

(3) Click "Pad -8 dB" to control mic-in

(4) Open channels and speakers

(5) Set midi channels to control volumes and reverberation

(6) Space bar to start automations

The screenshot shows a complex software interface for audio processing and automation. It is divided into several main sections:

- In:** Three microphone input channels (Mic 1, Mic 2, Mic 3) with volume sliders set to 0.0 dB.
- Processed signal:** A row of processing modules: Buffers, Transp, Grain, DL, Rev, and De, each with a volume slider set to 0.0 dB.
- Spatialization:** Controls for speaker distribution (R1-R4, R5-R6 - Twisting motion), Tape + Buffers, Main signal, Auto spat, and G motion, all with volume sliders.
- Out & General Reverb:** Controls for Liveness (0-100), Cutoff Hz, Damping (0-100), G Reverb, and Out, with volume sliders.
- Automations:** A grid of automation points (p. 1-13) with various controls like Autom. number, Start from, Total time, and Auto time.
- Audiofiles:** A section for loading and managing audiofiles (A-E) with a multiplier and levels control.
- Buffers:** A row of buttons (P, L, R) for each channel, with a '6 Buffers' control and a 'clear' button.
- Recorder:** A button at the bottom right with a 'Click to open' label.

(8) Click on to control effects

(2) Start / Stop

(1) Click to set up audio

(7) If audiofiles are low-volume, use the multiplier (0. 4.)

