



AURITEQ FLOW

DAW Controller

User Manual

Cubase & Nuendo Edition

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1. Introduction

The Auriteq Flow is an advanced DAW controller for Cubase, Nuendo, Ableton Live, Logic Pro, FL Studio and Pro Tools. It features 10 dynamic LCD buttons, 4 press-sensitive rotary encoders, and an integrated touchscreen, all working together to give you hands-on control of your project.

This manual covers the Cubase integration in detail. Every scene, button, knob and display element is documented here so you can get the most out of your controller from day one. Nuendo is supported in exactly the same way — wherever this manual says Cubase, read Cubase or Nuendo.

Key Features

- Native integration through Cubase's MIDI Remote system — no key simulation, no mouse tricks for the everyday controls

- Transport, track selection, solo, mute and record-arm — the controller follows Cubase's selected track and Cubase follows the controller
- Volume in exact 0.1 dB steps, pan and eight sends of the selected track, with Cubase's own readouts on the knob screens
- Insert any plugin or instrument from Cubase's plugin collection with one press, straight into knob control of its parameters
- Control every parameter of any plugin: names and values come directly from Cubase, pages of four, remap any control to any knob
- Chains with settings: capture a complete insert chain, including every parameter value, and drop it onto any track with one press
- 8-track volume, pan and send mixers with live meters, a timeline scene with markers, track naming and coloring
- Metering suite (VU, LUFS, vectorscope, mono check) through the included Auriteq LUFS Meter plug-in
- Custom shortcut buttons: keyboard shortcuts, native Cubase key commands and your own macros, chainable
- Works on macOS and Windows, with Cubase in any interface language
- USB hub with 2 USB 3.1 ports and 1 USB-C port

2. Getting Started

What's in the Box

- Auriteq Flow controller
- 1.5 m USB-C to USB-A cable

Setup

Download and install the Auriteq app. You can find the Mac and Windows installers here:

<https://auriteq.com/start>

Cubase talks to the controller through a MIDI Remote script that the Auriteq app installs for you, over a virtual MIDI connection. Do this once — Cubase remembers the controller afterwards.

1. Install and open the Auriteq app. The app starts DAW mode automatically; keep it running whenever you use the controller.
2. In Settings → General, select Cubase (or Nuendo) as your DAW.
3. In Settings → General → Connection, click Connect. This installs the Auriteq MIDI Remote script into Cubase's Driver Scripts folder (Documents → Steinberg → Cubase → MIDI Remote → Driver Scripts → Local → Auriteq). The app re-installs the script automatically after every update.
4. Windows only: install loopMIDI (link in the same settings card) and create two ports named exactly Auriteq_ToDAW and Auriteq_FromDAW, then restart the Auriteq app. On a Mac the virtual port is created automatically and this step does not exist.
5. Open Cubase with a project and select a track. Cubase detects the Auriteq surface automatically; the connection is confirmed when the controller shows the selected track's name, volume and pan.

To check the surface in Cubase, open Studio → MIDI Remote Manager — Auriteq appears in the list of MIDI controllers, with the port Auriteq (Mac) or Auriteq_ToDAW / Auriteq_FromDAW (Windows). If it is missing on Windows, add it there: click the + button, choose vendor Auriteq and model Auriteq, and set the input port to Auriteq_ToDAW and the output port to Auriteq_FromDAW.

- Startup order: start the Auriteq app before Cubase, so that the MIDI port exists when Cubase looks for it. If Cubase was already open, quit it and reopen it while the app is running.
- macOS: the app asks for Accessibility permission on first launch. Grant it in System Settings → Privacy & Security → Accessibility — track renaming, track coloring and one-press track creation drive Cubase's own dialogs and silently do nothing without it.
- Cubase versions: the controller runs on Cubase 13.0.51 or newer and Nuendo 14.0.10 or newer. Automatic plugin parameter control and chain capture need that version; inserting plugins, instruments and chains from the controller needs Cubase 15.0.20 or newer (the Cubase release that added the MIDI Remote plugin manager). On older versions transport, mixing, sends, the timeline, track naming and shortcuts still work.
- Cubase can run in any of its interface languages. The controller uses Cubase's internal command names, so nothing depends on the language of the menus.
- Metering: insert the included LUFSMeter plug-in (VST3) on the Stereo Out to enable the VU, LUFS, vectorscope and mono-check features (chapter 16).

Controlling your Mac

The Auriteq Flow also allows you to control your Mac, enabling actions such as launching applications, opening folders, adjusting screen brightness or volume, and triggering custom shortcuts across virtually any app.

At the moment this functionality is not yet built into the Auriteq desktop app; we are actively working on integrating it in a future update. In the meantime you can use a compatible third-party application, available from the same download page. Pressing Mac Mode in the Auriteq app launches it automatically, and switching back to DAW Mode closes it. The app cannot run in DAW Mode and Mac Mode simultaneously. On Windows this switch is not available yet.

