

# **TakeHunter v1.0.0**

## **Getting Started Guide**

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# BEFORE YOU BEGIN

TakeHunter searches by analyzing all of the audio files in a drive or single folder, including all subfolders. Consolidating all of the audio files you want to analyze will speed up the process of finding audio files and creating a new project. For example, placing all folders of audio files to be searched into a single '**Sound Rolls/Location Records Folder**' directory will increase the accuracy of your searching and filtering.

On many productions location audio will be arriving from set on a weekly or daily basis. You can update your '**Sound Rolls/Location Records Folder**' by adding new audio to your master folder. The next time you open the '**TakeHunter Project**' it will update and save your project. The new audio will then be analyzed and ready to use.

## TakeHunter Requirements

TakeHunter works on both with Mac (Mac OS X El Capitan 10.11 or later) and Windows (Windows 7 or later).

To use TakeHunter you will need an iLok Key (USB smart license device), the iLok manager application, and have set up an account with Pace. <https://www.ilok.com> Ensure your iLok is plugged into one of USB ports or into a connected USB hub.

## How To Install TakeHunter

Download the Mac .DMG or the Windows .EXE from the Downloads Page <https://takehunter.com/downloads>

Double click the downloaded install file.

Follow the install and read all the documentation provided. You must agree to the End User License Agreement ("**EULA**") to use TakeHunter.

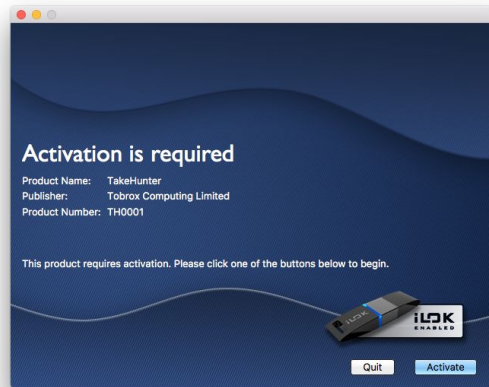
Navigate to the TakeHunter application and open to run TakeHunter.

## Testing The 7 Day Trial

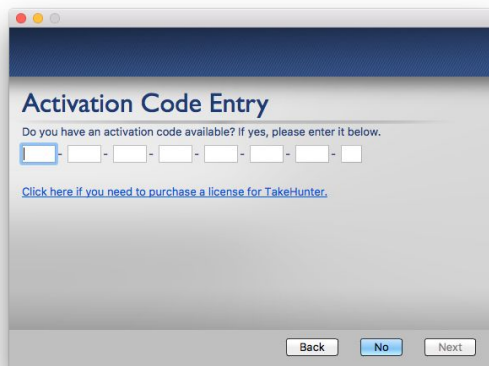
After signing up for the 7 Day Trial you will receive an email containing your Activation code. If you do not have an email with your code in your inbox, please check your spam folder.

## Authorizing Takehunter

Once your valid iLok key is in a USB port, and you have installed TakeHunter, you can open Takehunter. Click on the **'Activate'** button.



Go to your email and copy the code that was sent to you. Paste it into the code section of the **'Activation Code Entry'** page.



Follow the instructions for iLok/Pace activation process.

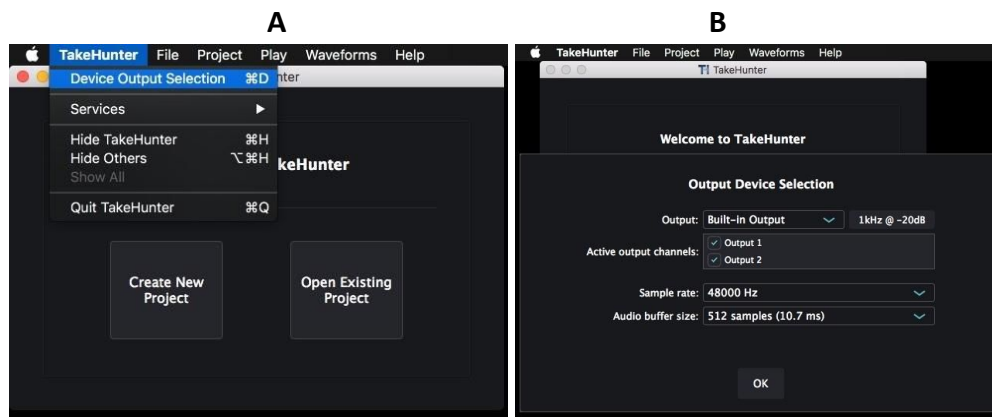
Once the activation is complete, TakeHunter will open.

