



User Manual

The complete guide to making electronic music in your browser.

Edition 1 · 2026

EDM Forge User Manual, Edition 1, 2026.

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The information in this manual is provided for guidance and may change as the software is updated. Screenshots show the Classic Dark finish; your screen may differ slightly depending on the finish, browser and window size you use.

All other product names mentioned are the property of their respective owners.

edmforge.com

Preface

EDM Forge is a complete music studio that runs in your web browser. There is nothing to install, and your work is saved to your account as you go. You can sketch an idea on your phone, open it on your computer, and finish it with a collaborator, all in the same project.

This manual is written for producers of every level. If you are new to making music, start with Getting Started and follow the chapters in order. If you already use a digital audio workstation, you can jump to any chapter; each one stands on its own and assumes no knowledge of the others.

Every feature described here is illustrated with screenshots taken from the app itself, so what you see on the page is what you will see on your screen. Where a control has a keyboard shortcut, it is shown next to the action.

We update EDM Forge often. The online version of this manual, available from the Help page inside the app, always reflects the latest release.

How to use this manual

Chapters 1 to 3 get you set up and show where your sounds live. Chapter 2 is the core reference for the studio window. Chapters 4 and 5 cover instruments, controllers, collaboration and the phone app. Chapter 6 collects troubleshooting and a glossary, and the index at the back lists every major topic.

In the PDF, every entry in the Contents is a link, and the bookmarks panel of your PDF reader lists every chapter and section.

Conventions

- Bold text names a button, tab, menu item or control exactly as it appears on screen.
- Keys are written as they appear on your keyboard, for example Space, R or Ctrl + S. On a Mac, use Cmd wherever Ctrl is shown.
- Boxes marked Tip give a faster way to do something. Boxes marked Note point out a limit or a detail worth knowing.
- Figures are numbered through the whole manual and sit next to the text they illustrate.

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Chapter 1

Getting Started

This chapter takes you from opening EDM Forge for the first time to hearing sound in your first project. It takes about five minutes.

What you need

A recent version of Chrome, Edge, Firefox or Safari on a computer. A pair of headphones or studio monitors is recommended. A MIDI keyboard is optional; you can play notes with your computer keyboard instead. Chrome and Edge give the best support for hardware MIDI controllers.

Creating your account

Go to edmforge.com and choose Open the studio free. Sign up with your email address or your Google account. The free plan needs no credit card, and your projects are saved to your account automatically.

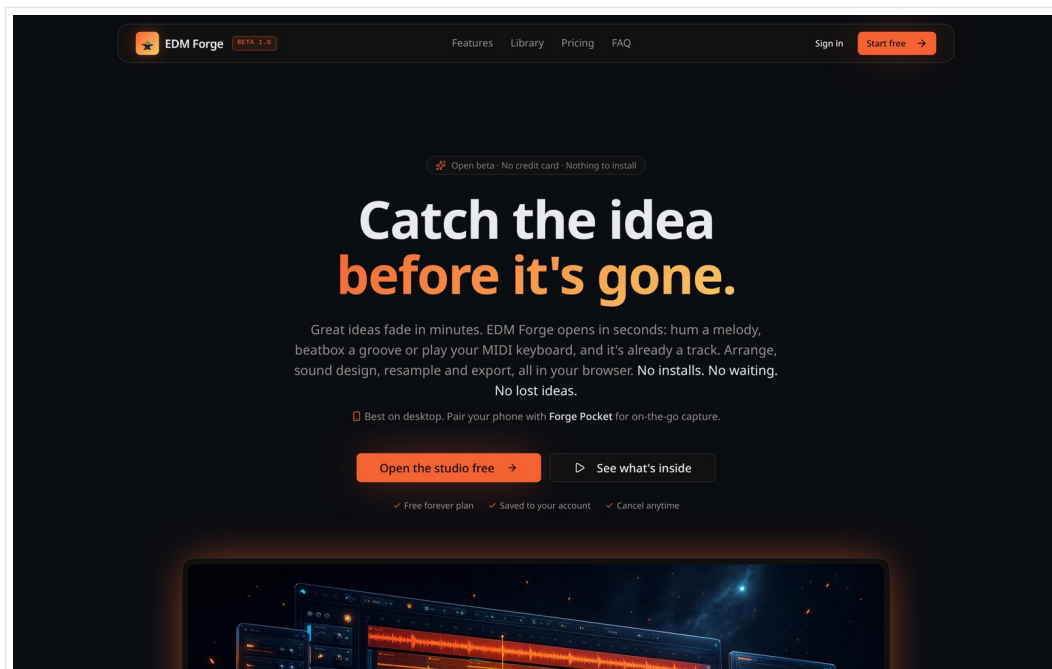


Figure 1. The EDM Forge home page. Open the studio free creates your account.

The Dashboard

After signing in you arrive at the Dashboard. Every project you own or collaborate on appears as a card showing its name, tempo, time signature and when it was last changed. The left column holds your Sound Banks, Billing, Profile and Forge Pocket, the companion phone app.

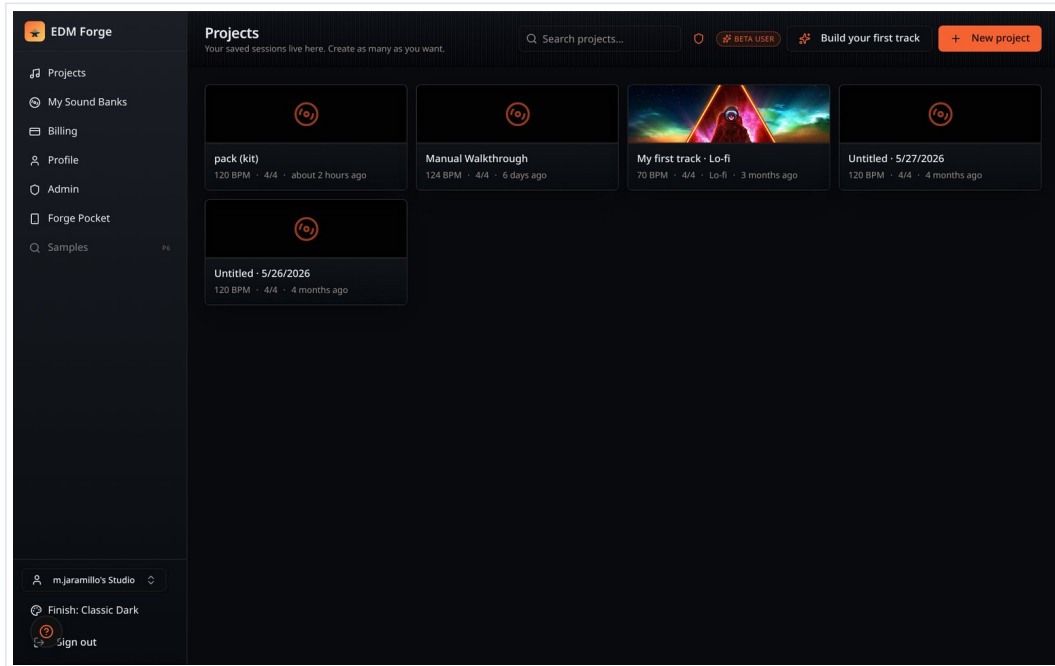


Figure 2. The Dashboard lists your projects. New project is in the top right corner.

Control	What it does
New project	Creates an empty project at 120 BPM in 4/4 and opens it in the studio.
Build your first track	A guided walkthrough that builds a short track with you, step by step.
Search projects	Filters the cards by name as you type.
Finish	Chooses the look of the app: Classic Dark, Bronze Metallic, Dark Brushed or Boutique Light.

Starting the audio engine

Browsers do not allow a web page to make sound until you interact with it. The first time you open a project, EDM Forge asks you to engage the audio engine. Click Start audio once; the studio remembers this for the rest of your session.

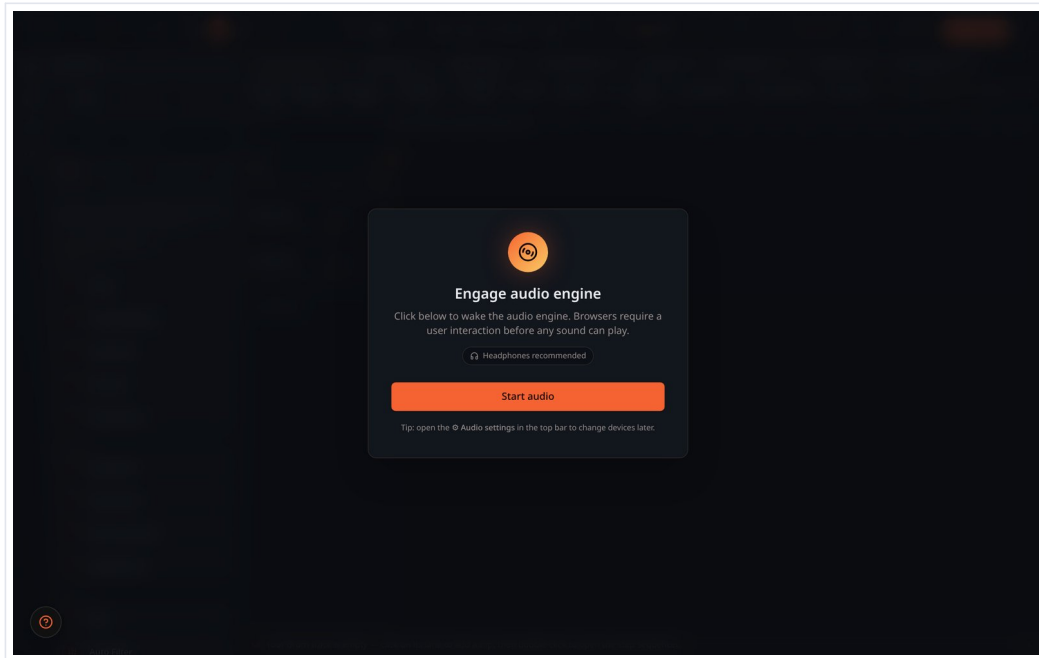


Figure 3. The audio engine prompt appears the first time a project opens.

Tip. If you hear nothing after starting audio, check that your browser tab is not muted and that the correct output device is selected in Audio settings on the right side of the header.

Getting help inside the app

The round question mark in the bottom left corner of the studio opens Help at the chapter that matches what you are doing. The full online manual is always available at edmforge.com/help and is updated with every release.

