



Getting Started

# Soundbox



## Soundbox is a MPE Virtual instrument platform for desktop and iPadOS.

The engine can host up to 4 sample layers with extensive sound controls, such as audio effects, mulation, arpeggiators, a vector engine and a full-featured sound editor.

**VST · VST3 · AU · AAX · AUv3 for Windows, MacOS and iPadOS.**

## Quick Start

Double-click the installer found inside the main folder and follow the instructions.

*For Windows users: During the installation you may select the formats you want to be installed (VST3, AU, AAX or Standalone).*

After the installation is completed, you will be able to see Loopmix in your DAW's plugin list and your Plugins folder.

The first time you open Soundbox, you will be asked to authorize the plugin. Enter your license key and your registration email to authorize Soundbox.

You may access your license key through your Audiomodern account > My License Keys tab.

## Developed By:

Mario Nieto, Maximos Maximilianos, Katerina Mantzari and the Audiomodern team

Special Thanks to all Beta Testers!



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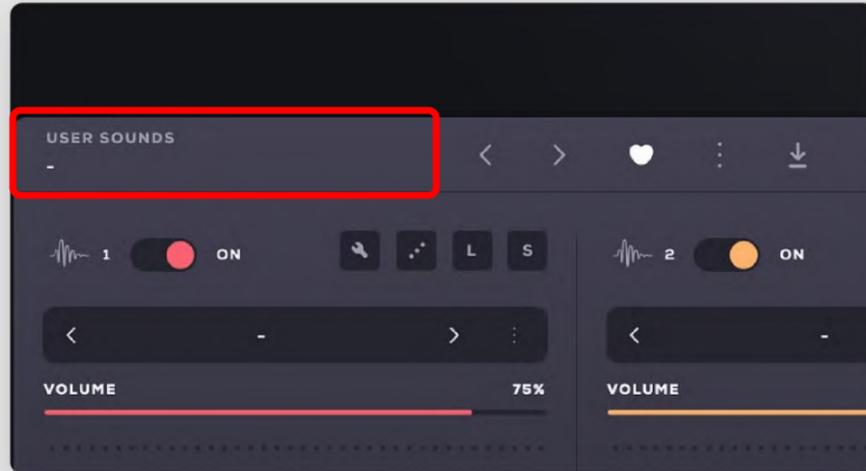
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## Want to learn how to make the most our of our software?

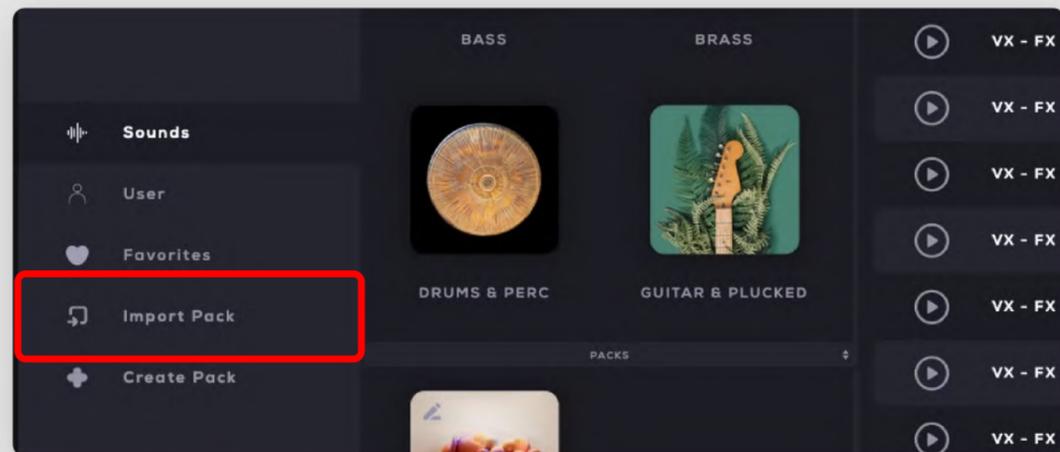


## Importing a pack

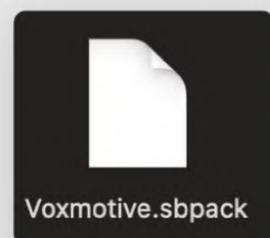
1. Click the **User Sounds** menu to enter the presets & packs manager.



2. Click **Import Pack**.



3. Locate and select the Sounbox Pack (.sbpack) that you want to import and click Open/Import:

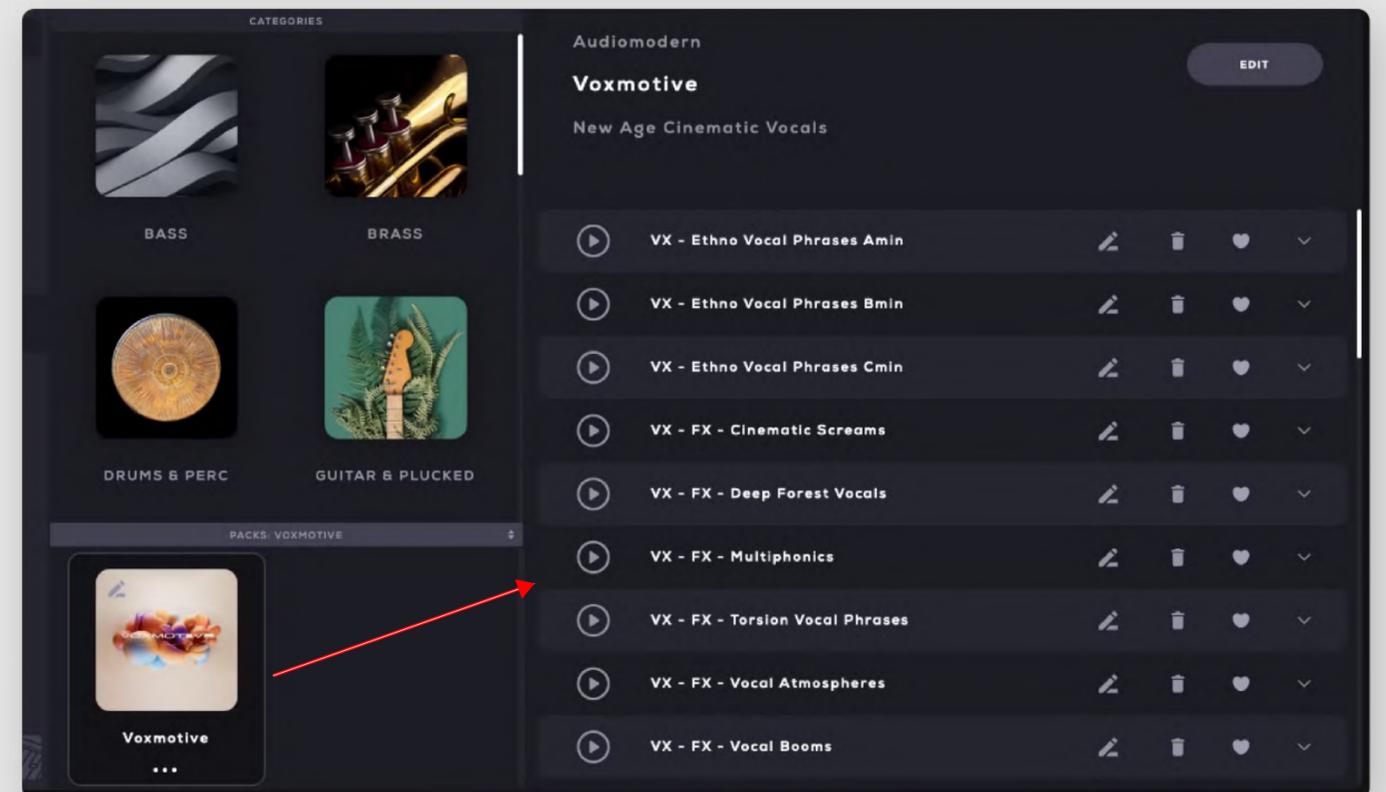


4. Done!

Now you are able to see the Imported Pack under the Packs category.



The presets that are included in the pack can be found in the right column. Double-click a preset to load it.



## File organization

Before we dive into the features of Soundbox, let's take a moment to understand the way content is organized.

