



Getting Started

Soundbox



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

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

Available as:
VST3 · AU · AAX · AUv3 · Stand Alone

Compatible with:
Windows · MacOS · iPadOS

Quick Start

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

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

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

Developed By:

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Special Thanks to all Beta Testers!



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



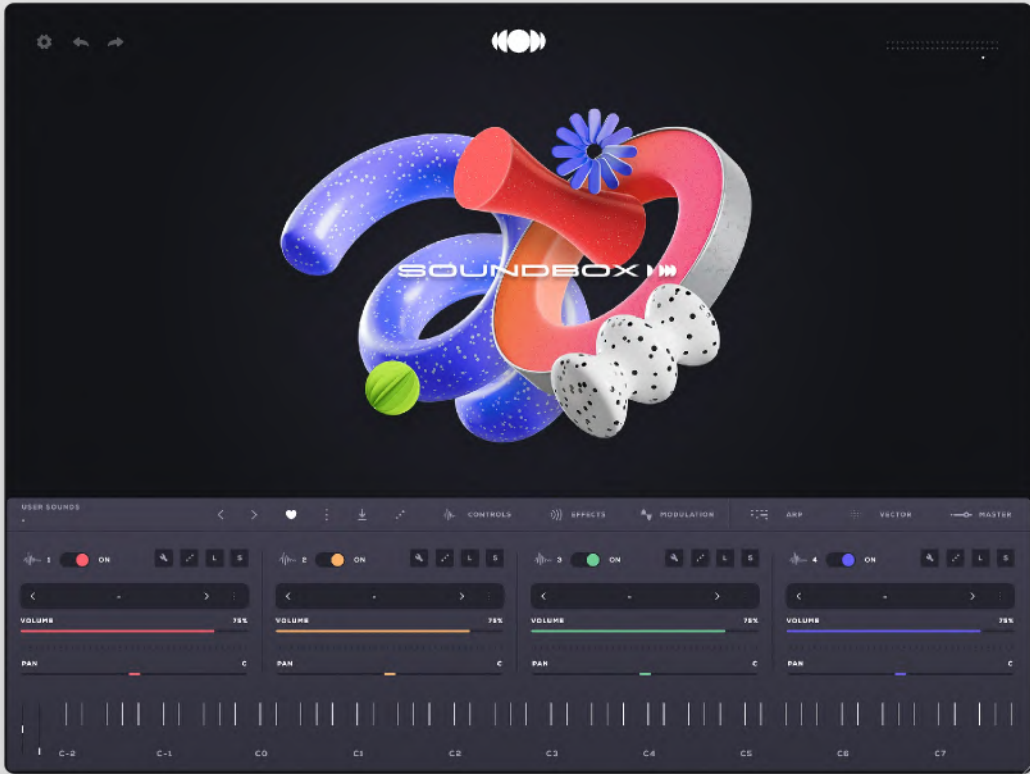
Soundbox can be used as a player engine for any Soundbox Instrument without requiring activation via a license key.

In this mode, all features are fully functional, except for the Sample & Mapping Editor, which remains disabled.

To unlock the Sample & Mapping Editor and gain the ability to import your own sounds, enter the license key that comes with any purchased Audiomodern Soundbox Instrument.

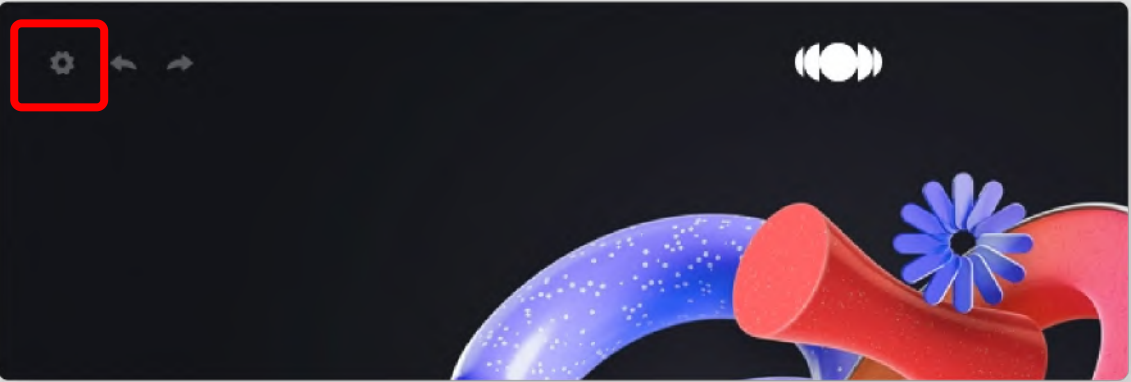
You can find your license keys under the “License Keys” tab in your account on the **Audiomodern website**.

If you need assistance locating your license, **contact us here**.

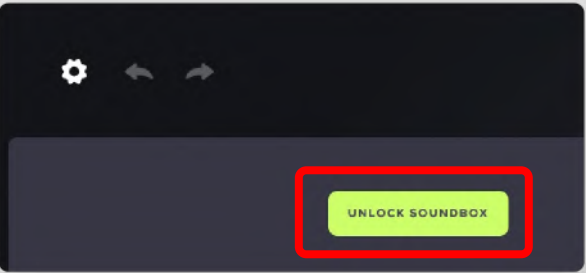


Soundbox Activation

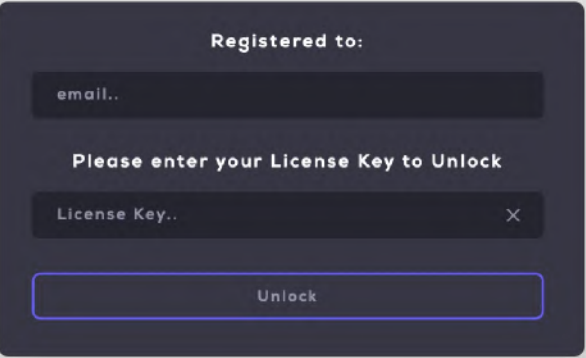
1. Click the gear icon on the top-left corner to enter the Settings tab.



2. Click UNLOCK SOUNDBOX.



3. Enter your email and license key in the fields and click UNLOCK.

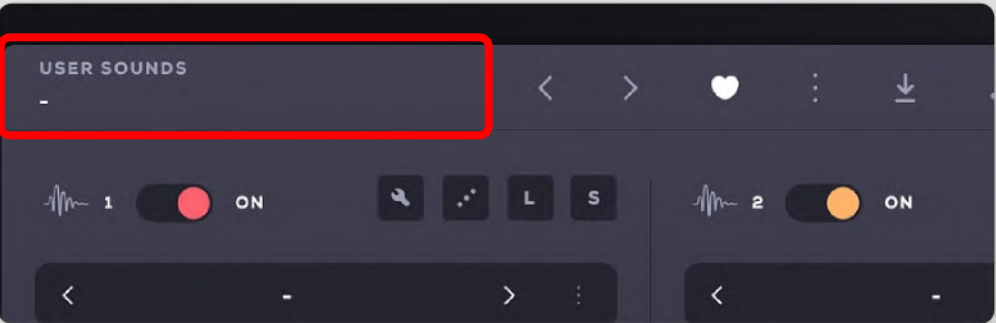


4. Done. Enjoy!

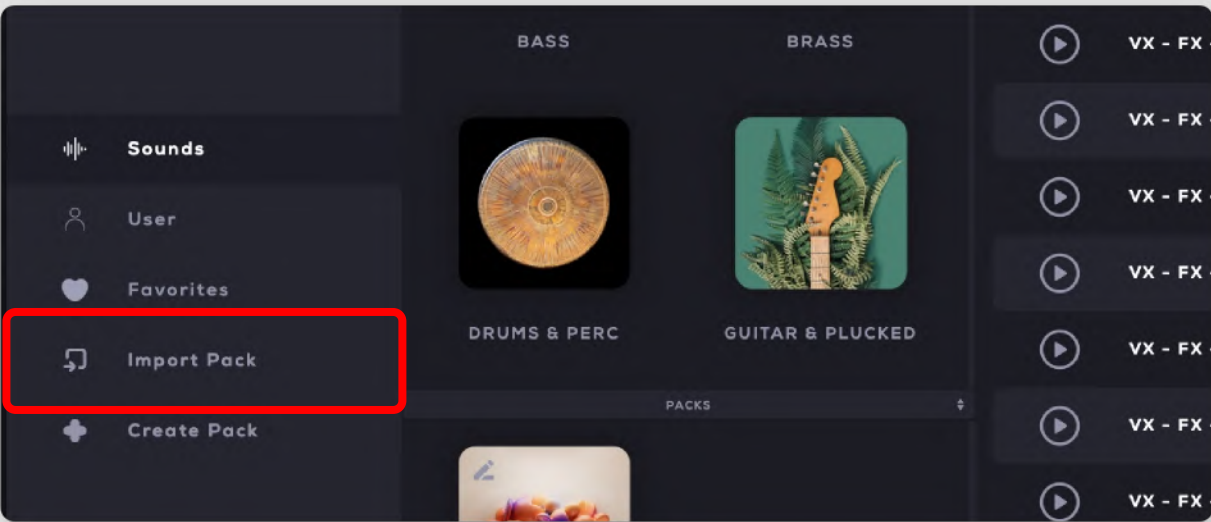
Importing a Soundbox Instrument

Soundbox instruments can be imported into Soundbox by simply dragging & dropping them (.sbpack) into Soundbox.

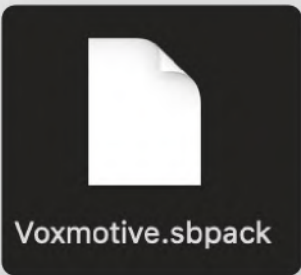
1. Alternatively, click the **User Sounds** menu to enter the presets & packs manager.



2. Click **Import Pack**.

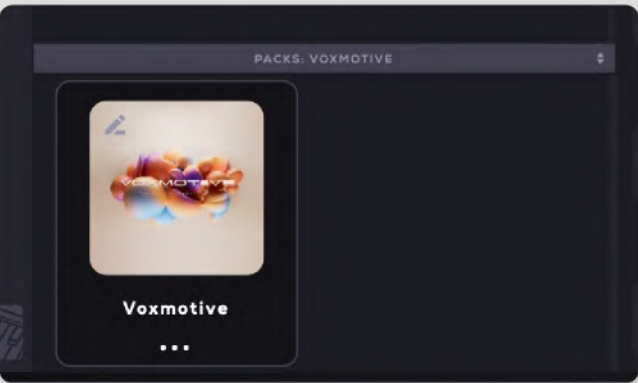


3. Locate and select the Sounbox Pack (.sbpack) that you want to import and click Open/Import:

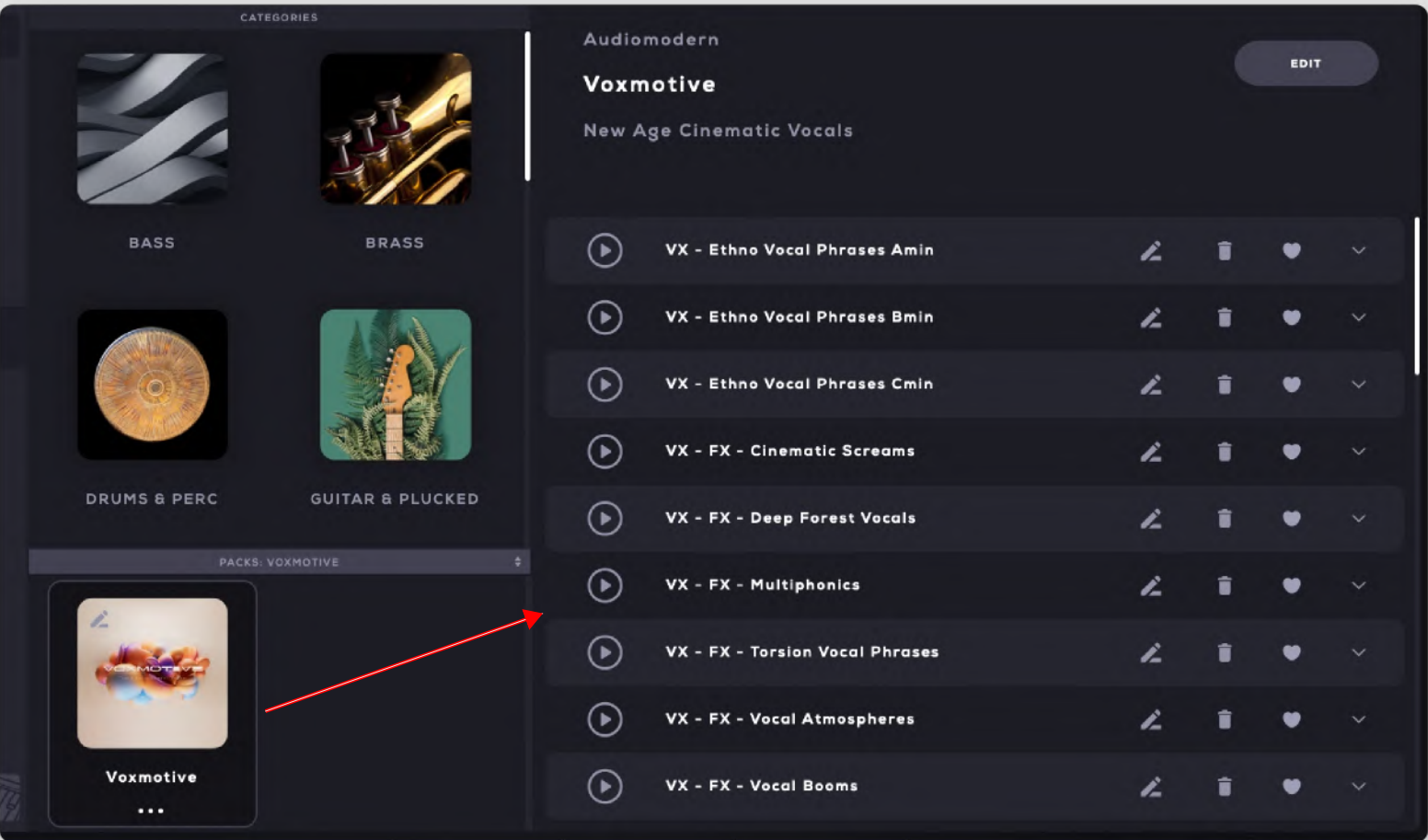


4. Done!

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



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



File Organization

Before exploring the features of Soundbox, it’s helpful to understand how its content is structured:

Soundbox Instrument

This is the top-level content tier. Each Soundbox Instrument contains a collection of presets.