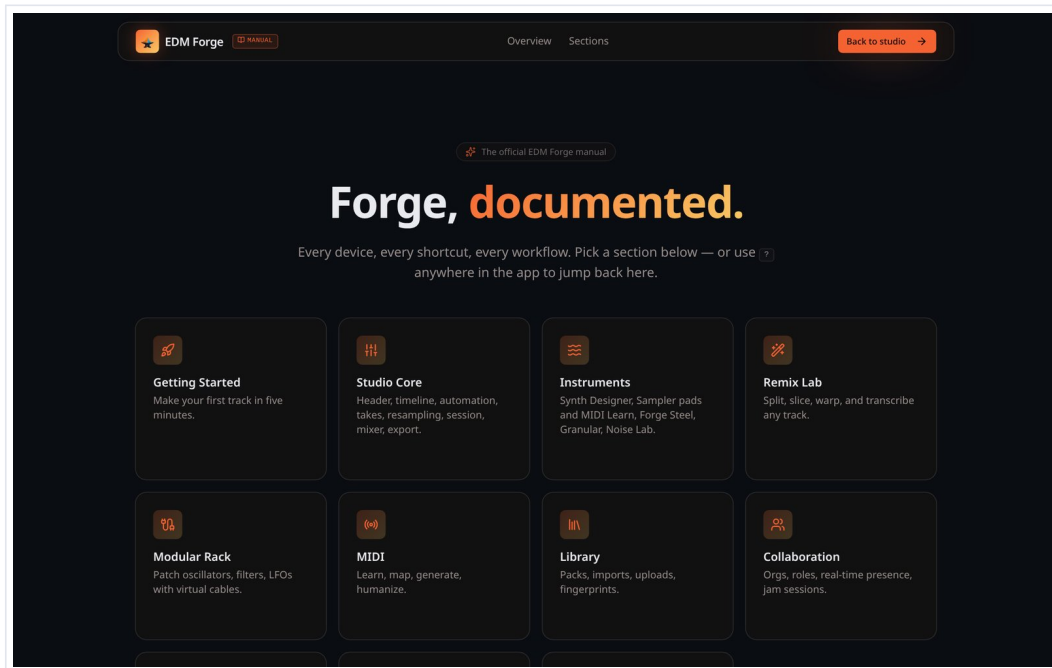


Figure 4. The in app Help Center, searchable by topic.

Chapter 2

Studio Core

The studio is where you make music. This chapter explains the layout of the studio window, every control in the header, and the views you switch between while you work.

The studio at a glance

The studio window has four areas. The header runs across the top and holds the transport and global settings. The Browser on the left holds your devices, sounds and saved presets. The view tabs switch the main area between Arrangement, Session, Sampler, Workbench, Mixer, Modular, Remix and Perform. The main area shows the current view.

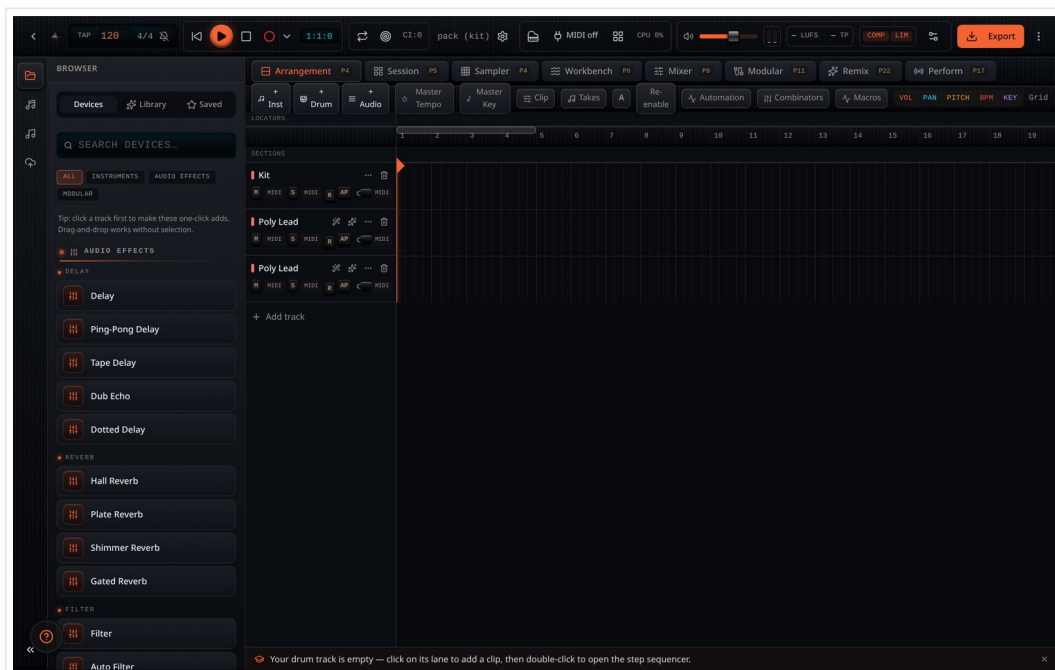


Figure 5. The studio window in Arrangement view, with the Browser on the left.

The header, left to right

The header is arranged in fixed groups, always in the same order, so your hands learn where everything lives.

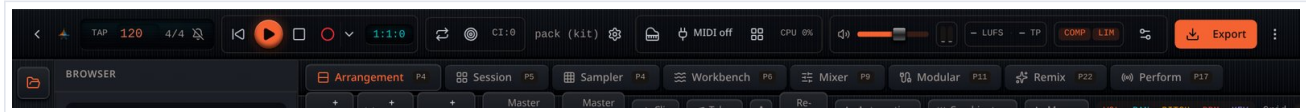


Figure 6. The complete studio header.

Tempo. Click Tap in time with the music to set the tempo, or type a value into the BPM box. Next to it are the time signature and the metronome switch.

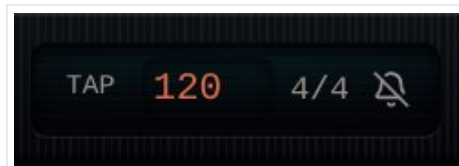


Figure 7. Tap tempo, BPM, time signature and metronome.

Transport. Back to start, Play, Stop and Record, followed by the position counter in bars, beats and sixteenths. The small arrow next to Record opens recording options such as count in, loop takes and quantize on record.

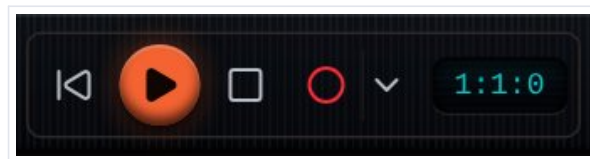


Figure 8. The transport and position counter.

Loop and punch. The loop switch plays the loop brace region over and over. The target icon enables punch recording, and CI shows the current count in length in bars.

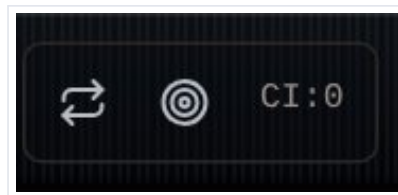


Figure 9. Loop, punch and count in.

Project and system. The project name sits in the middle, with the settings cog for project tempo, key and cover image. To its right are the computer keyboard piano, the MIDI controller status, mapping sets and the CPU meter.

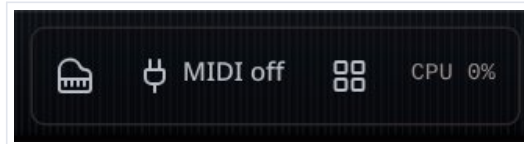


Figure 10. Computer keyboard, MIDI status, mapping sets and CPU.

Master. The master volume fader and meter, loudness readouts (LUFS and true peak), the master compressor and limiter switches, and Audio settings.



Figure 11. Master volume, loudness meters and the master bus switches.

Export and Options. Export renders your song to an audio file. The three dot Options menu holds Undo, Redo, Save, Collaborators, Open on phone, Forge with AI, Beginner tips, the Finish picker and Keyboard shortcuts.

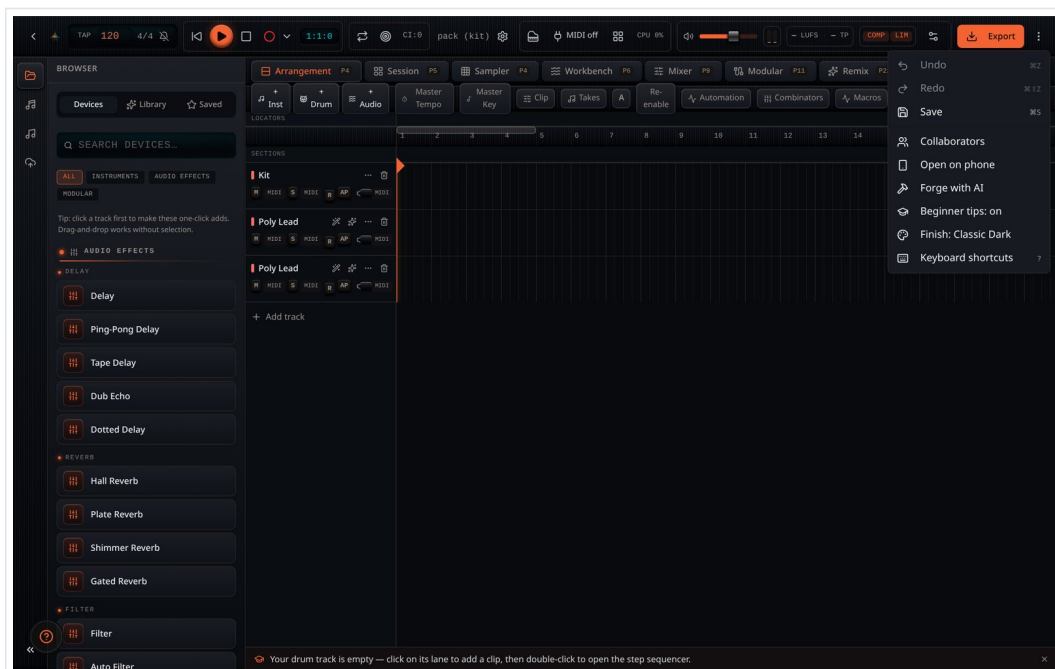


Figure 12. The Options menu at the right end of the header.

Shortcut	Action
Space	Play or stop
R	Record
L	Loop on or off
Ctrl or Cmd + Z	Undo
Ctrl or Cmd + Shift + Z	Redo
Ctrl or Cmd + S	Save
?	Show every keyboard shortcut

View tabs and the toolbar

Below the header, the view tabs switch the main area. Each tab shows a short page code, such as P4, that matches the chapter of the Help Center describing it. Under the tabs, the Arrangement toolbar adds tracks (Inst, Drum, Audio), shows the Master Tempo and Master Key lanes, and opens the Clip, Takes, Automation, Combinators and Macros panels.

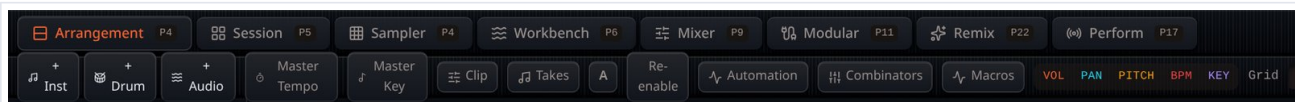


Figure 13. View tabs above the Arrangement toolbar.

