

kitto manual

Instrument, sample drum machine · version 0.7.4

Sample drum machine: eleven lanes
and a sequencer up to 32 steps.



What it does

kitto is a sample drum machine with 11 lanes (kick, snare, three toms, rim, clap, closed and open hat, crash, ride), a 16 or 32-step sequencer and 75 library sounds with documented licences. Every lane can also play your own one-shot.

Eleven lanes (kick, snare, three toms, rim, clap, closed and open hat, crash, ride), a 16 or 32 step sequencer, 75 library sounds with documented licences, and your own samples. Before 19 October 2026 it was called NINE; sessions and presets made with the old name open as before.

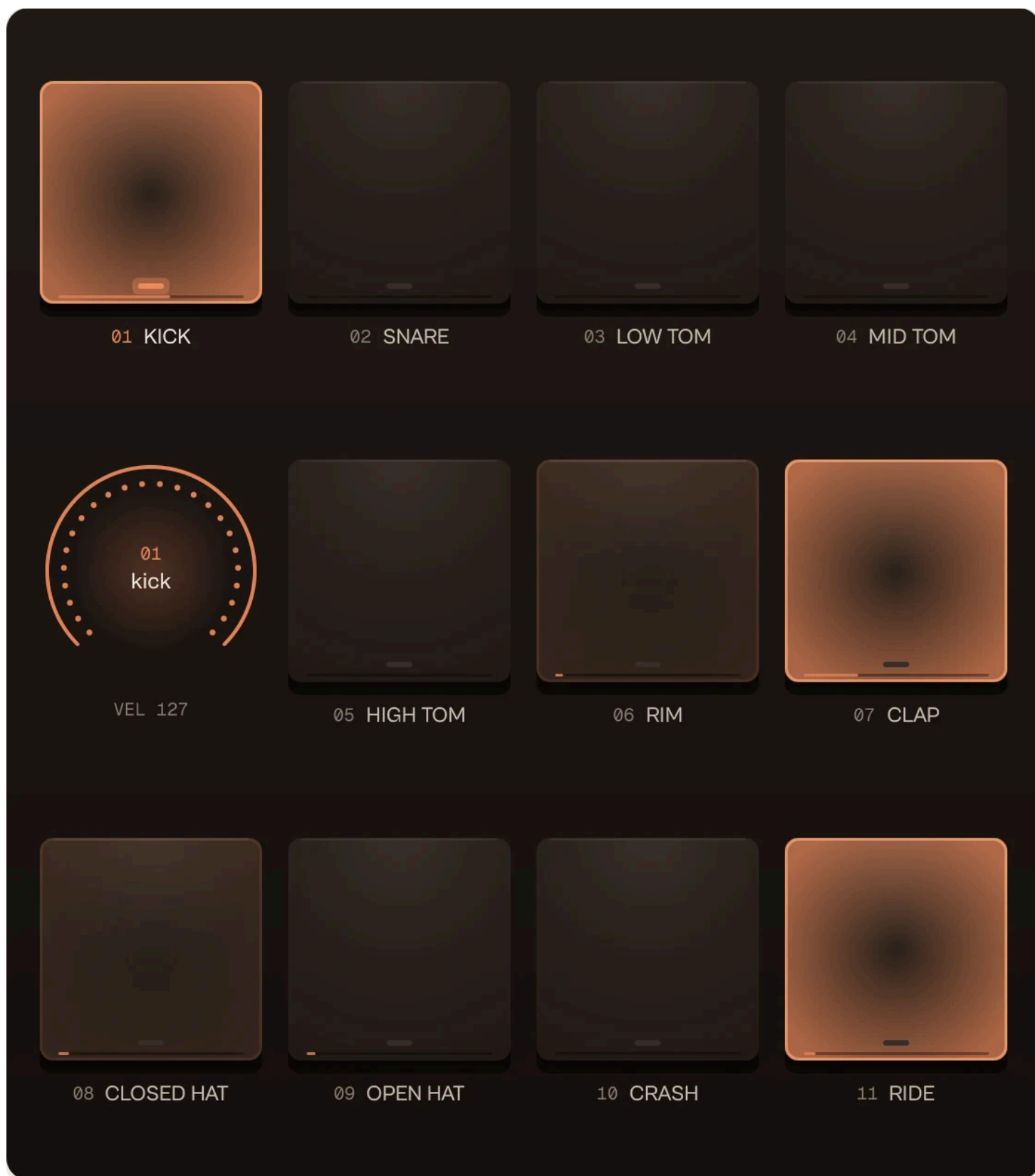
- Rubber pads that light up on every hit.
- 16 or 32 steps with accents and ghost notes.
- Your own one-shots, choke groups, eleven separate outputs.

