



Orbita

User Guide

v1.1

Orbita	3
Installation	4
Registration	5
Parameters	6
Sequencer	6
Euclidean Parameters	6
Sound Parameters	7
Banks	7
Waveform	8
Filter	8
Modulation	8
Bank Editor	9
Using the Euclidean Sequencer	10
Pattern Browser	11
MIDI Output	12
Play it like a Drum Machine	13
Features	14
Parameter Lock	14
Edit Value	14
Window Size	14
Preset Copy / Paste	15
Enable / Disable Notifications	15
Swap Mouse Buttons	15
GUI Acceleration	15
Graphics Controls	15
End	16
Where is everything?	16
Credits	17
EULA	17
Thank You	17
Follow Us	17

Orbita

Euclidean Rhythm Drum Machine

[Orbita](#) is a Euclidean rhythm drum machine designed for creating evolving, interlocking grooves with ease. Built around a circular sequencer, it lets you distribute beats across eight sample tracks and instantly explore polyrhythms, shifting accents, offsets, swing, etc. Shape each sound with flexible controls, load your own samples, and transform simple pulses into organic, hypnotic rhythms that keep moving in unexpected ways. Orbita can also send MIDI to external instruments, letting its Euclidean patterns drive synths, drum machines, and other MIDI enabled gear.

Orbita is available for macOS, Windows, and Linux (VST, VST3, AU, AAX, CLAP). It's also available on the App Store for iOS and iPadOS (AUv3 and Standalone).

Installation

macOS

- Double click on the DMG archive to extract it
- Right click on the PKG installer and click open
- Follow the instructions to install the plug-in(s)

Windows

- Extract the ZIP archive
- Double click on the setup file (.exe)
- Follow the instructions to install the plug-in(s)

Linux

- Extract the tarball archive
- Run `./install.sh`
- Follow the instructions to install the plug-in(s)

Registration

When you open the plugin for the first time, the activation window will appear automatically. If it does not appear, open it by clicking the  icon next to the bypass button in the top right corner of the plugin.

A registration window with a light gray background and rounded corners. At the top center is a black icon of a flask with a stopper and three bubbles. In the top right corner is a small 'X' icon. Below the icon, the text 'Log in to authorize' is centered. There are three input fields: the first has an envelope icon and the label 'Email'; the second has a key icon and the label 'Password'; the third is a button labeled 'Log In'. Below these fields, the text 'or drag the offline license file here' is centered.

Online

- If you haven't created an account yet, you can [sign up here](#)
- Enter your email and password and click Log In.

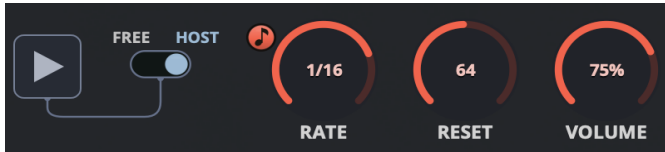
Offline

- Download the license file from your [account](#).
- Drag and drop the license file into the registration window, or click the *offline license file* label below Log In to select the license file.

Parameters

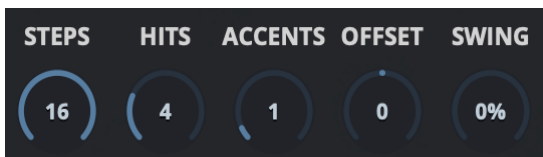
Sequencer

The Euclidean sequencer distributes a chosen number of *Hits* as evenly as possible across the available *Steps*, creating balanced and musical rhythmic patterns. Then use *Accents*, *Offset*, and *Swing* to add variation, movement, and groove.



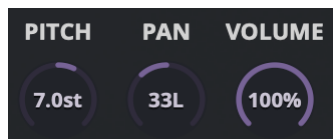
<i>Play</i>	Starts or stops the sequencer.
↳ <i>Trigger</i>	Defines how the sequencer is started: • Free, starts when you press the Play button. • Host, follows the DAW transport, starting/stopping with playback.
<i>Rate</i>	Sets the playback speed of the sequencer.
<i>Reset</i>	Sets the number of beats after which the sequence restarts.
<i>Volume</i>	Sets the overall volume of the instrument.

