



CRATEFIRE

USER MANUAL

Beat and Performance Studio for iPad

BEAT & PERFORMANCE STUDIO

Beat Studio

Performance

Mixer

Automatic DJ

Kits & Sounds

Recordings

Projects

DEVELOPED BY
RED DOOR APPS

Cratefire Stone Drive

1.1.1.0.1

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	10 Floor Tom	11 Ride Cymbal	12 Ride Bell	13 Crash Cymbal 1	14 Crash Cymbal 2	15 Splash Cymbal	16 Dark Cymbal

Version 1.0

Red Door Apps

Detailed interface guide, workflows, recording, export, and troubleshooting

www.reddoorapps.com/cratefire



Welcome to Cratefire

Cratefire is an iPad-only beat, performance, mixing, and DJ set workspace. This manual follows the on-screen sections from left to right and explains the controls shown in version 1.0.

What Cratefire is designed to do

- Build drum patterns with up to 16 sound lanes and selectable 16, 32, or 64-step lengths.
- Trigger loops, scenes, and performance pads while shaping the sound with live effects.
- Balance channels with pan, send levels, volume, mute, solo, and channel effects.
- Arrange scenes into an Automatic DJ queue and run a set from a single screen.
- Import your own audio, manage kits, record the internal master output, and export audio or projects.
- Work fully offline. No Cratefire account, subscription, or third-party connection is required.

BEFORE YOU BEGIN

Use headphones or turn the iPad volume down before auditioning unfamiliar samples. Save the project before major edits. Export important projects regularly so a separate backup exists outside the app.

Touch conventions used in this guide

- Tap: choose a button, pad, scene, pattern step, or list item.
- Drag: move a fader, rotary control, timeline, crossfade/filter point, or other continuous control.
- Orange: the item is active, selected, armed, or currently emphasized.
- Gray or dimmed: the control is unavailable until the required content or state exists.
- Lock icon: factory content is protected from destructive editing. Create or import user content for your own editable material.

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BUILD AND PERFORM

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MIX, ARRANGE, AND MANAGE

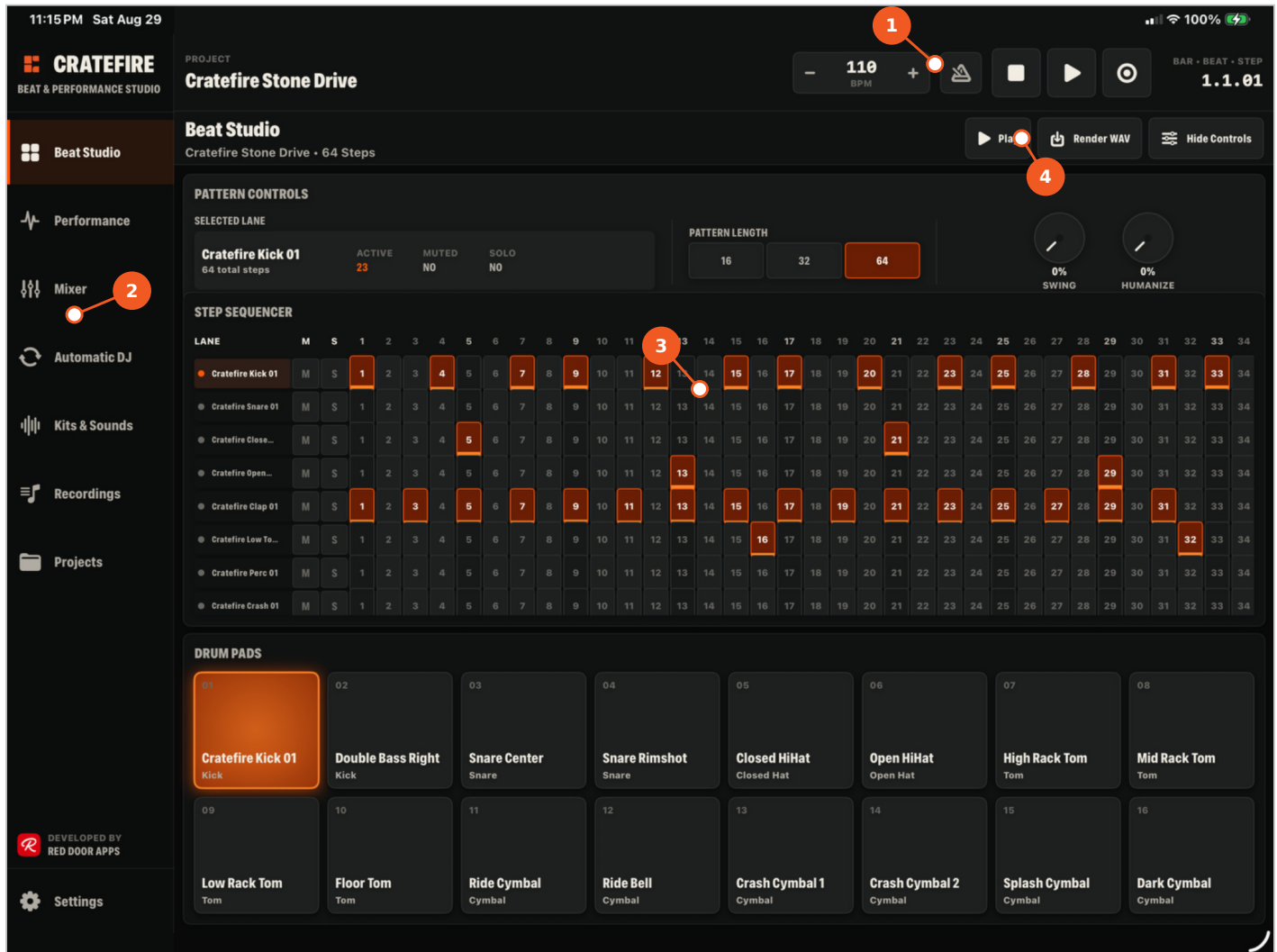
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SCREENSHOT NOTE

The screenshots in this guide are from Cratefire 1.0 on iPad in landscape orientation. A project can contain different sounds, names, values, and scenes, but the control locations and workflows remain the same.

Interface map

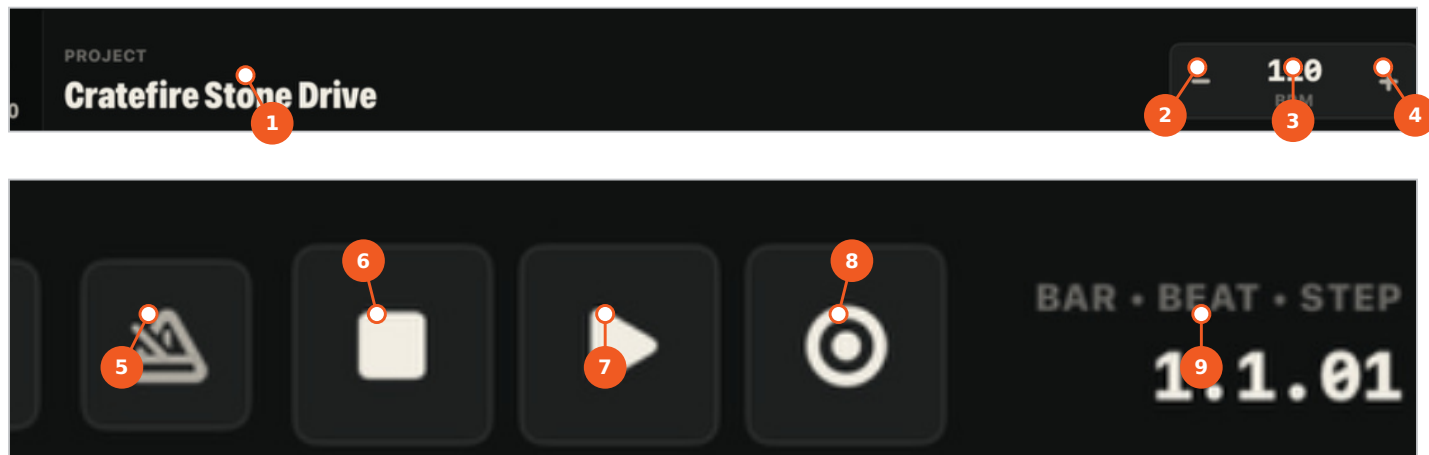
Every main screen uses the same structure. The target dot at the end of each orange line is the exact area being described.



- 1 Global top bar: project name, tempo, metronome, transport, record, and musical position.
- 2 Navigation sidebar: move between the eight main work areas without closing the project.
- 3 Workspace: the controls and content for the selected section.
- 4 Page actions: commands specific to the current section, such as Play, Render WAV, or Hide Controls.