# GETTING STARTED & SEARCHING

Device Output Selection for audio playback can be set up before a TakeHunter project file is created or opened.

## Device Output Selection Setup

Setting up audio outputs can be done by opening the ‘**Device Output Selection**’ window. Go to the Menu bar and select the ‘**TakeHunter / Device Output Selection**’ option or use the keyboard shortcut ‘**Command + D**’ to open the window. Select your preferred device output from the dropdown menu.



Select the ‘**Active output Channel(s)**’ where you wish to route audio playback.

**IMPORTANT:** If you are using an audio device with your Digital Audio Workstation (“**DAW**”) that shares the same device output/hardware as TakeHunter, you will need to change the TakeHunter ‘**Sample Rate**’ to match your DAW sample rate.

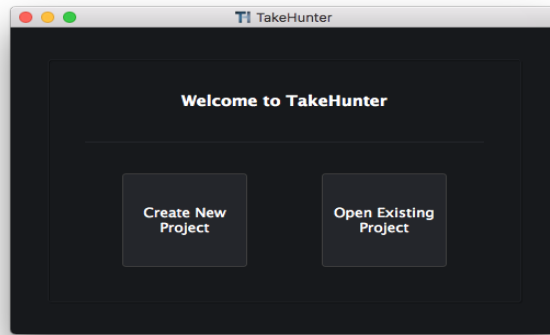
The ‘**Audio buffer size**’ has a default setting of 512 samples (10.7 ms). This setting can be changed to accommodate various edit room/studio setups. However, changes may affect the performance of TakeHunter and the DAW.

To test and set signal flow make sure that sound to your speakers is turned down and click on the ‘**1KHz at -20db**’ test tone box. The TakeHunter ‘**Device Output Selection**’ test tone is set to 1 KHz at -20db for calibrating your signal flow to your speakers.

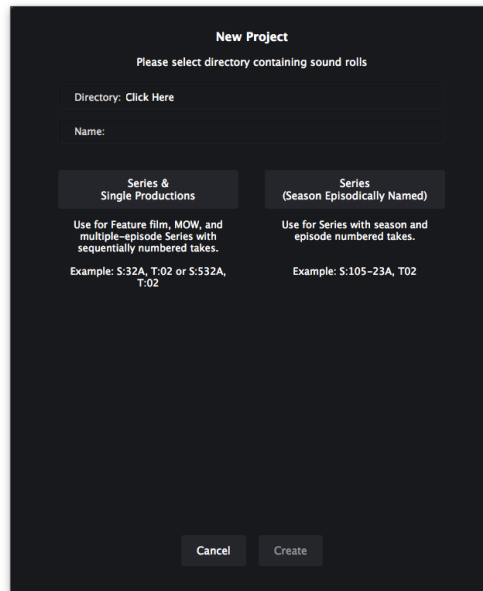
Click ‘**OK**’ to save the chosen setup.

## Creating a New Project

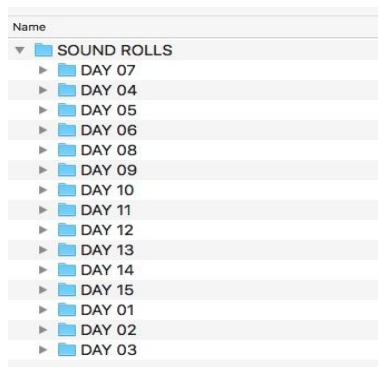
Click the 'Create New Project' icon in the 'Welcome to TakeHunter' window.



Clicking the 'Create New Project' icon will open the 'New Project' window.



Click on the 'Directory' field and select the file folder/root directory you wish to search.



