

LAKE SIDE AUDIO

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Groovestar 3.0 User Manual



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3. Overview

Groovestar is an innovative and new audio synthesizer instrument plugin for creating beats, bass and synthesizer lines, arpeggiator sounds and loops in infinite ways. It is based on the classic step sequencer idea but it features much more possibilities to create powerful patterns by using synthesized sounds as input as well as sampled wave sounds. You can treat and combine them to make hybrid sounds in endless variations.

The plugin is controlled by MIDI events – you can map any created pattern to different keys or even combine them to play them simultaneously. Moreover it is possible to map a whole range of notes to a pattern allowing to alter the pitch of it – independently if it is based on a synthesized sound or a wave file!

To quickly learn the basic concept of Groovestar we recommend to have a look at the Groovestar tutorial on YouTube:

https://youtu.be/rg4_xztP8FU

Restriction of the demo version:

The demo version can be used only for half an hour total time and saving settings is disabled. The full version will come with about 2.800 drum wave samples like bassdrums, claps, snare drums, percussion and so on!

4. System requirements

At the moment Groovestar V3.0 supports Microsoft Windows 7 and greater as well as MacOS 10.10 and greater with the following variants:

- **VST2.4 plugin as a dll file for 32 and 64 bit systems**
- **VST2.4 64 bit plugin for macOS**

Groovestar V3.0 has been developed and tested with Steinberg Cubase 8.5 on Windows 7 and on MacOS 10.13 High Sierra 64 bit. It should work also with Ableton Live, FL Studio, Nuendo, Studio One and Reaper.

5. Installation instructions and licensing

Groovestar V3.0 is delivered as a ZIP-file containing the following items:

- VST2.4 plugin „groovestar32.dll“ in folder „plugin/Windows“:
This is for 32 bit applications, please copy it into the appropriate plugin folder. For Cubase you mostly will find it here:

```
C:\Program Files\Steinberg\VSTPlugins\
```

Note: In Cubase you could also create a subfolder „Groovestar“ and put the .dll, the gspresets and the gsaudio folder in there.

- VST2.4 plugin „groovestar64.dll“ in folder „plugin/Windows“:
This is for 64 bit systems, most modern hosts will use this, for Cubase the folder should be

```
C:\Program Files\Steinberg\VSTPlugins\
```

Note: In Cubase you could also create a subfolder „Groovestar“ and put the .dll, the gspresets and the gsaudio folder in there.

- MacOS VST plugin package „groovestar.vst“ in folder plugin/macOS“
The package groovestar.vst must be placed in your home directory into Library/Audio/Plug-Ins/VST/. Alternatively you can run the installer script „**Install Groovestar**“.
- Folder „gsaudio“ in folder „plugin“ with a wave sample library:
This folder has to be placed at the same location as the plugin itself. When you purchase Groovestar, you will get the full sample library as another zipped folder „gsaudio.zip“. Please replace the old gsaudio folder delivered with the demo version with this new one (unzipped) to use the full sample bank.
- Folder „gspresets“ with factory presets. This folder has to be placed at the same location as the plugin itself (like the gsaudio folder).
- This document

Attention:

Groovestar is protected with a node locked license and it can only be used once on the host where you have unlocked it with the license key.

On MacOS the license has to be activated for each DAW separately.

If you experience any problems or want to migrate to a new host or use it on more than one computer (we grant up to 3 licenses), please get in touch with webmaster@lakeside-audio.de.

6. Controls description

In this chapter all the controls are specified.



6.1 View



Groovestar comes with two different views, „ALL“ and „SLOT“. In the „ALL“ view an overview of all the occupied slots is displayed.

The „SLOT“ view delivers more parameters about the selected slot.

With the up and down arrows you can scroll through all the 100 slots, since the window below can only display 10 slots at once.

