

PC GURUVE

User Manual

Version v1.00

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A browser-based groove box you can play and compose entirely from the keyboard

1. Introduction

PC GURUVE is a browser-based groove box (step sequencer) that can be operated entirely from the keyboard. Without touching the mouse, you can build patterns, design sounds, apply effects, and mix — all at a fast, performance-like pace.

- 8 independent tracks. Each track has its own pattern, sound (synth), and effects.
- The screen is made up of 6 pages, F1 through F6, each a different editing view.
- Press Tab (or click the Function tabs at the top) to switch pages.
- Your work is saved and loaded as a "project" file (see F6 SETTINGS).

Screen / page overview

Page	What it's for
F1 PATTERN	Edit the step pattern (rhythm and pitch) of the selected track
F2 SYNTH	Edit the sound (synthesizer) of the selected track
F3 FX	Edit the effects on the selected track, or on the master bus
F4 SESSION	A track-by-clip grid for managing sets of patterns
F5 MIXER	Control volume, pan, mute, and solo for every track and the master
F6 SETTINGS	Buffer size, color skin, project save/load, and more

2. Common operations (all screens)

The top of the screen shows a title bar with the project name, the F1-F6 page tabs, track chips for selecting tracks 1-8 and the master, and the transport (play state and BPM). The shortcuts below work no matter which page you're on.

Key	What it does
Space	Play / stop
Tab / Shift+Tab	Next page / previous page
1-8	Select that track
9	Select the master track
Shift+1-8	Toggle mute on that track
Ctrl+1-8	Toggle solo on that track
Ctrl+S	Save the project (same as SAVE/LOAD PROJECT on F6)
Ctrl+O	Load a project (same as SAVE/LOAD PROJECT on F6)
Ctrl+Z	Undo the last action
Alt+Up / Alt+Down	Change the BPM (tempo)

3. F1 PATTERN (pattern editing)

Edit the rhythm pattern and pitch of the selected track. Four settings sit at the top of the screen, the step grid is in the middle, and the note quantizer, pattern generator, gate time, and portamento controls sit below it.

Top settings

- **BARS:** Number of bars in the pattern (1-4). Going from 1 to 2 copies bar 1 into bar 2, 2 to 3 copies bar 1 into bar 3, and 3 to 4 copies bar 2 into bar 4. Reducing the bar count resets the bars that become hidden.
- **PATTERN LENGTH:** Number of steps per bar (up to 16).
- **OCTAVE:** Octave shift for the whole track (shared with the OCTAVE control on F2 SYNTH).
- **TRANPOSE:** Transposition in semitones. The NOTE QUANTIZER below follows TRANPOSE as it changes.

Grid (step input)

Each cell cycles through "OFF → ON → TIE → OFF" every time you toggle it. ON starts a new note; TIE holds the previous note instead of retriggering it (ties never cross a bar boundary). For the pitch on top of the grid, use Shift+Up/Down to change it by semitone, or Ctrl+Up/Down to change it by octave.

NOTE QUANTIZER

When PATTERN GEN is set to RANDOM, this sets the scale used to generate the pattern. Toggle each note on/off with the A, S, D, F, G, H, J keys (white keys) and W, E, T, Y, U keys (black keys) — or move across the keyboard display with the arrow keys and toggle with Shift+Up/Down.

PATTERN GEN (pattern generator)

Switch modes with Shift+Up/Down, then press Enter to generate. There are 6 modes in total.

Key	What it does
RANDOM	Generates randomly from the scale set in the NOTE QUANTIZER
FOUR ON FLOOR	Four-on-the-floor (one hit per beat = every 4th step)
OFFBEAT	Hits land on the off-beat of each beat
EVERY 3RD	A hit every 3 steps
ALL STEPS	Turns every step on
CLEAR	Clears every step

In every mode except RANDOM, the generated steps all use a fixed pitch (following the current TRANPOSE/OCTAVE).

GATE TIME / PORTAMENTO

- **GATE TIME:** How long each step's note sounds, as a fraction of the step. Shorter values feel staccato; longer values let the note ring into the next step.
- **PORTAMENTO:** Glide time between notes. Set to OFF, or to the number of seconds the glide should take.

