CLiCK FX

Soundbank Manual

Software Version 1.0

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Table of Contents

Introduction

Click – Hybrid UI and Foley Designer

A versatile sound design playground for post-production foley, UI sound design, and musical creativity.

Combining a vast library of expertly recorded click and mechanical sounds with an integrated synthesis engine for beeps and digital tones, Click gives you layered control, discrete customization, and infinite flexibility with over 31,000 samples arranged into 900 layers, and 650 hand-crafted presets to start your journey.

Whether you're creating techy UI sounds, vintage gadget clicks, or glitchy musical textures, Click delivers a powerful, inspiring toolkit for any audio environment.

Hybrid Power
At the heart of Click is a 2-sided powerhouse: a vast sample engine with hundreds of curated device sounds, each recorded multiple times, at various distances, and with contact mics, including wall switches, control panels, dashboards, electronic devices like amps, recorders, pedals, computer keyboards, tools, and even toys— the Click module is perfect for foley and mechanical sound design.

On the other side, the Beep module delivers a synth and sample section alongside a simple sequencer, delivering a wide range of tonal sounds such as digital beeps, phone rings, alarms, sirens, hospital machines, app notifications and much more. On top of that, an Add-On section delivers two additional sample layers, allowing you to stack up to 4 sounds simultaneously.

Together, they open up an enormous sonic landscape for sound designers, foley artists, and musicians alike, allowing users to creatively composite sounds for modern UI, sci-fi interfaces, control systems, video game interaction sounds, and more.

Endless Variations
Explore deep customization in every layer. The Click engine offers seven variations per preset, with independent pitch, offset, round robins, and unique parameter sections for each sound.

The Add-On layers allow you to stack even more sampled sounds to add depth, complexity, and create evolving textures.

Meanwhile, the Beep engine delivers a variable-shape oscillator, FM synthesis, a customizable step sequencer, and selectable speaker IRs, from tiny speakers to massive enclosures, letting you shape everything from minimalist blips to futuristic pulses, all with built-in randomization to help you find inspiration in an instant.

Advanced Sequencing
A unique five-lane arpeggiator gives you unprecedented rhythmic and performance control, with sequencer lanes for pitch, velocity, pan, repeats, and note length. Each lane features independent step counts, randomization tools, and auto-evolving patterns for constantly fresh sequences. Master controls let you shape the overall motion, freeing you to explore complex, animated sound designs without breaking creative flow.

Studio-Grade Effects
Sculpt and polish your creations with six top-tier effects: Delay, multimode Reverb (algorithmic and convolution), EQ, Granulizer, Dispersor, and Chorus. Fine-tune delay times, feedback, and filters; shape your space with reverb; carve frequencies with precision EQ; and take your UI sounds to the next level with granular and dispersion effects. Whether you're aiming for subtle enhancement or radical transformation, Click has you covered.

Refined Workflow
Click is designed for effortless exploration and maximum flexibility. Its intuitive layout, categorized sound browser, MIDI-friendly controls, and one-click randomization make it easy to test, layer, and shape sounds on the fly. And with support for importing your own samples, the customization possibilities are truly endless—whether you're building the perfect UI suite, cinematic glitch textures, or experimental musical layers.

A Click Away From Infinite Possibilities
Click is a versatile, hybrid sound design tool, giving you a massive, customizable library of samples with powerful synthesis, advanced sequencing, and creative effects. Whether you're designing immersive user interfaces, crafting detailed post-production foley, or pushing musical boundaries, Click delivers fresh and inspiring sounds, every time.

