

TRAPMAN USER MANUAL

v1.1.0 · Released Aug 26, 2026 · Applies to AU & VST3

TrapMan is a drum sampler and sequencer built for trap and hip-hop production. One window holds your sample lanes, a step grid, a linked piano roll, a sample editor, a pattern arranger, kit and pattern presets, and drag-and-drop export into your DAW. This manual covers every feature, top to bottom.

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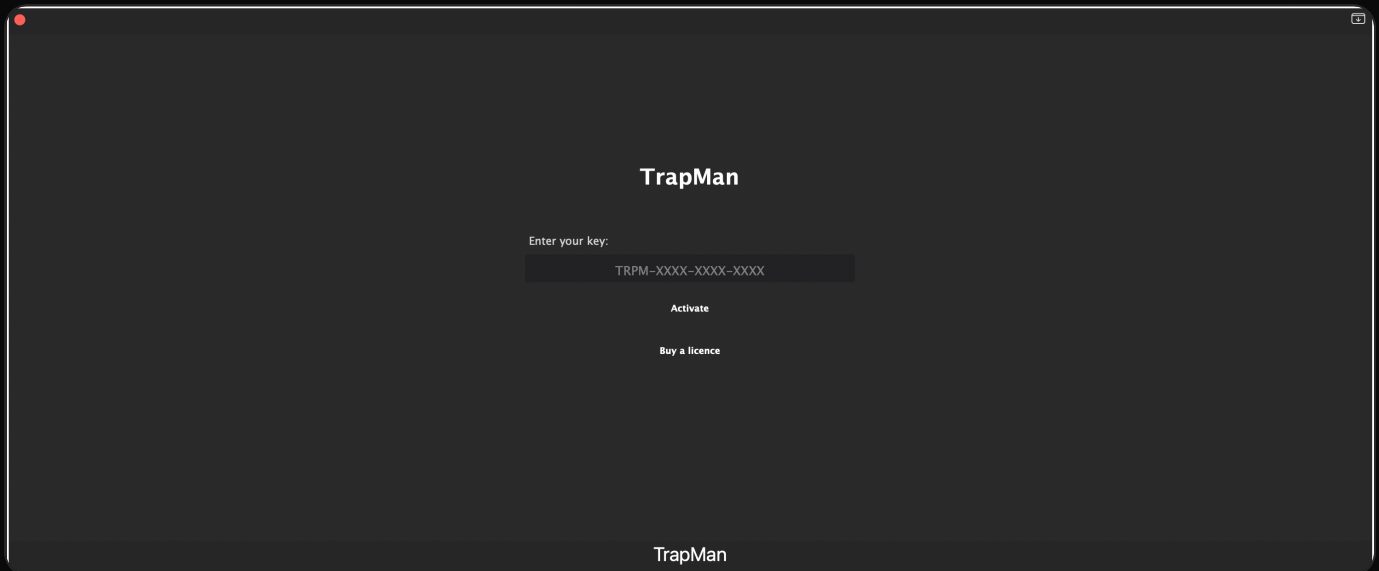
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01 **ACTIVATION & TRIAL**

TrapMan loads as an instrument in your DAW — AU and VST3 on macOS 11+ (Apple Silicon and Intel), VST3 on Windows. Until a licence is active the plugin shows the licence screen and stays silent.

- Enter your key (`TRPM-XXXX-XXXX-XXXX`) and hit **Activate**.
- No key yet? **Get free trial** starts a **7-day trial** — one machine per trial, two machines per paid licence.
- Once activated, TrapMan keeps working offline. Moving to a new computer? Preferences → About → **Revoke licence for this computer**, then activate on the new machine.



