

# Studio One Sound Set Builder Guide

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*Special thanks to Motoko for providing the basis for this guide.*

Sound Set Builder is the first Extension for Studio One available on the PreSonus Exchange, and allows you to create custom Sound Sets. Although the tool itself is not very complex, there are a few things you will want to take into account when working with it. The following is a detailed description of how to use the Sound Set Builder to pack various types of content, allowing you to create Sound Sets that can easily be shared with other users via the PreSonus Exchange.

## What is a Sound Set?

A Sound Set is a Studio One proprietary filetype that is similar to a ZIP file. It can contain any file type and any folder structure you can come up with. However, for the files to be useful to Studio One users it is best if they contain files that Studio One knows how to handle, including audio files in various formats, Audioloops, Musicloops, Presets, Drum Maps, Groove Templates etc.

## How does Studio One handle Sound Sets?

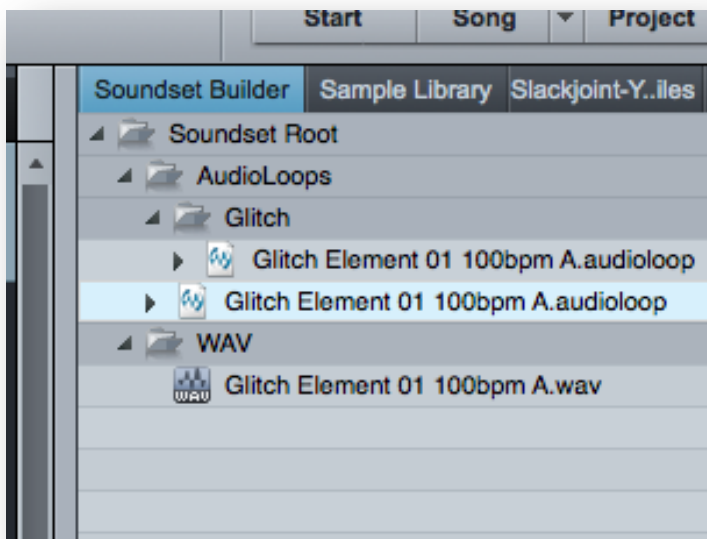
Studio One handles Sound Set files as mountable images (virtual hard drives). Each Sound Set has a unique identifier that will allow Studio One to keep track of which Sound Sets have been installed and to check integrity. When Studio One is launched the Soundsets are mounted, allowing Studio One to directly access the contents inside it. The mounting point for Studio One is the root of the Sound Set and it will read through the file and folder structure like it was a regular file system.

## Packing audio files and Audioloops

The easiest content to package into a Sound Set is audio content. To do this you will need to install the latest version of the Sound Set Builder, which you can download from the PreSonus Exchange. After installation and restarting Studio One you will now have two extra options in the [Right]/[Option]-click menu in the Files tab of the browser:

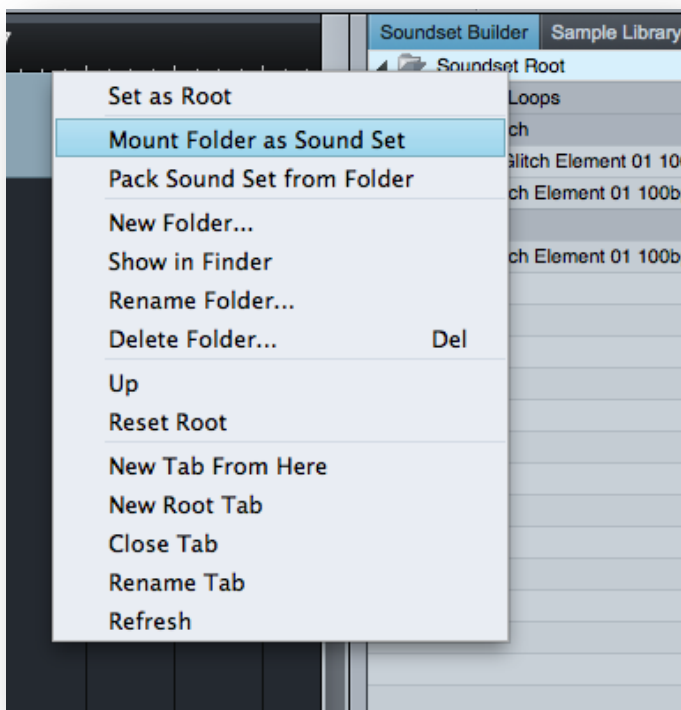
- Mount Folder as Sound Set
- Pack Sound Set from Folder