Minimum System Requirements
* Latest version of UVI Workstation or Falcon
* 1.4 GB of disk space

For more information on the installation process, please refer to the document:
Soundbank Installation Guide

User Interface - Main

Callouts (left to right, top to bottom):
- 1 Preset Menus
- 4 Global Controls
- 5 Click
- 7 Add-Ons
- 2 Pages
- 3 Master Output
- 6 Beep

1 ▶ Preset Menus

» **Presets** - Click to choose a preset from drop-down menu or change presets by using the [←] [→] buttons
» **Options** ☰ - Click to access the commands by drop-down menu
  Load - To load a user preset
  Save - To save a new preset

2 ▶ Pages

  Change current page: Main, Arp and FX
» **Power** ⏻ - Enable/disable the Arpeggiator

3 ▶ Master Output

» **Limiter** - Set the threshold level for output limiter
» **Volume** - Adjust the master level with level meter

4 ▶ Global Controls

» **Rotary** - Reproduce the clicking sound that occurs when adjusting the rotary control
  By default, Rotary is assigned to the MIDI ModWheel
» **Rotary Steps** - Set the step count of the Rotary control, up to 20
» **Distance** - Set the distance of the sounds
» **Reverb Send** - Amount of reverb send
» **Link** ⊚ - Link the Reverb Send and Distance
» **Delay** - Amount of delay send
» **Velocity** - Set the velocity sensitivities
» **Velocity Curve** - Adjust the velocity curve

5 ▶ Click

» **Power** ⏻ - Enable/bypass the layer
» **Solo** ⊙ - Solo monitor the layer
» **Key Tracking** ⱶ - Enable/disable key tracking when using Whole Keyboard mode
» **Pitch** - Adjust the layer pitch
» **Offset** - Adjust the timing of the layer sounds
» **Volume** - Adjust the the layer volume with level meter
» **Delete** × - Click to empty the layer
» **Sound** - Click to open the Sound browser or change kit by using the [←] [→] buttons
» **Random** ⟳ - Click to randomize the Sound
» **Sound Variation (1~7)** - Click to select a variation of the sound
» **Link Edit** ⊚ - When enabled, edits made to one sound affect all other sound simultaneously
» **Whole Keyboard mode** ⊕ - Enable/disable the selected sound variation by across the entire key range
  On - the sound of the selected item can be played across the entire range of the keyboard.
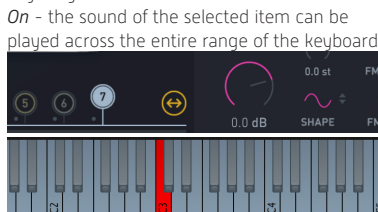
  Off - Trigger the sound of each item in sequence starting with the C note

» **Sound Parameters** - Depending on the sample loaded (and the variation selection), different controls will be available.
  Push - Adjusts the volume and pitch when pressing the item
  Release - Adjusts the volume and pitch when releasing the item
  State - Set the initial item state 'ON' or 'OFF'
  State Lock ⊛ - Locks the state of the item, disabling alternating changes
  ADSR - Adjust the sound level over time using an Attack/Decay/Sustain/Release envelope

Sound Browser

» **Categories** - Click to select the sound category
» **Kit** - Kit for selected category
» **Sample** - Sample for selected Kit (available for Add-On modules)
» **Auto Preview** ⏵ - Preview the sample with selection
» **Close** × - Click to close the browser

User Interface - Main

Callouts (left to right / top to bottom):
- 1 — Preset Menus
- 4 — Global Controls
- 5 — Click
- 7 — Add-Ons
- 2 — Pages
- 3 — Master Output
- 6 — Beep

6 ▶ Beep

» **Power**⏻ | **Solo** | **Key Tracking**ᴍ | **Pitch** | **Offset** | **Volume** | **Delete** × - same functionality as the Click module

» **Step editor** - Drag to define the step pitch, and click the bottom edge to turn the step on and off

» **Steps** - Set the number of the steps up to 8

» **Smooth** ⌇ - Interpolates values between adjacent steps to smooth the pitch transition

» **Loop** ⟲ - Enable/disable looping of the step sequence

» **Reset** ◆ - Click to reset the step values

» **Random** ⊛ - Click to randomize the step values

» **Synth**- Synth oscillator parameters:
  Volume - Set the the oscillator volume
  Shape - Drag to define the shape of the oscillator waveform
  Pitch - Set the oscillator pitch
  FM - Set the depth and ratio of the FM effect

» **Sample**- Sample oscillator parameters:
  Volume - Set the the oscillator volume
  Shape - Drag to choose the oscillator shape
  Pitch - Set the oscillator pitch

