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Introduction

BG Builder is a productivity tool designed to streamline the placement of background (BG) sound effects in an Avid Pro Tools super session. It is primarily used in sound editing for episodic series but can also be employed in feature films organized by reels or when working with a BG template, which experienced editors commonly use.

Key Features
BG Builder automates scene-matching by utilizing Video Edit Decision Lists (EDLs) and Lined Scripts or Continuity Lists. An intelligent algorithm analyzes the source files to find matches and swiftly generates a conform EDL for assembly. Additionally, BG Builder employs Apple Scripting to take control of Pro Tools and assemble the new episode or reel.

Enhancing Creativity
In episodic series, many scene locations repeat across episodes. BG Builder eliminates redundant tasks, freeing up valuable time for the editor to focus on creative aspects of sound design.

System Requirements

Mac OS X 11 or higher for the Apple Silicon M1/M2 version
Mac OS X 10.15 or higher for the Intel version

How To Install

1. Download the installer from bg-builder.com
2. Double-click the "BG-Builder_Installer.zip" and install the right version for your machine.

Activation & Deactivation

The first time opening the app will prompt the license activation window
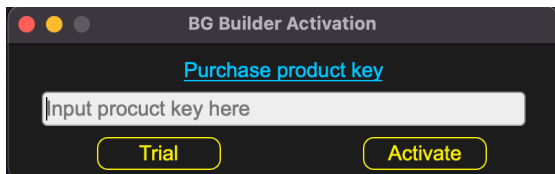
A fully functional 7-day trial is available.
After that period, please purchase a license.
Please enter your license and click on the **Activate** button

Users can Deactivate their licenses by going to the **License** menu > **Deactivate**.
Once deactivated, it can be activated on another machine.
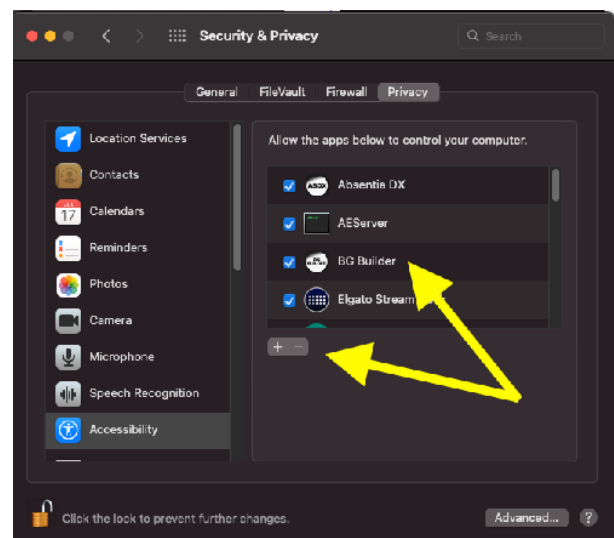
To request a remote deactivation, please reach us at software@todd-ao.com

Accessibility Permission

After the license activation prompt, BG Builder will ask for Accessibility features.
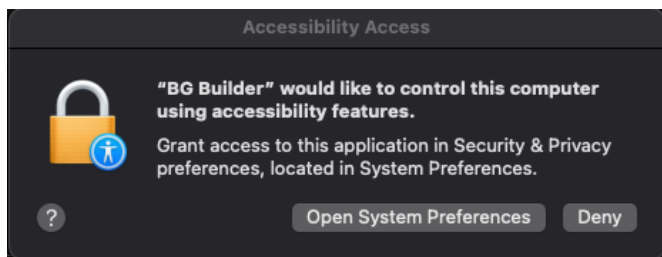
Please click on **Open System Preferences** and then click the **+ Icon** to add the BG Builder app.

How to use BG Builder

Source Files
BG Builder requires specific source files to function effectively:

1. Locked Video EDLs: Ensure that your locked Video Edit Decision Lists (EDLs) match the cut in your Pro Tools super session. This alignment is crucial for BG Builder to automate the scene-matching process accurately.

2. PDF Line Scripts or Continuities: Provide PDF Line Scripts or Continuity documents for each episode or reel. These documents are essential references for BG Builder to streamline its operations.

Note: If you have both Lined Scripts and Continuity Lists, we recommend using the Scripts since they are more consistent across episodes, as the production makes them.

Video EDLs and Scripts are also required for the target episode/reel. The algorithm will use them to find matches and then re-conform them in Pro Tools.

If your PDF is in a different format and not recognized, please contact us so we can add it.
Submit files to our server now *(files will be treated with privacy and deleted after the format is added)*

Pro Tools Super Session: A super session containing the Backgrounds editing from the source episodes (each at their corresponding hour). BG Builder matches locations from the source episodes and conforms them automatically in Pro Tools.

