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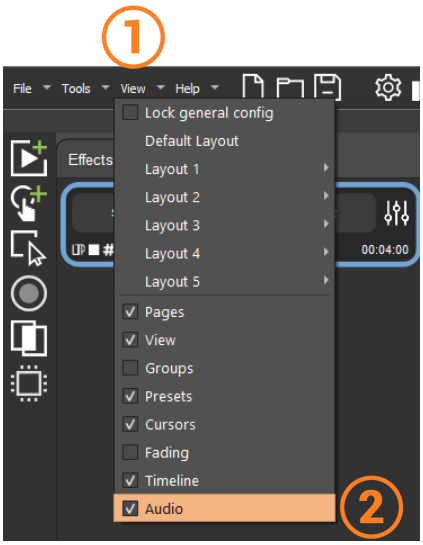
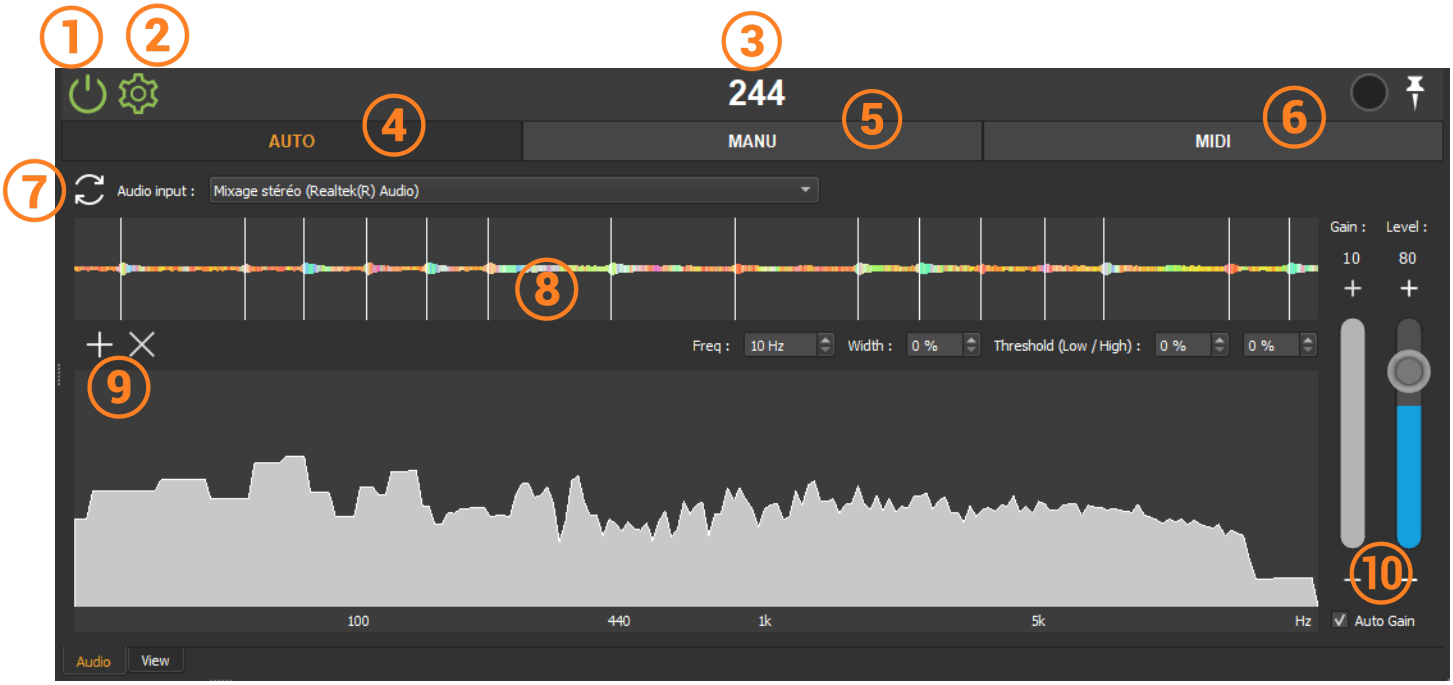
Audio analysis and synchronisation

With the audio analysis tool, you can quickly animate and synchronise your effects with your audio source.

