



CRATEFIRE

START-TO-FINISH WORKFLOW

CREATE A COMPLETE BEAT

From a blank project to a finished full-song recording

Beat Studio

Cratefire Stone Drive • 64 Steps

Play

Render WAV

Hide Controls

PATTERN CONTROLS

SELECTED LANE

Cratefire Kick 01

64 total steps

ACTIVE
23

MUTED
NO

SOLO
NO

PATTERN LENGTH

16

32

64

0%
SWING

0%
HUMANIZE

STEP SEQUENCER

LANE	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔥 Cratefire Kick 01	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Snare 01	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Close...	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Open...	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Clap 01	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Low To...	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Perc 01	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
🔊 Cratefire Crash 01	M	S	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34

DRUM PADS

01 Cratefire Kick 01 Kick	02 Double Bass Right Kick	03 Snare Center Snare	04 Snare Rimshot Snare	05 Closed HiHat Closed Hat	06 Open HiHat Open Hat	07 High Rack Tom Tom	08 Mid Rack Tom Tom
09 Low Rack Tom Tom	10 Floor Tom Tom	11 Ride Cymbal Cymbal	12 Ride Bell Cymbal	13 Crash Cymbal 1 Cymbal	14 Crash Cymbal 2 Cymbal	15 Splash Cymbal Cymbal	16 Dark Cymbal Cymbal

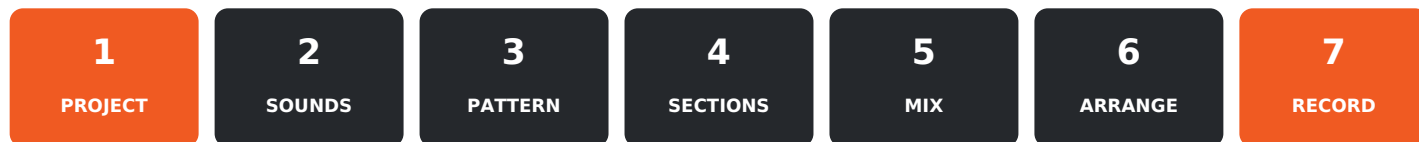
Cratefire 1.0 | iPad | US Letter

Red Door Apps

Detailed steps, exact on-screen callouts, song structure, mixing, recording, and back www.reddoorapps.com/cratefire

The complete workflow

This guide builds one complete 64-bar song beat. Follow the pages in order the first time. Orange numbered callouts use a line ending in a white target dot; that dot marks the exact control being described.



The example song you will build



- Intro - establish the pulse with fewer sounds.
- Build - add energy with hats, percussion, or a rising effect.
- Drop - play the full groove with kick, snare, bass, and the main musical idea.
- Break - remove the kick or bass so the listener gets contrast.
- Drop 2 - return to the full groove with one new detail.
- Outro - simplify the beat so the song ends cleanly.

IMPORTANT DISTINCTION

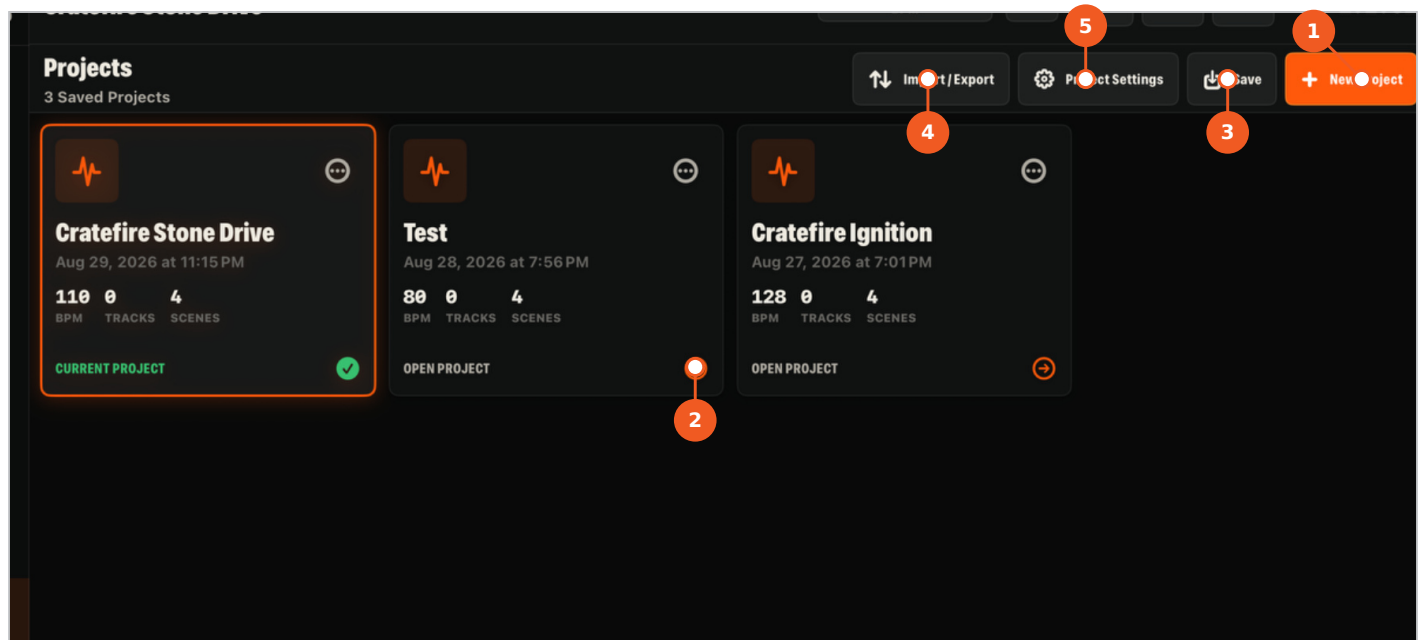
For a complete song, use the top-bar Record button while scenes or the Automatic DJ queue run in real time. Beat Studio's Render WAV command creates an offline pattern file; it is not the same as capturing the complete arranged performance.

Before starting

- Use headphones or lower the iPad volume before auditioning unfamiliar sounds.
- Keep the Master level moderate. If the output distorts, reduce channel levels before adding effects.
- Save after each major stage and export a project backup before the final recording.

1. Create the project

Begin in Projects. You can create a blank project or open an existing one to use as a starting point.



- 1 New Project: starts a new project.
- 2 Open Project: opens an existing project card.
- 3 Save: stores the current project state.
- 4 Import / Export: moves a project backup into or out of Cratefire.
- 5 Project Settings: edits project-level information.

Do this now

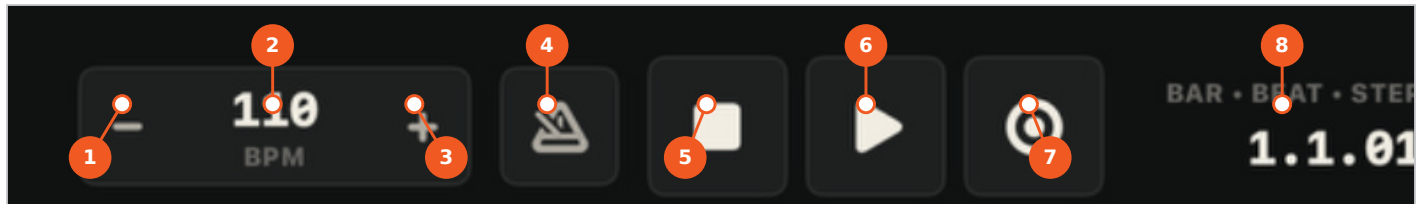
- 1 Tap New Project. Enter a clear name, such as My First Complete Beat.
- 2 Complete the project setup shown by Cratefire, then open the project.
- 3 Return to Projects and tap Save once. This confirms the project has a stored starting point.
- 4 Use Project Settings if the name or other project information needs correction.

CHECKPOINT

The project name should appear in the global top bar. Save again before choosing sounds.

