Sononym User Manual

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This document was written for Sononym v1.3.0. To obtain the documention for the current version of the software, point your browser to this address: www.sononym.net/docs

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Getting started

Introduction

The software has a built-in introduction which will take you through the initial steps, and overall workflow. You can view that introduction at any time by choosing "Introduction" from the help menu.

Registration

Running the software in trial mode will prompt you to enter a license key each time you start the application. The message will no longer appear once you have purchased the software.

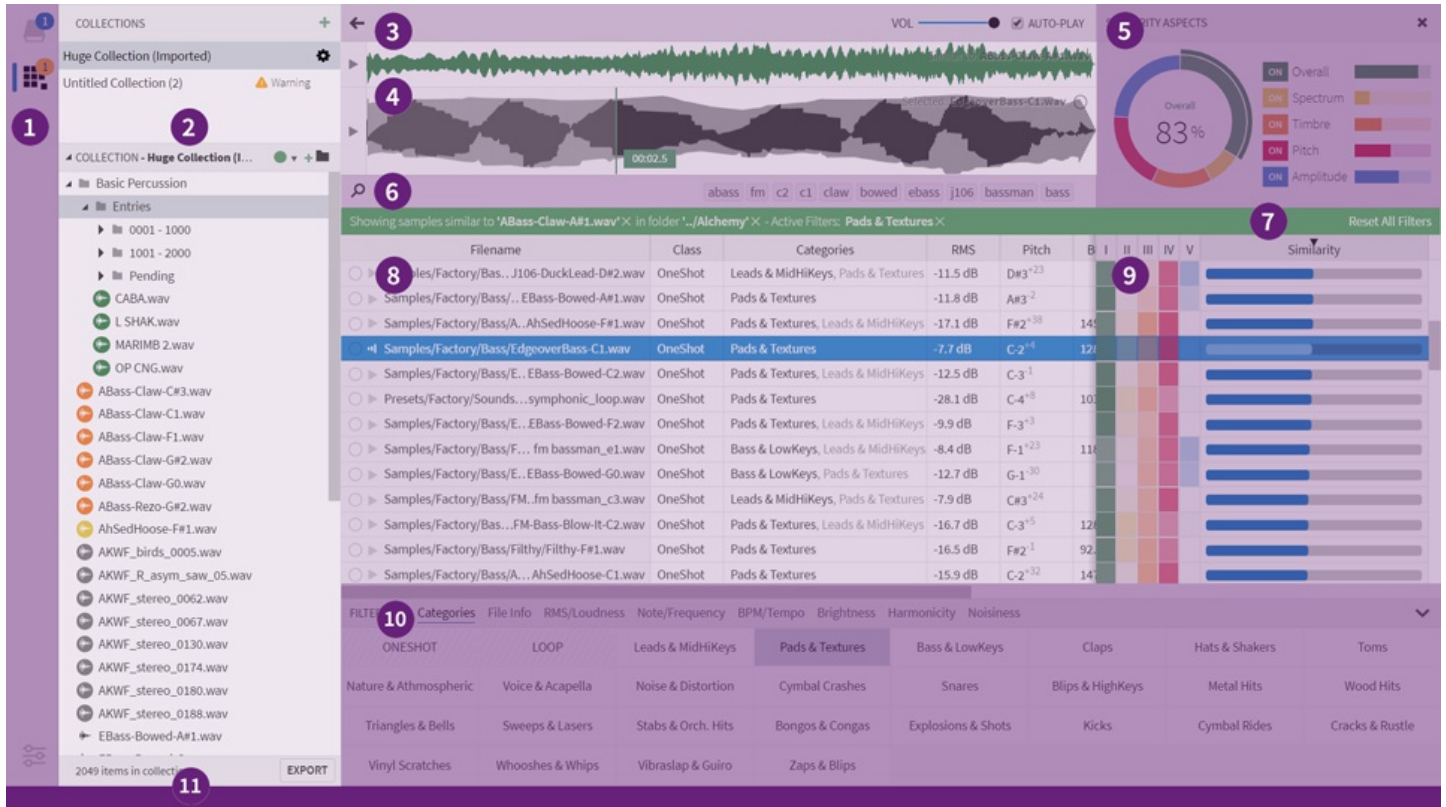> See also the License & Registration FAQ.

Preferences

By default, the application is using "safe" settings for audio and display. This includes quite a high audio latency, which you might want to lower.

Visit the Preferences to customize your audio and display settings.

User Interface

The user-interface is divided into the following sections:

1. **Navigation Bar** - select sidepanel and view warning/activity badges
2. **Sidepanel** - contains Libraries, File Explorer, Projects and Favorites
3. **Main Toolbar** - query history + playback/volume controls [link]
4. **Waveform Display** - displays similarity source / selected waveform [link]
5. **Aspects Dial*** - for adjusting an active similarity-search [link]
6. **Search input** - current path, search terms and keywords [link]
7. **Filter Banner** - displays/applies search filters [link]
8. **Search Results** - table containing search results [link]
9. **Similarity Ratings*** - columns with similarity-search ratings [link]
10. **Filter Panel** - manages search filters [link]
11. **Status Bar** - display status, progress indicators, and so on…

* Only visible while in similarity-search mode

Display Configuration

You can customize the color theme, font size and other display options from Preferences

In addition, you can change following from the application menu

- Change the overall Zoom factor
- Enter/exit full-screen mode
- Toggle various user-interface elements

> A special option, which is available on Windows only, is the ability to hide the menu bar. When you choose to do so, the ALT button is used for toggling the menu bar on and off.

Drag-and-drop

The application supports bi-directional drag-and-drop. Meaning, that you can drag files and folders on top of the application and (audio) files out of the application window.

It's possible to drop audio files onto the application to launch a similarity search, or folders. The latter will convert the folder into a library, or, if already indexed, open the library.

Locations: Libraries

Libraries are folders on your harddrive that have been analyzed by the software.
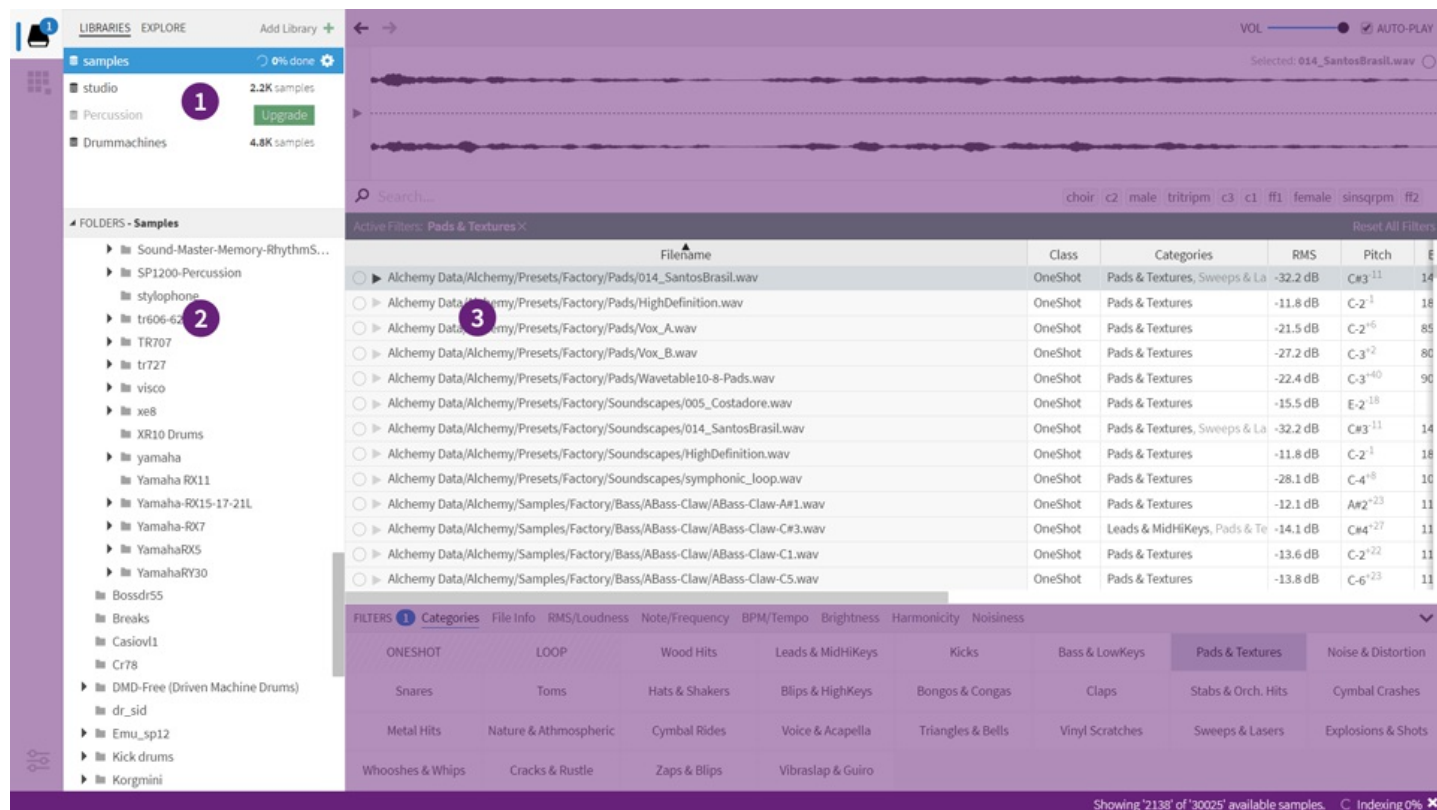
The libraries tab

1. **Libraries** - list of libraries that are currently available
2. **Folder tree** - displays folders for the selected library
3. **Search Results** - a table displaying your search results

Technically, a library is a small database containing additional information about the samples. This includes properties such as tempo, pitch, brightness and so on. These data provide the foundation for similarity-search and many other features.

List of libraries

The list of active libraries appear in the topmost part of the Location sidepanel, while the "Libraries" tab is active. Click to select a library, or right-click/press the "gear" icon to bring up the context-menu.

> The list can contain any number of libraries, but does not necessarily contain *all* your libraries, as you can add and remove them at will. Use the explore tab if you wish to locate all your libraries.

The panel allows you to drag items around in order to re-arrange them:
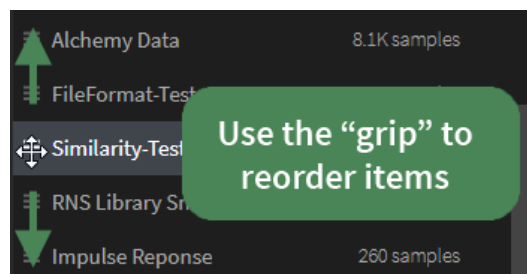
Dragging items to re-arrange

In addition to re-arranging by dragging, you can also sort libraries by name or path via the context menu.

Creating & Opening

If you've used Sononym for more than a few minutes, you will probably already have created a library. Even the introduction to the software (shown the first time the software is run) will encourage you to create a library right away.

Creating a new library is meant to be as easy as possible - you can simply drag a folder on top of the application. Alternatively, you can pick a folder using the "Add library" button, or by choosing "Create Library" from the File menu.

If the selected folder is already a library (containing a file named `sononym.db`), it will be made accessible right away. Otherwise, the application will start to index the contents and shortly, samples will begin to appear. You can track the indexing progress in the upper part of the sidepanel, as well as in the status bar.

Refreshing (Look for Changes)

Of course, your sample collections aren't necessarily static. You might add, change or move files around at any given time. When this is the case, the Sonony library will need to be *refreshed* in order to pick up those changes - this will ensure that the file database is up to date.

To refresh, head into the list of libraries and right-click the library you want to refresh. Next, choose the menu entry called Refresh.
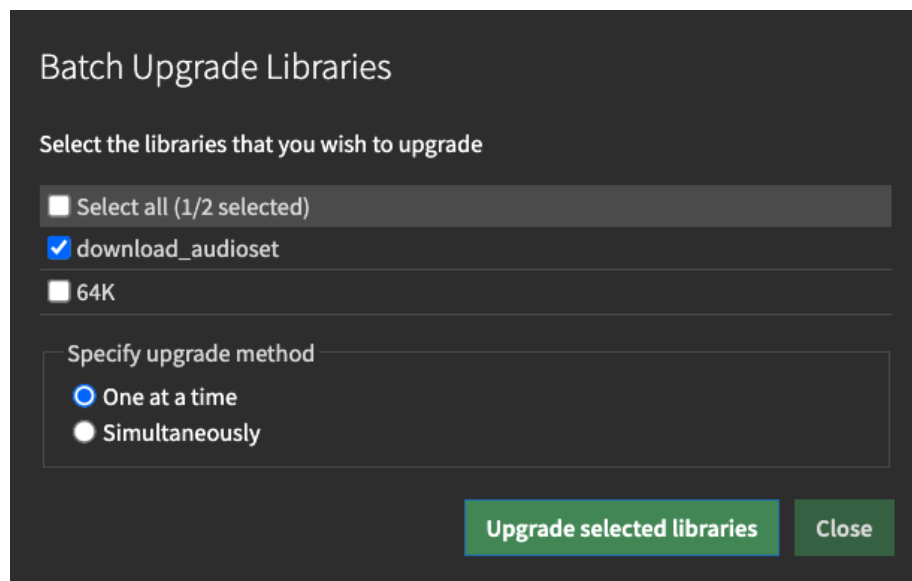
> Note that refreshing a library doesn't require all files to be re-analyzed - only new arrivals and changed files are processed.