3. Hardware Overview

Physical Layout

The controller consists of three main sections:

Top Section: 10 LCD Buttons. Arranged in a 5×2 grid (buttons 1–10), each button has an individual LCD screen that updates dynamically to show its current function, icon or label depending on the active scene.

Middle Section: Touchscreen Display. An 800×480 pixel touchscreen showing encoder parameters, VU meters, track information and navigation controls. Supports left/right swipe gestures for page navigation, as well as touching the individual icons.

Bottom Section: 4 Rotary Encoders. Four endless rotary encoders with push-button functionality. Each encoder has a dedicated LCD display area on the touchscreen showing its current parameter, value and visual arc indicator.

Button Numbering

Looking at the controller from above:

	Col 1	Col 2	Col 3	Col 4	Col 5
Row 1	Button 1	Button 2	Button 3	Button 4	Button 5
Row 2	Button 6	Button 7	Button 8	Button 9	Button 10

Encoder Numbering

From left to right: Encoder 1, Encoder 2, Encoder 3, Encoder 4.

Each encoder supports three interaction types: turn (rotate), press (click) and tap — tapping the encoder's area on the touchscreen is its own control in several scenes. Pressing an encoder cycles its sensitivity mode (see chapter 17) unless a scene assigns the press another function.

Scene Navigation

Swipe left or right anywhere on the touchscreen to move between scenes. In Cubase the scenes form a loop:

- Scene 1: Main Control — transport, track control and plugin control
- Scene 1.1: Plugin Organizer — plugin, instrument and chain folders, track creation, tap tempo
- Scene 1.2: Timeline & Track Meter — playhead, zoom, markers, selected-track meter
- Scene 1.3: Track Mixer — 8-track volume, master metering and master volume
- Scene 1.3 Pan: Pan sub-scene — 8-track pan, vectorscope
- Scene 1.4: Send Mixer & FX Channels — 8-track sends, FX-channel workflow
- Scene 1.5: Track Naming & Coloring
- Scene 1.6: User Shortcuts

Swiping right from Scene 1.6 wraps back around to Scene 1, and swiping left from Scene 1 jumps straight to Scene 1.6. While Scene 1 is controlling a plugin, swiping pages through the plugin's parameters instead of changing scenes — press button 1 to leave plugin control first.

4. Scene 1: Main Control

This is the default scene when the controller powers on. It has two states: Track Mode, where the buttons run transport and track functions and the encoders mix the selected track, and Plugin Control, where the encoders take over a plugin's parameters. Button 1 switches between them through the track's insert list.

Track Mode

Buttons

Button	Function	Description
1	Insert list / Plugin Control	Opens the selected track's insert list; pick a slot to control that plugin or instrument with the knobs (chapter 12)
2	Play	Start playback
3	Stop	Stop playback
4	Record	Toggle recording
5	Plugin Loader	Opens your mapped plugin buttons, 9 per page (chapter 11)

6	Previous Track	Select the previous track in Cubase
7	Solo	Solo the selected track
8	Mute	Mute the selected track
9	Record-arm	Record-enable the selected track
10	Next Track	Select the next track in Cubase

Track selection is Cubase's own: selecting a track with the mouse in Cubase updates the controller, and buttons 6 and 10 move Cubase's selection. Play, record, solo, mute and arm states changed in Cubase are mirrored on the buttons.

Encoders

Encoder	Parameter	Display
1	Pan	Cubase's own pan readout (C, L23, R40) with an arc indicator
2	Volume	Cubase's own dB readout (for example -6.2 dB) with a level meter; moves in exact 0.1 / 0.5 / 1.0 dB steps
3	Send (odd)	Send 1, 3, 5 or 7 of the current send page, with Cubase's dB readout
4	Send (even)	Send 2, 4, 6 or 8 of the current send page

- Send pages: tap the screen above encoder 3 to go to the previous pair of sends, above encoder 4 for the next pair (1–2, 3–4, 5–6, 7–8). A send that is switched off in Cubase shows a greyed-out dial; it can still be adjusted.
- Everything follows Cubase live: fader moves with the mouse, automation and track changes update the dials immediately, and the selected track's name is shown on the volume screen.
- Two Cubase particularities you may notice: Cubase snaps very small fader moves near 0 dB back to exactly 0.00 dB, so the controller steps out of that zone in one slightly larger step; and Cubase's pan snaps to centre, so L1 and R1 cannot be reached — the first step from C lands on L2 or R2.

Plugin Control

Press button 1 to open the insert list: button 1 shows the track's instrument (INSTR when the track is an instrument track), buttons 2–9 show insert slots 1–8 with their plugin names, and a swipe shows slots 9–16. Empty slots are marked (Empty). Press a filled slot and its plugin window opens in Cubase while the encoders take over its parameters; press an empty slot to open the Plugin Loader and fill it; button 10 goes back without changing anything. Plugin control also starts automatically after you insert a plugin (chapter 11).

