SL Tymra

User guide | 0.1.0 build 10

SL Tymra is a two-layer hybrid instrument combining synthesis with a bundled multisample library. It contains 448 factory sounds across 15 categories. This guide describes build 10. Desktop AU/VST3 and mobile standalone/AUv3 are separate delivery formats; availability is subject to the release compatibility matrix.

Start playing

Load SL Tymra on a MIDI instrument track, choose a sound from the central browser and send MIDI notes or use the on-screen keyboard. Raise your host track and device volume gradually. Output controls the instrument level. STOP releases held notes. The octave arrows move the visible keyboard; C2 and similar labels show its starting note.

Browse and save

Choose a category or search by name. Previous and next move through sounds. The dice recalls another complete factory sound, not an arbitrary unsafe parameter combination. STAR marks a favourite. The disk icon exports the current edited state. Load sound... in the sound browser imports a saved sound; keep exported files for backup. On mobile the system Files picker handles the destination. Selecting another factory sound replaces edited settings, so save first.

Two sound layers

Each layer has a source selector. SYNTH uses that layer's synthesis engine; a named instrument uses the bundled samples. Engine types include sine, saw, pulse, triangle, FM, organ, noise, metal FM and dual saw. Octave shifts the layer by up to two octaves. Shape, FM, Ratio, Detune and Level change the selected engine where applicable. A sample source does not respond to every oscillator-only control.

Blend at 0 is layer A, at 1 layer B. In-between mixes both. If you choose a new source in a fully muted layer, Blend moves to 0.5 so the new layer can be heard. Intermediate blend settings are preserved. The two scope windows show independent layer activity.

Mono, Legato and Glide

Mono uses a single voice with last-note priority. Legato is available in Mono and preserves the envelope between overlapping notes. Glide moves pitch between notes over 0-500 ms. Dragging Glide enables Mono automatically; double-clicking resets time to 0. Preset recall and host automation do not themselves enable Mono. For a sliding lead, enable Mono and Legato, set Glide around 100-200 ms and overlap notes. Release the most recent note while holding an earlier one to return to it.

Shape the sound

Attack, Decay, Sustain and Release control amplitude over time. Cutoff and Resonance shape the filter; Filter Env controls envelope modulation of cutoff. Chorus widens the sound, Delay adds repeats and Space adds reverb. Vibrato and LFO Rate add pitch movement. Edit exposes additional layer detune, pulse width and arpeggiator controls. Parameter ranges are listed in PARAMETER-REFERENCE.csv.

Arpeggiator and MIDI

ARP OFF disables the arpeggiator; the menu offers the implemented patterns. Edit adjusts division, octave range and fallback tempo. Supported host tempo overrides fallback tempo. Velocity, pitch bend and sustain pedal are interpreted by the engine. The instrument accepts MIDI and produces stereo audio, not MIDI output. External MIDI setup and audio routing depend on the host or operating system.

AI Match

AI Match finds related sounds in this 448-sound bank using a local statistical model trained on rendered sound features. It does not generate new recordings, contact an online model or analyze an imported reference file. The reference is the selected factory program, not every subsequent knob edit. Select a suggestion and press Apply Sound: the entire sound is replaced, the window closes and the button briefly shows APPLIED. Reopen Match and choose Undo to restore the preceding complete state. Save important edits before experimenting.

Visuals and mobile layout

The star display responds to the signal and effects tail; tapping it freezes/resumes motion. Phone portrait simplifies the panel, while landscape and larger views expose a different arrangement. Keyboard navigation remains outside the playing keys. Use the visible page controls where compact geometry pages the controls. Screenshots in marketing may be compiled-editor captures; they are not proof of every physical device or host.

Troubleshooting

No sound: check MIDI channel/track routing, track mute, Output and layer levels, the selected source and Blend. Verify an audio output device. A long attack may hide the initial note.

No slide: use Mono, a nonzero Glide time and overlap notes; enable Legato if you want uninterrupted envelopes. Glide affects pitch transitions, not sample stretching.

One layer silent: inspect Blend and its Level. A selected sample may have a different useful pitch range.

Stuck note: use STOP or stop host transport; check the sustain pedal. Reduce long releases/reverb if the sound is only a tail.

A host shows old UI: save the project, close the host fully, reopen and rescan the installed format. Do not discard unsaved work.

Missing library: reinstall the complete product package, including the bundled Library directory; do not move individual payload files.

Support and credits

Use the support entry at sfoorlabs.com. Include product/build, operating system, device/host version, format, preset and reproduction steps. Do not send private project audio unless requested and authorized. The included acoustic recordings retain their upstream licenses; see THIRD-PARTY-NOTICES.md. The product is software, not the conceptual hardware shown in studio artwork.

Circuit Synths and organs

The 15 Circuit sounds are melodic synthesizer patches. Adjacent keys transpose the same timbre; they do not select different drum hits. Tonewheel Organ and Gospel Organ are in Keys & Organs. When opening an untouched old factory Circuit state, build 10 loads its replacement. Edited user states are preserved; choose the factory sound again to hear the new version.