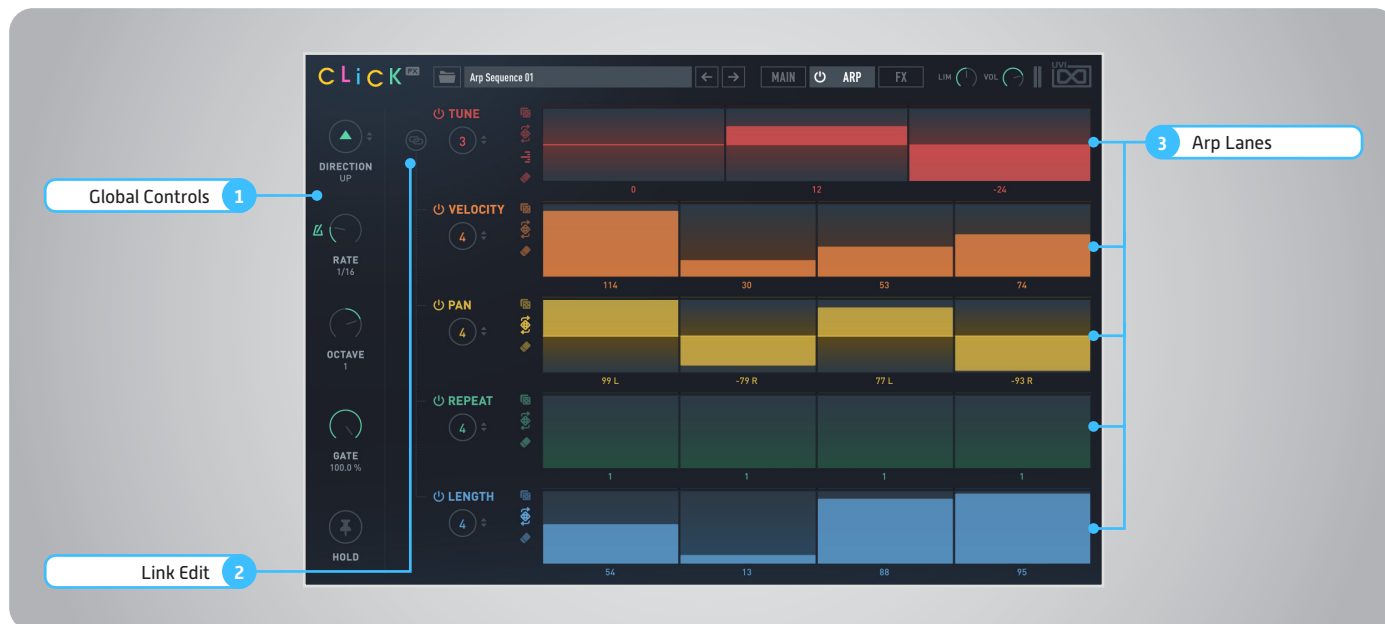» **Speaker IR** - Set the speaker type

7 ▶ Add-Ons

All the controls available here have the same functionality as those in the Click module.

User Samples

To load your own sample to Add-On module, simply drag-and-drop
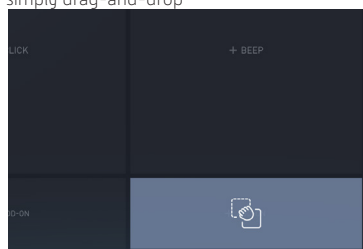
User Interface - Arp

1 ▶ Global Controls

» **Direction** - Drag to set the arpeggiator motion:
  Up - Upward arpeggiation
  Down - Downward arpeggiation
  Down Up - Alternate downward and upward
  Up Down - Alternate upward and downward
» **Rate** - Adjust the arpeggiation speed
» **Host Sync** ⊿ - Enable/disable host tempo sync
» **Octave** - Set the octave shift range of the arppeiation
» **Gate** - Change the step length (from zero to the full step length)
» **Hold** ⊙ - When enabled, the arpeggiator continues to run after notes are released

