ERB N DUB
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PRIME HARMONICS

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.

Installing or activating for the first time? See Install and Open, then Activate and Move Your Licence.

02 / WAVEFORM ANALYSIS

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. TIME offers 50, 100, 250 and 500 ms, then 1, 2, 5, 10, 20 and 30 seconds. Try 30 seconds for musical context. New audio enters at the right. Empty history remains blank until audio has arrived.

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.

03 / WAVEFORM ANALYSIS

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 connected coloured peak outline, 50 a lighter fill and 100 the full waveform. New instances begin at 100. It does not change signal gain or waveform height.

PLAY LINE

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

04 / WAVEFORM ANALYSIS

HOLD 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. In FREE, scroll and pinch stop at 50 ms and 30 seconds. Zooming out from live expands the retained view; zooming in holds an interval while new audio continues to be captured.

05 / WAVEFORM ANALYSIS

ZOOM AND RETURN TO LIVE



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

FREE keeps up to 30 seconds of rolling history while the plugin processes audio, including with its editor closed. Recent history has finer detail; older history retains measured peaks at a coarser resolution. Zoom uses the detail still available and cannot recreate discarded samples. Capture restarts when the input, mode or sample rate changes. Captured audio is not saved in projects.

06 / WAVEFORM ANALYSIS

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.

07 / WAVEFORM ANALYSIS

UNDO, REDO AND DISPLAY SETTINGS

64 MEANINGFUL EDITS

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 Intensity 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. There are no on-screen Undo or Redo buttons.

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, temporary inspection 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. Changing the saved FREE live time range is an undoable view edit.

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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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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, the FREE live time range, window size, scope-only view and Play Line are saved. Saved FREE live ranges longer than 30 seconds open at 30 seconds. 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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TROUBLESHOOTING

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 Info > Licence for an active licence, then 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

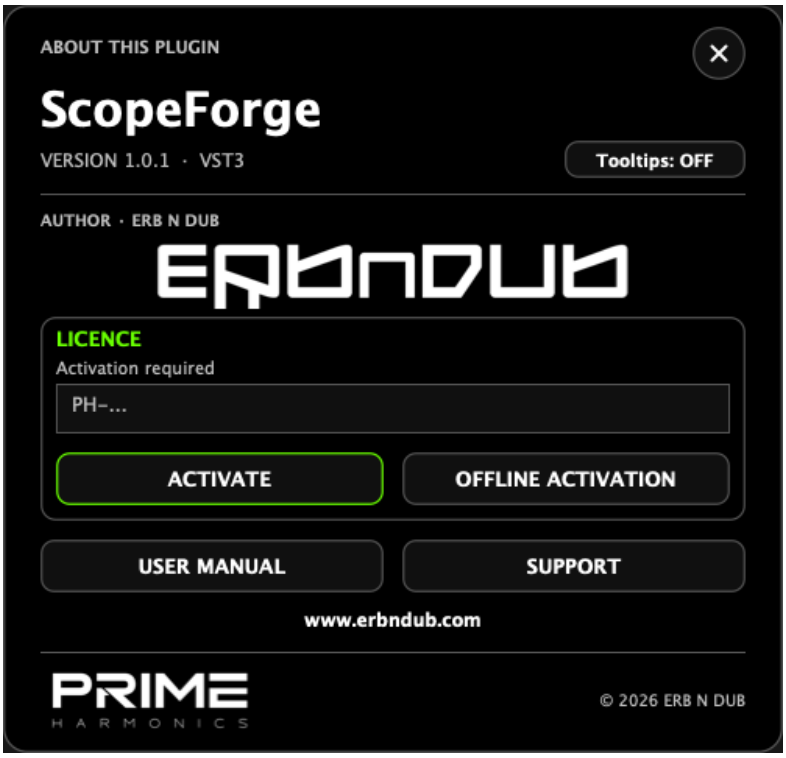
Confirm that you saved the correct DAW project or preset and reopened the same plugin format. Check the ScopeForge version in Info. Hold, selection and zoom deliberately reset to live; tooltip preferences are separate. Preserve the original project if restored parameter values differ.