Create a root folder for your audio files or Audioloops. This will be highest level in the folder hierarchy in your Sound Set. It will become the root folder when the Sound Set is displayed in the Sounds tab. Within this folder you can create whatever structure you would like and add content to your heart's desire. When you are finished, your folder structure might look something like this:

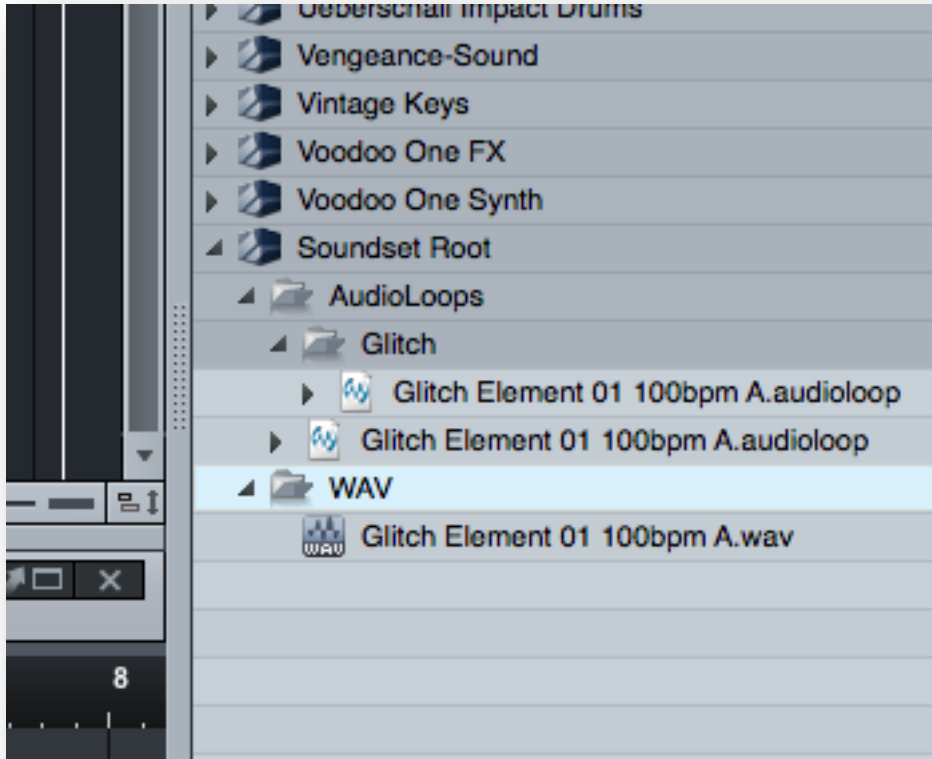


At this point you have two options:

- Mount Folder as Sound Set: This will add the folder as if it were an actual Sound Set. You can use this to preview your Sound Set as other users will see it.
- Pack Sound Set from Folder: This will create an actual Sound Set and bring up the Sound Set Builder Dialog.



Here is a mounted Sound Set in the Sounds tab, including the folder structure:



Note that you cannot install a Sound Set after using 'Pack Sound Set from Folder' when the original folder is still mounted. This is due to the fact that Studio One recognizes the Sound Set by its identifier and already sees the mounted folder as the installed Sound Set. Please un-mount a previously mounted folder after packing it to a Sound Set by [Right]/[Option]-clicking on the mounted folder and choosing 'Unmount Sound Set Folder'.

