

SoliderSound

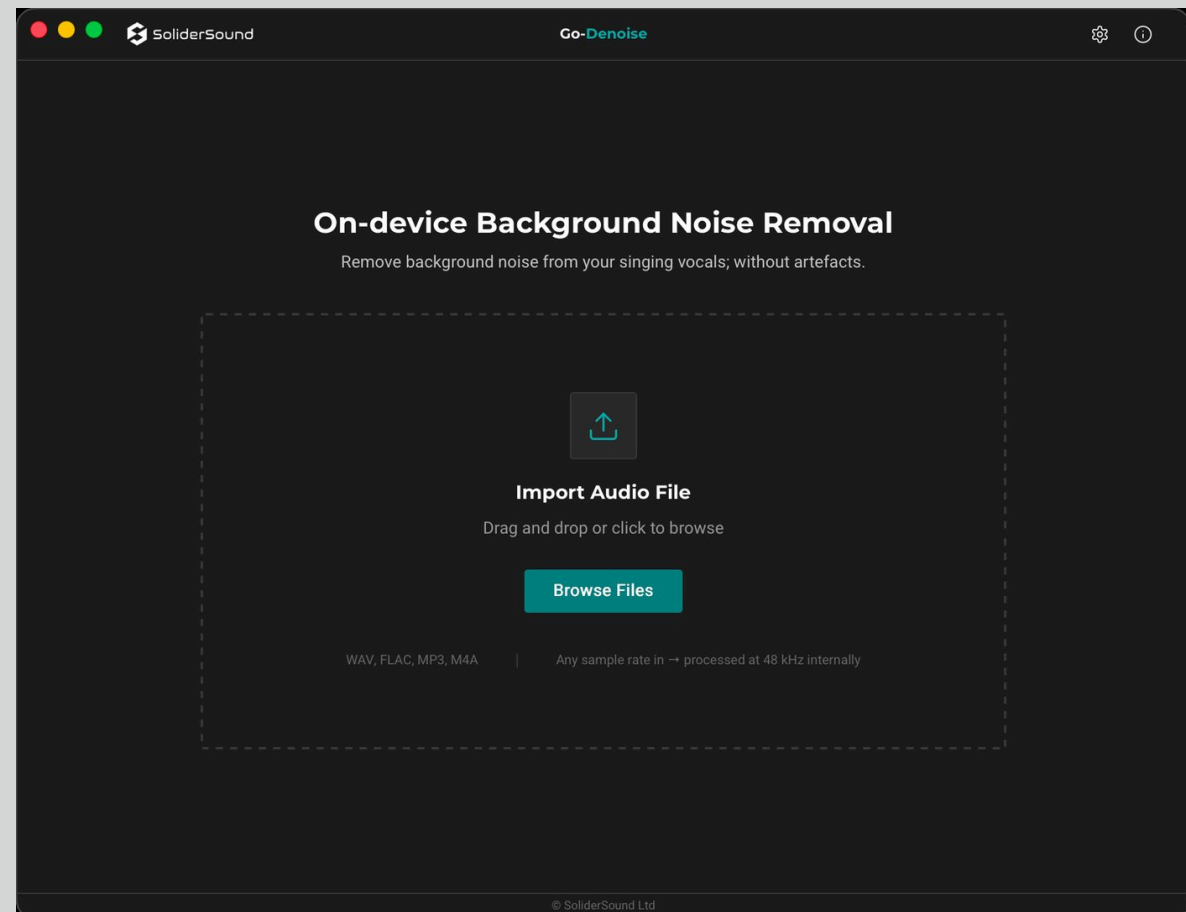
Go-Denoise User Manual

Overview

Go-Denoise is a desktop app for macOS and Windows that removes background noise from singing and speech recordings - fully on-device.

Import a vocal or spoken-word file, process locally, preview the enhanced result against the original, then export a DAW-ready WAV.

