

# GATE SETTINGS QUICK GUIDE

Starting points for live sound gate setup. Adjust by ear after gain is set and the full band is playing.

CH	Source	Threshold	Range	Attack	Release	Key Filter
CH 1	Kick Mic	-35 dB to -25 dB	-12 dB to -20 dB	1-5 ms	80-180 ms	Low-mid focus around 60-120 Hz
CH 2	Snare	-40 dB to -30 dB	-8 dB to -15 dB	1-5 ms	120-250 ms	150-250 Hz for body, or 2-5 kHz for crack
CH 3	Rack Tom	-35 dB to -25 dB	-12 dB to -20 dB	1-5 ms	200-400 ms	Tom body focus around 100-250 Hz
CH 4	Floor Tom	-40 dB to -28 dB	-12 dB to -20 dB	1-5 ms	300-600 ms	Low tom focus around 60-150 Hz
CH 5	Hi-Hat	Gate Off	-	-	-	-
CH 6	Bass	Usually Off	-	-	-	-
CH 7	Rhythm Guitar	Usually Off	-	-	-	-
CH 8	Lead Guitar	Usually Off	-	-	-	-
CH 9	Keys Left / Mono	Gate Off	-	-	-	-
CH 10	Keys Right	Gate Off	-	-	-	-
CH 11	Male Lead Vocal	-50 dB to -40 dB, only if needed	-6 dB to -10 dB	1-10 ms	150-300 ms	Vocal focus around 120 Hz-4 kHz

## Gate Setting Meanings

Setting	Plain-English Meaning
Threshold	The level where the gate opens. Higher/tighter reduces bleed but can cut off soft hits.
Range	How much the channel is reduced when the gate closes. Smaller range sounds more natural.
Attack	How fast the gate opens. Fast attack keeps drum punch.
Release	How fast the gate closes. Too fast sounds chopped; too slow lets bleed through.
Key Filter	Tells the gate what frequency area to listen for so it opens for the intended instrument.