Quick start

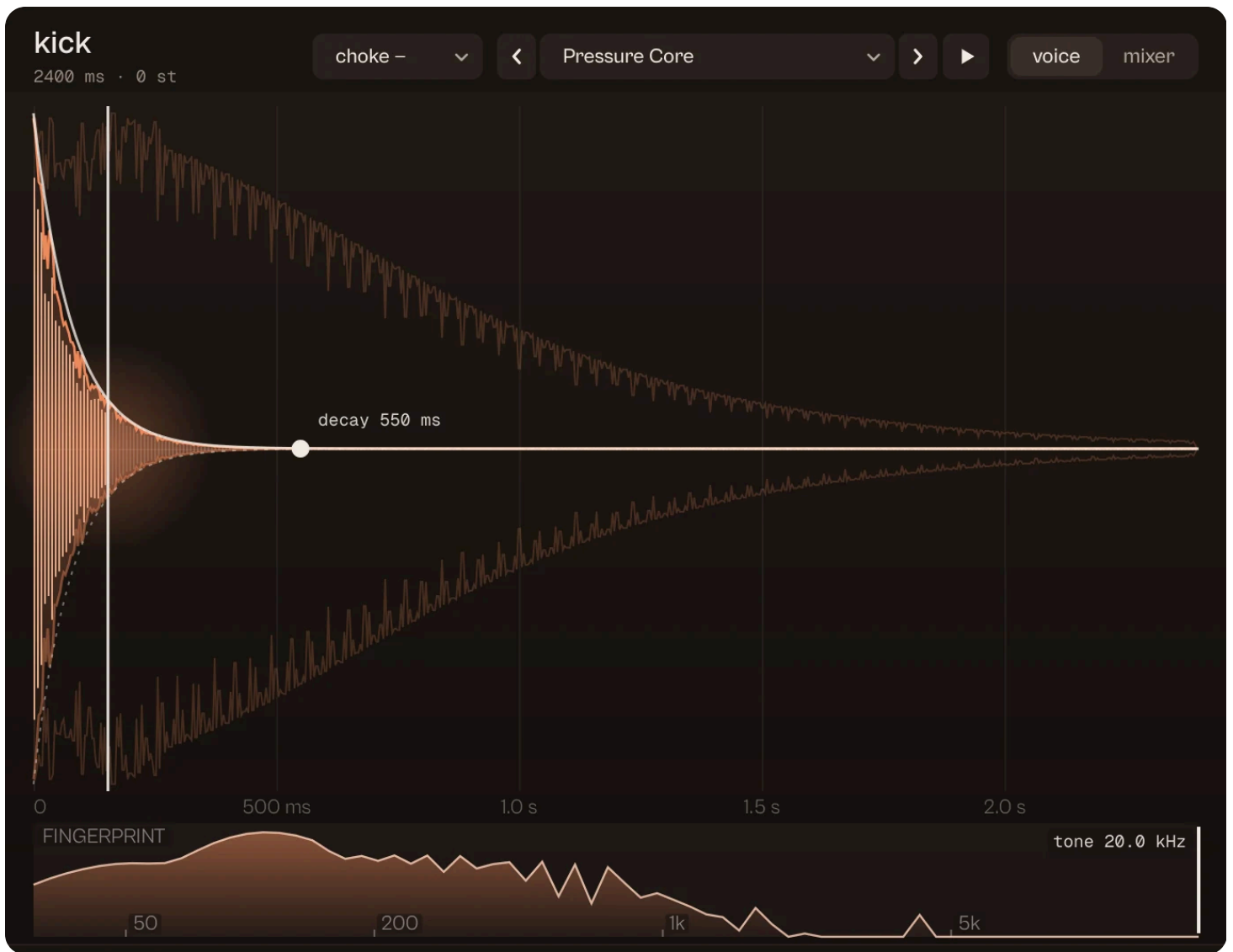
- 1 Pick a **kit** from the capsule (the kit sheet, by genre) and press **Play** or Space, or start the DAW: kitto follows it.
- 2 Click the cells of the grid to switch hits on and off; drag up and down on a cell for velocity.
- 3 Change a lane's sound with the < > arrows in the voice panel.

