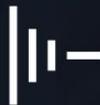


brom[®]
INTERACTIVE



SOUNDWEAVER



— ADVANCED SOUND LAYERING —

USER MANUAL

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1. PREFACE

Creating new sounds from the library you have built over the years is not always an easy task. Imagine having a tool which automatically picks a few sounds out of thousands for you, depending on the keywords and metadata you want, syncs them up and delivers suggestions for new sound design compositions. Don't like the result? No problem – just repeat the process for a new suggestion or simply swap a few sound effects for further tweaking. Sounds amazing? Great! Because SOUNDWEAVER is that tool.

This user manual applies to both Windows and macOS. If a key command differs for both platforms, Windows will be named first, followed by macOS (e.g. ctrl/cmd+Z will refer to Windows' ctrl key and macOS's cmd key in combination with Z.)

1.1. Minimum System Requirements

Windows 7 (64-bit), 8 GB Ram, Intel® Core™ i5 or AMD equivalent

OS X 10.9, 8 GB Ram, Intel® Core™ i5

1.2. Installation

After downloading and opening the installer for SOUNDWEAVER please follow the on-screen instructions to install SOUNDWEAVER and choose the installation directory. Upon first startup, you will be asked to register SOUNDWEAVER with your iLok account.

1.3. iLok Registration

During the first start of SOUNDWEAVER, the iLok registration window pops up. SOUNDWEAVER is licensed using the iLok system. You need to have an iLok account in order to use SOUNDWEAVER, setting up an iLok account is free on www.ilok.com. You will find all necessary information on how to set up an iLok account on www.ilok.com. To use SOUNDWEAVER, you can either authorize your computer or a 2nd generation or newer iLok USB device. If you authorize SOUNDWEAVER on an iLok USB device, the iLok USB device containing the correct and activated license must be plugged into your computer during use.

Please download the iLok License Manager from www.ilok.com.

After your purchase, you automatically receive an order confirmation from us containing the download link for the installer plus a 30 numeric character long iLok activation code (e.g. 1234-1234-1234-1234-1234-1234-12).

- To activate this license, open the iLok License Manager application.
- Either select the menu **Licenses > Redeem Activation Code** or click on the small Redeem Activation Code Icon on the upper right of the application.
- You should then copy-paste the entire code you received from us into the entry form. Select your iLok USB device or your computer as the activation location to immediately activate the license on this iLok and confirm the location.
- Now you are ready to go. If you have any trouble following the instructions, here is a step-by-step tutorial for the activation process: <https://youtu.be/1cOGCkRz5hk>

2. QUICK START

2.1. Setting up a New Project

Upon startup you will be prompted to either start a new project or open an existing one. Choose a project name and click the button **Create New Project** to get going.

Afterwards you will be prompted to enter various keywords you want to be included or excluded in the sounds you search for as well as the number of individual sound files you want to layer. Activate **Match Whole Word** if you only want the specifically entered term to be included in your search (e.g. if you search for “Whoosh” it will not include files including “Whooshes”). The **Use Whole Path** option will look for your keywords in the full file path instead of just the sound file names (e.g. if you search for “Whooshes” all files containing “Whooshes” in their path’s name will be eligible).

Specify the **Search Path**, which is the location on your hard drive where you want SOUNDWEAVER to search for sound effects. By clicking the star icon SOUNDWEAVER will save the specified path in your favorites for quicker use in future projects. Clicking the **RANDOMIZE** button below will search for sound files matching the specified parameters and add one sound effect per layer to the timeline.

2.2. Plugin Scan

On the first launch of SOUNDWEAVER you will be asked to start a plugin rescan. The search paths for VST3 plugins will be set to the default directories of your operating system. You can further add additional directories or remove them as needed. On mac, the default AU paths of your system can not be changed. To trigger the Plugin-rescan, click on **Options** and choose **Rescan** on Windows or **Rescan AU/VST3** on macOS.

On macOS the VST3 feature is considered experimental, AU should be preferred if possible.

Please note that the plug-in scan is started as a separate process. If the scan crashes, the process is automatically restarted. On macOS, this may result in a crash report being displayed.

2.3. Editing Groups

Each group is its own composition of sound effects. All sound effects are automatically aligned at their hitpoint to ensure a playback in sync. You can edit multiple parameters, such as pitch, offset, gain or pan per individual sound. SOUNDWEAVER is fully compatible with BOOM Library sound effects including multiple variations. It will detect individual variations to let you choose your favorite — or click the shuffle button to choose one at random.

You can edit your keyword and search path specifications for a group by clicking the **Keywords** or **Path** buttons in the top right. You can re-randomize a single sound effect, a whole group or all groups by clicking the respective dice icon in track control or group bar or the large **RANDOMIZE** button at the bottom of the interface. It is also possible to import audio files from your file browser directly into SOUNDWEAVER via drag and drop.

