

Ting

Percussion Instrument



Welcome!

This is the user manual for **Ting**, a percussion instrument plug-in available for iPad (AUv3) and Mac & Windows (AU/VST/AAX). It has been designed and developed by Klevgrand, a small studio in Stockholm, Sweden.

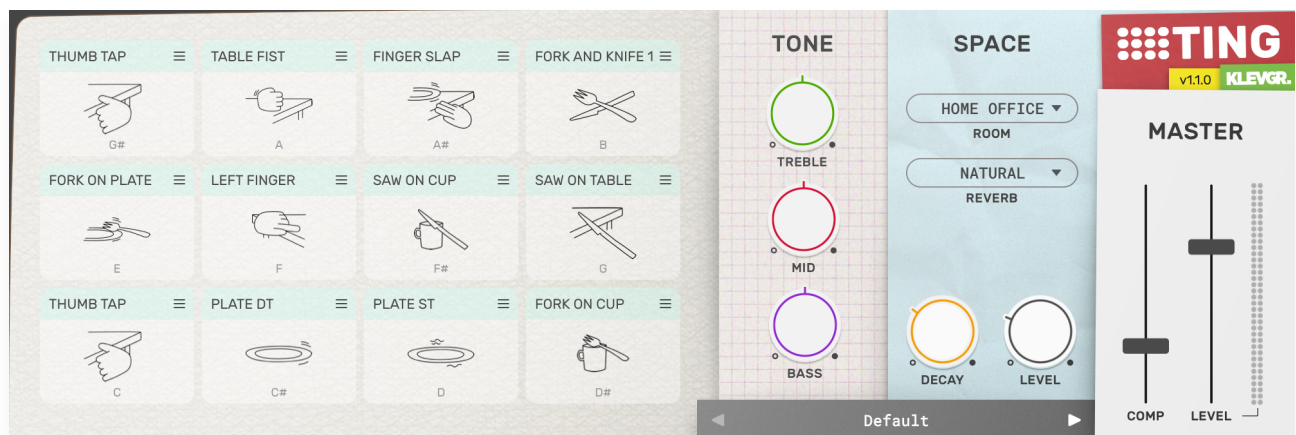
[Get the iOS version at the App Store](#)

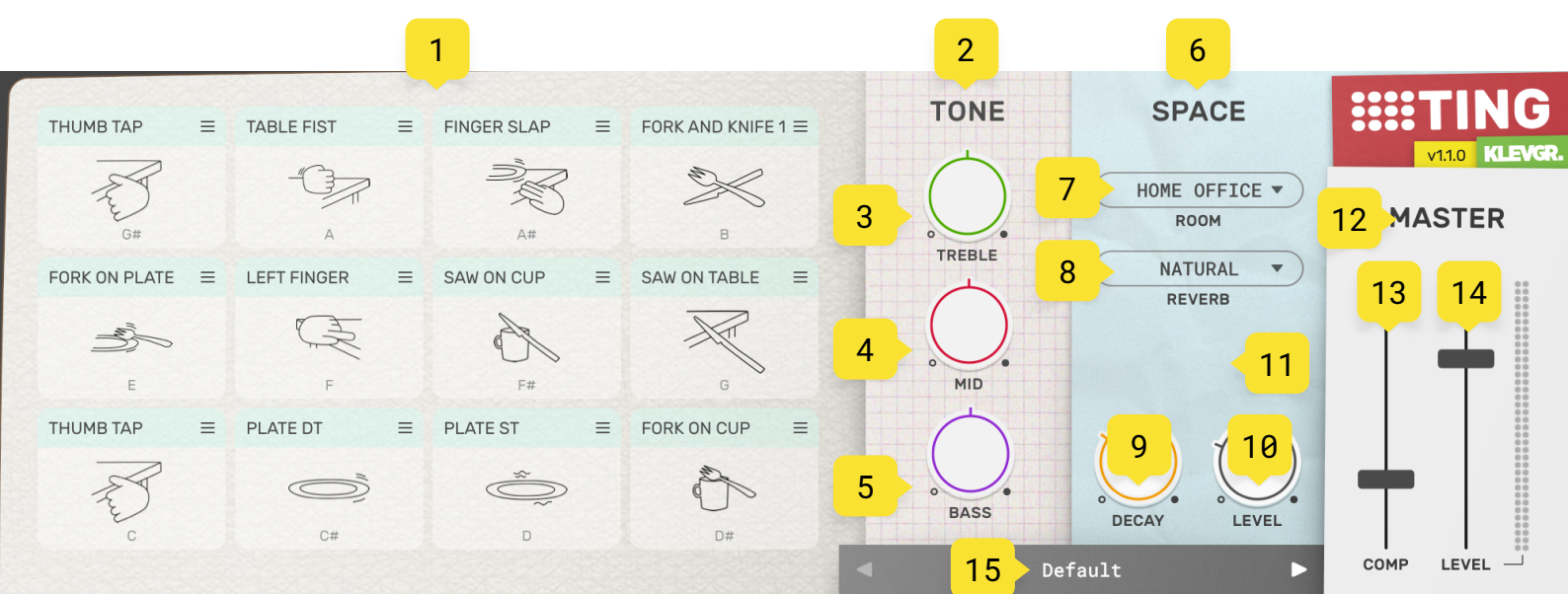
[Get the AU / VST / AAX version at klevgrand.se](#)