Tracks

Each track has a header with its colour strip and name, followed by lit dome buttons: M mutes the track, S solos it, R arms it for recording, and AP sets auto punch. The MIDI chips choose which input the track listens to. Instrument tracks also show a wand that opens the Synth Designer.

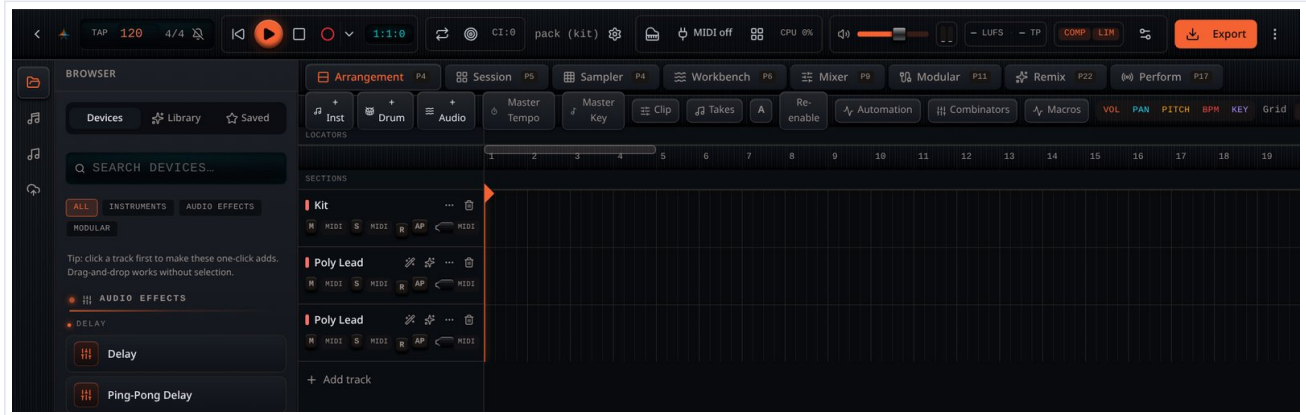


Figure 14. Track headers in the Arrangement, with Mute, Solo and Arm buttons.

Right click a track name for the track menu. From here you can rename, duplicate, recolour or delete the track, bounce it to a new audio track, freeze and flatten it, group it, copy and paste its effect chain, and open the Synth Designer, Noise Lab or the Mixer.

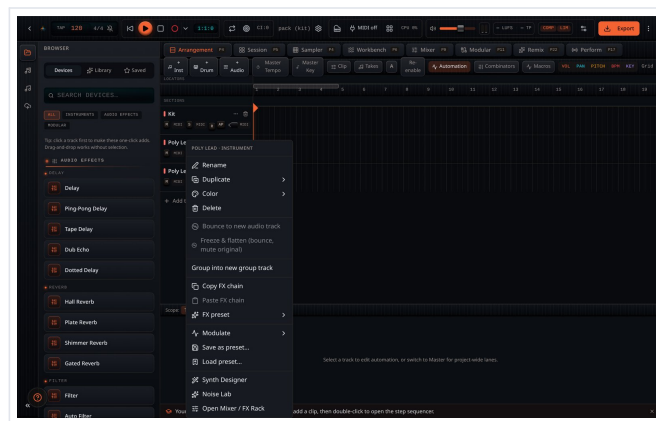


Figure 15. The track menu, opened by right clicking a track.

Tip. Bounce to new audio track records exactly what you hear, including every effect, then places the recording on a new track. It is the fastest way to resample a sound.

Automation and takes

Open Automation in the toolbar to draw changes to volume, pan, effects and synth controls over time. Select a track to see its lanes, or choose Master for project wide lanes. Takes keeps every pass you record while looping, so you can pick the best parts of each and combine them into one final performance.

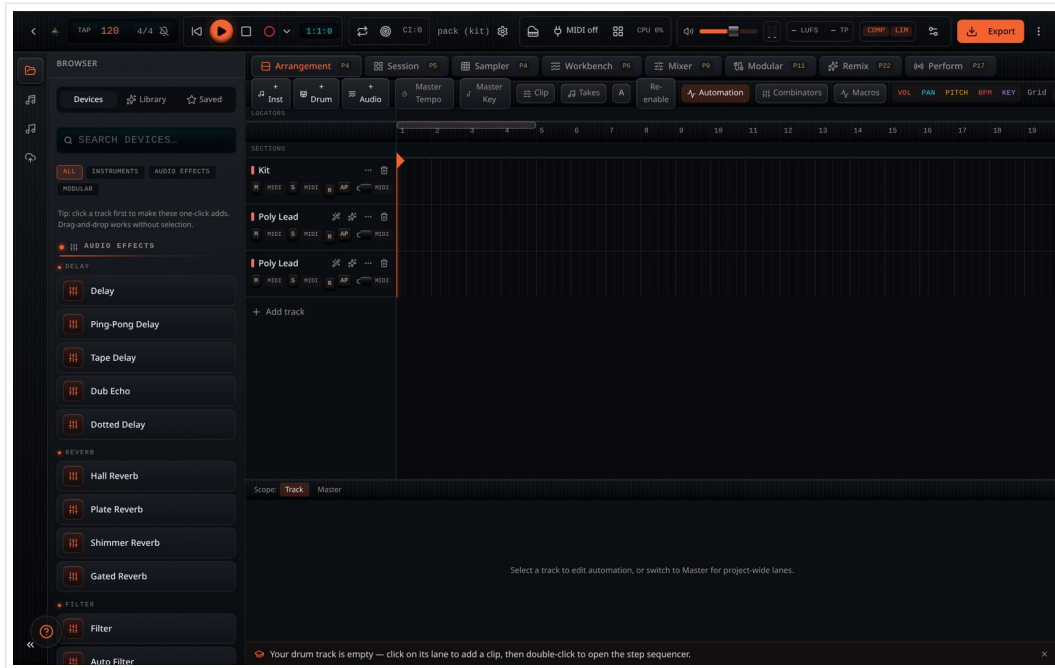


Figure 16. The Automation panel under the Arrangement.

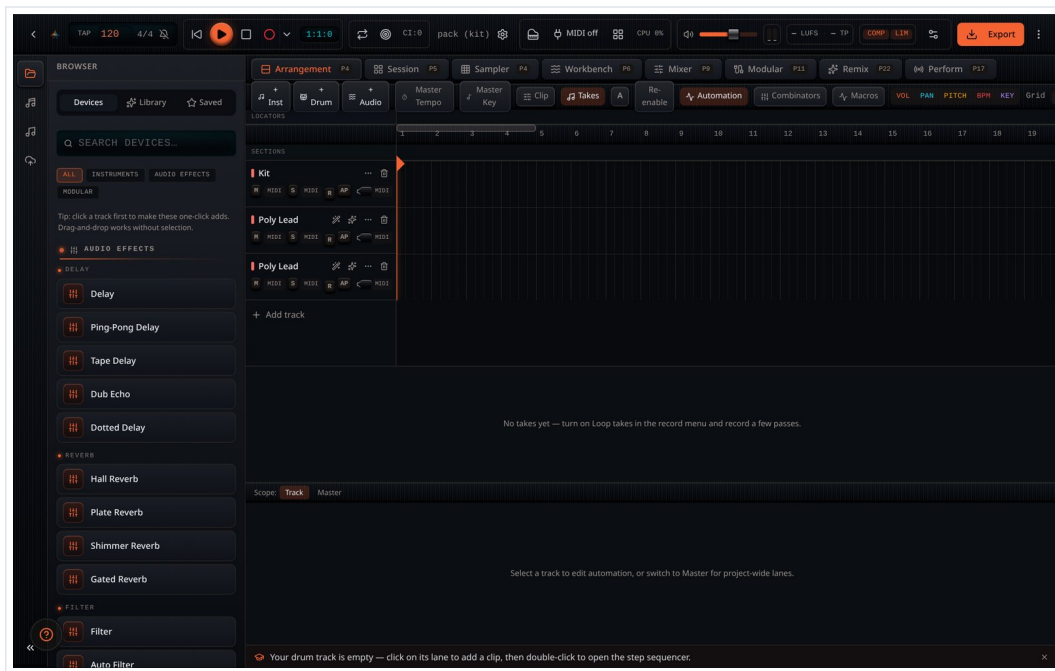


Figure 17. The Takes panel. Turn on Loop takes in the record menu to fill it.

The other views

Session is a grid of clips and scenes for jamming and trying ideas out of order. Launch a clip to play it in time, or launch a scene to play a whole row at once.

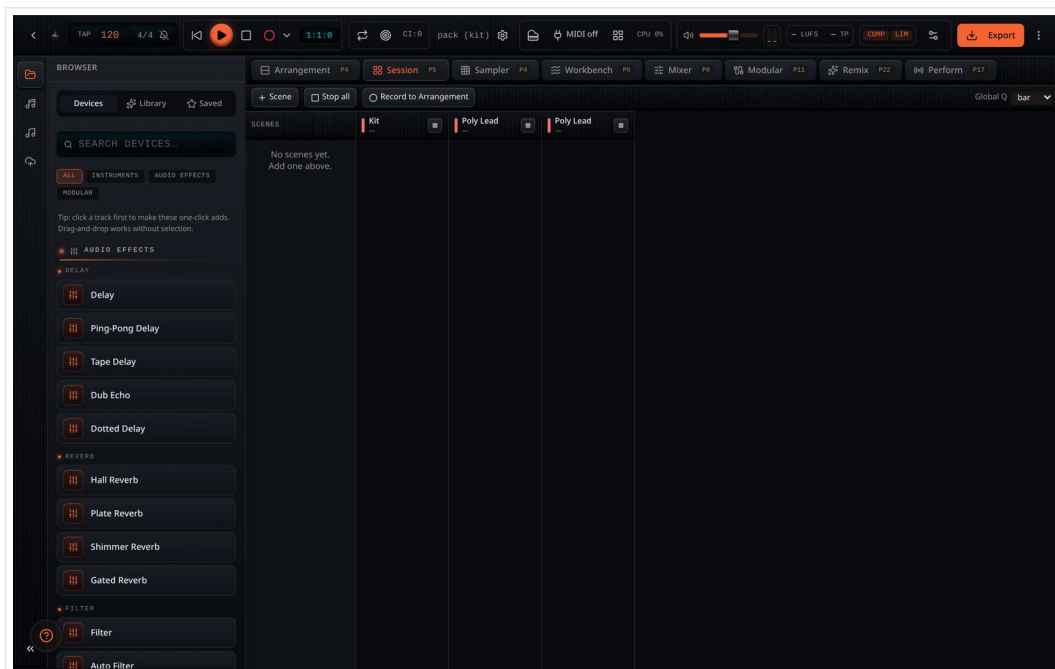


Figure 18. Session view. Each column is a track and each row a scene.

