



SONIC FORGE

User Manual

Offline procedural music generator | Standalone + VST3 | Windows 10/11 x64

The screenshot displays the Sonic Forge software interface. At the top, there's a header with the Sonic Forge logo and navigation buttons like Presets, Randomize, and Variations. Below this is a settings section with sliders for Complexity, Energy, Humanize, and Dark/Bright, along with dropdowns for Style (Synthwave), Key (A), Scale (Natural Minor), Tempo (100 BPM), Meter (4/4), Groove (Straight), and Bars (8 bars). A large 'GENERATE' button is prominent on the right. Below the settings is a 'CHORDS' section showing a progression: Am, F, Cmaj7, G7, Am, Fadd9, Cadd9, G7. The main area is a piano roll with five tracks: BASS (Octave bass / 64 notes), CHORDS (8th Pulse chords / 252 notes), MELODY 1 (Lead hook (ABAB form) / 39 notes), MELODY 2 (Arpeggio / Independent / 128 notes), and DRUMS (Synthwave groove / 104 notes). Each track has a color-coded piano roll and a set of controls including a power button, lock, mute, solo, and various effect icons. The bottom of the interface shows a timeline with a play button, a progress bar, and export options like Full Mix WAV, All MIDI, Stems WAV, and a Batch button.



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CHAPTER 1

Welcome to SONIC FORGE

SONIC FORGE writes complete, loopable music arrangements in seconds – bass, chords, two melodies and drums – and plays them through a real General MIDI synthesizer. Everything runs on your computer: no internet, no AI service, no subscriptions. Every result is reproducible from its seeds and fully editable.

Highlights

- **Five tracks, one click:** Bass, Chords, Melody 1, Melody 2 (counter-melody) and Drums, generated together so they fit.
- **48 styles** from Deep House, Synthwave and Lo-Fi to Cinematic, Jazz and Bebop, each with its own grooves, progressions and instruments.
- **Every key, 13 scales and 5 meters** (4/4, 3/4, 6/8, 5/4, 7/8), 9 groove feels and 32 chord progression presets.
- **Chord editor:** click any chord to change it, or re-harmonise one part of the song with a new progression.
- **Piano roll with scale lock:** draw and move notes that always stay in the chosen scale (or on the chord of each bar).
- **Locks and variations:** keep what you like, regenerate the rest. Undo/redo everything.
- **Real sound:** FluidSynth + the bundled GeneralUser GS SoundFont (259 instruments and drum kits). Load any SF2/SF3.
- **Exports:** multitrack and per-track MIDI, full-mix WAV, five synchronized stems, and batch export of dozens of variations.
- **Standalone app and VST3 instrument** that follows your DAW's tempo and transport.

System requirements

Operating system	Windows 10 or 11, 64-bit
DAW (optional)	Any VST3 host: Ableton Live, FL Studio, Reaper, Cubase, Studio One, Bitwig ...
Disk	About 100 MB (program, sound engine and SoundFont)
Audio	Any audio output; an ASIO driver gives the lowest latency in the Standalone app



CHAPTER 2

Installation

The download is a single zip: **SONIC_FORGE_Windows_x64.zip**. Everything SONIC FORGE needs is inside – the program, the FluidSynth sound engine and a General MIDI SoundFont.

Install in one minute

1. Unzip **SONIC_FORGE_Windows_x64.zip** anywhere (for example your Desktop).
2. Double-click **Install SONIC FORGE.bat**.
3. When Windows asks for administrator permission, click **Yes**. This copies the VST3 to the standard plug-in folder used by every DAW.
4. Open SONIC FORGE from the new **Desktop** or **Start menu** shortcut.

Package contents

Item	What it is
Standalone\SONIC FORGE.exe	The standalone application
Standalone\libfluidsynth-3.dll, SDL3.dll, sndfile.dll	The FluidSynth sound engine – keep them next to the .exe
Standalone\SoundFonts\GeneralUser-GS.sf2	The bundled General MIDI SoundFont (31 MB)
VST3\SONIC FORGE.vst3	The plug-in; FluidSynth and the SoundFont are inside the bundle
Install SONIC FORGE.bat	One-click installer (app, shortcuts, VST3)
SONIC_FORGE_User_Manual.pdf	This manual
Licenses\	Licence texts for FluidSynth, GeneralUser GS and other components

Where the installer puts things

Part	Installed to
Standalone app	%LOCALAPPDATA%\Programs\SONIC FORGE (+ Desktop and Start menu shortcuts)
VST3 (all DAWs)	C:\Program Files\Common Files\VST3\SONIC FORGE.vst3
VST3 (your user)	%LOCALAPPDATA%\Programs\Common\VST3\SONIC FORGE.vst3
Your work	Documents\SONIC FORGE (Projects, Presets, Exports, SoundFonts, Styles)

Installing by hand

- Copy the whole **Standalone** folder anywhere and run SONIC FORGE.exe from it (keep the DLLs and the SoundFonts folder next to the .exe).
- Copy the whole **SONIC FORGE.vst3** folder into **C:\Program Files\Common Files\VST3**.

