Your samples.
Within reach.

A personal drum instrument. No built-in sequencer.

Over the years, I have collected hundreds of drum samples. I use many different drum machines in my work, but getting my own sounds into them is not always straightforward. Some do not load my samples; others make a simple task feel unnecessarily complicated.

What I need is simple: a sample, pitch, a filter, volume and pan, with fast access to my folders and a clear view of the waveform. So I decided to create my own drum box - an instrument built around the sounds I already own.

GOZE DRUM BOX keeps that workflow direct. Choose a sound, shape it and play it. Write the rhythm in your DAW or perform it from a MIDI controller.



The Light interface, shown with a test sample. A Dark theme is also available.

Load. Shape. Play.

Build your first kit in four steps.

1. **Choose a track**

   Click KICK, SNARE or another track name. This selects its sample browser and waveform, and previews its loaded sound.

2. **Choose a folder**

   Click the **...** folder button, then select a sample in the list. One click loads and previews it. Use the up/down keys or **< / >** buttons to move through the list; **PLAY** previews again.

3. **Share a folder, if useful**

   If all your drums live together, click **FOLDER > ALL**. It assigns the current folder to all ten tracks. Each track keeps its own sample choice; already loaded sounds are preserved.

4. **Play your sounds**

   Send MIDI from a keyboard, pads or your DAW. There is no internal sequencer: your DAW supplies the pattern. Use the track names or **PLAY** for quick auditioning.

The controls

VOL / PAN

Set each instrument's level and stereo position.

M / S

Mute a track, or solo it to hear it on its own. More than one track can be soloed.

CUTOFF / RES

A low-pass filter softens the high frequencies. Resonance emphasizes the area around the cutoff.

PITCH

Tune from -12 to +12 semitones in 0.01 steps. 0 is the original pitch; double-click the knob to reset. Speed and duration change too.

START / END

Drag the orange markers or type positions in seconds to define the part you want to play. The file is never trimmed on disk.

FADE OUT

Fade the end of the selected region. The percentage is the portion of that region used for the fade.

REVERSE

Play the selected region backwards. The waveform and markers flip too. The setting applies on the next trigger or preview.

LIGHT / DARK

Switch the panel theme. The sounds and controls work the same way in both themes.

Keep your sounds ready.

Save and recall a kit

SAVE KIT writes a **.gozekit** file containing your sample paths and track settings, including pitch, filter, trim, fade, reverse and folders. You choose the name and location.

OPEN KIT loads an existing kit. The menu in the top band then lists the other .gozekit files in the same folder. Keep your kits together to switch between them quickly. This is the plug-in's own kit menu; it does not populate the DAW's preset menu.

The default save folder is **Documents / GOZE Drum Box / Kits**. Saving your DAW project also recalls the plug-in state.

> **Your samples stay where they are.** Kits and sessions refer to the original files; they do not copy the audio. Keep the drives connected and the paths unchanged. Moving only a kit file does not move its sounds.

MIDI note map

INSTRUMENT	MIDI NOTE
Kick	**36**
Snare	**38**
Rim	**37**
Clap	**39**
HH Closed	**42**

INSTRUMENT	MIDI NOTE
HH Open	**46**
Tom 1	**48**
Tom 2	**45**
Tom 3	**43**
Perc	**49**

Playing behaviour

All MIDI channels are accepted. Velocity controls the strength of the hit. Samples play as one-shots: releasing the key does not stop them. The closed hi-hat cuts off the open hi-hat. Output is a single stereo mix.

In Digital Performer: load GOZE DRUM BOX as an instrument and route your MIDI track to it. Enter the note numbers above in your MIDI editor. Octave names vary between hosts, so use the numbers as the reference.

Good to know: the browser shows supported audio files directly inside the selected folder, without searching subfolders. WAV, AIFF, FLAC and OGG are supported. Start must be earlier than End to hear a region. Keep track volumes low enough to avoid clipping when sounds overlap.