Top bar and transport

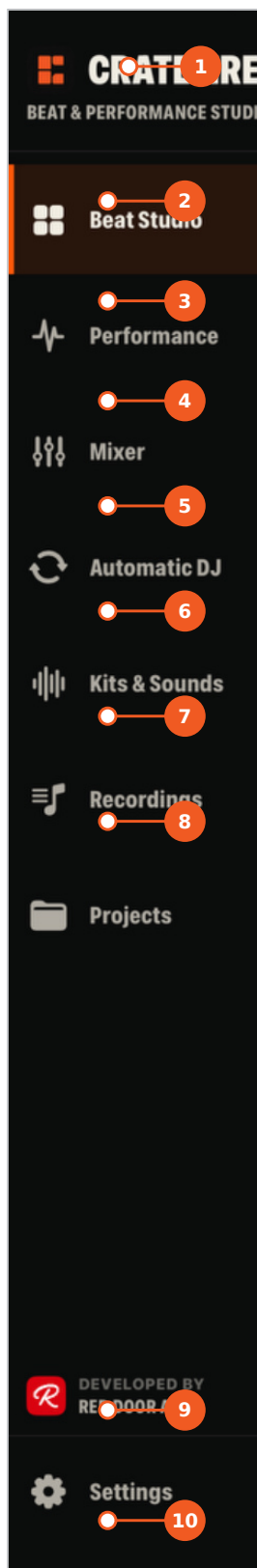
The top bar remains available while you move between sections. These controls affect the current project or the master transport.



- | | |
|---|--|
| 1 Project name. Confirms which project is open. | 6 Stop. Stops master playback. |
| 2 Tempo down. Reduces the project tempo. | 7 Play. Starts master playback from the current position. |
| 3 BPM display. Shows the current beats-per-minute value. | 8 Record. Starts or stops an internal master recording. The result appears in Recordings. |
| 4 Tempo up. Increases the project tempo. | 9 Bar:beat:step. Shows the musical play position while the project runs. |
| 5 Metronome. Turns the timing click on or off. | |

Navigation sidebar

Tap a section name to change work areas. Playback can continue while you move between most sections.



- 1 Cratefire logo and project area.
- 2 Beat Studio: program step patterns and play drum pads.
- 3 Performance: launch loops, scenes, pads, and live effects.
- 4 Mixer: balance channels and shape the selected channel.
- 5 Automatic DJ: arrange scenes and run a queued set.
- 6 Kits & Sounds: choose kits, browse audio, import samples, and assign pads.
- 7 Recordings: find internal master recordings created with Record.
- 8 Projects: open, save, create, import, export, or edit project settings.
- 9 Red Door Apps brand area.
- 10 Settings: app-wide configuration and preferences.



Quick start: make and save a beat

This path gets sound playing quickly and introduces the safest order for a first session.

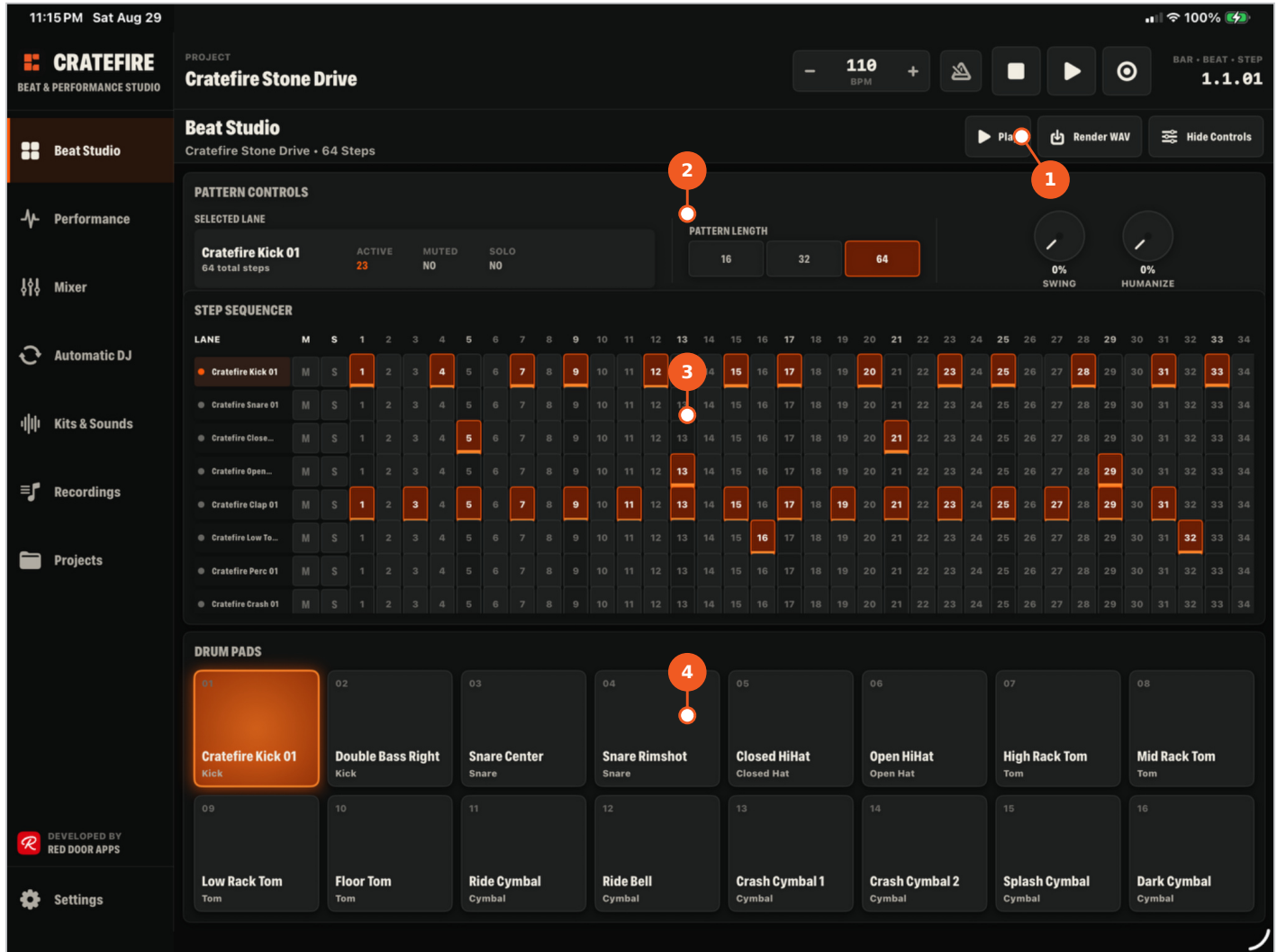
- 1 Open Projects and tap New Project, or tap Open Project on an existing project card.
- 2 Open Kits & Sounds. Select a kit. Tap a sound, then confirm the pad assignments you want to use.
- 3 Open Beat Studio. Tap one of the 16 pads to select its sound lane.
- 4 Tap step cells in that lane to turn beats on. Orange cells are active steps; tap an active cell again to turn it off.
- 5 Choose 16, 32, or 64 steps, then adjust Swing or Humanize only if the pattern needs a looser feel.
- 6 Tap Play in the top transport. Add or remove steps while listening.
- 7 Open Mixer. Set channel levels conservatively and use Mute or Solo to isolate sounds while balancing.
- 8 Open Projects and tap Save. Use Import / Export to create a backup when the project is important.
- 9 Use Record in the top bar for a live performance capture, or Render WAV in Beat Studio for an offline pattern render.

FAST DIAGNOSIS

No sound? Confirm Play is active, the selected lane contains at least one orange step, the lane is not muted, another lane is not soloed, and the Mixer channel and Master faders are above minimum.

Beat Studio overview

Beat Studio combines pattern programming and direct pad performance. The overview below identifies its four working zones.



The screenshot shows the Beat Studio interface with the following components:

- Page Actions (1):** Located at the top right, including buttons for Play, Render WAV, and Hide Controls.
- Pattern Controls (2):** Located below the page actions, including a selected lane (Cratefire Kick 01), pattern length (16, 32, 64), and sliders for Swing and Humanize.
- Step Sequencer (3):** A grid showing the sequence of steps for each lane, with steps 1-34 visible.
- Drum Pads (4):** A grid of 16 pads, each assigned a specific sound (e.g., Kick, Snare, HiHat, Tom, Cymbal).

- 1 Page actions: Play the pattern, Render WAV, or hide the pattern controls.
- 2 Pattern controls: selected-lane status, length, Swing, and Humanize.
- 3 Step sequencer: program when each lane plays.
- 4 Drum pads: select or perform the 16 sounds assigned to the kit.

Pattern controls

These controls define pattern length and timing feel. The selected-lane panel reports the state of the lane chosen in the sequencer or pad area.



1 Selected Lane: identifies the sound lane currently being edited.

2 Active, Muted, and Solo status. These indicators explain why a lane may or may not be heard.

3 16 steps: one compact pattern page.

4 32 steps: a longer two-page pattern.

