ACOUSMACHINES: Echonomitron (fast help)

choose between the three time curves : Linear, Logarithmic and Exponential (the yellow line)

MegaPan: moves the sixteen delays at once, click on the button at the top to reset its position

activation / view of the sixteen delays

- 1st modulator = panorama
- 2nd modulator = distance
- below = speed
- beneath = amplitude

delay times, from 0 (left) to 5 seconds (right), when the Master Time slider is at center position

global Time and Feedback values, click the little button above to reset the position at default value

sixteen **feedback values**, none at bottom and 90 % at top, when the Master Feedback slider is at center

Time modulation parameters : Waveform, Rate, Amplitude, center position and Inertia

the delays and feedback Snapshots: click on the blue button to capture the current settings, and then use the Interpolator to recall and "morph" them, the snaphots can be edited (move the little bars)

current patch number

Spatializer Feedback Active 01 02 03 04 05 06 07 08 09 10 17 12 13 14 15 16 Time Modulation Master Time Master Feedback MegaPan Modulation Width Size Damp 000 094 Inertia 034 Rate Amp Pos 04 | 0 |2 Interpolator Distance Volume Snapshots Inertia **Update Rate**

spatial position of the sixteen delays :

- left/right = panorama
- bottom / top = front / distant

automatically moves the MegaPan position:

spatial image parameters :

- Width = stereo widness simulation
- Size = room reverb time
- Damp = high frequencies absorption

output level

distance setting: the lower value means that each letter will be independant, the higher value that they will overlap

shows the pre-assigned **MIDI** controller numbers

inertia setting to allow smooth gestures, the update rate can do quantization effects

the distance between each Snapshot letter and the red ring determines the values which are sent to the delays and feedbacks, it depends also on the distance and the curve settings

each note of the virtual keyboard or coming from a MIDI keyboard is associated with a patch number : simply press a key, edit the patch and play with them!