Add and improve your presets

It's Digital / StudioHub

Codex and Claude · Desktop and iOS

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1. From an idea to the website

Start a conversation with StudioHub connected. Describe the sound, name the artist and track if relevant, and say which synths you want. Include a reference link and what you hear: attack, brightness, movement, chorus or rhythm. Uncertain details should stay uncertain until tested.

Ask first: "Use StudioHub to list my synths." A fresh tool result confirms the connection. A remembered synth list does not.

Copy this to add a sound

> Use StudioHub to create a new preset for [artist / track / sound]. I hear [description]; please test [uncertain detail]. Target [synth names, or all my synths]. Research the sound, show the evidence and gaps, and let me choose the reading. Map it using the actual synth and FX controls, save the renditions and knowledge page, then show a completed publication preview. Wait for my confirmation before publishing the exact sound ID to itsdigital.me.

The steps you will see

1. Research: review retrieved evidence and distinguish it from an inferred recreation.

2. Choose: select the interpretation; retain useful alternative source readings.

3. Build: save the sound, its synth renditions and shared effects through StudioHub.

4. Preview: the agent runs a publication dry run and shows the proposed page and exact sound ID.

5. Publish: confirm that exact preview. The agent waits for the publish job, then gives the verified live link.

Saving is local. It does not immediately update the public website. The website is a reference for settings; it does not upload a patch to a hardware synth or play an audio audition.

2. Desktop

Codex on the studio computer

1. Open the Studio Configuration project on the computer that holds your presets.

2. Check StudioHub in Settings > MCP servers. Some desktop versions place this under Plugins > MCPs. Restart the server after changing its configuration; start a fresh chat if tools are still missing.

3. Ask for a fresh synth list, then paste the add-sound request from page 1.

4. Review the draft and confirm publication when the completed preview is ready.

For a second Windows clone, build StudioHub.Mcp in Release, then run `tools/register-studiohub-codex.ps1` from that clone. The registration script uses that repository's path. Keep one authoritative preset store; pull before work and let the publisher synchronize named sound changes.

Claude Code

Open the same repository and enable its project StudioHub server from `.mcp.json`. Build the current Release server first. Ask Claude Code to use StudioHub to list synths, then follow the same research, choose, build and publish conversation.

Claude Desktop

Use the existing StudioHub remote connector if you also work on iPhone. In Customize > Connectors, connect StudioHub and complete your own sign-in. Enable it for the conversation, then request the synth list.

For initial setup, an authorized owner adds the configured public MCP URL as a custom connector in Claude web or Desktop. This installation uses existing Auth0 client settings. Enter credentials only in the connector's authentication interface, never in a prompt or public guide. A local Developer/stdio server is a separate desktop-only route; it does not automatically become an iPhone connector.

Connection check

If no StudioHub tools appear, check the selected project, server status and conversation connector toggle. Do not let the agent claim a save merely because it produced patch instructions in chat. Ask for the saved sound ID and rendition record IDs.

Sources: OpenAI MCP setup, Claude custom connectors.

3. iPhone and iPad

Codex through ChatGPT Remote

1. On the studio host, open the desktop app's Settings > Connections > Control this Mac or PC. Choose Set up or Add and complete the verification shown.

2. Scan the pairing QR code with your phone. Finish in ChatGPT using the same account and workspace.

3. In ChatGPT on iOS, open Remote and select the studio computer. Continue this project's Codex conversation, or start one on that host.

4. Ask for a fresh StudioHub synth list. Paste the add or improve request and answer the review questions on your phone.

The computer supplies the repository, MCP configuration and tools. Keep it awake, online and signed in with the desktop app running. Remote availability can vary by rollout or workspace policy; update both apps if the option is missing. An ordinary cloud chat does not inherit the computer's local StudioHub configuration.

Claude on iOS

Configure the existing StudioHub custom connector in Claude web or Desktop first, then sign in to the same Claude account on iOS. Enable StudioHub for the conversation and ask for a fresh synth list. Use the same add or improve request; the remote connector reaches the studio computer.

The StudioHub remote service and tunnel must be running, and the studio PC must remain awake and signed in. Phone requests use the remote connector, not a local `.mcp.json` file. If disconnected, return to the connector sign-in or check the host; do not create replacement accounts or expose a new unauthenticated server.

Reviewing from your phone

The public itsdigital.me page works in Safari. A preview link beginning with localhost or 127.0.0.1 belongs to the computer and is not a public phone link. Review the screenshot/build result in the conversation, or open the preview on the host. After publication, use the returned public URL.

Sources: OpenAI Remote connections, Claude desktop and web connectors.

4. Improve, compare and restore

Improve a saved preset

1. Open its sound page and choose the synth and source version you want.

2. Select Improve. Write a specific change: "Keep the bass weight, shorten the release and reduce the chorus."

3. Choose Copy improvement request and paste it into your connected Codex or Claude conversation. If clipboard access fails, copy the displayed request text manually.

4. The agent reads the current preset and history, proposes changes and saves a revision with your reason. Unrelated settings stay intact.

5. Review the completed preview and confirm publication. Reload the public page after the agent reports success.

Revisions and source versions

A source version is a different researched interpretation of the sound. A revision is a later edit to one synth's settings within that version. Revision numbers belong to that exact sound, synth and source version; they are not scores or a global release number.

Open Notes > Updates on the sound page to see numbered revisions, reasons and changed settings. Request this revision supplies a restore prompt. The agent compares it with the current preset and asks for your restore reason. Restoring creates a new revision while preserving earlier history and your personal preset metadata. Older records may have no history; old snapshots without effects can restore only their saved synth settings.

Copy this to refine a sound

> Use StudioHub to inspect the current revision of [sound ID], [synth ID], source version [key]. Improve [specific listening feedback]. Show the settings you propose to change and keep the others. Use revise_rendition with the current revision token and my reason. Preview the result and wait for my confirmation before publishing.

If something changes while you work

A stale-revision refusal means another edit landed after the agent read the preset. Ask it to read the latest history and reconcile the difference. Do not force an old copy over the new one. Legacy direct replacement clients should use the revision tools for this protection.

If publication fails, keep the job ID and ask the agent to inspect publish_status. Do not repeatedly publish: the job may already have deployed before a later step failed. A saved revision remains local until publication succeeds.

Guide implementation: StudioHub MCP and It's Digital catalog, SM298. The documented mobile routes are based on vendor guidance; this guide does not claim a new device pairing or phone acceptance test.