

## ***To Care for the Bodies of the Dead*** SuperCollider Usage Guide

### Set-up (Part 1) [only needs to be done once]:

1. Download Supercollider
2. Open SuperCollider
3. Click “File -> Open User Support directory”
4. Drag the folder within this folder titled “sc3-plugins” into the “Extensions” folder of the User Support Directory that you opened in the previous step.
5. Close SuperCollider
6. Download “Korg Kontrol Editor” if you don’t already have it.

### Set-up (Part 2):

1. Plug Korg nanoKONTROL2 and Korg nanoKONTROL2 into your computer.
2. Open the “korgPresets” folder within this folder.
3. For each of the files in this folder, do the following:
  1. Open the file with the “Korg Kontrol Editor” application.
  2. Click “Communication -> Write Scene Data -> Ok”

### Global Software Usage [Preset Manager]:

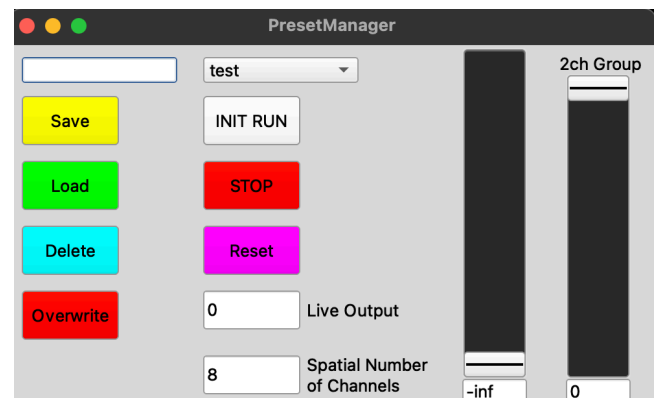
1. Open the “0\_main.scd” file (located in the main project directory).
2. Click “Language -> Evaluate File”
3. In the “PresetManger” window, click the “INIT RUN” button. This button must be pressed for the software to run. If this button is pressed at any time, the entire patch will return to its initial state.
4. **Stop:** stops all audio functionality.
5. **Reset:** resets the audio functionality to the last state the patch was in. **Except:** This button also sets the software to any new values entered in the “Global Output Routing” and “Input” modules of this software.
6. The fader on the right of the “PresetManger” window sets the **main volume** for all of the audio coming out of the patch. Like a **master fader**.
7. The right-most fader sets the overall volume for all of the 2-channel sample playback modules.

### Global Output Routing [Preset Manager]:

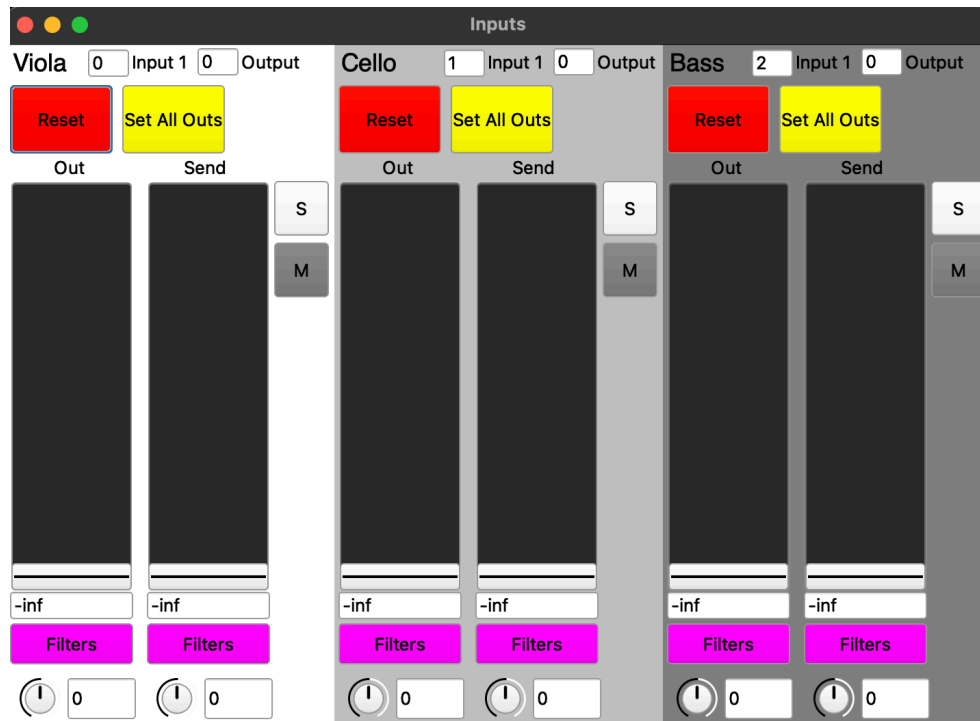
1. The number box labelled “Spatial Number of Channels” determine the number of output channels this software will utilize. Enter the desired number of channels and **press enter**. If you don’t press enter, the software won’t register the change. *You also need to click “reset” for these changes to be registered.*
2. **“Live Output”** sets which channel the stereo live processing effects will begin on. *You need to click “reset” for this changes to be registered.*

