

SpatSurround 7.1

position of the speakers, in a normal use they must reflect the real positions and distances between each speaker in the room

position of the Right input

position of the Left input

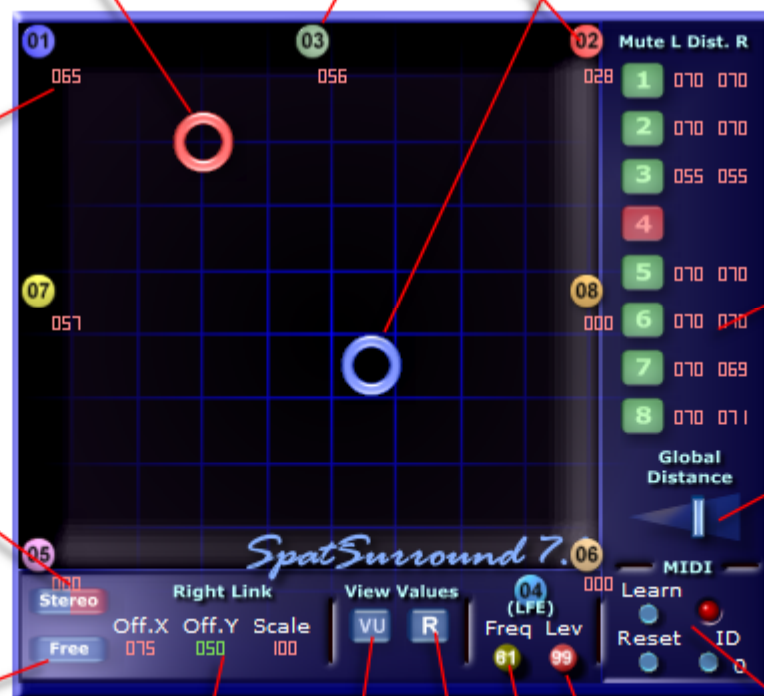
percentage level of the speaker, depends of the position of the Left input and the settings of the Global Distance Zone

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

selects the manner that 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

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

view / hide the speaker levels



distance zone : sets the intensity of the sound on each speaker, according to the distance between the sound and the speaker.
 At half value this distance is equal to the size of the room (distance between the front speakers or the front and rear).
 At max value, the sound is at full volume on every speaker (no movement).
 At min value, the intensity will fall to zero when at mid distance.

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

MIDI Learn function : click on Learn, move an object, move a MIDI Controller : it's done.
 If you use several SpatSurround 7.1 in the same project, you must select a different ID number for each of them.

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

LFE cutoff filter frequency (between 20 and 150 Hz)

shows the speakers level values for left or the right input