QUIVER MANUAL / AUDIO PLUGINS

carve

Learn the pads, samples, grain controls, sequencer and expression settings in carve.

Launch edition

Mac 1.1.3 / Windows 1.1.1



The complete control reference, practical how-tos and troubleshooting.

quiver.fm/manual/carve

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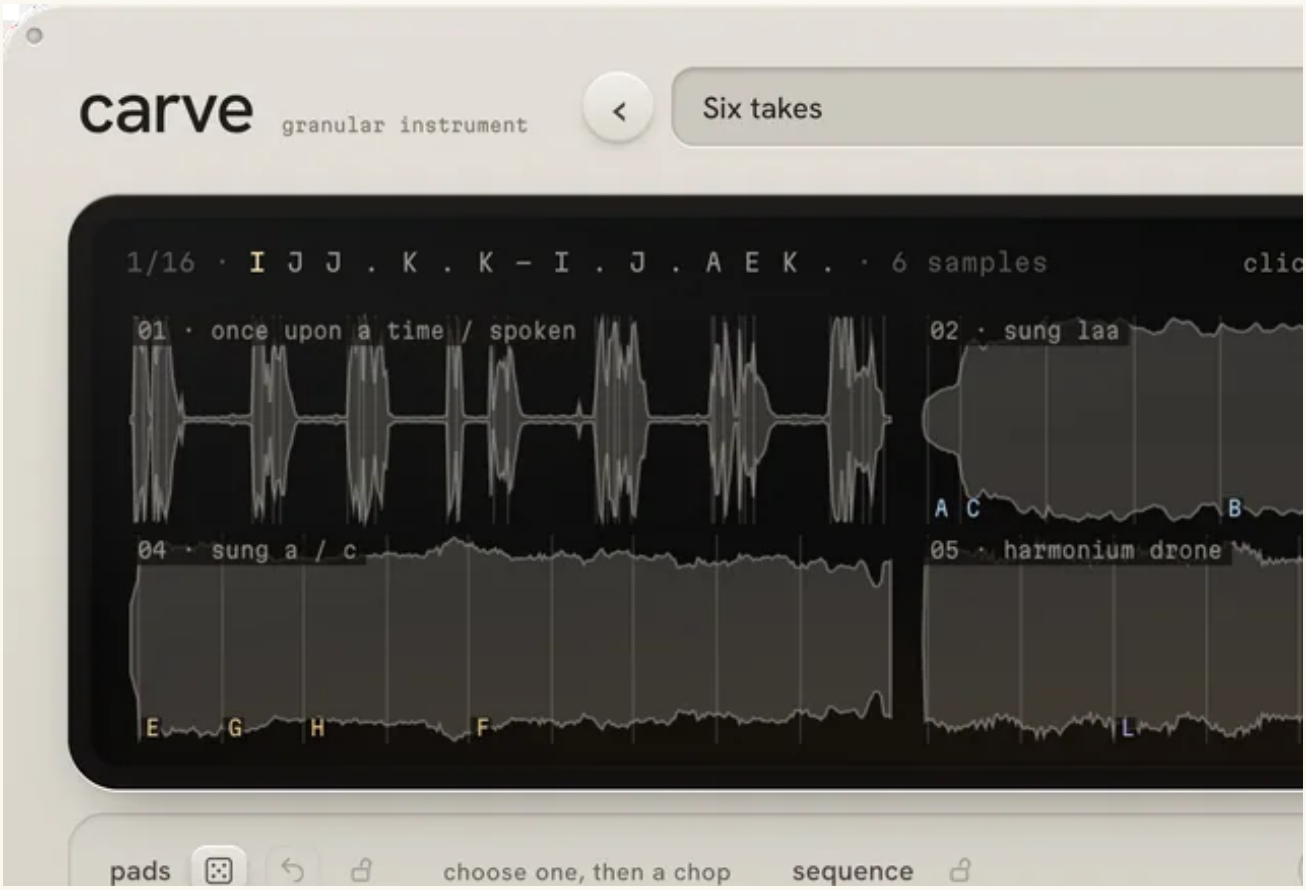
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Explore the interface

These views help you locate controls. The following reference explains their ranges, starting points and dependencies.

Upper left



Plugin interface detail.

Control references

Chop assignment / Pads dice / Keep sounds / Revert / Undo / Keep steps

Upper right



Plugin interface detail.

Control references

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Lower left



Plugin interface detail.

