Welcome to SFZ Studio



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Introduction

What is SFZ Studio

SFZ Studio is a professional sample player and editor built around the powerful SFZ format. In addition to loading and editing SFZ instruments, it can import many widely used sample formats, including Kontakt NKI, Yamaha X7U/X8U, Decent Sampler, Logic EXS, Korg KMP, and SoundFont SF2, organizing them within a unified structure and saving them as SFZ.

Its main purpose is to bring much-needed order and structure to the already powerful SFZ format, while providing a clean, well-designed, and powerful user interface for creating and editing great-sounding sampled instruments quickly and efficiently.

Instead of forcing users to work directly with raw SFZ text files, SFZ Studio presents the instrument in a clear visual structure, making it much easier to understand, edit, organize, and shape the sound. With the additional professional-grade effects, the instrument can be shaped and polished directly inside the playback engine.

SFZ Studio is free to use, with two optional paid licenses: **Pro** and **Pro + Library**.

The **Pro** version unlocks advanced features, including professional-grade effects processors, portamento, scales, Region Editor, multi-format support, and Group and Note Import.

Pro + Library includes all Pro features along with the complete instrument library featuring over 260 ready-to-play sounds.

What SFZ Studio is not

Although SFZ Studio can load and play existing SFZ and other sample formats, it is not intended to be just another SFZ player for simply opening existing sample libraries in the same way you would use Sforzando or Sfizz.

SFZ Studio is designed around a more structured workflow. When importing existing files, the goal is not to blindly preserve every possible detail, unusual setting, or custom structure exactly as it was written in the original file. Instead, SFZ Studio brings the instrument into its own organized editing environment, starting from a clear default structure and allowing you to rebuild, edit, and improve the instrument in a more logical and visual way.

In other words, SFZ Studio is not only about loading existing instruments. It is also about building new instruments from scratch, organizing your samples into a proper library, creating clear groups and mappings, shaping and enhancing the sound with outstanding professional-grade effects processors and intuitive visual controls, and turning raw samples into complete, polished, and playable instruments in a clean and practical workflow.

Licensing

SFZ Studio is free to use, with two optional paid licenses available: **Pro** and **Pro + Library**.

The **Pro** license unlocks advanced features, including professional-grade Effects, Portamento, Scales, Region Editor, Multi-Format Support, and Group and Note Import.

The **Pro + Library** license includes all Pro features and adds the complete instrument library with over 260 sounds.

When you start the plugin for the first time, you will be asked to register it with your email address. This registration activates the free version and also starts a 3-day trial of the Pro features.

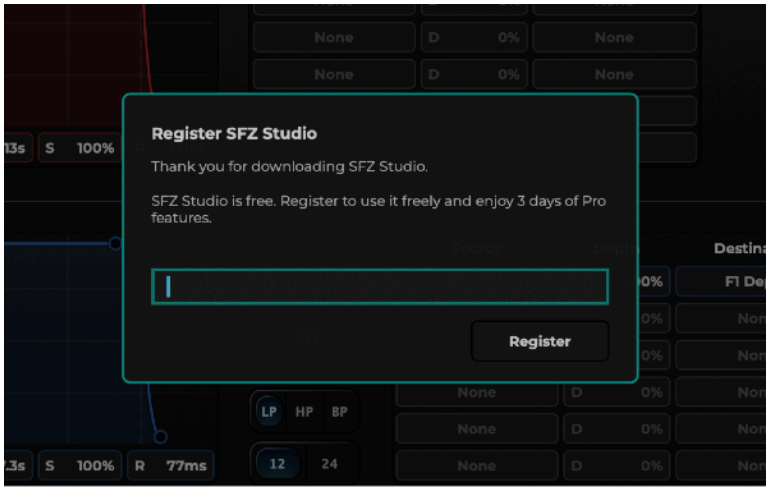
After the 3-day Pro trial expires, SFZ Studio will continue to work as the free version. If you would like to keep using the Pro features, you will need to obtain a Pro license.

Registration

The registration process is simple and straightforward.

Enter your email address and start using SFZ Studio for free.

Pro features such as Effects, Portamento, Scales, Region Editor, Multi Format Support, and Group and Note import will be available for 3 full days after registration.

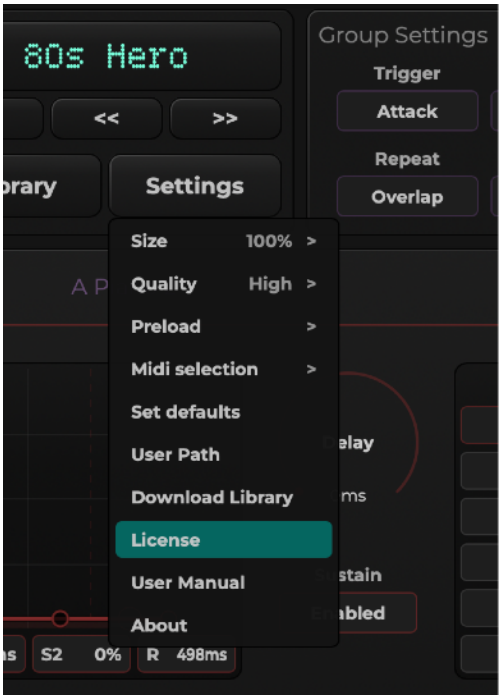


Activating

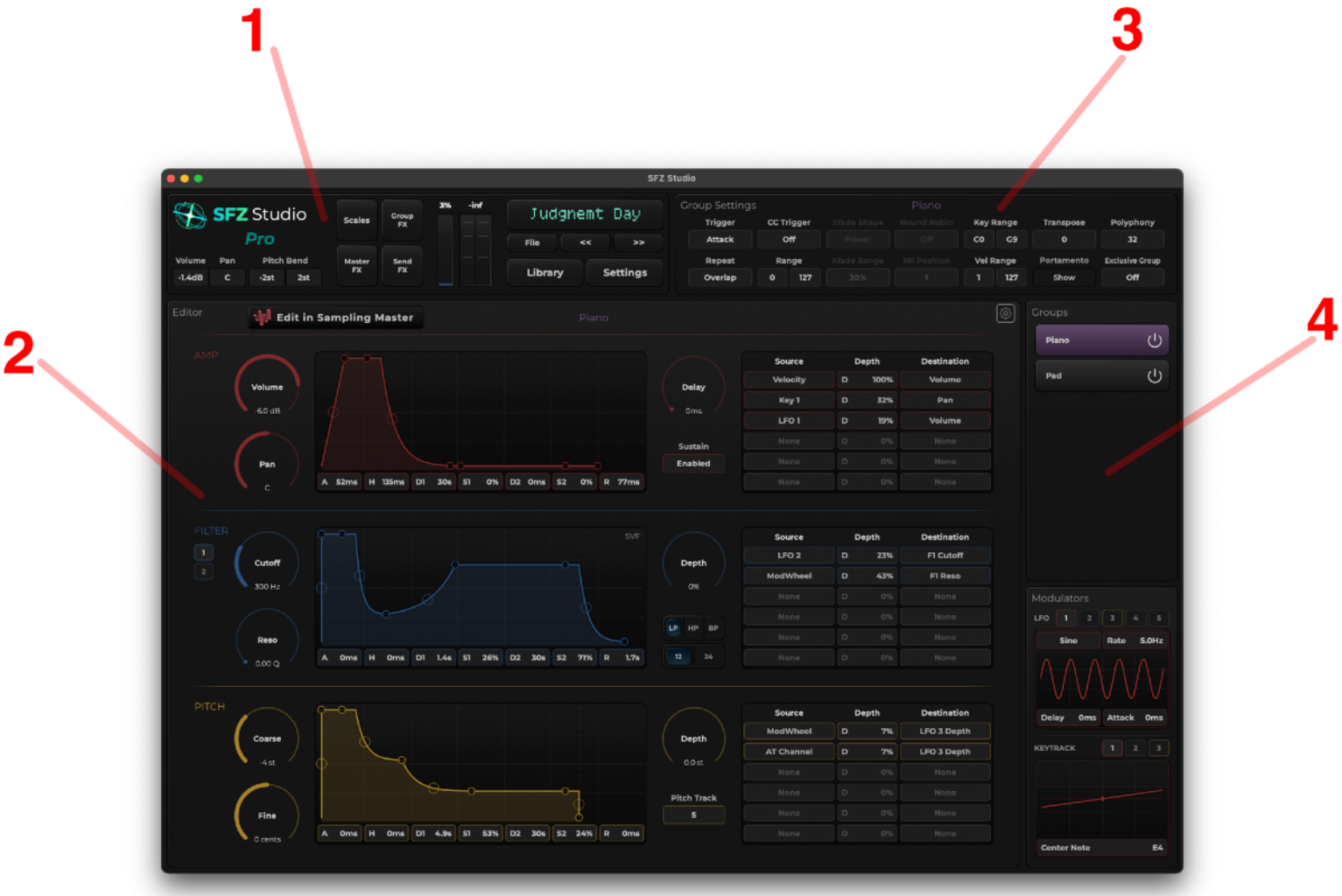
If you have obtained a license key, you can activate SFZ Studio Pro or Pro + Library from the Settings menu by choosing License.

