

REALMSOUND

Cinematic ambience & soundscape generator

User Manual · Version 1.0 · Standalone & VST3 for Windows

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1. Welcome

RealmSound creates endless cinematic ambiences: dungeons, taverns, forests, storms, starships, battlefields and more. Press play and a living soundscape starts. It never loops in an obvious way: every layer slowly evolves and random events (a door creaking, distant thunder, a war cry) keep the scene alive for as long as you want.

- **61 ready-made scenarios** in 5 categories, playing with one click.
- **12-channel mixer** with a sound-stage map to place each sound left, right, near or far.
- **Random events and effects**: moods, rooms and spaces, reverb, delay, EQ and more.
- **Your own soundscapes**: start from a blank page, use your own samples, add a cover picture, save presets.
- **Real recordings**: connect your free Freesound account and download a curated pack of CC0 field recordings, or search Freesound for more.
- **Playlists, queue and crossfades** for long sessions, streams and tabletop games.
- **WAV export**, including seamless, game-ready loops with embedded loop points.
- **Standalone app and VST3 plugin**: use it on its own or inside your DAW.

Who is it for?

Game masters running tabletop sessions, streamers, writers and anyone who wants background atmosphere; video, podcast and game creators who need ambience beds; and musicians who want living textures inside their DAW.

2. Installation

System requirements

- Windows 10 or 11, 64-bit.
- Any audio interface or built-in sound card.
- Less than 100 MB for the program. The optional starter pack of recordings needs about 670 MB more.
- Internet only for activating your licence and for Freesound downloads. Everything else works offline.

Installing

1. Run **RealmSound-1.0.0-Windows-x64-Setup.exe**.
2. If Windows shows "Windows protected your PC", click **More info** then **Run anyway**.
3. Choose **Full** (app + plugin), **VST3 plugin only** or **Custom**, then follow the steps.
4. Start **RealmSound** from the Start menu, or rescan plugins in your DAW.

What	Where it goes
Standalone app	C:\Program Files\RealmSound
VST3 plugin	C:\Program Files\Common Files\VST3\RealmSound.vst3
Your presets, playlists, settings and sample library	%APPDATA%\RealmSound

Uninstalling (Settings › Apps) asks whether to keep your presets, playlists and library. By default they are kept.

Audio settings (standalone)

Click **Options** at the top-left of the window, then **Audio/MIDI Settings**, to choose your output device, sample rate and buffer size. A buffer of 256 or 512 samples is a good start; go higher if you hear clicks.

3. Trial and licence

RealmSound is a one-time purchase of **US$ 49.90** with free updates. Before buying, you can try everything for **7 days**.

	During the 7-day trial	After the trial (no licence)	Licensed
Play, browse, mix, events & FX	Yes	Yes	Yes
Session length	Unlimited	15 minutes, then fades out	Unlimited
Save / duplicate / import presets	Yes	Locked	Yes
Export WAV	Yes	Locked	Yes
Freesound downloads	Yes	Yes	Yes

The button at the top-right always shows your status, e.g. **Trial: 5d left - Buy**. Nothing you made is lost when the trial ends.