Mixer shows a channel strip for every track, with fader, meter, pan, mute, solo and output routing, plus the Master strip on the right.

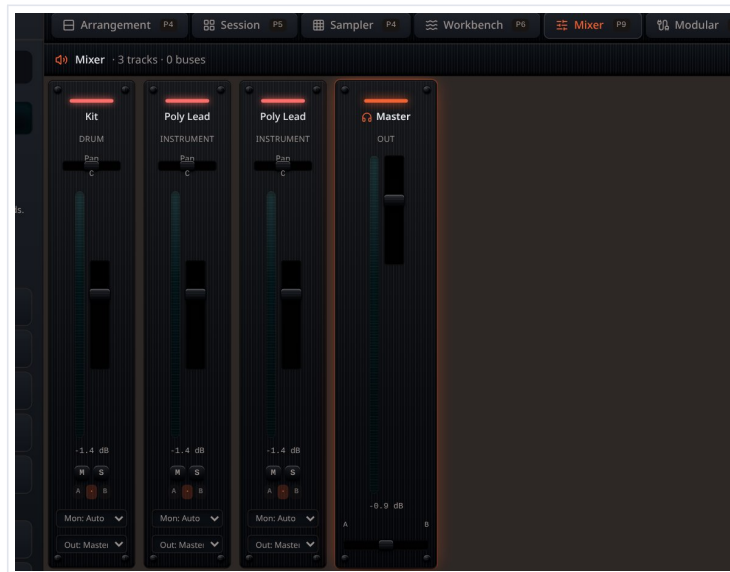


Figure 19. The Mixer, with metal fader caps and lit mute and solo buttons.

Sampler is a deck of sixteen pads. Drag a sound from the Library onto a pad, then play it with the mouse, your computer keyboard or a MIDI controller. Chapter 4 covers it in depth.

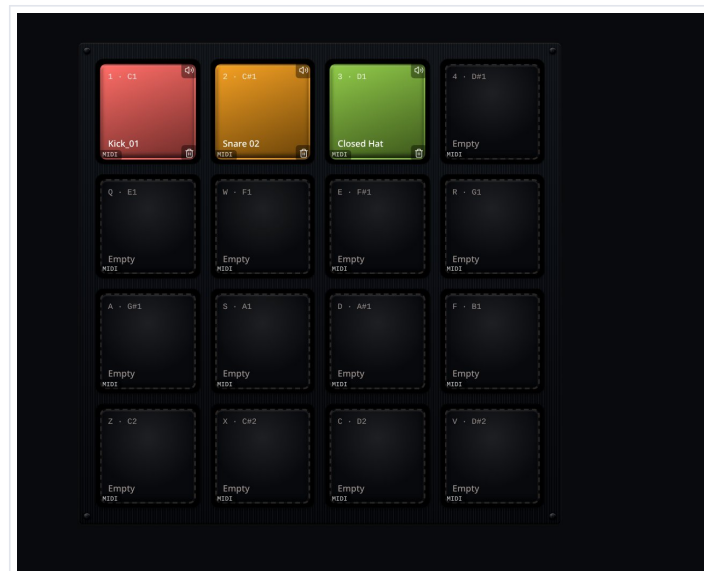


Figure 20. The Sampler deck with three pads loaded.

Workbench is an audio editing bench with four lanes for cutting, fading and joining clips before you bounce the result as a new sound.

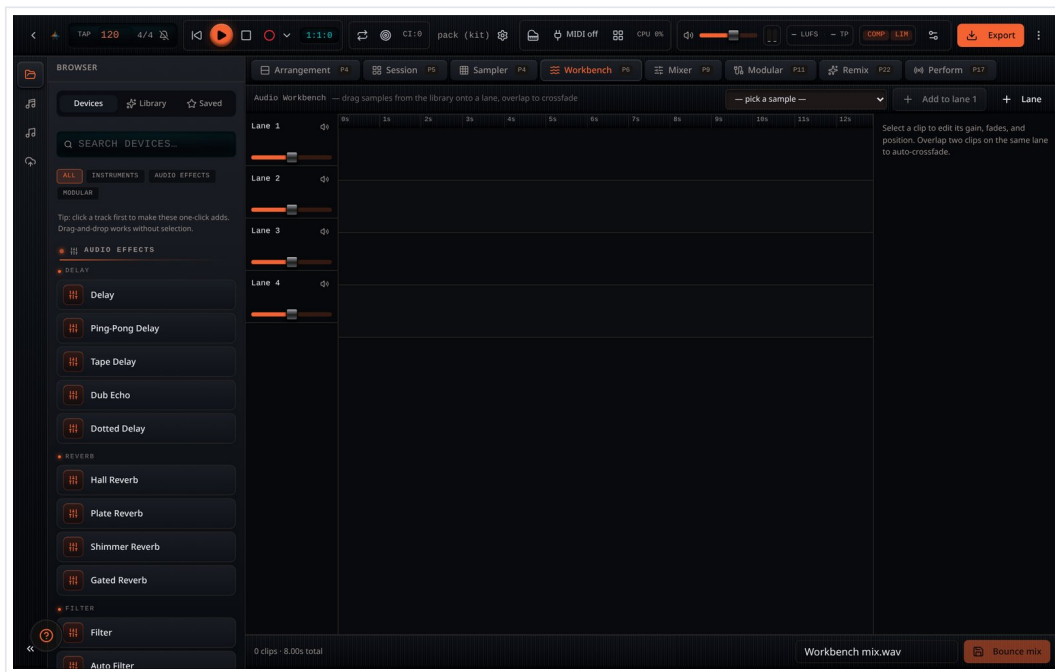


Figure 21. The Workbench audio editor.

Chapter 3

Library, Sounds and the Browser

Every sound you use in EDM Forge lives in the Library. This chapter explains where sounds come from, how to find the right one quickly, and how to bring your own.

Two ways in

You can reach your sounds from two places. The Library page, opened from Sound Banks on the Dashboard, is a full screen console for browsing, uploading and organising. The Browser on the left of the studio gives you the same sounds while you work, so you can drag them straight onto a track or a Sampler pad without leaving your project.

Browsing packs

Browse global lists the curated sound packs available to everyone. Filter by tier or genre, or search pack names. Select a pack to see its folders in the middle column (Drums, Bass, Vocals and so on, each with a count) and its sounds on the right.

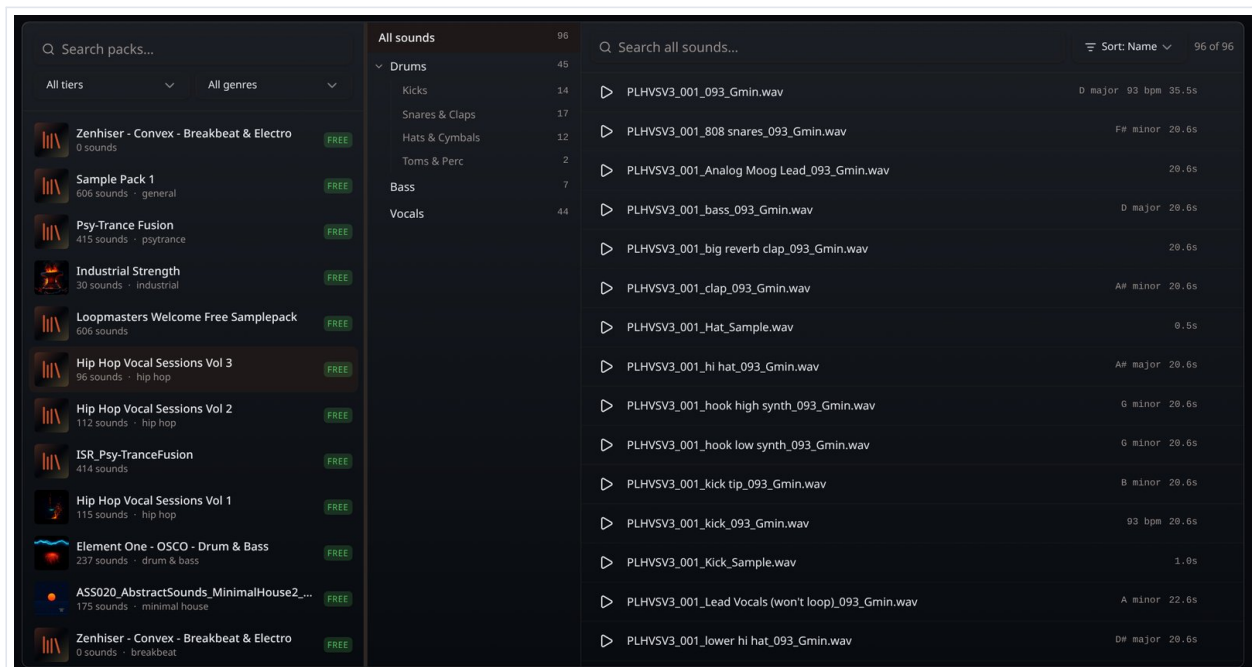


Figure 22. A pack opened on the Library page, with folders and sounds.

Each sound row shows its name, the musical key and tempo when they were detected, and its length. Click the play arrow to audition a sound. Use Sort to order by name, length or tempo, and the search box to filter sounds inside the open pack.

Tip. Keys and tempos are detected automatically when a sound is added. Loops that match your project tempo slot in without stretching; others are stretched to fit when you place them.

My samples

My samples holds every sound you have recorded, uploaded, bounced or had made for you. Each row shows the length, key and tempo, and whether the sound is private. Use the lock to keep a sound private, the toggle to share it with the community, and the bin to delete it.

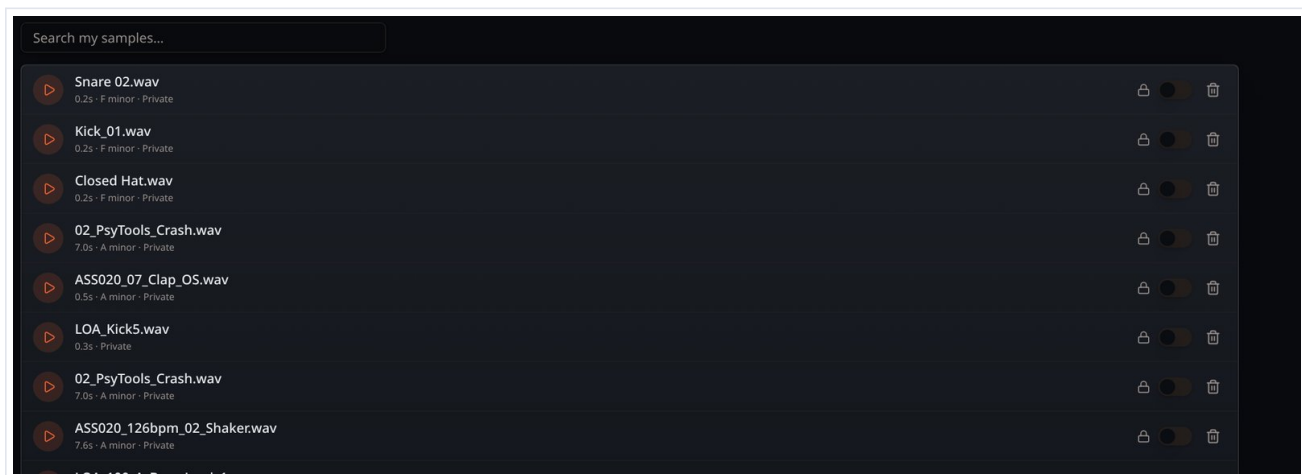


Figure 23. My samples, your personal sound collection.