Preset

A preset can include up to four layers, with each layer containing a group of mapped sounds.

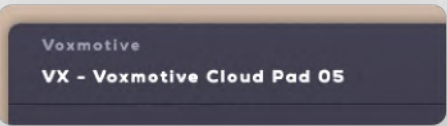
Group

A group is a set of sounds assigned to specific key and velocity ranges on the keyboard.

Sound

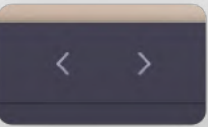
A sound refers to a single audio sample. Each sound includes additional properties such as tuning, panorama, sample start and end points, and more.

Menu controls



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

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



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



Mark as favorite.



Open the presets manager.



Save a new preset.

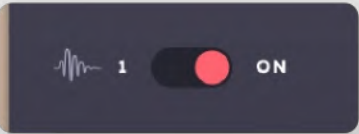


This randomizer semi-randomly assigns new groups to the four layers of the preset. It selects groups from other presets based on their tags, so it will try to match the current preset’s style and genre.

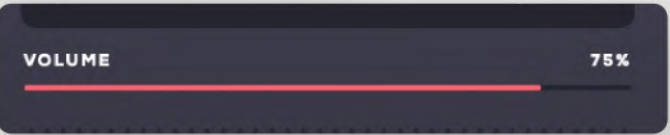
Layers

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

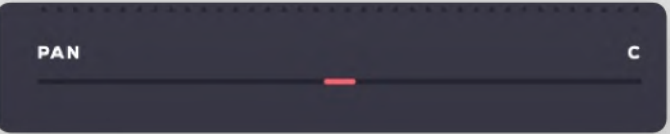
Layers are located below the menu controls.



Toggle on and off



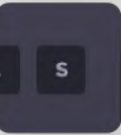
Layer Volume



Panorama



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



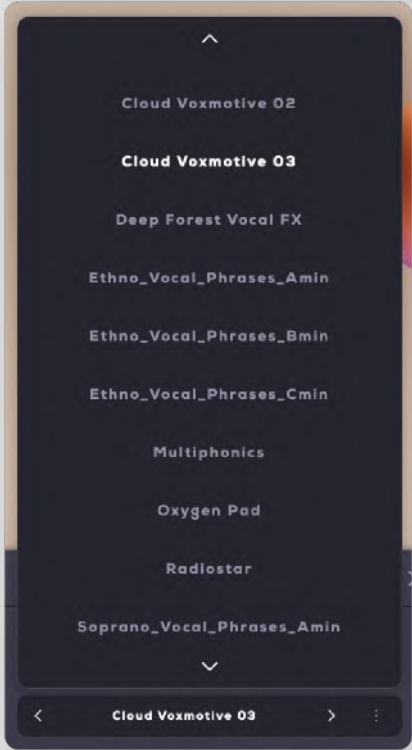
Solo a layer



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

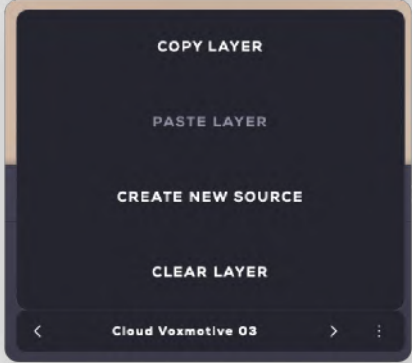


This menu shows the name of the loaded group.

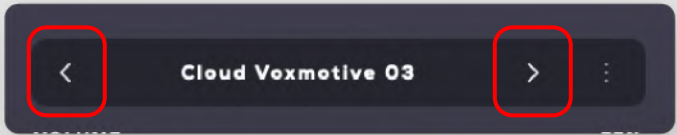


Click the name of the group or the three-dots icon to enter the group's drop-down menu.

Use this menu to load another group to this layer.



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

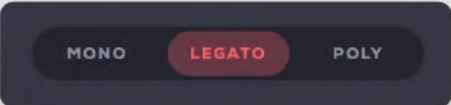


Use the left and right arrow buttons to browse through groups.

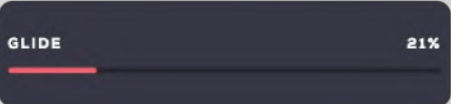
Controls

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

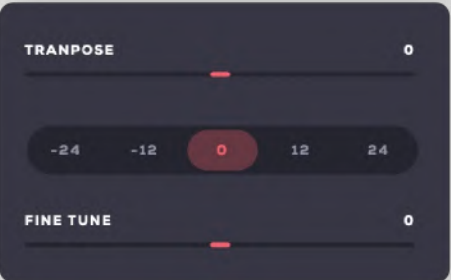
Click/tap **Controls** to open the layer controls tab.



Choose between monophonic, legato and polyphonic mode.



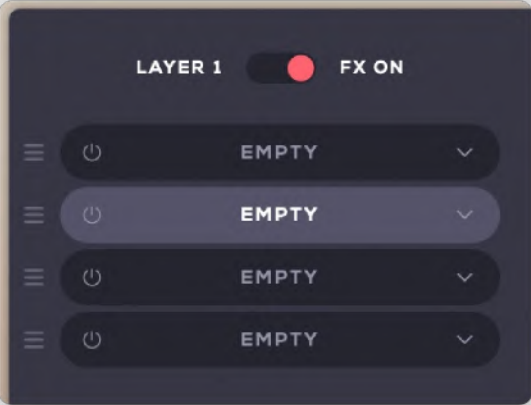
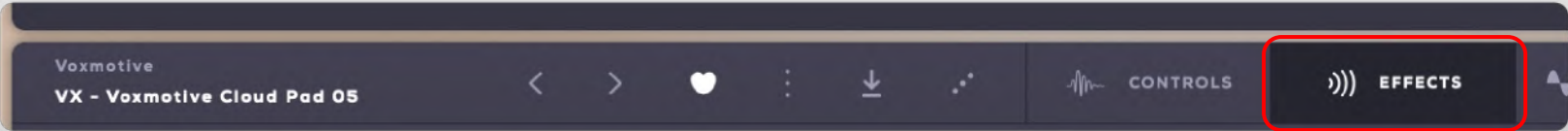
Adjust the amount of glide.



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

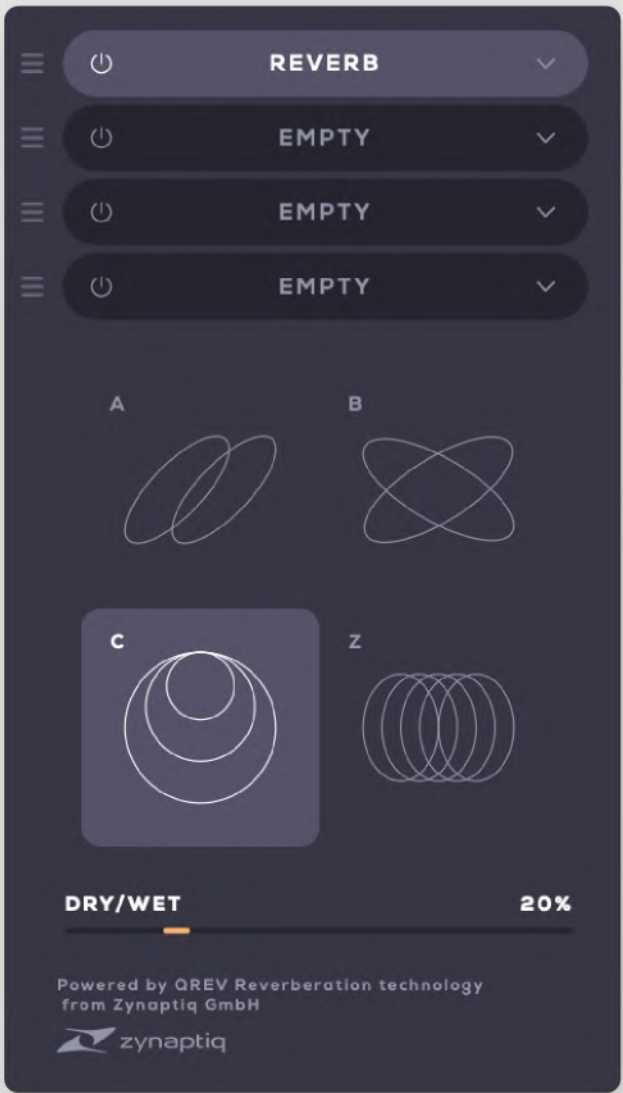
Effects

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



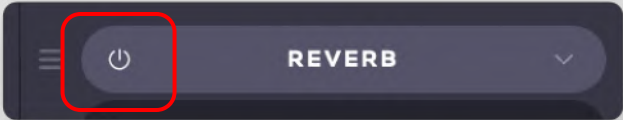
Click any of the available drop-down menus (slots) to expand it and select an audio effect to be loaded.

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

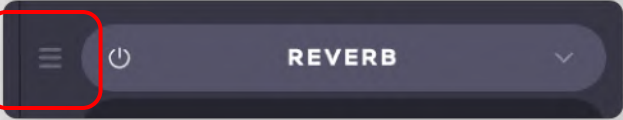


Each audio effect has its individual controls.

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



Bypass effects with the on/off switch



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

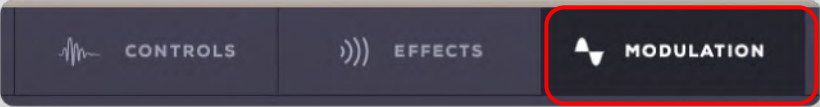


Drag and drop an effect (its name) to another fx slot to duplicate the effect and all its settings on the same layer or across layers.