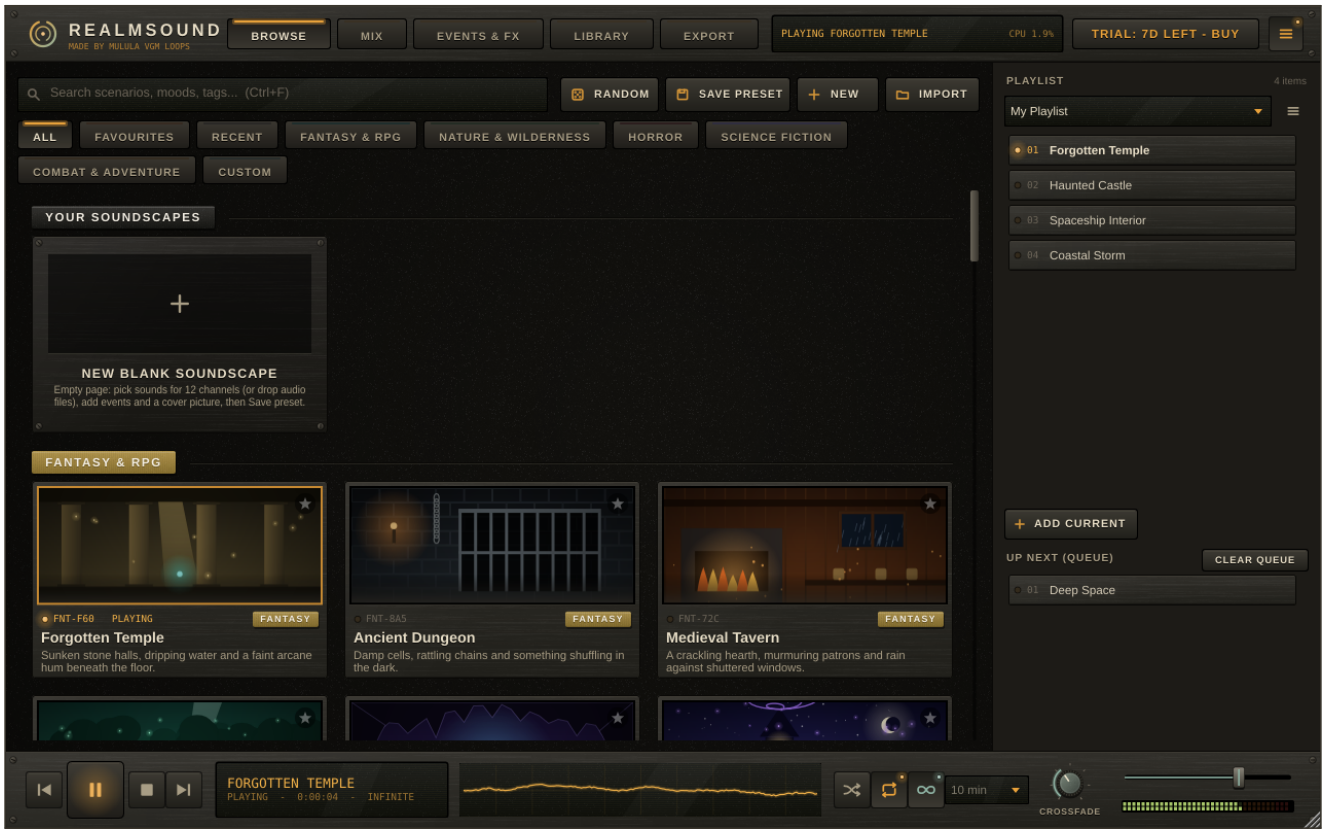
Activating your licence

1. Buy RealmSound at lovacbeat.gumroad.com/l/RealmSound (or click **Buy RealmSound** in the licence window, top-right).
2. Your Gumroad receipt e-mail (and your Gumroad Library) shows your **licence key**. Copy it.
3. In RealmSound, click the trial button at the top-right, paste the key and click **Activate**.
4. The key is checked once online. After that RealmSound works offline.

> **Good to know:** One key works on up to 5 of your own computers. To move to a new PC, open the licence window on the old one and click **Remove licence from this computer**. RealmSound re-checks the key quietly about once a month when you are online; being offline never locks you out.

4. Quick start

1. Open RealmSound. The **Browse** tab shows all scenarios.
2. Click any card, for example **Ancient Dungeon**. It starts playing and never stops (the ∞ button is on).
3. Go to **Mix** to change each sound, or **Events & FX** to change how busy and how big the scene feels.
4. Like it? Click **Save preset** to keep your version.



The Browse tab: categories, search, your own soundscapes and the factory scenarios. The playlist is on the right.

The window

Area	What it does
Top bar	Tabs (Browse, Mix, Events & FX, Library, Export), the status display, the licence button and the playlist toggle (☰).
Right panel	Playlist and Up next (queue). Hide it with ☰ to get more room.
Bottom bar	Previous / Play-Pause / Stop / Next, the scenario display, the scope, Shuffle, Repeat, ∞ endless mode, auto-advance time, Crossfade, master volume and meters.

Drag the bottom-right corner to make the window bigger or smaller: the whole interface scales, every control stays in its place, and RealmSound remembers the size.

5. Browse

- **Search** (Ctrl+F) looks in names, descriptions, categories and tags (e.g. "rain", "cozy", "space").
- **Filter buttons**: All, Favourites, Recent, the five categories, and Custom (your own presets).
- **Click a card** to play it. Click the ★ to make it a favourite. Hover and click **+** to add it to the playlist.
- **Right-click a card** for: Play now, Play next, Add to queue, Add to playlist, Favourite, Export as WAV, Export preset file, Duplicate; and for your own presets also Rename, Set / Remove cover picture and Delete.
- **Random** (Ctrl+R) plays a surprise scenario. **Import** loads a .realmscene preset file someone shared with you.

