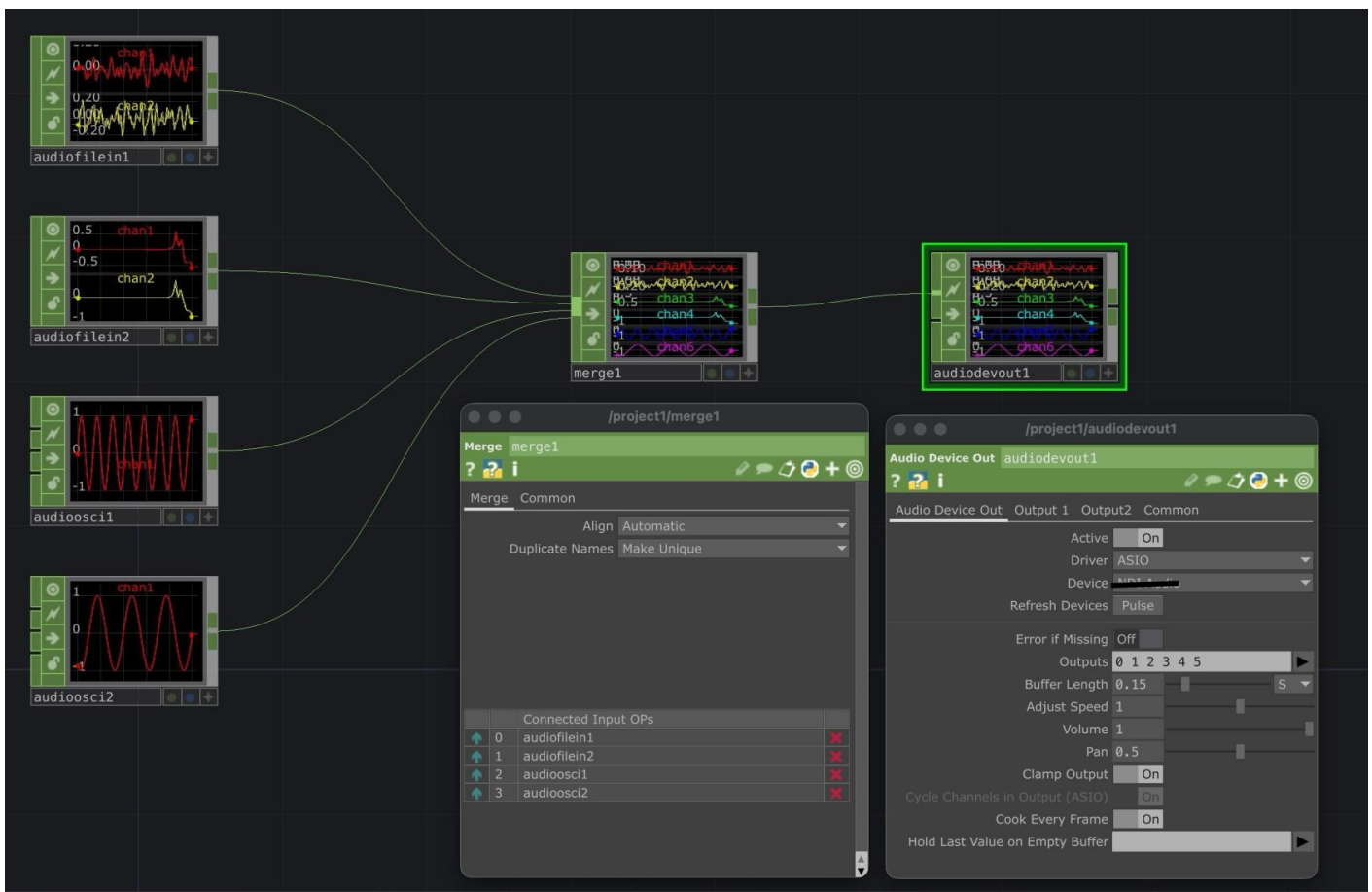


Touchdesigner + audio multichannel output

For performance and stability reasons, it is not advisable to use multiple audio device output operators in 1 patch. That is why you mix your files before they are sent to the audio device output. Below are several examples.

