Sononym User Manual

This document was written for Sononym v1.6.4. To obtain the documention for the current version of the software, point your browser to this address: www.sononym.net/docs

Table of Contents

- Getting started
- User Interface
- Locations: Libraries
- Locations: Explore
- Projects
- Renaming
- Favorites
- Upper Panel
- Search Input
- Search Results
- Similarity Search
- Duplicate Detection
- Filtering
- Descriptors
- Embedded Metadata
- Tagging
- Categories
- File Formats
- Shortcuts
- Preferences

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.

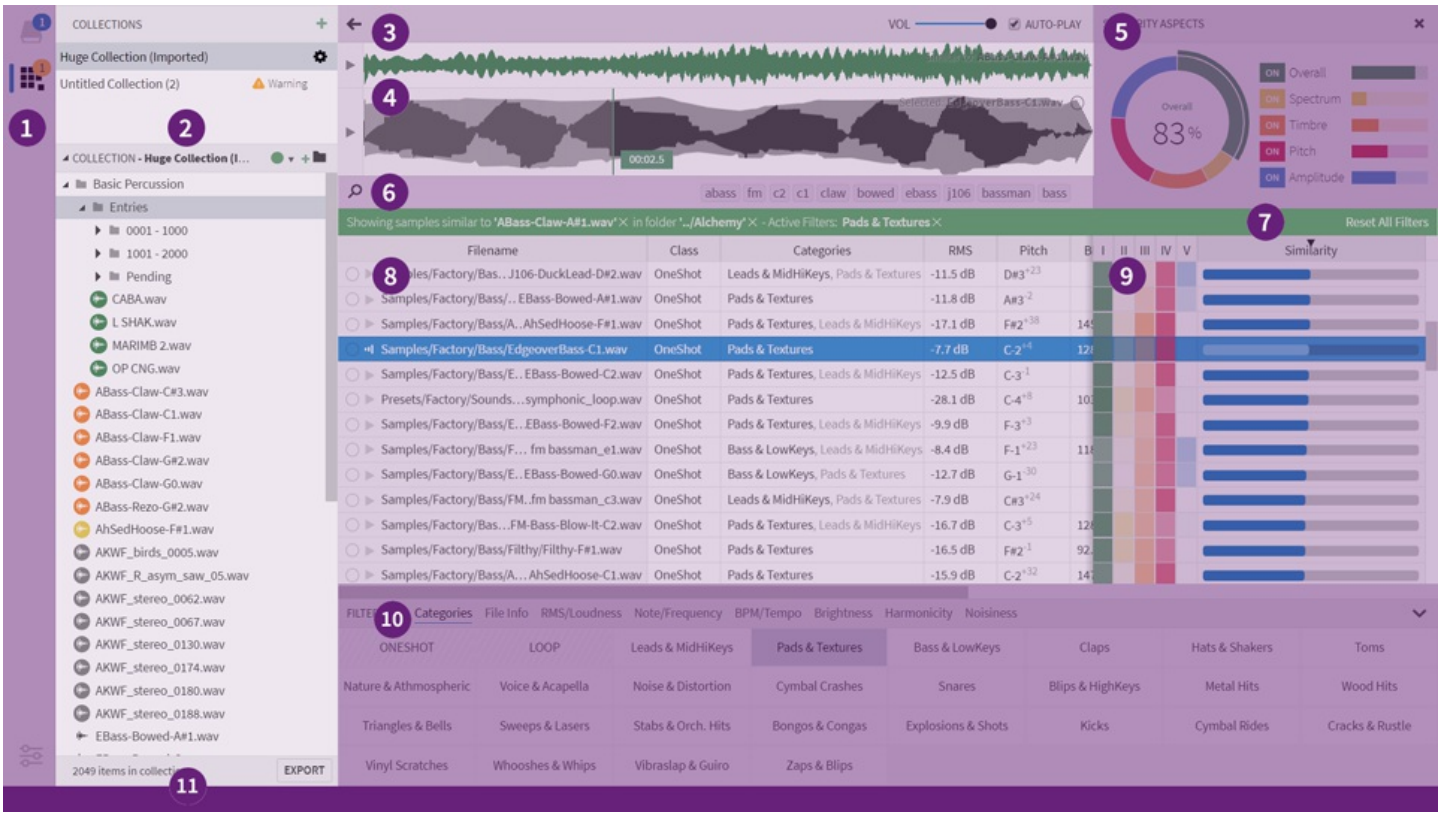
Preferences

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. **Activity 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 fromPreferences

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.

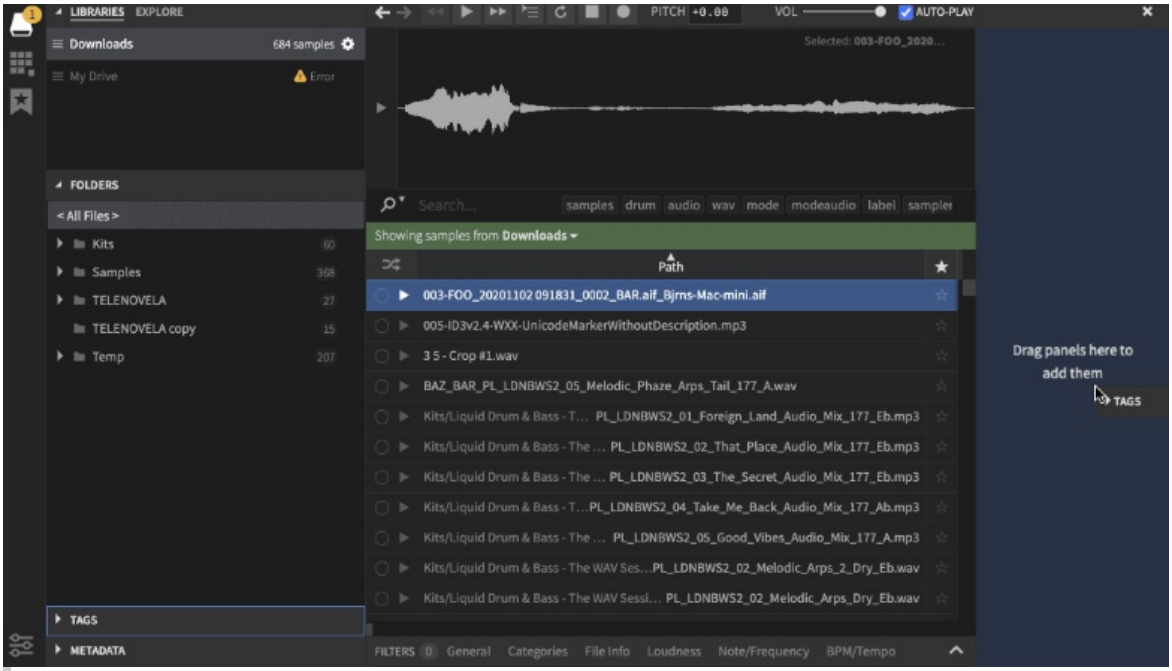
Additionally, you can drag files around within the application itself. This will allow you to move folders or files with ease*in a way that ensures that your Sononym projects and favorites are kept up to date*.

Detachable panels

It is possible to “dock” panels in a secondary side-bar (on the right-hand side), as well as more flexible grouping on the left side. All in all, this allows better use of the horizontal space.

To detach/reorganize panels, simply click the desired panel header and drag it to your desired destination.

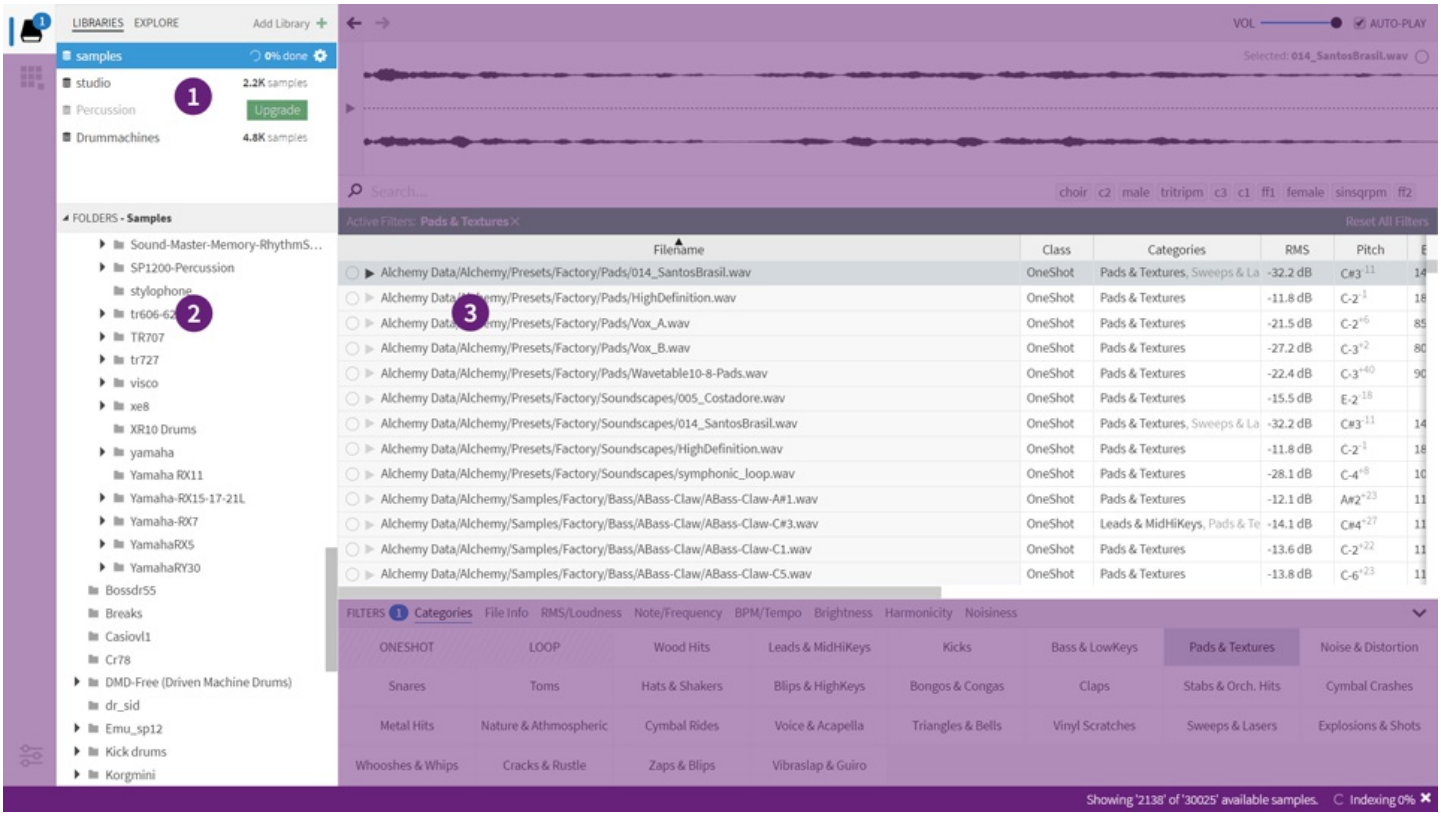
The destination can be the Activity Bar (1), Sidepanel (2), or the Secondary Sidepanel (not shown).



> The Secondary Sidepanel is initially hidden, but will reveal itself once you drag a panel near the edge of the window.
> Also, you can reveal the Secondary Sidepanel from the View menu, or by carefully dragging from within the right edge of the window.

Locations: Libraries

Libraries are folders on your harddrive that have been analyzed by the software. Technically, they are small databases containing information about your samples. These data provide the foundation for similarity-search and many other features.



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

Library Options

To view options for a given library, right-click and select it.

Refresh (Look For Changes)
Choose this to look for new/changed/deleted files. Existing information in the database is retained.
This option is also available in the context menu, and will perform the same action *but for a specific subfolder only.* For large libraries, this is much faster than performing a full rescan.

Rebuild (Hard Refresh)
This will perform a complete rebuild of the library. Any modifications that you have performed (e.g. changed categories) will be **lost**. For the same reason, this action is preceded with a warning message.

Use Local Drive For Collected Data
Enable this option to let Sononym host the database in the application config folder. When disabled, the application will store the information in the root folder of the sample library.

> This option is practical when your samples are stored on read-only media, or if you dislike having database files ('sononym.db') scattered across your harddrive. Also, it might be that your media doesn't support exclusive locking, which is a requirement for writing to the database.

Treat Location As Read-Only
When enabled, the application will not be able to perform modifications to the location. This option is automatically enabled when read-only media was detected during initialization.

Selecting libraries

The list of active libraries appear in the topmost part of the Location sidepanel, while the "Libraries" tab is active. And your search results are of course dictated by what library(-ies) you might have selected in this list.

To select a library, simply click it. To select more than a single library (i.e. combine libraries on-the-fly), hold Command/Ctrl pressed while selecting a library, or use the Shift modifier to "extend" the existing selection. You might notice a brief preparation time, after

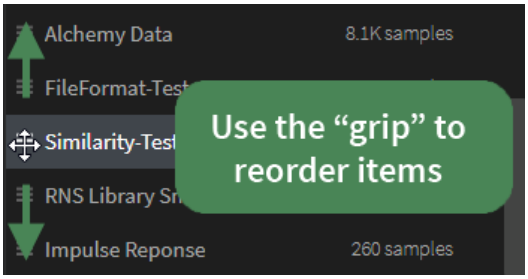
which the “combined” results should appear in the browser.

> **Current Limitations**: there is currently a limit to how many libraries that can be combined on-the-fly. If you have chosen more libraries than the software supports, any libraries shown with a “striped” background will not included in the results.
> Note that this striped background is also applied to libraries whose content isn’t available for some other reason (e.g. in need of an upgrade, not found on disk etc).

In the list of libraries, any library can be right-clicked to bring up it’s context menu. A special case is when multiple libraries are selected: in such a case, right-clicking within the selection will bring up a context menu that applies to *all* the selected libraries instead of a single one.

> If you have selected multiple libraries and need to show options for a specific library *within* that selection, this is possible too: press the “gear” icon on the left-hand side to bring up its context-menu.

The panel also 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.

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, it will immediately be added to the list of libraries. 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)

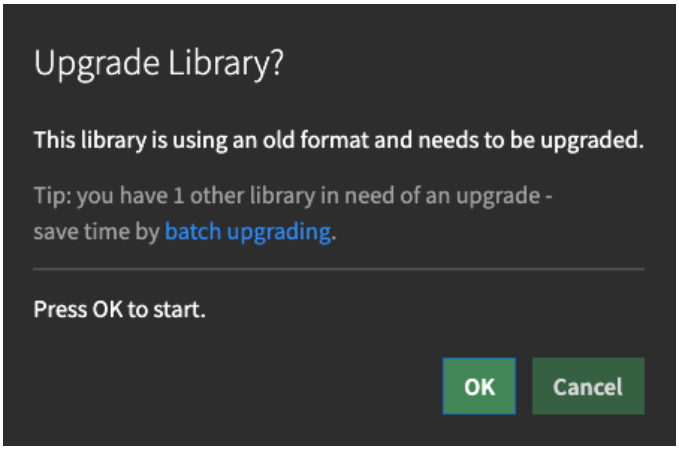
Of course, your sample collections aren’t necessarily static. You might add, change or move files around at any given time. When this is the case, the Sononym library will need to be *refreshed* in order to pick up those changes - this will ensure that the file database is up to date.

To refresh, head into the list of libraries and right-click the library you want to refresh. Next, choose the menu entry called Refresh.

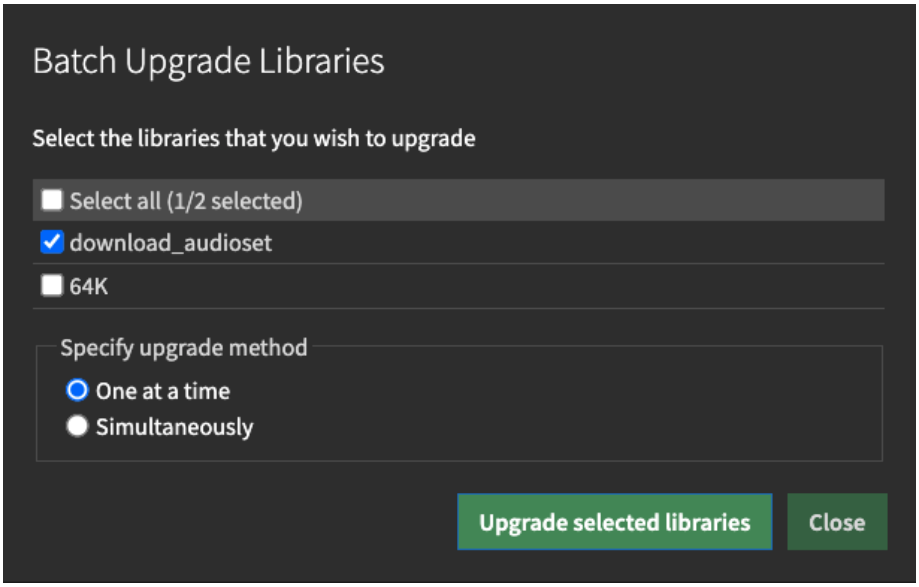
> Note that refreshing a library doesn’t require all files to be re-analyzed - only new arrivals and changed files are processed.