Upgrading a library

If a library was created with an older version of Sonony than the one you're using, the library might need to be 'upgraded'.
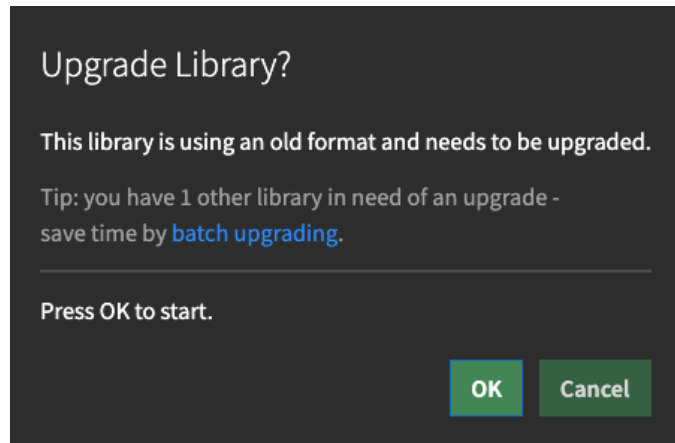

When multiple libraries are in need of upgrade, you can choose to batch upgrade them:

The dialog will allow you to run the upgrade process simultaneously on all libraries, or one library at a time. Upgrading one library at a time might require less computer resources.

Removing libraries

To remove a library, choose "Remove" from it's context-menu (the library itself is located in the list of libraries). The following prompt will appear:
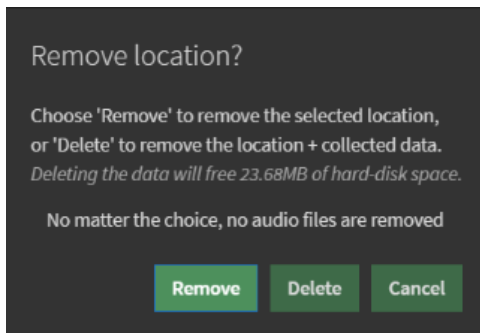
- **Remove** - choose this option to remove the library from the list of currently active libraries in Sononym, but leave the collected data untouched.
- **Delete** - choose this to remove the library from Sononym and delete all collected data.

Locations: Explore

The Explore tab enables you to scan the file system for samples and libraries.
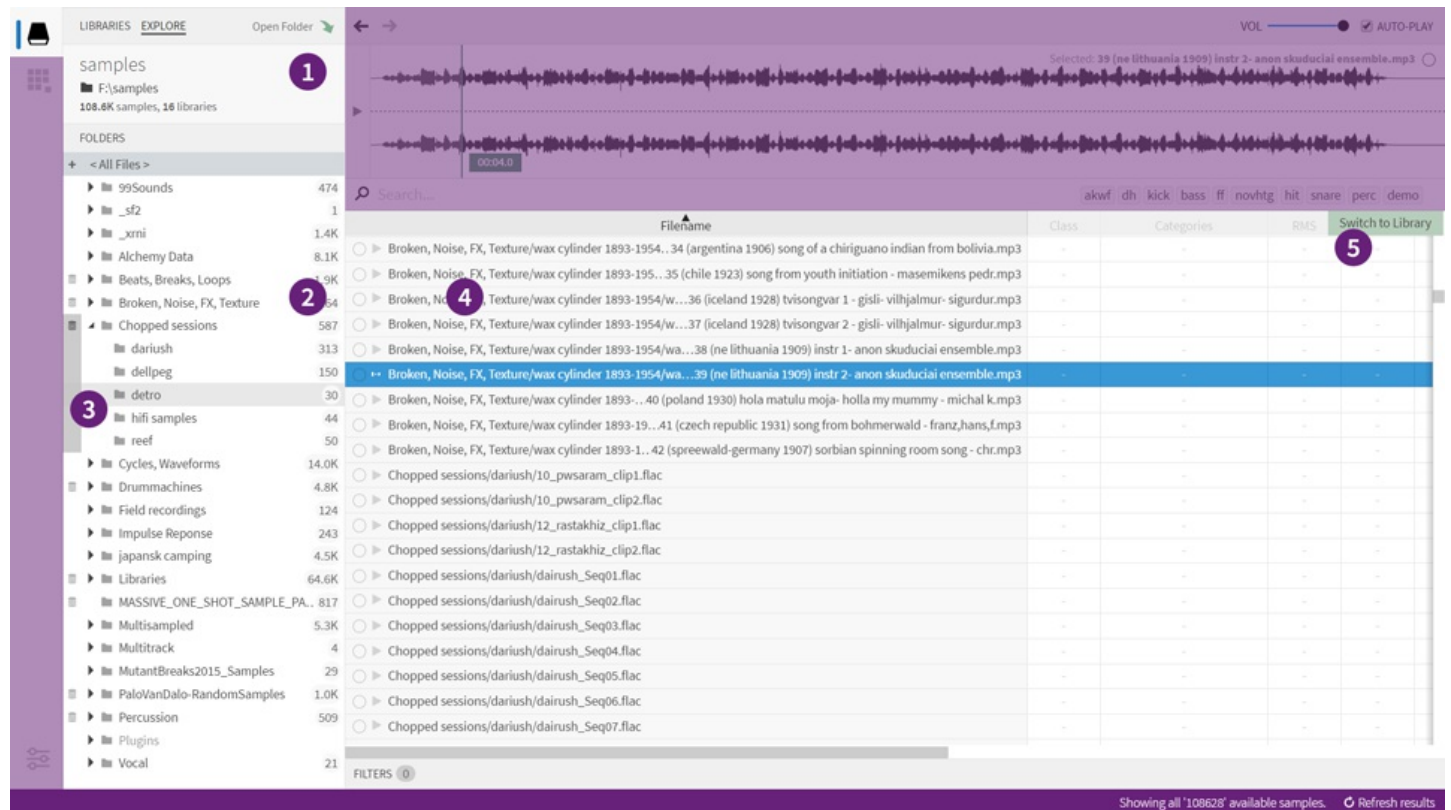
The explore tab

1. **Mount Panel** - shows the path and status of the selected folder
2. **Sample Count** - located on the right side of the folder tree
3. **Libraries** - displayed on the left side of the folder tree
4. **Search results** - a table containing file properties (no descriptors)
5. **Convert/Switch** - button to convert, or switch (if folder is already a library).

How it works

On first glance, the Explore tab looks lot like the Libraries tab (situated right next to it). And while that's largely true, there are a few key differences. First of all, the explorer is more suitable for 'casual browsing' as it doesn't analyze each and every file it encounters. Secondly, it detects and highlights folders containing libraries, and/or samples. This is useful for getting a visual overview of even the largest file structure.

Limitations

There are a couple of important limitations to keep in mind:

- **The explorer does not allow you to search files by similarity**. While you can use it to launch a similarity search, you can't search the folders themselves in this mode. Instead, pick your source file, and then switch to a library in order to continue your search.

- **The explorer does not allow advanced filtering**. Only filtering by search terms are supported in this mode.

Opening a folder

From the Explore tab, push the "Open Folder" button. Alternatively, choose "Open Folder" from the File menu, or use the accompanying keyboard shortcut. In both cases, a system dialog will open, which allows you to pick a folder on your computer.

Once you have selected a folder, the application will start to scan the file system.

> Note that folders are scanned *recursively*, just like a disk-scanning utility would. A cache is built the first time you open a folder, which should result in quicker access later on.

Browsing folders

The lower part of the sidepanel will display a tree, listing all folders and libraries, and highlighting supported files. By default, the topmost/root folder is selected, but you can select any sub-folder to give it priority. This is handy, since a priotized subfolder will be processed before any

other folder.

Detection of libraries

To help you quickly determine whether and where libraries are present in the path you're browsing, the tree contains a special popout menu:
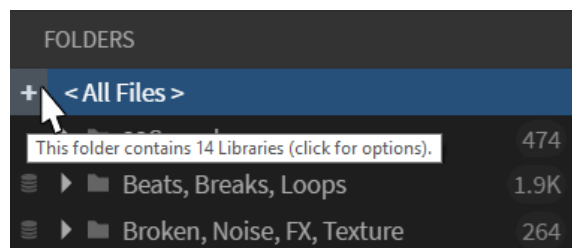
If the path doesn't contain any libraries, this button will not appear.

Clicking the "+" button will display a list of libraries and allow quick switching between them (tip: Undo Query Change can be your friend here).

Additionally, the "strip" in the left side of the folder tree highlights any indexed folders (libraries) that have been detected.

Refreshing contents

To ensure that the entire folder structure is up-to-date, you can refresh the results via a button in the lower right corner of the status bar. Alternatively, you can select "Refresh Results" by clicking the "gear" symbol (options), located in the topmost part of the sidepanel.

Perhaps confusingly, there is another refresh option up there called "Hard Refresh". Choosing this option will wipe the cache and completely re-index the selected folder. Usually, file/folder integrity should be fine - this option is there, "just in case".

Recent folders

Even if the Explore tab only allows browsing a single folder at a time, you can still jump between often-used folders by heading into the File menu and choosing "Open Recent Folder".

Projects

The Project makes it easy to bookmark, organize and export sounds of interest.

> NB: Up until Sononym 1.3, Projects were referred to as 'Collections'. Some of the screenshots on this page are not updated to reflect this change.
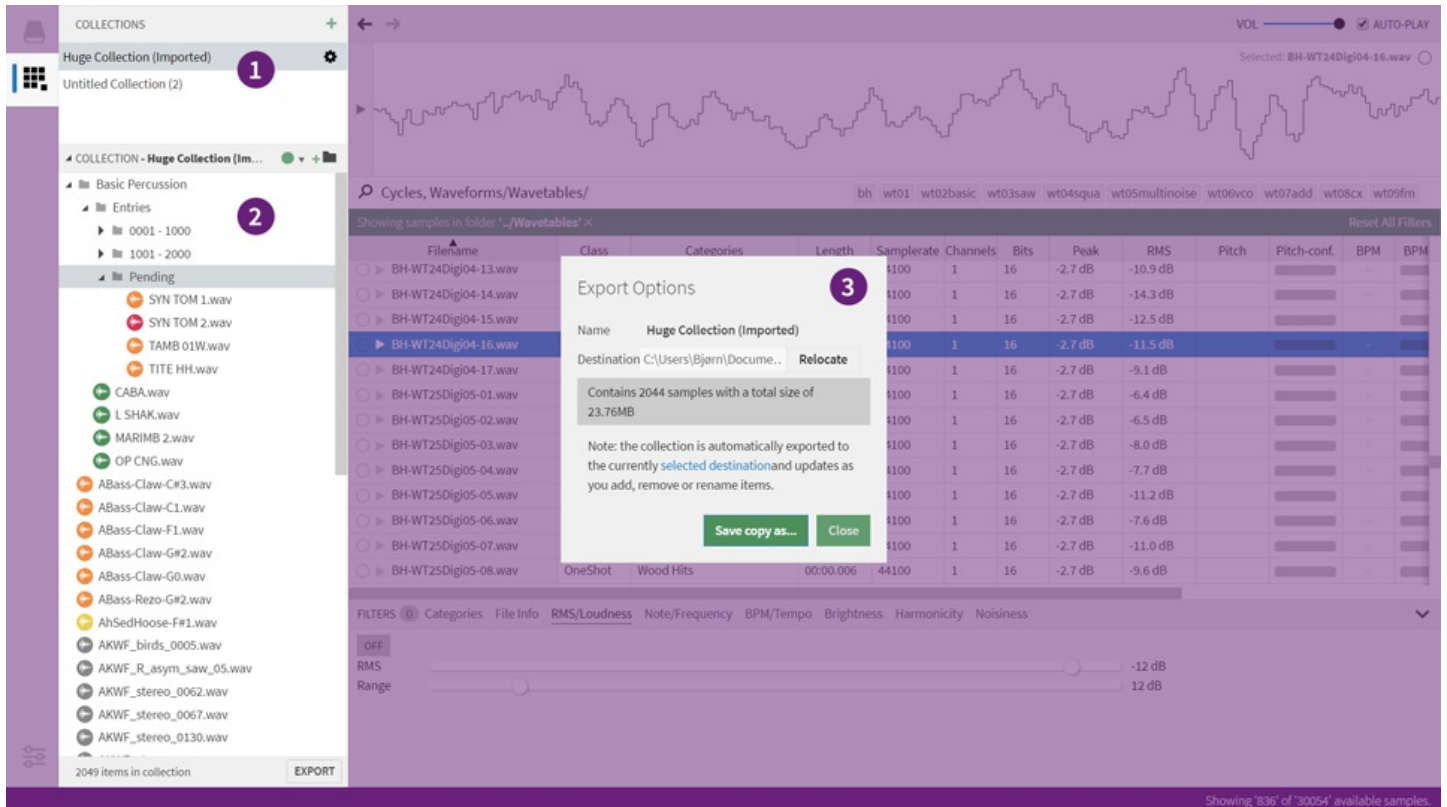

List of Projects (1), Tree widget (2) and Export dialog (3)

A Project is a place to store references to sounds. You can create as many projects as you like, freely organize sounds within each project and export them to a folder of your choice (more on this later…).

Adding Items

The easiest way to add an item to a project is to press the keyboard shortcut while browsing through some results. This will add the selected result(s), using the *currently selected path in the currently selected project* as the insertion point.