5 64 steps: the longest available pattern.

6 Swing: shifts the rhythmic feel away from perfectly even timing.

7 Humanize: introduces controlled timing/feel variation.

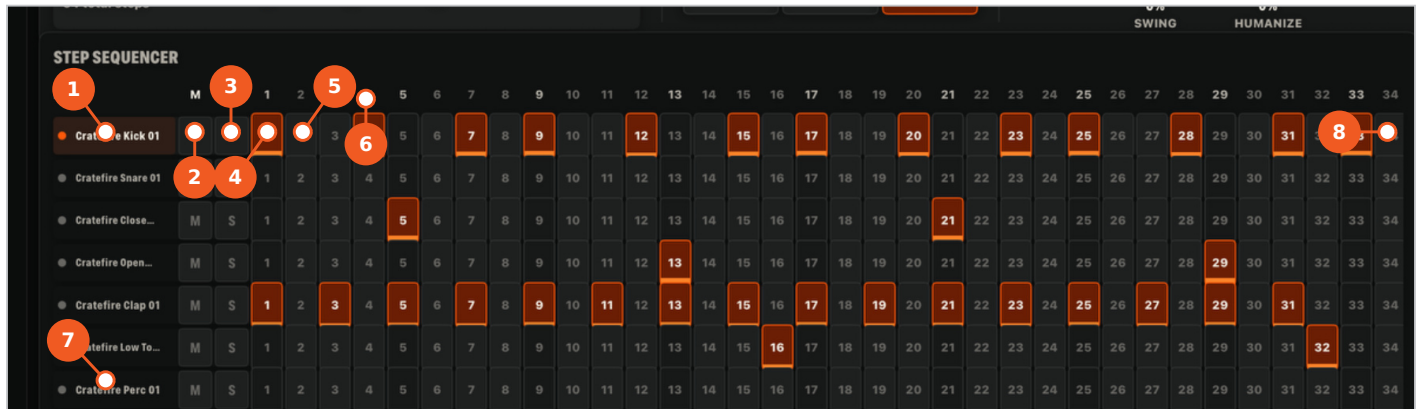
8 Play: starts Beat Studio playback.

9 Render WAV: creates an offline audio file from the pattern.

10 Hide Controls: collapses this control area to create more workspace.

Step sequencer

Each horizontal row is a sound lane. Each numbered column is a step in time. Program the rhythm by tapping cells.



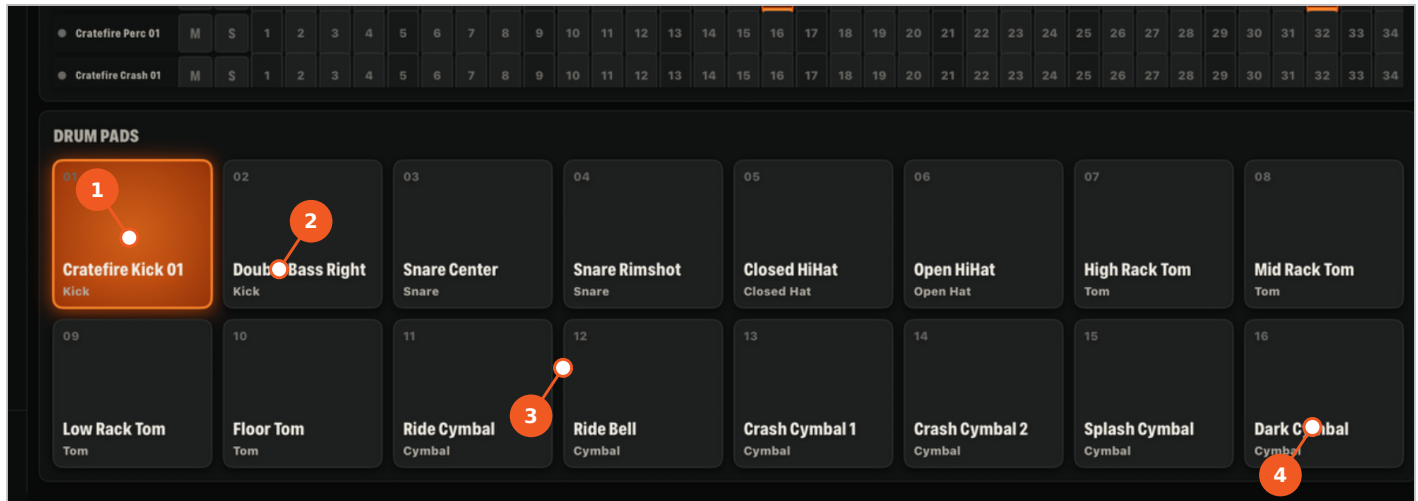
- 1 Lane name and lane selector. Tap a row to make it the selected lane.
- 2 M: mute this lane without deleting its steps.
- 3 S: solo this lane so it can be heard by itself.
- 4 Active orange step. Tap it again to remove the event.
- 5 Empty step. Tap it to add an event.
- 6 Measure groupings. Heavier vertical divisions help you see the beat structure.
- 7 Additional lanes continue below. Drag vertically when the full kit is not visible.
- 8 Later step columns. Drag the grid horizontally to reach the remaining columns in a long pattern.

EDIT WITHOUT LOSING THE GROOVE

Use Mute and Solo for comparison. They do not erase the pattern. To remove notes, tap the orange step cells themselves.

Drum pads and pattern workflow

The 16 pads mirror the sound lanes. They are used both for selecting the lane and for direct performance.



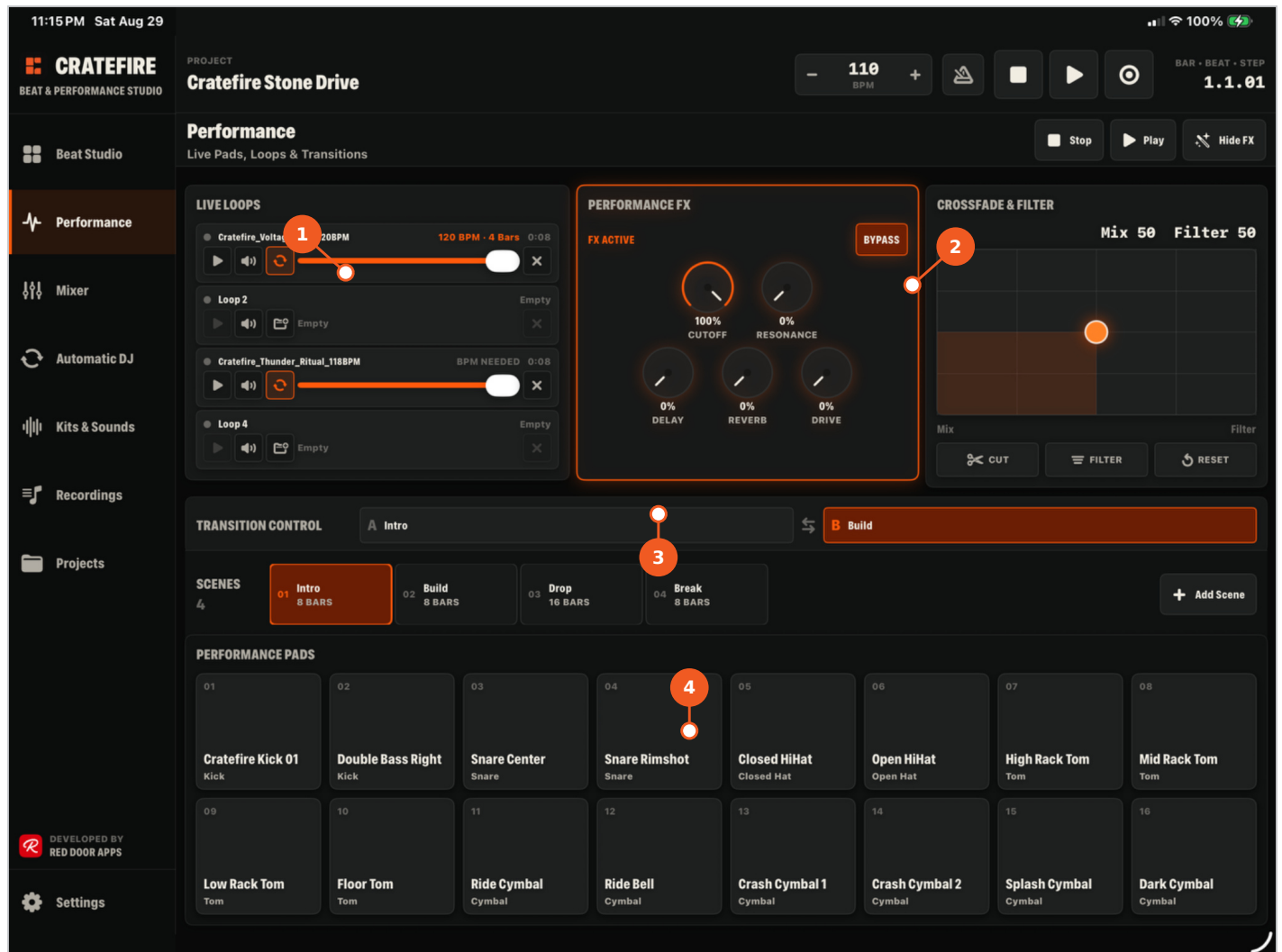
- 1 Selected pad. Orange shows the lane currently targeted for editing.
- 2 Pad number and name. The name comes from the current kit assignment.
- 3 Pad bank continues across two rows for all 16 sounds.
- 4 Pads 13-16 provide additional melodic, texture, loop, or effect assignments.