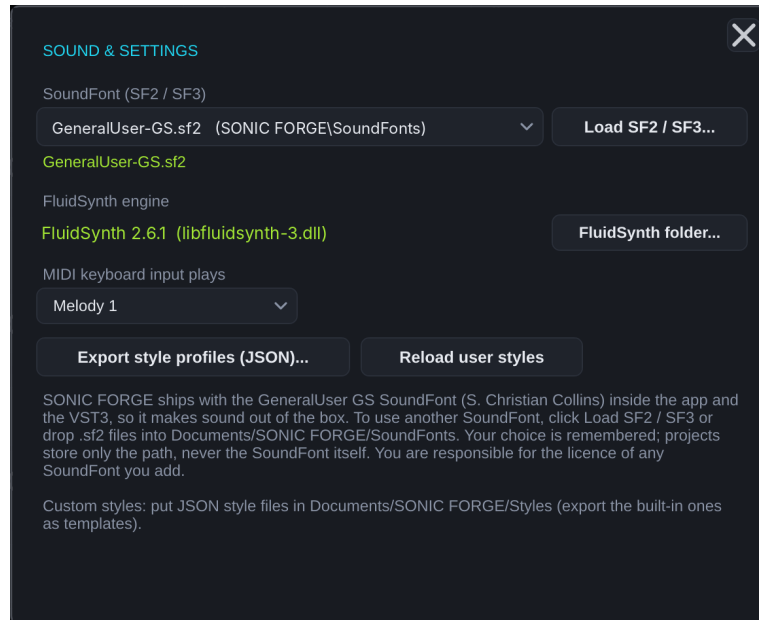
First launch of the Standalone app

Click **Options** in the top-left corner of the window and choose your audio output (and a MIDI keyboard if you have one). Then press **GENERATE** and **Space** to play.

CHAPTER 3

Sound: FluidSynth and SoundFonts

SONIC FORGE plays its notes through FluidSynth, a software synthesizer. The sounds come from a SoundFont: one file that holds recorded instruments. Both are bundled, so sound works out of the box.



The Sound & Settings panel (gear icon)

Control	What it does
SoundFont list	Every SoundFont SONIC FORGE found. Pick one to switch instantly; your choice is remembered.
Load SF2 / SF3...	Browse for any .sf2 or .sf3 file on your computer.
FluidSynth engine	Shows the engine version. FluidSynth folder... points to another FluidSynth installation if needed.
MIDI keyboard input plays	Which track a MIDI keyboard (or your DAW's MIDI notes) plays live - Melody 1 by default.
Export style profiles / Reload user styles	Write the built-in styles as JSON templates, and reload your own style files.

Where SONIC FORGE looks for SoundFonts

#	Folder
1	SoundFonts folder next to SONIC FORGE.exe (bundled GeneralUser GS)
2	Inside the VST3: SONIC FORGE.vst3\Contents\Resources\SoundFonts
3	Documents\SONIC FORGE\SoundFonts - drop your own .sf2 files here
4	C:\Program Files\MuseScore 4\sound and C:\soundfonts, if they exist
5	Recently used SoundFonts

