

## CUBEDRONE MANUAL (CD-24 v.181)

Cubedrone is a groovebox system for Windows that hosts VST3 synthesizers and effects, and can also use samples for tracks.

There are 24 tracks, and each track can have its own VST3 plugin or sample. Each track can also include three effects. Additionally, there is a Master FX section with three effects.

The sample system has a base root start point for each track, and every step note can have its own offset start point. Cubedrone saves track data to Setting Groups, which can store multiple types of data, including sequence data and automation.

The concept is inspired by early grooveboxes from the 1990s and 2000s — and, in many ways, modern grooveboxes work similarly.

--- STEP SEQUENCER Cubedrone features a step sequencer with a maximum of 256 steps. - 16 steps are visible at a time. - You can move through sections in increments of 16, up to 16 sections ( $16 \times 16 = 256$  steps).

In Sample Mode, which can be toggled from the button labeled “VST Mode,” steps contain editable data such as: - Note length - Note volume - Pitch - Stretch (similar to pitch) - Offset (for samples only)

Each track also has a loop length parameter.

--- SETTING GROUPS The Setting Group system is the heart of Cubedrone — this is where everything is saved.

When you create a note sequence or automation (by moving knobs while playing), you must save it to one of the 18 Setting Groups to keep it.

To save: - Right-click a Setting Group and select SAVE CURRENT STATE.

Another important menu can be accessed by right-clicking the background image.

Setting Groups can be triggered by: - Mouse clicks - Keyboard keys (1–9, 0, F1–F8) - The Pause/JAM button (F12)

Pressing the Right Arrow key before triggering a Setting Group will retrigger it, resetting the timing clock.

To switch between tracks seamlessly (without restarting), make sure that the loop length for all tracks is set to the same value. For example, if each track has a 256-step loop, they will continue smoothly in sync within the time matrix.

--- MUTE AND SOLO Each track has Mute and Solo controls, which can be activated from the UI or the keyboard.

Keyboard shortcuts: - Ctrl + key → Toggle Mute - Shift + key → Toggle Solo

Keys correspond to the Nordic keyboard layout: qwertyuiopasdfghjklöäzxcv

--- VST3 AND FX When assigning a VST3 plugin to a track, press Browse to open the browser. You can scan your own VST3 instruments or access them through the track FX menu.

Alternatively, you can manually browse for VSTs via the file system.

--- AUDIO SETUP The Audio Setup allows you to choose your sound device and input settings. Currently, Cubedrone does not support MIDI input.

There is a Double Speed Mode, which doubles playback speed (not tempo). This is useful for creating very fast sequences.

You can also set the Tempo manually.

--- SONG MODE Song Mode allows you to program playback sequences with commands like: 2=64 or 5=32 - The first number is the Setting Group. - The second number is the number of steps to play.

To retrigger a Setting Group within a song, prefix the command with R, e.g.: R1=16

You can also use: stop=256 — which causes playback to pause for 256 steps.

If no stop command is used, the song loops automatically. To end playback properly, add a stop= command at the end.

--- RECORDING SYSTEM The recording system has two main options: - Arm REC — Starts recording automatically when you press Play (Spacebar). - Record MIC — Records microphone input only (without background audio).

Before recording: 1. Name your audio file under Choose File. 2. This prepares the file for saving (it's not recorded yet). 3. When you press REC, recording begins — or starts automatically if Arm REC is enabled.

Cubedrone currently does not include a mixdown function. Tracks are recorded live using the REC system while playing manually or via Song Mode.

--- SAVING AND LOADING SESSIONS You can save and load full sessions. It's recommended to create a separate folder for each song. Cubedrone automatically creates a sample folder for each project.

--- AUTOMATION Automations are recorded whenever a knob is pressed down — even if it isn't moved.

You can link the four automation slots to: - Any synth parameter - Built-in parameters (e.g., Pan or Volume) - Master FX - Or set them to None

Tracks can be linked to others via Link Track in the menu. You can also copy data from one section to another.

--- ADDITIONAL CONTROLS Other useful buttons include: - C (Clear Automation) - Remove (VST) - Show VST

--- MOUSE AND KEYBOARD SHORTCUTS - Scroll Wheel on Step → Changes note pitch. - Ctrl + Scroll → Transposes note by octaves. - Shift + Scroll → Transposes the entire track. - Ctrl + Right-Click → Copy note. - Ctrl + Left-Click → Paste note.

You can perform additional operations from the Setting Group menu or Background menu, such as: - Adding the current Pan to all Setting Groups. - Creating a new empty Setting Group. - Copying a track sequence and pasting it into another track.

--- END OF MANUAL © Cubedrone CD-24 v.181