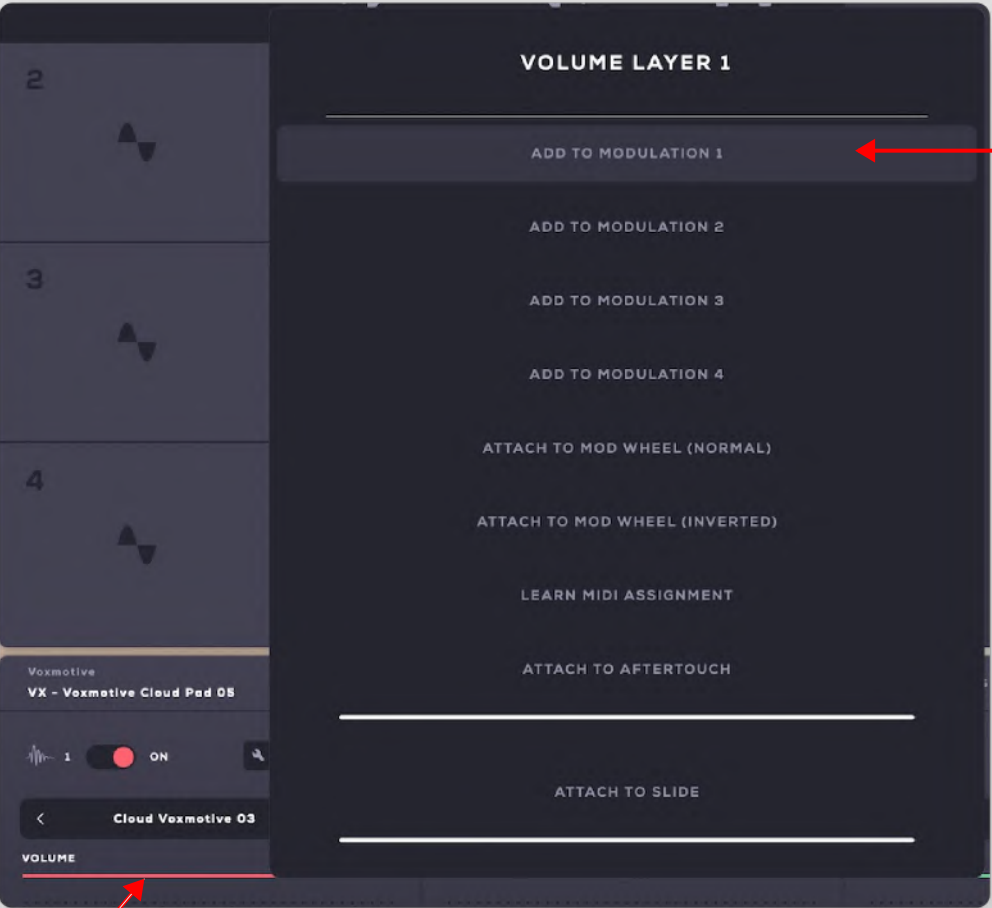
Modulation

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

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



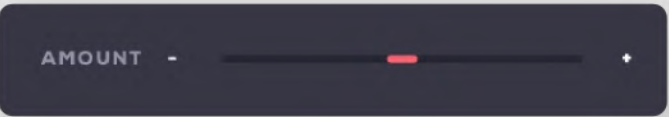
To map a control to an LFO, right-click on it and add it to one of the four modulation engines. In this example, we are mapping the volume from layer 1 to Modulation 1:



1. Right-click the parameter

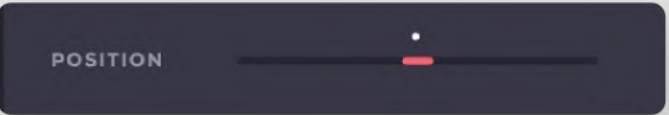
2. Select a modulator to map the parameter.

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

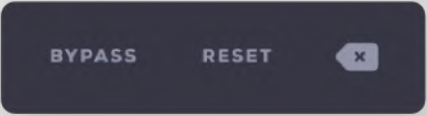


Adjust the modulation depth with the amount slider.

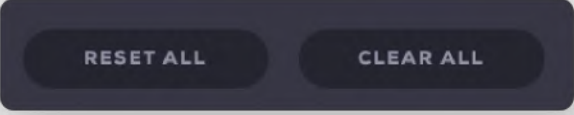
The amount slider is bipolar. Pushing it below the center inverts the modulation direction.



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



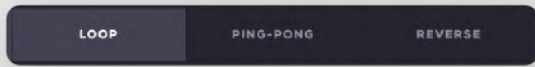
Bypass, reset or delete the assigned modulation destination



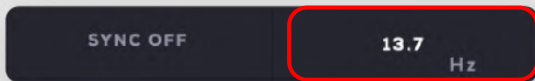
Reset or delete the assigned modulation destinations all at once



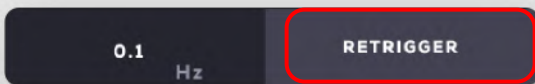
The LFO offers six different shapes: Sine, triangle, square, saw tooth, reverse saw, and sequencer.



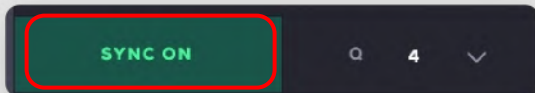
The LFO can cycle forwards, backwards, or back and forth in ping pong mode.



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



Press retrigger to restart the LFO with each new note.



Activate sync to synchronize the LFO to your host tempo.



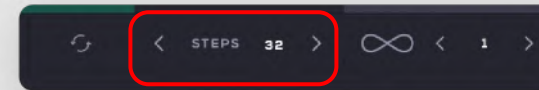
Select a time division with Q.



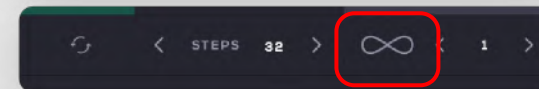
Activate the sequencer modulation.

The sequencer modulation mode offers additional controls:

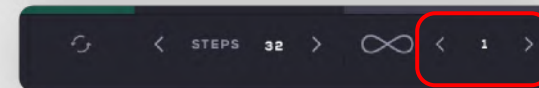
- Draw in the modulation level for each step manually,
- or press the dice icon to generate a random modulation sequence.



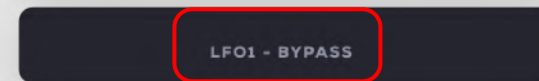
Set the number of steps from 1 to 32.



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



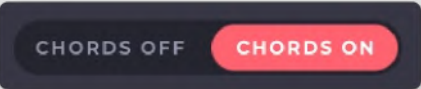
Adjust the infinity number to set how often the pattern should repeat until a new random pattern is generated.



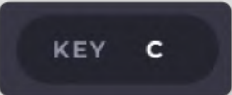
Bypass LFO.

Chords

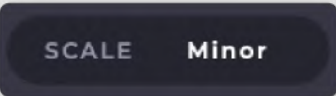
The Chords tab lets you build custom chords by expanding single notes into full chords. It includes four chord generators, one for each corresponding layer.



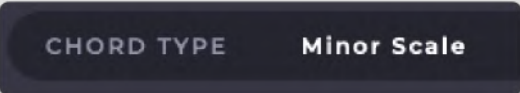
Set the toggle to “Chords On” to activate the chord generator for the selected layer.



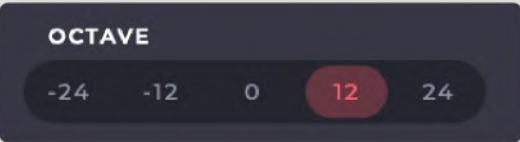
Key selector



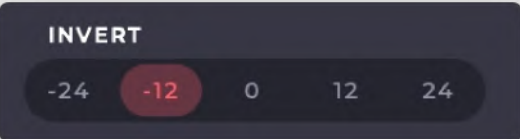
Scale menu featuring 42 different scales



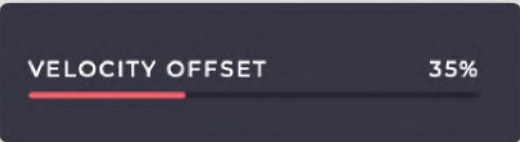
Chord Type menu that automatically shapes your chords to fit the selected type.



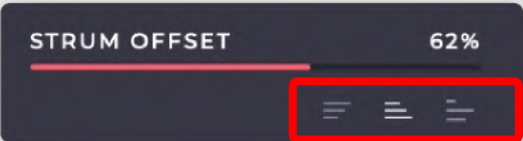
Octave control: Shifts your chords up or down by up to two octaves.



Invert control: Lets you invert the notes of your generated chords to create different voicings.

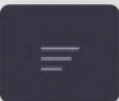


Velocity Offset: Increasing this alters the velocity balance between chord notes, emphasizing certain notes over others depending on the selected chord type. This can make chords feel more dynamic, natural, or expressive.

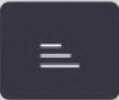


Strum Offset: Lets you shift the timing of each note in the chord for more natural flowing playback.

You can switch between 3 Strum Offset options:



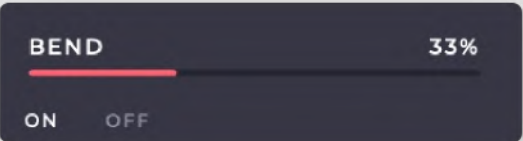
The first keeps the root note on time, while the other notes gradually follow.



The second option plays the last note on time, while the remaining notes are triggered gradually afterward, ending with the root note.



The third option offsets the timing of the notes randomly.



The **Bend** option lets you smoothly bend from one chord to another when your trigger keys overlap.

Activate “On” to enable the Bend option. Use the slider to adjust the bend amount. Higher values result in a stronger bend effect.

Arpeggiator

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

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

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

ARP OFFARP ON

UPDOWN

UP + DOWNDOWN + UP

RANDOMALL

RATE1/8

SWING0%

Toggle On/Off the arpeggiator.

There are six types of arpeggiators available, that define the type of movement the arpeggiator will have: up, down, up & down, down & up, random, and all, which repeats all pressed notes.

Set the rate for the arpeggiator.

Set the swing.

Toggle On/Off arpeggiator

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

Pattern: Untitled

OFFON

COPYPASTE

161234567891011121314151617181920212223242526272829303132

VOLUME

OCTAVE

PAN

DENSITY

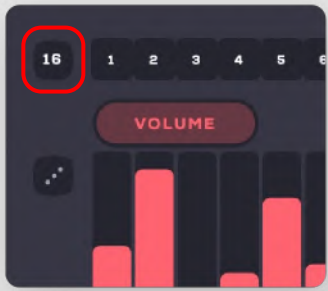
VOLUME

OCTAVE

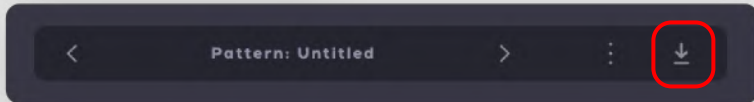
PAN

DENSITY

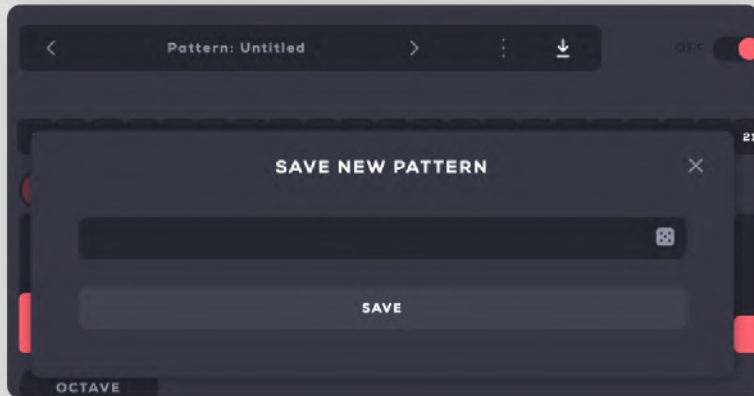
Use the dice button on each of the four sequencer lanes to generate random sequences.



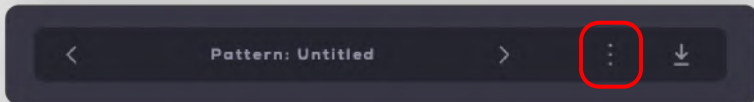
Set the length of the sequence by holding and dragging the number field on the left, or type in the number of steps.



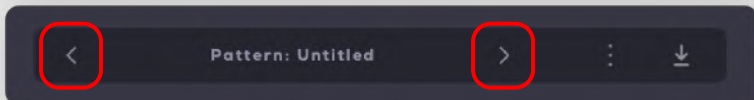
Click to save your sequence



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



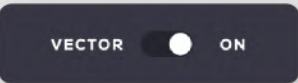
This expands the drop-down menu which includes your custom saved sequences.



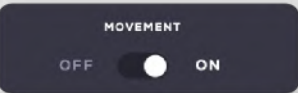
Use the right/left arrow buttons to skip through the presets.

Vector

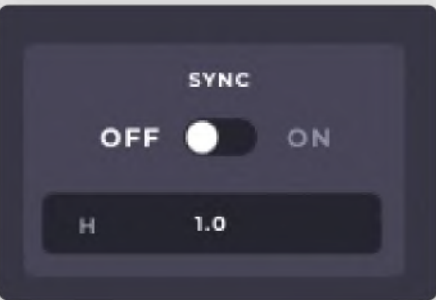
Soundbox 1.2 and above brings equal loudness cross-fades between layers, ensuring smoother transitions, and adds the ability to choose which layers are included in the vector mix.



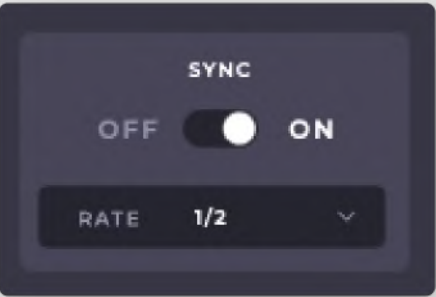
Activate vector



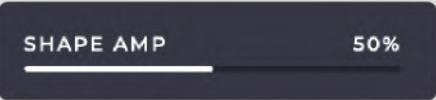
Activate movement for the vector



When Sync is off, you can adjust the movement speed in the Vector tab freely.
Drag the speed value up or down, or enter it manually.