Community sounds

Community shows sounds other producers have chosen to share. Filter by genre and role (kick, bass, vocal and so on), sort by newest, and tap the heart to add a sound to your Favorites. Shared sounds credit the producer who made them.

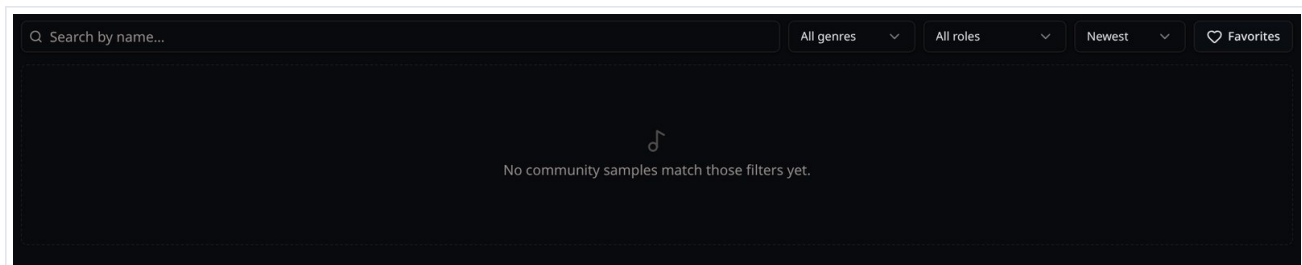


Figure 24. Community sounds with genre, role and Favorites filters.

Sound banks

A sound bank is a folder of your own that you can fill and share. Type a name and an optional description, choose Create, then select the bank and drop files into it. Duplicate files are detected and skipped automatically.

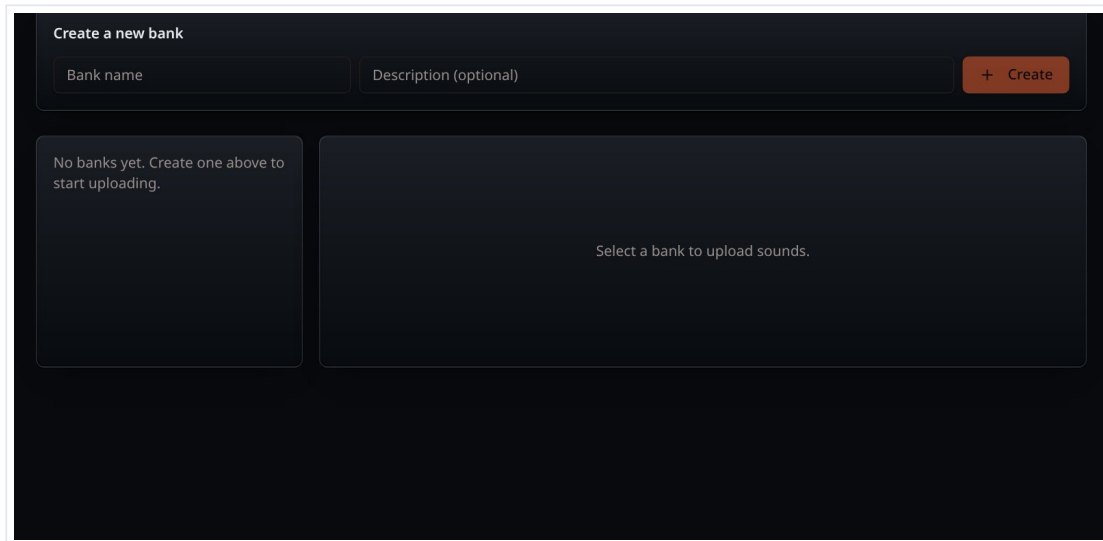


Figure 25. Creating a new sound bank.

Importing packs, kits and projects

The Library can also import work from other music software. Drop a sample pack ZIP, a drum kit or instrument preset, or a whole saved project, up to 500 MB. EDM Forge lists every sound it found so you can untick any you do not want, then uploads and labels them. Drum kits become a Sampler project with the pads already filled, and projects keep their tempo, tracks, clips, scenes and mixer settings. A report at the end lists what came across, what changed and anything that could not be converted, such as third party plugins.

The studio Browser

The Browser has three tabs, shown side by side in Figure 26.

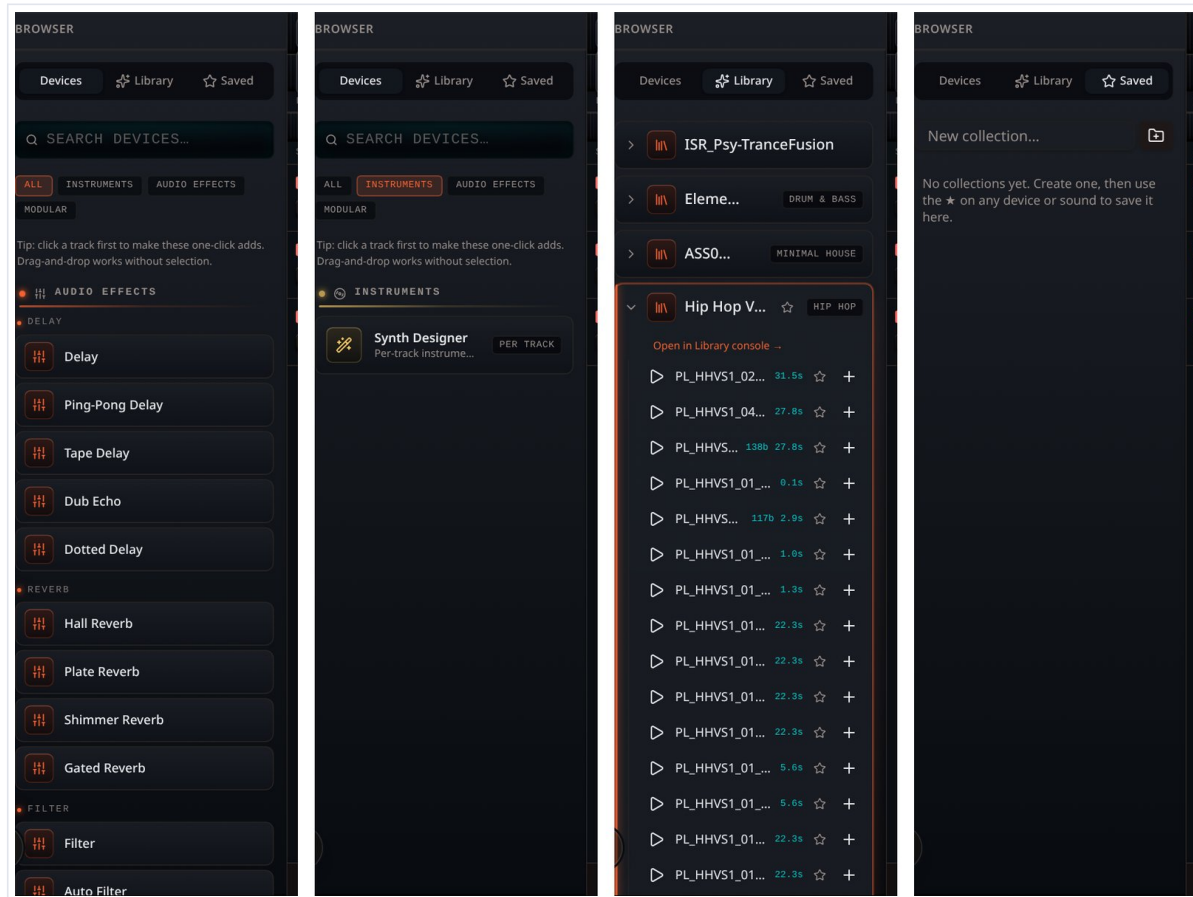


Figure 26. From left: Devices, Devices filtered to Instruments, an expanded Library pack, and Saved collections.

Devices lists instruments, audio effects and modular devices, grouped by type with filter chips at the top. Click a track first, then click a device to add it in one step, or drag the device onto any track. Choose the Instruments chip to see only instruments; the Synth Designer is added per track, so every instrument track can have its own sound.

Library shows the same packs as the Library page. Click a pack to expand it; each sound has a play button to audition, a star to save it, and a plus to add it to the selected track. You can also drag any sound onto a track lane or a Sampler pad. Open in Library console, at the top of an expanded pack, jumps to that pack on the full Library page.

Saved holds your collections. Type a name to create a collection, then press the star on any device or sound to save it there. Collections keep your go to kick, favourite reverb and signature bass one click away.

Chapter 4

Sampler and Instruments

EDM Forge has three sound sources: the Sampler for drums and one shots, the Synth Designer for melodic and bass sounds, and the Noise Lab for textures. This chapter shows how to load, play and shape each one.

The Sampler deck

Open the Sampler tab to see sixteen pads in a four by four grid. Each pad shows its number, its MIDI note and the name of the sound loaded on it. Empty pads are dark; loaded pads light up in the colour of their sound.



Figure 27. The Sampler deck with a kick, snare and closed hat loaded.

Loading a pad. Drag any sound from the Browser or the Library onto a pad. Dropping onto a loaded pad replaces its sound. The bin icon on a pad clears it, and the speaker icon mutes it.

Playing pads. Click a pad, or use your computer keyboard: the four rows of pads map to the keys 1 2 3 4, Q W E R, A S D F and Z X C V.

The Sampler toolbar

The bar across the top of the deck holds the kit controls. The green light shows the kit is active. Choose a saved kit from the preset list, or choose Save as to store the current sixteen pads as a kit you can reuse in any project. Chromatic and Reset notes are described below, and the key legend reminds you of the computer keyboard layout.

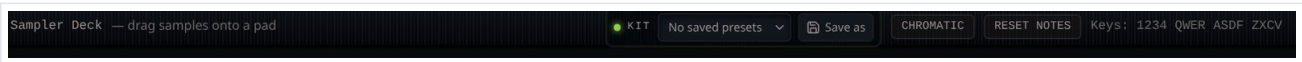


Figure 28. The Sampler toolbar.

Playing pads from a MIDI controller

Connect a MIDI keyboard or pad controller and it works straight away: notes C1 to D#2 play pads 1 to 16, the standard layout used by most drum controllers. How hard you hit sets how loud the pad plays.

