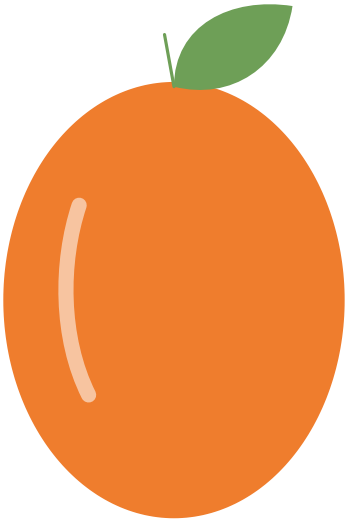


KA Drum Gate

Instruction manual

Kumquat Audio · Edition 1.7.11 · October 2026

kumquataudio.com

NO. 8

KA Drum Gate

Finds every hit on every drum mic, and gates and cleans each drum.

KA Drum Gate reads a whole drum recording, finds every hit on every mic, and then gates and cleans each drum. A snare is also heard, quieter, in the kick mic, so a hit is counted only in the mic it belongs to. It works on whole recordings, so it reads the audio as it plays.

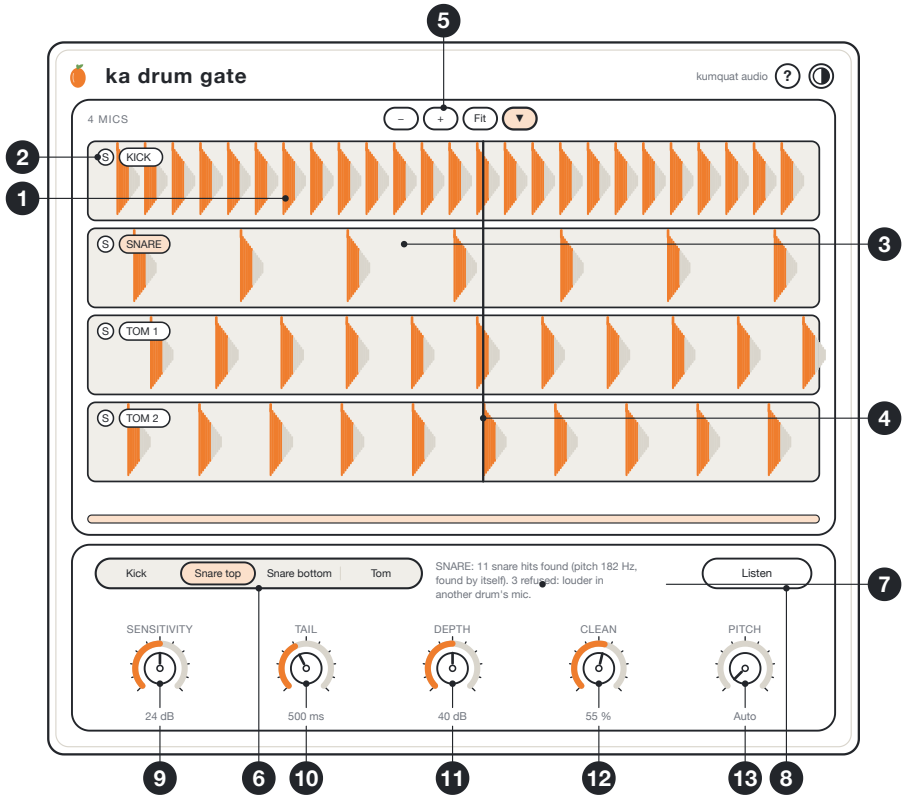


FIG. 1 The parts of KA Drum Gate. The numbers are explained on the next page.

Parts

fig. 1

1. **A lane**
   One for each drum mic: faint strokes are what it hears, orange the hits found in it.
2. **S and name**
   S solos the drum. Click a name to pick that drum and work on it.
3. **A hit**
   The orange tick over each hit marks where it was found.
4. **Playhead**
   Click to move it; scroll to move along, pinch or Cmd+scroll to zoom.
5. **Zoom**
   Zoom out, zoom in, fit, and follow the playhead.
6. **Drum type**
   The kind of drum this mic is (guessed from the track name).
7. **Message**
   What was found, and what was refused (louder in another drum's mic).
8. **Listen**
   Plays only what is being taken out.
9. **Sensitivity**
   How quiet a hit may be and still count. Higher finds ghost notes.
10. **Tail**
    The longest the drum may ring before the gate closes.
11. **Depth**
    How far the sound is turned down between hits.
12. **Clean**
    Takes cymbal and bleed out of the drum while its gate is open.
13. **Pitch**
    The drum's pitch. Auto finds it from the recording.