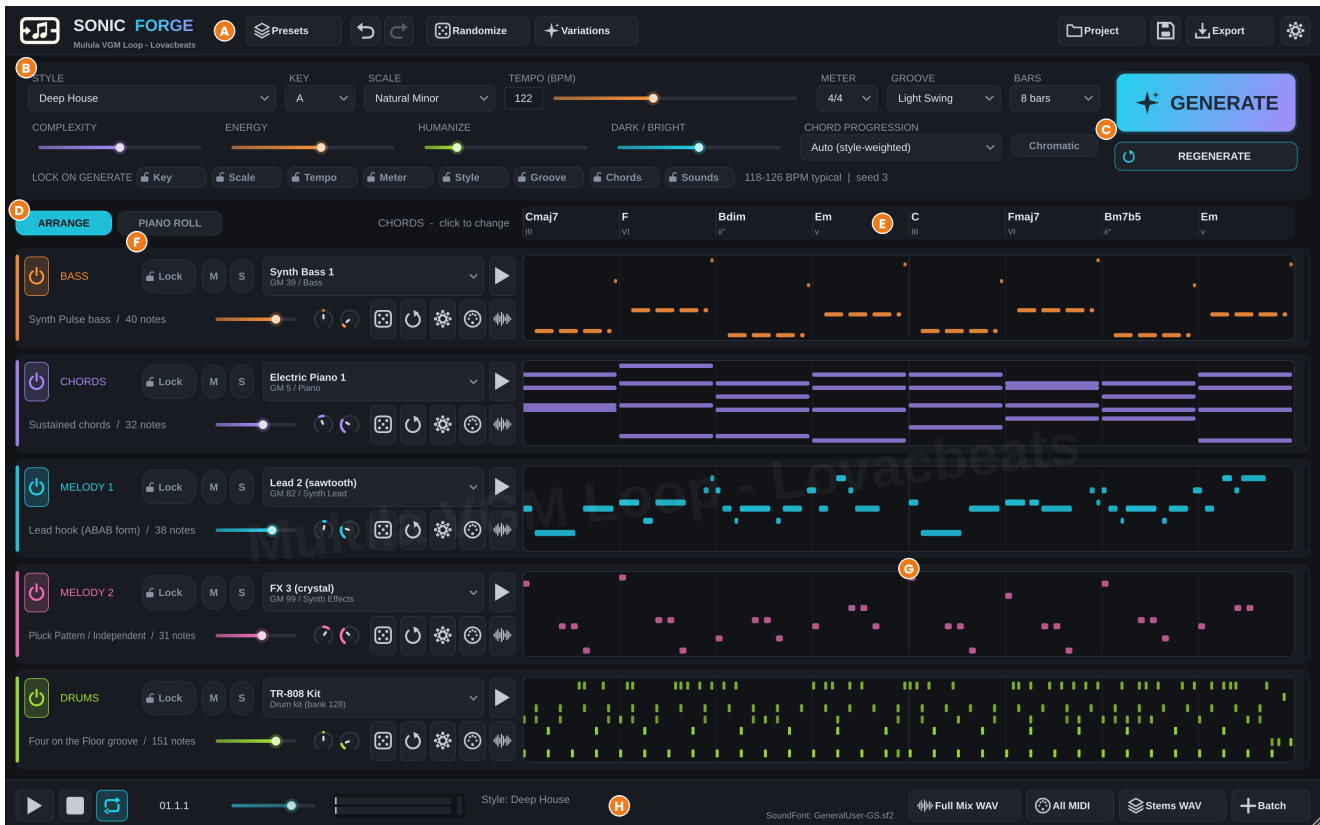
TIP Any General MIDI SoundFont works and keeps the right instruments on the right tracks. Good free choices: GeneralUser GS (bundled), FluidR3_GM (MIT) and MuseScore General (MIT). SF2 always loads; SF3 is compressed and needs a FluidSynth build with compressed-sample support. You are responsible for the licence of every SoundFont you use.



A project stores only the path to its SoundFont. If that file is missing, SONIC FORGE warns you, keeps playing with an available SoundFont and lets you choose another. If a SoundFont lacks an instrument, the first sound of the same family is used, so a track never goes silent.

CHAPTER 4

A tour of the screen



Area	Purpose
A Top bar	Presets, undo/redo, randomize, variations, project, export and settings
B Generation panel	Style, key, scale, tempo, meter, groove, length and the four macro controls
C GENERATE / REGENERATE	Create a new arrangement, or rebuild the current one with new settings
D View tabs	ARRANGE (mixer + overview) and PIANO ROLL (note editor). Tab key switches
E Chord strip	The progression: click a chord to edit it, drag across bars to set the loop range
F Track strips	Five tracks with instrument, mixer, lock and per-track tools
G Track previews	Mini piano rolls: click to jump the playhead, double-click to edit notes
H Transport bar	Play, stop, loop, position, master volume, meter, status and quick exports

Top bar



#	Control	What it does
1	Logo	SONIC FORGE
2	Presets	Load or save Style, Groove, Progression, Bass, Melody, Drum and complete Arrangement presets
3	Undo / Redo	Ctrl+Z / Ctrl+Y. Every generate, edit and setting change can be undone (64 steps)
4	Randomize	New style, key, tempo, groove and instruments - within your locks
5	Variations	The variation menu (chapter 9)
6	Project	New, Open, Save, Save As (.sforge project files)
7	Save	Save the project (Ctrl+S)
8	Export	Every export option, export settings, batch export, open export folder
9	Settings	Sound & Settings panel (chapter 3)

Transport bar

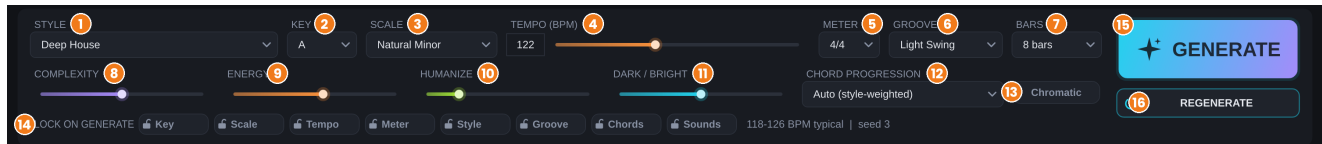


#	Control	What it does
1	Play / Pause	Space bar
2	Stop	Stops and returns to bar 1
3	Loop	Loop the whole song or the loop range set in the chord strip
4	Position	Bar . beat . sixteenth
5	Master volume	Monitoring level only - exports never use it
6	Peak meter	Stereo output level; click it to reset the clip light
7	Status	What just happened, and the SoundFont in use (red = a problem)
8-11	Quick exports	Full Mix WAV, All MIDI, Stems WAV and Batch

CHAPTER 5

Generating music

The generation panel describes the music you want. Every change regenerates the arrangement with the same seeds, so you hear the effect of the setting itself rather than a completely new song.