2.4. Snapshots

If you like what you hear but don't want to export it yet you can create a snapshot of your current session. On the right-hand side you will find the **Snapshot** menu. By clicking the **+** button you create a new snapshot. These will get numbered through from 01 and up, preceded by the word you specify in the **Prefix** text field ("Snapshot_" is standard).

Replacing sound files will remove those from previous snapshots. When loading them, the removed sounds won't be loaded again.

2.5. Exporting Audio

SOUNDWEAVER is designed to kick off your imagination and speed up your workflow coming up with unique sound effects. Any additional mixing and mastering can be done in the DAW of your choice.

The easiest way to transfer sound files is via the drag and drop feature. Click the **Prepare for Drag & Drop** button to the bottom right to render the sound files. Afterwards you can drag and drop them from the big hand icon directly into the program you want to edit them — or simply your file browser.

3. MAIN WINDOW OVERVIEW

3.1. Menu Bar



On the very top of the window (Windows) or of your screen (macOS) you will see five options in the program's menu bar.

3.1.1. File

The file menu includes several options to work with new and existing projects within SOUNDWEAVER.

Option	Shortcut	Description
New	ctrl/cmd+alt+N	Sends you to the project dashboard.
Open	ctrl/cmd+O	Opens a file browser to look for an existing project.
Recent Projects		Includes a dropdown list of up to 10 projects which you have recently worked on.
Save	ctrl/cmd+S	Saves the progress of your current project.
Save as	ctrl/cmd+alt+S	Saves your project with specified name and location.
Export Audio	ctrl/cmd+E	Opens the export audio dialog.
Quit	alt+F4/cmd+Q	Quits the application.

3.1.2. Edit

The edit menu contains actions applied to your currently open session. The undo and redo options are displayed beneath the menu bar as clickable arrow icons. This will also affect your Plugin instances according to Functionality and Limitations of said Plugin.

Option	Shortcut	Description
 Undo	ctrl/cmd+Z	Cancels your last performed action.
 Redo	ctrl/cmd+Y	Recovers your last undone action.
Randomize Selected Tracks	ctrl/cmd+shift+R	Randomizes all selected again with their previous specifications.
Delete Selected Tracks	delete/backspace	Delete selected tracks from your session.

Reset All Positions		Moves active sound variations so that their sync point is at 0.
Solo Selected Tracks	shift+S	Sets all selected tracks to solo. When active only the audio of these tracks plays on playback.
Mute Selected Tracks	shift+M	Sets all selected tracks to mute. When active, except for soloed tracks, none of the audio these tracks play on playback.
Select All Tracks	ctrl/cmd+A	Select all existing tracks in your session.

3.1.3. Add

This menu contains options to add content to your project.

Option	Shortcut	Description
Group	ctrl/cmd+N	Opens the Add Group dialog.
Sounds Manually	ctrl/cmd+M	Lets you add specific files from your hard drive to the project.

3.1.4. Options

SOUNDWEAVER's options and project preferences are in this menu.

Option	Shortcut	Description
Audio Settings	F9	Adjust properties like playlist length (if you're using very long sound files), set your audio playback device type and output, as well as the sample rate and audio buffer size. If you want to use SOUNDWEAVER with another audio program at the same time, they should run at the same sample rate. It is not recommended to change the sample rate while another audio program is running.
Shortcuts	F10	Change existing shortcuts to make all those listed in the column left to this obsolete.
Search Paths	F11	Manage favorite search paths.
Plugins		Manage your plugin directories.

3.1.5. View

Via the view menu you can select which effect rack should be displayed.

Option	Shortcut	Description
Master Effect Rack	ctrl/cmd+1	This will bring up the effect chain of your master track.
Group Effect Rack	ctrl/cmd+2	This will bring up the effect chain of your currently selected group.

Channel Effect Rack	ctrl/cmd+3	This will bring up the effect rack of your currently selected channel.
Hide Effect Rack	ctrl/cmd+4	This will hide the effect rack.
Close Plugin Windows	ctrl/cmd+w	This will close all currently open Plugin windows.