With the left and right arrow buttons you can select the active slot which is edited at the moment. Alternatively you can click on one of the pencil buttons below to activate a particular slot. Within the „SLOT“ view these 4 arrow buttons have the same effect – you can use them to go to the next or previous slot.

For more information about the „ALL“ view refer to 6.12 Settings in „ALL“ view, for more information about the „SLOT“ view refer to 6.13 Settings only available in „SLOT“ view.

With the brightness button on the top left side you can switch the display between a black

and a white background.

The current slot number which is active is displayed on the right side of the arrow buttons. By clicking in this black field containing the slot number you will get a drop down menu showing all slots and their mapping to MIDI notes. This is very useful when you are in the „SLOT“ view and don't want to switch back to the „ALL“ view for entering another slot for editing.

6.2 Global slot control



Groovestar stores its patterns in so called „slots“. Each slot can be mapped to an individual MIDI note, or to a note range allowing the pitch of the slot following the key played – independently if it is a sawtooth, square or even wave sound!

Additionally the key feature of Groovestar is the fact, that each slot has its own filter, reverb, delay effect, compressor and LFO independently.

To control these parameters of a particular slot, either enter the „SLOT“ view or choose the global slot parameters to be edited by the „EDIT“ (=pencil) button of the desired slot in the „ALL“ view or activate it by the arrow keys in the View section (see also 6.12 Settings in „ALL“ view).

Each slot has the following parameters:

Tune

Pitch of the whole slot, adjustable from -12 to +12 semitones.

Cutoff

Filter cutoff setting of the low pass filter, applied to the whole slot.

Reso

Filter resonance setting of the low pass filter, applied to the whole slot.

EnvMod

Modulation depth of the filter envelope.

Decay

Steepness of the second part of the filter envelope.

Emphasis

By turning this knob to the right steps which are emphasized/deemphasized will be accented or attenuated. Just try it!

Drive

By this powerful function you can boost the sound in a heavy way. Maybe too powerful for mainstream productions, but you will get very individual and unheard results :-)

Swing

This function is available only for WAVE sounds and will add some randomness to the attack position of each step to create alive patterns.

Grouping



With the orange „G“ button shown above you can decide if the settings described above should be controlled simultaneously for all slots which are part of the slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

6.3 Preset Selection und Main Volume



Groovestar 3.0 has an own preset manager. You can store your current settings in a preset by clicking on the „disc“ button shown above and choosing a file into which the settings should be stored.

You can use the arrow keys to browse through all the presets in the current selected folder, and you can click into the preset display field to choose a particular preset by a file selector.

The „Vol“ knob controls the main volume of the preset.

6.4 MIDI control



Playback of slots is triggered by MIDI note events (and their length). The MIDI pitch wheel

will be considered as well, just try it!

In the MIDI control section the following parameters are available:

Chan./Start

With the channel field you can select the MIDI channel of the current slot. You can also leave it to the „ALL“ setting, so the slot will be replayed regardless of the MIDI channel of the incoming event.

With the start field below you can control with which bar the current slot should start (1..4). Please regard that this parameter can also be automated or controlled by MIDI. For more info about automation see chapter 8. Automation.

Note

This is the most important field, here you have to specify the base MIDI note of the slot in the notation „NoteOctave“, so for example „C1“. When you press the corresponding key, the slot will be replayed.

You can use the „MIDI learn“ function by pressing the keyboard button on the right side of this field.



If learn mode is active, Groovestar will listen to the MIDI input and assign the next note played to this slot, so you don't have to enter the note by hand.

Range

When you leave this at zero, only one MIDI key will be mapped to the slot. If you increase it, the adjusted number of octaves above the base MIDI note will be mapped to the slot, allowing to follow the pitch of the key. Just try it – it will even work with WAVE files! You can disable the key follow function within the slot view.

MIDI Loop

When you activate the loop mode by pressing the loop button , the slot will be restarted at the beginning automatically until the note is stopped by a MIDI event.