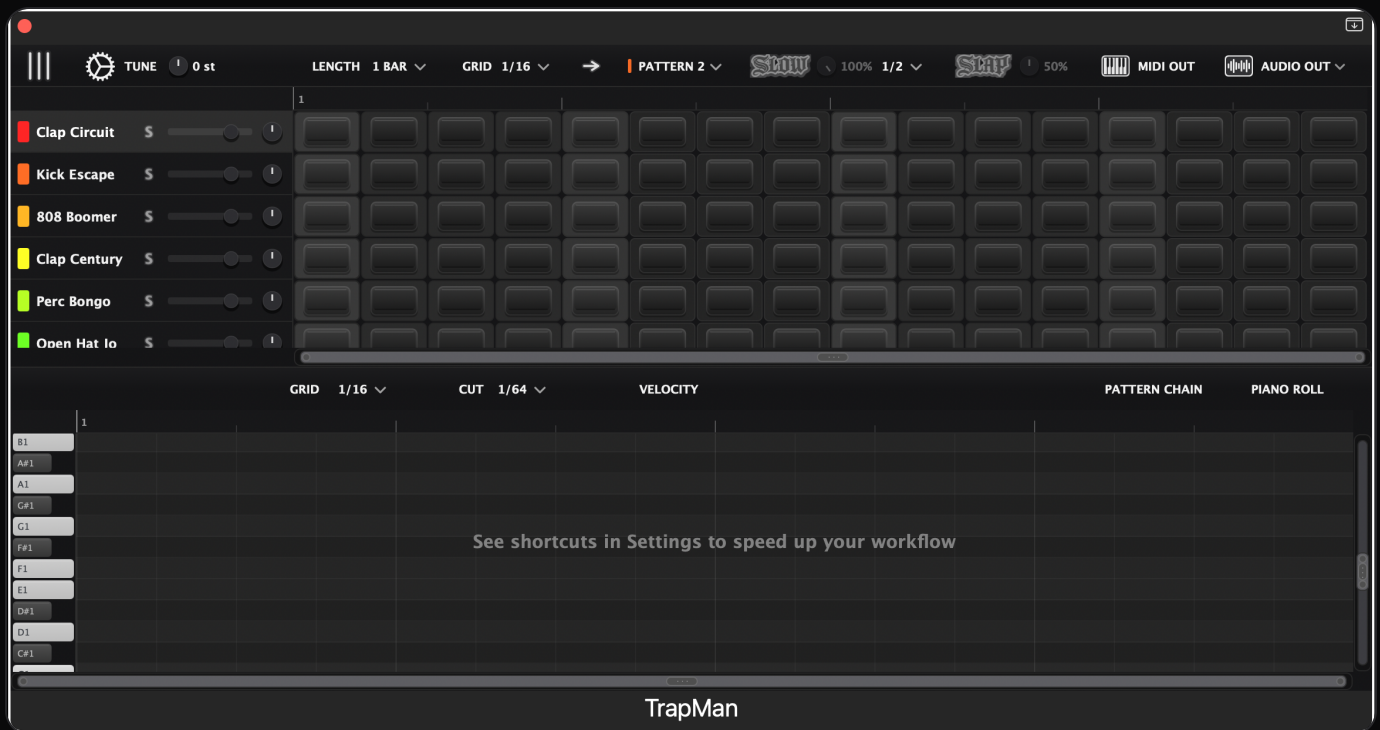
The licence screen — here after a trial has expired.

02 INTERFACE TOUR

The window (resizable, default 1160 × 550) splits into seven zones:

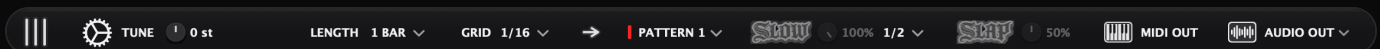
1. **Preset bar** — the KITS and PATTERNS slots and the BROWSE button, above everything else.
2. **Top bar** — library toggle, preferences, Master Tune, pattern length & grid, pattern selector, Slow / Slap, MIDI OUT / AUDIO OUT.
3. **Library** — a slide-in browser on the left.
4. **Lane panel** — one row per sample: name, color, mute/solo, volume, pan, meter.
5. **Pattern grid** — the step sequencer, aligned with the lanes.
6. **Bottom panel** — the **Piano Roll** or the **Pattern Chain** (tabs on the right; clicking the active tab collapses the panel).
7. **Zoom bars** — drag the ends to zoom, the middle to scroll.

Every divider between zones is draggable. Almost everything is undoable with **⌘Z** / **⌘↑Z**, and the spacebar always drives your DAW's transport, never the plugin.



The seven zones of the TrapMan window.

03 THE TOP BAR



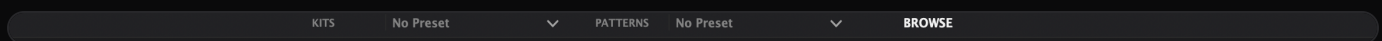
Left to right: Library · preferences · TUNE · LENGTH · GRID · follow · pattern · Slow · Slap · exports.

CONTROL	WHAT IT DOES
Library	Opens / closes the sample browser.
⚙️	Opens Preferences (themes, UI zoom, MIDI octave, shortcut guide, licence).
TUNE	Master Tune, -12...+12 semitones — retunes the whole kit to your song key.
LENGTH	Pattern length: 1, 2, 4, 8 or 16 bars.
GRID	Step resolution, 1/4 → 1/128 with triplets.
→	Follow mode — auto-scrolls the grid and piano roll with the playhead.
Pattern	Current pattern. Click for the pattern list, right-click for quick actions, drag it into the Pattern Chain.
Slow / Slap	The two bus effects — see section 12 .
MIDI / AUDIO OUT	Drag straight into your DAW to export — see section 15 .

