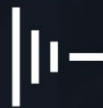


bcom[®]
INTERACTIVE



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. *SoundWaver* 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. 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.

2.3. 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.

2.4. Exporting Audio

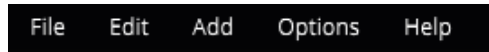
SoundWeaver is designed to kick off your imagination and speed up your workflow coming up with unique sound effects. Any additional mixing and mastering can be done in the DAW of your choice.

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 also available directly beyond the menu bar as clickable arrow icons.

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 plays 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 <i>SoundWeaver</i> 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

3.1.5. Help

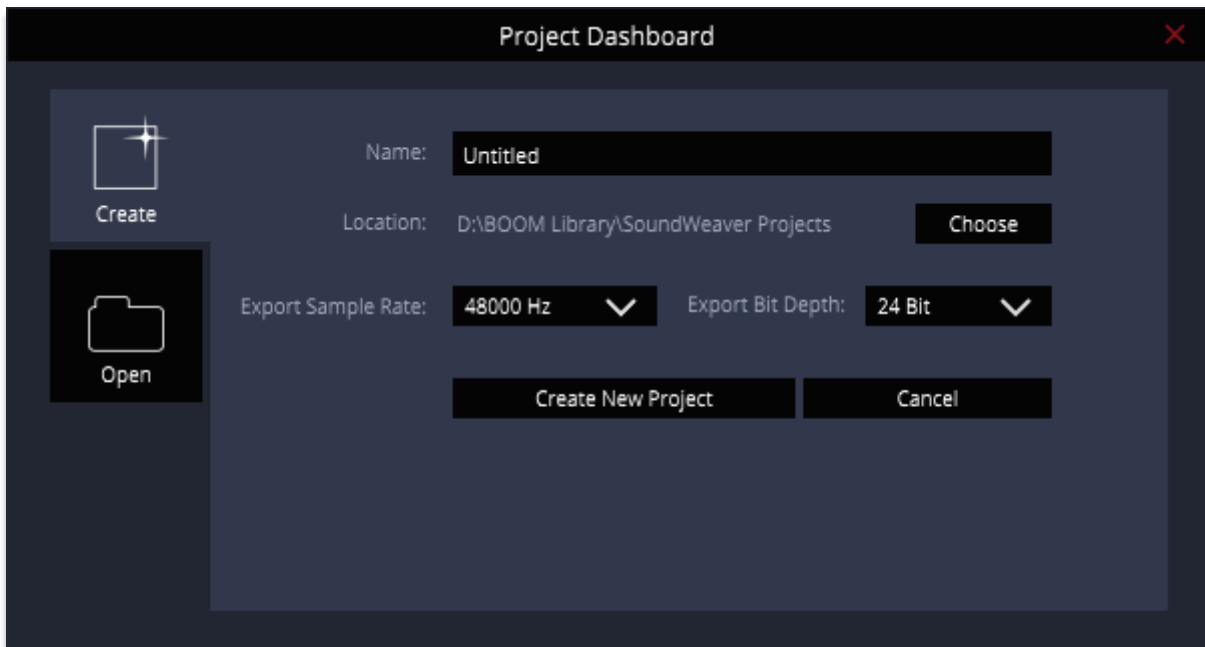
Option	Shortcut	Description
View Help	F12	Opens the very document you are looking at right now
About SoundWeaver		Views SoundWeaver program information such as its version number or the lovely people who have invested their time and hard work to make this program available to you