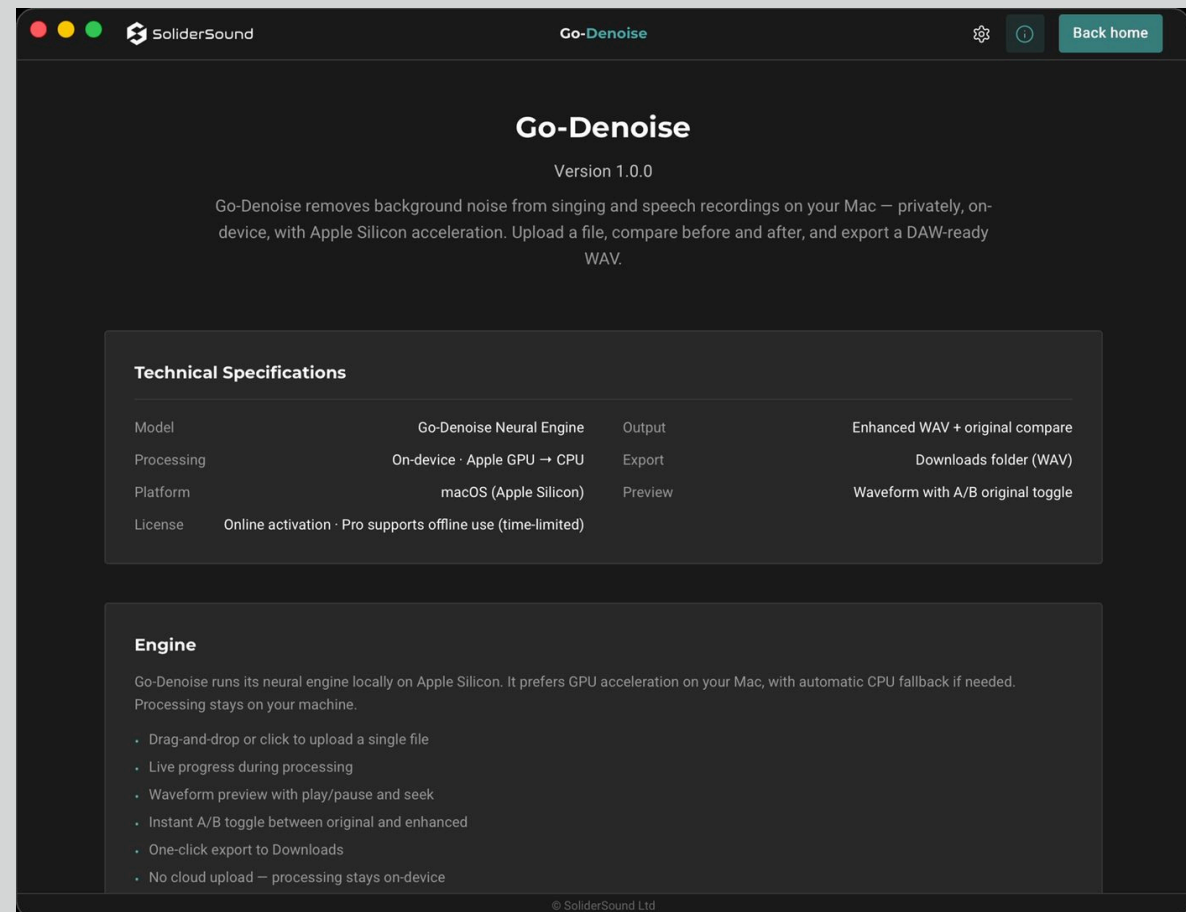
- Output: enhanced WAV with instant A/B compare against the original.
- Preview player: waveform display with play/pause, seek, and Space-bar shortcut.
- Processing: on-device neural engine with GPU acceleration (Apple GPU on macOS, DirectML on Windows).
- Export: one-click save to your Downloads folder as {filename}_enhanced.wav.
- Privacy: your audio never leaves your computer when using Go-Denoise.