Buttons

Button	Function	Description
1	Exit	Back to Track Mode; closes the plugin window if "Close plugin window when exiting plugin mode" is enabled in the app
2	Play	Start playback
3	Stop	Stop playback
4	Record	Toggle recording
5	Plugin Loader	Open the mapped plugin buttons
6	Previous Plugin	Control the previous filled insert on the same track — window and knobs follow
7	Learn	Hold for 2 seconds to let the controller detect switches and stepped selectors among the visible parameters (chapter 14)

8	Bypass	Shows the plugin's name; press to bypass or re-enable the plugin (the button darkens while bypassed, and follows bypass changes made in Cubase)
9	Map	Hold for 2 seconds to enter parameter mapping mode (chapter 13)
10	Next Plugin	Control the next filled insert on the same track

Encoders

The four encoders control four parameters at a time, with names and values on the knob screens. Swipe the touchscreen left or right to page through up to 10 pages of parameters. Pressing an encoder flips a parameter the controller knows to be a switch; tapping the screen above encoder 1 bypasses the plugin. Chapter 12 describes parameter control in depth.

5. Scene 1.1: Plugin Organizer

Access this scene by swiping right on the touchscreen from Scene 1 (in Track Mode). The Plugin Organizer is your plugin library sorted into folders, plus one-press track creation and tap tempo.

Main Menu

Button	Function
1	Audio FX folder — audio effects, inserted into the first free insert slot of the selected track
2	Instruments folder — virtual instruments, loaded into the instrument slot of the selected instrument track
3	Chains folder — sequences of several plugins, inserted one after another (no settings)
4	Aux FX folder (Aux / Return in the app) — inserts on the selected FX channel, or on a new FX channel created for you if the selection isn't one
5	Master chains folder — plugins and chains that always go onto the Stereo Out, whatever is selected
6	Add Audio Track
7	Add Instrument Track
8	Add FX Channel Track
9	Chains with settings folder — captured chains with every parameter value (chapter 15)
10	Tap Tempo — each press is one tap of Cubase's Tap Tempo; tap in rhythm and Cubase sets the project tempo from your taps

Buttons 6–8 run Cubase's Add Track command and confirm the Add Track dialog for you with its current defaults (name, count, configuration). Keep the mouse still for a moment while the dialog is being confirmed.

Inside a Folder

When you enter a folder the buttons change to show the individual slots:

- Button 1: BACK — return to the main menu
- Buttons 2–10: plugin / chain slots (9 per page); swipe the touchscreen to move between pages
- Press a slot to insert it — the button shows ADDING.. and the controller then goes straight into plugin control of what it inserted (or stays in the folder if “Stay in the selection view” is chosen in the app)

Folders are filled from the Auriteq app's Plugin Mappings tab by dragging plugins into slots; dropping a plugin onto a filled slot in the Chains and Master chains folders appends it, which is how you build chains. Cubase folder contents are separate from your other DAWs.

- A chain inserts its plugins one after another, about a second apart. In the app you can choose what happens afterwards (control the last plugin, or stay in track mode) and whether each plugin window is closed as it is inserted.
- Master chains are inserted on the Stereo Out but are not taken over by the knobs — Cubase does not expose the master's inserts for parameter control.
- Instruments can only be loaded when an instrument track is selected; on other tracks nothing happens.
- Long-press slot mapping from the controller is not available in Cubase — assign slots in the app.

6. Scene 1.2: Timeline & Track Meter

One more swipe right from the Plugin Organizer opens the timeline scene: a big stereo meter of the selected track on buttons 1 and 6 (top and bottom halves of one tall meter), with transport and navigation around it.

Buttons

Button	Function
1 & 6	Selected-track stereo meter — button 1 is the top half, button 6 the bottom half (no button action)
2	Record-arm the selected track
3	Previous track
4	Record
5	Play
7	Solo
8	Next track
9	Mute
10	Stop

Encoders

Encoder	Function
1	Track height (Zoom In / Out Tracks)
2	Move the project cursor with Cubase's Nudge Cursor command — one nudge per click, using the nudge value set in Cubase's toolbar. The step multiplier is shown under the icon (NUDGE / ×2 / ×4 / ×8); tap the screen over encoder 3 for a finer step, over encoder 4 for a coarser one
3	Timeline zoom (Zoom In / Zoom Out)
4	Previous / next marker (Locate Previous / Next Marker). Press to insert a marker at the cursor

- The nudge distance is whatever Cubase's Nudge setting is (bars, beats, seconds, frames...) — change it in Cubase's toolbar to change the step size of encoder 2.
- Cubase processes fast bursts of nudges on its interface thread; at ×4 and ×8 with very fast turns a nudge can occasionally be merged with the next one.

7. Scene 1.3: Track Mixer (8-Track Volume & Pan)

This mixing scene lets you control and visualize eight consecutive Cubase channels at once. Each encoder screen shows two channels side by side — fader position, live level meters, the channel name and its Cubase color.

