

WAVEFORM ANALYSIS

SCOPEFORGE

See the rhythm. Inspect the detail.

USER MANUAL / VERSION 1.0.1



NAVIGATION

FIND YOUR WAY

Start with the quick-start chapter, then use the reference sections as you work. Click a contents entry to jump to it.

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01 / WAVEFORM ANALYSIS

A CLEARER VIEW OF YOUR SOUND



A host-synchronised waveform view with channel, intensity and colour controls.

ScopeForge is a pass-through waveform analyser. Use it to inspect attacks, decays, timing, polarity and stereo detail while producing. It does not change audio and reports zero processing latency.

QUICK START

In your digital audio workstation (DAW), insert ScopeForge where you want to measure: after an instrument, on a drum or bass track, on a group or at the end of a chain. Choose DAW SYNC and a short beat/bar window. Play a representative passage and select the input channel to inspect.

INTERPRET THE PICTURE

The display helps identify details; it does not decide what sounds good. Compare the image with listening and metering before changing the sound.

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CHOOSE A CAPTURE MODE

**DAW SYNC**

Aligns captures with host musical position. TIME selects beats or bars. Useful for kick/bass relationships, loop timing and rhythmic patterns. The previous pass stays visible ahead of the play line and is replaced progressively by new audio, including silence. The end of a sound is not retained at the start after that area has been overwritten.

TRIGGER

A new hit starts a timed capture. The complete image is retained until another valid hit arrives. Useful for one-shots, attacks and decays.

FREE

Rolls through the selected time window without following the host beat grid. Useful for sustained sounds and evolving movement.

SET THE TIME WINDOW

Longer windows show musical context. Shorter windows reveal a single event. The available time units depend on capture mode; beat/bar choices are musical lengths rather than milliseconds.

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CHANNELS, COLOUR AND INTENSITY



Colour changes the display; it does not process the signal.

INPUT

Select Left, Right, Mid, Side or Stereo. Mid and Side views help inspect the shared and differing components of a stereo signal.

COLOUR

RGB uses frequency-related colour. Other palettes provide alternative views of the same capture. An older project keeps its saved choice; RGB is the initial choice for new instances.

INTENSITY

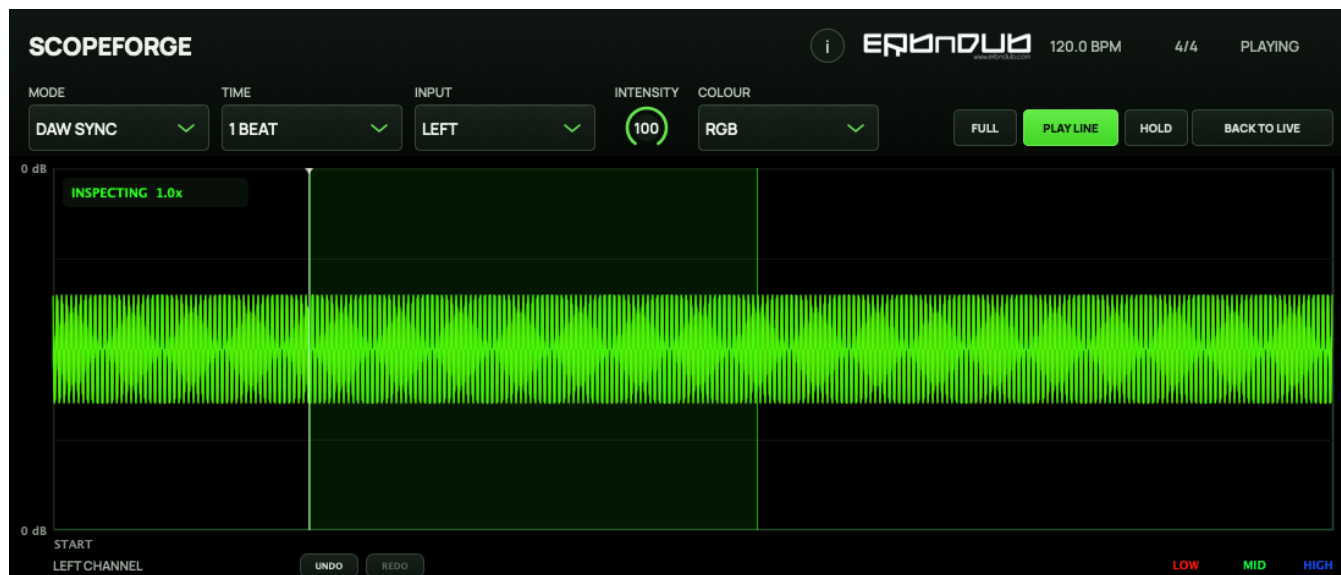
Changes waveform appearance only. Zero gives a coloured outline, 50 a lighter fill and 100 a full waveform. New instances begin at 100. It is not signal gain.