System requirements

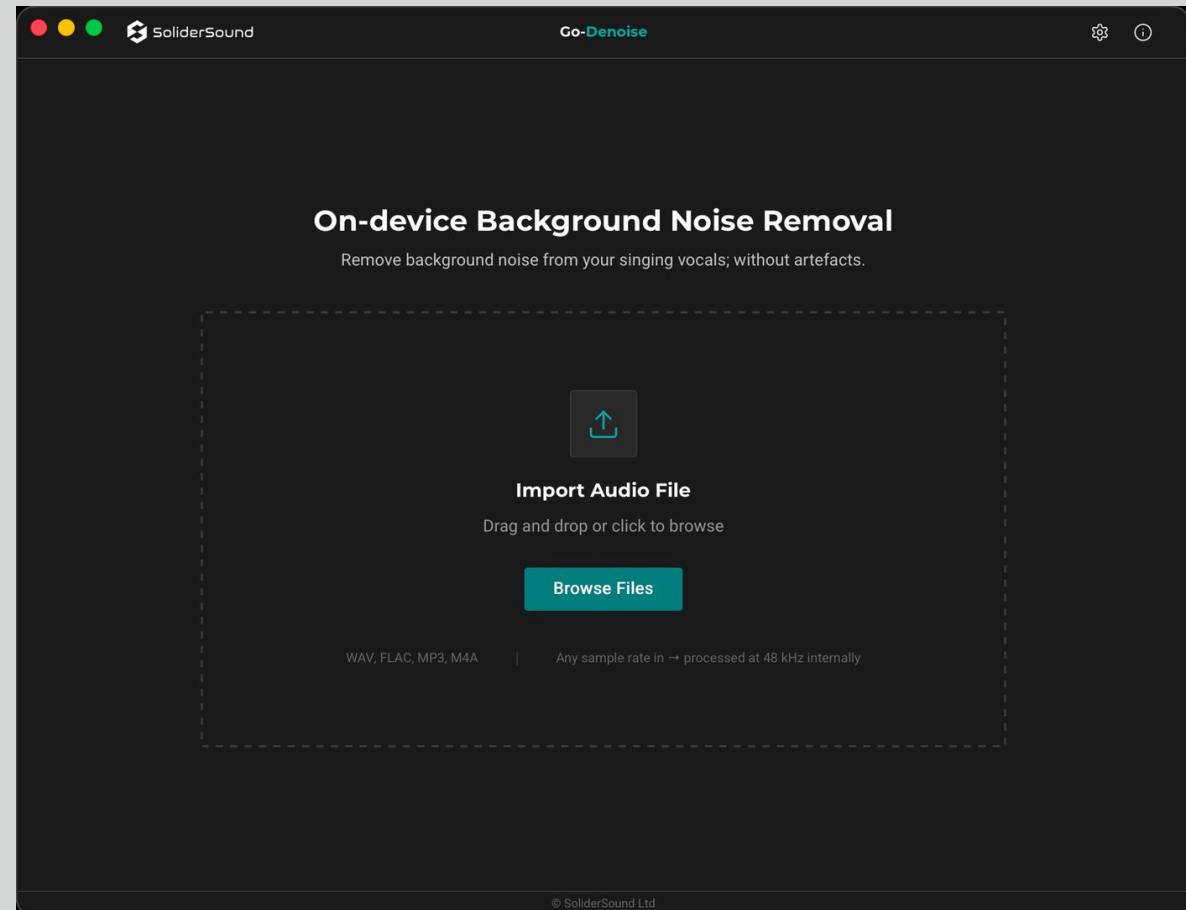
Go-Denoise runs locally and is compute-intensive. Performance depends on track length and your machine.

- macOS: macOS 14 or later on Apple Silicon (macOS 15+ recommended; MLX build may require newer). Intel-based Macs are not supported.
- Windows: Windows 10 or Windows 11 (x64) with a DirectML-compatible GPU (NVIDIA, AMD, or Intel).
- Memory: 8 GB RAM minimum (16 GB recommended).
- Storage: keep free space for temporary job files and exported WAVs.
- Internet required for: first-run sign-in/activation, free-trial processing, deactivation, and app updates.
- Pro licenses support offline use after online activation.



Quick start

- Install and launch Go-Denoise.
- On first run, sign in to verify your license (internet required).
- Wait for the engine to finish initializing on first launch - this can take a minute.
- Drag & drop an audio file into the import area, or click Browse Files.
- Watch live progress while the file is enhanced.
- Preview the result, toggle Original/Enhanced to compare, then export the WAV.

