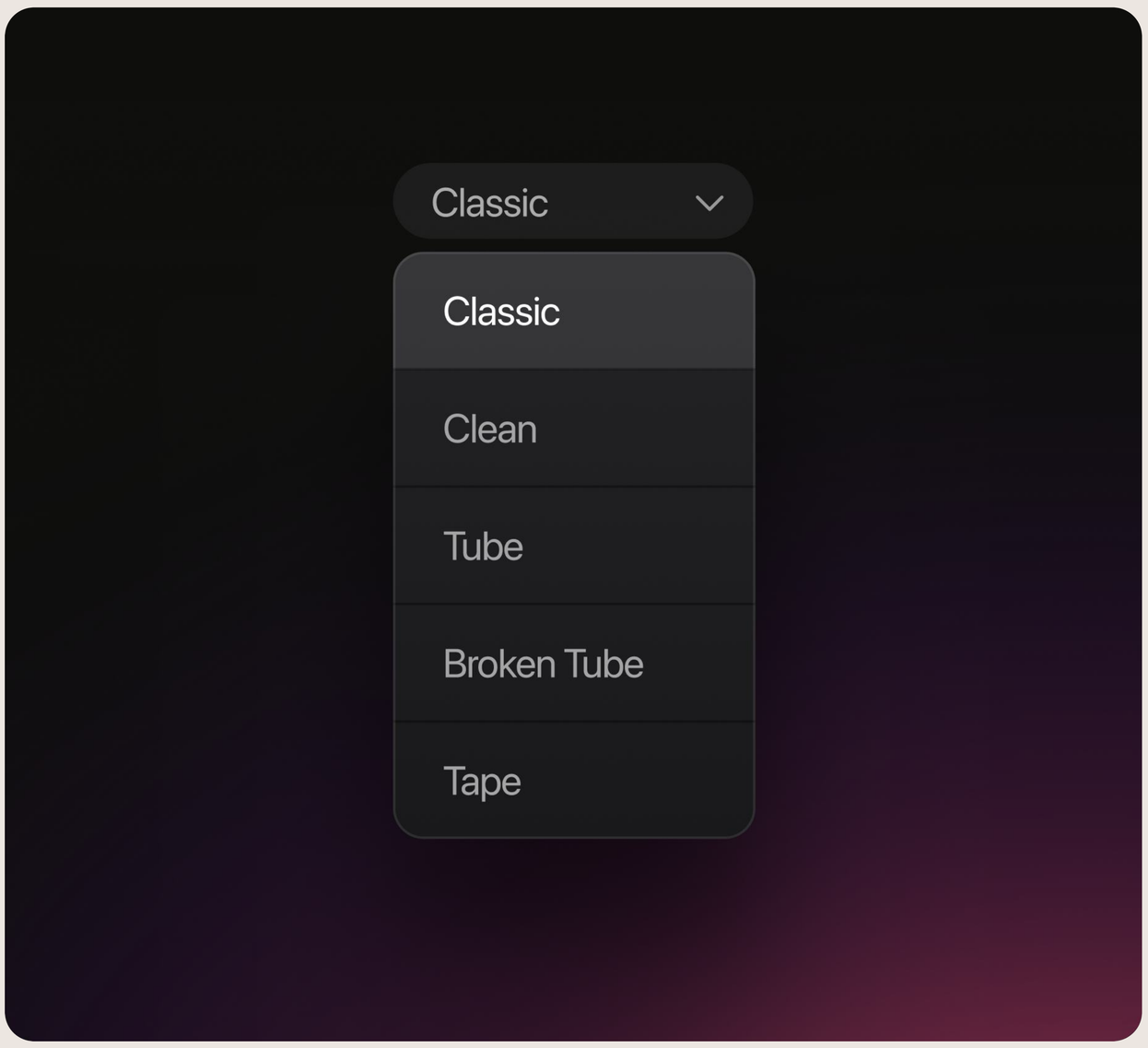
Makes hits cut through saturation while shaping how much top-end detail survives.

8 BUMP

Warm low mids by shielding lows from saturation detector; disabled in Zero Latency PHASE MODE.

9 WEAR

Age the sound with flutter & color.



SATURATE Modes

Choose SATURATE’s character.

CLASSIC

KNOCK 1’s saturation lineage, soft to hard.

CLEAN

The most transparent voicing.

TUBE

Warm, thick tube saturation.

BROKEN TUBE

A worn, degraded tube; WEAR carries character.

TAPE

Classic tape color.