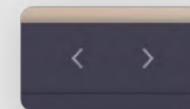
- A pack is the upper content tier, which contains a number of presets.
- A preset contains up to 4 layers, each of which contains a group of sounds.
- A group is a collection of sounds that are mapped to the note and velocity zones of the keyboard.
- A sound is a sample that contains additional information such as tuning, panorama, sample start and end points and so forth.

## Menu controls



On the left you can see the name of the loaded preset and the pack to which it belongs.

To open the preset browser, click on the preset name or on the three dot icon.



Previous & next preset: Skip through the presets with the arrow buttons.



Mark as favorite.



Open the presets manager.



Save a new preset.

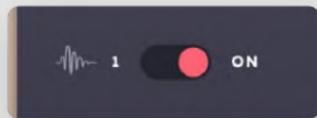


This randomizer semi-randomly assigns new groups to the four layers of the preset. It selects groups from other presets based on their tags, so it will try to match the current preset's style and genre.

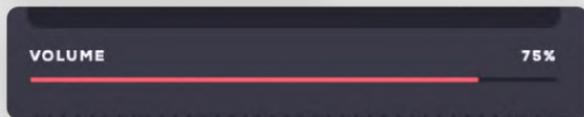
# Layers

Soundbox can host up to 4 sample layers with extensive sound controls, such as audio effects, mulation, arpeggiators, a vector engine and a full-featured sound editor.

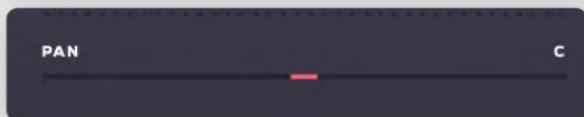
Layers are located below the menu controls.



Toggle on and off



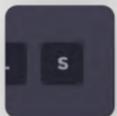
Layer Volume



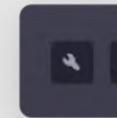
Panorama



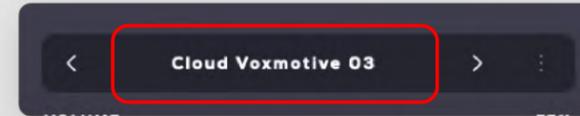
Press 'L' to link the layers and change their volume or panorama in unison.



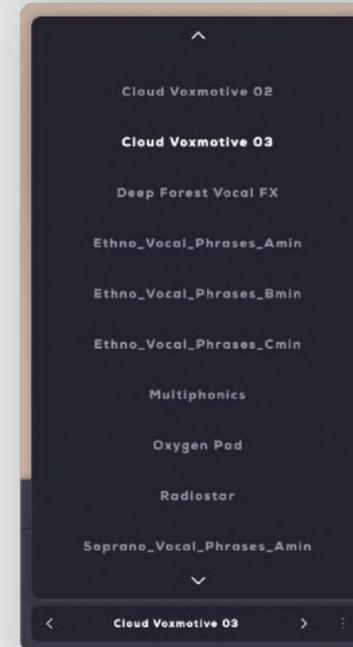
Solo a layer



The wrench icon opens the sound editor, where you can edit existing sounds, import samples to create new sounds and manage the mapping of the group.



This menu shows the name of the loaded group.

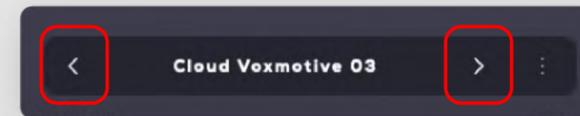


Click the name of the group or the three-dots icon to enter the group's drop-down menu.

Use this menu to load another group to this layer.



Additional options are available when you press the three dots: You can copy the content of a layer and paste it into another layer, create a new source, which opens the sound editor, or clear this layer. Clearing the layer removes the source it holds and resets all parameters.



Use the left and right arrow buttons to browse through groups.

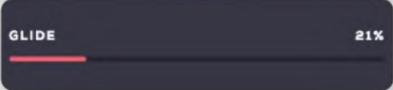
## Controls

Located on the control menu bar are six different tabs with various controls and features. Each of the four layers has its individual control panel.

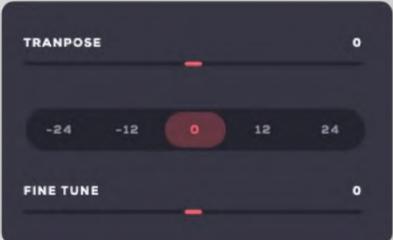
Click/tap **Controls** to open the layer controls tab.



Choose between monophonic, legato and polyphonic mode.



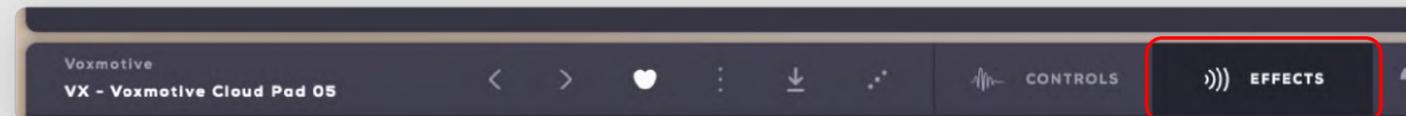
Adjust the amount of glide.



Transpose the layer in note steps, by octaves, or fine-tune it.

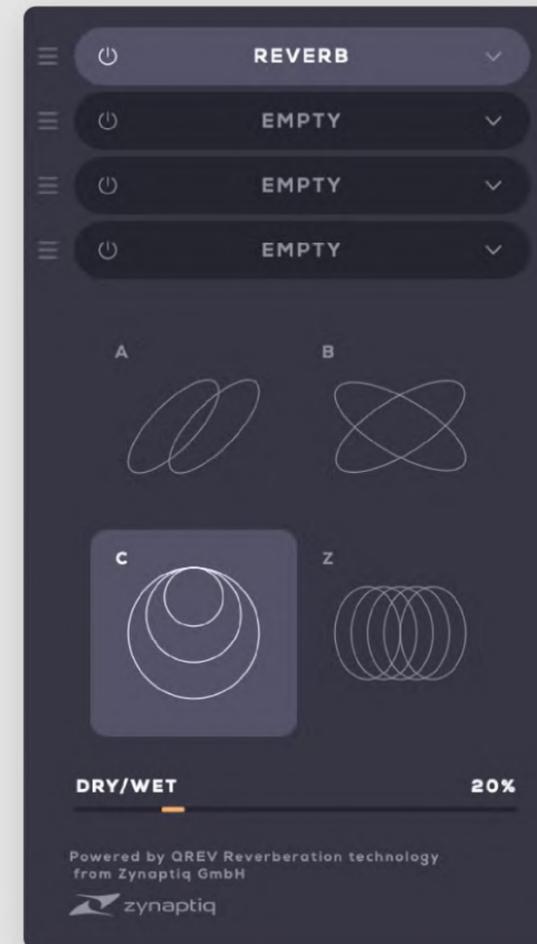
## Effects

The effects tab hosts 4 effect slots for each layer. Click/tap **Effects** to open the effects tab.



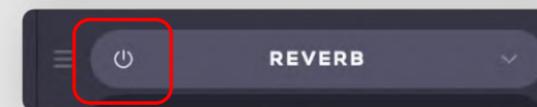
Click any of the available drop-down menus (slots) to expand it and select an audio effect to be loaded.

The engine provides 10 different audio effects: Reverb, Delay, EQ, Filter, Distortion, Chorus, Phaser, Lofi, Compressor, Limiter and Noise.

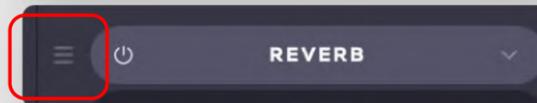


Each audio effect has its individual controls.

The Reverb, which is powered by Zynaptiq, for example offers four different reverb modes and a dry/wet balance slider.



Bypass effects with the on/off switch



Drag up/down to re-arrange the effects' order

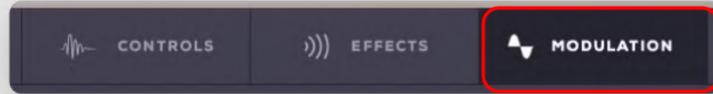


Drag and drop an effect (its name) to another fx slot to duplicate the effect and all its settings on the same layer or across layers.