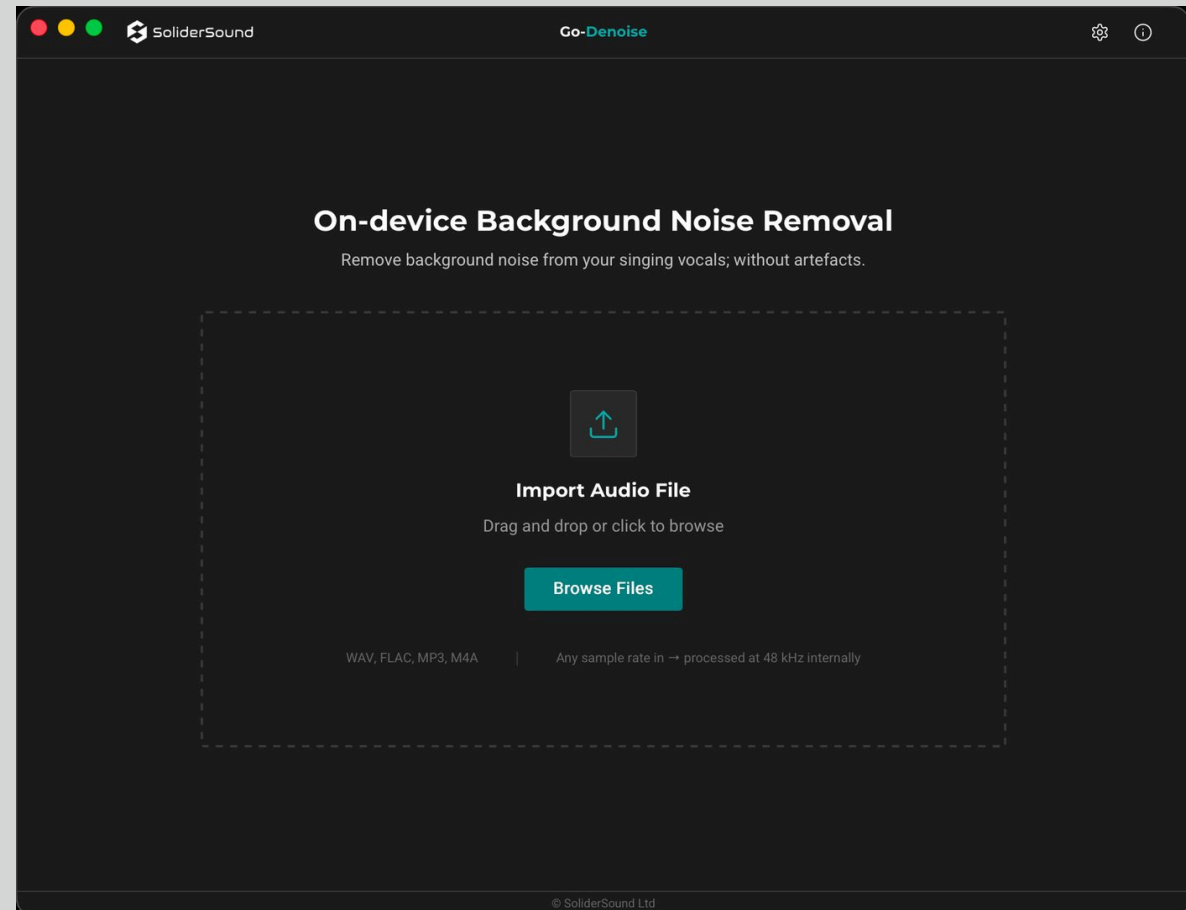


Importing audio

You can drag & drop a file into the import area, or click Browse Files.