TakeHunter will perform an initial analysis of the selected folder and subfolders. Once TakeHunter has analyzed the directory it will display and make a recommendation as to which of TakeHunter's two search engines ('**Series & Single Production**' OR '**Series (Season Episodically Named)**') to use.

You will see a preview of the audio files using the naming convention of the chosen search engine (see examples below).

**New Project**

Please select directory containing sound rolls

Directory: /TakeHunter/SOUND ROLLS

Name: FILM\_Audio

**Series & Single Productions**

Use for Feature film, MOW, and multiple-episode Series with sequentially numbered takes.

Example: S:32A, T:02 or S:532A, T:02

**Series (Season Episodically Named)**

Use for Series with season and episode numbered takes.

Example: S:105-23A, T02

Sample

Scene	Slate	Take	File	Tracks
19	A	01	19AT01.WAV	5
19	A	02	19AT02.WAV	5
19	A	03	19AT03.WAV	5
19	B	01	19BT01.WAV	5
19	B	02	19BT02.WAV	5

Cancel Create

**New Project**

Please select directory containing sound rolls

Directory: /TakeHunter/Location Audio

Name:

**Series & Single Productions**

Use for Feature film, MOW, and multiple-episode Series with sequentially numbered takes.

Example: S:32A, T:02 or S:532A, T:02

**Series (Season Episodically Named)**

Use for Series with season and episode numbered takes.

Example: S:105-23A, T02

Sample

Episode	Scene	Slate	Take	File	Tracks
302	1	n/a	1	S301001.WAV	5
302	1	n/a	2	S301002.WAV	5
302	1	n/a	3	S301003.WAV	5
302	1	a	1	S301004.WAV	7
302	1	a	2	S301005.WAV	7

Cancel Create

Note that you can always change between '**Single Production**' and '**Series (Season Episodically Named)**' in the Work Window at any time.

Enter a project '**Name**' and then click '**Create**'

**PRO TIP:** Drag and Drop the project's Sound Rolls or Location Audio files folder directly onto the '**New Project**' Window.

## Search Engines and Naming Conventions for Location Sound

TakeHunter uses two unique search engines:

- A. '**Series & Single Production**'
- B. '**Series (Season Episodically Named)**'

Each search engine is optimized for searching different file naming conventions. Naming conventions are often different depending on the type of production.

For example, the following shows some common naming conventions used in film and television projects and which search engine to best use in TakeHunter:

A. **'Series & Single Production'**

Feature film, MOV, and episodic series with sequentially numbered takes.

Examples: S:32A, T:02  
S:532A, T:02

*[Best searched with Series & Single Productions search engine.]*

B. **'Series (Season Episodically Named)'**

Multiple season Series with season and episode numbered takes

Example: S:105-32A, T:02

*[Best searched with Series (Season Episodically Names) search engine.]*

**IMPORTANT:** Although each search engine is optimized for searching different naming conventions, either search engine will work for any type of project. If the analyzed Sound Rolls or Location Audio files do not appear to be displaying optimally in TakeHunter, try switching to the other search engine.

## Opening an Existing or Selecting a Recent Project

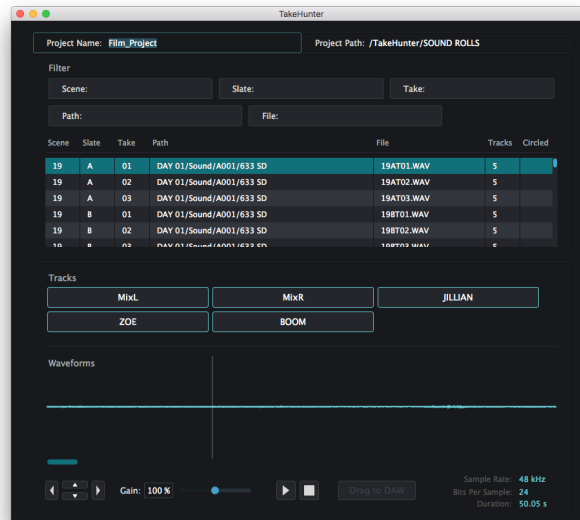
Once you have created a TakeHunter project there are several ways to reopen the saved session, depending on which area of TakeHunter you are working from.

