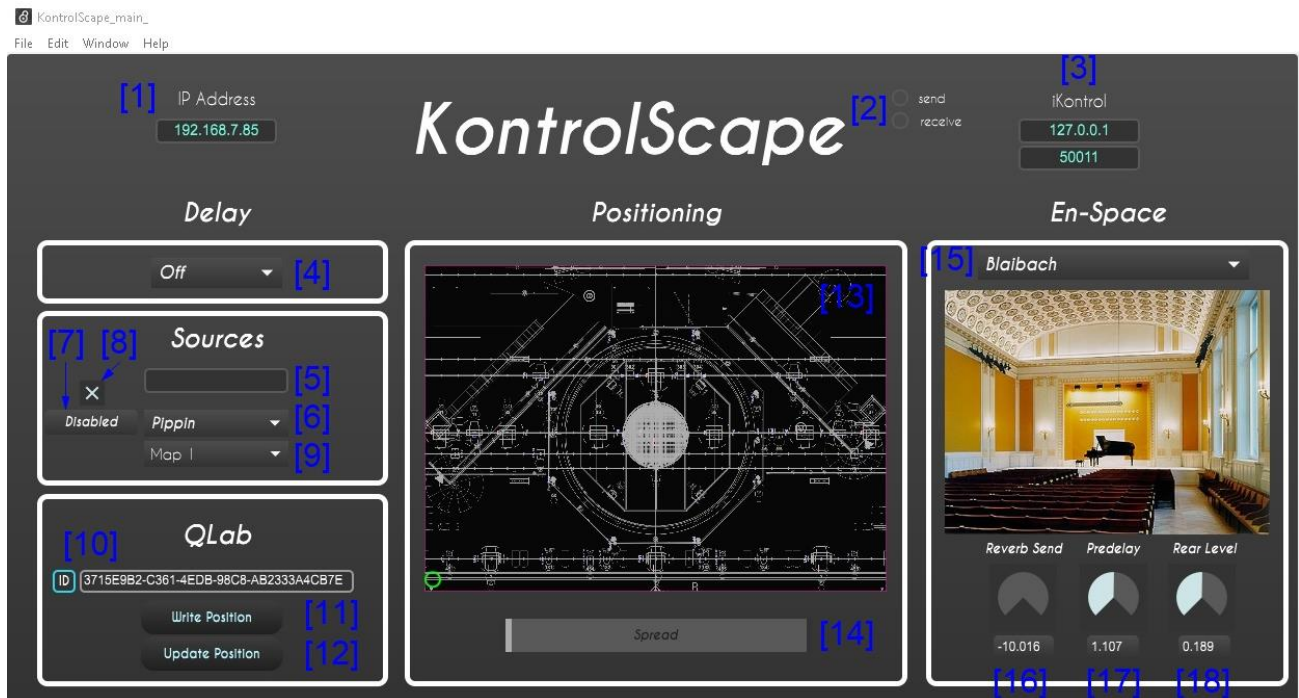


KontrolScape

KontrolScape is a Max/MSP application for controlling Soundscape objects and their parameters all within a single window. Additional features allow the user to automate QLab programming and control Soundscape from a custom iPad app.



Control Overview

[1] At the top of the window, use **IP Address** to specify the IP of the DS100's control port.

[2] **Send** and **Receive** lights provide feedback when sending and receiving OSC. If the DS100 is connected, you should always see a receive light flash following the sending of any data.

[3] **iKontrol** is not yet implemented. This is where you would place the IP address and Control Port of a custom iPad app, for example TouchOSC.

Delay

[4] Switch the selected object's Delay Mode between "Off", "Tight" and "Full".

Sources

[5] The text box allows the user to add sources.

[6] Select an object from the drop-down menu. The index of the selection in the drop-down menu corresponds to the index of the object in Soundscape. Currently, there is no way to change or re-order objects. [7] The button to the left of the menu can be used to clear the objects and start afresh. [8] Toggle this button to "Disabled" to prevent accidentally clearing the list. [9] The drop-down menu under the object selection is used to target the desired Coordinate Map.

QLab

[10] Retrieve your QLab session's **Workspace ID** (shift-command-W; navigate to the Info tab) and copy and paste it into the **ID** parameter. [11] The **Write Position** button will create a new network cue in QLab using the selected object's position. Currently, it assumes that QLab's second network patch is used to send generic OSC to the DS100. [12] The **Update Position** button will update a currently selected network cue in QLab.

Positioning

[13] The XY pad allows placement of the selected object within the target coordinate map. Currently we see the *Pippin* ground plan, but future updates will allow the uploading of any graphic and consequent rescaling. [14] In this section the user can also change **Spread**.

En-Space

[15] Choose the desired space from the drop-down menu. Note that this menu uses the names of the halls but maintains the same order as R1. [16] **Reverb Send** changes the selected object's send level to En-Space. [17] **Pre-Delay** and [18] **Rear Level** control the corresponding parameters of En-Space.

Bugs:

- When selecting a different object, it's position will shift slightly in Soundscape. This is due to both a quantization error (Soundscape is finer than the XY Pad), and a short-lived feedback loop.
- En-Space loads the wrong picture on start-up.