#	Control	What it does
1	Style	One of 48 styles in five families. Applies the style's tempo, scale, groove, progressions and instruments (unless locked)
2	Key	Root note C to B
3	Scale	Major, Natural/Harmonic/Melodic Minor, Dorian, Phrygian, Lydian, Mixolydian, Locrian, Pentatonic Major/Minor, Blues, Chromatic
4	Tempo	40–240 BPM. Changing tempo never changes the notes
5	Meter	4/4, 3/4, 6/8, 5/4 or 7/8
6	Groove	Straight, Light Swing, Heavy Swing, Shuffle, Half-Time, Double-Time, Syncopated, Broken Beat, Humanized
7	Bars	2, 4, 8, 16 or 32 bars
8	Complexity	Harmonic extensions (7ths, 9ths), note density, ghost notes and drum fills
9	Energy	Velocity, density and register lift
10	Humanize	Timing and velocity variation, like a human player
11	Dark / Bright	Tilts progression choice, register, contour and instrument colour. Never changes the key
12	Chord progression	Auto (style-weighted) or one of 32 presets written as scale degrees, so they fit any key
13	Chromatic	Allows borrowed chords (iv, bVI) and secondary dominants – shown in amber
14	Lock on generate	Key, Scale, Tempo, Meter, Style, Groove, Chords and Sounds stay fixed when you Generate, Randomize or load presets
15	GENERATE (G)	New seeds for every unlocked part: a brand-new arrangement
16	REGENERATE	Same seeds, current settings: rebuild without losing the idea

Seeds – why results are reproducible

Each track has a **structure seed** (rhythm, pattern and form) and a **detail seed** (pitches and ornaments); the progression has its own seed. The same settings and seeds always give exactly the same music, on any computer. Projects and presets store the seeds, and the seed is shown next to the locks. *Create Similar Variation* changes only the detail seeds, keeping the rhythm.

CHAPTER 6

Editing chords

The chord strip shows the progression over the timeline: chord symbol on top, its function (I, ii, IV ...) below. You can change any chord, or give a whole part of the song a new progression.



The chord menu

Click any chord (or right-click it) to open its menu:

Menu item	What it does
The 7 chords of the key	Replace the chord with another chord of the current key and scale; the current chord is ticked
Colour	Triad, 7th, 9th, add9, 6th, sus2, sus4 or 7sus4 on the same root
Any chord (borrowed / chromatic)	Any of the 12 roots with maj, min, 7, maj7, m7, dim, m7b5, sus2, sus4 or aug
Split chord in two	Two chords of half the length - then change one of them
Merge with next chord	One longer chord
Play this chord	Hear it on the Chords instrument
New progression for bars X-Y	Re-harmonise a part of the song with any of the 32 progression presets
Loop this chord's bars / Loop whole song	Set the loop range quickly
Unlock chords + rebuild progression	Return to automatic progressions
Edit notes in piano roll...	Jump to the note editor

Change one part of the song

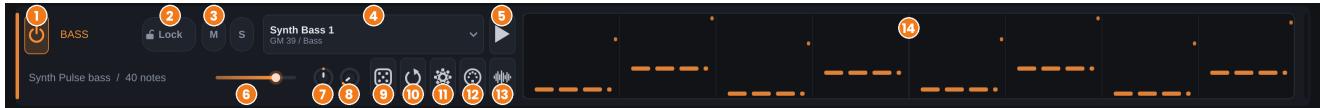
1. In the chord strip, **drag across the bars** of the part you want to change - for example bars 5 to 8 for a chorus. They become the loop range.
2. Click any chord and open **New progression for bars 5-8**.
3. Pick a progression. Only those bars change; the rest of the song stays as it was.

TIP After every chord change, Bass, Chords, Melody 1 and Melody 2 are regenerated so they follow the new harmony, and the Chords lock switches on so GENERATE keeps your progression. Tracks you locked or edited by hand are never touched. Ctrl+Z undoes it all.

CHAPTER 7

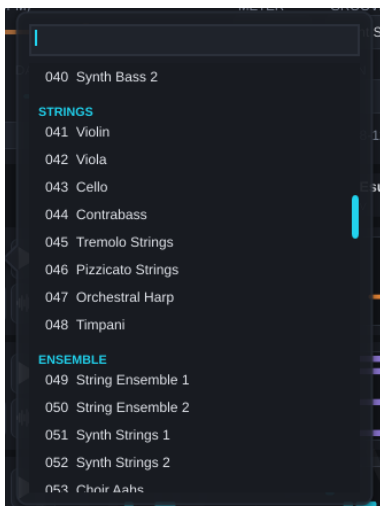
The five tracks

Each track strip is a small mixer channel with its own instrument, generator settings and tools.