LICENSING (DESKTOP ONLY)

Until unlocked, the plug-in will output 1 second of silence now and then. To unlock the full version, click the Demo label (bottom left corner) and type/paste your license key.

Ting provides 28 different percussive sounds originating from t(h)ings that can be found in most ordinary households. Each sound is carefully multi-sampled and processed with the common goal to be musically playable. Ting is intended to be a creative tool and a substitute for ordinary drum and percussion instruments. Altogether ~1500 individual samples are used to make this instrument. In addition to the sounds, there is an EQ, a room simulator, a reverb and a compressor.





User Interface

1. SOUNDS

Ting plays its sounds via MIDI messages, and when a sound is triggered this view will reflect it graphically. The characters below the symbol tells what MIDI note needs to be played to trigger the sound. Note that Ting listens to all octaves, so it doesn't matter if a C-1 or C-3 is played to trigger the sound attached to "C".

Changing a slot's sound (v1.1)

To change a sound, click the title bar of the pad. This will reveal a popup with all selectable sounds. To select a sound, click it. To preview the sound, click it again after selecting it. Close the popup with the "x" button, or by clicking outside the popup.

Previewing a sound in the Main view (v1.1)

Preview a sound by using the right mouse button, or by holding Shift while clicking.

Editing a sound's settings

Click each sound symbol to reveal a popup menu with each sound's properties. These properties are not automatable, but will be saved and recalled with the plugin state.

Pan

100% left - 100% right

Pans the sound between left and right.

Gain

Silence - 0 dB

Sets the output volume of the sound.

Dynamics

0% - 100% (100% is linear)

Controls the amount of dynamics (gain level) based on velocity.

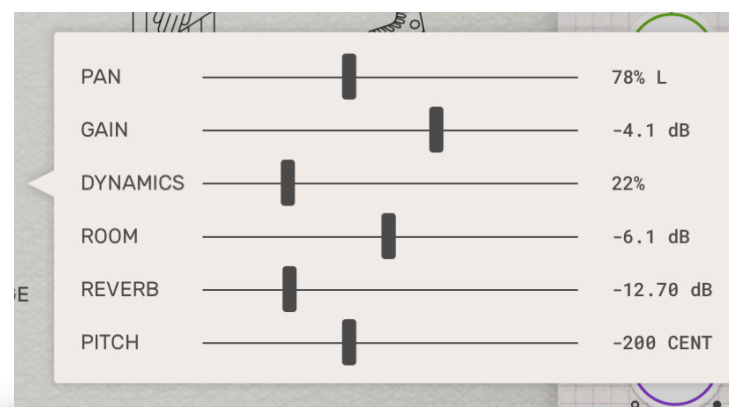
Room

Silence - 0 dB

Room effect send level.