Operation

step by step

1. Open Logic Pro using Rosetta (see the page headed “Plug-ins that read whole recordings”).
2. Put the plug-in first in the Audio FX list on each drum mic’s track. Select a region and press play.
3. Wait while it reads. The picture fills with one lane for each mic, and an orange tick over each hit.
4. Click a drum’s name to work on it. Check the drum type is right (it is guessed from the track name).
5. Raise Sensitivity to find quieter hits (ghost notes). Set Tail to how long the drum may ring, and Depth to how far the sound is turned down between hits.
6. Raise Clean to take cymbal and bleed out of the drum while its gate is open. Press S to hear one drum alone, and Listen to hear what is being taken out.

Controls and settings

range · start

Control	Range	Starts at	What it does
Sensitivity	6 to 48 dB	24 dB	How quiet a hit may be and still count.
Tail	20 ms to 3 s	500 ms	The longest the drum may ring before the gate closes.
Depth	0 to 80 dB	40 dB	How far the sound is turned down between hits.
Clean	0 to 100 %	55 %	Takes cymbal and bleed out of the drum while its gate is open.
Pitch	Auto, 30 to 2000 Hz	Auto	The drum's pitch.
Drum type	Kick, Snare top, Snare bottom, Tom	guessed	What kind of drum this mic is.
S / Listen	buttons		Solo one drum; hear what is being taken out.

TIP Put it on the kick and the snare tracks too, not only the toms. It uses every mic to tell whose hit is whose.

CAUTION Not on the overheads. They hear the whole kit at once and have no hits of their own.

Specifications

Formats	Audio Unit only (needs ARA)
Hosts	Logic Pro, run with Rosetta
Channels	mono or stereo
Window	800 × 650, can be resized

How it works

a closer look

KA Drum Gate reads each drum mic's whole recording as it plays (this is what ARA is for) and finds where the hits are. It uses the drum's pitch, from the track name or from the recording itself, and Sensitivity, which says how quiet a hit may be and still count.

Then it compares each hit with the other mics. A snare hit is heard in the kick mic too, but quieter: the hit belongs to the mic where it is loudest, and is refused in the others. This is why it works best with a plug-in on every mic.

For each drum there is then a gate that opens at every hit and closes after Tail, turning the sound down by Depth in between. While the gate is open, Clean takes cymbal and bleed out of the drum.

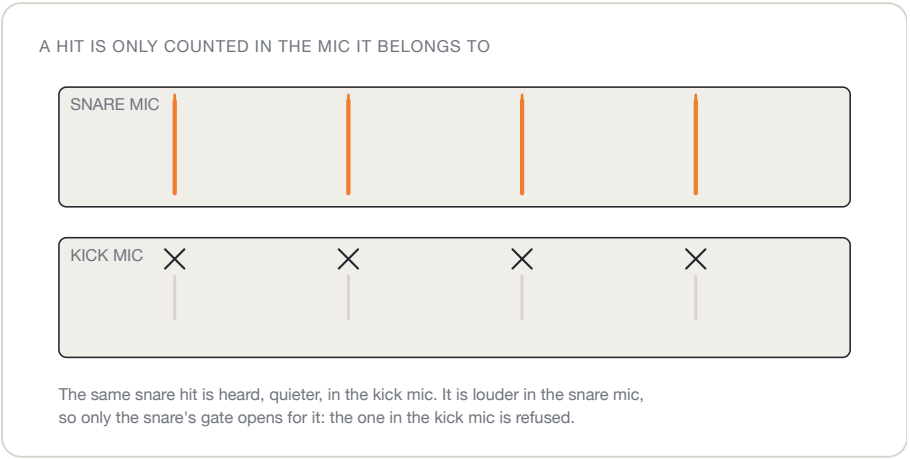


FIG. 2 Bleed: the same snare hit is heard in two mics, and counted in one.