3.1.6. Help

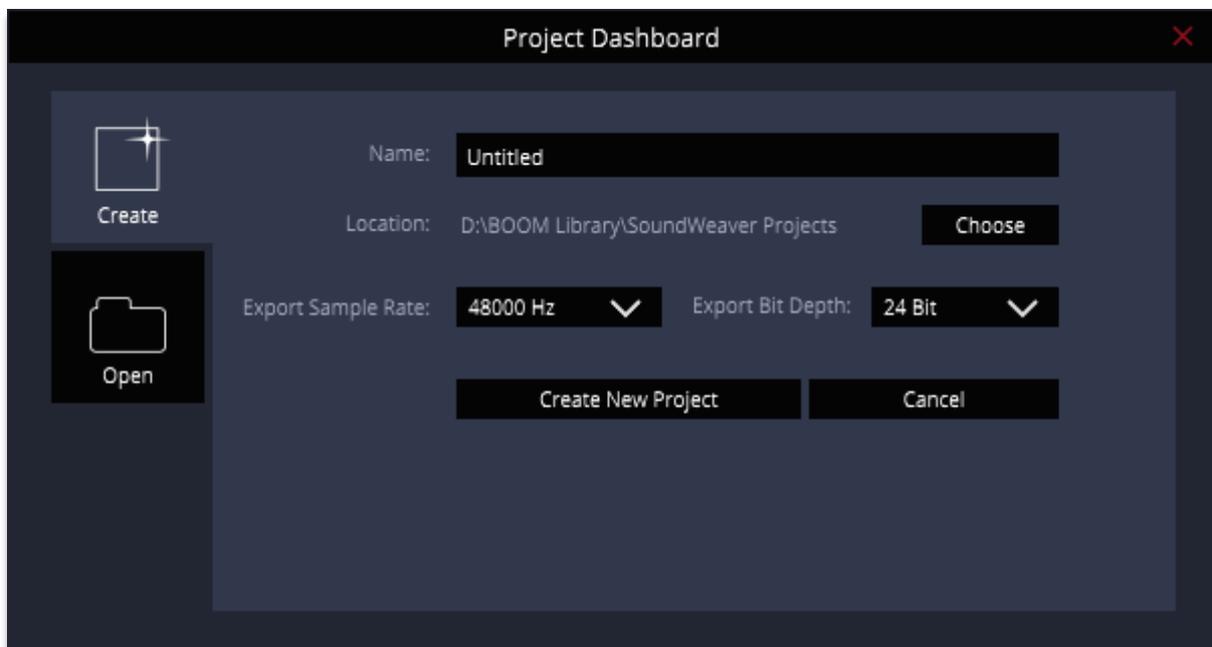
Option	Shortcut	Description
View Help	F12	Opens the very document you are looking at right now.
About SoundWeaver		Views SOUNDWEAVER program information such as its version number or the lovely people who have invested their time and hard work to make this program available to you.

3.2. Project Dashboard

Whenever you create a new project the project dashboard will be displayed first.

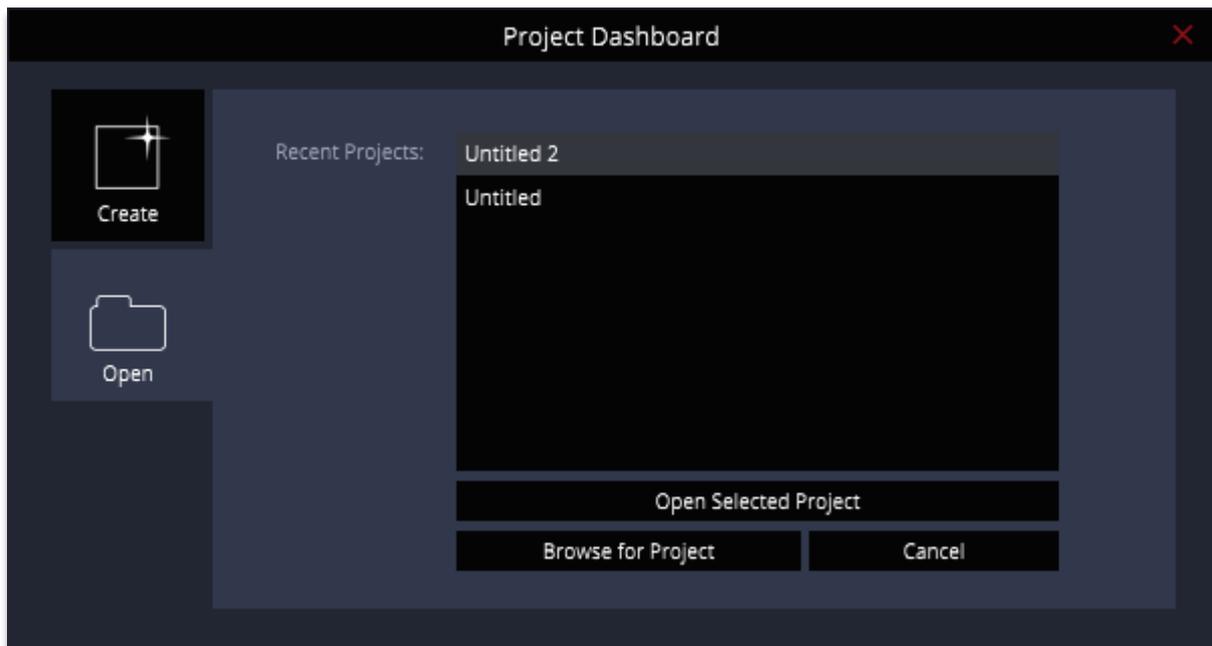
3.2.1. Create

Enter the name of your project and choose a location where the project file and audio files will be placed. You can set the export sample rate and bit depth already; however, these can always be changed later in the Export Audio window. Click on **Create New Project** to start.



