

Mach1 Panner  
Mach1 Monitor  
Mach1 VideoPlayer  
Mach1 Transcoder

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# User Guide

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# Mach1 Audio Formats

## Format Description & User Story

These formats have been developed to preserve stereophony and allow audio professionals to mix in a spatial format that continues all mixing knowledge known for traditional stereo audio mixing. Several notable features of these formats include that there is no active processing during playback for users. This allows studio environments to monitor the mix without needing to compensate for any additional possible active filters or reverbs added to the mix without the audio engineer able to have too much control—this is not the case with Mach1 formats. This also means that on the integration side for Mach1 formats are extremely lightweight for developers to integrate as seen fit (based on a few rough guidelines) which means audio never will battle with any latency on playback. Lastly this means that the audio engineer is responsible for what ‘spatial audio’ means in their mix and has full creative control to try to make something realistic or define new rules of ‘spatial audio’ or even provide both in the same mix. Below are the current formats of Mach1 Spatial Audio and allowed deliverable types for each.

This approach is a virtual algorithmic version of Vector Base Panning (VBP). Contrary to object orientated audio or ambisonics designed to simulate soundfield reconstruction—VBP is designed to correctly distribute audio and take full advantage of the creation of phantom sound sources around the listener, the problem is until now this format is only successful with an array of loudspeakers recreating physical sound. The Mach1 virtual algorithmic Vector Base Panning (VVBP) allows user to pan directly to their spatial mix and not require the user to recreate an approximation of the spatial audio field during playback, all correctly down-mixed to stereo for ideal playback scenarios.

## Mach1 Spatial

The M1 Spatial format is designed to allow stereoscopic mixes to incorporate 3 degrees of freedom for target users. The mix correctly allows for yaw, pitch and roll movements toward the down-mixed stereo algorithm.

### **Multichannel Deliverable**

A single multichannel file of 8 channels are run through the Mach1 Routing & Decoding during playback streaming and applied to create the exact stereo image via traditional Vector Based Panning math run through the Mach1 Orientation Mixer. Delivered as a 8.0 multichannel .aif (future support for .wav & .m4a) the file is safely transcoded to AAC/vorbis with the M1-Transcoder application. Does not support inline Static Stereo/Non-Diegetic Stereo to be mastered and played back in the same delivery. Does support inline Static Mono/Non-Diegetic Mono to be mastered in the same delivery.

### **Paired Channel Deliverable (Deprecated)**

Audio is already routed through the Mach1 Routing. This allows the audio professional to mix and master Static Stereo/Non-Diegetic Stereo into the delivered mix and retain a single deliverable. Sent as 8 sets of 2 channel .wav or AAC.

### **Alternate Spatial Algorithms Explained**

This format also has experimental variations on the decoding side which users can select between to get slightly different stereo decoded mix effects. Isotropic—the default algorithm—is designed for the same effect of motion applied whether orientation is on yaw or pitch. Periphonic—designed to always extract a precise literal single stereo image—has a few use cases but breaks realism when orientating directly up or down for the benefit of a few deprecated use cases: Static Stereo Mastering. Periphonic is not recommended for any work targeting mobile devices, it is designed for content targeting HMDs only.

## **Mach1 Horizon**

The M1 Horizon format is designed to allow stereoscopic mixes to incorporate a single degree of freedom for target users. The mix correctly allows for yaw movements toward the down-mixed stereo algorithm. As audio difference from yaw are the primary audio sensory for users it tends to deliver a powerful mix environment for most projects while being extremely lightweight.

### **Multichannel Deliverable**

A single multichannel file of 4 channels are run through the Mach1 Routing during playback streaming and applied to create 4 sets of stereo fields that run through the Mach1 Orientation Mixer. Delivered as a 4.0 multichannel .wav or AAC. Does not support inline Static Stereo/Non-Diegetic Stereo to be mastered and played back in the same delivery. Does support inline Static Mono/Non-Diegetic Mono to be mastered in the same delivery.

### **Paired Channel Deliverable**

Audio is already routed through the Mach1 Routing. This allows the audio professional to mix and master Static Stereo/Non-Diegetic Stereo into the delivered mix and retain a single deliverable. Sent as 4 sets of 2 channel .wav or AAC.