Open Audio and BPM view



1. Click to "View" menu
2. Select "Audio"

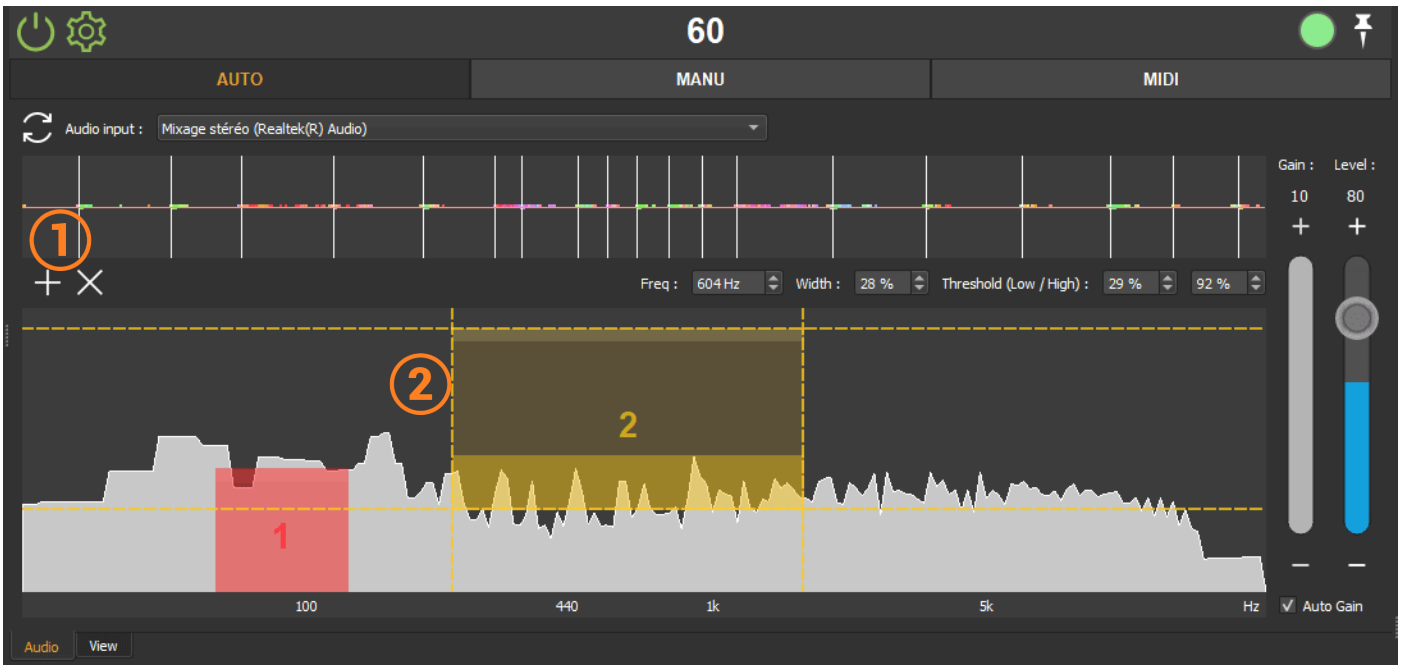


1. Turn ON/OFF Audio/BPM
2. Display/Hide Audio/BPM settings
3. Actual BPM
4. Auto Mode : Software calculates the BPM
5. Manual Mode : Manually define the BPM
6. Midi Mode : Use Midi Time clock or as trigger to define BPM