Knob gestures everywhere: drag vertically to set, -drag for fine control, right-click / -click / double-click to reset. **Ctrl** + scroll steps through the GRID and CUT menus without opening them.

04 PRESETS: KITS & PATTERNS

A bar above the top bar holds two independent preset slots: **KITS** on the left, **PATTERNS** on the right. Recall a kit and every pattern stays exactly as you wrote it; recall a pattern and it lands on the kit you are already using. That independence is the point: run one beat through five kits, or five beats through one kit, without rebuilding anything.



KITS left, PATTERNS right — BROWSE opens both libraries.

What each kind stores

- **Kit presets** carry every lane: the samples themselves — embedded, so a kit survives its source files being moved or renamed and travels to another machine intact —

plus each lane's editor settings, color, volume, pan and output.

- **Pattern presets** carry all 24 pattern slots, the Pattern Chain and the master FX. Slow is per pattern, so its rate and mix travel with it: a recalled beat comes back at the depth you saved it, never switched on at the wrong setting.
- Recalling patterns written for a bigger kit **grows the lane count** instead of dropping notes — the extra lanes arrive empty, waiting for samples.
- One  undoes a whole recall.

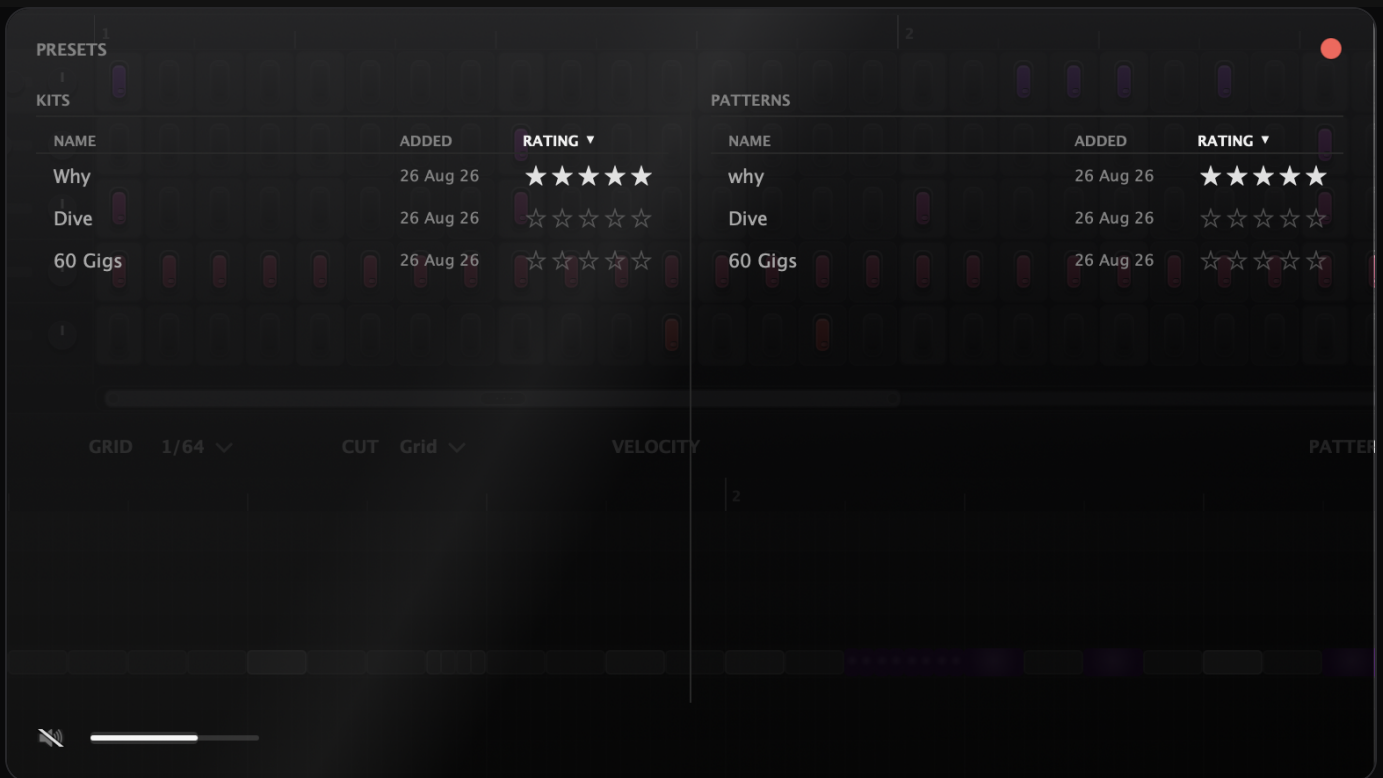
Click a slot for its menu: your saved presets at the top, then **Save Kit...** or **Save Patterns...**, Delete and Reveal in Finder. Presets are plain files in

`~/Documents/TrapMan/Kits` and `~/Documents/TrapMan/Patterns`, so they are yours to back up, rename or send to someone.