A reliable programming routine

- 1 Tap a pad to select its lane.
- 2 Add steps in that lane. Start with the main beats, then add detail.
- 3 Use Solo to inspect one lane and Mute to compare the groove without it.
- 4 Choose pattern length before building a long arrangement.
- 5 Save the project after the pattern is working.

Performance overview

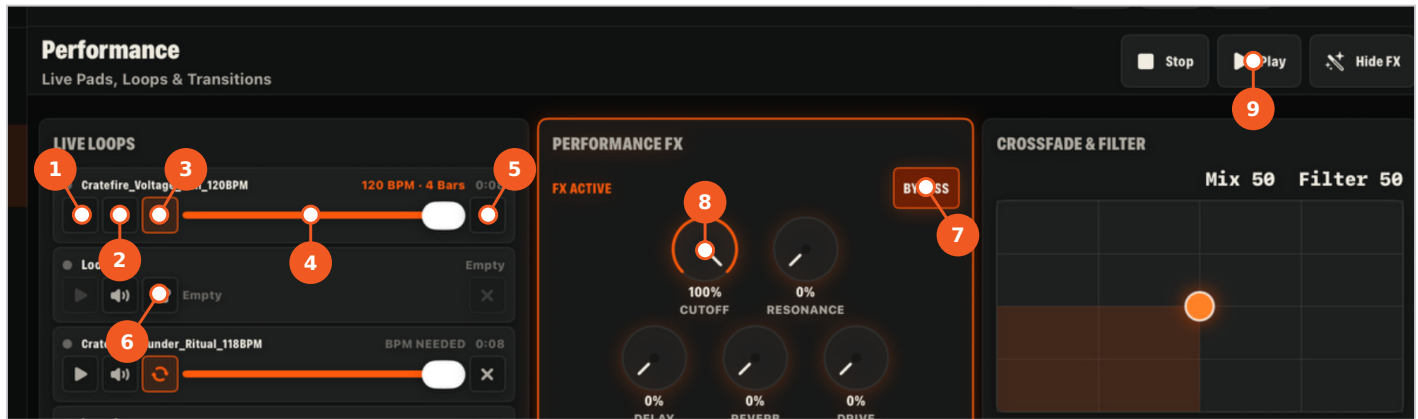
Performance is the live-play surface. It combines loops, sound shaping, scene changes, and one-shot pads.



- 1 Live Loops: load, launch, monitor, loop, position, and remove loop audio.
- 2 Performance FX and Crossfade & Filter: shape the master performance sound.
- 3 Scenes and Transition Control: recall combinations and move between sections.
- 4 Performance Pads: trigger the 16 assigned sounds while the set plays.

Live Loops and Performance FX

Loop slots sit on the left; the sound-shaping controls sit to their right. Make one change at a time until the result is familiar.



- 1 Loop Play: starts the loaded loop slot.
- 2 Monitor/speaker: controls whether the slot is heard.
- 3 Repeat: keeps the loop cycling.
- 4 Loop timeline/level area: shows or adjusts the loaded loop state.
- 5 Remove: clears the audio from that slot.
- 6 Empty slot folder: tap to choose audio for an unused slot.
- 7 Bypass: disables the Performance FX block for a dry comparison.
- 8 Effect controls: Cutoff, Resonance, Delay, Reverb, and Drive. Drag a control to change its amount.
- 9 Stop, Play, and Hide FX: control performance playback or collapse the effects area.

Crossfade, filter, and transitions

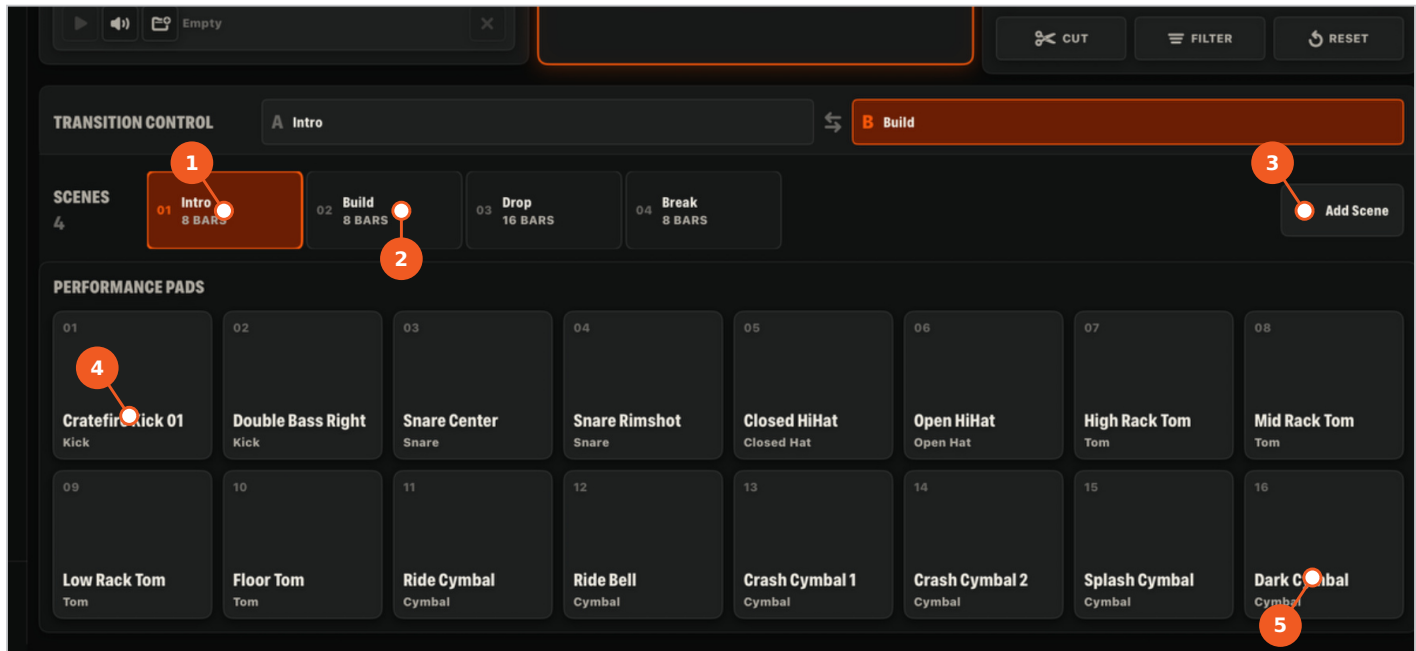
The large pad is a two-axis performance control. Transition Control selects a source scene and a destination scene.



- 1 Crossfade/filter point. Drag the orange point across the square.
- 2 Mix axis: moving left/right changes the crossfade balance.
- 3 Filter axis: moving up/down changes the filter position.
- 4 Cut: applies the cut-oriented performance action.
- 5 Filter: engages the filter-oriented action.
- 6 Reset: returns the performance pad to its neutral state.
- 7 A scene: the transition source.
- 8 Swap: exchanges the A and B selections.
- 9 B scene: the transition destination.

Scenes and Performance Pads

Scenes recall planned sections of a project. Performance Pads remain available for live hits on top of the scene.



- 1 Selected scene. Orange marks the currently active scene.
- 2 Scene card. The name identifies the section; the bar count shows its planned length.
- 3 Add Scene: creates another scene slot for the project.
- 4 Performance Pad: tap for a live hit. The pad name identifies the assigned sound.
- 5 Pads 1-16 are arranged in two rows and remain available while scenes change.

Perform a scene change

- 1 Start playback.
- 2 Tap the destination scene, or choose it in Transition Control as B.
- 3 Use the crossfade/filter pad or scene controls to shape the change.
- 4 Tap Reset after an extreme effect move if you want a neutral starting point.

Mixer overview

Mixer groups the project into channels. Each strip provides the same core controls, while the right side holds the master and selected-channel effects.



- 1 Kick channel group.
- 2 Snare channel group.
- 3 Hats channel group.
- 4 Percussion channel group.
- 5 Bass channel group.
- 6 Melodic and Loops channel groups.
- 7 Master: overall output level and mute.
- 8 Channel Effects: processing for the selected orange channel.