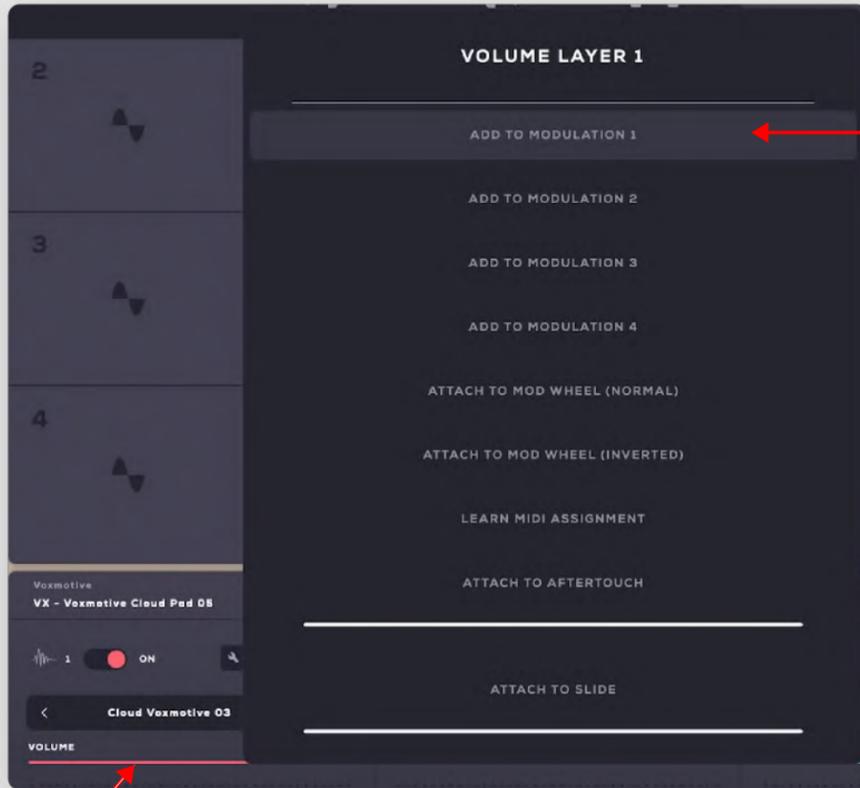
# Modulation

The modulation tab features 4 LFO engines that can be freely mapped to almost any parameters of the preset.

Click/tap **Modulation** to open the layer controls tab.



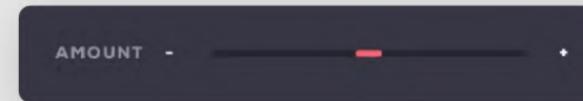
To map a control to an LFO, right-click on it and add it to one of the four modulation engines. In this example, we are mapping the volume from layer 1 to Modulation 1:



1. Right-click the parameter

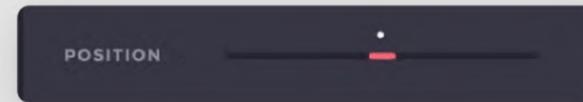
2. Select a modulator to map the parameter.

3. Volume from layer 1 is visible under the Modulation assigned parameters section, as shown below:



Adjust the modulation depth with the amount slider.

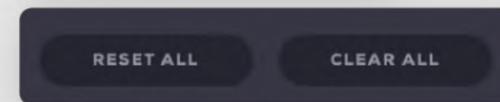
The amount slider is bipolar. Pushing it below the center inverts the modulation direction.



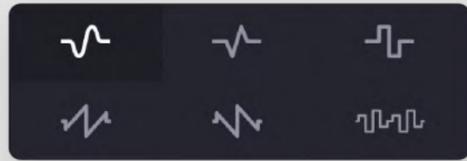
With the position slider you can offset the center of the modulation.



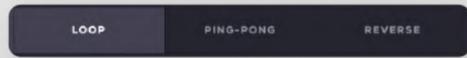
Bypass, reset or delete the assigned modulation destination



Reset or delete the assigned modulation destinations all at once



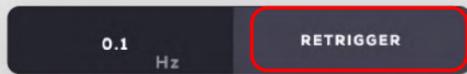
The LFO offers six different shapes: Sine, triangle, square, saw tooth, reverse saw, and sequencer.



The LFO can cycle forwards, backwards, or back and forth in ping pong mode.



Change the LFO speed by dragging the mouse up and down in the tempo field, or double-click and enter a value.



Press retrigger to restart the LFO with each new note.



Activate sync to synchronize the LFO to your host tempo.



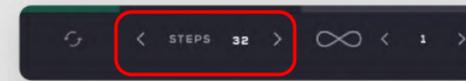
Select a time division with Q.



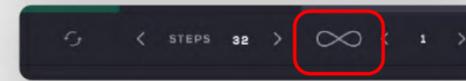
Activate the sequencer modulation.

The sequencer modulation mode offers additional controls:

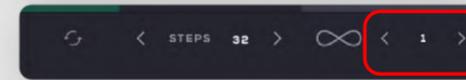
- Draw in the modulation level for each step manually,
- or press the dice icon to generate a random modulation sequence.



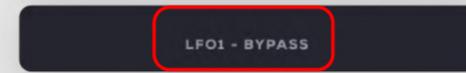
Set the number of steps from 1 to 32.



Activate the infinity mode to generate a new random pattern every time the sequencer loops through.



Adjust the infinity number to set how often the pattern should repeat until a new random pattern is generated.



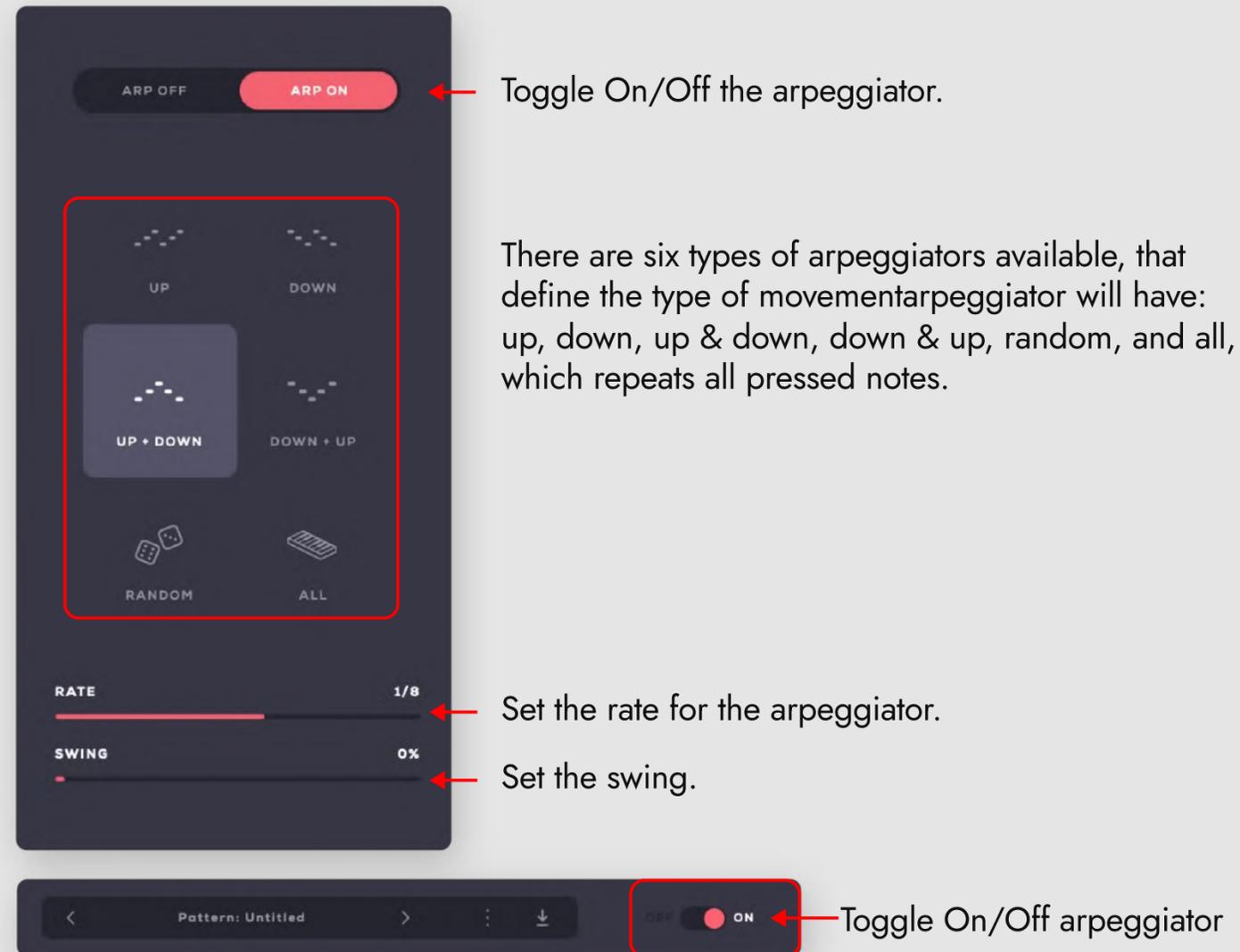
Bypass LFO.