This applies the other way around as well, as it is not possible to mount a folder as a Sound Set if there is already a Sound Set installed with the same identifier. Uninstall a Sound Set first if you want to mount the originating folder again to modify the Sound Set.

## Packing Musicloops

As stated in the Studio One Reference Manual, Musicloops can contain the following:

- Midi file
- Preset of instrument
- Channel info
- FX Chain
- Compressed lossless audio preview of the performance

Music Loops **do not** contain:

- Samples used in the instrument

- Samples used in the FX (Open Air)
- Instrument and FX plug-ins

So, if you are looking to share Musicloops with others, there are a few things to bear in mind. If you use Presence, for example, and you have based your Musicloop on a preset from one of the factory Sound Sets, anybody using your Musicloop must have the Sound Set installed that includes the samples for Presence.

This applies to all instruments that use sample-based content (Impact, Presence, Sample One or any other 3rd party plug-in). Alternatively you [must supply the samples](#) with your Sound Set. OpenAir has the same restrictions, as it is also based on samples.

If you use 3rd party plug-ins in a Musicloop, either instruments or FX, be aware that other users must have these installed in order to use your Musicloops. Otherwise, they will be restricted to using only the audio preview contained in each Musicloop.

Beyond these things, packing a Sound Set of Musicloops is exactly like packing a Sound Set of audio files or Audioloops.

### **Packing non-sample based Presets (Mojito and FX)**

If you wish to package plug-in presets in your Sound Set, you can do so for any plug-in you have created presets for. This can include all the Studio One instruments and FX plug-ins, as well as FX Chains and even presets for 3rd party plug-ins.

Create a folder on your file system that will serve as the root of the Sound Set. Next, create a subfolder structure to organize the presets. If you place all the presets in the root folder, they will show up in the Sounds tab as a long list as presets. To keep things organized, we highly recommend you use a subfolder structure.

This folder structure can also be used to organize the presets in the instrument and FX list. Refer to the [Sound Set Builder Dialog](#) section for more on this.

When you are satisfied with the structure of your Sound Set, you can package or mount the folder as previously described.

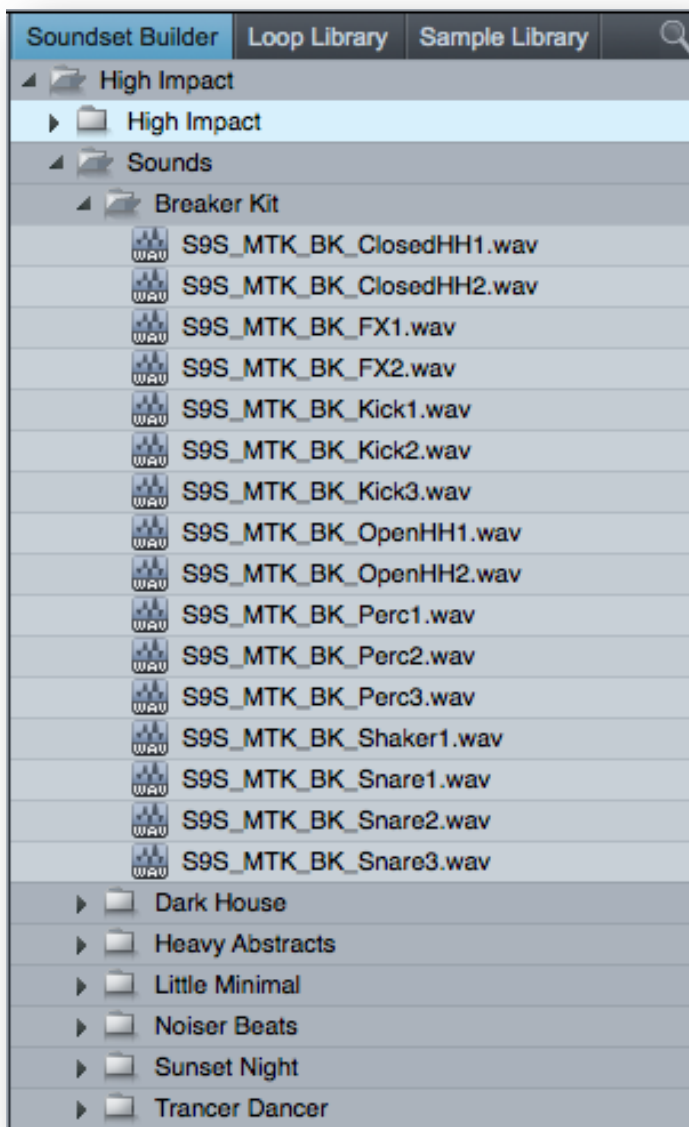
### **Packing sample-based presets (Impact, Presence, Sample One and Open Air)**