Channel strip

The orange outline identifies the selected channel. The expanded strip below is the first Kick channel; every channel follows the same control order.



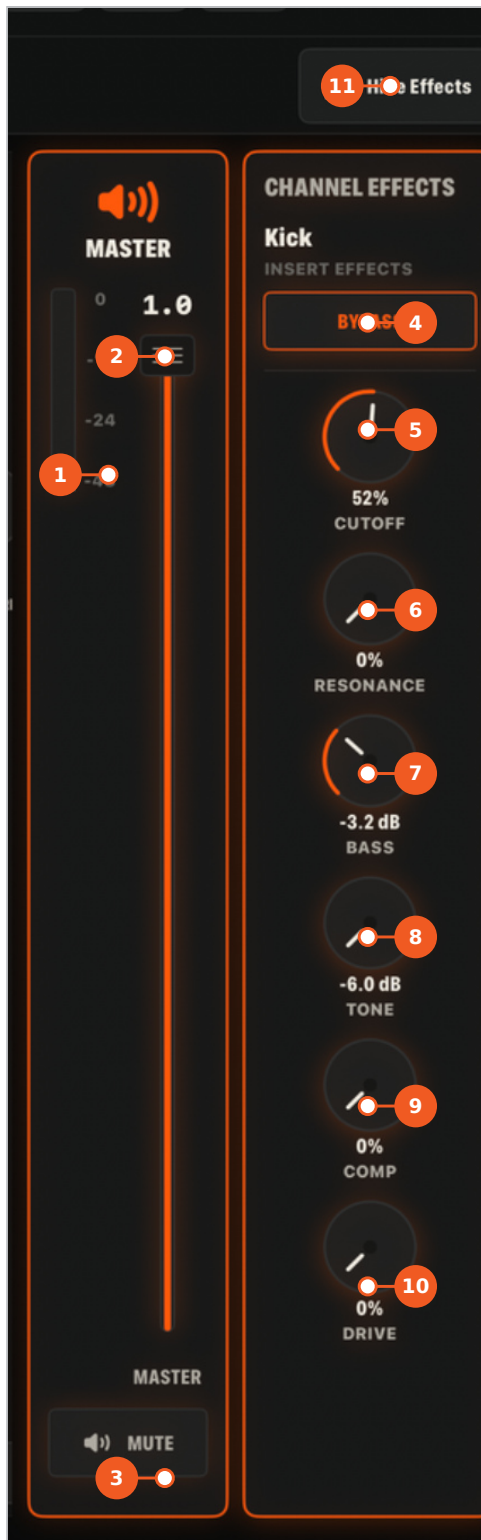
- 1 Channel name and status light. Tap a channel strip to select it.
- 2 Pan: places the channel left, center, or right in the stereo field.
- 3 A / Delay send: controls how much of this channel feeds delay.
- 4 B / Reverb send: controls how much of this channel feeds reverb.
- 5 Volume fader and level meter: drag vertically to set level; the meter shows signal activity.
- 6 M: mute the channel.
- 7 S: solo the channel.

MIXING ORDER

Start with all effects bypassed or modest. Balance faders first, set pan second, add delay/reverb sends third, and use channel effects last. This makes level problems easier to diagnose.

Master and Channel Effects

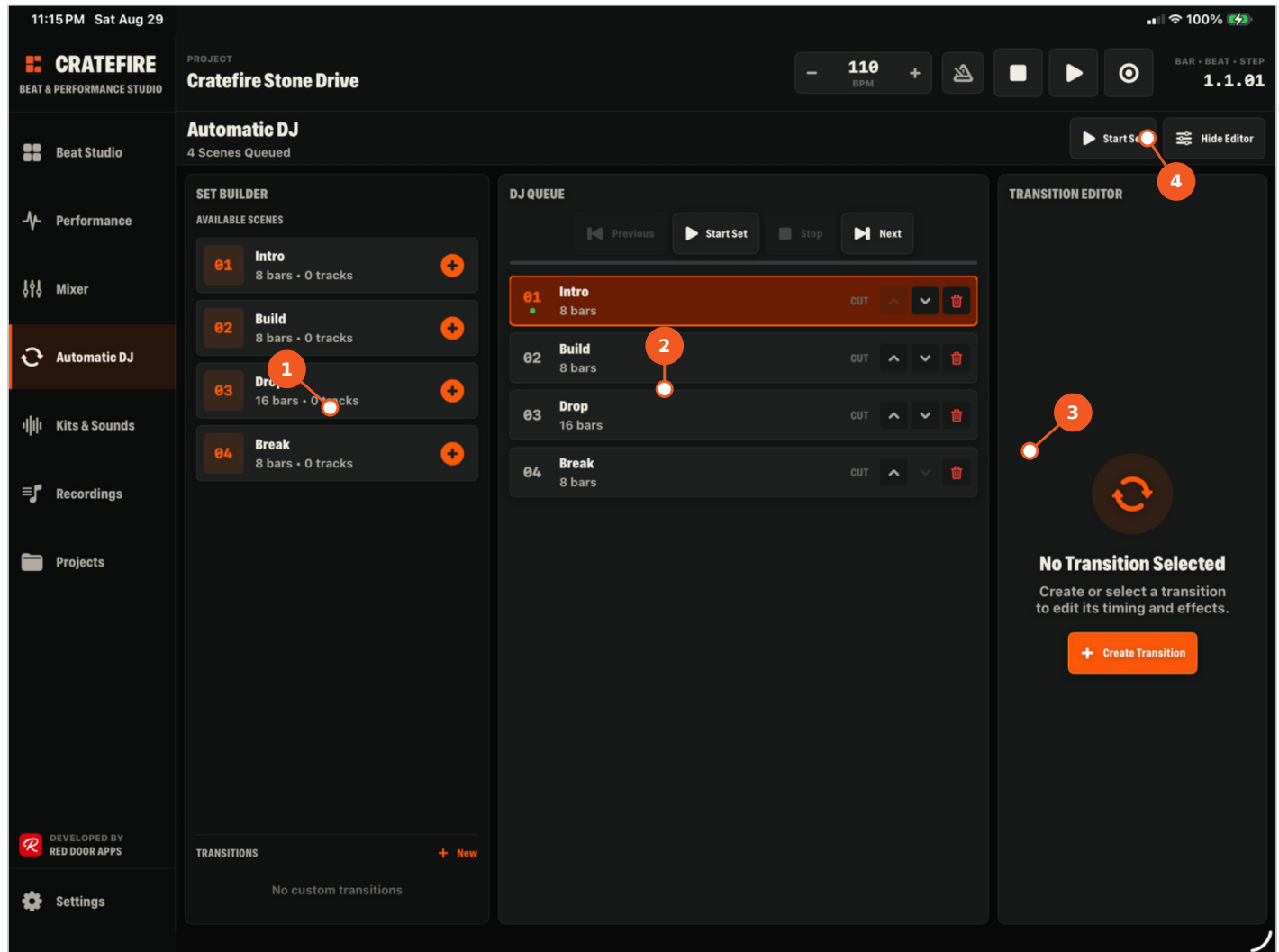
The Master controls the final output. Channel Effects process only the currently selected channel.



- 1 Master meter: shows final output activity.
- 2 Master fader: sets the overall project output level.
- 3 Master Mute: mutes the complete output.
- 4 Bypass: disables Channel Effects for comparison.
- 5 Cutoff: changes the filter cutoff.
- 6 Resonance: emphasizes frequencies near the cutoff.
- 7 Bass: adjusts low-frequency weight.
- 8 Tone: adjusts overall tonal brightness/color.
- 9 Comp: controls channel compression.
- 10 Drive: adds saturation or distortion character.
- 11 Hide Effects: collapses the effects panel.

