

Circumspect File Edit Window Help

normalize normalize_x normalize_y flip flip_x flip_y removeduplicate smooth clear read write

Obj 0 1. 22050 1 dump normal

8376 5.822 ONE

6

4 3 1 2

4096 FFT 2 Win 3 OL Hamming WT

loop_on ON record int24 DSP TABLES open

Linear store recall

8

version 2.01 07/2001

csound~ csound~ v1.1.0

[tables]

1: '1'/'cmd+1' scatter edit

7

2: '2'/'cmd+2' smooth edit

3: '3'/'cmd+3' scatter edit

[DSP]

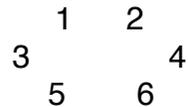
CoreAudio Bu..	driver
96000	sample-rate
4096	signal vector
4096	I/O vector

4: '4'/'cmd+4' scatter edit

support/java/classes/ does not exist.

- 1- DSP on/off
- 2- open and play stereo soundfiles
- 3- routing configuration of the two input channels (from the file into the instrument)
- 4- FFT settings
- 5- Change the frequency mapping from linear to logarithmic.
- 6- main table to design the spectral panning function. Frequency is plotted horizontally and output channel-number is vertical. A straight horizontal line at the vertical value of three means: mix all the frequencies the speaker denoted by number three.

If the 6-speaker rig is set up as:



then the vertical (y) value of 0 pans the output of the left channel of the input sound-file to the front right (output 2) speaker. The y value of 1 would pan the same input channel to front left (output 1). A y value of 3 would pan left input of the sound file to output 5. (So moving anti-clockwise in a circle.)

The first (left) output of the input sound-file is panned as such:

```
y_0 = out_2
y_1 = out_1
y_2 = out_3
y_3 = out_5
y_4 = out_6
y_5 = out_4
y_6 = out_2
```

The second (right) input of the sound-file is panned like above but symmetrically (moving in a clock-wise circle starting with the front left speaker):

y_0 = out_1
y_1 = out_2
y_2 = out_4
y_3 = out_6
y_4 = out_5
y_5 = out_3
y_6 = out_1

After editing the table press '1' to set the function to preset 1_L and 'cmd+1' to set the function to preset 1_R. For presets 2-4 just replace the number with the appropriate number key ('2', 'cmd+2' and so on).

The table function is automatically copied when a point is added to the table and pasted to the appropriate preset table when the appropriate key command is pressed. **IMPORTANT:** you can also copy the table data manually using the short-cut 'cmd+c'.

To draw curves hold 'alt' at the same time as dragging a table segment (not point).

7- Preset tables.

Randomization of the preset tables

The preset tables can also be filled with controlled random values. To generate uniform random values click on the dice. To generate random values with smoothing (interpolation in between) change the mode from *scatter* to *smooth*.

To change the distribution statistics click on *edit* to edit the random tendency table (horizontal axis represents the random panning values and the vertical axis the likeliness of the occurrence of the values.) The generated values can further be processed by a masking unite based on lower limit and higher limit functions.

8- morph between the preset tables.