Activate the Sync button to lock the movement to the host tempo.
Use the Rate drop-down menu to adjust the movement speed.



Shape amp controls the vector pad’s modulation depth.

By default, all four layers are included in the vector mix.
You can choose which layers take part in the vector mix and which are excluded.



To remove a layer from the movement, simply deselect it.
In this example, the second layer has been deselected.



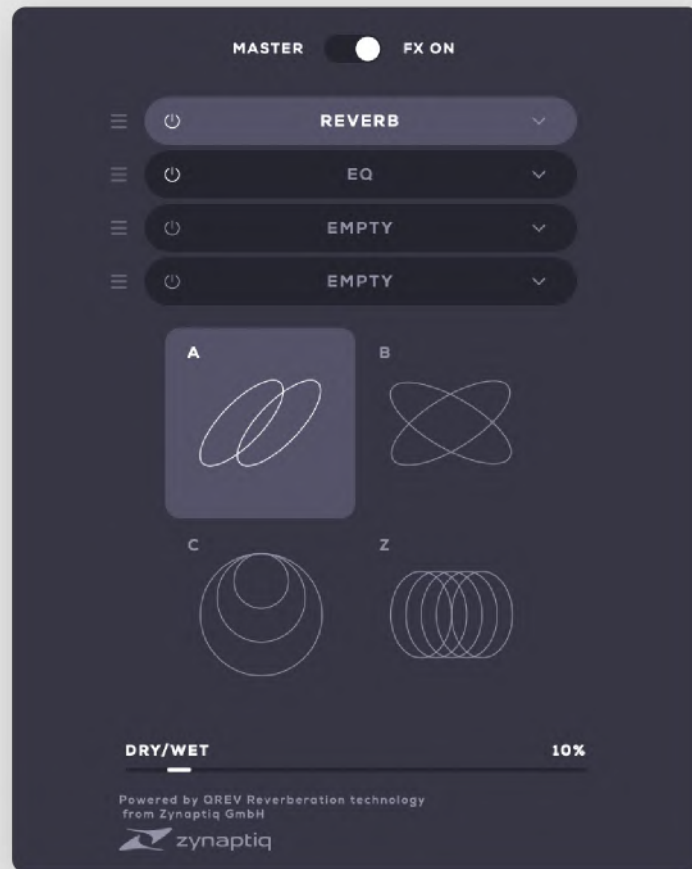
The selected layers will follow the vector,
while the second layer will play according to its
own mix settings.



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

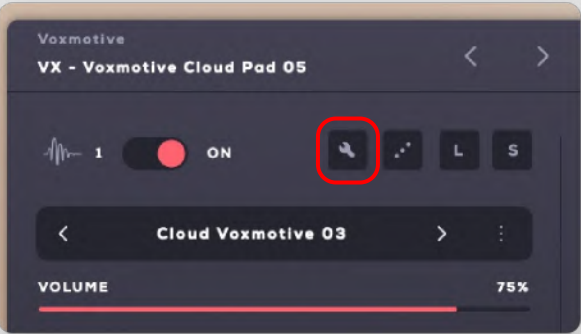
Master tab

The Master tab provides four additional effect slots dedicated to processing the main output of Soundbox. These slots function similarly to the ones found in the Effects tab but apply globally across all layers.



- The four effects form a master effects chain.
- You can rearrange the order of effects via drag-and-drop.
- Each slot allows you to choose from the same selection of high-quality effects available throughout Soundbox.
- This is ideal for applying final touches like compression, reverb, or EQ to your overall sound.

Sound Editor



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

To import a sample into the empty group:

Desktop: Right-click a key to open the import browser, or drag and drop a sample onto a key.

iPad: Tap and hold a key to open the import browser, or drag and drop a sample from the Files app.



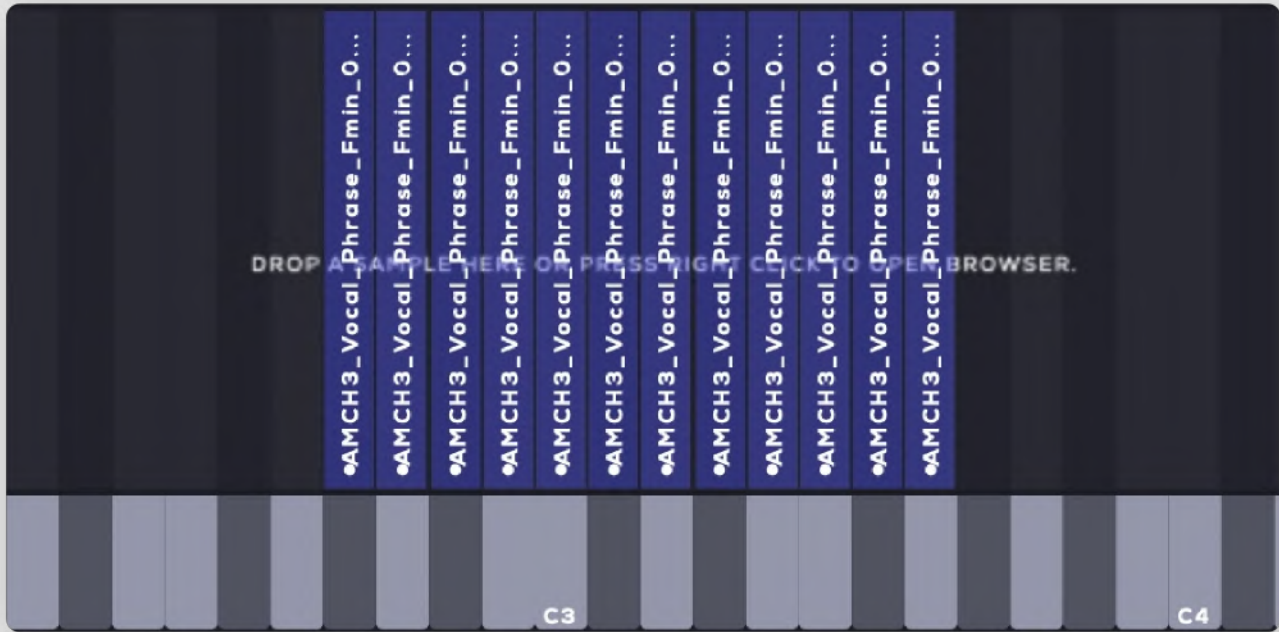
By placing a sample on the keyboard, you can drag it horizontally to move it around, or change the zone by horizontally dragging the corners.

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



Define the velocity zone of a sample by vertically dragging the top or bottom edges of its zone in the keyboard view.

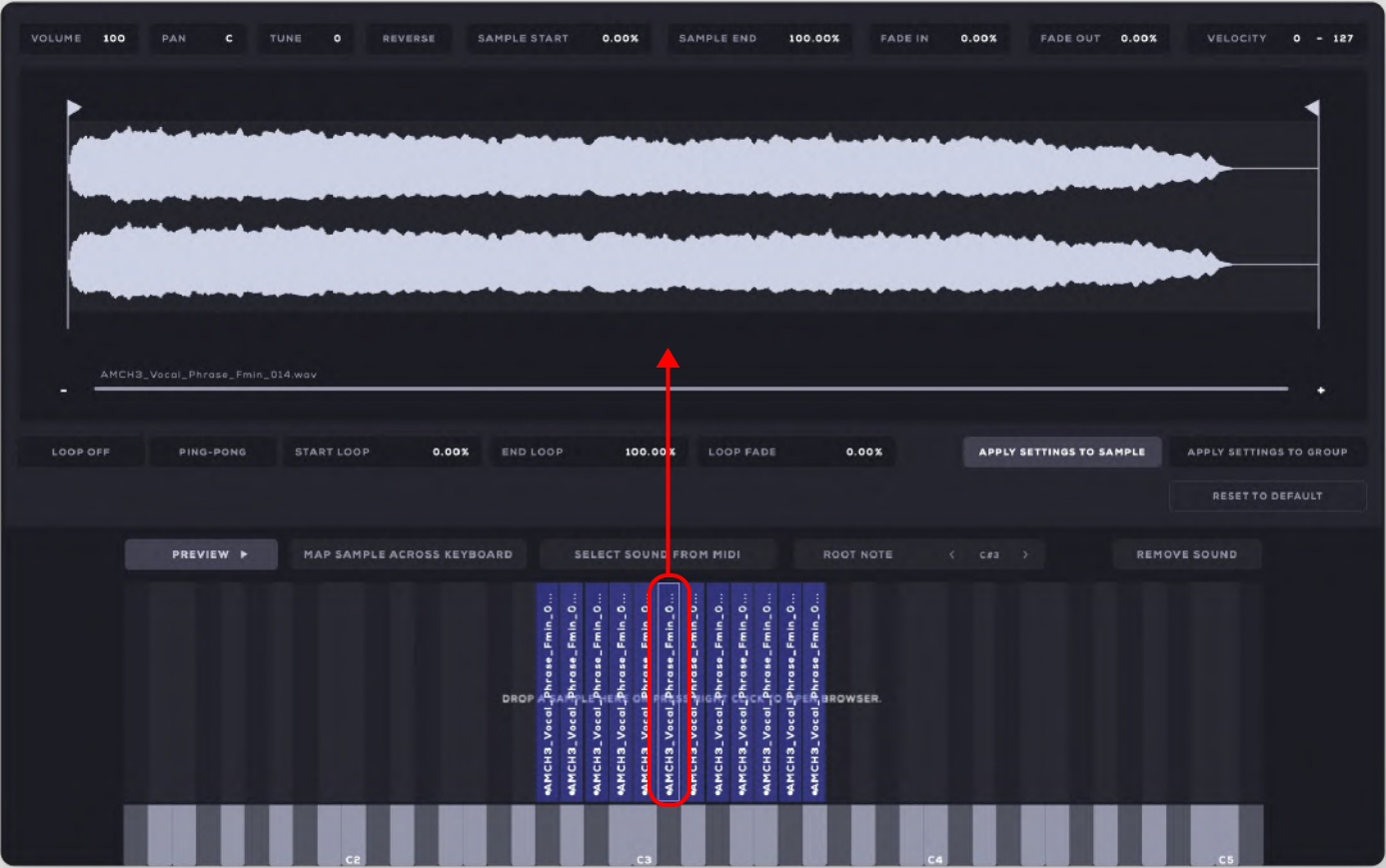
The sample will only trigger when incoming notes fall within the defined velocity range.



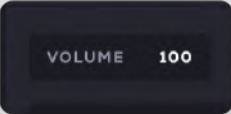
You can map a single sample across the entire keyboard, allowing it to be transposed to every note, or you can place multiple samples on different keys.

It’s also possible to stack multiple samples on the same key—either layered together or split across different velocity zones. This makes it easy to build anything from simple one-shot instruments to complex, multi-sample, multi-velocity groups.

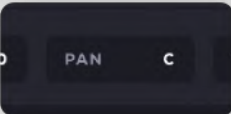
Click one of the samples to show it in the sample editor. The selected sample will be highlighted:



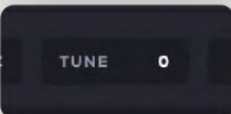
The sample editor allows you to change the volume, pan, tune, play direction, sample start and end points, fade in and fade out time, and velocity zone for each sample.



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



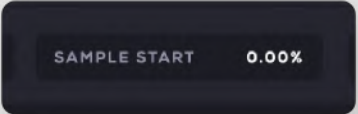
Drag vertically to change panorama.



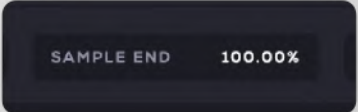
Drag vertically to change tuning.



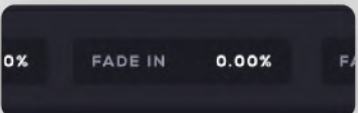
Click Reverse to reverse sample.



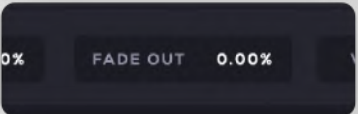
Drag vertically to adjust the starting point of the sample. The starting point will be visible in the waveform area too.



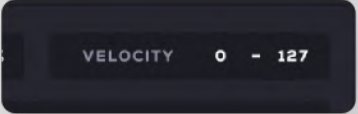
Drag vertically to adjust the ending point of the sample. The ending point will be visible in the waveform area too.