Automatic DJ overview

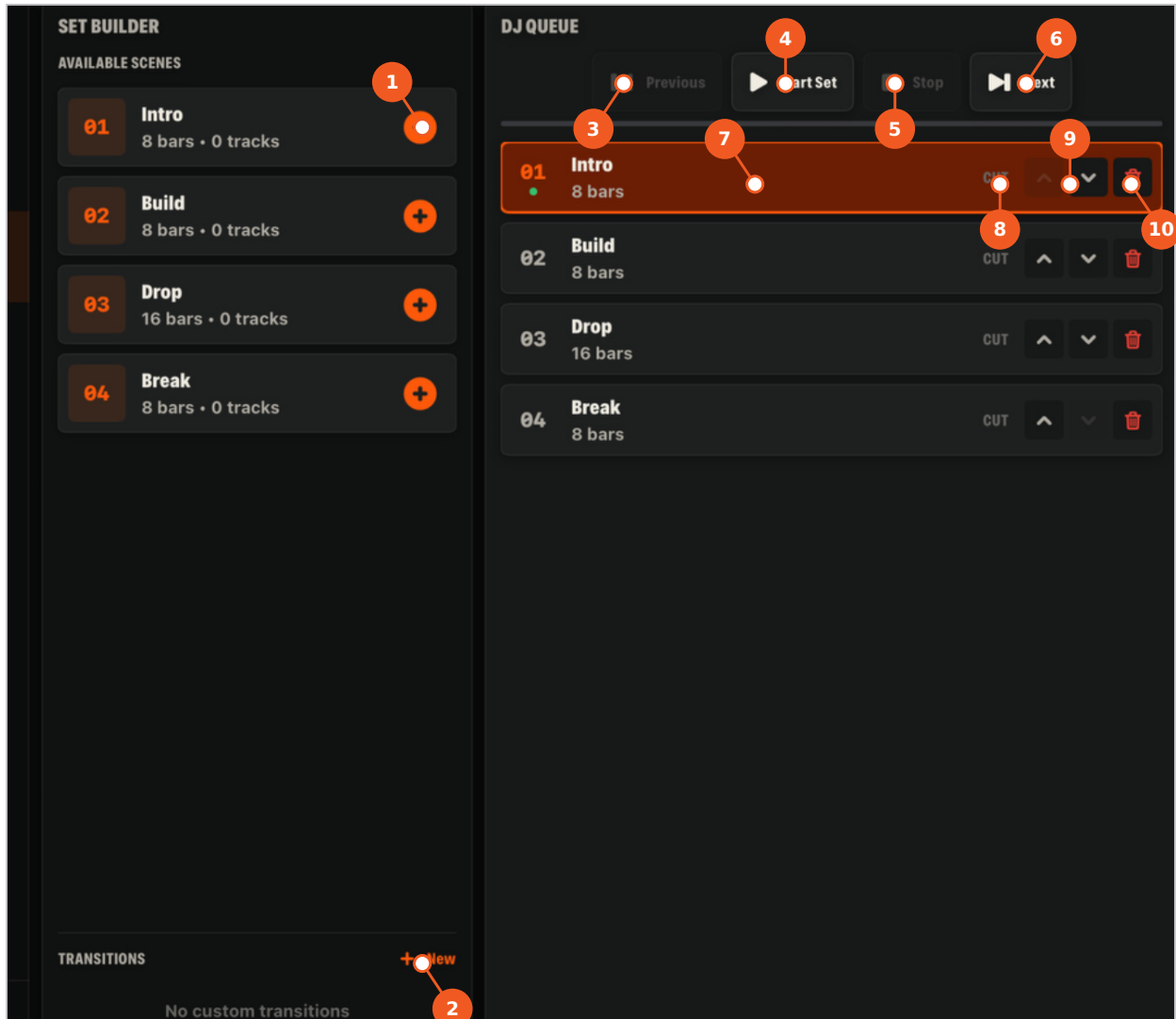
Automatic DJ turns scenes into an ordered queue and gives you one set of controls for moving through the performance.



- 1 Set Builder: available scenes and saved custom transitions.
- 2 DJ Queue: the ordered scene list and live transport controls.
- 3 Transition Editor: defines custom movement between queued scenes.
- 4 Start Set and Hide Editor: launch the queue or collapse the editor.

Set Builder and DJ Queue

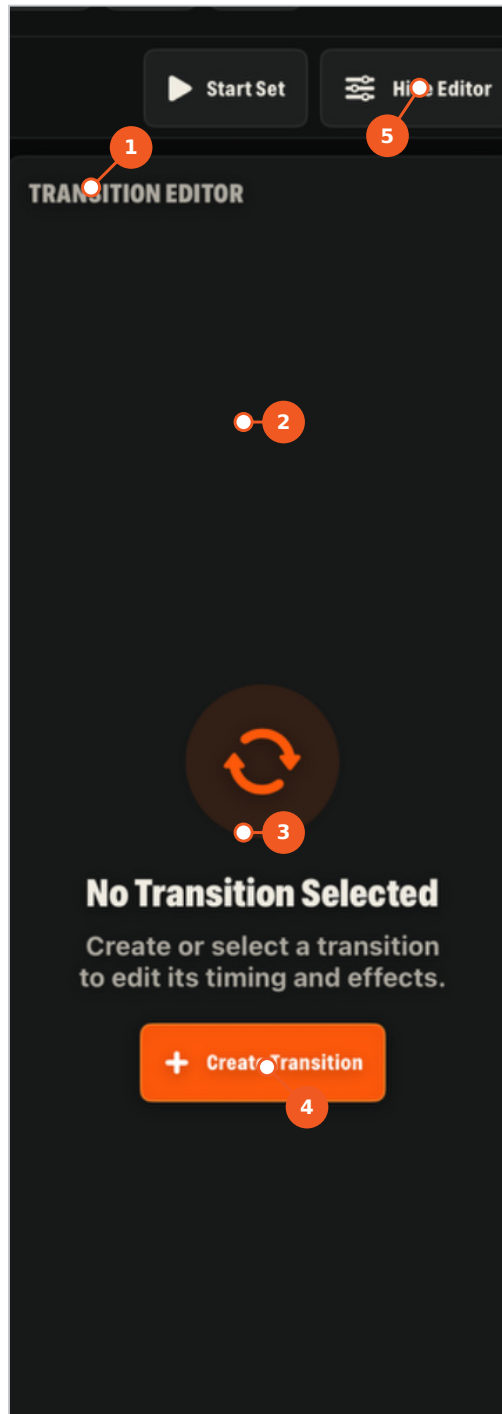
Build the queue from left to right, then reorder it before starting playback.



- 1 + beside a scene: adds that scene to the DJ Queue.
- 2 New: starts a new custom transition.
- 3 Previous: moves to the prior queued item.
- 4 Start Set: starts the automatic set.
- 5 Stop: stops the running set.
- 6 Next: advances to the next queued item.
- 7 Current row: orange marks the active or selected queue item.
- 8 Transition type: CUT here means an immediate change.
- 9 Up/down arrows: reorder the selected queue item.
- 10 Trash: removes the item from the queue.

Transition Editor and running a set

Use a custom transition only when the default CUT is not enough. The editor remains inactive until a transition is created or selected.



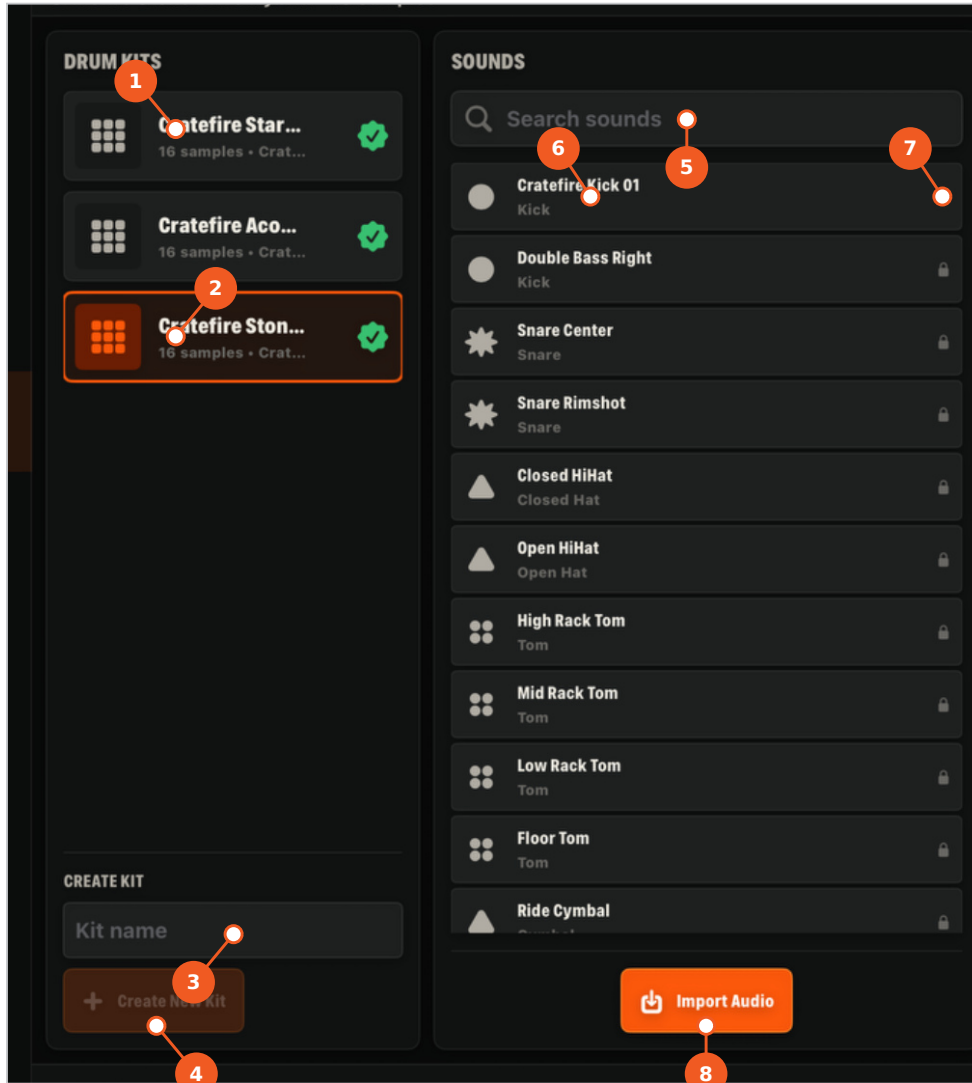
- 1 Transition Editor heading and active selection area.
- 2 Parameter area. Controls appear here after a transition exists.
- 3 Empty-state guidance: select or create a transition to edit it.
- 4 Create Transition: adds a custom transition to the project.
- 5 Hide Editor: collapses the right-side panel.