Euclidean Parameters



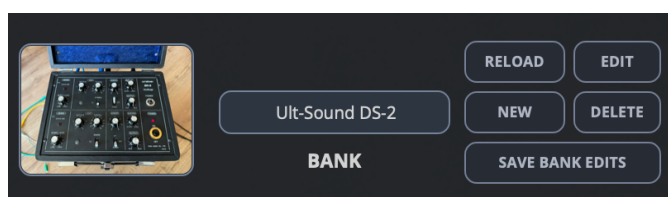
<i>Steps</i>	Sets the total number of steps in the rhythmic cycle.
<i>Hits</i>	Sets how many beats are evenly distributed across the cycle.
<i>Accents</i>	Set how many hits are louder, creating a more dynamic rhythm.
<i>Offset</i>	Rotates the pattern forward or backward to create rhythmic variations.
<i>Swing</i>	Adjusts the timing feel, adding anything from a subtle shuffle to a stronger groove.

Sound Parameters



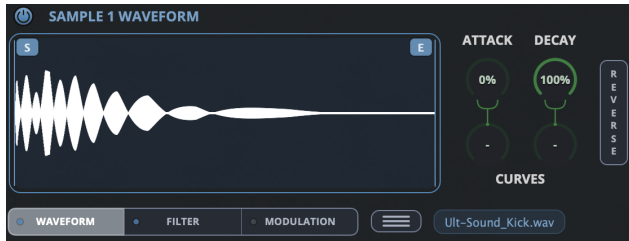
- Pitch* Sets the pitch of the selected sample.
- Pan* Sets the pan (left/right) of the selected sample.
- Volume* Sets the volume of the selected sample

Banks



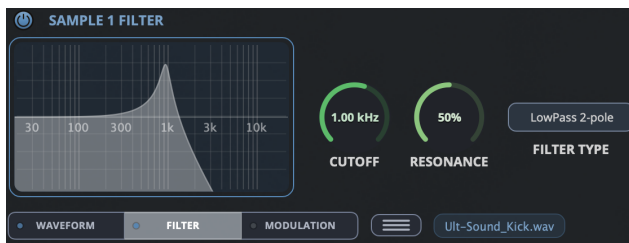
- Reload* Reload all the banks and rescans for new files if added.
- Edit* Opens the Bank Editor (see below).
- New* Creates an empty new bank.
- Delete* Deletes the current bank.
- Save Bank Edits* Saves all sample adjustments, including start and end points, envelope settings, curves, and reverse state, directly within the current bank.

Waveform



<i>Attack</i>	Sets the attack amount for the selected sample.
<i>Decay</i>	Sets the decay amount for the selected sample.
<i>Curves</i>	Changes the curve of the attack or decay.
<i>Reverse</i>	Reverse the playback of the selected sample.

Filter



<i>Cutoff</i>	Sets the cutoff frequency of the filter.
<i>Resonance</i>	Sets the resonance of the filter.
<i>Filter Type</i>	Selects the filter mode: Low Pass, High Pass, Band Pass, or Notch.