The 61 factory scenarios

Category	Scenarios
Fantasy & RPG	Forgotten Temple, Ancient Dungeon, Medieval Tavern, Enchanted Forest, Crystal Caverns, Wizard's Tower, Haunted Castle, Underground Kingdom, Magical Library, Sacred Ruins, Dragon's Lair, Cursed Village, Elven Sanctuary, Goblin Warren, Alchemist's Workshop, Necromancer's Crypt
Nature & Wilderness	Tropical Jungle, Witching Swamp, Misty Pine Forest, Mountain Blizzard, Desert Night, Coastal Storm, Waterfall Valley, Deep Cave, Volcanic Crater, Abandoned Mine, Night Lake, Autumn Forest Rain, Arctic Wolves
Horror	Abandoned Hospital, Haunted House, Silent Corridor, Ritual Chamber, Eldritch Void, Underground Bunker, Cursed Woods, Creature's Nest, Derelict Asylum, The Unseen Presence, Heartbeat Ward, Ghost Ship
Science Fiction	Spaceship Interior, Reactor Core, Alien Jungle, Abandoned Space Station, Cyberpunk Alley, Planetary Surface, Deep Space, Alien Laboratory, Submarine Depths, Starport Hangar
Combat & Adventure	Distant Battlefield, Siege at Night, Pirate Ship, Airship Engine Room, Frozen Fortress, Ancient Battlefield, Monster Awakening, End-of-the-World Storm, War Drums at Dawn, Viking Longship

6. Mix



The Mix tab: one channel strip per sound (up to 12), the sound-stage map and the master section.

Channel strips

Control	What it does
Name tape	Double-click to rename the sound.
Intensity	How much is going on: density of drops, strength of the wind, size of the crowd...
Tone	Darker ↔ brighter (for drips: bigger, deeper drops ↔ smaller, higher ones).
Character	A sound-specific variation (for cave drips: how big and wet the cave is).
Movement	How much the sound changes over time.
Pan / Width	Left–right position and stereo width.
Reverb / Delay	How much of this sound goes into the space effects.
Fader & meter	Channel volume (automatable in your DAW).
M / S / ON	Mute, solo, enable.
⋯ menu	Replace the source (any generator or library sample), filters, loop points for samples, rename, remove.

Sound stage

Every sound is a dot around the listener in the middle. Drag a dot **left/right** to pan it, **up** to bring it in front of you (closer, clearer) or **down** to push it behind you (further away: darker, quieter and with more reverb). Double-click a dot to centre it.

Master

Master **Intensity** scales the whole scene; the master fader and meter set the final level. The built-in limiter (Events & FX) prevents clipping.

7. Making your own soundscapes



A new blank soundscape: 12 empty channels ready for your sounds.

1. Click **New** (Browse) or **New blank** (Mix). You get an empty page with 12 channels.
2. Click **+** on an empty channel (or **Add layer**) and choose a procedural generator or a sample from your library.
3. **Or drag audio files** (WAV, AIFF, FLAC, OGG, MP3) from Windows Explorer onto the Mix tab: each file becomes a channel.
4. Place the sounds on the sound stage, add random events in **Events & FX**.
5. Click **Cover** to add a picture (JPG, PNG or GIF). It is saved inside the preset and shown on its card.
6. Click **Save preset** (Ctrl+S) and give it a name. It appears under **Your Soundscapes** in Browse.

> **Tip:** Factory scenarios can be changed too. Save preset then keeps your version as a new preset; the original stays untouched.

Presets are saved as **.realmscene** files in %APPDATA%\RealmSound\Presets. Right-click › **Export preset file** to share one. Samples are referenced, not copied: the other person needs the same samples, otherwise RealmSound plays the procedural fallback.

8. Events & FX



Events & FX: moods, the random-event list and the effects section.

Random events

Events are short sounds that happen now and then: thunder, doors, footsteps, chains, bells, sword clashes, explosions, war cries, monster roars, and more. Choose a **Mood** (Calm, Normal, Intense, Chaotic), then set **Randomness** and **Event density**. For each event:

Setting	Meaning
Probability	Chance that the event happens when its timer runs out.
Interval	Minimum and maximum time between attempts (drag both handles).
Level	Quietest and loudest volume (each event picks a level in this range).
Cooldown	Minimum silence after the event before it can happen again.
Pitch var.	Random pitch change, so repeats sound different.
Icons	Audition (play it now), choose a sample for the event, remove the event.

