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## New to plugins?

No worries! Here's a simple guide to get you up and running with **Little Cubes** plugins as quickly as possible.

## What You Need

Before you dive in, make sure you have:

- **An electric guitar or bass** ...and a trusty instrument cable.
- **A capable computer**
- **An audio interface** (This lets you plug your instrument into your computer) via **USB, Thunderbolt, or PCIe.**

Any Mac or Windows machine that can handle modern audio processing.

Minimum recommended specs:

### macOS®

- Intel Core i3 (i3-4130 / i5-2500 or newer)
- Apple Silicon (M1 or newer)
- 8GB RAM or more
- macOS 13 Ventura or newer

### Windows®

- Intel Core i3 (i3-4130 / i5-2500 or newer)
- AMD Quad-Core (R5 2200G or newer)
- 8GB RAM or more
- Windows 10 or newer

- **Studio monitors or headphones**

Avoid built-in laptop speakers — this plugin and your ears deserve better.

- **Free disk space**

About 300+MB.

## Supported DAWs

Little Cubes plugins work inside most modern Digital Audio Workstations.

We currently support these formats:

- **AU** (macOS)
- **VST3** (macOS & Windows)

If you plan to record or reamp, you'll need to load the plugin inside a DAW.

Here are DAWs we've actively tested:

- **Ableton Live 12**
- **Logic Pro 11**
- **Garage Band 10**
- **Cubase 14**
- **Reaper 7**
- **Studio One 6**
- **FL Studio 21**

If your DAW isn't on the list, it will most likely still work.

## File Locations

By default, Little Cubes plugin files install into the standard system directories. If you changed anything during installation, your paths may differ.

### macOS

- AU: /Library/Audio/Plug-Ins/Components
- VST3: /Library/Audio/Plug-Ins/VST3
- Presets: /Library/Audio/Presets/Little Cubes

### Windows

- VST3: C:\Program Files\Common Files\VST3
- Presets: C:\ProgramData\Little Cubes

## Uninstalling

### macOS

- Delete the plugin files from the folders listed above.

### Windows

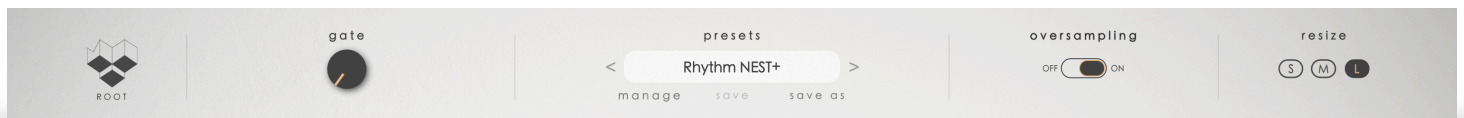
- Uninstall via Control Panel.



## Global Controls

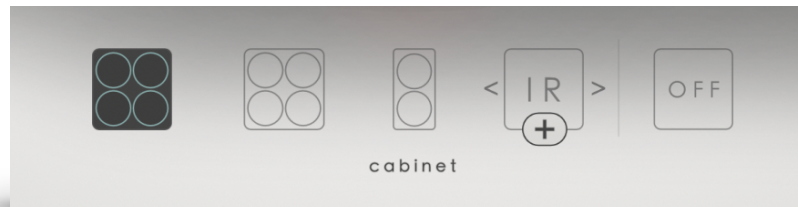


- **I: Input Gain slider** – Raises or lowers the signal level feeding the plugin. The value is shown above the slider.
- **O: Output Gain slider** – Trims the final output level after all processing so you can balance plugin signal with the rest of your mix.