Modulation

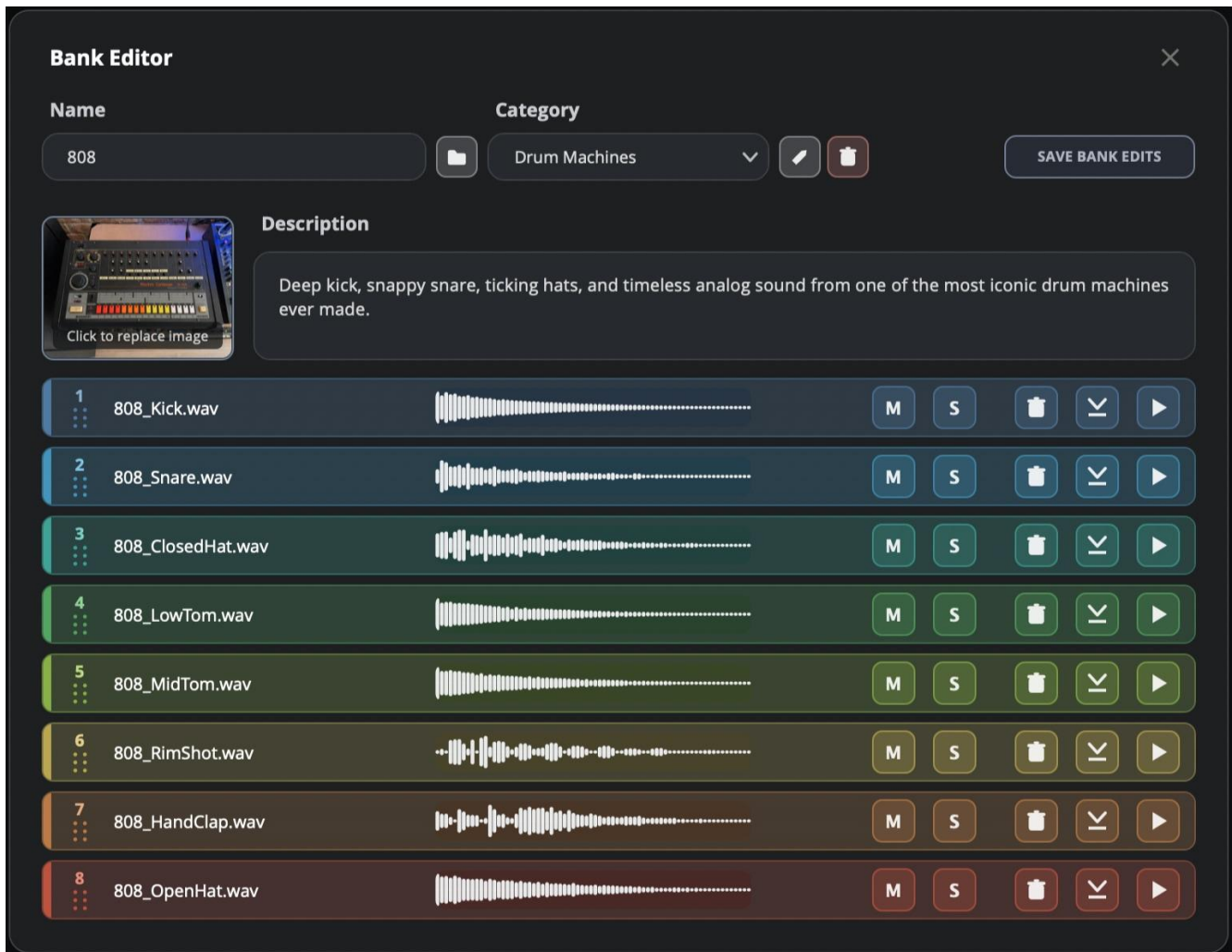


<i>Rate</i>	Sets the frequency of the LFO.
<i>Destinations</i>	Sets the amount of modulation to apply to each destination.

Bank Editor

Orbita comes with a selection of banks covering classic drum machines, acoustic percussion, found sounds, experimental sources, and more unusual generative material. Browse the categories and choose a bank to quickly load a new set of sounds into the sequencer, ready to be shaped into a new rhythm.

Creating your own banks is just as easy. Load your samples into the Bank Editor, rearrange them with simple drag and drop, and save your custom bank for later use. Combine your own recordings, favourite drum sounds, and unusual textures to build a personal sound library for Orbita.