MIDI Trigger

When you activate the MIDI trigger mode by pressing the trigger button, , you can activate a slot by only hitting a key on your MIDI keyboard once.

When the loop mode is deactivated, you can restart the playing slot by hitting the key again, in loop mode hitting the same key again will stop the slot.

MIDI sync to host



The sync to DAW function is very powerful. When you activate it by clicking the sync button, MIDI trigger mode is activated automatically. When the playback in your DAW is

active and you press a key on your MIDI keyboard, a slot which is in this mode will start its playback automatically at the beginning of the next bar or end it there, if it is active at the moment.

This is very useful for live performance, if you want to play several slots automatically and synchronous to the bar.

Grouping



With the orange „G“ button shown above you can decide if the MIDI settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

6.5 Sound selection



The sound selection field allows you to select a synthesized SAWTOOTH sound, a SQUARE sound or even a sampled WAVE file by engaging one of the three buttons above the sample name display:

In the WAVE file mode (button on the right) the current audio file will be displayed below. You can browse through the current folder of WAVE files by clicking the arrow keys below the sound name display. The arrow keys have no effect in SAWTOOTH or SQUARE mode.

Groovestar has another special feature: Press the „shuffle“ button in WAVE file



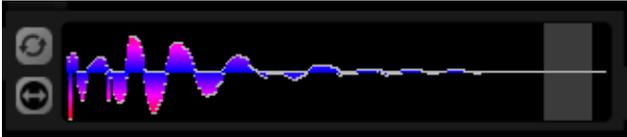
mode to select a random sample in the current folder. Attention! This function will select random samples of all slots belonging to the same note. This is very useful to generate random drum sets – just try it!

To select a custom .WAV or .LSA (Lakeside Audio file format) file from your directory, just click in the field where the sample name is displayed and then a file selection dialog will be opened.

At the moment Groovestar only supports .LSA and .WAV audio formats. To show all .wav files you have to set the appropriate filter in the file selection dialog.

Please note that it is also possible to move an audio snippet out of the DAW by using drag&drop into the field where the sample name is displayed!

Groovestar 3.0 comes with a new sample view display below the sound selection field.



You can view the waveform and you can select a greyish loop region by using the mouse cursor and the left mouse button to choose start and end. By activating the loop function with the button on the top left side the sample will be repeated either at the end or within the defined loop region if the step playback is longer than the sound itself.

Groovestar 3.0 has a very powerful feature: With the „keep length“ function



a transposed sample will keep its length. Groovestar engages powerful algorithms to keep the sound natural, even for drumloops which will be time stretched to keep their length after altering the pitch.

6.6 Reverb effect



You can add a simple to configure but high-quality reverb effect to each slot. To deactivate the reverb, just keep the „level“ setting on the left position.

Decay

This setting controls the size of the reverb.

Damp.

This setting controls how much of the higher frequencies of the reverb's output will be damped.

Level

Reverb level. To deactivate the reverb, just keep this setting on the left position.

Grouping



With the orange „G“ button shown above you can decide if the reverb settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

6.7 Delay effect



You can add a simple but powerful delay effect to each slot. To deactivate the delay, just keep the „level“ setting on the left position.

Left

Stereo left channel delay in 1/32 note steps.

Right

Stereo right channel delay in 1/32 note steps.

Level

Delay level. To deactivate the delay, just keep this setting on the left position.

Feedback

Delay feedback level. The output of the delay effect will be fed back to the input, generating larger delays.

Grouping



With the orange „G“ button shown above you can decide if the delay settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

6.8 Filter selection



In this section you can choose between a 18 dB/oct (soft) or 24dB/oct (hard) filter or disable the filter at all. Cutoff, Reso, EnvMod and Emphasis is only available in filter mode.

6.9 Slot mix



In this section you can alter the following settings:

Out

It is possible to direct the output of a slot to one out of 8 stereo channels. Per default the first stereo output channel is selected. Use this functionality if you want to mix the different slots within your DAW (and adding further effects to particular slots, for example).

