

Creating Your Sound

1. Move the mouse over the glowing ball of light. Hold down the **right mouse button** and move the mouse up and down to change the pitch of the preset tone. Use the mouse wheel to change the audio filter and the left to change the tone (affects audio more subtly).
2. Use the drop down menu to select a different tone eg **Wind, Sine, Buzz**. Each has a unique sound. You can also upload your own looped audio using the **File** option.
3. Randomise the effects and sounds, use the **?** button to switch on **tooltips**, the keyboard button to show key functions and the **portamento** button to make automated controls smoother eg tuning



mute



tooltips



key functions



portamento

4. Change the sound with **delay, reverb, overdrive** and more. Vary the character and feel of your sound to create unique atmospheric audio. See key functions.

Recording With Multitracker

5. Use the multitracker like a traditional DAW. **Record** different sounds using the record button or **import** your own sounds by dropping them onto the timeline. Note the activated **tooltip** designed to help - use the **?** button on top right.
6. Use the drop down menu to select a different tone eg **Wind, Sine, Buzz**. Each has a unique sound. You can also upload your own looped audio using the **File** option.



split clip



select multiple



duplicate clips



crop



reset clip fades



delete clip



Wave Sampler

7. Upload any audio to sample up to 16 seconds using the simple editor. Samples are recorded at **48kHz 24bit**, previewed as an MP3 file in the browser and saved as a high quality 48kHz 24bit .wav file using the high quality original sample.
8. Use the **crossfade** to create smooth looped audio ready for playing and recording as part of your sound library. Use the zoom to improve accuracy when creating your loops.
9. Use Sample inserts the looped audio into the instrument at the top of the page. Use the save icon next to the Use Sample button to save your looped audio as a backup or for other purposes eg insertion into another DAW.