Control references

Pad / all-pad selection / Step assignment / layers / Slice / Bloom / Loop / Size / Density / Spray / Scan

Lower right



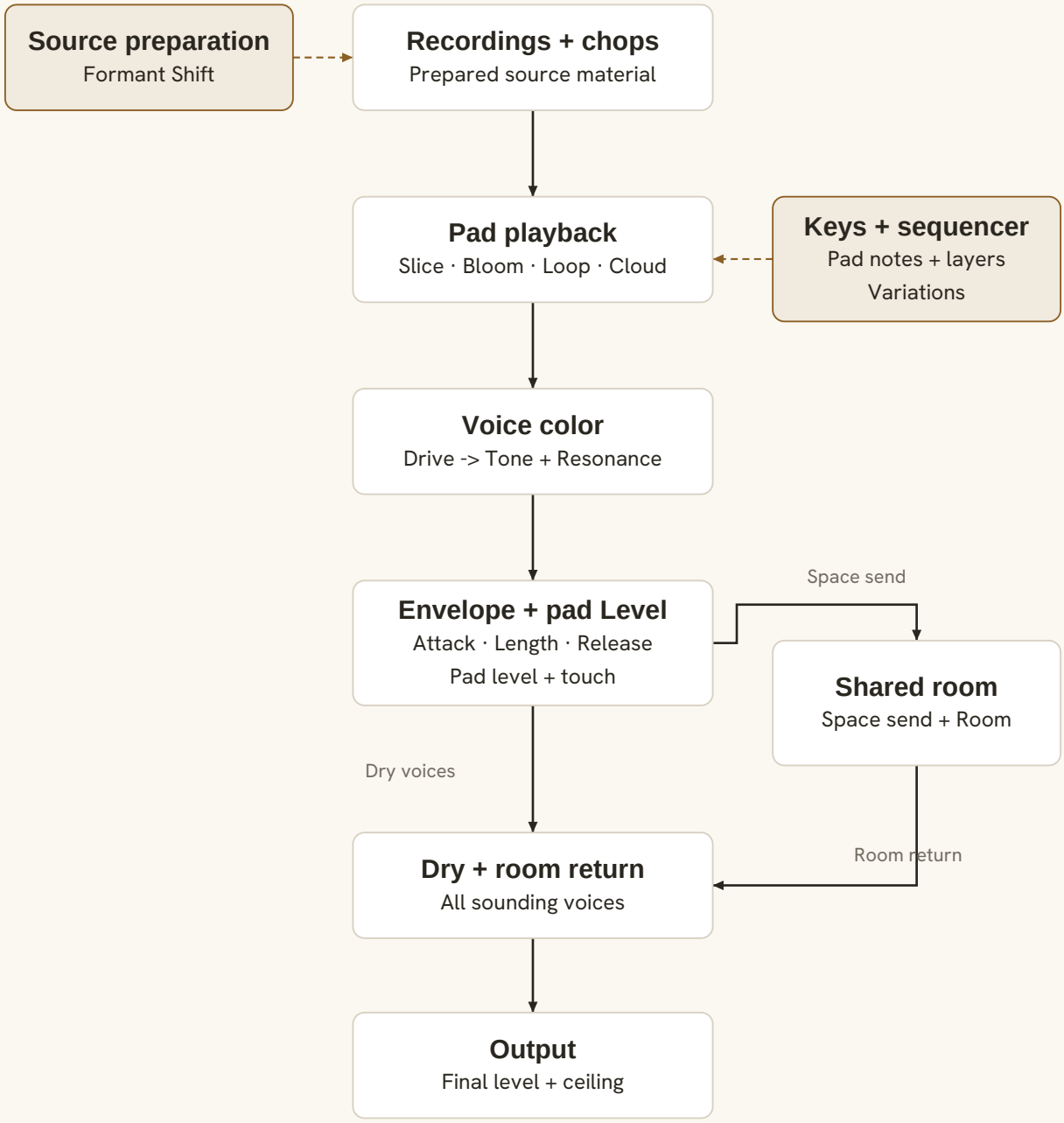
Plugin interface detail.

Control references

Swing / Global Pitch / Variations / Pattern randomize / Revert / Undo / Details / Cloud / Spread / Tone / Resonance / Drive / Space Amount / Room / Formant Shift

How carve turns samples into voices

Prepared recordings feed pad voices; each voice shapes its tone and sends to the room.



Solid lines carry audio. Dashed lines show control or analysis.

Reading the flow

Formant Shift prepares recordings before playback; it is not a final effect after Space.

Drive acts before Tone, the resonant low-pass filter.

Space is a send to the shared room. The room return joins the dry voices before the final Output level and ceiling.

carve is an instrument: recordings and note or sequencer triggers create its sound, rather than an incoming audio track passing through it.

carve is a granular instrument built around sixteen pads. Load up to six recordings, give moments of them to the pads, and play them from a keyboard, the sequencer, or both. Every pad has its own sound and can play as a slice, bloom, loop or cloud.

For downloads, installation and activation, see Getting started.

Quick start

1. Load carve as an **instrument on a MIDI track**.
2. Choose a factory preset from the name at the top. Its recordings come with carve.
3. Play **C1 to D#2** using Live's note names, MIDI notes **36 to 51**, to hear the sixteen pads. You can also click the pads.
4. Press **play** in carve to hear its pattern. To start it from a MIDI clip, hold a note from **C0 to B0**, MIDI notes **24 to 35**.
5. Click a pad to select it, then click a different chop on the waveform to give that sound to the pad.
6. Choose slice, bloom, loop or cloud and adjust the sound controls. Save your result from the preset browser.