Additionally you can control the mute and solo setting of this slot here.

Boost

GrooveStar 3.0 comes with a powerful, simple to configure compressor for adding more punch to your beats. Just increase this settings to maximize the loudness of this slot.

Amp

Overall slot level setting.

Pan

Slot panning setting.

Pre/Post Effect

By clicking the pre/post effect button  you can control if the compressor is inserted before reverb and delay, or after it.

Grouping



With the orange „G“ button shown above you can decide if the slot mix settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

6.10 Bar selection



Each slot comes with 4 bars containing 4 quarter notes each.

With the bar buttons you can select which bar to edit (1,2,3 or 4). So this parameter does not take influence on the sounds, it is just to switch the page where you want to edit the corresponding bar.

A visualisation light below the bar button shows the current position.

With the „follow song“ button at the left side of bar button one you can control if the step editor view should follow the current playback position.

6.11 Edit functions



Groovestar has several edit functions to copy patterns between different slots.

Copy Bar(s)

By hitting this button the content of the current bar(s) will be copied to the clipboard. The paste button will appear showing that the clipboard is not empty. In the „all“ view, the content of all bars with the same number over all slots will be copied to the clipboard, in the „slot“ view only the current bar will be copied.

Copy Slot

By hitting this button the content of the current whole slot will be copied to the clipboard. The paste button will appear showing that the clipboard is not empty.

Paste

When you hit the paste button, the content of the clipboard will be copied to the current bar, all bars or slot. So the clipboard can contain:

- a single bar, copied in „slot“ view mode → this bar will be copied to the current active bar in the current active slot
- the same bar of all slots, copied in „all“ view mode → these bars will be copied to the destination bars in all slots
- a complete slot → this slot will overwrite the current active slot.

So you can copy a single bar in „slot“ view mode, you can copy all bars with the same number over all slots in „all“ view, or you can copy a complete slot independently if you are in „all“ or „slot“ view.

Cut Bar(s)

By hitting this button the content of the current bar(s) will be moved to the clipboard. The paste button will appear showing that the clipboard is not empty. In the „all“ view, the content of all bars with the same number over all slots will be moved to the clipboard, in the „slot“ view only the current bar will be moved.

