

tatakit manual

Instrument, synth drum machine · version 0.6.4

Synth drum machine: six original engines, every hit generated live.



What it does

tatakit is a synthesis drum machine: six original models generate every hit in real time (no samples, except an optional PCM sound per lane), with 11 lanes, a 16 or 32-step sequencer, tuned kicks and a chromatic kick.

Six original synthesis models generate each hit in real time (no samples, except an optional PCM alternative per lane), with eleven lanes and a 16 or 32 step sequencer. Before 19 October 2026 it was called RHYTHM; sessions and presets made with the old name open as before.

- Six models: Compact, Digit, Latin, Sub, Punch, Future.
- 16 or 32 steps with velocity, accents and ghost notes.
- Tuned kicks and a chromatic kick. Drag the pattern as MIDI, a hit as WAV.

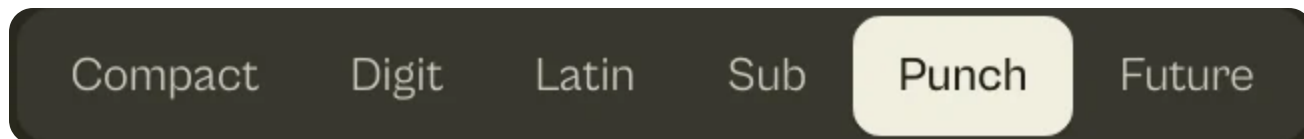
Quick start

- 1 Pick a **preset** from the capsule and press **Play** or Space (or start the DAW).
- 2 Choose the **model**: COMPACT, DIGIT, LATIN, SUB, PUNCH or FUTURE.
- 3 Edit the grid and the controls of the selected lane.

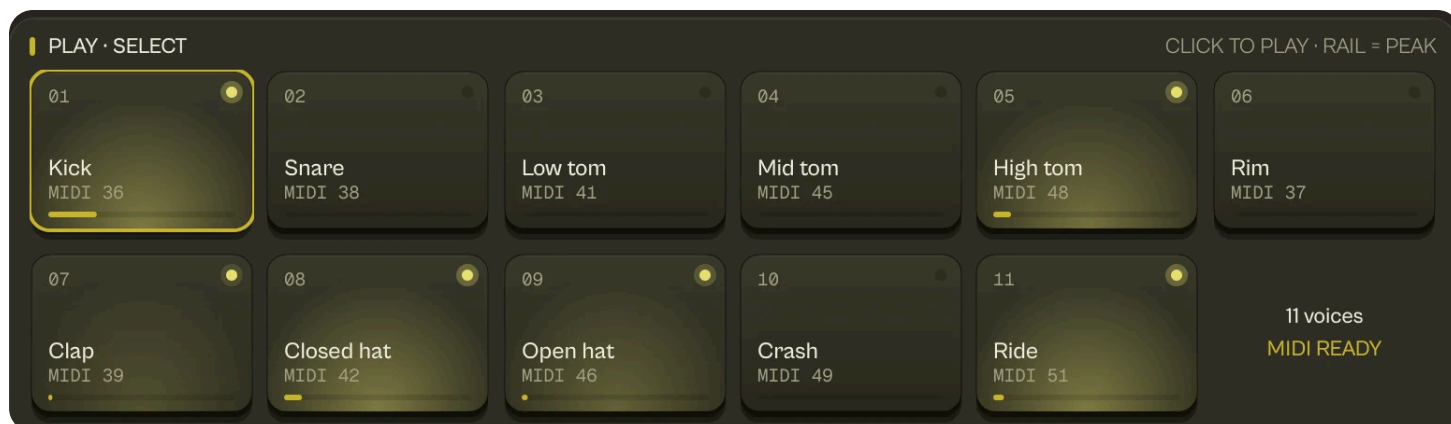
The display

The **source** waveform of the selected lane is a real hit, updated with Tune, Decay, Tone and Drive, down to -50 dB from the peak. Hover it for *drag into the DAW · WAV* and drag it to a track to get the hit as a file. Velocity is the