2. Set tempo and learn transport

Tempo controls the speed of the entire song. The transport is always available at the top of the screen.



- | | |
|--------------------|-----------------------------|
| 1 Tempo down. | 5 Stop. |
| 2 Current BPM. | 6 Play. |
| 3 Tempo up. | 7 Record the master output. |
| 4 Metronome click. | 8 Bar:beat:step position. |

Choose a starting tempo

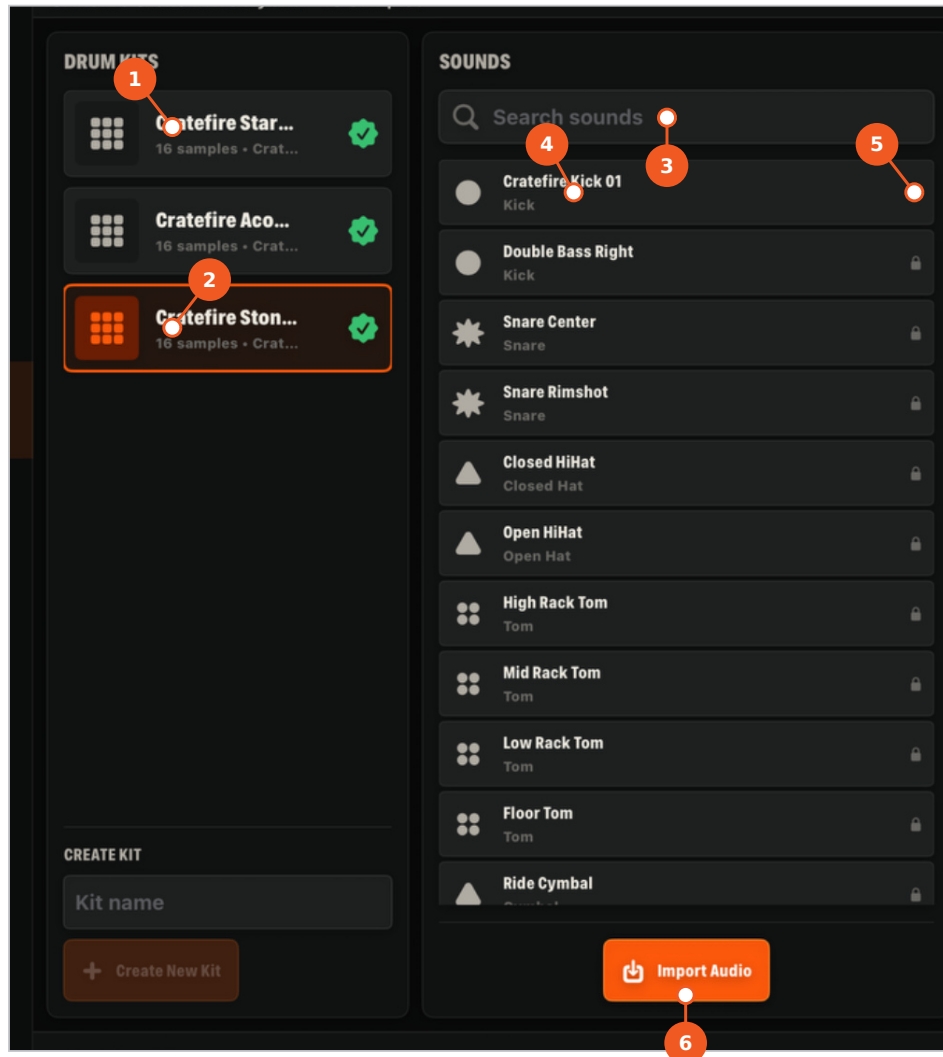
- 90-105 BPM: relaxed hip-hop, downtempo, or a spacious groove.
 - 105-120 BPM: midtempo electronic, funk, pop, or a flexible first beat.
 - 120-135 BPM: energetic dance-oriented material.
- 1 Use tempo down or tempo up until the BPM display shows the desired value. For this tutorial, 110 BPM is an easy starting point.
 - 2 Turn on the metronome and tap Play. Count 1-2-3-4 with the click.
 - 3 Tap Stop. Leave Record off until the complete arrangement is ready.

DO NOT RECORD YET

Record captures the real-time master output. Use it near the end, after the song order and mix have been rehearsed.

3. Choose a kit

Open Kits & Sounds. Start with one factory kit so the pads and lanes are populated before you program the rhythm.



- 1 Factory kit list.
- 2 Selected kit in orange.
- 3 Search Sounds.
- 4 Sound row.
- 5 Factory lock.
- 6 Import Audio for user sounds.

Choose by role, not by name

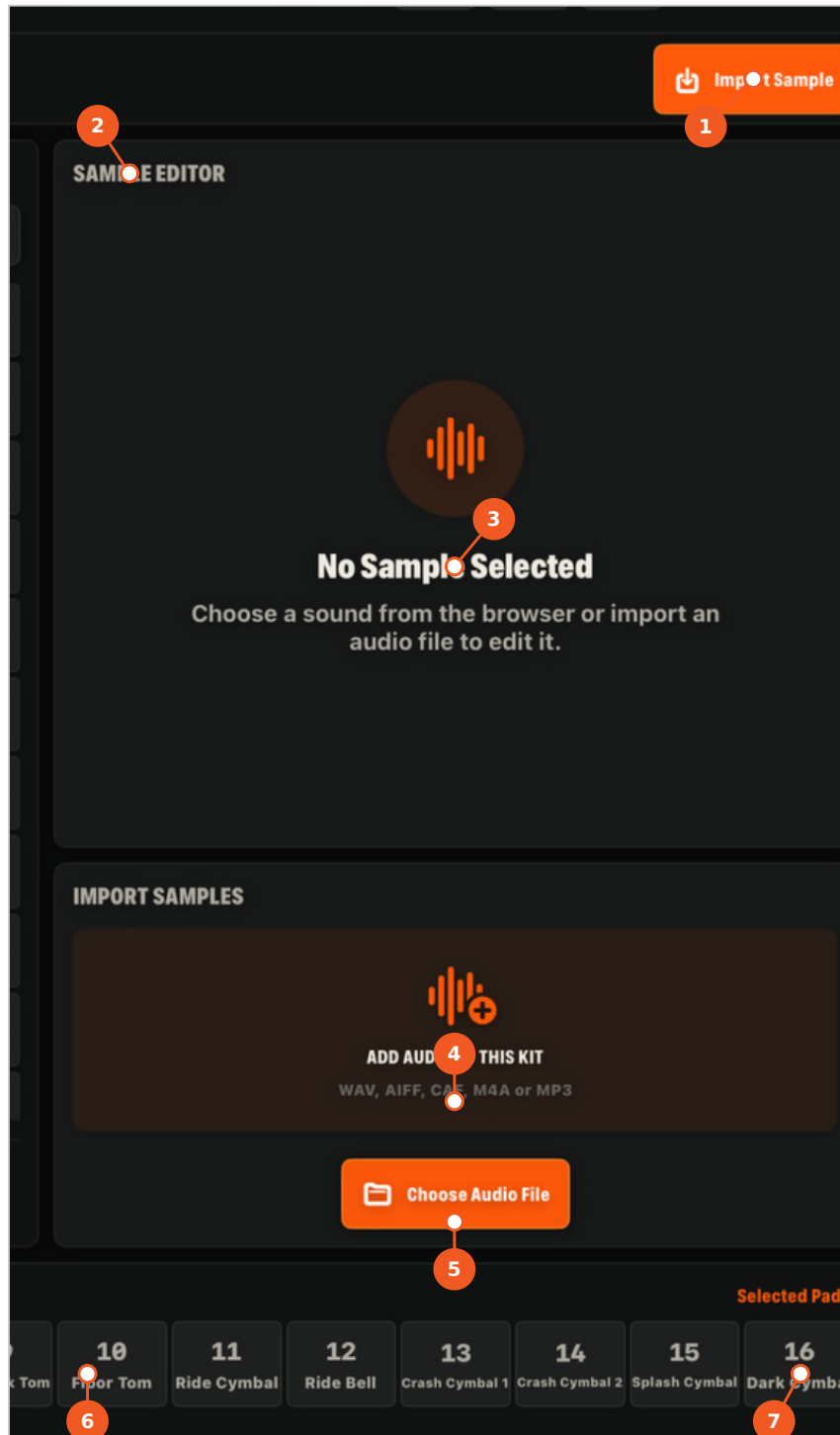
- Kick: provides the low pulse.
- Snare or clap: marks the backbeat.
- Closed hat: creates steady motion.
- Open hat and percussion: add lift and detail.
- Bass and melodic pads: provide harmony or a hook when included in the kit.