The note names above follow Ableton Live, where middle C, MIDI 60, is called C3. Other DAWs can use different octave names for the same MIDI notes.

Interface

The header holds the preset browser and its previous/next arrows, undo, redo, help and the three-dot **more** menu.

The large waveform display shows your recordings and their chops. A pad's letter marks the moment it plays. The sixteen pads are on the left, the sequence and six variation slots on the right. The sound row below contains Grain, Color, Space and Formant, with **details** for pitch and envelope settings.

Clicking a sample's name opens its editor in the display and its controls below. **Done** returns to the pad sound controls.

The footer shows licence status, MIDI activity and the number of active voices and grains. Open **more > settings** for Output and display preferences, and **more > midi and mpe** for keyboard and expression settings.

Selected pad or all pads

Range	One pad or all filled pads
Starting point	Select one pad while learning a sound control.

Click a pad to select and hear it. The sound row then edits that pad. Click it again to return to **all pads**.

With all pads selected, continuous sound controls move the pads together while preserving their different settings. The mode buttons can set all filled pads to the same way of playing. Formant and Room always affect the whole instrument.

Editing controls

Drag a knob up or down, hold Shift for a finer move, or use the arrow keys when it has focus. With one pad selected, double-click resets the control to its reference value. With all pads selected, double-click removes the shared offset and keeps the pads' own settings. A control's tooltip explains its job and range. Some controls offer a value-entry sheet when you click their value.

Controls that cannot affect the selected playback mode are dimmed. For example, a slice plays the recording straight through and does not use grain Size or Density.

Samples and chops

A **sample** is a recording. A **chop** is a moment between the hits or syllables carve finds in that recording. A pad points to one of those chops.

Load recordings

Range	Up to six loaded recordings
Starting point	Load one recording and assign its useful chops before adding more.

Drop files onto the waveform display or use **+ samples**. WAV, AIFF, FLAC and Ogg Vorbis are supported; MP3 availability depends on the system's decoder. You can keep up to six recordings loaded.

When a new sample is added without a specific row requested, carve redistributes the loaded samples across pads. Locked pads are kept; check the assigned pads after loading several recordings.

Dropping a recording directly on a pad requests that pad's row of four instead. Read the message on the display when loading: it tells you which pads were assigned or replaced. Undo restores the previous assignment.

Audition or assign a chop

Starting point	Select a pad, then click a chop to give it that sound.

With no pad selected, click a chop on the waveform to hear it. With a pad selected, the same click assigns that chop to the pad. Repeat this to build your own kit.

numbers shows the chop numbers on the display. Pad colours identify their source recording; letters distinguish the pads using it.

Edit chop boundaries

Range	Inside each recording
Starting point	Trim a syllable around its consonant and sustained vowel.

Click a sample's name to open it. Drag a chop's edges to adjust the piece it contains. Alt-drag sets where the body starts. Scroll to zoom around the pointer and double-click to reset the zoom.

Shorter boundaries can isolate a consonant or drum hit. Longer ones can include a complete word, chord or decay.

Gain and Tune

Range	Gain 0-2× (mute to +6.02 dB); Tune -24 to +24 semitones
Default / reset	Reference: Gain 1× (0 dB); Tune 0 semitones
Starting point	Balance a recording at Gain 0 dB before changing its pad levels.

Gain sets this recording's level for every pad using it. **Tune** transposes this recording for all those pads. Use pad Pitch when you want to change just one pad.

Root and detected note

Range	MIDI note 0-127
Default / reset	Reference: MIDI 60 until recording analysis sets its root
Starting point	Use the detected-note button, then adjust if vocal processing is tracking the wrong note.
Available when	Root affects flattening or formant preparation; it is not a general transpose control.

Root describes the recording's note. The detected-note button restores carve's detected root. Changing Root is not a general transpose control: it affects the vocal processing when pitch flattening or Formant is in use. With both at rest, the interface marks that dependency. Use Tune for a direct pitch change.

Find transients and Divide

Range	Transient detection or equal divisions
Starting point	Use transients for syllables; equal divisions for a regular loop.

find transients detects the recording's hits and syllables again. **divide** cuts it into the selected number of equal parts instead. Use transient detection for unevenly spaced events and equal divisions for an evenly timed recording.

Changing the chops also changes what a pad's chop number refers to. Listen to your pattern afterward and use Undo if the earlier boundaries suited it better.

Plays, Replace and Remove

Range	Enabled or disabled; replace/relink/remove actions
Default / reset	Reference: sample enabled
Starting point	Turn Plays off to compare the pattern without one recording.

plays enables or disables that recording. Pads using a disabled sample remain assigned but do not sound.

replace loads another recording into the slot. If a sample is missing, **relink** locates it in Mac 1.1.3. Windows 1.1.1 does not show that command. **remove** clears the recording and its pads; press it again when asked to confirm.

