

YouTube Beatmaker Cues Beta 6.5: User Guide

This guide helps you get started with using the YouTube Beatmaker Cues extension. It covers the two available interfaces, details key actions and shortcuts, and explains how to control loops, cues, effects, and more.

Getting Started

1. Install the Extension

Download the extension and install it in Chrome's developer mode using this link:

[youtube_cue_extension_video_beta6.5.zip](#)

2. After installation, refresh your YouTube page. The extension starts in a suspended state and will activate upon your first click or key press.

3. Audio Priming

The extension defers AudioContext creation until you interact with the UI. Click on the "YT Beatmaker Cues" header (or any UI element) to start audio processing.

User Interface Modes

You have two UI options: the **Advanced Panel** and the **Minimal UI Bar**. You can switch between them based on your preference.

Advanced Panel

- **Location:**

A draggable panel appears (usually at the top-right of the page) titled "YT Beatmaker Cues."

- **Features:**

- **Pitch Controls:**

Adjust the pitch using a slider. The current pitch percentage is shown next to the slider. Use the toggle button to choose whether pitch changes affect the video or just the loop.

- **Loop Recording:**

- **Audio Looper:** Click the "AudioLooper(R)" button (or press the "r" key) to start recording a loop. Click again to stop recording and play the loop. (Double click to erase the loop)

- **Video Looper:** Click the "VideoLooper(V)" button (or press the "v" key) to record a video loop. Double-click or use a double-press action to erase the video loop.
- **Sample Navigation:**
Navigate built-in samples (kick, hihat, snare) with next/previous buttons, import new samples, or randomize sample selection (random all with keyboard key "p").
- **Effects Toggles:**
Toggle on/off various effects with dedicated buttons:
 - **EQ:** Toggle the EQ/filter (press "e").
 - **Compressor:** Toggle through 3 lofi compressors (press "c").
 - **Reverb:** Toggle reverb (press "q").
 - **Cassette:** Toggle the cassette effect (press "w").
- **Cue Management:**
 - **Add Cue:** Click the "AddCue" button or use the keyboard (Ctrl/Cmd + number) to set a cue point. (10 cues available)
 - **Cue Markers:** Visual markers appear on the video progress bar. Drag a marker to adjust its timing. (Double click on a marker to erase and cmd+double click to add new cue)
 - **Copy/Paste Cues:** Use the provided buttons to copy a link containing the cue points or paste cues from a shared URL.
- **Undo/Redo:**
Click the "Undo/Redo" button (or press "u" — a single press to undo and cmd+u to redo) to revert changes.

Minimal UI Bar

- **Location:**
A compact bar appears integrated into YouTube's control area.
- **Features:**
 - **Pitch Control:**
A small slider shows and adjusts pitch (with the percentage displayed).
 - **Effects Buttons:**
Quick toggles for EQ, Compressor, Reverb, and Cassette are available as buttons.
 - **Cue and Loop Controls:**
 - **Cue:** The "Cue+" button adds a cue point at the current video time. (Cmd+click on the UI button to erase all cues)
 - **Loop:** A combined "Looper(R/V)" button controls audio and video looping.
 - **Export:** Quickly export your loop with the "Export" button.
 - **Undo:** Tap the "Undo" button to undo changes (Cmd+click to redo).
- **Switching Modes:**
Use the "Advanced" button in the minimal UI bar to open the full advanced panel if you need more options. The UI automatically refreshes to show the latest settings.

Keyboard Shortcuts

The extension maps several keys for quick control:

- **Cue Points:**
 - **Ctrl/Cmd + [1-0]:**
Set or jump to cue points. Pressing the number (1–0) without modifiers will jump to the corresponding cue if set.
- **RandomCues:**
 - **"-" (Minus key):** Trigger random cues when pressed.
- **Looping:**
 - **R:**
Start/stop the audio looper. A quick press starts recording; pressing again stops and plays the loop.
 - **V:**
Start/stop the video looper. A double press will erase the video loop.
- **Import:**
 - Use the Import button to load an audio file into the looper.
- **Effects:**
 - **C:**
Toggle through 3 compressors.
 - **E:**
Toggle the EQ/filter.
 - **Q:**
Toggle the reverb effect.
 - **W:**
Toggle the cassette effect.
- **Sample Playback & Kits:**
 - Sample Playback:
 - Play individual sample sounds (e.g., kick, hihat, snare) using their assigned keys “é, à, \$”. (Remappable in key mapping settings)
 - Sample Kits:
 - Each sound type has a pool of 10 samples. You can switch between samples or randomize kits to get different variations (random all with keyboard key “p”).
- **Pitch Adjustment:**
 - **, (comma):**
Decrease pitch (pitch down).
 - **. (period):**
Increase pitch (pitch up).
- **Export:**

- **Ctrl/Cmd + Enter:**
Immediately export the current loop (audio or video) for download.
- **Undo/Redo:**
 - **U:**
Press once for undo; press twice in quick succession (or hold “cmd” key) for redo.
- **Visual Toggle:**
 - **Ctrl/Cmd + Delete/Backspace:**
Toggle hiding the default YouTube UI (e.g., comments and related videos) for a distraction-free view.