# Arpeggiator

An arpeggiator is available for each layer and it can be found in the ARP tab.

Each of the arpeggiators work independently and exclusively for the selected layer.

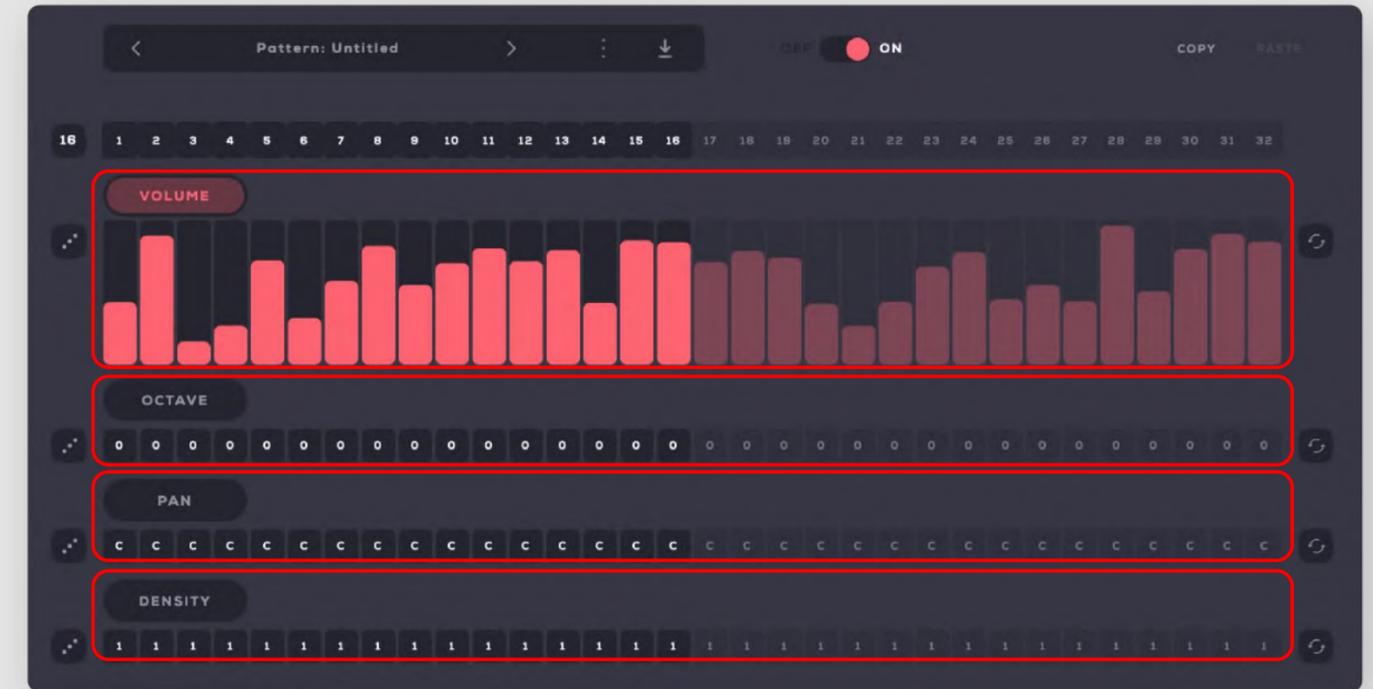
There are six types of arpeggiators available, that define the type of movement the arpeggiator will have.



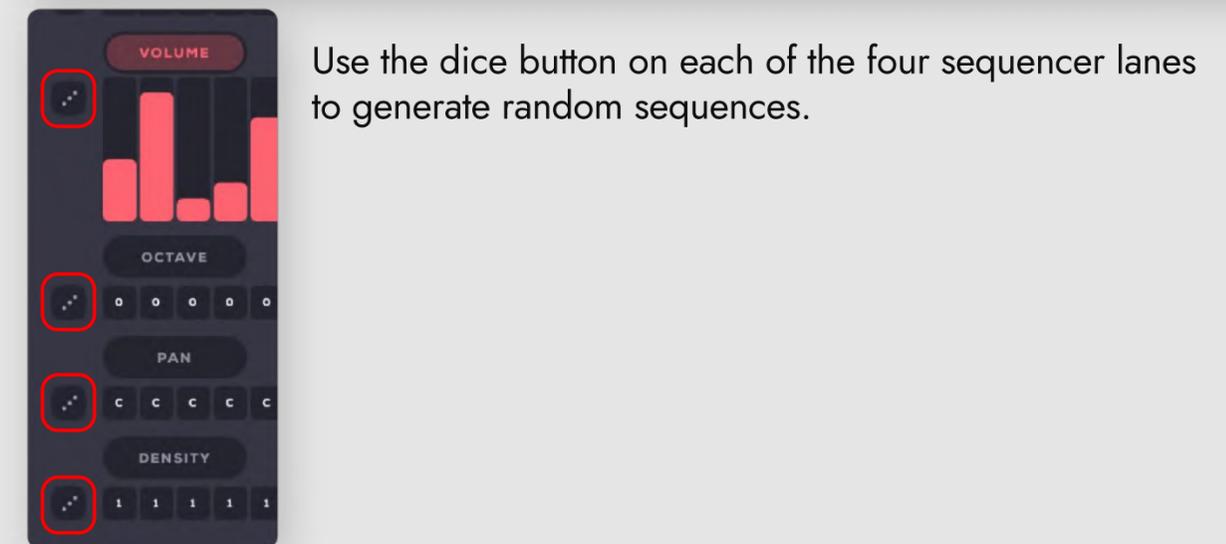
Annotations for the Arpeggiator control panel:

- Toggle On/Off the arpeggiator.
- There are six types of arpeggiators available, that define the type of movement the arpeggiator will have: up, down, up & down, down & up, random, and all, which repeats all pressed notes.
- Set the rate for the arpeggiator.
- Set the swing.
- Toggle On/Off arpeggiator

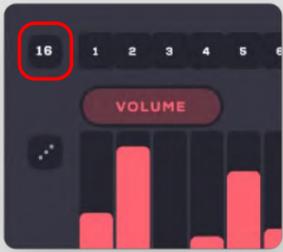
By activating the arpeggiator, you can change the volume, octave, panorama, and density for each step of the arpeggio. Drag up/down any of the arpeggiator's sliders to adjust this step's volume, octave, pan or density manually.



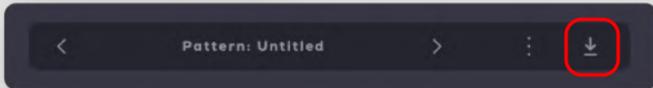
Arpeggiator sequencer interface showing 32 steps with four lanes: VOLUME, OCTAVE, PAN, and DENSITY.



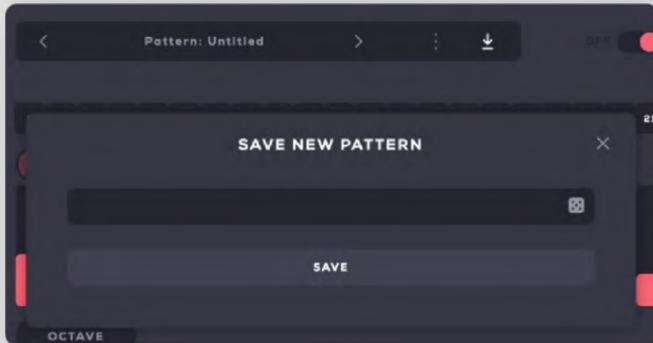
Use the dice button on each of the four sequencer lanes to generate random sequences.



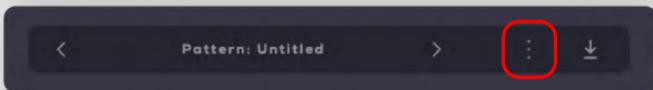
Set the length of the sequence by holding and dragging the number field on the left, or type in the number of steps.



