

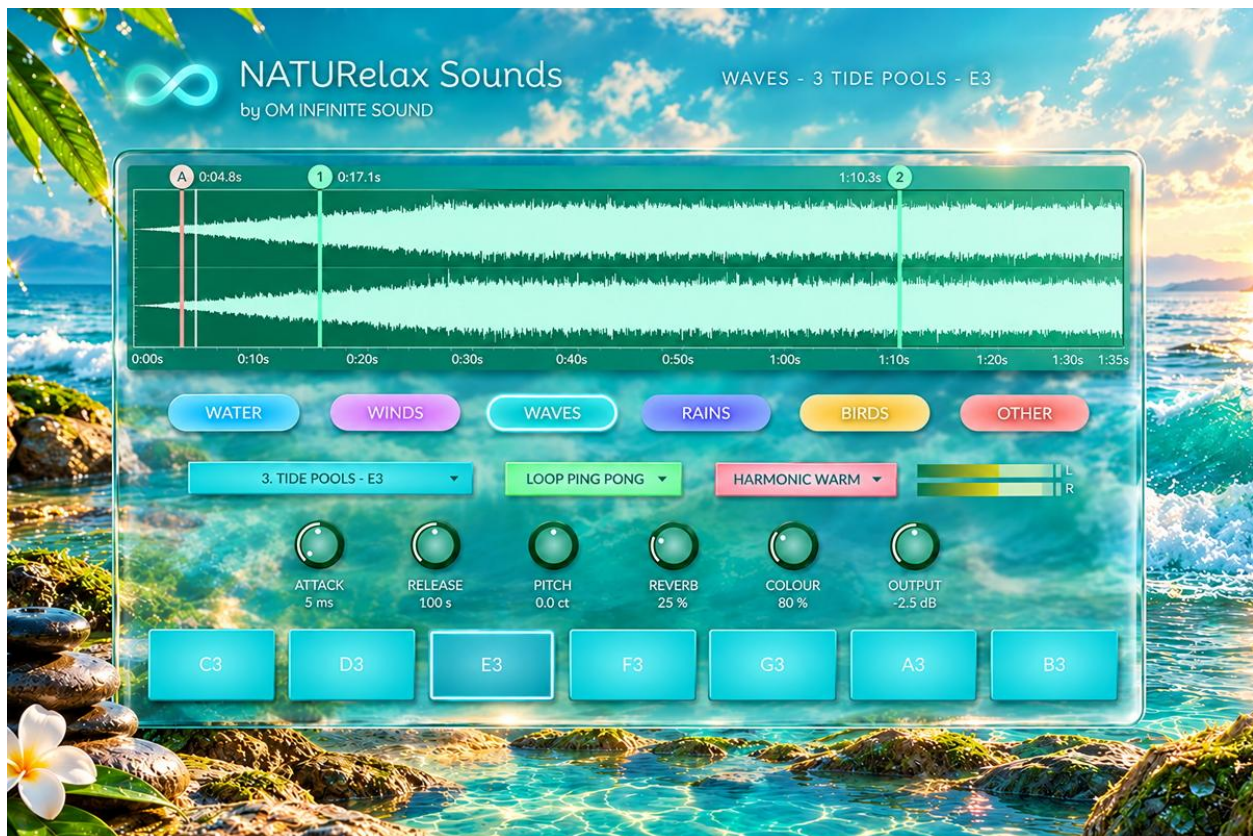
OM INFINITE SOUND

NATURelax Sounds

User Manual

Add ambient atmospheres to your compositions

Nature ambience instrument · VST3 for Windows & macOS



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1. Welcome

Thank you for choosing **NATURelax Sounds**. This plugin turns carefully recorded nature ambiences into a playable instrument: water, wind, waves, rain, birds and more, each one ready to be triggered from seven pads, your computer keyboard or any MIDI controller.

Every sound plays exactly as it was recorded. Around it you have a small, focused set of tools to shape it: a smooth envelope, pitch, an ambient reverb that sits behind the sound instead of covering it, four analog-style colour textures and a transparent output limiter.

Key features

- **Six sound categories** — WATER, WINDS, WAVES, RAINS, BIRDS and OTHER — each with its own colour and background artwork.
- **Seven sounds per category**, one per pad, loaded straight from a folder on your disk. Replace the files and the plugin picks up the new sounds automatically.
- **Three ways to play**: click the on-screen pads, press A S D F G H J (or 1 to 7) on your computer keyboard, or send MIDI notes C3 to B3.
- **Waveform display** with draggable markers for the start point and the loop region.
- **Three loop modes** — Off, Ping Pong and Forward — with automatic Best Match loop points for seamless ambiences.
- **Four colour textures**: Harmonic Warm, Tube Emulation, Glow Presence and Tape Emulation.
- **Ambient reverb, envelope, pitch and output** controls, plus stereo level meters with a built-in limiter.
- **Resizable window** from 70 % to 150 %, with tooltips you can switch on or off.

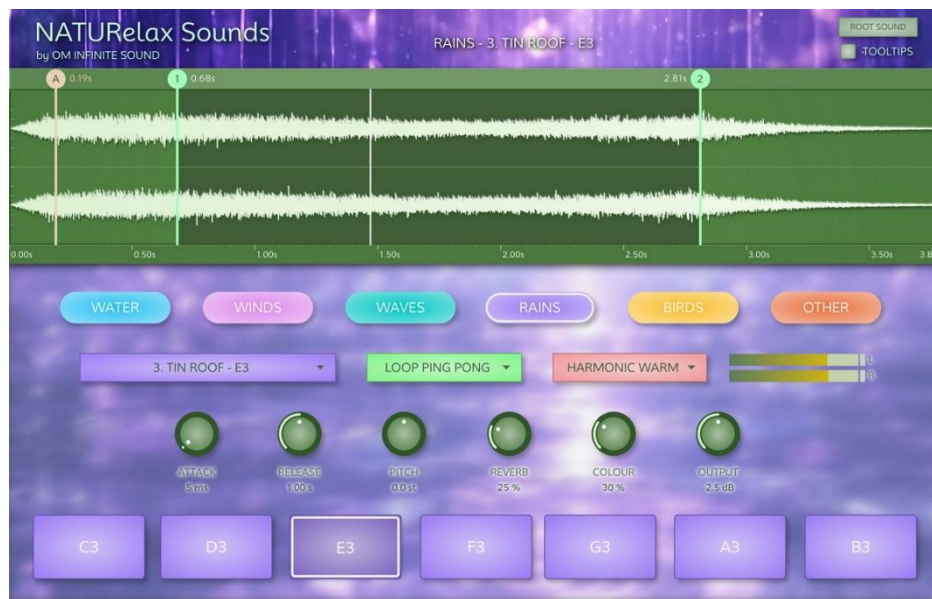


Figure 1. NATURelax Sounds with the RAINS category loaded.

