# NCSOUNDLAB MANUAL

Version 1.1.1 · Web and Windows

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## INSTALL AND OPEN

The web build runs at soundlab-delta.vercel.app. Open it in Chrome, Edge, Safari or Firefox. A PWA install puts it on the desktop or home screen; the Windows build wraps the same interface in a Tauri shell.

Browsers block audio until you interact with the page. Press play once after loading. If you install the PWA, the app shell is cached after the first successful load and opens without a network.

> The Windows installer is unsigned during beta, so SmartScreen may warn. Source and build workflow are on GitHub.

## THE FIVE STAGES

The numbered rail on the left is the production map: 01 Sound Design, 02 Beat Studio, 03 Mix / Space / Compare, 04 Sound Evolution, 05 Sound Kits. It is not a wizard; move between stages whenever you need to.

- Sound Design builds layers and prints them to samples.
- Beat Studio sequences patterns and commits clips.
- Mix / Space / Compare balances tracks and checks loudness.

- Sound Evolution generates variants from a seed.
- Sound Kits packages the result for export.

## BUILD A SOUND

Press Add synth layer. A layer holds a synth voice, a sample, or both. Open the layer row to reach gain, pan, pitch, high-pass and crop. The synth page exposes the oscillator, wavefolder, hard sync, ladder filter and granular controls.

When the layer is right, press Bounce synth to sample. This renders the layer into the sample editor, where it becomes audio you can cut. Keep the synth layer if you may want to re-bounce at another pitch.

## EDIT A SAMPLE

The sample editor draws the waveform with a minimap. Drag the region to set the crop; use the zoom controls to reach sample precision. The DSP buttons act on the selection or the whole file: reverse, normalise, phase flip, crop, fade in/out and a bounded glitch insert.

- Trim at zero crossings to avoid clicks.
- Fade before a hard chop when the slice starts mid-waveform.
- Normalise after destructive edits, not before.
- Keep a copy of the original layer before heavy processing.

## PROGRAM A PATTERN

In Beat Studio each row is a voice and each column is a step. Tap to place a hit. Select a step to edit velocity, ratchet, probability and micro-timing. Pattern length is independent of the arrangement.

Swing and groove are applied on the Web Audio clock, so the feel stays stable when the main thread is busy. When a pattern is finished, commit it to the timeline as a clip.

## THE RACK AND THE COMBINATOR

Open the rack from the mix stage. Add modules from the 26-module catalog and drag to reorder. Every parameter is addressable by the Combinator: choose a slot, pick a module and target, then map a macro, an LFO, a sequencer or the XY pad.

Use the master slot for bus glue and the limiter. Keep the limiter last in the chain; a limiter followed by gain is no longer a limiter.

## MIX, COMPARE, AND CHECK LOUDNESS

The mix stage has level, pan and sends per layer. The compare view holds a reference track and reports integrated LUFS, short-term LUFS and true peak to ITU-R BS.1770. Match the reference by ear first, then use the numbers to explain the difference.

> The engine runs at 48 kHz. If a reference is 44.1 kHz, it is resampled for comparison; do not read a sample-rate difference as a tonal difference.

## KITS, PROJECTS AND EXPORT

A project holds layers, patterns, rack state and samples. A kit is the portable subset: layers, slices, tuning and metadata. Save the project before experimenting with destructive edits.

- WAV: 24-bit render of the master or a selection.
- Stems: one file per layer or track.
- AAF: an interchange package for Pro Tools with the edit and track names.
- Kit: the reusable instrument, not the arrangement.

Export a project archive before clearing browser data. The web build stores projects in the browser origin; clearing site data deletes them.

## TROUBLESHOOTING

- No sound: click once on the page, check the master fader and the browser tab's audio permission.
- Crackling: close other audio tabs, raise the buffer if your browser exposes it, and check CPU in the status bar.
- Storage full: export and delete old projects; the lab reports quota errors instead of silently dropping audio.
- AAF import issue: confirm the target DAW accepts the AAF version and that all referenced audio was included.

## FILES AND SUPPORT

The app writes project archives and audio exports to your chosen download folder. The Windows build writes to the project folder you select. For bugs, post in The Booth with the app version, OS and a short reproduction; the changelog lists what changed in each build.