Upgrading a library

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



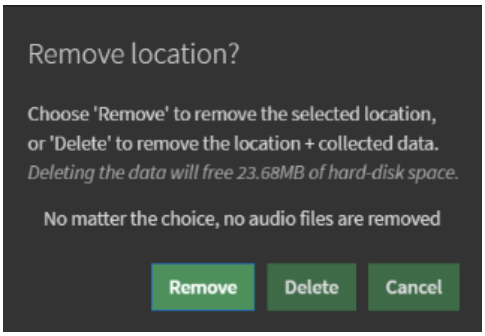
When multiple libraries are in need of upgrade, you can choose to batch upgrade them:



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

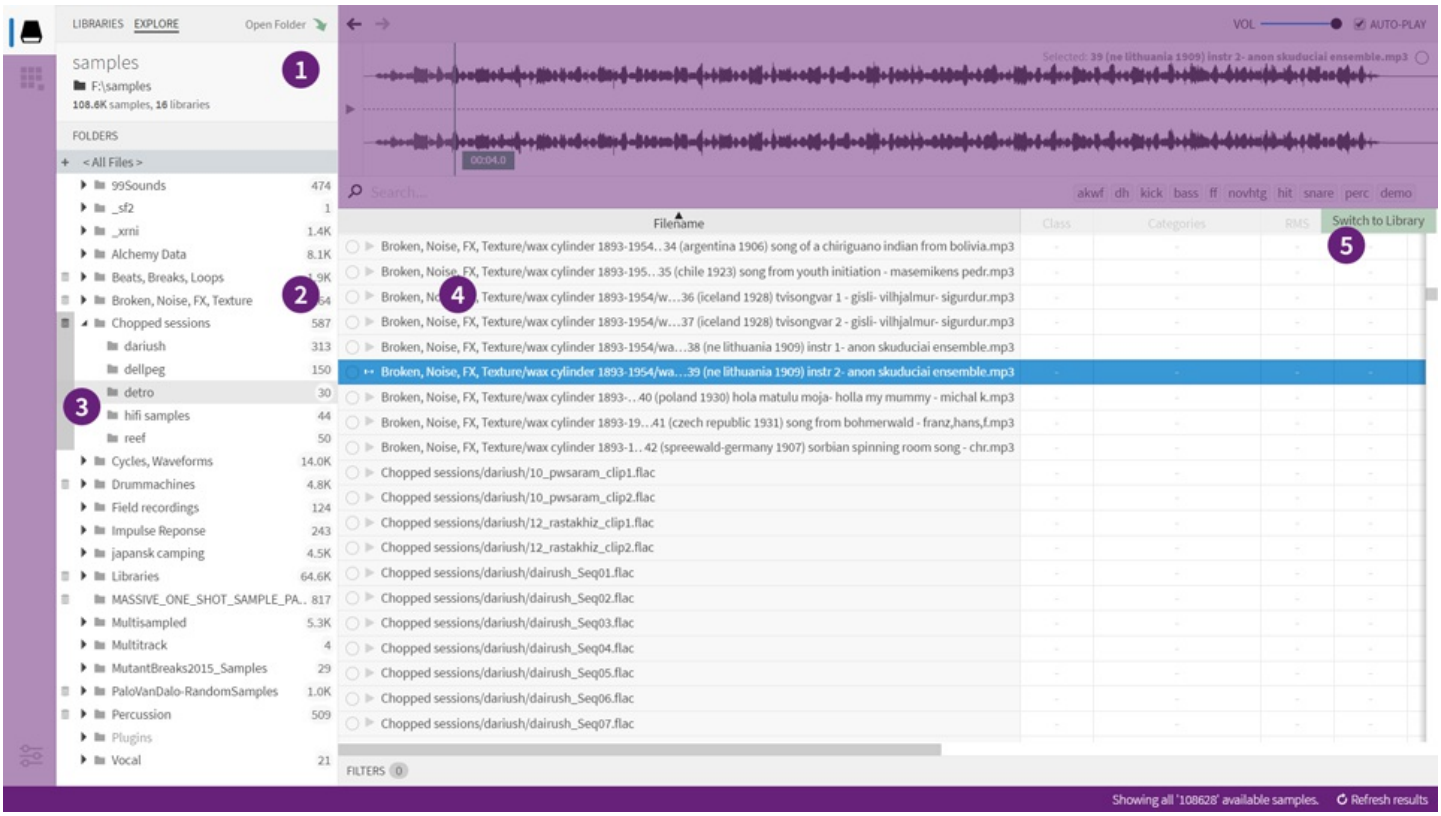
To remove a library, choose “Remove” from it’s context-menu (the library itself is located in the list of libraries). The following prompt will appear:



- **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.

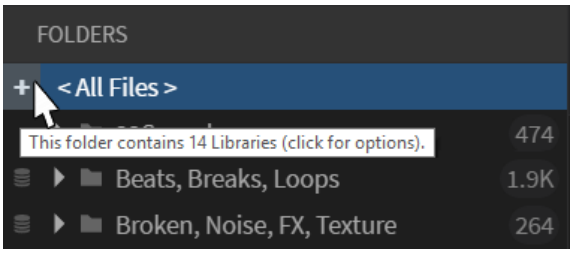
> Note that folders are scanned *recursively*, just like a disk-scanning utility would. A cache is built the first time you open a folder, which should result in quicker access later on.

Browsing folders

The lower part of the sidepanel will display a tree, listing all folders and libraries, and highlightingsupported 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".

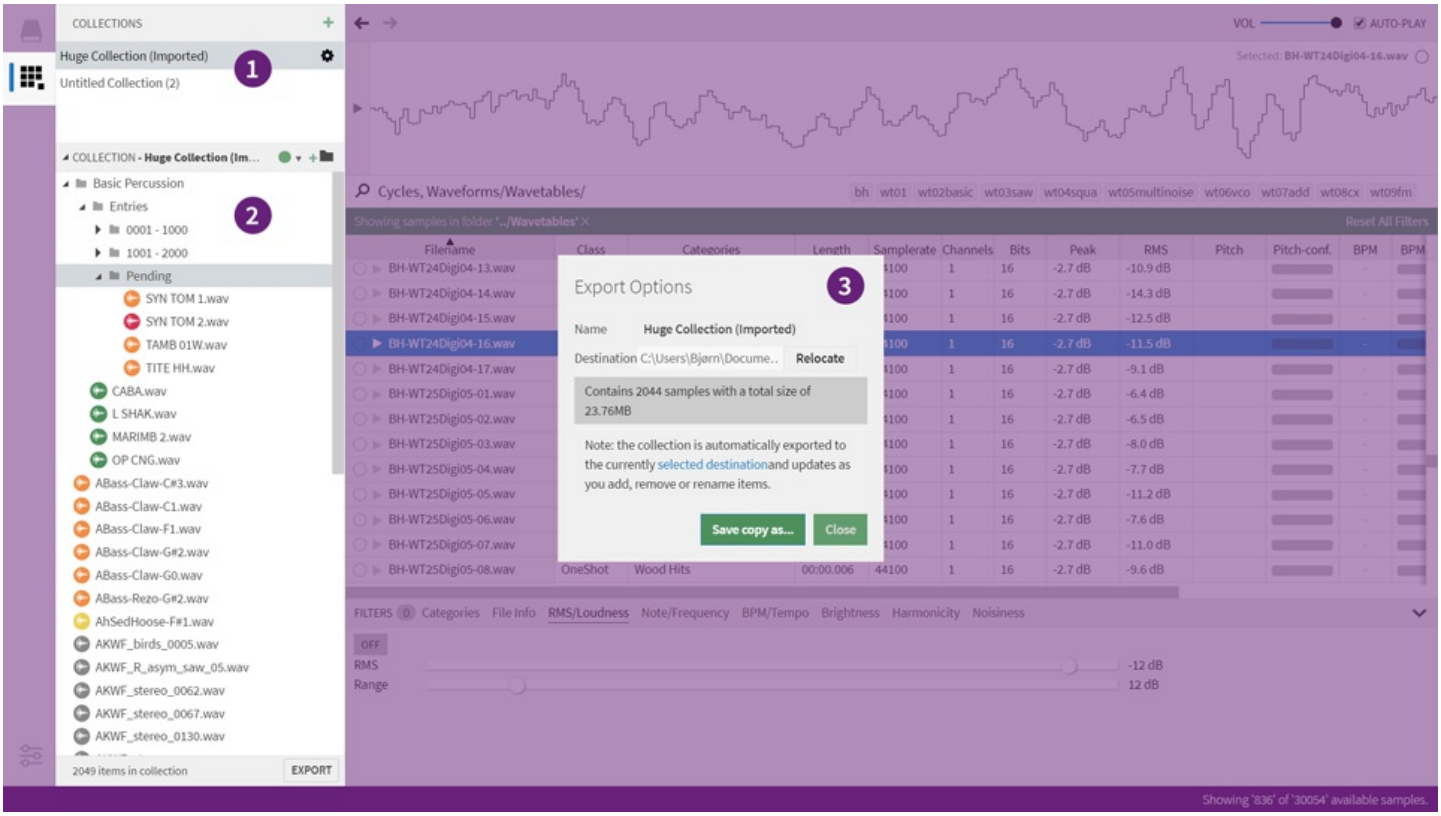
Recent folders

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)

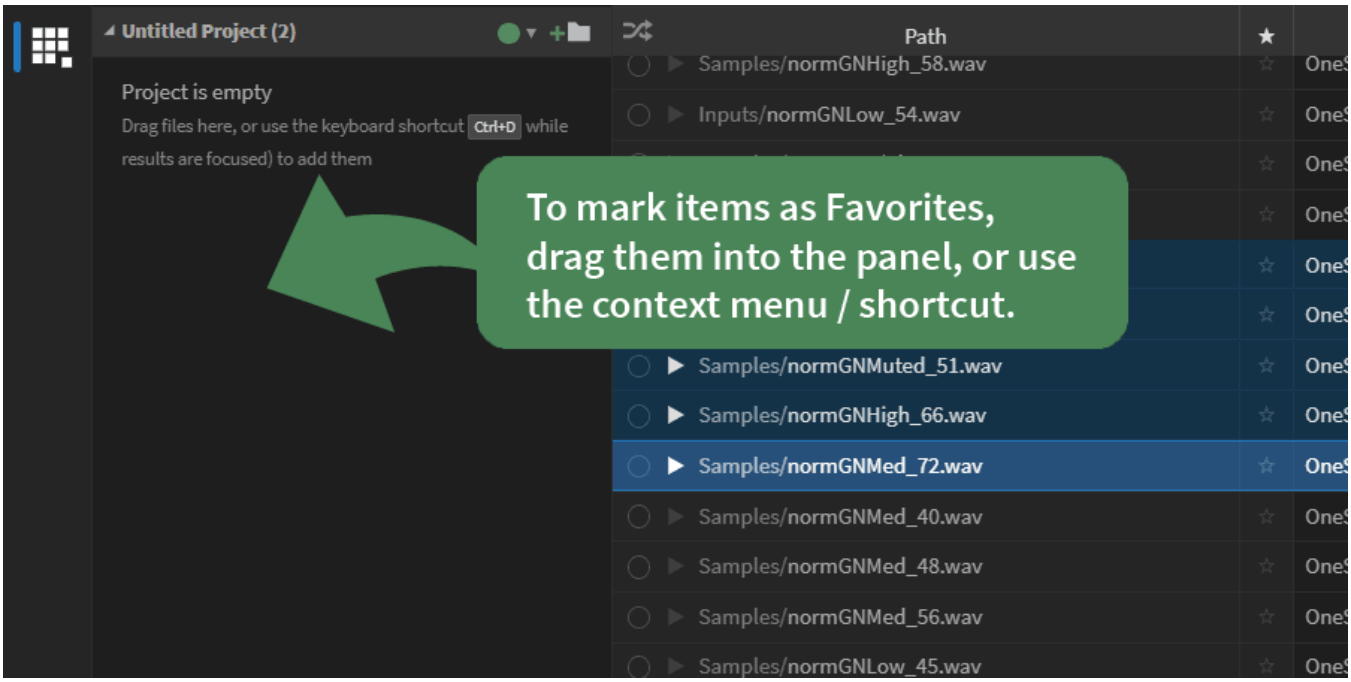
A Project is a place to store references to sounds. You can create as many projects as you like, freely organize sounds within each project and export them to a folder of your choice.

Projects also makes it easy to enforce a naming convention to items within the Project. For instance, you might want to tag all files with their BPM or Pitch information. The section on renaming explains how this can be achieved.

Adding Items

The easiest way to add an item to a project is to press thekeyboard 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).

Renaming items

When you add an item to a Project, you are able to provide an alternative name for it without modifying the original/source file.

If you click the checkbox *Advanced Renaming*, the rename dialog will expand and allow you to embed all sorts of information into the names of your files. Advanced renaming is a big subject with its own dedicated page.

Assigning Colors

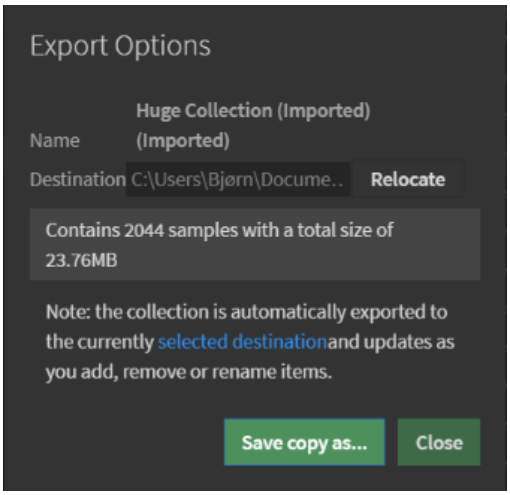
Any item can be assigned to one of the seven available colors, but it’s up to you to decide the meaning. For now, the colors exist merely as a way to visually distinguish between files.

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.

Renaming Files & Folders

To rename a file or folder, hit the relevant keyboard shortcut or right-click and select “Rename” to bring up the Rename dialog.

This dialog will, depending on the context, provide access to different renaming “modes”:

Regular Renaming

Regular renaming is just a basic text input that validates the input as you type.
*This mode is **not** accessible when you have selected multiple files.*

Batch Renaming

You can use the batch-renaming to quickly and easily transform the name of multiple files.
This mode is accessible when you are renaming more than one file.

Add Text

Select this mode to insert the specified text *before* or *after* the filename (but before the extension).

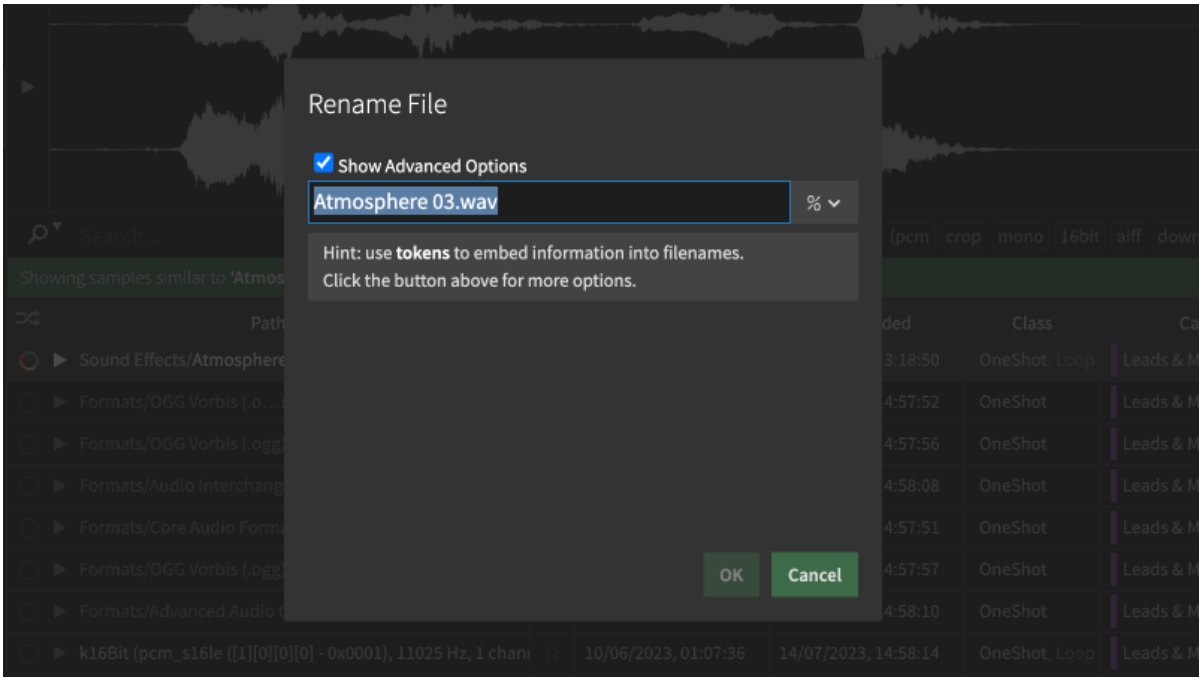
Replace Text

Select this mode to enter some text which should be replaced by some other piece of text (or simply be removed).

Advanced Renaming

Advanced renaming can be used to “imprint” your file names with all kinds of data. It might be the tempo of a given sound, the current time or even the name of the currently logged-in user.

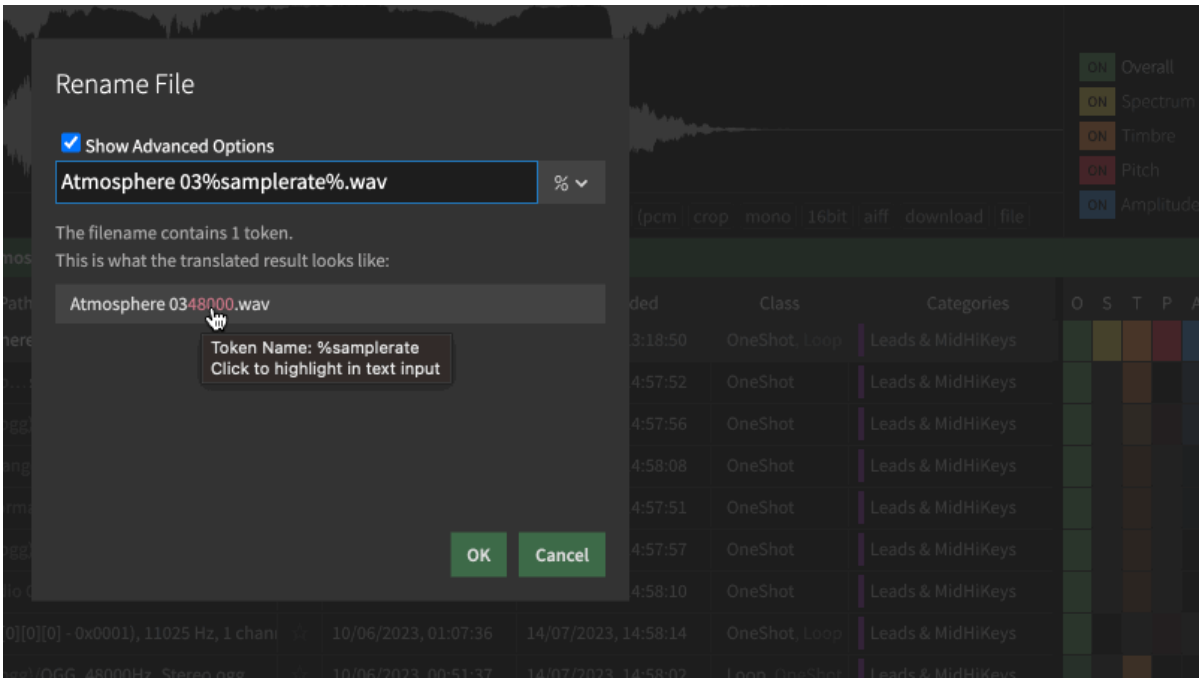
To begin with, simply choose to rename one or more files. You should notice that the Rename dialog has been extended with an “advanced” mode:



Use Tokens to fetch data

Once you enter the advanced mode, you can enter special values, so-called “tokens” into the name - each of which will embed a certain piece of information into the filename.