Reverb

Silence - 0 dB



Reverb effect send level.

Pitch

-12 - ~+6 semitones

Pitch of the sound

SOUNDS INCLUDED

CAR KEYS	A subtle hit, works great as a hi-hat substitute
SILVERWARE	Fork and Knife
BIG BOX	A large wooden box with some junk inside slapped with the fist
FLOOR STOMP	Stomping the floor makes a great bass drum!
HAND CLAP	Natural hand clap
POT	A clay pot tapped with a finger
PAPER SCRATCH	Two papers rubbed against each other. Works as a shaker!
TOY DRUM	A kid's drum hit with a plastic stick
SOFA SLAP	Hand palm on the office sofa
STICK ON EDGE	Wooden stick on a table edge
SNUSDOSA	A small round box with screws inside tapped
FINGER SNAP	Natural finger snap
FIST ON TABLE	Fist slap on table
FINGER SLAP	Several fingers slapping the table at the same time
FINGER TAP	Knock on table with finger
FORK AND KNIFE 1	Fork hits knife
FORK AND KNIFE 2	Knife hits fork
FORK ON CUP	Fork hits a cup
FORK ON PLATE	Fork hits a plate
HAND PALM RING (LEFT HAND)	Left hand hits the table
HAND PALM (RIGHT HAND)	Right hand hits the table
LEFT FINGER	Left index finger hits the table edge
RIGHT FINGER	Right index finger hits the table edge
PLATE DT	Plate rumbles
PLATE ST	Plate rumbles (variant)
SAW ON CUP	Knife sawing on cup edge
SAW ON TABLE	Knife sawing on table edge
THUMB TAP	Thumb hits the table edge

2. TONE

Shapes the frequency response of all sounds. These parameters are automatable.

3. TREBLE

Silence - +6 dB

Sets the level of high frequencies.

4. MID

Silence - +6 dB

Sets the level of midrange frequencies.

5. BASS

Silence - +6 dB

Sets the level of bass frequencies.

6. SPACE

This section manages what room and reverb to be used, and also the reverb level and decay time. The room level is always 0dB, so any changes of room amount should be set on each sound's properties.

7. ROOM

Selects between a set of rooms (not automatable). The following rooms are available:

HOME OFFICE	A quite soft room with balanced reflections.
KITCHEN	Short decay time with bright tail.
LIVING ROOM	More tail, but not too bright.
HALLWAY	Damped room with lots of low end.
CLOSET	Clean response with a very short tail.

8. REVERB

Selected between a set of reverb algorithms (not automatable). The following algorithms are available:

NATURAL	Sweet sounding classic reverb.
NORTH LAKE	Less high end but more natural.
MOONLIT	A bright smaller space.
GLACIER	Bright and large.
WOODEN	Slightly damped, but organic.
DYNAMITE	Large and lots of low end.

9. DECAY

0.2s - 5s

Automatable. Sets the reverb tail time.

10. LEVEL

Silence - +6 dB

Automatable. Sets the reverb output level.

11.GONIOMETER

Indicates the amplitude and stereo width of the output signal. (pre master volume)

12.MASTER

This section is for controlling the output level and dynamics.

13.COMP

0% - 100%

Compression amount. A higher value means more compression.

14.LEVEL

Silence - +6 dB

Output level amount.

15.PRESETS

Click the preset name to open the Preset Manager, which allows for storing and reading user created presets, as well as loading factory presets.

Specifications / System requirements

Mac	Windows	iOS
64 bit AU/VST/AAX plug-in macOS 10.10+ OpenGL	64 bit VST/AAX plug-in Windows 7+ with SP1 or higher	AUv3 plug-in iPad Air 2 or better iOS 9.1+

KLEVGR.