2 ▶ Link Edit ⊚

When enabled, edits made to one lane affect all lanes simultaneously

3 ▶ Arp Lanes

» **Tune** - Offsets all pitch parameters
» **Velocity** - Offsets all level parameters
» **Pan** - Offsets all pan parameters
» **Repeat** - Adds note repeats
» **Length** - Sets note length

  Arp Lane Parameters

» **Power** ⊙ - Enable/bypass the arp lane
» **Steps** - Sets the number of the sequence steps for the lane, up to 16
» **Random** ⊠ - Click to randomize the step values
» **Snap** ⊣ - Enables semitone snapping (Tune)
» **Auto Randomize** ⚎ - Generates a new random pattern at the end of each cycle
» **Reset** ◆ - Click to reset the step values
» **Step editor** - Drag to define the step value

CLiCK FX

User Interface - FX

1 ▶ Delay

» **Power**⏻ - Enable/disable the effect
» **Time** - Set the delay time
» **Host Sync** ⬠ - Enable/disable host tempo sync
» **Feedback** - Set the delay feedback amount
» **Low Cut** - Set the low cut filter frequency
» **High Cut** - Set the high cut filter frequency
» **Gain** - Set the output gain of the effect

2 ▶ Reverb

» **Power**⏻ - Enable/disable the effect
» **Mode** - Set the reverb mode
   Convolution - A convolution reverb with various Impulse Responses sorted by size
   Algorithmic - Uses the renowned Sparkverb
» **IR Memu** - Click to choose from the drop-down menu or change by using the [←] [→] buttons
» **Time** - Adjust the decay time of the IR reverb
» **Size** - Adjust the size of the algorithmic reverb
» **Pre-delay** - Adjust the offset of the algorithmic reverb
» **Decay** - Adjust the decay time of the algorithmic reverb
» **Width** - Adjust the stereo image width of the algorithmic reverb
» **High/Mid/Low** - Adjust the frequency response of the reverb
» **Gain** - Set the output gain of the effect

3 ▶ Equalizer

» **Power**⏻ - Enable/disable the effect
» **Low Cut** - Set the low cut filter frequency (12dB/oct)
» **High Cut** - Set the high cut filter frequency (12dB/oct)
» **Frequency Low/Mid/High** - Drag to set the frequency of the EQ band
» **EQ Gain Low/Mid/High** - Sets the boost of cut level of the high shelf, middle band and low shelf EQ

4 ▶ Dispersor

A unique and versatile transient shaper
» **Power**⏻ - Enable/disable the effect
» **Spread** - Sets the dispersion duration
» **Freq** - Sets the dispersion frequency

5 ▶ Granulizer

A kaleidoscopic sound deconstruction and reconstruction
» **Power**⏻ - Enable/disable the effect
» **Coarse** - Adjust the grain pitch
» **Period** - Sets the dulation of grains
» **Density** - Set the amount of the grains
» **Mix** - Set the effect dry/wet balance

6 ▶ Chorus

» **Power**⏻ - Enable/disable the effect
» **Speed** - Set the modulation speed
» **Depth** - Set the modulation depth
» **Mix** - Set the effect dry/wet balance

Preset List

Init
Init Beep
Init Click

Alarms

Alarm Beep 01
Alarm Beep 02
Alarm Beep 03
Alarm Beep 04
Alarm Beep 05
Alarm Beep 06
Alarm Beep 07
Alarm Clock 01
Alarm Clock 02
Alarm Large 01
Alarm Large 02
Alarm Large 03
Alarm Two-Tone 01
Alarm Two-Tone 02
Alarm Two-Tone 03
Alarm Two-Tone 04
Alarm Two-Tone 05
Alarm Two-Tone 06
Alarm Two-Tone 07
Alarm Two-Tone 08
Alarm Vehicule 01
Alarm Vehicule 02
Alarms Sweep 01
Alarms Sweep 02
Alarms Sweep 03
Alarms Sweep 04
Alarms Sweep 05
Alarms Sweep 06
Alarms Sweep 07
Alarms Sweep 08
Alarms Sweep 09
Siren 01
Siren 02
Siren 03
Siren 04
Siren 05
Smoke Detector 01
Smoke Detector 02
Smoke Detector 03

