

WOMB Intro 1.0

User Manual



Intro is the free edition of WOMB, 510k's bass drum synthesizer.

A free, single-knob-bank kick drum synthesizer by 510k.

1. Welcome

WOMB Intro is a focused, no-nonsense kick-drum synthesizer. Instead of layering samples, it *generates* the kick from scratch with a tuned oscillator, a pitch sweep, a transient "click" layer, and analog-style drive — so every kick is fully adjustable and always clean, with no sample-rate or licensing baggage.

This manual covers everything in WOMB Intro: installation, how to play it, what every control does, and the full system requirements.

2. What's in WOMB Intro

WOMB Intro gives you the complete WOMB sound engine:

- The same synthesis core and the same 8 sound-shaping knobs as the paid WOMB.
- Identical parameter ranges and audio quality — Intro is not a "reduced quality" build, it's the same DSP.
- Full MIDI control and host automation of every knob.
- A built-in trigger pad so you can audition the kick with a click — no MIDI required.

3. System Requirements

WOMB Intro is a lightweight synth; if your computer already runs a modern DAW comfortably, it will run WOMB Intro.

macOS

	Minimum
Operating system	macOS 11 Big Sur or later
Processor	Apple Silicon (M1 or newer) or Intel 64-bit — WOMB Intro ships as a Universal binary and runs natively on both
Plug-in formats	VST3 and Audio Unit (AU)
Host	Any 64-bit VST3 or AU host (Logic Pro, Ableton Live, FL Studio, Studio One, Cubase, Bitwig, Reaper, GarageBand, etc.)

Windows

	Minimum
Operating system	Windows 10 (64-bit) or later
Processor	64-bit Intel or AMD (x86-64) CPU
Plug-in format	VST3 (there is no Audio Unit format on Windows)
Host	Any 64-bit VST3 host (Ableton Live, FL Studio, Cubase, Studio One, Bitwig, Reaper, etc.)
RAM / disk	Whatever your DAW requires; WOMB Intro itself needs only a few MB

Notes

- WOMB Intro is 64-bit only. 32-bit hosts are not supported.
- WOMB Intro is an instrument (synth) plug-in — load it on an instrument / MIDI track, not as an audio insert effect.
- Audio Unit is macOS-only. On Windows, use the VST3.
- *(Pro Tools / AAX support is planned for a future release.)*

4. Installation

WOMB Intro comes as a standard installer that places the plug-in in the right folders for you — there's no manual file copying. Quit your DAW before installing.

macOS

1. Quit your DAW.
2. Open the downloaded WOMB Intro installer (.pkg) and follow the on-screen steps. You'll be asked for your administrator password, because the plug-ins are installed for all users.
3. The installer places:
 - VST3 → /Library/Audio/Plug-Ins/VST3/
 - Audio Unit → /Library/Audio/Plug-Ins/Components/
4. Re-open your DAW. It will scan and find WOMB intro.
 - In Logic Pro, the Audio Unit may take a moment to validate on first launch.

If macOS blocks the installer (“unidentified developer”), Control-click (or right-click) the .pkg and choose Open, or allow it under System Settings → Privacy & Security.

Windows

1. Quit your DAW.

2. Run the downloaded WOMB Intro setup (.exe) and approve the Windows permission (UAC) prompt, then follow the wizard.
3. The installer places the VST3 in:
 - o C:\Program Files\Common Files\VST3\
4. Re-open your DAW and rescan plug-ins if needed. Look for WOMB intro.

Uninstalling

- macOS — delete WOMBintro.vst3 from /Library/Audio/Plug-Ins/VST3/ and WOMBintro.component from /Library/Audio/Plug-Ins/Components/.
- Windows — open Settings → Apps → Installed apps (or *Add or remove programs*) and uninstall WOMB intro.

Where to find it in your DAW

WOMB Intro shows up under instruments / synths, by the manufacturer 510k, named WOMB intro. (It installs as a separate plug-in from the full WOMB, so the two can live side by side.)

5. Getting Started

1. Create an instrument / MIDI track in your DAW.
2. Load WOMB intro as the track's instrument.
3. Hear a kick right away: click the small trigger pad in the top-right corner of the plug-in window. It fires the kick using the current knob settings — handy for dialing in a sound without touching your keyboard.
4. Play it from MIDI: send the plug-in MIDI note C1 (see below) to trigger the kick — for example, by drawing C1 notes into the track's MIDI clip, or by hitting the matching pad/key on your controller.

6. Playing WOMB Intro

The trigger note

WOMB Intro responds to a single MIDI note: C1.

- "C1" here follows the Ableton Live / FL Studio octave naming, where C1 = MIDI note 36 — the same note most drum racks use for a kick.
- Some DAWs label the octaves differently. In Logic Pro, Cubase, and others that use the MIDI-standard octave numbering, the *same* note is shown as C2. If C1 doesn't trigger it, try the C one octave up — you're looking for MIDI note 36.

Any other notes are ignored, so you can layer WOMB Intro under a melodic part on the same MIDI without it chiming in on every note.

The trigger pad

Click the trigger pad (top-right of the window) at any time to audition the current sound. It plays the same note as your MIDI would, so what you hear from the pad is exactly what you'll get in your track.

7. The Interface

The WOMB Intro window is a fixed-size panel:



- Header (“WOMB intro”) — click the WOMB name to open the credits panel.
- Trigger pad — top-right; click to audition the kick.
- 8 knobs in two rows of four, each with a live value readout beneath it.

Working with knobs and values

- Turn a knob: click and drag up/down (or use your mouse wheel, depending on your DAW).