PLAY LINE

Shows the capture position. It freezes with the waveform during inspection.

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HOLD, ZOOM AND INSPECT



Dragging a region freezes that capture for inspection.

SELECT AND HOLD

Drag across the plot to highlight a region and freeze the displayed waveform. Highlighting alone does not zoom. HOLD deliberately retains the current view.

ZOOM AND PAN

Scroll vertically or pinch to zoom around the pointer. Horizontal or Shift-scroll pans. FIT fits a held selection.



A closer view reveals the waveform already retained in the capture.

RETURN TO LIVE

Click either side of the highlight to clear it and resume live at the same zoom. LIVE, BACK TO LIVE or Escape returns to the full live overview. Zooming fully out releases temporary inspection; an explicit HOLD stays frozen until toggled.

DETAIL HAS LIMITS

Zoom enlarges the captured information. It cannot recover samples already reduced into a measured display bin. A waveform is a visual measurement, not an editable audio file.

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SCOPE-ONLY AND WINDOW SIZING

CLEAN DISPLAY

Double-click the plot to toggle scope-only view. Double-click again to restore controls. Zoom and Escape continue to work.

INDEPENDENT WIDTH AND HEIGHT

Drag an edge or corner. With controls visible the readable minimum is 640 x 320 logical pixels.

Scope-only can shrink to 160 x 64 or become a thin strip. Restoring controls restores their readable minimum.

LARGE AND RECALLED WINDOWS

Opening the editor or changing displays fits an oversized window to the available work area. Very large waveform images use bounded caching to protect memory; text remains separately rendered. The host owns the outer window position.

SAVED STATE

Use your DAW's presets and project save. Display parameters, usable size, scope-only and Play Line are recalled. Temporary highlighted audio, Hold and zoom are not; reopening starts in a full live view.

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UNDO, REDO AND DISPLAY SETTINGS

64 MEANINGFUL EDITS

UNDO and REDO sit below the waveform. History covers Mode, beat/bar and free-time choices, Input, Colour, Intensity, Play Line and explicit edits to the input-latency parameter. One knob drag or menu choice is one step. Consecutive wheel movements within half a second form one step. Unchanged edits do not use a step.

UNDO AND REDO

UNDO restores the previous value; REDO restores the exact resulting value. Use Command-Z and Shift-Command-Z on macOS (Ctrl-Z and Ctrl-Shift-Z on Windows) when the plugin has keyboard focus. Text fields retain their own editing shortcuts. A new edit after Undo clears the Redo branch. Disabled buttons show when no step is available.

HISTORY BELONGS TO THE INSTANCE

The latest 64 edits are retained in bounded memory for each plugin instance. Closing and reopening the editor keeps them. Loading a DAW preset or restoring a project clears history; history itself is not saved. DAW automation updates do not continuously add steps.

INSPECTION STAYS SEPARATE

Highlighting, Hold, zoom, pan, scope-only view and window size are inspection or navigation actions and do not enter this history. Show tooltips is a separate application preference. ScopeForge has no Randomise, sample editor or internal preset browser.

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PRODUCTION WORKFLOWS



DRUMS

Use Trigger to compare the attacks and decays of individual hits. Switch to DAW Sync for their placement within the groove.

BASS

Choose a short synced window and watch the shape around the kick. Compare polarity and timing with what you hear; similar pictures do not guarantee similar tone.

