

DRAWMER

DS501 POWER GATE

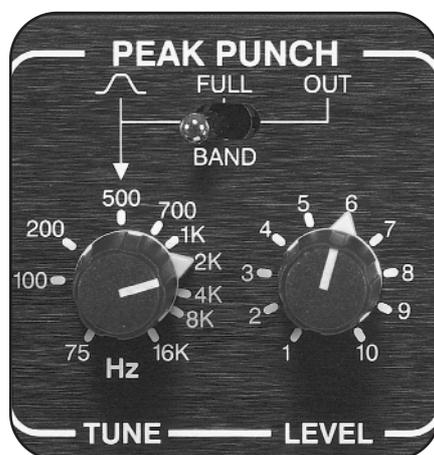
*2 channel 'Frequency Conscious' noise gate with
tuneable 'Pro-Level' Peak Punch - 1U*

The DS501 is a sophisticated dual channel noise gate with fully tuneable 'Peak Punch' incorporating a number of features pioneered by Drawmer, which are invaluable to the sound engineer, and not found on conventional noise gates.

- 'TUNEABLE' PEAK PUNCH
- VARIABLE HIGH PASS AND LOW PASS FILTERS FOR 'FREQUENCY CONSCIOUS' GATING
- COMPREHENSIVE ENVELOPE CONTROL, ATTACK, HOLD, DECAY AND RANGE
- KEY INPUT FOR EXTERNAL TRIGGERING
- 'KEY LISTEN' FACILITY
- EXTREMELY FAST ATTACK TIME TO PRESERVE THE NATURAL ATTACK OF THE SOUND
- BALANCED XLR INPUTS AND OUTPUTS
- STEREO LINKABLE
- CAN BE USED FOR 'GATING' OR 'DUCKING'
- HIGH AUDIO SPECIFICATION

Positioned in the Drawmer range over the industry standard DS201 Dual Gate, the DS501 Power Gate features new dual mode 'tuneable' Peak Punch processing sections. In tuneable mode a fully variable frequency selector with a range from 75Hz to 16kHz allows the user to shape the transients of the gated signal and 'tune-in' to the particular area of the audio spectrum where the Peak Punch is to be active. In addition a variable 'more' control allows the user to tailor the amount of processing. A secondary Full Band Peak Punch mode is also available.

Designed principally for drum and percussive gating applications, tuneable Peak Punch makes it possible to add transient punch to frequencies lacking in individual drum sounds, adding greater definition and presence to the gated signal. Using low frequency Peak Punch



adds depth to thin drums, whilst higher frequency Peak Punch can dynamically boost rim shots or the 'crack' of a snare drum. In addition to Drawmer's traditional 'traffic light' gate status display, the DS501 features new 'approaching threshold' metering on each channel allowing visual monitoring of signal activity below threshold.

APPLICATION

The DS501 also features Drawmer's pioneering 'frequency conscious' operation which enables individual signal frequencies to trigger the gate. For example, if a gate is used to clean up the snare drum sound it is quite likely that the nearby hi-hats will spill into the snare drum microphone and cause the gate to open. Increasing the threshold level may cure this problem, but then there is a very real danger that any quieter snare drum beats may not cause the gate to open at all and the performance can easily be ruined.

The Drawmer solution to this problem is the inclusion of two variable filters, one high-pass and one low-pass, which act upon the side-chain keying circuitry. By setting the output switch to key listen the user can hear the action of the filters and adjust them to reject high frequency spillage from the hi-hats. This now enables the gate to only open on the lower frequencies present in the snare drum.

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