Buttons

Button	Function
1, 2, 4, 5	VU meters of the master (from the Auriteq LUFS Meter on the Stereo Out when present, otherwise Cubase's master meter). Press any of them to overlay LUFS values in the RMS/MAX boxes; in LUFS mode they show integrated and short-term loudness, loudness range and dynamics, and button 1 resets the measurement
3	Master meter, top half — hold to raise the Stereo Out fader
6	Shift the mixer 8 channels left — Cubase highlights the channels currently under control
7	Mono check — collapse the master output to mono through the LUFS Meter plug-in
8	Master meter, bottom half — hold to lower the Stereo Out fader
9	Toggle LUFS / VU display mode
10	Shift the mixer 8 channels right

Encoders

Encoder	Tracks	Display
1	Channels 1–2	Dual volume faders with meters, names and colors
2	Channels 3–4	Dual volume faders with meters, names and colors
3	Channels 5–6	Dual volume faders with meters, names and colors
4	Channels 7–8	Dual volume faders with meters, names and colors

Tap an encoder's screen area to select which channel of the pair the knob controls (the other is dimmed); while turning, the name is replaced by Cubase's exact dB value. Pressing the encoder cycles its sensitivity mode.

The eight channels are audio, instrument, MIDI, group and FX channels in MixConsole order; channels hidden in the MixConsole are skipped and the Stereo Out is not part of the bank. Buttons 6 and 10 move the bank in steps of eight, and Cubase's MixConsole shows a white marker on the channels that are under control.

Pan Sub-Scene

Swipe right from the volume mixer to switch to the pan sub-scene: the same two-channels-per-screen layout with pan dials showing Cubase's own pan values. Buttons 3, 6, 7, 8 and 10 work as before.

Button	Function
9	Stereo vectorscope with correlation, width and balance readouts (from the LUFS Meter plug-in)

Pan steps follow Cubase's centre snap: from C the first step lands on L2 or R2, and stepping back from there returns to C.

8. Scene 1.4: Send Mixer & FX Channels

A further swipe right turns the layout into an 8-channel send mixer for Cubase's eight sends, with the FX-channel workflow on the top row of buttons.

Buttons

Button	Function
1	Insert list / plugin control for the selected track — same as button 1 in Scene 1. Leaving plugin control, or cancelling the list, brings you back to this scene
2, 3, 4	The first three slots of the organizer's Aux FX folder: inserts that plugin (or chain) on the selected FX channel, or creates a new FX channel first if the selection isn't one. An empty slot shows AUX SLOT and does nothing
5	Opens the Aux FX folder itself (all its slots); its back button, and plugin control's exit, return to this scene
6	Shift the mixer 8 channels left
7	Select the previous FX channel in Cubase
8	Current send — press to cycle the active send (1 → 2 → ... → 8); the button shows the send's destination when it is known
9	Select the next FX channel
10	Shift the mixer 8 channels right

Encoders

Each encoder shows and controls the send level of two channels, with Cubase's dB readout; tap the screen to switch the knob between them. All eight dials always show the same send — the one on button 8 — across the eight channels, so a whole reverb or headphone send can be balanced in one view. A send that is switched off in Cubase shows a greyed-out dial.

Buttons 7 and 9 make return tweaking quick: jump to your reverb's FX channel, press button 1, and its plugins are right under the knobs. Group channels also count as returns for the aux-insert buttons.

9. Scene 1.5: Track Naming & Coloring

Quickly name and color tracks using preset labels and Cubase's own track colors. Both actions drive Cubase's own rename field and Colorize pop-up for you, so Cubase must be on screen; an accidental change is a normal Undo away.

How It Works

- Button 1: toggle between Name Mode and Color Mode
- Buttons 2–10: preset name / color slots (9 per page)
- Turn encoder 1 to move Cubase's selection through the tracks (the selected track's name shows above it); turn encoder 2 to page through the banks of names (4 banks) or colors (2 banks)

Name Mode

- Press a button to rename the selected track to that preset name — the button flashes APPLIED!

- Long-press an empty slot (RENAME TRACK... appears), then rename the selected track in Cubase yourself: the new name is stored in that slot for future use. Presets can also be edited in the Auriteq app's Track Names tab
- Names are typed into Cubase's rename field, so every character your keyboard can type is allowed

Color Mode

- Buttons 2–10 are the 16 swatches of Cubase's Colorize palette, in two banks
- Press a swatch to recolor the selected track — Cubase's Colorize pop-up opens and closes again by itself
- The swatch positions assume Cubase's default color set (Project → Project Colors Setup); a customised palette will still work, but the colors applied will be the ones at the same positions in your palette

10. Scene 1.6: User Shortcuts

Record and execute custom actions directly from the controller. Map a keyboard shortcut, a native Cubase key command or macro — or a sequence of either — to a button, and trigger it with a single press.

