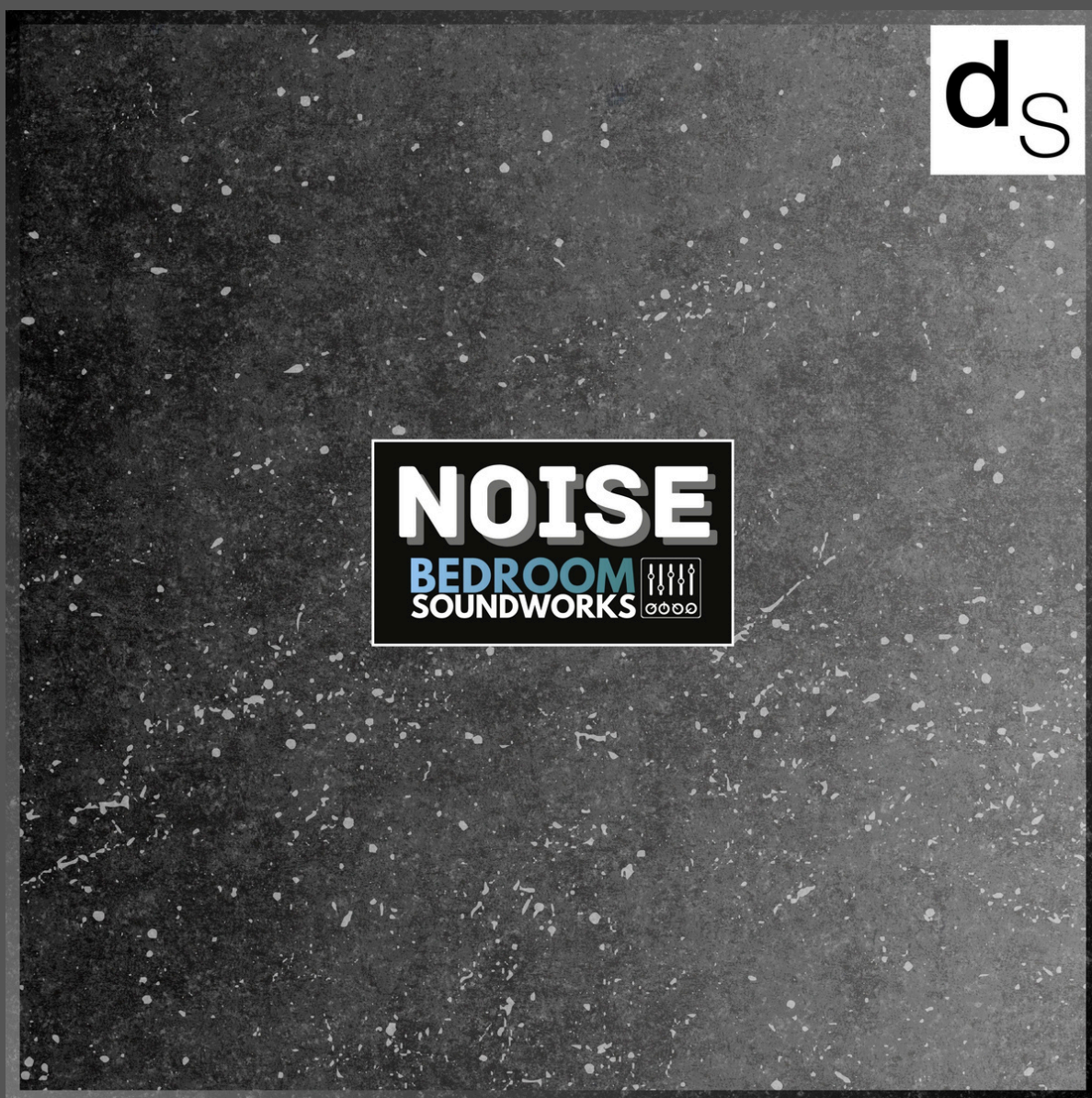
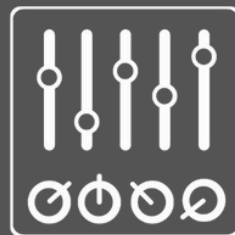


BEDROOM SOUNDWORKS



USER MANUAL

Introduction

Noise is a versatile instrument for Decent Sampler, designed with experimental sound design and cinematic genres in mind.