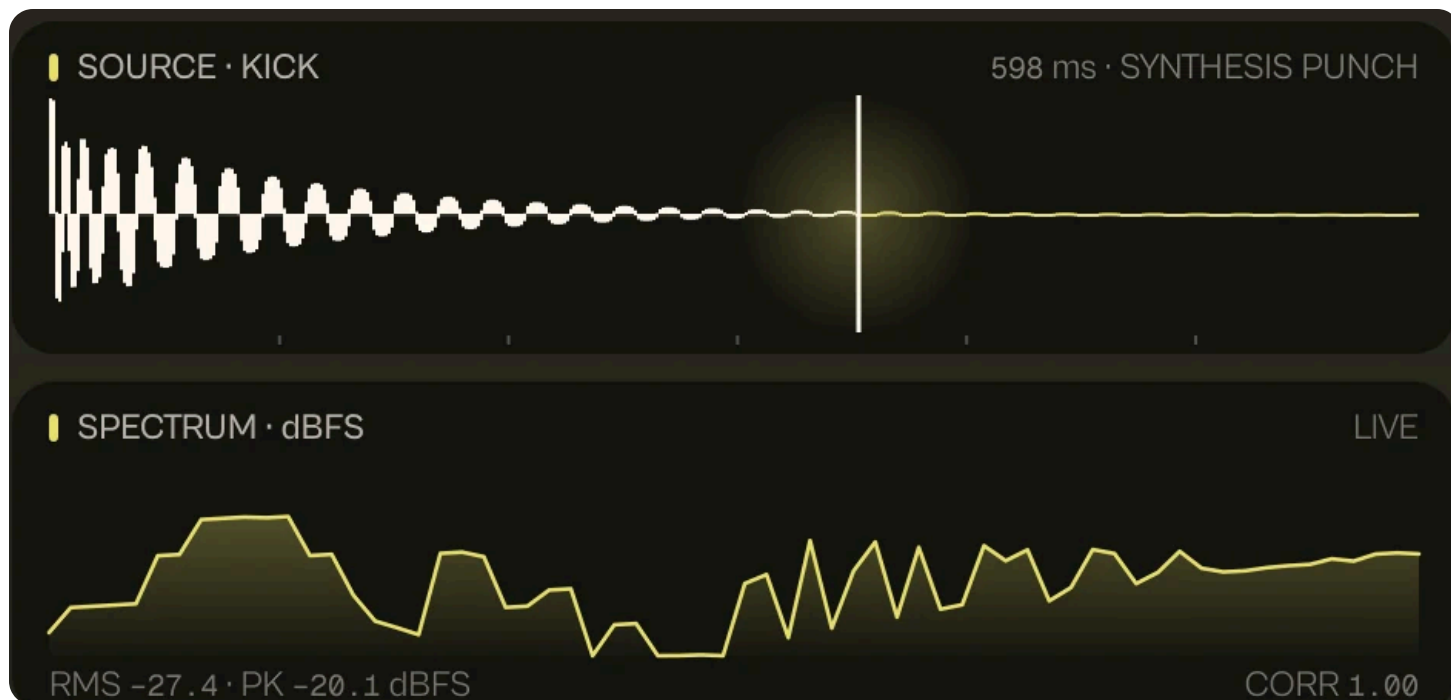
length of the white dash in a cell; the accent is a dark notch on top; the playing step sits on a yellow pill.