The display

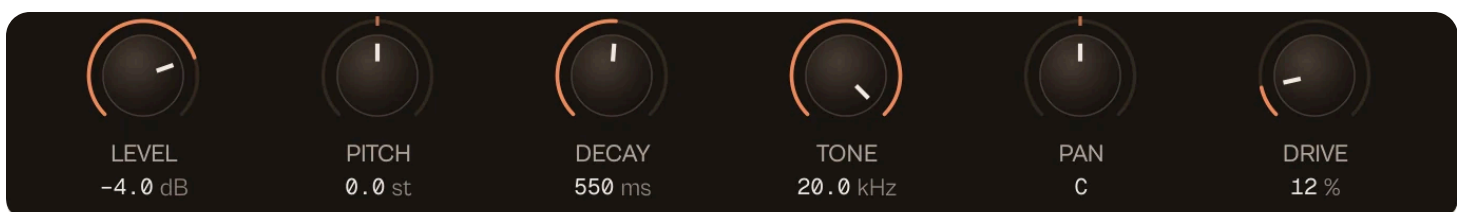
The voice display reacts to the knobs: Decay shows the envelope (with a handle you can drag, *decay 550 ms*), Tone the cut on the sound's fingerprint, Drive the level lines, Pitch the shifted peak in Hz. **VEL** shows the real velocity of the last hit. The **mixer** page shows the eleven lanes with level, mute and solo and the real output spectrum.



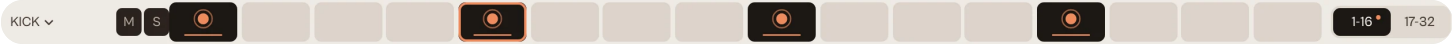
Eleven rubber pads. The pads light up on every hit; click to play, or use the number pad on your keyboard (0 is the kick). The hub shows the selected lane and VEL, the real velocity of the last hit.



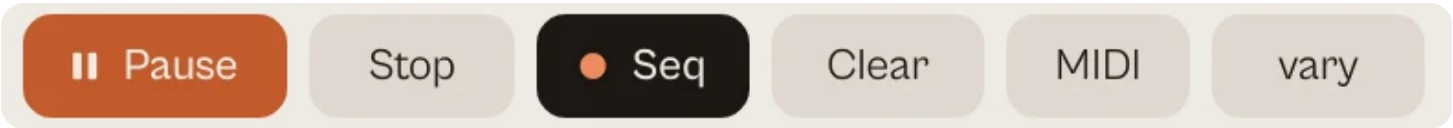
The voice panel. The selected sound as it plays: the hit under its decay envelope, the whole sample faint behind it, and the spectral FINGERPRINT. Drag the dot at the end of the envelope for Decay and the line on the fingerprint for Tone; click elsewhere to play it. Change the sound with the arrows or the menu, set the choke group, or switch to mixer.



Level to Drive. Level, Pitch, Decay, Tone, Pan and Drive for each lane. Turn one and the display shows what changes: the decay envelope, the tone cut on the fingerprint, the shifted pitch peak.