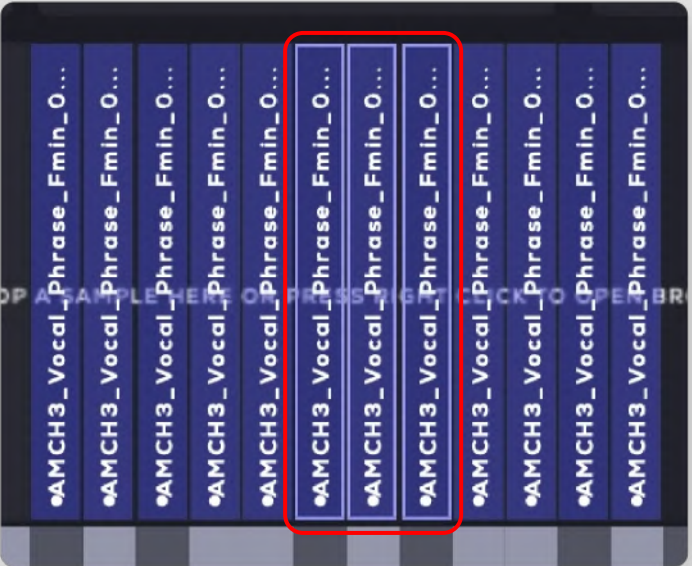
Fade in slider.



Fade out slider.



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

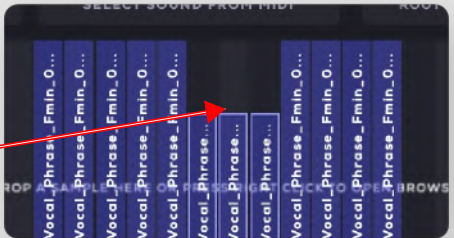
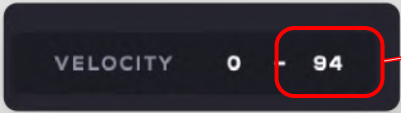


The sample editor allows you to edit multiple samples at once.

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

All changes will be applied to the selected samples.

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

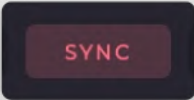
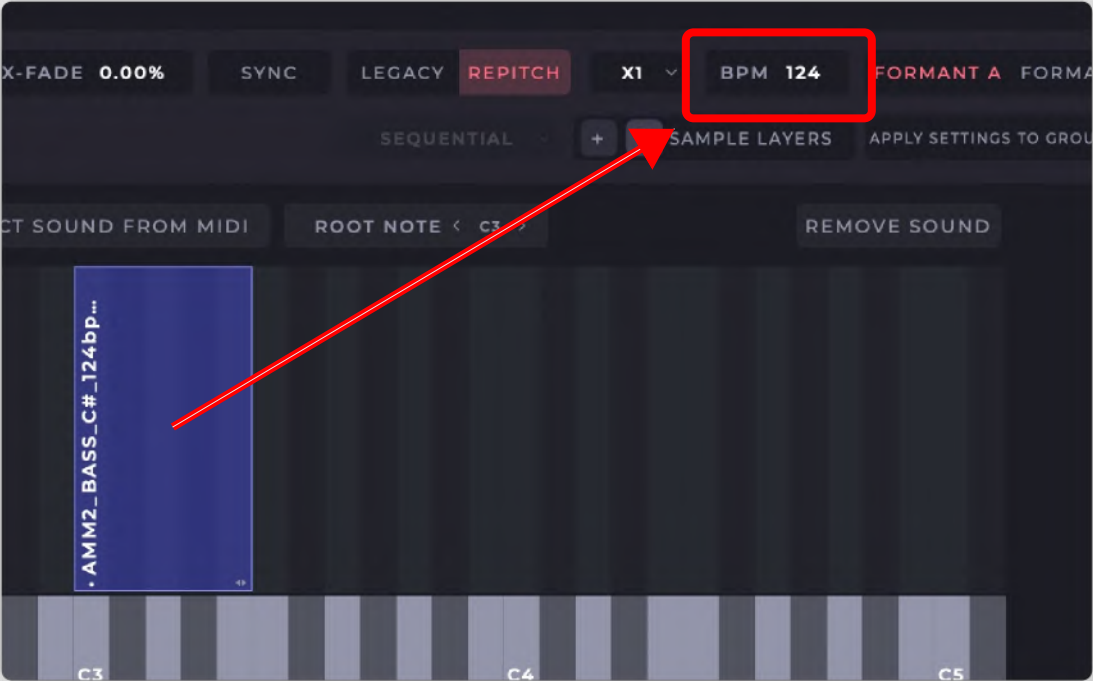


New Time Stretching Algorithm

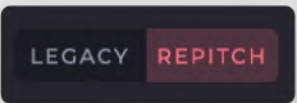
Starting from version 1.1.0, Soundbox uses the advanced ZTX PRO Time Stretching and Pitch Shifting Technology, powered by Zynaptiq — offering significantly improved audio quality and flexibility.

How to Use It

Drag and drop your loop into the Mapping Editor. The editor will automatically detect the BPM of your loop. If the detection is incorrect, drag the BPM slider up or down to adjust it manually.



If your loop has a different BPM than your DAW, enable the SYNC feature to automatically match it to your DAW’s tempo. Once SYNC is enabled, any change to your DAW’s BPM will instantly adjust the playback speed of the loop, keeping everything perfectly in sync.



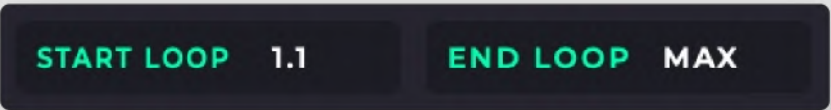
Soundbox offers two pitch-shifting algorithms:

LEGACY: This is the original algorithm used in all versions prior to 1.1.0. It provides a straightforward pitch-shifting method without time-stretching capabilities.

REPITCH: Introduced in version 1.1.0, REPITCH uses the advanced ZTX PRO algorithm by Zynaptiq. It enables high-quality time-stretching and pitch-shifting, allowing loops to adapt seamlessly to your DAW’s tempo while preserving audio integrity.

You can switch between these modes depending on your desired workflow and sound character.

By enabling SYNC, it automatically selects REPITCH.

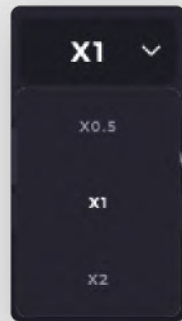


These are the starting and ending points of the loop.

Drag the **START LOOP** or **END LOOP** sliders vertically to adjust the loop boundaries. You’ll see the changes reflected visually in the waveform of the audio file.

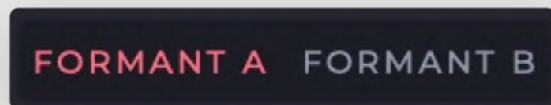
Alternatively, you can adjust the loop’s start and end points by **dragging the two vertical lines horizontally** directly within the waveform editor:





This control lets you speed up or slow down the audio playback directly within Soundbox:

- Set it to **X0.5** to play at **half speed**.
- Set it to **X1** to play at the **original speed**.
- Set it to **X2** to play at **double speed**.



We have two different formant algorithms available:

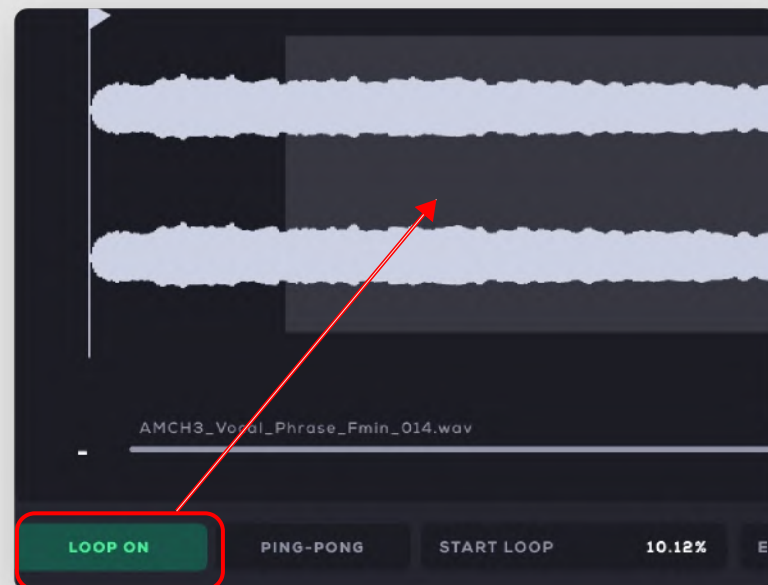
FORMANT A: Better suited for instruments.

FORMANT B: Optimized for vocals.

Depending on the type of sounds you use in Soundbox, you can choose the formant algorithm that best fits your material.

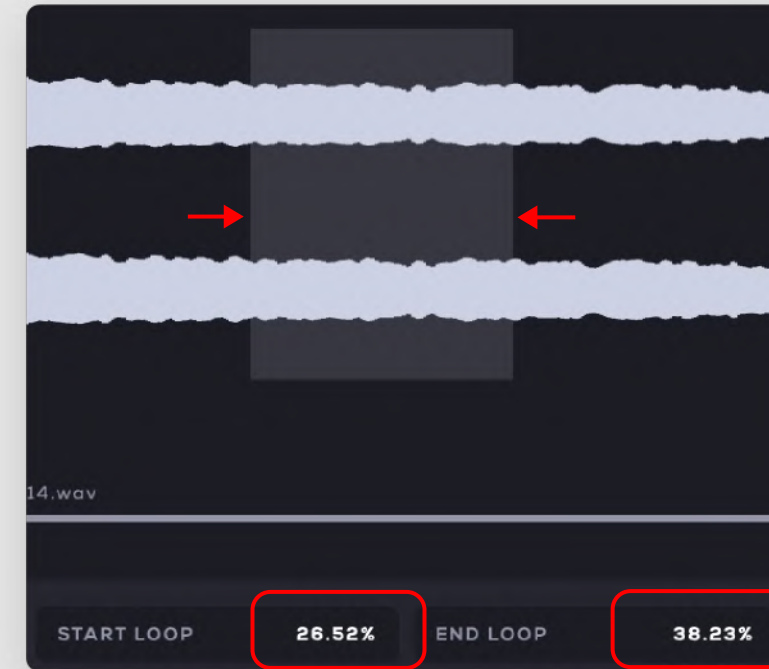
Creating loops

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



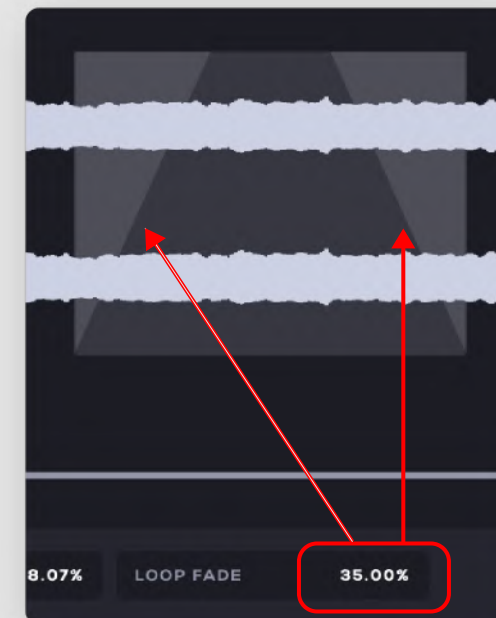
Enable the Loop Off button to allow the sample play in loop.

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

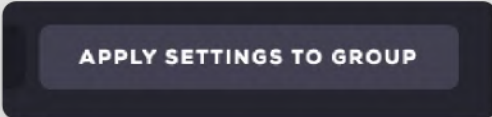


Drag horizontally the right and left sides of the highlighted area to adjust the starting and ending point of the loop.

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

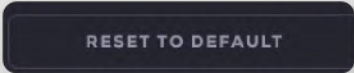


Drag up/down to change loop fade. Changes will be visible in the waveform area too.

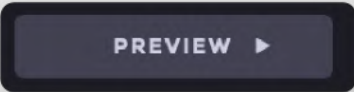


Switch to **Apply Settings to Group** mode to make changes in all of the samples that belong in the selected groupn at once.

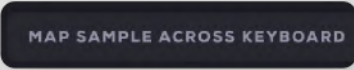
For example, while this option is enabled, change the minimum velocity value. This change will be applied to all samples at once:



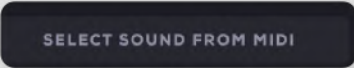
This resets all settings.



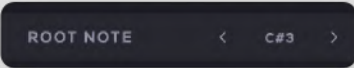
Click a sample to select it and then, click "Preview" to play the sound.



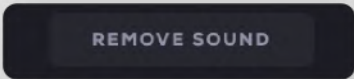
You can map a sample across the complete keyboard by clicking the sample to select it and then, clicking this button.



