

# LUCKEEPLUGPERFORM

## User Manual

Version 1.0 / RC1.1

This manual documents the current validated PERFORM workflow. It describes released RC1.1 behavior and avoids planned or experimental features.

### 1. Product Overview

LuckeePlugPERFORM is a playable DJ/live-performance surface rather than a traditional DAW. The interface centers on a turntable/platter, waveform, transport, 16 performance pads, scene/cue controls, effects, stem control, MIDI mapping and set recall.

- Touch turntable and scratch-style gestures
- Four-stem separation: Vocals / Drums / Bass / Other
- 16-pad performance matrix
- Cue points, rolls and loops
- Performance FX and FX Rack
- BPM / beat-grid tools
- MIDI Learn with mapping save/load
- Set save/load and scene/cue-bank workflow
- Local processing and user-selected file access

## 2. Interface Map



### Top Utility Bar

SKIN FILE / SKIN OFF, GLOBAL KEYS, MAX READ, FX RACK, MOTOR SEARCH, MIDI LEARN, RESET 0, MIDI SAVE, MIDI LOAD and NEW SET.

### Deck / Turntable

Platter interaction, brake control and turntable feedback.

### Live / Waveform

Deck state, BPM, waveform position and loop/cue markers.

## Transport / Set Row

LOAD SONG, STEM SPLIT, PAUSE, STOP, trigger bank, MODE: DECK, QUANT, SAVE SET and LOAD SET.

## Performance Pads

Sixteen pads for FX, stems, rhythmic actions and cues.

## Right Control Strip

NEXT SCENE, STEM MODE, MAIN HOLD, CUE BANK, record status, SHIFT, MODE ROLL, roll division, loop length and CLEAR LOOP.

## Master

Overall output level.

## 3. Loading and Transport

1. Select LOAD SONG and choose an audio file.
2. Wait for the waveform to populate.
3. Use PAUSE and STOP for transport.
4. Use QUANT for timing-sensitive performance actions.

Displayed BPM and beat-grid information provide timing reference for synchronized rolls, loops and related actions.

## 4. Stem Separation and STEM MODE

On the validated iPadOS build, PERFORM uses a bundled native MLX/Metal stem engine to process selected audio locally into four parts: VOCALS, DRUMS, BASS and OTHER.

5. Load a track.
6. Press STEM SPLIT.
7. Allow processing to complete.
8. Confirm stems are ready.
9. Enable STEM MODE.
10. Use the four stem pads to mute/unmute corresponding stems.

Device QA validated 44.1 kHz and 48 kHz stem splits, repeated splits and foreground/background recovery.



## 5. Turntable and Scratch

The platter is touch/drag driven. Movement is translated into playback movement for forward/reverse scratch-style gestures. Use short directional moves for tighter articulation, holds to arrest motion, and larger/faster gestures for stronger movement or backspin behavior.

- Short controlled motions produce tighter scratch phrases.
- Reverse finger direction to reverse playback movement.
- Use BRAKE for brake-style transitions.
- Scratch feel varies with gesture speed, source material and device/audio conditions.

## 6. Performance Pads

| PADS  | RC1 EXAMPLES                                | ROLE                         |
|-------|---------------------------------------------|------------------------------|
| 1-4   | Filter/Isolator, Reverb, Vinyl Brake, Delay | Primary live FX              |
| 5-8   | Vocals, Drums, Bass, Other                  | Stem row in STEM MODE        |
| 9-12  | Chorus Swell, Comp Pulse, Roll, Loop        | Rhythmic/performance actions |
| 13-16 | Cue Point 1-4                               | Hot cue recall               |

## 7. FX Rack

FX RACK opens the deeper effect-bus view. The current interface exposes multiple FX buses with up to two insert positions per bus, bypass controls, scan/manual load, auto-pick tools, fill controls and manufacturer exclusion.

- SCAN / MANUAL LOAD discovers or manually selects Audio Unit effects.
- AUTO-PICK populates suitable insert choices automatically.
- EXCLUDE MAKERS prevents selected manufacturers from Auto-Pick.
- Bypass controls disable buses/inserts as provided.
- Third-party plug-ins may require their own licenses; PERFORM does not bypass licensing.

## 8. Cue, Roll and Loop

- CUE POINT 1-4 recalls stored cue locations.
- CUE BANK selects the active cue bank.
- MODE ROLL enables roll behavior.
- ROLL division sets rhythmic roll value (for example 1/8).
- LOOP length selects loop size.
- CLEAR LOOP exits/clears the active loop.
- QUANT controls timing quantization.

## 9. Scenes, Holds and Trigger Banks

- NEXT SCENE advances through scene/performance states.
- MAIN HOLD changes hold/latch behavior for applicable actions.
- TRIG BANK and Trigger pads provide banked triggering.
- ONE SHOT controls one-shot behavior where shown.

## 10. MIDI and External Control

- MIDI LEARN enters mapping mode.
- MIDI SAVE stores the current mapping.
- MIDI LOAD recalls a mapping.
- RESET 0 returns applicable mapped/parameter state to baseline.

Controller capabilities vary by hardware; not every physical control or LED-feedback feature is supported by every device.

## 11. Sets and Recall

- NEW SET starts a fresh performance set.
- SAVE SET stores the current configuration.
- LOAD SET recalls a saved set.

- Confirm third-party FX used by a set are installed and licensed on the performance machine.

## 12. Skin Wrap

SKIN FILE selects a skin image and SKIN OFF disables the overlay. In RC1, skin replacement/refresh remains a known deferred visual issue and is non-blocking.

## 13. Privacy

The current LuckeePlug Family privacy policy covers LuckeePlugPERFORM and other LuckeePlug-branded software. Core PERFORM processing is local and no LuckeePlug account is required.

- In-app PRIVACY control opens the current policy.
- <https://luckeelefty.com/luckeeplug-privacy-policy>
- Support: <https://luckeelefty.com>

## 14. Troubleshooting

| ISSUE                          | CHECK                                                                                               |
|--------------------------------|-----------------------------------------------------------------------------------------------------|
| Track does not load            | Confirm the file is accessible through the system file picker and try another supported audio file. |
| Stem split does not start      | Confirm a track is loaded and wait for any previous split to finish.                                |
| Stem controls seem inactive    | Confirm STEM MODE is enabled and the split reports ready.                                           |
| Scratch response feels unusual | Use shorter controlled gestures; confirm normal playback is stable and device load is reasonable.   |
| Third-party FX unavailable     | Rescan/manual-load the plug-in and confirm its license is active.                                   |
| Skin does not refresh          | Known RC1 visual issue; toggle SKIN OFF or continue without Skin Wrap.                              |
| Privacy page                   | Use the in-app PRIVACY button or open the policy URL directly.                                      |

## 15. Release / Platform Notes

- macOS direct distribution uses the notarized/stapled DMG release.
- iPadOS App Store candidate: version 1.0.0, Build 3.
- The iPadOS release was device-tested with stem split, stem controls, scratch behavior, FX and core performance workflow.

## 16. Quick Reference

Load -> Analyze/confirm BPM -> STEM SPLIT (optional) -> choose DECK/STEM behavior -> set QUANT/ROLL/LOOP -> map MIDI if needed -> SAVE SET -> perform.