1. Select the project in the **'Open Recent'** tab located in the dropdown file menu.
2. Press **'Command + O'** and navigate to the Takehunter project file.
3. Press **'Command + Shift + O'** to open the last session.
4. Click on a project list on the **'TakeHunter Welcome Page'**.
5. Drag and drop the Sound Rolls folder with a TakeHunter project file onto the **'Welcome to TakeHunter'** page.

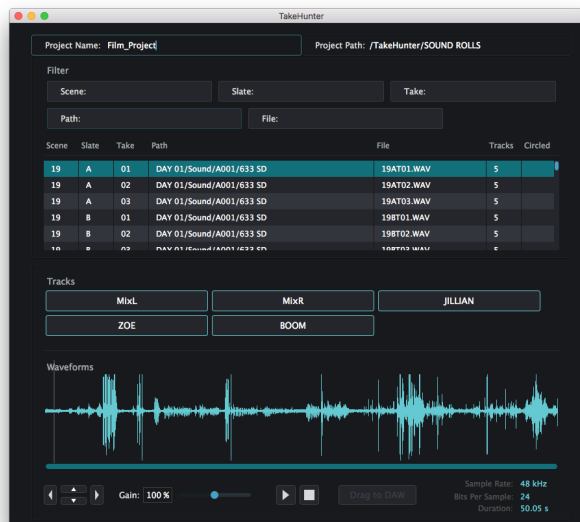


## Working Within an Existing Project

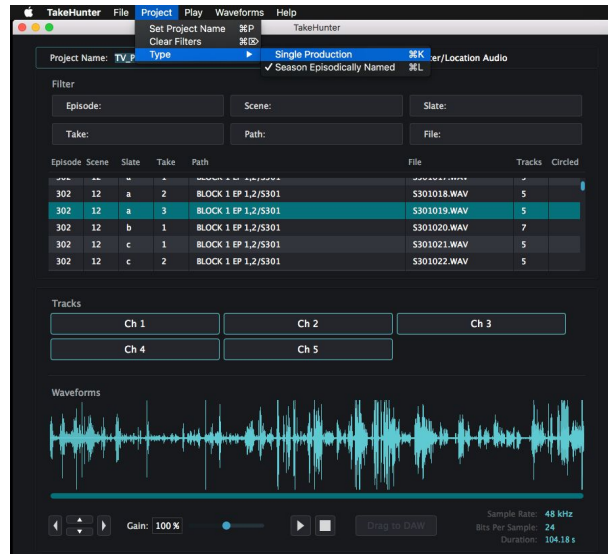
Once you have named a project you can change the name by clicking on the 'Name' field.



Clicking the end of the name a second time for single lettering changes.



Once you have created a session you may wish to change which search engine TakeHunter is using. You can change the search engine type from the dropdown menu '/Project/Type' to switch between Single Production '**Command + K**' and Season Episodically Named '**Command + L**'.



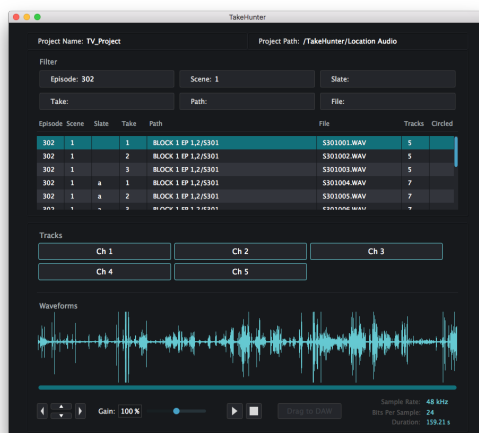
Note that switching between search engines will cause TakeHunter to re-analyze the audio files in the target directory.

