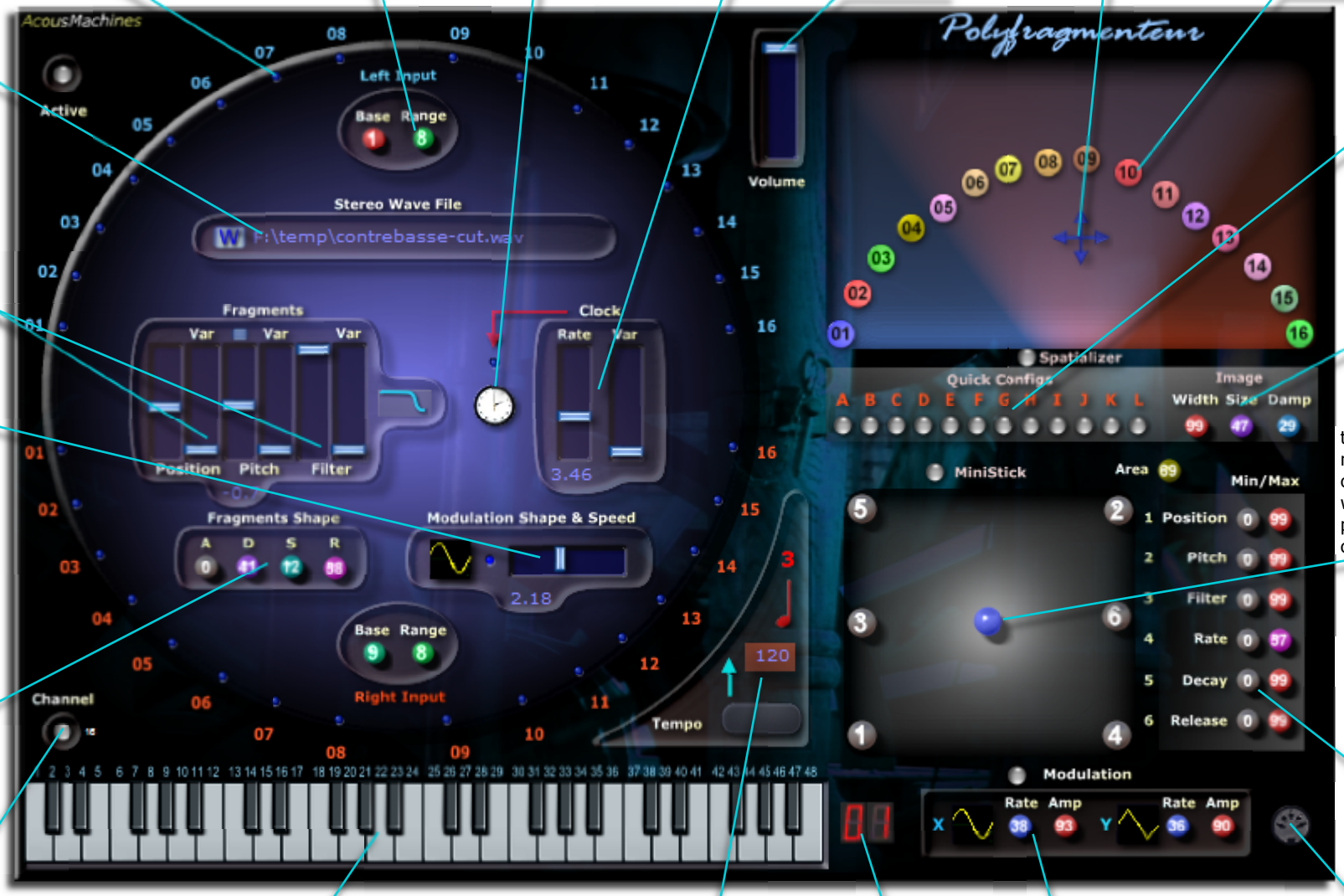
ACOUSMACHINES : Polyfragmenteur (fast help)



shows which virtual outputs are active

first output and range : each triggered fragments is sent to the virtual outputs (the same for the right input channel at bottom)

trigger source :
- the internal Clock at the right
- the tempo (host or tap)
- MIDI keyboard

Rate (in Hz) and variation values of the **internal Clock**

output level

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

spatial position of the sixteen virtual outputs fragments :
- left/right = panorama
- bottom / top = front / distant

stereo wave file player, 16 and 24 bits compatible, direct-to-disc

twelve spatial **Presets** : click on a button to edit / recall, memorized in the bank

sample parameters and corresponding modulation variations :
- file position (in percents)
- pitch (-5 to +5 octaves)
- filter cutoff and filter type

spatial image parameters :
- **Width** = stereo widness simulation
- **Size** = room reverb time
- **Damp** = high frequencies absorption

modulation source of the Variable parameters (speed value is in Hz)

the distance between each numbered ball and the blue one determines the values which are sent to the relative parameters, it depends also on the area setting above

fragments envelope : except for very slows trigger rates the Attack value must be in general 0

min and max values for each **target parameter**

MIDI channel number for the Patch select keyboard

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

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 !

tempo settings :
- arrow up = uses the host tempo
- arrow down = realtime tap tempo
- move the note up and down to change the value + tuplet on/off

current patch number

automatically **moves the MiniStick** position : choose the waveform for each axis, the rates and the amplitude (click on the button above to activate)