Tokens can also be accessed from the popout menu on the right side of the text input.



Demonstrating how to enter a token manually, or by selecting it from the popout menu.

Underneath the text input, you'll see a preview which updates as you type, pulling information from the file and/or library. In addition, the preview will inform you when the input contains a syntax error or unknown value.

Use Modifiers to get the syntax right

You can add so-called "modifiers" to change the value of a token. For example, you might want all text to be lower-case.

Modifiers are specified by entering a colon, the name and arguments immediately after the token. And just like tokens, modifiers can also be accessed from the popout menu on the right side of the text input.

> Here we define a "replace" modifier that replace any occurrence of "foo" with "bar":
> `%user:replace(foo:bar)%`

Modifiers can also be chained together, simply by adding another modifier following the first one. if you specify more than one modifier, they are parsed in left-to-right order.

For example, `%user:wrap(before_:_after):upper()%` might output `BEFORE_USERNAME_AFTER`, as the wrapping text got transformed into uppercase.

Token Reference

Here are the most important tokens in alphabetical order:

Identifier	Type	Description
added	number	The time when file got added to Library/Location.
basenote	number	The detected pitch, expressed as a MIDI-compatible note value.
bits	number	The bit depth of the audio signal.
bpm	number	The detected BPM (beats-per-minute) of the sound.
brightness	number	The perceived 'brightness' of the sound.
categories	string[]	The category, or categories that were found to be the best match.
category	string	The primary category (shorthand for categories[0]).
channels	number	The number of channels present in the audio signal.
class	string	The primary class (shorthand for classes[0]).
classes	string[]	The sound class: either ONESHOT, LOOP, or a combination of both.

Identifier	Type	Description
crest	number	Crest Factor describes the ratio between peak and RMS, and can indicate how ‘dense’ or ‘sparse’ a given signal is.
favorite	number	Whether the file has been marked as a favorite, and when (expressed as timestamp).
filename	string	The filename, including extension (`file.wav`).
basename	string	The filename without file extension.
extname	string	The file extension (e.g. ‘wav’), without a leading dot.
filesize	number	The size of the file, in kilobytes.
filetype	string	The filetype / file format (e.g. ‘wav’).
folders	string[]	The relative path of the file within the Library.
harmonicity	number	The perceived ‘harmonicity’ of the sound.
hidden	number	Whether the file is hidden, and when it got hidden (expressed as timestamp).
host	string	The hostname of the computer
id	number	The ID of this particular sound within the Library.
length	number	The duration of the sound, in seconds.
library	string	Path/name of originating Library. Useful if content has arrived from multiple different libraries.
modtime	number	File Modification Date (expressed as timestamp).
noisiness	number	The perceived ’noisiness’ of the sound.
nowtime	number	The current time (expressed as timestamp)
octave	number	The octave value of the detected pitch.
peak	number	The Peak amplitude in the sound, expressed as decibel (dB).
pitchclass	string	The pitch class of the note, e.g. ‘C’ or ‘E#’.
rms	number	RMS: The average amplitude expressed in decibel (dB).
samplerate	number	The sample rate of the audio signal.
seq	number	Running sequence: see detailed description below.
status	string	Whether the asset was succesfully analyzed - or error message, if not.
user	string	The name of the currently logged in user

In addition to the tokens above, you can include metadata byspecifying the name of the metadata column, prefixed with `meta:` (for example, `meta:artist`).

Modifier Reference

Use modifiers to change the input provided by a token. If you specify multiple modifiers, they will be processed in a left-to-right order. The modifiers are divided into three categories: numbers, strings and date modifiers.

> Note: each modifier will expect either a number or string as input, but will automatically try to convert the input into the appropriate format.

Number Modifiers

Name	Description
abs	Returns the absolute value of a number (the value without regard to whether it is positive or negative).

Name	Description
add	Increase the value by the specied amount
sub	Decrease the value by the specied amount
mul	Multiply the value by the specied amount
div	Divide the value by the specied amount
modulo	Perform integer division and return remainder
range	Scale the number by providing a source and target range (4 values in total)
ceil	Returns the smallest integer greater than or equal to its numeric argument.
digits	Returns a string representing a number in fixed-point notation.
floor	Returns the greatest integer less than or equal to its numeric argument.

String Modifiers

Name	Description
lower	Converts all the alphabetic characters in a string to lowercase.
upper	Converts all the alphabetic characters in a string to uppercase.
lpad	Pads the current string with a given string (possibly repeated) so that the resulting string reaches a given length. The padding is applied from the start (left) of the current string. *@param* `maxLength:` The length of the resulting string once the current string has been padded. If this parameter is smaller than the current string's length, the current string will be returned as it is. *@param* `maxLength:` The string to pad the current string with. If this string is too long, it will be truncated and the left-most part will be applied. The default value for this parameter is " " (U+0020).
replace	Replaces text in a string, using a regular expression or search string. *@param* `searchValue` — A string or regular expression to search for. *@param* `replaceValue` — A string containing the text to replace.
rpad	Pad the current string with a given string (repeated, if needed) so that the resulting string reaches a given length. The padding is applied from the end (right) of the current string.. *@param* `maxLength:` The length of the resulting string once the current string has been padded. If this parameter is smaller than the current string's length, the current string will be returned as it is. *@param* `maxLength:` The string to pad the current string with. If this string is too long, it will be truncated and the left-most part will be applied. The default value for this parameter is " " (U+0020).
wrap	Wrap the input in the provided value. If two arguments are provided, first argument is used for the left side and second for the right side. Otherwise, the first argument is used for both sides.

Date Modifiers

These modifiers all expect a numeric unix timestamp as input (e.g. `%nowtime%`, `%modtime%`, `%favorite%` and `%hidden%`)

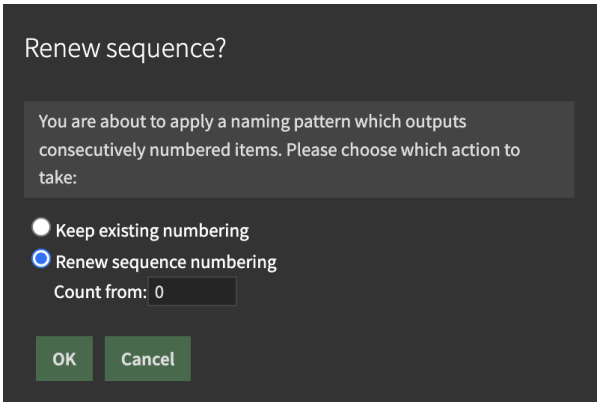
Name	Description
date	Output the day in two-digit format (DD)
month	Output the month in two-digit format (MM)
year2	Output the year in two-digit format (YY)
year4	Format timestamp as year, using 4 digit format (YYYY)

Sequence

Files will automatically have a number (the "running sequence") assigned to them when they are renamed. This makes it possible to

ensure that the original order is kept.

A special case here is the Project: when some files have already added to a project, and you apply a profile which makes use of the `%seq%` token, the user will be prompted if the numbering should be updated:



Naming Profiles

A Naming Profile is a “template” which can be used when renaming files. Use it to define more complex, reusable patterns containing multiple tokens and/or modifiers.

To view/edit or create Naming Profiles

To view/edit/create a profile, head into the application menu > View > Show Naming Profile Editor

The application comes with a few ready-made profiles that demonstrate how the feature works. But you can also define your own profiles from scratch, or base it on an existing profile.

To apply a Naming Profile to items in a Project:

1. Open the Project sidepanel.
2. Select the desired items (files).
3. Click the “%” symbol to bring up the dropdown menu.
4. Select your desired profile.

To apply a Naming Profile to items in the Browser:

1. Bring focus to the Browser (CTRL/CMD+K)
2. Select the desired files.
3. Right-click and choose ‘Assign Naming Profile’
4. Select your desired profile.

Examples

Prefix entries with running sequence index (3 digits)

```
pattern:
  %seq:lpad(3:0)%-%filename%

input:
  Foobar.wav
  Barfoo.wav
  Barbaz.mp3

output
  000-Foobar.wav
  001-Barfoo.wav
  002-Barbaz.mp3
```

Embed note information into filename (octave, pitch class)

```
pattern:
  %pitchclass:rpad(-:2)%%octave%

input:
  Foobar.wav
  Barfoo.wav
  Barbaz.mp3

output
  C-1.wav
  E#2.wav
  F-4.mp3
```

Display embedded metadata (artist/album/song info)

```
pattern:
  %meta:artist%,%meta:album%,%meta:title%

input:
  file_with_embedded_metadata.mp3

output:
  Depeche Mode,Memento Mori,Speak to Me.mp3
```

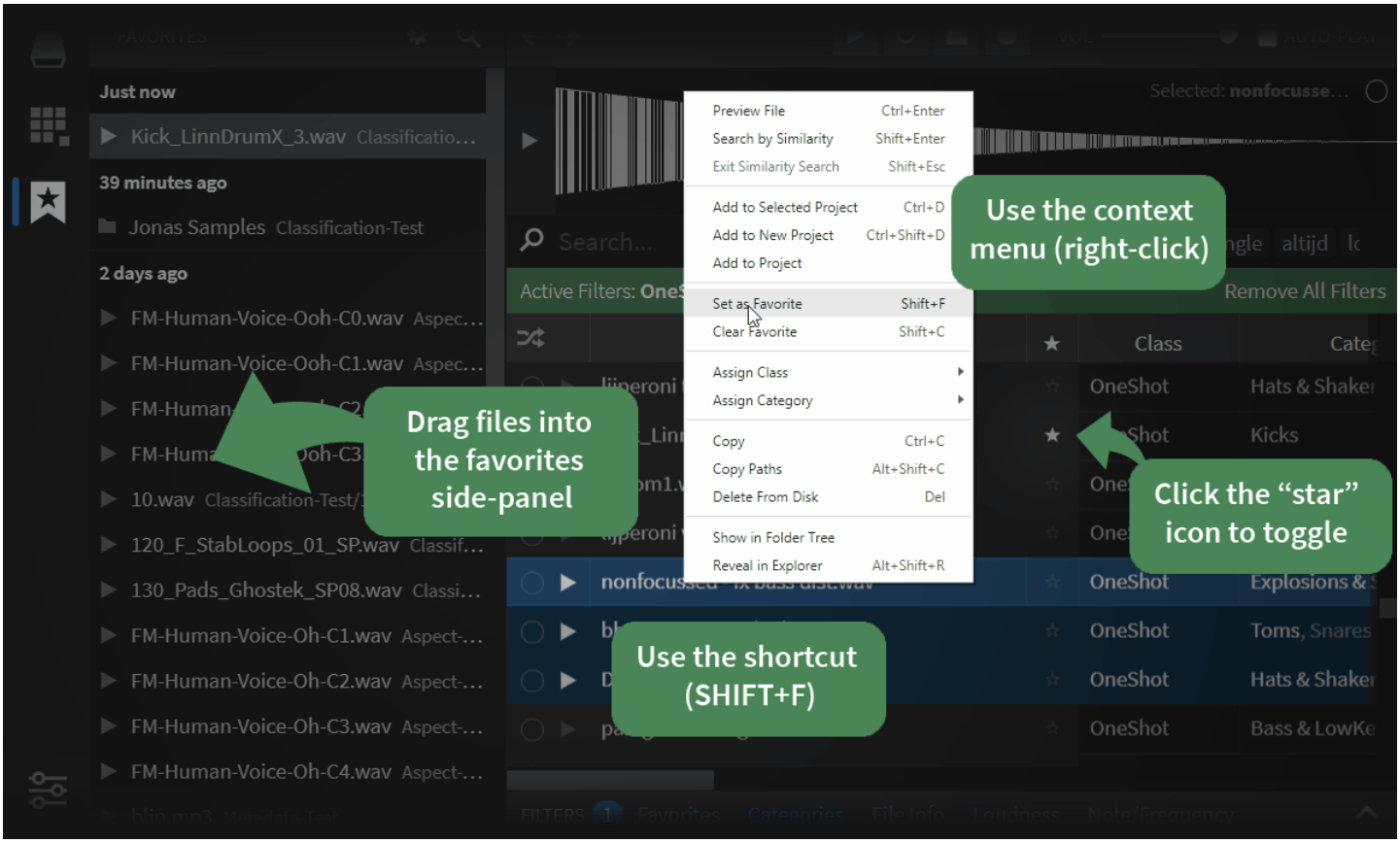
Favorites

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.

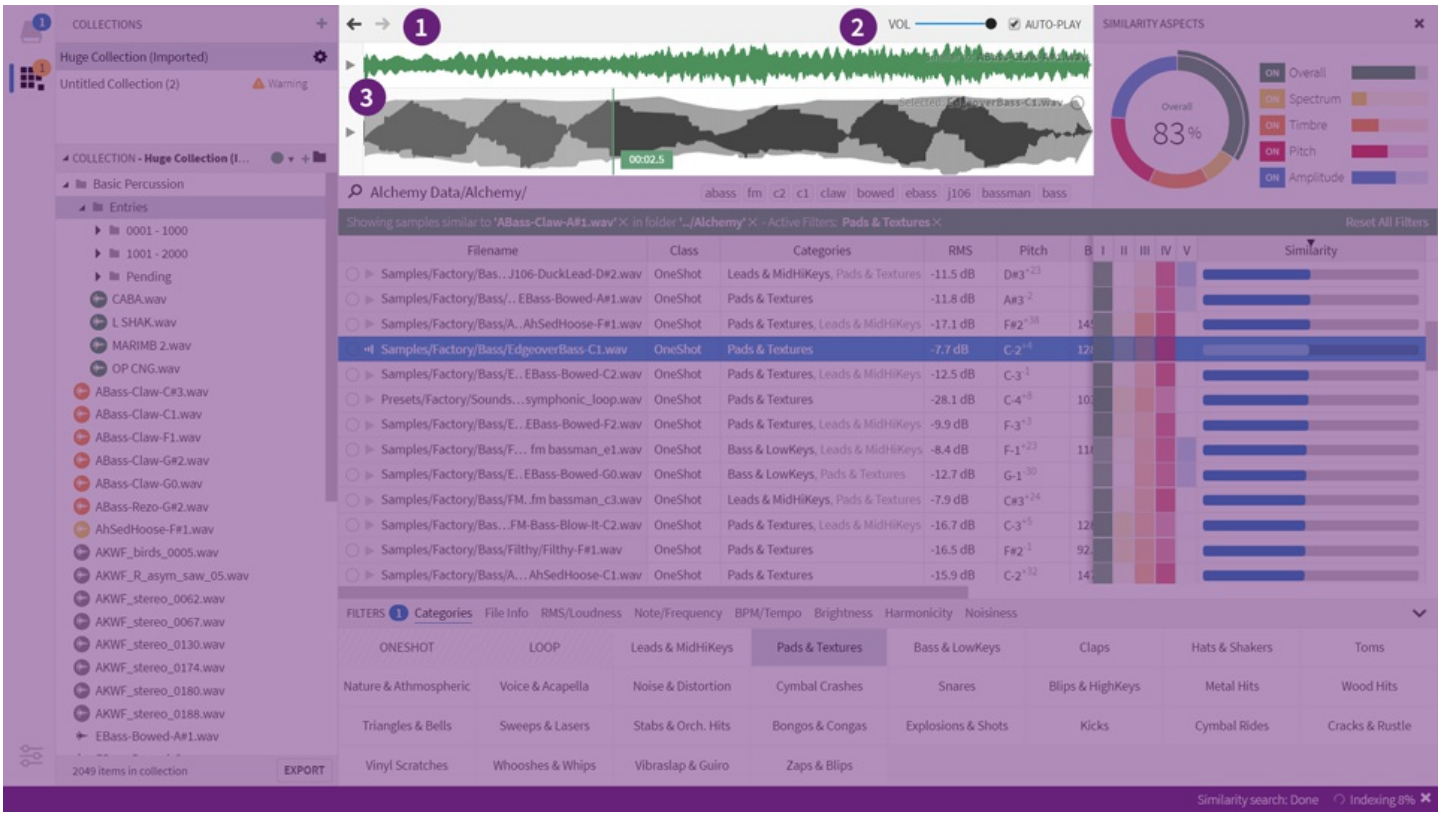
Options: Auto-reveal
The Favorites panel is, by default, set to automatically reveal the location of the selected favorite in the browser. You can disable this option and instead, choose to manually reveal files in the browser by right-clicking them.

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.



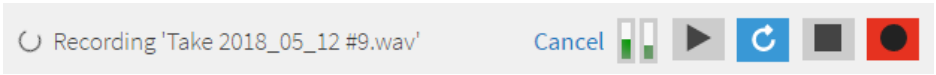
Query History (1), Playback Options (2), Waveform Display (3)

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:

- **Play** Press this button to preview the current sample,
- **Auto-Advance** If enabled, playback will automatically advance to the next file once the current file stops playing.
- **Prev/Next** Applies when Auto-Advance is enabled: will jump to previous or next file in the sequence.
- **Loop** Enable this to repeat the sample indefinitely.
- **Stop** Pressing Stop (or ESC) will immediately stop playback.
- **Record** Press this button 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.

> Auto-Advance is restricted to your selected files, when more than one file has been selected.

> 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.

Pitch Control

A simple pitch control, allowing four octaves transpose.

- Click-and-drag to change the pitch
- Double-click to edit transpose.
- Use Mouse Wheel to change value in semitone increments

Pitch Lock: When a sample is selected, the pitch control contains an option to “lock” the pitch. This will attempt to maintain the pitch of the file you have selected, as you step through/select other files. How well this works, depends on how accurately the application was able to detect the pitch in your sounds.