SUB

Generate low-frequency weight beneath the kick. Tune its pitch, adjust its tail, and shape how it sits behind the kick transient.



1 MODULE POWER

Turn SUB on or off.

2 MAIN KNOB

Set how much SUB weight lands under kick; mixes low frequency content with dry signal.

3 ADVANCED PANEL

Open SUB Advanced Panel.

4 INPUT

Adjust level entering SUB.

5 NOTE

Tune SUB by musical note; double-click snaps to the nearest note.

6 HZ

Show SUB's frequency to two decimals.

7 SUB SOLO

Hear only the SUB.

8 LENGTH

Set how long SUB tail rings after each hit.

9 COLOR

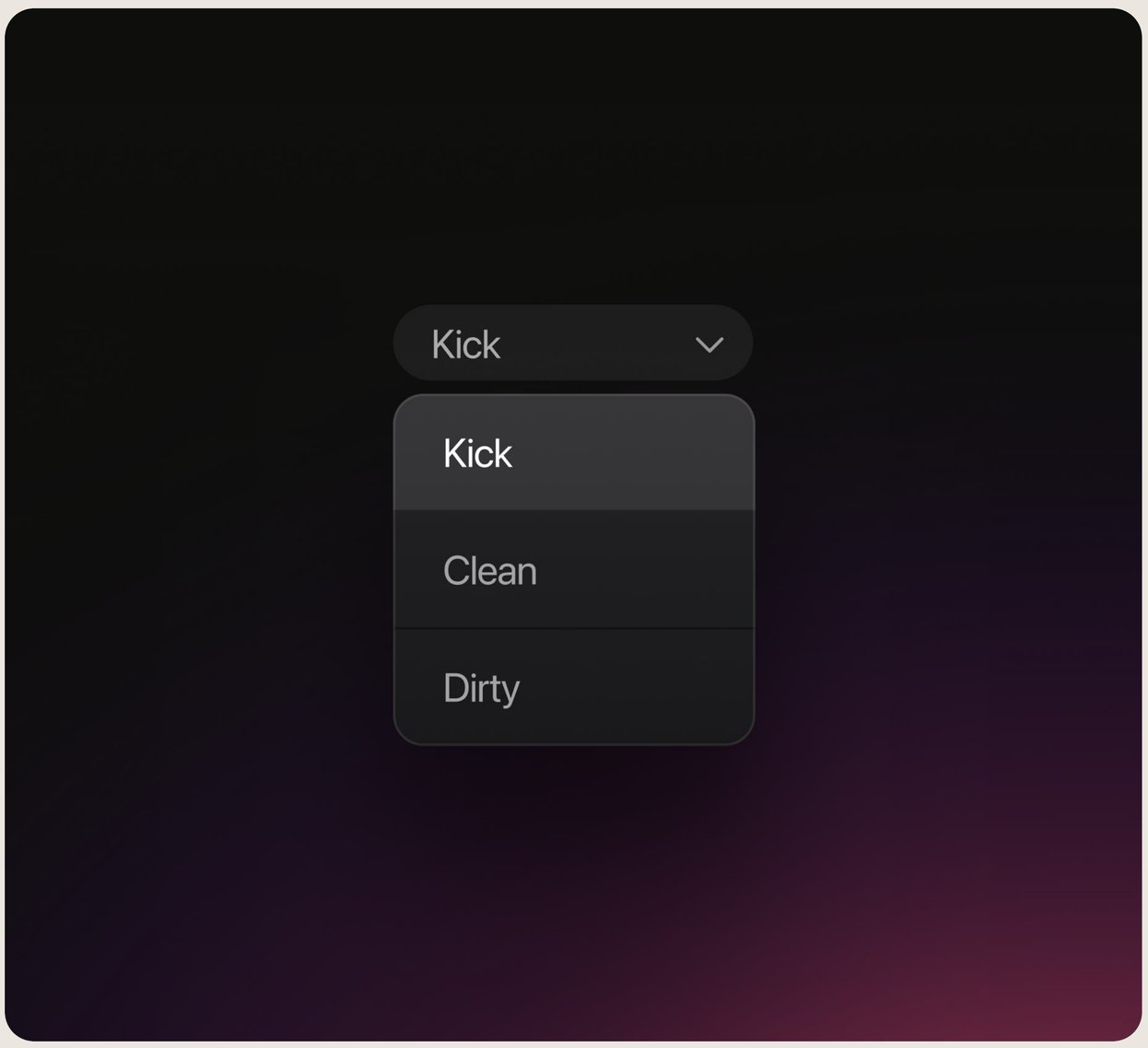
Add drive and character to SUB, tightening its top end as it rises.