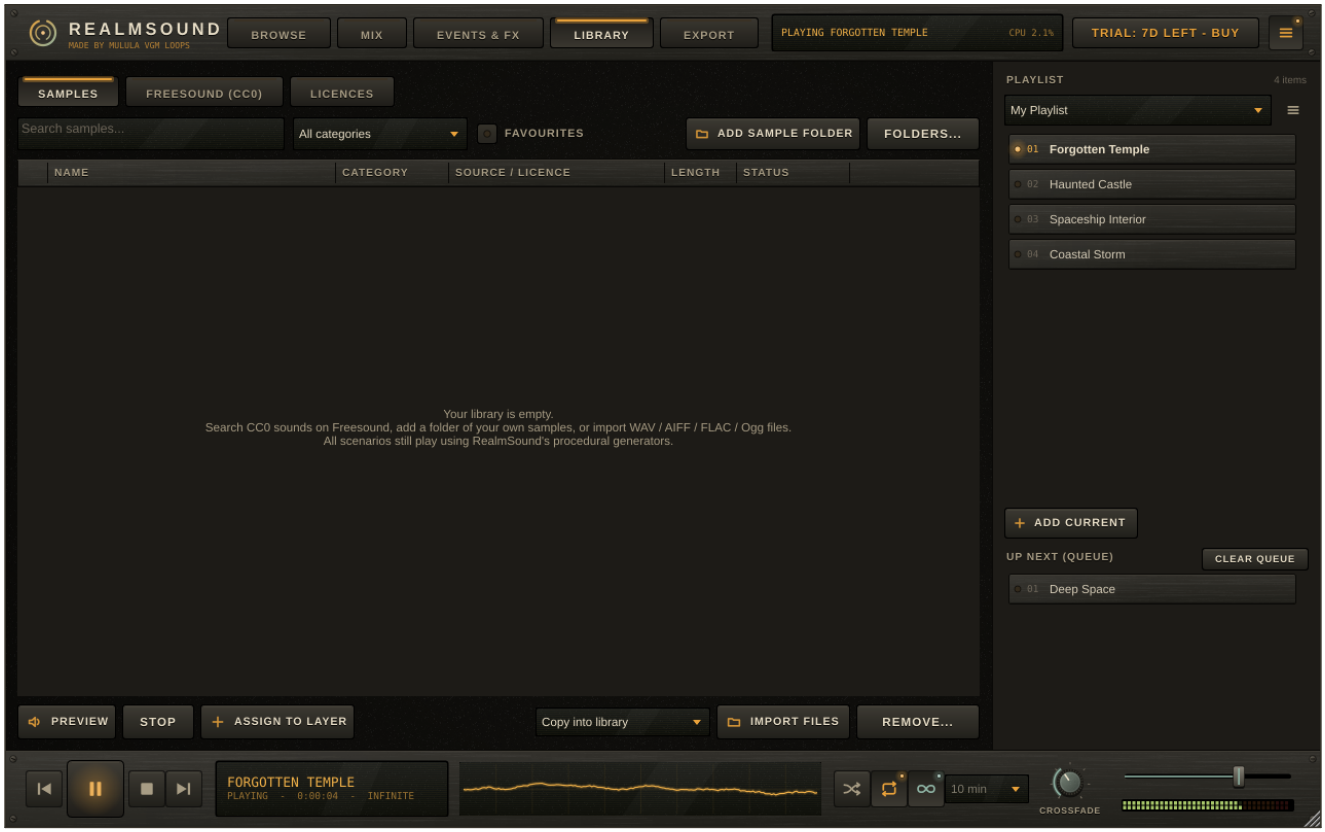
Click **Add event** to add more (up to 16). The menu groups the 43 built-in events: **Nature & creatures** (owl, wolf howl, crow, wing flaps, creature calls, goblin gibbering, thunder, splashes, bubbles, deep-sea calls...), **Dark & haunted** (doors, footsteps, chains, whispers, ghostly moans, heartbeat, breaking glass, bells, an eerie music box, maniacal laughter, grinding stone doors...), **Battle & action** (sword clashes, battle cries, war drums, arrow volleys, explosions, punches, smashed furniture), **Town, tavern & market** (coins, punches, smashed furniture, glass, footsteps, bells) and **Magic, machines & sci-fi** (magic pulses, glitches, sonar, alarms, radio chatter, steam, drones flying by, passing trains).

> **Any sound as an event: Add event › Any sound from my library...** turns any sample you have (Freesound downloads, your folders, imported files) into a random event. You can also change the sound of an existing event with its sample icon.

Effects & space

Pick a **Space preset**: Open Wilderness, Enclosed Stone Chamber, Large Cathedral, Tight Metal Corridor, Underground Cave, Distant & Muffled, Dreamlike Magical or Degraded Sci-Fi Recording. Then fine-tune reverb, delay, filters, 3-band EQ, saturation and width. **Output limiter** protects against clipping; **Bypass effects** compares with the dry sound.

9. Library and your own samples



Library › Samples: everything you imported, downloaded or linked from a folder.

- **Import files**: choose *Copy into library* (safe, uses disk space) or *Reference original* (no copy; keep the file where it is).
- **Add sample folder**: RealmSound reads a whole folder of your samples in place (sub-folder names become categories). Use **Folders...** to rescan, remove a folder, or open the RealmSound library folder.
- **Preview**, **Assign to layer**, favourites (★), and **Remove**.
- **Licences** tab: author, source page, licence and checksum of every downloaded sound, with JSON export.