- Type an exact value: click the number beneath a knob and type a value, then press Enter. Out-of-range entries snap back to the nearest valid value.
- Fine / reset: standard DAW knob gestures apply (e.g. double-click or modifier-drag for fine adjust, depending on host).
- Automation: every knob can be automated and MIDI-controlled (see section 9).

8. The Controls

WOMB Intro has eight controls. Defaults and ranges:

Knob	Range	Default	What it does
TUNE	30 – 66 Hz	45 Hz	Fundamental pitch (the "body") of the kick
PUNCH	0 – 100 %	25 %	Strength of the initial attack transient
SWEEP	0 – 100 %	50 %	Depth of the downward pitch sweep
DECAY	100 – 900 ms	250 ms	How long the kick rings out
CLICK TONE	1000 – 2000 Hz	1500 Hz	Brightness/pitch of the click (beater) layer
CLICK VOL	0 – 100 %	35 %	Level of the click layer in the mix
DRIVE	0 – 100 %	35 %	Saturation / harmonic distortion
VOLUME	0 – 100 %	100 %	Master output level

TUNE — 30–66 Hz

Sets the base frequency of the kick's main oscillator — essentially how *low* or *high* the body of the drum sits. Lower values give deep sub kicks; higher values give tighter, more present kicks.

Hz or note name? Hold Alt / Option and click the TUNE readout to toggle the display between frequency in Hz and the nearest musical note — useful when you want the kick's fundamental to sit in the key of your track.

PUNCH — 0–100 %

Controls the intensity of the very first part of the hit — the snap that gives a kick its impact. Low Punch is round and soft; high Punch is aggressive and forward, great for cutting through a busy mix.

SWEEP — 0–100 %

Sets how far the pitch falls at the start of the note before settling at the TUNE frequency. A small sweep stays tight and percussive; a large sweep produces the classic "boom"/808 downward glide. Pair higher SWEEP with longer DECAY for big sub drops.

DECAY — 100–900 ms

The length of the amplitude envelope — how long the kick sustains before fading. Short decays give punchy, tight kicks (house/techno); long decays give booming, sustained kicks (trap/808). DECAY interacts strongly with SWEEP and TUNE to shape the tail.

CLICK TONE — 1000–2000 Hz

WOMB blends a short high-frequency "click" (think beater/attack noise) on top of the body. CLICK TONE sets the pitch/brightness of that click. Higher values are snappier and more clicky; lower values are softer and more thuddy.

CLICK VOL — 0–100 %

How much of the click layer is mixed in. Turn it up to add definition and attack that helps the kick translate on small speakers; turn it down for a pure, round sub kick.

DRIVE — 0–100 %

Adds harmonic saturation/distortion. A little DRIVE warms the kick and increases perceived loudness; a lot adds grit and aggressive harmonics. Great for making a kick feel bigger without simply raising its level.

VOLUME — 0–100 %

The overall output level of WOMB Intro. Use it to balance the plug-in's level against the rest of your project. (Because DRIVE adds loudness, you may want to trim VOLUME after pushing DRIVE.)

9. MIDI CC & Automation

Every knob is exposed to your host for automation, and each is also mapped to a MIDI Control Change (CC) number for hardware/controller use:

Knob	MIDI CC
TUNE	CC 64
PUNCH	CC 65
SWEEP	CC 66

Knob	MIDI CC
DECAY	CC 67
CLICK TONE	CC 68
CLICK VOL	CC 69
DRIVE	CC 70
VOLUME	CC 71

Send the corresponding CC (value 0–127) to sweep that knob across its full range. For DAW automation, just write/record automation lanes for each parameter as usual.

10. Saving Your Sounds

WOMB Intro does not include the in-plug-in preset browser found in the full version, but your settings are never lost:

- With your project — all knob positions are saved automatically as part of your DAW project/session. Reopen the project and your kick is exactly as you left it.
- As a DAW preset — use your host's own plug-in preset/snapshot feature (most DAWs have a preset menu in the plug-in's title/header bar) to store and recall WOMB Intro settings across projects.

Want a dedicated, portable preset library with save / load / rename built into the plug-in? That's part of the full WOMB (see below).

11. Troubleshooting

WOMB intro doesn't appear in my DAW.

- Make sure the installer finished successfully, then rescan plug-ins in your DAW.
- Confirm you're using a 64-bit host.
- On macOS, load the AU in Logic/GarageBand and the VST3 elsewhere; allow Logic's first-launch AU validation to finish.

It loads but makes no sound.

- WOMB Intro is an instrument — it must be on an instrument/MIDI track, not an audio insert.
- Trigger it: click the trigger pad, or send MIDI note C1 / note 36 (try the C one octave higher if your DAW uses MIDI-standard octave names).
- Check the track isn't muted and that VOLUME isn't at 0.

My controller knobs don't move the parameters.

- Use the CC numbers in section 9, or map the parameters with your DAW's own MIDI-learn.

(macOS) My DAW says the plug-in is damaged or won't validate.

- Re-run the installer (it places a correctly signed copy), then rescan. If macOS blocked the installer itself, see the note in section 4.

12. Upgrading to WOMB

WOMB Intro is the free way in. The full WOMB adds the workflow features built for production at speed:

- Preset browser — save, load, rename, and organize your kicks inside the plug-in, with quick previous/next browsing and a custom default sound.
- Trigger Mode (chromatic) — play the kick melodically across your keyboard, not just on C1, for tuned sub-bass and tonal kick lines.

Everything you build in WOMB Intro carries straight over — same engine, same knobs.

13. Credits & Support

WOMB and WOMB Intro are made by 510k.

- Click the “WOMB” name in the plug-in header to view the in-app credits.
- For support, updates, and the full version, visit the 510k website / your download source.

Thanks for using WOMB Intro