## Filtering Analyzed Audio Files

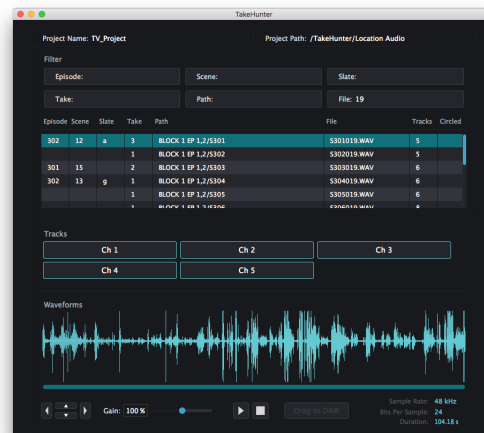
You can search by Episode, Scene, Slate, Take, Path, and File in the Filter section. The filters for Episode, Scene, Slate, and Take use Exact Filtering so you will need to match data exactly while searching. For example, if a take is numbered '001' then searching for '01' will not elicit a search result.

The filters for Path and File use Greedy Filtering so you can be less specific to find what you need. For example, searching 'Day 1' would elicit search results for 'Day 1', 'Day 10' and 'Day 11' assuming such files exist.

Exact Filtering for Episode, Scene, Slate, Take



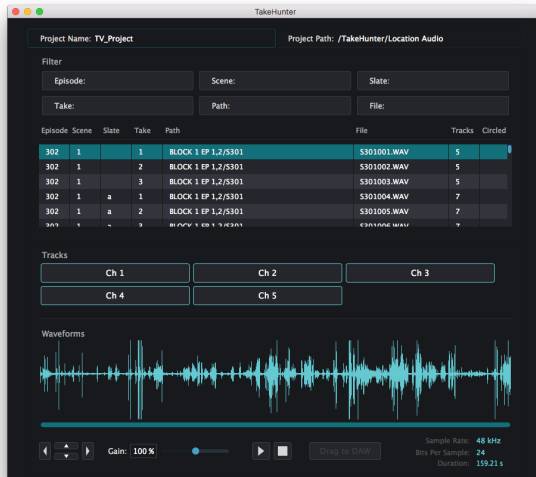
Greedy Filtering for Path and File



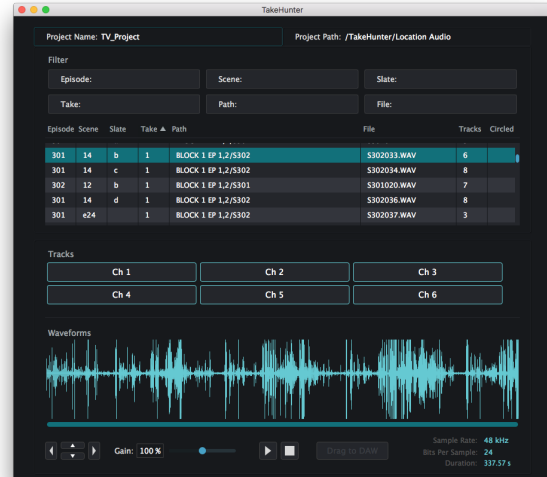
# Organizing Analyzed Audio Files

TakeHunter allows for files to be organized by Episode, Scene, Slate, Take, File, Path, and Circled Take. Click on the sorted column heading to reorder the files. Files can be organized either before or after they have been filtered.

Unorganized Project



Organized By Take

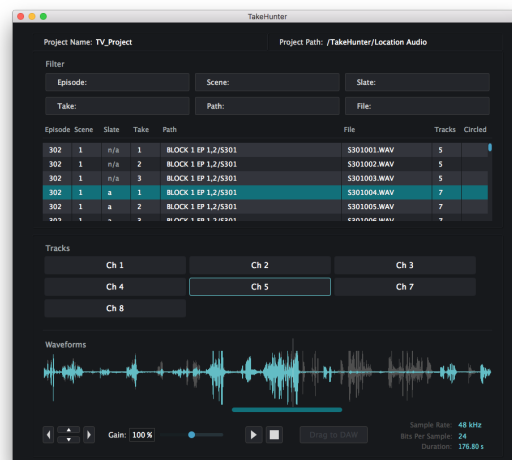


Please note that 'Circled Take' will only show 'Yes' if the data was added to the file's metadata by the Location Sound Recordist during recording.