10. Freesound: real recordings

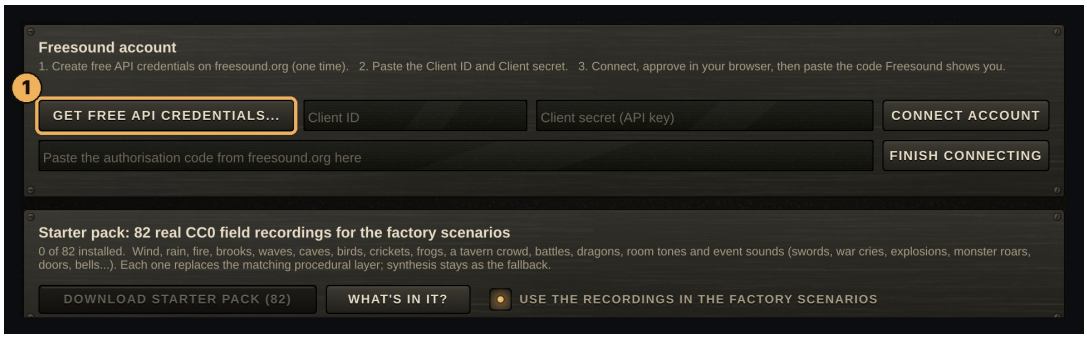
Freesound.org is a huge free library of sounds. RealmSound connects to **your own free Freesound account** and only ever shows and installs sounds whose licence is **CC0** (public domain: free to use in anything, no credit required). Every licence is checked again just before downloading.

Connecting your account, step by step

You need: a free Freesound account and about 5 minutes. You do this once; RealmSound stays connected afterwards.

Step 1 Open the Freesound page in RealmSound

Go to the **Library** tab, then **Freesound (CC0)**. Click **Get free API credentials...** (1). Your browser opens `freesound.org/apiv2/apply`. Log in, or create a free account first.



Library › Freesound (CC0), not connected yet.

Step 2 Create your API credentials on freesound.org

Fill in the form like this, accept the terms and submit it:

Field on freesound.org	What to type
Name	RealmSound
Description	Anything short, e.g. *Ambience app on my computer*
URL	Leave it empty
Callback URL	`https://freesound.org/home/app_permissions/permission_granted/`
Terms of use	Tick the box to accept them

Freesound then shows a table with your new credential. Keep that page open: you need the **Client ID** and the **Client secret / Api key**.

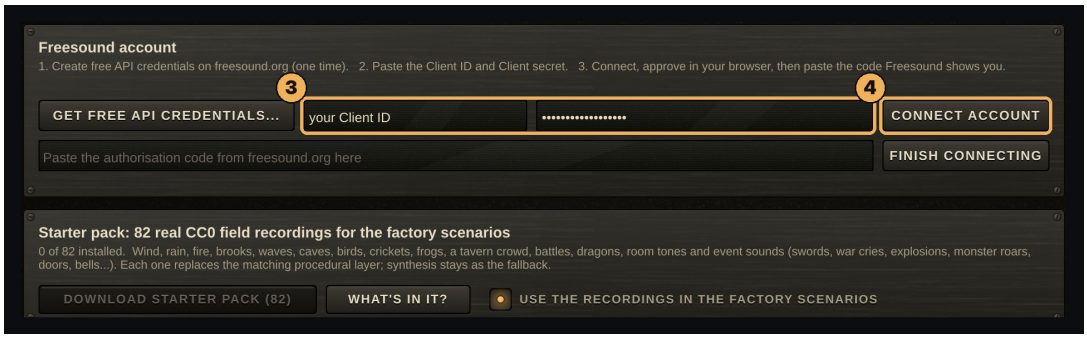
> **Important:** The Callback URL must be exactly the address above. It makes Freesound show you a code in Step 5. If you get no code later, edit the credential on freesound.org/apiv2/apply and fix this field.

Step 3 Paste your keys into RealmSound

Copy the **Client ID** into the first box and the **Client secret** into the second box (3).

Step 4 Click Connect account

Click **Connect account** (4). Your browser opens a Freesound page asking you to approve RealmSound.



Keys pasted (the secret is hidden with dots), ready to connect.

Step 5 Approve on freesound.org

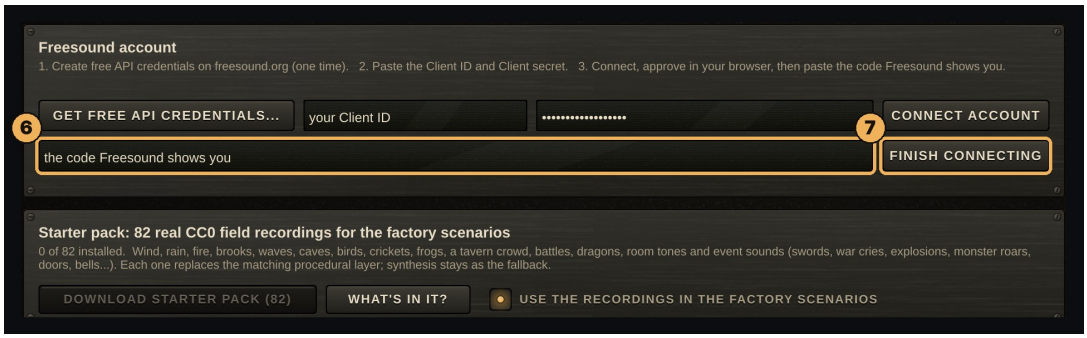
Click **Authorize!**. Freesound shows a short **authorisation code**. Copy it.