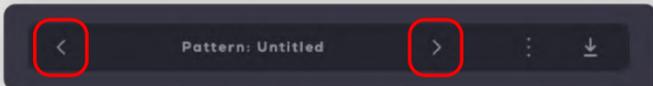
Click to save your sequence



Enter a name for your sequence, or click the dice button to generate a random name for it and click Save.



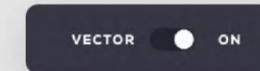
This expands the drop-down menu which includes your custom saved sequences.



Use the right/left arrow buttons to skip through the presets.

## Vector tab

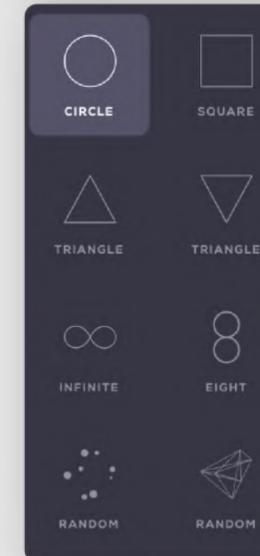
The vector pad enables you to seamlessly blend between the 4 layers with one mouse movement, or automatically by activating the movement option.



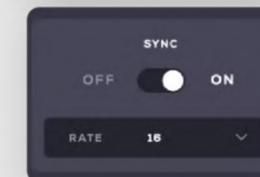
Activate vector



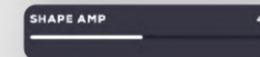
Activate movement for the vector



While movement is enabled, you can select any of the 8 available movement types.



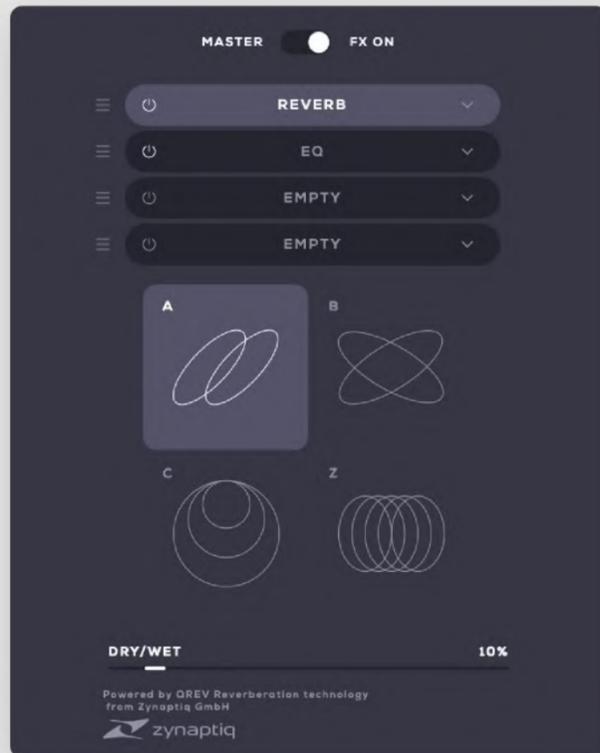
Activate the Sync button to sync the movement to the host tempo. Deactivate Sync to set the speed freely.



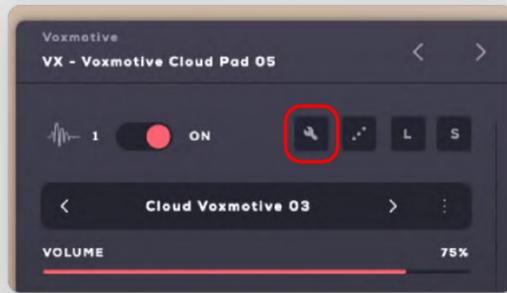
Shape amp controls the vector pad's modulation depth.

## Master tab

The Master tab hosts four more effect slots for the main output, which are otherwise identical to the effects tab.

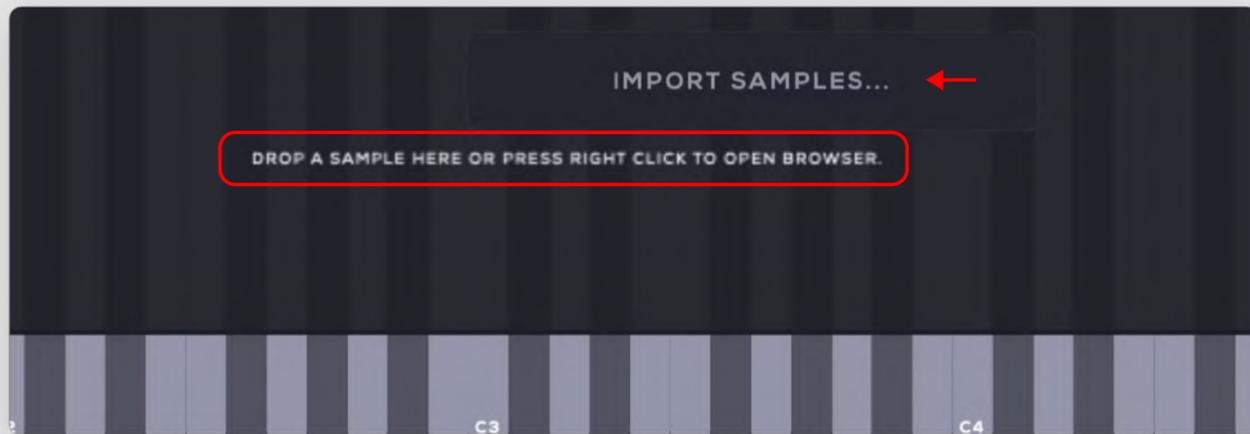


## Sound Editor



Press the wrench icon of a layer to open Soundbox's sound editor.

To import a sample into the empty group, right-click on the keyboard to open the import browser window, or simply drag and drop it onto the desired note on the keyboard and define the keyboard zone by dragging the mouse up or down:



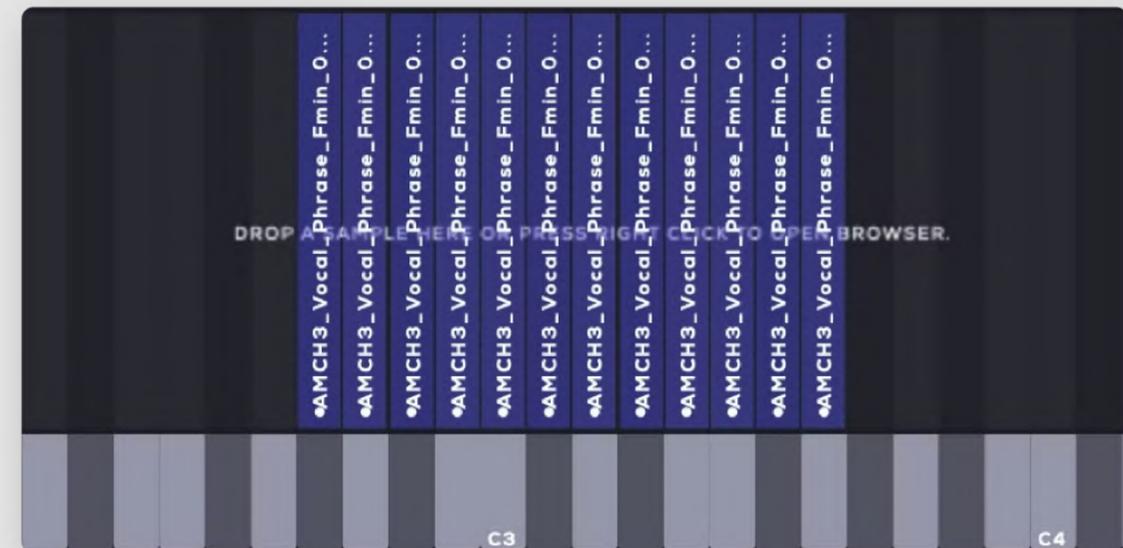
By placing a sample on the keyboard, you can drag it horizontally to move it around, or change the zone by horizontally dragging the corners.

The sample will only be played when you hit the key or keys it is mapped to.



Define the velocity zone of the sample by vertically dragging the corners of the sample zone.