Clocks

Clock Ticking 01
Clock Ticking 02
Clock Ticking 03
Clock Ticking 04
Clock Ticking 05
Clock Ticking 06
Clock Ticking 07
Stopwatch 01
Stopwatch 02
Tick Tock 01
Tick Tock 02
Tick Tock 03
Tick Tock 04
Tick Tock 05
Tick Tock 06
Tick Tock 07
Tick Tock 08
Tick Tock 09
Tick Tock 10

Electronic Machines

Cash Register 01
Cash Register 02
Cash Register Old
Dashboard 01
Dashboard 02
Dashboard 03
Dashboard 04
Dashboard 05
Dashboard 06
Digicode 01
Digicode 02
Elevator 01
Elevator 02
Elevator Beep 01
Elevator Beep 02
Elevator Beep 03
Microwave
Old Computer Error
Printer Tone
Recorder Rewind 01
Recorder Rewind 02
Recorder Rewind 03
Sonar 01
Sonar 02
Telephone Booth Keypad
Toy Robot

Foley

Buttons

Click Buttons 01 Close Up
Click Buttons 01 Wide Shot
Click Buttons 01
Click Buttons 02 Close Up
Click Buttons 02 Wide Shot
Click Buttons 02
Click Buttons 03 Close Up
Click Buttons 03 Wide Shot
Click Buttons 03
Click Buttons 04 Close Up
Click Buttons 04 Wide Shot
Click Buttons 04
Power Buttons Close Up
Power Buttons Wide Shot
Power Buttons
Push Buttons 01 Close Up
Push Buttons 01 Wide Shot
Push Buttons 01
Push Buttons 02 Close Up
Push Buttons 02 Wide Shot
Push Buttons 02
Push Buttons 03 Close Up
Push Buttons 03 Wide Shot
Push Buttons 03

Cameras

Camera Flash
Camera Papparazi
Digital Close Up
Digital Wide Shot
Digital
Film 01 Close Up
Film 01 Wide Shot
Film 01
Film 02 Close Up
Film 02 Wide Shot
Film 02
Photo Shoot 01
Photo Shoot 02

Cars

Car Turn Signal 01
Car Turn Signal 02
Dashboard Close Up
Dashboard Wide Shot
Dashboard
Indicator Levers Close Up
Indicator Levers Wide Shot
Indicator Levers
Mechanism 01 Close Up
Mechanism 01 Wide Shot
Mechanism 01
Mechanism 02 Close Up
Mechanism 02 Wide Shot
Mechanism 02

Computers

Computer Keyboard 01 Close Up
Computer Keyboard 01 Wide Shot
Computer Keyboard 01
Computer Keyboard 02 Close Up
Computer Keyboard 02 Wide Shot
Computer Keyboard 02
Computer Keyboard 03 Close Up
Computer Keyboard 03 Wide Shot
Computer Keyboard 03
Computer Keyboard 04 Close Up
Computer Keyboard 04 Wide Shot
Computer Keyboard 04
Computer Keyboard 05 Close Up
Computer Keyboard 05 Wide Shot
Computer Keyboard 05
Computer Keyboard 06 Close Up
Computer Keyboard 06 Wide Shot
Computer Keyboard 06
Computer Keyboard 07 Close Up
Computer Keyboard 07 Wide Shot
Computer Keyboard 07
Computer Keyboard 08 Close Up
Computer Keyboard 08 Wide Shot
Computer Keyboard 08
Minitel Keyboard Close Up
Minitel Keyboard Wide Shot
Minitel Keyboard
Mouses Close Up
Mouses Wide Shot
Mouses

Game Controllers

Generic Controller Close Up
Generic Controller Wide Shot
Generic Controller
Nintendo Controller Close Up
Nintendo Controller Wide Shot
Nintendo Controller
Nintendo Handheld Close Up
Nintendo Handheld Wide Shot
Nintendo Handheld
Playstation Controller Close Up
Playstation Controller Wide Shot
Playstation Controller
XBox Controller Close Up
XBox Controller Wide Shot
XBox Controller