Using the Euclidean Sequencer

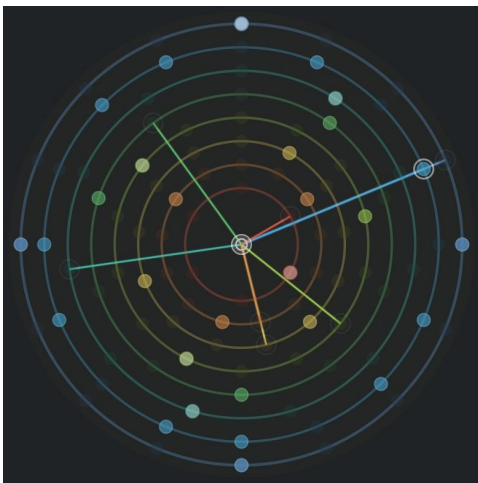
Each of Orbita's eight tracks can run its own rhythmic cycle. Select a track, then set the number of **Steps** to define the length of its pattern. Increase **Hits** to add triggers, which are automatically spread as evenly as possible across the cycle.

Use **Accents** to add emphasis within the pattern, making certain hits louder and giving the sequence more character. **Offset** rotates the pattern around the cycle without changing its number of steps or hits, making it easy to find new interactions between tracks. **Swing** shifts the timing feel, adding groove and reducing the mechanical precision of repeating patterns.

The most interesting results often come from combining tracks with different cycle lengths. For example, a kick pattern with 16 steps can play against percussion with 11 or 13 steps, creating evolving rhythms that take longer to repeat.

Use the **Reset** parameter to set the number of beats after which the sequencer restarts from the beginning. This is especially useful when combining patterns with different step lengths, allowing you to control when evolving rhythms realign and repeat.

You can drag each circle to adjust its offset, or use the scroll wheel to increase or decrease the number of hits.



Pattern Browser

The Pattern Browser lets you create, store, and switch between up to 16 rhythm patterns within a single preset. Each pattern stores the sequencer settings for all eight lanes, including Steps, Hits, Accents, Offset, and Swing, while leaving the loaded samples and other sound settings unchanged.

Patterns can also be saved to the Pattern Library and reused in other presets. Select a pattern from the library to load it into the currently active slot, or enable Preview to audition patterns without replacing the current one.

The active pattern can also be changed using the **Pattern parameter**, allowing you to automate pattern changes from your DAW.



MIDI Output

Orbita can send the MIDI generated by its internal sequencer to your DAW or to external instruments. Each lane uses its assigned MIDI note, while Steps, Hits, Accents, Offset, and Swing determine the notes generated by the sequencer. Accents are sent with a higher velocity, and Swing is reflected in the timing of the MIDI notes.

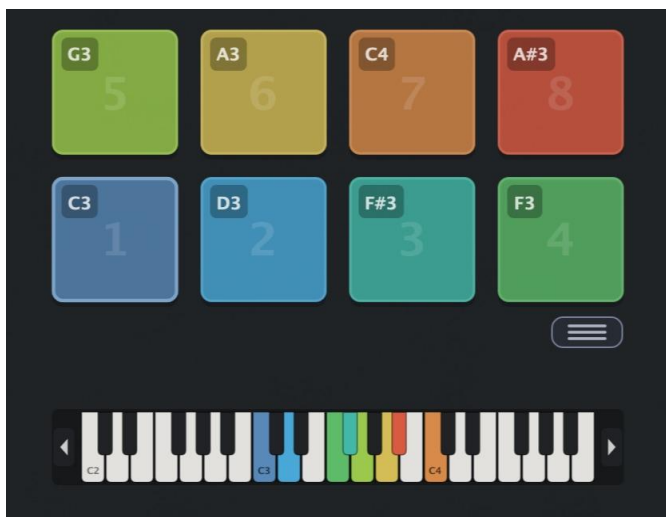
MIDI output can operate in two modes:

- **Single Channel** sends all eight lanes through the same MIDI channel. Any channel from 1 to 16 can be selected.
- **Per-Lane** assigns a separate MIDI channel to each lane. You can choose between Channels 1–8 or Channels 9–16, with each Orbita lane mapped to the corresponding channel. This is useful for controlling several instruments independently or routing each lane to a different track in your DAW.