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.

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INFO AND TOOLTIPS



The ScopeForge Info panel before activation.

INFO AND LOCAL MANUAL

Open Info (i) for the product name, version and running format. Choose User Manual to open the included PDF offline.

SHOW TOOLTIPS

Descriptive tooltips start off when no preference is saved. Open Info and use the tooltips control to switch hints on or off. The plugin remembers your choice. Numerical control-value readouts remain available with tooltips off.

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INSTALL AND OPEN

SYSTEM REQUIREMENTS

Use a compatible 64-bit DAW and check the product download page for supported operating-system versions. VST3 is available for macOS and Windows where supplied. Audio Unit is macOS only.

MACOS

Save your work and close your DAW. Open the downloaded .pkg installer and choose VST3, Audio Unit (AU) or both, depending on what your DAW supports. Both formats contain Intel and Apple Silicon code. Keep one active copy per format.

WINDOWS

Save your work and close your DAW. Extract the downloaded ZIP. Copy the entire ScopeForge.vst3 bundle into C:\Program Files\Common Files\VST3. Keep all files inside the bundle together. Windows may ask for administrator permission to copy it.

OPEN IN YOUR DAW

Reopen your DAW and find ScopeForge in its plugin browser. Rescan plugins in your DAW if it does not appear. Load it on an audio track or after an instrument.

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ACTIVATE AND MOVE YOUR LICENCE

YOUR LICENCE

ScopeForge is free and uses a permanent licence. Your free licence code lets you activate up to two computers. Once activated, you can use the plugin offline.

FIND YOUR LICENCE CODE

Sign in to My Account at https://erbndub.com/my-account/ using the account you used to get the plugin. Open the licence area and select the product to view or recover your code. If you receive a licence email, you can also use the code it contains.

ONLINE ACTIVATION

With an internet connection, open Info (i), enter your licence code in the Licence section, then select Activate. If your edition opens a separate Activate licence form, enter the code there and select Activate this computer.

OFFLINE ACTIVATION

On the computer you want to authorise, open Info and choose Offline Activation, then Save Computer Request. Transfer the request to a computer with internet access and follow Offline Activation Help to obtain a signed licence file. Transfer the file back and choose Import Licence File in the Offline Activation panel.

MOVE OR RECOVER YOUR LICENCE

On your old computer, choose Info > Manage Licence > Deactivate This Computer and follow the prompts to free a slot. Install and activate on the new computer with the same code. If you lost your code or cannot access the old computer, use My Account / Recovery or contact ERB N DUB support.

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UPDATE, REMOVE AND REINSTALL

UPDATE OR REINSTALL

Back up your projects, presets and any content folders before updating. Close the DAW and follow the installation instructions for your platform. After updating, confirm the version in Info and open a copy of an existing project before saving over it.

REMOVE ON MACOS

Close the DAW and remove only ScopeForge.vst3 and/or ScopeForge.component from /Library/Audio/Plug-Ins/VST3 and /Library/Audio/Plug-Ins/Components respectively. If you installed a user-only copy, check the equivalent folders inside your home Library.

REMOVE ON WINDOWS

Close the DAW and remove only the ScopeForge.vst3 bundle from the folder where you installed it. Keep your projects, presets and any separate sample libraries.

ACTIVATION AND REMOVAL

Removing plugin files does not free an activation slot. Use the deactivation steps in this guide before moving your licence.

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ABOUT AND SUPPORT

SUPPORT

Visit https://erbndub.com/contact/ and include the plugin version, operating system, DAW, plugin format and steps to reproduce the problem. Keep your licence code private.

ERB N DUB CONTACT

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THIRD-PARTY NOTICES

See the notices supplied with your download.

DESIGNED AND DEVELOPED BY ERB N DUB (PETER CHAPMAN)

Drawing on over 20 years of experience as an artist, producer, DJ, and drummer, Erb N Dub brings his expertise in sound design, synthesis, and audio processing to the development of innovative audio software.

Combining his creative vision with augmented technology, Peter translates his tried-and-tested production techniques into intuitive tools that help producers create music with greater sonic weight, clarity, and impact.