Guitar Pedals

FX Bypass 01 Close Up
FX Bypass 01 Wide Shot
FX Bypass 01
FX Bypass 02 Close Up
FX Bypass 02 Wide Shot
FX Bypass 02
Pedal Switches Close Up
Pedal Switches Wide Shot
Pedal Switches
Mechanism 02 Wide Shot
Mechanism 02

CLiCK FX

Preset List

Lamps
Lamp Buttons 01 Close Up
Lamp Buttons 01 Wide Shot
Lamp Buttons 01
Lamp Buttons 02 Close Up
Lamp Buttons 02 Wide Shot
Lamp Buttons 02
Lamp Switches 01 Close Up
Lamp Switches 01 Wide Shot
Lamp Switches 01
Lamp Switches 02 Close Up
Lamp Switches 02 Wide Shot
Lamp Switches 02
Lamp Switches 03 Close Up
Lamp Switches 03 Wide Shot
Lamp Switches 03
Lamp Switches 04 Close Up
Lamp Switches 04 Wide Shot
Lamp Switches 04

Office
Binders Close Up
Binders Wide Shot
Binders
Calculators Close Up
Calculators Wide Shot
Calculators
Paper Punches Close Up
Paper Punches Wide Shot
Paper Punches
Pens 01 Close Up
Pens 01 Wide Shot
Pens 01
Pens 02 Close Up
Pens 02 Wide Shot
Pens 02
Pens 03 Close Up
Pens 03 Wide Shot
Pens 03
Staplers Close Up
Staplers Wide Shot
Staplers

Phones
Landlines Close Up
Landlines Wide Shot
Landlines
Mobiles Close Up
Mobiles Wide Shot
Mobiles
Walkie Talkies Close Up
Walkie Talkies Wide Shot
Walkie Talkies

Power Tools
Drill Close Up
Drill Wide Shot
Drill
Flashlights Close Up
Flashlights Wide Shot
Flashlights

Switches
Appliances Close Up
Appliances Wide Shot
Appliances
Larges 01 Close Up
Larges 01 Wide Shot
Larges 01
Larges 02 Close Up
Larges 02 Wide Shot
Larges 02
Mediums 01 Close Up
Mediums 01 Wide Shot
Mediums 01
Mediums 02 Close Up
Mediums 02 Wide Shot
Mediums 02
Power Strips Close Up
Power Strips Wide Shot
Power Strips
Smalls Close Up
Smalls Wide Shot
Smalls

Tape Recorders
Eject and Record Close Up
Eject and Record Wide Shot
Eject and Record
Play and Stop Close Up
Play and Stop Wide Shot
Play and Stop
Power and Pause Close Up
Power and Pause Wide Shot
Power and Pause
Rewind and Fast Forward Close Up
Rewind and Fast Forward Wide Shot
Rewind and Fast Forward

Toys
Funny Close Up
Funny Wide Shot
Funny
Toy Buttons 01 Close Up
Toy Buttons 01 Wide Shot
Toy Buttons 01
Toy Buttons 02 Close Up
Toy Buttons 02 Wide Shot
Toy Buttons 02
Toy Buttons 03 Close Up
Toy Buttons 03 Wide Shot
Toy Buttons 03

Typewriters
Mechanical Parts Close Up
Mechanical Parts Wide Shot
Mechanical Parts
Typewriter Keyboard 01 Close Up
Typewriter Keyboard 01 Wide Shot
Typewriter Keyboard 01
Typewriter Keyboard 02 Close Up
Typewriter Keyboard 02 Wide Shot
Typewriter Keyboard 02
Typewriter Keyboard 03 Close Up
Typewriter Keyboard 03 Wide Shot
Typewriter Keyboard 03

Wall Switches
Old Switches Close Up
Old Switches Wide Shot
Old Switches
Wall Buttons Close Up
Wall Buttons Wide Shot
Wall Buttons
Wall Switches 01 Close Up
Wall Switches 01 Wide Shot
Wall Switches 01
Wall Switches 02 Close Up
Wall Switches 02 Wide Shot
Wall Switches 02
Wall Switches 03 Close Up
Wall Switches 03 Wide Shot
Wall Switches 03