Alternatively, you can drag and drop the items manually:
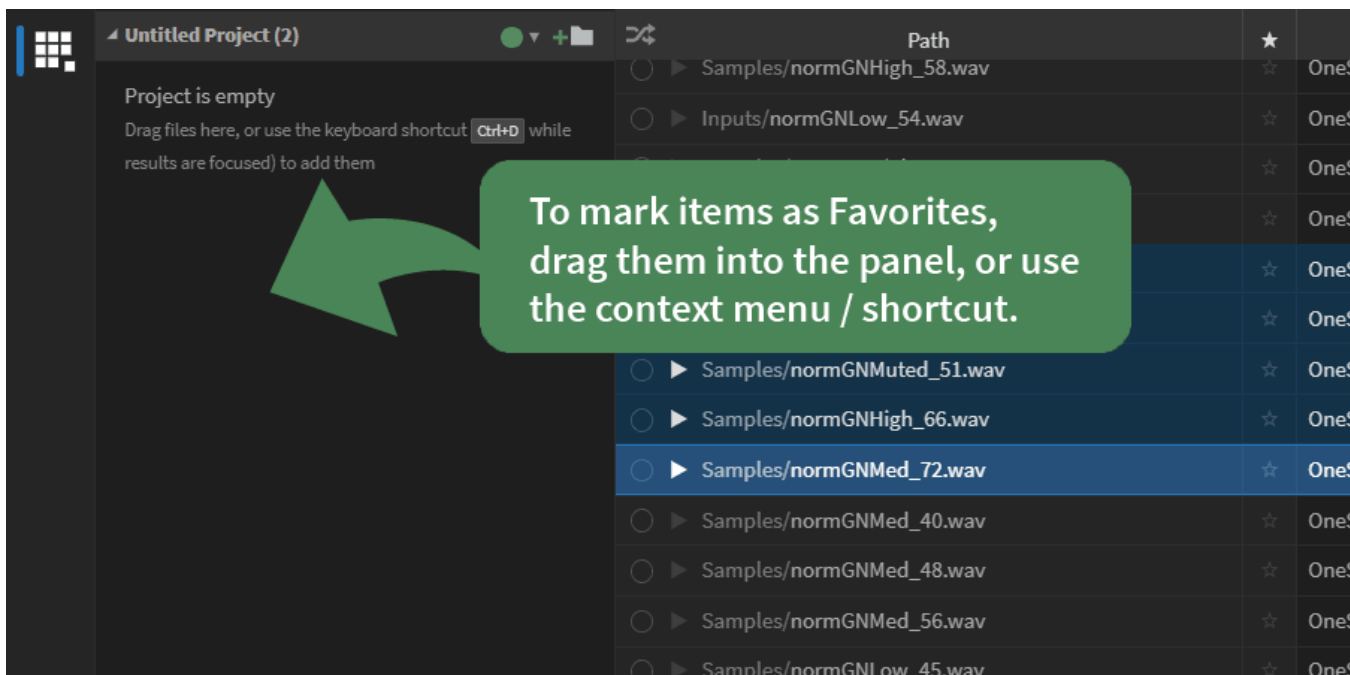
Using drag and drop to add items to a project

List of projects

- To select a project, click in the list (1)
- To re-arrange the list, use drag and drop.
- To view options for the project, press the "gear" symbol or right-click.

Creating a Project

By default, the application will start with an empty, default project, but you can always add a new one by pressing the relevant keyboard shortcut or hitting the green "+" at the top of the projects panel.

Organizing content

Once a project grows beyond a few items, it can become necessary to organize things a little more. Using the tree widget in lower part of the sidepanel, this is all accomplished quite easily:

- Create folders, delete, rename and assign colors to items
- Multi-select (hold shift key while selecting, etc.)
- Re-arrange items via drag and drop, or by using the clipboard (copy/paste).

Assigning Colors

Any item can be assigned to one of the seven available colors, but it's up to you to decide the meaning. For now, the colors exist merely as a way to visually distinguish between files.

Options Dialog

To bring up the Options dialog, press the "gear" symbol or right-click (1), or press the "Options" button in the lower-right corner of the Tree (2).

Auto-Export

Enable auto-export to automatically export the Project to a folder of your choice, every time the contents have changed.
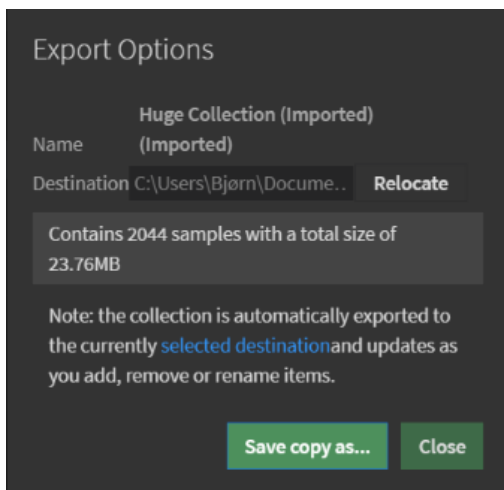
When you enable Auto-Export, the contents of the project will be exported to a folder of your choice. This folder, by default, is located in User Documents > Sononym.

If you want to use a different folder, click "Relocate" on the right side of the Target Folder. This will launch a file dialog asking you to pick a different folder - and asking you to confirm the action. Once you click OK, the project is moved to the new location. **In other words, it's not necessary to move the collection folder using Finder/Explorer/Etc.**

Exporting

A project is either exported automatically or manually -

- Automatic Export: please see Auto-Export above.
- Manual Export: either bring up the Options Dialog and hit 'Export', choose File Menu > Export Project or press `Cmd/Ctrl+E`

Importing

A project can be imported by choosing "Import Project" from the File menu. This will open a file dialog, expecting you to select a file named `project.json` *. The imported project will appear in the list of projects, and should be ready to use.

*Historically, these files were named `collection.json`. Both file names will continue to be valid.

Favorites

Favorites are useful when you need to quickly mark a sample for later access, for example while stepping through search results.

How files can be added to favorites. To add a folder, open the folder tree and follow the same approach.

How to add a favorite

Favorites can be added by using the shortcut `SHIFT+F`, by drag the favorites directly into the favorites side-panel, or right-click and choose "Set as Favorite".
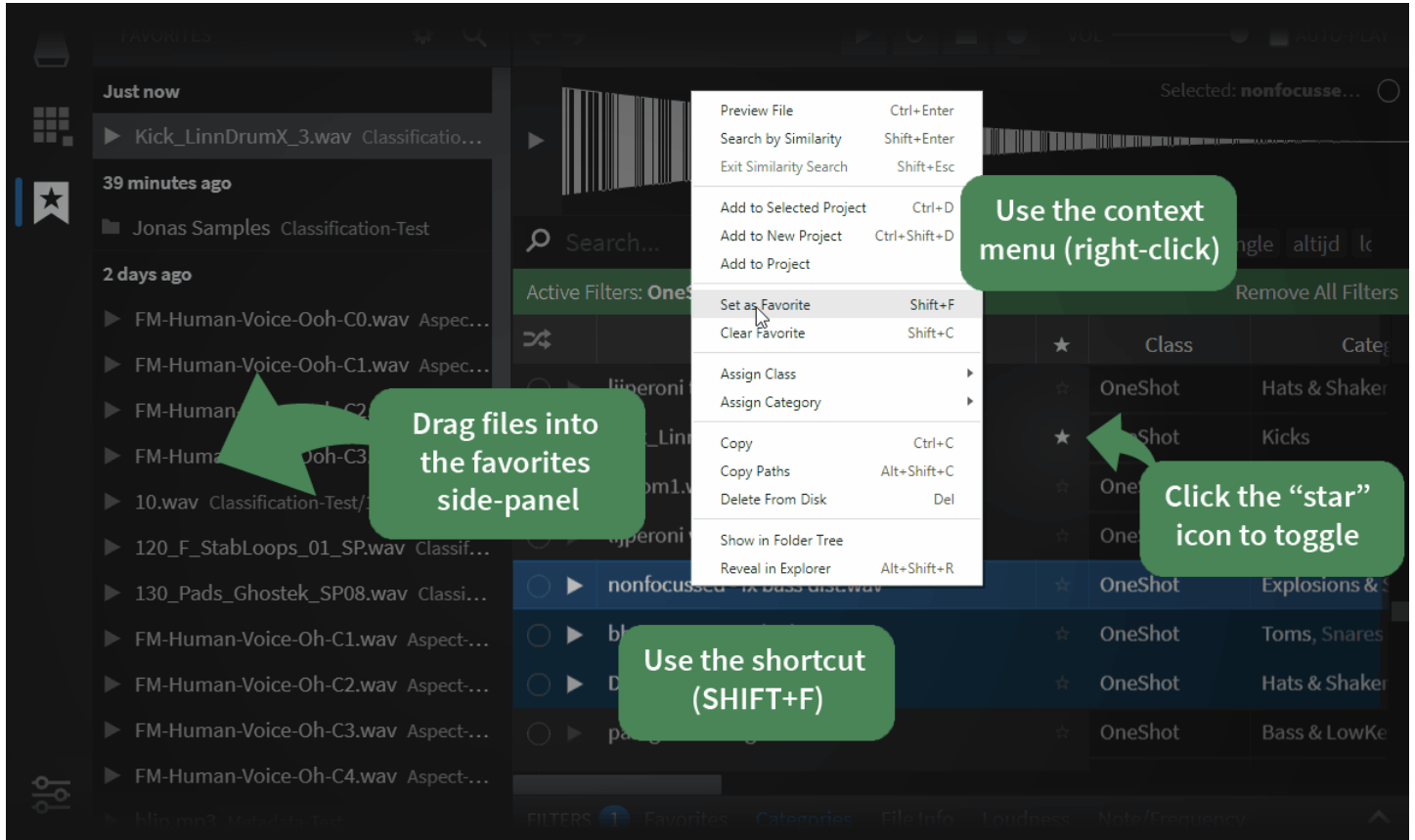
You can also add folders in a library as favorites - when the folder tree is open, you can click the little star icon that appears when hovering over a folder.

Where to find favorited files

Search Results

While browsing search results, look for starred items in the favorite column (how to enable the column) or in the Folder Tree.

> Tip: you can use sorting to make the favorites files appear at the top of the search results. To achieve this, simply click the favorite column header.

Favorites Panel

Favorites also have a dedicated side-panel where you can do the following things:

Search Filename
Press the magnifying glass to bring up the search input.

Options: Sort by Name / Date Added / Location
Here you can choose various ways of viewing/sorting the favorites. The default choice is "Date", which shows the most recently added entries at the top.

Options: Auto-reveal
The Favorites panel is, by default, set to automatically reveal the location of the selected favorite in the browser. You can disable this option and instead, choose to manually reveal files in the browser by right-clicking them.

Filter Panel

Open the Filter Panel to access a simple filter for favorites.

Upper Panel

The upper panel contains query history + playback options, and below, a waveform display.
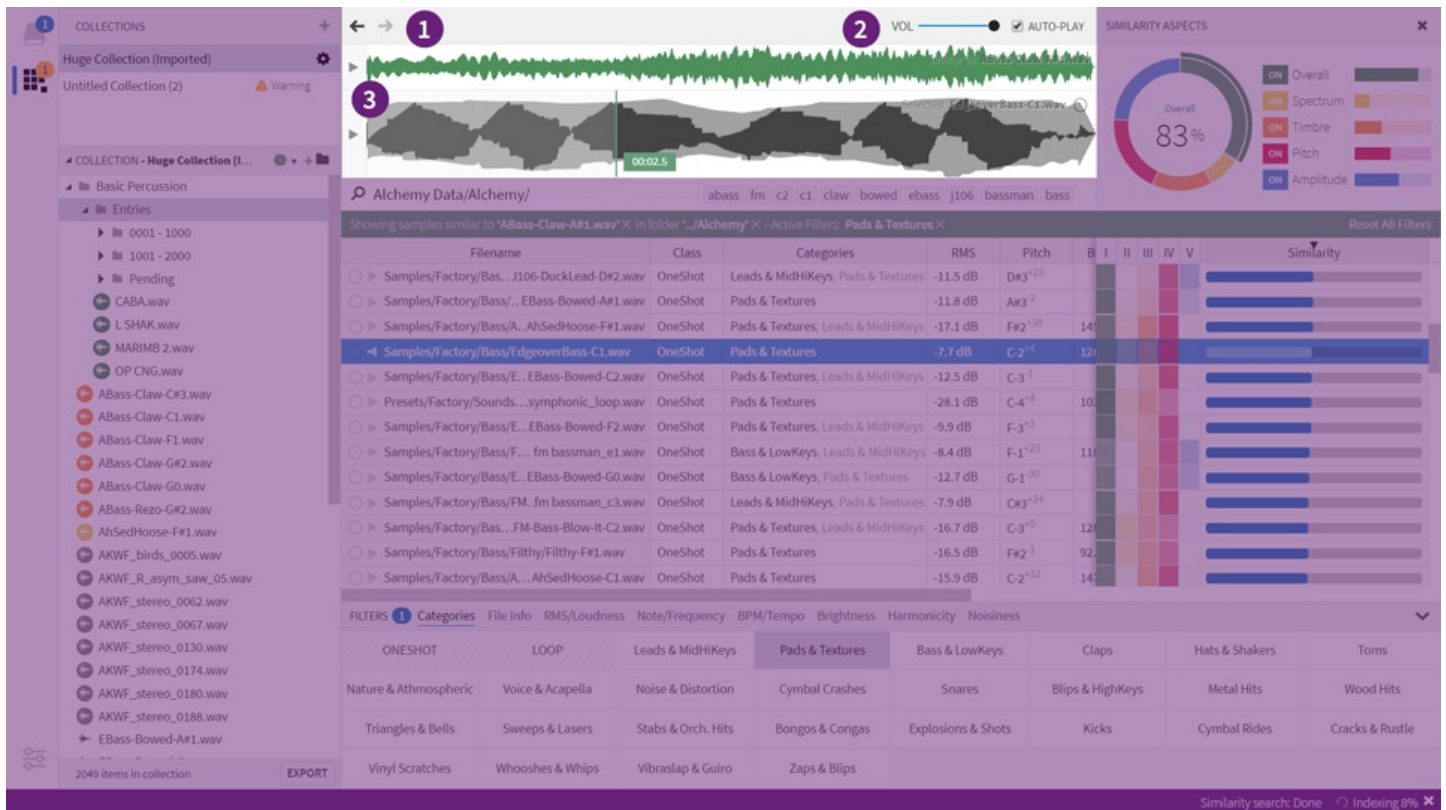

Query History (1), Playback Options (2), Waveform Display (3)

Query History

The two arrows situated to the left controls the query history. Think of the 'back' button in a browser - that is, the ability to revisit every location and folder you have previously navigated to, or filter you have applied. Keyboard shortcuts lets you navigate the history as well.

