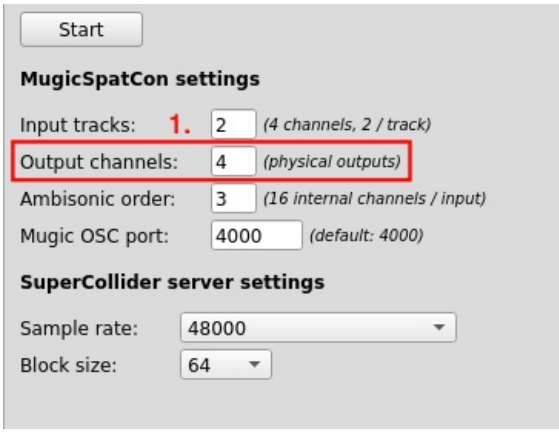
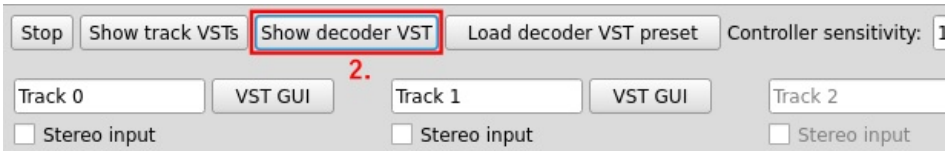
MugicSpatCon Loudspeaker Layout Creation Reference

This is a supplement to the AllRADecoder Guide to clarify the creation of loudspeaker layouts for MugicSpatCon.

1. Configure MugicSpatCon to use the number of outputs that matches the number of loudspeakers.



2. Start MugicSpatCon and open the AllRADecoder VST by pressing `Show decoder VST`.



3. Create your loudspeaker layout using the Loudspeaker Layout table
   - use the `Noise` button to send a noise burst through the respective channel
   - if your physical layout doesn't include a speaker at the vertical centres (top or bottom, ie, Azimuth 0° and Elevation ±90°), create imaginary loudspeakers there
4. Calculate the decoder to begin using it.
5. Optionally export the decoder and/or loudspeaker layout for later re-use.