The **step grid**. The selected lane with mute and solo, then its 16 steps. Click to switch a hit on or off, Shift-click for an accent, Ctrl-click for a ghost note, drag vertically for velocity; 1-16 and 17-32 show the two bars of a 32-step pattern.



Transport. Pause, Stop and Seq run the sequencer, and kitto follows the DAW when it plays. Clear empties the grid, MIDI drags the pattern into the DAW as a clip, vary makes new patterns or sounds.

Every picture on this page is a capture of the real interface, from the current build.

Controls

The names are the ones your DAW shows for automation, read from the plugin itself; ranges and defaults are the plugin's own. Every knob: drag (Shift for fine), wheel for small steps, double-click for the default, Enter or a click on the value to type it with units (`6k3` , `250ms` , `-3 dB`).

Rows marked **[lane]** exist once for each of the eleven lanes: Kick, Snare, Low tom, Mid tom, High tom, Rim, Clap, Closed hat, Open hat, Crash, Ride.

Main controls

Control	Range	Default	What it does
[lane] level	-36.00 dB to 6.00 dB	Kick 0.00 dB, Snare 0.00 dB, Low tom 0.00 dB, Mid tom 0.00 dB, High tom 0.00 dB, Rim 0.00 dB, Clap 0.00 dB, Closed hat 0.00 dB, Open hat 0.00 dB, Crash -5.00 dB, Ride -3.00 dB	Level of each lane (Kick, Snare, Low tom, Mid tom, High tom, Rim, Clap, Closed hat, Open hat, Crash, Ride).
[lane] pitch	-12.00 st to 12.00 st	0.00 st	Pitch of the lane in semitones.
[lane] decay	20 ms to 4000 ms	Kick 950 ms, Snare 500 ms, Low tom 800 ms, Mid tom 650 ms, High tom 500 ms, Rim 180 ms, Clap 450 ms, Closed hat 180 ms, Open hat 900 ms, Crash 3000 ms, Ride 2600 ms	Length of the hit.

Control	Range	Default	What it does
[lane] tone	800 Hz to 20000 Hz	20000 Hz	Low-pass on the lane.
[lane] pan	-100.0 % to 100.0 %	Kick 0.0 %, Snare 0.0 %, Low tom -20.0 %, Mid tom 0.0 %, High tom 20.0 %, Rim 0.0 %, Clap 0.0 %, Closed hat 0.0 %, Open hat 0.0 %, Crash 0.0 %, Ride 0.0 %	Pan of the lane.
[lane] drive	0.0 % to 100.0 %	0.0 %	Saturation of the lane.

Control	Range	Default	What it does
[lane] Sound	per lane, below Kick: KITTO original · Deep Round · Concrete Punch · Razor Dist · Grit Tail · Sub Anchor · Hard Knock · Acid Punch · Rumble Body · Trap Sine · Electro Snap · Broken Air · Metal Clamp · Furnace Tail · Micro Club · Pressure Core · Your sample Snare: KITTO original · Dry Body · Riddim Crack · Garage Snap · Needle Tight · Warehouse Slam · Metal Skin · Industrial Crush · Micro Snap · Your sample Low tom: KITTO original · Low Round · Low Alloy · Low Dirt · Your sample Mid tom: KITTO original · Mid Round · Mid Alloy · Mid Dirt · Your sample High tom: KITTO original · High Round · High Alloy · High Dirt · Your sample Rim: KITTO original · Wood Rim · Clave Knock · Digital Tick · Glass Perc · Metal Knock · Needle Tick · Your sample Clap: KITTO original · Dry Hands · Wide Stack · Short Snap · Bright Layer · Room Crowd · Micro Clap · Your sample Closed hat: KITTO original · Dust Closed · Needle Closed · Chrome Closed · Dirty Closed · Air Closed · Shuffle Closed · Your sample	KITTO original	The library sound of the lane, or your sample.