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

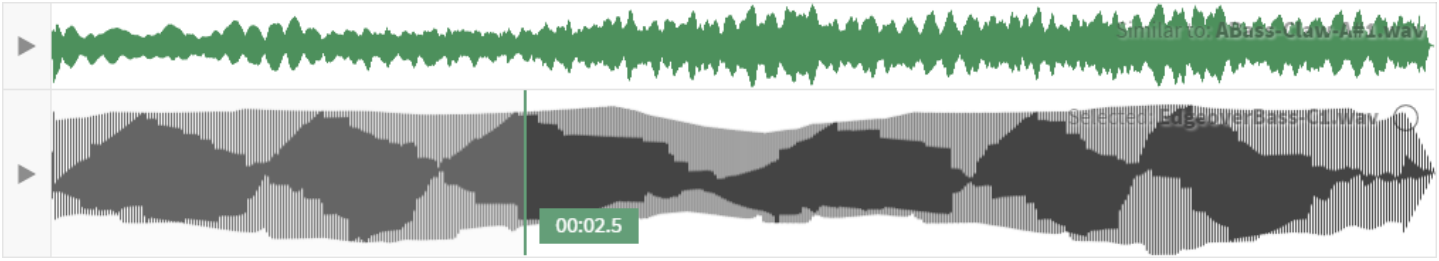
Other playback options

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 three choices, `Start/Retrigger`, `Start/Stop` and `Start/Pause/Resume`.
- **Suspend Playback while App Doesn’t Have Focus** : here you can decide if active playback should be suspended (paused) as focus leaves the application. The suspended sound will resume playing once the application regains focus.
- **Stop Playback when Dragging File**: Enable this option if you want playback to stop as soon as you start to drag a file.

Waveform Display

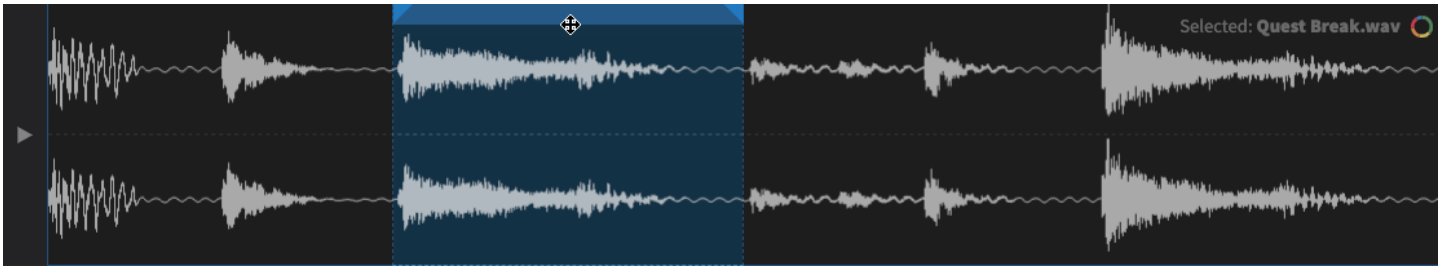
In normal use, the waveform display shows the currently selected file, with the name visible as a label in the upper right-hand corner. While searching for similarity, two waveform displays appear, with the upper one showing the similarity source.



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:

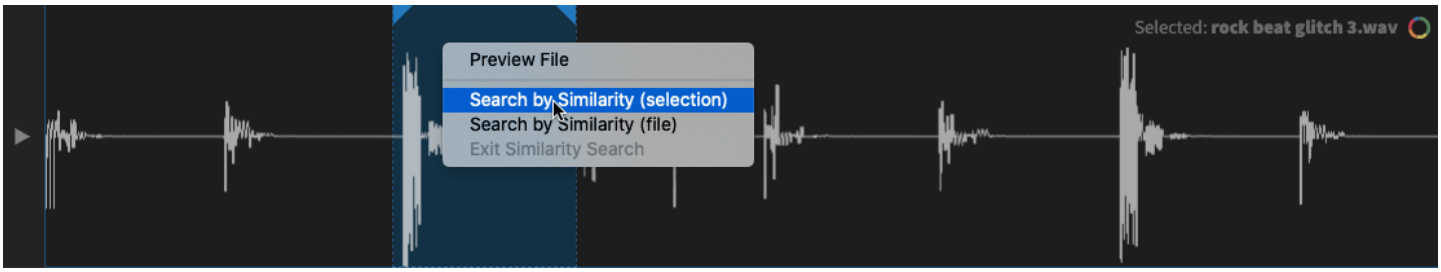


And of course, selections will also affect how playback works. For example, playing a looped sample will respect the selection

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:

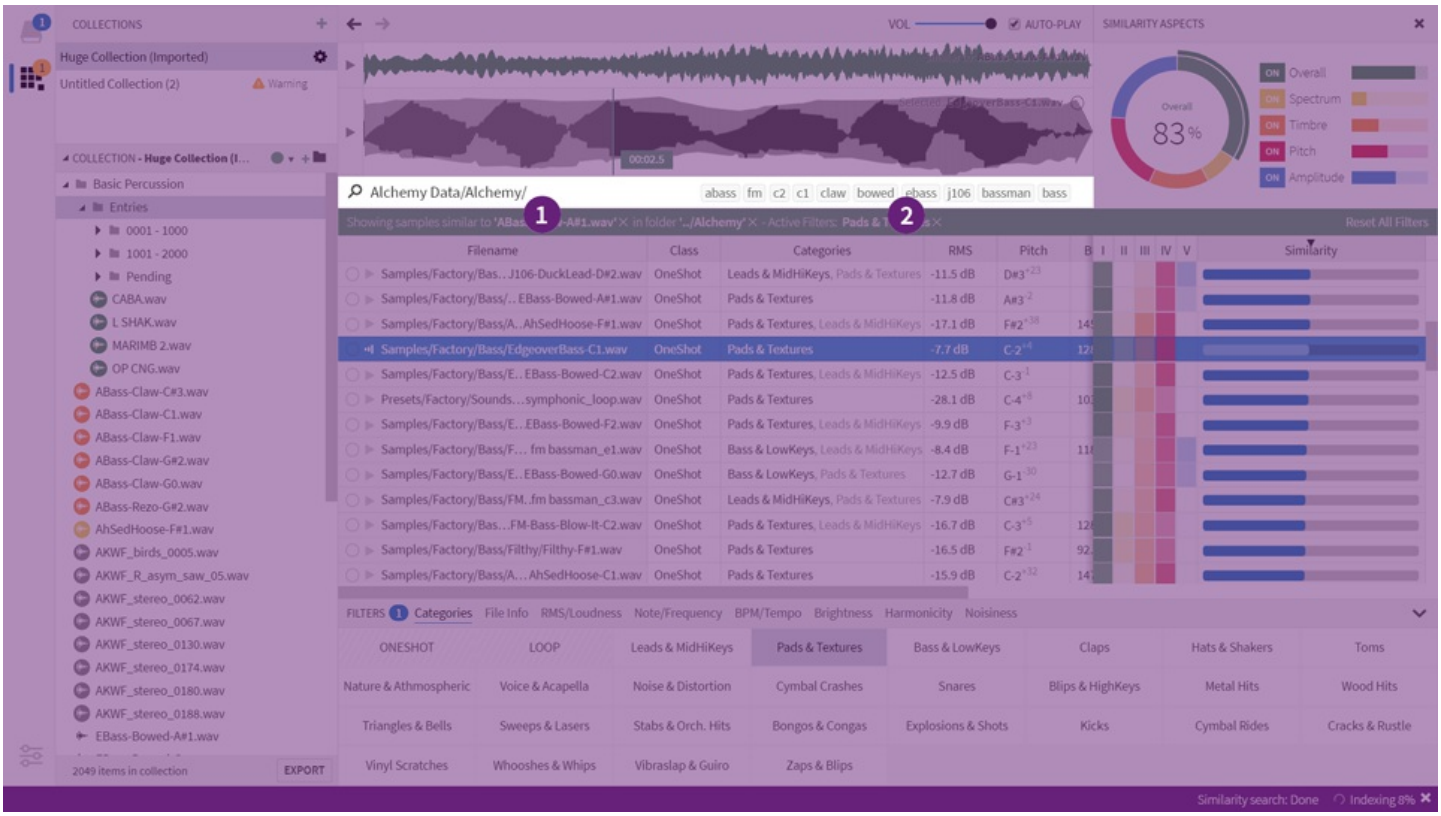


Create a selection in a sample and drag it somewhere else.
The selection can also be dragged into your DAW, or any other application that accepts audio files.

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.

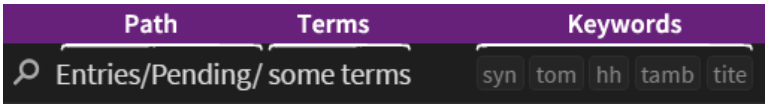
Search Input

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.

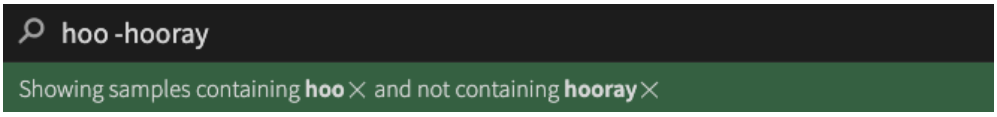
The **search term** is any text following the path. Once you enter anything, only the results whose name is a (partial or full) match of the term you've entered will be included.

Keywords are suggested search terms, extracted from the results (more info).

Excluded Terms

When entering search terms, you can also specify that a term should be used to*exclude* search results. It's simple to use: simply prefix any word with a minus "-", and the application will only return results that does *not* match that term.

For example, to search for sounds containing the term "hoo" without matching "hooray", enter the following:



Of course, you can still search for a word that starts with a minus too - just surround the term with quotes to enforce a literal search:

Keywords

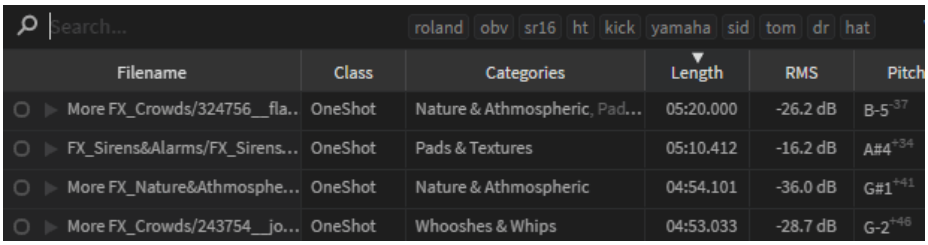
Keywords are terms that have been statistically extracted from the pool of names available in the current set of search results. As such, they are very dynamic and will (most likely) change as you switch between folders.

The suggestions are available as 'floating' buttons, in the right-hand side of the text input. Since there is only room for a few

suggestions there (and there might be many), keywords are also used for providing suggestions while you are typing.

Suggestions

While you are typing in the search input, the software will show you matching paths or keywords:



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.

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.

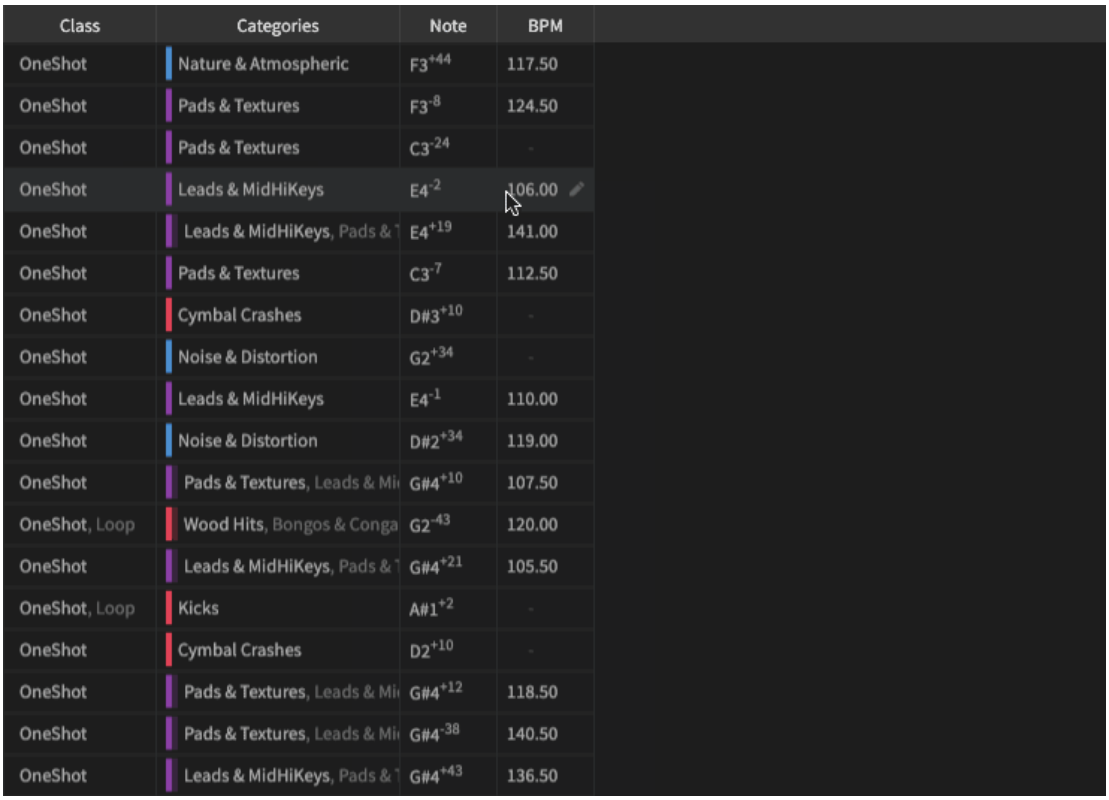
Hiding results

If you come across some audio files that won't be needed, but also shouldn't be deleted, you can mark such files as "hidden".

Simply right-click the files, or use the provided keyboard shortcut to hide them. Once hidden, they won't appear in search results until you choose to make them visible by means of the Hidden Files filter.

Assigning values

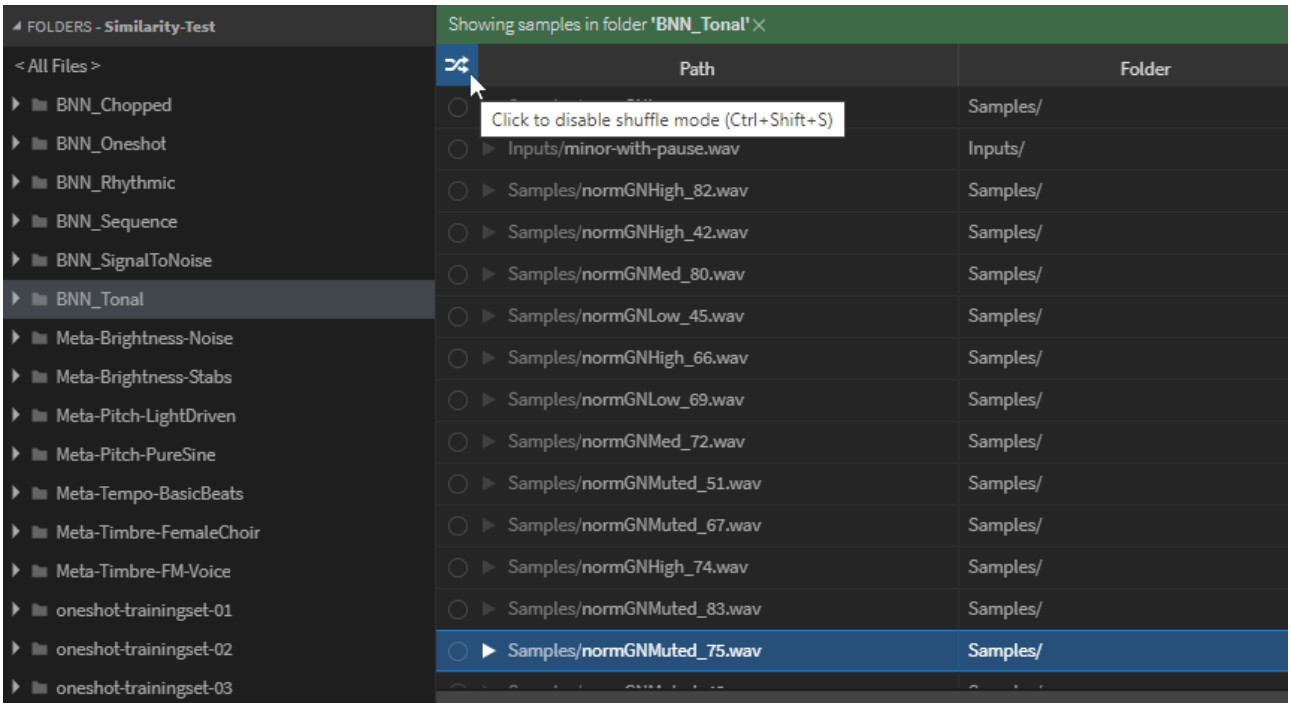
If a file seems to have the wrong BPM or an inaccurate note assigned to it, this is easily fixed: simply hover over the relevant table cell and click the little icon that looks like a pencil. This will allows you to pick an appropriate value:



And should you need to change values for multiple results, the menu you see in the screenshot above is also accessible from the regular context menu. Look for “Assign Note”, “Assign BPM”, and so on.

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.

Row Options

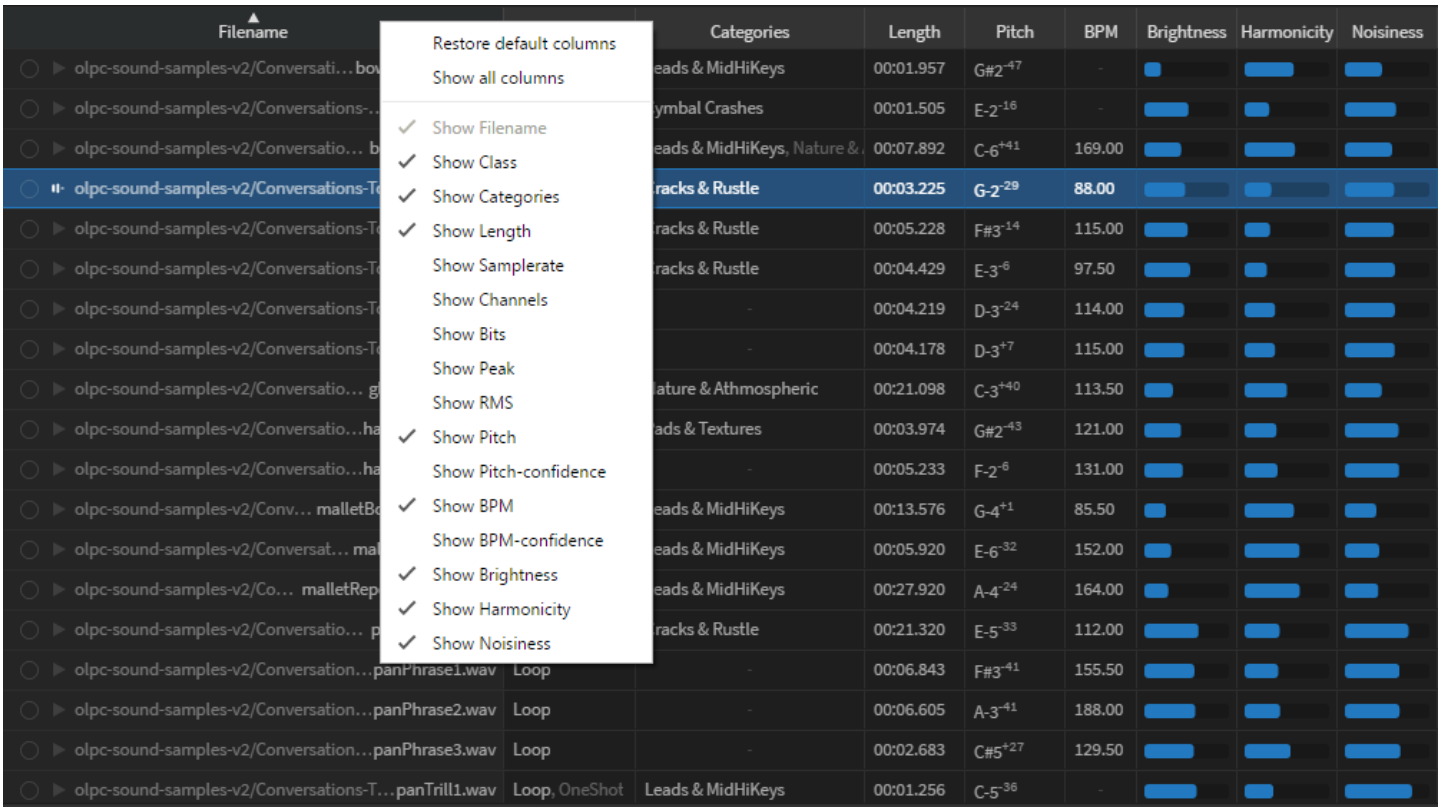
Each row in the table contains two buttons: the small circle will launch a similarity search and the play button will preview the sound.