The browser

BROWSE opens both libraries side by side, kits left and patterns right. Each column lists **Name**, **Added** and a five-star **Rating** — click a header to sort by it, click a star to rate. Ratings live in your settings, not inside the preset files, so rating a kit never rewrites it.

Selecting a preset **auditions the combination that recalling it would give you**, not the preset in isolation: highlight a kit and you hear your current beat through that kit; highlight a pattern and you hear that beat on your current kit. The speaker at the bottom left mutes the audition and the slider beside it sets the audition level. Right-click a preset to duplicate or delete it.



Both libraries at once – headers sort, stars rate, selection auditions.

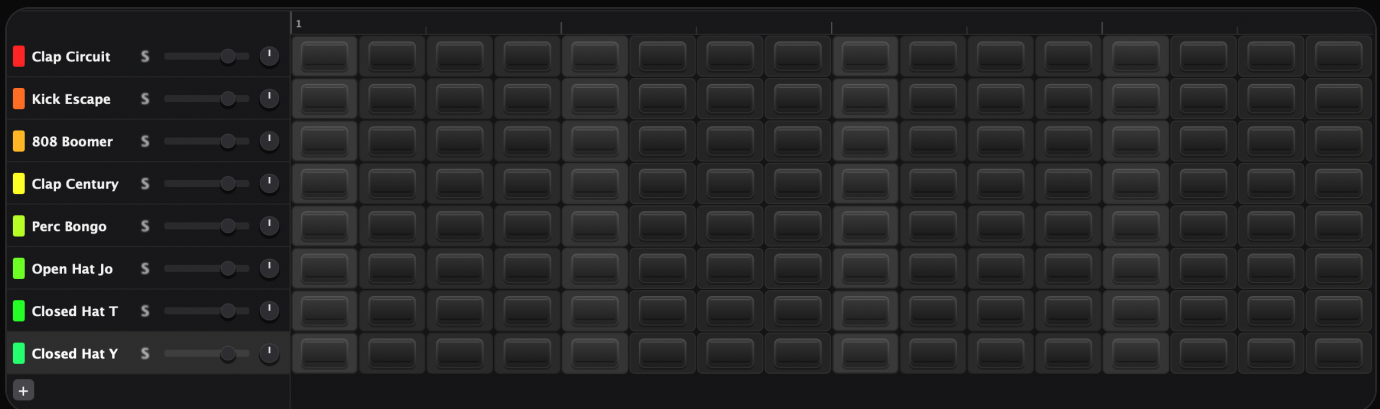
05 LANES

Each lane holds one sample (WAV, AIF/AIFF, MP3, FLAC) — up to **16 lanes** per project.