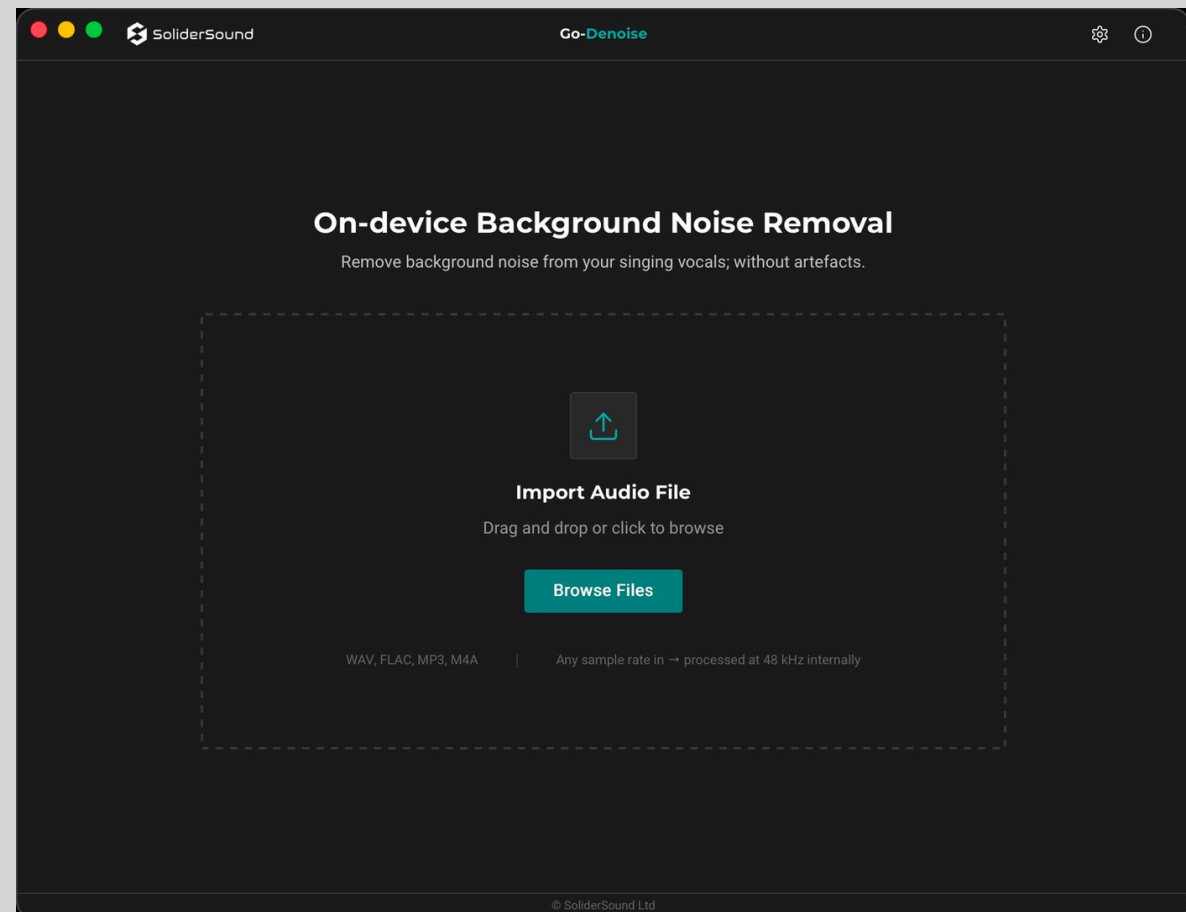
Supported formats: WAV, FLAC, AIFF, MP3, M4A, AAC, OGG, and Opus.

Go-Denoise accepts any input sample rate and processes audio internally at 48 kHz mono.



