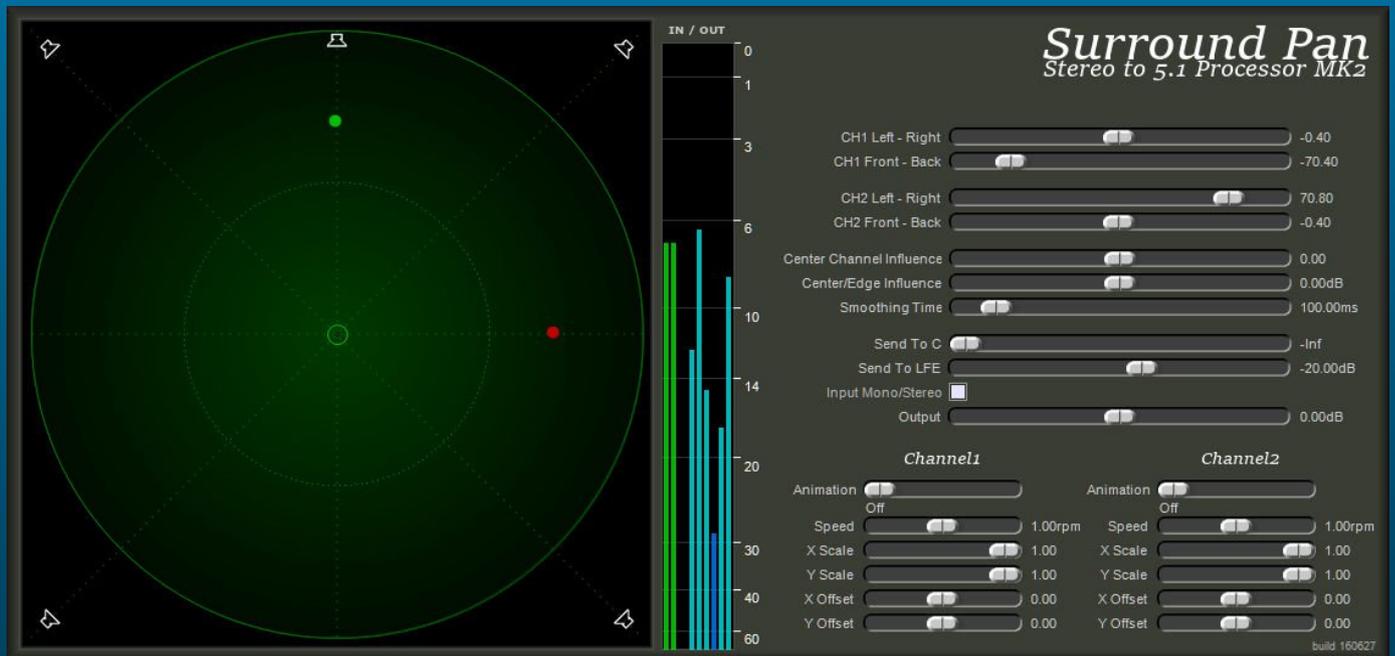


Surround Pan

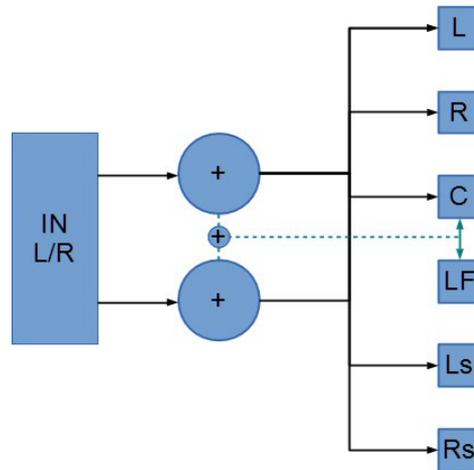
Stereo To 5.1 Processor
MKII



Quick Start Guide

1. Introduction

Surround Pan is a specialized panning plugin for distributing a stereo or mono signal into a 5.1 surround space.



2. CH1 Left - Right, CH2 Left - Right

Controls the horizontal position in the surround space. CH2 controls will be active only when Surround Pan is in Stereo mode.

3. CH1 Front - Back, CH2 Front - Back

Controls the position between front and surround / back speakers. CH2 controls will be active only when Surround Pan is in Stereo mode.

4. Center Channel Influence

The *Center Channel influence* slider controls how much center channel will be used within the panner.