Capture and Resample output

Starting point	Capture into an empty slot to retain your original recording.

capture records carve's own output into a chosen sample slot. Choose an empty slot to keep your existing recording, or an occupied one to replace it. Press the recording button again to stop.

In a sample's editor, **resample output** records into that slot. You can then chop and play what you just made.

Pads and playback modes

Pads A to D run across the bottom row; M to P are across the top. Their default keys match the sixteen notes starting at C1, MIDI 36. Change the first key in MIDI settings if your controller needs a different range.

Right-click a pad for sample and chop selection, loading a sample into its row, level, its padlock or clearing it.

Slice

Range	Slice, Bloom, Loop or Cloud
Starting point	Use Slice for a clear chop played once.
Available when	Grain Size and Density are unavailable in Slice and Loop.

Plays the chop through like a sampler. Shape it with its boundaries, pitch, reverse and envelope. Grain controls are unavailable because this mode does not turn the sound into grains.

Bloom

Range	Slice, Bloom, Loop or Cloud
Starting point	Use Bloom to keep the real attack before sustaining grains.

Plays the original attack, then grows into grains for as long as the note is held. Use it to keep the start of a pluck or syllable while extending its body.

Loop

Range	Slice, Bloom, Loop or Cloud
Starting point	Use Loop with Sync 1/16 for a rhythmic repetition.
Available when	Grain Size and Density are unavailable in Slice and Loop.

Repeats a window within the chop. Open **details** for Position, Rate and the Sync/Free switch. Slow rates produce separate repetitions; faster rates can turn a vowel into a buzz.

A repeat stays inside its chop. If the window would run beyond the end, carve moves its start earlier rather than reading into the next chop.

Cloud

Range	Slice, Bloom, Loop or Cloud
Starting point	Use Cloud, held Scan and moderate Density for a sustained texture.

Starts with grains immediately, without the original attack. Hold the note for a sustained texture and use Position to choose the area it reads.

Switching modes keeps sound settings for when you return. Some saved settings can therefore become audible only in a mode that uses them.

Grain controls

Size

Range	2-2000 ms
Default / reset	Selected-pad reset: 90 ms
Starting point	Try 40 ms for fine grain detail or 200 ms for smoother fragments.
Available when	Used by Bloom and Cloud; unavailable for Slice and Loop.

Sets how long each grain lasts, from **2 ms to 2 seconds**. Short grains give fine detail and more buzz; longer grains retain longer pieces of the recording. It is used by bloom and cloud. Loop takes its repeat length from Rate, so Size is unavailable there.

Density

Range	1-800 grains per second
Default / reset	Selected-pad reset: 24 grains per second
Starting point	Try 12 grains/s for separate pieces, then 60 grains/s for overlap.
Available when	Used by Bloom and Cloud; Loop uses its own Rate.

Sets how many grains start per second, from **1 to 800**. Low values can reveal individual grains; high values overlap into a sustained sound. Bloom and cloud use it. Loop uses its own Rate instead.

Spray

Range	0-100%
Default / reset	Selected-pad reset: 1.5%
Starting point	Try 10% on a held vocal for movement around its chosen position.
Available when	Unavailable in Slice.

Moves grain reading positions randomly around the chosen position, from **0 to 100%**. At low values the sound stays near one moment. Higher values pull fragments from a wider area. Slice does not use it.

Scan

Range	-4× to +4×; 0× is held
Default / reset	Selected-pad reset: +0.1×
Starting point	Start at held, then try +0.25× for slow travel through a recording.
Available when	Unavailable in Slice.

Moves the reading position through the sample, from **4× backward to 4× forward**. **held** stays in place. Positive values move forward; negative values move backward. Use it to let a cloud travel through a recording. Slice does not use it.

Spread

Range	0-100%
Default / reset	Selected-pad reset: 25%
Starting point	Try 50% on a Cloud pad while listening in stereo.
Available when	Unavailable in Slice; stereo output reveals the width.

Sets how widely grains spread between left and right, from **0 to 100%**. Use a stereo output to hear the full width. Slice does not use it.

Color controls

Tone

Range	30 Hz-22 kHz
Default / reset	Selected-pad reset: 18 kHz
Starting point	Try 4 kHz to darken a vocal pad.

A low-pass filter that controls brightness, from **30 Hz to 22 kHz**. Turn it down to remove high frequencies and darken a pad. With all pads selected, it moves their tones together while keeping their differences.

Resonance

Range	0-95%
Default / reset	Selected-pad reset: 15%
Starting point	Try 30% while moving Tone slowly.

Adds a peak around the filter's cutoff. Raising it emphasizes a narrower part of the sound and makes Tone changes more pronounced. Its range is **0 to 95%**.