An activated SFZ Studio Pro license can be used on one computer at a time.

However, you can transfer your license to another computer at any time. To do this, deactivate SFZ Studio Pro on the current computer, then activate it again on the new computer.



User interface



SFZ Studio has a simple yet powerful user interface. Everything is laid out logically, and each panel is organized in a way that keeps the workflow clear and consistent. Nothing unexpectedly pops up or changes position. Instead, the entire interface follows the natural path of how a sound is created.

SFZ Studio has two main modes: Tone and Drum.

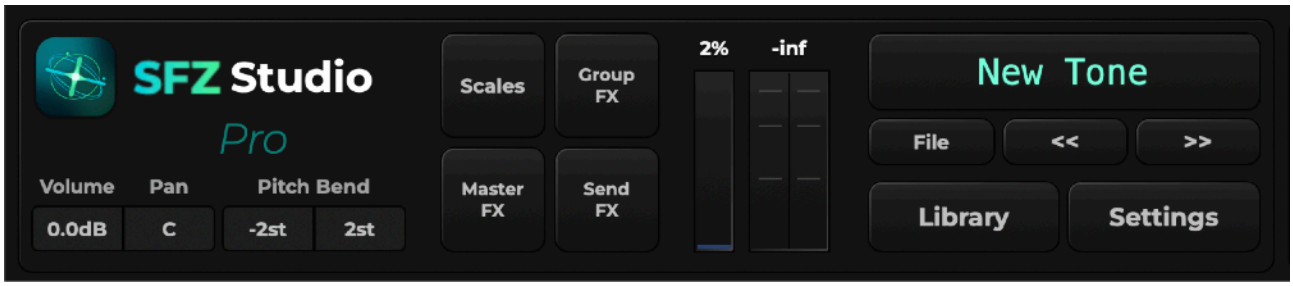
The interface is almost identical in both modes. The only difference is that Tone mode displays Groups in the right panel, while Drum mode displays a virtual keyboard with individual notes.
This difference comes from the basic concept that, in Tone mode, a group carries the sound settings. In Drum mode, each drum note needs to have its own independent settings.

The main interface is divided into several panels:

1. Global
2. Editor
3. Groups / Notes
4. Group / Note Settings

The Global panel contains settings that apply to the entire instrument, such as pitch bend range, main volume, and pan. Global volume and pan are controlled with the standard CC7 and CC10 control messages.
Gloibal panel also displays the name of the loaded instrument and includes navigation, settings, and control buttons for accessing Scales, Effects, and the Library.

The Global panel also includes CPU and audio peak meters.



The Editor panel is the main panel in SFZ Studio and contains the core editing tools.

Its default view is the Group / Note editor, but it can also display other advanced panles, such as Scales, Effects, the Region List, and the Instrument Library, with a single button press.

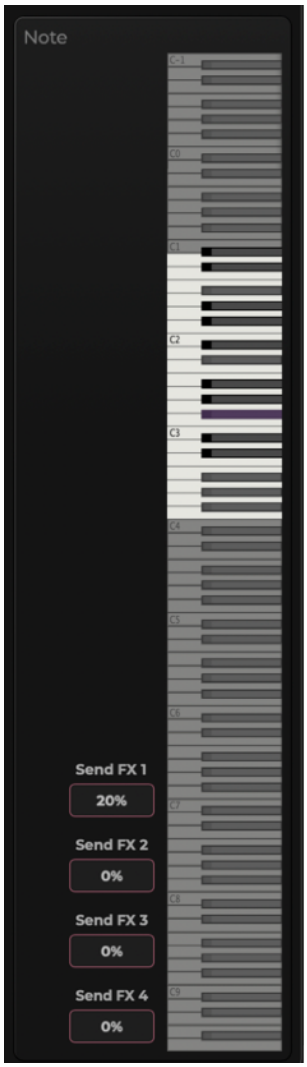


This makes it the central place for editing the instrument, while keeping the interface clean, intuitive, and easy to navigate.

Right-clicking a value gives you the option to enter it manually.

Some values are limited by the interface. For example, Decay is limited to 20 seconds, however, since the SFZ format supports envelope times of up to 100 seconds, you can right-click the value and manually enter a value beyond the interface limit.

The Groups / Notes panel displays either groups or notes, depending on whether the instrument is a Tone or Drum instrument.
As mentioned earlier, Tone instruments are organized around Groups, because each group contains its own sound settings.



In Drum mode, each note acts as a separate group containing the regions assigned to that note. This is because drums usually require independent settings for each note.

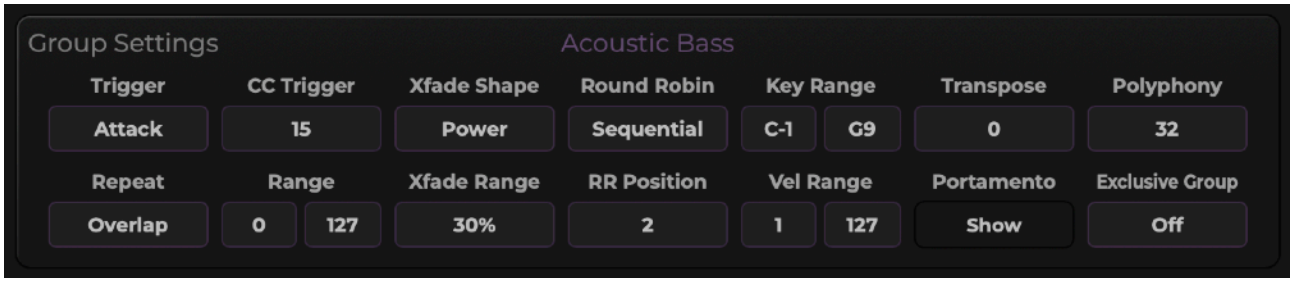
In the Pro version, each drum note also has access to 4 Send FX.
For example, a kick drum on C2 can be set to send 0% to the reverb on Send FX 1, while the snare on D2 can send the full 100% to the same reverb.

Selecting a different group or note in the Groups / Notes panel changes the view in the Editor panel. The Editor then displays the parameters for the selected group in Tone mode, or for the selected note in Drum mode.

When you load an SFZ file for the first time, SFZ Studio will ask whether it is a Tone or Drum instrument.

After you save the file through SFZ Studio, this information will be stored and the instrument will open automatically next time.

The Group / Note Settings panel contains the basic controls that define how a group or drum note is played.



Here you can set whether the sound is triggered on key attack or key release, does it uses CC to crossfade between groups, you can define the velocity range for the entire group of regions, and adjust settings such as round robin, key range, portamento, polyphony, and other playback behavior options.

These settings determine how each group or drum note responds during performance.

Tone mode

SFZ is a powerful and flexible format. It allows instruments to be organized in many different ways.

For example, settings can be placed on each individual region or sample. Regions can then be organized into groups, with each group having its own settings. Global instrument settings can also be applied, and many other combinations are possible.

This flexibility is one of the main reasons why the SFZ format is so loved by enthusiasts.
However, this flexibility also creates serious challenges for anyone trying to build a clean graphical interface around the format.

Because SFZ allows so many different combinations and organizational structures, it is impossible to represent every possible approach in one dedicated graphical interface in a clean and practical way.

For this reason, SFZ Studio organizes the most useful parts of the SFZ format into a structured workflow. This allows us to build a clear, powerful, and practical user interface while still preserving the strength of the format.

This is where Tone mode comes in. It is designed for tonal instruments.



In Tone mode, all sample processing is handled exclusively at the group level.

This means that individual samples only contain their basic metadata:

- **Sample Start**
- **Root Key**
- **Low Key**
- **High Key**
- **Loop Start**
- **Loop End**
- **Sample Volume**
- **Sample Pan**

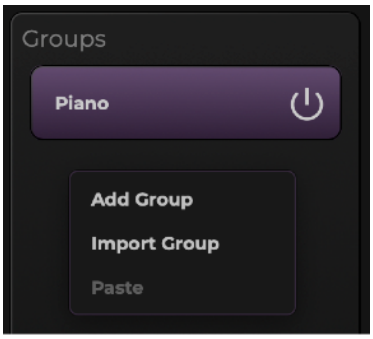
All samples, or regions, belong to a group. All further sound processing is then applied at the group level, including Amplification, Filter, and Pitch.

These sections can also be controlled by modulators such as envelopes, LFOs, key tracking, velocity tracking, Mod Wheel, aftertouch, CC messages, and other external MIDI sources.

This clear separation of responsibilities gives the powerful SFZ format a more structured and practical workflow. It also makes the user interface easier to understand and use.

Instead of manually writing and editing a text-based SFZ file for hours, users can turn a few knobs, click a few switches, and shape an instrument in seconds.