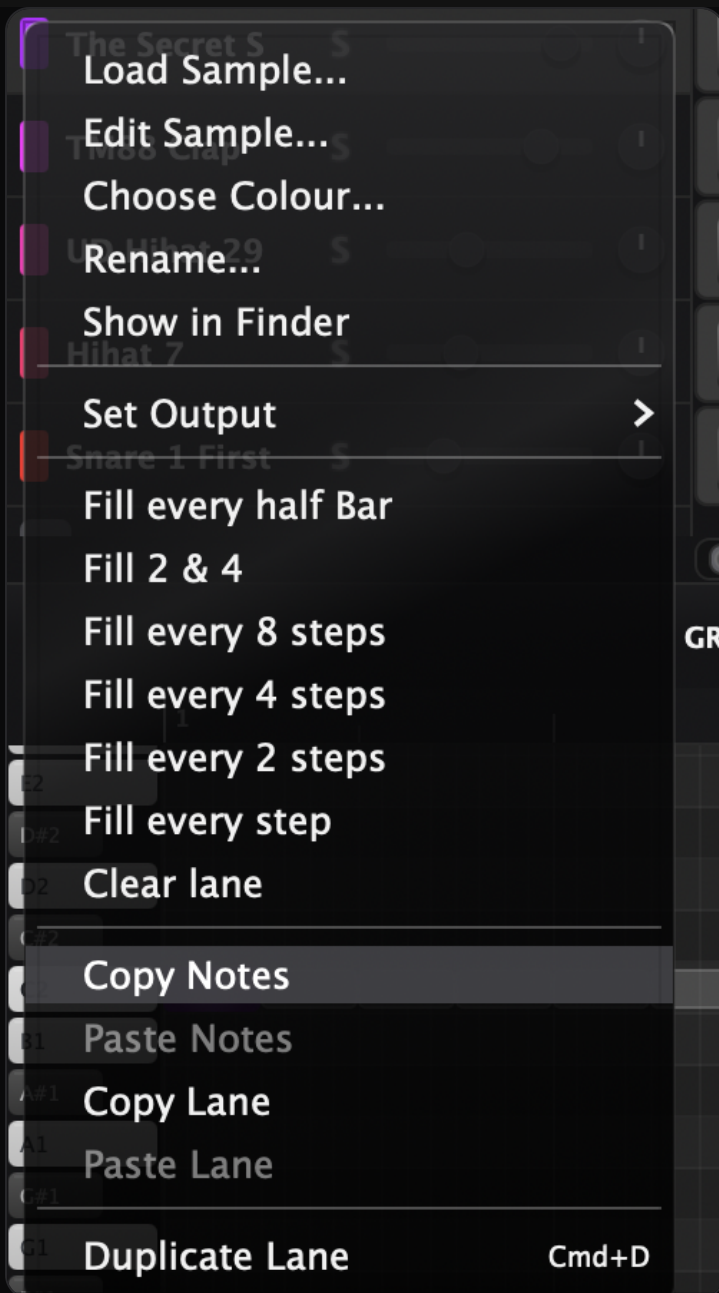
- **Color chip** = mute toggle. **S** = solo. Click the **name** to preview the sample.
- **Volume fader** ($-\infty$ to +6 dB) with built-in meter and a clip light — click the light to clear it. **Pan knob** with a center detent.  -click either to reset; with several lanes selected, both move as a group.
- **Reorder** by dragging a row; hold  to duplicate instead ( works too — the copy carries the sample, settings and notes in every pattern).
- **Load samples** by dropping files on a lane (replaces its sample) or below the lanes (creates new ones), by double-clicking in the Library, or via right-click → *Load Sample....*
- **Fills** — numpad  –  on the selected lane write instant patterns: every step, every 2/4/8 steps, a 2-8-4 backbeat, or every half bar.
- **Copy & paste** — right-click a lane for *Copy Notes / Paste Notes* (just the notes in the current pattern) or *Copy Lane / Paste Lane* (sample, settings and notes in one

go). Both work between lanes and between TrapMan instances, so a lane can move to another project.

- **Drag a sample out** — grab a lane by its **name** and drag it into your DAW or the Finder to drop the audio file itself. A click still previews; the drag only starts once you move.
- **Fixed lane names** — Preferences → Lanes labels the 16 slots once (808, Kick, Clap...) for a kit that is always in the same order. Tick *Use these names instead of the lane's own* to switch it on. It is a display override, so switching it off brings each project's real names straight back.
- A **red name** means the file went missing — click it to relocate, or right-click → *Locate All Missing* to fix every lane from one folder scan. Saved projects embed a copy of each sample, so recent projects keep playing regardless.



The lane panel with a loaded kit.



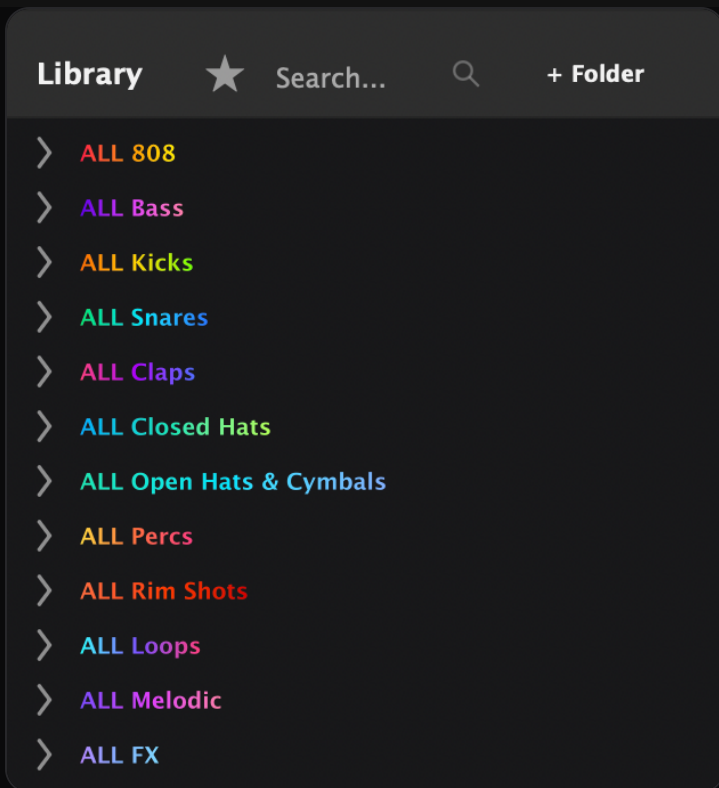
The lane menu: fills at the top, copy and paste at the bottom.

