



• geiger

Manual

Radium patch search · version 1.6.3

Manual

A geiger counter finds radium — and Geiger finds Radium patches.

Geiger is a deep, powerful search engine for your Soundminer **Radium** sampler patch library.

Geiger searches your Radium patch library by patch name, folder, audio file, as well as the Soundminer metadata (keywords, descriptions, comments) baked into them.

Toggle the patch open and Geiger reveals the slots, their contents, and slot names.

Hit the play button and Geiger will audition the audio in each slot so you don't waste any more time opening and closing the wrong patches trying to find that one you need.

It also searches and displays your Radium Notes.

One click and Geiger gives you the option to load into Radium standalone or AAX.

Requires: an Apple Silicon Mac (macOS 14 or later) and Soundminer v6 or v7 with Radium. Pro Tools with the Radium AAX for the drag-chip workflow.

Your patches are safe. Searching, auditioning, and loading never write to a .radium file. Only Geiger's editing features write — editing Radium Notes, renaming slots, assigning categories, the Patch Doctor, and renaming a patch that remembers where it was saved — and every one makes a verified backup first.

Setup

Installing

Drag **Geiger** from the DMG into **Applications**. The app is signed and notarized; macOS launches it without warnings.

On first launch Geiger asks for your **license key**. It's in your purchase email and on your download page at geiger.audio (the link from your purchase keeps working and always shows the key).

Paste it once and you're in: no account, no iLok, no internet needed after that. Lost it? support@sounddesigncollective.com.

Trying Geiger first? A **7-day trial key** from geiger.audio goes in the same box. The header shows how many days are left; when the trial ends, Geiger asks for a key again, and the key from a purchase picks up right where you left off — your library, index, and settings stay put.

Your library

On first launch, Geiger asks where your Radium patches live. Choose the top folder — every .radium in it and its subfolders is indexed. The index lives in `~/Library/Application`

Support/Geiger, not in your library.

- **Changing location:** header **library** button → **Change Library...** (Reveal in Finder is there too).
- **Missing drive:** if the library volume isn't mounted at launch, Geiger says so and offers **Check Again** — your index is preserved, never wiped, while the drive is away.

Keeping the index fresh

Geiger rescans automatically at every launch and picks up added, removed, renamed, and edited patches. To rescan while it's running, click **refresh** or press **Ctrl+R**.

Searching

Type in the search field — results update as you type. Every term must match somewhere in the patch. What's searched, in rough order of weight:

- **Patch name**
- **Radium Notes** (your own notes, if the patch has been saved with any)
- **Folder names**
- **Sample filenames** inside the patch
- **Soundminer keywords** on those samples
- **Descriptions and comments**

So “funky groove” finds a patch whose *samples* carry those Soundminer keywords even if the patch name says nothing of the sort.

Recent searches: chips with your last few searches appear under the bar whenever the field is empty — click one to run it again. A search is remembered once it “lands”: you press **Enter** or audition one of its results.

Sort: choose **Relevance**, **Name A-Z**, or **Newest**. Filters and sorting apply to all matching patches before pagination. Use **Show more patches** to load the next 100 results. The count shows how many matches are loaded.

Match details: search results explain matching fields and label matching slots. Use **Favorites** beside the search bar to limit results to starred patches.

Skin: choose Cyan (original palette and default), Olive & sand, or Terracotta in the header. Geiger remembers your choice without interrupting playback.

An empty search browses your library. Choose your preferred sort order; **clear** empties the search and filters.

Results

Each patch is one row: the disclosure triangle, the **patch name**, its note (if any) on the second line, and the folder path beneath.

- **› / →** opens the patch and lists every sampler slot. Slots are prefixed **S1_**, **S2_**, ... — their true positions in Radium's sampler. Each slot shows its slot name, source sample filename, keywords, and duration.
- **expand all** in the header opens/closes every patch at once.
- **Buttons on each row:** Standalone, AAX, reveal-in-Finder, Favorite, and Edit. Edit exposes patch rename, notes, and category assignment; slots have their own Edit button. Editors offer Save and Cancel and preserve drafts when a save fails.
- **The folder line is clickable, segment by segment.** In 02 SHOWS/STRANGER THINGS/SE05, clicking **STRANGER THINGS** shows every patch under that folder; clicking **SE05** narrows to the subfolder. The active folder shows as a pill next to the search field — click it to clear. A folder filter stacks with text search and the category filter.