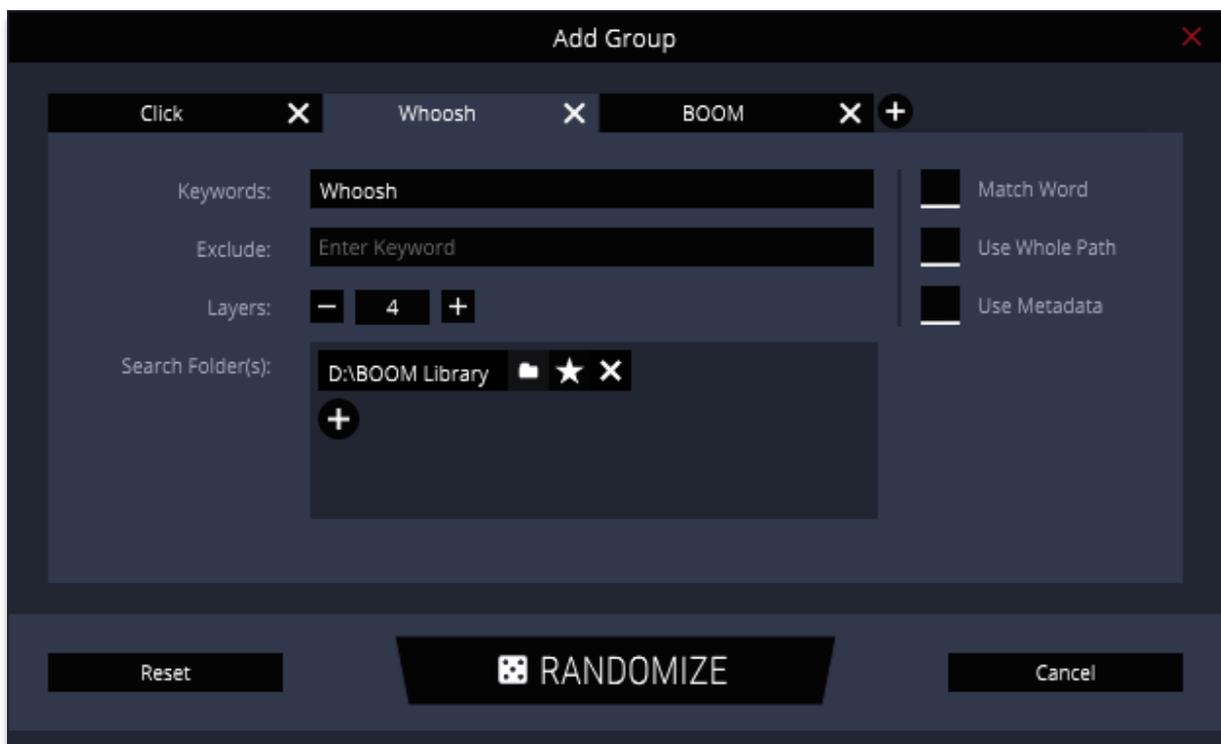
3.2.2. Open

Choose either from a list of recently used projects or browse for a project on your computer to open it.



3.3. Add Groups

Define keywords which will be used to search for sound files. You can specify keywords to be excluded from your search as well. Clicking on the small + next to the group tab or hitting the tab key three times will create a new group.



3.3.1. Match Word

Only the full entered word(s) will be searched for (e.g. keyword “Whoosh” will not find files including “Whooshes”).

3.3.2. Use Whole Path

Keywords will be searched not just in file names but in the folder names of the search path as well.

3.3.3. Use Metadata

In addition to searching for file names, SOUNDWEAVER will also scan all of the files’ metadata if available such as it is in all BOOM Library files.

Caution: Using this feature will notably slow down search.

3.3.4. Layers

The number of tracks you want the group to have. Each track will include a different sound file.

