

GrooveTransfer

Cross-track transient envelope transfer — no MIDI, no sidechain routing.

GrooveTransfer extracts the rhythmic *groove* envelope of one track and stamps it onto another. Put one instance on the track whose feel you want to borrow (the **Sender**) and another on the track you want to move (the **Receiver**); they pair by name through shared memory and the receiver rides its own dynamics to the sender's groove.

Because the link is made through inter-instance shared memory — not audio sidechain or MIDI — there is no routing to set up in your DAW, and it works across tracks, busses and even between plugin formats.

Installation

GrooveTransfer ships as **VST3**, **CLAP** and (on macOS) **Audio Unit**.

- **Windows** — run the installer, or copy `GrooveTransfer.vst3` to `C:\Program Files\Common Files\VST3` and the `.clap` to `C:\Program Files\Common Files\CLAP`.
- **macOS** — open the `.dmg` and run the installer package. Plugins are installed to `~/Library/Audio/Plug-Ins/` (VST3, CLAP, Components).
- **Linux** — run `install.sh`, or copy the `.vst3` / `.clap` to `~/.vst3` and `~/.clap`.

Restart your DAW and rescan plugins after installing.

Quick start

1. Insert GrooveTransfer on the **source** track (the groove you want to copy) and set its **Role** to **Sender**.
2. Insert GrooveTransfer on the **target** track and set its **Role** to **Receiver**.
3. Give the Sender a recognisable name (double-click the title to rename), then click the Receiver's **Peer** selector until that name shows. The two are now paired.

4. Raise the Receiver's **Mix** until the target track breathes with the source's groove.

Use **Both** if a single instance should simultaneously broadcast its own envelope and follow a peer.

Controls

Control	Range	Default	What it does
Sensitivity	0.0 – 1.0	0.5	How strongly the envelope follower reacts to transients. Higher values track finer detail; lower values smooth the groove out.
Attack	0.1 – 100 ms	5 ms	How quickly the follower rises on a transient. Short = snappy and percussive, long = softer onsets.
Release	5 – 2000 ms	80 ms	How quickly the follower falls after a transient. Short = tight and gated, long = sustained, flowing movement.
Mix	-24 – +24 dB	0 dB	How much of the transferred groove is applied to the receiver. Negative values duck against the groove instead of riding with it.
Role	Sender / Receiver / Both	Both	Whether this instance publishes its envelope, follows a peer's, or does both.

The interface

- **Title** — double-click to rename the instance. This is the name other instances see in their Peer selector, and what pairing is saved under.
- **Peer selector** — click to cycle through every other GrooveTransfer in the session (one more click unbinds). If the selected peer is set to **Receiver**, the selector shows a red *receive-only* warning — a Receiver publishes no envelope, so there is nothing to follow until its role is changed.
- **Scope** — the last 1.5 s of envelope: what you broadcast (Sender/Both) or what you receive (Receiver).
- **Hints** — hover any control and a one-line description appears in the bottom-left corner.
- **Resize** — drag the bottom-right grip; the window keeps its aspect ratio and the size is saved with the project.

Roles in detail

- **Sender** — analyses the incoming audio and publishes its groove envelope to shared memory. Audio passes through unchanged.
- **Receiver** — reads a peer's envelope and applies it to this track's dynamics, scaled by **Mix**.
- **Both** — does both at once: useful in a chain where every track should share a common groove.

How pairing works

Each instance registers under its display name in a shared registry (`xa_groove_registry`, up to 16 instances). Receivers pick a Sender by name with the Peer selector, so the link survives project reloads as long as the names match. Renaming a Sender breaks any Receiver still pointing at the old name — just re-select it.

The envelope is detected with a fast/slow follower pair and broadcast at a reduced control rate, so the inter-instance link is light on CPU even with many pairs running.

Tips

- **Kick → bass**. Sender on the kick, Receiver on the bass, short attack and a medium release — the bass pumps in time with the kick without a compressor sidechain.

- **Drums → pad/synth.** Longer release for a flowing, breathing pad that follows the drum groove.
 - **Negative Mix** ducks the receiver against the groove (a classic “make room” effect) instead of reinforcing it.
 - Pairing is **by name** — keep Sender names distinct and meaningful.
-

Support

Visit <https://xeni-audio.com> or contact support@xeni-audio.com.

GrooveTransfer is free. If it earns a place in your sessions, the rest of the XeniAudio range is one click away.