06 LIBRARY & SMART FOLDERS

Add your sample folders with **+ Folder** (or drop them straight into the drawer). One click previews a sound — the preview runs through the active Slow/Slap chain, so you hear it in context. Double-click loads it into the selected lane.

- **Search** filters as you type across every folder.
- **Favorites** (right-click) plus a star filter in the header.
- **Colors** tag folders and files for quick scanning.
- **Return** acts on the selection: it opens a folder, or loads the highlighted sample onto the selected lane — digging without leaving the keyboard.
- Folders list **alphabetically**, and the speaker in the footer mutes previewing when you want to audition nothing.

Smart Folders classify your whole library automatically — filename analysis first, then a neural network on the audio itself — into 12 categories: 808s, Bass, Kicks, Snares, Claps, Closed Hats, Open Hats & Cymbals, Percs, Rim Shots, Loops, Melodic, FX. Opening one lists its sounds in random order — built for digging. Each smart folder keeps **one** shuffle for the life of the instance, so collapsing and reopening it does not reshuffle the sounds out from under you. Re-run the analysis anytime with Preferences → Library → **Rescan Library**.



Smart Folders sit above your own folders.

07 **SAMPLE EDITOR**

Right-click a lane → *Edit Sample...* The waveform shows the sound exactly as it will play; drag the triangular handles for fade-in/out, pinch to zoom, click to preview, or drop a new file on it to swap the sample.

CONTROL	RANGE	NOTES
Start / End	trim range	Turn Start below zero for up to 200 ms of pre-roll silence — sits an 808 behind the beat. The knob is skewed so zero still points straight up.
Pitch	±24 st	Snap to semitones; hold Ctrl for cents.
Attack / Decay / Sustain / Release	0–500 / 0–1000 ms / 0–100 % / 0–1000 ms	Active when Envelope is on.
Low Cut / High Cut	20 Hz – 20 kHz	Per-lane filters; at the extremes they’re off.
Glide	0–1000 ms	Requires Mono — used by 808 slides.

Toggles: **Mono** (a new hit cuts the previous one — default, the classic 808 / hat behavior), **One-Shot** (sample rings out regardless of note length; turn off to gate it to the note), **Envelope**, **Normalize**, and **Reverse** — which plays the sample backwards and mirrors the display with it, so the waveform, its trim shading, the fade handles and the zoom bar all match what you now hear. **↵**-click any knob to reset it.

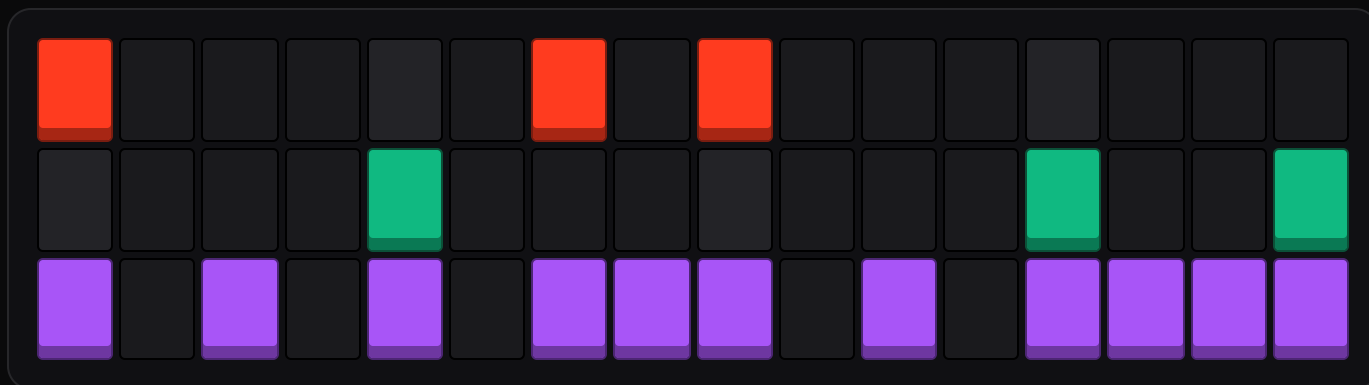


The sample editor overlay.