ARA

Plug-ins that read whole recordings

KA Silence Trim, KA Drum Gate, KA Auto Mixer and KA Time Align read whole recordings, which is something only a few music programs allow: it is called ARA. They come as Audio Units only.

Today they need Logic Pro to be opened with Rosetta. Select Logic Pro in the Finder, press Cmd+I, tick “Open using Rosetta”, and open Logic again. The other plug-ins do not need it.

Put each one first in the Audio FX list of its track. Select a region and press play: the window fills as the plug-in reads the audio.

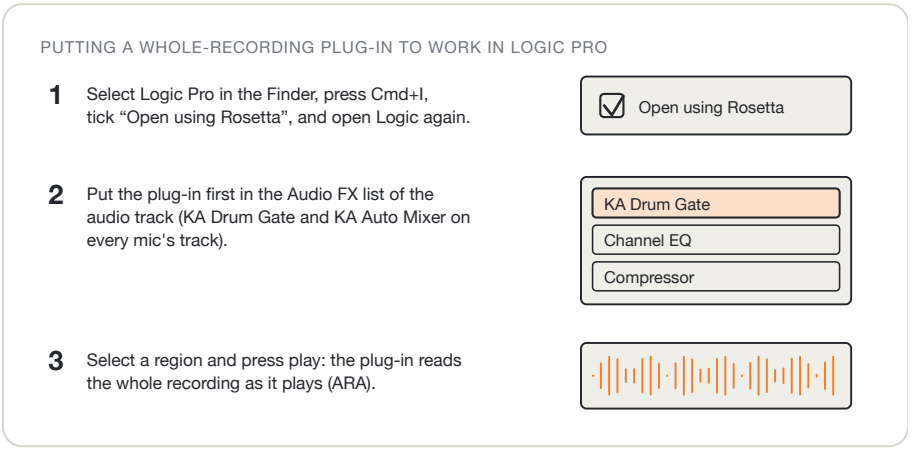


FIG. 3 Three steps to put one of them to work.

CAUTION If the window says it is not connected to Logic’s audio, one of the three steps has been missed: Rosetta, the first place in the list, or a region that is selected and playing.

CARE

Care and troubleshooting

If this happens	Do this
A plug-in does not appear in the list	Restart the music software. In Logic Pro, open the Plug-in Manager, select the Kumquat plug-ins and choose Reset & Rescan Selection.
An old name is still showing	Quit Logic with Cmd+Q and open it again. If it persists, remove the old copies from /Library/Audio/Plug-Ins/Components.
My key was not accepted	Copy all of it, from KA1 to the end, with no spaces added or lost. A key for one plug-in does not unlock the others.
The pop-up help does not show	Press the “?” at the top of the window to turn it on. It is one choice for all the plug-ins.
Which part of the picture does a knob change?	Point at the knob, or hold it down while you turn it: the part of the picture it controls lights up, with the knob’s name and value.
KA Drum Gate, Silence Trim, Auto Mixer or Time Align shows a message instead of a picture	Open Logic Pro using Rosetta, put the plug-in first in the Audio FX list, select a region and press play.
The sound is late	KA De-Click, De-Verb, De-Noise, Contour, Mic Blend, Saturator (it oversamples), EQ (with the suppressor), Multiband (in Linear phase) and Limiter delay the sound a little and tell the music software, which lines everything up. Do not compensate by hand. For playing through a plug-in, the Saturator, EQ and Multiband have a Live switch that takes the delay away; the compressors, De-Esser, Delay, Reverb and Rider have no delay at all.
A window is too small or too big	Drag the corner at the bottom right. The size is remembered, and it is the same for all the plug-ins: make one bigger and the others open that big.
The Limiter pumps	Leave Release on Auto, or set 60 to 100 ms. A release of a millisecond or two is the dirtiest setting.

If something is not right, write to **audiokumquat@gmail.com** and say which plug-in, which music software, and what you were doing.

FOR YOUR OWN NOTES

Notes