FRQLIB KICK BUILDER

// USER MANUAL · VERSION 0.4

The free kick builder from Fréquence Libre. It picks layers from your own sounds, stacks them, tunes them, lines up the phase, adds your effects, and you drag the kick into your DAW. Hard techno, tekno, mentalcore, trance, hardstyle, frenchcore...

FREE | VST3 | STANDALONE | WINDOWS | 20 STYLES | 9 EFFECT MODULES



Fréquence Libre

VST3 · Standalone · Windows
frequence-libre.com

// 00 · BEFORE YOU START

INSTALL, ADD YOUR SOUNDS, FIRST KICK

The idea: a hard music kick is several layers (a punch for the attack, a tail for the note, a crunch for the distortion, a transient for the click…). The plugin picks them from **your** sounds, following a style's rules, tunes them to each other and hands you back one single kick, ready to drag into your DAW.

// INSTALLING (WINDOWS)

— **The installer**: run `FRQLIB-Kick-Builder-0.4-Windows-Setup.exe` and tick what you want: the **VST3** plugin (placed automatically in `C:\Program Files\Common Files\VST3`), the **standalone app** and this manual. Then restart your DAW (or run a new plugin scan).

— Windows says "Windows protected your PC"? Click **More info**, then **Run anyway**.

— It's an **instrument**: load it on a MIDI track, every note you play fires the kick. The standalone app (Start menu) works without a DAW.

// ADDING YOUR SOUNDS

The plugin contains **no sounds**: it digs into your folders. Click **+ SOUND FOLDER** (bottom left) and pick your kick samples folder. It sorts each sound by role from its name (*Tail Trance F* → TAIL, *ATK Hard 1* → TRANSIENT…) and detects its key. Details on page 11.

The screenshots in this manual show the French interface; the button names in the text are the English ones. The interface follows your Windows language (SETTINGS → LANGUAGE).

// YOUR FIRST KICK IN 5 MOVES

1 **PICK A STYLE**
In the left column: hard techno, mentalcore, acid hardtrance, rawstyle…

2 **RANDOMIZE**
A complete kick arrives. Click again until you like it.

3 **LOCK WHAT'S GOOD**
A punch that hits? LOCK on its card: the next RANDOMIZE keeps it and replaces the rest.

4 **TWEAK**
Layer volumes, PHASE, fades on the waveform, effects in the FX tab.

5 **DRAG INTO YOUR DAW**
Grab **DRAG KICK** (bottom right) and drop it on a track: a WAV.

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// 01 · FIRST STEPS

THE SCREEN AT A GLANCE

Everything fits on one screen: on the left you choose and roll, in the middle you look and adjust, at the bottom you fine-tune each layer and export.



1 STYLES & RANDOMIZE
Pick a style, then RANDOMIZE: a complete kick, picked from your sounds following the style's rules. → p. 04