MIDI Learn. To assign a pad to a different key, click the small MIDI chip on the pad, then press any key or pad on your controller. If another pad already uses that note, the two pads swap. Reset notes restores the standard layout.

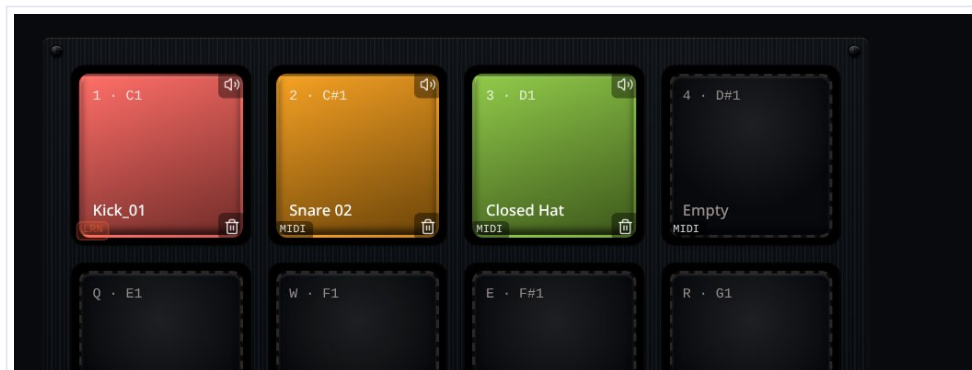


Figure 29. Pads showing their notes. Click a MIDI chip to start MIDI Learn.

Tip. Your pad layout is saved to your account for the controller model you are using, and loads automatically whenever that model connects. If a collaborator has saved a layout for the same model, you get theirs until you make your own.

Chromatic mode

Turn on Chromatic in the toolbar and the selected pad's sound plays across the whole keyboard, with C3 at the original pitch, so you can play melodies and chords from a single sample. Turn Chromatic off to return to pad mode.

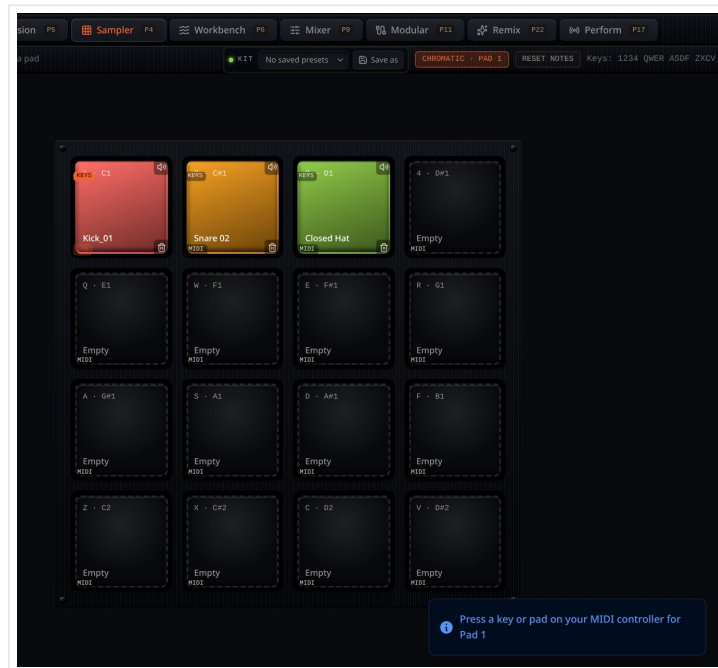


Figure 30. Chromatic mode switched on, waiting for a key on the controller.

Chopping a loop onto pads

To turn a loop into playable hits, open it in the Sample Editor, add slices by hand or detect them automatically, then choose Slice → Sampler. Each slice fills the next empty pad, in order.

The Synth Designer

Every instrument track has its own Synth Designer. Open it with the wand on the track header, or from the track menu. Choose the Subtractive engine for classic synth sounds, or Granular to build sounds from tiny grains of a sample.

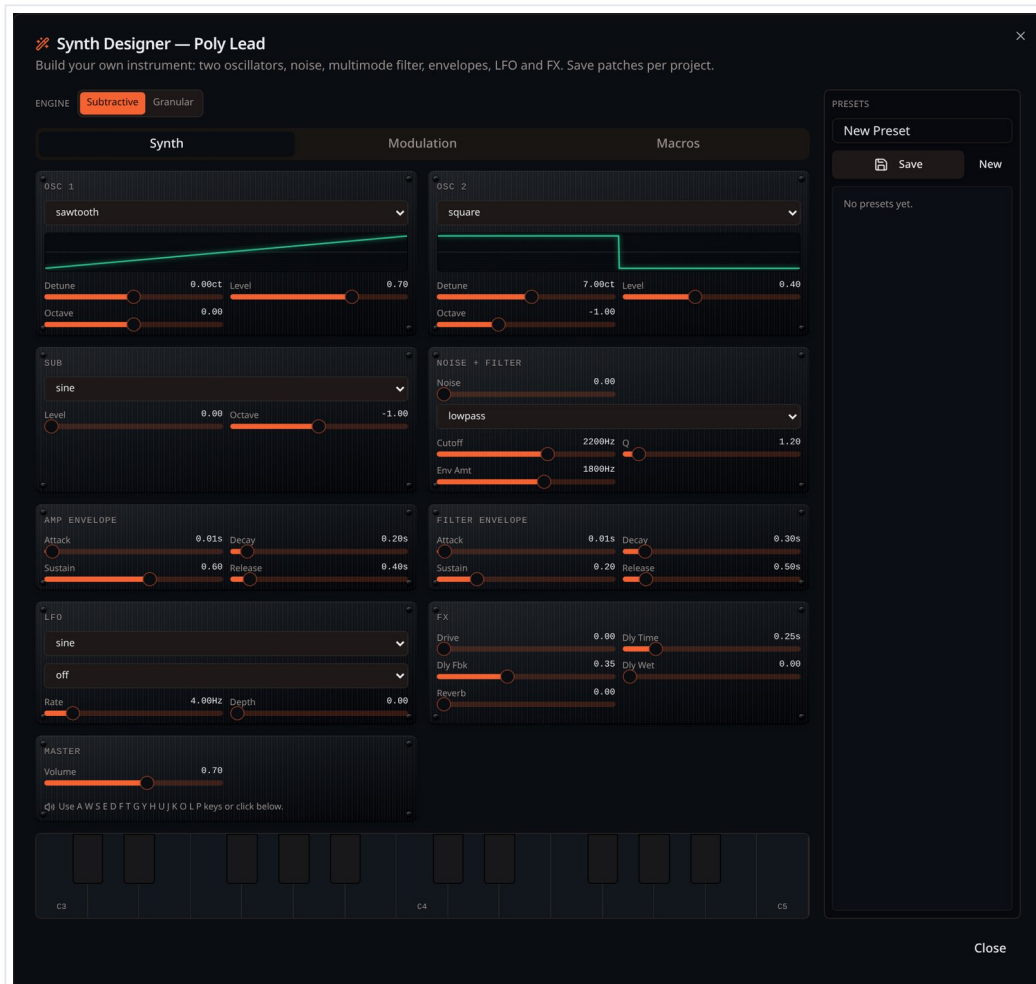


Figure 31. The Synth tab of the Synth Designer.

Section	What it does
Osc 1 and Osc 2	Two oscillators with a choice of waves and wavetables (supersaw, reese, pwm, fm metal, vox). The small screen under each shows the wave shape.
Sub	A clean sine, triangle or square an octave down that skips the filter, for solid low end.
Noise and Filter	Adds noise, then shapes the tone with a lowpass, highpass or bandpass filter, cutoff and resonance.
Amp and Filter envelopes	Attack, decay, sustain and release for volume and for filter movement.
LFO	A simple built in wobble for pitch, filter or volume.
FX	Drive, delay and reverb on the synth itself.

Modulation

The Modulation tab adds up to four LFOs. Each LFO has a shape (sine, triangle, saw, square, step, sample and hold or random), runs free or in time with the tempo, and drives a target such as filter cutoff, oscillator level, pitch or effect sends. Step shapes make the rhythmic, gated wobbles common in bass music.

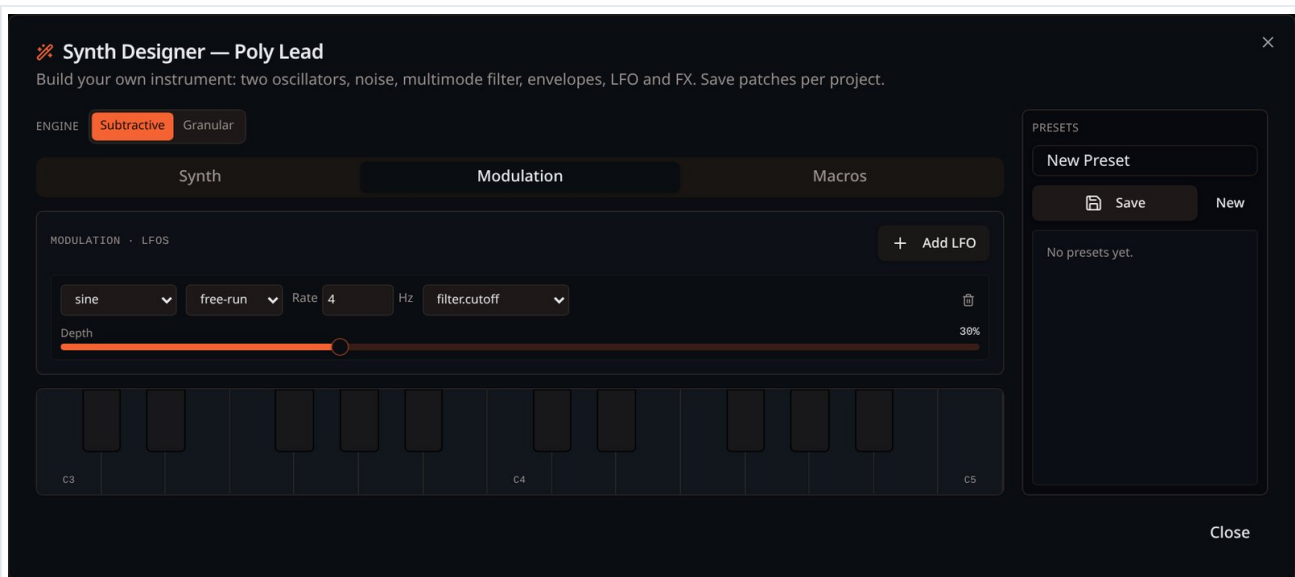


Figure 32. An LFO driving the filter cutoff at 30 percent depth.

Macros and presets

The Macros tab lets one knob move many settings at once. Add a macro, name it, then choose Route to connect it to the settings you want. Macros are ideal for performance moves such as a single filter sweep that also raises drive and reverb.