#	Control	What it does
1	Power	Turn the track on or off. A disabled track is silent and left out of the mix and the 'all' exports
2	Lock	Generation never changes this track's notes. If the length changes, a locked track repeats to fill it
3	M / S	Mute and solo
4	Instrument	Searchable list of all 128 GM programs grouped by family; the drum track lists drum kits
5	Preview	Hear the instrument
6	Volume	Track level (double-click to reset any control)
7-8	Pan, Reverb	Stereo position and reverb send
9	Dice	Randomize this track: new seeds, a new pattern or mode, and a related instrument
10	Regenerate	New notes with the same settings. Melody 1 also refreshes Melody 2 unless it is locked
11	Track settings	Generator options for this track (below)
12-13	MIDI / WAV	Export only this track
14	Preview roll	Click to move the playhead, double-click to open the piano roll

Choosing instruments

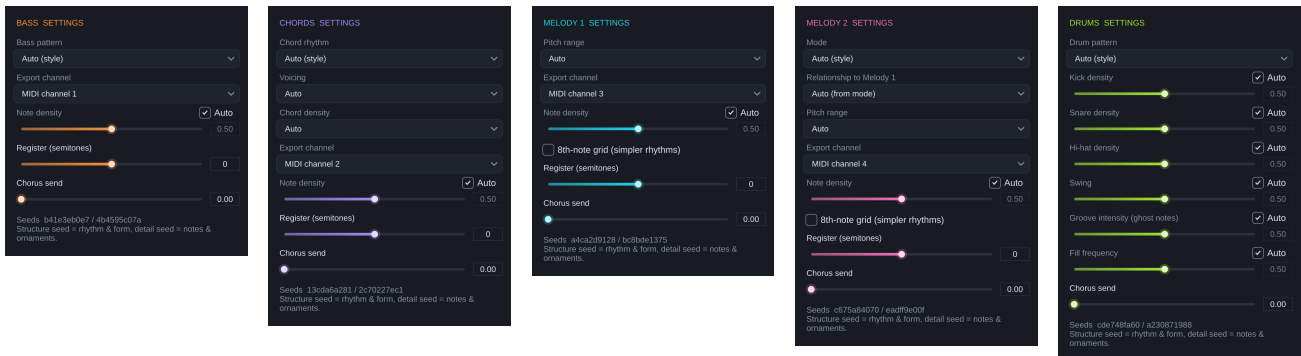


Click the instrument name to open the list: all 128 General MIDI programs grouped in families (Piano, Chromatic Percussion, Organ, Guitar, Bass, Strings, Ensemble, Brass, Reed, Pipe, Synth Lead, Synth Pad, Synth Effects, Ethnic, Percussive, Sound Effects). Type to search. The drum track offers the GM/GS drum kits: Standard, Room, Power, Electronic, TR-808, Jazz, Brush and Orchestra.

Changing an instrument never changes the notes. **Lock Sounds** in the generation panel keeps your instruments when you generate.

Track settings (gear icon)

Every option has an Auto setting that follows the style. Changes apply at once and regenerate only that track.

