# **Troubleshooting for PS Quartet No. 1**

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Here are a few troubleshooting tips if PS Quartet No. 1 is not running

#### 1. Bluetooth connection

The Bluetooth connection must be established before opening the SuperCollider patch for the piece. Once the connection is established, you do not need to initialize the connection again. Turn on the controller by pressing the PS button. Watch the linked video to see the proper way to connect.

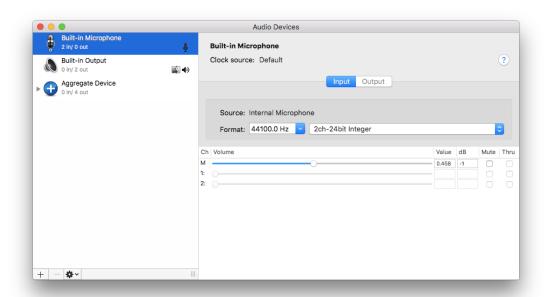
# https://youtu.be/HtVqxt4RMns

## 2. SuperCollider displays error messages

## Error message 1

ERROR: Input sample rate is 48000, but output is 44100. Mismatched sample rates are not supported. To disable input, set the number of input channels to 0.

**Solution**: match the sampling rate of audio input and output. In mac, change it by going to *Applications-* >*Utility-*>*Audio MIDI Setup* 



Error message 2

ERROR: Message 'path' not understood.

**Solution 1**: Quit SuperCollider, establish the Bluetooth connection, an then launch SuperCollider again. This error message occurs when the controller is not connected to the computer.

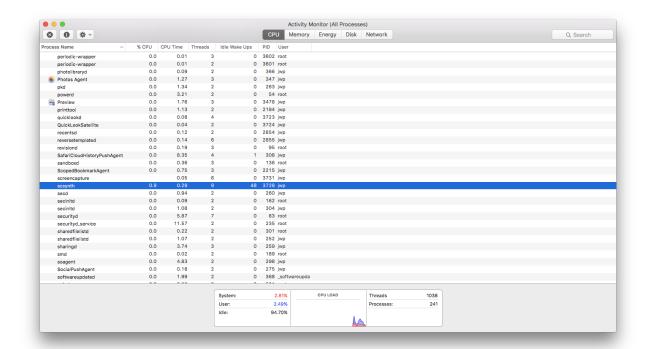
Solution 2: change the following line of the code

~ps4 = HID.open(1356, 2508); //use (1356,1476) if the controller is not recognized

Modify the numbers to (1356, 2508), (1356, 1476), or (1118, 654) depending on your model of the controller. The first pair of numbers is the most common setup for the PS controllers. Some models us the second is used for some PS controllers. The third pair is the number for the PC version.

#### Error 3: SuperCollider is not booting or not launching properly

Solution: Manually quit scsynth by going to Applications->Utilities->Activity Monitor



## 3. PC Version

The PC version needs an extra app and has one mapping modification

- 1. Download and install *DS4Windows* ( <a href="http://ds4windows.com/">http://ds4windows.com/</a>)
- 2. Connect the controller via Bluetooth
- 3. In DS4Windows, disable/unbound R2.
- 4. Press SHARE instead of the trackpad to start/stop