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

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 regular columns

> The menu is also available from the application menu > View > Columns.

The Column Options menu also includes all metadata tags - but since there are *many* possible entries, we decided to structure the menu like this:

- **All columns** - all types of metadata, including rare/unusual ones.
- **Commonly Used** - the most commonly used types of metadata (artist, genre, etc.).
- **Actually Used** - the *actually* used metadata within the selected library.

Table Layout

Note: changes to the table layout will create new entries in the Query History.

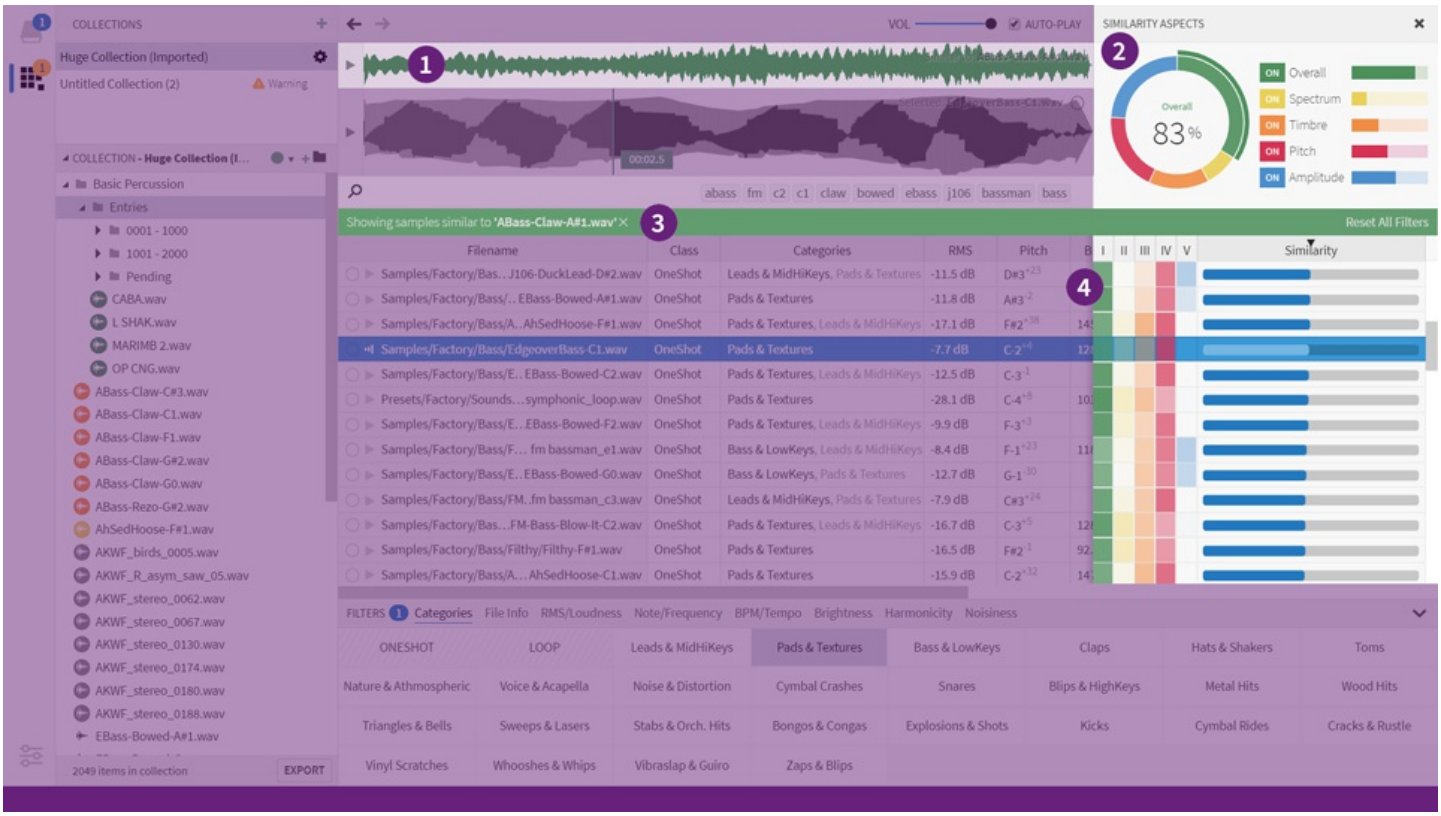
- **Pinning and Unpinning Columns**: By default, the Path and Favorite columns are fixed on the left-hand side of the table. You can change this by right-clicking a column and choosing 'Pin This Column' to either pin or unpin the column.
- **Reordering Columns**: If you want to reorder columns, simply click a table header and drag it sideways until the desired position has been found.
- **Reset Table Layout**: To reset your modifications to the table layout, you can click the table header and choose "Reset Column Layout".

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

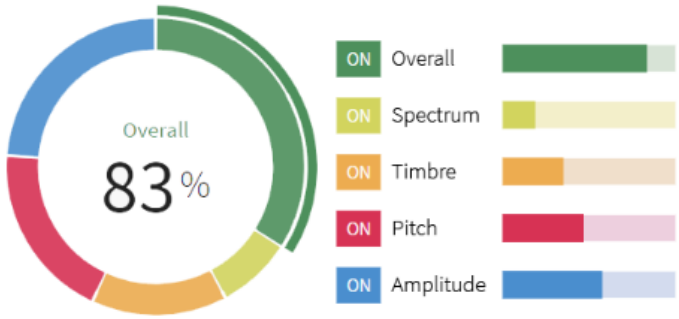
When entering similarity-search mode, additional elements will appear in the user interface:



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.

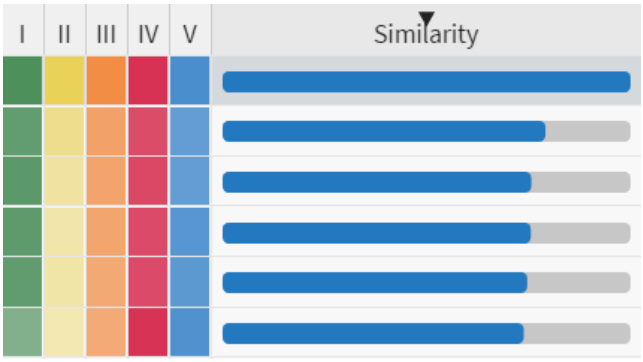
`Timbre` - Timbre (pronounced ‘tam-brah’) describes the “character” of the sound - also, often referred to as the “color”. It’s a very dynamic quality that can be drastically influenced by other aspects, such as pitch and amplitude.

`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.

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

Duplicate Detection

Duplicate-detection can be used for hiding duplicate content in your libraries, and to free up disk space on your computer. If you like the idea of having smaller and more focused sample libraries, continue reading…

How it works

Unlike a traditional “duplicate file checker”, Sononym is capable of identifying sounds that are identical, but also sounds that are *nearly* identical. So you happen to have a lot of sounds encoded in different formats (say, .aif and .wav), you can use this feature to identify those files, and take some kind of action on them.

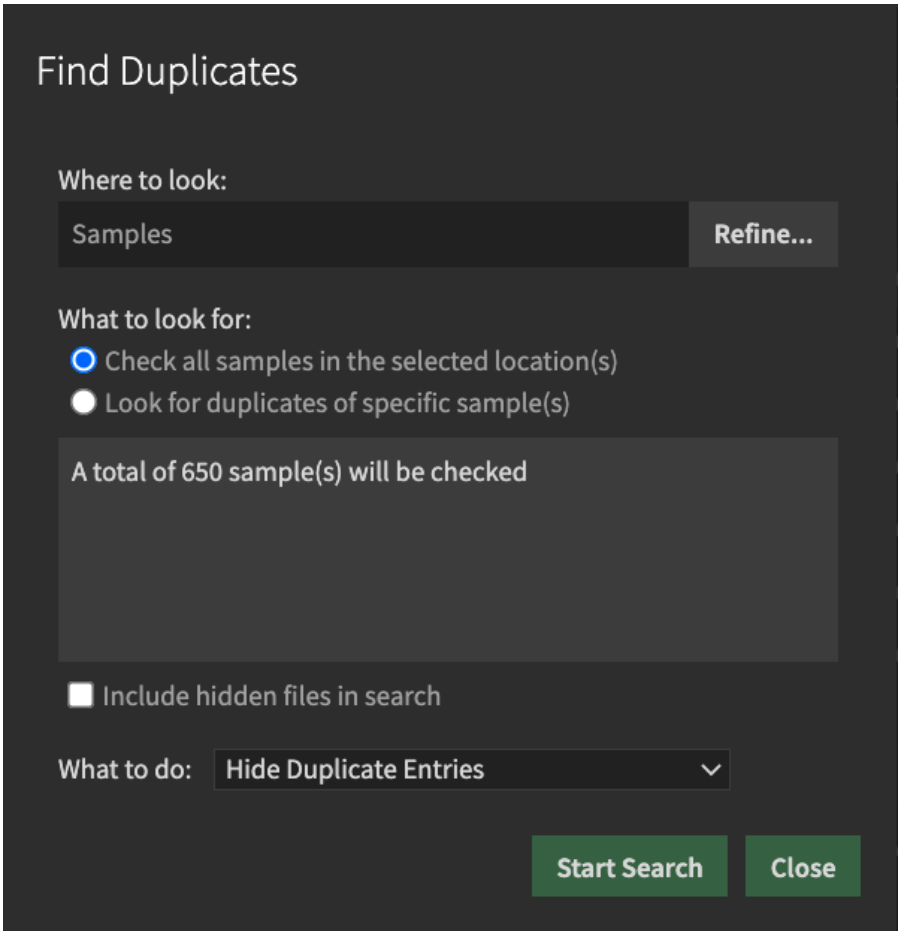
Our approach - using the “audio descriptors” that Sononym collected while creating your libraries - means that searching for duplicates of any given file is nearly instantaneous. But it should also be noted that the tradeoff is that such quick matching isn’t *always* perfect - occasionally, the search might deliver a result that isn’t a duplicate. SeeKnown Limitations below for more information.

Step 1: Launching The Duplicate Checker

The detection process is easy to launch:

- Right-click a sound to find duplicates of that specific sound in other locations.
- Right-click a folder (or library) to find duplicates within that location.

Once you select launch a search, the following dialog appears:



The dialog is divided into three logical sections:

Where to look: this section determines the source location for the search. The location can be a single folder, an entire library or even multiple libraries. To change the current location, click ‘Refine’.

What to look for: if you have launched the search on a folder or library, the default choice is to detect duplicates within that location. If you launched the search to look for one or more specific sample(s), their paths are listed here.

‘Include hidden files’: instructs Sononym to include previouslyhidden files in the search.

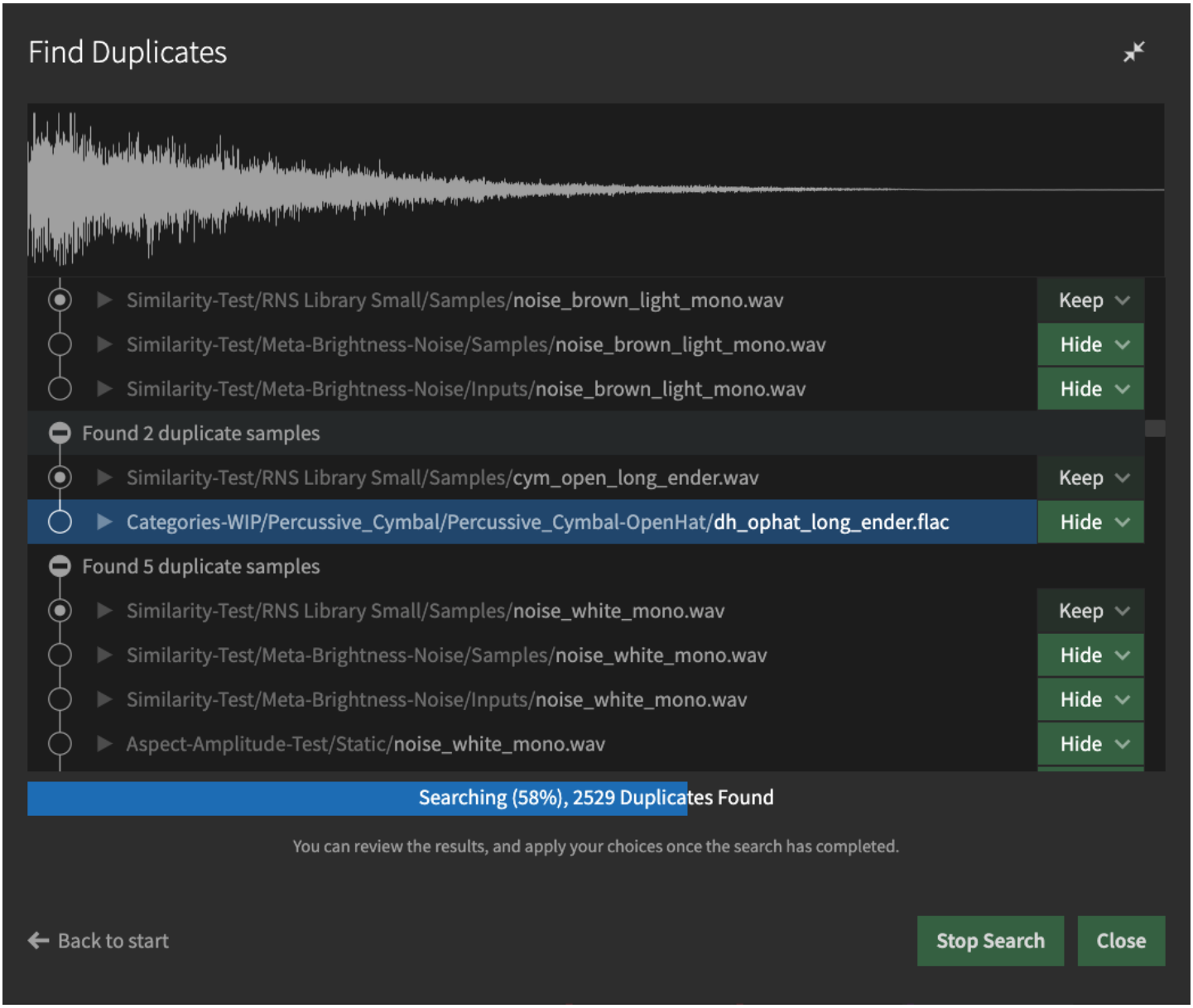
What to do: here you can determine the default action to take for duplicate items. The available options are:

- Hide Duplicate Entries
- Link Duplicate Entries To Source
- Delete Duplicate Entries (Move To Trash)

Once you are happy with the settings, you can click ‘Start Search’. Immediately, a dialog should appear which displays the search progress.

Step 2: Search Results & Actions

Search results are shown in a list which is continuously updated while the search is running.



By default, the dialog has a relatively compact size, but you can click the icon in the upper-left corner to maximize it. Apart from offering more horizontal space for file paths, maximizing the dialog will also reveal a waveform display at the top.

In the middle of the dialog the search results are located. The results are organized into “sets”, comprised of sounds that are considered duplicates. Each of the sets can be collapsed and expanded by clicking the icons on the left-hand side, or by using the keyboard shortcuts.

> Note that you can always close this dialog and let the search continue in the background. This might be useful if the search takes a while to complete.

Got Duplicates? Now Do Something With Them!

Once results start to appear, you can specify what*action* to take. By default, the action will be the one you picked before starting the search (Hide/Link/Delete), but you can change these actions at any time by clicking the action button.

If you do, a menu will appear containg these options:

- **Keep**: Simply means “keep this file around, and don’t take any action”. Usually, this is the action assigned to the topmost item in a set.
- **Hide/Unhide**: Will decide the hidden state of the sample within the Sononym library without modifying the physical file.
- **Link/Unlink**: Will replace the source file with a symbolic link, or vice versa (more info below).
- **Delete**: Move the specific file to the trash.
- **Use As Link Target**: Manually specify which file should be used as the source when creating links.

Note that some of the options might not be available at all times. For example, only a file which was previously hidden can be unhidden.

> **Regarding Symbolic Links**: By replacing files with symbolic links, you can potentially save disk space without deleting any files. Still, it's worth pointing out that this is a relatively advanced feature - not all filesystems support symbolic links, and on Windows, you might need to take the additional step of launching the application in "Administrator Mode".