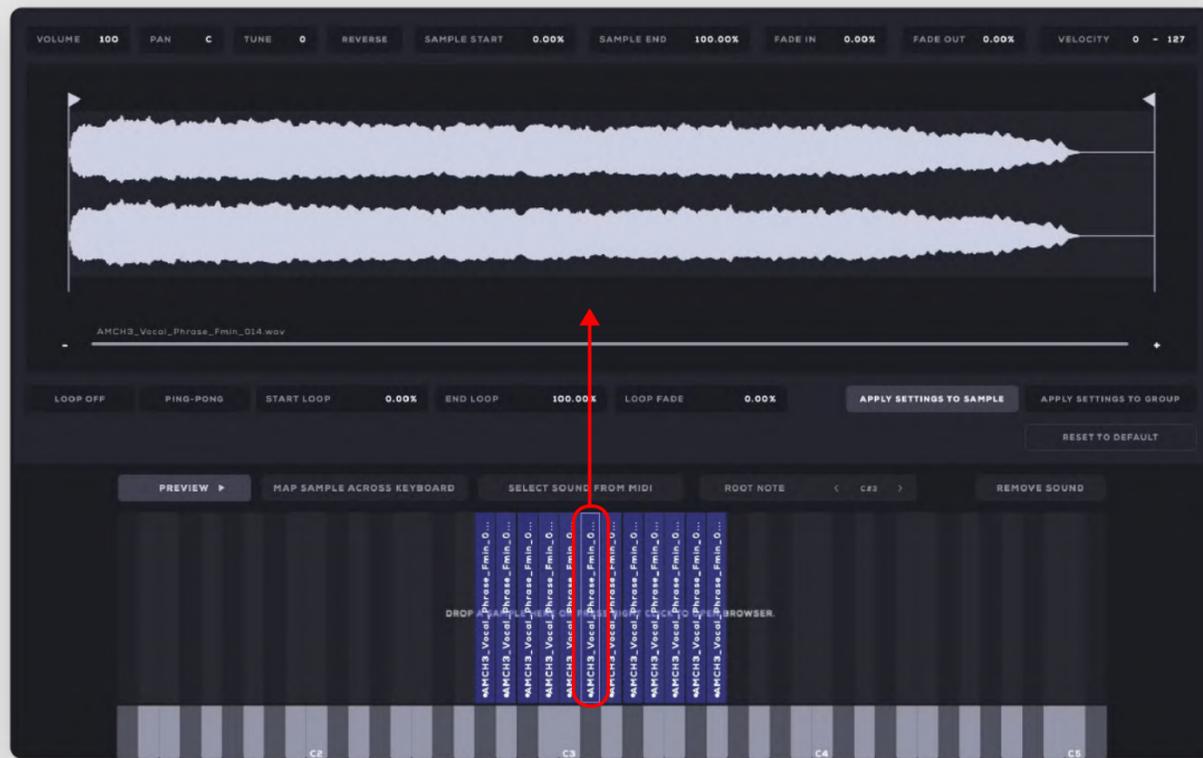
Now the sample will only be played back when the notes it sits on are struck with a velocity within the velocity zone.



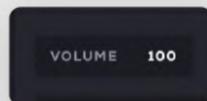
You can map a single sample across the whole keyboard, so it will be transposed to every note, or place multiple samples.

You can also even place multiple samples on one key, or layer them in different velocity zones of one key. This enables you to easily create anything from simple one-shot instruments to elaborate, multi-sample and multi-velocity groups.

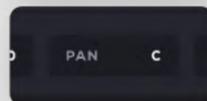
Click one of the samples to show it in the sample editor. The selected sample will be highlighted:



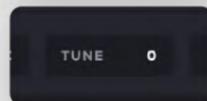
The sample editor allows you to change the volume, pan, tune, play direction, sample start and end points, fade in and fade out time, and velocity zone for each sample.



Drag vertically to change the volume of the selected sound. Changes will also be displayed in the waveform area.



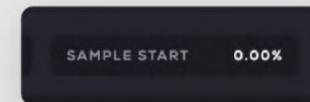
Drag vertically to change panorama.



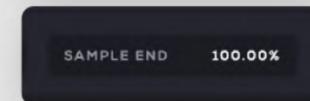
Drag vertically to change tuning.



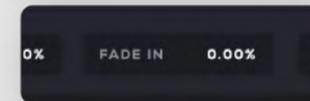
Click Reverse to reverse sample.



Drag vertically to adjust the starting point of the sample. The starting point will be visible in the waveform area too.



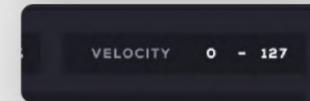
Drag vertically to adjust the ending point of the sample. The ending point will be visible in the waveform area too.



Fade in slider.



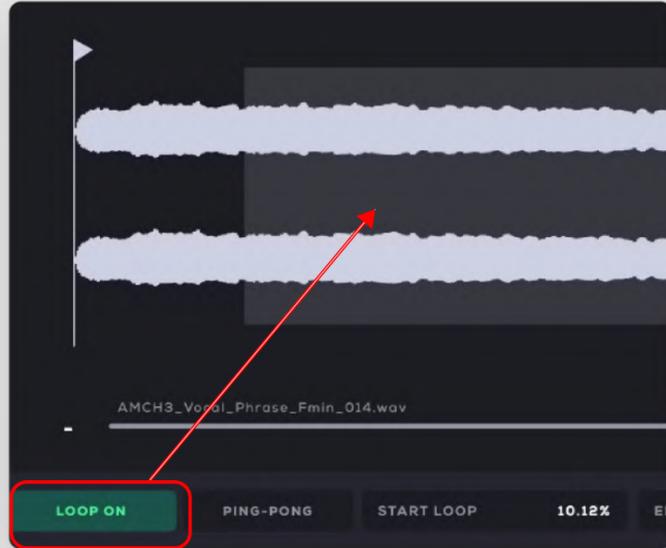
Fade out slider.



Drag vertically to adjust the minimum and maximum points of the velocity zone of the sample.

## Creating loops

The sample editor also allows you to create loops, change the loop mode to ping pong, set starting and ending points for the loop and the fade time.



Enable the Loop Off button to allow the sample play in loop.

The part of the sample that will play in loop, will be highlighted.

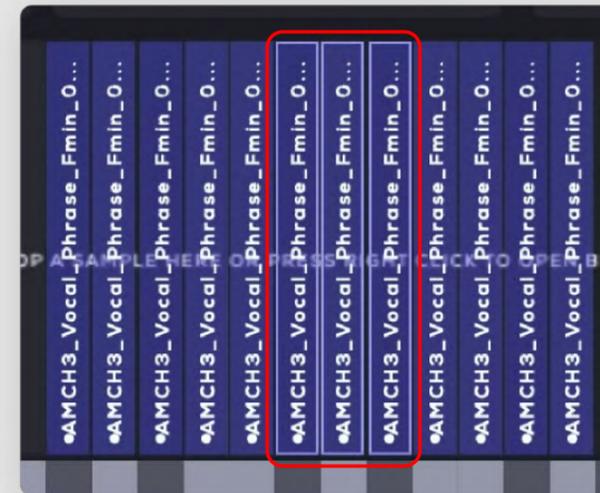


Drag horizontally the right and left sides of the highlighted area to adjust the starting and ending point of the loop.

Alternatively, drag vertically the Start Loop and End Loop sliders, or click them to manually enter their values.



Drag up/down to change loop fade. Changes will be visible in the waveform area too.



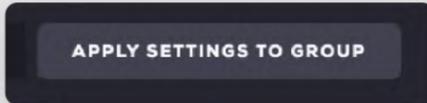
The sample editor allows you to edit multiple samples at once.

Press "Shift" and click on the samples of your choice to select them. Selected samples will be highlighted.

All changes will be applied to the selected samples.

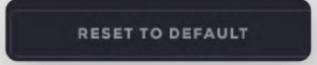
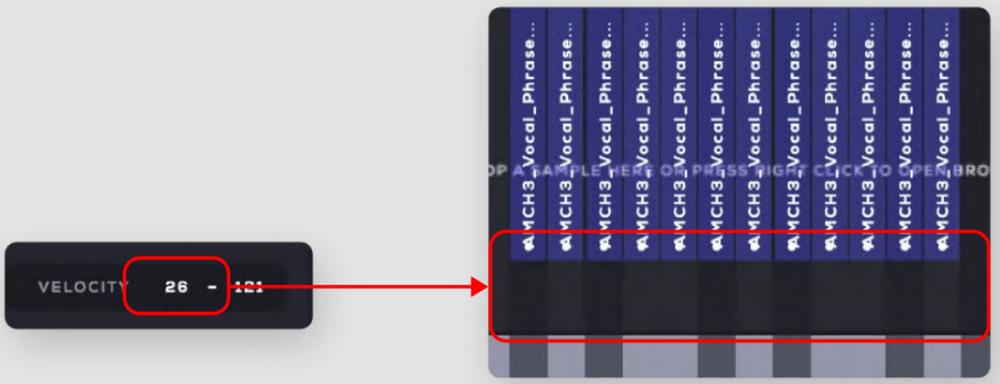
For example, while these samples are selected, adjust the maximum velocity value. Changes will be applied to the selected samples at once.