The Main Window
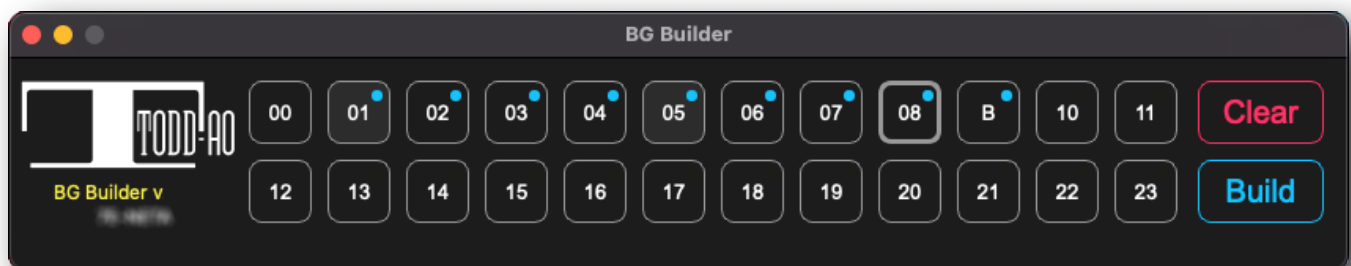
BG Builder main window ready to Build (see color coding below)

Each **box** of the main window represents an **hour** of the timeline.

The user can drop single source/target files into each hour box or a whole folder containing all the source/target files into the Folder Drop zones.

Drop a folder with all the files into the drop zone or single files into each hour.

Automated workflow:

Dropping a folder with PDFs/EDLs from 101 to 109 episodes will place each episode at its corresponding hour. The hours are scanned from the picture EDLs.

The last episode/hour will be taken as the **target** episode to **Build**, highlighted with a **B**.

Manual workflow:

Alternatively, the user can drop an episode (pdf & edl) into a particular hour (box).

For better understanding, we present this example:

Think that you are building episode 3 from Season 2 (ep203), and you use all the episodes from S1 and S2 as sources. S1 has nine episodes (101-109) and S2 has 201-202

Dropping the S1 folder into the Folder Drop zones will place them into hours 01 to 09.

201 and 202 cannot use hours 01-02 since those are taken. In this case, you can drop 201 to hour 10, and 202 to hour 11. Make sure to have the episodes in the Pro Tools super session at those same hours.

Lastly, drop ep203 (target) into hour 12 or any available hour. The last hour will be highlighted with a **B**. The target episode can be changed by selecting a different episode and clicking the **Cmd+B** shortcut.
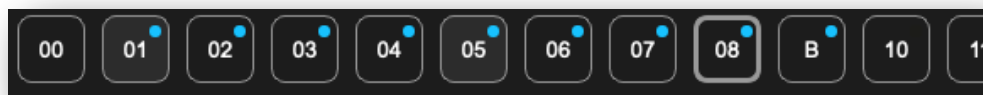
The Color Coding

The picture above shows a sample of dropping a folder with episodes 101-109, being **101-108 sources**, and **109 target** (B). The blue dot on each episode box indicates that files were recognized and imported to the database, while the other colors can indicate an error. Here´s the color coding:

 Episode is OK with a video EDL and PDF script imported

 Duplicated or wrong EDL issue.

 PDF script is missing.

 Duplicated TXTs

Clicking on each box deploys the expanded view, showing the files loaded on that hour.
To remove a file, select it, and use the Backspace key to delete it.
Error hints are shown in red when there is something wrong.
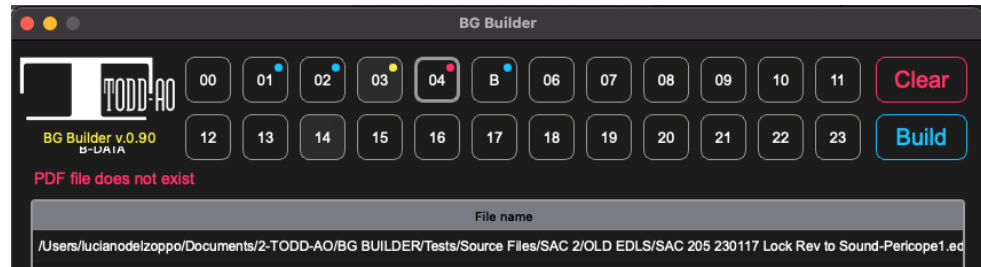
Hours 03 and 04 have an issue. 03 has duplicated EDLs, and 04 is missing a PDF file.