CHECKPOINT

Tap the selected kit and audition several sounds. The orange kit row should remain selected when you move to Beat Studio.

4. Optional: import a sample

Skip this page for the first beat if the factory kit already has everything you need. Imported audio is useful for a personal kick, vocal hit, texture, or loop.



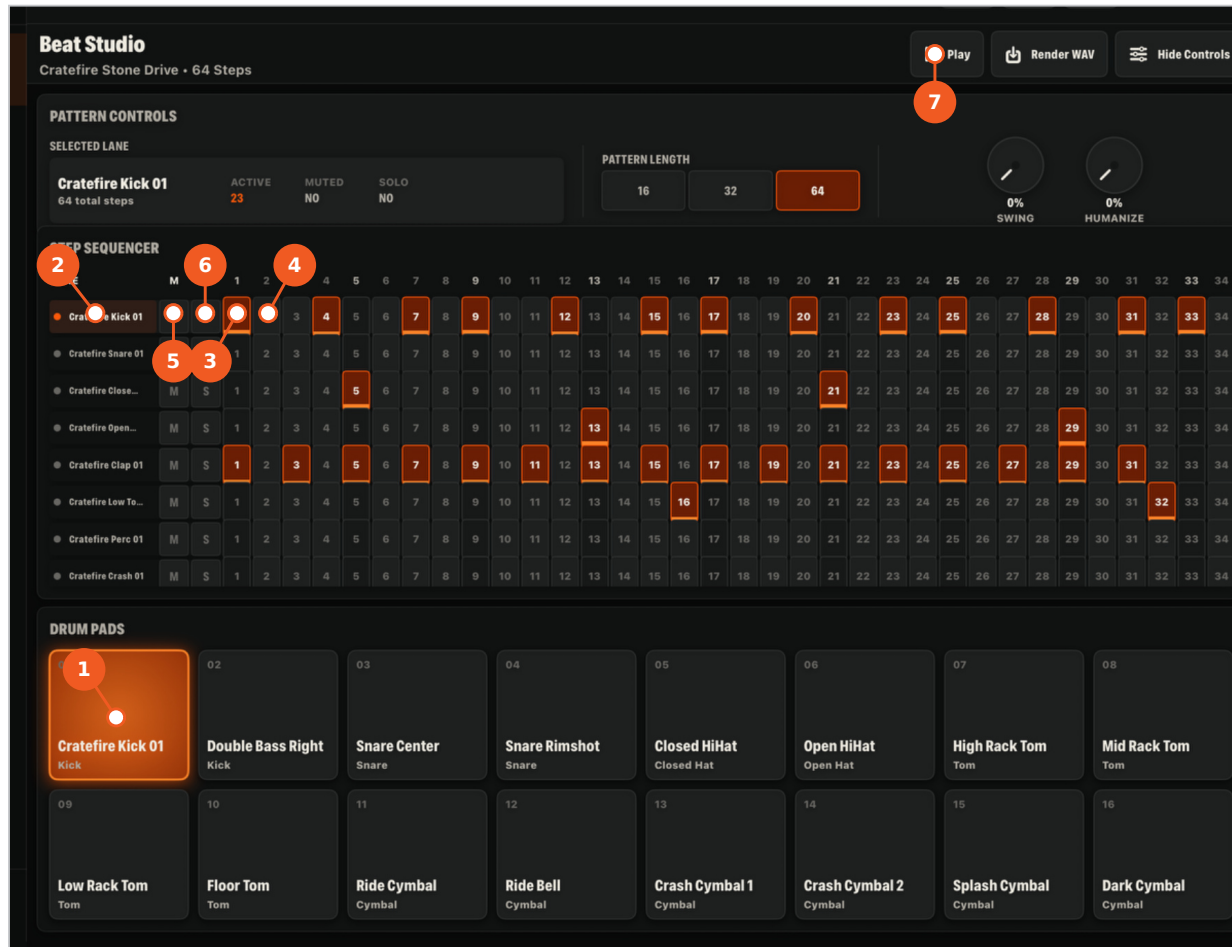
- 1 Import Sample command.
- 2 Sample Editor.
- 3 Waveform/editor area after a sample is loaded.
- 4 Supported-format guidance.
- 5 Choose Audio File.
- 6 Visible pad assignment; the row continues to the left.
- 7 Pad 16 is the last assignment slot.

Safe import routine

- 1 Create or select an editable user kit if you do not want to change the selected factory setup.
- 2 Tap Import Sample or Choose Audio File and select the audio on the iPad.
- 3 Use the Sample Editor controls that become available to prepare the sample.
- 4 Assign it to an unused pad, then tap that pad to confirm the correct sound plays.

5. Program the core groove

Beat Studio is where the basic rhythm is created. Each horizontal lane is one sound, and each numbered column is one point in time.



- 1 Tap a pad to select its sound lane.
- 2 Lane name.
- 3 Orange active step.
- 4 Empty step.
- 5 Mute lane.
- 6 Solo lane.
- 7 Beat Studio Play.

HOW EDITING WORKS

Tap an empty step to turn it on. Tap an orange step to turn it off. Mute and Solo change what you hear without deleting the programmed steps.

6. Enter a 16-step starter beat

Use this simple pattern as a starting point. It is intentionally basic so each part is easy to hear. The orange cells below are the steps to activate.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
KICK	Orange						Orange				Orange				Orange	
SNARE					Orange								Orange			
CLOSED HAT	Orange		Orange		Orange		Orange		Orange		Orange		Orange		Orange	
OPEN HAT												Orange				

Enter the pattern one lane at a time

- 1 Select the kick pad. Turn on steps 1, 7, 11, and 15.
- 2 Select the snare or clap pad. Turn on steps 5 and 13. These are the backbeats.
- 3 Select the closed-hat pad. Turn on odd steps 1, 3, 5, 7, 9, 11, 13, and 15.
- 4 Select the open-hat pad. Turn on step 12. If that feels too busy, remove it.
- 5 Tap Play. Listen through at least four loops before changing anything.
- 6 Solo each lane once. Then clear Solo so the entire beat plays again.

