DRUM

EDITOR

USER MANUAL

UNO Drum Editor

Table of Contents

Contents

License Agreement

END-USER LICENSE AGREEMENT FOR IK MULTIMEDIA PRODUCT

Please read this document carefully before breaking the seal on the media package. This agreement licenses the enclosed software to you and contains warranty and liability disclaimers.

By breaking the seal on the media envelope, you are confirming to have taken notice of terms and conditions of this agreement and you acknowledge your acceptance of the software as well as your acceptance of the terms of this agreement. If you do not wish to do so, do not break the seal. Instead, promptly return the entire package, including the unopened media package, to the dealer from whom you have obtained it, for a full refund.

1) DEFINITIONS

"EULA" means this end user license agreement.

"IK Multimedia Product" means the software program included in the enclosed package, and all related updates supplied by IK Multimedia.

"IK Multimedia Product" means the software program and hardware (if any) included in the enclosed package, the related documentation, models, multimedia content (such as animation, sound and graphics) and all related updates supplied by IK Multimedia.

"Not for resale (NFR) Version" means a version of IK Multimedia Product, so identified, is intended for review and evaluation purposes, only.

2) LICENSE

The "IK Multimedia Product" is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The "IK Multimedia Product" is licensed, not sold. This EULA grants you the rights as specified here below. All other actions and means of usage are reserved to the written permission of the right holder IK Multimedia Production Srl:

Applications Software. The "IK Multimedia Product" may be used only by you. You may install and use the "IK Multimedia Product", or any prior version thereof for the same operating system, on up to three (3) computers, provided that (a) each computer is owned by (or leased to) and under the exclusive control of the licensee; (b) the program(s) shall NOT be used simultaneously on more than one machine, and (c) any computer(s) with IK Multimedia software installed shall not be sold, rented, leased, loaned or otherwise be removed from the licensee's possession without first removing (uninstalling) the licensed software, except as provided in Paragraph 4 (below) pertaining to "Software Transfer".

Storage/Network use. You may also store or install a copy of the "IK Multimedia Product" on a storage device, such as a network server, used only to install or run the "IK Multimedia Product" on your other computers over an internal network; however, you must acquire and dedicate a distinct license for each user of the "IK Multimedia Product" from the storage device. Any given license for the "IK Multimedia Product" may not be shared or used concurrently or otherwise on different computers or by different developers in a given organization.

3) AUTHORIZATION CODE

The "IK Multimedia Product" only functions when you have authorized it. The "IK Multimedia Product" will be authorized upon completing the authorization procedure. Once your product is authorized, you may use it.

You agree to follow the authorization procedure and will provide true, accurate and complete information about yourself. If you provide any information that is untrue, inaccurate, not correct or incomplete, or IK Multimedia has reasonable grounds to suspect that such information is untrue, inaccurate, not correct or incomplete, IK Multimedia has the right to suspend or to revoke the license.

The termination of the license shall be without prejudice to any rights, whatsoever, of IK Multimedia.

4) DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS

Limitations on Reverse Engineering, Decompilation, and Disassembly. You may not reverse engineer, decompile, or disassemble the "IK Multimedia Product", except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation of components. The "IK Multimedia Product" is licensed as a single product. Its component parts may not be separated for use on more than one computer.

Not for Resale Version. If the "IK Multimedia Product" is labeled "Not for Resale" or "NFR" or "Evaluation Copy", then, notwithstanding other sections of this EULA, you may not sell, or otherwise transfer the "IK Multimedia Product".

Rental. You may not rent, lease, or lend the "IK Multimedia Product" to any party.

Software Transfer. You may not transfer, license or sublicense your rights as Licensee of the software or any IK Multimedia product, as licensed to you under this agreement without prior written consent of the rights owner. The carrier on which the IK Multimedia product has been distributed may be transferred or otherwise made available to any third party only with the prior written consent of the rights owner and provided that (a) the original media and license(s) accompany the carrier and (b) the party transferring the media does not retain a copy of the media.

Online Purchase Withdrawal Right. If you purchase an "IK Multimedia Product" from the IK Multimedia Production srl Online Shop, you have fourteen (14) days to withdraw your purchase from the date you receive it. We will give you a full refund within 14 days of you exercising this right of withdrawal. You must however do

this within the fourteen (14) day period. The "IK Multimedia Product" must be returned in 'as new' condition. This includes all contents and packaging, which must not be damaged in any way. Once you break the seal, you lose your right of withdrawal. Right of withdrawal does not apply to IK Multimedia Products purchased as downloadable versions (Digital Delivery). To exercise the withdrawal right, you must contact IK Multimedia at www.ikmultimedia.com/contact-us and confirm your wish to a refund within the fourteen (14) day period.