3.3.5. Search Path(s)

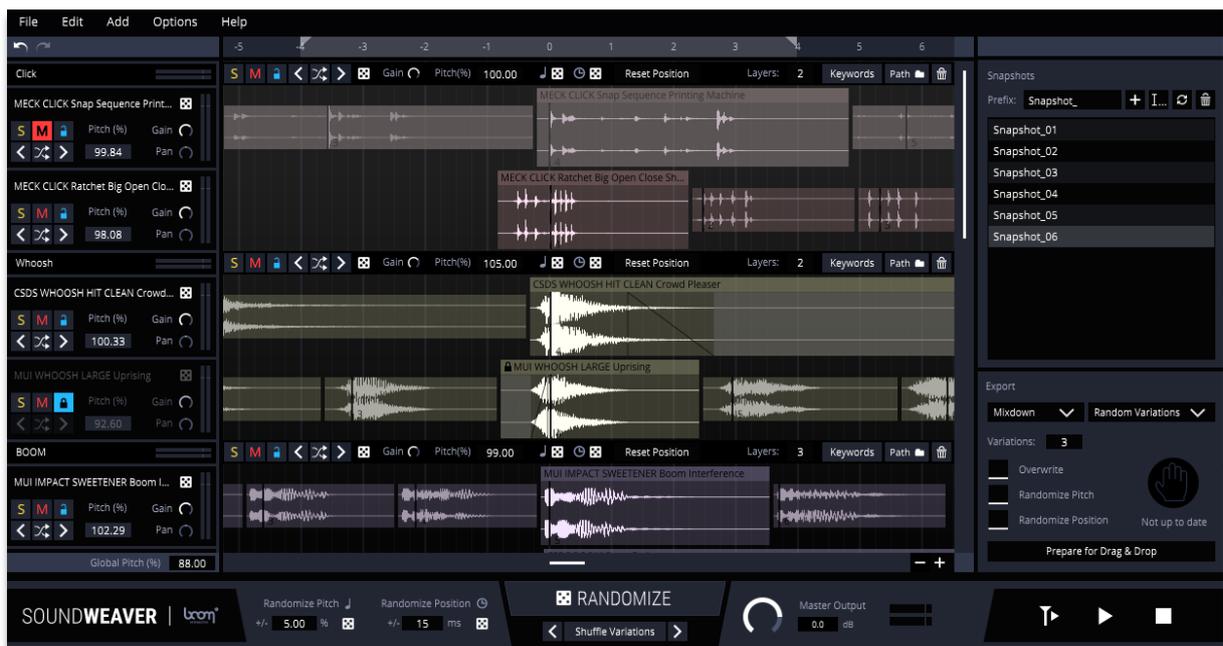
Location(s) on your hard drive you want SOUNDWEAVER to look through. **Toggle Favorite** will store the specified path in the dropdown menu.

3.3.6. Bottom Bar

On the bottom bar you can see three buttons. **Reset** will clear everything you have entered so far. **RANDOMIZE** creates the group(s) according to your entered specifications. **Cancel** closes the dialog, disregarding everything entered.

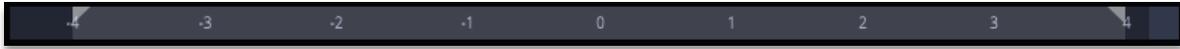
3.4. Timeline

Groups are created containing their sound effects. Each sound effect will be placed on its own track, aligned at its hitpoint. You can zoom in and out by clicking and holding the + and - buttons in the bottom right or use ctrl/cmd+mousewheel.



3.4.1. Ruler

At the top of the timeline you see the ruler, by default reaching from -75 to 75 seconds. You can change its length in the **Options** menu. Alignment of the sound effects' hitpoints is at zero, designating the negative region as before and the positive after the hitpoint. Use the scroll wheel while hovering over the ruler to zoom.



The white stripe within the ruler is the loop region. Double clicking activates and deactivates it, dragging the little white edges expands or retracts the region. Dragging the loop region with the right mouse button moves it around entirely.

3.4.2. Group Bar



Above every group the group bar is displayed. It includes several options affecting the audio of the full group.

Function	Description
Name	Name of the group, double click to edit.
VU Meter	Output level display for the group.
Solo	When active only the audio of this and other soloed groups/tracks play on playback. Hold shift to solo multiple groups and/or tracks.
Mute	When active, except for soloed tracks, none of the audio of this group plays on playback. Hold shift to mute one group or track exclusively.
Lock	Locks the current group so no action will affect it until unlocked again.
Previous Variations	Moves the active variation one to the left for all of the group's unlocked tracks.
Shuffle Variations	Chooses a random variation for each of the group's unlocked tracks.
Next Variations	Moves the active variation one to the right for all group's unlocked tracks.
Randomize	Loads a newly randomized sound effect for each unlocked track of this group.
Group FX	Brings up the Group Effect Rack.
Gain	Adjusts the output level of the individual group. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset.
Pitch (%)	Adjusts the playback rate of the group. Changes affect both pitch and length. Drag up and down for value changes, double click to manually enter value. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset to 100%.
Randomize Pitch	Randomizes playback rate for each of the group's track. The hitpoint always stays in sync. Uses global Randomize Pitch value.