MAKE IT YOURS

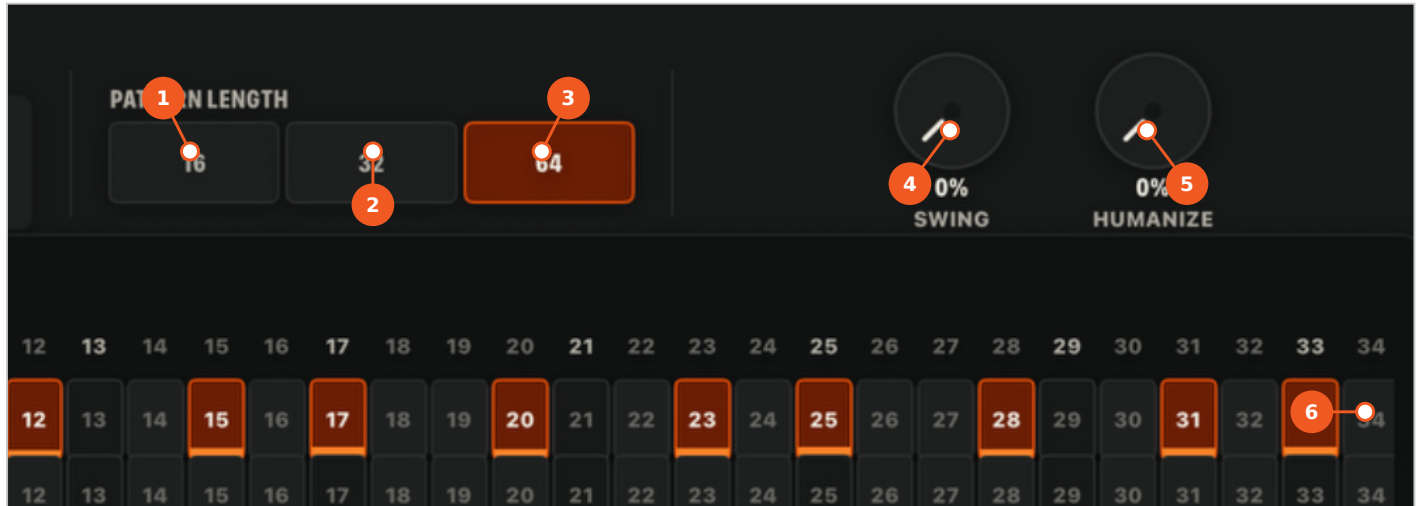
Move one kick step, remove one hat, or add one percussion hit. Change only one thing at a time and listen for several loops. A strong groove usually needs fewer well-placed events, not every cell filled.

Listen for these problems

- The kick and snare should be easy to identify.
- Hats should add motion without covering the main pulse.
- If two low sounds fight each other, remove a step before reaching for effects.
- If there is no sound, check lane Mute/Solo, Mixer channel levels, and Master level.

7. Add length, swing, and human feel

Choose the pattern length before building detailed variations. Timing controls should improve the feel, not hide a weak rhythm.



- 1 16 steps: compact one-bar foundation.
- 2 32 steps: room for a two-part variation.
- 3 64 steps: longest pattern option.
- 4 Swing: shifts the rhythmic feel.
- 5 Humanize: adds controlled variation.
- 6 Later columns: drag horizontally to reach them.

Recommended order

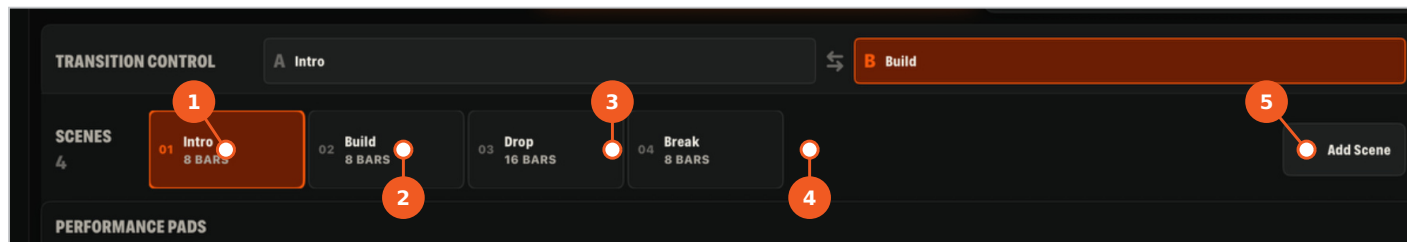
- 1 Keep 16 steps until the basic groove works.
- 2 Choose 32 steps if the second half needs a different kick, hat, or fill. Choose 64 only when the longer phrase has a clear purpose.
- 3 Add a small amount of Swing and listen. Increase gradually; return toward neutral if the kick and snare lose their relationship.
- 4 Add Humanize lightly. Use Solo to check whether timing variation helps or distracts.
- 5 Tap Save in Projects after the groove and length are settled.

CHECKPOINT

The pattern should loop cleanly, stay in time, and remain interesting for several repetitions without relying on extreme effects.

8. Turn the groove into song sections

A complete song needs contrast. Scenes are named sections that let you move between planned states such as Intro, Build, Drop, and Break.



- 1 Intro scene selected.
- 2 Build scene.
- 3 Drop scene.
- 4 Break scene.
- 5 Add Scene.

Build the six-section plan

INTRO 8 bars	BUILD 8 bars	DROP 16 bars	BREAK 8 bars	DROP 2 16 bars	OUTRO 8 bars
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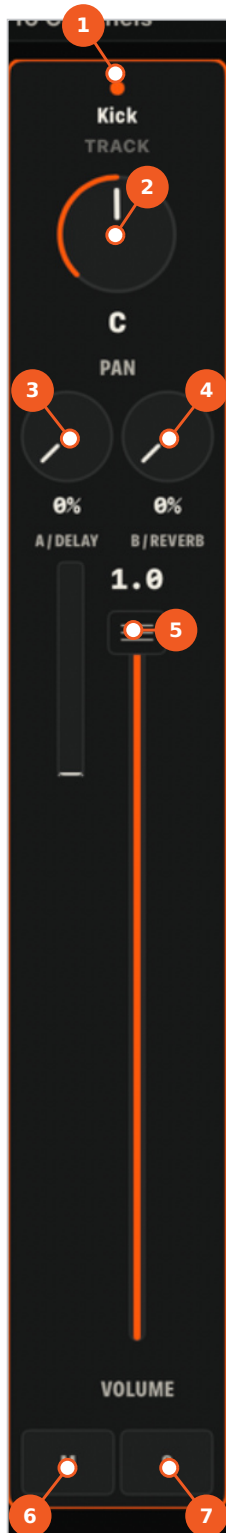
- Intro, 8 bars: kick or percussion plus a reduced musical layer.
- Build, 8 bars: add hats or percussion; reserve the strongest bass or hook for the drop.
- Drop, 16 bars: use the complete core groove.
- Break, 8 bars: remove the kick, bass, or both; keep a recognizable element.
- Drop 2, 16 bars: return to the full groove and add one fill or effect change.
- Outro, 8 bars: remove layers so the last bar can end cleanly.

CREATING SCENES

Tap Add Scene, then use the scene setup Cratefire opens to name and configure the section and its planned bar count. Save after creating each scene. The exact sounds and values are your creative choices; the section names above are a dependable starting structure.

9. Balance the mix

Mix before arranging the final queue. A balanced dry mix is easier to perform, record, and troubleshoot than a loud mix built around effects.



- 1 Selected channel.
- 2 Pan.
- 3 Delay send.
- 4 Reverb send.
- 5 Volume fader and meter.
- 6 Mute.
- 7 Solo.

Mix in this order

- 1 Play the busiest section, usually the Drop.
- 2 Lower channels first. Bring up kick, snare, hats, bass, then melodic/loop channels until every important part is clear.
- 3 Keep kick and bass near the center. Pan hats, percussion, or musical layers modestly if the center feels crowded.
- 4 Add small delay or reverb sends only after the faders are balanced.
- 5 Use Solo to inspect a channel and Mute to test whether the song works without it. Clear both when finished.

10. Protect the master output

The Master controls the final level. Channel Effects affect the currently selected orange channel, so confirm the selection before turning a knob.