5) UPGRADES

If the "IK Multimedia Product" is labeled or otherwise identified by IK Multimedia as an "upgrade", you must be properly licensed to use a product identified by IK Multimedia as being eligible for the upgrade in order to use the "IK Multimedia Product".

An "IK Multimedia Product" labeled or otherwise identified by IK Multimedia as an upgrade replaces and/or supplements the product that formed the basis for your eligibility for such upgrade. You may use the resulting upgraded product only in accordance with the terms of this EULA. If the "IK Multimedia Product" is an upgrade of a component of a package of software programs that you licensed as a single product, the "IK Multimedia Product" may be used and transferred only as part of that single product package and may not be separated for use on more than one computer.

6) DUAL-MEDIA SOFTWARE

You may receive the "IK Multimedia Product" in more than one medium. You may not loan, rent, lease, or otherwise transfer the other medium to another user, except as part of the permanent transfer (as provided above) of the "IK Multimedia Product".

7) LIMITED WARRANTY

IK Multimedia warrants to the original purchaser of the computer software product, for a period of ninety (90) days following the date of original purchase, that under normal use, the software program and the user documentation are free from defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

8) WARRANTY CLAIMS

To make a warranty claim under the above limited warranty, please return the product to the point of purchase, accompanied by proof of purchase, your name, your return address and a statement of the defect, or send the CD(s) to us at the below address within ninety (90) days of purchase. Include a copy of the dated purchase receipt, your name, your return address and a statement of the defect. IK Multimedia or its authorized dealer will use reasonable commercial efforts to repair or replace the product and return it to you (postage prepaid) or issue to you a credit equal to the purchase price, at its option.

9) LIMITATIONS ON WARRANTY

IK Multimedia warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a IK Multimedia dealer, distributor, agent or employee, shall be binding upon IK Multimedia or shall change the terms of this warranty.

EXCEPT AS STATED ABOVE, IK MULTIMEDIA MAKES NO OTHER WARRANTY, EXPRESSED OR IMPLIED, REGARDING THIS PRODUCT. IK MULTIMEDIA DISCLAIMS ANY WARRANTY THAT THE SOFTWARE IS FIT FOR A PARTICULAR PURPOSE, AND ANY IMPLIED WARRANTY OF MERCHANTABILITY SHALL BE LIMITED TO A NINETY (90) DAY DURATION OF THIS LIMITED EXPRESS WARRANTY AND IS OTHERWISE EXPRESSLY AND SPECIFICALLY DISCLAIMED. IK MULTIMEDIA SHALL NOT BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL OR OTHER DAMAGES, EVEN IF IK MULTIMEDIA IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. THIS MEANS THAT IK MULTIMEDIA PRODUCTION SRL SHALL NOT BE RESPONSIBLE OR LIABLE FOR THE LOSS OF PROFITS OR REVENUES, OR FOR DAMAGES OR COSTS AS A RESULT OF LOSS OF TIME, DATA OR USE OF THE SOFTWARE, OR FROM ANY OTHER CAUSE EXCEPT THE ACTUAL COST OF THE PRODUCT. IN NO EVENT SHALL IK MULTIMEDIA LIABILITY EXCEED THE PURCHASE PRICE OF THIS PRODUCT.

10) CHOICE OF LAW

You agree that any and all claims, suits or other disputes arising from your use of the software shall be determined in accordance with the laws of Italy, in the event IK Multimedia, is made a party thereto. You agree to submit to the jurisdiction of the court in Modena, Italy for all actions, whether in contract or in tort, arising from your use or purchase of the software.

11) GENERAL

This Agreement contains the complete agreement between the parties with respect to the subject matter hereof, and supersedes all prior or contemporaneous agreements or understandings, whether oral or written. All questions concerning this Agreement shall be directed to:

IK Multimedia Production Srl

Via dell'Industria 46

41122 Modena

Italy

1 – Introduction and Settings

1.1 – Foreword

Thanks for your interest in this software. It has been designed to expand the capabilities of your UNO Drum and improve your creativity by giving you easy access to all the features packed in this machine.

UNO Drum Editor is the ultimate tool to tweak, edit, manage and customize the presets of the hardware unit via software. The Editor provides a fully resizable GUI, making access to all the drum sections and parameters easier than ever, and is designed to fit with all your setup configurations: as a Mac/PC standalone application or as a DAW integrated plugin. This software unlocks the power and flexibility of UNO Drum by making computer integration and control completely seamless on both Mac and Windows.