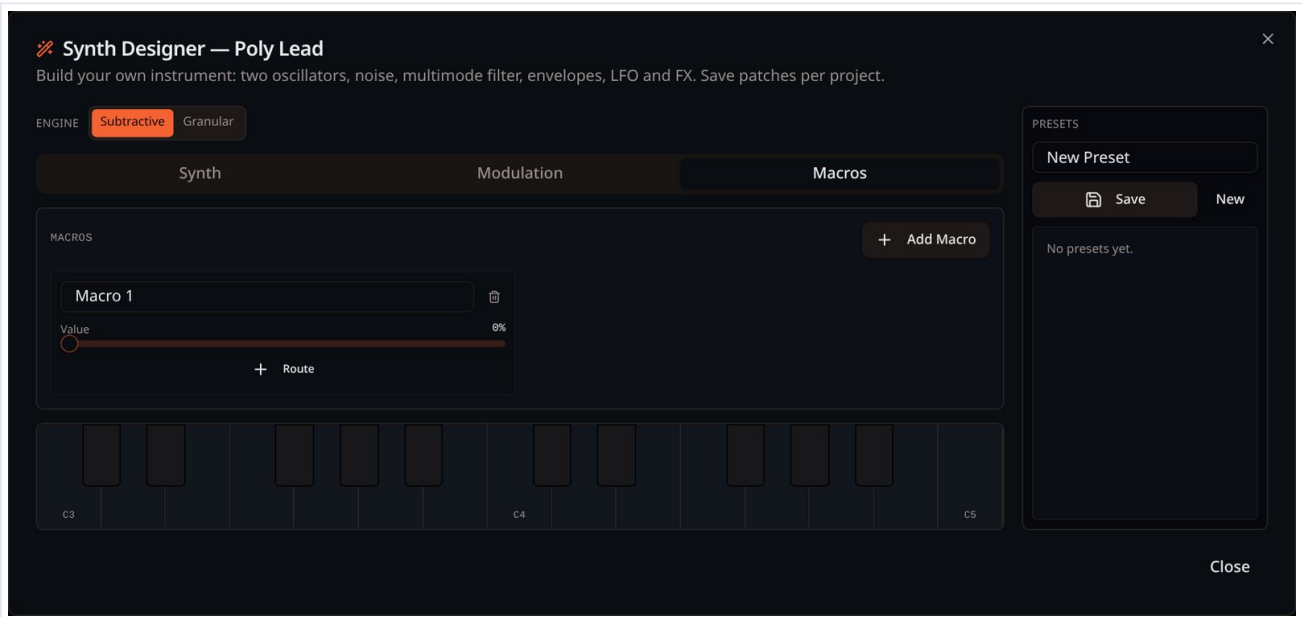


Figure 33. A new macro, ready to be routed.

The Presets column saves the whole patch. Type a name and choose Save, or New to start fresh. The Pro presets include OTT Squash, the heavily compressed sound used across modern dance music.

The Noise Lab

The Noise Lab designs textures, noises and metallic tones. Open it with its icon on the track header. It has three engines: FM Stack, three operators that modulate each other, each switchable between tone and noise; Karplus, a plucked string model with controlled randomness; and Spectral, a cloud of partials shaped by curves.

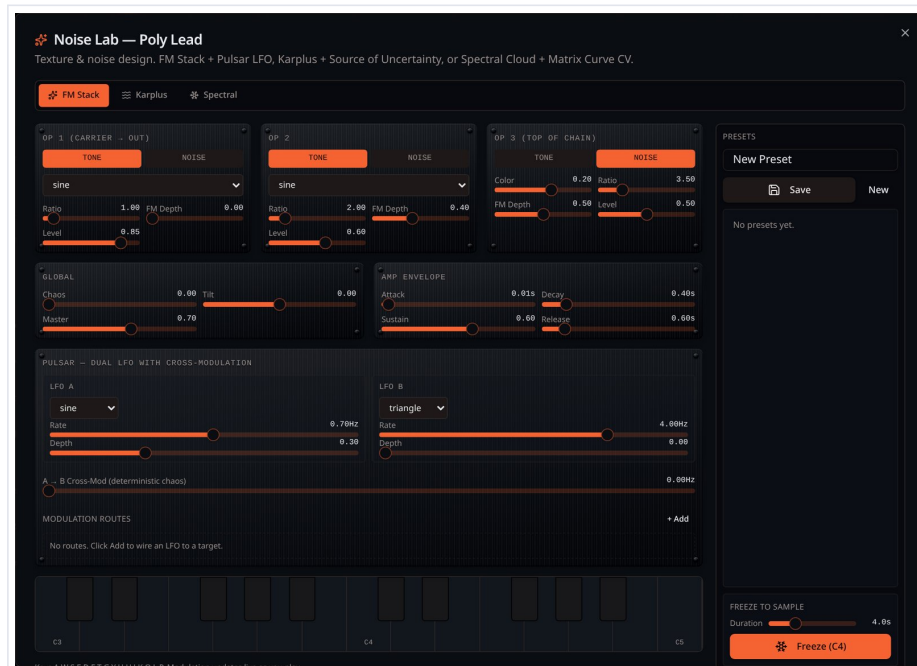


Figure 34. The Noise Lab with the FM Stack engine selected.

The Pulsar section holds two LFOs that can modulate each other for evolving, never repeating movement. Freeze to sample, at the bottom of the Presets column, records the current sound for the length you choose and saves it to your library, ready for a Sampler pad.

Modular devices

Choose the Modular chip in the Browser to see the building blocks for patching your own instruments: Oscillator, LFO, Noise, Filter, VCA, Envelope and Output, plus the signature voices Demascus, Sanmai, Filigree and Coldweld. Open the Modular tab to patch them together into your own instruments.

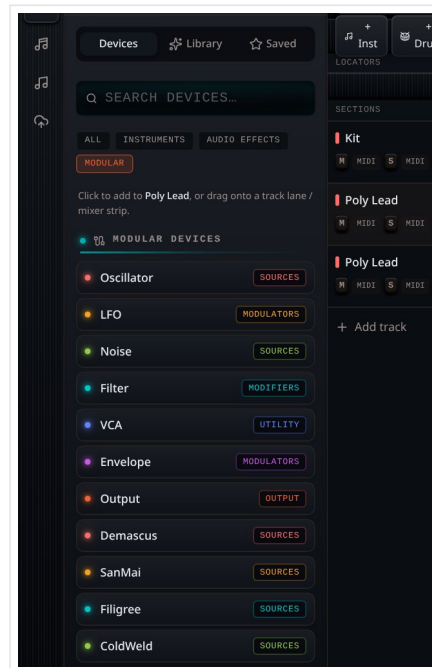


Figure 35. Modular devices listed in the Browser.

Chapter 5

MIDI, Collaboration, the Phone App and Finishes

This chapter covers connecting hardware, working on a project with other people, capturing ideas on your phone with Forge Pocket, and choosing the look of the studio.

Connecting a MIDI controller

Plug in a MIDI keyboard or pad controller, then open a project. The status area in the header shows the connection: MIDI off means no device is connected, and the name of your device appears once it is found. Notes you play light the status as they arrive.

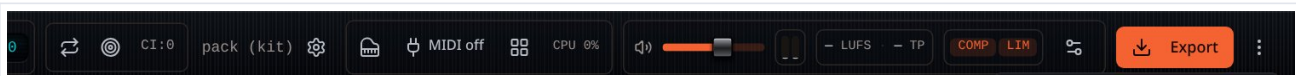


Figure 36. The system cluster: piano keyboard, MIDI status, mapping sets and CPU, followed by the master section.

Control	What it does
Piano icon	Shows the on screen keyboard so you can play with a mouse or touch.
MIDI status	Shows your connected controller and incoming notes.
Mapping sets	Saves which controller knobs move which settings, so you can reload them.
CPU	How hard your computer is working. Freeze or bounce heavy tracks if it runs high.

Note. Some browsers block MIDI inside embedded previews. If your controller is not found, open the studio in its own browser tab.

Recording from your controller

Arm an instrument track, press Record in the transport and play. Your notes become a MIDI clip on the timeline, and with quantize on they snap to the grid. Held notes are closed correctly when you stop. The Sampler responds to the same controller, as described in Chapter 4.

Controller layouts that follow you

When you change which note plays which Sampler pad, EDM Forge saves the layout to your account for that controller model. Connect the same model on any computer and your layout loads by itself. When two people work on a project with the same controller model, the second person gets the first person's layout until they save their own.

Working with collaborators

Open the Options menu (the three dots at the right of the header) to reach project actions. Choose Collaborators to invite people to the project; their avatars appear next to the project name while they are working. Open on phone shows a code you scan to link Forge Pocket to this project.

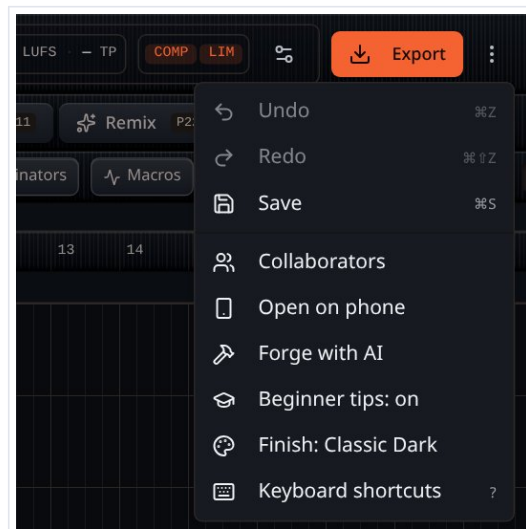


Figure 37. The Options menu: undo, redo, save, collaborators, open on phone, finish, tips and shortcuts.

Forge Pocket, the phone app

Forge Pocket is a capture companion for your phone. Open edmforge.com on your phone and add it to your home screen to use it like an app. Pick a project under Active project, or pair with QR pair, and everything you capture is sent to that project. Unpaired captures wait in your Inbox.

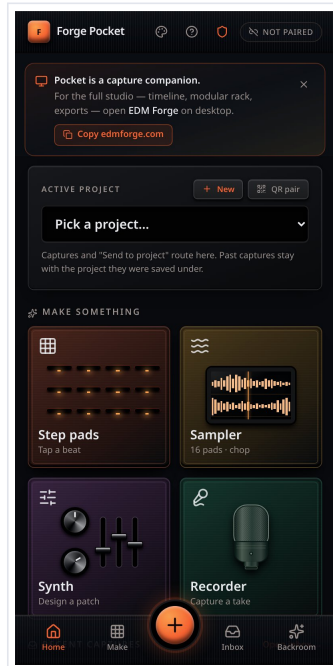


Figure 38. The Pocket home screen with the tools under Make something.

The bar at the bottom has Home, Make, the large + button for a quick capture, and Inbox, where captures wait until you use them in the studio.