3.2. Project Dashboard

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

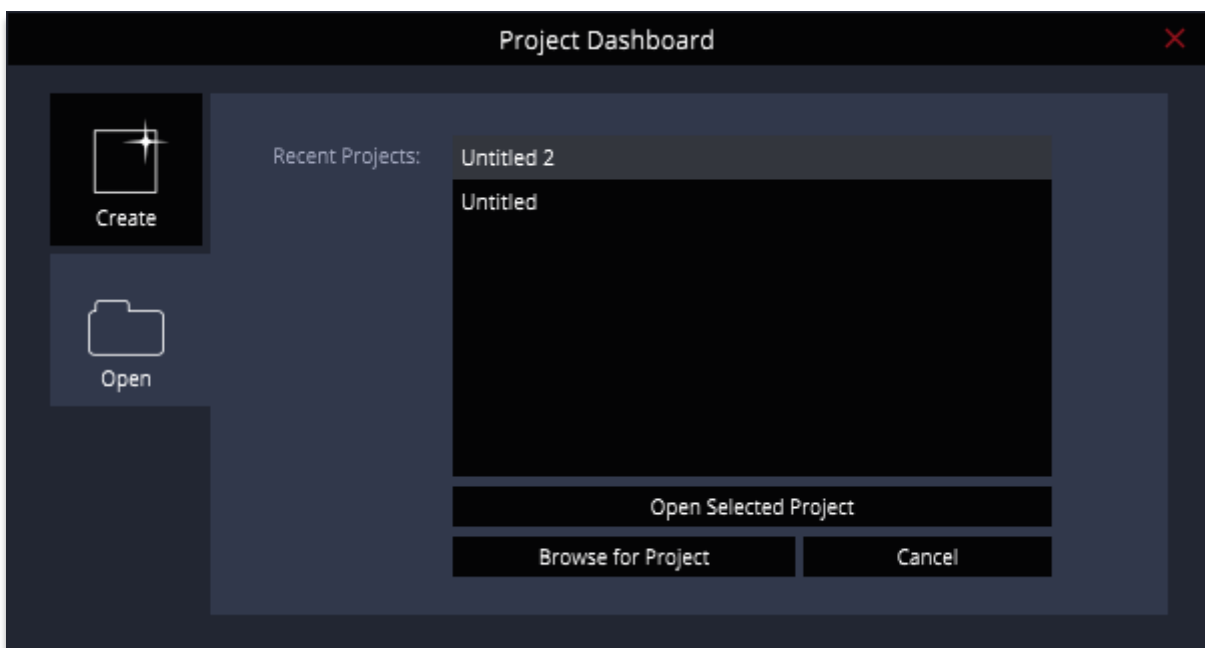
3.2.1. Create

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 in this dialog, however these can always be changed later in the Export Audio dialog. Click on **Create New Project** to start.