NOTE: The UNO Drum Editor does not generate or process sound, it only sends and receives MIDI Data.

1.2 – System Requirements

Operating Systems:

- MacOS 10.10 and up
- Windows 8 and up

Architecture:

- 64 bits only

Host Compatibility:

- Standalone
- VST 2
- VST 3
- Audio Units
- AAX

NOTE: The UNO Drum Editor requires UNO Drum Firmware 1.0.2 or above, available in you User Area at:

www.ikmultimedia.com/userarea/firmware

1.3 – Installation

After registering your unit, proceed with the installation package corresponding to your platform.

You can download the package from your User Area:: **www.ikmultimedia.com/userarea**

1.4 – Overview

At first look it, is clear that the fully resizable GUI of the UNO Drum Editor offers the same theme and look-and-feel of the hardware unit, just in a bigger software environment. Every section is well defined and visible, providing a deep view of each control and parameter. The Drum Tab is the edit panel; here you can tweak and edit every single parameter of the drum.

The Pattern Tab opens the pattern editing functionality, which gives you the ability to easily create and edit patterns and automate parameters.

This software is also very useful when you need to edit preferences. In fact, there is a dedicated drop down menu letting you set all the options available.

UNO Drum Editor

1.5 – Global Settings

Global Panel (toaster icon), is the last button of the top bar. Click it to gain access to the MIDI Settings and Info options.

MIDI Options:

- **MIDI In/Out**: Set the MIDI In/Out Interface.
- **MIDI Channels**: Set the MIDI Input and Output channels.
- **MIDI Soft Thru On/Off**: MIDI Soft Thru allows messages from the MIDI IN port of the unit to be passed to the MIDI OUT port. When disabled, MIDI IN data is not passed to the MIDI OUT. MIDI Soft Thru is enabled by default.
- **MIDI Sync**: Set the Sync to INTERNAL, USB or EXTERNAL MIDI Port.
- **Send/Receive Program Changes** On/Off

- **MIDI Interface Mode**: When the MIDI Interface Mode is enabled, the MIDI messages coming in via USB are sent to the MIDI OUT port of the unit, and similarly, the MIDI messages coming in from the MIDI IN port are sent to the USB connection.
- **MIDI Controller**: Select your preferred MIDI keyboard or controller to control your UNO Drum over USB.

The first time you launch the app, remember to go in the Global Settings menu and set the MIDI ports (bidirectional communication is required).

1.6 – DAW Integration

Launch your favorite DAW and open an instance of the UNO Drum Editor on an instrument track or MIDI track (depending on the DAW).

From the Editor's Global Settings panel, select the MIDI IN and OUT interface and channels (by default, the editor will recall the settings used by the standalone version).

The UNO Drum Editor DAW-integrated plugin is routed by default to receive MIDI from any MIDI device (including the USB UNO Drum device) and to send MIDI events to the plugin Editor.

Automation, control change messages, and system exclusive (SysEx) information for the UNO Drum Editor can be fully recalled and recorded within a track. This allows for in-depth parameter manipulation that would be impossible to perform using just two hands.

CCs are recorded as MIDI events by the DAW and and sent by the UNO Drum Editor to the Drum, but they do NOT control the associated parameter in the Editor, because parameters in the Editor respond only to CCs received from the MIDI input.

Some DAWs allow the Editor and MIDI data to exist on the same track, others require them to be on separate tracks. Please refer to your DAW's manual for more information.

These bidirectional MIDI streams avoid parameters receiving the same changes both from the DAW and MIDI with different timing.

NOTE: MIDI out events are not sent by the DAW to the Drum but to the Editor.

UNO Drum Editor

2 – The Top Bar
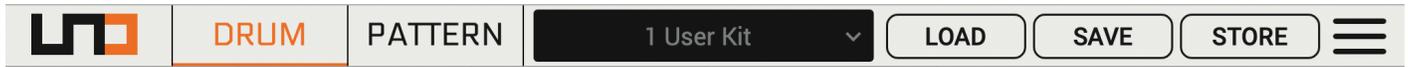
The Top Bar is the horizontal panel on the top of the editor and lets you navigate between the main panels of the application: the Drum and Pattern tabs, shows the presets loaded in the hardware, offers the Save options and Preference menu (as an icon). The Preset field is a drop-down menu. while the Preference menu is a pop-over menu. The last option, Preferences, is accessible by clicking the icon positioned at the top right-corner of the top bar.

