
Subject: Controlling kick drum dynamics?

Posted by [John \[1\]](#) on Sat, 08 Sep 2007 12:31:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

;then shut off just before XP =

=3D
>boots=20

and
> =3D3D
> >screws =

the=3D3D20
> =20

>whole shootin' match.</DIV>
> =20

><DIV>'ll double =

che