The tricky part when working with the Sound Set Builder is building a Sound Set with presets that contain or rely on samples. Usually, presets created in a normal way have references to the actual sample locations on your hard drive. Though this will work when loading presets on your machine, someone else will most likely see error messages of samples not being loaded. To prevent having everybody conforming to the same hard drive layout, you must use relative

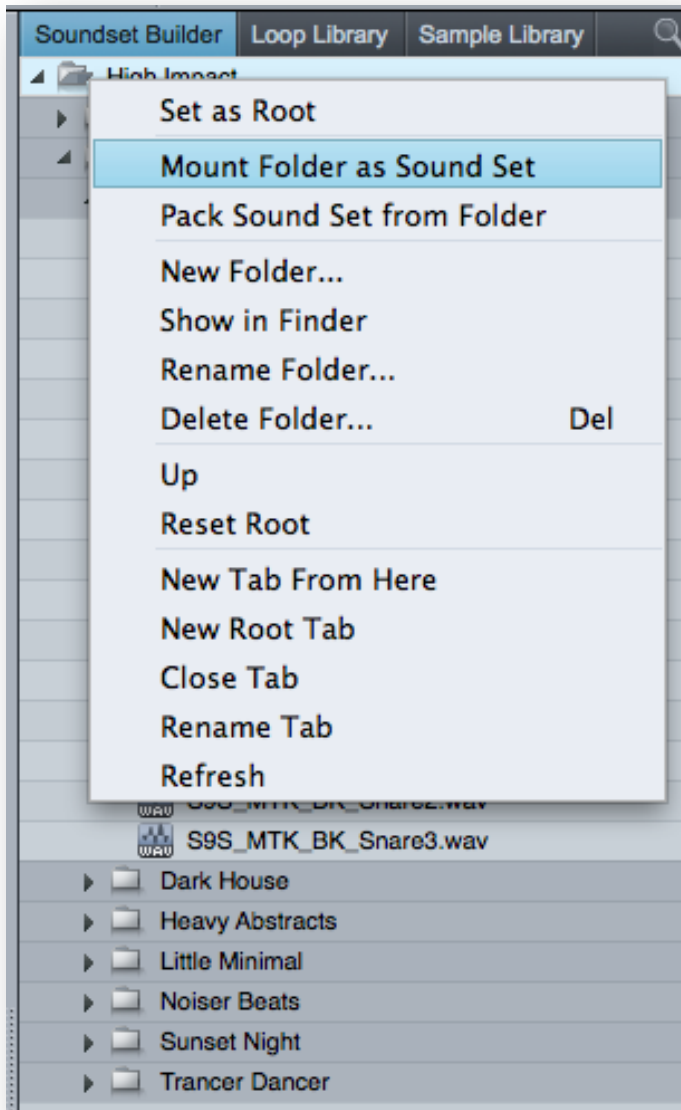
references to the files from the Sounds tab.

In this example, we'll build a preset for Impact. However, it should work the same for Presence, Sample One, and OpenAir.

First of all, make sure your samples are finalized and have the desired name. As with any type of Sound Set, create a root folder for your Sound Set and name it something that makes sense (ie. High Impact). Next, create two subfolders: the first one will get the name of the root folder (ie. High Impact) and will contain the presets, and the second folder is where you will place the samples. The second folder can be named anything you like, but its best to keep some sort of logical naming. In this example, we've named it Sounds and have also created a subfolder for the samples related to each preset to keep things nicely organized.



