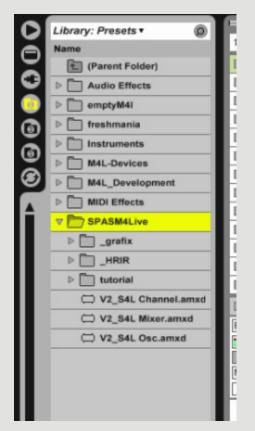SPASM 4 Live

Manual

SPASM 4 Live gives you the possibility to create intuitive audio mixes
by staging sounds in a virtual space.

① **Setup your SPASM 4 Live environment:**

- Make sure your MaxMSP is up to date (5.1.9)

- Copy the 'SPASM4Live' Folder into the **Presets** folder of
your Ableton Live Library

- Open MaxMSP and add the path to the SPAM4Live folder
(menu 'Options'->'File Preferences')

*now you should be able to see your SPASM4Live folder in
your Preset folder of the Ableton Library*

② **How to use S4L:**

The basic SPASM 4 Live system consists of two Max for Live Devices.
First drop the S4L_Mixer (1) into your Ableton Live Master channel, then open
a S4L_Channel (2) and connect your Audio-, or Midi channel to the S4L_Mixer.
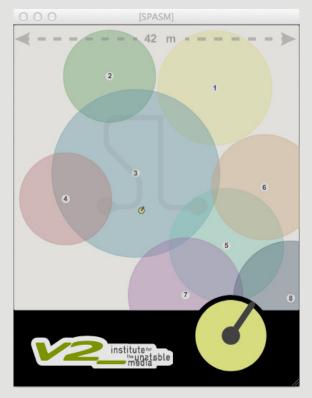
Once your sounds are in place, you can walk through the sounds and even animate them.

3 S4L_Mixer

Add the S4L_Mixer Device into the Ableton Live Master Channel.
Use only one S4L_Mixer Device in your Ableton Live Session

Open the virtual stage by clicking on the **Open Mixer** Button.

A numbered and colored circle represents an Ableton Live Channel and each of these circles has an individual position and size to represent its respective attributes in the virtual stage. For every S4L_Channel you add, a new circle will appear in the virtual stage.

The small green circle represents the position of the listener. The spatial positions of your sounds within the virtual space and their volume is calculated on the basis of the position and the orientation of the listener.

You can move the listener around in space and change his/her orientation with the big green knob below the virtual stage.
It's also possible to use the Knobs of the Mixer Device.
- *PosX (horizontal position)*
- *PosY (vertical position)*

4 S4L_Channel

The S4L_Channel connects your Audio or Midi channel to the S4L_Mixer.

To change the range or position of a sound simply adjust the 'Size' knob of the corresponding channel.

The horizontal and vertical positions of your sound sources can be defined by:
- adjusting the PosX and PosY knobs of your S4L_Channel devices
- draging the green circle within your S4L_Channel
- draging the desired channel in the virtual stage of the S4L_Mixer

You can Choose between the two supported spatialization methods PAN and HRTF.

PAN: Uses just panning and an orientation filter

HRTF: Uses impulse responses for horizontal sound positioning.

Impuls responses form soundHack

Thanks to Edo Paulus for his implementation - http://www.eude.nl/maxmsp/

5 Addons

To be able to control your SPASM 4 Live environment from an external control source, add the S4L_Osc into the master channel nexxt to your S4L_Mixer.

Listener control:

/listener posX [0.-1.], posY [0.-1.], orientation [0-360]

/channel [channelnumber], posX [0.-1.], posY [0.-1.], size [1-100]

6 About

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If you have any questions, ideas, problems, solutions, suggestions, or critique about SPASM 4 Live

feel free to contact us at lab@v2.nl