Groups



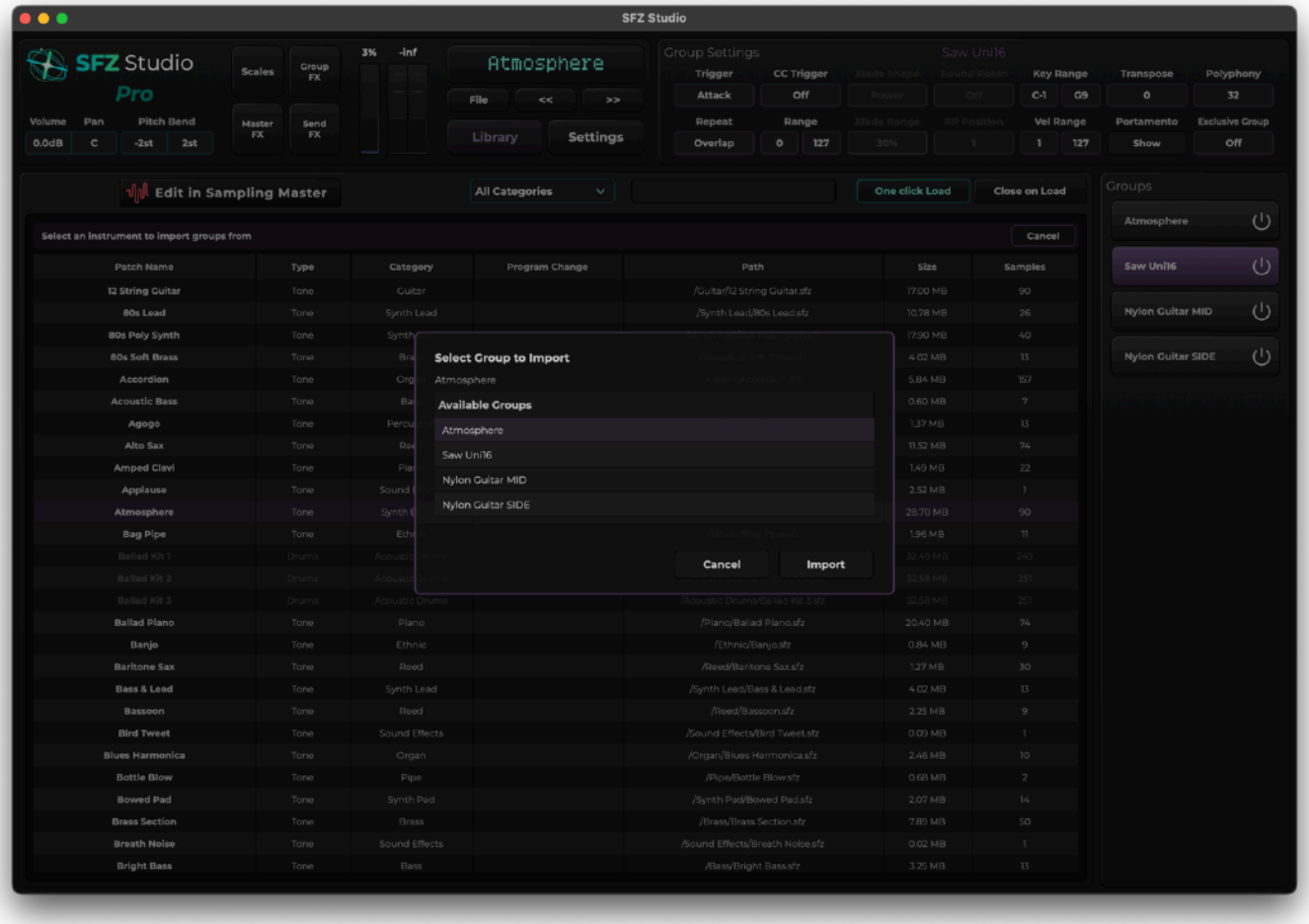
A group contains all processing and modulation settings.

On other platforms, it may be called a layer, element, or oscillator, depending on the terminology you are used to.

To create, copy, paste a group, right-click it on the Groups panel and select the desired option from the context menu.

The Import group is available exclusively in the Pro version of SFZ Studio.

For the Group import the view switches to the Library and changes from its normal green color to purple, which is the accent color used for groups. This indicates that you are not in the standard Library view.



Click the instrument from which you want to import a group. A dialog will appear showing all available groups in that instrument.

Select the desired group and click Import to add it to the current instrument.

When in Tone mode, drum instruments are greyed out because groups can only be imported from other tone instruments.

Drum mode

Drum mode is very similar to Tone mode in its overall concept. It is designed to keep the workflow simple and easy to understand, while still preserving the power of the SFZ format.

Unlike Tone mode, which is based around Groups, Drum mode is based around Notes.

The reason for this clear separation is simple. In a tonal instrument, effects and other sound settings are usually applied to all notes within a group. A drum kit, however, consists of many different drum and percussion components placed on different notes. Because of this, the interface needs to allow each note to be edited as if it were a separate instrument.

In Drum mode, Notes are actually groups as well, but they are groups of samples assigned to a specific note.

When you select a note in Drum mode, you can edit all settings for that note independently. In the Pro version, you can also set a different send amount for each of the 4 available Send FX slots.

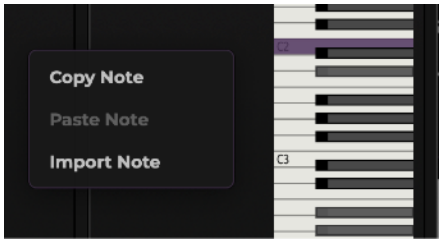
This is important for drum mixing. For example, you may want the kick drum to stay completely dry, while sending the snare drum to a large, lush reverb for a ballad-style sound.



Notes

Notes are the main carriers of processing and modulation in a drum kit.
This structure naturally reflects the requirements of a drum kit, where each note needs independent settings because it represents a different drum component.

In the SFZ structure, notes are also groups, just as they are in Tone mode. However, each of these groups spans only a single note.

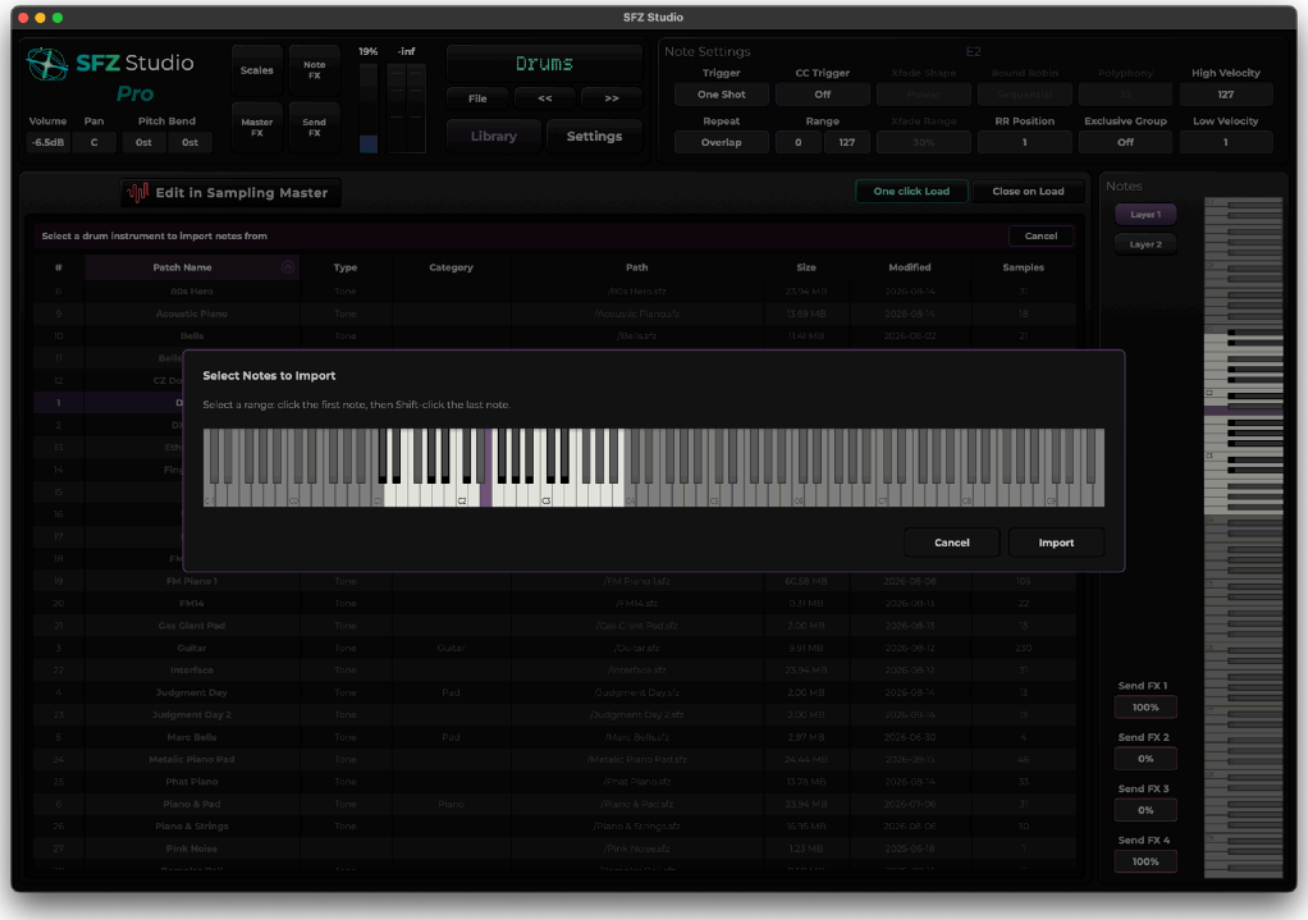


This simplified yet powerful approach allows a note to be copied and pasted within the same drum kit or imported from another drum kit in the library.

