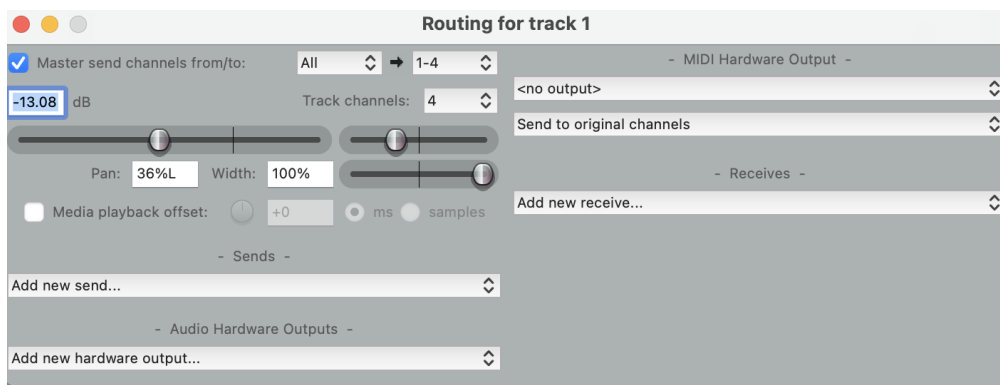


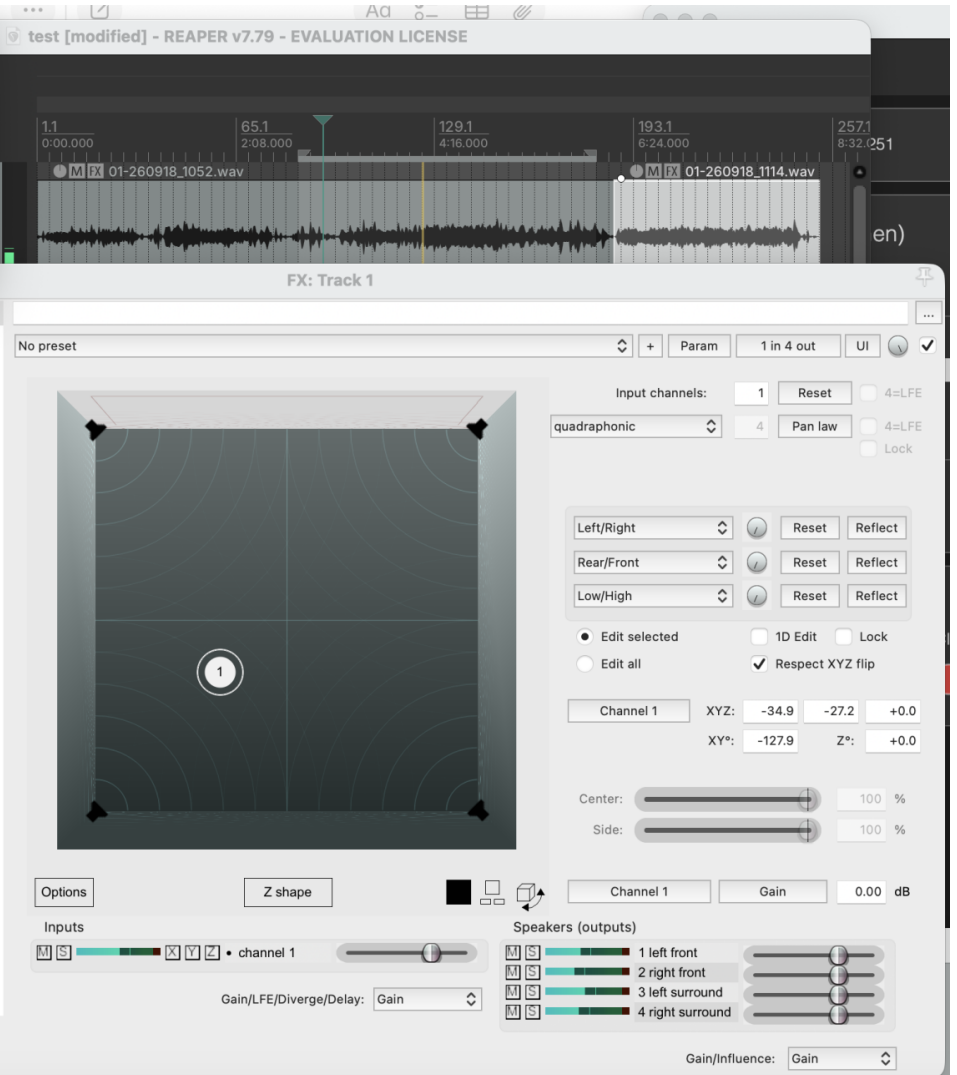
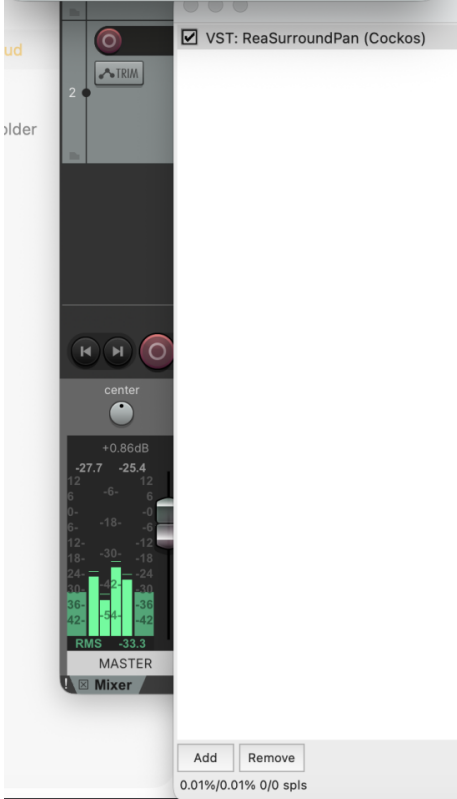
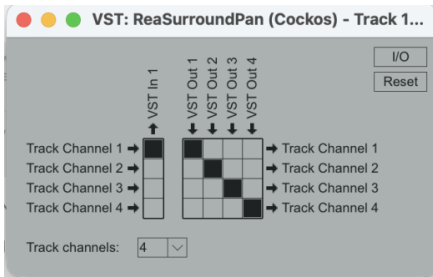
Quadraphonics in software