7. Refresh/Select the computer audio input interface
8. Wave form
9. frequency band
10. Gain/level adjustments

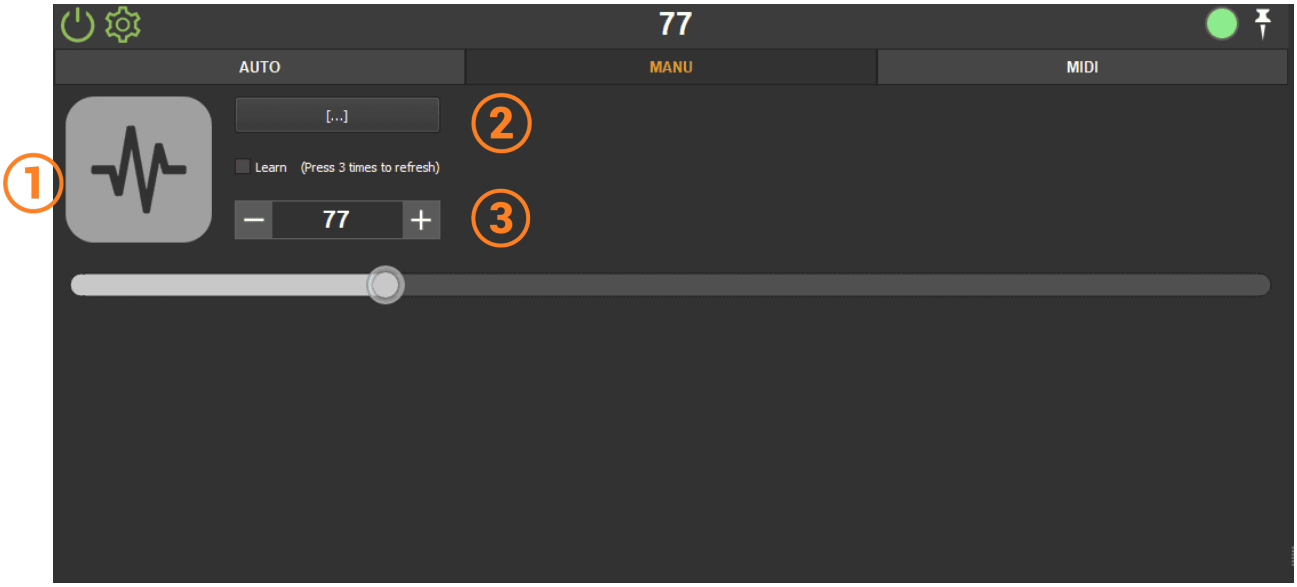
Set custom Band pass filter

Create custom Band pass filters to use a specific range of sound frequencies and threshold instead of the whole range.



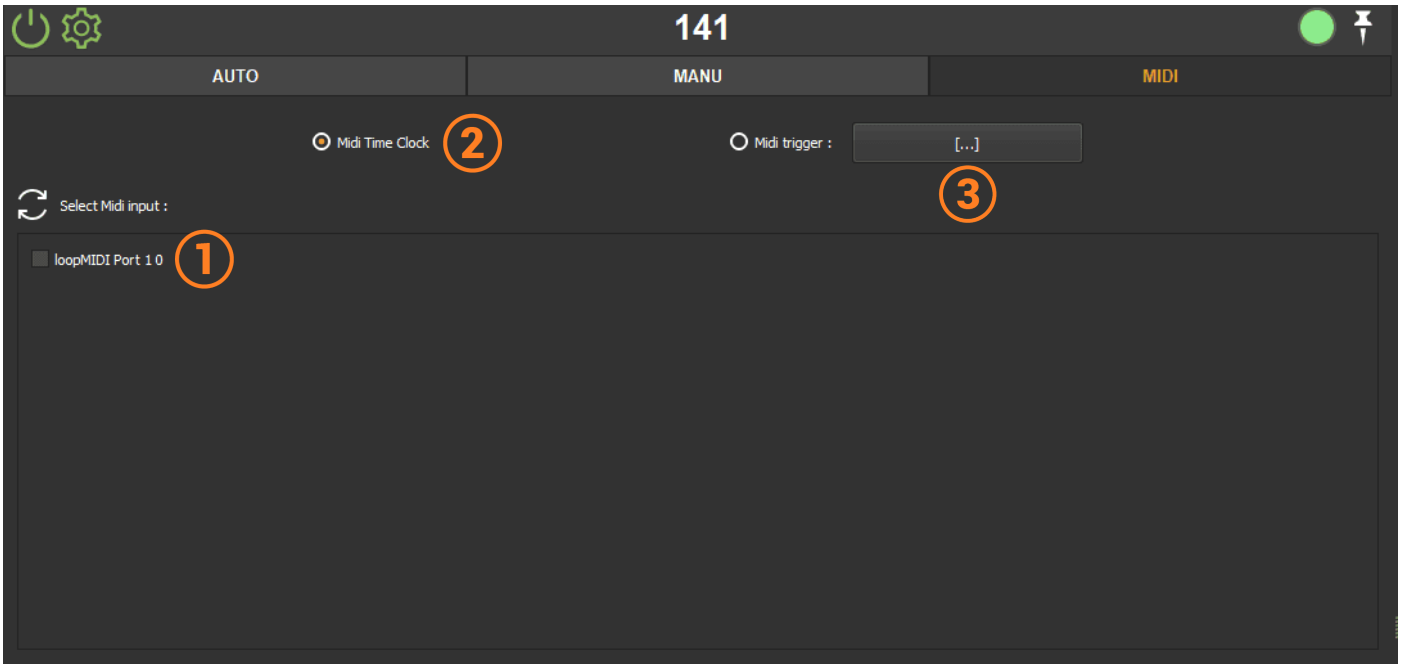
1. Add or Remove Band pass filter block
2. Move and resize the block

