# NCSOUNDLAB MOBILE MANUAL

Version 1.1.1 · Phone browser / PWA

V1.1.1 | PHONE BROWSER / PWA | USER MANUAL

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## INSTALL TO THE HOME SCREEN

Open soundlab-delta.vercel.app on your phone. On Android Chrome use the three-dot menu and Install app. On iOS Safari use Share, then Add to Home Screen. The app then opens full-screen without browser chrome.

The first load caches the app shell. Later loads work offline, but projects stay in the browser's storage on that device.

## FIRST RUN AND AUDIO

Press play once to unlock audio. Use wired headphones or the phone speaker for timing work; Bluetooth adds latency that cannot be compensated. The transport pauses if the system suspends the browser in the background.

> Do not lock the screen during a long take or render. Mobile browsers suspend audio when the page is hidden.

## LAYOUT

The stage rail becomes a horizontal tab strip under the transport: 01 to 05. The transport keeps tempo, tap, play, master A/B and undo within thumb reach. Everything else scrolls.

- Samples and Layers: add, stack, edit and bounce layers.
- Synth and FX: the full synth page and rack.
- Pads: the MPD-style pad sheet for finger drumming.
- Mix: level, pan and sends, paged by layer.

## TOUCH EDITING

In the sample editor, pinch to zoom and drag the selection handles to crop. The handles are sized for a finger. Double-tap a numeric field to type an exact value. Long-press a control to reset it to its default.

Drag rack modules by the handle at the left of each row. The rack scrolls independently of the stage content, so a module list does not move the transport.

## STORAGE AND BACKUP

Projects and samples are stored in the browser origin (IndexedDB where available). The service worker caches the app, not your projects. Export a project archive or the stems you care about before clearing browser data, switching phones, or uninstalling the PWA.

> Private/incognito mode may discard storage as soon as the tab closes.

## OFFLINE USE

After one successful load the app opens offline. Sample uploads, the synth engine and rendering are local. Cloud-only actions, if any are enabled, will report that they are unavailable rather than failing silently.

## KNOWN LIMITS

- iOS quota is lower than desktop; very large sample sets may fail to save.
- Backgrounding suspends audio.
- Bluetooth monitoring is not latency-compensated.
- The Windows build is the reference for final mixes.

## SUPPORT

Report a bug in The Booth with the phone model, OS version, browser and app version. Include whether the project was installed as a PWA and whether storage had been

cleared.