Run the prepared set

- 1 Confirm the queue order.
- 2 Tap Start Set.
- 3 Use Previous or Next only when you need to override the planned order.
- 4 Tap Stop when the set is finished.

Kits and Sounds browser

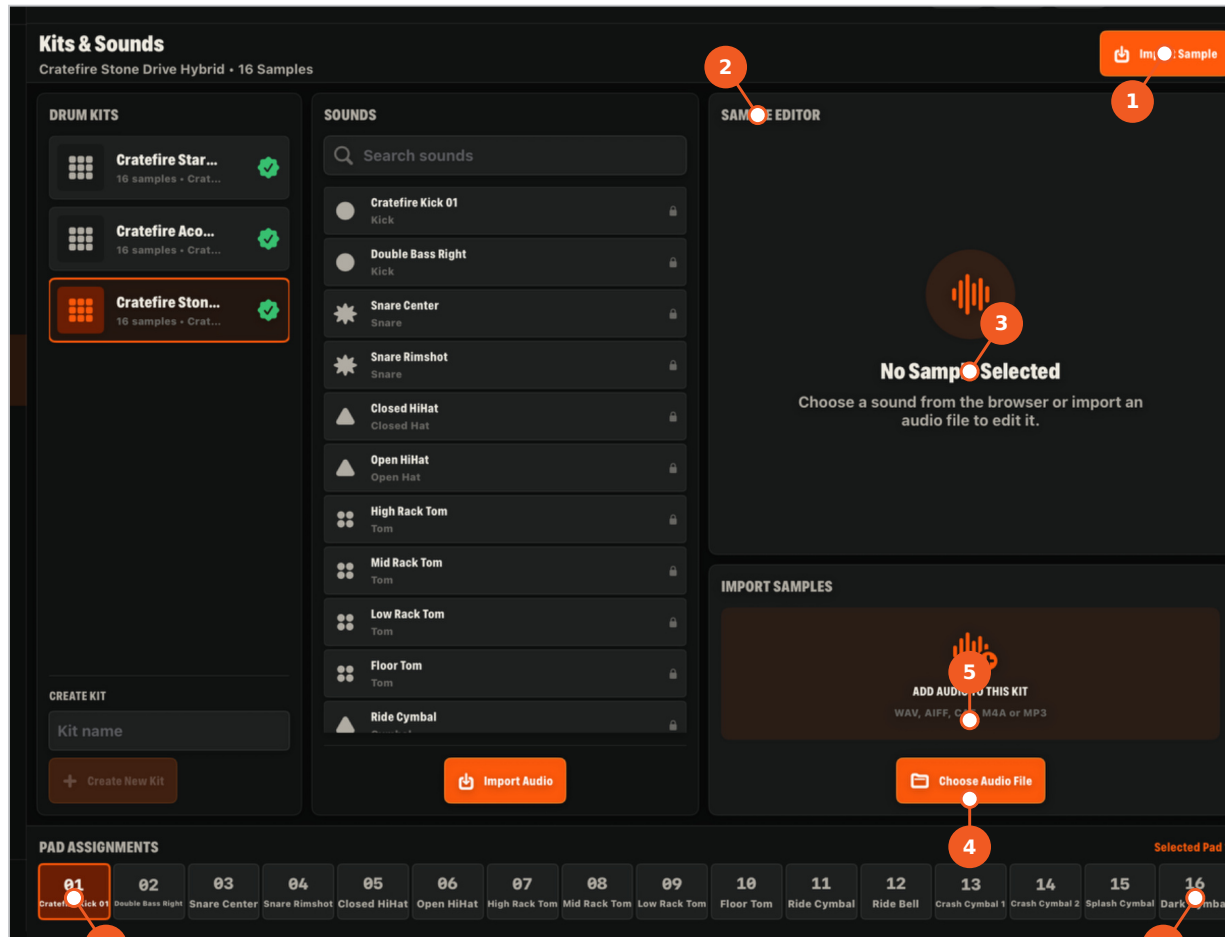
Choose a factory kit, browse its sounds, or create a user kit for imported audio. Lock icons identify protected factory content.



- 1 Factory kit list. Tap a row to select a kit.
- 2 Selected kit. Orange identifies the active kit; the badge confirms factory content.
- 3 Kit Name: enter a name for a new user kit.
- 4 Create New Kit: creates the editable kit after a name is entered.
- 5 Search Sounds: filters the sound list by name.
- 6 Sound row: tap to select a sound for audition/editing or assignment.
- 7 Lock: protected factory sound.
- 8 Import Audio: begins adding a user audio file.

Sample import and pad assignment

Imported samples remain on the iPad. The Sample Editor becomes useful after a sound is selected or imported.



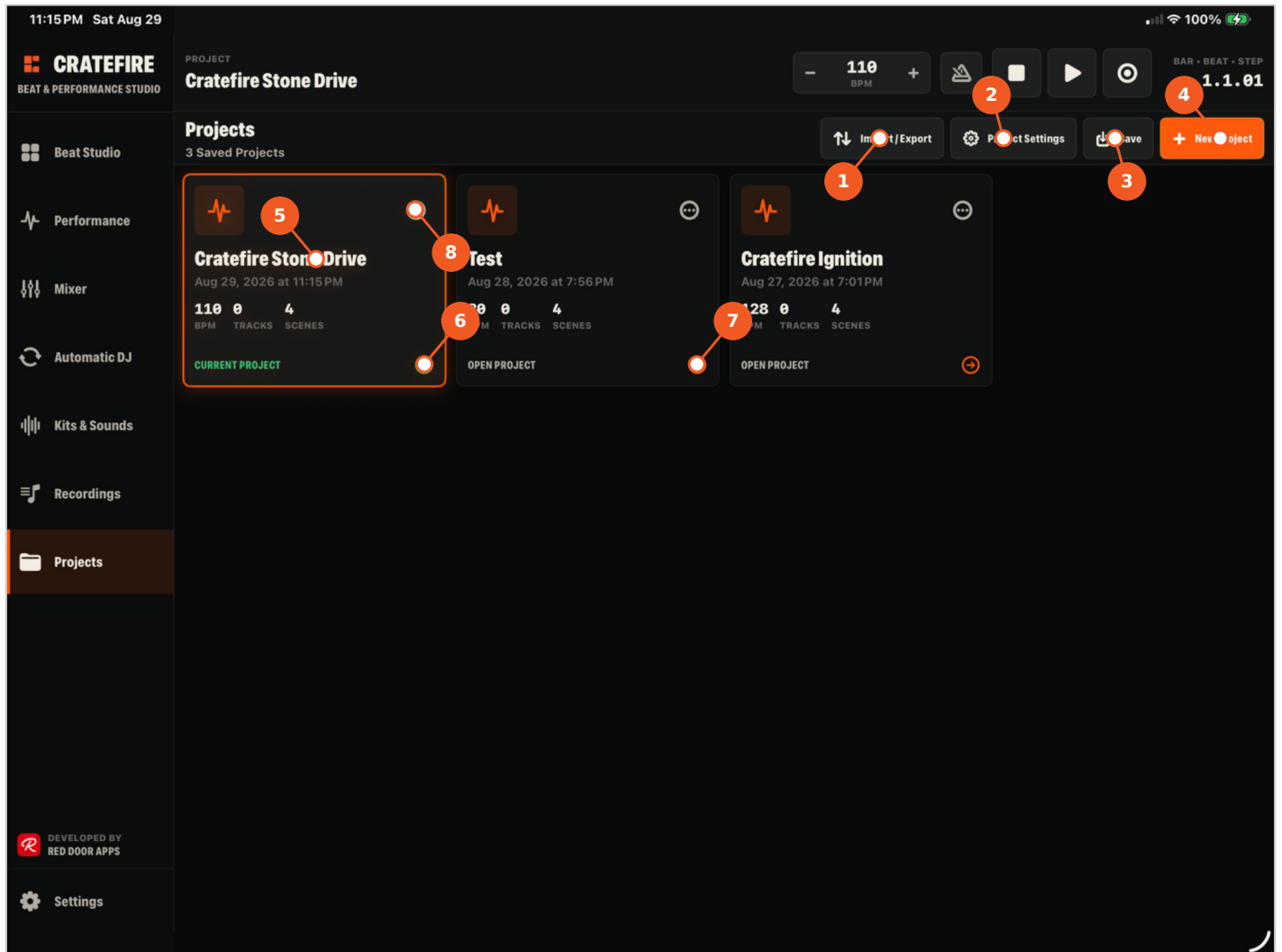
- 1 Import Sample: opens the sample-import workflow.
- 2 Sample Editor heading. The selected sound's waveform and edit controls appear here.
- 3 Empty state. Select or import a sound before editing.
- 4 Choose Audio File: opens the iPad file picker.
- 5 Supported formats: WAV, AIFF, CAF, M4A, and MP3.
- 6 Pad 1 assignment. Each numbered box shows the sound mapped to that pad.
- 7 Pad 16 assignment. The assignment row covers all 16 performance/Beat Studio pads.