2. Installation

System requirements

Item	Requirement
Plugin format	VST3
Windows	Windows 10 or 11, 64-bit
macOS	macOS 10.13 or later — Universal binary, runs natively on Apple Silicon and Intel
Host	Any DAW that supports VST3 instruments (a standalone version is also available)
Memory	Enough RAM for the seven sounds of a category. Sounds are held in memory as 16-bit audio: a stereo minute uses about 10.6 MB, so seven sounds of four minutes need around 300 MB per plugin instance, whatever the bit depth of your files.
Audio files	WAV, AIFF, FLAC or MP3

Installing the plugin

Copy the file **NATURElax.vst3** to the standard VST3 folder of your system:

System	VST3 folder
Windows	C:\Program Files\Common Files\VST3
macOS	~/Library/Audio/Plug-Ins/VST3 (for your user) or /Library/Audio/Plug-Ins/VST3 (for all users)

Then start your DAW and let it scan for new plugins. NATURElax Sounds appears as an **instrument** from the manufacturer **OM INFINITE SOUND**.

TIP If the plugin does not appear, run a manual plugin rescan in your DAW's preferences, and check that the file is in the VST3 folder and not in a subfolder of a different format.

Installing the sound library

The sounds are not stored inside the plugin: they live in a folder called **NATURelax Sounds**. Place that folder in one of these locations and the plugin finds it on its own the first time it opens:

- Your **Documents** folder
- Your **Desktop**
- Your **Music** folder
- Your **user (home)** folder
- The **root of any drive**, for example C:\ or an external disk

You can keep the library anywhere else too: the plugin simply asks you where it is the first time, and remembers the answer. See Chapter 3.

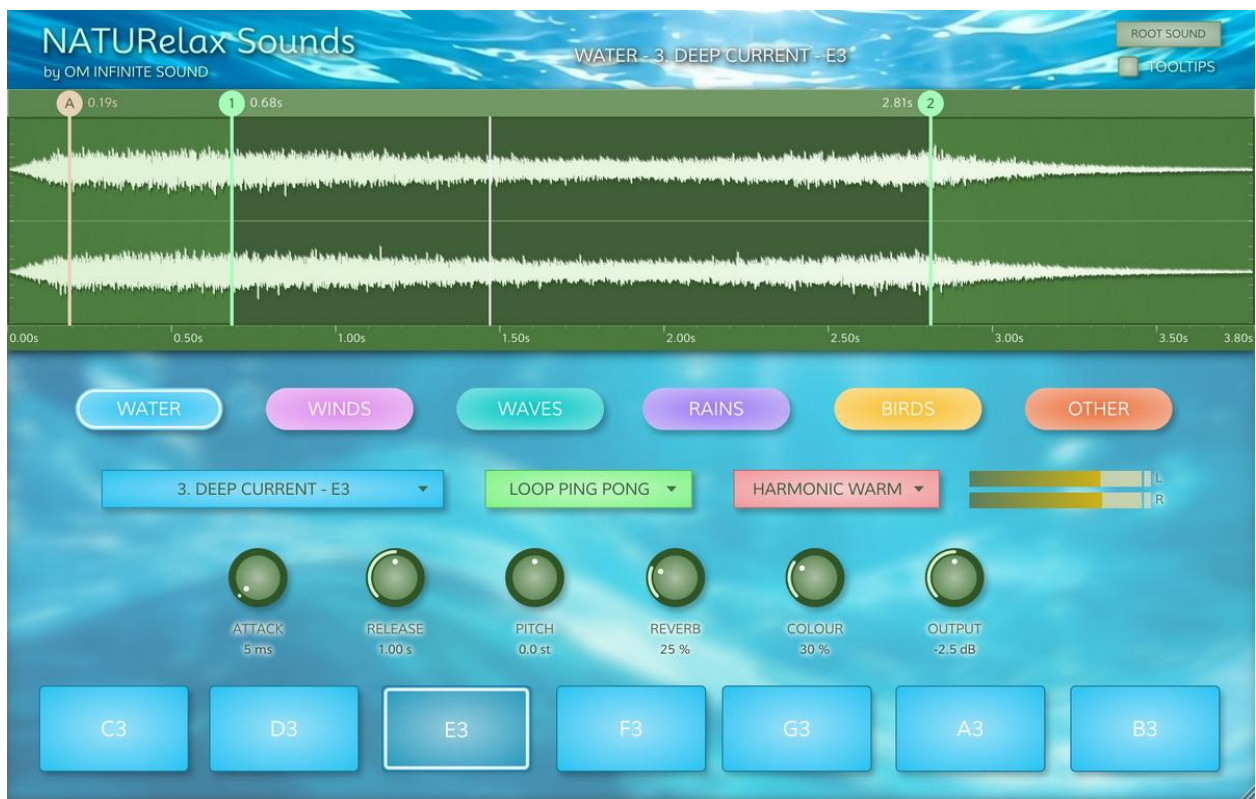


Figure 1a. NATURelax Sounds with the WATER category loaded.