Auditioning

- **Click** a patch or slot to select and load it — Geiger deliberately does **not** auto-play.
- **Space** (or the play button) plays/pauses. Click the loaded row again to toggle playback.
- **↓ / ↑** walk rows; **→** opens a patch to its slots, **←** closes it.
- The **waveform** panel: click to seek; drag its top edge to resize.
- **Zoom** the waveform: scroll or pinch over it to zoom around the cursor, scroll sideways to pan, **+** **/** **–** step in and out, **0** fits the whole sound. Playback pages the view along so the playhead stays in sight, and a thin strip along the top shows where you are in the file.
- **Gain:** –40 to +12 dB, audition-only. Above 0 dB the readout turns amber. Cmd-click resets. This never affects your patches or what Radium plays.

Loading patches into Radium

Standalone (Soundminer's own Radium)

Standalone on the row, or **Ctrl+S** for the selected patch. Geiger hands the patch to Soundminer, which loads it into the standalone Radium sampler.

Radium AAX (in Pro Tools)

The AAX accepts patches only by drag-and-drop onto its window — so Geiger gives you something to drag. Click **AAX** (or **Ctrl+A**): a small chip appears at your cursor carrying the patch.

Drag it a couple of inches onto the Radium AAX window; the plugin loads it exactly as if you'd dragged the file from Finder. Dismiss the chip with its × or just ignore it — it disappears after 30 seconds.

The mute button (the Geiger Gate)

The problem: your MIDI keyboard usually feeds both the standalone Radium (through Soundminer) and the Radium AAX (through Pro Tools). Any “mute” that just silences current voices is undone by the next note you play — so working the AAX while a standalone patch is loaded is a mess.

The fix: Geiger owns a virtual MIDI port called **Geiger Gate** and forwards your keyboard through it. Soundminer listens to the gate instead of the keyboard directly. Muting simply stops the flow — the standalone goes genuinely deaf (sustaining voices are silenced too) while Pro Tools, wired to the keyboard directly, is untouched.

One-time setup

1. Click **silence standalone**. The setup card opens.
2. Tick the MIDI device(s) to route through the gate — your keyboard. (Geiger pre-ticks what Soundminer was already using.)
3. In Soundminer's preferences, set the **MIDI input device** to “**Geiger Gate**”. Once.
4. (Recommended) tick “**Keep the gate running when Geiger is closed.**” This installs a tiny login helper that holds the gate open permanently, so Soundminer keeps hearing your keyboard whether or not Geiger is running. Without it, SM only hears the keyboard while Geiger is open.
5. **Done.**

To revisit any of this later — change devices, add or remove the helper — **right-click** the mute button.

Using it

Click **silence standalone** → the standalone is deaf, the button goes red. Click again → restored instantly. Failsafes, so you can never be stranded silent: quitting Geiger always unmutes, and even if Geiger crashes while muted, the gate unmutes itself within about 15 seconds.

If the gate can't run

On a system where the gate is unavailable, the button falls back to **silence standalone** — a one-shot voice-kill (not a hold-mute; new notes will still sound). This fallback uses Soundminer's OSC remote and only works if OSC is enabled in your Soundminer — an advanced, optional setup most users can skip, since the gate is the better answer.

Renaming and Notes

- **Rename a patch:** double-click its name, type, **Enter** to commit (**Esc** cancels). This renames the file on disk — exactly like a Finder rename; Radium's browser shows it on its next refresh. The patch's contents are untouched.
- **Radium Notes:** double-click a patch's note line (or **+ note** on a selected patch without one) to edit the note stored **in** the patch — the same note Radium shows in its Notes panel. This is one of the few features that writes to a .radium file: it goes through the same verified-backup safety chain as the Patch Doctor. Notes are indexed, so “needs RX” finds every patch you've flagged that way.

Categories

Geiger reads and writes the **same category tags as Radium's browser** — the tag lives inside the patch file itself, so the two always agree. Anything you tagged in Radium shows up in Geiger automatically, and a tag assigned in Geiger appears in Radium's browser on its next refresh.

Every tagged patch shows its category as a **pill** on the row (ANIMALS>HORSE). The pill does four things:

- **Click** it — show every patch in that category (same as picking it from the dropdown).
- **Double-click** it — change the category. The picker offers the full Soundminer category tree: type to filter, ↓ / ↑ to walk the matches, **Enter** to assign (or just click one). Your recently assigned categories appear as one-click **recent** chips under the filter box — the bulk-tagging accelerator. **Remove category** lives at the bottom of the picker.
- **Cmd-click** it — remove the category from the patch.
- A selected patch with no tag shows a dashed **+ category** pill — **click** it to assign one.