2 KICK / FX TABS
The kick's layers, and their effects (the number on FX = how many effects). → p. 09

3 THE CURRENT STYLE
Its name, family and tempo; < > switches to the previous or next style.

4 UNDO, PRESETS, LIBRARY
The history, your saved kicks, your sounds and packs, the settings cog. → p. 05

5 PLAYBACK, A / B, TEMPO, KEY
Play, loop, two kicks in memory, BPM (or the DAW's), key and KEY TRACK.

6 KICK OPTIONS
AUTO-TUNE, CLIP 0 dB, 1-beat length, PHASE and CLEAR.

7 VIEWS
SHAPER, LAYERS, FOCUS, SAMPLE, SUM, and the display filter (ALL, MID, SIDE, LOWS…). → p. 08

8 WAVEFORM
The real signal, each layer in its own colour: grab a layer to move it, its handles to trim it. → p. 07

9 METER
Left / right peak in dB, loudness (LU bar) and the kick's LUFS.

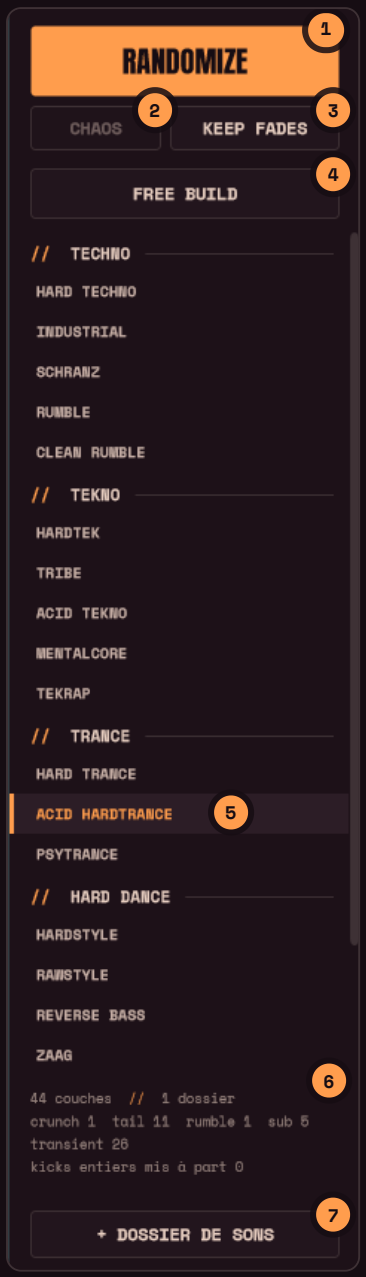
10 LAYER CARDS
One card per layer: sound, volume, pitch, fade, offset, trim, LOCK, mute, solo… → p. 06

11 LISTEN & EXPORT
Stereo, mid or side, output volume, and DRAG into your DAW: the kick, or each layer. → p. 12

// 02 · ROLLING A KICK

STYLES AND RANDOMIZE

The left column is the engine: pick a style, roll, and go again until you land on the right one. Nothing is set in stone: every layer can be tweaked by hand afterwards.



1. **RANDOMIZE**
   Rolls a new kick following the style's rules. **LOCK**ed layers stay; the others are replaced, and their effects go with them (full-kick and role effects stay).
2. **CHAOS**
   Random pitch, stretch and effects: coming next, not active yet.
3. **KEEP FADES**
   RANDOMIZE keeps the fades: each new layer takes those of the layer with the same role.
4. **FREE BUILD**
   No rules: any sound in any layer. For happy accidents.
5. **THE STYLES**
   20 styles in 5 families, and yours at the bottom (MY STYLES). The selected style is highlighted; its name and tempo show at the top.
6. **YOUR LIBRARY**
   How many layers were found, in how many folders, and by role (crunch, tail, rumble, sub, transient…). Whole kicks are kept apart.
7. **+ SOUND FOLDER**
   Add a folder: its sounds are sorted by role from their names.

// WHAT A STYLE SETS

Which roles to roll, at what volume, which words to look for in the path of your sounds (*raw*, *indus*, *mental*…, otherwise the whole role) and at what tempo. Some styles build a **synthesised sub** when you don't have one.