# NAVIGATING THE .WAV FILES

## Mic Selecting

The **'Tracks'** section of the work page allows you to turn the individual tracks and mic channels on and off so you can audition from a multi-track audio file. The waveform display shows a summed view of all of the selected **'Tracks'**. You can select and play any combination of Tracks or just a single Track. Turning Tracks on and off for audition is done by clicking on the track inside the blue highlighted box containing the track name.



When Track selecting you can **'Option + Click'** on the track you want to hear. This will turn off all the tracks except the track you click. To turn back on all the Tracks **'Option + Click'** on any one of the tracks that is turned off.

## Auditioning Multiple Tracks

TakeHunter can play any Track combination that you choose to audition. TakeHunter does not change or manipulate the Tracks in any way. Sometimes phasing will be heard while auditioning multiple Tracks. Phasing is a result of the original location record.

## Waveform Viewing

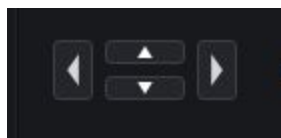
TakeHunter uses a layered form of viewing. As tracks are turned off, the layer moves into the background in a light grey colour.

TakeHunter combines all of the tracks that are on and plays them out as summed mono through your chosen device output and its available channels. TakeHunter does not support individual Track routing, in app panning, Stereo, LCR/LRC, 5.0, 5.1, 7.1 or any other speaker output configuration for discrete per-track panning/routing.

**PRO TIP:** Some location audio has mixed or summed tracks of all the tracks. For ease of viewing, start by turning off the mix/summed tracks. This allows you to navigate through the audio file when turning the individual tracks on and off in order to have a better visual understanding of the Tracks that are turned on.

## Waveform Zooms

TakeHunter has both Horizontal and Vertical Zoom functionality located at the bottom left corner of the work window.



Horizontal Zooming can be done using keyboard keys **2, 3, 4, and 5**. Keyboard key **1** resets the viewing window to the master load of the entire waveform (see Picture A below). Keyboard keys **R** and **T** zoom out and zoom in (see Picture B below). All the zoom functions work from a 1 : 1 ratio to 16x zoom in and are centered based on the playhead location within the .wav file.

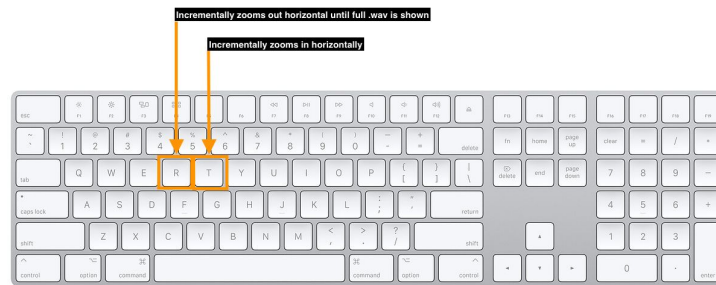
The horizontal zoom ratios are:

1=1 (full view)  
2=2x zoom in  
3=4x zoom in  
4=8x zoom in  
5=16x zoom in

A.



B.



The Vertical Zoom keyboard hotkeys are '**Command + R**' and '**Command + T**' as shown in the image below. '**Command + R**' decreases the waveform vertical size incrementally while '**Command + T**' increases the waveform vertical size incrementally. To return to the default vertical waveform setting use '**Command + E**'. Vertical zooming is centered based on the playhead location within the .wav file.



## Waveform File Playing

To play, stop, or pause the playhead use the **spacebar** on the keyboard or the '**Play**' button on the work window.

## Nudge, Return to Head, Return to End

The playhead can be nudged forward and backward using the **,** and **.** keyboard keys. Nudging will skip the playhead forward or backward without causing playback to stop. While playing or stopped, the **[** keyboard key will take the playhead to the beginning of the file, and the **]** keyboard key will take the playhead to the end of the file.

## Gain Control

Gain levels can be changed in the edit window by typing in the % between 1-200% or by using the '**Gain**' slider. Hotkeys will move the % up or down in increments of 10. For gain increases

use '**Command + (up arrow)**'. For gain decreases use '**Command + (down arrow)**'. To reset gain to 100% use '**Command + (left arrow)**'.

