SpatSurround 12

position of the speakers, it must reflect or not the real positions
and distances between each speaker in the room, according to result you want to obtain

Shows the selected speaker / output

position of the Right input

Mutes / Activates each output

position of the Left input

Separate settings of distance for the control of the speakers intensity, according to the proximity of the virtual loudspeaker and the rings.
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 (depends also of the Global setting). Look at the percentage levels for each speaker.

percentage level of the speaker,
depends of the position of the Left input
and the Areas settings

shows / hides the speakers levels

selects the audio input mode :
Mono (Left input) or Stereo

Global Area value : modify the proximity values for all the speakers, by adding or substrating its value to the separate settings above.

selects how the Right input
is controlled : Free means that you
can freely move it, Linked means that
it is linked to the Left input position,
depending on the X, Y, Scale/Mir values

sets the levels curve mode

test signal, for easy setting of the Area parameters

MIDI Learn function : click on Learn, move an object, move
a MIDI Controller : it's done. If you use several SpatSurround 12,
you must select a different ID number for each of them.

X and Y offset position of the Right input in Linked mode :
50 = same position as the Left input, 100 = 100 % right or up, 0 = 100 % left or down.
Scale/Mir means scale and mirror : 100 = full scale, 50 = no scale, 0 = inverted

AcousModules
View   Mute   Areas
5   1   050
6   2   050
3   050
7   4   100
5   050
8   6   050
7   000
8   000
9
10   9   000
10   000
11
11   000
12   12   000

VU

Amp Curve   Main

SpatSurround 12

Stereo   Free   Shift X   Shift Y
075   050
MIDI Learn   Reset   ID   Scale/Mir
0   100   Test   038

Right Input