## **Mach1 Spatial System Workflow Tools**

### **General Parameters**

The Mach1 Workflow tools allow automatic communication between all plugins and standalone applications. This is done by activating a temporary and lightweight UDP network and sometimes a message queue system for over the network communication. The following ports are used behind the scenes on launch of plugins and standalone applications:

*Port: 9001-9004 : 9100 : 10000-11000 : 12345*

*Ports are searched and configured on launch for these ranges on the localhost of the user's computer.*

### **Mach1 Panner (M1-Panner)**

The M1-Panner is designed off of the UI of many common surround panners and is based off of a system of divergence instead of actual 3D space representation. The M1-Panner's main UI window is a top down view of the mixing environment. The concentric circles around the center give the user references to different divergence amounts. It is safe to assume that the middle circle represents the estimated divergence of the common ambisonic encoding, while pushing beyond the second concentric circle allows the user to pan sounds to isolated positions in the mix (allowing infinite creative abilities still contained in a single spatial audio mix). It is still recommended to automate your

volume outside of the M1-Panner plugin to simulate distance and attenuation. The M1-Panner has a UI slider for altitude or vertical panning of that track as well.

The M1-Panner changes when it is placed on a Mono, Stereo or Multichannel track (Stereo and multichannel modes still in development). When in a multichannel mode the M1-Panner operates with the same automation as the Mono mode however it introduces new functions to rotate and spread the stereo emitters further or closer to center.

Click on the *Overlay* button to activate 2D to 3D panning window that snaps to Pro Tools native video player and translates your 2D mouse movements into 3D orientation movements. There is also the gain slider that is set to +6db default to compensate for pan law in this format.

### **Mach1 Monitor (M1-Monitor)**

The M1-Monitor adds a monitoring stage using our decoding math shared in the SDK so the user or audio engineer is able to monitor and hear their spatial audio mix during postproduction and mixing process. The M1-Monitor contains sliders for Yaw, Pitch and Roll for mouse referencing user orientation during the mix process.

The M1-Monitor automatically connects with the M1-VideoPlayer to receive input orientation from either the Mach1 hardware IMU products or a DK2 unit (development for other HMDs are in progress). The M1-Monitor also sends transport location automatically to the M1-VideoPlayer (MMC connection is also in development as another option for sync).

### **Mach1 Transcoder (M1-Transcoder)**

This standalone application is used to safely apply/encode the user's audio mix to their video content inside of the video container. Currently all DAWs export .aif audio in the correct convention (channel order) so that is the recommended multichannel input audio container, support for .wav is in development. The Transcoder renders the final video needed for delivery on available platforms/apps as well as downmix the spatial audio as closely as possible to ambisonics for other deliverables. This application also includes an in-line preview function to allow you to check audio / video content on the final render without waiting to sideload/upload to a player, it is still recommended to sideload/upload the mix and check on an HMD when applicable.

### **Mach1 PreviewPlayer (M1-Transcoder/M1-PreviewPlayer)**

This standalone application receives orientation from Mach1's hardware IMU (building support for HMD orientation input) to give users an additional portable way to monitor and compare spatial mixes. A great tool for checking implementation, it is directly built out of the SDK giving developers a way to compare and check their own custom integration work when incorporating Mach1 playback into their application or project.

### **Mach1 VideoPlayer (M1-VideoPlayer)**

The M1-VideoPlayer allows users to simulate orientation angles in additionally beyond the Monitor. Once launched the M1-VideoPlayer links to the Monitor and controls the Monitor's orientation without Keyboard Focus. The M1-VideoPlayer also looks for any nearby Mach1 IMU's during launch to allow a user to either use the IMU as a hardware controller to the M1-VideoPlayer or attach the Mach1 IMU to the users head for headtracked monitoring. Simply drag a video into the M1-VideoPlayer after launch to have it load a 360 video.

The M1-VideoPlayer has a few hotkey options for additional features:

- 'Z' – Switches between flatmode and spherical 360 mode
- 'O' – Turns on reference angle overlay image onto the video
- 'D' – Switches between Stereoscopic and Monoscopic videos
- 'Q' – Hold this key to view M1-VideoPlayer statistics.



# Game Engine Deployment

The following section is to detail on current spatial audio implementation. It goes over installation into standard projects, general use and deployment and the current features available for implementation.

More information can be found on the Mach1 Spatial Youtube channel:

[Mach1 Spatial Youtube Channel](#)

[Download Link](#)

## Unreal Engine

### Mach1 Spatial Unreal Engine Plugin

Mach1 Spatial Plugin installs classes that can be used in Unreal Engine's Editor for deploying different forms of Mach1 Spatial Audio Formats. The classes call the Mach1Decode library for each target platform/device with the following features:

#### Features:

- **SourcePoint (Default Rotator):** Allows the deployed audio/mix to rotate to a specific point in relation to the user's position/orientation. This gives positional abilities to the audio without changing anything in the deployed audio/mix.
- **Custom Attenuation Curves:** When active the user is able to place an attenuation curve to the Actor that is relative to the users position for simulating any possible distance falloff for the deployed audio/mix desired. Use in groups to create crossfade scenarios with complete control. *The falloff is calculated relative to the user and the SourcePoint component, even if the SourcePoint feature is not active.*
- **SourcePoint Closest Point (Rotator Plane):** When active this assigns the SourcePoint feature to a plane/wall and calculates the users closest point to that plane/wall to be used as the SourcePoint location per update/tick.
- **Check Yaw/Pitch:** Allows the user to ignore certain orientation inputs to that deployed audio/mix.