## Playhead Location and Rapid Take-Spotting

You can move the playhead by clicking anywhere within the waveform. Pressing the keyboard **spacebar** or clicking the '**Play**' button will cause the waveform to play from the playhead location.

Takehunter also has a function called Rapid Take-Spotting. Rapid Take-Spotting allows you to quickly jump from waveform spike to waveform spike to find alternative takes without having to stop playback. While the .wav file is playing, click to any location in the .wav file and the playhead will jump to the newly clicked location and continue to play from there.

# EXPORTING AUDIO

TakeHunter allows you to isolate and select only the portion of the audio file that you wish to use. The selected portion of the track(s) can then be dragged directly into other applications. Note that TakeHunter creates a new lossless .wav file containing only the portion of the audio file that is selected at the time you drag and drop using the '**Drag to DAW**' button.

## Selecting Audio From a Specific Track(s)

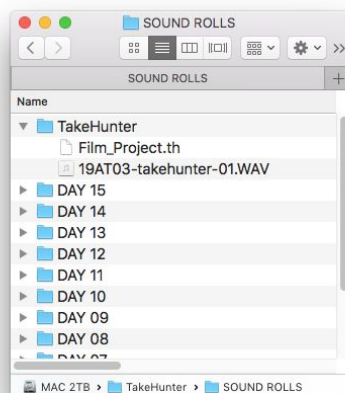
Once you have found the section of the file you need, simply click and drag the cursor over the desired section. Clicking and dragging will highlight the selection.

TakeHunter creates a unique lossless .wav file of the selection portion of the audio file. TakeHunter does not reference the master audio file and the created .wav file is not a region of the master file. Therefore, if you need or want handles for the selected audio make sure to select the desired amount of audio track before and after the selection.

The TakeHunter lossless .wav file will contain all of the original metadata and track naming as the original audio file. The TakeHunter application adds its name to the end of the file name for easy searching of TakeHunter files within your DAW, nonlinear editing system, and other applications.

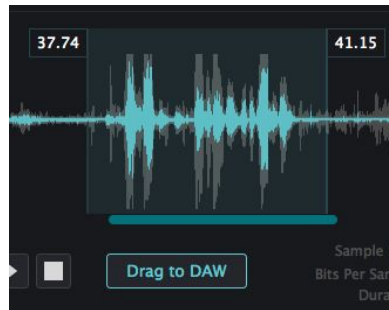
## Drag to DAW (Digital Audio Workstation) / Nonlinear editing system / and Other Applications

After clicking and dragging the selected tracks, TakeHunter creates a .wav file in the 'TakeHunter' folder where the .th project file is located. The location of the /TakeHunter folder can be found within master directory folder that was analyzed.

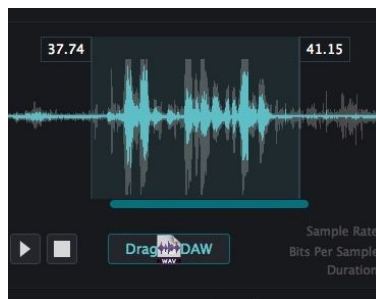




TakeHunter creates 1 of 2 different types of .wav files, depending on how many Tracks are selected. If only 1 track is selected then the .wav file will be monophonic. If 2 or more tracks are selected then the file will be polyphonic. The .wav file is a lossless clone of the selected part of the waveform and contains all of the digital data stored in the analyzed file. Once you have made a selection, the '**Drag to DAW**' will change to active with the blue line around it.



Clicking and holding on the '**Drag to DAW**' button will cause an audio file icon to appear.