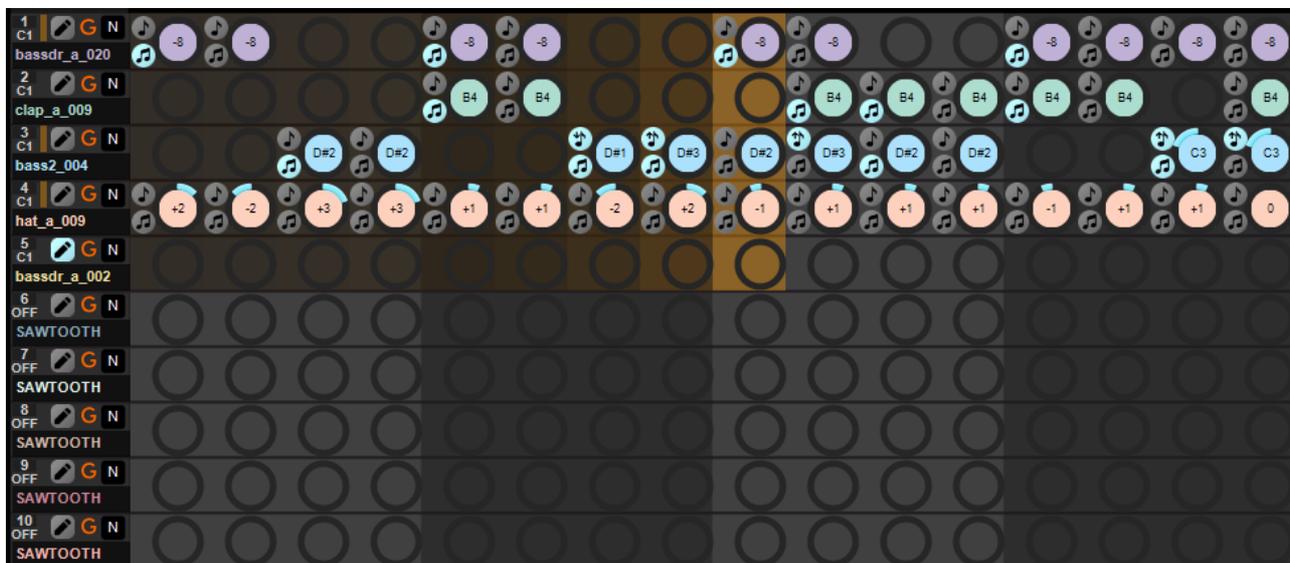
Cut Slot

By hitting this button the content of the current whole slot will be moved to the clipboard and the content of the current slot will be emptied. The paste button will appear showing that the clipboard is not empty.

6.12 Settings in „ALL“ view

When the „ALL“ view is activated, a global overview of 10 slots at one time is displayed, with the most important parameters of each step.

Each bar contains 4 quarter notes, and each quarter note consists of 4 steps, so a complete bar shown has 16 steps:



Since Groovestar supports 100 slots and you can only see 10 slots at a glance, you can use the up and down arrow keys in the „View“ section to scroll through all slots.

On the left side of each slot row the slot number, the MIDI base note and the wave sample name is displayed.

Additionally there are these settings for each slot:



By activating the „EDIT“ button (the left one with the pencil) of a slot, the global slot parameters of this slot can be accessed. So all the global slot controls for filter, reverb and delay effects, mix and LFO and so on can be accessed by activating the EDIT button of the desired slot to modify.

In the field at the right side of the orange „G“ letter you can add this slot to a slot group. Please refer to chapter 7. Slot groups for a detailed description about using slot groups.

In this overview only a empty circle of each step is displayed when it is not active. To activate a step, simply click into the circle. The following three most important parameters of a single step can be controlled:



The big element on the right side is a knob/button combination and is used for activating the step and adjusting the pitch of the step. To activate the step, simply click on it, to change the pitch of the step keep the mouse button pressed and move it up and down.

The single note button on the upper left side controls if the step is transposed one octave up or down (just click it, keep the mouse button pressed and move it up/down) and the double note icon on the bottom left side enables the legato function.

Of course there are further controls of each step – these can be controlled in the „SLOT“ view. Please refer to 6.13 Settings only available in „SLOT“ view for more details and a detailed description of the legato and pitch settings.

Groovestar 3.0 comes with further editing tools, accessible by right clicking in one of the step circles. The following context menu will be shown:



Repeat pattern

This function will repeat the pattern of all the steps before until the end of the bar. This is very useful if you have enabled a bassdrum kick at the beginning of the first quarter note. Just right-click on the first step of quarter note 2 and choose repeat pattern and the rest of the bar will be filled with the same pattern of the first quarter note.

Interpolate

This function will take the note pitch of the first and last step and interpolate all note pitches in between.

Randomize

This function will generate a random step pattern for the whole bar. Pitch, transposition and legato will be chosen by random.

6.13 Settings only available in „SLOT“ view

When the „SLOT“ view is activated, the global overview is replaced by more details of the current selected slot.

Each bar contains 4 quarter notes, and each quarter note consists of 4 steps, so a complete bar shown has 16 steps:



Each single step has the following settings:

Pitch/Key Follow

This setting controls the pitch of each step independently. From similar plugins and instruments you might know a piano roll or something like that, Groovestor uses the „technical approach“ and offers knobs for tuning the pitch in the range of -6 / +6 semitones. The resulting note will be displayed within the knob.