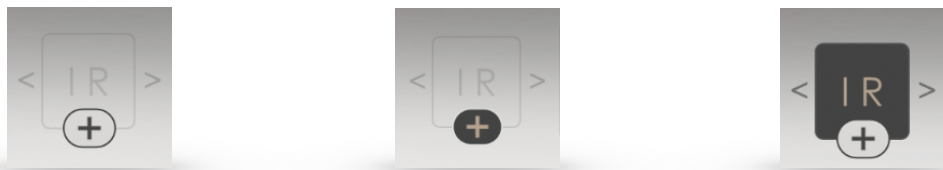


1. **Logo / About:** This button gives you a tad more info about the plugin version and the manufacturer.
2. **Gate:** When raised from minimum, it increases the soft-knee gate threshold from “off” through roughly  $-100$  dB to  $-30$  dB. This reduces hum and overall noise levels while preserving playing dynamics when set conservatively.
3. **Presets:** Opens the preset browser for loading, saving, or managing plugin presets, storing the full state of all controls and IR settings.
  - **manage:** opens the Little Cubes preset folder where you can move, delete and rename presets.
  - **save:** overwrites the currently loaded preset (does not work on factory presets).
  - **save as:** let's you create a new preset file using the current settings.
4. **Oversampling:** Toggles 4× internal oversampling to reduce aliasing during heavy distortion.
5. **Resize:** Switches the plugin's interface between Small, Medium, and Large sizes so you can choose the layout that fits your screen best.

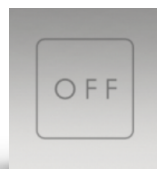
## Cabinet & IR Section



- **Cabinet buttons (Vintage / Green / Cream):** Select one of three different built-in cabinet IRs to fit your guitar tone with the mix.



- **Load IR / + button:** Opens a file chooser to load your own WAV/AIFF IR. Automatically switches the cabinet mode to “Load IR” and shows the tooltip to display the IR name
- **IR navigation arrows:** Step through other IRs in the same folder once an external IR is loaded. Arrows remain disabled until an IR exists. Updating them also keeps the “Load IR” mode active.



- **Cabinet Off button:** Instantly bypasses all convolution so you hear the amplifier without any cabinet simulation.



## Amplifier

- **gain:** Input gain amount
- **contour:** Adjusts the midrange focus of the sound, either scooping the mid frequencies or boosting them
- **presence:** Adjusts the high-end brilliance and upper harmonics
- **master:** Poweramp gain amount
- **sat:** Adds colorful clipping in the early stages of the preamp
- **fat:** Adds a dedicated low frequency boost right before the clipping stages
- **voice:** Switches between two pre-poweramp EQ voicings
- **bypass:** Turns the pedal on or off and lets your dry signal pass through untouched when disabled



## What is MIDI?

**MIDI** (*Musical Instrument Digital Interface*) is a simple way for musical devices, computers, and software to talk to each other. It lets knobs, sliders, pedals, and keyboards control parameters inside the plugin.

**Little Cubes** plugins support MIDI Learn, allowing you to control most knobs and switches directly from your MIDI controller.

## Connecting a MIDI Controller

There are several types of MIDI controllers, and they can connect to your computer in different ways:

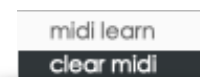
- **USB MIDI:** The most common and easiest option. Just plug the controller into a USB port on your computer—no extra setup required.
- **MIDI DIN:** Traditional round MIDI ports. These usually connect through an audio interface or a dedicated MIDI adapter.
- **Bluetooth MIDI:** Wireless MIDI devices that pair through your computer's Bluetooth settings.

## How MIDI Learn Works

- Right-click exposes the “MIDI learn” button that can be used on any main control—Drive, Tone, Volume, Contour, Gate, Input/Output sliders, bypass, or any of the switches.
- The plugin enters MIDI Learn mode, and you'll see a small “Listening for MIDI...” message.
- Move a knob, slider, or button on your MIDI controller.
- The plugin automatically links the first incoming MIDI CC or note message to the selected parameter.

Once assigned, the MIDI control will continuously update that parameter whenever the mapped CC or note is received during playback or live use.

To change a mapping, simply repeat the process and assign a new control.



# SUPPORT

**Little Cubes** is a small, independent project, built, coded, designed, and maintained by a team of one (plus a few friends helping behind the scenes). Because of that, I try to make everything as stable, simple and intuitive as possible so you spend more time making music and less time troubleshooting.

Before reaching out, please check the documentation and the FAQ section to see if your question has already been answered.

If you still can't find a solution, feel free to contact me directly:

[contact](#)

[FAQ](#)

I'll do my best to help you as quickly as I can.

If your issue turns out to be a missing feature or something that could improve the workflow, I'll make note of it and consider adding it in future updates. Your feedback genuinely helps shape these plugins.