1 Master meter.

2 Master fader.

3 Master Mute.

4 Effect Bypass.

5 Cutoff.

6 Resonance.

7 Compression.

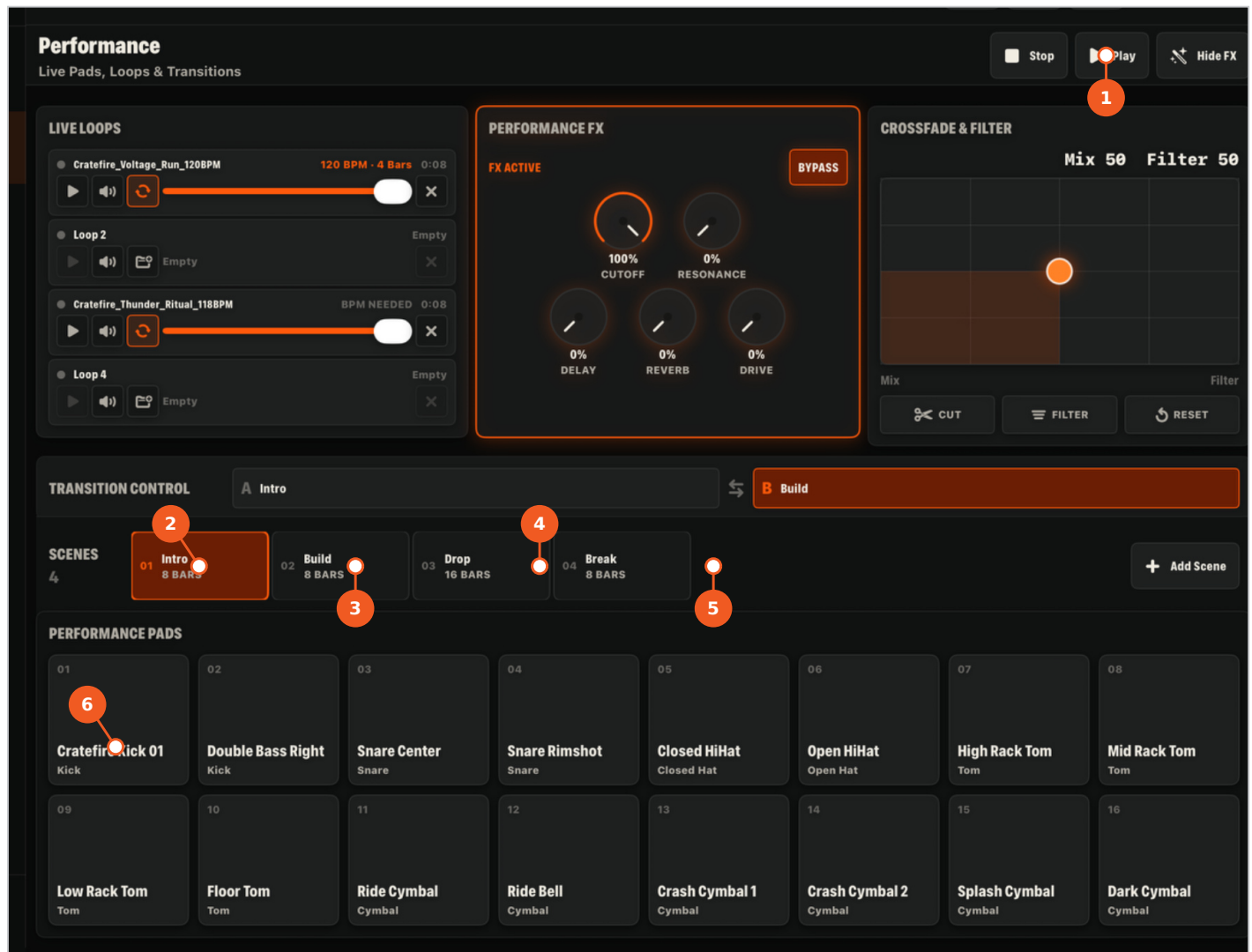
8 Drive.

Final mix check

- 1 Play the loudest scene and watch the Master meter.
- 2 If the output sounds harsh or distorted, lower channel faders; do not depend on the Master fader alone.
- 3 Bypass Channel Effects and compare. Keep an effect only when it clearly improves the selected channel.
- 4 Use compression and drive conservatively. Recheck the Master after every large change.
- 5 Save the project when the full Drop plays cleanly.

11. Rehearse scene changes

Before Automatic DJ, tap through the scenes manually. This verifies that each section sounds different and that the energy moves in the intended direction.



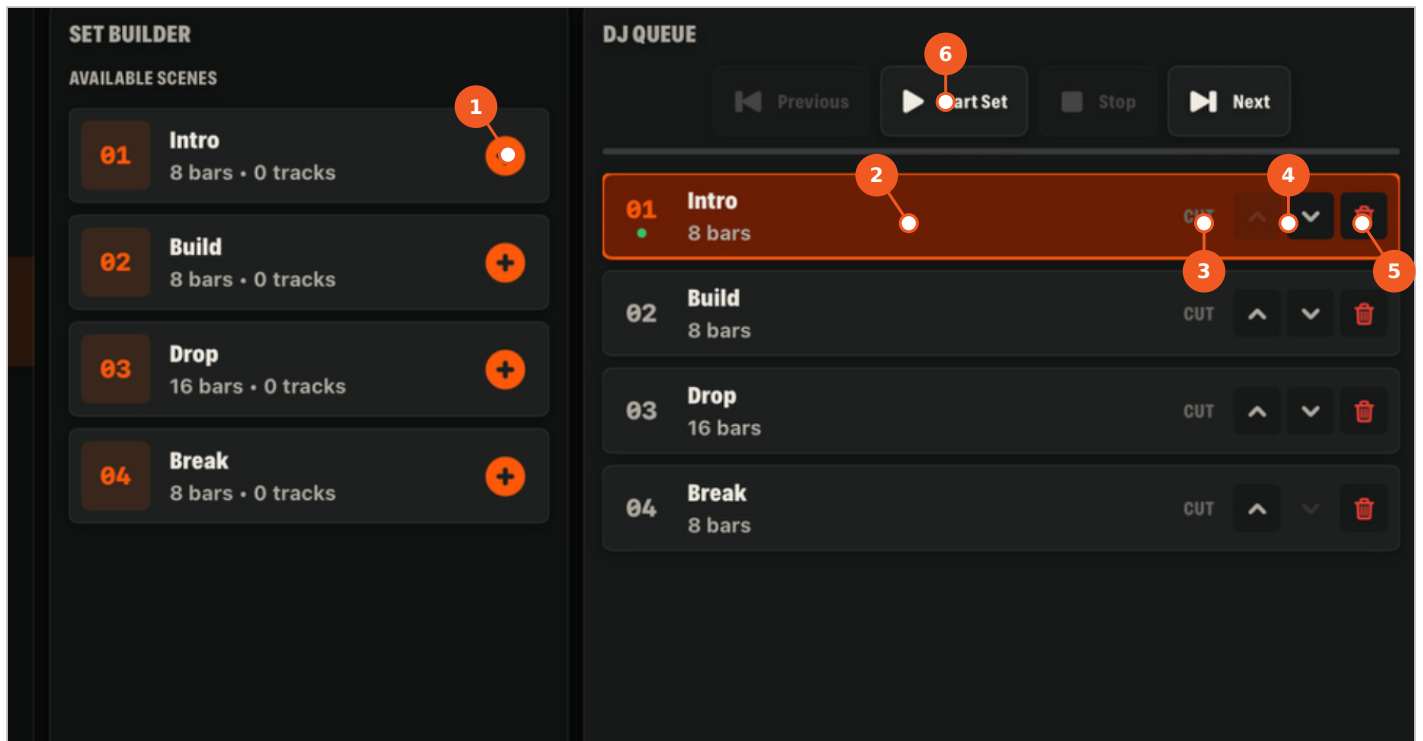
- 1 Performance Play.
- 2 Intro.
- 3 Build.
- 4 Drop.
- 5 Break.
- 6 Performance pad for an optional live hit.

REHEARSAL TEST

Play Intro, Build, Drop, and Break in order. Each scene should be recognizable without reading its label. If two scenes sound identical, return to the pattern or mix and change one clear element.

12. Build the Automatic DJ queue

Automatic DJ places the scenes in a fixed order so the complete song can run from beginning to end.



- 1 + adds a scene to the DJ Queue.
- 2 Queue row.
- 3 Transition type; CUT means immediate change.
- 4 Up/down controls reorder the row.
- 5 Trash removes the row.
- 6 Start Set begins the queue.