To copy, paste, or import a note, right-click it on the virtual keyboard and select the desired option from the context menu.

The note import is available in Pro version.
Its interface is similar to the Tone mode group import interface.

The Library view changes from its normal green color to purple, indicating that the Library is in import mode. After selecting the drum kit from which you want to import, a keyboard appears, allowing you to choose the note to import.



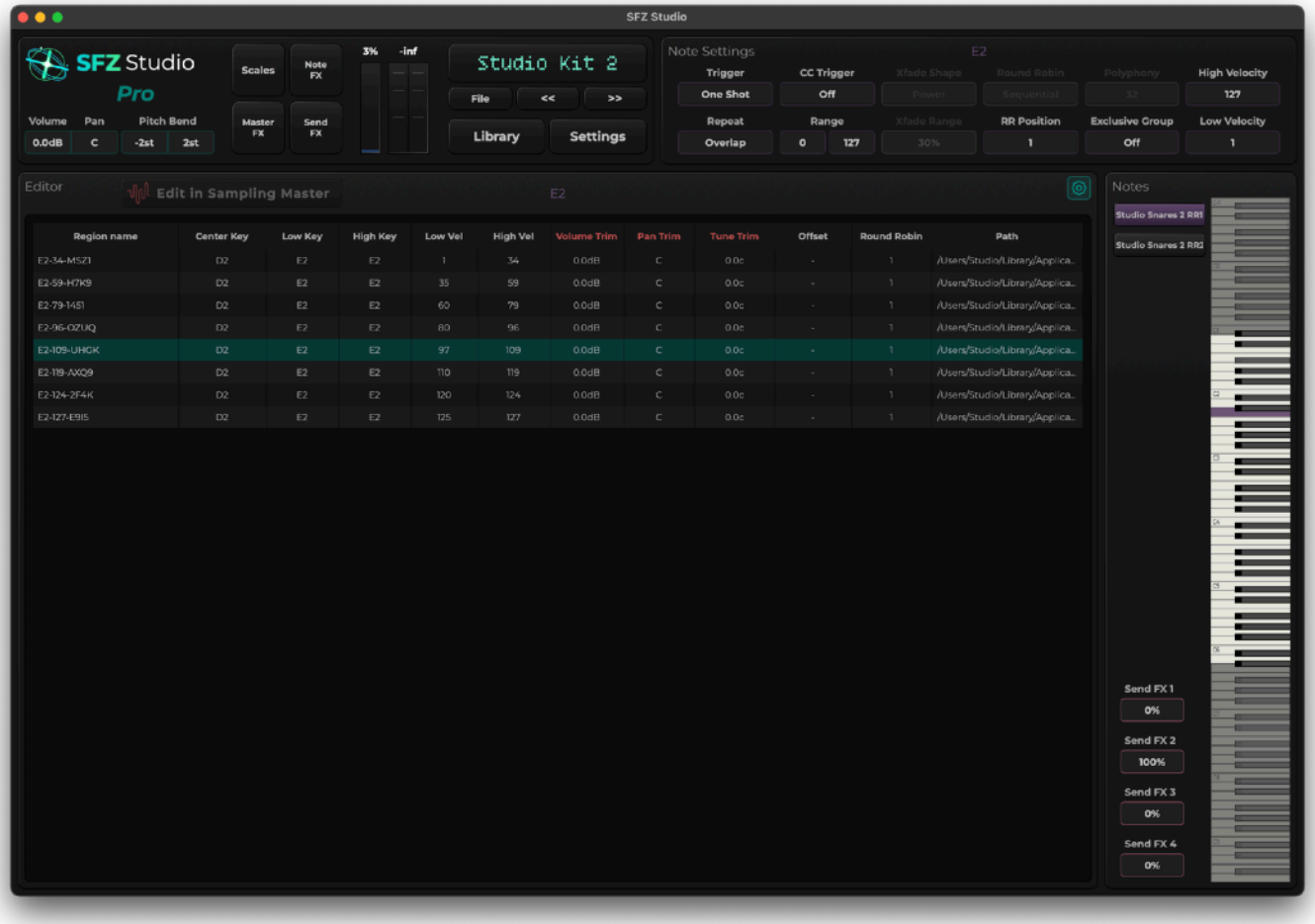
You can also import a range of notes at once. Hold the Shift key and select the final note in the range. The range begins with the note on which you originally right-clicked to initiate the import.

When in Drum mode, only drum instruments are available as sources for importing notes.

Region Editor (Pro version)

In both Tone and Drum mode, you can access the Region Editor by pressing the cog wheel in the upper-right corner of the Editor panel.

In Tone mode, the Region Editor shows all regions that belong to the selected group. In Drum mode, it shows all regions that belong to the selected note.



If multiple groups or notes are selected, the Region Editor will display the regions from all selected groups or notes.

The Region Editor contains the metadata for each region or sample. This metadata can be edited, and all changes will be saved with the instrument.

IMPORTANT NOTE:

SFZ is organized in such a way that the lower level always overrides the level above it.

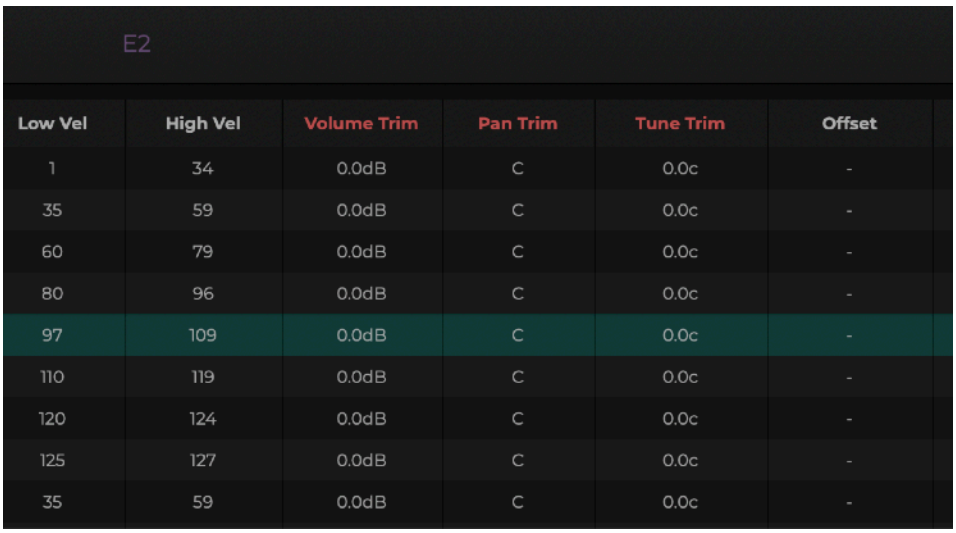
For example, if the volume of the group containing a sample is set to -6 dB, and the volume of the sample itself is set to -3 dB, the final result will not be -9 dB. Instead, it will be -3 dB, because the lower-level sample setting overrides the higher-level group setting.
This behavior is not always ideal for a visual editing workflow, especially when individual sample values are intended to behave as trims.

For this reason, the SFZ Studio engine handles this differently from the standard SFZ behavior.
In SFZ Studio, region-level volume, pan, and related metadata can be used as trim values.

For example, if your group or note is set to -6 dB and you set the sample volume to -3 dB, the final result for that sample will be -9 dB.

This is how most samplers and formats handle this type of adjustment, SFZ Studio therefore treats these region-level values as trims, producing the result most users would expect in a sampler-style workflow.

This is why these metadata columns are marked in red text, so you know they are differernt than a regular SFZ overrides.



This change has only one potential drawback: if an SFZ file created in SFZ Studio is used in another SFZ player, the results may vary depending on how the instrument is organized.

If compatibility with other SFZ players is important, the trim function does not need to be used.