Switch to **Apply Settings to Group** mode to make changes in all of the samples that belong in the selected groupn at once.

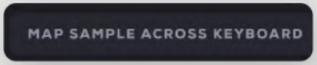
For example, while this option is enabled, change the minimum velocity value. This change will be applied to all samples at once:



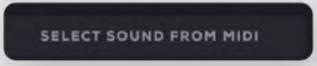
This resets all settings.



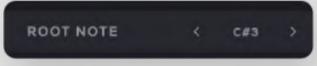
Click a sample to select it and then, click "Preview" to play the sound.



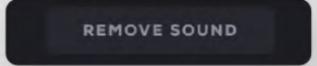
You can map a sample across the complete keyboard by clicking the sample to select it and then, clicking this button.



Use this option to select a sample by triggering a MIDI key.



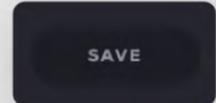
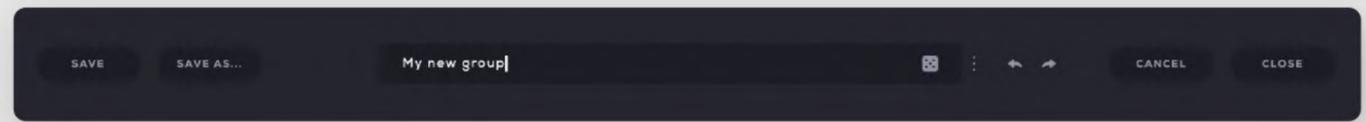
Drag vertically to change the root note of the sample.



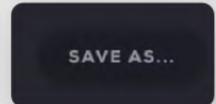
Click this button to remove the selected sounds.

### Saving a group

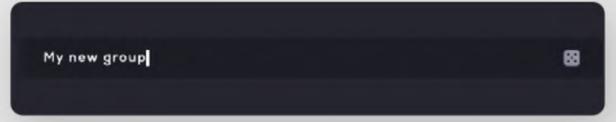
Soundbox's Edit Mode allows you to save the entire group, in order to be able to load it anytime you want to add it to a layer, or export it and share it across devices.



Click Save, enter a name for your preset and press Enter or click Save to save it. If you have loaded an already existing group, you can use this option to overwrite the old preset.



Click Save As... to enter a name for your preset and press Enter or click Save to save it.



Use this field to enter a name for your group, or click the dice button to generate a random name for it.



This will expand the menu with all saved groups.



Undo & redo buttons.



Cancel saving group.



This will close the editor's window.

This area also allows you to import/export a group and share it across devices.

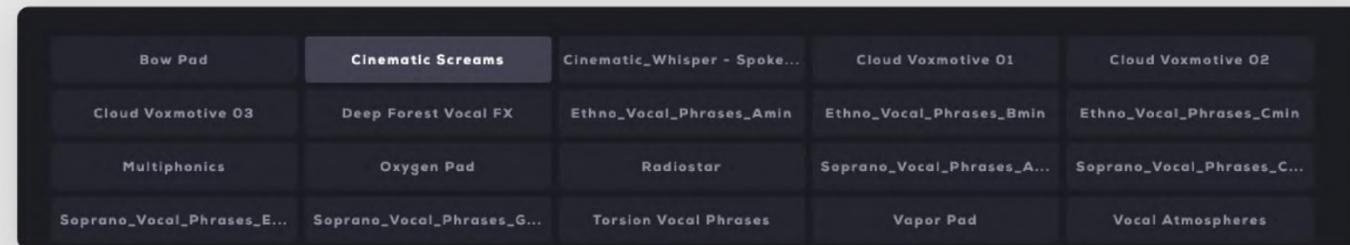
Groups are compatible with both the desktop and iPadOS versions and can be shared e.g. from an iPad to a computer and vice versa.

Groups can be saved independently from presets, so you don't need to save the whole preset to create or alter and save groups.



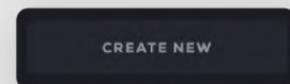
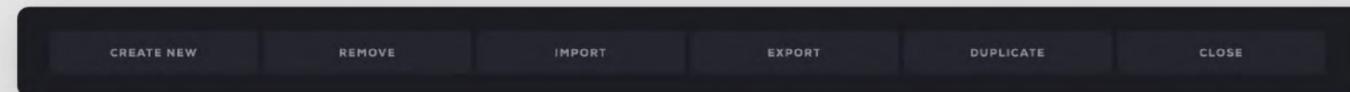
Click the three-dots button to access the tab.

You will be able to see the complete list of all saved groups, as shown below:

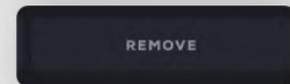


The group that is currently loaded is highlighted.

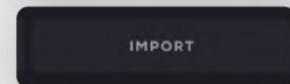
More options can be accessed at the bottom part of this tab:



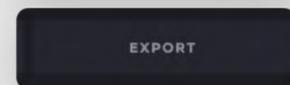
Create new group: this will start the process to save a new group which is described in the previous page.



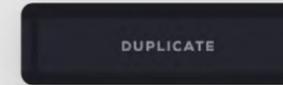
Remove selected group.



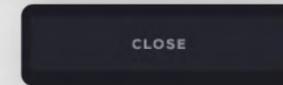
Import group: select a group to be imported.



Press export and Soundbox saves an sb-group file on your hard drive, which contains the groups samples and settings.



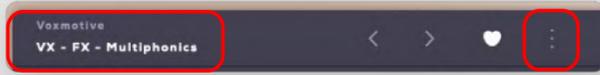
Duplicate group.



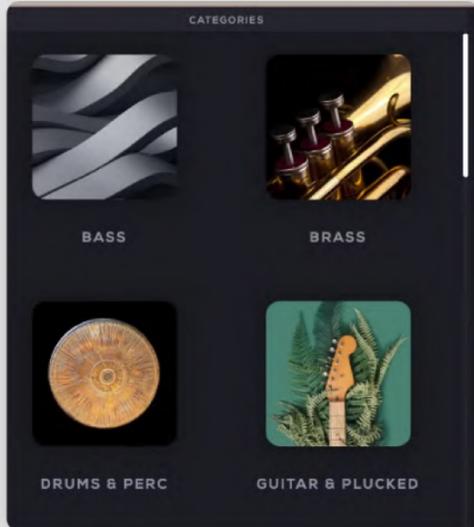
Close tab.

# Preset Manager

The preset manager is where you load, save and manage your presets and packs.



Open the preset manager by clicking on the preset name or the three-dot icon.

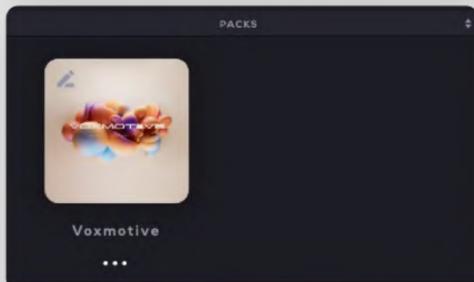


In the middle column, the presets categories can be found.

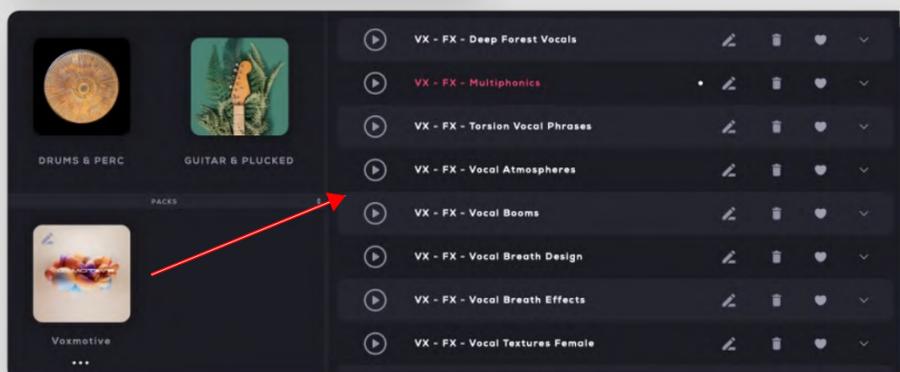
These categories are useful for the presets' neat categorization and easy access for later use.