3. The Sound Library

Folder structure

The library is one main folder with a subfolder for each category. Each subfolder holds the seven sounds of that category:

```
NATURelax Sounds/
├── 1. WATER/
│   ├── 1. Crystal Stream.wav
│   ├── 2. Aquatic Ripples.wav
│   └── ... (up to 7 files)
├── 2. WINDS/
├── 3. WAVES/
├── 4. RAINS/
├── 5. BIRDS/
└── 6. OTHER/
```

Each subfolder is matched to its category button by the **number at the start of its name**: “4. RAINS” belongs to the fourth button. This means you can rename the folders freely as long as they keep their number. If a folder has no number, the plugin looks for the category name instead.

How sounds are assigned to pads

- The plugin takes the **first seven audio files** in the folder, sorted by name in natural order (“2” comes before “10”).
- File 1 goes to pad **C3**, file 2 to **D3**, and so on up to file 7 on **B3**.
- Supported formats are **WAV, AIFF, FLAC and MP3**. Other files in the folder are ignored.
- If a folder has fewer than seven files, the remaining pads stay silent. If it has more, only the first seven are used.

TIP Numbering your files (“1. ...”, “2. ...”) is the easiest way to decide which sound lands on which pad.

When the library is not found

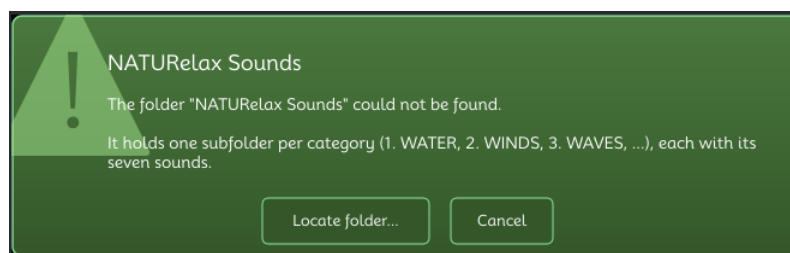


Figure 2. The window shown when the sound library is not found.

If the plugin cannot find the **NATURelax Sounds** folder, a small window tells you so and offers a **Locate folder...** button. Choose the NATURelax Sounds folder in the browser that opens. If you select the folder that contains it by mistake, the plugin notices and uses the right one.

The location is saved in the plugin's own settings, so every project and every future session finds the library straight away. In the window, Enter chooses **Locate folder...** and Escape cancels.

Changing the library location

Click **ROOT SOUND** in the top-right corner at any time. The folder browser opens on the current library, so you can check where your sounds are or point the plugin at a different library.

Updating or replacing sounds

You can change the files in any category folder whenever you like — add new recordings, replace old ones or rename them. The plugin reads the folders again:

- every time you **open the plugin window**,
- every time you **click a category button**, and
- every time you **open a project** that uses the plugin.

Only files that were actually added or changed on disk are loaded again, so opening the window never interrupts sounds that are playing. New file names appear immediately in the preset box and in the pad tooltips. Chapter 4 explains step by step how to fill the library with your own sounds.



NOTE Loading takes a moment with long files. While sounds are loading, the time ruler and markers use the length of the file on disk, so the display is correct from the start.

4. Customising Your Library

NATURelax Sounds has no fixed sounds. Every pad plays whatever file is in its category folder, and the name you see on screen is simply the file's name. This means the library is **yours to shape**: you can replace any sound with your own recordings, rename them as you like and decide which pad plays each one — no programming and no settings involved.

What you can customise

What	How	Where you see the result
The sound on a pad	Replace the audio file in the category folder	The pad plays the new sound
The name of a sound	Rename the file	Preset box and pad tooltips, e.g. "1. MORNING CREEK - C3"
Which pad plays which sound	Start each file name with its number, 1 to 7	File 1 on C3, file 2 on D3... file 7 on B3
What a category contains	Put any recordings in its folder	The category button loads them
The names of the folders	Rename them, keeping the number at the start	Nothing changes on screen; the number keeps the link
Where the library lives	Move the folder and point to it with ROOT SOUND	The plugin remembers the new location

Adding your own sounds, step by step

1. **Prepare your recordings.** Use WAV, AIFF, FLAC or MP3, mono or stereo, at any sample rate.
2. **Name each file with a number and a name**, for example "1. Morning Creek.wav". The number decides the pad; the text after it is what the plugin shows.
3. **Copy the files into the category folder** you want, for example NATURelax Sounds/1. WATER. Keep no more than seven files in it.
4. **Open the plugin window, or click that category button.** The plugin reads the folder, loads the new sounds, and places the loop points of each new file with Best Match.
5. **Play the pads** to check each sound. Adjust the markers of any pad if needed; each pad keeps its own.

Naming tips

- **Number from 1 to 7** followed by a full stop and a space: “1. ...”, “2. ...”. Files are sorted in natural order, so “2” always comes before “10”.
- **Keep names short.** They are shown in capitals, followed by the pad's note, in a box of limited width.
- The **file extension is never shown**, so “1. Morning Creek.wav” appears as “1. MORNING CREEK - C3”.

Good to know

- The six **category buttons keep their names and colours** (WATER, WINDS...). What changes is what they load: a folder can hold any kind of sound, and OTHER is ideal for anything that doesn't fit elsewhere.
- Only the **first seven audio files** of a folder are used; other files and unsupported formats are ignored.
- When a file is replaced, **that pad's markers start fresh** with Best Match; the other pads keep theirs.
- Projects don't store audio. A project that used a file you have since replaced will play **the file that is now in its place**.
- Long files use more memory: about 10.6 MB per stereo minute once loaded. The bit depth of your files doesn't change this — 16 or 24-bit files take the same room — but WAV and AIFF load faster than FLAC or MP3, which have to be decompressed first.

TIP Before customising, keep a copy of the original NATURelax Sounds folder (for example as a zip file). You can always return to the original sounds by copying it back.

5. Interface Overview

The window is organised from top to bottom: the header, the waveform display, the category buttons, a row with the preset, loop and colour boxes plus the output meters, the six knobs and, at the bottom, the seven pads.