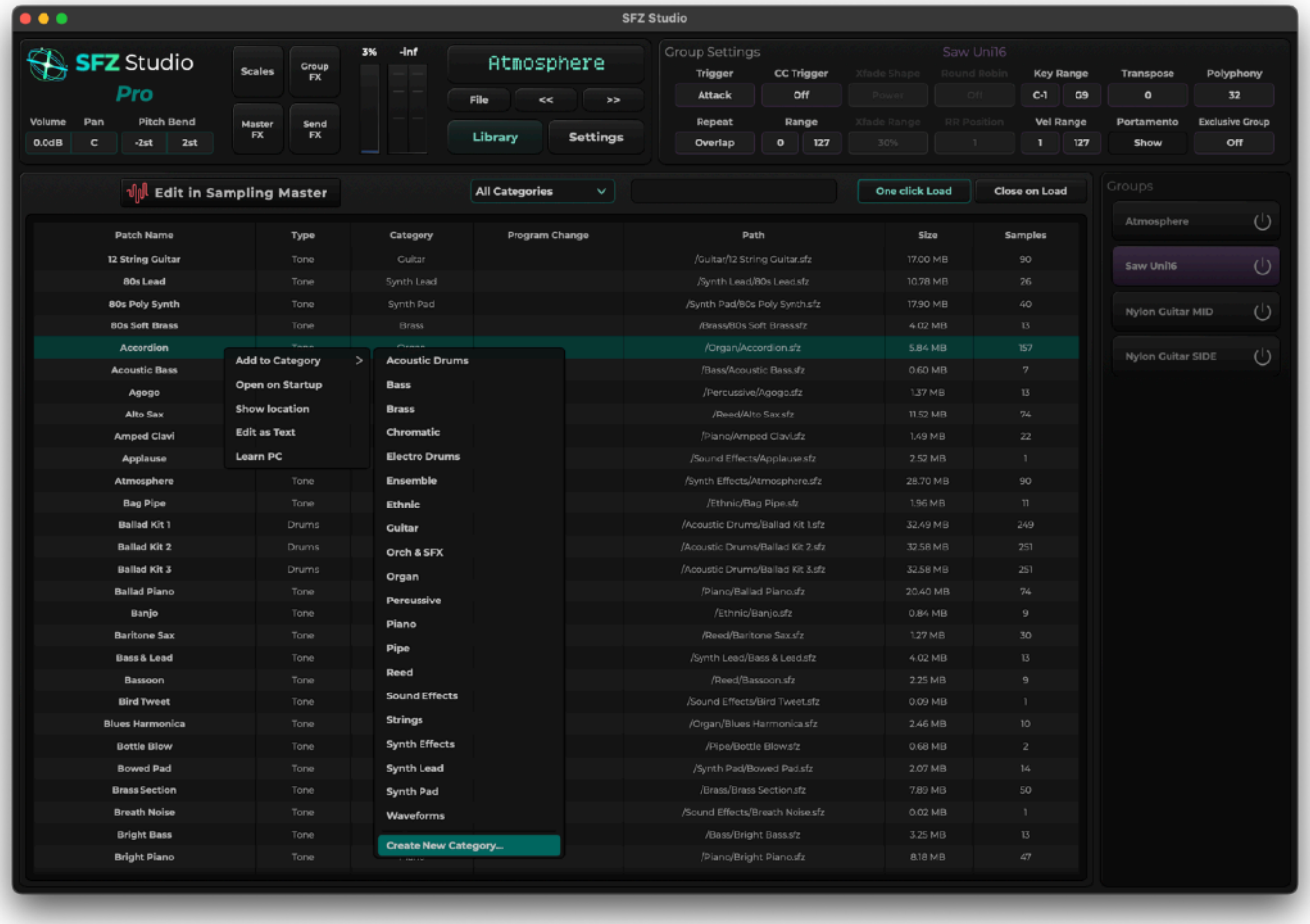
This feature is only intended for cases where the standard SFZ behavior is too limited, such as when you want to set the overall group volume while also trimming individual samples independently.

The Library

The SFZ Studio Library provides a powerful and convenient way to organize, browse, and access your SFZ instruments.

The Free and Pro licenses include a Demo Library, while Pro + Library provides access to the complete instrument library with over 260 ready-to-play sounds.

In addition to the included instruments, SFZ Studio allows you to add folder containing your own SFZ instruments, bringing factory and user sounds together in one central location.

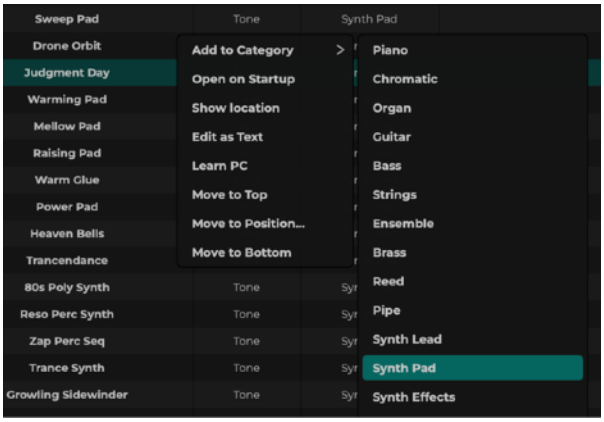


From the Settings menu, you can select the folder where your SFZ sounds are stored, and they will appear in the Library.

The Library can contain multiple levels of folder organization. Your instruments do not need to be placed in the root folder.

All SFZ instruments will be shown together, but you can further organize them into categories for easier navigation.

You can assign a Program Change address to each SFZ in the Library, allowing you to load patches directly from an external MIDI controller.



Effects (Pro version)

SFZ Studio Pro includes professional-grade effects processors, including high-quality reverb, delay, compressor, equalizer, phaser, chorus, and amplifier.

The amplifier section is based on Neural Amp Modeler, allowing SFZ Studio Pro to deliver high-quality guitar and drum tones directly inside the sample player.

SFZ Studio Pro effects can be used to shape, polish, and mix instruments directly inside the playback engine.

Effects can be used in three different locations:

- Group / Note FX
- Master FX
- Send FX



Signal flow in **Tone mode**:
Group FX → **Master FX** → **Send FX**

Signal flow in **Drum mode**:
Note FX → **Send FX**
→ **Master FX**

Group / Note FX (Pro version)

Group / Note FX are used when you need detailed processing for a specific group or drum note.



In Tone mode, for example, you can apply an equalizer only to the main piano tone group, while leaving the note-off group with hammer noise unprocessed.

In Drum mode, if a snare drum needs compression, but you do not want to compress the rest of the drum kit, you can select the snare note and apply Note FX only to that note.

Master FX (Pro version)

Master FX are applied to the entire instrument.



After the groups or notes have been processed by their own Group / Note FX, the processed signal is sent to the Master FX and processed again at the instrument level.

Master FX are useful for gluing the whole instrument together and giving it a more finished sound.

It is important to remember that both Group / Note FX and Master FX are insert effects. This means they always process the complete signal that passes through them.

Send FX (Pro version)

Send FX are best used for reverbs, delays, and other effects that should be added in parallel to the dry signal.



In Tone mode, the signal is sent to the Send FX after the Master FX. This means that groups are processed first, then the whole instrument is processed through the Master FX, and the resulting signal can then be sent to the Send FX.

Drum mode works differently. In Drum mode, sends are controlled from each individual note. This allows you to set different send amounts for different drum sounds, such as the kick, snare, toms, and hi-hats.

For example, you can process a snare with its own Note FX, send it to a reverb using Send FX, and then process the whole drum kit through the Master FX.
This gives you detailed control over each drum sound while still allowing the Master FX to glue the complete drum kit together and produce a more finished and balanced result.

Signal flow in **Tone mode**:
Group FX → **Master FX** → **Send FX**

Signal flow in **Drum mode**:
Note FX → **Send FX**
→ **Master FX**

Scales (Pro version)

SFZ Studio Pro includes a complete solution for working with scales.

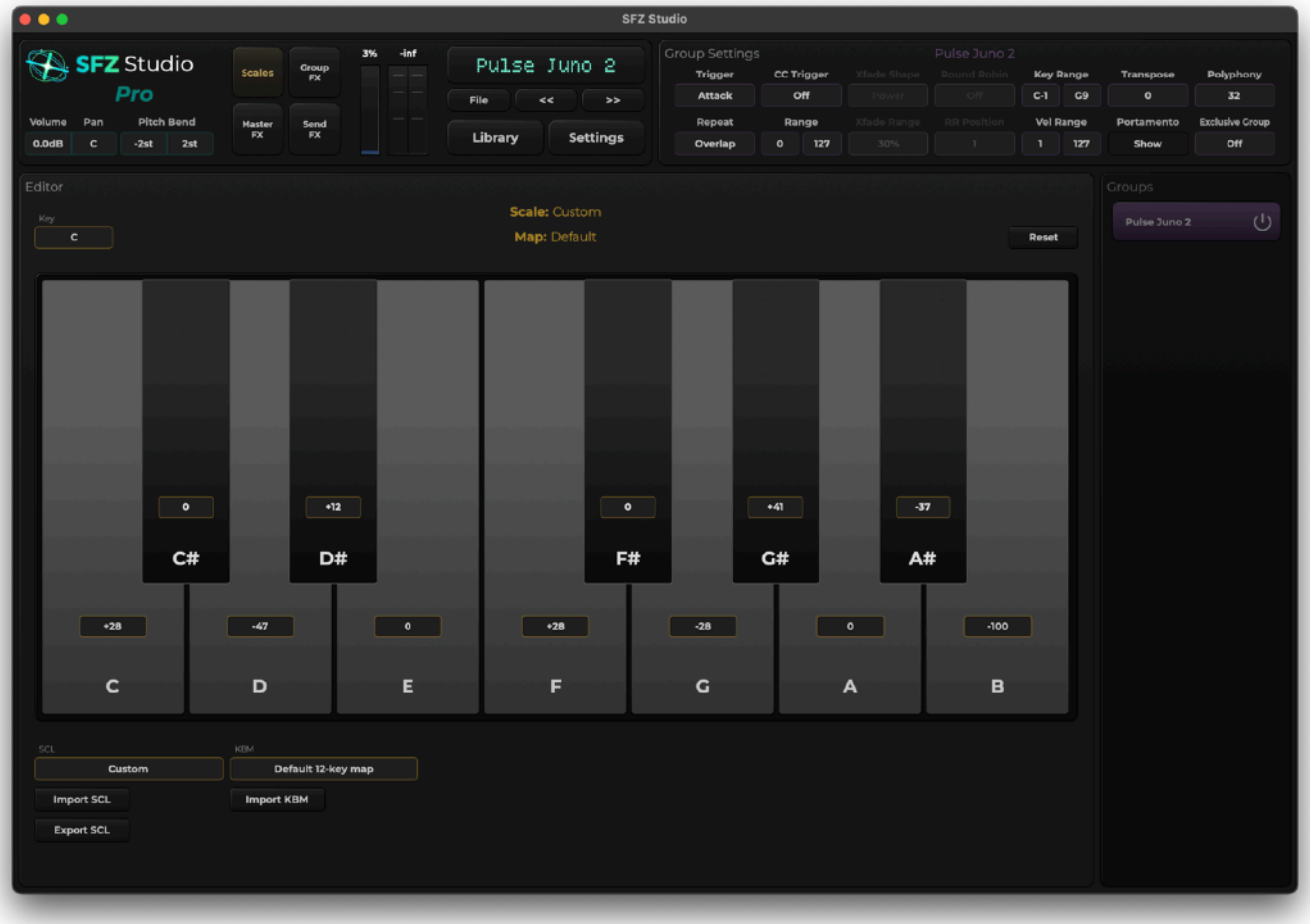
It supports .scl and .kbm files for scale tuning and keyboard mapping.