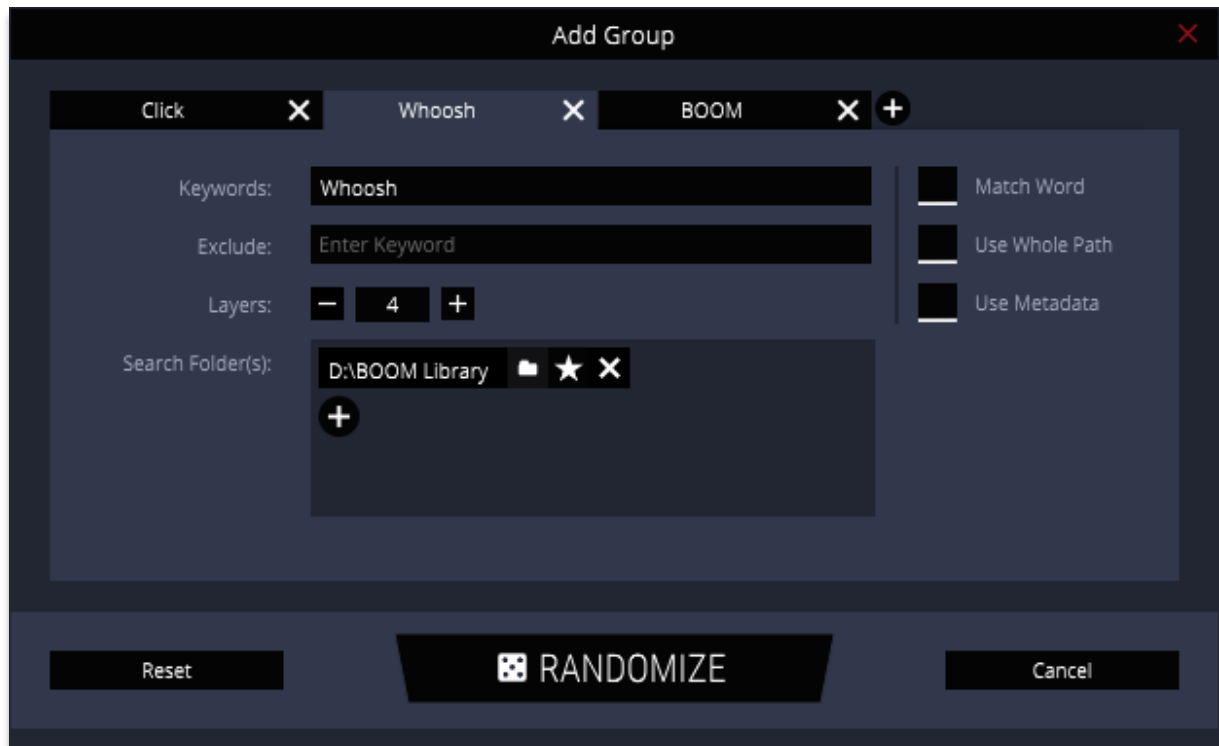
3.2.2. Open

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)

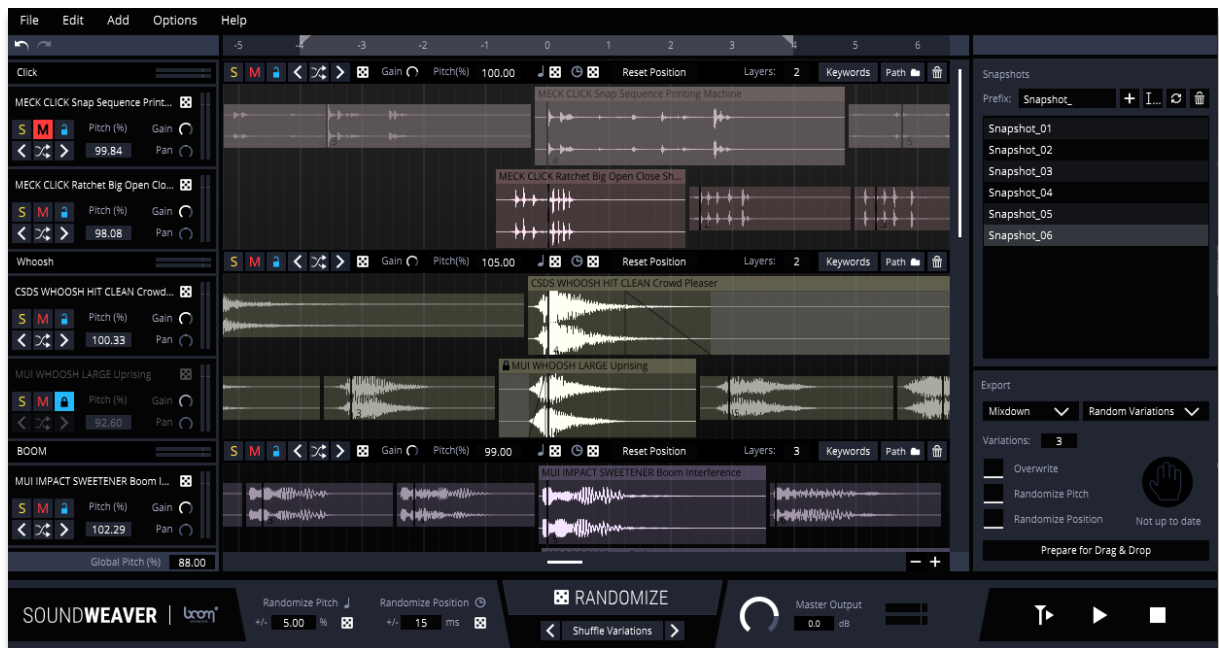
Location(s) on your hard drive you want *SoundWeaver* to look through. **Toggle Favorite** will store the specified path in the dropdown menu.