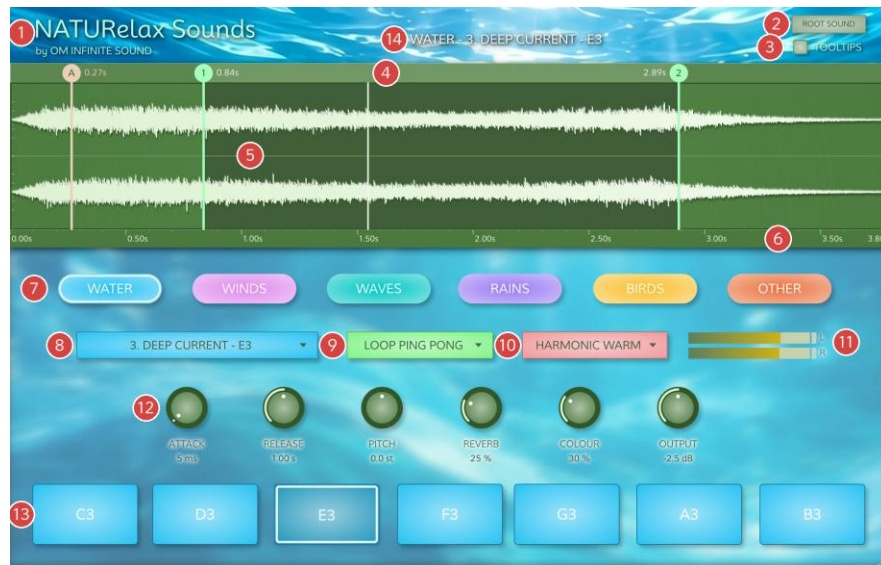


Figure 3. The main window. Numbers refer to the table below.

#	Element	What it does	Chapter
1	Title	Plugin name and manufacturer	6
2	ROOT SOUND	Opens the folder browser on the sound library	6
3	TOOLTIPS	Shows or hides the pop-up hints	6
4	Marker strip	Start marker (A) and loop markers (1, 2) with their times	9
5	Waveform	Shape of the sound on the selected pad, with a playhead	9
6	Time ruler	Time scale of the sound	9
7	Category buttons	Load the seven sounds of a category	7
8	Preset box	Shows the sound on display; choose one to view its waveform	8
9	Loop mode	LOOP MODE OFF, LOOP PING PONG or LOOP FORWARD	10
10	Colour mode	Chooses the texture applied by the COLOUR knob	12
11	Output meters	Left and right output level with limiter indicator	13
12	Knobs	Attack, Release, Pitch, Reverb, Colour and Output	11
13	Pads	Play the seven sounds of the category	8
14	Now showing	Category and sound on display	6

6. Header



Figure 4. The header: title, the category and sound on display, *ROOT SOUND* and *TOOLTIPS*.

The top strip shows the category artwork at full clarity, with the plugin name and “by OM INFINITE SOUND” beneath it on the left, and two utility controls on the right.

NOW SHOWING

Beside the title, a line tells you what is on display: the category, the sound and the pad that plays it — for example “WATER - 1. WHISPERING CURRENTS - C3”. It changes as you play a pad, press a key, receive a MIDI note, choose a sound in the preset box or switch category. It stays empty until a sound is loaded. Long file names are narrowed slightly to fit.

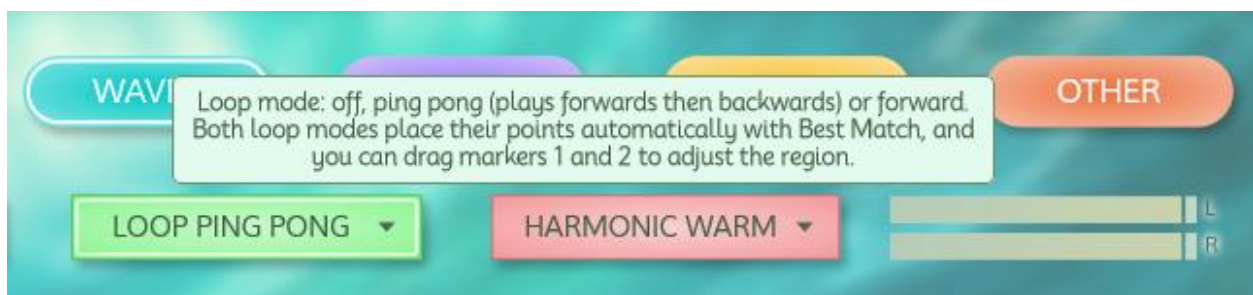
ROOT SOUND

Opens a folder browser at the current location of your **NATURelax Sounds** library. Use it to see where your sounds are stored or to switch to another library. After choosing a folder, the current category is reloaded from it.

TOOLTIPS

Tooltips are off by default. Tick the box and resting the mouse over a control shows a short explanation of what it does; the pad tooltips even name the exact sound each pad plays and the computer keys that trigger it. They are a good way to learn the plugin — untick the box again once you know it well.

This setting is stored with the plugin, not with the project, so it applies to every session.



7. Categories



Figure 5. The six category buttons. The active one has a white outline.

Clicking a category button loads the seven sounds of that category into the pads and shows the first one in the waveform display. The whole interface follows the category you choose:

- the **pads** and the **preset box** take the colour of the button,
- the **background artwork** changes to the image of that category, and
- the **active button** is marked with a white outline.

Button	Library folder	MIDI note	Theme
WATER	1. WATER	C2 (48)	Streams, rivers, underwater ambiances.
WINDS	2. WINDS	D2 (50)	Breezes, gusts and airy textures.
WAVES	3. WAVES	E2 (52)	Ocean, surf and shorelines.
RAINS	4. RAINS	F2 (53)	Rain, drops and storms.
BIRDS	5. BIRDS	G2 (55)	Birdsong and forest life.
OTHER	6. OTHER	A2 (57)	Everything else in your collection.

When the plugin opens for the first time, the **WATER** category is loaded with its first sound ready to play. Projects remember the category you were using.

Categories can also be chosen by **MIDI**: the notes **C2 to A2** (the white keys of the octave below the pads) each select one category, in the order of the buttons. These notes never play a sound, so you can switch scenes from a MIDI keyboard or record the changes in your DAW, even with the plugin window closed. Each button's tooltip shows its note.