Layout

- Buttons 1–5, 7–9: shortcut slots (8 per page)
- Button 6: previous page
- Button 10: next page
- Encoder 1: navigate pages. Encoders 2–4: Volume and the two sends of the selected track (same as Scene 1)

Recording a Shortcut

1. Click an empty deck button in the Auriteq app's Shortcuts tab.
2. Type the key combination (or sequence) on your keyboard — including any custom shortcut you have defined in Cubase's Key Commands.
3. Name it and save; it appears on the button.
4. Press the button at any time to execute it.

Alternatively drag an entry from the libraries onto a slot. Dropping onto a filled slot offers Replace or Add to chain, which chains several actions into one button (keyboard shortcuts chain with keyboard shortcuts, key commands with key commands).

Key Commands (native Cubase commands and macros)

The Shortcuts tab has a second library in Cubase mode: Cubase's own key commands, executed through the MIDI Remote script. They fire instantly, regardless of which window has the focus, your keyboard layout or Cubase's language — and they include the macros you have created in Cubase, listed under the Macro category.

- The list is read from your own Key Commands file, so it contains exactly the commands and macros of your Cubase version. Cubase writes that file the first time you change a

key command and quit; until then the app shows a built-in list of Cubase's standard commands (69 categories) and your macros are not yet visible.

- Drag a command onto a slot. New commands become active automatically — the MIDI Remote script reloads itself in the background. If a newly added command does not respond, open Studio → MIDI Remote Manager once and click Reload Scripts.
- Up to 120 different commands can be assigned across all your slots; a command used on several buttons counts once.

MIDI Triggers (SoundFlow, Keyboard Maestro and other MIDI-learn tools)

Every shortcut button is also a MIDI trigger. An empty button — one with no recorded keys or command — sends a MIDI note when you press it, on a virtual MIDI port named “Auriteq Triggers” that the Auriteq app creates automatically. Any application that can learn a MIDI message can therefore be taught a controller button directly: SoundFlow macros, Keyboard Maestro, Bome. No key combination is needed, and it works regardless of which application has the focus or which keyboard layout you use.

- Each button has a fixed note: $36 + (\text{page} - 1) \times 8 + (\text{slot} - 1)$, on MIDI channel 16. Empty buttons show their note on the controller (for example “6 / MIDI 57”) and in the app.
- A button with recorded keys or a key command runs those and sends no MIDI. Deleting the shortcut turns the button back into a MIDI trigger.
- To learn a button in the target application, put it in Learn mode and press the button on the controller — or right-click the empty button in the app and choose “Send MIDI note (learn)”.
- Right-click an empty button in the app and choose “Name this trigger...” to give it a label; the button then shows the name instead of the note and keeps working as a MIDI trigger.
- SoundFlow scans MIDI devices when it starts: launch (or restart) SoundFlow after the Auriteq app is running and “Auriteq Triggers” appears in its MIDI device list.

MIDI triggers are available on macOS. On Windows the port is not created and empty buttons simply do nothing until a shortcut or key command is assigned.

11. Inserting Plugins

Press button 5 in Scene 1 to open the Plugin Loader, then press any mapped plugin button: Cubase loads the plugin into the first free insert slot of the selected track, opens its window, and the controller switches straight into plugin control for it. Swipe the touch strip left or right to move between plugin pages; button 1 goes back to Scene 1. Prefer to keep browsing and add several plugins in a row? Set Settings → Workflow → After inserting to “Stay in the selection view” in the Auriteq app.

Insertion is done through Cubase's MIDI Remote plugin manager — nothing is typed or clicked in Cubase's interface, so it works in the background and in any language. The same mechanism serves the Plugin Organizer's folders (chapter 5), the insert list's empty slots and the aux/master buttons.

Requirements

- Cubase 15.0.20 or newer (Nuendo: the release with MIDI Remote API 1.3)
- A track selected in Cubase with a free insert slot (Cubase offers up to 16)
- For instruments: an instrument track selected

If something prevents the insertion (no free slot, an instrument chosen on an audio track, an older Cubase) nothing is changed in your project.

Mapping Plugins to Buttons

1. Open the Auriteq app's Plugin Mappings tab with Cubase running a project — the plugin list is Cubase's own plugin collection, so every plugin Cubase can load is listed under exactly the name Cubase uses (chapter 15).
2. Select the Plugins folder and drag plugins from the list into the button slots; pages of slots correspond to the plugin pages on the controller.
3. Cubase mappings are fully separate from your other DAWs' mappings.

Plugin Windows

Cubase opens a plugin's window whenever the controller inserts or selects it. Two settings in the app's Workflow section tune this: “Close plugin window when exiting plugin mode” closes the window when you press button 1 (and when you move to another plugin with buttons 6 and 10), and “Close each plugin window after insertion” keeps windows from piling up while a chain is inserted.

12. Plugin Parameter Control

Whether you arrive through the insert list (button 1) or right after inserting a plugin, the four encoders take over the plugin's parameters: four at a time with names and values on the knob screens, and the touchscreen swipes through the pages.