2.1 – Drum Panel

The Drum Panel, or the edit panel, displays all the parameter editing options of the kit loaded on the UNO Drum. It is the main interface and the first panel presented at launch of the application. It can be accessed anytime clicking the "Drum" button in the top bar. This panel includes all the parameters for the editing of the drum elements from tuning to volume and selection of the type of instrument.

2.2 – Pattern Panel

The Pattern Panel displays the editing option for the pattern loaded on the UNO Drum. Here it is possible to create and modify any aspects of the pattern, from the triggers to the automation, the sequencer settings and the global effects.

2.3 – Preset list

The Preset List is a drop-down menu that lets you scroll through the presets stored in the hardware and clearly visualize their full names and their positions inside your analog drum machine.

It is important to note that when in the Drum Panel, the list will show the KITs saved in the machine, while in the Pattern Panel it will show the PATTERNs also saved in the machine.

2.4 – STORE Option

The "STORE" button lets you store a preset and set its position on the hardware unit. The UNO Drum has 100 preset slots for the KITs and 100 preset slots for the PATTERNs.

2.5 – LOAD and SAVE Options

LOAD and SAVE buttons on the Editor are dedicated to local loading and saving operations on your computer. When clicking SAVE a native system dialog will appear. Select the saving path of your preset on your Mac/PC. You can recall the preset whenever you want by clicking on the LOAD button.

2.6 – Global Icon

The Global icon is a toaster icon in the top right corner of the Top Bar. Clicking it will show the buttons: MIDI Settings, Info. MIDI Settings provides a simple and intuitive tab with MIDI input, output and routing preferences. Info provides software, copyright and legal details. We already explained this section in the previous chapter.

NOTE: The UNO Drum Editor does not generate or process sound, it only sends and receives MIDI Data.

3 – The Drum Panel

The Drum panel shows you all the sound-making parameters of the UNO Drum.

The UNO Drum responds to parameter changes on the Editor in real-time, and similarly, the Editor tracks changes made on the UNO Drum itself as well. You can put one hand on the UNO Synth and the other hand on the Editor to work with them simultaneously if you prefer!

NOTE: While turning the Knobs/Sliders or Switches, the Name field will be populated by a numerical value indicating the position of of the relative knob or switch. Consistently, the Knob/Slider or Switch Name will be substituted and the numerical value will be displayed.

3.1 – Elements tabs

As you can see, in the Drum Panel the sets of controls are grouped in the element sections. Each of the 12 element of the UNO Drum has a series of parameter to shape the sound, which changes based on the complexity of the analog or PCM voice selected.

On the top of each section the type of sound is shown. Clicking on this allows you to select between the 5 available sounds for each element. Note that on Kick1, Kick2, Snare, Closed HH, Open HH and Clap the first selection is the Analog generator.

Each element has then the following controls:

Analog Sounds:

KICK1 (Modern sound with FM modulation):
- **Tune**: adjust the tuning of the carrier from around 30Hz to around 100Hz
- **Decay**: adjust the decay time
- **FM Tuning**: adjust the tuning of the modulator
- **FM Amount**: adjust the amount of the FM modulation

- **Sweep Time**: adjust the sweep time of the carrier and the modulator
- **Snap**: adjust the volume of the added initial transient
- **Level**: adjust element volume

KICK2 (Vintage type with add on transient):

- **Tune**: adjust the tuning from around 31Hz to around 80Hz
- **Decay**: adjust the decay time.
- **Snap**: adjust the volume of the added initial transient
- **Level**: adjust element volume.

SNARE (Vintage modern style):

- **Tune**: adjust the tuning of the body part of the snare
- **Decay**: adjust the decay time
- **Snap**: adjust the style and volume of the initial transient
- **Snare LPF**: Adjust the LPF on the the noise generator, allowing the snare to increase or decrease its harmonic content. Since the LPF is added only in the White Noise part, decreasing the harmonic content will also reduce the decay until only the "body" part of the snare remains.
- **Level**: adjust element volume.

CLAP:

- **Decay**: adjust the decay between 8 hard selections.
- **Level**: adjust element volume.

OH/CH (open and closed hi hats):

- **Tune**: Select the type of metal noise between 4 selections.
- **Decay**: adjust the decay time.
- **Level**: adjust element volume.

PCM sounds:

On UNO Drum the PCM sounds are vintage-style samples, giving an old school vibe to the entire machine. For the PCM sounds the engine operates at 32kHz and 12 bits.

