



Source OSC Commands

Position individual VBAP3D sources in an object based panning environment. And allocate effects such as reverberance, Doppler, Planar sends.

OSC	Type	Range	Function
Source Main Commands (# = source index)			
/#/xyz	list 0. 0. 0. In meter.	-inf. - inf.	Calculate the relative volumes, room reflections, and phase differences between speakers to render a source in the XYZ location entered by the user. The position is set in the same metric as Unity3D. On the X-axis, sources move from left to right. Y-axis: Up down, and Z-Axis: Back and forth. The scaling is 1-1 by default. 1 meter in Unity3D is exactly 1 meter in the real world. This can be altered using the cave transformation options.
/#/size	%	0 - 100	The size affects how big the source is perceived by spreading the sounds over speakers near to it. Unfortunately, it is not possible to make asymmetrical shapes at the moment. We are working on more advanced XYZ source scale options for version 2.0
/#/rot	Degrees	-180. - 180.	As objects rotate away from the observer, the sound becomes more indirect. High tones are filtered off, and the volume of the direct sound decreases. Rotation is relative to the listener position.
/#/doppler	Bool	0 - 1	Apply doppler shifting to moving audio sources to enhance the illusion of motion. Also known as the mosquito effect, or Ambulance effect.
/#/apertureAngle	Degrees	0 - 180	Set the directivity of the audio source. (0 = very directive, 180 = omnidirectional)
Source reflections			
/#/direct	%	0 - 100	Set the amount of direct sound from the source.
/#/verb	%	0 - 100	Control the amount of late reverberance for the source.
/#/clusterBlend	%	0 - 100	Set the amount of early reflections on the virtual wall that is most opposite to the source. The cluster is an omnidirectional collection of early reflection meant to fill in the room with indirect sound. Increasing /#/clusterBlend will increase the overall presence of early reflections, The arrival time of these reflections are dependent on the roomsize and pre-delay. /#/clusterBlend will increase the feeling of standing in a room.
/#/lateBlend	%	0 -100	Set the amount of spread on late reverberations
Source Plane sends			
/#/planarOnly	Bool	0 - 1	Route a source to only be send to planar bus 1 - 4
/#/planarSource	int	0 - 4	Send sources to planar bus 1 - 4. The planes are meant to spread single sources over multiple loudspeakers in the X and Y axis separately
/#/planarLevel	%	0 - 100	Set the level for the plane send
Source Visualizer			
/#/color	string	RGBA	Set the source color in the visualizer
/#/name	string	text	Set the source name for the visualizer