

Sound Browser Reference Manual v1.1

for Windows and Mac

Reference Manual by killihu

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Plugins, skins and other resources for computer-based audio production

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This book has been inspired by the Ableton Live Reference Manual, with the aim of making it easier for Ableton Live users to read.

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Main information

1.1 Plugin Overview

One of the drawbacks of Live is that when creating custom presets, no audio preview is generated, which makes it difficult to navigate through presets to select the right one.

With Sound Browser, you can browse through your presets with audio previews and insert them into your project with a simple clip or drag-and-drop. It also includes a second device that makes it easy to create audio files for preview.

The preview file creation device automatically generates a file with the name of the instrument and places it in the appropriate folder. To use it, simply create a MIDI clip with the desired notes and press a button on the device.

Supports files in the following formats: ADG / ADV / ALC / AUPRESET / VSTPRESET.

It is not necessary to encapsulate AU/VST instruments within a rack, a preset can be used directly from the instrument.

ALC files can be previewed in Live, but doing so first loads the instrument and/or effects into memory, which slows down navigation. With Sound Browser, audio preview is instantaneous.

Note that the one-click add function has some delay on Windows while it is instantaneous on Mac. On Windows it is faster to use the drag-and-drop feature, which works instantly on both operating systems.

Files containing sequences are not previewed in sync with the project tempo.

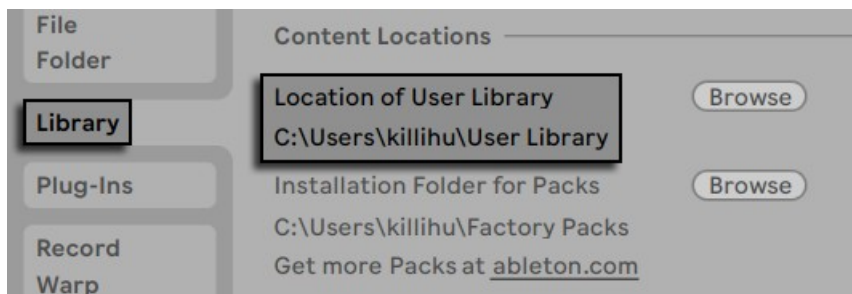
1.2 System Requirements

- Live Version: 10 / 11 / 12 with Max for Live
- Operating System: Windows, Mac

1.3 Installation Instructions

Unzip the ZIP file and copy the plugin amxd file to your User Library folder. There are two ways to find where your User Library is located:

Go to Preferences – Library – Location of User Library



Or [right-click] on the User Library in the Browser – Show in Explorer



1.4 Additional installation on Mac

The device uses various external Max components. To make it work on Mac, the following steps must be followed.

Copy the files [11dragfiles.mxo](#), [11live.tools.mxo](#) and [shell.mxo](#) to the folder:

[/users/<your user>/Documents/Max 9/Library/](#)

Open the Terminal utility and type the following line, replacing <your user> with your operating system username.

[xattr -d -r com.apple.quarantine "/users/<your user>/Documents/Max 9/Library/"](#)

Note that after entering the above command and pressing enter, the terminal does not display any message.

Versions prior to Live 12.2 use Max for Live 8. In those versions of Live, externals should be copied to the Max 8 folder instead of Max 9.

11dragfiles.mxo and 11live.tools.mxo are external Max components created by 11olsen. On his website you will find very interesting material for the development of Max devices.

<https://www.11olsen.de/>

More information about the use of external components of Max and Mac security in the following link.

<https://cycling74.com/articles/using-unsigned-max-externals-on-mac-os-10-15-catalina>

1.5 How to Use

Navigation in Sound Browser is based on a single sub-level of folders. Create your own main folder and within it the folders containing the presets. The structure would be:

Main folder / Subfolders / Presets

When you open Sound Browser it looks like the following image. Drag the main folder from Finder/Explorer to load it. Or use the open button to select it.



You can then save a Sound Browser preset just like any other Live device, using the Save Preset button at the top right of the device rack.

This is not only useful for loading Sound Browser with your preset folder activated, it also allows you to create different instances of Sound Browser with different content. For example, one exclusively for percussions that shows subfolders with names: Kick, Snare, Cymbal...

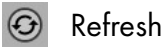
Controls

2.1 Rack Controls

On the device rack is the button to show/hide the floating window. This button can be mapped, allowing you to assign a keyboard key to show and hide the floating window.

An icon is displayed at the bottom of the device rack. Clicking on the icon shows the version of the device. When a new device update is available, a message will be displayed indicating it.

2.2 Floating Window Controls



This button refreshes the folder where the presets are located. In case you make changes to the folder while the device is open.



The device can be displayed in 3 different sizes.

(S) Small.

(M) Medium.

(B) Big.



The floating window can be moved by clicking on the top bar and dragging, just like any other program window.

At the top right are controls for resizing the window, docking it on top of other windows so it's always visible, and closing it.

 Preview Volume

Adjust the preview volume by clicking here and dragging up/down.

 External Out

When this control is activated it is possible to assign a different audio output to that of the device.

 Random

Randomly select and preview a file from the selected folder.

 Drag and Drop

Click and drag to load the selected file into the track. This can be useful if you insert files into different chains in a rack or drum rack.

 Insert

Insert the selected file into the track with a single click.

Note that this function has some delay on Windows while it is instantaneous on Mac. On Windows it is faster to use the drag-and-drop feature, which works instantly on both operating systems.