How It Works

- Parameter names, values and units come straight from Cubase — every plugin is ready to control the moment it is selected, with no mapping and no pre-made plugin profiles. Cubase's per-channel MIDI parameters (MIDI CC, MPE, pitch bend and the like) are filtered out so only the plugin's real controls appear.
- The first 40 parameters, in the plugin's own order, fill 10 pages of four. Any parameter beyond those — or in a different position — can be placed on a knob with the mapping gesture of chapter 13.
- Every knob turn is relative to the plugin's live value: the controller reads the current value from Cubase and nudges it, so a knob can never make a parameter jump.
- Knob arcs and readouts track the plugin's real values, including edits you make in the plugin window with the mouse and automation during playback.
- Sensitivity modes work as usual: fine, normal and fast move a continuous parameter by 1 %, 5 % and 10 % of its range per click, with velocity scaling on top — and both can be tuned per parameter in the app (chapter 14).
- Instruments are controlled the same way: open the insert list and press button 1 (INSTR) on an instrument track. Plugins inserted on the Stereo Out are the exception — Cubase does not expose them for knob control.

Parameter Types

Continuous knobs simply turn. Switches and stepped selectors (On/Off, filter slopes, ratio selectors) are best handled after a Learn pass: hold button 7 for two seconds and the controller sweeps the four visible parameters once, watching their readouts, then labels each one TOGGLE, STEPPED or CONT. From then on a switch is flipped by pressing its encoder and a stepped selector moves exactly one position per click. The result is remembered per plugin (chapter 14).

13. Mapping Plugin Parameters

Any parameter can be assigned to any knob position — including parameters beyond the first 40. Map directly from the controller, the same gesture as in the other DAWs:

1. While controlling a plugin, hold button 9 for 2 seconds — the button shows SELECT ENCODER.
2. Press the knob you want to assign — the button shows MOVE PARAM and the knob screen shows “?”.
3. Move the parameter in the plugin's window with the mouse — the controller detects the change through Cubase and maps it to that knob, showing MAPPED! as confirmation. You can keep mapping other knobs.
4. Press button 9 to leave mapping mode.

Mappings are saved per plugin and applied automatically every time you control that plugin, on any track and in any project. Cubase and Nuendo keep separate mapping files.

14. Parameter Types & Sensitivity

Learning Switches and Steps (button 7)

Cubase reports a value for every parameter but does not always say whether it is a switch or a selector. The Learn pass fills that gap:

1. Swipe to the page whose parameters you want to classify.
2. Hold button 7 for 2 seconds — it shows SWEEP and the four dials animate while each parameter is swept once through its range and restored to its original value (about 3 seconds per parameter).
3. Each knob screen shows the result for 2 seconds: TOGGLE (a two-state switch — press the encoder to flip it, turning is ignored), STEPPED (a selector that moves one position per click; in fast mode several), or CONT (continuous).

Results are stored per plugin and reloaded whenever that plugin is selected. Run the pass on any page whose switches you use — parameters that have not been learned behave as continuous controls.

Per-Parameter Sensitivity (Sensitivity tab)

With Cubase selected, the app's Sensitivity tab lists every plugin you have opened from the controller with its parameters exactly as they appear on the knob screens, and each of the three sensitivity modes gets its own slider (1 %–200 % of the default). The tab follows the plugin that

is currently on the controller; parameters appear as soon as you have visited their page once. Saved overrides apply on the next knob turn. Learned switches and stepped selectors keep their fixed one-position steps.

15. Organizing Plugins, Chains & Chains with Settings

Your Plugin List

In the Auriteq app's Plugin Mappings tab, the Available plugins list is provided by Cubase itself: the moment Cubase is running with a project that has at least one track, every effect and instrument of Cubase's plugin collection appears under exactly the name Cubase uses, marked Effect or Instrument, with the manufacturer where it can be determined. Instruments are listed once the project contains an instrument track. No scan is needed; the Rescan button asks Cubase to enumerate its collection again after you install new plugins.

Because the names are Cubase's own, whatever you map is guaranteed to load. Cubase or Nuendo variants such as “Compressor (Mono)” are matched to your mapped name automatically.

From the Desktop App

Drag any plugin into a slot after selecting a folder: Plugins (the Plugin Loader of Scene 1), Audio FX, Instruments, Chains, Aux / Return, Master Chain and Chains with settings. In the Chains and Master Chain folders, dropping a plugin onto a filled slot appends it — that is how you build chains of up to 20 plugins in one slot; click the slot to reorder or remove plugins in the chain panel. In the other folders a drop replaces the slot's plugin. Right-click a slot to rename it, give it a color or a custom image, or remove it.

Chains with Settings (ChainKit)

A captured chain re-creates a whole insert chain with every plugin's settings — like saving your favorite vocal chain and dropping it onto any track with one press. Cubase's own FX Chain presets cannot be loaded from outside Cubase's browser, so the controller does it its own way: it reads every parameter value of every insert on the selected track straight from Cubase, stores them with the plugin names, and on recall inserts each plugin again and writes every value back. Plugins with hundreds or thousands of parameters are captured completely.