Control	Range	Default	What it does
	Open hat: KITTO original · Dust Open · Short Open · Chrome Open · Dirty Open · Air Open · Sway Open · Your sample Crash: KITTO original · Dark Crash · Wide Crash · Trash Crash · Long Wash · Your sample Ride: KITTO original · Bell Ride · Wash Ride · Short Ride · Dark Ride · Your sample		
[lane] Choke group	- · 1 · 2 · 3 · 4	Kick -, Snare -, Low tom -, Mid tom -, High tom -, Rim -, Clap -, Closed hat 1, Open hat 1, Crash -, Ride -	Lanes in the same group cut each other (closed and open hat by default).
Swing	0 % to 60 %	0 %	Sequencer swing.
Internal tempo	40 BPM to 240 BPM	124 BPM	Tempo when the DAW is stopped; while it plays kitto follows the DAW.
Pattern length	16 steps · 32 steps	16 steps	16 or 32 steps.
Accent depth	0 % to 100 %	0 %	How much louder accented steps play (velocity 115 and up).
ZOKKU Link	off · 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16		Sends every kick, with its velocity, on a channel (off, 1 to 16).
Sequencer enabled	Off · On	On	Switches the internal sequencer on.
Output	-24 dB to 6 dB	-6 dB	Main level.

Every parameter (118)

Numbered parameters are grouped in one row (for example Band 1-8), with the number of copies.

Parameter	Range	Default
[lane] level	-36.00 dB to 6.00 dB	Kick 0.00 dB, Snare 0.00 dB, Low tom 0.00 dB, Mid tom 0.00 dB, High tom 0.00 dB, Rim 0.00 dB, Clap 0.00 dB, Closed hat 0.00 dB, Open hat 0.00 dB, Crash -5.00 dB, Ride -3.00 dB
[lane] pitch	-12.00 st to 12.00 st	0.00 st
[lane] decay	20 ms to 4000 ms	Kick 950 ms, Snare 500 ms, Low tom 800 ms, Mid tom 650 ms, High tom 500 ms, Rim 180 ms, Clap 450 ms, Closed hat 180 ms, Open hat 900 ms, Crash 3000 ms, Ride 2600 ms
[lane] tone	800 Hz to 20000 Hz	20000 Hz
[lane] pan	-100.0 % to 100.0 %	Kick 0.0 %, Snare 0.0 %, Low tom -20.0 %, Mid tom 0.0 %, High tom 20.0 %, Rim 0.0 %, Clap 0.0 %, Closed hat 0.0 %, Open hat 0.0 %, Crash 0.0 %, Ride 0.0 %
[lane] drive	0.0 % to 100.0 %	0.0 %
[lane] mute	Off · On	Off
[lane] solo	Off · On	Off
Output	-24 dB to 6 dB	-6 dB
Swing	0 % to 60 %	0 %
Internal tempo	40 BPM to 240 BPM	124 BPM
Sequencer enabled	Off · On	On

Parameter	Range	Default
[lane] Sound	per lane, below Kick: KITTO original · Deep Round · Concrete Punch · Razor Dist · Grit Tail · Sub Anchor · Hard Knock · Acid Punch · Rumble Body · Trap Sine · Electro Snap · Broken Air · Metal Clamp · Furnace Tail · Micro Club · Pressure Core · Your sample Snare: KITTO original · Dry Body · Riddim Crack · Garage Snap · Needle Tight · Warehouse Slam · Metal Skin · Industrial Crush · Micro Snap · Your sample Low tom: KITTO original · Low Round · Low Alloy · Low Dirt · Your sample Mid tom: KITTO original · Mid Round · Mid Alloy · Mid Dirt · Your sample High tom: KITTO original · High Round · High Alloy · High Dirt · Your sample Rim: KITTO original · Wood Rim · Clave Knock · Digital Tick · Glass Perc · Metal Knock · Needle Tick · Your sample Clap: KITTO original · Dry Hands · Wide Stack · Short Snap · Bright Layer · Room Crowd · Micro Clap · Your sample Closed hat: KITTO original · Dust Closed · Needle Closed · Chrome Closed · Dirty Closed · Air Closed · Shuffle Closed · Your sample Open hat: KITTO original · Dust Open · Short Open · Chrome Open · Dirty Open · Air Open · Sway Open · Your sample Crash: KITTO original · Dark Crash · Wide Crash · Trash Crash · Long Wash · Your sample Ride: KITTO original · Bell Ride · Wash Ride · Short Ride · Dark Ride	KITTO original