Gear
Gear Mechanism 01
Gear Mechanism 02
Gear Mechanism 03
Gear Mechanism 04
Gear Mechanism 05
Gear Mechanism 06
Industrial Lever 01
Industrial Lever 02
Industrial Lever 03
Industrial Lever 04
Industrial Lever 05

Hospital
Beep Monitor 01
Beep Monitor 02
Beep Monitor 03
Beep Monitor 04
Beep Monitor 05
Beep Monitor 06
Beep Monitor 07
Beep Monitor 08
Beep Monitor 09
Beep Monitor 10
Beep Monitor 11
Beep Monitor 12
Beep Monitor 13
Beep Monitor 14
Beep Monitor 15
Beep Monitor 16
Beep Monitor 17
Beep Monitor 18
Beep Monitor 19
Beep Monitor 20
Beep Sequence 01
Beep Sequence 02
Beep Sequence 03
Beep Sequence 04
Beep Sequence 05
Beep Sequence 06
Beep Sequence 07
Beep Sequence 08

Magical
Aqua Spell 01
Aqua Spell 02
Aqua Spell 03
Casting Spell
Energy Blast 01
Energy Blast 02
Energy Blast 03
Energy Blast 04
Fire Spell 01
Fire Spell 02
Fire Spell 03

Musical

Instrument
Click Organ 01
Click Organ 02
Click Organ 03
Glass Museum
Horror Impact
Quantum Dust
Small Ensemble
Small Tines
Toy Bass

Rhythmic
Bucket Hammer
Byte Hits
Calling
Caustic Window
Creep Chamber
DC Dispersion
Dark One
Data Bed
Delta Drip
False Signal
Jaw Harp
Kick It
Mainframe
Neural Overclock
Ocean Waves
Ointment Fly
Perc Bubbles 01
Perc Bubbles 02
Perc Bubbles 03
Perc Foley 01
Perc Foley 02
Perc Foley 03
Perc Foley 04
Perc Foley 05
Perc Foley 06
Perc Foley 07
Perc Glitches 01
Perc Glitches 02
Perc Glitches 03
Perc Glitches 04
Polygon Rust
Spectral Shadows
Spewing Portal
Sub Cloud
Support
Trickle

Tonal
Arp Sequence 01
Arp Sequence 02
Click Mouse
Collapse Arp
Connex
Fold
Game Theory
Goth Ornament
Grand Suspense
Haunted Mirror
Horrible Ending
Offset Tension
Select Screen
Simili Arp
Soul Covenant
Strungout
Time Machine
Tuba Shimmer

CLICK FX

Preset List

Phone Tones

Interphone 01
Interphone 02
Interphone 03
Interphone 04
Office Phone 01
Office Phone 02
Office Phone 03
Office Phone 04
Phone Busy Signal
Phone Hang Up
Ringtone 01
Ringtone 02
Ringtone 03
Ringtone 04
Ringtone Urgent

Rotary Knob

Cooking Timer
Old Clock Cartoony
Old Clock Plain
Rotary Modern 01
Rotary Modern 02
Rotary Modern 03
Rotary Modern 04
Rotary Modern 05
Rotary Retro 01
Rotary Retro 02
Rotary Retro 03
Rotary Retro 04
Rotary UI 01
Rotary UI 02
Rotary UI 03
Rusty Gear 01
Rusty Gear 02
Safe
Suitcase Combination Lock

Sci-Fi

Bleep

SF Bleep 01
SF Bleep 02
SF Confirm 01
SF Confirm 02
SF Confirm 03
SF Deny 01
SF Deny 02
SF Hologram 01
SF Hologram 02
SF Process Chip
SF Radar 01
SF Radar 02
SF Radar 03
SF Robot Beep 01
SF Robot Beep 02
SF Robot Beep 03
SF Robot Beep 04
SF Robot Beep 05
SF Robot Beep 06
SF Select 01
SF Select 02
SF Select 03