Please regard that Groovestor uses intelligent algorithms to calculate the pitch of an used WAVE file to display the correct value here when you select an audio sample as input. For percussive input no base pitch can be calculated and a relative pitch in semitones will be displayed.

You can click on the „key follow“ buttons below if you want to transpose the corresponding step according to the MIDI note played, if the current slot is mapped not only to one note but covers a range of some octaves. Leave this function disabled if you want to keep drums or percussive sounds their pitch while other slots mapped to the same notes should be transposed.

Grouping

With the orange „G“ button you can decide if the slot pitch settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

Legato

With this powerful feature enabled the current step will not be ended but the pitch will be aligned smoothly to the pitch of the next step („sliding“). Just try it!

Emph.

Emphasis is used to accentuate (+) or attenuate (-) the character of the corresponding step. You can use the global „emphasis“ control to determine how much influence these settings apply.

Octave

With this setting you can pitch the current step one octave up (+) or down (-). The corresponding pitch information below the pitch knob will be updated accordingly.

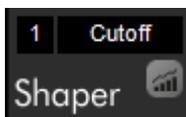
Reverse

This setting is only available when you have chosen a WAVE sample as slot input. The sample within the corresponding step will be played back in reverse. Just use the legato setting in addition and you can play back complete samples in reverse.

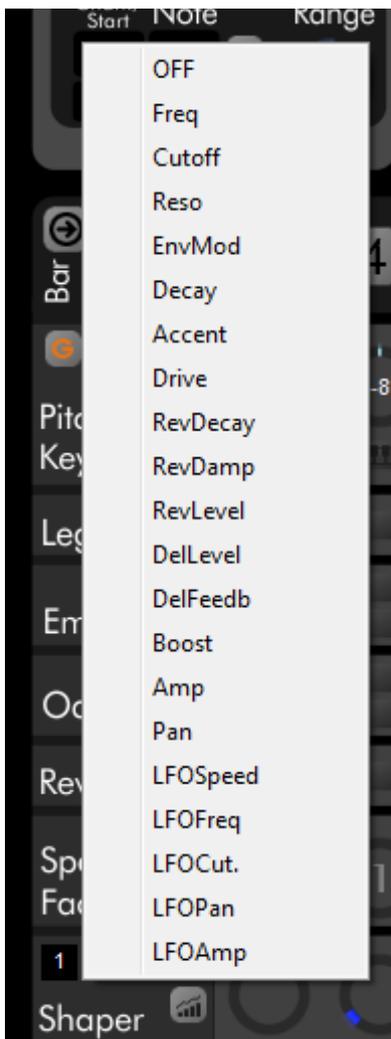
Speed Factor

This powerful setting allows you to repeat the corresponding step several times, permitting you to create multiple touches within one step above the granularity of 1/16 note. Use this to create drum rolls for example!

Shaper



This setting allows you to modulate or automate most of the parameters of the current slot along the steps played. You can select up to 3 independent envelope shapers by clicking in the black field where the number is displayed. The destination is displayed in the field at the right, just click into it control to select one out of these parameters:



The selected parameter will be automated according to the setting adjusted in each step. In the example above the cutoff setting will be increased along the bar.

The setting of each step will be hold constant along the step, so you get a kind of discrete progression of the envelope. If you want to interpolate the value between the steps, just activate the interpolation button below the destination display.

Step Active

Finally this is the most important setting: It controls if a step note is active or not.

6.14 LFO settings

Each Groovestar slot has an individual LFO. Since Groovestar features up to 100 slots, you have the option to engage as many LFOs.



The LFO can be used to modulate the slot parameters frequency, cutoff, pan or amp. To activate or deactivate it, just press the button below „LFO“.

Type

Here you can select the shape of the LFO. Sine, sawtooth, square or random shape is available.

Sync

By enabling this button the beginning of the period of the LFO will be synched with the first step. Leave it deactivated to get a free running LFO. In sync mode, also the speed is synchronized to the current song tempo – the period is locked to a multiple of the beat, the current value is displayed within the speed knob.