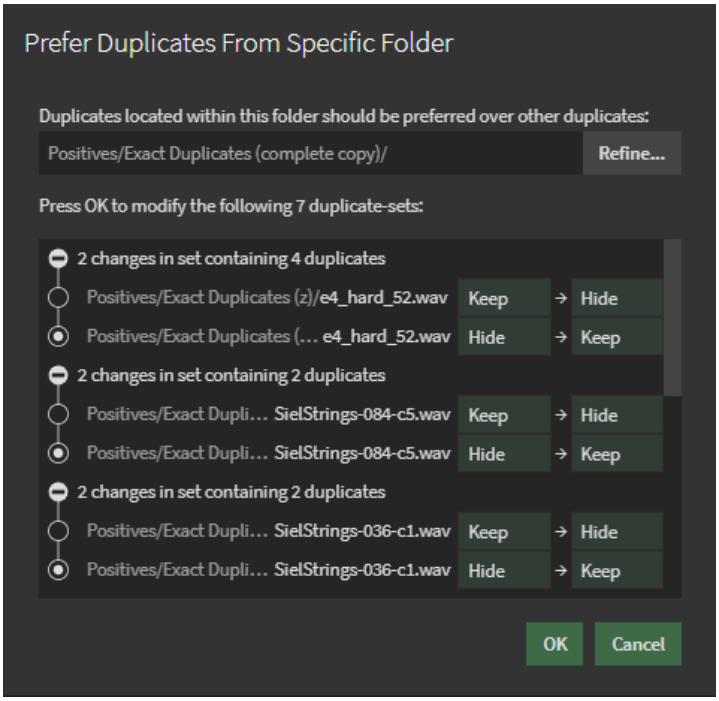
Additional Actions

In addition to the standard actions, the actions menu contains a couple of more specialized actions:

- "Prefer to keep files matching this file extension"
- "Prefer to keep files from this folder"

These actions cater to a couple of special scenarios. Imagine that you'd want to prioritize a specific file extension over another one? Or that your library contains a copy of another folder, and you want only one of these folders to remain visible? In both cases, clicking the action will show an additional dialog with more information.

For example, here's what we might see if we decided to "prefer" a different folder:



As you can see, the dialog allows you to specify a different folder. This can be important when the file itself was located deep in a folder hierarchy, and you want to pick one of its parent folders. If you do, the preview will immediately be rebuilt to reflect the changed folder.

Worth knowing:

- When you choose to prefer a folder or extension, this choice will be applied as results arrive (while the duplicate detector is running). Only once you start a new search, your choice of preferred folders or extensions will be reset.
- Multiple preferred folders or extensions can be defined simultaneously, and will be applied in the order you defined them.

Step 3: Applying Actions to Results

Once the search is complete, a panel will appear below the search results containing one or more buttons. These buttons will allow you to actually **apply** the actions you have specified. Trying to close the dialog at this point will remind you of that no actions were applied.

Additionally, you might notice that each button has a small arrow on the left side - clicking this will allow you to remap the action into a different type of action (changing all occurrences in the results).

Finally, in case the duplicate checker detected any issues/inconsistencies in the results, the panel will feature an additional button which, when clicked, will show a list of all the issues and suggest possible workarounds.

Known Limitations

Embedded metadata is ignored

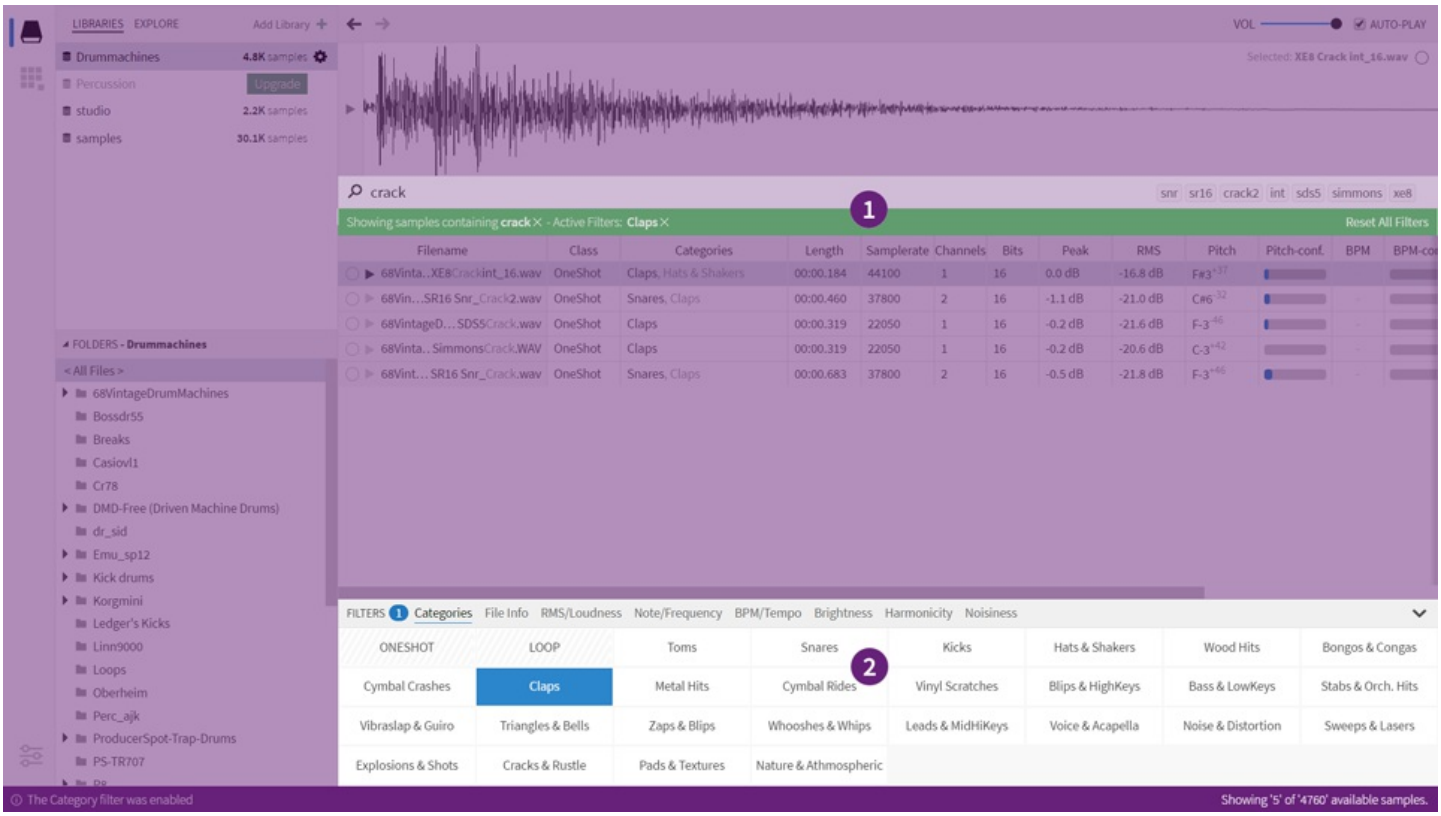
Metadata, such as "Artist", "Year", "Genre", etc. is currently NOT considered when comparing the files. So, if you have a number of identical files, but each one tagged with varying information, this is simply ignored.

False positives

Every now and then, it’s possible that the duplicate checker deliver results that aren’t really identical. More specifically, we found that sounds with swapped channel content and multichannel-to-mono mixdowns can “slip through” the detection algorithm. We are working to improve this aspect of the duplicate detector.

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.

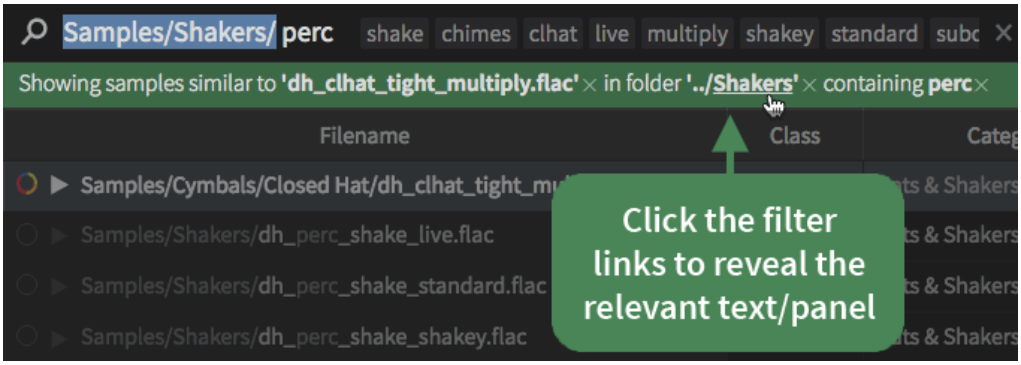
Navigating through folders is intuitively controlled by using the Location file tree and via theSearch Input. But there are several other filters that can make your results more specific and relevant - all contained within the Filter Panel.

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

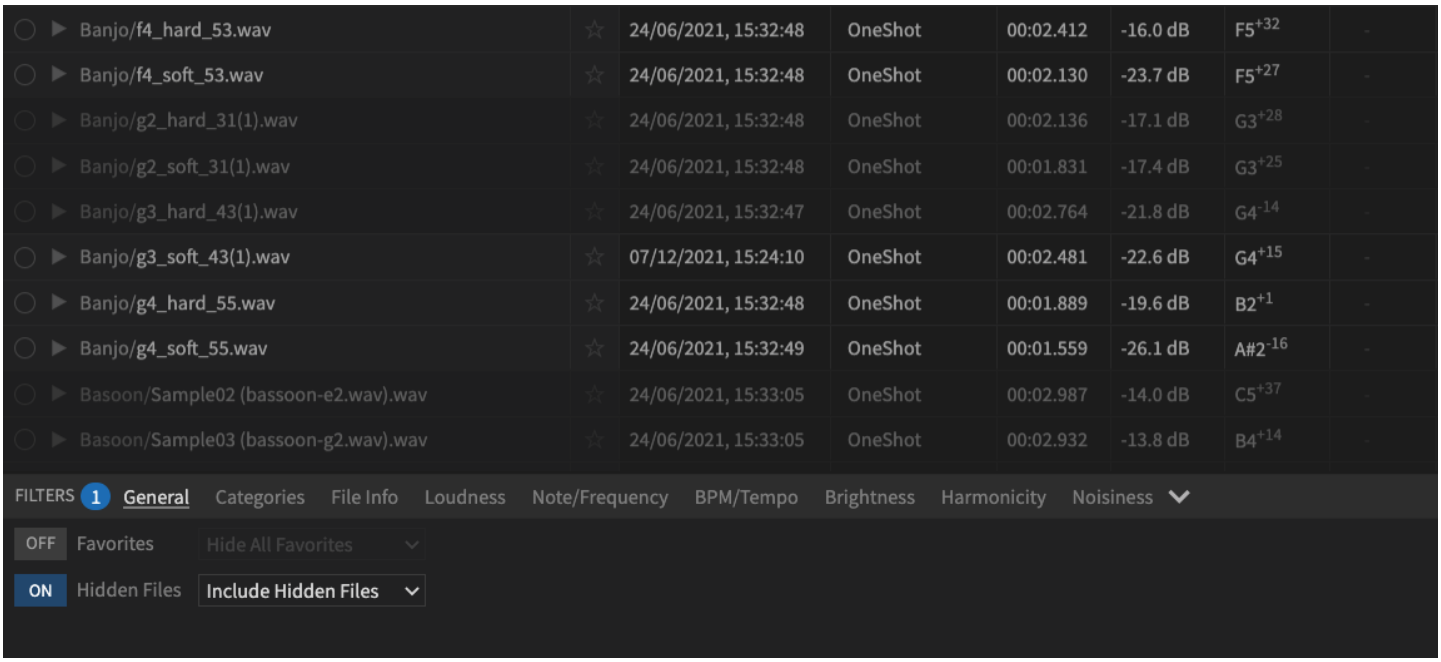
Filter Panel

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.

General

This panel contains filters that deal with user-specified properties.

- Favorites: this filter will allow you to (A) exclude or (B) include (only) favorited items in the search results.
- Hidden files: this filter will allow you to (A) show*only* hidden files or (B) include them in the search results (temporarily “unhide” them).

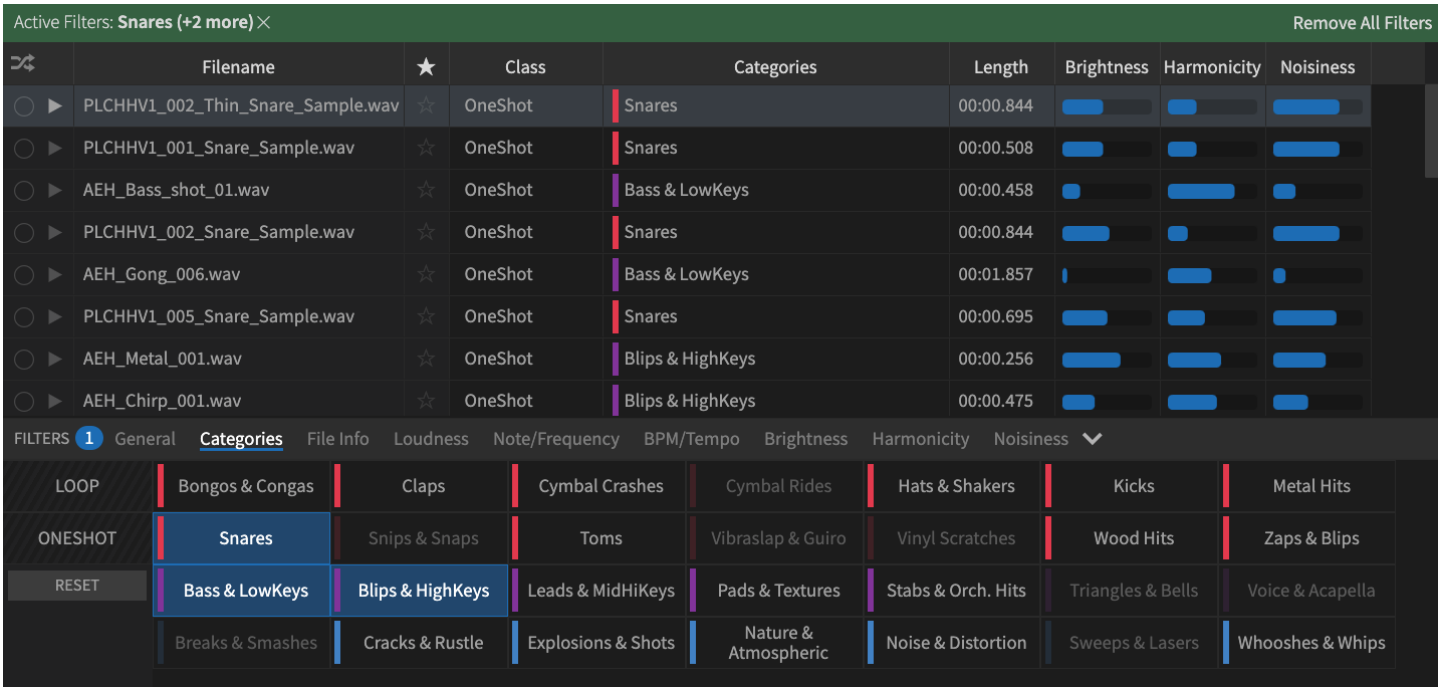


Here, the Hidden Files filter has been configured to show hidden files. But the default (disabled) setting for this filter will actually hide the files completely.

> Note that changing the hidden state of a file in Sononym won’t affect its hidden or visible state in your file-system. It’s purely a feature that applies to search results within our sample browser.

Categories

The category-filter allows you to filter search results by category and class.



Selecting any of the categories will sort the results by relevance - meaning that the topmost results will now be the ones that Sononym thinks are the best match for the selected category(-ies): the most “kick-alike”, “snare-alike”, and so on. If you then sort the search results by some other criteria (for example, by Brightness), you can reinstate the “sort by relevance” by clicking the sort button (3:TODO). Note that this button is only visible while this filter is active but results are sorted by some other criteria.

When a given category appears “dimmed”, Sononym didn’t find any sounds in the library featuring that category as the primary prediction.

> Tip: if you’d always like to select a single category at a time (the “old” approach), you can right-click the categories.

Oh, and let's not forget about the two buttons on the right-hand side: ONESHOT and LOOP. They filter by class instead of category, but otherwise the functionality is largely identical; 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

Note/Frequency

This panel allows you to define a range for theNote/Frequency. It has three modes:

- Note: allow you to enter a specific pitch class (e.g. "F"), regardless of the octave.
- Note-range: allows to you define the range as (MIDI-compatible) note values.
- Hz-range: allows you to specify the range using Hz

> You can type values while the slider is focused. More info

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.

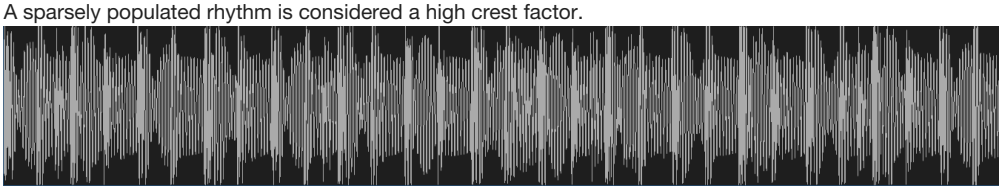
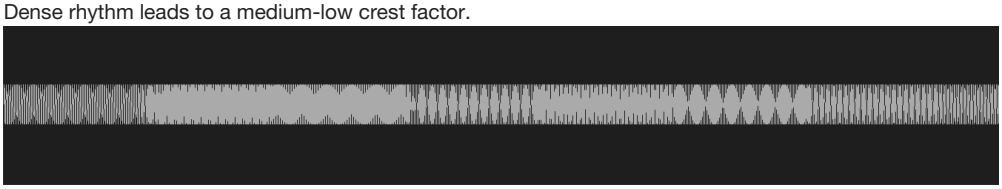
Try it yourself: head into one of the filter panels, e.g. "BPM". Make sure the filter is enabled (that the ON button in the top-left corner is enabled). Then, click one of the slider "arrows" to bring focus to the slider. Now, you can enter numeric values to control the value of

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
Library	The name of the Library. Useful if content have arrived from [multiple different libraries]().	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. 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.	Loudness
Pitch Class	The 'pitch class' of the note, e.g. `C` or `G#`. Use this column to sort files by their note value, irrespective of the octave.	-
Note	The percieved pitch expressed as a MIDI-compatible note value 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`	Note/Frequency
Note-conf.	The 'note confidence' A small number usually indicates that the sample is dissonant, or contains complex/modulating harmonics that are not easily resolved into a single note value.	Note/Frequency
BPM	The detected BPM (beats-per-minute) of the sound. The tempo is not necessarily available for all sounds.	BPM/Tempo
BPM-conf.	The 'tempo confidence' a low value indicates that the tempo was found to be unstable.	-
Brightness	The perceived 'brightness' of the sound A value of 100 is very bright, while 0 is the opposite - a 'dark' or 'dull' sound.	Brightness

Name	Description	Filter
Harmonicity	The perceived 'harmonicity' of the sound > 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.	Harmonicity
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

Embedded Metadata Support

Sononym is able to display and search through embedded metadata from your samples - genre, artist name, track title, that sort of thing.

