

## Sound Input - preliminary unformatted. Rev 1.20Feb2004

Designed to show sound input waveforms and phase vector diagrams as layers in Pixelmad d14 and Catalyst d56.

You can show Waveforms



You can show phase vector-scope type images



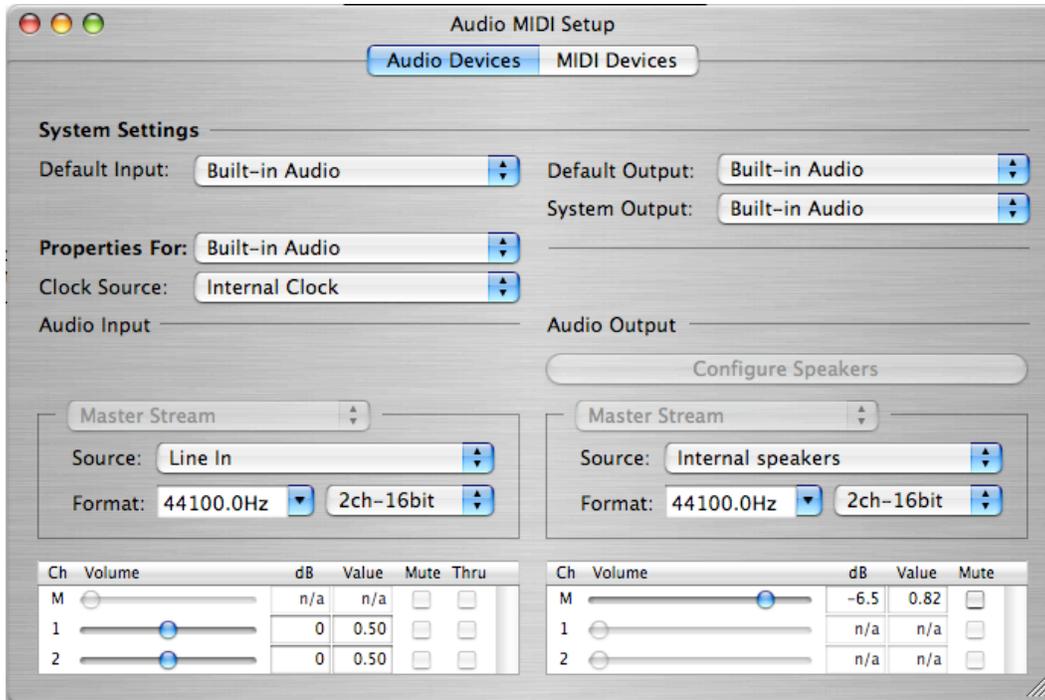
And because the Sound input display is active on a single layer. you can alter its colour, size, transparency and use it as an overlay or underlay with other layers.



### Setting Up Sound Input

You must use the 'Audio Midi Setup' application - this is normally in the Utilities folder inside the Applications folder - to check that the default sound input is set to 'Built-in Audio'.

The current version only works with the analogue built-in sound input, or a microphone built-in to a laptop.



This is the only thing you have to do in Apple's software.

To use the sound input in Pixelmad you need to turn 'Sound Input' On. Sound Input is turned OFF by default.



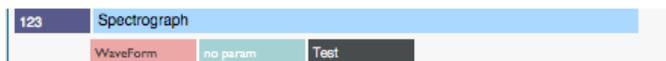
You must click here



This turns on Sound input in Pixelmad

## Using Sound Input

Sound Input is a 'geometry FX' or visual FX.



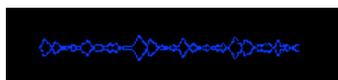
In the current version is Geometry FX number 123. So it is turned on by setting the Visual FX channel to 123.

The Param 1 channel is used to access different sound waveform types.

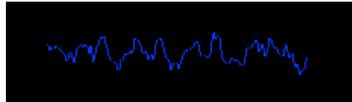
0 -Mono sound input - drawn as a waveform with a solid outline.



1 -Mono sound input - drawn as a envelope with a solid outline.



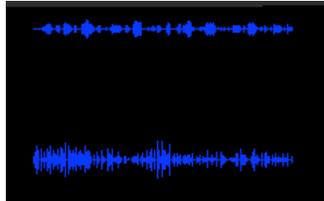
2 -Mono sound input - drawn as a single waveform with a solid outline.



3 -Mono sound input - drawn as a single waveform with a dashed outline.



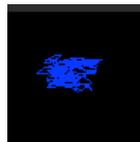
4 -Stereo sound input - drawn as a dual envelope with a solid outline.



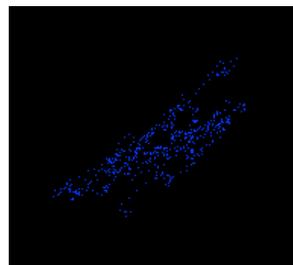
5- Spectral analysis by frequency.



6,7,8- Phase vector-scope from stereo input drawn as solid lines.

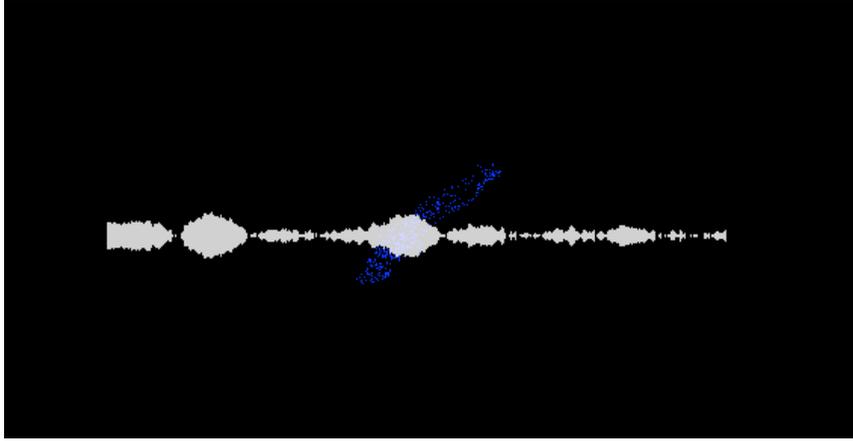


6,7,8- Phase vector-scope from stereo input drawn as dots.



## Special FX.

You can use multiple sound graphs at the same time on different layers.  
Shown here is a phase vectorscope on one layer and a waveform on another.



You can do this with visual images as well.