 Randomize Position	Randomizes timing offset for each of the group's track. Uses global Randomize Position value.
Reset Position	Resets the position of each sound effect back to hitpoint at zero.
Layers	Number of tracks in a group. Drag up and down for value changes, double click to manually enter value. Click mouse wheel or alt+left mouse to reset to three.
Keywords	Click to edit keywords and search options used for the group.
Path	Click to edit search paths where SOUNDWEAVER looks for the group's sound effects.
 Delete	Deletes the group.

3.4.3. Track Control



On the left end of a track, you see its control panel. You can customize several aspects of each individual track.

Function	Description
Name	Named after the loaded sound effect. Can be changed by double clicking on it.
 Randomize	Replaces the track's current sound effect with another according to the group's specified keywords, if available.
 Solo	When active, only the audio of this and other soloed tracks/groups play on playback. You can also select a track and solo it with shift+S. Hold shift to solo multiple tracks and/or groups.
 Mute	When active, audio of this track will not play. You can also select a track and mute it with shift+M. Hold shift to mute one track or group exclusively.
 Lock	Locks the current track so no action will affect it until unlocked again.
Pitch (%)	Adjusts the playback rate of the track. Changes affect both pitch and length. Drag up and down for value changes, double click to manually enter value. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset to 100%.
Gain	Adjusts the output level of the individual track. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset.
 Previous Variation	Moves the active variation one to the left.
 Shuffle Variation	Chooses a random variation for the selected track.

 Next Variation	Moves the active variation one to the right
Playback Rate	Adjust the playback rate of the track
 Track FX	Open the Channel Effect Rack window
Pan	Pan the individual track to the left or right
Right Click > Duplicate Track	Adds another track with the same parameters as this track to the group
Right Click > Delete Track	Removes track from the project
 VU Meter	Output level display for the track

3.4.4. Regions

To the track control's right, the sound effects are displayed. If a chosen sound effect — like many from BOOM Library — contains more than one variation, it will be divided into multiple regions, each representing a different variation.

To switch to a different region, you can either select the region's track and use the left and right arrow keys or simply double click on the region you want to switch to. Hold ctrl/cmd to select multiple individual tracks. To select multiple adjacent tracks, select the first track, hold down shift and select another track. You can move your track selection up and down with the arrow keys. Hold down shift and use the up and down arrows to select multiple adjacent tracks.

The small black line inside a region is the hitpoint. This is the region's sync point which marks the most significant impact of a sound effect. It is automatically determined from SOUNDWEAVER upon import but can be adjusted via dragging.

Dragging the whole sound effect moves its position on the timeline so it is played back earlier or later.

The four corners of a region can be dragged to apply fades. Grab and move the top corners to adjust fade in and fade out times and the lower corners for trimming the start or end of the region.

Holding down ctrl/cmd and dragging edges, fades or hitpoints will apply the changes to all regions of the sound effect.

Right clicking a region opens a context menu for different region actions.

Action	Shortcut	Description
Split Region		Creates two regions out of the current one.
Merge with next Region		Combines current region with its right neighbor.

Adjust Threshold		<p>Opens a dialog to adjust region detection settings. Useful if default region detection by SOUNDWEAVER brought unfavorable results. The standard setting for importing audio is -80dB, 200ms.</p> <p>If too many variations were detected, decrease the threshold (to e.g. -90dB) and/or increase duration (to e.g. 350ms). If too few were detected, increase the threshold (to e.g. -70dB) and/or decrease duration (100ms).</p> <p>A new region is detected as soon as the volume is below the threshold for the specified duration. Click the Analyze button to have the changes take effect.</p>
Reset Position	shift+left click	Resets the sound effect back to hitpoint at zero.
Reveal Sound in Explorer/Finder		Reveals the original location of the sound effect in your file browser.

3.4.5. Global Controls

Below the timeline there are multiple parameters which affect all unlocked groups and tracks of the whole project.

Function	Description
Global Pitch (%)	Adjusts the playback rate multiplier for all tracks. Globally affects all individual pitch adjustments to tracks and groups, including locked tracks and groups, in both pitch and length. Drag up and down for value changes, double click to manually enter value. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset to 100%.
Randomize Pitch	Changes every track's playback rate to a random amount up to the specified value. A setting of 5% means the pitch value will be multiplied or divided by a value between 1.0 and 1.05.
Randomize Position	Offsets sound effects on every track up to the specified value.
 RANDOMIZE	Every unlocked track gets a new randomly selected sound effect.
 Previous Variations	Moves active variations one to the left for all unlocked tracks.
Shuffle Variations	Every unlocked track's sound effect variation will be set to one random.
 Next Variations	Moves active variations one to the right for all unlocked tracks.
 Master Output	Adjusts the total output volume of the project, including locked groups and tracks. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset. This does also affect the output volume of exported material.
 Master FX	Open the Master Effect Rack window.
 VU Meter	Level display of the master output.