Drive

Range	0-100%
Default / reset	Selected-pad reset: 0%
Starting point	Try 15% for a denser pad, then reduce Tone if it becomes too bright.

Adds saturation before the filter, from **0 to 100%**. Raise it for a denser, rougher character, then use Tone to shape the added brightness.

Space and Formant

Space Amount

Range	0-100%
Default / reset	Reset: 20%
Starting point	Try 15% for a short room behind a vocal chop.

Sets how much of a pad is sent into the shared room, from **0 to 100%**. A selected pad has its own send. With all pads selected, you can move their sends together.

Room

Range	0-100%
Default / reset	Reset: 70%
Starting point	Try 35% for a shorter room or 80% for a longer wash.
Available when	Shared by all pads; hear it with at least one pad's Space Amount above 0%.

Sets how long the shared room rings, from **0 to 100%**. It affects every pad, including when a particular pad is selected. Amount decides which pads enter that room and how strongly.

Formant Shift

Range	-12 to +12 semitones
Default / reset	Reset: 0 semitones
Starting point	Try -3 semitones for a darker vocal character.
Available when	Affects all recordings; changed preparations become available to new notes.

Changes vocal character without transposing the notes, from **-12 to +12 semitones**. It always affects all recordings. carve prepares changed recordings in the background; new notes use them when ready. The originals are kept.

At zero there is no formant shift. Use Pitch or Tune when you want to change the notes themselves.

Pad details

Starting point	Select a pad, then open Details to adjust that pad without changing the others.

Choose a pad and press **details**. The waveform and sequencer remain visible. **done** or Escape closes the panel and keeps the pad selected.

Pitch

Range	-24 to +24 semitones
Default / reset	Selected-pad reset: 0 semitones
Starting point	Try +7 semitones on one pad for a fifth above its sample.

Transposes the pad from **-24 to +24 semitones** relative to its sample. Other pads using that recording keep their pitches. The global Pitch control and a sequence step's pitch can transpose it further during playback.

Level

Range	0-100%
Default / reset	Selected-pad reset: 100%
Starting point	Try 70% on a pad that dominates the pattern.

Sets the pad's level from **0 to 100%**. Use it to balance the kit without changing the recording's Gain for every pad.

Reverse

Range	Off or On
Default / reset	Selected-pad reset: Off
Starting point	Reverse one chop and compare its attack.

Plays the chop backward. It changes playback direction rather than moving a chop's boundaries.

Attack

Range	0-20 seconds
Default / reset	Selected-pad reset: 3 ms
Starting point	Try 5 ms for a defined chop or 500 ms for a swell.

Sets the note's fade-in, from **0 to 20 seconds**. Use a short attack for a clear start or a longer one for a swell.

Length

Range	5-100% of a step or tied run
Default / reset	Selected-pad reset: 60%
Starting point	Try 50% for gaps between pattern notes.
Available when	Used by the sequencer; hand-played duration follows the held key.

Sets how much of a sequencer step, or tied run, the note is held, from **5 to 100%**. Shorter values leave a gap before the next step. Release can continue after the held portion ends.

Length applies to pattern notes. When you play by hand, how long you hold the key decides the note's held duration.

Release

Range	1 ms-30 seconds
Default / reset	Selected-pad reset: 300 ms
Starting point	Try 100 ms for a tight chop or 1 second for overlapping pads.

Sets how long the note rings after it is released, from **1 ms to 30 seconds**. Longer releases let pads overlap; shorter releases keep a chopped pattern tighter.

Position

Range	0-100% of the chop
Default / reset	Selected-pad reset: 25%
Starting point	Move toward the sustained vowel after a consonant.
Available when	Used in Bloom, Cloud and Loop; unavailable in Slice.

Available for bloom, cloud and loop. Chooses where within the chop the grains or loop read, from its start to its end. It is especially useful for moving a loop from a consonant to the sustained vowel after it.

Rate and Sync/Free

Range	Sync: 1 bar-1/128; Free: 0.25-160 Hz
Default / reset	Selected-pad reset: Sync, 1/16; stored Free rate 8 Hz
Starting point	Try Sync 1/16 to repeat a syllable in time.
Available when	Available only for Loop.

Available for loop. In **sync**, Rate follows the song tempo, from **one bar to 1/128**, with dotted and triplet choices between. In **free**, it runs from **0.25 to 160 repeats per second**, independently of tempo.

Pad padlock

Range	Open or locked
Default / reset	Reference: open
Starting point	Lock a pad you want to keep while rolling the other pads.

Close a pad's lock to keep that whole pad when using the pads' dice. This is different from **keep sounds**, which keeps sound settings while allowing new chops and modes.

Sequencer

Play and pattern trigger keys

Range	Play toggle; default trigger MIDI 24-35
Default / reset	Reference: stopped
Starting point	Hold MIDI 24 in a clip to run variation 1.

play, or Space while carve has keyboard focus, auditions the pattern. For playback from a MIDI clip, hold any note in the octave below the pads. By default that is **C0 to B0**, MIDI 24 to 35.