Step 6 Paste the code

Back in RealmSound, paste the code into the long box (6).

Step 7 Click Finish connecting

Click **Finish connecting** (7). The code works once and expires after 10 minutes; if it is refused, start again at Step 4.



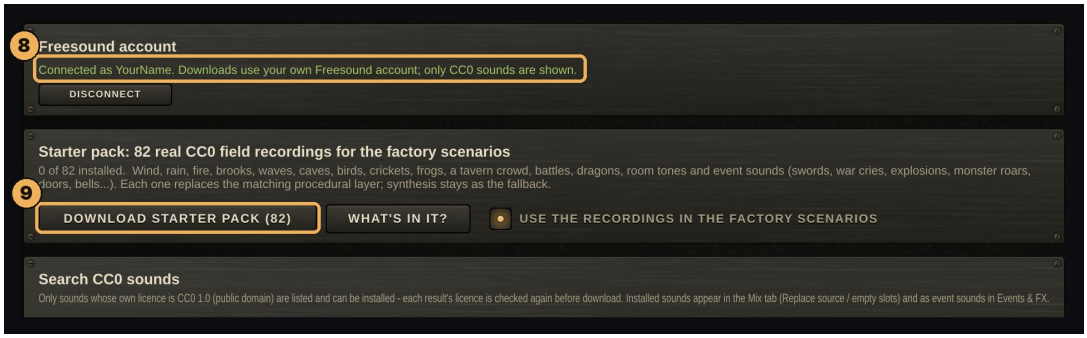
Code pasted, ready to finish.

Step 8 You are connected

The card turns green: **Connected as** *your Freesound name* (8). Only CC0 (public domain) sounds are shown and installed.

Step 9 Download the starter pack

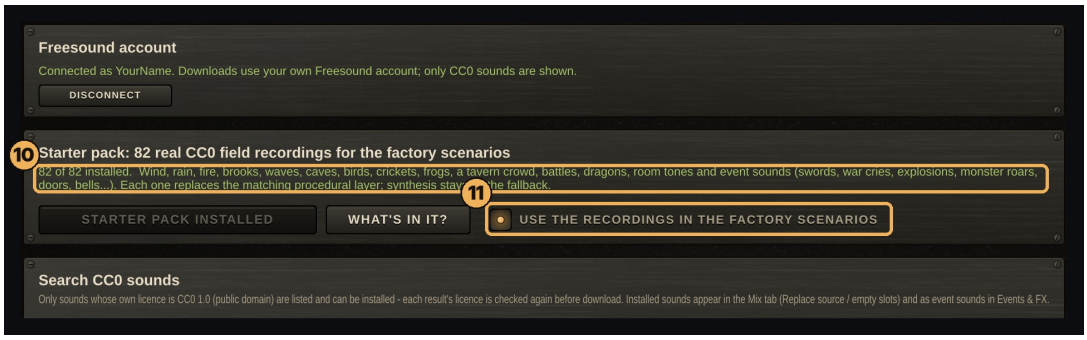
Click **Download starter pack (82)** (9). It is about 670 MB. Freesound allows 30 downloads a minute, so RealmSound fetches one sound every few seconds and waits by itself if Freesound asks it to slow down. Leave RealmSound open until it finishes.



Connected. The starter pack button is now active.

Step 10 Done

When it says **82 of 82 installed** (10), the factory scenes play the real recordings automatically. Untick **Use the recordings in the factory scenarios** (11) if you want pure synthesis again.



Starter pack installed.

If this happens	Do this
Freesound shows no code after Authorize!	Fix the Callback URL of your credential (Step 2), then click Connect account again.
"Invalid grant" when finishing	The code expired or was already used. Click Connect account again and use the new code.
Some downloads failed	Click Download starter pack again: it only fetches the missing sounds. A pop-up and the file download_log.txt list the reasons.
You want to disconnect	Click Disconnect. Your downloaded sounds stay installed.

Your account stays yours: RealmSound never asks for your Freesound password; you log in on freesound.org itself. Your keys and login are saved only on your computer, in your RealmSound settings.

The starter pack

Click **Download starter pack** to get 82 hand-picked CC0 recordings (about 670 MB): wind, rain, fire, brooks, waves, cave drips, birds, crickets, frogs, a tavern crowd, battles, dragons, room tones, and event sounds such as sword clashes, war cries, explosions, monster roars, owls, wolves, crows, heartbeats, ghostly moans, war drums, sonar, alarms, radio chatter, doors and bells. **What's in it?** lists every sound and its author.