The controls are:

- **Tune**: adjusts the pitch of the PCM samples by adjusting playback speed. On the display values are showed from 0 to 127, where 0 is the minimum playback speed, 64 is the normal or default and 127 is the maximum speed and therefore the highest pitch.
- **Decay**: Reduce the decay time of the amplitude envelope. The maximum value of 127 corresponds to the full length of the sample. Note that the decay is linked proportionally to the TUNE control, meaning that changing Tune will change the decay time according.

3.2 – Elements mixer
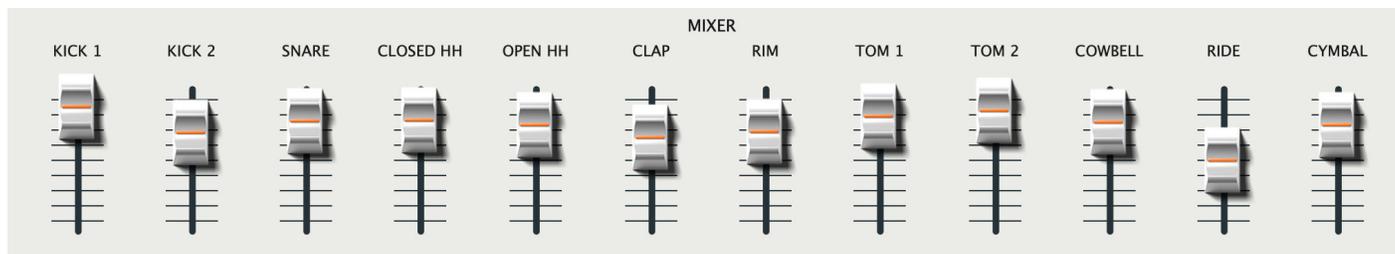
Placed under the elements tabs, a simple and useful mixer lets you set the level of each element.

3.3 – Elements pads

On the bottom of the editor window, 12 virtual pads are placed to let you preview the sounds of the elements without touching UNO Drum itself.
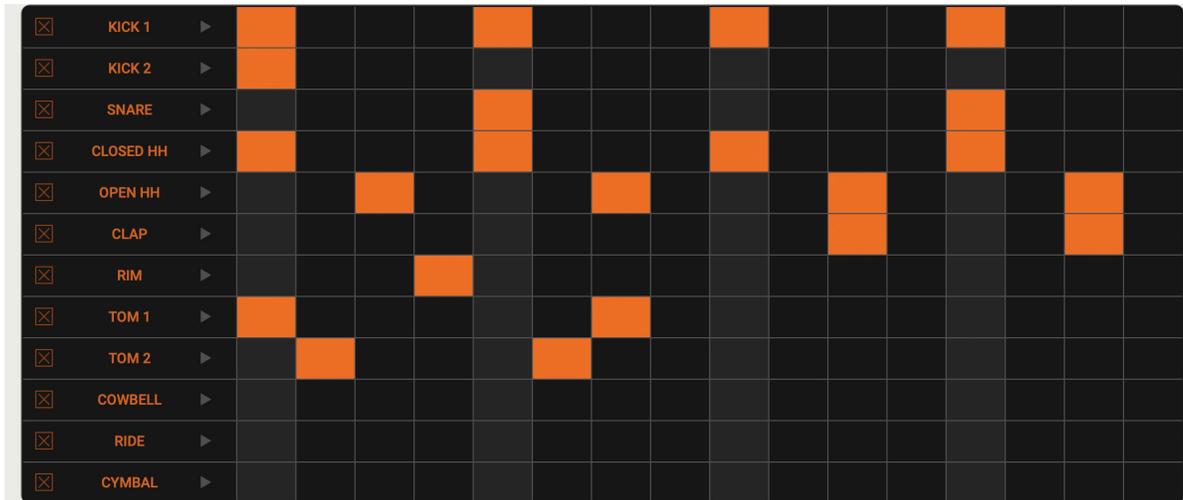
4 – The Pattern Panel

The pattern panel is where the features of the powerful UNO sequencer are shown. Here it is possible to create and modify patterns, and/or automate all the parameters of all the elements, per step up to 64 step, then save it where you prefer and load it whenever you want.

Also, all the settings of the sequencer and the global effects are visible and ready to be accessed.

UNO Drum Editor

4.1 – Pattern view and edit

At the center of the panel, the black pattern grid shows the 12 elements on the left and the relative trigger positions on 16 steps on the right. Taking in consideration the first element row we have, starting from the left, the Clear (X) button relative to the element pattern, the element name, the automation view button and the triggers in 16 steps.

Clear: clear the element pattern from any trigger and automation.

Automation View: opens the view to edit per step every available parameter of the element (see previous chapter to learn about the available parameters).