Scales can be created directly in the editor. SFZ Studio also includes a list of frequently used scales, and you can import your own scale files as well.

Scales are applied to the entire instrument.

The Key control allows you to set the key for the scale you are creating, or to transpose a loaded scale to the desired key.

Changing the key moves the microtonal adjustments accordingly.



Portamento (Pro version)

SFZ Studio Pro includes an advanced portamento system.



Portamento has the following controls:

- **Type**
- **Mode**
- **Time**
- **Curve**
- **Limit**

Type

Type determines how portamento handles transitions between notes: Re-Trigger or Re-Pitch.
Re-Trigger starts a new voice for each note. The previous note enters its release stage while the newly played note begins its attack stage.
This is particularly useful for realistic acoustic instruments such as strings, saxophones, clarinets, and similar sounds, where each new note should retain its natural attack.

Re-Pitch smoothly changes the pitch of the existing voice to the newly played note without triggering a new voice, creating a continuous and seamless transition.
This mode is particularly useful for synthesizer sounds and behaves similarly to the portamento and legato systems found in classic synthesizers such as the Yamaha DX and Casio CZ series.

Mode

Mode determines how the played interval affects the portamento time.
Fixed keeps the portamento time constant regardless of the interval between the notes.
Scaled adjusts the portamento time according to the interval, so larger intervals take longer to complete than smaller ones.

Time

Time determines how long the glide between legato notes takes.
Time can be modulated by velocity, allowing it to become shorter or longer depending on how hard or softly the keys are played.

Curve

Curve determines the shape and progression of the pitch transition.
Available curves include Linear, Logarithmic, and Exponential.
Different curves can be used to reproduce the portamento characteristics of various hardware synthesizers or to create transitions that more closely resemble natural acoustic instruments.

Limit

Limit defines the maximum interval, in semitones, within which portamento is applied.
Intervals larger than the selected limit are played normally using polyphony instead of portamento.
This is particularly useful for realistic instruments such as guitars, where neighboring notes can behave monophonically with portamento, while larger intervals, thirds, and chords can still be played polyphonically.

Envelopes

Each processor section in SFZ Studio has its own dedicated envelope: **Amp**, **Filter**, and **Pitch**.

Envelopes control how a parameter changes over time, from the moment a note is played until it is released and the envelope completes.

Unlike traditional envelopes, which typically follow a fixed progression, these flexible envelopes allow values to rise again after falling, providing greater control over how a sound evolves.

The envelope provides the following control points:

- Attack
- Hold
- Decay 1
- Sustain 1
- Decay 2
- Systain 2
- Release

Each envelope stage has its own curve setting, which can be adjusted by dragging the big circle in the middle of the corresponding envelope segment.



SFZ Studio also includes an advanced envelope feature for groups configured as Release Trigger. In this mode, the envelope can control the attenuation of release-triggered samples based on how long a key has been held.

For example, consider the felt damping sound of a piano when a key is released. In a real piano, the intensity of this sound depends on how long the key was held before being released.

To recreate this behavior, the envelope can gradually reduce the release group's level from the moment the key is pressed. By setting Decay 2 to 3 seconds and Sustain 2 to 20%, the release sample's level gradually decreases to 20% of its initial value over 3 seconds.

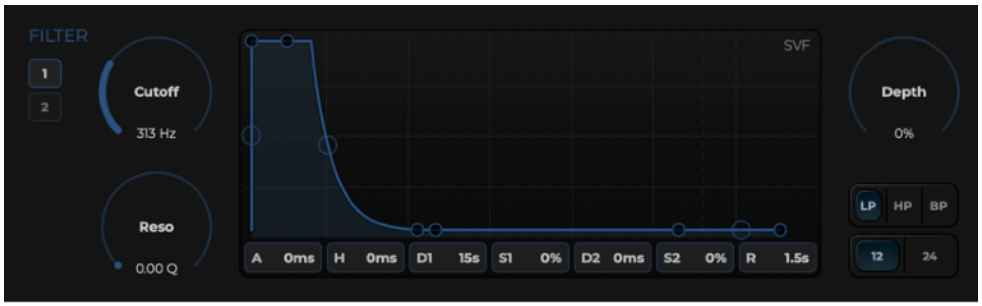
As a result, releasing the key quickly produces a louder release sound, while holding it longer produces a quieter one, creating a more natural and realistic response.

Release then determines how long the release sample continues to play after the key is released.

Filter

SFZ Studio includes two filters, following the SFZ standard.

Each filter has its own envelope modulator and modulation matrix, allowing it to be modulated internally and controlled through automation.



SFZ Studio offers two different filter types. Filter 1 is a modern State Variable Filter.

It is precise, clean, and efficient, making it well suited for general sample player use.

Filter 2 is a ladder filter modeled after classic analog designs. It produces a warmer tone through internal feedback and gentle saturation. To reduce the saturation, lower the volume of the regions.

Because the Ladder Filter requires more CPU, it is placed on Filter 2, allowing users to enable it only when needed. To disable the filter set the cutoff frequency to 20kHz.

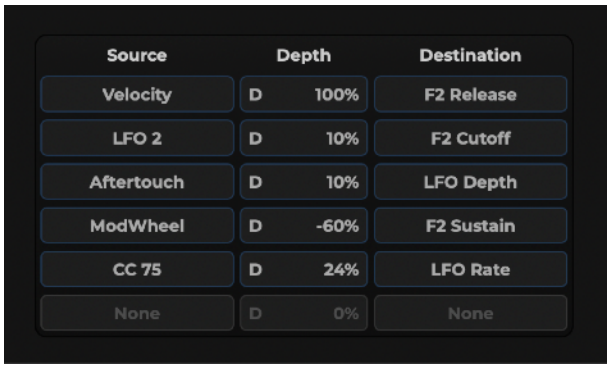
This filter is especially useful for synth sounds, particularly when using a 24 dB per octave slope and higher resonance values. In this setup, the warm saturation becomes more noticeable and gives the sound a distinctive character.

At more extreme resonance settings, the Ladder Filter can get close to self-oscillation, adding even more character to instruments that benefit from this type of sound.

Modulation Matrix

Each section in the Group / Note editor has its own modulation matrix:

- Amp
- Filter
- Pitch



The modulation matrix allows you to choose a modulation source, assign it to a destination, and set the depth of that modulation.

LFO

SFZ Studio includes 5 LFO modulators.

The first 3 LFOs are dedicated to AMP, FILTER, and PITCH, while LFO 4 and LFO 5 are general-purpose modulators that can be assigned to any supported destination.

All 5 LFOs are also available as modulation sources in the Modulation Matrix, providing extensive possibilities for modulation, sound shaping, and creative sound design.

Supported LFO waveforms are:



- **Sine**
- **Saw**
- **Square**
- **Random**
- **Triangle**
- **Pulse 75%**
- **Pulse 25%**
- **Pulse 12.5%**

The LFO can operate in two modes: **Bi-Directional and Uni-Directional**. Simply click the waveform display to switch between them. The current mode is indicated by the dashed line: it appears in the center in **Bi-Directional** mode and at the bottom in **Uni-Directional** mode.

The LFO can be synchronized with the note start by selecting **S:** waveform, or selecting **F:** waveform to run freely. This behavior can be selected from the LFO waveform dropdown menu.

Keytrack

SFZ Studio includes 3 Keytrack modulators, dedicated to AMP, FILTER, and PITCH.

Keytrack allows you to modulate parameters according to the position of a note on the keyboard.