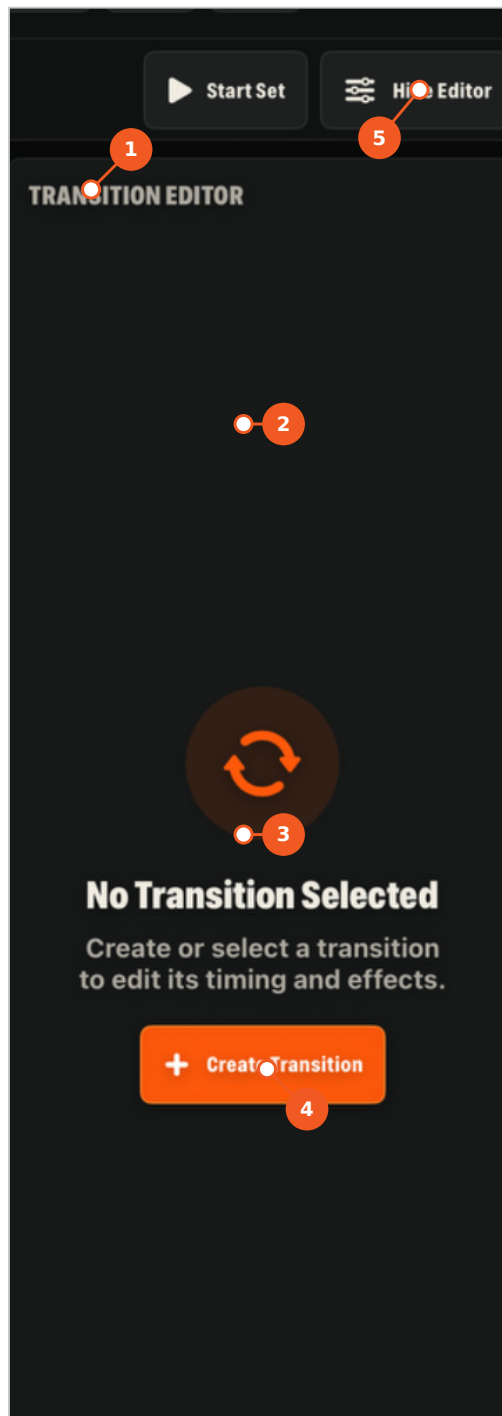
Queue this order

INTRO 8 bars	BUILD 8 bars	DROP 16 bars	BREAK 8 bars	DROP 2 16 bars	OUTRO 8 bars
-----------------	-----------------	-----------------	-----------------	-------------------	-----------------

- 1 Tap + beside each scene to add it. Add the first Drop a second time if Drop 2 uses the same scene; otherwise add a separate Drop 2 scene.
- 2 Use the up/down controls until the queue matches the song plan.
- 3 Remove accidental duplicates with Trash.
- 4 Do not start recording yet. First run the queue once as a rehearsal.

13. Add transitions carefully

A CUT is often the cleanest transition. Create a custom transition only when a gradual move or effect improves the change between sections.



1 Transition Editor.

2 Parameter area after a transition is selected.

3 Empty-state instructions.

4 Create Transition.

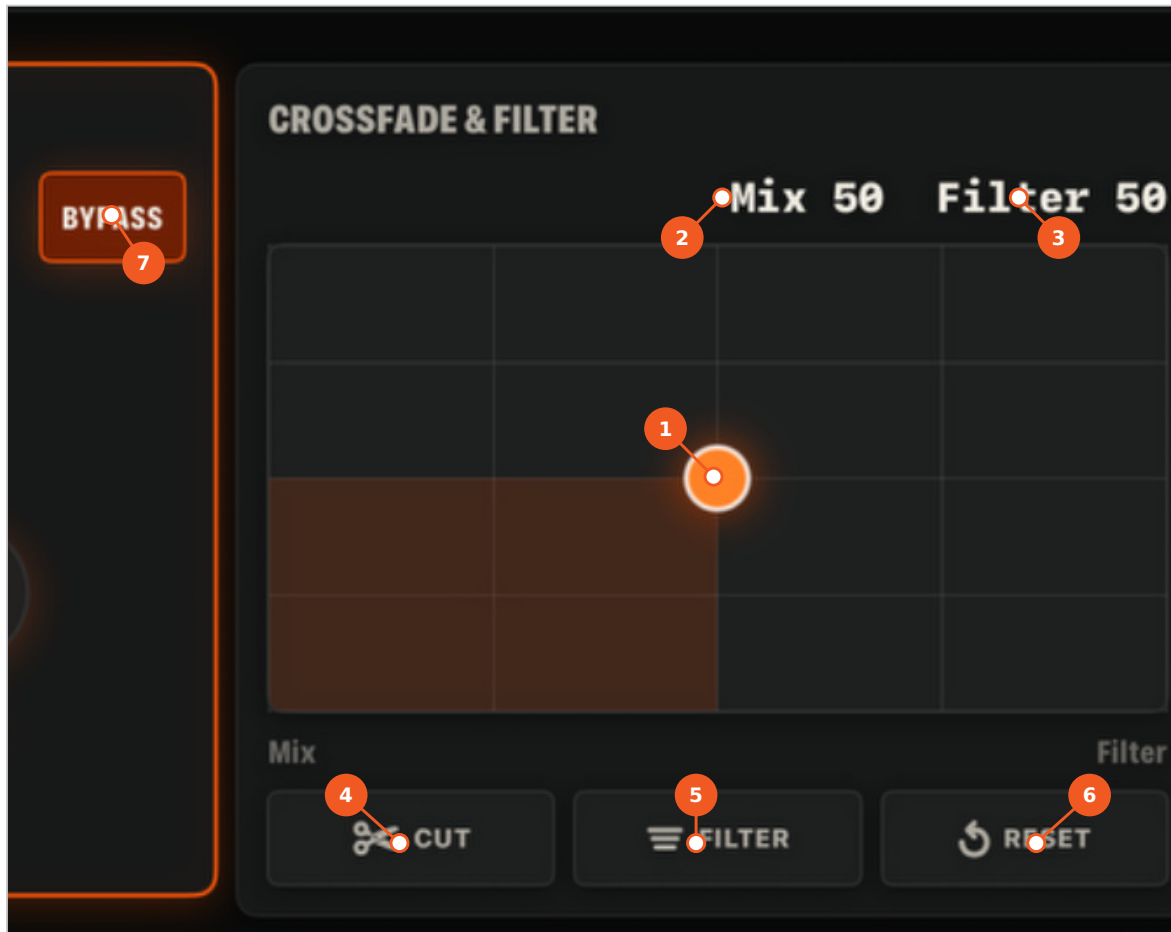
5 Hide Editor.

A practical first-song plan

- Intro to Build: CUT or a gentle transition.
- Build to Drop: CUT for a strong arrival.
- Drop to Break: CUT or a short filter move.
- Break to Drop 2: use the clearest transition in the song.
- Drop 2 to Outro: reduce energy instead of adding more effects.

14. Use live effects without losing control

Performance effects can add movement during the recording. Rehearse every gesture and know where Reset is before recording.



- 1 Orange crossfade/filter point.
- 2 Mix axis.
- 3 Filter axis.
- 4 Cut action.
- 5 Filter action.
- 6 Reset to neutral.
- 7 Performance FX Bypass.

PERFORMANCE RULE

Use one deliberate move per major transition. Return to neutral with Reset after an extreme move. If an effect is difficult to reproduce consistently, leave it out of the first finished recording.

15. Rehearse the complete song

A full uninterrupted rehearsal prevents most failed recordings. Do not change the project during this pass unless you find a specific problem.

