SL OW

User guide - version 0.1.0

SL OW is one slowed + reverb effect with standalone and hosted formats. Its four controls work the same way in portrait, landscape and compact windows. Website: https://sfoorlabs.com/plugins/slow/

Quick start

Insert SL OW on an audio track or bus. Live is the default. Start with Gentle Slow, then adjust SLOW, SPACE and MIX. For a complete song file, launch standalone, choose the folder icon to import, then Play. The microphone is never opened automatically.

Four controls

- SLOW: 1.00x to 0.50x. Playback pitch naturally follows speed. Default 0.75x.
- SPACE: algorithmic FDN reverb character and decay.
- MIX: balance between slowed dry audio and reverb. MIX at zero still slows the signal.
- AI: influence of the local model on bounded transition, attack and reverb controls. Zero removes model influence. AI never changes the selected speed.

Live and synchronization

Live reads overlapping fragments from a bounded buffer. Select a 1/4-bar, 1/2-bar or one-bar window in the timing menu. Host BPM and time signature take precedence. If BPM is unavailable, use manual tempo, initially 120 BPM. Without musical position, SL OW uses a continuous internal counter.

Repeats and skipped portions keep the host timeline moving. Live is not lossless stretching of the entire track. Bypass returns the original host input with the three-sample technical delay. Creative fragment displacement is not reported as compensable latency.

Capture

Choose 1, 2, 4 or 8 bars, capped at 30 seconds. With valid host position, capture arms for the next bar while transport plays. Without position, start manually and use Stop to end capture. When ready, press Play. Playback excludes the new live input. The complete phrase lasts source duration divided by speed, followed by its reverb tail. Stop ends the source and lets the tail decay; Live returns to the input.

Standalone files and export

The folder icon imports a file into private local media storage. Play previews it; Stop ends source playback. The export icon writes a stereo 24-bit WAV at the source sample rate, including the complete reverb tail. The candidate exporter applies a fixed 0.59 gain for headroom, so its level differs from live output. A ten-second phrase at 0.50x lasts twenty seconds before the tail.

Presets and project state

There are 12 factory presets. Previous and Next wrap through the bank. The random icon selects a different factory preset without an immediate repeat. The disk icon saves a .slslow processing preset; the preset popup loads one. Presets change processing, never user audio.

Factory presets: Gentle Slow, Vocal Night, Deep Slowed, Beat Space, Full Mix, Dry Slow, Velvet Vocal, Half Time Room, Dream Hall, Tape Night, Ghost Choir, Ambient Tail. Tape Night is a preset name, not a claim of tape emulation.

Host state retains parameters, synchronization, mode and embedded captures. Imported files are stored in Application Support/Sfoor Labs/SL Slow/Media and referenced locally. Copy that media when moving projects; use Open to relink a missing source. Restoring a project never starts playback automatically.

Interface and accessibility

Hover an icon for its tooltip. The power icon is Bypass. The ellipsis opens timing controls. On narrow windows the lower actions use two rows. Controls remain circular, and large tablet panels are centred with a size cap. Preset indicators move quickly and smoothly; direct dragging and Reduce Motion show values immediately. Reduce Motion also stops decorative starlight movement.

Local processing and privacy

Audio processing and model inference run locally. No plugin account, cloud inference or subscription is required. User files are not used for model training. The candidate model's comparative listening acceptance remains pending; a quality advantage over conventional adaptive DSP is not yet confirmed.

Installation and removal

The prepared Mac package targets Apple Silicon. The branded installer requires macOS 13 or later and installs for the current user: VST3 and Audio Unit under Library/Audio/Plug-Ins, standalone under Applications/Sfoor Labs, with AUv3 embedded in the app. Close hosts before upgrading. Previous binaries are backed up under Library/Application Support/Sfoor Labs/Installer Backups/SLOW.

The installer includes the Mac formats listed above and FL Studio Picker artwork. Confirm the exact package hash and release status in the accompanying handoff. Device and host acceptance are tracked separately from code signing. Review builds are not evidence that every supported format has passed every host.

To remove a review installation, move only SLOW.app, SLOW.vst3 and SLOW.component from their installed locations to Trash. Keep user presets, media and backups until projects are safely archived. Never remove a shared Sfoor Labs folder wholesale.

Compatibility status

Mac standalone, VST3, AU and AUv3 build successfully. iOS/iPadOS AUv3 and standalone simulator builds also pass. The native build targets are macOS 12+ and iOS/iPadOS 15+, while the prepared installer targets macOS 13+. These are deployment targets, not proof for every operating system or host.

Physical iPhone/iPad and host acceptance remain pending. Windows is outside scope; Intel is not verified. The product is intended for compatible DAWs generally, not exclusively FL Studio or BeatMaker 3.

Troubleshooting

If the effect sounds dry, check SPACE and MIX; if it still sounds slowed at MIX zero, that is expected. If Capture does not start, check that host transport is playing and wait for the next bar, or use manual capture without position. If a restored imported file is missing, relink with Open. If a host does not list SL OW, confirm the installed format and run its normal rescan after closing and reopening the host.