Reverse sits under Mono – the waveform mirrors with it.

08 PATTERN GRID



Left-click paints steps, right-click erases – velocity shows as a bar inside each step.

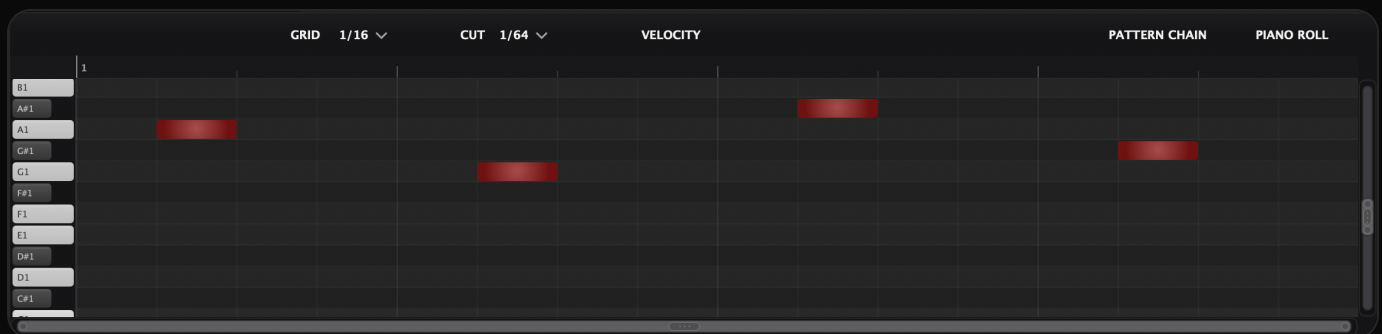
- **Click** an empty cell to add a step; keep dragging to paint. **Right-click** erases the same way — fast passes never skip cells.
- -drag up/down on a step sets its **velocity** (for fine). -click resets it to 100.

- $\uparrow$ -click / $\uparrow$ -drag selects; drag a selected step to move everything; hold ⌘ to drop a copy. ⌘A selects the pattern.
- ⌘C / ⌘V copy & paste — while stopped, click the ruler to place the paste cursor. ⌘R **replicates** the selection right after itself and grows the pattern automatically (1 → 2 → 4 → 8 → 16 bars) when it overflows.
- ⌘U splits every event in the pattern at the current grid.

09 PIANO ROLL

The piano roll edits **the selected lane** melodically; other lanes show as gray ghosts. Notes snap softly — within 8 px of a grid line they lock on, otherwise they land free. Hold ⌘ while dragging for fully free placement, drag a note's edge to resize, and use the left keyboard to audition pitches.

- **Velocity lane** (the VELOCITY button): draw absolute values with no selection, or drag a selection to offset it while keeping its shape. ⌘ -click resets to 100.
- **Hat rolls:** select notes, ⌘U subdivides them at the CUT resolution. ⌘↑U does the same but walks each slice **down a semitone** — an instant descending roll.
- **808 slides:** select a note and press S . A slide note re-attacks the sample but its pitch glides in from the previous note — glide time is the note's own length. Slides need the lane's **Mono** mode (on by default).
- **Transpose / nudge:** $\uparrow$ $\downarrow$ semitone, $\uparrow\uparrow$ $\uparrow\downarrow$ octave, $\leftarrow$ $\rightarrow$ grid step, $\uparrow\leftarrow$ $\uparrow\rightarrow$ a bar.
- The number row sets the piano-roll grid on the fly; ⌘ + scroll zooms vertically, ⌘⌘ + scroll horizontally.



The piano roll edits the selected lane; press S on a note to make it slide.

10 PATTERNS

A project holds up to **24 patterns**, each with its own length, color, name — and its own Slow state. Click the pattern selector for the list: click to switch, drag the grip to reorder, trash to delete, right-click to recolor. Right-click the selector itself for *New*, *Rename* (emoji supported 🔥), *Color* and *Duplicate*. The gray **EMPTY** pattern is a ready-made silence — handy as a breakdown block in the chain.

Scroll over the pattern selector to step through your patterns without opening the list — the quickest way to A/B two versions of a beat while the track plays.

