INDEPENDENT AUDIO SOFTWARE

LYNCH Kick Ducker

Give the kick a pocket.



Let accepted kick attacks open a timed dip in bass, pads or a music bus. Choose depth as Amount or decibels, set the complete Length and soften the entry with Smooth. A dedicated kick send keeps the trigger dependable.

Complete colour user guide · version 0.3.0 · Apple Silicon Mac AU · macOS 12+

Contents

Start with the part 3

Inside the sound 3

New: Smooth And Decibel Depth 3

Make Room For The Kick 4

Amount 4

Length 4

Sensitivity 4

Kick Focus 5

Trigger Solo 5

Sidechain And Meter 5

Technical Scope 5

Presets, Automation And Help 6

Install and choose the right host slot 6

Trial and permanent licensing 6

Save, recall and automate 7

Troubleshooting and support 7

About this guide 7

Start with the part

Let accepted kick attacks open a timed dip in bass, pads or a music bus. Choose depth as Amount or decibels, set the complete Length and soften the entry with Smooth. A dedicated kick send keeps the trigger dependable.

01 / Use the selector above the large knob to choose Amount (%) or Reduction (dB).

02 / Smooth rounds the dip entry and recovery inside Length.

03 / Insert Kick Ducker on the bass, synth, pads, music bus or other track you want to lower.

04 / A separate kick send is the most dependable trigger.

Inside the sound

New: Smooth And Decibel Depth

Use the selector above the large knob to choose Amount (%) or Reduction (dB).

Make Room For The Kick

Insert Kick Ducker on the bass, synth, pads, music bus or other track you want to lower.

Amount

The large control sets the peak attenuation per accepted hit, from no ducking to 40 dB at 100%.

Length

The total duration in milliseconds from detection to complete recovery, 5–300 ms.

Kick Focus

Sets the analysis band's upper cutoff, 60–300 Hz, with a fixed 25 Hz high-pass.

Trigger Solo

Mutes the receiving track and opens the signed analysis band only for Length after each accepted kick.

New: Smooth And Decibel Depth

Use the selector above the large knob to choose Amount (%) or Reduction (dB). In dB mode, the knob sets peak attenuation per accepted kick from 0 to 40 dB. The inactive depth value is retained. 0% Amount or 0 dB Reduction is neutral.

Smooth rounds the dip entry and recovery inside Length. 0% keeps the original response; higher values give a softer onset and return. It adds no latency and does not extend the accepted kick or Trigger Solo window. Old six-control presets load with the original Amount mode and Smooth at zero.

Make Room For The Kick

Insert Kick Ducker on the bass, synth, pads, music bus or other track you want to lower. In Logic's Side Chain menu at the top of the plugin window, select the kick track or a drum bus. Play the source and receiving tracks together. Raise Amount. Init starts at zero, so loading it does not change your sound. This is an audio effect, not a MIDI effect or a tempo-only pumper.

A separate kick send is the most dependable trigger. Kick Ducker can also look for kick-like attacks in a full drum loop using its low-frequency bias. It does not isolate instruments with AI and cannot promise perfect kick recognition in every mix. Low toms, bass notes and bleed can trigger it; strong cymbals can mask a kick. If tuning cannot distinguish a source, use a dedicated kick send. No sidechain audio is added to the main output unless you deliberately switch on Trigger Solo.

Amount

The large control sets the peak attenuation per accepted hit, from no ducking to 40 dB at 100%. Every accepted hit starts a shaped, fixed-length reduction. The detector follows kick-like attacks; it does not keep the track suppressed simply because the source kick has a long ringing body.

Length

The total duration in milliseconds from detection to complete recovery, 5–300 ms. A fast rounded attack and a smooth return are set automatically. Short settings open a small pocket for the transient; longer settings pump the music. Attack is at most 1 ms and is limited further for very short dips. There is a small plateau before the smooth return for longer lengths. A new hit waits at least 60 ms or Length, whichever is longer, to avoid tail retriggering and overlapping dips. Very rapid rolls may need a shorter Length. This product intentionally omits separate Attack, Release, Hold and Min Gap. Length and Amount changes shape the next accepted hit; the active envelope finishes smoothly. Setting Amount to zero or Bypass fades ducking out in 5 ms.

Sensitivity

Raise to detect quieter kicks. Lower if unrelated quiet material is triggering. This adjusts the minimum trigger level, not monitor loudness or ducking depth. It cannot distinguish two instruments with nearly identical low-frequency content. Start at 50% and use the reduction graph while the source plays.

Kick Focus

Sets the analysis band's upper cutoff, 60–300 Hz, with a fixed 25 Hz high-pass. Lower favors deep bass drums; higher includes short and brighter kicks. The engine compares this band to the full sidechain at a fixed moderate selectivity. Kick Focus changes only detection and Trigger Solo, never the frequency balance of the receiving track. There is no EQ in the main path.

Trigger Solo

Mutes the receiving track and opens the signed analysis band only for Length after each accepted kick. At 20 ms, only those 20 ms pass, then silence. Very short rounded edges prevent hard cuts and stay inside the selected window. Length is latched at detection; changing it cannot stretch the current window. There is no normalization or added gain, so deep or quiet kicks can sound low. The audio is the analysis band inside accepted windows, not a separated kick stem or a beep. Rejected hits and the remaining kick tail are muted. Use the gain-reduction graph with Amount above zero to see accepted duck pulses. You can listen even with Amount at zero; no reduction will then be drawn. A missing sidechain gives silence in Solo. Bypass overrides Solo and restores the receiving track. Turn Solo off when finished. Solo is saved in presets and host state, and its ON button is illuminated so an active monitor is visible.