- **Fade Settings:** These actors have incorporated fade settings making it a clean addition to add Fade In or Fade Out settings when needed.
- **Custom Node Activation & Node Settings:** These classes/actors can be control with Blueprint Nodes however your project may need.
- **Zone Interruption (Mute Inside/Outside):** If the camera enters inside one of the SpatialSound's objects reference Spatial it will turn output volume to 0 for that object. Use this to create interruption zones to prevent bleeding when needed.



### Mach1 Spatial Unity Package

Leverages Unity scripts to call functions from Mach1Decode library per target platform with the following features:

#### Features:

- **SourcePoint (Default Rotator):** Allows the deployed audio/mix to rotate to a specific point in relation to the user's position/orientation. This gives positional abilities to the audio without changing anything in the deployed audio/mix.
- **Custom Attenuation Curves:** When active the user is able to place an attenuation curve to the object that is relative to the users position for simulating any possible distance falloff for the deployed audio/mix desired. Use in groups to create crossfade scenarios with complete control. *The falloff is calculated relative to the user and the SourcePoint component, even if the SourcePoint feature is not active.*
- **SourcePoint Closest Point (Rotator Plane):** When active this assigns the SourcePoint feature to a plane/wall and calculates the users closest point to that plane/wall to be used as the SourcePoint location per update/tick.
- **Check Yaw/Pitch/Roll:** Allows the user to ignore certain orientation inputs to that deployed audio/mix.

- **Zone Interruption (Mute Inside/Outside):** If the camera enters inside one of the SpatialSound's objects reference Spatial it will turn output volume to 0 for that object. Use this to create interruption zones to prevent bleeding when needed.
- **Custom Loading:** Decide and control when to asynchronously load Mach1 audio/mixes or whether to just load on start or in a background task to help streamline asset control.



**Wwise**

Currently in development.

## M1 Spatial SDK Integration

Please contact [info@mach1.tech](mailto:info@mach1.tech) if you are interested in importing Mach1Decode or Mach1 FormatConversions to your app to allow support for playing back Mach1 Spatial mixes as well as transcode and convert all spatial/surround audio formats from/to each other.

More information about the APIs can be found in our development documentation:

[Developer Docs](#)

## Mach1 Spatial System Hacker Help

As multichannel and spatial audio mixing becomes more needed, we want to enable content creators to be able to control our plugins with any device they create or any new device to market to suit their workflow and pipeline needs. The following outlines what ports our Mach1 Spatial System uses for UDP communication and where it would be best to input your own UDP/OSC orientation data to control our M1-Monitor or M1-VideoPlayer.

## Orientation UDP/OSC Ports

Control M1-Monitor or M1-VideoPlayer by sending orientation data via OSCMessages or just raw UDP formatted as:

*String (address), Float (yaw), Float (pitch), Float (roll)*

Remember to not open the device/app that would normally use this port or you will have a port conflict and see no data transmission.

**9898:** Open port for any custom device send orientation data to M1-Monitor

**9899:** BoseAR Devices sending orientation data to M1-Monitor

**9900:** M1-Player sending orientation data to M1-Monitor

**9901:** M1-MNTRCTRL iOS App sending orientation data to M1-Player

## Orientation OSC Data

For custom orientation transmission we expect the following Euler YPR angles with the address **/orientation**

*float [0] = Yaw | 0.0 -> 360.0 | left->right ++*

*float [1] = Pitch | -90.0 -> 90.0 | down->up ++*

*float [2] = Roll | -90.0 -> 90.0 | left-ear-down->right-ear-down ++*

<http://dev.mach1.xyz/#mach1-internal-angle-standard>

## Other UDP/OSC Ports

**9001:** M1-Monitor sending transport data to M1-Player

**9003:** M1-Player sending transport data to M1-Monitor

**9100:** Debug port for M1-Monitor

**9999:** M1-Player listening for new instances of M1-Panner

**10000:** M1-Monitor listening for new instances of M1-Panner

**10001->10100:** M1-Panner instances to send data to M1-Monitor

**12345:** Debug port for M1-Player

*Ports are searched and configured on launch for these ranges on localhost of the user's computer and establish working on connections using unused ports within range.*