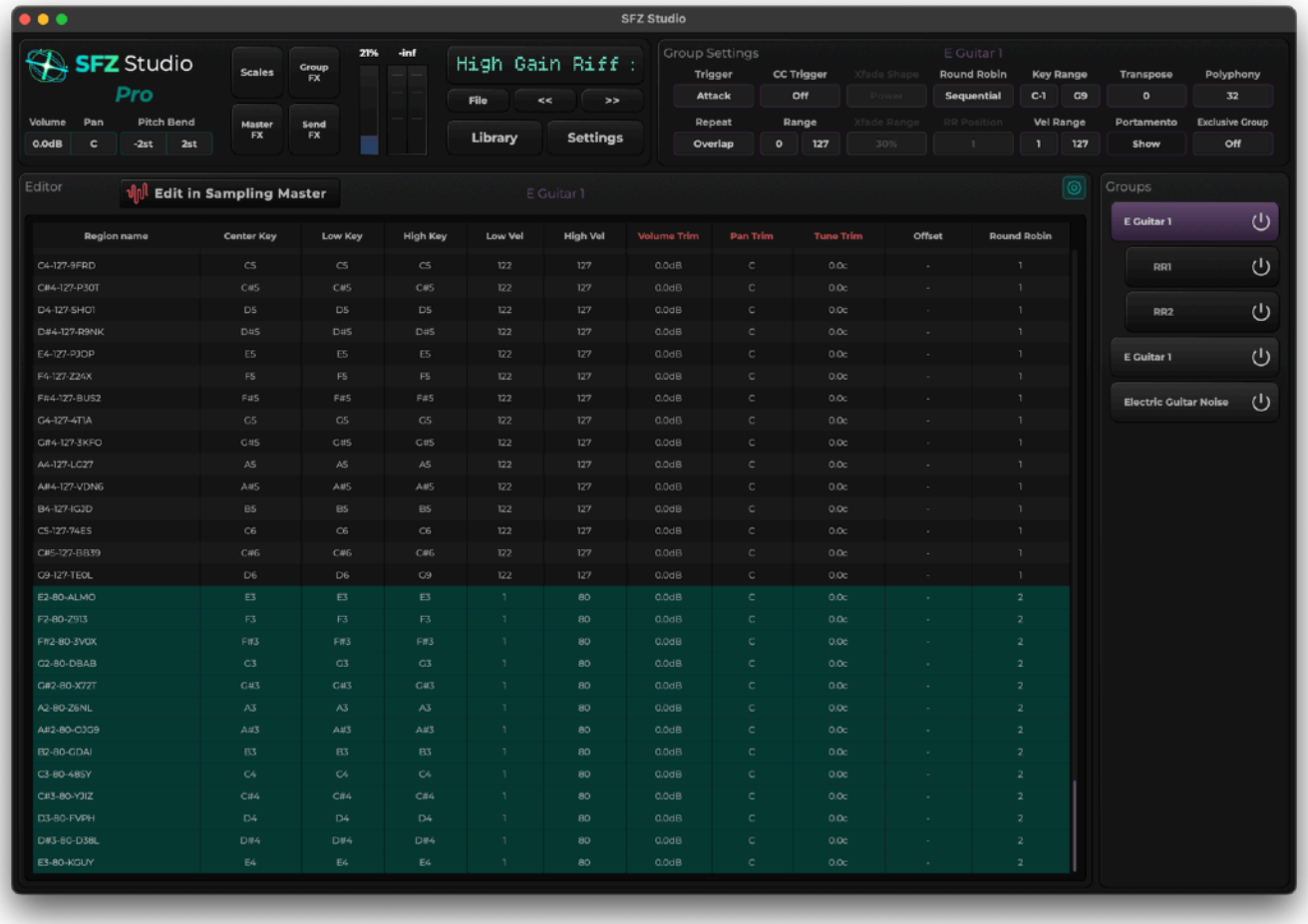
For example, if you want notes in the upper keyboard range to be quieter than notes in the lower range, set the Keytrack Center Note around which the modulation will pivot. Then add Keytrack as a modulation source, select Volume as the destination, and adjust the modulation depth to control how strongly the volume changes across the keyboard.

The same principle can be used with Filter and Pitch, as well as other supported destinations in the Modulation Matrix.

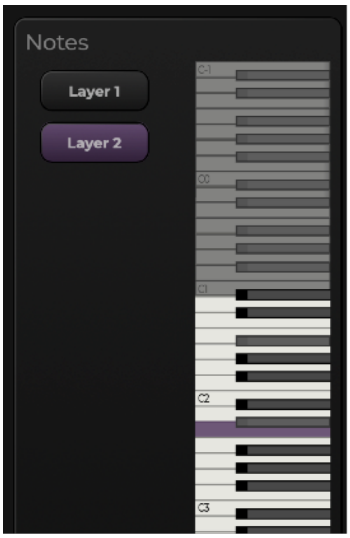
Round Robin

SFZ Studio supports Round Robin, allowing different sets of samples assigned to the same note or group to alternate during playback. This helps create a more natural and realistic sound while reducing the well-known “machine gun” effect, especially in drums and repeated notes.

Round Robin in the SFZ format is very flexible and can be achieved in different ways. SFZ Studio presents it in a clear and organized visual structure, making the workflow easy to understand and follow.



In SFZ Studio, Round Robin is connected directly to a group or note. Each group in Tone mode, or each note in Drum mode, can contain multiple RR lanes.



In this example, the instrument uses two Round Robin lanes. Both lanes contain the same samples, but they are configured differently at the region level: RR1 is panned fully to the left, while RR2 is panned fully to the right.

This is only one example of how Round Robin can be used. Many other combinations are possible, especially with drums, where alternating between different samples helps create a more natural sound and reduces repetitive playback.

In this example, the snare on D2 uses two Round Robin articulations. Each articulation contains multiple samples mapped across the velocity range.

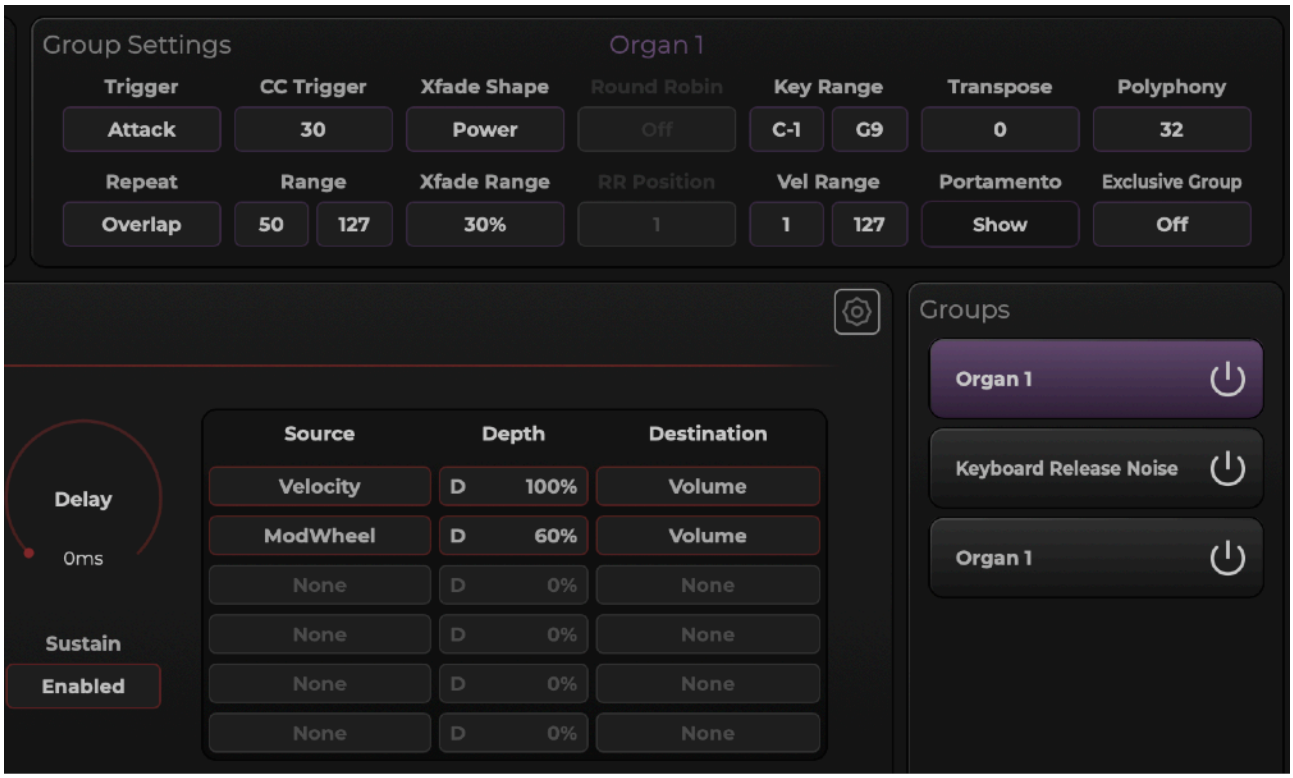
CC Triggering

SFZ Studio allows you to use MIDI CC messages to switch or crossfade between groups or individual notes.

For example, if you have 5 string groups, each containing samples of a different articulation, you can assign a CC controller to those groups and define the CC ranges in which each articulation is active. You can also specify the crossfade range between neighbouring groups, allowing the transition from one articulation to another to sound smooth and natural.