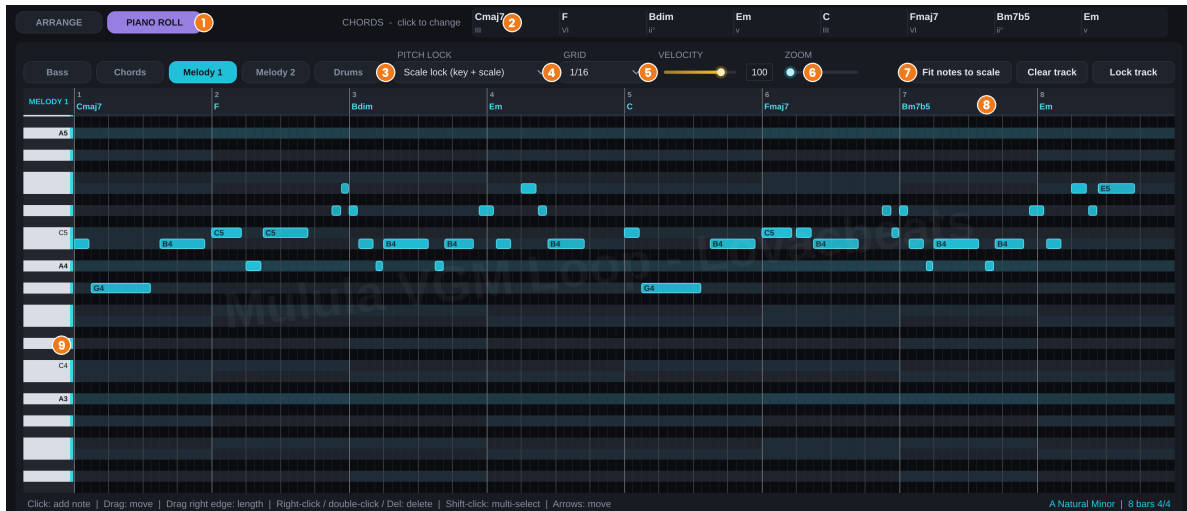


Track	Settings
Bass	Pattern: Root, Octave, Fifths, Walking, Syncopated, Funk, Synth Pulse, Arpeggiated or Sustained; density, register, MIDI channel
Chords	Rhythm: Sustained, Offbeat Stabs, Comping, Strum, Broken Chords, Anticipated, Half Notes, Skank and more; voicing (close / open / spread), 3-5 voices, register
Melody 1	Density, pitch range (1-2 octaves), 8th-note grid option, register
Melody 2	Mode: Counter-Melody, Call & Response, Arpeggio, Pluck Pattern, Ostinato, Harmony Line, Ambient Motif or Rhythmic Accent; relation to Melody 1: Independent, Complementary, Harmonized, Call-and-Response or Rhythmically Synced; density and range
Drums	Pattern (26 grooves), kick / snare / hi-hat density, swing, groove intensity (ghost notes), fill frequency
All	Chorus send and the track's two seeds

CHAPTER 8

Piano roll: edit notes in the scale

Open the PIANO ROLL tab (or press Tab, or double-click a track preview) to draw and edit the notes of any track. With scale lock on, every note you add or move lands on the chosen scale.



#	Control	What it does
1	Tabs	ARRANGE / PIANO ROLL
2	Chord strip	Click a chord to change it - the piano roll shows the chord of each bar on its ruler
3	Track	Bass, Chords, Melody 1, Melody 2 or Drums (one row per drum sound)
4	Pitch lock	Scale lock: only notes of the key + scale. Chord tones of each bar: only notes of the chord playing in that bar. Free: any note. Rows outside the scale are dark
5	Grid	Step for note start and length: 1 bar to 1/32, plus triplets
6	Velocity	Velocity of new notes; releasing the slider also sets the selected notes
7	Tools	Fit notes to scale, Clear track, Lock / Unlock track
8	Ruler	Bar numbers and chords; click to move the playhead
9	Keyboard	Click a key to hear it; the coloured edge marks notes of the scale

Mouse and keyboard

Action	How
Add a note	Click an empty spot; drag right to set its length
Move	Drag the note (up/down stays in the scale, left/right snaps to the grid)
Change length	Drag the right edge of the note
Delete	Right-click, double-click, or select and press Delete
Select several	Shift-click; Ctrl+A selects all; Esc clears the selection
Transpose	Up / Down = one scale step; Shift+Up / Down = 7 steps
Nudge	Left / Right = one grid step
Scroll / zoom	Mouse wheel scrolls, Shift+wheel scrolls sideways, Ctrl+wheel zooms

TIP An edited track is **locked automatically**, so GENERATE keeps your notes. Use **Unlock track** to let the generator replace them again. Every edit is one undo step.

CHAPTER 9

Variations, presets and projects

Variation menu

Command	What changes
Generate New Melody / Bass / Chords / Drums / Melody 2	Only that part
Create Similar Variation	Keeps rhythms, forms, patterns and the progression; changes notes and details
Increase Complexity / Simplify	Complexity +/- 0.2 and matching densities
Make More Rhythmic	Syncopated groove, plucks or accents in Melody 2, stab or comping chords, busier hi-hats, funk bass
Make More Melodic	Counter-melody, sustained or broken chords, calmer drums, wider melody range
Make Darker / Brighter	Dark/Bright +/- 0.4, registers and timbre suggestions. Key and scale stay
Randomize Instruments	New instruments from the same families; the notes stay identical
Randomize Entire Arrangement	Same as the Randomize button

All variations respect your locks.

Presets

The Presets menu has seven categories: **Style**, **Groove**, **Progression**, **Bass**, **Melody**, **Drum** and **Complete Arrangements**. Factory presets are grouped by style family; your own presets appear under *User*. Use **Save current as ... preset** to store the current settings; presets are JSON files in Documents\SONIC FORGE\Presets.

Projects

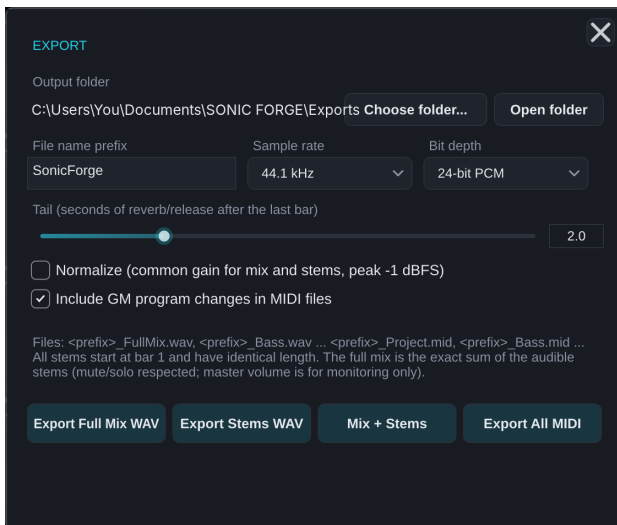
A project (.sforce) stores everything: settings, seeds, locks, mixer, instruments, every note you edited and the export settings. Use **Project > New / Open / Save / Save As**, or **Ctrl+S / Ctrl+O**. In a DAW the whole project is saved inside your DAW session automatically.