Clicking on any of the steps will insert a trigger with the default parameter values. Opening the automation view lets you edit a parameter value per step by dragging the parameter slider. If you want to delete a parameter value on a step, simply press the clear button (X) at the bottom of the parameter slider.
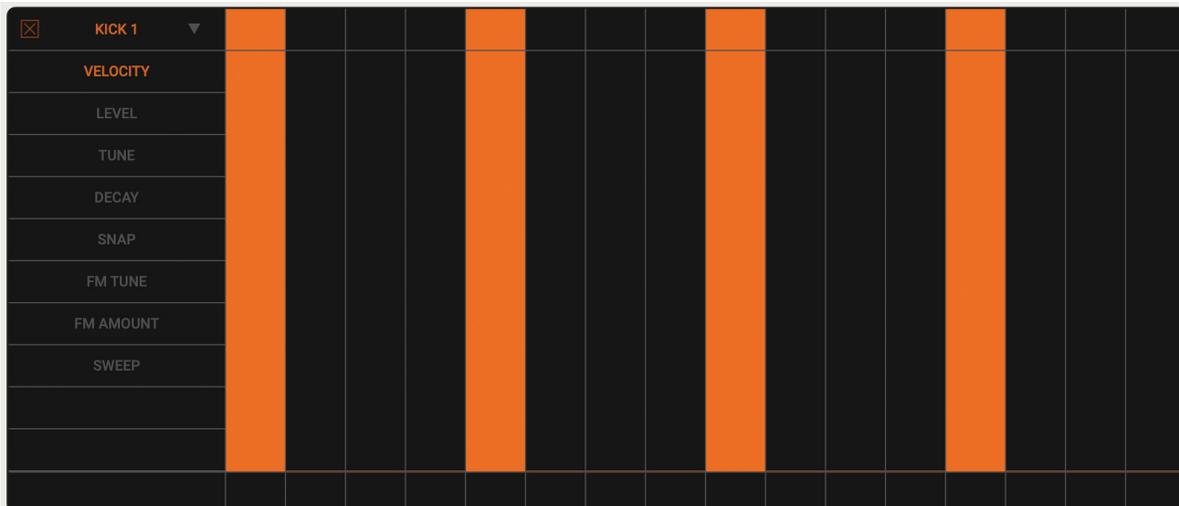
Repeat the above operation for all the elements to create a global pattern. To clear a global pattern simply press CLEAR PATTERN right below the pattern view.

☒	**CYMBAL**	▶										
	CLEAR PATTERN				● ● ● ●						TEMPO	107

Also on the bottom it is possible to set the TEMPO of the UNO Drum when sync is in external or USB mode (see Preference menu for more info).
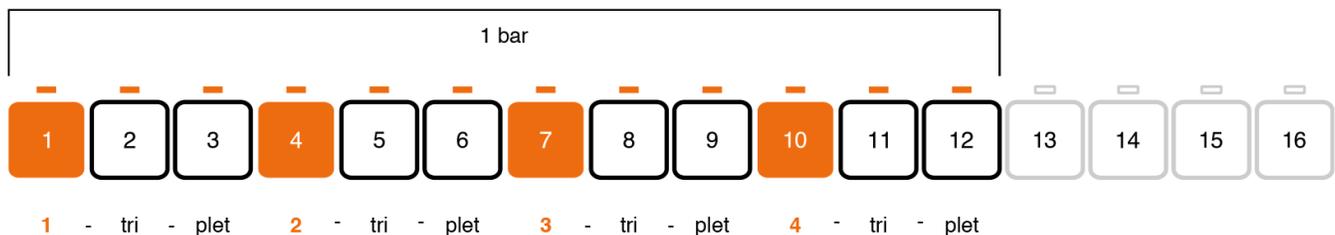
4.2 – Pattern length and page view

UNO Drum's sequencer can run up to 64 steps in different tempo divisions. To set those simply use the controls DIVISON and LENGTH.

LENGTH sets the sequencer to play from 1 to 64 steps, and you can edit the sequencer in the pattern view 16 steps at the time.

At the bottom of the pattern view, the page buttons let you visualize the 64 steps in pages of 16 steps each. Press on the relative button to visualize the desired page.