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



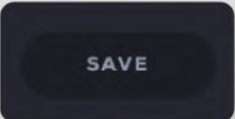
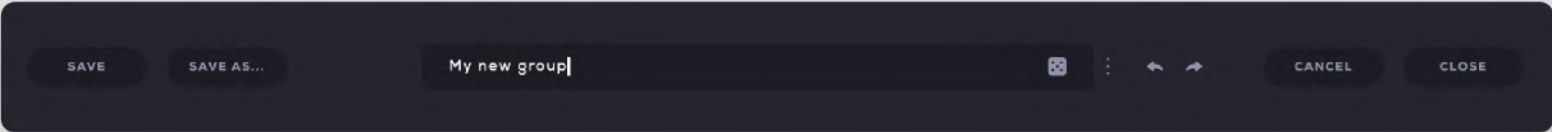
Drag vertically to change the root note of the sample.



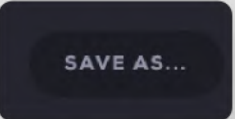
Click this button to remove the selected sounds.

Saving a group

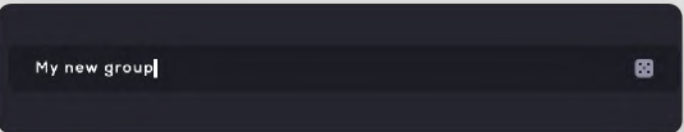
Soundbox's Edit Mode allows you to save the entire group, in order to be able to load it anytime you want to add it to a layer, or export it and share it across devices.



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



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



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



This will expand the menu with all saved groups.



Undo & redo buttons.



Cancel saving group.



This will close the editor's window.

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

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

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



Click the three-dots button to access the tab.

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

Bow Pad	Cinematic Screams	Cinematic_Whisper - Spoke...	Cloud Voxmotive 01	Cloud Voxmotive 02
Cloud Voxmotive 03	Deep Forest Vocal FX	Ethno_Vocal_Phrases_Amin	Ethno_Vocal_Phrases_Bmin	Ethno_Vocal_Phrases_Cmin
Multiphonics	Oxygen Pad	Radiostar	Soprano_Vocal_Phrases_A...	Soprano_Vocal_Phrases_C...
Soprano_Vocal_Phrases_E...	Soprano_Vocal_Phrases_G...	Torsion Vocal Phrases	Vapor Pad	Vocal Atmospheres

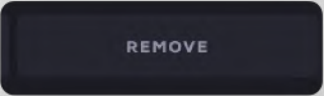
The group that is currently loaded is highlighted.

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

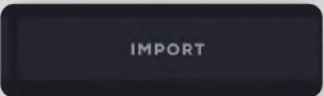
CREATE NEW	REMOVE	IMPORT	EXPORT	DUPLICATE	CLOSE
------------	--------	--------	--------	-----------	-------



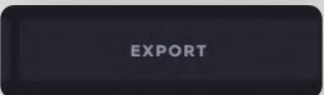
Create new group: this will start the process to save a new group which is described in the previous page.



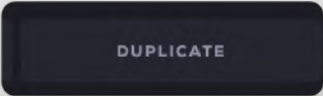
Remove selected group.



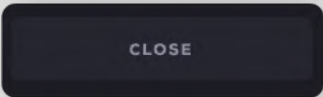
Import group: select a group to be imported.



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



Duplicate group.



Close tab.

Round-robin

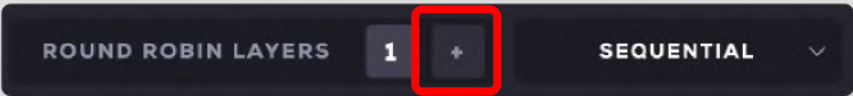
Round-robin (RR) enables the alternation of different sound variations within a group, avoiding repetition and improving realism. Rather than playing the same sample over and over, the sampler switches between different recorded versions when the same MIDI note is triggered, either in sequence, randomly, or by preventing the immediate repetition of the last played sample.

Soundbox provides 2 RR options:

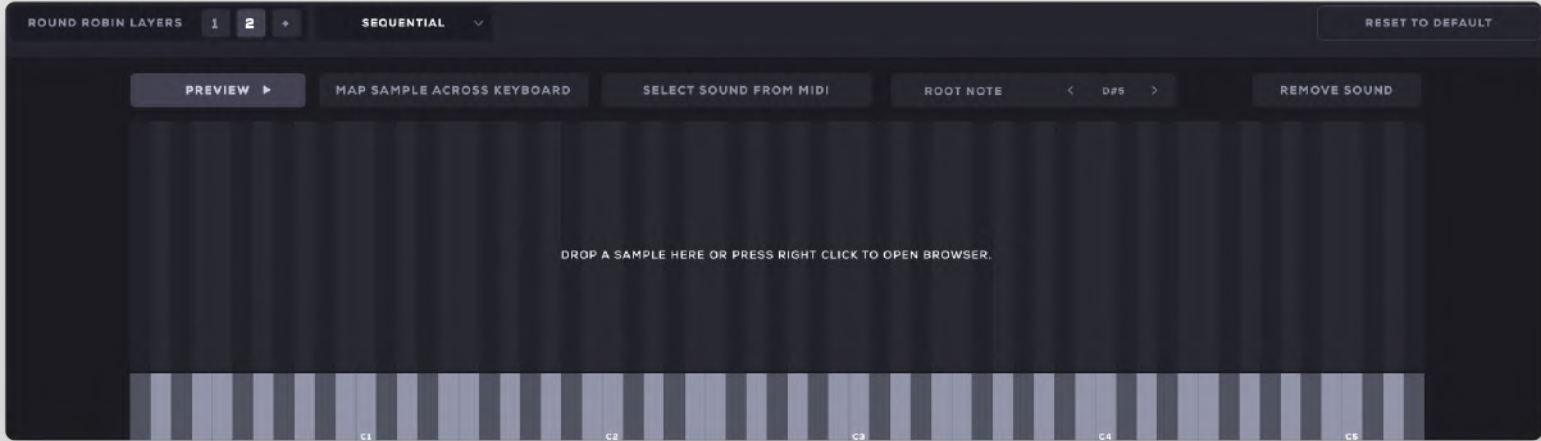
- 1. Add RR Layers:** This option adds an entirely new RR layer.
- 2. Add RR Sample Layers:** This option lets you import specific samples for individual notes that will use round-robin. It's ideal when you don't want to create a full RR layer but still want selected notes to incorporate variation through RR.

1. Adding Round-robin Layers

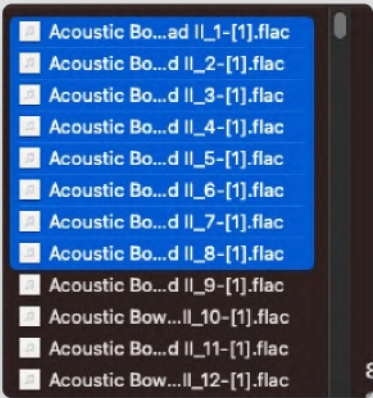
Once you've finished creating your layer of sounds, simply click the "+" button to add a new RR Layer.



A new, empty layer will be created:



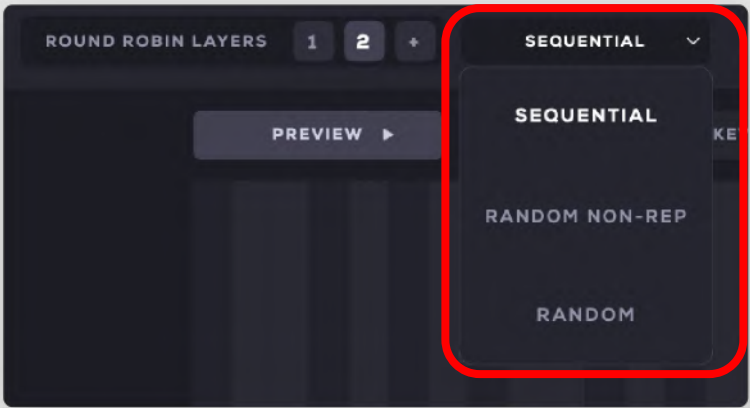
Drag and drop a sample into the mapping editor or right-click the area to open the browser and import sounds. Shift+click to select multiple sounds to be imported:



The imported sounds will be visible in the mapping editor. If necessary, drag the samples left or right to map them. You can repeat the process to create up to 8 RR Layers.



- You can also choose the playing mode for the RR layers using the drop-down menu:
- Sequential: Layers will play in order, one after the other.
 - Random non-rep: This mode avoids repeating the last played sample immediately.
 - Random: The sampler will trigger any of the available RR layers at random.



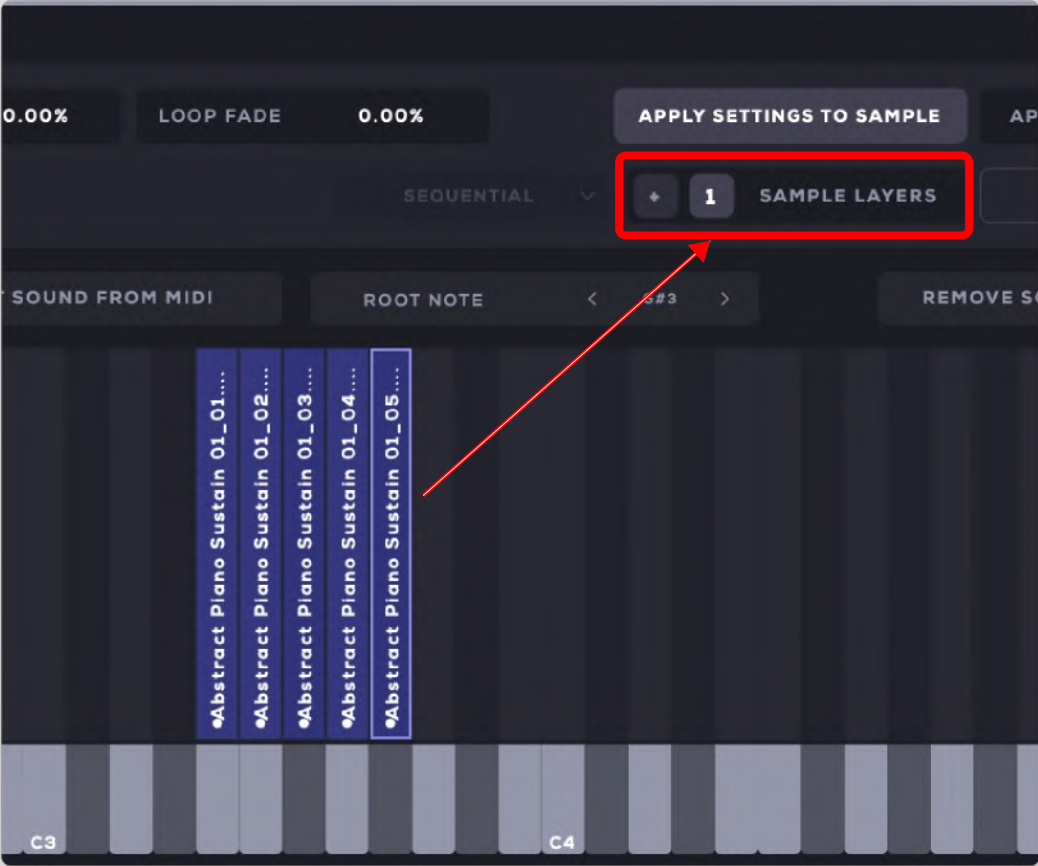
To delete a RR Layer, click and hold it for 1 second.