// THE FAMILIES

TECHNO
Hard Techno · Industrial · Schranz · Rumble · Clean Rumble

TEKNO
Hardtek · Tribe · Acid Tekno · Mentalcore · Tekrap

TRANCE
Hard Trance · Acid Hardtrance · Psytrance

HARD DANCE
Hardstyle · Rawstyle · Reverse Bass · Zaag

HARDCORE
Frenchcore · Uptempo · Gabber

MY STYLES
Your own, made from your kicks

// YOUR OWN STYLES

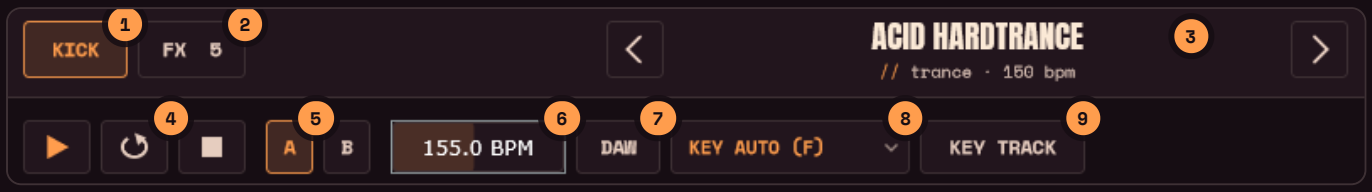


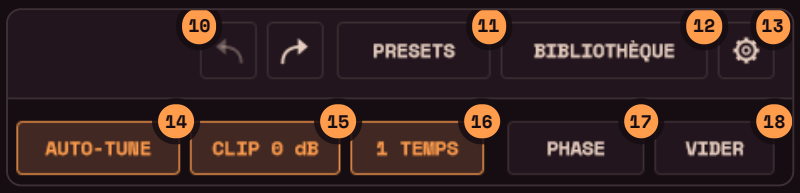
Build a kick, then **+ NEW STYLE**: the style keeps its layers, their volumes and the tempo, and RANDOMIZE then rolls from the **same folders**. Right-click: update, rename, delete. One file per style, ready to share, in `Documents\FRQLIB Kick Builder\Styles`.

// 03 · THE CONTROLS

THE TOP BAR

Two rows of buttons: the top one is for getting around (tabs, styles, presets, sounds), the one below for listening and setting the whole kick. A button lit up in orange is active.





1 KICK
The layers tab: cards, waveform, styles.

2 FX
The effects tab; the number = how many effects.

3 ‹ STYLE ›
The current style, its family and tempo. The arrows switch style.

4 PLAY · LOOP · STOP
Hear the kick once, on a loop, or stop.

5 A / B
Two kicks in memory: click the other one to compare. You edit the one that's lit (an empty B starts as a copy of A).

6 BPM
The kick's tempo: drag, or double-click to type a value.

7 DAW
Follows the DAW tempo (otherwise the style's).

8 KEY AUTO (F)
The kick's key, detected (in brackets) or chosen, or KEY X for an atonal kick. Red if two layers don't agree.

9 KEY TRACK
The MIDI notes you play transpose the kick (always within one octave).

10 UNDO / REDO
Everything can be undone (200 steps by default, adjustable).

11 PRESETS
Your saved kicks: save one (layers, effects, settings), load one back. → p. 12

12 LIBRARY
Sample packs and your folders: add, sort, exclude, re-index. → p. 11

13 SETTINGS
Language, size, theme, grid, tempo, key… → p. 13

14 AUTO-TUNE
Tunes every tonal layer to the kick's key.

15 CLIP 0 dB
Safety clipper: the kick never goes over 0 dBFS (soft rounding from -1 dB).

16 1 BEAT
Kick length: 1 beat at the tempo, or the full sounds.

17 PHASE
Shifts (±4 ms) and flips layers when needed to keep as much low end as possible.

18 CLEAR
Removes every layer except the LOCKed ones.

GOOD HABIT
// A / B

You like a kick but want to try something else? Switch to **B**: it starts as a copy of A. Roll, tweak, then flip between the two in **LOOP** playback. Each kick keeps its own undo history.

// 04 · SETTING EACH LAYER

THE LAYER CARDS

One card per layer, in the colour of its role: ● transient, ● punch, ● tail… Click a card to select it (lit frame, here the TAIL): it's the one shown by the SAMPLE view, the SHAPER and its handles on the waveform.



1 HANDLE
Drag it onto another card to change the order.

2 ROLE ▾
Punch, tail, crunch…: colour, alignment, sounds rolled.

3 FX
Its effects, in the FX tab. Lit = effects active (FX 1).

4 X
Deletes the layer and its effects.

5 ‹ SOUND ›
Previous / next sound in the folder. Click the name: the whole folder.