Key operations

Key	What it does
Up/Down/Left/Right	Move the cursor (BARS⇌ LENGTH⇌ OCTAVE⇌ TRANPOSE / PITCH⇌ grid⇌ QUANTIZER⇌ PATTERN GEN⇌ GATE⇌ PORTAMENTO; on the grid, Up/Down also moves between bars)
Shift+Up/Down	Change the value (on BARS this adds/removes a bar; on PATTERN GEN this switches modes)
Shift+Left/Right	On the PITCH/grid rows, rotates the whole grid

	left/right (all bars together, never crossing a bar boundary)
Enter	Run PATTERN GEN (works from anywhere on this screen)
F2	Go to F2 SYNTH (sound editing)

4. F2 SYNTH (sound editing)

Edit the sound source (synthesizer) of the selected track. Choose the synth type, octave, and preset at the top of the screen, edit that synth's own parameters in the middle, and control mute/pan/volume in the channel strip on the right.

SYNTH TYPE (sound engine)

Shift+Up/Down switches the track's sound engine. Four engines are currently implemented.

Key	What it does
VA	Virtual analog. The classic 2-oscillator-plus-filter analog synth layout.
FM	A stereo pair of 2-operator FM (phase modulation) voices. Good for metallic and bell-like sounds.
DRUM	A percussion/drum engine. Build the fundamental tone (WAVE) and noise layer separately.
STAB	Plays a chord from a single note. Good for techno stabs and pads.

OCTAVE / PRESET

- **OCTAVE:** Shared with the OCTAVE control on F1 PATTERN — changing it on either screen updates both.
- **PRESET:** Select and manage sound presets here. Shift+Up/Down browses candidates, Enter loads one, S names and saves the current sound, Delete removes the selected preset.

Parameter groups by synth type

Parameters are organized into groups by role. Select one with the cursor keys, change it with Shift+Up/Down.

- **VA:** OSC1 / OSC2 / FILTER / FILTER ENV / AMP ENV / PITCH LFO / FILTER LFO / BASS BOOST
- **FM:** CARRIER / MODULATOR / INDEX ENV / AMP ENV / PITCH LFO / INDEX LFO
- **DRUM:** WAVE / WAVE PITCH ENV / NOISE / NOISE FILTER / SATURATION / CHAOS
- **STAB:** CHORD / OSC / FILTER / FILTER ENV / AMP ENV / WAVE LFO / PITCH LFO / FILTER LFO

ENV (envelope) groups shape how a sound changes over time — attack, decay, sustain, release. LFO (low-frequency oscillator) groups make the sound wobble periodically.

Channel strip

On the right side of the screen: that track's MUTE, PAN, and FADER (volume). Press Tab to switch focus between the parameters and the channel strip. These values are shared with the same track's settings on F5 MIXER.

Key operations

Key	What it does
Up/Down/Left/Right	Select a parameter (from the top row, go to TYPE⇌OCTAVE⇌PRESET; from the right edge/PRESET row, Right moves into the channel strip)
Shift+Up/Down	Change the value (engine type on the TYPE row, octave on the OCTAVE row, browse candidates on the PRESET row)
PRESET row: S	Name and save
Enter	Load the selected preset
Delete	Delete the selected preset
Channel strip: Up/Down	Switch MUTE⇌PAN⇌FADER, Left to go back, Shift+Up/Down to change value (PAN uses

	Shift+Left/Right)
F1	Go to F1 PATTERN (pattern editing)

5. F3 FX (effects)

Edits the selected track's effects, or the master bus effects when the master is selected (press 9). Signal flows from top to bottom in this order.

Track effects (same on every track)

Key	What it does
1 DISTORTION	Distortion. Adjust AMOUNT (amount of drive), MIX, and OUTPUT.
2 CHORUS	Chorus. Adjust RATE (speed), DEPTH, and MIX.
3 DELAY	Echo. Tempo-synced (STEPS) or free-running (TIME); adjust FEEDBACK, MIX, LOW CUT, and PINGPONG (alternating left/right).
4 PHASER	Phaser. Adjust FREQ, RATE, DEPTH, FEEDBACK, and MIX.
5 REVERB SEND	How much signal is sent to the shared reverb on the master bus. The reverb itself lives in the master FX.
6 EQ	3-band EQ (LOW/MID/HIGH, $\pm 12\text{dB}$ each).
7 SIDCHAIN	Temporarily ducks the volume in response to another track's hits ("sidechain ducking"). Adjust SOURCE (which track), AMOUNT, HOLD, and RELEASE.

Master effects (when the master is selected via 9)

Key	What it does
1 COMPRESSOR	Compresses the whole mix. Adjust THRESHOLD and RATIO.
2 BITCRUSH	Reduces bit depth for a lo-fi crunch. Adjust BITS and the CUTOFF (low-pass) right after it.
3 EQ	3-band EQ (LOW/MID/HIGH) on the master.
4 REVERB (RETURN)	The reverb that every track's REVERB SEND feeds into. Adjust SIZE, TONE, and LEVEL.
5 ADD NOISE	Adds a constant layer of white noise. Adjust AMOUNT, HPF, and LPF (useful for texture or a lo-fi vibe).