Typical workflows

- **Keep the chords, try new melodies:** lock *Chords*, then press Regenerate on Melody 1 or GENERATE.
- **Keep the drums, try new bass lines:** lock the Drums track and press Regenerate on Bass a few times.
- **Change only the sound:** lock everything you like, then Variations > Randomize Instruments.
- **Write your own hook:** generate a backing, open the piano roll on Melody 1, Clear track and draw notes with Scale lock on.
- **A new chorus:** drag over bars 5-8, pick a new progression for them, then fine-tune melody notes in the piano roll.

CHAPTER 10

Exporting MIDI and audio



Export settings

Open with Export > Export settings...

- **Output folder** – default Documents\SONIC FORGE\Exports; **Choose folder...** to change it
- **File name prefix** – e.g. SonicForge_FullMix.wav
- **Sample rate** 44.1 / 48 / 88.2 / 96 kHz
- **Bit depth** 16-bit, 24-bit or 32-bit float
- **Tail** – seconds of reverb after the last bar
- **Normalize** – one common gain for mix and stems, peak -1 dBFS
- **Program changes** in MIDI files on/off

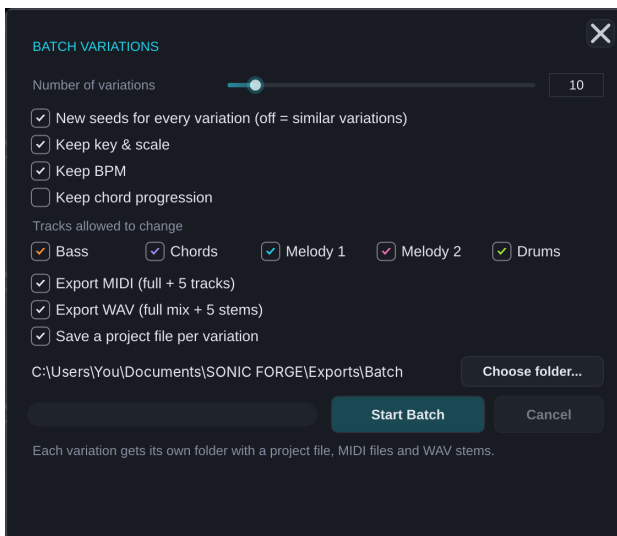
What you can export

Export	Files
All MIDI	<prefix>_Project.mid (type 1, conductor + 5 tracks) and one MIDI file per track
Single-track MIDI	<prefix>_Bass.mid, _Chords, _Melody1, _Melody2, _Drums – ready to drag into a DAW
Full Mix WAV	<prefix>_FullMix.wav – the exact sum of the audible stems
Stems WAV	Five WAV files, all starting at bar 1 with identical length
Single-track WAV	One stem only (WAV button on the track)
Batch	Many variations at once (next page)

Good to know

- MIDI is 960 PPQ; drums are always on channel 10 with GM drum notes. Other channels can be set per track.
- WAV is rendered offline (faster than real time) with the same instruments and mixer as playback; muted, disabled and non-soloed tracks are left out of the mix.
- Every export checks the peak level and warns about clipping, missing headroom or silence.
- Files are written to temporary files first, so a cancelled export never leaves broken files.
- Every WAV and MIDI file carries the watermark 'Mulula VGM Loop – Lovacbeats' as metadata; the audio is not altered.

Batch export



Create a whole folder of ideas – for a sample pack, a game or just to choose from.

- **Number of variations** – 1 to 100
- **New seeds** for each (off = similar variations)
- **Keep key & scale, BPM, chord progression**
- **Tracks allowed to change**
- **Export MIDI, WAV (mix + stems) and a project file per variation**
- **Progress bar and Cancel** – finished variations are kept

Output: <folder> \<prefix>_<date> \<prefix>_Var001 \ ...

CHAPTER 11

Using the VST3 in your DAW

1. Rescan plug-ins (Ableton: Preferences > Plug-ins > Rescan; FL Studio: Plugin manager > Find plugins; Reaper: Preferences > VST > Re-scan).
2. Insert **SONIC FORGE** on an instrument / MIDI track.
3. Press Play in your DAW: SONIC FORGE follows the host tempo and position and loops the arrangement (or your loop range) along the timeline.
4. Notes from the DAW or a MIDI keyboard play the track chosen in Settings (Melody 1 by default).
5. To bring notes into the DAW, use the per-track MIDI export and drag the .mid files onto DAW tracks.