NOTE If a category folder is empty or missing, the preset box shows “NO AUDIO FILES” and the pads stay silent, so a sound from the previous category never keeps playing under the new one.

8. Playing Sounds



Figure 6. The seven pads. The pad that is sounding is darker and outlined.

Each of the seven pads holds a different sound of the current category. Hold a pad to play its sound; release it and the sound fades out according to the RELEASE knob. You can play several pads at once to layer ambiances — up to 16 voices sound at the same time. If all 16 are busy, the oldest note fades out in a few milliseconds to make room for the new one, so there are no clicks.

Every sound plays at the **pitch it was recorded at**. The PITCH knob transposes whatever is playing.

Three ways to play

Pad	Sound	Computer keyboard	MIDI note
C3	File 1	A or 1	C3 (60)
D3	File 2	S or 2	D3 (62)
E3	File 3	D or 3	E3 (64)
F3	File 4	F or 4	F3 (65)
G3	File 5	G or 5	G3 (67)
A3	File 6	H or 6	A3 (69)
B3	File 7	J or 7	B3 (71)

- **Mouse:** click and hold a pad.
- **Computer keyboard:** the home row A S D F G H J mirrors the layout of the pads; the numbers 1 to 7 do the same. Keys respond to press and release just like a pad.
- **MIDI:** send the notes C3 to B3 (the white keys of the octave above middle C in the C3 convention). Every other note is ignored.

MIDI velocity sets how loud each note plays. Pads and computer keys always play at full level.

TIP Some DAWs keep the computer keyboard for their own shortcuts. If the keys do not play the pads, click once inside the plugin window to give it the keyboard focus.

The Preset Box

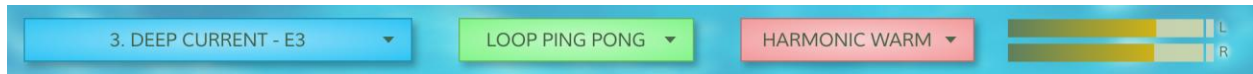


Figure 7. Preset box, loop mode box, colour mode box and output level meters.

The first box shows the sound that is playing, followed by the pad that plays it — for example “3. DEEP CURRENT - E3”. It updates on its own every time you play a pad, press a key or receive a MIDI note.

Open it to see all seven sounds of the category. **Choosing an entry shows that sound in the waveform display**, with its own markers, **without playing it** — handy for setting up a pad's start point and loop region before you hear it. To play a sound, use its pad, its computer key or its MIDI note.

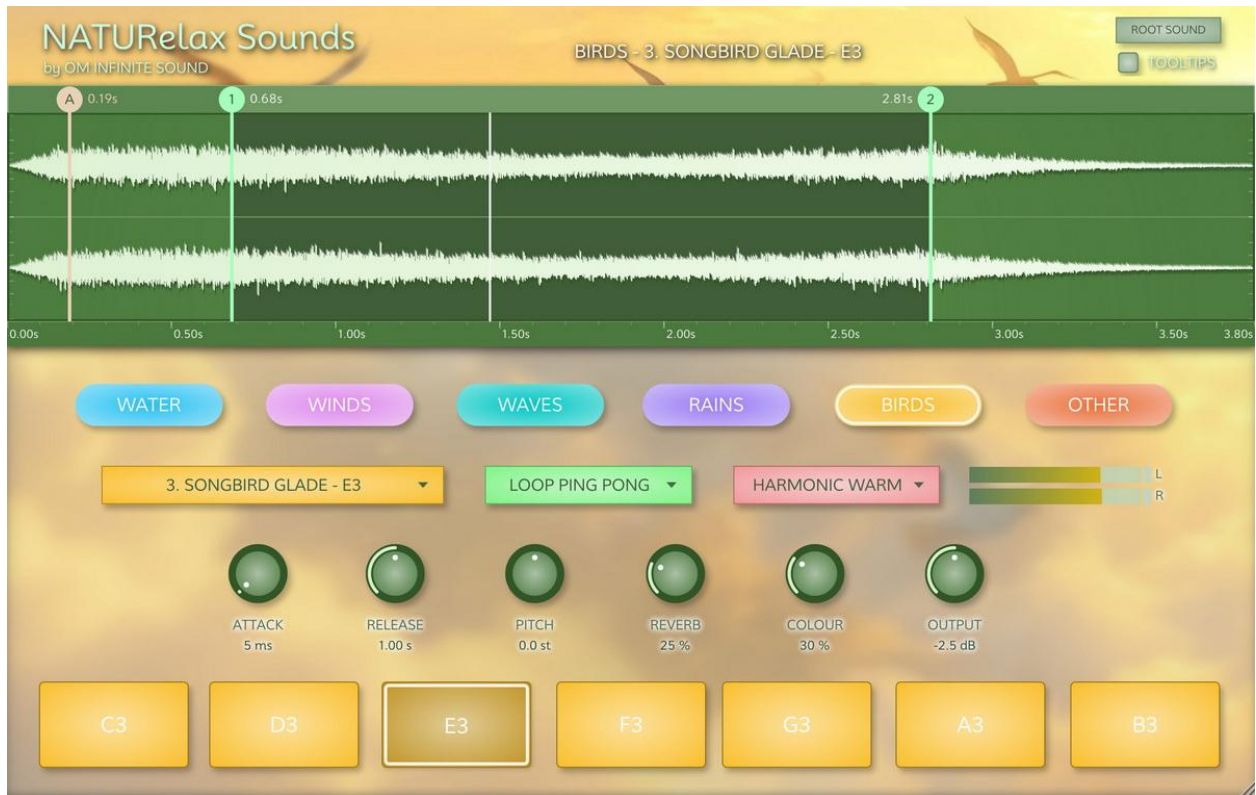


Figure 1c. NATURelax Sounds with the BIRDS category loaded.