Capturing:

1. In Cubase, build the chain on a track — plugins and settings — and keep that track selected.
2. In the Auriteq app's Plugin Mappings tab, type a name in the “Chain name...” field next to + Capture chain and click the button (or press Enter). The button shows Capturing... and then Captured; the whole capture takes well under a second.
3. The chain appears in the plugin list with the format ChainKit and its plugin count; drag it into a slot of the Chains with settings folder. Chains with settings can only be placed in that folder.
4. Only the track's insert slots are captured: the instrument of an instrument track, the Stereo Out's inserts and the bypass state of each plugin are not part of the chain.

Recalling: open the organizer's Chains with settings folder (button 9 in Scene 1.1) and tap the chain's slot. The plugins are inserted one by one — each only after Cubase confirms the previous one has loaded — and their settings are written as they arrive; the controller then goes

to plugin control of the last plugin (or stays in track mode, according to the “After chain insertion” setting). The chain is added after any inserts the track already has, so the track needs enough free insert slots; on an empty track it lands in slots 1 to N.

- Chains with settings need Cubase 13.0.51 (Nuendo 14.0.10) to capture and Cubase 15.0.20 to recall, because recall inserts plugins.
- A chain restores what the plugin exposes to Cubase as parameters — for effects that is normally everything. Recall the chain with the same plugin versions you captured it with: a plugin update that reorders its parameters would put values in the wrong places.
- To delete a captured chain, remove its file from the cubase-chains folder inside the Auriteq application data folder (Library → Application Support → Auriteq on macOS, AppData → Roaming → Auriteq on Windows); removing it from a slot only clears the slot.
- Nuendo and Cubase share the same chain files.

16. Metering & Mastering Suite

The Auriteq Flow shows Cubase's own meters — selected track, the eight mixer channels and the Stereo Out — directly, and adds a dedicated mastering meter set powered by the Auriteq LUFS Meter plug-in placed on the Stereo Out.

Available Meters

- Track Meter: real-time stereo level of the selected track, shown across buttons 1 and 6 in Scene 1.2 and on the volume screen in Scene 1, and on every channel of the 8-track mixers — straight from Cubase
- Master Meter: the Stereo Out level on buttons 3 and 8 of the mixer scenes
- VU Meter: ultra-precise VU meters with professional ballistics, on buttons 1, 2, 4 and 5 of the mixer scenes (from the plug-in; without it, Cubase's master meter drives the needles)
- LUFS Display: press the LUFS button (9) in the mixer scene to view integrated loudness, short-term loudness, loudness range and dynamics (ITU-R BS.1770)
- Mono Check: button 7 in the mixer scene collapses the master output to mono for compatibility checking
- Vectorscope: a stereo vectorscope with correlation, width and balance readouts on button 9 of the Pan sub-scene

The plug-in is called LUFSMeter and is installed by the Auriteq installer as VST3 (and Audio Unit on macOS; on Windows the installer also offers to place it in Common Files → VST3). Insert it as the last insert on the Stereo Out — Cubase does not let the controller add it for you — and leave it there in your template. Without it, LUFS values, the mono check and the vectorscope stay inactive; everything else works.

17. Encoder Sensitivity & Velocity

The Auriteq Flow provides three sensitivity modes that you can cycle through by pressing an encoder:

Mode	Resolution	Best For
Fine	0.1 dB / 1 pan unit / 1 % of a plugin parameter	Precision mixing, surgical adjustments

Normal	0.5 dB / 3 pan units / 5 %	General use, moderate adjustments
Fast	1.0 dB / 5 pan units / 10 %	Quick sweeps, broad changes

The mode indicator on the knob screens can be shown always, only when it changes, or never (Settings → Controller). The default mode for new encoders is also set there.

Velocity Scaling

On top of the sensitivity modes, the encoders detect how fast you turn them and apply velocity scaling to plugin parameters:

- Slow turns: 1× multiplier (precise control)
- Fast turns: 2× multiplier
- Very fast turns: 4× multiplier (rapid changes)

The mixer knobs — volume, pan and sends in Scene 1 and in the 8-track mixers — deliberately move one exact step per click with no velocity scaling, so that the dial and Cubase's fader always agree. Learned switches and stepped selectors, and marker and nudge steps, are exempt too: one click is one step.