Drop the samples in this file structure the way you wish them to be included in the Sound Set. Next, select the root folder of your Sound Set and mount the folder.



Now switch to the Sounds tab in the Browser. The new Sound Set should show up in the list, if not [Right]/[Option-click and choose 'Refresh' to refresh the Sounds list.

We will now create the presets based on the samples from the Sounds tab. This is a very important step. Be certain to build your presets with the sounds in your newly mounted Sound Set from the Sounds tab. This will make the sample references relative to the Sound Set in Sounds tab for the preset, instead of the file on in your specific file system.



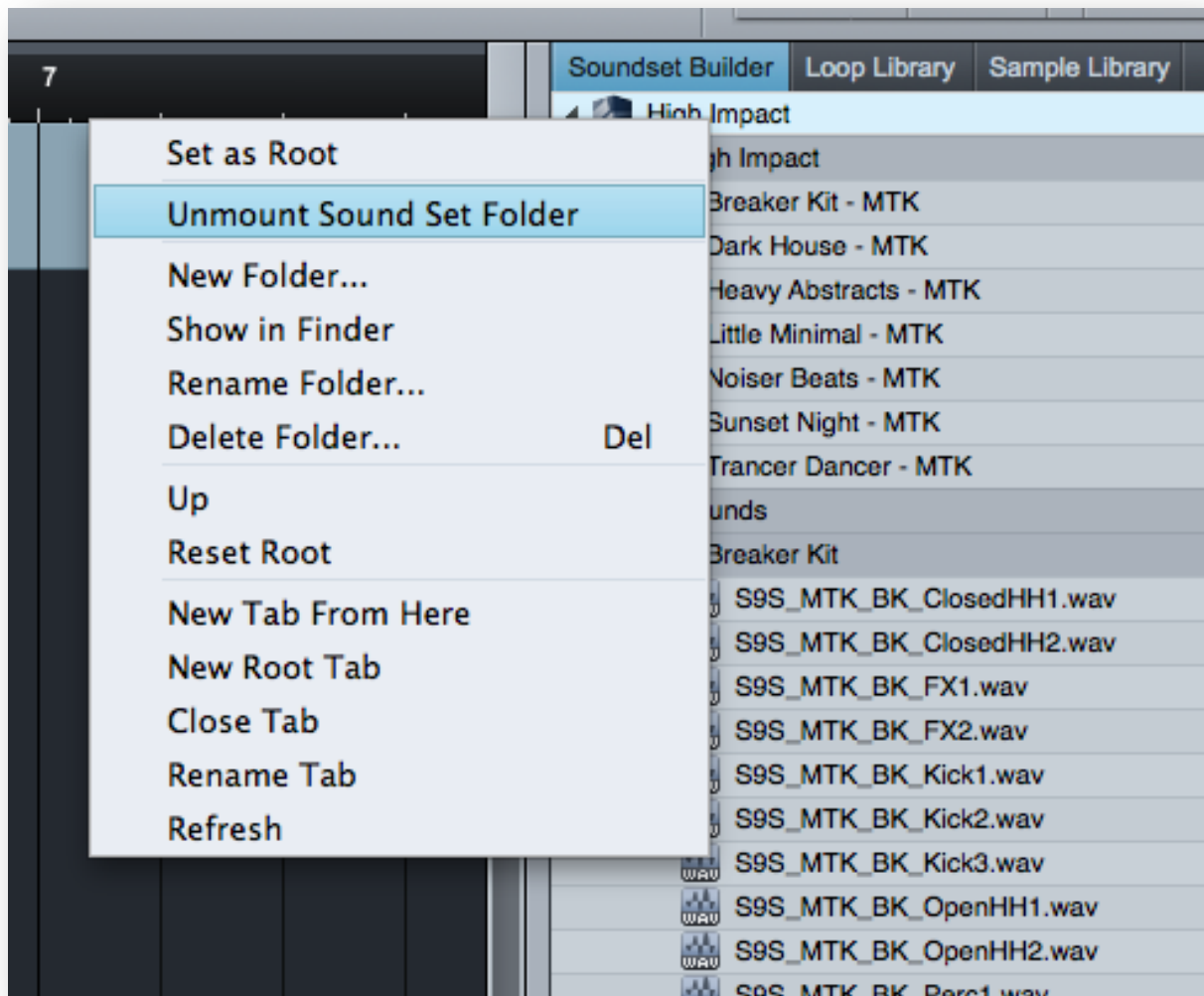


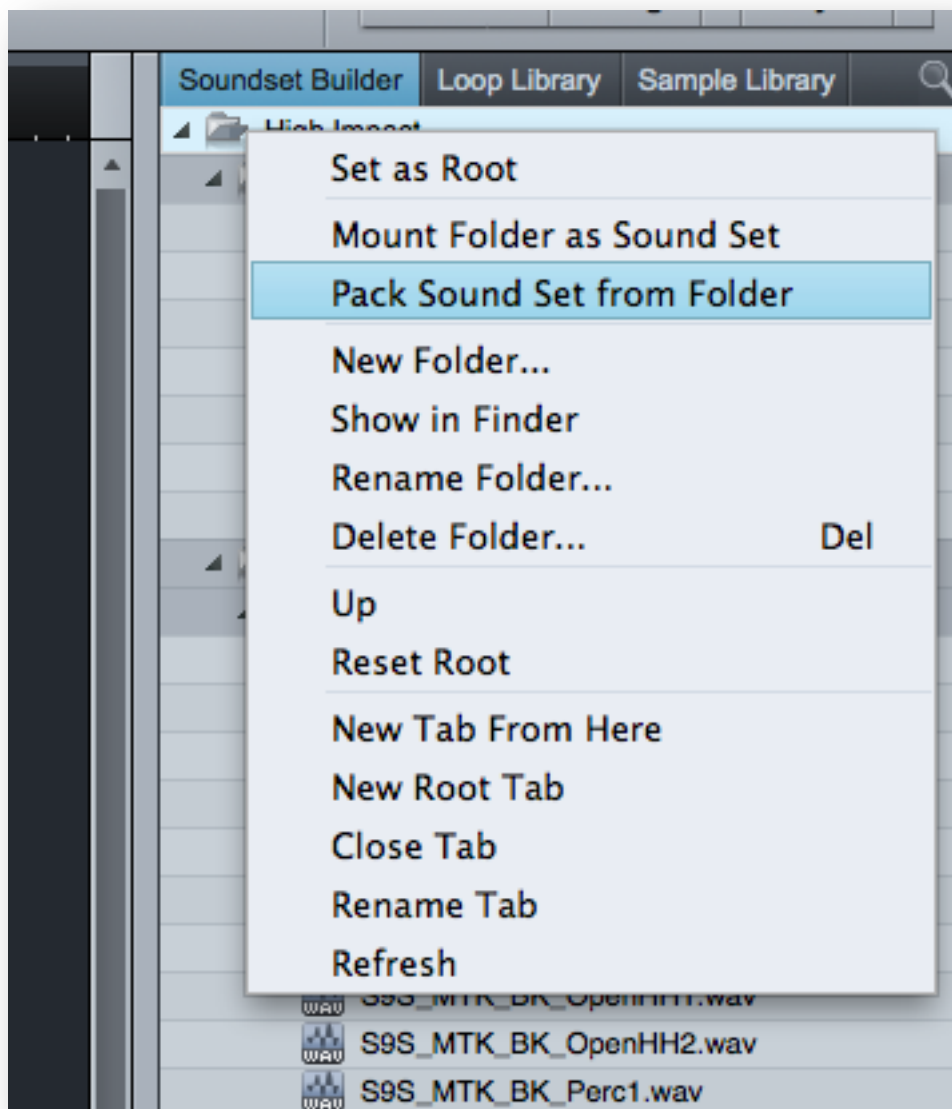
When your preset is done, save the preset (drag and drop is easiest) in the appropriate preset folder in the Sound Set you mounted. Rename the preset if you like. Follow this procedure for all presets you wish to create for the Sound Set.