Powered

SF A Codex
SF Alter
SF Crunch Machina
SF Futura
SF HotSpot
SF Orticular
SF Power Portal
SF Power Stance
SF Simple Beep
SF Smart Engine
SF Sorino
SF Stressed
SF Teleportation
SF Wave Done
UFO 01 Phone Home
UFO 02 Shimmer
UFO 03 Deep Space

UI Elements

Apps and Games

Cartoon 01
Cartoon 02
Coins
Errors
Gameplay
Notification 01
Notification 02
Pop-Up 01
Pop-Up 02
Retros
Select 01
Select 02
Success

Modern

Alarms
Bugs
Confirm 01
Confirm 02
Confirm 03
Dactylo 01
Dactylo 02
Error 01
Error 02
Error 03
Hover 01
Hover 02
Hover 03
Power Up
Radars
Scan 01
Scan 02

Musical

Bass Drum 01
Bass Drum 02
Bells
Brass
Electric Guitars 01
Electric Guitars 02
Keys
Kick Reverb
Kick
Percs Epic
Percs Horror
Percs Small
Strings
Woodwinds

Sound Design

Clocks
Electricity
Fire
Gear
Gun Handling 01
Gun Handling 02
Magic
Rock Fall
Rock Scrape
Stab
Sword Fall
Sword Hit
Sword Scrape
Water
Whoosh

User Interface

UI Browsing Menu 01
UI Browsing Menu 02
UI Browsing Menu 03
UI Bubble 01
UI Bubble 02
UI Bubble 03
UI Bubble 04
UI Bubble 05
UI Bubble 06
UI Bubble 07
UI Bubble 08
UI Bubble 09
UI Confirm 01
UI Confirm 02
UI Confirm 03
UI Confirm 04
UI Confirm 05
UI Deny 01
UI Deny 02
UI Deny 03
UI Fairy Tail
UI Happy Click
UI Horus
UI Incorrect Password
UI Magic Beep
UI Mechanical
UI Message 01
UI Message 02
UI Select 01
UI Select 02
UI Select 03
UI Select 04
UI Typing 01
UI Typing 02
UI Violent Clicker

Video Games

Blast Short
Browsing 01
Browsing 02
Browsing 03
Car Engine
Car Malfunction
Character Selection 01
Character Selection 02
Character Selection 03
Character Selection 04
Coin Count 01
Coin Count 02
Coin Count 03
Coins 01
Coins 02
Counting Points 01
Counting Points 02
Craft 01
Craft 02
Failure
Jump 01
Jump 02
Jump 03
Jump 04
Jump Double
Level Up 01
Level Up 02
Modern Hover 01
Modern Hover 02
Modern Select 01
Modern Select 02
Modern Select 03
Modern Select 04
Negative Short
Pizz Down
Pizz Up
Positive Short
Simple Beep
Unlock 01
Unlock 02
Unlock 03
Unlock 04
Unlock 05

Links

UVI

Home . . . . uvi.net/ ☑

UVI Portal . . . . uvi.net/uvi-portal ☑

Soundbank Installation Guide . . . . installing_uvi_soundbanks_en.pdf ☑

UVI Workstation User Guide . . . . uviworkstation_user_guide_en.pdf ☑

Your Registered Product Serial Numbers and Download Links . . . . uvi.net/my-products ☑

FAQ . . . . uvi.net/faq ☑

Tutorial and Demo Videos . . . . youtube.com/ ☑

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Home . . . . ilok.com/ ☑

iLok License Manager . . . . ilok.com/ilm.html ☑

FAQ . . . . ilok.com/supportfaq ☑

CLiCK FX

Credits and Thanks

Produced by UVI

Development

Antoine Martin
Benjamin Remize

Sound Design

Théo Galienne
Carlo De Gregorio
Antoine Martin
Benjamin Remize
Rodrigo Sacic
Louis Weiser

Software + Scripting

Antoine Martin
Rémy Muller
Olivier Tristan

GUI + Design

Nathaniel Reeves

Documents

Nathaniel Reeves
Kai Tomita

UVI™