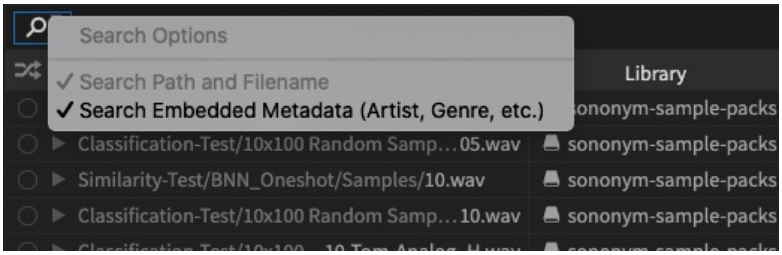
Supported Formats

These are the supported metadata formats:

- APE
- ASF
- EXIF 2.3
- ID3: ID3v1, ID3v1.1, ID3v2.2, ID3v2.3 & ID3v2.4
- iTunes
- RIFF/INFO
- Vorbis comment
- AIFF

Searching Data

Full metadata search is enabled by default, and can be controlled by clicking the “magnifier/loupe” icon on the right side of the search input:



When enabled, typing something into the search field will search all the available metadata in addition to the filename/path.

Displaying Data

Different types of metadata can be shown in the search results by right-clicking the table header. But, since there are *many* possible entries, we have decided to structure the menu like this:

- **All columns** - all types of metadata, including rare/unusual ones.
- **Commonly Used** - the most commonly used types of metadata (artist, genre, etc.).
- **Actually Used** - the *actually* used metadata within the selected library.

Pictures (Cover Art)

The metadata can also include cover art, which can be viewed/accessed by making the “Picture” column visible, and clicking any link therein. This will display the picture in a popup dialog.

Alternatively, you can enable the Cover Art Panel (application menu > View > Cover Art) to view the cover art as a miniature picture next to the waveform:

This screen recording shows how embedded pictures can be viewed/accessed.

Metadata Panel

The Metadata Panel contains every metadata property (artist name/year/etc.), easily accessed from a tree structure. To filter for a particular property, just click it - or hold `Cmd/Ctrl` to toggle multiple properties.

Panel Options

- **Show Metadata** Decide if you want to show all properties, or just the ones that are actually in use.
- **Sort Metadata** Decide how to sort entries: by name, or by number of occurrences.
- **Fixed Order For Topmost Entries** By default, the sorting order will only affect the*values* within a given branch. Disable this option to include the branches themselves.

Recognized Tags

Here are all the metadata tags that Sononym can display/search through.

> Each of these properties can appear as a column in the search results table by opening the Column Options, or be referenced by Advanced Renaming

Name	Description
track	Track number on the media
disk	Disk or media number
year	Release year
title	Track title
artist	Artist, maybe several artists written in a single string
artists	Track artists, every artist in the recording

Name	Description
albumartist	Track album artists
album	Album title
date	Release data
originaldate	Original release date
originalyear	Original release year
comment	List of comments
genre	Genre
picture	Embedded album art
composer	Track composer
lyrics	Lyrics
albumsort	Album title, formatted for alphabetic ordering
titlesort	Track title, formatted for alphabetic ordering
work	The canonical title of the work
artistsort	Track artist, formatted for alphabetic ordering
albumartistsort	Album artist, formatted for alphabetic ordering
composersort	Composer, formatted for alphabetic ordering
lyricist	Lyricist(s)
writer	Writer(s)
conductor	Conductor(s)
remixer	Remixer(s)
arranger	Arranger(s)
engineer	Engineer(s)
producer	Producer(s)
djmixer	Mix-DJ(s)
mixer	Mixed by
technician	Technician who digitized subject
label	Release label name(s)
grouping	Content group description. Used to group track titles in sections.
subtitle	Contains the subtitle of the content
description	Description
longDescription	Long description or synopsis
discsubtitle	The Media Title given to a specific disc
totaltracks	The total number of tracks
totaldiscs	The total number of discs

Name	Description
movementTotal	The total number of movements
compilation	Is part of compilation (unofficial iTunes Compilation Flag)
rating	Rating score and, optionally, source (e.g. user e-mail)
bpm	Beats Per Minute (BPM)
mood	Keywords to reflect the mood of the audio, e.g. ‘Romantic’ or ‘Sad’
media	Release format, e.g. ‘CD’
catalognumber	Release catalog number(s)
tvShow	TV show title
tvShowSort	TV show title, formatted for alphabetic ordering
tvSeason	TV season title sequence number
tvEpisode	TV Episode sequence number
tvEpisodeId	TV episode ID
tvNetwork	TV network
podcast	Podcast
podcasturl	Podcast URL
releasestatus	Releases status, e.g. ‘Official’, ‘Promotion’ or ‘Bootleg’
releasetype	Release type, e,g,: Album
releasecountry	Release country describes the country in which an album was released.
script	Release Script
language	Language used in metadata
copyright	Contain copyright message for the copyright holder of the original sound, begin with a year and a space character.
license	License Relationship Type (releases, recordings)
encodedby	Encoded by (person/organisation)
encodersettings	Encoder Settings
gapless	Gapless album indicator (MP4)
barcode	Release barcode.
isrc	ISRC
asin	Amazon Standard Identification Number (ASIN)
musicbrainz_recordingid	Release recording MBID
musicbrainz_trackid	Release track MBID
musicbrainz_albumid	Album (release) MBID
musicbrainz_artistid	Track artists MBID
musicbrainz_albumartistid	Album artists artists MBID
musicbrainz_releasegroupid	Release group MBID

Name	Description
musicbrainz_workid	MusicBrainz'Work MBID
musicbrainz_trmid	TRM (TRM Recognizes Music) IDs were MusicBrainz' first audio fingerprinting system.
musicbrainz_discid	Disc ID is the code number which MusicBrainz uses to link a physical CD
acoustid_id	MusicBrainz' third and most recent audio fingerprinting system.
acoustid_fingerprint	AcoustID Fingerprint.
musicip_puid	PUIDs were MusicBrainz' second audio fingerprinting system.
musicip_fingerprint	MusicIP Fingerprint
website	URL of website
performer:instrument	Performer relationship types, instrument can also be vocals.
averageLevel	Average gain level.
peakLevel	Peak gain level.
notes	Similar to comments
key	The initial key of the music in the file, e.g. 'A Minor'.
originalalbum	Original release title of the earliest release in the release group intended for the title of the original recording.
originalartist	Original track artist of the earliest release in the release group intended for the performer(s) of the original recording.
discogs_artist_id	Discogs artist ID
discogs_release_id	Discogs release identifier
discogs_label_id	Discogs label ID
discogs_master_release_id	Discogs master release ID
discogs_votes	Discogs votes
discogs_rating	Discogs rating
replaygain_track_gain_ratio	ReplayGain track gain: {ratio: number, dB: number}
replaygain_track_peak_ratio	ReplayGain track peak: {ratio: number, dB: number}
replaygain_track_gain	ReplayGain album gain: {ratio: number, dB: number}
replaygain_track_peak	ReplayGain track peak: {ratio: number, dB: number}
replaygain_album_gain	ReplayGain album gain: {ratio: number, dB: number}
replaygain_album_peak	ReplayGain album peak: {ratio: number, dB: number}
replaygain_undo	The global gain adjustment to restore the original values in the left and right channels, respectively, followed by an indicator of whether to wrap
replaygain_track_minmax	Minimum & maximum global gain values across a set of files scanned as an album.
category	Podcast Category
hdVideo	iTunes Video Quality (2=Full HD, 1=HD, 0=SD)
keywords	Podcast Keywords
movement	Movement

Name	Description
movementIndex	Movement Index/Total, e.g. {no: 1, of: 4}
podcastId	Podcast Identifier
showMovement	Show Movement
stik	iTunes Media Type (1=Normal, 2=Audiobook, 6=Music Video, 9=Movie, 10=TV Show, 11=Booklet, 14=Ringtone)

Tagging

Introduction

Tags can help to organize your content. They are small text labels that you can freely associate with your files to describe something: perhaps the music genre, the mood of a given sound - anything, really.

When you use Sononym, you will find that it comes with thousands of pre-defined tags. These tags are used for tagging your content automatically, and for providing a solid starting point for your own tagging. And of course, you can create additional tags as needed.

Here is a quick overview of the most important terms and concepts while working with tags.

- **Custom Tag**: A tag which has been created by the user.
- **Manual Tag**: A tag which has been manually assigned to a file.
- **Auto-Tag**: A tag which has been assigned automatically.
- **Group Tag**: A type of tag that can act as a container for other tags, but not be assigned on its own.
- **Hidden Tag**: A hidden tag works like any other tag, but will not be displayed in the search results.
- **UCS Category**: A tag which also defines anUCS category.

> NB: the tagging feature is only available for Libraries, not in Explore mode.

How Auto-Tagging Works

Automatic tagging is using the information available in the filename to assign tags. For example, a file called “shotgun_reloading.wav” might suggest topically related tags such as “Gun Handling” and “Shotgun”.

Also, the tagging system tries to determine if a given sample is a foley/sfx sound, an instrument or something else. After all, “kick” can refer to a drum kick (instrument), or someone practicing martial arts (foley), or perhaps playing football (again, foley). So the system has this concept of different “domains”, and tries to figure out which one any given sound belongs to.

Additionally, the built-in tags contain rich descriptions, and most of the tags define several variations of their keyword. For example, “Guitar” alone comes with more than 50 variations/synonyms.

> If you do not feel that auto-tags are beneficial, they can be disabled from the Tag Options.

Assigning Tags

You can manually assign tags to your files by:

1. **Dragging files onto the Tag Tree**. It’s intuitive to use - just don’t drag your sounds onto a group tag: such tags are not assignable.
2. **Selecting files and then bringing up theTag Assigner**. This is the most efficient option, especially when you are familiar with the keyboard shortcuts.

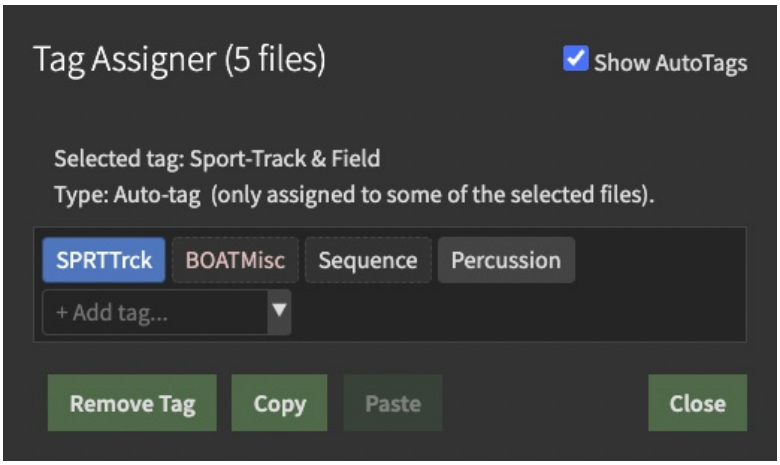
Creating Tags

There are two different approaches to creating new tags:

1. **Using the Tag Assigner**. When the Tag Assigner dialog is open, you can type a name in the text input. If the name isn’t already assigned to a tag, you can choose to create (and assign) the tag in a single operation.
2. **Using the “Create Tag” dialog**. Click the “plus” icon in the Tag Panel to launch theCreate Tag dialog.

Using The Tag Assigner

Bring up the Tag Assigner to assign tags to files, remove assignments from your files, and to copy/paste tags.



The dialog can be launched in the following ways:

- By selecting one or more files in the Search Results, and then hitting the keyboard shortcut `Ctrl/Cmd+T`.
- By right-clicking in the search results to bring up the context-menu, and then selecting “Assign Tags…”.
- By clicking the little “pencil” icon inside the tag column. NB: this will restrict the Tag Assigner to that file only.

When using the Tag Assigner, you might see a list of tags. These are all the tags assigned to the selected files. And as you might notice, there are subtle differences in how these tags are rendered:

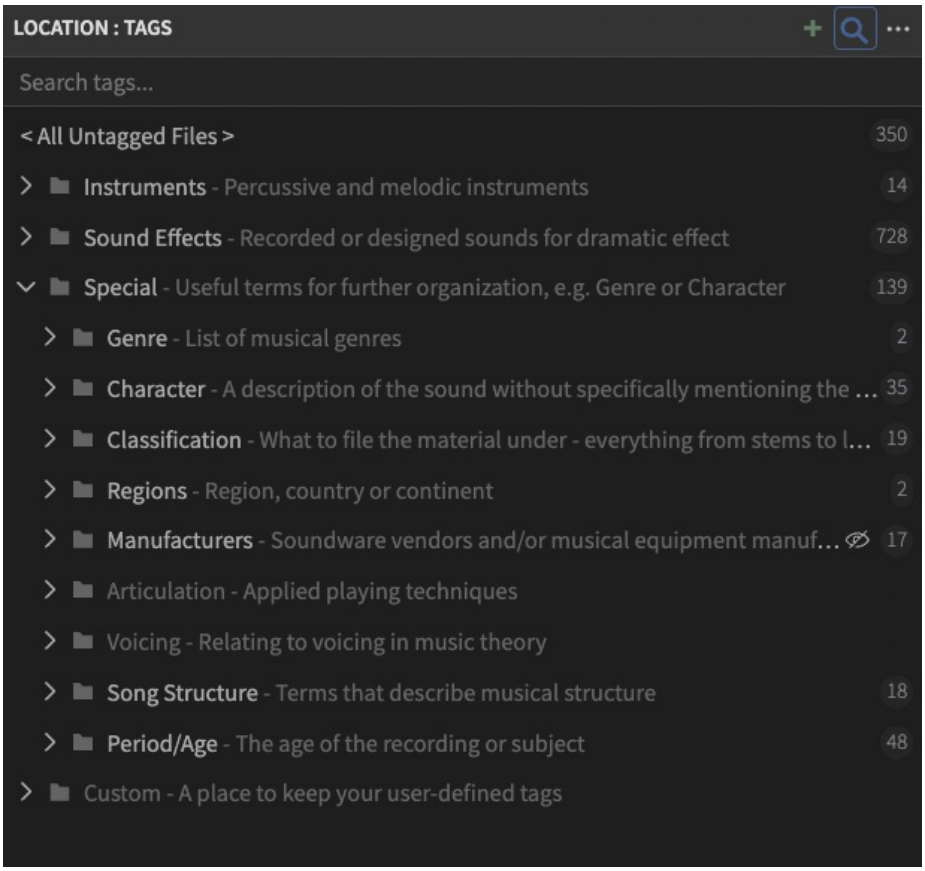
- A **dotted outline** tells us that the tag is not assigned to every selected file.
- A **dimmed tag** is an auto-tag. If not dimmed, the tag has been manually assigned.
- A **light pink** tag is a UCS category (with the option tohighlight such categories turned on)

Copying And Pasting

In the Tag Assigner, you can select tags and choose to copy them. This will put the tags on a clipboard, used exclusively by the Tag Assigner.
Once that clipboard has some content (tags), the “Paste” button will also become functional. And, as you might expect, pressing the button will cause the tags on the clipboard to be assigned to the selected files.

> If you copy and then paste an auto-tag, it will become a manual tag. If you remove an auto-tag assignment, the tag will not re-appear for that particular file if you should choose to refresh the auto-tags.

Tag Tree (Panel)



This panel provides a hierarchical overview of all the available tags. For example, “Guitar” is found under “Plucked String”, which in

turn is found under “Instruments”.

Conceptually, the tag tree works much like the folder tree: when selecting a tag, its children are implicitly matched as well. And similarly, on the right-hand side, a small number specifies how many files are assigned to each tag.

But there is one major difference: while the folder tree doesn’t allow you to select multiple folders, the tag tree does: simply use the `Ctrl/Cmd` modifier while selecting tags.

> When multiple tags are selected, the filter will either search for files containing all selected tags (Narrow mode), or files which has at least one of the selected tag (Wide mode). This can be controlled from the Tag Filter Options.

It’s also worth noting that, in the Tag Tree, all top-level tags (Instruments, Sound Effects, and so on) are in fact group tags. These tags are easily distinguished by their symbol, which looks like a folder.

Searching the tree

The tag tree itself can be searched/filtered by clicking the magnifying glass in the panel header, or pressing `Ctrl/Cmd+S` while the panel is focused. When searching for matches, synonyms are searched as well (this might not be immediately obvious, as the alias itself is not shown).

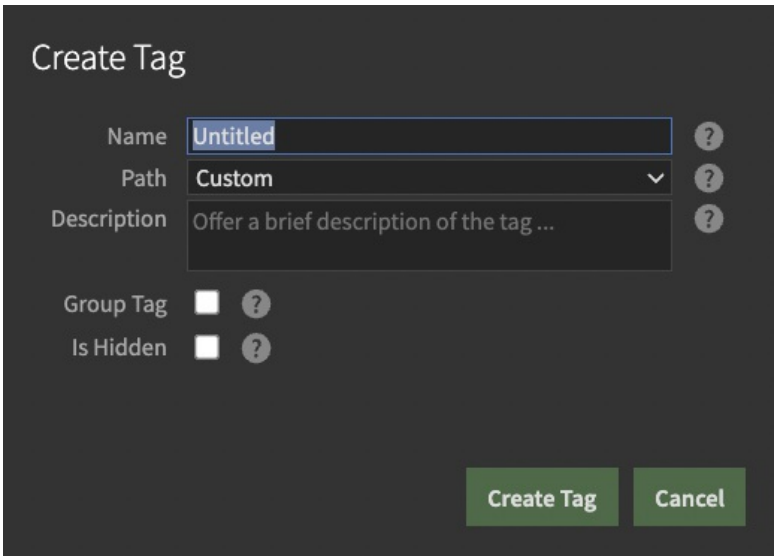
Please note these special search terms:

- `is:custom` : limit tree to custom tags
- `is:ucs` : limit tree to UCS categories

You can combine the special search terms with regular search terms. In other words, entering `is:custom foo` will search for custom tags which contain “foo”.

Create/Edit Tags

The following dialog will appear when you are creating a new tag, or when editing an existing tag.



The dialog allows you to specify the properties of the tag.