Playback Options

Playback & Record
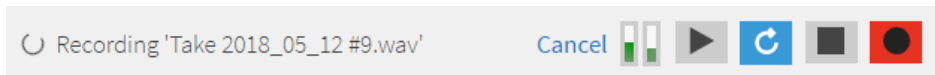
The first few buttons work as expected: press the Play button to preview the current sample, enable Loop to repeat the sample indefinitely. Pressing Stop (or ESC) will immediately stop playback.

The Record button will allow you to capture line input (e.g. a microphone, synth or any other sound source) and use this as the source for a similarity search. The recording process can be aborted at any time by pressing Cancel, Stop or by hitting Esc.

> Recordings are automatically saved in the Sononym documents folder. Your recordings will also automatically become part of the Query History, so you can do any number of takes, and use the previous/next buttons to switch between your takes.

> Check the keyboard shortcuts associated with these buttons.

Volume Control

Should be self-explanatory, a volume control which works in the decibel (dB) range.

Auto-play

This option will decide whether files are automatically previewed when selected. If you disable this option, you can still use the preview button (in search-results), the context-menu options or keyboard shortcut to trigger a preview.

> Any active playback can be interrupted by pressing the escape (ESC) key while a relevant panel is focused
> See also: keyboard shortcuts

Other playback options

Sononym comes with a number of additional playback options, which can be configured through the Playback menu:

- **Play Selected File** : works the same as pressing `Space`
- **Play Similarity-Src File** : when in similarity search mode, this will preview the source sound
- **Play Random File** : this one will select a random file in the results and play it. Switches to "weighted" randomness when the results are filtered by a category, or you are in similarity-search mode (basically, it will prefer results that are higher up the list)
- **Stop Playback/Recording:** : forces the current playback and/or recording process to stop
- **Toggle Loop** : toggle the loop mode
- **Toggle Recording** : toggle the recording mode
- **Play Keyboard Shortcut Behavior:** : here, you can decide how the default shortcut will operate - there are two choices, `Start Playing Only` and `Start Playing and Stop`.
- **Stop Playback when Loosing Focus** : here you can decide if active playback should be stopped as focus leaves the application. Might be desirable if you are dragging files into another application which also produces sound.

Waveform Display

In normal use, the waveform display shows the currently selected file, with the name visible as a label in the upper right-hand corner. While searching for similarity, two waveform displays appear, with the upper one showing the similarity source.
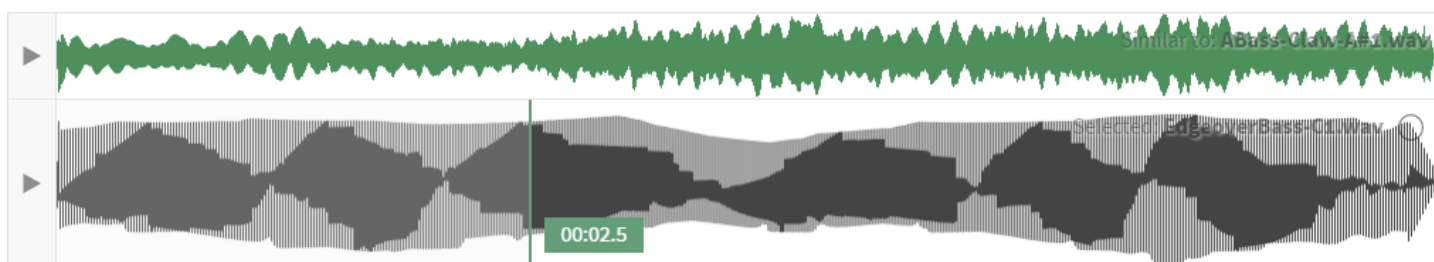

In similarity search mode, two displays are stacked on top of each other

Click a waveform to play it, or press the play button to the left (or Return) to play from the beginning. The Left and Right arrow keys can be used for "scrubbing" through the file. And as always, hitting Escape will stop the playback.

Creating a selection

Simply press the waveform and drag to create a selection. Dragging along either edge will allow you to resize the selection, and dragging along the top will allow you to move the entire selection:
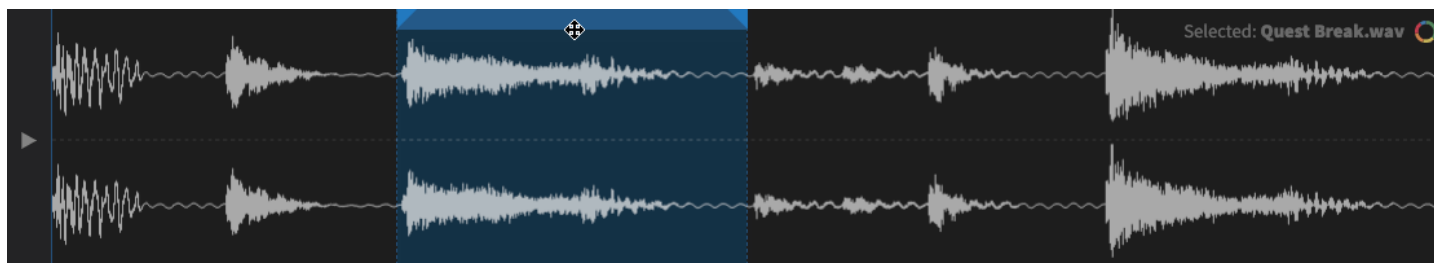

And of course, selections will also affect how playback works. For example, playing a looped sample will respect the selection boundaries - also while they are dragged around.

> Note: a couple of keyboard shortcuts have been introduced, to enable previewing of the entire file or just the selection. Please see Sample Playback for more information.

Search for similarity to the selected audio

If you want to search for similarity to e.g. a single snare hit within a loop, simply drag to select the desired part and right-click, or click the similarity icon in the top right corner:
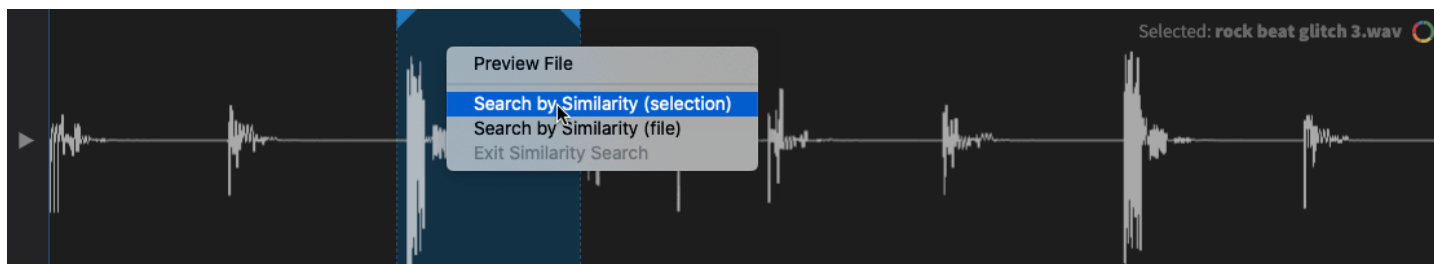
### Create a selection in a sample and drag it somewhere else.

The selection can also be dragged into your DAW, or any other application that accepts audio files.

To crop the sample on-the-fly, simply position your mouse over the the selection and drag it into your desired spot. You can also drag it straight into a Sononym project using this approach.
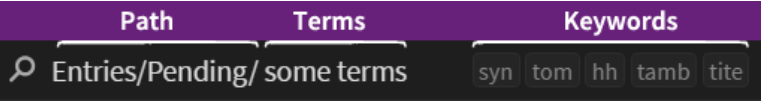
Search Input

Provides access to the current path, and allows entering custom search terms.
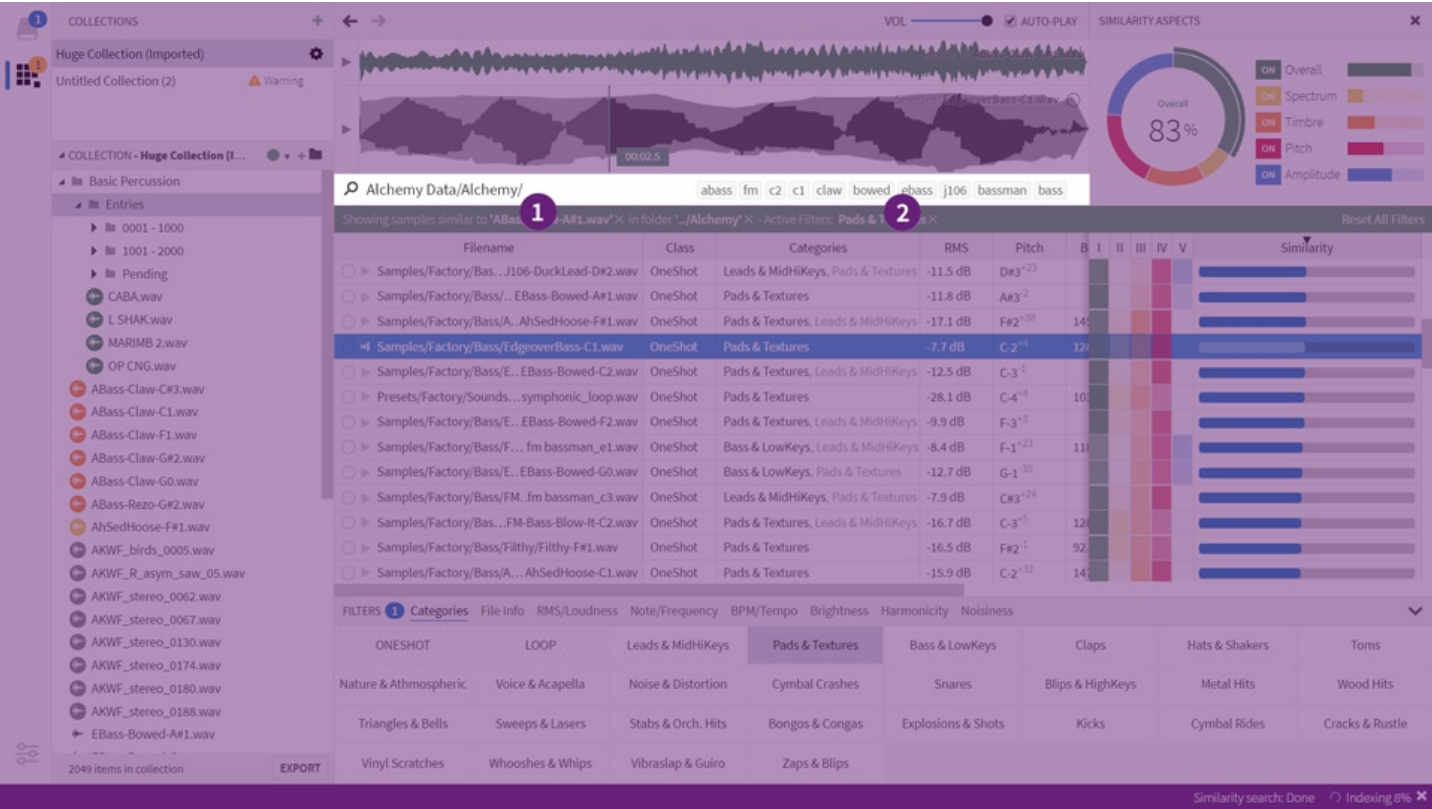
Where to find the search input

## Anatomy

An example path with some search terms

The **path** is relative to the root of the current location, and ends with a forward slash.
The location determines the root path, no matter if you are browsing a library or a folder.

The **search term** is any text following the path. Once you enter anything, only the results whose name is a (partial or full) match of the term you've entered will be included.

Keywords are suggested search terms, extracted from the results.