6 THUMBNAIL
Drag across it to move the layer.

7 VOL
A real fader, no auto gain.

8 PITCH
Transposes the layer, in semitones.

9 FADE
Fade-out, in ms.

10 OFFSET
Where the layer starts in the kick.

11 START
Trims the start of the sound.

12 LENGTH
Trims the end; 0 or *full* = to the end.

13 RANDOMIZE
A new sound for this layer only.

14 LOCK
Kept on every kick RANDOMIZE.

15 M · S
Mute, solo.

16 P
Follows the kick's key and the notes you play.

17 A
Snaps the layer onto the end of the punch, in phase with it (once). → p. 07

18 Ø
Flipped polarity (PHASE sets it on its own).

19 ADD
One more layer. ↓

// ADDING A LAYER



Pick a role: the number = how many sounds were found for it. The plugin rolls one; you can also open a folder, like in the file explorer, and pick a specific sound. A role with **0 sounds** still opens: BROWSE your folders, and the sound you pick becomes a layer of that role. If a folder sorted by hand is hiding sounds of that role, its tile says so and its screen offers **to fix**: one click, and it's back to the names.

// 05 · LOOKING AT YOUR KICK

THE WAVEFORM AND THE SHAPER

It's not a drawing: it's the kick's real signal, with its effects. Here in the LAYERS view, with the TAIL selected: you see who plays where, and you adjust the layers with the mouse.



1 INFO
One beat at the current tempo, the kick's length, and its note (e.g. NOTE F1 · 43.7 Hz).

2 KEY
The colour of each layer. Red marks at the top and bottom: the FINALIZER module's clip is working.

3 SHAPER
Volume curve of the selected layer. ↓

4 VIEWS
LAYERS, FOCUS, SAMPLE, SUM: what you see, never what you hear. → p. 08

5 FILTER
ALL, MID, SIDE, LOWS < 100 Hz, MIDS, HIGHS > 2 kHz. Display only.

6 HANDLES
Of the selected layer: squares = fades, bars = start and end.

7 GRID
In ms or in beats, your choice in the settings.

8 METER
Left / right peak, LU bar. Maximum at the top: click = reset.

9 LUFS
Playing: short-term (3 s). Stopped: the kick looped on every beat.

// WITH THE MOUSE

— **Grab a layer** = move it in time.

— **Bars**: the left one trims the start, the right one the length.

— **Fades**: the squares set their length, the diamonds their curve.

— Click a layer to **select** it. **Shift** + drag = fine adjustment.

// A CARD'S A BUTTON

It snaps the layer onto the **last strong cycle** of the punch, as you hear it (its length, its fades): the layer only overlaps that cycle, and it's put **in phase** with it, wherever its start was trimmed. Shorten the punch, then press A: the layer follows. Polarity is still the job of Ø and PHASE.

// THE SHAPER

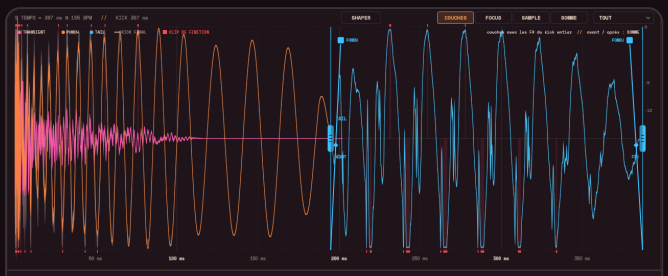


Here "Soft fade-out" on the TAIL. **1** the kick's note is shown; **2** CURVES: ready-made shapes (punch, tail, pump…); **3** the curve, between the two bars: click = a point, diamond = the curvature, double-click = delete, right-click = ready-made shapes.

