

Quick Start Guide

A fast path for first launch, first sound, five source mixes, private model selection, full track generation and arrangement handoff.

IUS DX-1 documentation. Version 0.5.2.17.

Public-facing user guidance. No source code, protected formulas, model internals, or research algorithms are disclosed.

Quick start: first useful beat

Goal Use this guide when a new customer needs to hear sound, generate five source mixes, send one idea to ARRANGE, and understand what to do next.

1. LAUNCH AND HEAR SOUND

1. Open the standalone app or load the VST3 plug-in in your DAW.
2. Standalone: go to SETUP > Open Device Panel and choose your audio output.
Plug-in: use the DAW audio setup and track routing.
3. Set the sound engine to Synthetic or Hybrid for the first test.
4. Confirm Master Out is raised and the Limiter is on.

2. GENERATE FIVE SOURCE MIXES

1. Go to HOME.
2. Choose Root, Scale, Style, Humanize, Density, and Swing if you want to customize the first result.
3. Press GENERATE SOURCE MIXES.

4. Preview Mix A to Mix E. Use Regen only on mixes you do not like.

MIX	BEST FIRST USE
Mix A	Clean balanced starting point.
Mix B	Sparse or lighter section.
Mix C	Syncopated movement.
Mix D	Rolling groove movement.
Mix E	Fill or transition energy.

3. BUILD A LONGER TRACK

1. Open GENERATE.
2. Set Purpose, Duration, Genre, Feel, Energy, Loudness, Structure, Source, and transition amounts.
3. Press GENERATE FULL TRACK.
4. Press PLAY PREVIEW.
5. Press SEND TO ARRANGE when the structure works.

4. ARRANGE AND EDIT

1. Open ARRANGE and drag source cards to timeline rows.
2. Move clips by dragging the body; trim clips by dragging an edge.
3. Double-click a source card to send it to the playhead.
4. Open EDIT to draw, erase, select, quantize, and adjust velocity.
5. Use GROOVE for timing feel, DRUMS for drum-part shaping, FX for sound design, and ROUTING for signal flow.

5. USE PRIVATE MODELS

1. Open LAB and choose Private Models.
2. Select an online model from the catalog, add an online model, or import a local model folder.
3. Use Download / Install and watch the progress bar until the model is installed.
4. Run Verify and Smoke Test so LAB can confirm the model files, manifest, adapter and runtime state.
5. Press Select, then ARM MODEL. The status area should show the selected model, armed state and runtime state before generation.

Private model choice is user-controlled. IUS DX-1 shows source, size, runtime, hardware and license notes so you can decide what to download or import. A model becomes usable only after the required files, adapter and runtime are available.

6. CAPTURE YOUR OWN FEEL

1. Open ENGINE.
2. Press START LISTENING.
3. Play a clear rhythmic idea or route percussive input into the app.
4. Press STOP CAPTURE.
5. Press ANALYZE GROOVE.
6. When the profile is ready, generate five loops or create a track from the groove.

WHEN SOMETHING DOES NOT WORK

PROBLEM	FAST FIX
No audio is heard	Confirm the standalone audio device or DAW track output, make sure at least one mix is enabled, check mute and solo state, raise Master Out and track gain, generate material first, and confirm the sound engine has either samples or synthetic fallback available.

PROBLEM	FAST FIX
A button is disabled or locked	IUS DX-1 uses stage gating. Capture controls, analysis controls, full-track generation, and Brain conversion buttons unlock only after the required previous step exists.
ENGINE captures nothing	Start Listening, send MIDI or percussive audio into the app or plug-in, confirm input routing, stop capture, then analyze. In a DAW, the plug-in receives only what the host routes to that track.
GENERATE says it needs source material	Generate source mixes first, use current Mix A to Mix E, use a selected mix, or complete a valid groove profile analysis before choosing IUS Rhythm Intelligence Engine as the source.
ARRANGE clip looks empty or pending	Auto view should keep the MIDI and pattern map visible. Audio waveform visibility depends on soundbank availability and render cache state. Use Render Selected or Render Dirty when audio is required.
Soundbank import fails	Use supported files or folders, verify license and source, review the mapping screen, replace missing samples, then install. A bank that cannot be verified should not be used for release work.
Private model will not arm or run	Open LAB, select the model, complete Download / Install, run Verify and Smoke Test, then ARM MODEL. If the status says a runtime, adapter, dependency or file is missing, install that technical requirement and refresh the model state.
DAW sync feels wrong	Enable Host Sync for tempo-following behavior, start the DAW transport, confirm the project tempo, and check whether the plug-in is placed on a track that receives MIDI and audio as intended.