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.

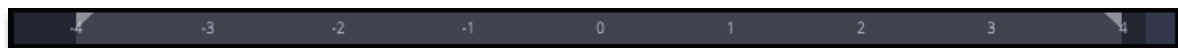
3.4. Timeline

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+mouswheel**.



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 scrollwheel 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 of the group's unlocked tracks
 Randomize	Loads a newly randomized sound effect for each unlocked track of this group
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 <i>SoundWeaver</i> 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 the 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
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		Opens a dialog to adjust region detection settings. Useful if default region detection by <i>SoundWeaver</i> brought unfavorable results. The standard setting for importing audio is -80dB, 200ms. 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). 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.
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 Options




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
 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. 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		Lets you change the name for the selected snapshot
 Update		Overwrites the selected snapshot with your current project status
 Delete		Removes the selected snapshot

3.7. 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 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 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 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
Right dropdown menu	Defines the source of your export Random Variations: Exports as many variations of the project as specified Snapshots: Renders all of the existing snapshots Current Variation: Only renders the current state of the project
Variations	Only affects Random Variations mode The amount 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
Overwrite	If activated, a re-render will overwrite the files of the previous export. Overwritten files cannot be restored, so only use with absolute certainty!
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.
Prepare for Drag & Drop	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



Drag & Drop

From here, you can drag your exported files and drop them directly into your audio editing system or any location on your hard drive

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	Defines summing of the exported sound files. Muted tracks will not be rendered. If tracks are on solo, only their audio will be rendered 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 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 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
Right Export Mode dropdown	Defines the source of your export Random Variations: Exports as many variations of the project as specified Snapshots: Renders all of the existing snapshots Current Variation: Only renders the current state of the project
Filenaming tracks	Only affects Tracks Export Mode 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 Name of Channel: Each rendered audio file will be named like its track
Quality	Resampling quality of the exported files. A higher quality increases the render time <i>SoundWeaver</i> uses a sinc-based resampler to ensure your sound files stay in high quality after resampling
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 amount 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.
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

5.1. End-User License Agreement

This license agreement is a single-user license agreement. For multi-user licenses and multi-user discounts, please contact us via service@boomlibrary.com

The following End User License Agreement ("EULA") represents the contractual conditions between you ("Licensee" or "you") and BOOM Library, Rohrbach, Langer, Sillescu GbR, Kästrich 6, 55116 Mainz, Germany ("BOOM"). For the use of audio plug-ins or software including related media, documentation (e.g. manuals) and other documents and materials (e.g. presets) manufactured by BOOM ("audio plug-ins" or "software"). By installing and by registering the software on your computer, you declare yourself in agreement with these conditions. If you do not agree with these conditions, you are not allowed to install the software. Copyright laws and international copyright treaties, as well as other intellectual property laws and treaties protect the content. All rights not expressly granted to Licensee hereunder are reserved by BOOM.

Section 1 – Introduction:

1. What You Get:

- a. You get to install the software on up to two computers that you, only, use. They can be your computer in an edit bay and a laptop for the field, or your computer at work (or school) and your computer at home, etc.
- b. You can copy the software only once, for the sole purpose of making a backup copy
- c. If you need licenses for multiple people or more workstations, you will need to get a multi-user license from us. Please contact us for multi-user pricing.
- d. If you are an educator and need a license for your lab please contact us for educational pricing.
- e. You can export, render out, re-record or otherwise save any type of sound, noise, music, pad ("work") created with our software and its presets and use it as part of any video, game, audio library or other media production ("media projects"), even other people's media projects that you didn't do, if the works are made from the copy of the software you have on your computer and used as per our End User License Agreement.

2. What You Don't Get:

- a. You don't get to make any other copies of the software.
- b. Please don't share our audio plug-ins or software on the internet – we are a small company and unlicensed copies hurt our ability to make the software better for you and bring you new products in the future.

Section 2 – Ownership:

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