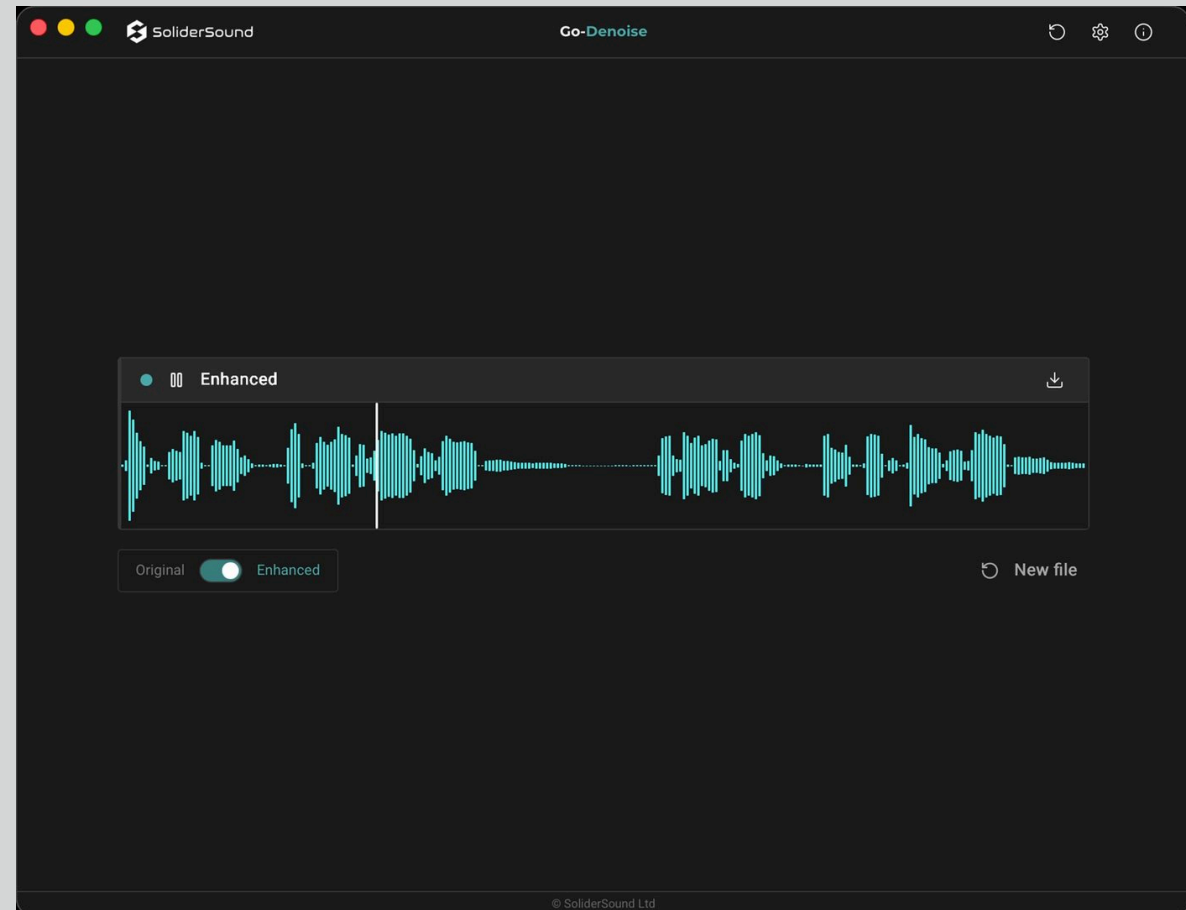
Processing

- A progress bar shows overall completion with a live status message.
- Processing runs entirely on your computer - no cloud upload.
- On macOS, the engine prefers Apple GPU acceleration with automatic CPU fallback.
- On Windows, the engine uses DirectML and works with modern NVIDIA, AMD, and Intel GPUs.
- If the engine is not ready, use Retry on the import screen or restart the app.
- Free Trial accounts can process a limited number of tracks; upgrade to Pro for unlimited use.