IMPORT WORKFLOW

Create or select an editable user kit, tap Import Sample or Import Audio, choose a supported file, select the imported sound, then assign it to the intended pad. Verify the pad name before saving the project.

Projects

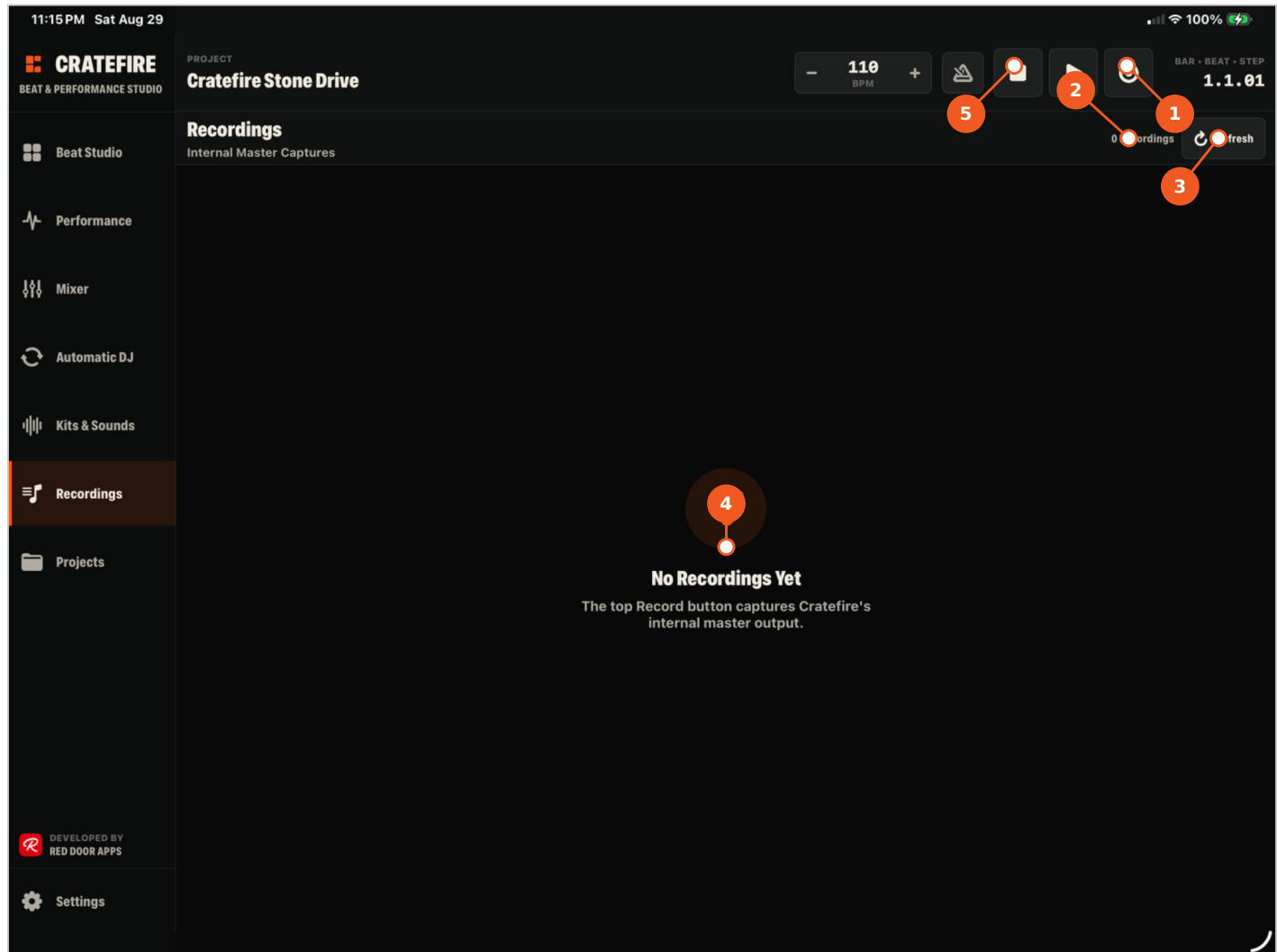
Projects hold the complete working state: tempo, sounds, patterns, scenes, mixer settings, and other project data.



- 1 Import / Export: bring in a project file or create a portable backup.
- 2 Project Settings: edit project-level information and options.
- 3 Save: writes the current project state.
- 4 New Project: starts a new project.
- 5 Project card: shows name, description, BPM, track count, scene count, and last-modified time.
- 6 Current Project: green check confirms the open projects.
- 7 Open Project: loads that project into Cratefire.
- 8 Three-dot menu: opens actions for that specific project card.

Recordings and WAV export

Cratefire provides two different audio outputs: a real-time internal master recording and an offline Beat Studio pattern render.



- 1 Global Record: starts or stops capture of the internal master output.
- 2 Recording count: shows how many captures are currently listed.
- 3 Refresh: reloads the recordings list.
- 4 Empty state: no internal recordings exist yet.
- 5 Play/Stop remain available while you prepare or finish a capture.

Record vs. Render WAV

- Record captures what the master output produces in real time, including live scene changes, pads, mixing, and performance effects.
- Render WAV creates an offline Beat Studio pattern file. Use it when you need a clean pattern export without performing the set live.
- After a master recording, open Recordings and tap Refresh if the new item is not immediately visible.

Saving, exporting, and backups

Saving protects changes inside Cratefire. Exporting creates a separate copy that can be stored or transferred outside the app.

Recommended end-of-session routine

- 1 Stop playback and confirm the correct project name in the top bar.
- 2 Open Projects and tap Save.
- 3 Reopen the project card and verify its modified time has updated.
- 4 Tap Import / Export and export the project when the work would be difficult to recreate.
- 5 Store the exported file in a dependable Files location or another backup destination.
- 6 If you created audio, verify the recording or WAV file plays before deleting any source material.

IMPORTANT DISTINCTION

A saved project inside the app is not the same as an external backup. Device loss, app removal, or storage damage can affect local data. Keep exported copies of important projects.

Before importing a project

- Preserve the existing project if it contains unique work.
- Confirm the imported file came from a trusted source.
- After import, open it and verify sounds, tempo, scenes, and mixer state before continuing.
- If factory or imported audio is missing, return to Kits & Sounds and verify the assignments.

Settings, troubleshooting, and glossary

Settings is available at the bottom of the sidebar. Options can vary by app version and device, so this page focuses on safe checks that apply throughout Cratefire.

TROUBLESHOOTING

No sound

Check Play, active steps, lane/channel Mute and Solo, channel fader, Master fader, and iPad output volume.

A control is gray

Load or select the required content first. Editors remain inactive when no sample, loop, transition, or recording exists.

Imported audio is missing

Return to Kits & Sounds, select the user kit, search the sound list, and confirm the pad assignment.

New recording not listed

Open Recordings and tap Refresh. Confirm that Record was stopped normally before leaving the session.

Automatic DJ will not start

Add at least one scene to the DJ Queue and verify its order before tapping Start Set.

Unexpected mix

Check selected-channel effects, Performance FX bypass, Mute/Solo state, sends, and Master level.

GLOSSARY

BPM	Beats per minute; the project tempo.
Lane	One sequencer row assigned to one sound.
Step	A timed position in the pattern grid.
Scene	A saved musical section used for performance or Automatic DJ.
Send	A level that feeds part of a channel into an effect such as delay or reverb.
Bypass	Temporarily disables an effect without removing its settings.
Master	The final combined audio output.
Render	Creates an audio file without performing the material in real time.

SUPPORT

For current support information, visit <https://www.reddoorapps.com/cratefire/support>. Include the Cratefire version, iPad model, iPadOS version, and the exact steps that reproduce the problem.

Red Door Apps

Cratefire User Manual - Version 1.0

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