

Mixer

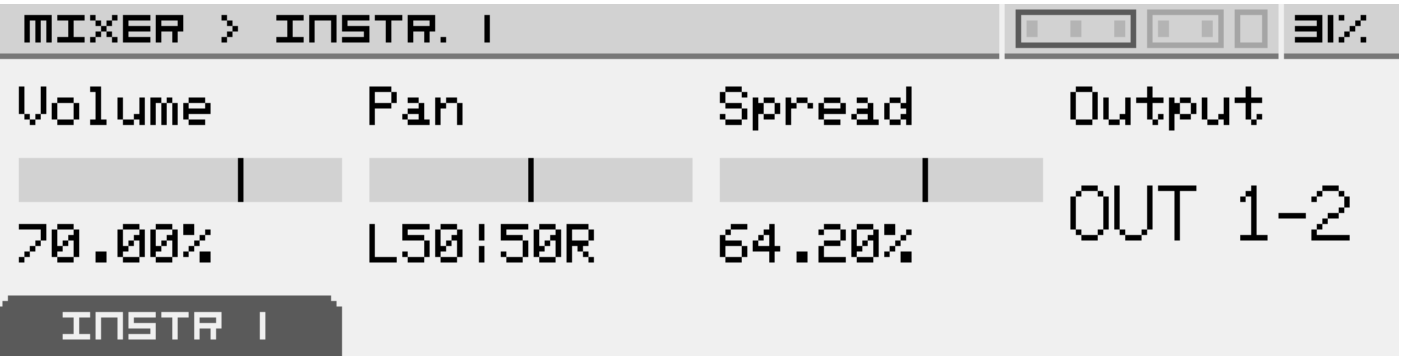
Functionality

The Antigone mixer allows you to mix the audio signals of different instruments together.

Since Antigone can handle up to 6 instruments, there will be a maximum of 6 corresponding audio tracks.

Each instrument's audio output is mono and can be routed to either a mono or stereo output of the Antigone. If an instrument is routed to a stereo output, you can adjust its panning (Pan) and the distribution of its voices across the stereo spectrum (Spread).

Main mixer screen:



How to access mixer ?



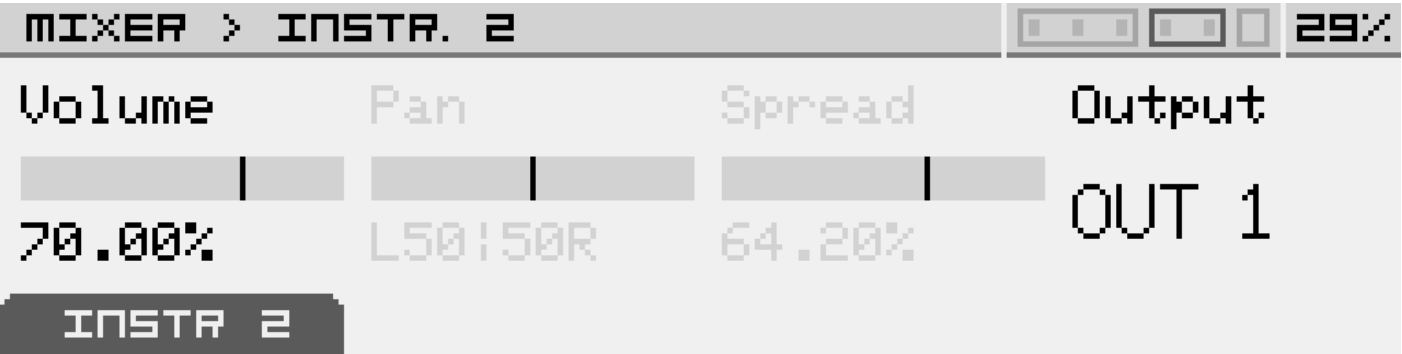
You can access macros from the main "PROJECT" screen, in the "GLOBAL" tab. Select "MIXER," then click the encoder to enter the "MIXER" screen.

How to switch instruments in the mixer?

To change the instrument being edited, simply turn the encoder in either direction to move to the previous or next instrument.

The currently selected instrument is displayed in the screen header under "INSTR. X," where X represents the instrument number. It is also highlighted in the upper-right corner of the screen.

Example of instrument 2 configuration with a mono output:



Parameters

Volume	The instrument's volume, adjustable from 0 to 100%.
Pan	The instrument's position in the stereo field (left-right). This parameter is only active when a stereo output is selected.
Spread	The distribution of the instrument's voices across the stereo spectrum. This parameter is only active when a stereo output is selected and allows you to adjust the stereo image of the instrument.
Output	Off: The instrument's audio output is disabled. OUT 1 to 4: The instrument outputs in mono on one of Antigone's audio outputs 1 to 4. OUT 1-2 or 3-4: The instrument outputs in stereo on Antigone's audio outputs 1-2 or 3-4.