Suggestions

The software will suggest any matching paths or keywords as slightly dimmed text next to the text you're typing.
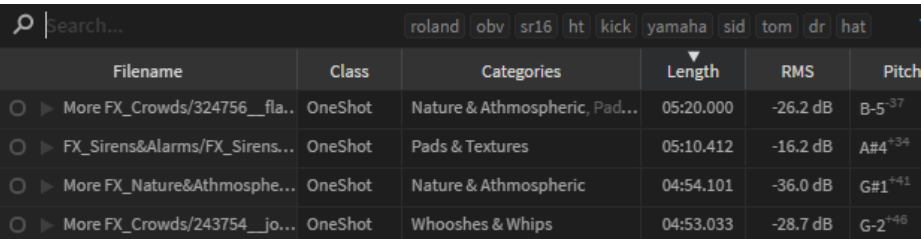
Entering search terms with auto-complete

You can apply those suggestions by hitting either TAB, or by pressing the Right Arrow key. You can also cycle between the available suggestions by pressing the Up/Down arrow keys.

Keywords

Another feature of the search input are the keywords. They are available as 'floating' buttons, in the right-hand side of the text input. The keywords are terms that have been statistically extracted from the pool of names available in the current set of search results. As such, they are very dynamic and will (most likely) change as you switch between folders.

Just like with paths, keywords can be auto-suggested as you are typing, and the same keyboards shortcuts apply (see above)

Search Results

Search results are shown in a large table with each column representing a property or descriptor.
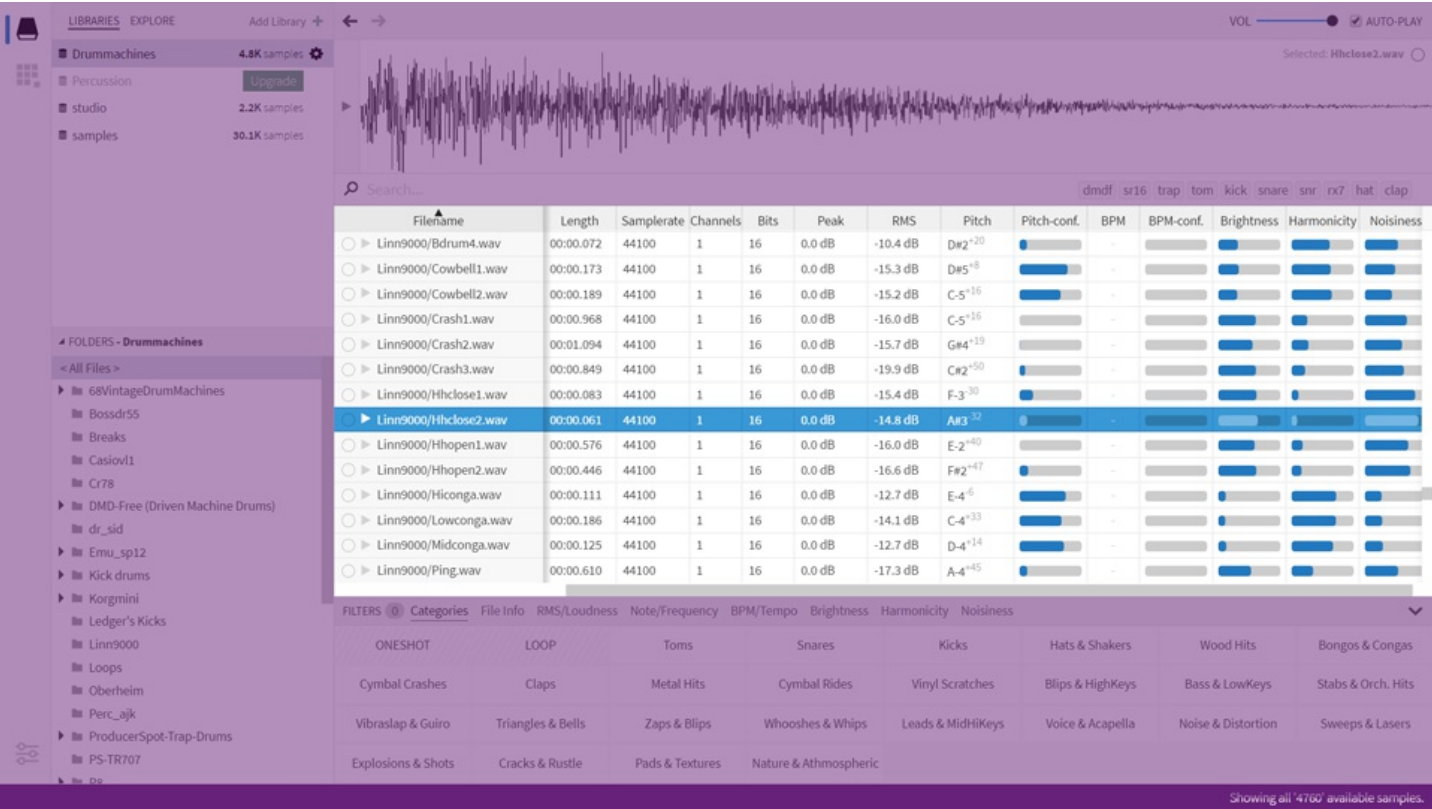
Showing search results from the selected library

The results you are seing arrives from either a library, or the explore tab. It's easy to tell that you are browsing a library, as all columns (all audio descriptors) are available to those.

Selecting and navigating

The table supports both single and multi-select. This allows you to select one or more items, e.g. to drag them into a project. To learn the shortcuts for (multi-)select and navigating the table, please read about the available keyboard shortcuts.

Whenever you select a sample, it is shown in the waveform-panel. Also, if you have enabled auto-play, the selected file will automatically be previewed.

Scrolling

Vertical - Use the mouse wheel, keyboard shortcuts, or touch swipe to scroll through results.
Horizontal - Use the mouse, keyboard (arrow keys) or touch swipe to step sideways through the available columns. Note that the first column (Filename) is *fixed* when scrolling horizontally.

Sorting results

Each column can be sorted by clicking the column header.
It works like you would expect, with one exception: in similarity search mode, only the similarity columns are sortable.

Shuffle/randomize

When you're always revisiting the same old folders again and again, enable the Shuffle Mode to see a freshly randomized set of results every time:

Note: if you choose to sort by a column (e.g. filename) or start a similarity search, the shuffle mode is temporarily disabled.

Also, don't forget that Sononym has a random preview feature, which selects (and plays) a random file from the current set of results.

Column Options

Right-clicking any column-header will bring up a menu where you can decide which columns to show:

Showing the context menu listing all available columns

Note: the Path, Folder, Filename and Date Modified columns are fixed on the left-hand side of the table, similarity-columns on the right side. It's currently not possible to decide which columns are fixed or rearrange the order in which they appear.

Row Options

Each row in the table contains two buttons: search and preview.

Right-click any item to bring up a menu with the available options. This includes the ability to add the item to a(ny) project, reveal the location in Explorer/Finder, and more.

Note also that you can adjust the height of table rows in the Display Configuration

See also

- Descriptors - how to interpret each of the columns in the results table
- Searching - using free-text terms to search among results
- Filtering - defining advanced filters for narrowing down results

Similarity search

When entering similarity-search mode, additional elements will appear in the user interface:

1. **Source File** - waveform panel is split in two, upper part shows the source file.
2. **Aspects Dial** - allow you to finetune the behavior of the similarity search.
3. **Filter Banner** - tells you the name of the source file, as well as any other active filters.
4. **Similarity Ratings** - tell you how much each result is matching the source file.
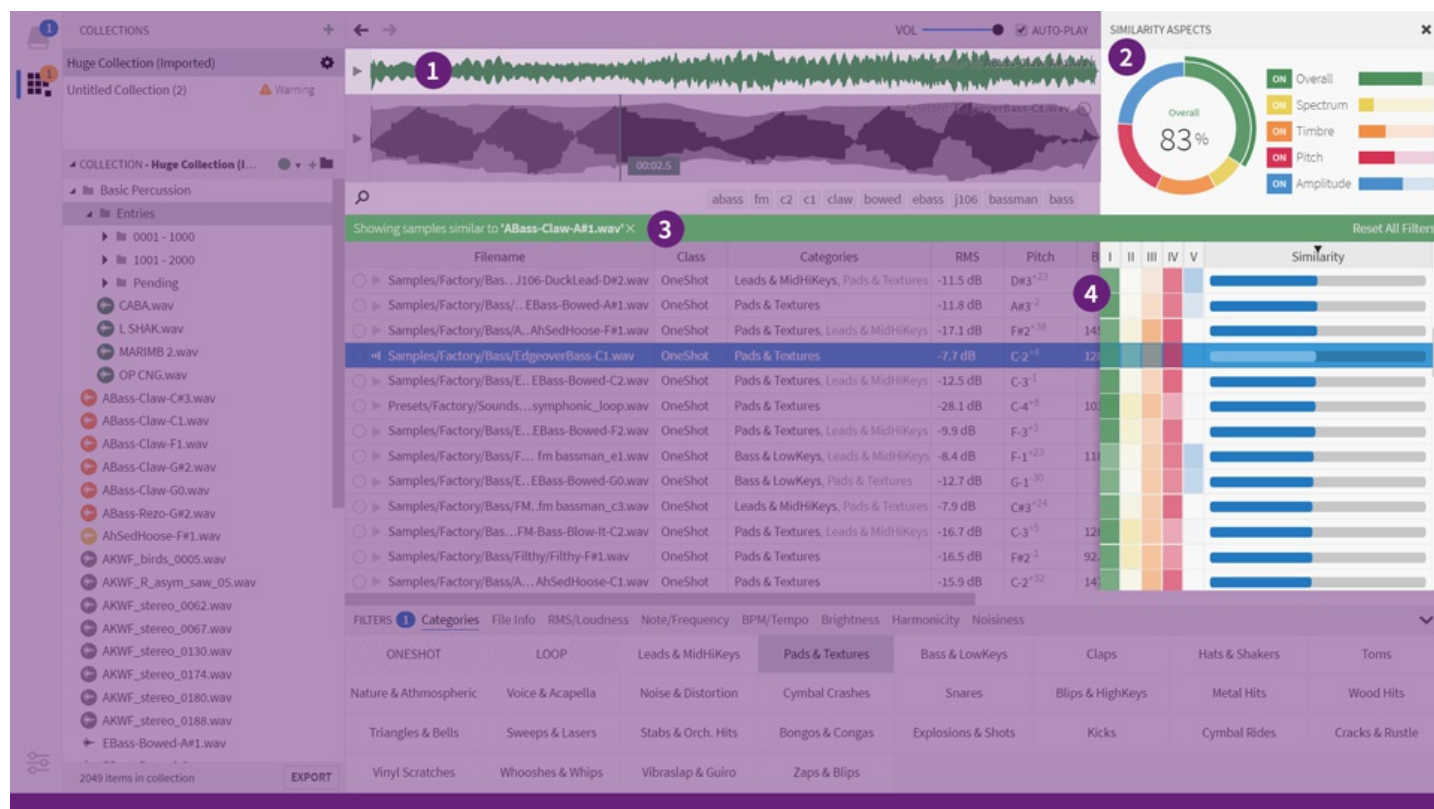
Aspects Dial

The Aspects Dial allows you to finetune the search algorithm
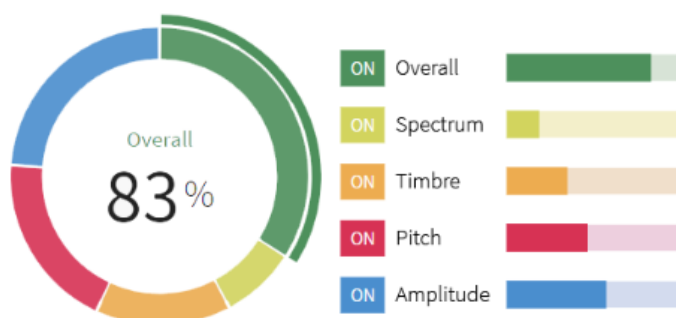
Using the dial, you can increase, decrease, or completely disable any of the search aspects. Changing a value will force the search results to be recalculated.

How it works

Similarity search works by comparing *aspects* in the source file against other files.

`Overall` - Matches sounds by a broad range of criteria. This aspect is designed to give reasonably good results without the need for further adjustments.

`Spectrum` - Think of the spectrum as a snapshot of the sound, capturing the frequencies and movement over time. Works well in combination with Overall similarity, but is more concerned with the temporal quality.

`Timbre` - Timbre (pronounced 'tam-brah') describes the "character" of the sound - also, often referred to as the "color". It's a very dynamic quality that can be drastically influenced by other aspects, such as pitch and amplitude.

`Pitch` - The perceived frequency of the sound. Use the pitch aspect to match other sounds with a similar frequency - either fixed, sustained notes, or one that develops over time, such as the sound of a wailing siren.

`Amplitude` - The perceived "loudness" of the sound. Use the amplitude aspect to match other sounds with a similar loudness (either fixed or developing over time). For example, if the source was a sound that gradually builds in volume, it could match other sounds with a similar amplitude profile.

Similarity Ratings

These columns tell you how much each result is matching the source file across the various aspects.
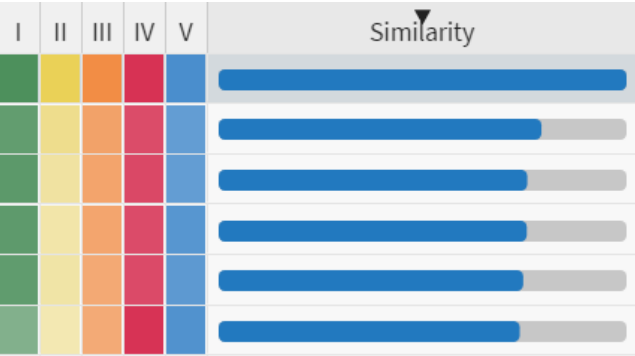
Example of similarity ratings

For example, if a particular result had a very strong match in the `Spectrum`, this would be indicated with a strong yellow color. If the result happened to have a strong `Overall` match as well, the green color would be strong too. The column called 'Similarity' simply provides the average of all these ratings. This column also provides the default sorting order for similarity search results, but you can sort the results by any aspect you want.