9. Waveform Display

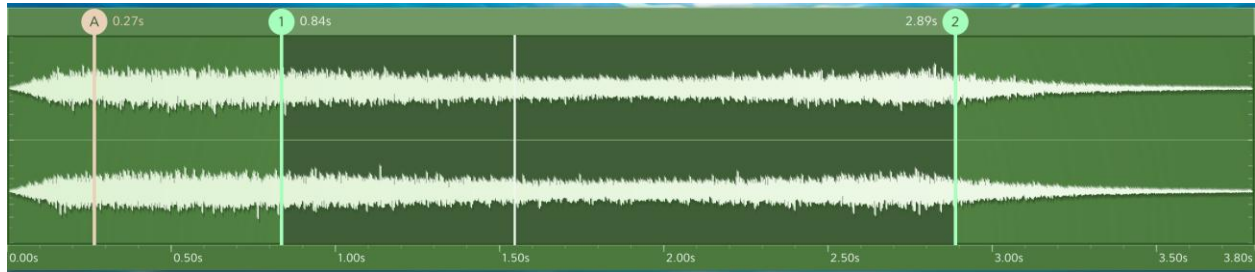


Figure 8. Waveform display with a loop on: the region between markers 1 and 2 has a darker background.

The large green box shows the waveform of the sound on the current pad — the last one you played or chose in the preset box. A white vertical line, the playhead, follows playback while a pad is sounding.

The part of the sound that plays is shown on a **darker green background**: between markers A and B with the loop off, or the loop region between markers 1 and 2 with a loop on. The waveform itself keeps the same colour everywhere, so the shading only tells you where the region lies.

With a stereo file, a thin horizontal line separates the **left channel** (top) from the **right channel** (bottom). Down both sides of the box, short guide marks show the level of each channel: the longer ones mark **0, -6 and -12 dB** and the shorter ones -3 and -18 dB, measured from the centre of the channel (silence) out to its edges (full scale).

Markers

Above the waveform, a strip holds the markers that decide which part of the sound is played. Their meaning depends on the loop mode:



Figure 9. Loop off: sample start A and sample end B.



Figure 10. Loop on: start A and loop region 1 – 2.

Marker	Colour	Visible when	Meaning
A	Beige	Always	Where the sound starts to play when a pad is pressed
B	Beige	Loop off	Where the sound stops playing
1	Green	Loop on	Start of the loop region
2	Green	Loop on	End of the loop region

Drag any marker left or right to move it. Its time is shown next to it — to a tenth of a second on sounds longer than a minute, for example “1:07.5s” — and the vertical line across the waveform follows it. Rest the mouse on a marker to see a tooltip explaining what it does.

Each Pad has its own markers

Every one of the seven pads remembers its own markers — start, end and loop region. When you play a pad, the display switches to its sound and shows its markers; whatever you adjust stays with that pad. Pads always play with their own markers, even when another pad is on display, so you can layer several pads with different regions.

Markers are also kept **per category**. If you set up the pads of RAINS, switch to WAVES and later come back to RAINS, every pad has its markers exactly as you left them, and the pad you were looking at is shown again. Projects remember the markers of all six categories.

Time Ruler

The ruler under the waveform shows the time scale with labelled divisions and finer ticks in between. Sounds shorter than a minute are labelled in seconds (0.50s, 1.00s...); longer sounds use minutes and seconds (0:30s, 1:00s, 2:30s...). The last label at the right edge is the total length.

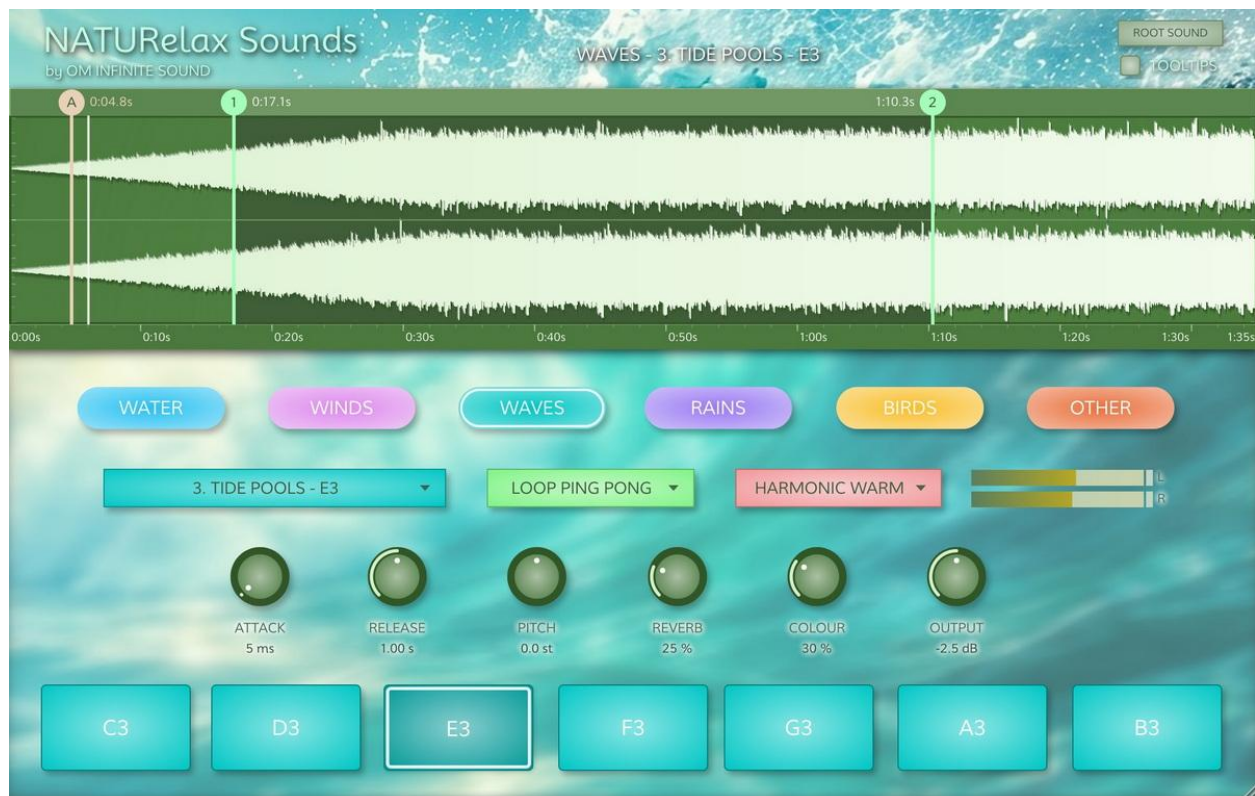


Figure 1d. NATURelax Sounds with the WAVES category loaded.