// 06 · CHOOSING WHAT YOU SEE

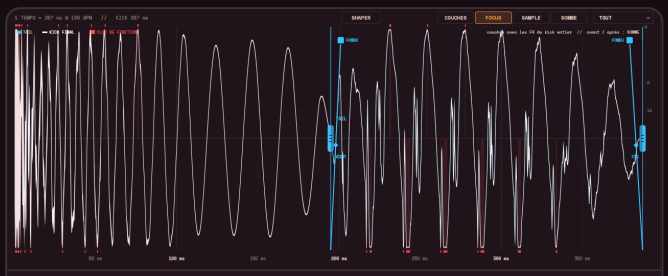
FOUR VIEWS, ONE QUESTION EACH

The buttons above the waveform change what you see, never what you hear. Everywhere, the layers are shown **the way you hear them in the final kick**, with their effects. The same kick, with the TAIL selected:



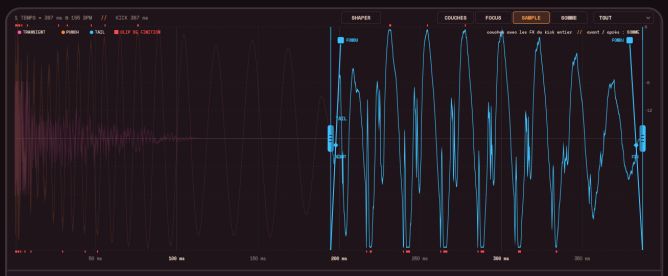
LAYERS who plays where?

All the layers, each in its own colour, the final kick in grey behind: you see how they add up and where the phase comes into play.



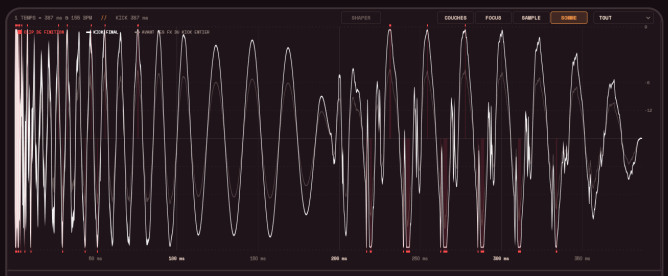
FOCUS how does it add up?

The kick in one piece, in white, the selected layer in colour. Shift the tail by a few ms: the phase changes across the **whole** kick.



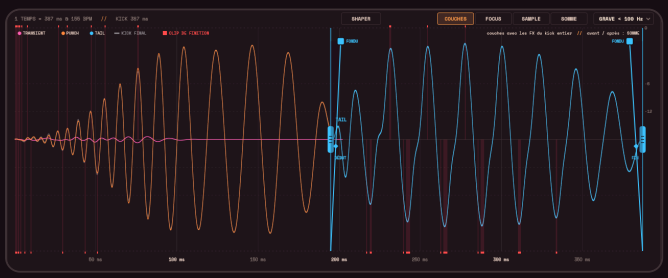
SAMPLE and this layer?

The selected layer in colour, the others dimmed. The right place to set its fades and its trim.



SUM what goes into the DAW?

The final kick, after the full-kick effects, exactly as exported. In grey: what it was before those effects.



// THE LOWS < 100 HZ FILTER

The same kick, but only below 100 Hz: the punch and the tail hand over smoothly, no cancellation. If two layers fight each other, you'll see it straight away: shift one of them, or let **PHASE** do it.

GOOD HABIT

// IN 3 MOVES

Lay out your layers in **LAYERS**, check the phase in **FOCUS** (with the **LOWS** filter), then finish in **SUM** to see exactly what you're going to export.

// 07 · THE EFFECTS

THE FX TAB

One **effect chain per target**: the full kick, a role (all the TAILs…) or a single layer. The waveform follows the target: FULL KICK → SUM view (before / after), a role → SAMPLE view.



1 **EFFECTS ON**
Switches the whole chain off or back on to compare. Adding or adjusting an effect switches it back on.

2 **FULL KICK**
Effects on the mixed kick; the badge = 3 modules.