The DIVISION set the sequencer as follows:

					1 bar											
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

1 - tri - plet   2 - tri - plet   3 - tri - plet   4 - tri - plet

8th note triplet (3/4) - Three steps will be one beat, meaning that in 12 steps there are 1 bar. The length of the pattern is not automatically cut when this scale is selected. To cut the length of the pattern to 12 steps use the LENGTH function. The fact that we have 64 steps available on a pattern lets you create up to 5 complete bars. To correctly program a triplet scale, select the length of the pattern accordingly.
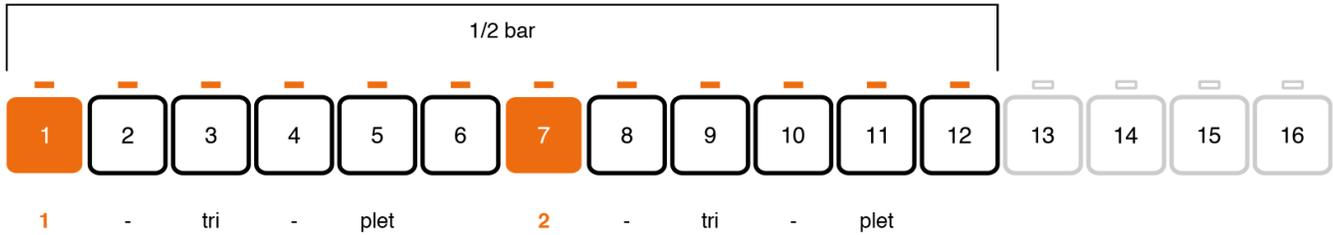
16th note triplet (6/8) - Six steps will be one beat, meaning that 12 steps will be a half bar. The length of the pattern is not automatically cut when this scale is selected. To cut the length of the pattern to 12 steps use the LENGTH function. The fact that we have 64 steps available on a pattern lets you create up to 2 complete bars. To correctly program the triplet scale, select the length of the pattern accordingly.
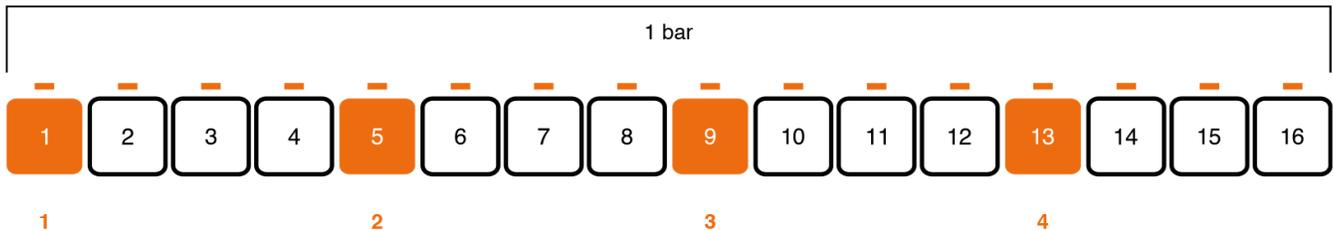
16th note - Four steps will be one beat (the default and usual 4/4), meaning that 16 steps will be 1 bar. The fact that we have 64 steps available on a pattern lets you create up to 4 complete bars. To correctly program the triplet scale, select the length of the pattern accordingly.
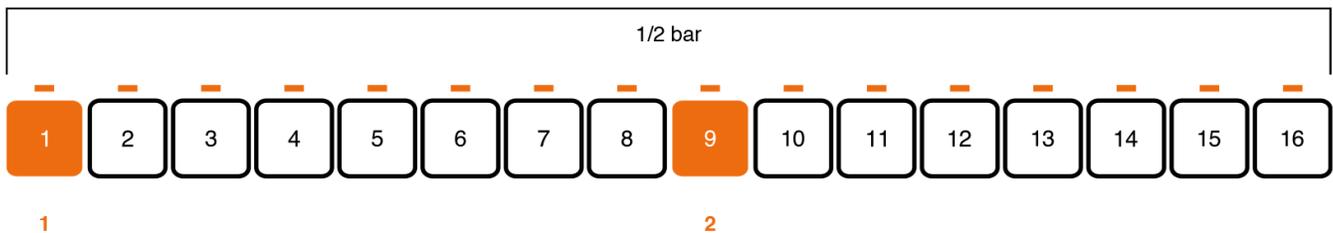
32nd note - Eight steps will be one beat, meaning that 16 steps will be a half bar. The fact that we have 64 steps available on a pattern lets you create up to 2 complete bars. To correctly program the scale, select the length of the pattern accordingly.

Note that given the same BPM the playback of the sequencer will change its speed accordingly to the selected division.

4.3 – Master Effects

The master effects controllable on the unit are the analog COMPressor amount, the analog DRIVE amount and the Swing amount.

These the same as the UNO Drum:

COMP: This controls adjust the threshold of the analog master compressor circuit.

Values go from 0 to 127, adjusting the amount of compression and auto make-up.