> Note: while similarity-search is active, regular result-columns can no longer be sorted. If you try, you will get a warning.
> As it's hinted in the error message, you can instead use filtering to narrow down results.

Scroll locking results

When a similarity-search is started, results does not appear immediately but will arrive over time. This means that, if you scroll down the list of search results, any new (and more similar) results might be inserted above you current point - and push results down the list. And it becomes increasingly tricky to navigate and select entries the further down the list you go.
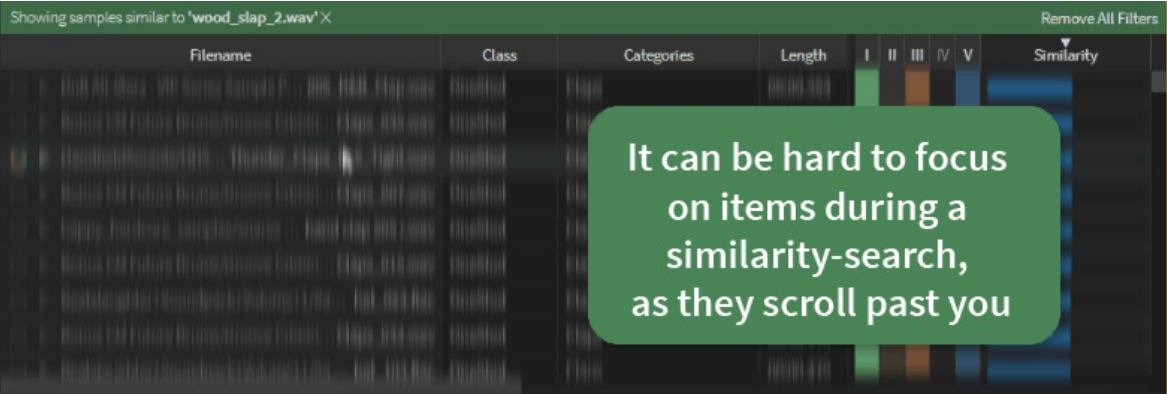
To work around this problem, you can hold the Alt modifier key to "lock" the focus to a specific item while the search is running. Notice how the cursor changes into a crosshair when doing this:
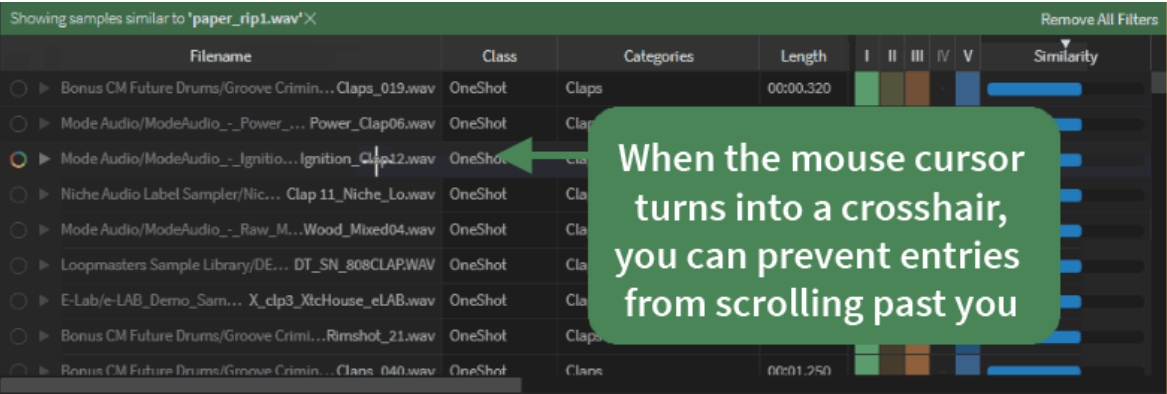
Now, whatever item you are hovering over - selected or not - will stay fixed on the screen, even as additional results arrive above and below the

item. Releasing the Alt key will revert to the normal behaviour.

Initiating a search

A similarity-search can be launched in a number of ways. In fact, the whole software has been built 'around' this feature, to ensure that it's never far away.

From your desktop, or other application

- Drag an audio file on top of the application.
  Assumes that the file is in a supported format

From the results-table

- Right-click a result and choose 'Search By Similarity'.
- Click/tap the small "dial" on the left-hand side of each file.
- Drag the file on top of the waveform-panel.

From the waveform-panel

- Click/tap the small "dial" in the top-right corner.
  Note that the symbol is only visible when the file is not already the source of an existing similarity-search

From a Project

- Right-click an item and choose 'Search By Similarity'.
- Drag it on top of the waveform-panel.

Exiting the search

Once you have started a similarity search, it can be exited in the following ways:

- **From the results-table**: right-click a result and choose 'Exit Similarity Search'
- **From the aspects-dial**: click the 'X' icon in the upper right corner of the panel.
- **From the waveform-panel**: right-click the name/label

Filtering

Narrow down the number of results by applying filters to the search
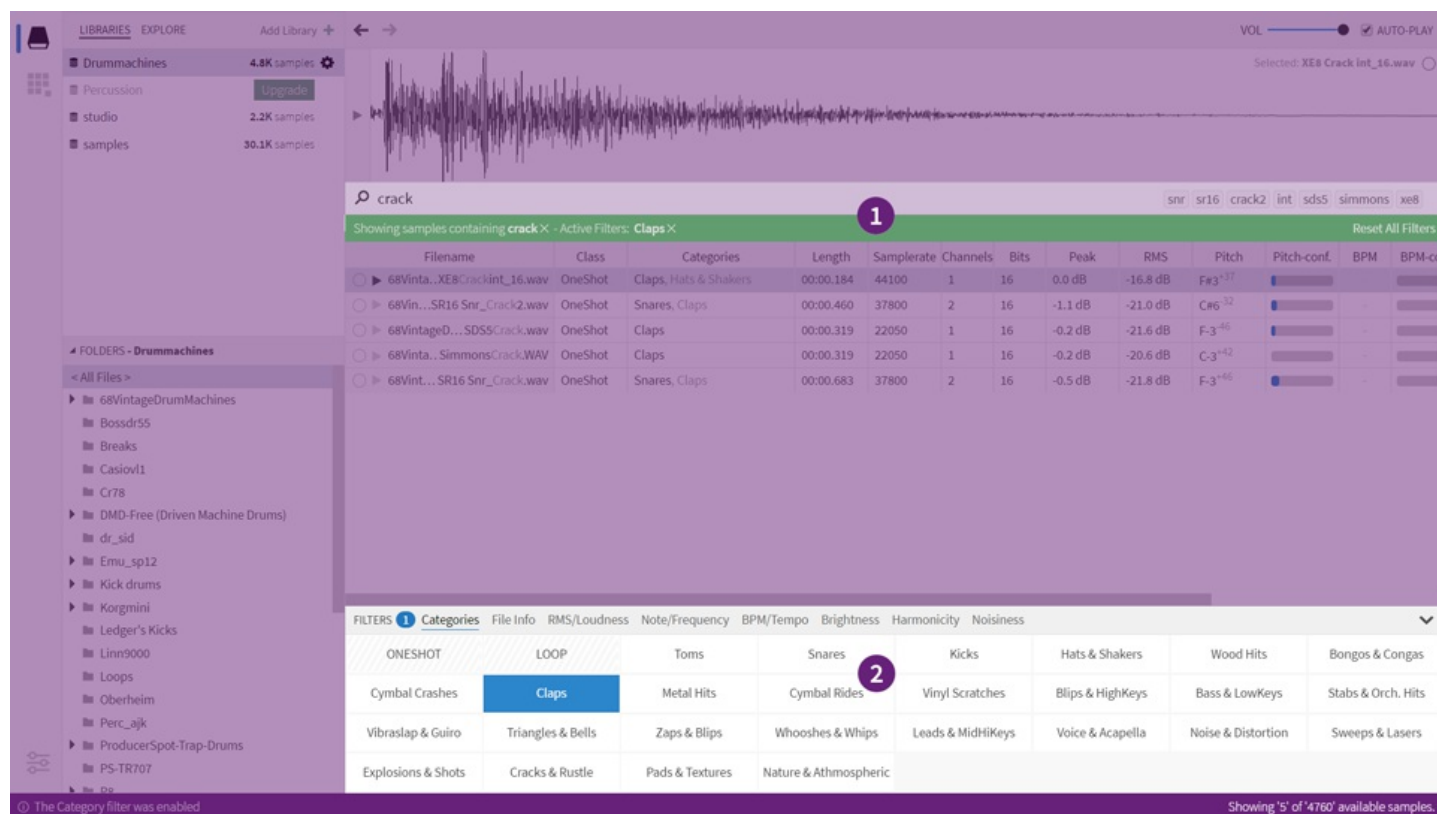
The filter-banner (1) and filter-panel (2)

Imagine that you start Sononym and select the root path of one of your sample libraries - without filtering, the software will simply show all files contained in the library. If you then select a subfolder, you will see all files contained within that folder, and so on. What you are doing is essentially *filtering*: the process of eliminating results by specifying some kind of criteria.

Navigating through folders is intuitively controlled by using the Location file tree and via the Search Input. But there are several other filters that can make your results more specific and relevant - all contained within the Filter Panel.

Filter Banner

The Filter Banner is the narrow strip between the search input and the results table, which contains all active/applied filters.

To the left, you can click the text of each individual filter to highlight/focus the relevant part of the interface, or click the small "X" to remove that particular filter.

To the right, a button (Reset All Filters) allows you to remove all active filters in one go.
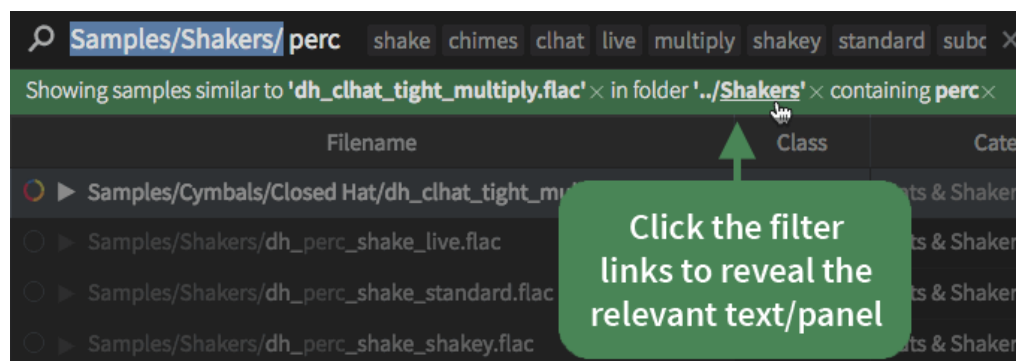
Clicking the filters will highlight relevant parts of the interface

Filter Panel

The filters are located in the panel just below the search results. The panel can minimized, enlarged and freely resized. Clicking any tab will take you to the relevant sub-panel. Double-clicking the name will toggle the visible state of the panel.

Favorites

This is a simple filter that will allow you to (A) exclude or (B) include (only) favorited items in the search results.

Categories

This panel contains the category-filter controls. It shows you which categories are available in your currently selected library, and allows you to select between them.

Selecting a category will sort the results by relevance - as long as a category filter is active, the topmost results will be the ones that match the selected category: the most "kick-alike", "snare-alike" sounds, and so on.

Two special buttons exist in the panel: ONESHOT and LOOP. Selecting ONESHOT will display the most oneshot-alike sounds from all categories, while LOOP will provide you with the sounds best matching a loop.

> See also Classes & Categories for more information

File info

This panel collects multiple filters that deal with file properties: the length of the audio, the samplerate, number of channels and bits. Each filter can be controlled individually of one another.

> See also file-info descriptors

Loudness

This panel consists of three individual filters that all deal with loudness in some way: Peak, RMS/dB and Crest Factor.

> You can type values while the slider is focused. More info
> See also the relevant descriptors

Note/Frequency

This panel allows you to define a range for the Note/Frequency. It has two modes; one which allows you to specify the range using Hz and another one which allows to you define the range as (MIDI-compatible) note values.

> You can type values while the slider is focused. More info
> See also Note/Frequency descriptor

BPM/Tempo

This panel allows you to define a range between 50 and 250 BPM. Use it to isolate sounds with a specific tempo.

> You can type values while the slider is focused. More info
> See also BPM/Tempo descriptor

Brightness

This panel allows you to restrict the results to those that match a specific Brightness, between 0% (very dark) and 100% (very bright).

> You can type values while the slider is focused. More info
> See also Brightness descriptor

Harmonicity

This panel allows you to restrict the results to those that match a specific Harmonicity, between 0% (dissonant) and 100% (harmoneous).

> You can type values while the slider is focused. More info
> See also Harmonicity descriptor

Noisiness

This panel allows you to restrict the results to those that match a specific Noisiness, between 0% (clean sounding) and 100% (noisy).