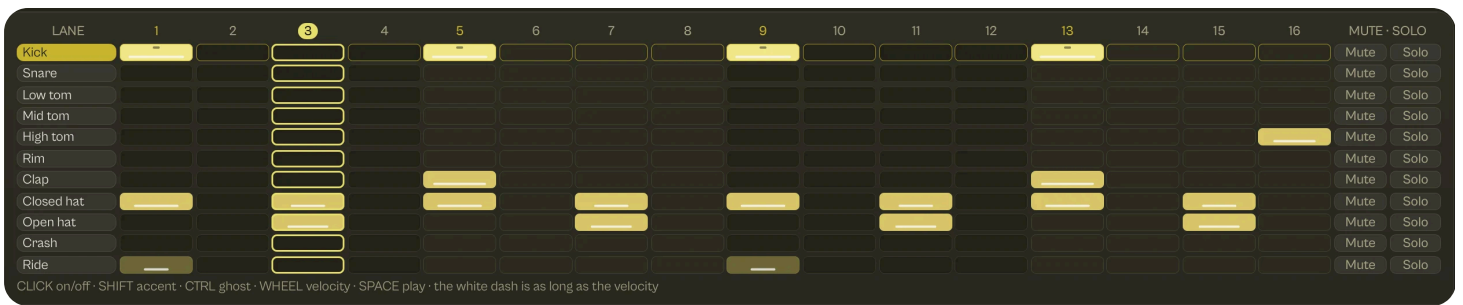
Six models. Compact, Digit, Latin, Sub, Punch and Future: six original engines that generate every hit live. Compact is short and dry, Sub deep and long, Future metallic, with phase modulation.



Eleven pads. Click to play. Each pad shows its MIDI note and lights up with the velocity of every hit.



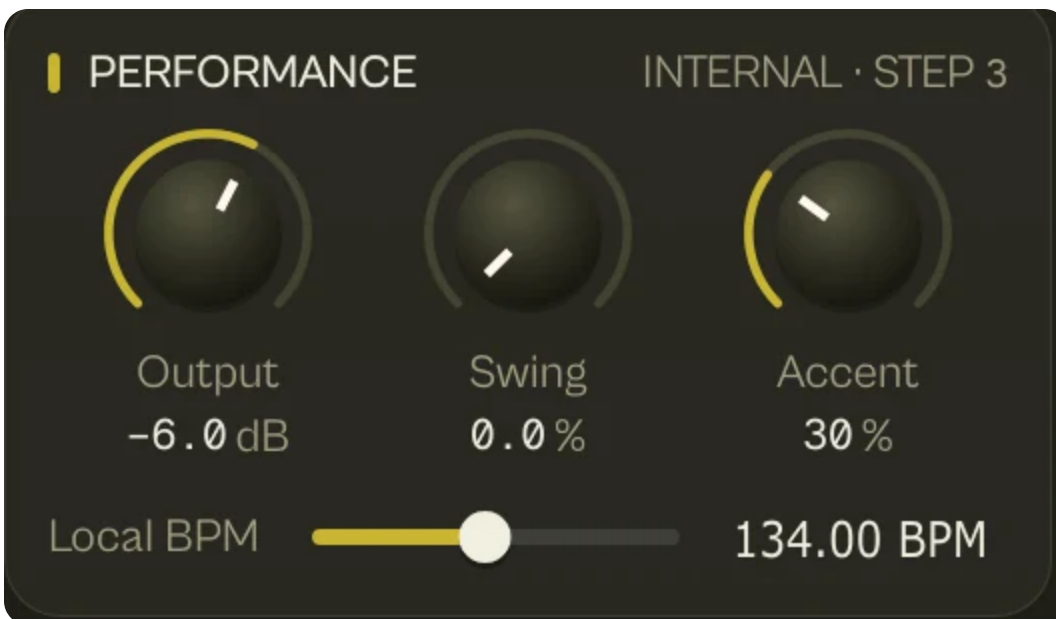
Source and spectrum. SOURCE draws the real hit the engine makes, updated with Tune, Decay, Tone and Drive; drag it onto a track to get it as WAV. SPECTRUM shows the output live, with RMS, peak and correlation.



The step grid. Velocity is the length of the white dash in each cell, an accent is a dark mark on top, the playing step sits on a yellow pill. Shift-click for an accent, Ctrl-click for a ghost note, the wheel for velocity; mute and solo on the right.