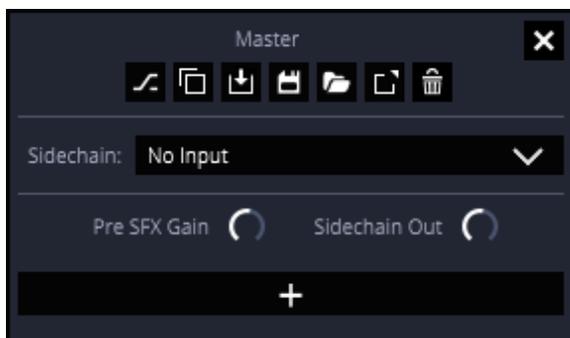
3.5. Transport

Located in the bottom right corner is the playback navigation. Use this to listen to your current project.

Action	Shortcut	Description
 Toggle Play from Last position	ctrl/cmd+shift+T	When active, the playhead resets to its previous position when pausing playback.
 Play / Pause	spacebar	Starts or pauses the playback of the project.
 Stop	ctrl/cmd+spacebar	Stop playback and reset playhead back to zero.

3.6. FX Rack

The Effect Rack for the Master, Group and Channel Tracks share the same layout and functionalities. You can toggle the visibility of a Rack by clicking on the **fx** button or via the **View** menu. Note that the maximum Plugin Count per Rack is limited only by your device performance.



Action	Description
 Bypass Processing	Bypass the entire effect chain via the Bypass button at the very left of the FX Rack menu. You will also find additional Bypass controls for every single Plugin instance.
 Copy Chain	Copy the entire effect chain.
 Paste Chain	Paste the copied effect chain. This will replace the existing chain. Undo / redo is supported for this action.
 Save Chain	Save the effect chain. Note that you can create subfolders for various categories to organize your effect chain directory.
 Load Chain	Load the effect chain.
 Close/Open	Close / Open all Plugin instance windows.
 Clear Chain	Delete the entire effect chain. Undo / redo is supported for this action.
Sidechain	Select your Sidechain Input Signal. Please note that backwards connections are not allowed, meaning for a Channel you can only select other Channels as Sidechain Input, for a Group you can select Channels or other Groups as Input and for the Master Effect Rack you can choose both Channels and Groups as Sidechain Input.
Pre SFX-Gain	Adjust the Input Gain for the Effect Rack.

Sidechain Out	Adjust the Sidechain Output Gain.
 Add Plugin	Add a Plugin instance via the Plus (+) icon.
Latency	At the very bottom of the FX Rack, you will find the latency displayed in milliseconds and samples. You can reset or set the latency manually by right-clicking on the latency display and selecting Reset Latency or Set Latency .

3.7. Snapshots

A snapshot is basically a saved state of the chosen variations in your current session that you can return to at any time. This offers the possibility to keep a compelling iteration stored and yet continue to evolve the sound even more without losing the current state. Replacing sound files will remove those from previous snapshots. When loading them, the removed sounds won't be loaded again.

Action	Shortcut	Description
Prefix		Contains the term which your snapshots will begin with. Every new snapshot will be named after the prefix and an ascending number, starting at 01.
 Add	ctrl/cmd+Q	Adds the current state of your project as a new snapshot
 Rename		Change the name for the selected snapshot.
 Update		Overwrites the selected snapshot with your current project status.
 Delete		Removes the selected snapshot.

3.8. Export

SOUNDWEAVER has the capability to render multiple iterations of a session at once. Furthermore, you can drag and drop rendered sound files directly into your audio editing system.

3.7.1 Prepare for Drag & Drop

The easiest way to render your project's audio is to make use of SOUNDWEAVER's Drag & Drop function. Use the area in the bottom right to access the feature. Sample rate and bit depth along with other export parameters will be adopted from your project settings and can be adjusted in the Export Audio dialog (see next chapter for more).

Function	Description
Left dropdown menu	Defines summing of the exported sound files. Muted tracks will not be rendered. If tracks are on solo, only their audio will be rendered.

	<p>Mixdown: Renders the full audio, i.e., what you hear through the master output, as a single file. Useful if you do not plan to perform any further mixing of individual groups or tracks.</p> <p>Groups: Renders one audio file for each group. Useful if you want to retain control over the different elements of your sound for further mixing.</p> <p>Tracks: Renders on audio file for every single track. Useful if you want to have complete control over every single layer of a sound when further mixing.</p>
Right dropdown menu	<p>Defines the source of your export.</p> <p>Random Variations: Exports as many variations of the project as specified.</p> <p>Snapshots: Renders all of the existing snapshots.</p> <p>Current Variation: Only renders the current state of the project.</p>
Variations	<p>Only affects Random Variations mode.</p> <p>The number of variations you want to be rendered. Drag up and down for value changes, double click to manually enter value. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset to 3.</p>
Overwrite	<p>If activated, a re-render will overwrite the files of the previous export. Overwritten files cannot be restored, so only use with absolute certainty!</p>
Randomize Pitch	<p>Does not affect Snapshots mode.</p> <p>Randomizes playback rate for each exported variation. Global value specified in Randomize Pitch will be used.</p>
Randomize Position	<p>Does not affect Snapshots mode.</p> <p>Randomizes timing offset for each exported variation. Global value specified in Randomize Position will be used.</p>
Prepare for Drag & Drop	<p>Renders audio files to a folder called "bounced" located in your project folder. Click again if the drag and drop status is Not up to date.</p>
 Drag & Drop	<p>From here, you can drag your exported files and drop them directly into your audio editing system or any location on your hard drive.</p>