INTRO 8 bars	BUILD 8 bars	DROP 16 bars	BREAK 8 bars	DROP 2 16 bars	OUTRO 8 bars
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Rehearsal procedure

- 1 Save the project. Put the iPad in a quiet setup with headphones or trusted speakers.
- 2 Open Automatic DJ and confirm the queue order. Return to the beginning if a later item is selected.
- 3 Tap Start Set and let the entire queue run without Record.
- 4 Listen for scene order, unexpected silence, harsh level jumps, distortion, late manual actions, and an untidy ending.
- 5 If you use Performance Pads or effects, perform only the gestures you intend to use in the final take.
- 6 Tap Stop at the end. Fix one problem at a time, save, and rehearse again.

Ready-to-record checklist

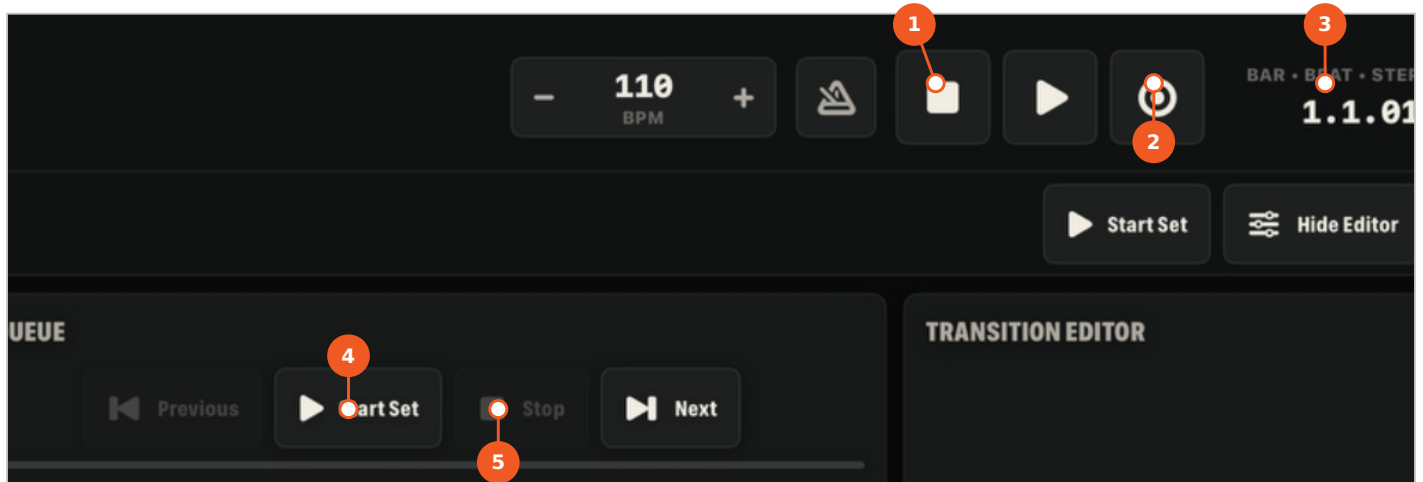
- The queue begins with Intro and ends with Outro.
- No channel is accidentally muted or soloed.
- The loudest Drop remains clean at the Master output.
- Every effect gesture has been rehearsed and Reset is understood.
- The final bar ends cleanly without cutting off a sound you want to keep.
- The project has been saved immediately before recording.

IF THE REHEARSAL FAILS

Stop, correct the project, save, and begin the rehearsal again. Recording a known-good performance is faster than repairing an uncertain one later.

16. Record the full song

The top-bar Record button captures Cratefire's internal master output in real time, including scene changes, live pads, mixing, and performance effects.



- 1 Global Stop.
- 2 Global Record.
- 3 Position display.
- 4 Automatic DJ Start Set.
- 5 Automatic DJ Stop.

Record one complete take

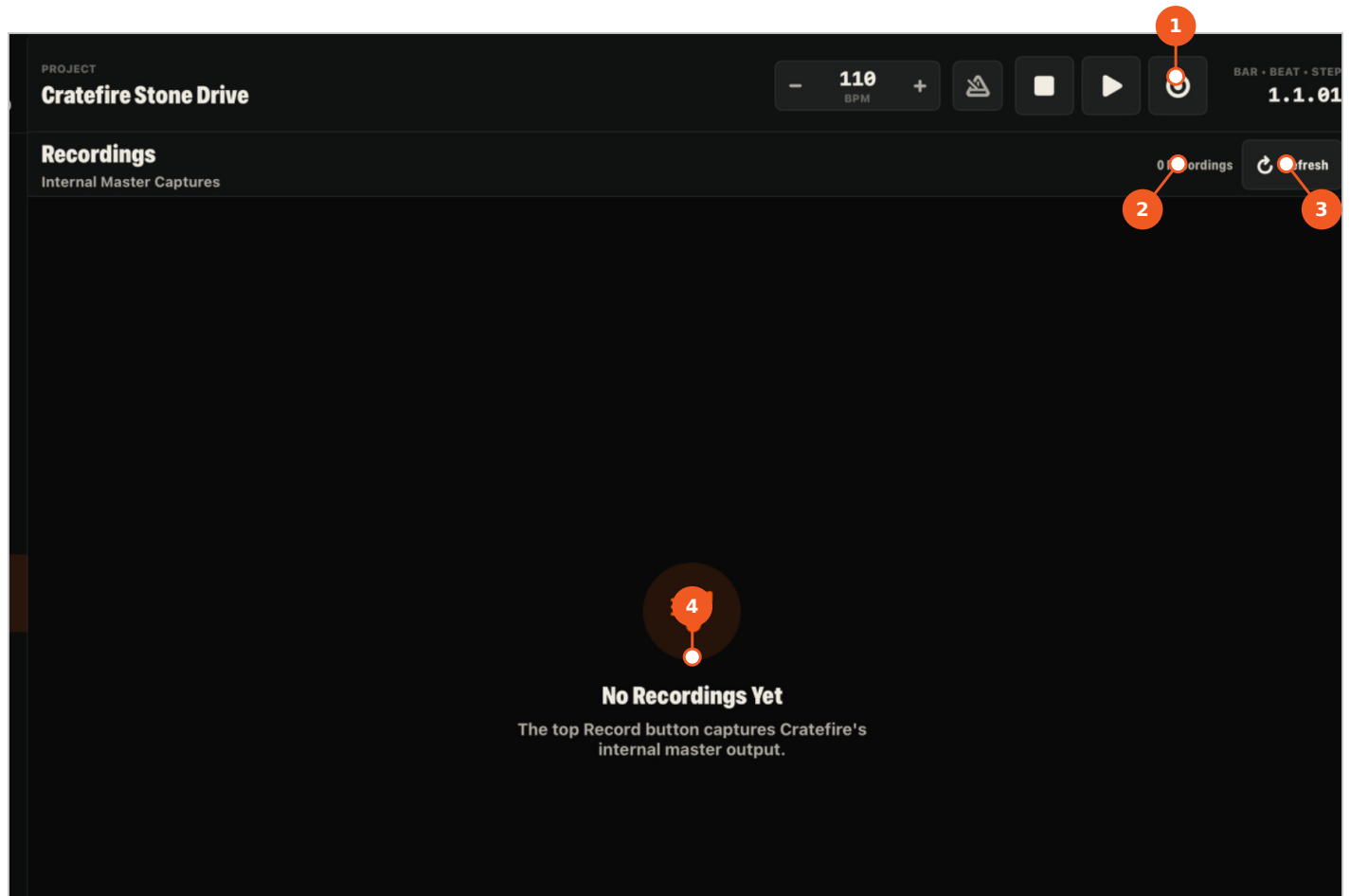
- 1 Tap Global Stop and confirm the song is at its starting position.
- 2 Tap the global Record button once to begin the internal master recording.
- 3 Immediately tap Start Set in Automatic DJ.
- 4 Let the full queue run. Perform only the pads or effects you rehearsed.
- 5 At the end of the Outro, tap Automatic DJ Stop if the set has not already stopped.
- 6 Tap the global Record button again to end and save the recording.
- 7 Wait a moment before leaving the screen so the recording can finish closing normally.