10 DUCK

Sidechain SUB under kick so the transient leads and the low end weight lands just behind it.

11 LO CUT

Cut the deepest lows out of the SUB.



SUB Modes

Choose SUB's character.

KICK

Short, tight SUB tail trimmed to sit under a kick.

CLEAN

Longer tails with smooth drive under COLOR.

DIRTY

Longer tails with grittier, clipped drive under COLOR.

AIR

Lift and shape the top end. Control its frequency range, transient response, and stereo width.



1 MODULE POWER

Turn AIR on or off.

2 MAIN KNOB

Lift top end.

3 ADVANCED PANEL

Open AIR Advanced Panel.

4 INPUT

Adjust level entering AIR.

5 MIX

Blend dry and processed AIR signal.

6 SHIFT

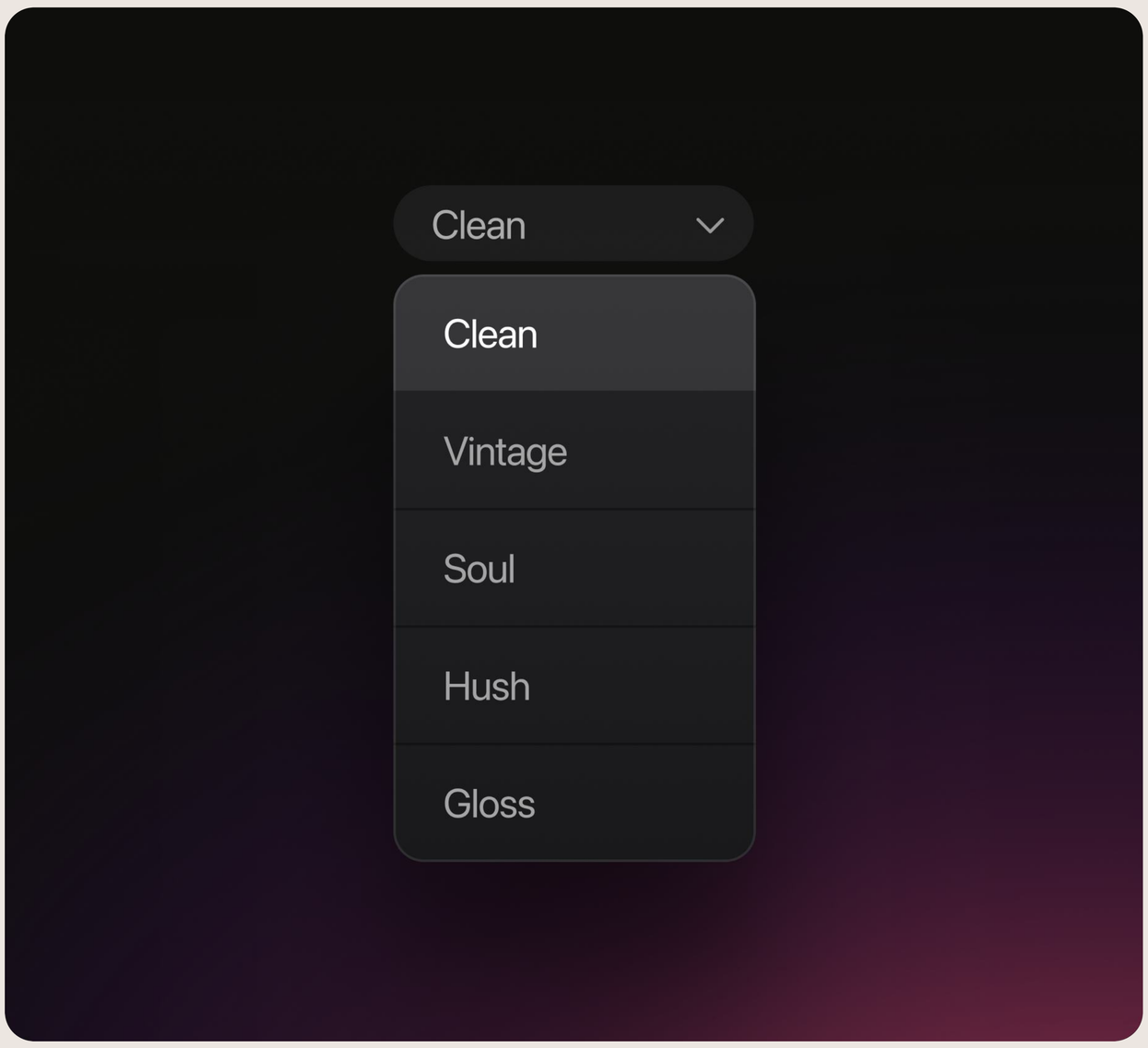
Slide the AIR band lower for more presence or higher for more sparkle.