Invert

With this button you can control the polarity of the LFO envelope.

Speed

This knob adjusts the frequency of the LFO. Turn it to the left to get a very slow modulation (period length will be several seconds), turn it to the right to speed up the period to several cycles per second. The frequency is displayed within the knob, in sync mode the period in multiples of a beat is displayed.

Freq

This setting adjusts the modulation depth applied to the frequency of the slot tune.

Cutoff

This setting adjusts the modulation depth applied to the filter cutoff of the slot.

Pan

This setting adjusts the modulation depth applied to the panning of the slot.

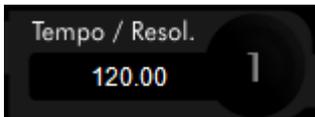
Amp

This setting adjusts the modulation depth applied to the level of the slot.

Grouping

With the orange „G“ button you can decide if the LFO settings described above should be controlled simultaneously for all slots which are part of the same slot group. Please refer to chapter 7. Slot groups for a detailed description of slot groups.

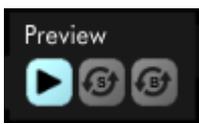
6.15 Tempo



The tempo setting shows the current song tempo of the project. This parameter will be provided by the DAW.

Groovestar 3.0 also allows you to set the resolution of the current slot with the setting at the right side of the tempo display. Increase this value to scale the tempo of the current slot (so running it at double or more speed).

6.16 Preview



In the section „Preview“ you can prelisten to all the slots. Hereby all slots will be replayed synchronously in an endless loop.

Since a slot consists of up to 4 bars, the loop will be started again at the end of the longest slot. There will only be replayed the first bars of shorter slots. If you want shorter slots to be repeated earlier, you have to enable the „slot loop“ button in the middle. Of course you can edit all steps while the playback is active, and if you activate steps in empty bars, the playback of the corresponding slot will be expanded.

If you activate the „bar loop“ with the button on the right side, only the current bar will be repeated. The slot loop function (if enabled) will be deactivated in this mode automatically.

7. Slot groups

As a really new feature in Groovestar 3.0 you can assign each slot to a „slot group“.



Just click in the black field of the corresponding slot in the „all“ view as shown above and select one out of 5 groups.

Attention! By selecting a group the current slot will take all parameters of the selected slot group. The old „local“ parameters will be lost.

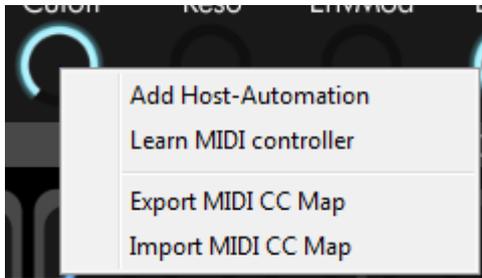
With slot groups you can group slots together, for example whole beats or arpeggiator patterns consisting of more than one slot. With groups you have the possibility to control common parameters at the same time without being necessary to do it individually for each slot.

So you can put a common reverb for a couple of slots, or you can control the filter settings of several slots at the same time.

To get it more flexible it is possible to decouple single blocks out of this scheme, so if you want to control the filter settings of a slot group individually but have a common reverb for example, you can deactivate the grouping within the filter section by clicking on the orange „G“ button at the right side of the „Global Slot Settings“ label.

8. Automation

Groovestar 3.0 comes with tons of automation features. Almost every control can be automated, just right click on a parameter to get this context menu:



Use „Add Host-Automation“ to make this parameter accessible by the DAW. You can use the automation provided by your DAW to automate this control.

Alternatively you can use „Learn MIDI controller“ to map this control to a MIDI controller knob.

If a control is already mapped to some automation source, it is displayed in the context menu and can be unmapped again.