Example 1

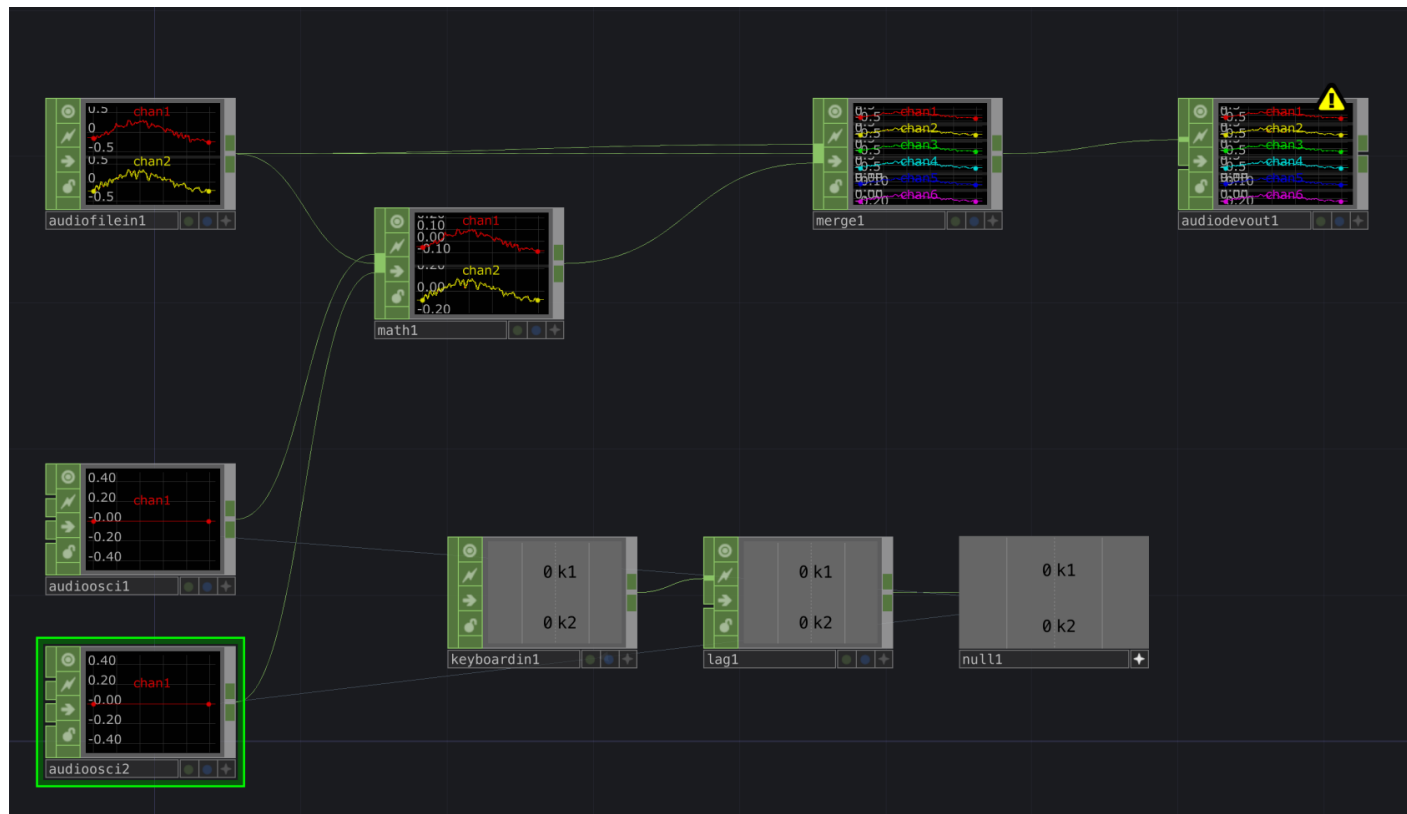
There are 6 audio channels (speakers) in this audio out CHOP. With the merge you combine the sources. In this example I have 2 stereo files and 2 mono audio tones. 6 channels in total. You can also change the order in the merge if you want.



when you want to direct 4 audio files to 4 separate outputs you should work with mono files.

Example 2

In this example 1 stereo file is played across all speakers. However, over speaker 5 and 6 there is a separate tone that can be activated with the keyboard buttons 1 and 2.



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