Filtering: the **categories** button next to the search field opens a menu of every category in use, with counts, plus **untagged** and ★ **favorites**. It has its own filter box — type “gun”, arrow down to RIFLE, **Enter**. Both filter boxes take multiple words: every word must appear somewhere in the CATEGORY>SUB name, so “design boom” goes straight to DESIGNED>BOOM and **Enter** picks it — no arrowing through siblings. A category filter stacks with text search (pick BULLETS>RICOCHET, then type “whiz”). The ✕ on the button clears it.

Categories are indexed for search too, so typing “horse” matches ANIMALS>HORSE patches even when nothing else mentions horses. Assigning writes into the .radium through the same verified-backup safety chain as notes; the same caveat applies — a patch re-saved inside Radium overwrites a tag assigned externally since it was loaded.

Favorites

Click the **star** at the right edge of any row to favorite a patch (it turns cyan ★). Favorites:

- have their own view — ★ **favorites** in the categories dropdown shows only starred patches, and stacks with text search like any filter,
- are stored in Geiger's own settings, not the patch file — they survive rescans and library re-indexing, and a renamed patch keeps its star.

To start over, the ★ **favorites** row in the categories dropdown carries a quiet **clear** — it removes every star at once (with a confirmation; the patches themselves are untouched).

Patch Doctor

Editing patches in Radium leaves **orphaned audio** behind: replace or delete a zone and the old audio silently stays in the file, bloating it. In a well-used library this adds up to gigabytes of dead weight.

patch doctor in the header scans your library and reports every patch carrying orphans and the total reclaimable space. Clean one patch or **Clean All**. For every patch cleaned, the Doctor:

1. **Backs up** the original to a “**Patch Doctor Backups**” folder on the same volume as your library — or, if nothing there can be written to, alongside Geiger's own index (size-verified before proceeding),
2. removes only audio that no slot references,
3. re-verifies the cleaned patch **slot-by-slot**. Order, references, and audio sizes identical,
4. and **auto-restores from the backup** if anything doesn't match.

Before it opens a single patch, the Doctor checks that it can actually write the backup folder — if it can't, it stops right there, says so, and nothing is touched. When a run ends it tells you plainly how it went: a **clean bill of health**, **finished with problems** (the patches it couldn't clean are listed), or **couldn't run**.

Your slots, presets, and settings are never touched — cleaned patches load in Radium exactly as before, just smaller.

Soundminer 7 asking you to find a patch

Every .radium file remembers where it was last saved. Soundminer 7 looks there each time it loads a patch, and if nothing is there — a vendor's drive, a PC path, or the name before you renamed it — it asks you to **choose a folder to search for the missing Radium preset**, even though the patch has already loaded (Cancel is harmless). Soundminer 6 never checked.

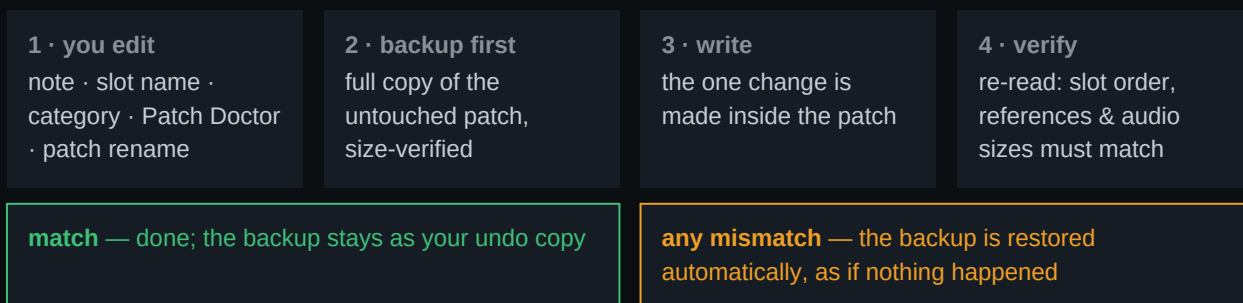
When your library has patches like that, Patch Doctor shows a **Soundminer 7** line with a count. **Fix all** points each one's stored location at the file itself, through the same backup → verify → auto-restore chain; sounds, slots, notes, and categories are untouched. Renaming a patch in Geiger keeps its stored location in step automatically.

How the backups work

A backup is made **every time Geiger writes inside a .radium file** — and only then. Exactly five things write: editing a **note**, renaming a **slot**, assigning or removing a **category**, a **Patch Doctor** clean or Soundminer 7 fix, and renaming a **patch** that remembers where it was saved (its stored location moves with it).

Each one banks a **full copy of the entire patch — audio and all** — *before* touching the file, into its own timestamped folder inside “**Patch Doctor Backups**” on your library's drive, named for what happened (e.g. “2026-08-24 19.47.01 category edit”) — or, if nothing on that drive can be written to, alongside Geiger's own index. The panel always names the exact folder it used. Searching, auditioning, loading, and favorites never write, so they never create backups. Radium's own saves are Radium's — Geiger doesn't back those up.