> You can type values while the slider is focused. More info
> See also Noisiness descriptor

Controlling sliders

Several of the filter panels are using a range slider to control the filter. This type of slider can be controlled the keyboard, which sometimes
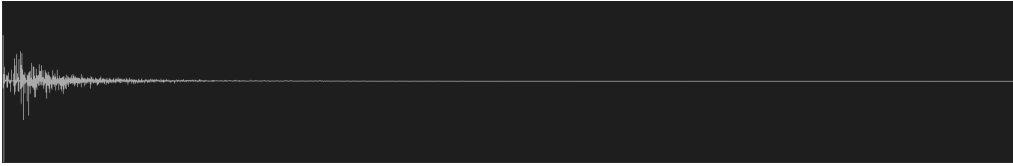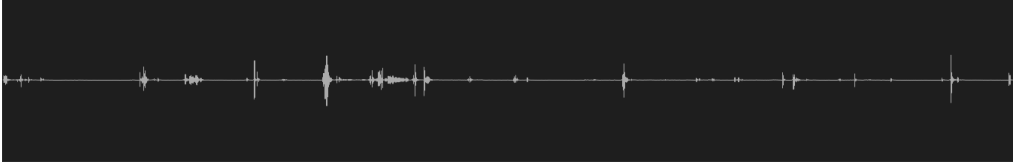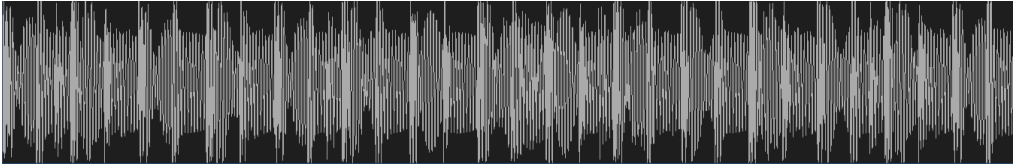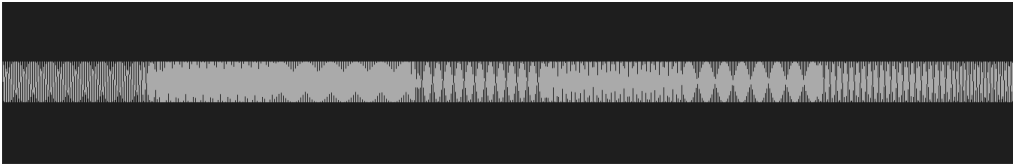
offer more accuracy and faster input than when using the mouse. For example, you can enter values directly by typing while the slider is focused. If the value is recognized, the slider will immediately be updated.

Try it yourself: head into one of the filter panels, e.g. "BPM". Make sure the filter is enabled (that the ON button in the top-left corner is enabled). Then, click one of the slider "arrows" to bring focus to the slider. Now, you can enter numeric values to control the value of the slider. Next, try pressing TAB (or Shift+TAB) to move focus through the various slider controls, and notice how you can set both the minimum and maximum value at the same time.

Descriptors

All available audio/file descriptors, appearing as columns in the search results table.

NB: Not all columns are visible by default - Column Options lets you change this.

Name	Description	Filter
Path	The full path (including filename) within the Library.	Search Input
Folder	The path within the Library, relative to the selected folder.	Search Input
Filename	The filename, including extension.	Search Input
Date Modified	The "modified" attribute of the file (updated when library is refreshed).	-
Date Added	The time when the file got added to the library (e.g. as part of a refresh operation).	-
Class	The sound 'class': `ONESHOT`, or `LOOP` ONESHOT represents percussive and non-repeating sounds. LOOP are repetitive in nature. Note that if more than one class is present, the secondary prediction will appear slightly dimmed. See also Classes for more information.	Categories
Categories	The category, or categories that were found to be the best match. Note that categories only applies to ONESHOT sounds. If more than one category is present, secondary categories will appear slightly dimmed. See also Categories for more information	Categories
Length	The total duration (playing time) of the sound. The value is expressed as minutes:seconds:milliseconds	File Info
Samplerate	The samplerate of the sound, e.g. 44100 for CD-quality audio.	File Info
Channels	Number of audio channels in the source file.	File Info
Bits	The bit-depth of the source file, e.g. 16 or 8-bit .	File Info
Peak	The peak amplitude in the sound, expressed as decibel (dB).	Loudness
RMS	The average amplitude (RMS) expressed in decibel (dB).	Loudness

Name	Description	Filter
Crest Factor	Crest Factor describes the ratio between peak and RMS, and can indicate how "dense" or "sparse" a given signal is.	Loudness
	Here are some concrete examples: A single loud peak in a otherwise quiet sample leads to very high crest factor. A sparsely populated rhythm is considered a high crest factor. Dense rhythm leads to a medium-low crest factor. A constant tone, almost without dynamic variation. This will always lead to a low crest factor, no matter how loud the actual audio is.	
Pitch	The percieved pitch expressed as a MIDI-compatible note value	Note/Frequency
	The small number to the right of the note is the detuning amount in cents. For example, a note value such as `C1⁻²²` should be understood as a `C1` tuned approximately 22% downwards toward `B-0`. Note also that tones that are tuned more that halfway up or down (50%) will instead be shown as the neighbouring tone. So a `C-1⁺⁷⁵` would be 'relabelled' as `C#1⁻²⁵`	
Pitch-conf.	The 'pitch confidence'	-
	A low value indicates that precise pitch measurement was not possible.	
BPM	The detected BPM (beats-per-minute) of the sound.	BPM/Tempo
	The tempo is not necessarily available for all sounds.	
BPM-conf.	The 'tempo confidence'	-
	a low value indicates that the tempo was found to be unstable.	
Brightness	The perceived 'brightness' of the sound	Brightness
	A value of 100 is very bright, while 0 is the opposite - a 'dark' or 'dull' sound.	
Harmonicity	The perceived 'harmonicity' of the sound	Harmonicity
	This is a measurement of the distribution of harmonic partials, with 100 being a perfect distribution and 0 considered a very dissonant sound. Note that this is not an indication of whether a sound should be considered 'tonal' or not - aiming for a low 'noisiness' is often a better approach here.	

Name	Description	Filter
Noisiness	The perceived 'noisiness' of the sound This value indicates how 'noisy' the sound appears to be, with 100 being very noisy, and a value of 0 being the opposite. Or in other words, if your sound has a low noisiness, it's probably closer to a sine wave than white-noise.	Noisiness

Classes & Categories

Any sound in a library is automatically classified & categorized. The result is shown in the results table and can be filtered/sorted, just like any other descriptor.

Classes

Any sound in library belongs to one of these two classes:

LOOP - when the sound is found to have a looping or repetitive nature (no category).
ONESHOT - when the sound is non-repetitive (has a category).

Categories

When processing a sample, the software will determine how much it matches a(ny) of the built-in categories. There are dozens of categories, divided into Tonal, Percussive and Sound Effects.

Percussive Sounds

This category covers sounds with a mostly 'percussive' quality. That is, mostly (or completely) atonal sounds with a clear impact, leading into a sustained decay.

- Bongos & Congas
- Claps
- Cymbal Crashes
- Cymbal Rides
- Hats & Shakers
- Kicks
- Metal Hits
- Snares
- Snips & Snaps
- Toms
- Vibraslap & Guiro
- Vinyl Scratches
- Wood Hits
- Zaps & Blips

Tonal Sounds

This category includes sounds with a primarily 'tonal' character. The sounds can be both simple or complex, sustained or decaying.

- Bass & LowKeys
- Blips & HighKeys
- Leads & MidHiKeys
- Pads & Textures
- Stabs & Orch. Hits
- Triangles & Bells
- Voice & Acapella

Sound Effects (XFX)

This category covers sound effects of various kinds.

- Breaks & Smashes
- Cracks & Rustle
- Explosions & Shots
- Nature & Athmospheric
- Noise & Distortion
- Sweeps & Lasers
- Whooshes & Whips

Manually override classes & categories

While the classification system in Sononym can recognize sounds from a wide variety of sources, it certainly isn't perfect. Therefore, it's possible to override predictions from the neural network. It's dead simple - see the animation below:

'Fixing' a sample that got misclassified

When you override the value, your choice also affects how similarity search is working. A manually assigned class/category will receive a "perfect" score, and as a result of this, will appear topmost in the search results when you browse by category.

> Note that you can only use the pre-defined categories. We will introduce custom tagging at a later point, which will allow you to organize things *exactly* as you want.

File Formats

For reference, here are the available audio-formats for each platform:

Format, file extension	Windows	macOS / OS X	Linux
Advanced Audio Coding (.aac)	Yes	Yes	
Audio Interchange (.aif, .aiff, .aifc)	Yes	Yes	Yes
NeXT/Sun Audio (.au)	Yes	Yes	
Core Audio Format (.caf)		Yes	
Free Lossless Audio Codec (.fla, .flac)	Yes	Yes	Yes
OGG Vorbis (.ogg)	Yes	Yes	Yes
MPEG-1 Audio Layer 2 (.mp2)	Yes	Yes	Yes
MPEG-1 Audio Layer 3 (.mp3)	Yes	Yes	Yes
MPEG-4 Part 14 (.mp4, .mp4a, .m4a)	Yes	Yes	
Apple SouND (.snd)	Yes	Yes	
Waveform Audio File (.wav)	Yes	Yes	Yes
Windows Media Audio (.wma)	Yes		

Keyboard shortcuts

Global shortcuts

Global shortcuts are available at all times, no matter which part of the application that currently has focus.

Description	Windows/Linux	macOS
Playback: Play Selected File (restrict to selection, if present)	Space	Space
Playback: Play Similarity Src File	Shift + Space	Shift + Space
Playback: Play Random File	Ctrl + Shift + Space	Cmd + Shift + Space
Playback: Stop Preview / Recording	Escape	Escape
Playback: Toggle Recording Mode	Ctrl + R	Cmd + R
Playback: Toggle Loop	Ctrl + R	Cmd + R
Playback: Punch-in Recording	Ctrl + Shift + R	Cmd + Shift + R
File: Open Folder	Ctrl + O	Cmd + O
File: Create Library	Ctrl + N	Cmd + N
File: Create Project	Ctrl + Shift + Insert	Cmd + Shift + Insert
File: Export Project	Ctrl + E	Cmd + E
Edit: Undo Query Change	Alt + Left Arrow	Alt + Left Arrow
Edit: Redo Query Change	Alt + Right Arrow	Alt + Right Arrow
Edit: Reset Query	Ctrl + Del	Cmd + Del
Edit: Search Files	Ctrl + F	Cmd + F
Edit: Navigate Results	Ctrl+K	Cmd+K
Edit: Toggle Shuffle Mode	Ctrl+Shift+S	Cmd+Shift+S
View Locations	Ctrl + Shift + L	Cmd + Shift + L
View Projects	Ctrl + Shift + C	Cmd + Shift + C
View Favorites	Ctrl+Shift+F	Cmd+Shift+F
View Sidebar	Ctrl + B	Cmd + B
View: Zoom In	Ctrl + Shift + +	Cmd + Shift + +
View: Zoom Out	Ctrl + Shift + -	Cmd + Shift + -
View: Full Screen	F11	???
Open Preferences	Ctrl+Comma	Cmd+Comma

Local shortcuts

Local shortcuts depend on the part of the user interface that currently has focus.

Description	Applies to	Windows/Linux	macOS
Add to Project	Search results	Ctrl+D	Cmd+D
Add to Project (#Index)	Search results	Ctrl+[Numeric Key 1-9]	Cmd++[Numeric Key 1-9]

Description	Applies to	Windows/Linux	macOS
Add to New Project	Search results	Ctrl+Alt+D	Cmd+Alt+D
Add to Favorites	Search results	Shift+F	Shift+F
Remove from Favorites	Search results	Shift+C	Shift+C
Scroll to Previous Column	Search Results	Arrow Left	Arrow Left
Scroll to Next Column	Search Results	Arrow Right	Arrow Right
Exit Similarity Search	Search results	Shift+Escape	Shift+Escape
Seek Back / Playback File	Waveform panel, Search Results, Project, Favorites	Arrow Left	Arrow Left
Seek Forward / Playback File	Waveform panel, Search Results, Project, Favorites	Arrow Right	Arrow Right
Preview File (From Beginning, or Selected Range if Present)	Waveform panel, Search Results, Project, Favorites	Return	Return
Preview File (Force to Beginning of File)	Waveform panel, Search Results, Project, Favorites	Ctrl+Return	Cmd+Return
Create New Folder	Project	Ctrl+Shift+N	Cmd+Shift+N
Assign Color	Project	Shift+Insert	Shift+Insert
Remove Color	Project	Shift+Delete	Shift+Delete

> Tip: Search Results also allow you to start typing in order to select a file. For example, entering "808" will take you to the first sample whose name starts with those letters.