THE BEST MATCHES WINDOW

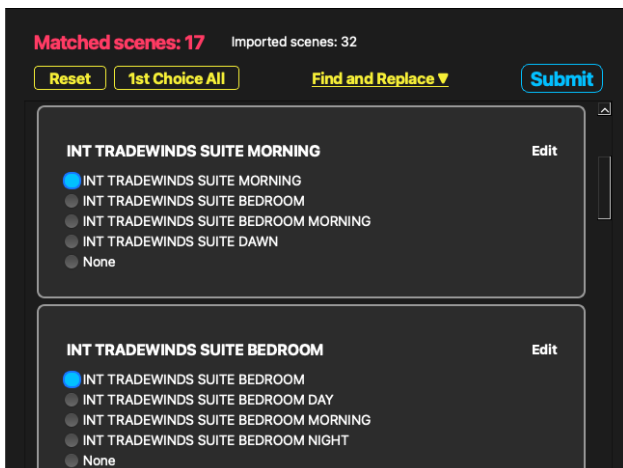The Best Matches window is where users pair locations whose names are not identical. It will help put more matches on the Build and save from editing the text databases to get more conformed regions.
After clicking on **Build**, this window pops up.
Here, the user can choose alternative locations that do not match 100%.

1st Choice All
The first option is always the most similar. Clicking this button will select that for all the locations.

Edit Target locations
Use the "Edit" button at the top right of each box, to change the target location name. After saving the change, new matches will appear below.
Use the "Find and Replace" to change several location names simultaneously.
The target locations are the bold ones at the top of each box
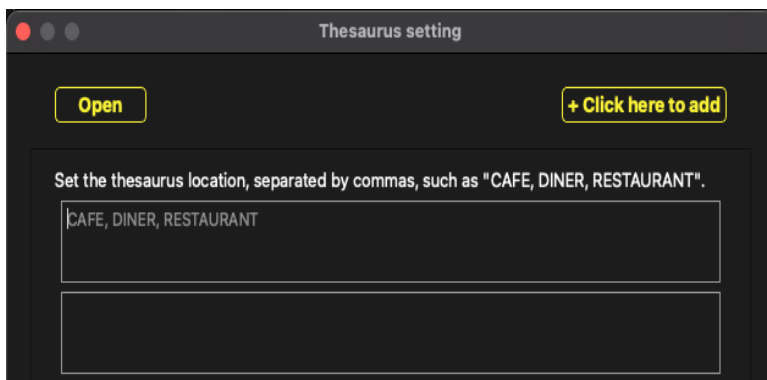
Thesaurus locations
Open the Thesaurus window from the Settings menu.
Put similar location names to match inside each box. The app will consider them as a 100% match.
In the picture sample, the app will match all "Cafe", "Dinner", and "Restaurant" locations.

The "**Submit**" button will continue with the Build with the choices made.

Backup Best Matches

After making choices (matches) and clicking on the **Submit** button, a **conform EDL** will be generated in the Desktop, along with the other text databases.

That conform EDL is a backup of the choices that were made on that build.

Follow these steps If you need to "restore" it

- Drop the source/target files again into BG Builder main window.

- Click the Build button.

- Drop the xxx_conform.edl file into the Best Matches window, and the choices will be restored.

The conform EDL backup could be handy to select matches in one machine and do the Pro Tools conformation in another one.

Pro Tools Conforming

Conforming the matched locations:

When all hours show blue, BG Builder is ready. Open the Pro Tools super session, and select all the BG tracks to be conformed. Then click the **Build** button to start the process. After matching locations from the Source hours, BG Builder will control Pro Tools to copy those regions and paste them into the target timecode.

Please make sure not to use the mouse or keyboard while this process is running.

When the conform ends, the Pro Tools session is ready for an FX/BG editor to work on the fine tune editing and finish the backgrounds cutting. Look on the Desktop for a BG Builder folder that was generated. The folder contains a .txt database file per each hour. Use those texts in the future as replacements for the PDFs/EDLs. There will also be one conform EDL for the target episode/hour. This EDL can be used on another Conform application.

FAQ

Is BG Builder compatible with Intel Macs?

Yes, from v1.02 we added support for Intel Macs.

Based on customer response we will then consider Windows x86 support. Non-Mac ARM and Non-Pro Tools DAW's are supported with a conform.edl file that is created alongside the databases, please use the conform.edl with your favorite assembly software.

How can I make a clean uninstall of BG Builder?

If you encounter issues with the app behavior, we suggest to do a clean uninstall

1- Delete the BG Builder app from the Applications Folder

2- Delete file ".5vmpk4jvru37qhhn2igywfmbffexnqi" from /Users/your-username/Library/ Application Support/.System/

4- Download the latest version from the website and reinstall BG Builder

*For step 2 you'll need to show hidden files in Finder. The shortcut to do that depends on your OSX version; most probably, it is the CMD+SHIFT+DOT key shortcut.

*** If you need help, we can help by logging into your machine via TeamViewer

How can I renew my subscription before it expires?

Extend your annual subscription at any time by clicking on this link.

Paste your product key and then click the **Check Product Key** button. After processing the order, one year will be added to your subscription expiration date.

Can I use BGB with a locations template of my own?

If you use a template when editing BG's, the Txt output from Pro Tools can be adjusted to match that of the database output. Simply add the location names from the script and it will match and be usable by BGB.

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Credits

Rob Nokes	Designer
Liming Cui	Programmer
Luciano Del Zoppo	Testing and Analysis

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