Those first six trigger notes, C0 to F0, also select variations 1 to 6. The pattern follows the song's tempo and position while held. You can play pad notes over it.

Division

Range	1/4, 1/8 or 1/16
Default / reset	Reference: 1/16
Starting point	Start at 1/16 for a one-bar sixteen-step pattern.

Choose **1/4**, **1/8** or **1/16** for four, eight or sixteen steps over one four-beat bar. Each division remembers its own pattern, including layers and step pitches.

On its first visit, a division copies the current pattern to fit. Later visits recall your changes. Visit and prepare every division you want before automating switches between them.

Older saved projects can retain earlier pattern lengths and timing until you choose a division.

Assign and layer pads

Range	One main pad and up to two extra layers per step
Starting point	Begin with one pad per step before adding a second layer.

Choose a pad, then click steps to assign it. Repeating the assignment keeps it; use the right-click menu for a rest. With no pad selected, a step click selects the pad it plays.

Cmd-click on Mac, or Ctrl-click on Windows, with a pad selected to layer that pad over a step's existing sound. The step's pitch applies to its layered pads too.

Tie steps

Range	Runs inside one four-beat bar
Default / reset	Reference: untied
Starting point	Tie four sixteenths to hold a Cloud pad for one beat.

Drag across steps to merge them into one sustained run. Its pads start at the beginning and hold across the joined duration. Changes to that run affect the whole group.

Alt-click ties a step to the one before, or splits a tied step. The right-click menu also offers ties, splitting and rests. Runs end at the bar line.

Step pitch

Range	-24 to +24 semitones
Default / reset	Reference: 0 semitones
Starting point	Try +12 semitones on the last step.

Scroll over a step to move it by semitones, up to **two octaves in either direction**. Hold Shift for octave moves. The right-click menu offers common intervals.

Swing

Range	50-75% shown; 50% is straight
Default / reset	Reset: 50%
Starting point	Try 58% at 1/16.
Available when	Available only for sixteenth-note patterns.

Delays every second sixteenth. **50%** is straight and **66.7%** is triplet swing; the range ends at **75%**. Click its value to type a setting or choose one of the feel presets.

Swing affects sixteenth patterns. Quarter- and eighth-note patterns play straight while keeping the stored swing setting for later.

Pitch

Range	-24 to +24 semitones
Default / reset	Reset: 0 semitones
Starting point	Try -12 semitones to move the whole instrument down an octave.

The Pitch knob beside the sequencer transposes every note by **-24 to +24 semitones**, whether played by hand or by the pattern. This is separate from an individual pad's Pitch and each step's pitch.

Follow keys

Range	Off or On
Default / reset	Reference: Off
Starting point	Enable it and hold two pad keys to hear them follow the prepared rhythm.

Makes the pattern keep its rhythm but play the pads you are holding, in turn. A held pad can start the pattern in this mode. Use it to perform new sound choices over a prepared rhythm.

Variations and Chain

Range	Six slots; Chain Off or On
Default / reset	Reference: Chain Off
Starting point	Copy a variation, edit the copy, then turn Chain on.

Six slots hold six versions of the pads and pattern. Click a numbered slot to return to it; edits are remembered automatically. Click **+** to copy the selected variation into an empty slot.

Drag a saved slot onto another to copy it. Copies include pad sounds and all three division banks and become selected. Right-click for copying, replacing or removing a slot.

Samples and the shared room are common to the variations. Changing a sample therefore affects the variations that use it.

Turn on **chain** to play saved variations in slot order, one four-beat bar each, counted from the start of the song. The playing slot lights while the selected slot remains available for editing. With Chain off, the selected variation repeats.

Chain can be automated. The first six pattern trigger keys also let a MIDI clip choose the variation directly.

Randomize and padlocks

carve has two dice with different jobs.

Pattern randomize

Starting point	Lock Division and Swing before rolling different step choices.

randomize below the variations writes a new pattern while keeping the pads. It can change division, swing, pad choices and step pitches.

Close the locks beside **steps**, **division** or **swing** to keep those parts when rolling. A roll changes the saved variation; ordinary playback repeats those saved settings.

Pads' dice

Starting point	Lock the pads you like, then roll the remaining pads.

The dice above the pads deal new chops, playback modes and pad sounds while leaving the sequence in place. With a pad selected, only that pad rolls.

The **keep sounds** padlock beside these dice keeps each pad's sound settings while allowing new chops and ways to play. A pad's own lock keeps the entire pad.

Revert and Undo

Starting point	Undo after a roll to compare with the previous pattern.

The arrow beside either dice steps back through the last three rolls of the variation in use. Header Undo goes further and also covers manual edits, including sample assignments. Redo restores an undone edit.

MIDI, MPE and Touch

Open **more > midi and mpe**.