STEREO

Compare Left/Right and Mid/Side. Follow the signal through the chain to see which processor changes its visual shape or channel balance.

DISPLAY TIMING

Host timing and upstream plugin delays can affect visual alignment. The Input latency compensation parameter remains in host automation for display timing; it never delays the audio.

WHEN TRANSPORT STOPS

The last complete capture can remain visible for inspection. Resume playback and use LIVE for the newest available view.

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REQUIREMENTS AND INSTALLATION

CHOOSE YOUR DOWNLOAD

ScopeForge is a 64-bit plugin for a compatible digital audio workstation (DAW). VST3 is the format used on macOS and Windows. Audio Unit is available on macOS only. Choose the package listed for your operating system, processor and DAW at <https://www.erbndub.com>; check the current compatibility information before installing.

MACOS

The universal Mac package contains Intel x86_64 and Apple Silicon arm64 VST3 and Audio Unit formats, with macOS 11 as the minimum target. Select VST3, Audio Unit or both to match your DAW. The manual and notices accompany both formats.

WINDOWS

The Windows format is 64-bit VST3 for an x64-compatible DAW. Audio Unit cannot be used on Windows. Use the Windows versions and processor configurations listed for the Windows download; the Mac package cannot be installed on Windows.

INSTALL ON MACOS

Save your work and close all DAWs. Run the supplied Mac installer and follow the system prompts. VST3 installs to /Library/Audio/Plug-Ins/VST3/ and Audio Unit to /Library/Audio/Plug-Ins/Components/. Documentation is in /Library/Application Support/ERB N DUB/ScopeForge/. Reopen your DAW and rescan the selected formats if needed.

INSTALL ON WINDOWS

For the Windows VST3 package, save your work, close all DAWs and run the supplied installer. The standard VST3 location is C:\Program Files\Common Files\VST3. Reopen your DAW, enable VST3 scanning and rescan if required. Follow the package instructions for the documentation location.

FIND FOLDERS

Use Finder on macOS or File Explorer on Windows. In Finder, Go > Go to Folder opens a typed path. In File Explorer, use the address bar. Avoid placing additional plugin copies in custom scan folders.

OPEN IN YOUR DAW

Insert ScopeForge on an audio track, after an instrument or on a group. Choose the mono layout for a mono track or stereo for a stereo track. Both pass the same channel layout through unchanged. Check the running version and format in Info (i).

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PRESETS, PROJECTS AND TRANSFER

DAW-MANAGED PRESETS

ScopeForge uses your DAW's plugin presets and project saving on both macOS and Windows. It has no internal preset browser, factory banks, sample library or separate user-preset file format. There is no ScopeForge preset folder or Show Presets Folder action. Your DAW decides where its presets and projects are stored.

SAVE AND LOAD

Use your DAW's save, load, import, export, rename and delete actions for its presets. Save the project to retain ScopeForge display settings and automation. Display parameters, window size, scope-only view and Play Line are saved. Temporary captured audio, selection, Hold, zoom and Undo history are not saved; reopening begins with a live overview.

BACK UP YOUR WORK

Back up the DAW project and any separately saved DAW presets using your DAW's instructions. ScopeForge does not move or migrate these files. Keep an unchanged project copy before updating a plugin or transferring a session.

BETWEEN COMPUTERS

Install the same ScopeForge version and plugin format on the destination computer. Transfer the DAW project and its audio using the DAW's collect or consolidate function. ScopeForge analyses incoming audio and does not embed, load or manage samples.

BETWEEN MACOS AND WINDOWS

Use VST3 on both computers where your DAW supports cross-platform project and plugin-state transfer. An Audio Unit instance cannot load as an Audio Unit on Windows; automatic conversion to VST3 depends on the DAW and must not be assumed. Compare restored settings and automation before saving over the source project.

PREFERENCES

Show tooltips is a per-user preference on the current computer, separate from DAW presets and musical Undo history. Enable it again on another computer if desired. A project does not change another user's tooltip preference.