11 PATTERN CHAIN

The chain turns patterns into an arrangement that follows your DAW's timeline. **As soon as it holds one block, the chain drives playback:** bar 1 of the song is bar 1 of the chain, and past its end TrapMan goes silent. Empty chain = the current pattern loops.

- Press **P** to push the current pattern onto the chain, drag the pattern name from the top bar into it, or use the **+** button.
- Click a block's title to swap its pattern; drag to reorder; **⌘**-drag to copy; drag the right edge to resize (**⇧** for quarter-bar precision) — a block longer than its pattern loops it.
- **⌘** + right-click is the **split tool**; double-click names a section (Intro, Hook...).
- Blocks cut sample tails cleanly at their boundaries, so an 808 never bleeds into the next section.



Two blocks on the chain — the **+** button appends the current pattern.

12 SLOW, SLAP & MASTER TUNE

Slow is the chopped-&-screwed switch: tempo-synced half-speed playback, one octave down. It's **per pattern** — flip it on your drop pattern only. The rate menu (1/16 → 4 bars) sets the slice length: short = tight stutter, long = big slowed waves. The % knob blends dry/wet.

Slap glues the bus with one knob: a compressor tuned for drums (its detector ignores everything under 120 Hz, so 808 subs never pump it) into soft saturation and a clipper. Push the % until it knocks.

Master Tune (± 12 st) retunes the entire kit at once. All three — plus each lane's volume, pan, mute and solo — are automatable from the DAW.

13 PLAYBACK & DAW SYNC

- TrapMan follows the host transport — tempo, position, loop. There is no internal play button.
- Hit play on any bar and the pattern starts on its own beat 1; loops wrap sample-accurately, with no flam on the downbeat.
- **Return** restarts the pattern from the top without touching the DAW transport — perfect for re-cueing while you jam.
- On stop, ringing one-shots (808 tails, cymbals) decay naturally.

14 MIDI IN & IMPORT

Play the kit: incoming MIDI triggers lanes chromatically from C1 — lane 1 = C1, lane 2 = C#1, and so on (change the octave in Preferences → MIDI). The incoming note picks the lane; each pad plays its sample as tuned in the editor.

Import: drop a **.mid** file onto a lane row to replace that lane's notes in the current pattern — pitches and velocities preserved, pattern length grows automatically. One **⌘Z** undoes it.

15 EXPORT

Select lanes, then drag a badge from the top bar into your DAW:

- **MIDI OUT** — one `.mid` per selected lane (current pattern, real pitches and velocities, tempo embedded), numbered to keep lane order.
- **AUDIO OUT** — renders the current pattern with Slow, Slap and Master Tune baked in, as **24-bit WAV**. Click the badge to pick *Single File* (everything summed) or *Multiple Files* (one stem per lane).

The audio render stops exactly at the pattern's end — bump LENGTH up one size if your 808 tail needs room. Muted lanes are skipped; use the lane selection (not solo) to choose what gets exported.

16 MULTI-OUT

TrapMan exposes **16 stereo outputs** (`Main` + `Out 1-15`). Enable them in your DAW, then right-click a lane → **Set Output** — or flip **Route All Lanes Incrementally** to spread every lane onto its own output in one click. Lanes aimed at an output the DAW hasn't enabled fall back to Main, so nothing goes missing.

17 KEYBOARD SHORTCUTS

macOS shown; on Windows use `Ctrl` for `⌘` and `Alt` for `⌘`. The full list also lives in Preferences → Guide.

KEYS	ACTION
 Z /  ↑Z	Undo / redo — everywhere
 A ·  C ·  V	Select all · copy · paste
 R	Replicate selection after itself
 U /  ↑U	Cut notes / cut into a descending roll
S	Toggle slide on selected notes
P	Push current pattern onto the chain
Return	Restart the pattern
 D	Duplicate the selected lane
Numpad  – 	Lane fills (steps, 2/4/8, backbeat, half-bar)
 (+ )	Nudge notes by semitone/step (octave/bar)
Number row	Set the piano-roll grid
 +scroll /  +scroll	Zoom vertical / horizontal
Delete	Delete selected notes or steps

18 SPECS

SPEC	VALUE
Lanes	16 (5 on a new instance)
Patterns	24, each 1–16 bars
Chain blocks	64, min ¼ bar each
Grid	1/4 → 1/128, triplets included
Polyphony	64 voices per output
Sample formats	WAV · AIF/AIFF · MP3 · FLAC
Pitch	±24 st per lane · ±12 st master
Outputs	16 stereo (Main + Out 1–15)
Audio export	24-bit WAV, single file or stems
Project files	Samples embedded — sessions stay portable

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