- When the slider is at zero position, input will be distributed evenly between L, R and C.
- At the "-1" position the center channel will not be used at all.
- At the "1" position only the center channel will be used when input has been panned at the middle of horizontal axis.

5. Center/Edge Influence

The *Center/Edge Influence* slider should not be confused with the center channel. This slider controls the signal level at the middle of the surround space versus the edges of the surround space. Basically it can be considered to be a sort of a pan law control. At the zero position there

is no differences between the center and the edges, thus all panning positions in the surround space will produce equal listening volume.

6. Smoothing Time

The *Smoothing Time* slider controls the parameter smoothing amount. The pan position movement will be smoothed by this value. It will help to prevent sudden jumps especially when used with an external automation or with the built-in animation.

7. Send To C

This control sends a summed (L+R) input to the center channel. It will not react in any way to the pan controls.

8. Send To LFE

This control sends a summed (L+R) input to the LFE channel. It will not react in any way to the pan controls.

9. Input Mono/Stereo

When activated, Surround Pan accepts stereo input, thus each input can be panned separately. In the mono mode the input is a sum of L+R.

10. Output

Controls the final output level.

11. Animation

Animation is a function that will animate input signal position in the surround space. There are couple of programmed animation modes available.

12. Speed

Speed represents the animation speed. When using the rotating mode, it directly represents the amount of full rotations per minute.

13. X Scale, Y Scale

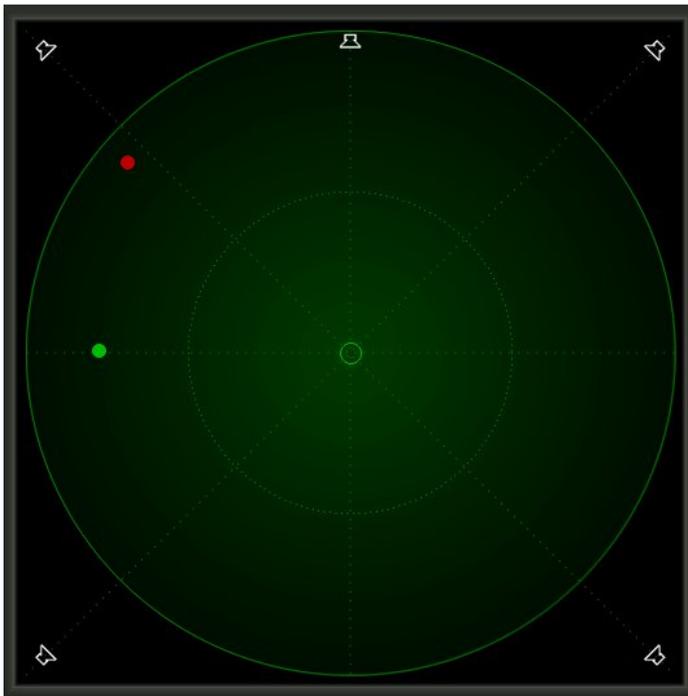
The scaling affects how large area is being used for the animation. If you wish the animation to stay in a limited area of the surround space then this control along with the offset controls will achieve that. A bounding box will be displayed when scaling controls are less than 1.

14. X Offset, Y Offset

The offset controls can be used to move the animation area in the surround space.

15. The Radar Screen

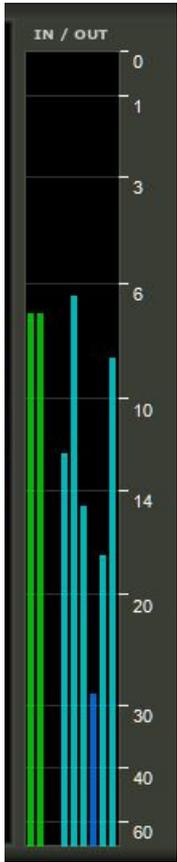
The radar screen represent a visual view of the surround space.



You can pan your input signal in the surround space by moving your mouse over the screen and keeping left or right mouse button pressed.

Left mouse button is for the input channel 1 (L) and right button is for the input channel 2 (R).

When the animation mode is active, all manual movement is overridden by it.



16. Input & Output Meter

The combined input & output meter will display the level of 2 channel input and 5.1 channel output that exits the plugin.

17. Operating With The Sliders

To reset the slider value to a default, keep CTRL pressed while clicking the handle. Fine tuning is achieved by pressing the SHIFT key and then clicking the slider handle.

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