Sidechain And Meter

The status reports the actual connection and signal in the host. If it says NOT CONNECTED, select a source in the host Side Chain menu. CONNECTED / QUIET means a connection exists but the measured trigger is below the meter's floor. The scrolling graph and dB reading show actual main-track gain reduction, including when Solo is active. Stereo sidechains are linked without summing for detection; opposite polarities cannot cancel a kick trigger. Solo preserves stereo polarity, duplicates mono to stereo, and averages stereo for mono output. A phase-inverted stereo source may therefore cancel in mono Solo while still triggering ducking. Missing/error sidechain returns the main track dry in 5 ms.

Technical Scope

Mono, mono-to-stereo and stereo Audio Unit on Apple Silicon macOS, with mono or stereo external sidechain. Zero added audio latency and no generated tail. The causal detector still needs incoming evidence: detection can be several milliseconds after a kick starts. It cannot duck before an unknown transient. No compressor makeup gain, saturation, limiter, EQ or automatic level matching is applied to the receiving track. This is deliberately a clean volume duck. The engine reuses the pinned Ducker 0.2.1 core with a fixed Kick Pulse policy. Automated DSP/native host/UI/AU checks are documented separately. Passing them does not guarantee musical preference or perfect recognition of every drum mix.

Presets, Automation And Help

Five factory starting points: Init, Tight / Transient Space, Smooth / Bass Pocket, Deep / Electronic Pump and Long / Atmosphere. The arrows browse them. Save stores your own settings; User loads them. These files are separate from Ducker presets because this plugin has its own six-parameter product contract. The host saves the complete instance. All six controls support host automation; continuous controls are smoothed. Use Logic Controller Assignments for hardware control. No independent MIDI input or MIDI Learn is implemented here. Double-click a continuous control to restore its default, Shift-drag for fine changes, and scroll over it to adjust. Hover alone never changes a setting. ? Help enables explanations for each control. Guide opens inside this editor; Close or Escape returns to the controls. UI Size scales the complete interface.

Install and choose the right host slot

Apple Silicon Mac, macOS 12 or later. Audio Unit only; no Intel Mac, Windows, VST3 or standalone application is included. Use an AU-compatible host and insert on an audio track, instrument audio output or bus.

Save your session before installation. Use the verified current installer and follow its installation prompts, then restart the host if the newly installed AU is not listed. Select the product under Lynch Audio Lab in the appropriate slot.

Trial and permanent licensing

Download the trial installer shown on the product page; the same installer is used for trial and purchase. No card is needed for the trial.

Open the plug-in, click Trial & Activation at the bottom and press Start trial to begin its full 14 days. Installing, opening a preset or downloading a guide does not start a new trial. Each product has its own trial. There is no subscription, automatic charge or periodic noise burst.

For a permanent purchase, use the exact Buy link on the product page. Lemon Squeezy supplies a license key in the receipt. Connect this Mac to the internet, click Trial & Activation at the bottom, paste the receipt key for this exact product and choose Activate. A permanent license allows a maximum of three computers. After successful activation, work offline.

To free a Mac’s activation, connect it to the internet, open Trial & Activation and choose Deactivate this Mac. This releases that computer without renewing or resetting trial dates. Presets, project settings and updates do not renew the trial and retain settings.

The login Keychain stores trial and license-key records separately from presets. If it is locked, unlock it normally and press Refresh in Trial & Activation. Keep the system date correct.

At expiry, audio effects return latency-aligned dry audio with normal reported latency; instruments are silent; MIDI tools stop output and release held notes. Presets and project settings remain. Purchase

activation restores licensed processing rather than a new trial.

Save, recall and automate

Save the host project to retain the AU instance. Use the product-specific preset operations described in the control chapters for reusable sounds. Preset files, complete project state and controller assignments can have different scopes; do not treat them as interchangeable.

When using host automation, choose an exposed sound parameter, record a short test pass and replay from before the first change. Check module enables, routing and output level. Only use product-local MIDI Learn when this manual explicitly documents it; otherwise use the host's controller-assignment workflow.

Troubleshooting and support

If the AU is missing, save your session, install the current package and restart the AU-compatible host. Check the required macOS version and Apple Silicon architecture, then review the host's plug-in manager. Do not delete a working production project to troubleshoot an insert.

For no sound or no processing, first check the correct slot, track input/output, incoming audio or MIDI, bypass/mute, module enables, mix/return amounts and trial or activation status. Test a simple documented starting point before adding a complex chain.

If the sound is too loud or distorted, reduce drive or output and inspect later inserts and the host master. Sample-peak protection does not guarantee intersample peaks. Source clipping cannot be repaired simply by lowering a later trim.

For dropouts, reduce active polyphony, unison, long returns or dense processing where applicable, or use the host's freeze/bounce workflow. A larger buffer can help scheduling; it cannot cure sustained processing overload.

For activation trouble, check the internet connection and use the key for this exact product from the Lemon Squeezy receipt. For help, contact info@lynchaudiolab.com with product version, macOS version, AU host and a short description. Never send your private license key publicly.

About this guide

Lynch Audio Lab · Music records a brighter tomorrow. This guide describes the released Audio Unit package. The control chapters preserve the supplied public operating documentation, with current-operation addenda integrated and obsolete private-test release labels removed. Images show the real product interface; some original panel lettering may predate the current package version. Original TXT documentation remains available separately.

Original Lynch designs are not measured hardware replicas or equipment-maker endorsements. Listen in context, maintain headroom and check the final deliverable after downstream processing. Support:

info@lynchaudiolab.com.