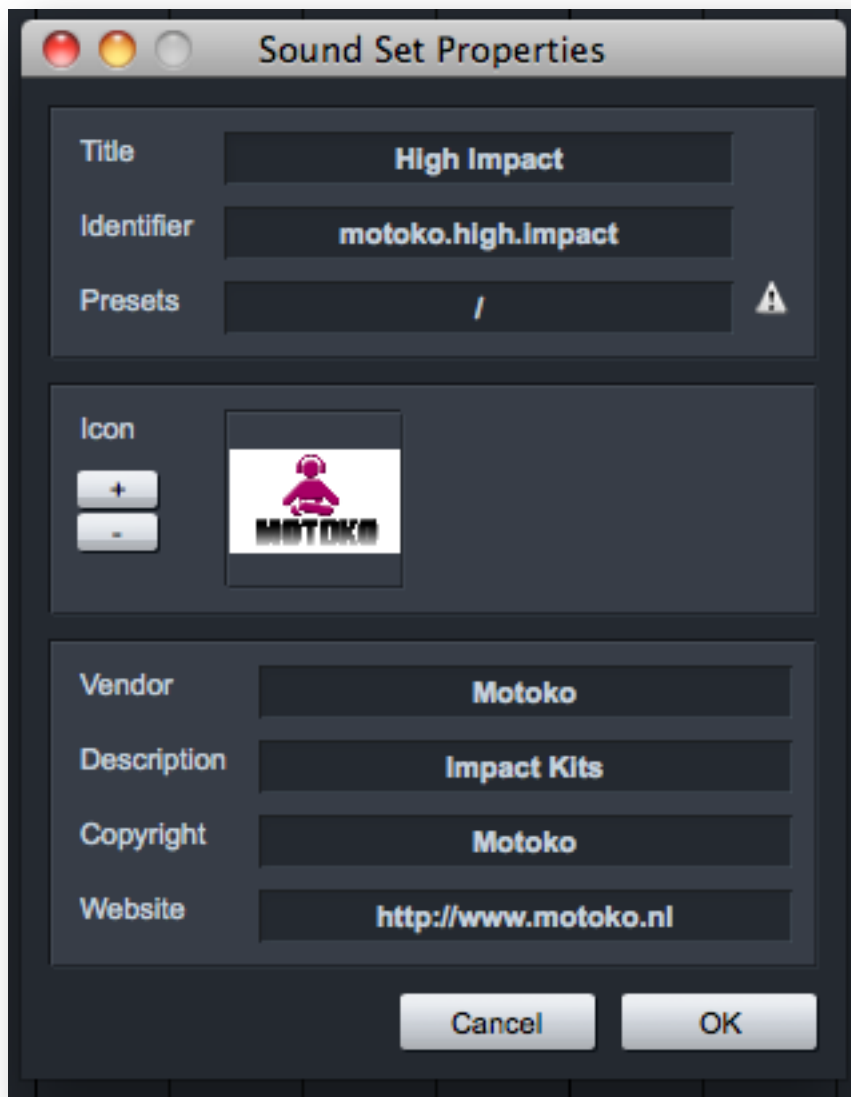
When you are done, un-mount the folder in the Files tab, and then package the folder as a Sound Set as previously described. If there are still file references in the Pool after you un-mount the folder, you will get a warning. You can either clear the Pool, or close the Song and open a new one.






When you choose the option 'Pack Sound Set From Folder', you will be presented with the Sound Set Builder Dialog menu.

## Sound Set Builder Dialog



The image shows a macOS-style dialog box titled "Sound Set Properties". It contains several input fields and a section for an icon. The fields are: Title (High Impact), Identifier (motoko.high.impact), Presets (/), Vendor (Motoko), Description (Impact Kits), Copyright (Motoko), and Website (http://www.motoko.nl). The icon section shows a plus button, a minus button, and a preview of a pink robot icon with the word "MOTOKO" below it. At the bottom are "Cancel" and "OK" buttons.