Master and track volume, mute and solo can be automated. The complete project, including every note, is saved inside the DAW session.



CHAPTER 12

Shortcuts and troubleshooting

Keyboard shortcuts

Key	Action
Space	Play / Pause
G	Generate
Tab	Switch ARRANGE / PIANO ROLL
Ctrl+Z / Ctrl+Y (Ctrl+Shift+Z)	Undo / Redo
Ctrl+S / Ctrl+O	Save / Open project
Esc	Close the open panel
Delete, arrows, Ctrl+A	Piano roll editing (chapter 8)

Troubleshooting

Symptom	What to do
Playhead moves but no sound (Standalone)	Options (top-left) > choose the right output device. Check master volume and mutes.
Red text after 'SoundFont:'	The SoundFont did not load: gear > pick GeneralUser-GS.sf2 or Load SF2 / SF3.
'FluidSynth library not found'	Keep the three DLLs next to SONIC FORGE.exe (or the whole .vst3 folder intact); or Settings > FluidSynth folder.
Plug-in silent in the DAW	Press Play in the DAW; make sure the whole SONIC FORGE.vst3 folder was copied; rescan.
Crackles / dropouts	Raise the audio buffer size (Options, or your DAW's audio settings).
Wrong-sounding instruments	The SoundFont is not General MIDI – switch back to GeneralUser GS.
Generate does not change a track	The track or a parameter is locked; edited tracks lock automatically.
WAV export silent or clipping	Same as no sound; lower track volumes or enable Normalize.



APPENDIX A

The 48 styles

Family	Styles (typical tempo)
Electronic	Deep House 118-126, Tech House 122-128, Progressive House 124-130, Melodic Techno 120-128, Trance 132-142, Synthwave 80-118, Retrowave 84-112, Future Bass 140-160, Drum and Bass 168-178, Dubstep 138-150, Ambient Electronica 70-110, Downtempo 80-105, IDM-inspired Electronica 90-140
Pop & Urban	Modern Pop 96-124, Synth Pop 104-128, Indie Pop 100-130, R&B; 64-96, Neo-Soul 70-96, Hip-Hop 82-100, Trap 130-160, Boom Bap 84-96, Lo-Fi Hip-Hop 70-90, Funk 96-118, Disco 112-126, Electro-Funk 100-120
Rock & Alternative	Indie Rock 110-150, Alternative Rock 100-140, Pop Rock 110-140, Punk-inspired 160-200, Post-Rock 70-130, Dream Pop 80-120
Acoustic & Cinematic	Cinematic 70-120, Orchestral-inspired 60-120, Fantasy 70-120, Dark Ambient 50-90, Suspense 70-120, Adventure 100-150, Acoustic Folk 80-130, Latin-inspired 90-130, Reggae-inspired 66-90, World Music-inspired 80-126
Jazz & Experimental	Jazz 100-200, Smooth Jazz 80-110, Bebop-inspired 170-240, Lounge 90-120, Broken Beat 110-130, Experimental 60-180, Minimalist 80-140

You can add your own styles as JSON files in Documents\SONIC FORGE\Styles (use *Export style profiles* to get templates).

APPENDIX B

Progression presets

Preset	Preset	Preset
1-5-6-4 (Axis)	3-6-2-5 (Circle)	1-3-6-4
6-4-1-5 (Sensitive)	1-4 (Two-chord vamp)	6-5-4-5
1-6-4-5 (Doo-wop)	1-4 (Minor vamp)	1-6-4-5 (Minor pop)
4-5-3-6 (Royal road)	2-5 (Vamp)	1-6-3-5
1-6-3-7 (Epic minor)	1 (Drone)	1-2-1-6
1-4-5-1 (Minor cadence)	1-4-5-4	12-bar blues
1-7-6-7 (Minor lift)	1-5-4-1	1-6-5-6
1-6-7-1	1-2-3-4 (Step up)	1-2-1-2 (Lydian float)
1-7-6-5 (Descending)	4-3-2-1 (Descending)	1-2-1-7 (Phrygian)
2-5-1-1 (ii-V-I)	2-3-4-5	1-5-6-3-4-1-4-5 (Canon)
1-6-2-5 (Turnaround)	1-7-4-1 (Mixolydian)	

Numbers are scale degrees (1 = tonic), so every preset fits any key and scale.

Files and folders

What	Where
Projects	Documents\SONIC FORGE\Projects*.sforge
User presets	Documents\SONIC FORGE\Presets\<Category>*.json
User styles	Documents\SONIC FORGE\Styles*.json
Your SoundFonts	Documents\SONIC FORGE\SoundFonts
Exports	Documents\SONIC FORGE\Exports (change in Export settings)



Credits and licences

SONIC FORGE by Mulula VGM Loop – Lovacbeats. Built with JUCE. Sound engine: FluidSynth (LGPL-2.1, loaded as a separate library). SoundFont: GeneralUser GS by S. Christian Collins (free for music creation, including commercial use). Full licence texts are in the Licenses folder of the package.