Preview & compare

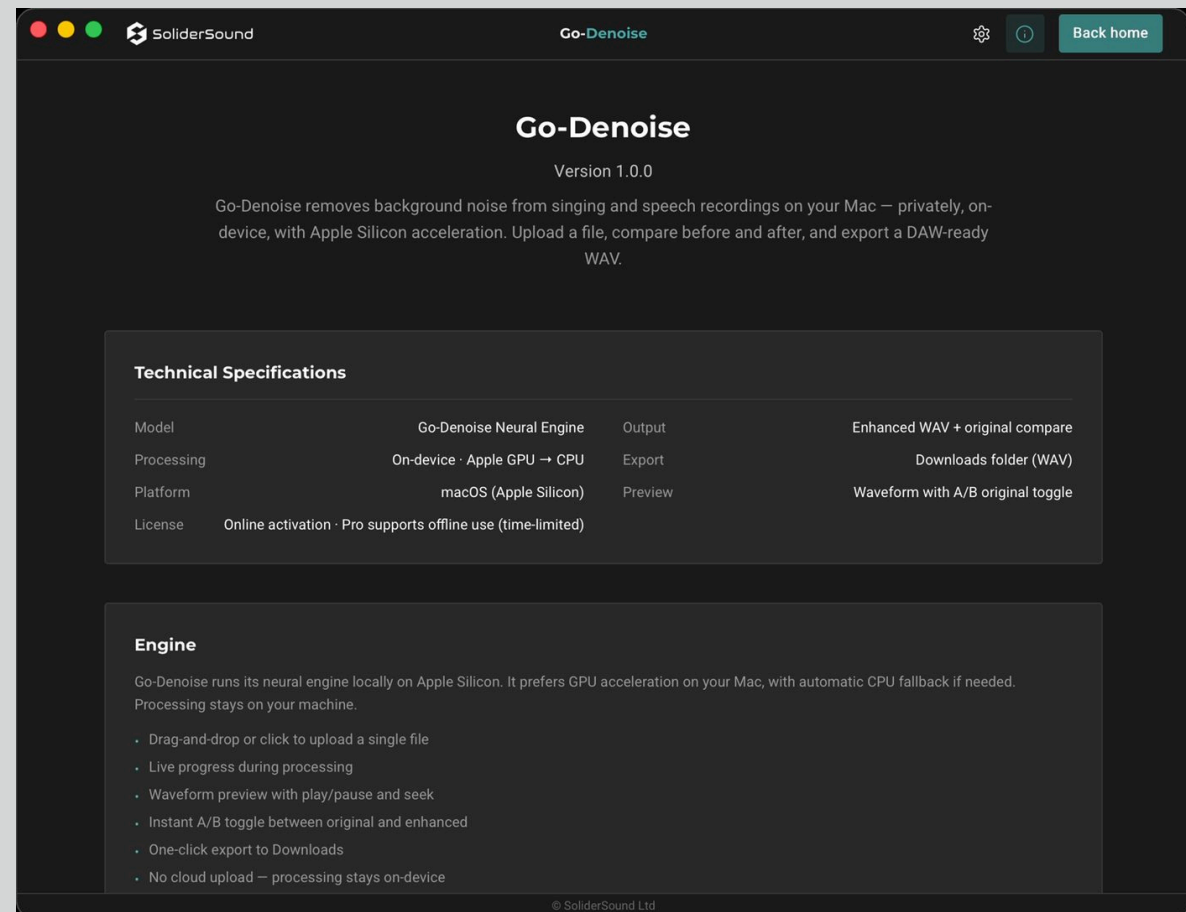
- After processing, the waveform player lets you audition the enhanced result.
- Press Space to play or pause when the player is focused.
- Drag the playhead to seek through the recording.
- Use the Original / Enhanced toggle for instant A/B comparison.
- Click the download icon to export the enhanced WAV to your Downloads folder.
- Click New file to clear the current session and import another track.



About

Open About from the top bar to view version information, technical specifications, and product details.