10. Loop Modes

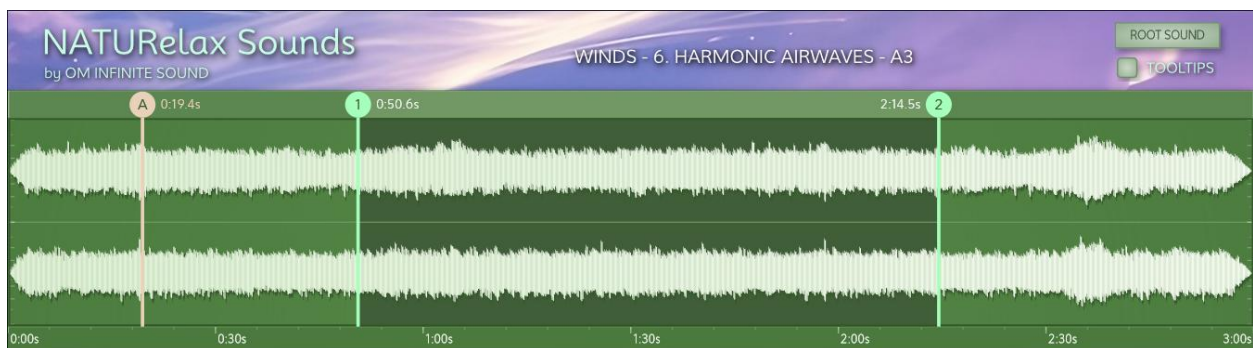
The loop mode box decides what happens when the sound reaches the end of its region while you are still holding a pad.

Mode	Behaviour	Best for
LOOP MODE OFF	The sound plays once from A to B and stops.	One-shot events, short sounds
LOOP PING PONG	Plays forward to marker 2, then backwards to marker 1, and so on.	Smooth, endless textures with no audible seam
LOOP FORWARD	Plays from marker 1 to marker 2 and jumps back to 1 each time.	Rhythmic or directional sounds

Best Match (Loop)

When you switch a loop mode on, the plugin places the loop points of every pad automatically using **Best Match**: it compares the waveform at the start and end of the region and moves the points to where they fit best, so the loop joins without clicks. You can still drag markers 1 and 2 afterwards to fine-tune the region.

Loops also use a short internal crossfade at the joint, which keeps even long ambient loops smooth.



NOTE Each pad has its own loop region, and Best Match works on each pad's own sound. When you switch a loop mode on, all seven pads get their loop points at once, so every pad is ready to loop without further setup.

11. Sound Shaping Knobs

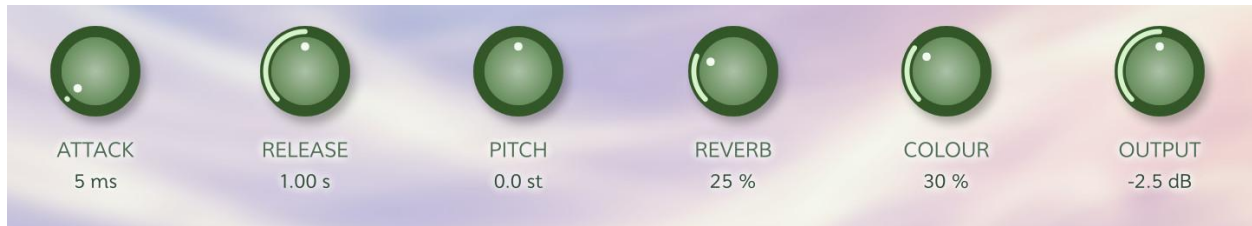


Figure 11. The six knobs, with their current values underneath.

Drag a knob up or down (or left and right) to change it. The value is shown under its name.

Double-click any knob to return it to its default.

Knob	Range	Default	What it does
ATTACK	0 ms – 1.2 s	5 ms	How long the sound takes to fade in when a pad is pressed. Longer values ease the ambience in.
RELEASE	0 – 5 s	1.00 s	How long the sound takes to fade out after a pad is released. Long values leave the ambience trailing away.
PITCH	-24 – +24 st	0.0 st	Transposes the sound in semitones. It also changes its speed and body, since the recording is played faster or slower.
REVERB	0 – 100 %	0 %	Adds a large, ambient space behind the sound, without processing the recording.
COLOUR	0 – 100 %	30 %	How much of the texture chosen in the colour mode box is applied. At zero the sound passes untouched.
OUTPUT	$-\infty$ – +3.5 dB	-2.5 dB	Final level of the plugin, shown on the output meters.

About the Reverb

The reverb is designed as an ambience rather than an effect. The recording itself is never changed: a large, Ambiantal Reverb tail is added underneath it, filtered so it neither muddies the low end nor adds brightness the original did not have. The first half of the knob is deliberately subtle; even at maximum the space surrounds the sound instead of washing over it.

12. Colour Modes

The colour mode box selects one of four textures. The **COLOUR** knob sets how much of it is applied, from nothing at 0 % to the full effect at 100 %.

Mode	Character	Use it to
HARMONIC WARM	Soft, gently asymmetric saturation that adds mostly even harmonics, with a little more body in the lows and a smoother top.	Thicken and warm up any sound
TUBE EMULATION	Tube-style asymmetric clipping with more drive, adding both odd and even harmonics; a gentle low-pass keeps it from sounding harsh.	Add density and analog grit
GLOW PRESENCE	Lifts presence around 3 kHz and the “air” band, and adds an exciter that creates new shimmer in the highs without distorting the body.	Bring a sound forward and add sparkle
TAPE EMULATION	Tape machine character: slow wow and faster flutter, soft magnetic saturation and a natural loss of top end.	Add movement and vintage softness

The three saturating modes are level-matched, so raising the COLOUR knob changes the character of the sound more than its loudness. Changing mode or turning the knob to zero resets the stage, so no stored audio is heard when you bring it back.