Parameter	Range	Default
· Your sample		
[lane] Choke group	- · 1 · 2 · 3 · 4	Kick -, Snare -, Low tom -, Mid tom -, High tom -, Rim -, Clap -, Closed hat 1, Open hat 1, Crash -, Ride -
Pattern length	16 steps · 32 steps	16 steps
Accent depth	0 % to 100 %	0 %
ZOKKU Link	off · 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16	off
Bypass	Off · On	Off

Presets

65 kits in 9 genres. A kit sets every lane, the length, accent, swing and a typical tempo.

House & Garage 9

Warehouse 909, Garage Shuffle

Afro & Latin 8

Log Drum Bounce, Dembow Classic

Hip Hop & Lo-fi 7

Dusty Crate, Golden Era

Breaks & Funk 6

Tight Pocket, Miami Boom

Fills & Transitions 6

Snare Build, Tom Cascade

Techno 10

Concrete Grid, Peak Hour

Trap & Drill 6

Atlanta 808, Night Slide

DnB & Bass 8

Two Step Roller, Liquid Drift

Pop 5

Radio Four, Synth Wave 84

Click the preset capsule in the top bar to open the **preset sheet**: search (every word must appear in the name, category or description), categories with their counts, ★ **Favourites**, tags on every row, and **in B**, which loads a preset into the slot that is not playing so you can compare. A click loads a preset and leaves the sheet open;   move, **Enter** loads and closes, **Esc** closes. The arrows < > beside the capsule step through the list; a dot says the sound was changed.

All 65 programs, as the DAW lists them

House / Warehouse 909

House / Garage Shuffle

House / Open Air

Techno / Concrete Grid

Techno / Rim Circuit

Techno / Offbeat Pressure

Acid / Acid Relay

Acid / Broken Voltage

Dubstep / Half Time Iron

Dubstep / Rolling Snare

Riddim / Sparse Stomp

Riddim / Metallic Reply

Ambient / Slow Machines

Ambient / Percussion Dust

Breaks / Bent Amen

Breaks / Electro Switch

Disco / Silver Ride

Trap / Tripwire

Minimal / Negative Space

Industrial / Foundry

House / Jackin Shuffle

Deep House / Late Night

Deep House / Sunday Shaker

Tech House / Rolling Groove

UK Garage / Two Step Skip

Techno / Peak Hour

Dub Techno / Fog Station

Hard Techno / Schranz Drive

Afro House / Sunset Ritual

Afro House / Tribal Lift

Amapiano / Log Drum Bounce

Amapiano / Private Keys

Afrobeats / Lagos Bounce

Reggaeton / Dembow Classic

Reggaeton / Perreo Nocturno

Dembow / Calle Rapida

Trap / Atlanta 808

Trap / Dark Rolls

Trap / Cloud Bounce

Drill / Road Bounce

Drill / Night Slide

Boom Bap / Dusty Crate

Boom Bap / Golden Era

Lo-fi / Tape Study

Lo-fi / Rain on Glass

Hip Hop / West Coast Bounce

DnB / Two Step Roller

Jungle / Rinse Chop

DnB / Liquid Drift

Halftime / Heavy Step

Funk / Tight Pocket

Funk / Half-Time Shuffle

Breakbeat / Big Beat Stomp

Electro / Miami Boom

Pop / Radio Four

Pop / Slow Ballad

Pop / Synth Wave 84

Pop Rock / Arena Drive

Pop / Bedroom Bounce

Fill / Snare Build

Fill / Tom Cascade

Fill / Trap Roll Out

Fill / Funk Break

Transition / Drop Gap

A/B and undo

A and **B** hold two complete settings. **equal vol.** plays B at the loudness of A, so louder never fools you. **in B** in the preset sheet loads a preset straight into the other slot. Undo and redo (the curved arrows, **Ctrl** + **Z** and **Ctrl** + **Shift** + **Z**) are kept separately for A and B; switching slot is not a step.