Shared shortcuts

File operations

Description	Applies to	Windows/Linux	macOS
Rename	Clipboard	F2	F2
Delete	Clipboard	Delete	Delete
Reveal in Finder/Explorer		Alt+Shift+R	Alt+Shift+R

Clipboard operations

Description	Applies to	Windows/Linux	macOS
Copy	Clipboard	Ctrl+C	Cmd+C
Paste	Clipboard	Ctrl+P	Cmd+P

List-based widgets

Description	Applies to	Windows/Linux	macOS
Previous Entry	All lists	Arrow Up	Arrow Up
Next Entry	All lists	Arrow Down	Arrow Down
Previous Page	All lists	Page Up	Page Up

Description	Applies to	Windows/Linux	macOS
Next Page	All lists	Page Down	Page Down
First Entry	All lists	Home	Home
Last Entry	All lists	End	End
Expand Folder	Tree widgets	Right Arrow	Right Arrow
Collapse Folder	Tree widgets	Left Arrow	Left Arrow
Expand Selection	Multi-select lists	Shift+Up/Down Arrow	Shift+Up/Down Arrow
Select All	Multi-select lists	Ctrl+A	Cmd+A

Search Input

Description	Windows/Linux	macOS
Previous Suggestion	Arrow Up	Arrow Up
Next Suggestion	Arrow Down	Arrow Down
Complete Suggestion	Tab / Arrow Right	Tab / Arrow Right

Sample Playback

Of special consideration are the keyboard shortcuts for controlling sample playback.

Description	Windows/Linux	macOS
Global: Play Selected File • Playback Options determines if shortcut 'Starts', or 'Starts and Stops'. • If a selection is present in the audio, playback is restricted to the selection.	Space	Space
Global: Play Similarity Src File • Will only work while a similarity search is active.	Shift+Space	Shift+Space
Local: Play Selected File (Selection) • Not affected by Playback Options, will always behave like "Start Playing". • If a selection is present in the audio, playback is restricted to the selection. • The arrow keys double as shortcuts for seeking back & forward in the audio file. Thus, it's recommended to use Return for retriggering samples.	Return ArrowLeft ArrowRight	Return ArrowLeft ArrowRight
Local: Play Selected File (Whole File) • Selection or not, the whole file is played from the beginning.	Ctrl+Return	Cmd+Return

Preferences

The Preferences enables you to customize these application settings:

- Audio
- Display
- Search
- Project

Audio Configuration

Here you can specify the audio devices which are to be used by Sononym.

> Note that you configure the Playback options from its own menu.

Audio Configuration (showing an error message)

General settings

Audio System

The audio driver architecture that should be used.

> A special entry is 'Default' (not listed), which will use the system's default audio output device with a moderately high, but safe latency.

Architecture	Windows	Linux	macOS
Direct Sound	Yes	-	-
ASIO	Yes	-	Yes
Core Audio	-	-	Yes
Alsa	-	Yes	-
Jack	-	Yes	

Reload Device List

Reload the device list to detect newly connected sound-cards/drivers.

Device

The audio device that should be used for audio playback

Sample Rate

The audio playback sample rate. The higher the sample rate, the more detailed the playback will be, but also the more CPU power will be used.

Latency (ms)

The audio driver's buffer size. Higher numbers will reduce the possibility of crackling sound at high CPU usage, but will also cause more latency.

Play Test Sound
Starts a simple test sound to quickly check if the audio setup is working.

Reinitialize Audio System
Closes, then re-opens the connection to the soundcard/driver. May be useful for troubleshooting.

ASIO Specific
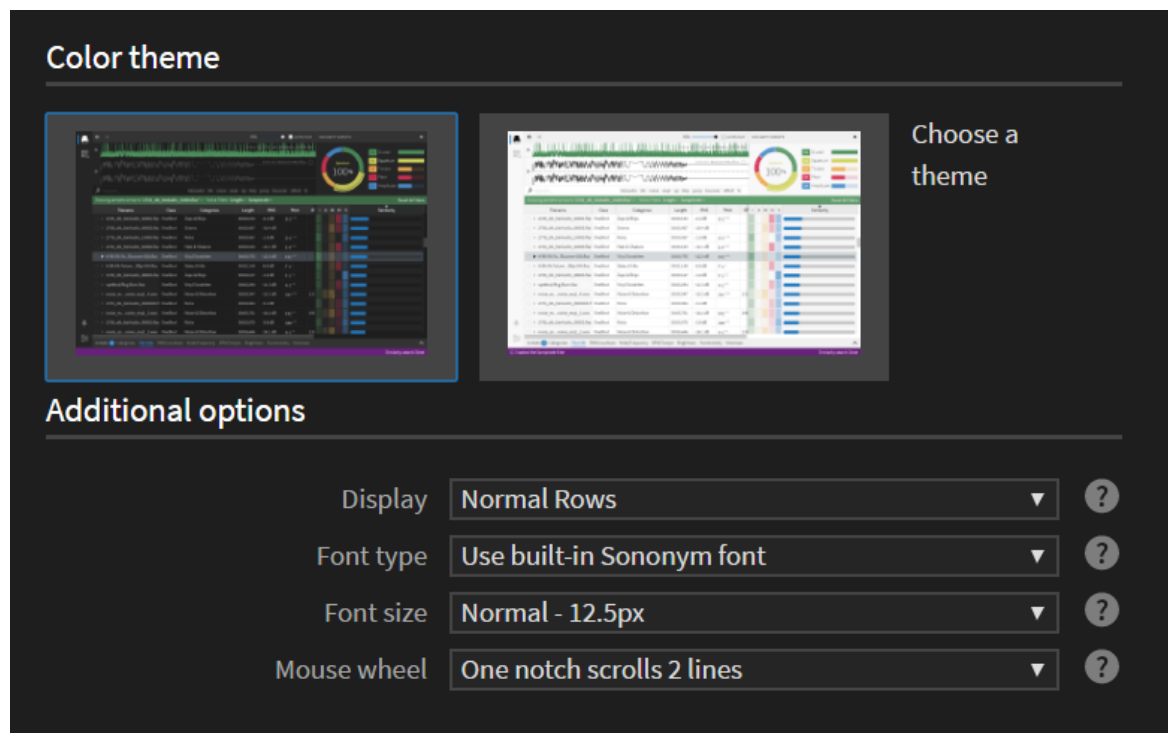
External Control Panel
Open the device's external control panel in order to configure more driver specific settings.

ALSA Specific

ALSA Buffers
Setup number of periods (buffers) for ALSA devices. Some drivers need three buffers to work reliably, while others need only two. Try changing this value if you get crackles/xruns.

Display Configuration

Display - the dark theme has just been applied

Color Theme

Choose between a light and dark theme. The change is applied immediately.

Additional Options

> Note that some options (zoom level & full-screen mode) are only available from the application menu.

Display
Specified a general size for table rows, tree widgets etc. Useful, e.g. to make the GUI more touch-screen friendly.

Font type
Specify the font type - either use the built-in font, or the system default. The latter can be a better choice in case you have disabled anti-aliasing on your computer.

Font size
Specify which font-size to use.

Mouse Wheel / Scrolling
Specify the desired scrolling behaviour and sensitivity:

```
Touch/Trackpad: Smooth Scroll
Mouse Wheel: One notch = 1 line
Mouse Wheel: One notch = 2 lines ← Default choice
Mouse Wheel: One notch = 3 lines
Mouse Wheel: One notch = 4 lines
```

Note: the first option is recommended if you're using a touch/trackpad and feel that scrolling is overly sensitive.

Search Configuration

List of Synonyms

This section contains a dictionary of related words and terms, with the purpose of enhancing the search results. In practice, any search term you enter - say, `bassdrum` - will look up this list for matches and automatically search for related terms, such as `bd`, `bass-drum` or `kickdrum`. Such a dictionary is also referred to as a Thesaurus.
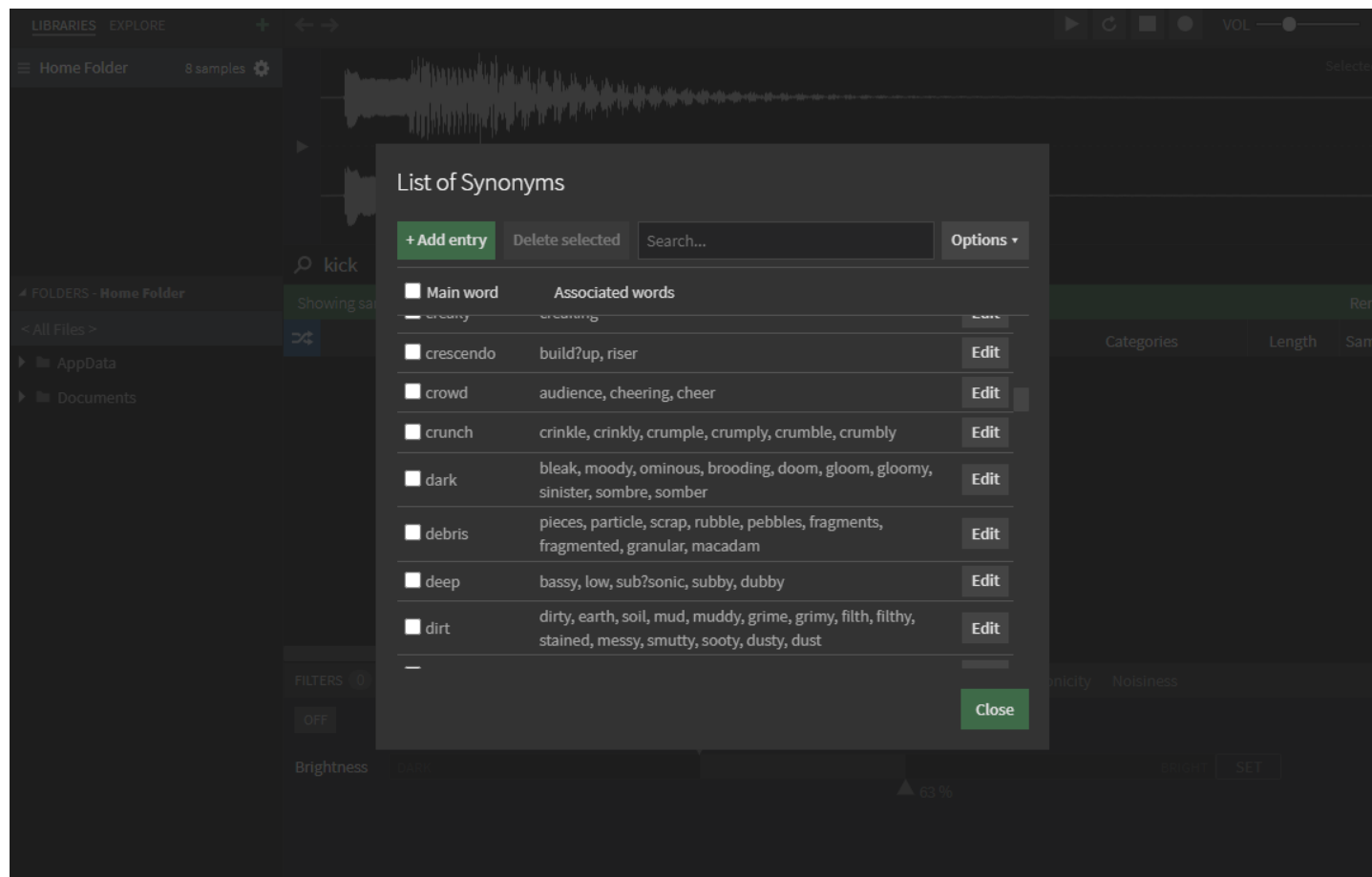

You can easily add your own entries using the inline editor, and even export or import your own dictionaries (e.g. for use on a different workstation).

Note: when you define a word, the question mark (?) has special meaning - it will match any single character when looking for results. This is very useful when your libraries contain both files called `bass-drum`, `bassdrum` and `bass_drum`. In such a case, specifying `bass?drum` will match all three.

Searching with Synonyms

The list of synonyms is fully integrated in the search input. Simply enter a word, and - if it has an associated entry in the Thesaurus - you will see a small arrow next to it. Pressing this arrow will reveal a menu that contains relevant actions:
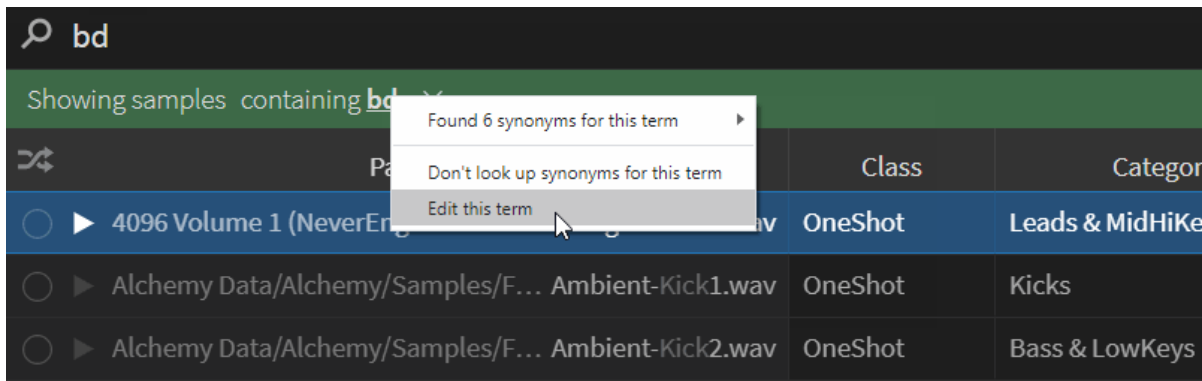
Bringing out the menu containing actions.

TIP: if you want to bypass the thesaurus for a specific search term, simply wrap it in quotes (see animation above). This will instead search for the literal word you entered.

Project Configuration

Default Settings

This section allows you to specify default settings. This includes where to store projects on disk, and whether they should make use the auto-export feature.

NB: these settings applies to newly created projects. To change settings for an existing project, bring up its associated Options dialog.

Other Settings

Post Export Action: What action to take after a successfull export has completed.