First pad key

Range	MIDI 12-115
Default / reset	Reference: MIDI 36 (C1 in Live)
Starting point	Keep MIDI 36 for a conventional sixteen-pad drum layout.

Sets the note for pad A. The following fifteen notes play B to P. The octave immediately below remains the pattern trigger range, with its first six notes selecting variations.

Voices

Range	Poly, Mono or Legato
Default / reset	Reference: Poly
Starting point	Try Mono for one pad voice at a time.

poly allows overlapping notes. **mono** plays one at a time. **legato** is the connected, single-note mode for overlapping key presses.

MPE

Range	Off or On
Default / reset	Reference: Off
Starting point	Enable for an MPE controller and enable MPE in the DAW too.

MPE is off initially. Switch it on for a controller that sends separate pressure, slide and bend for each note. carve uses a lower zone: channel 1 is the master, channels 2 to 16 carry individual notes.

With MPE off, ordinary MIDI channels still play. Velocity, the mod wheel and supported channel or polyphonic aftertouch work without an MPE controller.

Bend in pads, Note bend and Master bend

Range	Bend toggle; Note bend 0-96 st; Master bend 0-48 st
Default / reset	Reference: Bend in pads Off; Note bend 48 st; Master bend 2 st
Starting point	Match the bend ranges to your controller before playing.
Available when	Pitch bending requires Bend in pads to be enabled.

bend in pads is off initially. Turn it on if you want pitch bend to transpose the pads.

note bend sets the per-note MPE bend range, initially 48 semitones. **master bend** sets the global pitch-wheel range, initially 2 semitones. Match the ranges to your controller.

Touch sources and depth

Range	Each -100 to +100%
Default / reset	Reference: Press +55%; Slide +15%; Strike +100%; Wheel +50%
Starting point	Start with the Press mapping and reduce its depth if the sound changes too far.

Touch maps four performance sources to the sound. Each has a target and a signed depth:

- **press** is pressure or aftertouch. Initially it controls Rate at +55%.
- **slide** is MPE slide, CC 74. Initially it controls Position at +15%.
- **strike** is note velocity. Initially it controls Level at +100%, so softer notes are quieter.
- **wheel** is the mod wheel, CC 1. Initially it controls Rate at +50%.

Zero depth disables the mapping. Negative depth moves the target in the opposite direction.

Touch targets

Range	Rate, Position, Size, Scan, Tone, Level, Space, Spread
Default / reset	Reference: Press Rate; Slide Position; Strike Level; Wheel Rate
Starting point	Choose Tone for Slide and move your CC74 gesture slowly.
Available when	Choose a destination the current pad mode can use.

Choose **Rate**, **Position**, **Size**, **Scan**, **Tone**, **Level**, **Space** or **Spread** with the target arrows. Rate makes loops repeat faster or makes grain clouds denser. The other targets follow the corresponding sound controls.

Choose a target the pad's playback mode uses. Size cannot change a slice, for example. A normal pattern step plays at full strength without pressure; Follow keys takes velocity from the keys you hold.

Push 3

In Live, right-click carve's device title and enable **MPE Mode**, then switch MPE on inside carve. Use Push's MPE pad-expression mode. Its velocity becomes Strike, pressure becomes Press, and finger position sends Slide and per-note bend.

Poly Aftertouch mode can give each pad pressure but does not send MPE slide. Leave carve's MPE off when using that mode.

Osmose

Choose the **mpe** configuration in Osmose's External MIDI Mode. In Live, enable MPE for the MIDI input and the carve device, then enable it in carve.

The first stage of pressure is Press. Pushing deeper past the key's click sends Slide; sideways movement bends the note when Bend in pads is enabled.

Presets, saving and sharing

Starting point	Save a .qgrain after balancing its pads and recordings.

Click the preset name or choose **more > presets** to browse factory and user sounds. Search matches names, descriptions and tags. The arrows beside the name step through presets.

The factory library has **48 presets in ten groups**. Their recordings are included with carve.

Use **save as** to keep your sound and recordings as a `.qgrain` preset. Your presets can be renamed, saved over or moved to the Trash from the browser. **Import** adds a `.qgrain` from elsewhere; the folder command reveals your preset files.

- Mac: `~/Library/Quiver/carve/Presets`
- Windows: `%APPDATA%\Quiver\carve\Presets`

Your recordings are included in presets and DAW projects. Factory recordings are referenced by name, so install carve's factory content on the receiving computer too.

The orange dot beside the preset name means you changed its sound. Saving the DAW project keeps the edits and the dot; saving a preset makes those edits the new saved sound.

The browser's Return key loads a selected result, or saves/renames when you are editing a name. Escape closes the sheet.

Settings and shortcuts

Range	Output -60 to +12 dB
Default / reset	Reset: Output -9 dB
Starting point	Start at -9 dB and lower it for dense, layered patches.