Featuring 16 presets, it offers tools for creating evolving textures, gritty soundscapes, and atmospheric ambiences.

At its core, Noise utilizes 9 distinct sound sources, combining the character of modular synth gear with the flexibility of modern software synthesis.

A flexible tool for crafting atmospheric soundtracks, ambient drones, and detailed sonic textures, suitable for cinematic music and sound design projects.

Installation

In order to use this virtual instrument, you'll need [Decent Sampler](#), a free sampler available as a VST/AU/AAX plugin instrument for Windows, macOS, and Linux.

Once Decent Sampler is installed on your computer, you can load the virtual instrument by double clicking on the .dslibrary file (standalone) or by dragging it on to the interface whilst open in your DAW.

If you find any bugs related to Decent Sampler, send your bug report via this [contact form](#).

Specifications

Key Features

- 9 "Initial" soundsources as presets
- 16 Custom Presets
- Granular Layer
- 6 Custom IR Reverbs
- 3 IR Amp Responses
- Modulation Effects: Chorus, Delay and Distortion
- Low Pass Filter with Envelope Controls

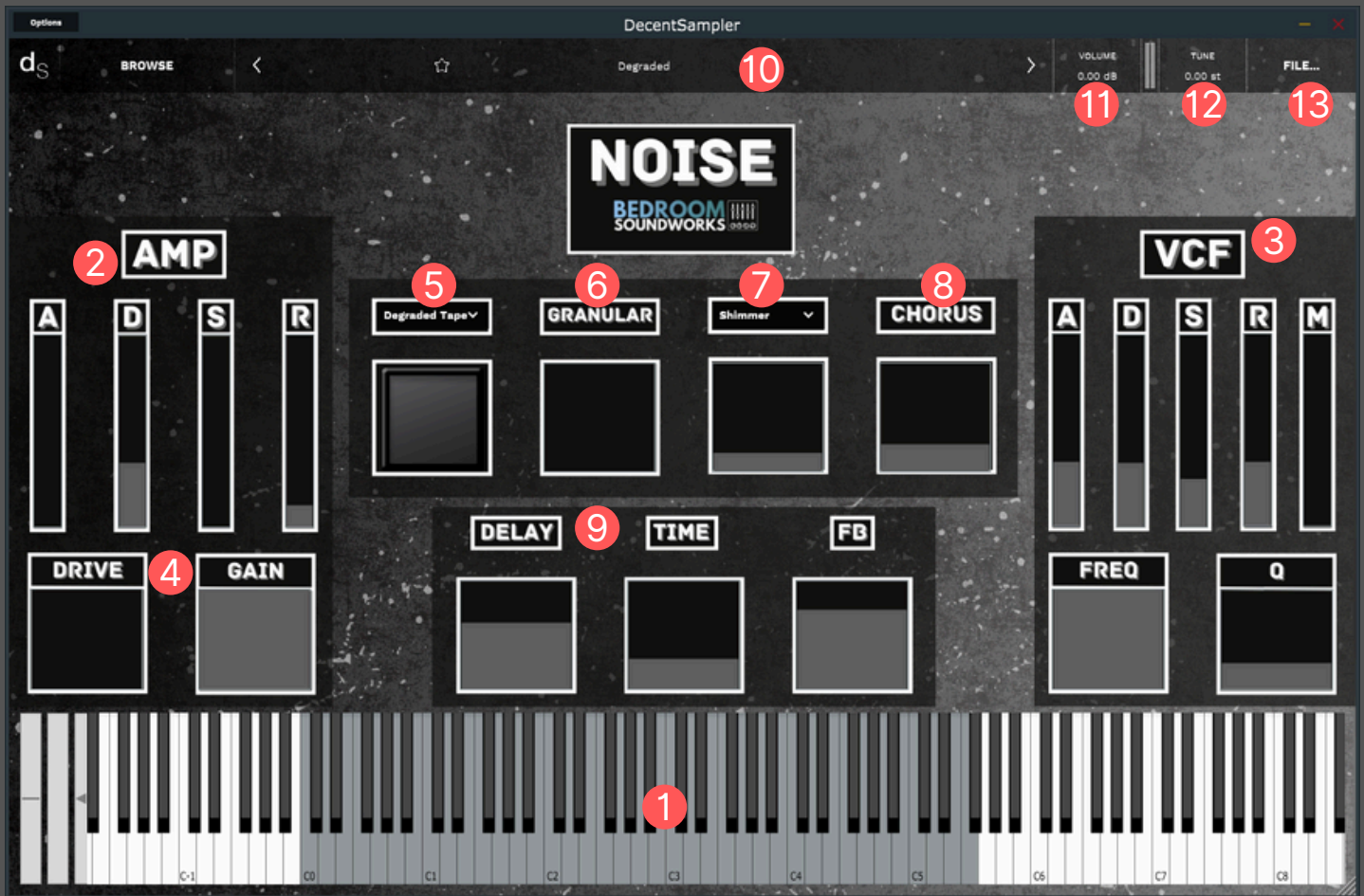
System Requirements

- Noise is designed for Decent Sampler, which can be obtained here: <https://www.decentsamples.com/product/decent-sampler-plugin/>
- Decent Sampler version 1.8.5 or later
- Windows (32-bit/64-bit): VST, VST3, AAX, Standalone
- Mac (Intel & M1): VST, VST3, AU, AAX, Standalone
- Linux (Intel 64-bit): VST, VST3, Standalone
- 1.35 GB uncompressed
- SSD recommended for best results

Modular Horror Credits

- GUI Design: Josh Hayes
- Programming: Josh Hayes
- Sampling: Josh Hayes
- Sound Design: Josh Hayes
- Bedroom Soundworks © 2025 All Rights Reserved

The GUI



1. This represents the playable area on the keyboard.
2. This section is where you can control the ADSR (Attack, Decay, Sustain, Release) of the instrument.
3. This is the Low Pass filter control. Use ADSRM to control the envelope. Use the sliding bars at the bottom to hone in on the frequency.
4. These are the Distortion controls. Be careful not to clip your sounds
5. This is the Amp IRs section; choose from Cassette, Degraded Tape and Heavy Amp. Click the button to turn on or off.