Manual Mode



1. Click on the Beat button to send a beat, check "Learn" to obtain an average beat calculated over the last 3 beats.
2. Add a trigger to the beat button
3. Set a BPM value

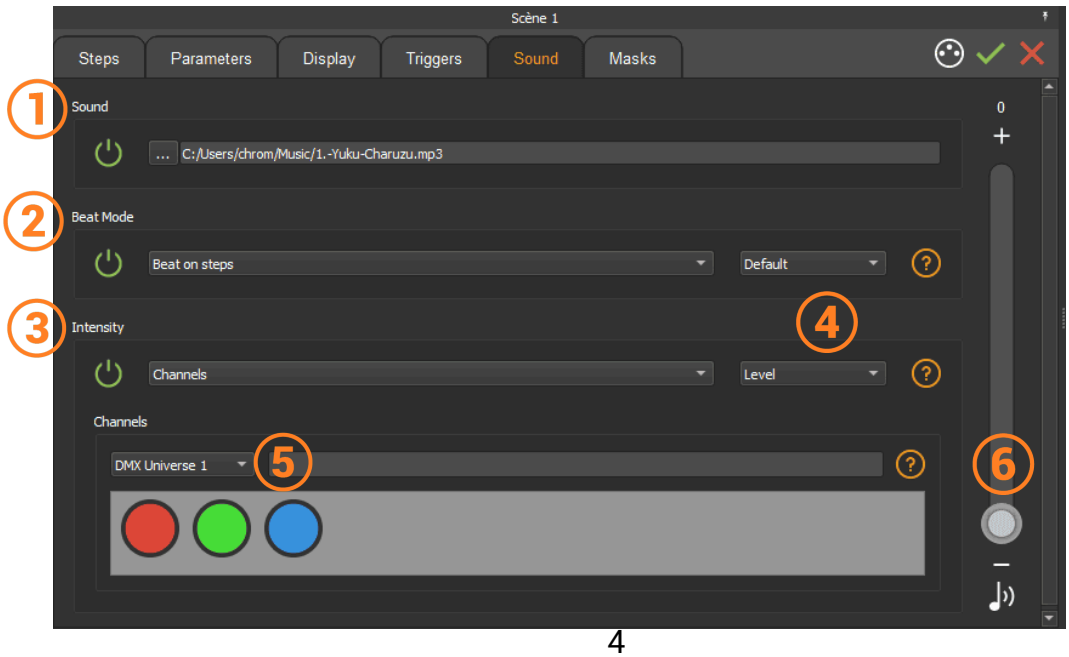
Midi Mode



1. Select the desired Midi input device
2. Use Midi Time Clock beat
3. Set a midi trigger to the Beat button in Manual mode.

Add audio settings to scenes

Edit a scene and select the Audio tab to play an audio file, apply a Beat or an Intensity to it.



1. **Sound**

Play an audio file located on the computer when playing the scene.

2. **Beat Mode**

- Beat on steps : The scene jumps to the next step and stops when a new beat is detected.
- Beat with fade and hold : The scene jumps to the next step and keeps playing when a new beat is detected.
- Loops on Beat : The scene plays a loop and stops until a new beat is detected and restart.
- Restart on Beat : The scene loops until a new beat is detected and restart.
- Beat On/Off : The scene plays or stops each time a new beat is detected.

3. **Intensity**

- Channels : Plays sound level from the waveform on the given channels.
- Speed : Set sound level from the waveform as scene's speed.
- Step offset : Uses sound level from the waveform as current step index of the scene.

Select the source

4. **Default**

Use the BPM calculated automatically on the whole intensity range or Manual mode
(Beat mode only)
Level Use the level setting
Band Pass filter #x : Use the desired Band pass filter.

5. **Channels mode**

Select channels you want to control with intensity.

6. **Responsiveness to sound** in Intensity mode