The compressor values cannot be recorded in an element pattern or a pattern.

The compressor values is stored in a KIT.

DRIVE: This control adjust the amount of distortion given by the analog drive circuit.

Values go from 0 to 127, adjusting the amount of distortion.

The drive values cannot be recorded in an element pattern or a pattern.

The drive values is stored in a KIT.

SWING: adjust the amount of swing percentage applied to every second step, assuming 16 steps in a 16th-note swing.

These percentages pertain to the degree that every second 16th note is positioned in relation to the beats either side of it. So 50% swing refers to straight timing, where every second step is played exactly half way between the two beats either side of it.

The values goes from 50 to 70.

4.4 – Performance Effects

The performance effects are the STUTTER and the ROLL, which can be controlled by the ON/OFF button and the editing knobs. You can find more about the STUTTER and ROLL Effects on the UNO Drum User Manual.

4.5 – PLAY

The Play button at the center lets you start the HW sequencer when the MIDI SYNC settings are set to EXT or USB (letting you send the MIDI Clock from the Editor to the hardware unit). This normally starts and stops the playback of the loaded pattern, but when in SONG MODE it will start and stop the playback of the song.

4.6 – SONG MODE
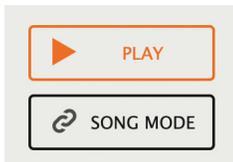
In Song mode it is possible to chain up to 64 patterns, determined with the LENGTH function between 1 and 64. When activated, the pattern view becomes the SONG view and lets you edit the song.

Each of the 64 Pattern slots can be filled with one pattern each; to insert a pattern in a slot, simply insert the pattern number manually after clicking on the slot. To delete a pattern press the clear (X) button on the upper right corner of the slot.

To delete the song, press CLEAR SONG at the bottom of the SONG view.

5 – Troubleshooting

5.1 — I cannot make the UNO Drum responding to MIDI Clock from the editor

Make sure the MIDI Sync settings on both UNO Drum and Editor are set correctly.

If you are connected via MIDI DIN cables, select EXT; if you are connected via USB select USB.

5.2 — The Editor is always in the "waiting for UNO" state

- Make sure the MIDI Channel settings on both UNO Drum and Editor are set correctly.
- Make sure the UNO Drum runs Firmware version 1.0.2 or above. You can download the latest version of the firmware in your User Area at: **www.ikmultimedia.com/userarea/firmware**

5.3 - I need to log in into the User Area but I forgot my User Name and Password. What should I do?

You can retrieve your User Area login details in two different ways:

- Run the Authorization Manager and follow the steps until you reach the login page. Here you just have to click on the 'Forgot password?' button and submit your email address. Your login details will be sent to your email account. In case you have checked the 'Remember me' checkbox before and are not able to access the login page, just click on the LOGOUT button.
- Go to www.ikmultimedia.com, click on 'I forgot my username and/or password' and submit your email address. Your login details will be sent to your email account.

UNO Drum Editor

8 – Support

For any questions you may have, please refer to the FAQ webpage at: **www.ikmultimedia.com/faq**
Here you will find answers to the most commonly asked questions.

To submit a Technical Support Form, go to: **www.ikmultimedia.com/support**

For warranty information, please visit: **www.ikmultimedia.com/warranty**

For other requests such as Product, Sales, or Web info, please go to: **www.ikmultimedia.com/contact-us**

8.1 – User Area

The User Area is a special section of our website specifically designed for our users.

Here you can easily edit your personal data, manage your product authorizations and licenses, and download the latest IK products updates.

Access your User Area to be able to:

- Edit your Personal data.
- View and download the latest product updates, free content, and Sound Libraries.
- Access any current Promotions.
- View exclusive offers and pricing.
- Manage your earned JamPoints.
- View your Orders.
- Download firmware and hardware drivers.
- Access the IK Forum and more.

To access the User Area go to:

www.ikmultimedia.com/userarea

To access your User Area, please login with your User Name and Password created upon registration and emailed to your registered email address. If you need to update your Password, you may do so at the User Area login.

24

8 - Support

IK Multimedia Production Srl
Via dell'Industria, 46,
41122 Modena
Italy

IK Multimedia US, LLC
590 Sawgrass Corporate Pkwy.
Sunrise, FL 33325
USA

IK Multimedia Asia
TB Tamachi Bldg. 1F, MBE #709
4-11-1 Shiba
Minato-ku, Tokyo 108-0014
Japan

www.ikmultimedia.com

Document Version: 1.0 Rev. 1

Release date: 2019/10/01

IK Multimedia. Musicians First.