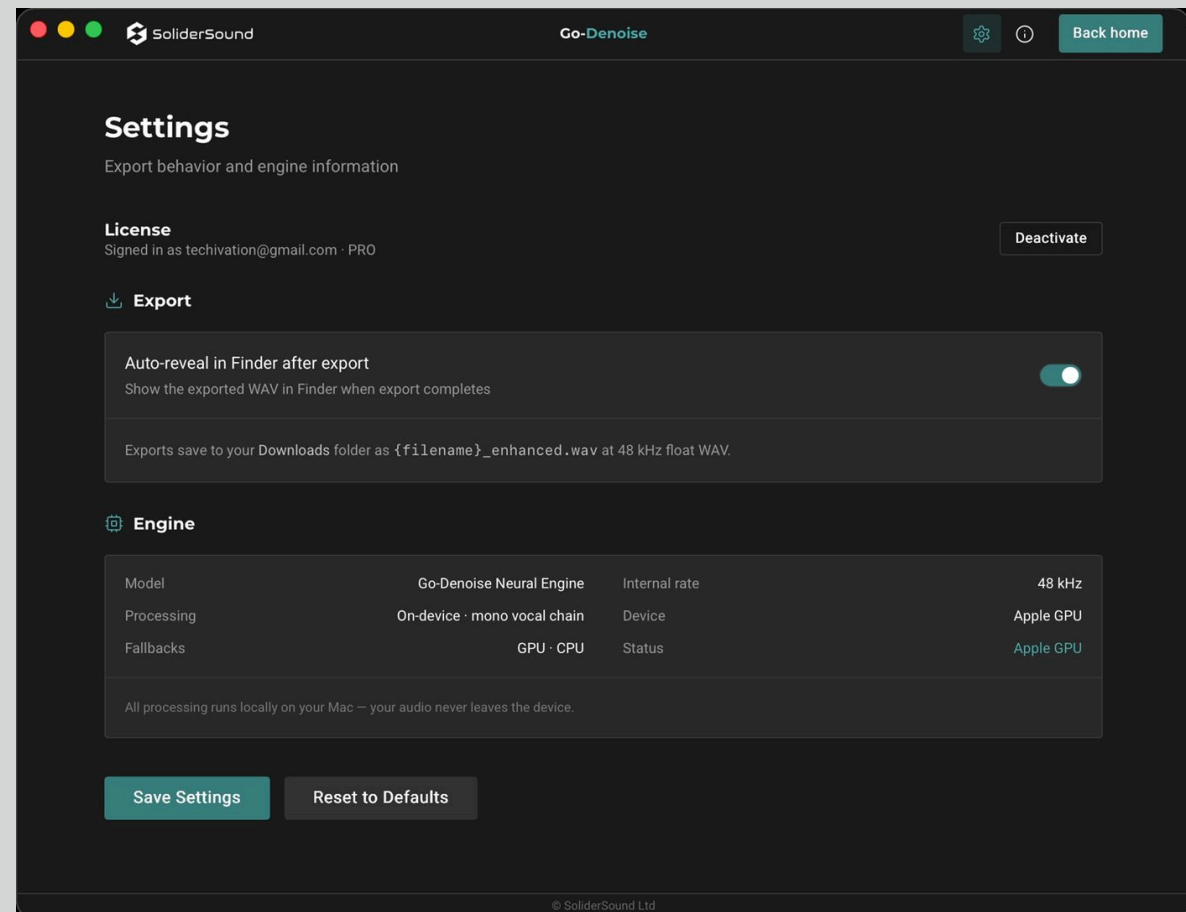
- Go-Denoise removes background noise from singing and speech recordings.
- All enhancement runs on-device with GPU acceleration on macOS and Windows.
- Compare original and enhanced audio before exporting.
- Exports are saved as DAW-ready 48 kHz WAV files.
- Free Trial includes a limited number of denoise runs; Pro unlocks unlimited processing.



Settings

Open Settings to manage export behavior, view engine status, and deactivate your license.

- Auto-reveal after export: optionally show the exported WAV in Finder (macOS) or File Explorer (Windows).
- Exports save to Downloads as {filename}_enhanced.wav at 48 kHz float WAV.
- Engine panel shows model, internal sample rate, active device, and readiness status.
- Deactivate frees your license slot on this machine so you can activate elsewhere (internet required).
- Save Settings stores your preferences; Reset to Defaults restores factory options.



Troubleshooting

Common issues and quick fixes:

- Sign-in / activation: first run requires an internet connection. If sign-in fails, confirm connectivity, then restart the app and try again.
- Engine not ready: wait for initialization on first launch, or tap Retry. A restart can also help after updates.
- Unsupported format: export a WAV, FLAC, or AIFF from your DAW and retry.
- Trial limit reached: upgrade to Pro or sign in with a Pro license to continue processing.
- Offline use: Pro supports offline operation after activation. Deactivation requires internet on the active machine.

Support

- support@solidersound.com
- www.solidersound.com