6. This is the granular layer. Slide the bar up or down to blend it into the mix.
7. The IR Reverb section controls the impulse response mix. Similar to the granular controls, use the bar to blend it into the mix. There is also a dropdown menu to select which IR to use, you have a choice of 6 custom made IRs.
8. Chorus effect. Works the same way as the granular layer.
9. The Delay section controls the global delay effect.
10. Clicking here will present you with a dropdown menu of all available presets.
11. Controls the global volume of the instrument.
12. Controls the global tuning of the instrument.
13. Here you can set audio settings, load presets, MIDI learn and save your own presets

Saving Your Own Presets

Noise offers a lot of flexibility with the sounds it can create, so if you'd like to be able to save your own presets, then follow these instructions:

1. You will be presented with a **.dslibrary** file in the instrument folder. In order to save your own presets, you'll need to decompress this file. **Save a copy of the .dslibrary file**, just in case.
2. Change the directory from **.dslibrary** to **.zip** and extract the file.
3. Open the folder and you will be presented with all the presets, samples, IRs and images.
4. Double click on whatever Bank preset you want to use, to start Modular Horror. From here, you can create the sound you want.
5. When you're ready to save a preset, go to **"File"** in the top right.
6. Scroll down to **"Developer Tools"** and a side window will appear with the option **"Save Preset"**. Click on it.
7. Your file browser will appear and will ask you where to save the preset and to give it a name. The preset **needs to be saved in the Modular Horror folder** with the rest of the presets (Bank 1-4). It won't work in any other folder.

And there you have it, your first preset. Remember to give your presets a unique name so that you don't overwrite any of the older ones.

Bedroom Soundworks EULA

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Socials: [Facebook](#), [SoundCloud](#), [YouTube](#)

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Enjoy!

The Bedroom Soundworks Team