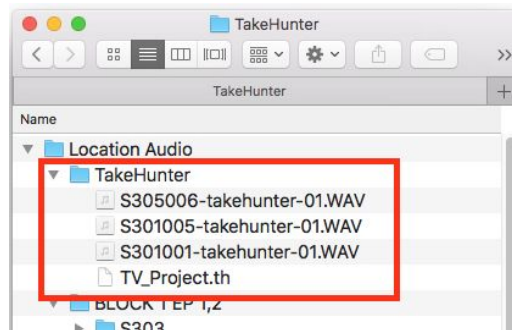
Simply drag and drop the audio file icon into any application that supports drag and drop functionality, including desktop and email. Once the selected audio has been dragged and dropped, it is stored in the /TakeHunter folder in the analyzed directory. If the application receiving the TakeHunter .wav file is set to link/reference the file, its linking/referencing will be in the /TakeHunter project folder inside the analyzed directory.

Drag and Drop supports:

- Digital Audio Workstations (DAW) including Pro Tools, Logic, Reaper, etc.
- Video Editing Apps including Avid Media Composer, Adobe Premiere, Final Cut Pro, etc.
- Your desktop or an email message

## Cleaning Up Old TakeHunter Sessions and Backing Up Linked / Referenced Audio

TakeHunter creates a project folder named /TakeHunter within the folder of audio that you selected to be analyzed. TakeHunter will save the .th project file as well as the .wav files you create while using TakeHunter. All of your newly created TakeHunter .wav files are stored within the /TakeHunter folder.



Many audio applications link to and reference only the master files and do not make a copy within their session folder. Therefore, it is highly recommend that you copy the /TakeHunter folder and back it up with you master edit.

## Help Section in the TakeHunter Menu

The '**Menu > Help > Help**' tab contains a link to the TakeHunter Support Tickets webpage helpdesk. You are able to submit tickets for issues, bugs, and product enhancement requests. The helpdesk can also be reached directly at <https://takehunter.com/support-tickets/>

If you have a question that does not need a helpdesk support ticket, you can contact the TakeHunter Team by using the Contact link in the '**Menu > Help > Contact**'. The link connects to the contact page on the TakeHunter website. The contact page can also be reached directly at <https://takehunter.com/contact/>

The TakeHunter End User License Agreement is located at '**Menu > Help > EULA**'. The End User License Agreement can also be reached directly at <https://takehunter.com/eula/>

The Getting Started Guide is also included in the TakeHunter Menu. You can access the Getting Started Guide at '**Menu > Help > Getting Started**'. The Getting Started Guide can also be reached directly at <https://takehunter.com/gettingstartedguide/>

# Summary of Hotkeys

## FOR MAC USERS

### Non-Menu

- 'Option + click on track button on' Turn off all tracks except for selected track
- 'Option + click on track button off' Turn on all tracks

### TakeHunter Menu

- 'Command + D' Open device output selection
- 'Command + H' Hide TakeHunter
- 'Command + Shift + H' Hide others
- 'Command + Q' Quit

### File Menu

- 'Command + N' New project
- 'Command + O' Open project
- 'Command + S' Save Project
- 'Command + Shift + O' Open most recent project
- 'Command + Shift + W' Close project

### Project Menu

- 'Command + P' Set or change project name
- 'Command + ⌘' Clear all filters

### Project Menu > Type Menu

- 'Command + K' Switch to 'Series & Single Production' search engine
- 'Command + L' Switch to 'Series (Season Episodically Named)' search engine

## Play Menu

- 'Space' Play and pause audio
- '[' Go to beginning of .wav file
- ']' go to end of .wav file
- '.' nudged the playhead forward
- ',' nudged the playhead backward
- 'Command + ↑' Volume up by 10%
- 'Command + ↓' Volume down by 10%
- 'Command + ←' Volume reset to 100%

## Waveforms Menu

- '1' Resets horizontal zoom to full .wav file
- '2' Horizontal zoom in by 2x centered around the playhead
- '3' Horizontal zoom in by 4x centered around the playhead
- '4' Horizontal zoom in by 8x centered around the playhead
- '5' Horizontal zoom in by 16x centered around the playhead
- 'R' Horizontal incremental zoom out centered around the playhead
- 'T' Horizontal incremental zoom in centered around the playhead
- 'Command + R' Vertical incremental zoom down
- 'Command + T' Vertical incremental zoom up
- 'Command + E' Vertical zoom reset

## Help Menu

- 'F1' Opens support ticketing helpdesk website page