Preview files

3.1 Format

Sound Browser can read FLAC files for preview. The file name must be the same as the preset name. For example:

Hard Kick.adg / Hard Kick.flac

3.2 Folder

Preview files should be placed in a folder called Previews, inside each subfolder under the main folder.

Main folder \ Subfolder \ Preview folder

For example:

My Sounds\Kick\Hard Kick.adg
My Sounds\Kick\Previews\Hard Kick.flac

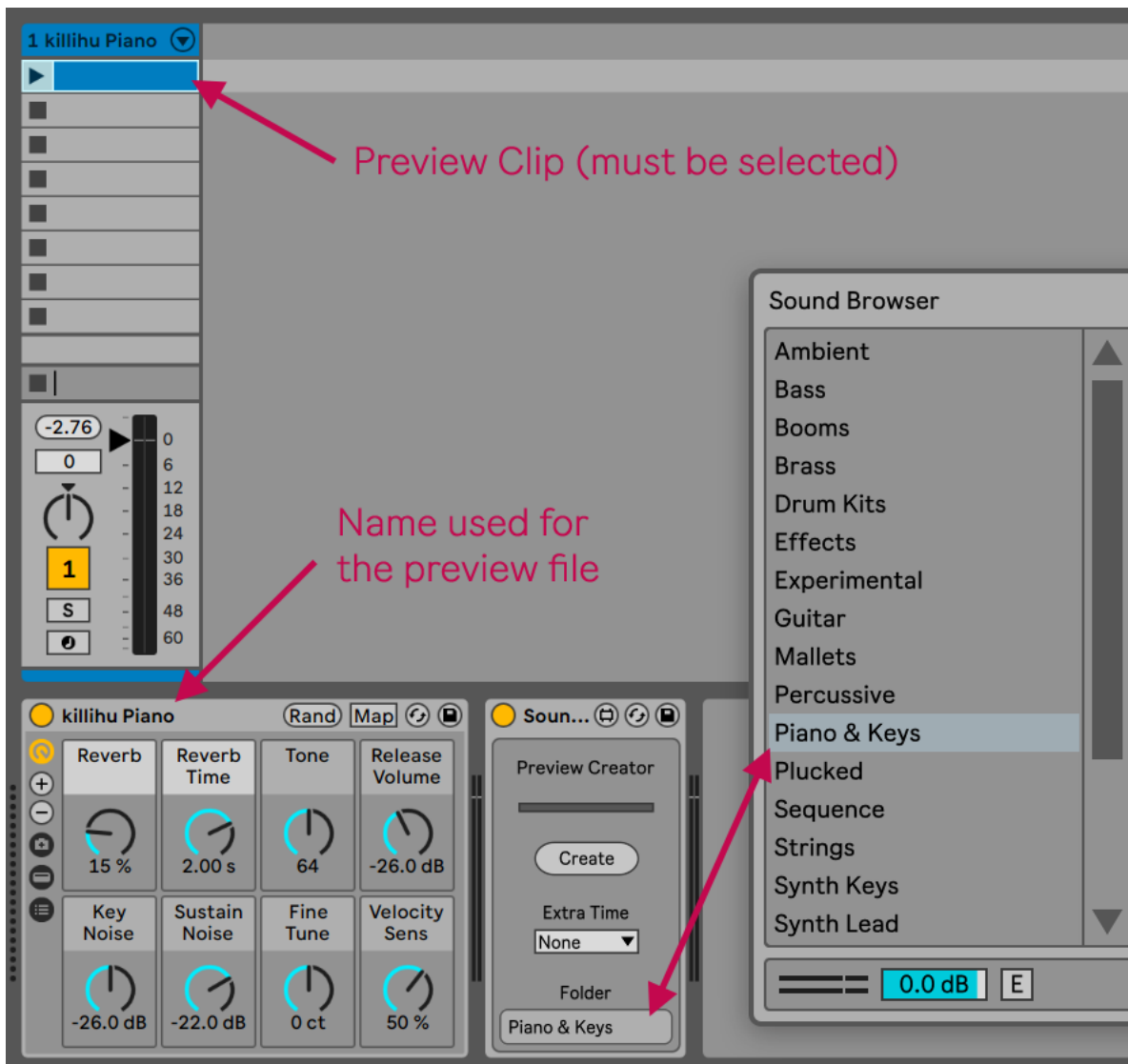
3.3 Preview Creator

The device Preview Creator allows you to easily create preview files without having to export and move files.

Takes the name of the instrument, creates an audio file with the same name and places it in the corresponding folder. So to create preview files, you just need to create a MIDI clip and press a button.

How to use it:

- Place Preview Creator after the instrument.
- In the floating Sound Browser window, select the folder corresponding to the type of instrument for which you want to create the preview. You will see that it is synchronized with Preview Creator.
- Create a MIDI clip in the Session view that will be used for the preview. It can be any size you want, at least one beat, and contain as many MIDI notes as you need.
- With the MIDI clip selected, press the Create button in Preview Creator.



The transport in Live will start to capture the audio. The process is shown in a horizontal loading-style bar in Preview Creator. Once the preview file creation is complete, the transport in Live will stop.

There is no need to manually create Preview folders to store the files. If they don't exist, Preview Creator creates them automatically.

The volume of the created files is automatically normalized.

The Extra Time control increases the size of the created file to, for example, capture reverb tails. Although a longer MIDI clip can also be used for this.

The name of the preview file will be the same as the name of the instrument. This is fine for ADG and ADV files, but when using AU/VST presets it is not possible to change the name of the instrument, it is always the name of the AU/VST plugin. So after creating the preview file it will have to be renamed manually to match the name of the preset.