2. Adding Round-robin Sample Layers

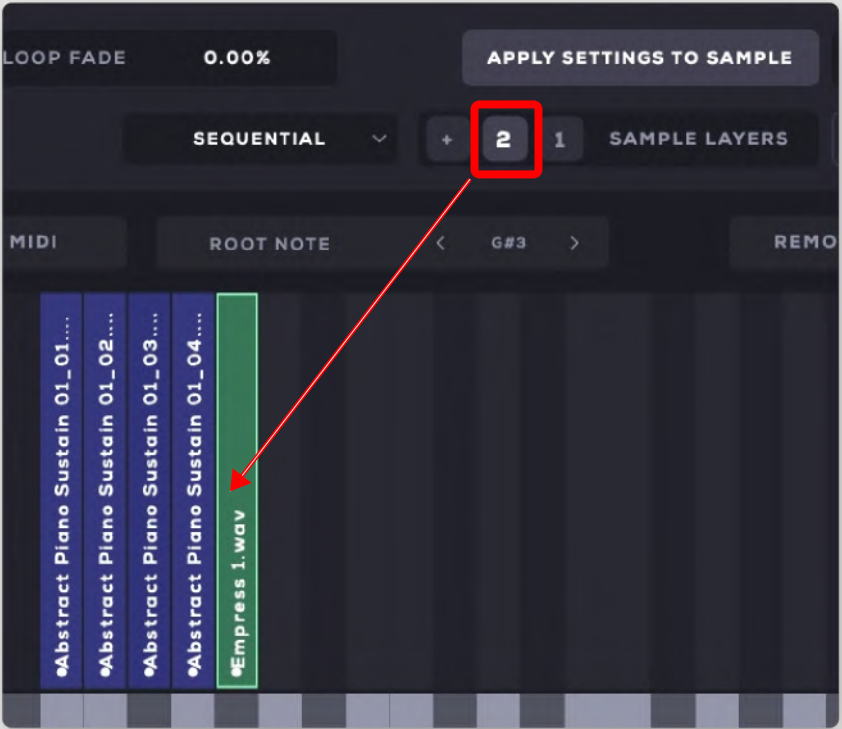
Once you’ve finished creating your layer of sounds, select the specific sound you want to add an RR Sample Layer for:



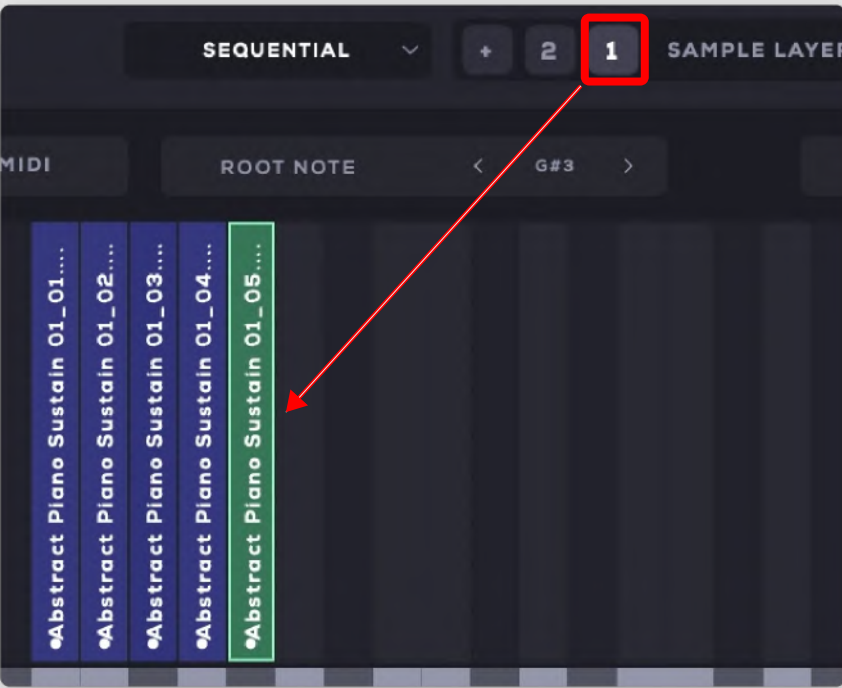
While the sample is selected, you will be able to use the RR Sample Layers option for it:



Click the "+" button to add an RR Sample Layer. In the pop-up window, choose the sample you want to import. RR Samples will be highlighted in green. The imported sample will appear in the mapping editor once the RR Layer is selected (Layer 2 in our example):



Select "Layer 1" to see the sample that was initially loaded in the group:



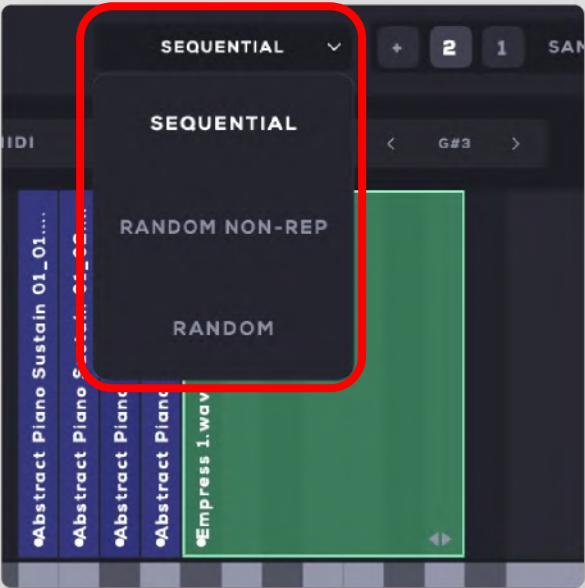
Click and hold for 1 second a RR Sample Layer to delete it.

Adjusting a sample in the mapping editor will also apply the same adjustments to its RR Samples. For example, if you map the sample to additional notes, the corresponding RR Samples will inherit those mappings as well:



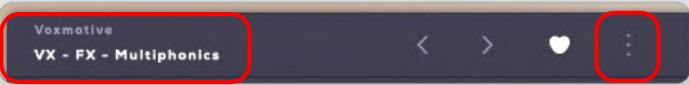
You can also select the playing mode for the RR Sample layers using the drop-down menu, offering the same options as with the RR Layers:

- Sequential: RR Sample Layers will play in order, one after the other.
- Random non-rep: This mode avoids repeating the last played sample immediately.
- Random: The sampler will trigger any of the available RR Sample layers at random.

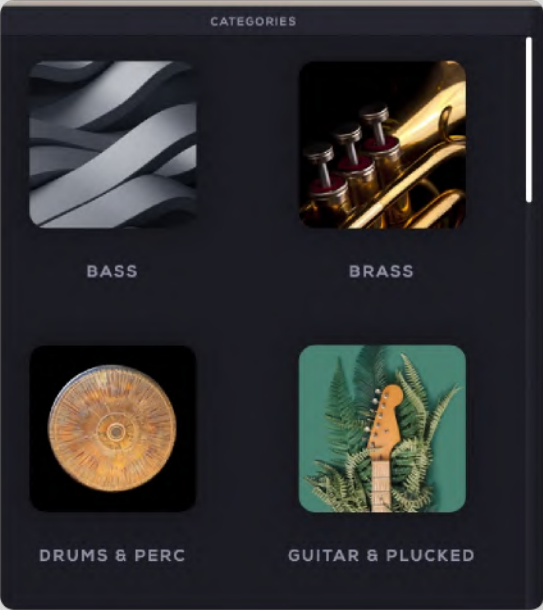


Preset Manager

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



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

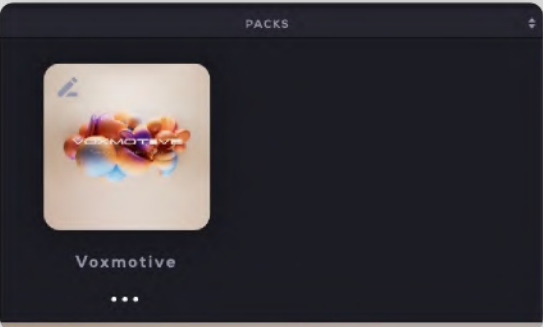


In the middle column, the presets categories can be found.

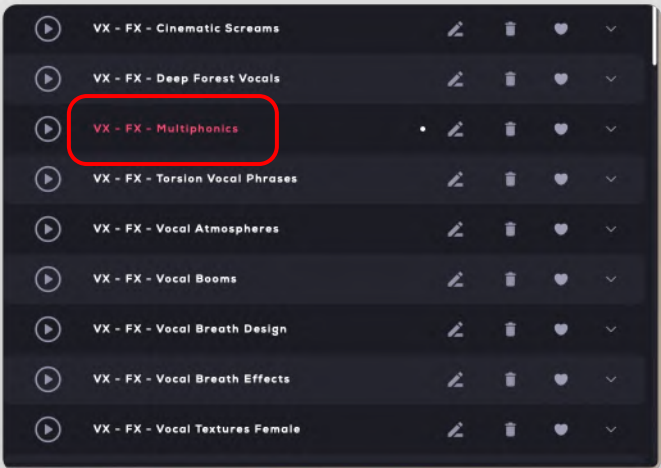
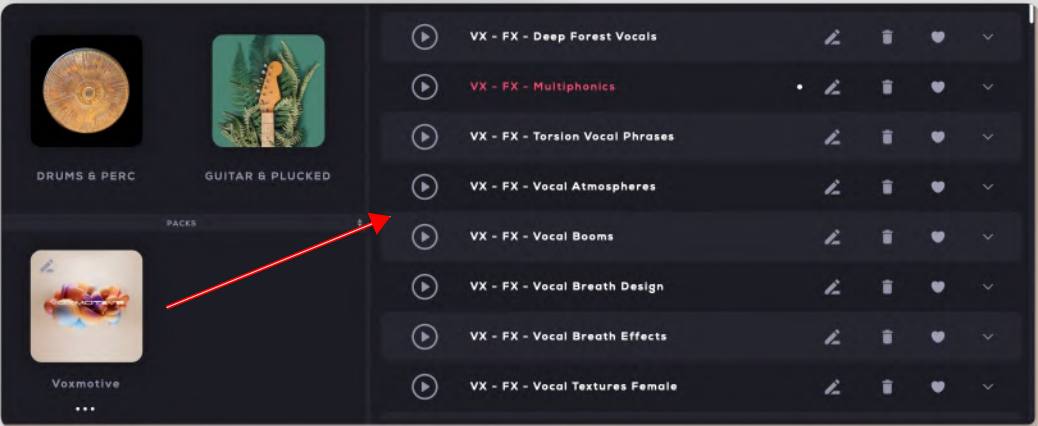
These categories are useful for the presets' neat categorization and easy access for later use.

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

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

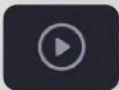


The Packs area includes all the installed packs. Click on pack to select it and the presets that are included in this pack, will be visible in the right column.

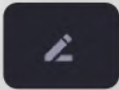


Double-click a preset to load it.

The currently loaded preset will be highlighted with red color.



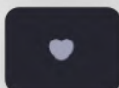
Click and hold to preview the preset



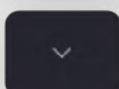
Click to rename the preset



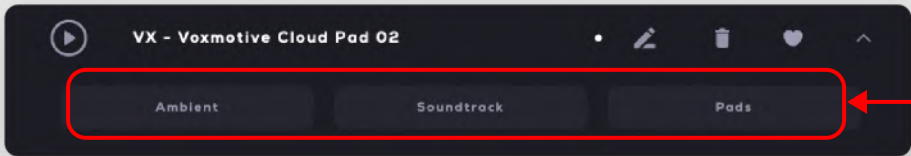
Delete preset



Mark as favorite

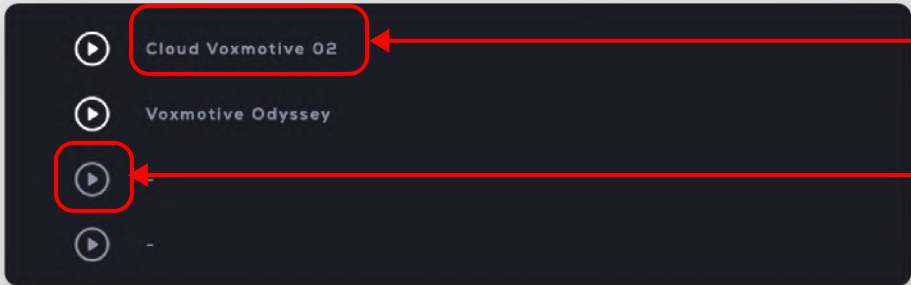


Expand the preset's menu: This will show the names of the groups that are loaded into the preset, preview buttons for them and the preset's tags (genres).



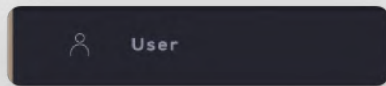
Tags

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

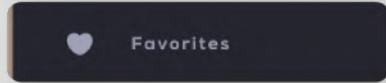


Name of group that is loaded in the relevant layer.

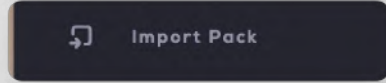
Preview button: Click and hold to preview group.



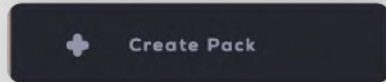
Select “User” to only see the presets you created yourself.



Select “favorites” to see the presets you marked as your favorites.



Click this to import packs from your hard drive.



Click this to start creating a pack.

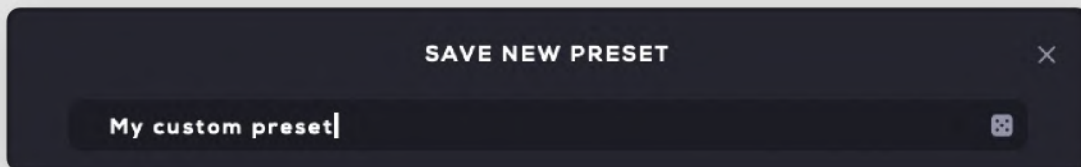


This will take you to the packs page on the Audiomodern website.

Saving presets

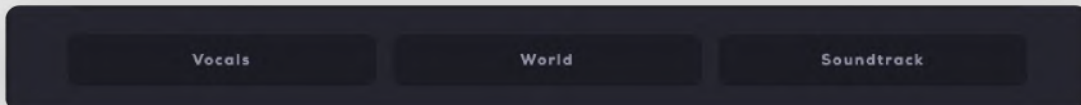
1. Click the Save  icon in the menu bar.