7 BLUR

Keep AIR on each hit's attack & ease it off through the tail.

8 OPEN

Widen top end in stereo, reaching lower as it rises.



AIR Modes

Choose AIR’s character.

CLEAN

Rising 9–13 kHz shelf (default).

VINTAGE

2–4 kHz presence bell.

SOUL

Low-placed, warmer voicing.

HUSH

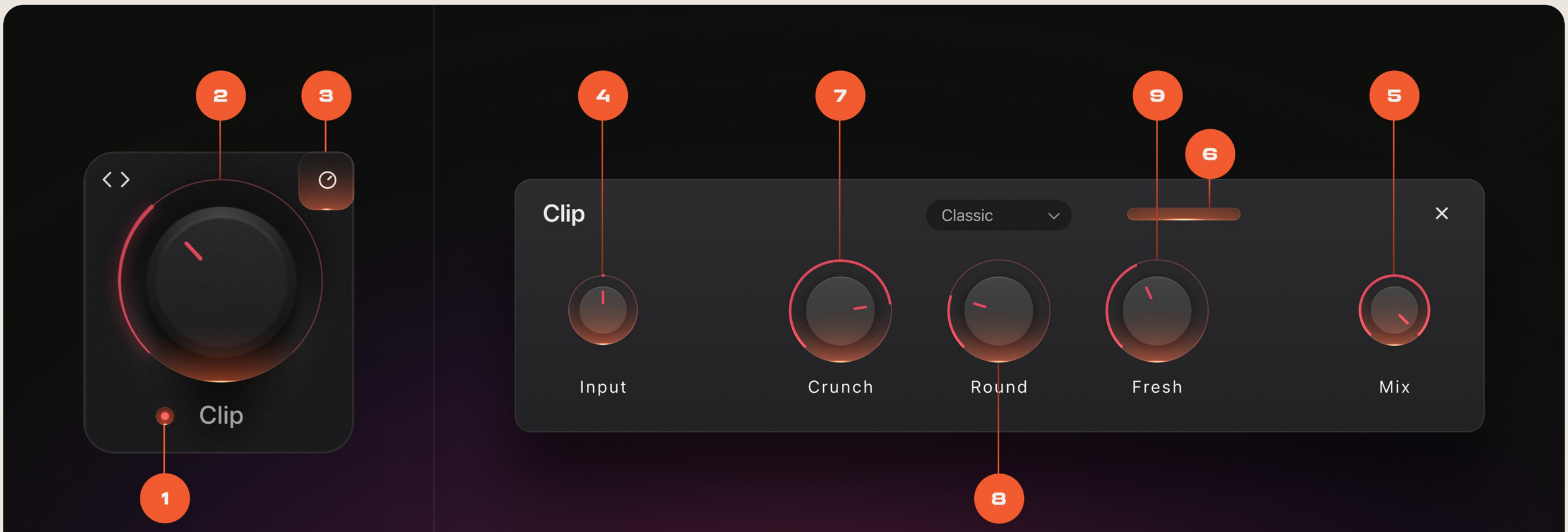
Tame voicing that smooths more than it lifts.

GLOSS

High sheen above presence range.

CLIP

Shape peaks and increase density with clipping. CLIP continues to process at 0% on the main knob; use the module power switch to turn it off.



1 MODULE POWER

Turn CLIP on or off; CLIP otherwise processes signal even with knob at 0%.

2 MAIN KNOB

Push drums into fixed 0 dBFS ceiling; louder and denser without sounding crushed; still processes at 0%.

3 ADVANCED PANEL

Open CLIP Advanced Panel.

4 INPUT

Adjust level entering CLIP.

5 MIX

Blend dry and processed CLIP signal.

6 CLIP METER

Show how many dB clipper shaves off peaks; smoothed so you can read it.

