

Spanner 3.0 User Manual

Spanner 3.0 requires Mac OS 10.8 or greater with Pro Tools 11 or greater.
AAX Native, DSP and Audiosuite are supported in most formats from mono to 7.1.2
The Spancontrol 2.5 iPad app requires iOS6 or greater on iPad.

overlay window

the overlay window is designed to be set over top of the Pro Tools movie window and provide a means of seeing pan position in realtime against the actual image.

the visibility, the size and the position of the overlay is remembered in a preferences file so you should only ever need to arrange the window once (unless you move your QT window around)

the overlay contains a duplicate set of pan-dots which can be directly controlled by mouse, or alternatively you can pan using the original GUI or a control surface.

any time the GUI is visible and pan position is changing you will see a coloured vertical line following the position of the pan.

the colours of these lines correspond to the colours of the input channel dots in the panfield. the window is fully resizable so you can set the width to account for speaker placement or match to the size of frame for the most theoretically accurate pan.

overlays are also now possible on Video Slave 3.3 or greater. you should first launch VS and then open the session. any spanner UI which is opened will immediately connect to VS and start sending it pan information. if an instance has failed to connect to VS, simply de/re-activate it and open the UI.

"shortcut" controls

on most hardware controllers you will find a set of controls which are not present on the GUI. these are non-automatable "meta-parameters" which actually control the real parameters Pan and Fad.

these are intended to give more practical control of multichannel stems from a console and have been included as the first page of controls on most surfaces.

the shortcut controls are pretty self explanatory but the distinction between spin and rotate is worth noting.

spin and rotate

the spin and rotate controls are non-automatable meta-parameters - that is, they control the Pan and Fad (X and Y dimensions) rather than affecting the audio themselves.

rotate (rot8) spins all channels around +/- 180 degrees from the centred fader.

spin will set the channels rotating continuously at a speed relative to the position of the fader - so pushing the fader slightly up from center rotates slowly clockwise, pull the fader all the way down and the spinning is fast and anti-clockwise.

output solos

the output solo buttons are non-automatable but feature a rich set of modifier key behaviours which enable some interesting workflows.

these solo the output signal from each channel rather than the input channels represented by all the other controls in the GUI.

note that opt-click will put all channels into solo (no audible change) and from this point the checkboxes can effectively act as mutes.

it is also possible to solo the front 3 channels and then, using the cmd modifier, toggle back and forth between front and rear.

"pimp meters"

this is a non-automatable parameter which can be set per instance.

it's purpose is to change the scale of the meter to give much greater resolution in the low level part of it's range.

this mode is particularly useful for post production mixing and editing where low level ambience material often exists.

smoothing

the smoothing control is non-automatable and not even really a parameter as far as the plugin



key modifier shortcuts:

on pan-pucks:

opt-click = reset

cmd = link-pairs/toe

shift = move absolute

opt + (any others) = link all

cmd-shift-opt = rotate

right-click = z-axis

shift-right = main mix gain

ctrl-right = center %

on solo checkboxes:

click = inter-cancel

shift-click = add solo

opt-click = solo all on/off

cmd-click = toggle all

independently

Spancontrol iPad remote app



The Spancontrol iPad app is a multi-touch, realtime remote controller for the Spanner Pro Tools plugin. Spancontrol 2.5 requires Spanner v2.5 or greater. A separate iPad app is available for older builds of Spanner. Note that v2.5 is not capable of controlling Spanner instances with greater than 7.1 inputs. This will come in future releases.

connection

Spancontrol connects to the plugin over wifi or bluetooth.

an existing wifi LAN could be used but this would potentially allow every machine in the building to act as a source of Spanners for every remote app and potentially create a lot of congestion or suffer because of existing network load. therefore it is often wise to set up a more limited network arrangement. there are 3 good options:

1. separate wifi network for any machines you wish to be controlled by the remote.
2. ad-hoc wifi network created on a single machine for control by a single remote.
3. bluetooth pairing between a single machine and a single remote. (recommended)

once a connection is active Spancontrol will find and display any Spanner users found on the network.

it is recommended that you establish the network connection before opening either the remote app or any spanner plugins. failure to do so can result in a delay in connecting to the plugin. in this case, closing the plugin and reopening should clear the issue.

if the network connection has been changed it may be necessary to relaunch the connection on the remote by hitting the CONNECT button.

usage

once the iPad app is open it'll automatically present a list of Spanner users found on the network. Simply select one or more users from this list and Spancontrol will display all available Spanner instances in the upper list. Colour coding and network addresses are used to distinguish between host Pro Tools systems.

If the MNT button is lit, Spancontrol will automatically mount any newly opened Spanner plugin instance (with the exception of freshly inserted ones). So whenever PT opens a new Spanner, the iPad will immediately switch to controlling the new one. it is designed to follow the most recently opened instance so that in most cases the Spanner you need is already on the iPad by the time you've reached for it, and without having to touch it at all. Un-checking the MNT button will stop Spancontrol from mounting new instances and leave it locked to the current one.

on Artist Series surfaces you can sit in Spanner plugin mode and the iPad will constantly following track selection. on ICON or System5 controllers it's as simple as a single button press on the console to have the Spanner immediately appear both in Pro Tools and on the remote.

if you open several Spanners in PT (using target button) you'll see the current is connected but that the others are listed in the table on the right-hand side.

touching one of those in the list will (very quickly) switch to it.

likewise, if multiple Pro Tools systems are visible on the network then all of their currently open Spanners will be instantly accessible from the remote.

modes

the "mode" buttons on the left are self explanatory except to point out that they latch and also have a "temporary" behaviour if you press and hold - returning to previous setting on release.

the PAN and FAD buttons disable movement in the X and Y directions respectively. this can be useful for avoiding accidental moves or adjusting just one axis of an existing move.

it's multitouch so allows controlling as many channels as you have fingers available.

there is no requirement for grabbing exactly on a pan-puck as the nearest will always claim any touch falling between the cracks.

due to the multi-touch support the only gestures currently supported are:

dbl-tap near a pan-puck resets it.

3-finger tap resets all

the remote tries to remember the previously used modes for each instance in the session but will fall back to the defaults you had chosen on the settings page for any newly encountered instances.