18. Companion Desktop App

The Auriteq app runs on macOS and Windows and provides a visual interface for managing your controller. In Cubase mode it offers:

- Plugin Mappings tab — Cubase's plugin list, folders and slots for the organizer and the Plugin Loader, chain building, and + Capture chain for chains with settings
- Shortcuts tab — keyboard shortcuts, the Cubase shortcut library, and the Key commands library with your macros, for Scene 1.6
- Track Names tab — the 36 name presets (4 banks) used by Scene 1.5
- Sensitivity tab — per-plugin, per-parameter knob sensitivity
- Settings → General — DAW selection (Cubase or Nuendo), the Connect button that installs the MIDI Remote script, the loopMIDI bridge card on Windows, launch at login, and the Accessibility permission status on macOS
- Settings → Controller — screen brightness, default encoder sensitivity and the on-screen sensitivity indicator
- Settings → Workflow — what happens after inserting (go to plugin control or stay in the selection view), whether plugin windows close when you exit plugin control, what happens after a chain is inserted, and whether chain plugin windows are closed as they open
- Settings → Backup & Updates — check for updates; the app updates itself and re-installs the Cubase script with each version

The app communicates with the controller server automatically — no additional configuration required. The Colors tab is not shown in Cubase mode: the color buttons of Scene 1.5 are Cubase's fixed Colorize palette.

19. Tips & Troubleshooting

- Cubase does not show Auriteq in the MIDI Remote Manager → click Connect in the app's Settings → General, then restart Cubase while the app is running. On Windows, check that both loopMIDI ports exist with the exact names Auriteq_ToDAW and Auriteq_FromDAW (the settings card reports whether they are detected) and add the surface manually if needed.
- The plugin list in the app is empty → Cubase must be running with a project that has at least one track (an instrument track too, for instruments). Select a track, then click Rescan.
- Plugin insertion does nothing → you need Cubase 15.0.20 or newer, a selected track with a free insert slot, and an instrument track for instruments.
- Track renaming, coloring or Add Track does nothing on a Mac → grant the Auriteq app Accessibility permission in System Settings → Privacy & Security, then restart the app.
- A colour button applies the wrong colour → you have customised Cubase's Project Colors; the buttons pick positions in the default 16-color set.
- A newly assigned key command does not fire → open Studio → MIDI Remote Manager and click Reload Scripts once (or restart Cubase). Your macros are missing from the list → change any key command in Cubase and quit it once, so that Cubase writes its Key Commands file.
- The very first press of a button after starting Cubase reacts a fraction of a second late → normal; the script arms itself on the first message of each session.
- The fader seems to stick at 0.00 dB or the pan skips L1/R1 → Cubase's own snapping; the controller steps over it.
- Master VU/LUFS values, mono check or vectorscope stay dark → the LUFSMeter plugin is not on the Stereo Out.
- A chain with settings restores wrong values → the plugin version changed since the capture; capture the chain again.

20. Specifications

Specification	Details
Interface	USB-C
Ports	2× USB-C, 2× USB 3.1
Power	5V 500mA (USB-C powered, no external power needed)
Controls	10 LCD buttons, 4 press-sensitive encoders, touchscreen
Display	800×480 touchscreen with swipe gesture support
Encoder Displays	Individual LCD areas per encoder (176×112 each)
Button Displays	Individual LCD per button (112×112 each)
Colors	Black, White
OS Compatibility	macOS (Apple Silicon, Intel), Windows 10/11 (x64)
DAW Compatibility	Cubase 13.0.51+ (15.0.20+ for plugin insertion), Nuendo 14.0.10+, Ableton Live 9.0+, Logic Pro, FL Studio, Pro Tools (beta)
Included	Controller + 1.5 m USB-C to USB-A cable
Warranty	2 years

21. Feature Comparison Across DAWs

The Auriteq Flow is designed to work identically across all supported DAWs wherever possible. Below is a summary of feature availability:

Feature	Cubase	Ableton	Logic	FL Studio	Pro Tools
Playback control (play, stop, record)	✓	✓	✓	✓	✓
Track control (solo, mute, arm)	✓	✓	✓	✓	✓
Volume control + level meter	✓	✓	✓	✓	✓
Pan control	✓	✓	✓	✓	✓
Send control	✓ (1–8)	✓	✓	✓	✓ (A–E)
Control any plugin & built-in effect	✓	✓	✓	✓	✓
Insert any plugin & built-in effect	✓ (15.0.20+)	✓	✓	Limited	✓
Clip recording scene	—	✓	✓	✓	—
Timeline scene with markers	✓	✓	✓	✓	✓
Step sequencer	—	—	—	✓	—
Device control	✓	✓	✓	✓	✓
8-track volume mixer	✓	✓	✓	✓	✓
8-track pan mixer	✓	✓	✓	✓	✓
8-track send mixer	✓	✓	✓	✓	✓
Mastering suite (VU, LUFS, vectorscope)	✓	✓	✓	✓	✓ (AAX)
Mono check	✓	✓	✓	✓	✓
Master volume from the controller	✓	✓	✓	✓	—
Custom shortcuts mapping	✓ + key commands & macros	✓	✓	✓	✓ + key commands
Track naming scene	✓	✓	✓	✓	✓
Track coloring scene	✓ (16 colors)	✓	✓	✓	✓
Chains with settings	✓ (ChainKit)	✓	✓	—	✓ (track presets)
DAW in any interface language	✓	✓	✓	✓	✓
Windows support	✓	✓	—	✓	—

— End of Manual —

For support and updates, visit auriteq.com