The voice. Level, Tune, Decay, Tone, Pan and Drive for the selected lane, with the choice between synthesis and a PCM sound. Voice and Mixer switch to the eleven faders.



Performance. Output, Swing and Accent (how much louder accented steps play), and Local BPM for when the DAW is stopped. ZOKKU Link, in the footer, sends every kick on one of 16 channels.

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
Sound model	COMPACT · DIGIT · LATIN · SUB · PUNCH · FUTURE	COMPACT	COMPACT (classic, short), DIGIT (low-resolution digital), LATIN (congas, bongos, timbales), SUB (deep long kick), PUNCH (hard, saturated attack), FUTURE (phase modulation, metallic).
[lane] level	-36.00 dB to 6.00 dB	Kick -0.50 dB, Snare -0.50 dB, Low tom -0.50 dB, Mid tom -0.50 dB, High tom -0.50 dB, Rim -0.50 dB, Clap -0.50 dB, Closed hat -0.50 dB, Open hat -0.50 dB, Crash -5.50 dB, Ride -3.50 dB	Level of each lane (Kick, Snare, Low tom, Mid tom, High tom, Rim, Clap, Closed hat, Open hat, Crash, Ride).
[lane] tune	-12.00 st to 12.00 st	0.00 st	Tuning of the lane in semitones.
[lane] decay	20 ms to 4000 ms	Kick 180 ms, Snare 180 ms, Low tom 230 ms, Mid tom 190 ms, High tom 155 ms, Rim 65 ms, Clap 160 ms, Closed hat 55 ms, Open hat 220 ms, Crash 700 ms, Ride 550 ms	Length of the hit.
[lane] tone	800 Hz to 20000 Hz	20000 Hz	Low-pass on the lane.

Control	Range	Default	What it does
[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: Follow model · 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 Snare: Follow model · Dry Body · Riddim Crack · Garage Snap · Needle Tight · Warehouse Slam · Metal Skin · Industrial Crush · Micro Snap Low tom: Follow model · Low Round · Low Alloy · Low Dirt Mid tom: Follow model · Mid Round · Mid Alloy · Mid Dirt High tom: Follow model · High Round · High Alloy · High Dirt Rim: Follow model · Wood Rim · Clave Knock · Digital Tick · Glass Perc · Metal Knock · Needle Tick Clap: Follow model · Dry Hands · Wide Stack · Short Snap · Bright Layer · Room Crowd · Micro Clap Closed hat: Follow model · Dust Closed · Needle Closed · Chrome Closed · Dirty Closed · Air Closed · Shuffle Closed	Follow model	Follow model (synthesis) or a PCM sound for the lane.

Control	Range	Default	What it does
	Open hat: Follow model · Dust Open · Short Open · Chrome Open · Dirty Open · Air Open · Sway Open Crash: Follow model · Dark Crash · Wide Crash · Trash Crash · Long Wash Ride: Follow model · Bell Ride · Wash Ride · Short Ride · Dark Ride		
Accent depth	0 % to 100 %	30 %	How much louder accented steps play.
Swing	0 % to 60 %	0 %	Sequencer swing.
Internal tempo	40 BPM to 240 BPM	136 BPM	Tempo when the DAW is stopped.
Pattern length	16 steps · 32 steps	16 steps	16 or 32 steps.
ZOKKU Link	off · 1 · 2 · 3 · 4 · 5 · 6 · 7 · 8 · 9 · 10 · 11 · 12 · 13 · 14 · 15 · 16	off	Sends every kick, with velocity and note, 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 (108)

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 -0.50 dB, Snare -0.50 dB, Low tom -0.50 dB, Mid tom -0.50 dB, High tom -0.50 dB, Rim -0.50 dB, Clap -0.50 dB, Closed hat -0.50 dB, Open hat -0.50 dB, Crash -5.50 dB, Ride -3.50 dB
[lane] tune	-12.00 st to 12.00 st	0.00 st