Key operations

Key	What it does
Up/Down	Move between effect rows
Left/Right	Select a parameter
Shift+Up/Down	Change the value
F1	Go to F1 PATTERN (pattern editing)

6. F4 SESSION (clip management)

A "clip" bundles one track's pattern, sound, and effects together into a single saved unit. F4 shows a grid with clip numbers down the side and tracks across the top (similar to Ableton Live's Session View), letting you switch between several clips per track as you build a song.

Values like a track's steps and synth always refer to whichever clip is currently playing, so anything you edit on F1-F3 is immediately reflected in what you hear.

The master clip lets you switch, copy, or clear every track's clip at once.

Key operations

Key	What it does
Up/Down/Left/Right	Move the cursor (visual selection only — doesn't switch the playing clip yet)
Enter	Make the selected clip the editing/playing clip (instantly if stopped, or at the top of the next bar if playing). Pressing Enter on an empty slot creates a new empty clip that copies the synth and effects from the clip directly above it.
S	Rename the selected clip
C / V	Copy / paste a clip (works across tracks too)
Delete	Clear the selected clip
Space	Play / stop

7. F5 MIXER

An overview of volume (FADER), pan (PAN), mute (MUTE), and solo (SOLO) for all 8 tracks and the master. These values are shared with the channel strip on F2 SYNTH.

Key operations

Key	What it does
Left/Right	Select a track / the master
Up/Down	Switch MUTE⇌ PAN⇌ FADER
Shift+Up/Down	Change the fader value, or toggle mute
Shift+Left/Right	Change the pan value
1-8	Select that track
9	Select the master
Shift+1-8	Toggle mute on that track
Ctrl+1-8	Toggle solo on that track
F1	Go to F1 PATTERN (pattern editing)

8. F6 SETTINGS

App-wide settings, project save/load, and preset save/load all live here.

Settings items

Key	What it does
BUFFER SIZE	SMALL (low latency) / MEDIUM (balanced) / LARGE. If audio starts to break up as the number of tracks or voices grows, switching to MEDIUM or LARGE improves stability (at the cost of more latency). Shift+Up/Down to change.
SKIN	Switch the color skin between DARK (default) and LIGHT. Shift+Up/Down to change.
PROJECT NAME	Rename the project. Press S to open the name field, Enter to confirm, Escape to cancel.
SAVE / LOAD PROJECT	Save the current project (every track's patterns, sounds, and effects) to a file (S), or load one from a file (O).
SAVE / LOAD PRESETS	Save your entire sound preset library to a file (S), or load one from a file (O).
RESET PROJECT	Clears only the current project (patterns) and resets it to its initial state. Press Enter to run it; a confirmation dialog appears first (this cannot be undone). Your preset library and settings are not affected.
VERSION	Shows the app's current version (this manual covers v1.00).

MASTER TUNE, SWING are currently placeholders only — they don't do anything yet.

Key operations

Key	What it does
Up/Down	Move between items
Shift+Up/Down	Change BUFFER SIZE / SKIN
PROJECT NAME row: S	Rename
SAVE/LOAD PROJECT row: S / O	Save to file / load from file
SAVE/LOAD PRESETS row: S / O	Save the library to file / load it from a file
RESET PROJECT row: Enter	Reset the project (with confirmation)

9. Troubleshooting

- **Audio breaks up or gets noisy:** Try switching BUFFER SIZE on F6 SETTINGS to MEDIUM or LARGE. This tends to happen more as the number of tracks or voices grows.
- **I want to save what I've made:** Press S on the SAVE / LOAD PROJECT row of F6 SETTINGS to save to a file (Ctrl+S does the same thing from any screen).
- **I want to keep a sound I like:** Press S on the PRESET row of F2 SYNTH to name and save that sound. If you use it across multiple projects, exporting your whole library with SAVE/LOAD PRESETS on F6 is a safe way to keep it.
- **I made a mistake:** Press Ctrl+Z to undo the last action.

Appendix: global shortcut reference

Key	What it does
Space	Play / stop
Tab / Shift+Tab	Next page / previous page
1-8	Select a track
9	Select the master
Shift+1-8	Toggle mute
Ctrl+1-8	Toggle solo
Ctrl+S	Save the project
Ctrl+O	Load a project
Ctrl+Z	Undo
Alt+Up / Alt+Down	Change the BPM