The following examples wil show different plugins and techniques to apply quadrophonic panning to a single audio source

Reaper

[Reaper_quad_panner.RPP](#)





Ableton Live

<https://www.youtube.com/embed/3CVLd1MA0vs>

<https://www.youtube.com/embed/-1dwjiT4vEQ>

Isadora

[quadpanner met muis.izz](http://quadpanner.met.muis.izz)

Step-by-Step Calculation Formulas

Using a standard linear/multiplicative distribution where X and Y go from 0 (min) to 1 (max):

1. **Left Front (LF) gain:** Calculated using X and Y directly.

$$LF = X \times Y$$

2. **Right Front (RF) gain:** Calculated using inverted X and direct Y .

$$RF = (1 - X) \times Y$$

3. **Left Rear (LS) gain:** Calculated using direct X and inverted Y .

$$LS = X \times (1 - Y)$$

4. **Right Rear (RS) gain:** Calculated using inverted X and inverted Y .

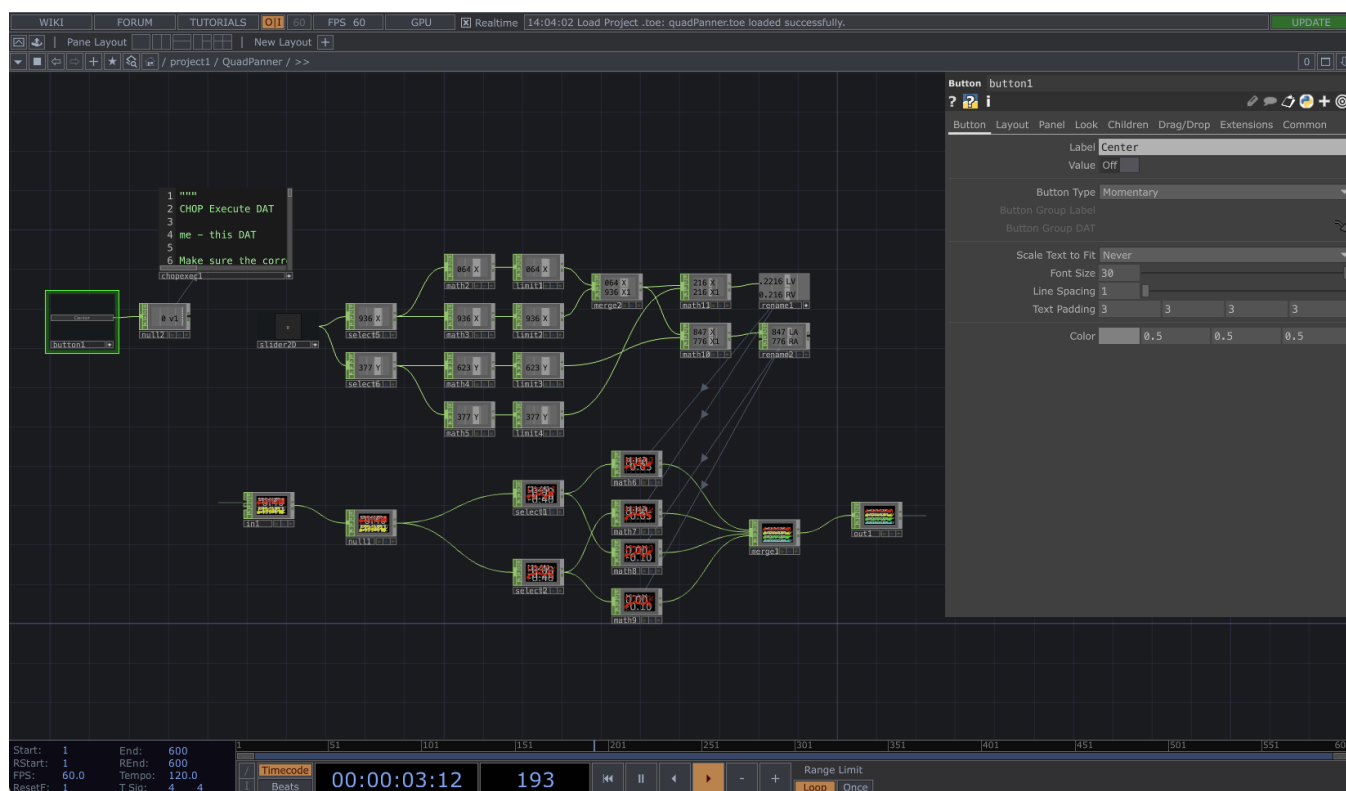
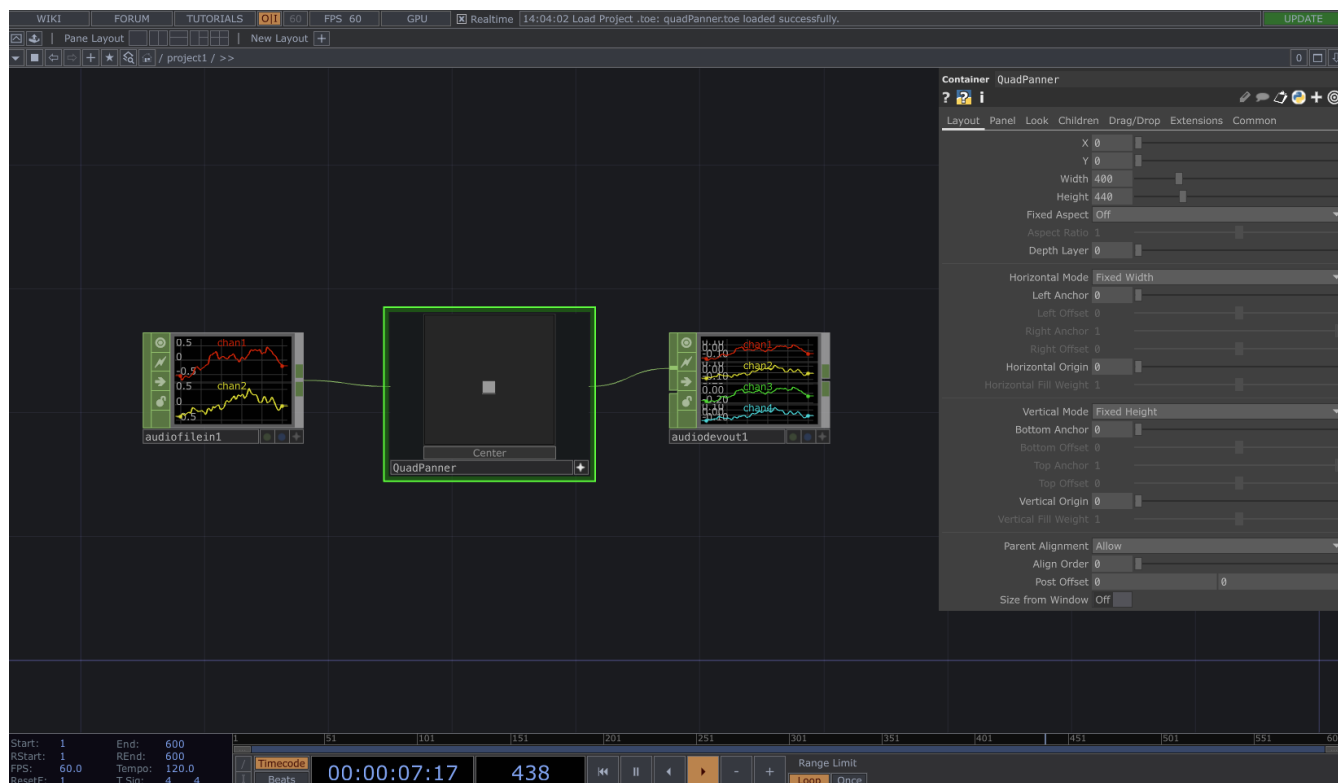
$$RS = (1 - X) \times (1 - Y)$$

(Note: For constant-power/constant-intensity panning instead of linear amplitude scaling, you can wrap these coordinate products or axis values with a square root function like $\sqrt{v}$ or power laws before multiplying channels).  Cycling '74 +1

<https://www.youtube.com/embed/qAshLTgnjt8>

TouchDesigner

quadPanner.toe



Patch by JvN

Revision #4

Created 2026-10-01 09:25:54 UTC by Tjerk

Updated 2026-10-01 12:09:22 UTC by Tjerk