Parameter	Range	Default
[lane] decay	20 ms to 4000 ms	Kick 180 ms, Snare 180 ms, Low tom 230 ms, Mid tom 190 ms, High tom 155 ms, Rim 65 ms, Clap 160 ms, Closed hat 55 ms, Open hat 220 ms, Crash 700 ms, Ride 550 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	136 BPM
Sequencer enabled	Off · On	On
Sound model	COMPACT · DIGIT · LATIN · SUB · PUNCH · FUTURE	COMPACT
Accent depth	0 % to 100 %	30 %

Parameter	Range	Default
[lane] Sound	per lane, below	Follow model
	Kick: Follow model · 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	
	Snare: Follow model · Dry Body · Riddim Crack · Garage Snap · Needle Tight · Warehouse Slam · Metal Skin · Industrial Crush · Micro Snap	
	Low tom: Follow model · Low Round · Low Alloy · Low Dirt	
	Mid tom: Follow model · Mid Round · Mid Alloy · Mid Dirt	
	High tom: Follow model · High Round · High Alloy · High Dirt	
	Rim: Follow model · Wood Rim · Clave Knock · Digital Tick · Glass Perc · Metal Knock · Needle Tick	
	Clap: Follow model · Dry Hands · Wide Stack · Short Snap · Bright Layer · Room Crowd · Micro Clap	
	Closed hat: Follow model · Dust Closed · Needle Closed · Chrome Closed · Dirty Closed · Air Closed · Shuffle Closed	
	Open hat: Follow model · Dust Open · Short Open · Chrome Open · Dirty Open · Air Open · Sway Open	
Pattern length	Crash: Follow model · Dark Crash · Wide Crash · Trash Crash · Long Wash	
	Ride: Follow model · Bell Ride · Wash Ride · Short Ride · Dark Ride	
	16 steps · 32 steps	16 steps

Parameter	Range	Default
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

103 presets: scenes (sounds and grid), kits (sounds only) and fills (grid only). Every kick in the new presets is tuned to a written note.

Techno 14

Acid Runner, Warehouse

Electro 10

Detroit Circuit, Robot Funk

Trap 15

Deep 808 F, UK Drill

IDM 6

Glass Fracture, Broken Clock

Fills & FX 11

Snare Build, Noise Riser

House 11

Neon House, Swing Garage

Breaks 10

Jungle Roller, Ghost Funk

Afro 13

Amapiano Log Drum, Gqom Pulse

Kits 13

909 Techno F, 707 Disco A#

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 103 programs, as the DAW lists them

- Compact / Acid Runner
- Compact / Wire Break
- Compact / Post Punk
- Compact / Micro Shuffle
- Digit / Neon House
- Digit / Swing Garage

Digit / Dry Boogie
Digit / Data Electro
Latin / Casa Clave
Latin / Bongo Reply
Latin / Afro Turn
Latin / Loose Perc
Sub / Deep Electro
Sub / Trap Anchor
Sub / Half Time Low
Sub / Slow Bounce
Punch / Warehouse
Punch / Peak Acid
Punch / Industrial Drive
Punch / Broken Floor
Future / Riddim Grid
Future / DnB Pulse
Future / FM Halftime
Future / Off Grid Bass
Techno / Hypnotic Floor
Techno / Rumble Grid
Techno / Peak Rider
Techno / Dub Chamber
Techno / Iron Foundry
Techno / Machine Hall
Techno / Minimal Click
Techno / Micro Cut
Techno / Sparse Lines
House / Jackin Classic
House / Deep Night
House / Disco Strut
House / Two Step Garage
House / Tech Groove
House / Lo-Fi Jack