7 CRUNCH

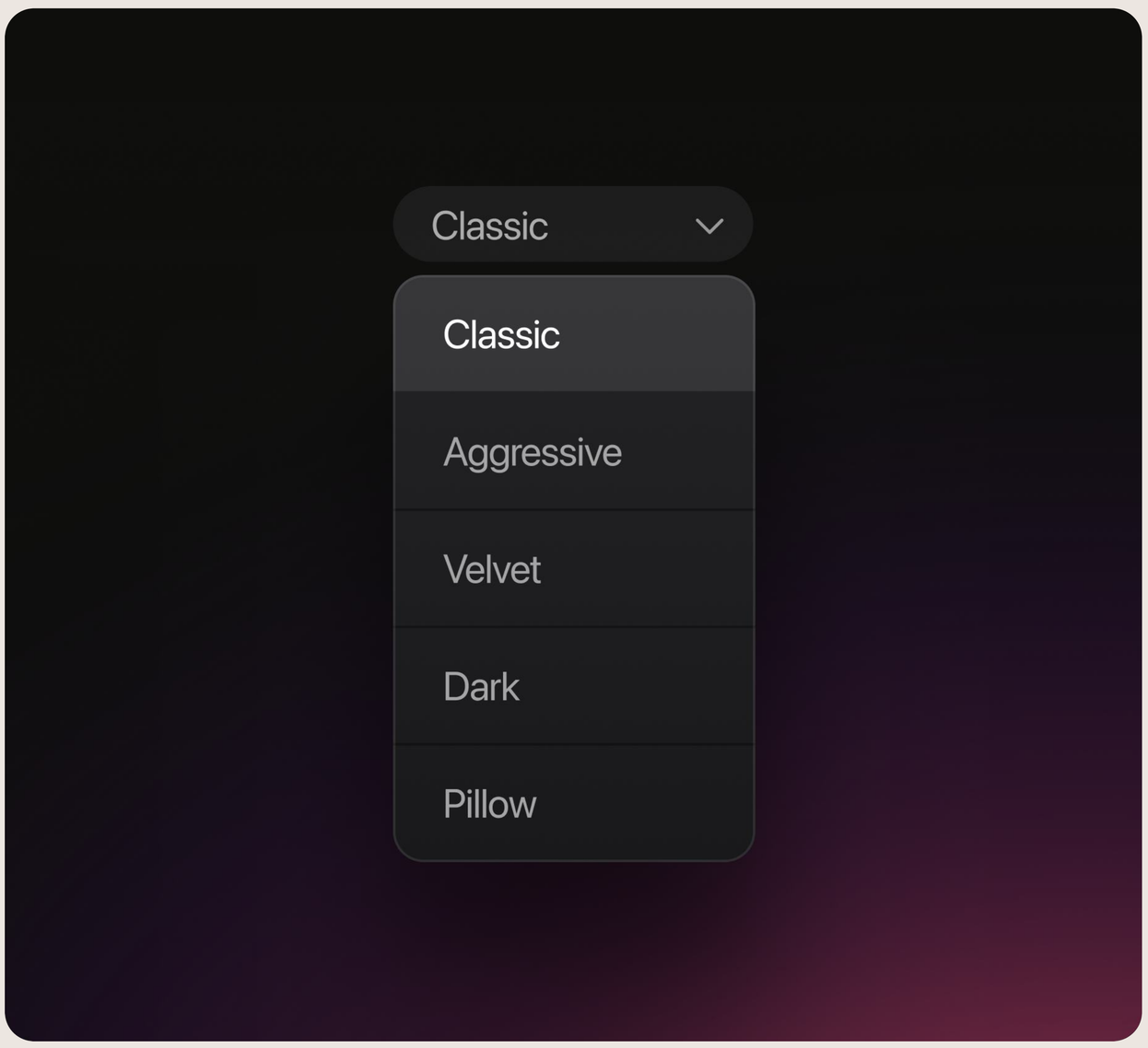
Harden CLIP curve: “low” is soft and forgiving; “high” is hard grit and edge.

8 ROUND

Soften transients through clipper for smoother result; independent of CRUNCH.

9 FRESH

Brighten CLIP's tone.



CLIP Modes

Choose CLIP’s character.

CLASSIC

The original KNOCK 1 Clipper, exactly.

AGGRESSIVE

Forward and edgy: hard curve with little rounding.

VELVET

Soft, smooth clipping.

DARK

Clips with darkening color.

PILLOW

Soft-limiter feel with touch of look-ahead.

KNOCK AUDIO

SUPPORT & RESOURCES

SUPPORT

For troubleshooting or general support, feel free to submit a Support Inquiry on the Knock Audio website and someone will get back to you quickly to help.

LEARNING RESOURCES

Additional learning resources and video walkthroughs are available on the Knock Audio YouTube Channel.

KNOCK® AUDIO

FROM THE MIND OF DECAP

USEFUL LINKS

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