3.7.2 Export Audio

Access the Export Audio dialog by choosing **File > Export Audio** or use the shortcut ctrl/cmd+E.

Function	Description
Export Name	Name of the exported file. Only applies to Export Mode Mixdown. Does not affect Prepare for Drag & Drop.
Left Export Mode dropdown	<p>Defines summing of the exported sound files. Muted tracks will not be rendered. If tracks are on solo, only their audio will be rendered.</p> <p>Mixdown: Renders the full audio, i.e., what you hear through the master output, as a single file. Useful if you do not plan to perform any further mixing of individual groups or tracks.</p> <p>Groups: Renders one audio file for each group. Useful if you want to retain control over the different elements of your sound for further mixing.</p> <p>Tracks: Renders on audio file for every single track. Useful if you want to have complete control over every single layer of a sound when further mixing.</p>
Right Export Mode dropdown	<p>Defines the source of your export.</p> <p>Random Variations: Exports as many variations of the project as specified.</p> <p>Snapshots: Renders all of the existing snapshots.</p> <p>Current Variation: Only renders the current state of the project.</p>
Filenaming tracks	<p>Only affects Tracks Export Mode.</p> <p>Group Name + Number: All rendered audio files will be named after the group they belong to and an ascending number, according to their position within the group.</p> <p>Name of Channel: Each rendered audio file will be named like its track.</p>
Quality	<p>Resampling quality of the exported files. A higher quality increases the render time.</p> <p>SOUNDWEAVER uses a sinc-based resampler to ensure your sound files stay in high quality after resampling.</p>
Sample Rate	Determines the sample rate for the exported audio files. Can be set to 44100 Hz, 48000 Hz, 96000 Hz and 192000 Hz.

Bit Depth	Determines the bit depth for the exported audio files. Can be set to 16 Bit, 24 Bit and 32-Bit Floating Point.
Variations	Only affects Random Variations mode. The number of variations you want to be rendered. Drag up and down for value changes, double click to manually enter value. Hold ctrl/cmd to fine adjust. Click mouse wheel or alt+left mouse to reset to 3.
Randomize Pitch	Does not affect Snapshots mode. Randomizes playback rate for each exported variation. Global value specified in Randomize Pitch will be used.
Randomize Position	Does not affect Snapshots mode. Randomizes timing offset for each exported variation. Global value specified in Randomize Position will be used.
Detect Tail Method	Count from Clip End (May include silence) Use this method if you can calculate the tail length. Pre-detect SFX Tail (Longer Export Time) This method will analyze and adjust the tail length of each file automatically. Note that rendering this way will take more time.
Cut Tail After X Seconds	To control the maximum tail length, you can set a value in seconds after which the tail will be cut and faded out.
Export path	Does not affect Prepare for Drag & Drop. Displays the path on your hard drive where the audio files will be rendered to Change by clicking the Select Path button.
Cancel	Closes the dialog without rendering any audio.
Export	Initiates the rendering process according to your settings.

4. TIPS & TRICKS

To help you get started, here are some tips and tricks to lift off with SOUNDWEAVER and use it regularly in your future productions.

4.1. Leave Keywords blank

If you're not sure what keywords to look for, you do not need to specify any of them. A search without keywords will take any sound effect of your search path into consideration. Sometimes, it's these creations which will come up with impressive new combinations and spark your inspiration for exciting new sound designs!

4.2. Extreme Global Pitch Changes

Don't be afraid to use the **Global Pitch** adjusting to its extreme. Create a rim shot out of an explosion by increasing the playback rate or make a rumbling drone out of a bowed metal sound by decreasing it.

4.3. Variation Shortcuts

To work through variations quickly, you won't even need to lift your right (or left!) hand from the keyboard to grab your mouse. If you select a track, you can switch through the variations using the left and right arrow keys or select a random variation with ctrl/cmd+T.

4.4. Huge Quantities in Barely Any Time

Just setting a small amount of a global **Random Pitch and Random Position** will give you a unique variation for each new export. This allows you to quickly create a huge supply of different variations of a new sound without much editing time needed.

5. POSTFACE

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