Scroll up/down or use the available scroll bar to see the categories.

Click a category to select it and all the presets included under this category, will be visible in the presets section on the right.



The Packs area includes all the installed packs. Click on pack to select it and the presets that are included in this pack, will be visible in the right column.



Double-click a preset to load it.

The currently loaded preset will be highlighted with red color.



Click and hold to preview the preset



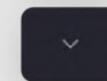
Click to rename the preset



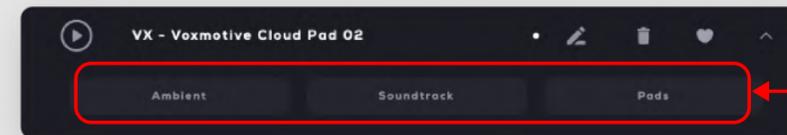
Delete preset



Mark as favorite

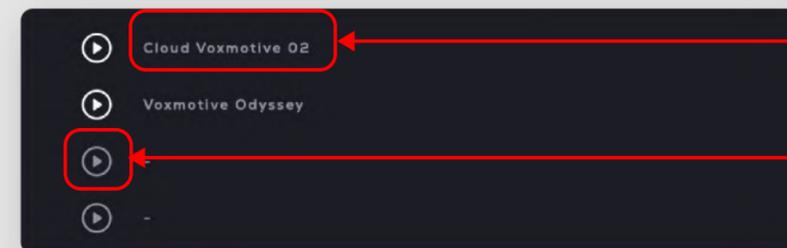


Expand the preset's menu: This will show the names of the groups that are loaded into the preset, preview buttons for them and the preset's tags (genres).



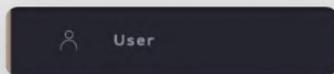
Tags

More information about tagging can be found in the next page.

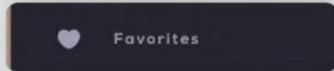


Name of group that is loaded in the relevant layer.

Preview button: Click and hold to preview group.



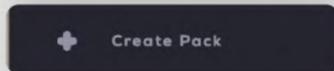
Select "User" to only see the presets you created yourself.



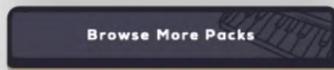
Select "favorites" to see the presets you marked as your favorites.



Click this to import packs from your hard drive.



Click this to start creating a pack.

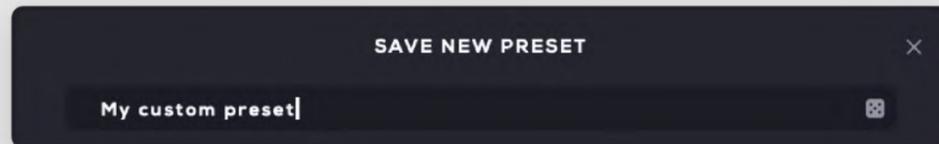


This will take you to the packs page on the Audiomodern website.

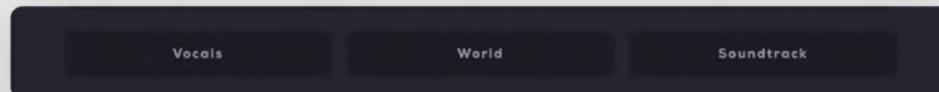
## Saving presets

1. Click the Save  icon in the menu bar.

2. Enter a name for your preset or generate a random name by clicking the dice icon button:

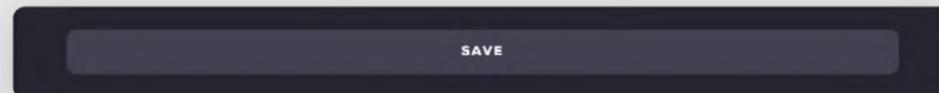


3. Select up to three genre tags (optional):



Soundbox provides the option to use up to three tags for each preset. Click the drop-down menus to select your tags. Tags can also be edited later.

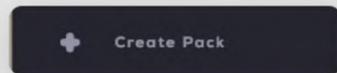
4. Click Save:



## Creating packs

Soundbox provides access to high-end Instruments with curated packs by the best sound designers and enables users to create their own and share them with other users.

1.

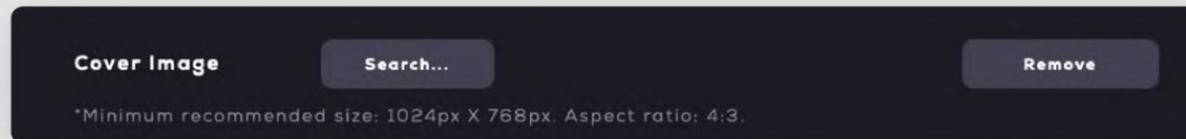


Click on 'Create Pack' on the right side in the presets manager.

2. This will open the Edit mode which allows you to enter your name, a name for your pack, or generate a random name by using the dice button and a short description of the pack.



3.

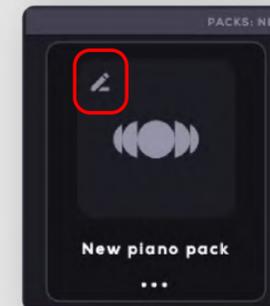
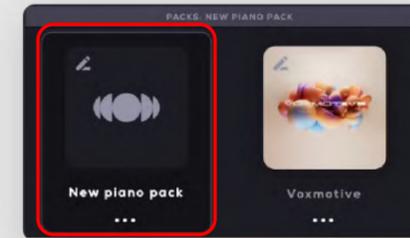


You can use your own artwork as a background image for your pack. Click "Search" to select your artwork. Click "Remove" to remove it from the background.

4. Soundbox allows you to customize almost all of the colors that will be used for your pack.

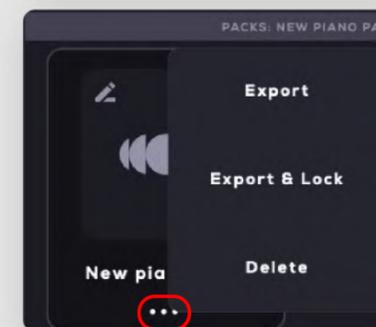
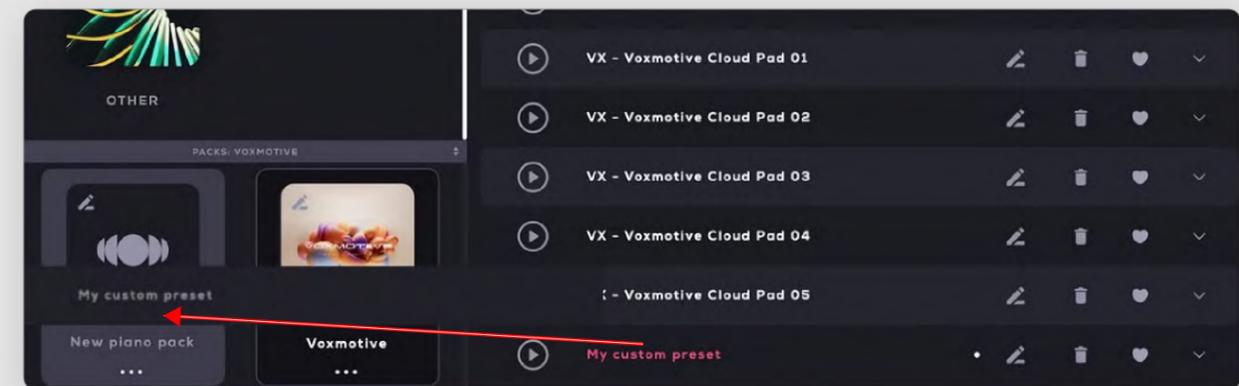
5. Click "Save" and voilà, you have created your own pack!

You will be able to see your pack in the "Packs" area, as shown below:



Press the pencil icon to add a cover image to it.

Add presets to your pack by dragging and dropping them onto your pack:



Press the three dots below the cover to export your pack and share it with other users across devices.

"Export & Lock" will export the pack in a locked state, which means it can not be altered by other users.