### Preset Management [Preset Manager]:

1. **Save a preset:** enter a preset name into the text box above the yellow “save” button -> Press enter once you have typed the name -> Click the yellow “save” button
2. **Load a preset:** Click the drop down menu above the “INIT RUN” button and select the preset you want to recall -> Click the green “Load” button.
3. **Delete and Overwrite a preset:** Delete or overwrite whichever preset is selected in the drop down menu.

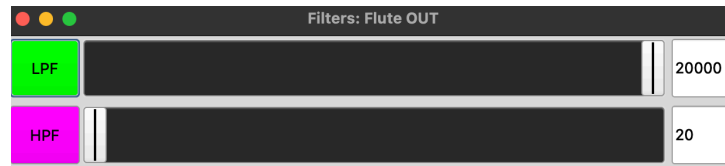


## Audio Inputs



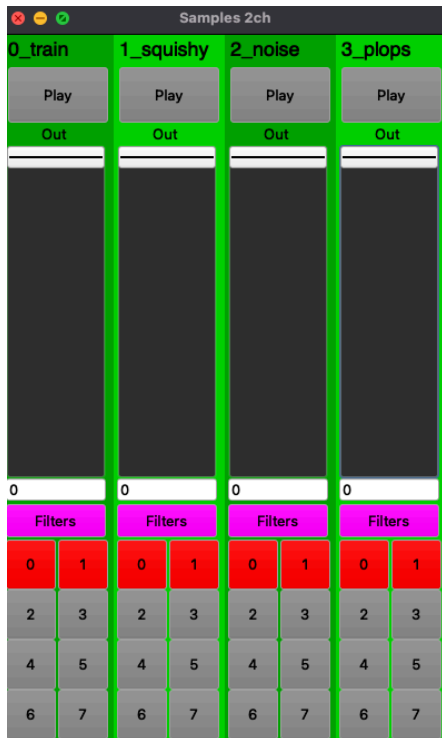
### [Inputs]:

1. **Input 1:** This number boxes allow you set which hardware input on your interface you want to use for each of the above channel strips. **When changing the inputs, be sure to hit enter and the “Reset” button after inputting a value.**
2. **Output:** Sets which output channel each channel strips’ dry signal will be routed to.
3. **Set all outputs:** Sets all of the channel strips’ **outputs** to the same channel as the current channel strip.
4. **Reset:** Resets the channel strip to update to the new **input** and **output** values that have been entered.
5. **Out fader:** Sets the output volume of the dry signal being routed to a given channel’s **output**.
6. **Send fader:** Sets the volume of an FX send being routed to the FX processing.
7. **Filters:** Click this button to access a LPF and HPF that can be applied to the dry output or FX send signal. Click the corresponding filter button to turn the filter on or off. The faders set the cutoff frequency.
8. **Pan:** The knobs below the magenta “filter” buttons pan the given signal.



## 2-Channel Sample Playback [Samples 2ch]:

1. **Play:** Trigger a sample's playback or toggle its loop or hold functionality.
2. **Out** fader: Set the volume of a given sound.
3. **Filters:** Same as [Inputs]. See previous page.
4. **Routing:** The numbered buttons below the "Filters" button allow you to route a given sound to any speaker. The buttons highlighted in red indicate the speakers the sample will play through when triggered.