Under **more > settings**:

- **Output** sets the instrument's final level, from **-60 to +12 dB**.
- **visual detail** chooses calm, balanced or rich display detail.
- **reduced motion** reduces animation.
- **size** chooses a window scale. You can also resize the window from its corner.

These display choices do not change the sound. The engine activity readout helps identify a demanding patch.

With carve's window focused, **a w s e d f t g y h u j k o l p** play pads A to P. Space starts or stops the pattern, and **1 to 6** selects a variation. The computer keys play at a fixed velocity of 0.8 and send no pressure.

Use Cmd+Z and Shift+Cmd+Z on Mac, or Ctrl+Z and Ctrl+Shift+Z on Windows, for Undo and Redo. **more > all notes off** releases stuck notes.

How-tos

Make a vocal chop kit

1. Drop a vocal recording on the waveform display.
2. Select pad A, then click the syllable you want it to play.
3. Choose **slice** and use Details to adjust attack, release and level.
4. Repeat with other pads, using the same recording or another sample.
5. Play the pads from a keyboard or assign them to sequence steps.
6. Lock pads you want to keep before adding more samples or using the pads' dice.

Hold a vowel as a playable texture

1. Assign a sustained vowel to a pad and choose **cloud**.
2. Open Details and move **Position** into the vowel's steady part.
3. Hold the pad's MIDI note while changing Size and Density.
4. Leave Scan at **held** for one fixed moment, or move it gently forward.
5. Add Spread and Space for width and a tail.

Repeat a syllable in time

1. Choose a pad and set its mode to **loop**.
2. In Details, move Position to the syllable.
3. Leave Sync on and choose a Rate such as **1/16**.
4. Hold its note by hand, or tie sequence steps to give it a longer run.
5. Adjust Length and Release to control the gaps around the repetition.

Play a pattern from a Live clip

1. Create a MIDI clip on carve's track.
2. Hold **C0**, MIDI 24, over the part where the pattern should run.
3. Draw pad notes on MIDI 36 to 51 if you want extra hits alongside it.
4. Use C0 to F0 to choose variations 1 to 6, or turn on Chain for an automatic sequence.
5. Enable Follow keys when you want held pads to replace the pattern's pad choices.

Build a phrase without losing the first idea

1. Make a variation you like, then click **+** to copy it.
2. Keep the pads and randomize the pattern, or keep the pattern and roll the pads' dice.
3. Use locks to protect the parts you want unchanged.
4. Turn on Chain to hear the variations in order.
5. Save a preset with the complete set.

Record a result back into carve

1. Play the phrase you want to capture.
2. Click **capture** and choose an empty sample slot.
3. Start the passage, then click the recording button to stop at the end.
4. Open the captured recording, find its transients or divide it evenly, and assign its moments to pads.

For processing a recording continuously on an audio track, rather than triggering its moments as notes, see mangler.

Troubleshooting

No sound

Check the licence pill, that the track receives MIDI, and that the notes reach the pad range. Make sure the pad has a chop and its source sample has **plays** enabled. The sequencer needs carve's Play button or a held pattern-trigger note; starting the DAW alone does not supply a trigger note.

If the trial or offline allowance has ended, open **more > license and updates**. See Getting started for activation and downloads.

Only one pad changed

That pad was selected. Click it again to return to all pads, then use the sound controls.

Size or Density is unavailable

Slice does not use grains. Loop gets its repeat length and spacing from Rate. Choose bloom or cloud to use Size and Density, or use the loop's Rate control in Details.

A sample has no pad

Select a pad and click a chop in that recording. A deliberate row assignment or locked pads can keep existing pad choices in place. The sample editor lists the pads currently using the recording.

A newly loaded sample changed my kit

New recordings can redistribute unlocked pads, or replace the requested row. Undo the load to recover the previous assignment. Lock finished pads before loading more material.

Pressure, Slide or bend does nothing

Check the Touch target and depth, enable MPE in both carve and the host for an MPE controller, and confirm the controller is sending the expected expression. Bend also requires **bend in pads**. On Osmose, Slide needs the deeper press beyond the click.

My keyboard plays the pattern instead of a pad

The octave below First pad key triggers the pattern. Check First pad key in MIDI settings and the actual MIDI note number, since DAWs differ in octave naming.

Notes keep ringing

Check Release and any long tied runs. For stuck notes, use **more > all notes off**. If computer keys trigger two instruments, turn off the DAW's own computer MIDI keyboard while using carve's shortcuts.

A preset is missing a recording

On Mac 1.1.3, open the named missing sample and use **relink**. Windows 1.1.1 does not show that command; contact support if you need help locating a missing recording. For missing factory recordings, reinstall the supplied factory content. Keep the same content installed on another computer when moving a project that uses it.

The interface is missing or looks plain on Windows

Install the Microsoft Edge WebView2 Evergreen Runtime, then reopen the plugin window. For installation and host setup, see Getting started.

If the problem remains, contact support with your operating system, DAW, plugin version and the steps that reproduce it.