Title	High Impact
Identifier	motoko.high.impact
Presets	/
Icon	
Vendor	Motoko
Description	Impact Kits
Copyright	Motoko
Website	<a href="http://www.motoko.nl">http://www.motoko.nl</a>

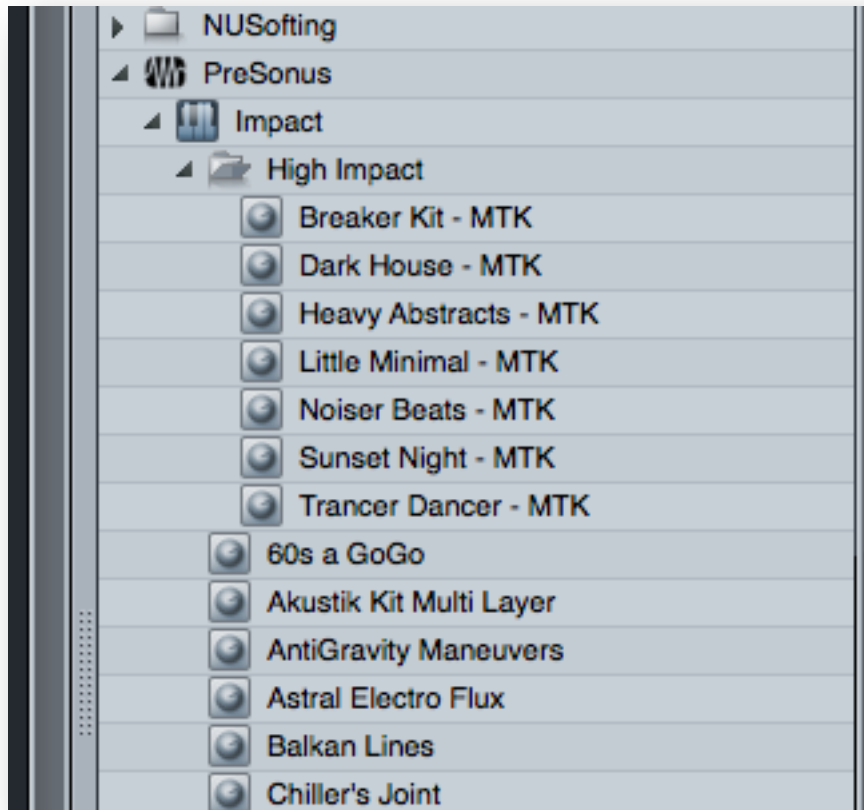
Here's a quick overview of the fields you'll find in the Sound Set Builder menu:

**Title** - The name of your Sound Set.

**Identifier** - This is the unique code that identifies your Sound Set within Studio One. You can enter a name that reflects your Sound Set, but it needs to be unique as Studio One uses this for keeping track of what is installed, and also to keep track of updated versions in the future.

**Presets** - This allows you to let Studio One know in which folder the presets are located. In this example, we could enter the name of the folder the presets are in, but this would list them as a large single list of presets. With the folder structure we have used in this example, and setting the

preset folder to the root of the Sound Set, Studio One will scan the Sound Set and map the presets, including the folder that they are in. Which results in the presets having their own folder in the list. Keeping things organized in this way will result in a better user experience.



**Icon** - This can be a visual to represent your Sound Set, or a logo. If you do not choose to use a custom icon, the default Sound Set icon will be used.

**Description** - A short description of what you have put in your Sound Set.

**Copyright** - Enter copyright information here.

**Website** - This will generate a link in the browser to the website of your choice.

## Share the Love

You are now ready share your Sound Set with all Studio One users on the PreSonus Exchange. Visit <http://studioone.presonus.com/exchange>, log in to your PreSonus user account, and click on Add to upload your Sound Set. After being approved, your Sound Set will become available to all Studio One users to download and use.