3 **THE TARGETS**
One role per layer of the kick. If it has several layers: TRANSIENT ×2 (all of them) and TRANSIENT 1, 2 (just one).

4 **THE BADGE**
Solid: effects on (TAIL 1). Hollow and faded: target not in the kick (CRUNCH).

5 **THE CHAIN**
The modules, top to bottom. Click = open it on the right.

6 **ON · ▲ ▼ · X**
On / off, move up, move down, remove.

7 **+ ADD A MODULE**
One of the 9 modules. → p. 10

8 **STARTER CHAINS · CLEAR**
A ready-made chain (Undo brings the old one back), or remove everything. → p. 10

// THE OPEN MODULE: HERE THE EQUALIZER



9 **THE MODULE**
Its name, what it does, and how to use it with the mouse.

10 **PRESETS**
Your settings for this module, to load elsewhere.

11 **THE TARGET**
What the module processes (here FULL KICK).

12 **SPECTRUM**
Grey: before the chain, colour: after. While playing: live analysis.

13 **BANDS**
LOW CUT, BELL, NOTCH… FREQ, GAIN, Q, + BAND (or click in the graph).

14 **MIX · OUTPUT**
Dry / wet, and the module's output level.

// 08 · THE TOOLBOX

THE 9 EFFECT MODULES

The same modules for every target, each with a **MIX**, an **OUTPUT** and its presets.
+ ADD A MODULE shows them all:



DISTORTION

MODE: soft clip · hard clip · tube · wavefold · sine fold · rectify · fuzz · bitcrush
DRIVE 0–36 dB · BIAS · TONE — 4× oversampled

EQUALIZER

LOW CUT · LOW SHELF · BELL · NOTCH · HIGH SHELF · HIGH CUT
FREQ · GAIN · Q · + BAND

MID/SIDE EQ

BASS FREQ · MID LOWS · MID HIGHS
SIDE CUT · SIDE HIGHS · WIDTH

KICK SHAPER

AMOUNT · ready-made curves: punch, tail, pump locked to the grid, gate, saw… in 1/2, 1/4 or 1/8 of a beat

TRANSIENT

ATTACK · SUSTAIN (-100 to +100 %)
SPEED

FINALIZER

BASS: freq · boost — MONO BELOW X Hz
CLIP soft / hard · DRIVE CLIP · CEILING

MULTIBAND

LOW XOVER · HIGH XOVER · DEPTH · TIME
UP · DOWN · LOW / MID / HIGH GAIN

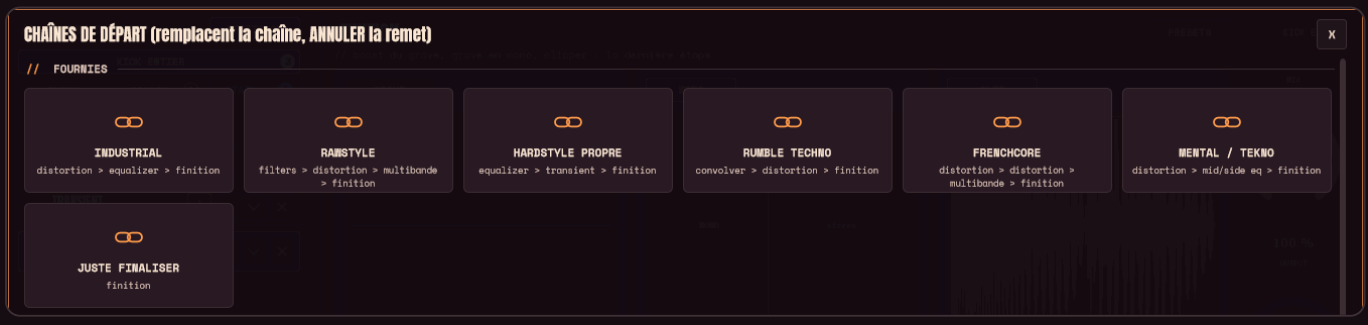
FILTERS

TYPE (12 or 24 dB/oct) · CUTOFF · RESONANCE
DRIVE · POLARITY

CONVOLVER

IMPULSE: room · hall · plate · metal · your own file
DECAY · PRE-DELAY · DAMPING · ENVELOPE · LOW CUT

// STARTER CHAINS



A ready-made chain replaces the target's chain (Undo brings it back). Below the supplied chains, **MY CHAINS**: save your own to load it on another kick.