- Once installed, the factory scenarios automatically play the best-matching real recording instead of the synthesized layer, and use the recordings as event sounds (several per event, so they don't repeat). Levels are matched for you.
- Untick **Use the recordings in the factory scenarios** for pure synthesis. Your own presets are never changed.
- Freesound allows 30 downloads a minute, so RealmSound downloads one sound every few seconds and waits automatically if Freesound asks it to slow down. Leave it running for a few minutes.

Searching Freesound

Type words (e.g. *cave drips*, *forest night*, *door creak*), pick a library category and click **Search**. Select a result and click **Preview** (or double-click it) to listen first. Tick the ones you want and

click **Download selected**. Downloaded sounds appear in Library › Samples, in the Mix tab's empty channels and Replace-source menus, and as event sounds in Events & FX.

11. Playback, playlists and the queue

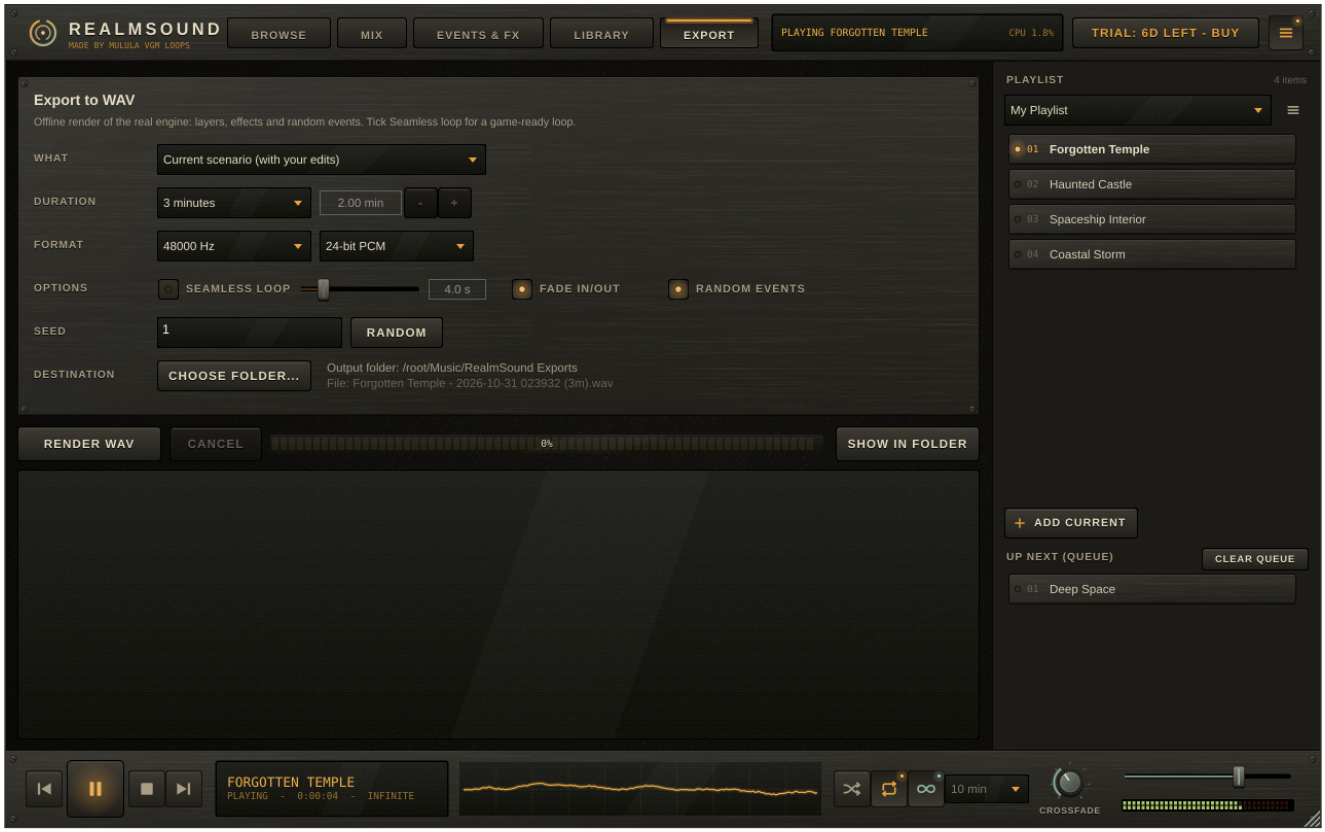
You want	Set
Play the current scene forever	∞ on (default). Layers evolve and events keep coming.
Move through the playlist automatically	∞ off, then pick a time (e.g. 10 min).
Play the playlist once, then stop	∞ off + Repeat Off.
Repeat the whole playlist	∞ off + Repeat All.
Restart the same scene each time	∞ off + Repeat One.