Play it like a Drum Machine

When you prefer a more immediate approach, click on the 8 pads icon in the top-left corner. Orbita becomes a classic eight pad drum machine. Trigger each sound directly, play rhythms by hand, and assign custom MIDI notes to match your controller or performance setup. Use the pads on their own, or combine live playing with Orbita's Euclidean patterns.

To assign a pad to a MIDI note, click on the note box on the pad, then select the new note from the keyboard below.

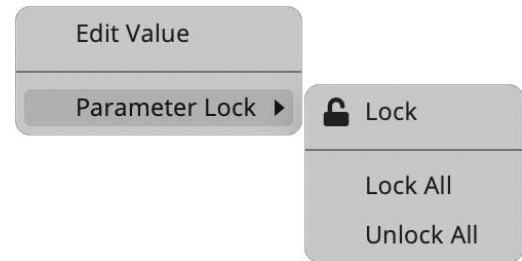


Features

Parameter Lock

If you want to keep the value of one or more parameters while changing presets, or when using the randomizer button, you can use the *Parameter Lock* feature.

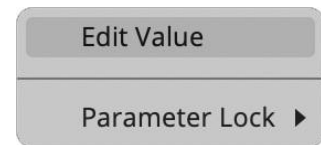
Right click on a parameter and choose *Parameter Lock*.



<i>Lock / Unlock</i>	If locked, the parameter won't be updated when changing presets
<i>Lock All</i>	Locks all parameters
<i>Unlock All</i>	Unlocks all parameters

Edit Value

You can also manually change the value for knobs and sliders. Right click on a parameter and choose *Edit Value*. You can also access this feature with SHIFT + Click.



By clicking on the icon  you can access additional features.

Window Size

You can resize the plugin window using three predefined sizes (*small, standard, big*). You can also resize the plugin window by clicking and dragging the bottom-right corner of the interface. Double clicking will reset to the standard size.

Preset Copy / Paste

You can easily share presets by using this Copy/Paste feature.

Copy to Clipboard The status of all parameters will be saved to the Clipboard

Paste from Clipboard Load a preset from the Clipboard

Enable / Disable Notifications

You can enable or disable the notifications for updates and news (shown by the bell icon). This option is global and it will affect all AudioThing plugins.

Swap Mouse Buttons

If you use the right button as your primary mouse button, the plugin might not recognize it. Use this option to enable it internally in the plugin.

This option is global and it will affect all AudioThing plugins.

GUI Acceleration

You can enable or disable the GUI acceleration supported by your system.

The current and default library is OpenGL.

Graphics Controls

This feature allows you to modify the User Interface's Brightness and Contrast.

End

Where is everything?

The installer will place the plugins, presets, and other data in these folders.

macOS

AU /Library/Audio/Plug-ins/Components/
VST /Library/Audio/Plug-ins/VST/
VST3 /Library/Audio/Plug-ins/VST3/
CLAP /Library/Audio/Plug-ins/CLAP/
AAX /Library/Application Support/Avid/Audio/Plug-Ins/
Data /Users/Shared/AudioThing/

Windows

VST *custom path from the installer*
VST3 \Program Files\Common Files\VST3\
CLAP \Program Files\Common Files\CLAP\
AAX \Program Files\Common Files\Avid\Audio\Plug-Ins\
Data \Users\Public\Public Documents\AudioThing\

Linux

VST ~/.vst/
VST3 ~/.vst3/
CLAP ~/.clap/
Data ~/.local/share/AudioThing/

Credits

DSP & Code	<i>Carlo Castellano</i>
Design	<i>John Gordon, Carlo Castellano</i>
Samples	<i>Carlo Castellano, Antimo Kelly Puca</i>
QA	<i>David</i>

EULA

Please visit www.audiothing.net/eula/ to review this product's EULA.

Thank You

Thank you for your purchase! We hope you will have as much fun using it as we had making this product.

For support, please visit www.audiothing.net/support/

For further help or any questions, please contact us here: www.audiothing.net/contact/

Follow Us