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



A dark-themed dialog box titled "SAVE NEW PRESET" with a close button (X) in the top right corner. Below the title is a text input field containing the text "My custom preset|". To the right of the input field is a small dice icon button.

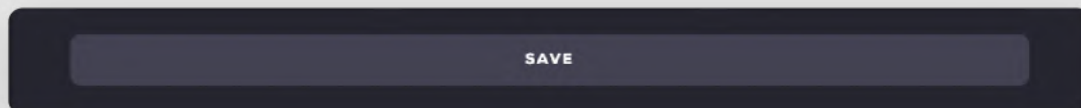
3. Select up to three genre tags (optional):



A horizontal bar containing three buttons labeled "Vocals", "World", and "Soundtrack".

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

4. Click Save:

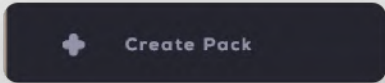


A dark-themed button with the text "SAVE" in white capital letters.

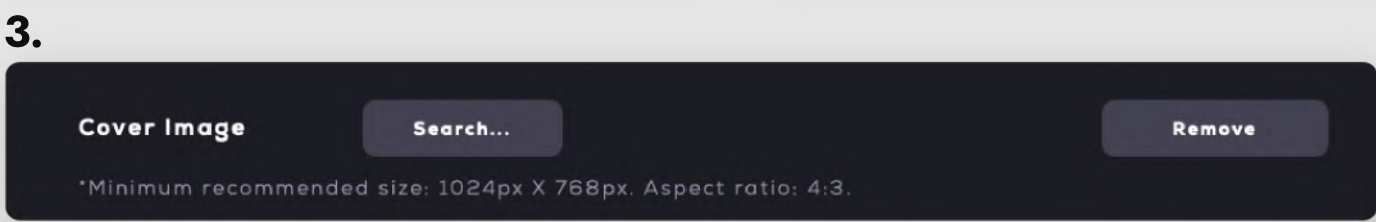
Tip: To export a preset, first save it as part of a pack, then export the entire pack. Detailed instructions for creating a pack can be found on the next page.

Creating packs

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

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

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

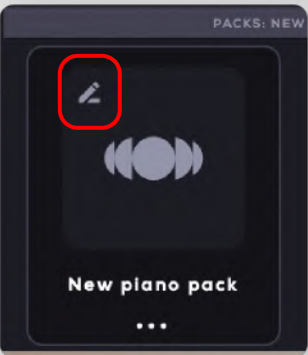
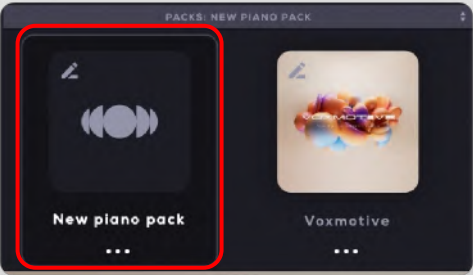


You can use your own artwork as a background image for your pack.
Click "Search" to select your artwork. Click "Remove" to remove it from the background.

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

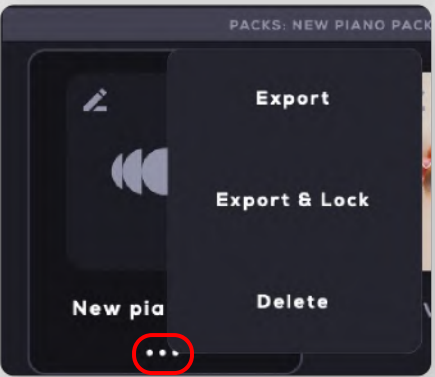
5. Click "Save" and voilà, you have created your own pack!

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



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

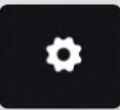
Add presets to your pack by dragging and dropping them onto your pack:



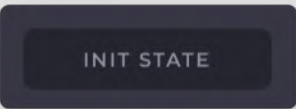
Press the three dots below the cover to export your pack and share it with other users across devices.

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

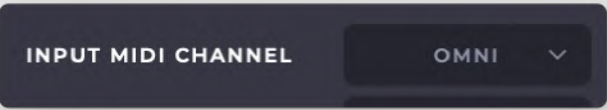
Settings



Click the gear icon on the top-left corner to enter the Settings tab.

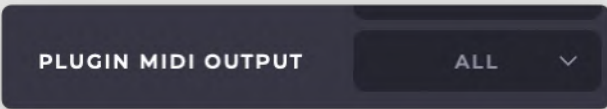


This resets Soundbox to its initial state. No presets or sounds will be loaded, and the platform’s default wallpaper will be applied. Use this option when you want to start from a completely blank setup.



This setting allows you to select the MIDI channel that Soundbox will respond to.

By default, it is set to "OMNI" (All channels), but you can specify a single channel (1–16) if needed — useful when working with multi-instrument setups or routing MIDI from different sources.

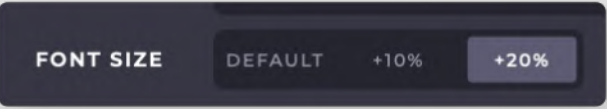


Plugin MIDI Output allows Soundbox to send MIDI data (such as notes and chords) to other plugins or instruments within your DAW.

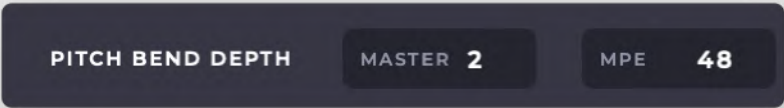
By default, MIDI output is set to "ALL", but if you prefer, you can route individual arpeggiators — ARP 1 to ARP 4 — to output their MIDI notes independently.

Each ARP also includes:

- A MIDI Output Menu — Select which MIDI output stream to use for that arpeggiator.
- A MIDI Channel Menu — Assign a specific MIDI channel (1–16) for that ARP’s output.



This can increase the font size by 10% or 20% for better readability.

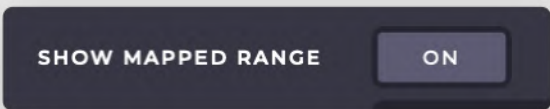


Soundbox provides two Pitch Bend Depth controls:

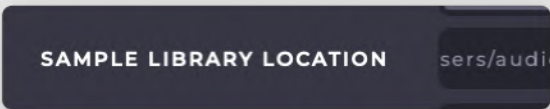
- **Master:**
Sets the global pitch bend range for all incoming MIDI pitch bend messages. You can adjust this value from 1 to 48 semitones.
This affects standard MIDI controllers and determines how far notes will bend up or down when using a pitch wheel or pitch bend automation.

- **MPE:**
Specifically controls the pitch bend range for MPE (MIDI Polyphonic Expression) input. Also adjustable from 1 to 48 semitones, this setting ensures compatibility and accurate response when using MPE-enabled hardware (like ROLI or LinnStrument).

Note: Make sure the pitch bend range in your external controller matches the setting in Soundbox to ensure accurate pitch behavior.



This will visually display the range of notes where sounds have been mapped on the keyboard.



This option allows you to change the folder location where your sample library is stored.

The sample library folder contains all the sounds used by the Soundbox instruments currently loaded in the software. Changing this location can help you manage storage or move your samples to a different drive.

Click the three-dots button to browse and select a new folder location for your sample library.
To revert back to the original folder, click the two-arrows button.

Caching

To avoid excessive memory use and duplicated data when the same sample was used in multiple layers, we completely redesigned the input/output (I/O) system with two goals:

- Keep RAM usage low by streaming audio from disk.
- Maintain performance as smooth as loading samples fully into RAM.

To achieve this, Soundbox now uses two caching systems:

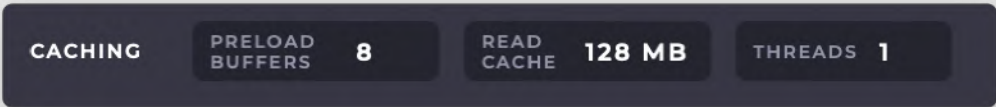
- **Readahead Cache:**

Loads audio data into RAM *just ahead* of the current playback position. This ensures data is ready in RAM when needed, avoiding slow disk reads during playback.

- **Preload Cache:**

Prevents overwhelming the readahead cache if many keys are played simultaneously. It keeps the most critical parts of samples in RAM (start, end, loop points) so playback remains smooth.

New Caching Controls (Settings Panel > Caching)



- **Preload Buffers:**

Controls how much data the preload cache holds in RAM. Each buffer equals 512 samples. Higher values use more idle RAM but reduce the risk of cache overload during intense playing.

- **Read Cache:**

Sets the maximum RAM used by the readahead cache. This cache is active only during playback, managing data streaming from disk.

- **Threads:**

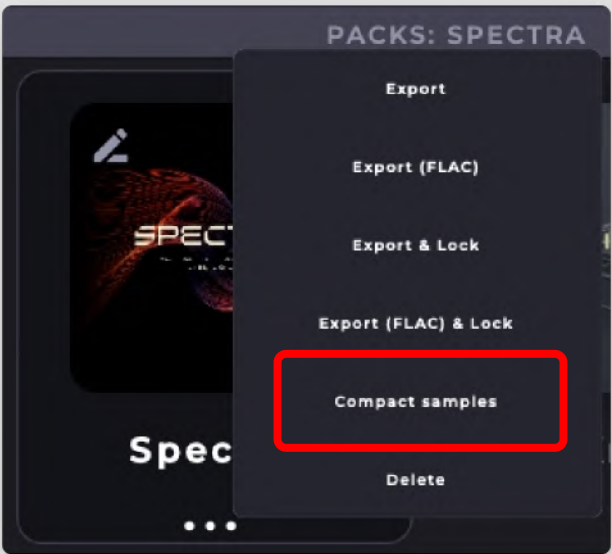
Specifies how many parallel threads handle the readahead cache, useful for complex presets with many samples.

Handling iOS File Handle Limits

On iOS, apps/plugins can open a maximum of 128 files at once. Some presets exceed this, causing crashes or errors.

To solve this, Soundbox compacts all pack samples into a single file (called an .sbpack file). This is:

- Default on iOS to avoid hitting the file handle limit.
- Optional on desktop, accessible via the three-dot menu on each pack.



You can:

- Click "Compact samples" to bundle samples into one file, reducing open file count.
- Click "Expand samples" to unpack the .sbpack file back into individual samples.

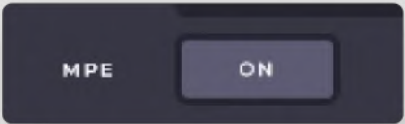
MPE (MIDI Polyphonic Expression)

MPE is an advanced form of MIDI that gives each played note its own expressive control. With an MPE-compatible controller, you can independently bend pitch, add pressure, and shape the timbre of individual notes, even when playing chords.

In Soundbox, MPE makes performances feel more natural, dynamic, and personal. You can glide one note while holding others steady, brighten selected notes with finger movement, or apply different levels of expression across a chord. This turns a single sound into a flexible, creative instrument that responds to the details of your playing.

Using MPE in Soundbox

1. Connect your MPE-compatible controller and make sure it is configured for MPE operation. If required, enable MPE support in your DAW as well.
2. Open the **Settings** tab in Soundbox and enable the **MPE** button.



3. Right-click any compatible parameter or slider and assign it to the desired MPE control.



Your assignments will then appear in the Modulation tab. From there, you can adjust their minimum and maximum values, temporarily bypass them, reset them, and manage their other settings.



MPE - DAW Configuration

Some DAWs require additional configuration before they can send MPE data to Soundbox. Menu names may vary between versions.

Ableton Live: Open **Preferences** → **Link/MIDI** and enable **MPE** for your controller. >> *Ableton instructions*

Logic Pro: If necessary, open Soundbox's extended plug-in parameters and set **MIDI Mono Mode** to **On (with common base channel 1)**. Ensure that the pitch-bend range matches your controller. >> *Logic Pro instructions*

Cubase: Open **Studio** → **Studio Setup**, add or select a **Note Expression Input Device**, and set its multi-channel input mode to **MPE Mode**. Select this device as the instrument track's MIDI input. >> *Cubase instructions*

Studio One: Open **Options/Preferences** → **External Devices**, add or edit your keyboard, select the appropriate MIDI input under **Receive From**, and enable **MPE**. >> *Studio One instructions*

Bitwig Studio: Select Soundbox and enable **Use MPE** in the Inspector. Depending on the version, this may appear as **Force MPE Mode** when you right-click the plug-in header. >> *Bitwig Studio instructions*

Troubleshooting: If pitch bends are out of tune, make sure the pitch-bend ranges configured in Soundbox, your DAW, and your MPE controller match.