- **Crossfade** sets how smoothly one scene blends into the next.
- **Up next (queue)** always plays before the playlist (right-click a card › Play next / Add to queue).
- **Shuffle** never repeats the current scene if there is another choice.
- **Previous** restarts the current scene if it has played for more than 3 seconds, otherwise goes back to the one before.
- Drag playlist rows to reorder them. Use the playlist menu (☰ next to its name) to create, rename, save or load playlists.

Keyboard shortcuts

Key	Action
Space	Play / pause
Ctrl + → / Ctrl + ←	Next / previous
Ctrl + R	Random scenario
Ctrl + S	Save preset
Ctrl + F	Search
Ctrl + 1 … 5	Switch tabs

12. Export to WAV



The Export tab.

Option	Choices
What	Current scenario (with your edits) · Playlist, one file per scenario · Playlist, one continuous mix
Duration	1, 3, 5, 10, 30, 60 minutes or custom
Format	44.1 / 48 / 88.2 / 96 kHz, 16- or 24-bit WAV
Seamless loop	Makes a game-ready loop: the end of the file flows straight into its start. Turns off fades. See below.
Fade in/out	Gentle fade at the start and end.
Random events	Include or leave out the random events.
Seed	The same scenario + settings + seed always renders the identical file. Click Random for a new variation.

Seamless loops for games

Tick **Seamless loop** to make a file that can repeat forever with no click, gap or jump, ready to drop into Unity, Unreal, Godot, GameMaker, RPG Maker, FMOD, Wwise, a DAW or a sampler. RealmSound does four things for you:

- **Warm-up**: the scene plays for a few seconds before recording starts, so the reverb and the beds at the start sound exactly like the middle.
- **Crossfade**: a few extra seconds are rendered and blended into the start (set the length with the slider; 3 to 6 s suits most ambiences).

- **No cut-off events**: no new event starts during the crossfade, so a scream or a door never gets chopped at the loop point.
- **Loop points** are embedded in the WAV (from the first to the last sample), for tools that read them, such as Wwise, Godot and samplers. In other engines just switch looping on for the clip; the whole file is the loop.

After each loop export the log shows a **Loop check**: whether the seam is click-free and how much the level changes from the end to the start. If a big event lands right at the end or start, try another seed.

Each export also writes a **.credits.txt** file listing the library sounds used and their licences. Click **Show in folder** when it is done.

13. Using the VST3 plugin in a DAW

1. Rescan plugins in your DAW (Reaper, Ableton Live, FL Studio, Cubase, Studio One, Bitwig...).
2. Insert **RealmSound** on an **instrument** track. It needs no MIDI.
3. Pick a scenario and press play in RealmSound, or turn on **Follow host transport** (Events & FX) so it starts and stops with your DAW.

- Automatable: master volume and intensity, randomness, event density, mood, events on/off, crossfade, reverb, delay, filters, saturation, width, limiter, bypass and the 12 layer levels.
- Your project saves the whole scene with your edits, the session playlist and settings. Factory scenarios also appear as plugin programs.
- To record a fixed version, export a WAV with a seed, or simply record the plugin's output to an audio track.

14. Troubleshooting

Problem	Solution
No sound (standalone)	Options › Audio/MIDI Settings: choose your output device. Check the master fader and that a scenario is playing.
Clicks or dropouts	Increase the buffer size (512 or 1024). Close other heavy programs.
"Windows protected your PC" when installing	Click More info › Run anyway.
Plugin not found in the DAW	Rescan plugins; the file is in C:\Program Files\Common Files\VST3. Put it on an instrument track.
Freesound: no code after Authorize	The Callback URL of your API credential must be Freesound's code page (see chapter 10). Edit it on freesound.org/apiv2/apply.
Freesound: "Invalid grant"	The code expired (10 minutes) or was already used. Click Connect account again.
Freesound downloads fail	A pop-up lists the reason for each sound; the full log is %APPDATA%\RealmSound\Library\download_log.txt. "Rate limit (429)" means wait a few minutes and click Download starter pack again.
A sample layer shows "Missing sample"	The file was moved or deleted. RealmSound plays the procedural fallback. Re-import it or replace the source.
Licence not activated	Check the key (no extra spaces) and your internet connection. Refunded purchases and keys used on more than 5 computers are refused.
Window too small	Drag the bottom-right corner; hide the playlist with ☰.

15. Credits and licences

- RealmSound is made by **Mulula VGM Loops**. © Mulula VGM Loops. All rights reserved.
- Built with JUCE. VST is a trademark of Steinberg Media Technologies GmbH.
- RealmSound ships no third-party audio. Recordings are downloaded by you from Freesound.org under the CC0 1.0 public-domain dedication; thanks to every Freesound contributor. Authors are listed in Library › Licences and in each export's credits file.