> **// EFFECTS FOLLOW THEIR LAYER**
> Reorder the cards, change a layer's sound: its effects stay with it. Deleting the layer deletes its effects. A full-kick RANDOMIZE rolls brand-new layers: the old layers' effects go with them (except LOCKed layers), while full-kick and role effects stay.

// 09 · YOUR LIBRARY

YOUR SOUNDS AND THE LIBRARY

The plugin reads your folders once, sorts each sound by role and by key, then watches for changes: a sound added, removed or re-exported is picked up on its own. Everything is managed in **LIBRARY**.



1. **+ ADD A PACK…**
   A folder sorted Role / Style / sounds (`Punches/Industrial/` …).
2. **PACKS FOLDER**
   Packs placed there are found on their own. RANDOMIZE picks from the style's pack first.
3. **YOUR FOLDERS**
   One per folder added (click: open it or remove it).
4. **SORT MY FOLDERS**
   Gives a role to a folder and its subfolders, after confirmation ("SORT MOI AS TOP?", NO comes first): it takes priority over the names.
5. **+ ADD A FOLDER**
   Same as + SOUND FOLDER.
6. **+ EXCLUDE A SUBFOLDER**
   A subfolder to ignore: your own kicks, loops…
7. **RE-INDEX**
   Read everything again now (the number = how many layers).
8. **SETTINGS**
   Opens the folder with the settings and the index.

// SORTED BY HAND

A folder sorted by hand shows up in the **SORTED BY HAND** section of the library (one click: back to the names) and below the styles, bottom left ("sorted by hand: MOI → TOP"). It's a library setting, not part of the kick: UNDO doesn't revert it. A folder's role can only be chosen in LIBRARY.

// HOW IT SORTS YOUR SOUNDS

The **role** = the first word recognised in the sound's name, then in its folders (closest first). The **key** is read from the name (*_F#*), otherwise detected. Ignored: loops, rolls, demos, risers, sounds that are too long.

ROLE	WORDS RECOGNISED (singular or plural)
SUB	sub · subbass
RUMBLE	rumble · reverb
TAIL	tail · queue
CRUNCH	crunch · crush · screech · mid · dist · distortion
TRANSIENT	click · clic · transient · attack · attaque · atk · snap · tok
TOP	top · noise · bruit · enhancer
PUNCH	punch · body · corps
KICK	kick · kickbass · bd · bassdrum — whole kick: only rolled by the techno styles

// 10 · THE KICK IN YOUR TRACK

PRESETS, LISTENING, EXPORT

// KICK PRESETS



1. **SAVE**
   The whole kick (layers, effects, settings), filed in the style's folder.
2. **OPEN FOLDER**
   Rename, delete, share your presets (*.frqkick* files).
3. **YOUR KICKS**
   Sorted by style; click = load it back (Undo goes back to the previous kick).

// LISTENING AND EXPORTING



1. **LISTEN**
   The kick in stereo, mid only or side only. Changes what you hear, not the export.
2. **OUT**
   The output volume.
3. **DRAG LAYERS**
   Grab, drop into your DAW: each layer as its own WAV, already aligned.
4. **DRAG KICK**
   Grab, drop into your DAW: the final kick as a WAV.

// EXPORTS

The WAVs are written to `Documents\FRQLIB Kick Builder\Exports`, a fixed folder: your DAW project keeps its files even when you change kick. The plugin never picks sounds from it.