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UPDATES AND TROUBLESHOOTING

UPDATE SAFELY

Close every DAW and keep a backup of your projects and the previous plugin. Use the matching platform installer. Keep one active copy per format. On macOS, earlier manual copies may be under `~/Library/Audio/Plug-Ins/`; move them outside all scan folders before using the system-wide installer. Open an unchanged project copy and check restored settings and automation before continuing.

PLUGIN NOT APPEARING

Confirm the format your DAW supports: VST3 on macOS or Windows, Audio Unit on macOS only. Confirm the package, processor architecture and scan location. Quit and reopen the DAW, then rescan. If a security or validation message appears, retain its exact text and contact support; do not disable operating-system security.

NO WAVEFORM OR AN UNEXPECTED PICTURE

Check that audio reaches the plugin and that the chosen input channel contains a signal. Check mono/stereo track routing, capture mode, time window and transport. Select LIVE to leave inspection. In Trigger mode a new valid hit is needed. A retained image does not mean the audio is being held.

DISPLAY TIMING

Host timing information and latency-producing effects before ScopeForge can change visual alignment. The input-latency automation parameter changes display timing only. Check the chain and transport before adjusting it; ScopeForge never delays the audio.

DROPOUTS OR HIGH CPU

Compare an empty project with the affected session, note the sample rate and buffer size, and try a larger audio buffer in your DAW. Close unused editor windows and check other processors in the chain. Report a repeatable problem with the steps and a short recording where useful.

SETTINGS NOT RECALLED

Confirm that you saved the correct DAW project or preset and reopened the same plugin format. Check the ScopeForge version in Info. Hold, selection and zoom deliberately reset to live; tooltip preferences are separate. Preserve the original project if restored parameter values differ.

MANUAL OR HELP UNAVAILABLE

Use USER MANUAL in Info. If the local PDF is missing, reinstall the matching package or open the supplied PDF directly. A PDF viewer is required. Website and support actions use your default browser; the local manual does not require internet access.

UNINSTALL OR REINSTALL

Close all DAWs. Use the supplied uninstaller where available, or remove only ScopeForge.vst3 from the stated VST3 location and, on macOS, ScopeForge.component from the Audio Unit location. Preserve your DAW presets, projects, settings and audio. Reinstalling the plugin does not require deleting those files. Keep a recoverable copy if existing projects rely on this version.

ABOUT AND SUPPORT



Info shows the running version and format, with offline help and the remembered tooltip option.

OPEN INFO

Click **i** to open the black Info panel. It shows ScopeForge, its version, running format, ERB N DUB and Prime Harmonics branding. Close it with X or Escape; Tab and Shift-Tab move between its controls. Smaller windows use scrolling.

MANUAL AND SUPPORT

USER MANUAL opens this PDF from the plugin bundle in your computer's PDF viewer and works offline. SUPPORT opens <https://erbdub.com/contact/> and the website button opens <https://www.erbdub.com>. COPY BUILD INFO copies the product, version and format for a support request. These actions run only when activated.

SHOW TOOLTIPS

Descriptive tooltips start OFF when no preference is saved. Open Info (**i**) and enable Show tooltips for hints after about one second. ScopeForge remembers your choice across instances, editor reopening, DAW restarts and updates, separately from presets and Undo/Redo. Switching off dismisses hints; numerical control-value readouts remain available.

CREATED BY ERB N DUB

Peter Chapman / ERB N DUB. Prime Harmonics.

ERB N DUB brings his experience as a producer, drummer, DJ and mixing and mastering engineer to the design of these tools.

WEBSITE

<https://www.erbndub.com/>

SUPPORT

<https://erbndub.com/contact/>

HELP US REPRODUCE A PROBLEM

Include the product name and version; macOS or Windows and its version; processor architecture (Apple Silicon or Intel on macOS, x64 on Windows); DAW name and version; VST3 or Audio Unit; sample rate; buffer size; and exact reproduction steps. Say whether it occurs in an empty project and whether several instances are open. Include a relevant DAW preset, screenshot or short screen recording and a crash report or DAW log when available. Send only files needed to show the issue. Never send passwords, full licence secrets, payment details or unrelated personal files.

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