Hum to MIDI

Tap Hum and sing or hum a melody. Pocket follows your pitch, ignores breath and noise, and turns what you sang into notes. Set the BPM, the Grid the notes snap to, the Octave and the Key and Scale, or leave the key for Pocket to guess from your melody. Changing a setting updates the result straight away. Send the phrase to your paired project as a MIDI clip.

Beatbox to drums

Tap Beatbox and make drum sounds with your mouth. Pocket finds the tempo and sorts each hit into kick, snare, hat or percussion on a grid. Choose a 1/16 or 1/8 grid, type a tempo or leave it on auto, and adjust Sensitivity if quiet hits are missed or noise is picked up. Send the pattern to your project as a drum clip.

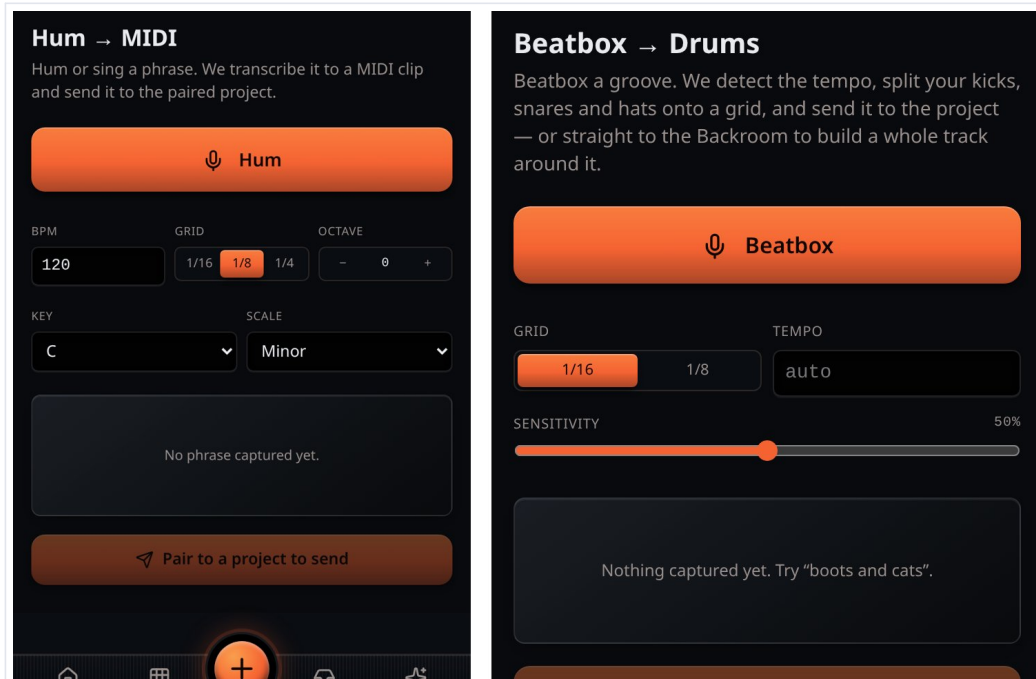


Figure 39. Left: Hum to MIDI. Right: Beatbox to drums.

Beat Pads and the Field Recorder

Beat Pads is a step sequencer with kick, snare, hat and clap lanes plus a lane for your own sample. Choose 8, 16 or 32 steps, tap steps to light them, drag up or down on a lit step to change its velocity, and tap the wand to fill a lane with an evenly spread rhythm. Jam lets friends play along. The Field Recorder captures any sound with your phone microphone and sends it to your Inbox or paired project.

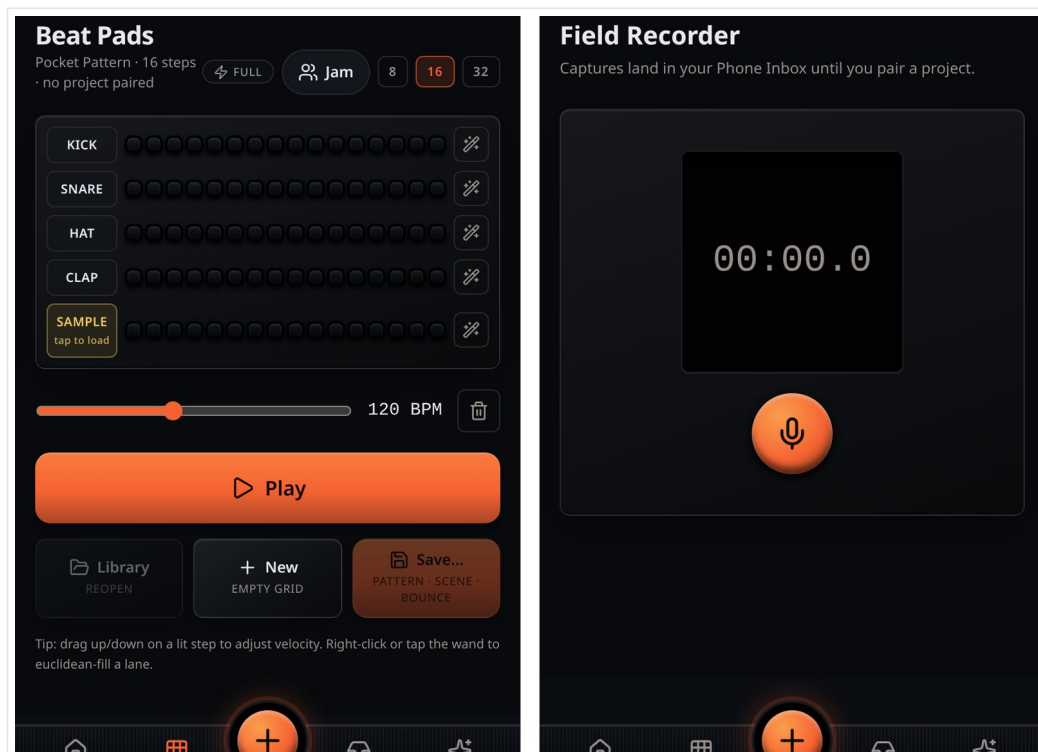


Figure 40. Left: Beat Pads. Right: the Field Recorder.

Choosing a finish

EDM Forge comes in four finishes. Classic Dark is the default. Bronze Metallic has warm brushed bronze and amber screens, Dark Brushed has black brushed steel with cool cyan lights, and Boutique Light has pale aluminium with dark glass screens.

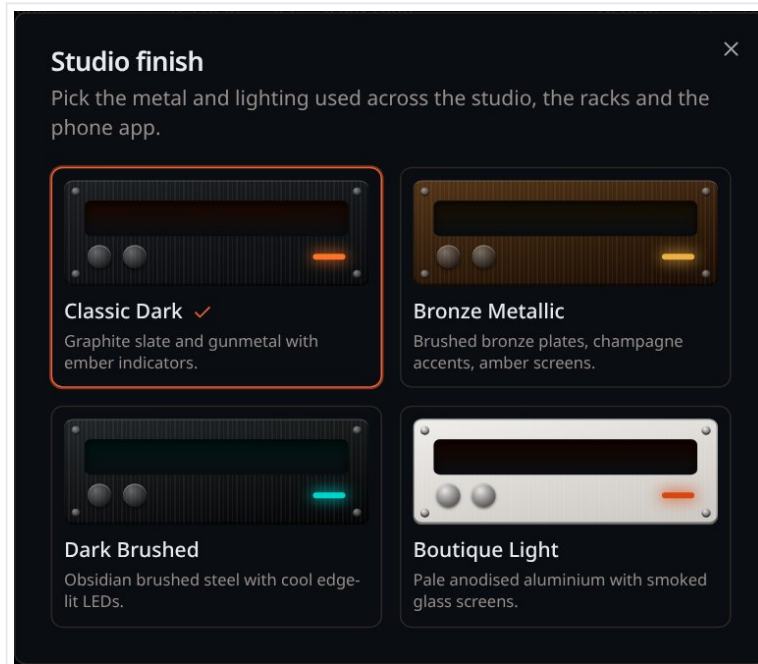


Figure 41. The Studio finish picker.

Open the picker from Finish in the studio Options menu, the Finish row at the bottom of the Dashboard sidebar, or the palette button in the Pocket header. Your choice is saved to your account, so it follows you to every device you sign in on.

Chapter 6

Reference

Quick answers to common problems, a glossary of the terms used in this manual, and an index to find any topic fast.

Troubleshooting

Problem	What to try
No sound at all	Click Start audio when the studio opens. Browsers only allow sound after you click something. Check the master fader and that no track is soloed by mistake.
My MIDI controller is not found	Connect it before opening the project, then reload. If you are in an embedded preview, open the studio in its own tab. Use Chrome or Edge, which support MIDI.
Pads play the wrong sounds	Choose Reset notes in the Sampler toolbar to restore C1 to D#2, or use MIDI Learn on each pad.
Recording sounds late	Use wired headphones rather than Bluetooth, and close other audio apps.
Playback crackles	Watch the CPU reading. Freeze or bounce heavy tracks, and remove effects you are not using.
Hum picks the wrong notes	Hum closer to the phone in a quiet room, set the key and scale yourself, and use the octave buttons if the result is too high or low.
Beatbox misses hits	Raise Sensitivity, make each hit short and clear, and lock the tempo if you know it.
A capture is not in my project	Check the project is paired in Forge Pocket. Unpaired captures wait in the Inbox.
Text is hard to read	Switch to another finish from the Options menu or the Dashboard.

Glossary

Term	Meaning
Arrangement	The timeline view, where clips play from left to right as a finished song.
Automation	Recorded changes to a setting over time, such as a volume fade.

Term	Meaning
Bounce	Recording a track, with its effects, into a new audio file.
BPM	Beats per minute, the tempo of the project.
Chromatic mode	Playing one sample across the whole keyboard at different pitches.
Clip	A block of audio or MIDI on a track.
Comping	Choosing the best parts of several takes to build one performance.
Count in	Bars of metronome before recording starts.
Envelope	Attack, decay, sustain and release: how a sound starts, holds and ends.
Finish	The visual theme of the studio and phone app.
Freeze	Bouncing a track and muting the original to save computer power.
Inbox	Where phone captures wait until you place them in a project.
Kit	A saved set of sixteen Sampler pads.
LFO	A slow oscillator that moves a setting up and down, such as a filter wobble.
Locator	A named marker on the timeline you can jump to.
Loop brace	The highlighted range that repeats while playing.
Macro	One control that moves several settings at once.
MIDI	Note data from a keyboard or controller, not audio.
MIDI Learn	Assigning a control or pad by pressing the matching key on your controller.
Punch in	Recording only inside a set range of the timeline.
Quantize	Moving notes to the nearest grid position.
Scene	A row of clips in Session view that launch together.
Slice	A section cut from a longer sample, usually at a drum hit.
Sub	A very low, clean oscillator for bass weight.
Take	One recorded pass of a performance.
Time signature	Beats per bar, such as 4/4.

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