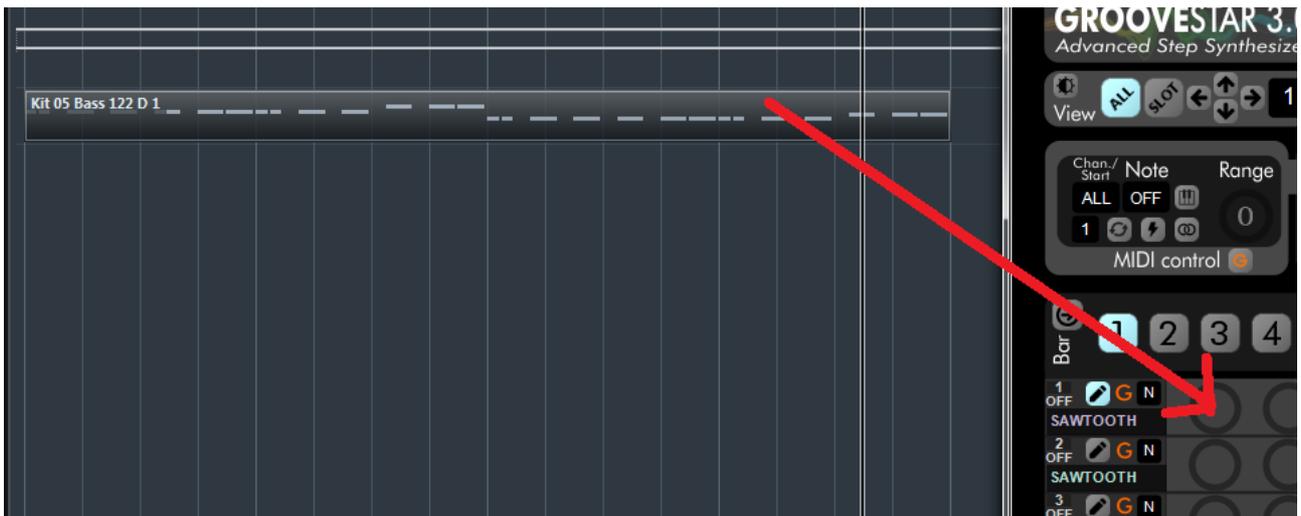
It is even possible to export a MIDI controller map to a file and import it again, if you have a special controller which always uses the same controls and you want to use it for different presets without programming the mapping by hand again.

9. Importing MIDI and audio data

Within Cubase (tested with Cubase 8.5), it is possible to import MIDI and audio data by using drag&drop.

9.1 Importing MIDI data

Groovestar allows you to import MIDI patterns to start with a GM drum set for creating new beats:



Just select a groove pattern within your DAW and drag&drop it into one of the step circles in the „all“ view as shown above. Drum patterns will be split up in several slots and will be assigned a new MIDI note (all the same).

You can also add other MIDI notes this way, if it is not MIDI channel 10 for drums, all events will be put in one slot.

Please note: The MIDI events will not be put in the slot you dropped it but in the first empty slot.

9.2 Importing audio data

Importing audio data is just as simple:



Just drag an audio event out of your DAW and drop it in the sample view display. The maximum length of audio data to be imported can be 16 seconds, longer samples will be cutted.

10. Contact and purchasing

We strongly recommend that you try the demo version before you buy Groovestar!

If you like the plugin and if you purchase it, you will get a 5-digit activation code.

To activate your Groovestar license, you have to click on the shopping cart icon within Groovestar. You will be directed to our product activation website, where you have to enter your activation code. Afterwards you will get a license file which you have to load into Groovestar by clicking on the unlock button.

Please contact us if you have further questions:

webmaster@lakeside-audio.de

or visit

www.lakeside-audio.de

Lakeside Audio YouTube channel with demos and tutorials:

<https://www.youtube.com/channel/UCN-LHG225Rb2KiOD0IxcHFA>

Lakeside Audio

Markus Heininger
Reiserbergweg 3
82327 Tutzing