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Download Bfxr Standalone V1.5.1 ( [WINDOWS](#) | [MAC](#) )

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## What is this?

Bfxr is an elaboration of the glorious [Sfxr](#), the program of choice for many people looking to make sound effects for computer games.

Bfxr has moved in the direction of increased complexity and range of expression. All the buttons that you know and love are here, but there are some new things as well:

- 5 new waveforms : triangle, breaker, tan, whistle, and pink noise.
- 3 new filters : compression, harmonics, and bitcrusher.
- Ability to lock parameters during mutation/randomization.
- Expanded pitch-jumping abilities - good for arpeggiation effects.
- Visualisation
- Mixer
- Keeps your sounds and mixes in persistent lists.
- Can reverse synths
- Ability to link directly to sounds

You have full rights to all sounds made with bfxr, and are free to use them for any purposes, commercial or otherwise.

If you use this for anything cool, or have any suggestions for improvements, or bugs to report, please [drop me a mail](#) or leave a comment.

For what it's worth, most of the work on this version was done by me, [increpare](#). If you appreciate the work I've done, consider [supporting it on patreon](#).

## Secrets!

### Shortcuts

- Ctrl+C / Ctrl+V to copy/paste (or Cmd + C/Cmd + V if you're on a Mac).
- Enter/Return to play.

### Tips

- If you click on the text beside one of the sliders, it moves the slider back to its default position.
- If you right-click one of the locks, it locks/unlocks all parameters

- you can clear out all your sound lists from by selecting "Clear All" from the Load dropdown menu
- There's some handy info in the tooltips.
- If you don't want to download Adobe AIR for the privilege of a standalone version, you can safely just download this webpage to your hard disk and run it locally.
- You may find it gets slow or stutters sometimes. If you hit play a second time it should play just fine. A chief cause of slowness is use of the 'harmonics' parameter in the synth screen. It's tres beautiful, but be careful with it.
- Running multiple copies at once is DANGEROUS, only the data from one of them will remain. So be careful about opening lots of links to sounds that people have made all at once. However, and this is the tip part: you can paste the URL in with the paste faculty as well (via the button, or ctrl+v).
- The presets only traverse a small portion of the sonic range of this program. Try playing around with parmeters, layering them in the mixer, see what happens :)
- If you like the sounds you've made with this, consider putting them into a game, eh? 'tis not hard nowadays to toss a game together.

## Confusing.

Nah, it's not that bad. You can restrict yourself to using the preset buttons, or working entirely from the mixer tab. Paying attention to the tooltips might help.

But, you know, if you want something more easy going, try out this program's inspiration: [as3sfxr](#). It's a direct port of the original Sfxr for flash, and it's totally great and has a whole lot less buttons and sliders than Bfxr.

## Code + API

I've put the code up on github

- <https://github.com/increpare/bfxr> release branch
- <https://github.com/increpare/bfxr/tree/dev> development branch (very unstable)
- <https://github.com/increpare/bfxr-air> AIR-specific code

This is released under the [Apache Licence 2.0](#).

As with [Tom's version](#), the code is quite modular and can be easily incorporated into any as3 project.

- <https://github.com/increpare/bfxr-api-example> Bfxr API example

The idea is that you can take the strings that you get by clicking 'copy' in the editor, and pass them as strings to the Bfxr object. The best usage is to pre-cache them using a cache function (with an optional callback, if you want it to spread the calculation over several frames).

It also has the ability to cache several mutations of a single object at run-time. This can be good for getting a reach-feeling environment, and cuts down on the usual repetition of sound-effects. While mutating, it will respect any locks applied to the parameters in the editor, to allow for an additional degree of control over the mutation.

Let me know if you do anything cool with it!

## Credits

### Archaeology

I don't know if it's related, but I believe that \_why made a program called sound foley (which I haven't been able to get to work) which looks quite similar to Sfxr in design based on what I've seen of his \_why's presentation of it.

The darling DrPetter made the program this is based on, Sfxr:

- <http://drpetter.se/>
- [http://drpetter.se/article\\_sound.html](http://drpetter.se/article_sound.html)
- [http://drpetter.se/project\\_sfxr.html](http://drpetter.se/project_sfxr.html)

The fabulous Tom Vian did a flash port of this, called as3sfxr

- <http://www.tomvian.com/>
- <http://www.superflashbros.net/as3sfxr/>

There's also a port of Sfxr to OS X that's quite loved by people (and was a little influential) called cfxr:

- <http://thirdcog.eu/apps/cfxr>

I did a mod of as3sfxr that introduced some new features, and called it as3sfxr-b:

- <http://ded.increpare.com/~locus/as3sfxr-b/>

After asking for feedback, I spent some time adding and changing more things, making something new. Which is Bfxr. Which is what you see on this page.

## Code from

Bulk of coding of this version done by [poor little me](#).

In addition to code from Tom/DrPetter, code snippets taken from

- <http://blog.flexexamples.com> for a bunch of custom ui stuff
- <http://www.firstpr.com.au/dsp/pink-noise/#Filtering> for pink-noise related synthesis

## Thanks + Acknowledgements

- [DrPetter](#), for Sfxr.
- [Tom Vian](#), for his elegantly constructed as3sfxr port.
- [@docky](#), [@Draknek](#), [@KommanderKlobb](#), [@eigenbo](#), [@GrimFang4](#), [@nyarla](#), [@bfod](#), [@jasperbyrne](#), [@draknek](#), [@hybridmind](#), [@RinkuHero](#), DustinGunn, [mcc](#), and [agj](#) for feedback + suggestions. And [Derek](#) for some early encouragement.
- The people from the #flex irc room on freenode for technical help in my hour of need, especially [J\\_A\\_X](#).

## Other software that can be software for making sounds:

- Audacity - <http://audacity.sourceforge.net/>
- HighC - <http://highc.org/>
- PXTone - <http://buzinkai.net/PXTone/tutorial/>
- Sound Effects Generator - <http://www.windowsgames.co.uk/effects.html> (windows only. I nicked a couple of things from this.)
- Freesound - <http://www.freesound.org> - Okay, not sound software, but a really amazing resource.

# Comments

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