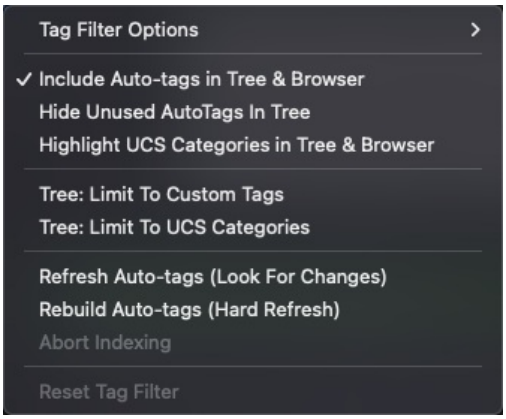
- **Name**: What name to assign to the tag. Note: used by auto-tagging.
- **Path**: Where to store the tag within the tag hierarchy.
- **Description**: Shown as tooltip, and in the tag tree.
- **Group Tag**: Decide whether the tag is a group tag.
- **Is Hidden**: Decide whether the tag is hidden

Worth knowing about hidden tags

- A hidden tag works like any other tag, but is hidden in the search results.
- All child tags of a hidden tag will become hidden too.
- The only tag which is hidden by default is `Manufacturers` .

Tag Options

The tag options is found in the upper right corner of the tag panel:



Tag Filter Options

These options apply when multiple tags are selected

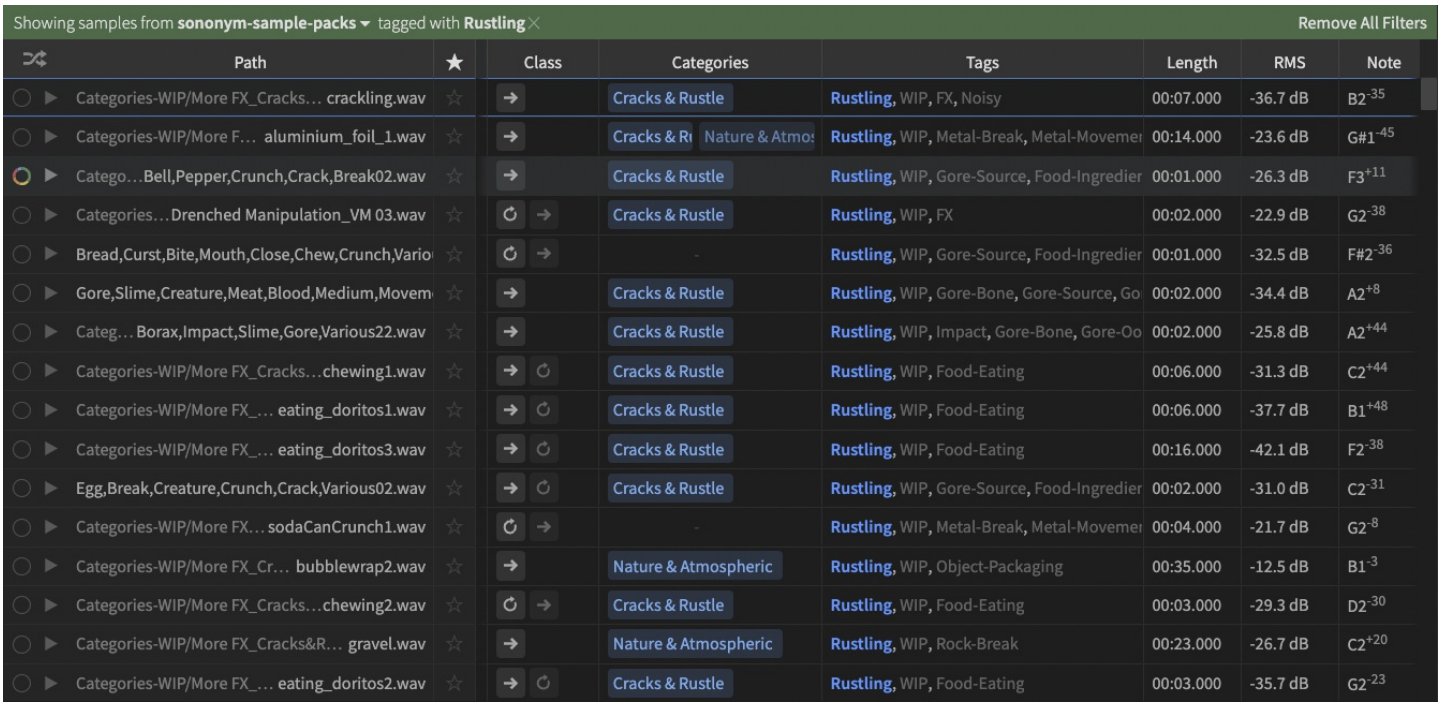
- **Narrow Mode**: When active, search for files containing all selected tags
- **Wide Mode**: When active, search for files which has at least one of the selected tag.

Other options

- **Include Auto-tags In Tree & Browser**: When enabled, auto-tags are displayed in the browser results (tag column), as well as in the tag tree.
- **Hide Unused Auto-tags In Tree**: When enabled, branches in the tag tree with zero associated files are hidden.
- **Highlight UCS Categories**: When enabled, UCS-tagged content is highlighted in the browser, tag tree & assigner, and the UCS-specific name shown.
- **Tree: Limit To Custom Tags**: Click this to restrict the tag tree to custom tags
- **Tree: Limit To UCS Categories**: Click this to restrict the tag tree to UCS tags/categories
- **Refresh Auto-tags**: Click to look for files that have not been auto-tagged
- **Reset Tag Filter**: Click to remove all tags from the current filter criteria.

Tag Column (Search Results)

In the **Search Results**, look for the “Tags” column. It will show tags that have been assigned to each file (if the column isn’t visible, right-click the header to bring up the column options).



Tags column, filtering results by the ‘Rustling’ tag

- Click a tag to add it to the current filter
- Click the “pencil symbol on the right side to bring up the Tag Assigner dialog

UCS Categories

UCS stands for *Universal Category System*, and is an initiative started by a group of sound designers. UCS has a simple but powerful idea at it’s core: establish a system of categories that is flexible enough to satisfy the needs of professional sound designers, and

ensure that these categories are available in any software.

At the most basic level, UCS is nothing more than a naming convention. And this is actually the genius of UCS: since the metadata is simply part of the filename, you will be able to browse your samples using any software.

Starting with Sononym 1.6, UCS is “officially” supported, and UCS prefixes fully integrated into our tagging system. For example, any file starting with “WEAPWhip_” will be auto-tagged with the “Sound Effects > Weapons > Weapon-Whip”.

It’s worth noting that UCS was primarily intended for sound-effects, and specifies only a few instrument categories. For this reason, we decided to come up with a solution that ensures full support for UCS, while integrating it into an even larger system. In other words, our tagging system is a superset of UCS.

> You can read more about UCS here.

Classes & Categories

When a sound is added to a Sononym library, it will automatically be classified & categorized according to our machine-learning model.

NB: This page explains how those categories and classes work. To learn how to sort and filter search results by category, please visit the category filter page.

Classes

A sample can be classified in four different ways:

- LOOP
- ONESHOT
- LOOP + ONESHOT (primarily a loop)
- ONESHOT + LOOP (primarily a oneshot)

A sound is classified as a LOOP when it seems to have a looping or repetitive nature. Sononym does not (yet) assign categories to Loops.
A sound is classified as a ONESHOT when the sound is non-repetitive. Oneshots are almost always categorized.

Categories

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

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)

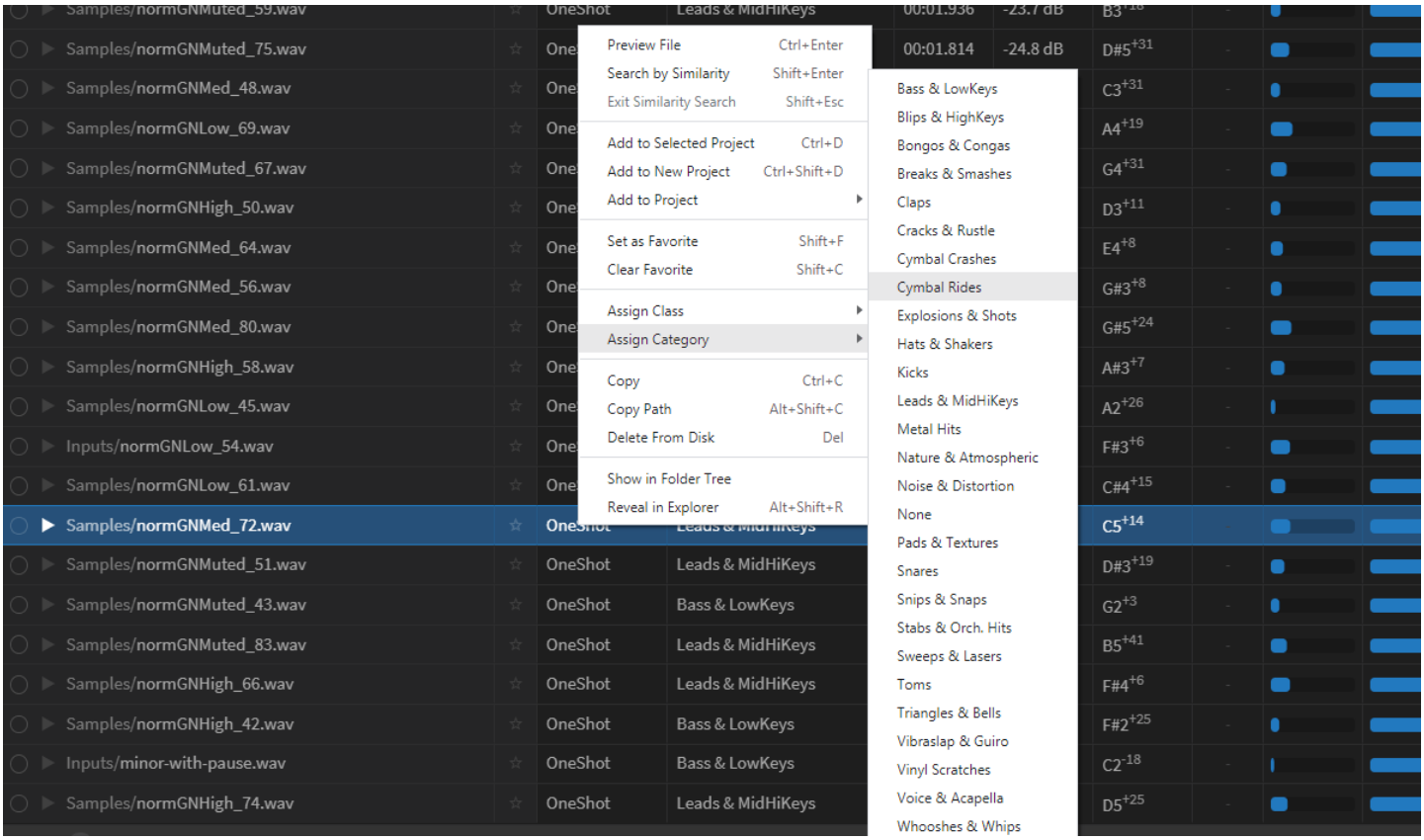
This category covers sound effects of various kinds.

- 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: Toggle Auto-Advance	Ctrl + P	Cmd + P
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	Alt + Del	Alt + 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

Description	Applies to	Windows/Linux	macOS
Add to Project (#Index)	Search results	Ctrl+[Numeric Key 1-9]	Cmd++[Numeric Key 1-9]
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
Find Duplicates	List of Libraries, Folder Tree, Search results, Project, Favorites	Alt+D	Alt+D
Set as Hidden	Search results	Shift+D	Shift+D
Unhide Selected	Search results	Shift+U	Shift+U
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
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

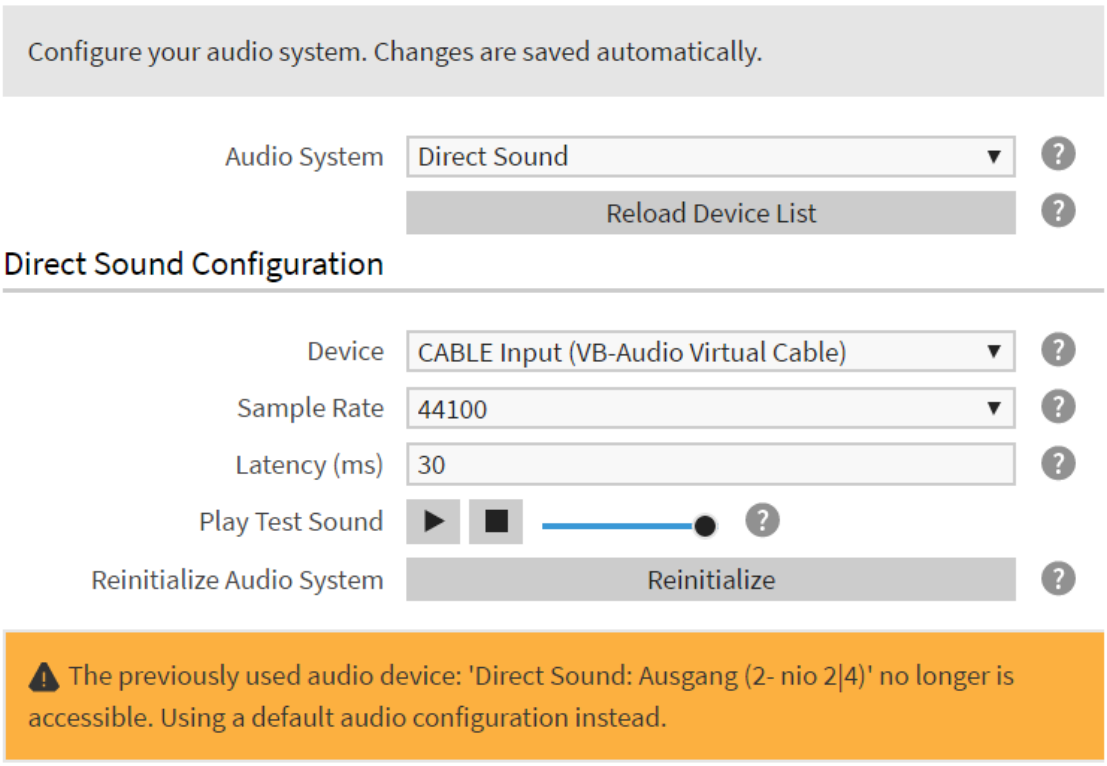
The Preferences enables you to customize these application settings:

- Audio
- MIDI
- 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
WASAPI	Yes	-	-
Direct Sound	Yes	-	-
WinMM	-	-	-
Core Audio	-	-	Yes
PulseAudio	-	Yes	-
Alsa	-	Yes	-

Architecture	Windows	Linux	macOS
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.

Buffer Size
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.

MIDI Configuration

Here you can configure how (and if) you want to control sample playback using MIDI.

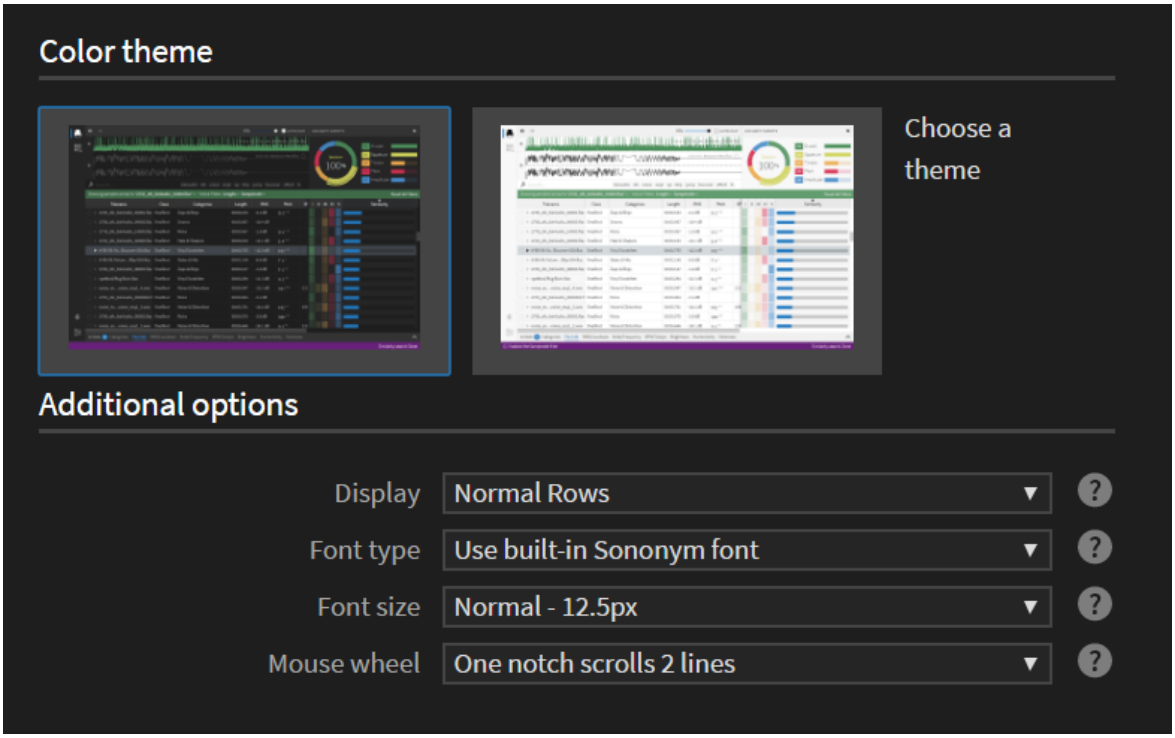
MIDI Input Device
Choose your MIDI Input Device

MIDI Channel
Decide if you want to use a specific MIDI Channel on the input device.

Stop playback when key is released
Enable this to stop sample playback when you release a note on the keyboard.

Ignore incoming MIDI while in background
Enable this option to avoid that other software/hardware is triggering samples while not actively using Sononym.

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

General Settings

Search embedded metadata in files
If enabled, all available metadata (such as artist name, genre and other information embedded into your files) is searched in addition to the filename/path.

Preview files while stepping through results
If enabled, files will be previewed while stepping through search results (i.e., while pressing and holding down the arrow up/down keys). Requires that Auto-Play is enabled in the main toolbar.

Reset filters prior to launching a similarity search
If enabled, all filters (including selected folder) are reset when launching a new Similarity Search.

Specify which network port to use
Specify the port number we use for communicating with the audio analysis process (a.k.a. the Crawler). If this process is running, the new value will be applied once the process has finished.

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.