
Soundplant 39 Full Version 29 ((LINK))

powerful new json data format for sound plant users to have complete control over all of soundplant's settings, including all of its key mappings. if you have any questions, you can use the "show" command line tool to quickly see what is inside your keymap file, or if you are on windows you can use the editor to view the file. new json support - you can now use json to update all of soundplant's key mappings and settings. json is an easy-to-learn, easy-to-use format for writing flexible data, and if you are familiar with json this is a boon for quickly updating your settings.

soundplant will only read the keymap file in json format and any file that soundplant does not recognize as a valid keymap file will be rejected as invalid and you'll have to start over. be sure to use version 39 and above of soundplant, and make sure to use a recent version of the editor. spin mode - you can now use the arrow keys to spin soundplant's volume keys in 1/2 step increments to quickly transition to the next channel, or 1/2 step increments to quickly transition to the previous channel. you can see the current step in the spin mode display by clicking on the spin mode key itself. soundplant's spin mode is the only solution for automatically and quickly navigating sounds on a channel mixer with the keyboard, and for those who are not familiar with the use of the arrow keys, this can be very helpful for navigating sounds while providing instant feedback on the volume. silent launch - soundplant can now be launched silently in mac os x. this greatly increases the speed with which you can start using soundplant, however it does mean soundplant will not display the splash screen or banner that is shown on startup by other software. soundplant also does not display a "powered by soundplant" window when launched silently, but if you ever need to find soundplant in the os x applications folder or spotlight search, just enter "soundplant" in the search field and it should show up. after the splash screen and banner is displayed, soundplant will still display its "powered by soundplant" window, and it will be the only window visible.



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better performance -
soundplant will no longer
slow down the entire
computer when accessed
or played, and it will
continue to load all of its
sounds and key
mappings as fast as
possible, even with large
keymap files. most users
will not notice any

difference in speed, however if you are experiencing unusually long load times you can use the editor's "show" command to see how many sounds are loaded in memory at any time, or how much memory soundplant is using. this can help you determine the cause of unusually long load times, such as if you are loading a large

number of sounds or lots of sounds with large key maps. soundplant can automatically detect the output device you are using and load its default audio settings. you can always change these settings manually in the audio editor (see below). you can choose what audio device is used by default by assigning a device name using the

audio editor. then soundplant will use that device when you launch it. the default is the first available audio device in the list. if you have more than one audio device, soundplant will use the one you choose as your output device. there is a gui audio editor application that is included with soundplant. this editor allows you to

control the following audio parameters for each sound file that is loaded into soundplant: volume, panning, equalization, and frequency. for more information on how to use the audio editor see the help files. this editor is accessible by clicking the help icon in the soundplant toolbar. the audio editor can be

configured to load any sound files by clicking the load sound button and entering the absolute path to the file in the field. the audio editor can be configured to load only sound files by selecting the corresponding check box. note that all changes you make to the file settings are for the current file only, not for all other

files. you will need to enter the absolute path to the file to load a new sound file. if you need to load a file to replace an existing one, you'll need to delete the old one first. 5ec8ef588b

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