House / Chicago Jack
House / Soulful Ride
Electro / Detroit Circuit
Electro / Miami Boom
Electro / Robot Funk
Electro / Body March
Electro / Night Drive
Electro / Gated Eighties
Electro / Breakdance Bounce
Breaks / Nu Skool Rush
Breaks / Big Beat Stomp
Breaks / Ghost Funk
Breaks / Jungle Roller
Breaks / Liquid Two Step
Breaks / Neuro Stepper
Breaks / Halftime Pressure
Trap / Deep 808 F
Trap / Dark Bounce
Trap / Hat Ladder
Trap / Phonk Cowbell
Trap / UK Drill
Trap / NY Drill Bounce
Trap / Boom Bap Dust
Trap / Lo-Fi Study
Trap / Rage Pulse
Afro / Afro House Drum
Afro / Amapiano Log Drum
Afro / Amapiano Private
Afro / Afrobeats Bounce
Afro / Gqom Pulse
Afro / Samba Batucada
Afro / Son Clave Tumbao
Afro / Baiao Zabumba

Afro / Dembow Heat
IDM / Three Against Four
IDM / Glass Fracture
IDM / Braindance Rush
IDM / Broken Clock
IDM / Ambient Pulse
IDM / Micro Edits
Kit / 808 Trap F
Kit / 808 Drill F#
Kit / 808 Electro E
Kit / 909 Techno F
Kit / 909 House A
Kit / 606 Minimal B
Kit / 606 Acid G#
Kit / 707 Disco A#
Kit / 707 Dust A

Kit / Conga Set G
Kit / Hand Drums Deep
Kit / FM Neuro A
Kit / FM Glass
Fill / Snare Build
Fill / Tom Cascade
Fill / Kick Roll Up
Fill / Clap Stutter
Fill / Break Stop
Fill / Half-Time Turn
Fill / Hat Riser
FX / Tom Laser
FX / Noise Riser
FX / Sub Drop
FX / Metal Clank

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

tatakit has no delta mode. **Mute** and **Solo** per lane; muted lanes are dimmed and their name struck through.

Simple, advanced and sizes

simple shows pads, the voice with its display, the grid and the second row (Pause, Stop, Sequencer, the six models, vary, MIDI). **advanced** opens a dark drawer with *pattern* (16/32, shown bar, clear lane, clear all, copy bar 1 into bar 2, new pattern, vary the sounds), *sounds* (the source of the 11 lanes) and *link*. At S the grid has all 11 lanes and the voice four knobs.

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.



Essential (S), 640 × 400



Studio (M), 1000 × 640



Full (L), 1280 × 800

More features

Scenes, kits and fills

A **scene** loads sounds and grid; a **kit** only the sounds and keeps your grid; a **fill** only the grid and keeps your kit. The description of a preset gives the note of the kick (for example *F* (43.7 Hz)).

Chromatic kick

MIDI notes outside the lane map (below 35 or above 51, up to two octaves from 36) play the tuned kick, one at a time, like an 808 bass.

Outputs and MIDI

11 separate stereo outs, one per lane. Drag the **MIDI** chip to a track for the pattern as a clip. Notes: kick 36, rim 37, snare 38, clap 39, toms 41/45/48, hats 42/46, crash 49, ride 51.

Tips by genre

Techno

Hypnotic Floor, Rumble Grid (the rumble is a tom tuned to the kick).

Electro

Miami Boom, Robot Funk: long 808s.

Trap and drill

Deep 808 F, UK Drill: tuned 808 kicks; play a bass line on the chromatic kick from the preset's note.

Afro

Amapiano Log Drum, Gqom Pulse, model LATIN for percussion.

IDM

Three Against Four, Glass Fracture, model FUTURE.

CPU and latency

Latency

0 samples.

Quality

Every hit synthesized in real time; an optional PCM sound per lane.

CPU

About 1.4 % of one core playing; about 0.12 % at rest.

MIDI

Notes 36 to 51 play the lanes; notes outside the map play the chromatic kick. MIDI learn from the status line.

ZOKKU Link

Sends every kick, with its velocity and note, 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 **tatakit 0.6.4**. 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

0.6.4 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."]

0.6.3 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.']

0.6.2 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

0.6 Revisited interface: all 11 lanes at S, dark drawer, vary with one click.

0.5 New name, tatakit (before: RHYTHM).

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