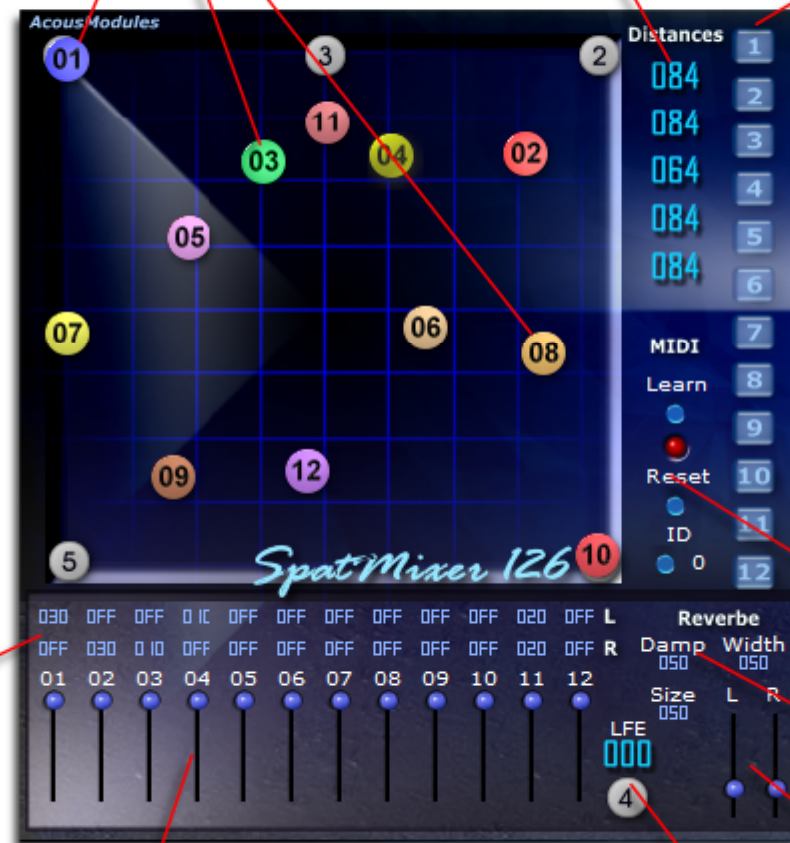


SpatMixer 126

settings of distance for the control of the speakers intensity, according to the distance between the speaker and the position of the sound.
 A smaller value means that the sound will disappear on this speaker for a shorter distance.
 At the max value, the intensity of the sound on this speaker will be full whatever the position of the sound is.

positions of the 12 inputs

shows / hides each input



send levels to the reverberation unit, separate for the left and right outputs

MIDI Learn function : click on Learn, move an object, move a MIDI Controller : it's done.
 If you use several SpatMixer 126, you must select a different ID number for each of them.

simple reverberation unit, on the stereo front speakers only

output levels of the reverberation signal

separate control levels for each input

LFE level (channel 4), not affected by the position of the sound