DO NOT INTERRUPT THE TAKE

Avoid changing audio routes, closing Cratefire, or locking the iPad while Record is active. If a major mistake occurs, stop recording normally, correct it, and record a new take.

17. Find and verify the recording

Open Recordings after ending the take. Refresh the list if the new item does not appear immediately.



1 Record button used to create a master recording.

3 Refresh the list.

2 Recording count.

4 List area; the screenshot shows the empty state.

Quality check

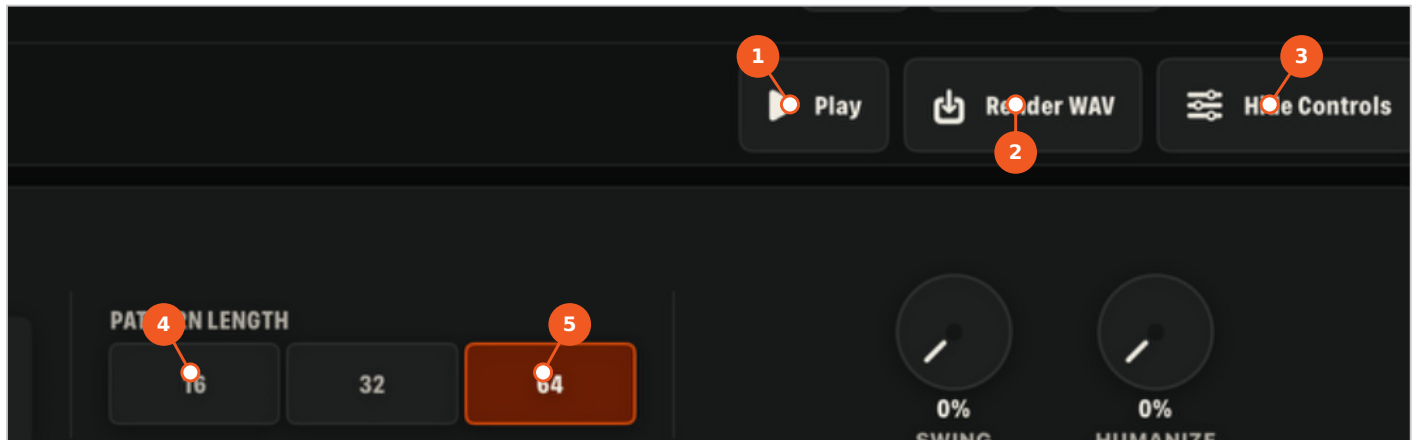
- 1 Tap Refresh if the recording is not visible.
- 2 Play the recording from the beginning and listen through the first transition.
- 3 Jump or listen to the loudest Drop and confirm there is no obvious distortion.
- 4 Listen to the final bars and confirm the ending is not cut off.
- 5 Keep the take only after it passes all three checks: beginning, loudest section, and ending.

NO RECORDING LISTED?

Tap Refresh. If the list remains empty, confirm that Record was stopped normally and make a short test recording before repeating the full take.

18. Render a pattern when needed

Render WAV is useful for exporting the Beat Studio pattern itself. Use the real-time Record workflow for the complete arranged song.



- 1 Play the Beat Studio pattern.
- 2 Render WAV.
- 3 Hide Controls.
- 4 16-step length.
- 5 64-step length.

Choose the correct output

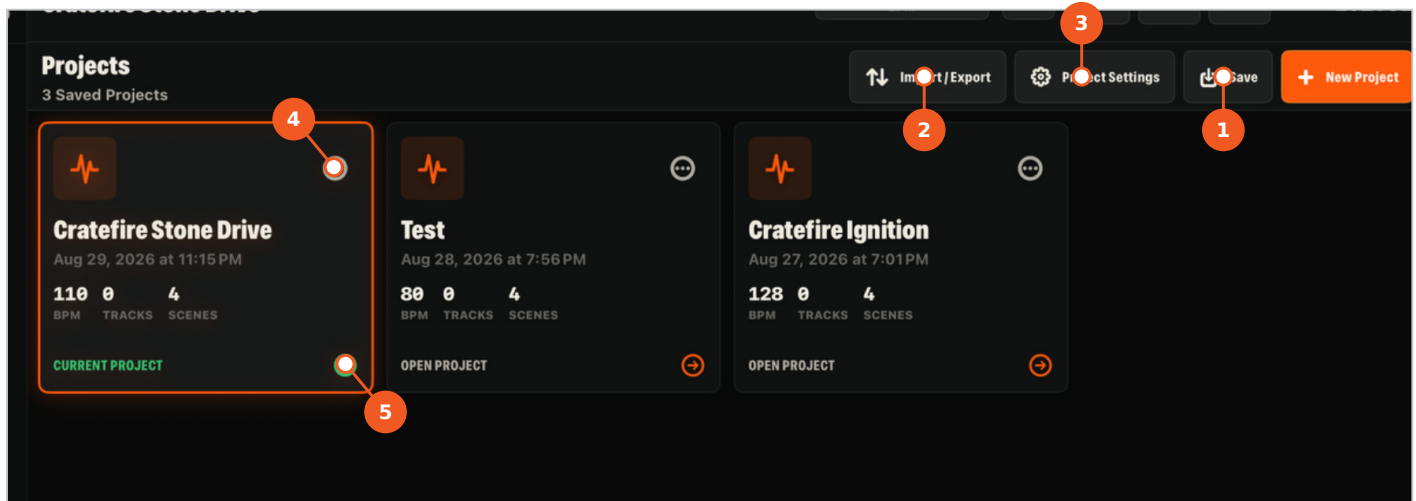
- Use Record for the full song: it includes the real-time queue, scene changes, pads, mixing, and live effects.
- Use Render WAV for the current Beat Studio pattern: it creates an offline pattern file without requiring a live performance.
- Before Render WAV, confirm the selected pattern length and listen through the complete loop once.
- After either method, verify the audio file before deleting or changing the source project.

SIMPLE RULE

Complete arranged song = Record. Individual programmed pattern = Render WAV.

19. Save, export, and back up

A finished recording is only one deliverable. Preserve the editable project too, so you can make a new mix or arrangement later.



- 1 Save current project.
- 2 Import / Export project backup.
- 3 Project Settings.
- 4 Project card menu.
- 5 Green check marks the current project.

Finish in this order

- 1 Return to Projects and tap Save.
- 2 Use Import / Export to export the editable project to a safe location outside Cratefire.
- 3 Keep the exported project backup and the finished audio recording as separate files.
- 4 Name files clearly with the song name and a version, such as My Beat - Mix 1.
- 5 Open or play both exported items before considering the backup complete.

TWO-FILE RULE

Keep one editable project backup and one verified finished audio file. A recording cannot replace the editable project, and the project cannot replace the finished audio.

20. Final checklist and troubleshooting

Use this page before sharing the song or deleting any earlier take.

Finished-song checklist

- Project saved with a clear name.
- Tempo and song order are intentional.
- Intro, Build, Drop, Break, Drop 2, and Outro are present.
- No accidental Mute or Solo remains active.
- The loudest section is clean.
- The master recording begins and ends correctly.
- The full take has been listened to.
- Project backup and finished audio are stored separately.

Fast troubleshooting

No sound

Confirm Play is running, active steps exist, lanes/channels are not muted, no unwanted Solo is active, and Master is above minimum.

Beat feels crowded

Mute one layer at a time. Remove events before adding effects.

Scenes sound the same

Change one obvious layer, rhythm, or level in each section.

DJ set will not start

Add at least one scene to the queue and verify its order.

Output distorts

Lower channel faders, reduce Drive, and recheck the loudest scene.

Recording missing

Stop Record normally, open Recordings, and tap Refresh.

Ending is cut off

Let the final sound decay before ending Record, then make a new take.

YOU HAVE COMPLETED THE WORKFLOW

The song now exists as a saved Cratefire project and a verified full-song recording. Keep both. Return to the project when you want a new arrangement, mix, or performance take.