The same approach can be used with drums. For example, you can create several hi-hat articulations, such as closed, partially open, and fully open, and use the standard CC04 hi-hat controller to smoothly change which articulation is heard as the pedal position changes.

This makes it possible to create expressive instruments in which articulations can be changed continuously in real time rather than simply switched on or off.



Supported formats (Pro version)

SFZ Studio can import instruments from the following formats:

- SoundFont **SF2**
- Korg **KMP**
- Yamaha Montage **X7U**
- Yamaha MODX **X8U**
- Native Instruments **Kontakt**
- Logic **EXS**
- Decent Sampler **DSPreset**

All supported formats are imported into the SFZ Studio environment. The import process includes only the sample mappings and their associated groups or layers.

Modulators, processors, synthesis parameters, and effects from the original format are not imported. After importing an instrument, you can edit and expand it using the modulators, processors, and effects available in SFZ Studio.

Exporting back to the original formats is not supported. All imported instruments are saved as SFZ-format instruments.



Settings

SFZ Studio provides a simple and straightforward settings panel where you can customize the interface size, audio quality, sample loading behavior, memory usage, and user library location.

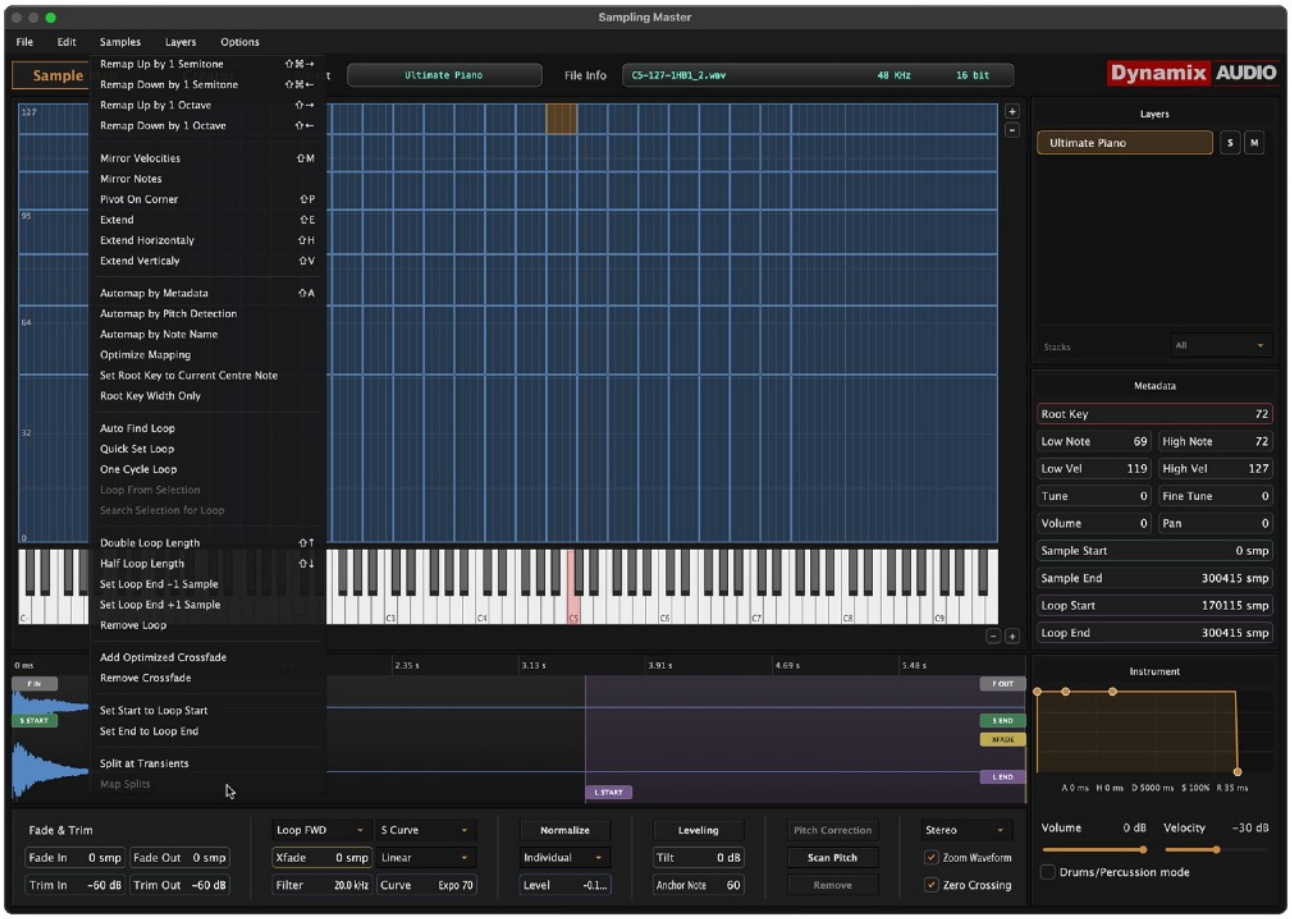


- **Size**: Adjusts the interface scaling to your preferred size.
- **Quality**: Selects the sample interpolation algorithm, with options for normal and best audio quality.
- **Preload**: Controls how samples are loaded into memory. You can choose to load entire instrument or preload only the beginning of each sample.
  Different preload sizes are optimized for faster or slower storage devices.
  Caching keeps previously loaded samples in memory to reduce loading times when switching between instruments.
  Library Preloading allows you to preload the entire library at startup, either by loading only the beginning of each sample or by loading complete instruments.
- **MIDI Select**: Enables region, group, and note selection by using incoming MIDI notes or the virtual keyboard.
- **Set Defaults**: Saves the current instrument configuration as the default for newly created instruments.
- **User Path**: Sets the location of user instrument library.
- **Download Library:** Downlaods the included DEMO or Pro library of factory soudns
- **Licensing**: Allows you to activate or deactivate your SFZ Studio license.
- **User Manual**: Opens the included user manual.

Sampling Master integration

SFZ Studio can open SFZ files directly in Sampling Master for precise editing of samples, loops, and other advanced features available in Sampling Master.

Once editing in Sampling Master is complete, you can use Update SFZ from the File menu to update only the SFZ file, so the changes are reflected in SFZ Studio. If you have also edited the sample files, you can export the complete SFZ instrument together with its samples.



Licensing and Library Usage

SFZ Studio is available with three license options:

SFZ Studio — the free version, including the core sample player and editor functionality.
SFZ Studio Pro — unlocks additional professional features, including editable effects, portamento, scale support, the Region Editor, non-SFZ import, and library group and drum note import.
SFZ Studio Pro + Library — includes the Pro features and access to the full SFZ Studio Factory Library covered by your purchase.

A Pro-only license does not include the paid Factory Library.
A Pro trial does not unlock the paid Factory Library.
Any free or demo library supplied separately does not grant access to the full paid library.

With the required license or authorization, Dynamix Audio library content may be used in your own personal and commercial music, sound design, recordings, audiovisual productions, and live performances. You may distribute the resulting rendered productions, including work created for clients, provided that they do not distribute the library content as samples, instruments, presets, or other reusable library assets.

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You may save personal instrument settings and SFZ references through the software's supported functions. Access to protected library samples still requires the appropriate license. Protected library content is not licensed for extraction or conversion into unprotected sample files; export and external editing may be unavailable for that content.

These restrictions apply to Dynamix Audio library content and do not impose library restrictions on samples and instruments that you independently own or are otherwise entitled to use.

Use of SFZ Studio and the supplied library content is governed by the full SFZ Studio License Agreement, presented during installation and installed as License Agreement.txt at the following location:

macOS:

~/Library/Application Support/Dynamix Audio/SFZ Studio/License Agreement.txt

Windows:

%ProgramFiles%\Dynamix Audio\SFZ Studio\License Agreement.txt

This section is a summary for convenience. The full License Agreement contains the complete terms. Nothing in this summary limits any mandatory statutory rights.

Third-Party Notices

SFZ

SFZ Studio uses or may use the following third-party technologies. These components remain the property of their respective owners and are used under their respective licenses.

JUCE

SFZ Studio is built with JUCE.
JUCE is developed by Raw Material Software Limited and is licensed under the applicable JUCE license terms.
JUCE and related names are the property of Raw Material Software Limited.

VST3 SDK

SFZ Studio is available as a VST® instrument plug-in.
VST is a registered trademark of Steinberg Media Technologies GmbH.
The VST3 SDK is provided by Steinberg Media Technologies GmbH and is used under its applicable license terms.

Neural Amp Modeler

SFZ Studio Pro includes amp modeling technology based on Neural Amp Modeler.
Neural Amp Modeler Core
Copyright © 2023 Steven Atkinson
Licensed under the MIT License.
Neural Amp Modeler Plugin
Copyright © 2022 Steven Atkinson
Licensed under the MIT License.
The Neural Amp Modeler components are provided “as is”, without warranty of any kind, according to the terms of the MIT License.

Additional Open-Source Components

SFZ Studio may include additional open-source components, libraries, or dependencies. Their copyright notices and license terms are included where required by their respective licenses.