// IN YOUR DAW

As a VST3, the kick fires on every MIDI note. **DAW** follows the project tempo, **KEY TRACK** transposes the kick to the note you play.

// LEVELS

No auto gain: each layer's VOL is a real fader, just like in your DAW. With **CLIP 0 dB**, anything that goes over runs into a soft clipper (rounding from -1 dB, ceiling 0 dB). The meter shows the peak (here -0.2 dB) and the loudness in LUFS.

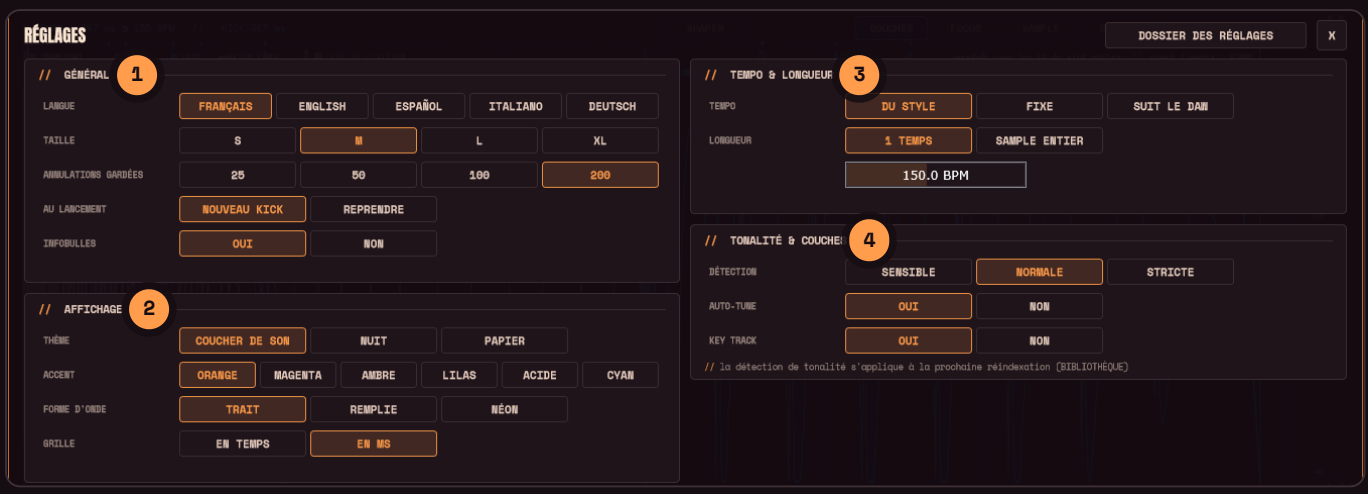
GOOD HABIT
// NAME YOUR SOUNDS

Put the role and the note in the file name: **Tail Mental 03_F#.wav**, **Punch Raw 12_A.wav**. The plugin sorts it on its own, has nothing to guess, and AUTO-TUNE gets it right first time.

// 11 · MAKE IT YOURS

SETTINGS

The cog at the top right. Your choices are kept from one session to the next.



1 GENERAL
Language (français, english, español, italiano, deutsch), window size (S to XL), how many undo steps are kept, on launch: new kick or pick up the last one, tooltips.

2 DISPLAY
Theme (Sunset, Night, Paper), accent colour, waveform as line, filled or neon, grid in beats or in ms.

3 TEMPO & LENGTH
The style's tempo, fixed (your BPM) or following the DAW; length: 1 beat or the full sample.

4 KEY & LAYERS
Sensitive, normal or strict detection (applied at the next re-index), AUTO-TUNE and KEY TRACK on by default.

FREE

// AND IT STAYS THAT WAY

FRQLIB Kick Builder is a gift from **Fréquence Libre**. Free tools, packs and new versions of the plugin: **frequence-libre.com**. A bug, an idea? Get in touch through the site.

Fréquence Libre

FRQLIB Kick Builder · version 0.4
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