

# How to install and use the “Bleep Censor Tone”) filter for Shotcut

This is a custom Shotcut filter that replaces audio with a censor tone (“bleep” sound). Instead of splitting a clip and swapping in a tone clip for every single bad word, you apply the Bleep Censor Tone filter once to a track and flip a checkbox on/off at each spot that needs censoring.

**Requirement:** Requires Shotcut 26.6 or newer — that’s the version that added support for custom filter UIs.

*Devised by Shotcut user and Forum member **JonRay**, with help (and a long chat)... with Claude AI.*

## Part 1 — Installing on Windows

### Step A — Get a compiled plugin file (bleep.dll - Windows)

LADSPA plugins are native shared libraries, not portable files, so which one you need depends on your OS:

- **Windows:** JonRay has compiled a file called `bleep.dll`. Download this folder (which contains `bleep.dll`, plus `meta.qml` and `ui.qml`). `bleep.dll` is pre-built — no compiling needed.
- **Linux and macOS:** Not pre-built — Jonray can provide files for users to use for compiling, if requested. If you are not a programmer, you may need help from AI (Claude is recommended) to find out how to do this.

### Step B — Install the plugin file (bleep.dll on Windows)

Find Shotcut’s own bundled LADSPA plugin folder — typically `lib/ladspa` inside wherever Shotcut is installed (e.g. `C:\Program Files\Shotcut\lib\ladspa` on Windows).

You’ll see a folder full of plugins with names like `delayorama_1402` already there — drop your `bleep.dll` file into it, alongside them.

### Step C — Install the filter UI

1. Open Shotcut, and go to **Settings > App Data Directory > Show**. This opens the correct folder for your install — no need to guess or type a path.
2. Inside it, create a folder called `extensions` if one doesn’t already exist, and inside that, a folder called `filters`.
3. Inside the `filters` folder, create another folder called `bleep`.
4. Copy the `meta.qml` and `ui.qml` files from the downloaded folder into `extensions/filters/bleep`, so you end up with `extensions/filters/bleep/meta.qml` and `.../ui.qml`.

5. Fully close and reopen Shotcut.
6. You are ready to try it... Select a clip with audio, place it on the timeline, then click + to add a filter, and search “**Bleep**” or “**Bleep**” or “**Censor**”. The filter “**Bleep Censor Tone**” should appear with Frequency/Level/Bleep-here controls. You are set to go.

## Part 2 – Using it

“**Bleep Censor Tone**” works as an on/off gate, applied once to a whole clip or track, rather than a filter you re-apply per bad word.

1. Add the **Bleep Censor Tone** filter to the clip or track you’re censoring.
2. Set **Frequency** (a classic censor tone is around 1000 Hz, which is the default set frequency of this filter) and **Level** (how loud the tone is) once — these apply for the whole filter instance. (Note: **Frequency** and **Level** are keyframable).
3. Move the playhead to the exact point a bleep should start, and tick **Bleep here** on. The first time a Bleep sound is set, a “Bleep off” keyframe will be added to the beginning of the clip. This ensures that the clip begins with **no bleeps**.
4. Move the playhead to where the bleep sound should end, and tick **Bleep here** back off.
5. Repeat steps 3–4 for every section that needs censoring.

**Important:** The checkbox is a toggle, not a one-shot trigger. If you turn it on and never turn it back off, everything after that point stays bleeped for the rest of the clip. Always give each bleep both an on-click and an off-click.

6. Play your video. The bleep sound will replace the original audio in the places you set.

## Keyframes

You’ll see the keyframes in the Keyframes panel — represented as **HOLD** (previously known as **DISCRETE**) keyframes (shown as a square, not a circle) — so what you hear is a clean on/off effect.

The keyframes are, like all others in Shotcut, moveable horizontally, allowing precision positioning at the exact moment the profane word or lyrics appear, and when they stop.