Figure 13. Box for selecting the type of sound color to apply.

13. Output and Metering



Figure 14. *Output meters. The red tab on the right lights up when the limiter works.*

Two horizontal meters, **L** and **R**, show the level leaving the plugin, measured after the limiter. The scale runs from -48 dB on the left to 0 dB on the right, and the bar changes from green to yellow as the level rises.

The Limiter

A limiter is always active at the end of the signal path. It catches any peak that would go over full scale, so the plugin never clips your mix. When it is working, the small **red tab** at the right end of the meters lights up. Click the meters to reset the indicator.

TIP If the red tab lights up often, lower the **OUTPUT** knob or the **COLOUR** amount. The limiter is a safety net, not a loudness tool.

14. Window and Display

Resizing

Drag the bottom-right corner of the window to resize it anywhere from **70 % to 150 %** of its original size of 1100 × 700 pixels. The proportions are always kept, and every control scales with the window. The size you choose is saved with your project.

Backgrounds

Each category has its own background artwork. It is shown sharp in the header and softly blurred under a light veil everywhere else, so the controls stay easy to read.



Figure 1e. The WINDS category, with its colour and background.

Visual feedback

- A **thin white outline** appears when the mouse is over a button, pad or box.
- A **thicker outline** marks the active category, the pad that is sounding and a box whose list is open.
- Pads turn **darker** while they are sounding, whichever way they were played.

15. Saving and Recall

NATURelax Sounds keeps two kinds of information in two different places.

Saved with each DAW project

- All knob values and the loop and colour modes
- The markers of every pad in all six categories
- The active category and the pad on display
- The window size

Saved with the plugin (for every project)

- The location of the NATURelax Sounds library
- Whether tooltips are on or off

Audio files are never stored in the project: when a project opens, the sounds are read again from the library. This keeps projects small and means updated sounds appear everywhere automatically.

Automation

Your DAW can automate the controls you see on screen:

- the six knobs: **ATTACK**, **RELEASE**, **PITCH**, **REVERB**, **COLOUR** and **OUTPUT**,
- the **loop mode** and the **colour mode**, and
- the markers of the pad on display (**A**, **B**, **1** and **2**).

Internal settings that don't appear in the interface are not offered for automation, so nothing can change the sound behind your back.

IMPORTANT If you move a project to another computer, install the NATURelax Sounds library there too. The plugin will find it or ask for its location the first time.

16. Tips and Workflow

- **Build a scene in layers.** Hold two or three pads at once — for example a stream, a light wind and distant birds — to create a richer ambience.
- **Use a long ATTACK and RELEASE** for soft entries and exits that never draw attention.
- **Loop long ambiances in Ping Pong** for the most seamless result, then fine-tune markers 1 and 2 by ear if needed.
- **Set marker A a little into the sound** to skip a noisy or quiet beginning.
- **Keep REVERB low** for realism; raise it to push a sound into the distance.
- **Try GLOW PRESENCE** on water and rain to bring out detail, and **TAPE EMULATION** on wind for gentle movement.
- **Make the library your own.** Any recordings you like can fill a category: number the files to decide their pad (see Chapter 4).



Icon Standalone NATURelax Sounds for Windows (.exe)

17. Troubleshooting

Problem	Solution
The plugin does not appear in my DAW	Check that NATURelax.vst3 is in the VST3 folder of your system and run a plugin rescan in your DAW.
"Folder could not be found" appears on opening	Click Locate folder... and choose your NATURelax Sounds folder, or place the folder in Documents, Desktop or Music.
The preset box says NO AUDIO FILES	The category folder is empty, missing or its files are in an unsupported format. Check the folder name and number, and that the files are WAV, AIFF, FLAC or MP3.
A pad makes no sound	The category folder has fewer than seven files. Add a file for that pad.
My new sounds do not show up	Close and reopen the plugin window, or click the category button again. Make sure the files are within the first seven in name order.
The computer keyboard does not play the pads	Click once inside the plugin window. Some DAWs capture the keyboard for their own shortcuts.
The loop clicks	Switch the loop mode off and on again to recalculate Best Match, or try Ping Pong. Adjust markers 1 and 2 slightly by ear.
Loading a category takes a while	Long files take time to load. Keep files to a reasonable length, or use fewer channels or a lower sample rate.
The red limiter tab lights up	The output is being limited. Lower OUTPUT or COLOUR, and click the meters to reset the tab.
I'd like an explanation of each control	Tick TOOLTIPS in the header, then rest the mouse over any control. Tooltips are off by default.

18. Quick Reference

Keyboard and mouse

Action	How
Play a pad	Click it, press A S D F G H J or 1–7, or send MIDI C3–B3
Reset a knob to default	Double-click the knob
Move a marker	Drag it along the marker strip
Reset the limiter indicator	Click the output meters
Change library location	Click ROOT SOUND
Show or hide tooltips	Tick or untick TOOLTIPS
Resize the window	Drag the bottom-right corner

Technical specifications

Specification	Value
Product	NATURelax Sounds 1.0.0
Manufacturer	OM INFINITE SOUND
Format	VST3 instrument (Plus Standalone Windows .exe)
Platforms	Windows 64-bit; macOS Universal (Apple Silicon and Intel)
Categories / pads	6 categories × 7 pads
Polyphony	16 voices, with click-free voice stealing
Playable notes	C3, D3, E3, F3, G3, A3, B3 (MIDI 60–71, white keys)
Audio formats	WAV, AIFF, FLAC, MP3
Loop modes	Off, Ping Pong, Forward, with Best Match
Colour modes	Harmonic Warm, Tube Emulation, Glow Presence, Tape Emulation
Output	Stereo, with always-on limiter
Window	1100 × 700 px, resizable 70–150 %
Interface font	Mooli (SIL Open Font License 1.1)