Every write runs the same safety chain:



Restoring by hand: if you ever want an edit undone later, click **Reveal**, open the timestamped set, and copy the patch back over your library copy — a perfect return to the pre-edit state.

- **Backups housekeeping:** every clean (and every note or slot-name edit) banks a full backup, and those add up. The bottom of the Patch Doctor panel shows how much space the backups folder is holding and offers **Delete** with a choice of age window (older than 30 / 14 / 7 days, or 1 day) — the button shows how much each choice frees; recent safety copies stay, old ones go. Your patch files themselves are never touched by this.

Updates, help & support

Press **?** (or click the **?** header button) for the shortcuts overlay — it also holds the **Manual**, the **support address** (support@sounddesigncollective.com — click to copy), and the version you're running. Click the **wordmark** for the About panel — the version again, plus your licence or trial status.

Geiger quietly checks geiger.audio once per launch; when a newer version exists, a small “**x.y.z available**” note appears next to the patch count — click it to open the download page. Nothing about you or your library is ever sent.

The menu bar

Geiger has real macOS menus, and every item drives the same action as the button or shortcut it mirrors:

- **Patch** — everything for the selected patch: load in Standalone (Ctrl+S), summon the AAX drag chip (Ctrl+A), rename, edit the note, assign or remove the category, favorite, reveal in Finder.
- **Library** — refresh the index (Ctrl+R), Patch Doctor, Restart Audio Engine, change or reveal the library location.
- **View** — expand/collapse all, the A→Z / newest browse order, and quick jumps to ★ Favorites, Untagged, or the full library.
- **Help** — the Manual and Quick Start PDFs, the shortcuts overlay, geiger.audio, and support email.

Keyboard shortcuts

Key	Action
Space	Play / pause the selected sound
/	Focus the search field
↓ / ↑	Next / previous row
→	Open a patch (show its slots)
←	Close it
+ / −	Zoom the waveform in / out — 0 fits the whole sound
Ctrl+S	Load selected patch into the standalone Radium
Ctrl+A	Summon the AAX drag chip
Ctrl+R	Rescan the library
Double-click name	Rename the patch
Double-click note	Edit the Radium note
Double-click slot name	Rename the slot
Click folder crumb	Browse that folder (segment by segment)
Click category pill	Show every patch in that category
Double-click category pill	Change the patch's category
Cmd-click category pill	Remove the patch's category

★ star	Favorite a patch — see them all under ★ favorites
Enter / Esc	Commit / cancel a rename or note edit
?	Shortcuts & help overlay
Esc	Close a panel — or clear everything: search + filters
Cmd+Delete	Clear everything, even with a panel open

Where things live

What	Where
Search index + settings	~/Library/Application Support/Geiger
Patch Doctor backups	“Patch Doctor Backups” on your library's volume — the app names the exact folder
Your patches	wherever they already are — Geiger never moves them

Uninstalling: trash Geiger.app, and optionally the Application Support folder above. If you installed the gate helper, untick it first (right-click the mute button) so Soundminer's input doesn't point at a gate that's gone.

Troubleshooting

Soundminer isn't hearing my keyboard.

The gate is muted (click the mute button to unmute), or Geiger is closed and you haven't installed the gate helper (right-click the mute button → tick “Keep the gate running...”), or SM's MIDI input drifted off **Geiger Gate** — check SM's preferences. If you want out of the gate entirely: set SM's MIDI input back to your keyboard.

Soundminer 7 asks me to “choose a folder to search for missing Radium preset”.

The patch remembers being saved somewhere it no longer is. It has already loaded, so Cancel is harmless — to stop the question for good, open **Library tools** → **patch doctor** and click **Fix all** on the Soundminer 7 line.

“Library not found” at launch.

The drive holding your patches isn't mounted. Mount it and click **Check Again**. Your index is safe either way.

A patch won't audition.

The audio plays from inside the .radium file itself, so if the file's drive is mounted and it still won't play, the patch may be damaged — try loading it in Radium directly.

Auditions are silent but the waveform moves.

Check the gain slider (Cmd-click it to reset) and your Mac's output device. Still nothing? **Library** → **Restart Audio Engine** brings sound back in about a second — your search stays put, no relaunch needed.

The drag chip appears but the AAX won't take it.

Drop it directly on the Radium AAX plugin window (not the Pro Tools timeline). The chip carries the real .radium file — anywhere Finder could drop it works.

Search finds nothing it should.

Press **Ctrl+R** to rescan — if the library was just moved or renamed, the index may still be catching up.