Touch Sequencer Window

Overview:

The Touch Sequencer window provides a hands-on interface to mark and trigger cue points on your YouTube video. You can use it to set up to 10 cue points quickly and then trigger them by tapping one of the on-screen “Pad” buttons. **Activate the Touch window** by pressing letter “t” on your keyboard. **Start/stop the sequencer** using letter “s”.

How It Works:

- **Opening the Window:**
You can open the Touch Sequencer either by clicking the “Touch” button in the Minimal UI bar or the “Touch Sequencer” button in the Advanced panel. When opened, the window appears as an overlay with a dark, semi-transparent background.
- **Marking Cue Points:**
The window displays 10 pad buttons (labeled “Pad 1” through “Pad 10”). When you click a pad, the current video time is recorded as a cue point for that pad. If you have the “Mark Cues” modifier enabled (toggle the modifier button at the top of the window), clicking a pad will mark the cue point instead of triggering it.
- **Triggering Cue Points:**
If the modifier is off, clicking a pad will jump the video to the stored cue point corresponding to that pad. This lets you quickly navigate through different parts of the video.
- **Sequencer Row:**
Below the pad buttons, a 16-step sequencer grid is available. You can toggle individual steps on or off by clicking on them. When the sequencer is started (by tapping the “Start” button), it will cycle through the steps and trigger the corresponding cue if its step is activated.
- **Additional Controls:**
The window also includes buttons for:
 - **Tapping BPM:** Tap the “Tap BPM” button to set the sequencer’s beats-per-minute by timing your clicks.
 - **Erasing Steps:** An “Erase All Steps” button clears the current sequencer grid.

- **Closing the Window:** A “Close” button in the header lets you hide the Touch Sequencer window. You can toggle it open again later using the same “Touch” button.

Tips for Use:

- **Modifier Mode:**
Toggle the “Mark Cues” modifier to switch between marking new cues and triggering stored ones. When enabled, clicking a pad sets the cue point; when disabled, it jumps to that cue.
- **Sequencer Operation:**
Experiment with the sequencer grid to create rhythmic patterns. Activate or deactivate steps to see how the video playback can be controlled in time with your cues.
- **User Interaction:**
Because the Touch Sequencer is designed for direct user interaction, it helps to start it after a click on the video (which also ensures your AudioContext is unlocked).

This window is an intuitive way to integrate manual control of cue points with a simple, touch-friendly interface—ideal for live performance or creative video mixing.

MIDI Mapping

If you have a MIDI controller, you can trigger functions with assigned MIDI notes:

- **Built-In Mappings:**
The extension listens for MIDI note messages mapped to specific functions (kick, hihat, snare, looper, pitch, etc.).
- **Custom Mapping:**
Use the MIDI mapping window (accessible from the advanced panel) to reassign MIDI note numbers. These settings are saved in localStorage for persistence.

Compressors

- **Native**

This mode uses the built-in compressor with its native settings (first compressor I made available in the extension). It offers hard compression that colors and shapes your sound source.

Best For:

Use this mode when you want a hard, boosted compression that maintains the original tonal balance without additional processing.

- **Tape Warm**

This mode emulates the classic Boss SP303's signature sound. It features a higher threshold, softer knee, and lower ratio, combined with heavy saturation and a low-shelf boost. The result is a warm, tape-like compression that adds rich harmonics, low-end fullness, and a vintage vibe.

Best For:

Choose this mode when you want to add warmth, depth, and a vintage tape saturation character to your audio. It's great for musical genres or situations where an "old school" feel is desired, and it excels at bringing out rich tonal coloration at lower volumes.

- **Roland SP404OG (Bright Open)**

This mode is designed to emulate the more open and transparent compression of the Roland SP404. It employs a lower threshold, tighter knee, and higher ratio for a more pronounced yet controlled compression. A parallel saturation branch with a high-shelf boost adds brightness, clarity, and airiness without sacrificing dynamics.

Best For:

Use this mode when you want a crisp, open sound that still retains dynamic control. It's ideal for projects that require more clarity and presence, as it emphasizes high-frequency detail and adds a modern, polished character while remaining true to an analog vibe.

Each mode offers its own flavor of compression—from a clean and boosted response, through the lush, vintage warmth, to the bright, articulate transparency—allowing you to choose the best character for your mix.

Tip: Reduce the YouTube video's volume to 40-50% for better compressor performance.

Tips for Effective Use

- **Start Small:**
Begin by setting a few cue points and recording a basic audio loop before adding effects.
- **Experiment with Effects:**
Toggle each effect (EQ, compressor, reverb, cassette) one at a time to hear how they change your sound.
- **Save Your Work:**
Use the export feature (Ctrl/Cmd+Enter or the export button) to download your loops once you're satisfied.
- **Use Undo:**
If something doesn't sound right, use the undo function to revert to the previous state.
- **Adjust Pitch:**
Experiment with pitch controls by targeting either the video or the loop. This lets you match the loop's feel to the video playback if desired.

Contact & Support

For support, bug reports, or feedback, please reach out via Instagram:

[instagram.com/owae.ga](https://www.instagram.com/owae.ga)

Thank you for using YT Beatmaker Cues! Enjoy making beats on YouTube.

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