Listen modes

kitto has no delta mode. **Mute** and **Solo** per lane; muted or excluded lanes are dimmed in steps, pads and names.

Simple, advanced and sizes

simple shows pads, the voice panel, the grid and the transport. **advanced** opens a drawer with three tabs: *kit* (sound and choke group of the 11 lanes), *pattern* (16/32 steps, sequencer, accent, swing, tempo) and *link* (ZOKKU Link channel and the separate outputs). The **voice** and **mixer** segments choose the page.

Pick a size with **S**, **M** and **L** in the top bar, or drag the window corner. A click on the status line zooms the contents from 75 to 200 %. The **help strip** in the footer describes the control under the pointer.





Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

The grid

Click: hit on or off. Shift+click: accent (100 %). Ctrl+click: ghost (35 %). Drag up and down or wheel: velocity. From 90 % the step shows the accent ring. Tab gives the whole grid one stop; arrows move, Space toggles.

Your own samples

In a lane's sound menu choose *Load your own sample...*, or drag a file (WAV, AIFF, FLAC, MP3, OGG, up to 8 s) onto the window. It is saved inside the project.

Outputs, MIDI and notes

11 separate stereo outs, one per lane (enable them in the DAW). Drag the **MIDI** chip to a track to paste the pattern as a clip. Notes: kick 36, rim 37, snare 38, clap 39, low tom 41, closed hat 42, mid tom 45, open hat 46, high tom 48, crash 49, ride 51.

Shortcuts

Space: play/pause. Esc: stop and panic. Numpad 0 to 9: select and play a lane.

Tips by genre

House and garage

Warehouse 909, Garage Shuffle: open hat on the off-beat, swing.

Techno

Concrete Grid, Peak Hour, Fog Station leaves room for chords.

Trap and drill

Atlanta 808, Road Bounce: the 808 kick in its own choke group, like a mono 808.

Afro and Latin

Log Drum Bounce, Dembow Classic.

Variations

vary: vary the pattern, new pattern, vary the sounds; lock lanes you want to keep.

CPU and latency

Latency

0 samples.

Quality

75 library sounds with documented licences, stored losslessly and shared between instances. Your one-shots up to 8 s, saved in the project.

CPU

About 0.75 % of one core playing; about 0.11 % at rest.

MIDI

Notes 36 to 51 play the lanes. MIDI learn from the status line. The pattern drags out as a MIDI clip.

ZOKKU Link

Sends every kick, with its velocity, on one of 16 channels, to ikipump and vela.

CPU: one stereo instance at 48 kHz, 512-sample blocks, on a test signal, as a percent of one core of a recent desktop CPU. Indicative only: your system will differ.

Version and changes

This manual describes **kitto 0.7.4**. Updates never change how a saved session sounds: when the sound changes, it arrives as a new option or only in new instances.

Latest builds

0.7.4 2026-10-24 ["Its own product now: its licence, the Beat Kit's (KIZAMI, KITTO, TATAKIT, FUZZO, ASCENT) or ZOKKU All's unlocks it; old beta trials keep working. Sound and saved sessions unchanged."]

0.7.3 2026-10-24 ['Activate online and Activate offline in the licence sheet activate ZOKKU All; a saved session stays byte for byte the same after it is reopened.']

0.7.2 2026-10-24 ['A ZOKKU All licence unlocks it too; the free trial is the ZOKKU All one: 7 days, one trial for all eleven.']

Before

0.7 Revisited interface: decay handle on the voice display, advanced drawer with kit, pattern and link.

0.6 New name, kitto (before: NINE).

Common to every plugin: windows, presets, keyboard and typed values.