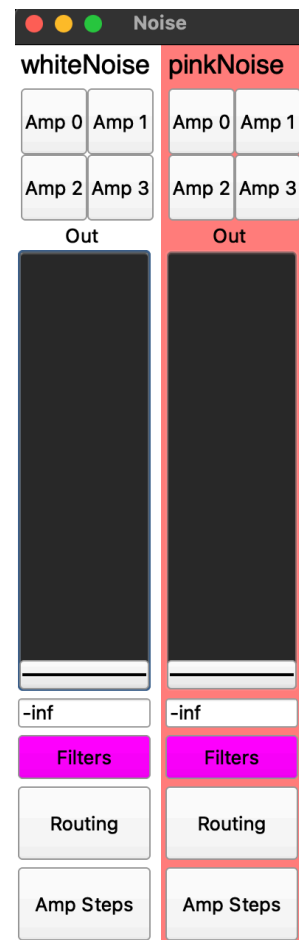
## 8-Channel Sample Playback [Samples 8ch]:

1. **Play:** Trigger a sample's playback or toggle its loop or hold functionality.
2. **Out** fader: Set the volume of a given loop.
3. **Filters:** Same as [Inputs]. See page 2.
4. **Start Pos:** Determines the start position of the sample's playback in minutes/minute ratio. I.E. "14.5" will start the sample from 14 minutes and 30 seconds.

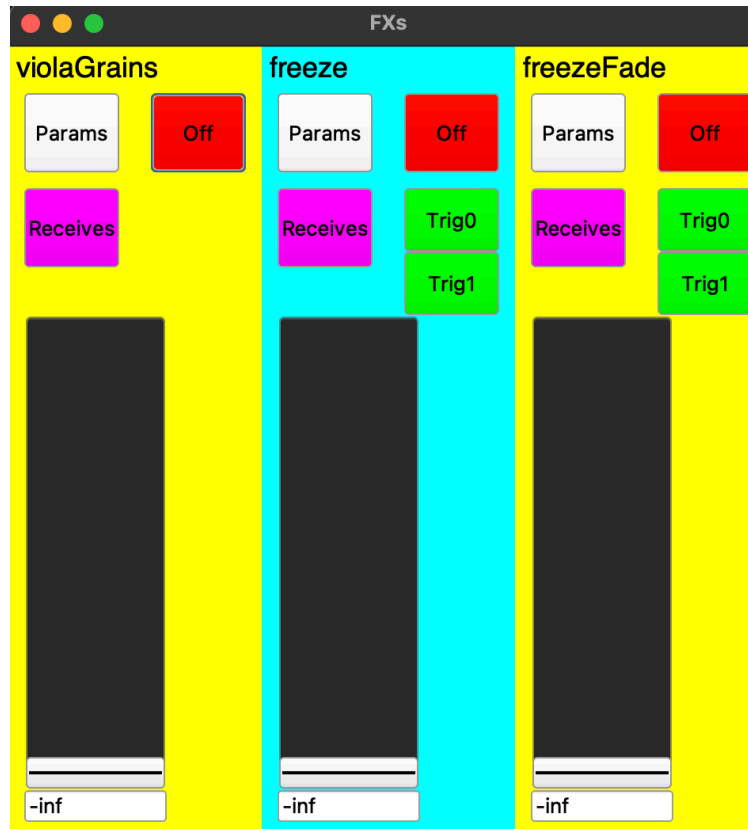


## Noise Generators [Noise]:

1. **Amp 0, Amp 1, etc:** Plays back a noise generator at 4 different dynamics, from quiet to loud.
2. **Out fader:** Set the overall volume of the amplitude stepped noise generators.
3. **Filters:** Same as [Inputs]. See page 2.
4. **Routing:** A collection of 8 faders that determine the probability of which speakers the noise generator will be assigned to upon each instantiation.
5. **Amp Steps:** 4 faders that set the individual amplitudes for each dynamic setting (Amp 0, Amp 1, etc).



## Live Processing Effects [Ensemble FXs]:



1. **On/Off:** Turn FX on or off.
2. **Faders:** Output volume of each FX.
3. **Params:** This button opens a sub menu that allows you to set the individual parameters of each FX device.
4. **Receives:** Opens a sub menu that allows you to set the receive volume of each input channel strip.
5. **Trig0:** Spectrally freezes the input whenever clicked. This is for the 1st part of the piece or the first “route” setting (route0).
6. **Trig1:** Spectrally freezes the input whenever clicked. This is for the 2nd part of the piece or the second “route” setting (route1).

### Menu Access [Controls]:

To access any of the above functionalities, simply click the corresponding button on the “Control” menu (seen below) to open their windows.

**IMPORTANT:** Be sure to re-click the “Control” menu button to close each menu as opposed to exiting out of the menu itself. The latter action will permanently destroy the window.

