

Scene Examples for SpatDIF V 0.2

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Notes for this Draft Version

This document contains scene examples of the proposed SpatDIF format V 0.2. As such, this document is subject to change. USE AT YOUR OWN RISK! Because this is an unapproved draft, this document must not be utilized for any conformance/compliance purposes. Permission is hereby granted for participants to reproduce this document for purposes of standardization consideration.

Revision History

Revision	Author	Date	Description
8	janschacher	19-04-2011	adding content to the SpatDIF v2 specs working folder
10	nilspeters	26-04-2011	adding sink-type NVT to SDIF example, correcting speaker setup coordinates for all implementations (the aed coordinates were swaped to ade)
21	nilspeters	04-05-2011	fixing typo
22	nilspeters	04-05-2011	result of todays skype session with Trond and Jasch
30	janschacher	09-05-2011	cleanup
31	janschacher	09-05-2011	renaming example 4
34	janschacher	09-05-2011	cleanup
35	janschacher	09-05-2011	cleanup
36	janschacher	09-05-2011	final commit for today
52	nilspeters	21-05-2011	updating the output-channel descriptor to the new hardware-out extension
54	janschacher	23-05-2011	cleanup
55	janschacher	23-05-2011	addng stereo-playback scene
58	nilspeters	24-05-2011	correcting SpatDIF version tag from 1.0 to 0.2 in XML scenes
59	nilspeters	25-05-2011	re-adding 01-simple-scene folder (was accidentally deleted)
63	janschacher	22-06-2011	update stereo-playback xml after skype discuss

Publication Plan

This final version of this document will be published on the SpatDIF web site.

This document should be cited as:

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Participants

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1 Simple Scene

A 'hello SpatDIF-world' scene.

1.1 OSC

```
1 # NOTE: comments in this file after #
2
3 /spatdif/version 0.2
4
5 /spatdif/meta/annotation/comment "this is a simple spatdif scene"
6 /spatdif/meta/info/date "2011-04-14"
7 /spatdif/meta/info/author "Nils Peters"
8
9 /spatdif/meta/extensions media # we are going to use the media extension in this scene
10 /spatdif/meta/ordering time # all entities are sorted on a time axis
11
12 /spatdif/meta/media/file/1/path "../audio/hello.wav"
13 /spatdif/meta/media/file/2/path "../audio/salut.wav"
14 /spatdif/meta/media/file/3/path "../audio/hey.wav"
15
16 # #####
17 # here the scene begins
18 # #####
19
20 /spatdif/source/1/position -1.41 1.41 0.0 # defaults to 0.0 0.0 0.0 type xyz
21 /spatdif/source/1/media/1/type file #default is none
22 /spatdif/source/1/media/1/path "../audio/hello.wav" # we use a relative path here
23 /spatdif/source/1/media/1/gain 1.0 # default , type linear gain
24
25 # advantage of media ID: to ultimately be able to reference an id instead of an explicit
    resource...
26
27 /spatdif/time 1.0 # time sync marker 1.0 seconds
28 /spatdif/source/2/position 1.41 1.41 0.0
29 /spatdif/source/2/media/2/type file
30 /spatdif/source/2/media/2/path "../audio/salut.wav"
31
32 /spatdif/time 2.0 # time sync marker 2.0 seconds
33 /spatdif/source/3/position 0.0 1.0 0.0
34 /spatdif/source/3/media/3/type file
35 /spatdif/source/3/media/3/path "../audio/hey.wav"
36 /spatdif/source/3/media/3/ 0.707 # 3 dB attenuation
```

1.2 XML

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <spatdif version="0.2">
3   <meta>
4     <annotation>
5       <comment>this is a simple spatdif scene</comment>
6     </annotation>
7     <info>
8       <date>2011-04-14</date>
9       <author>jasch</author>
10    </info>
11    <extensions>media</extensions>
12    <ordering>time</ordering>
13    <media>
14      <file id="1">
15        <path>../audio/hello.wav</path>
16      </file>
17      <file id="2">
18        <path>../audio/salut.wav</path>
19      </file>
20      <file id="3">
21        <path>../audio/hey.wav</path>
22      </file>
23    </media>
24  </meta>
25  <source id="1">
26    <time>0.0</time> <!-- default -->
27    <position>-1.41 1.41 0.0</position> <!-- defaults to 0. 0. 0. type xyz -->
28    <media id="1">
29      <type>file</type> <!-- defaults to none -->
30      <path>../audio/hello.wav</path>
31      <gain>1.0</gain> <!-- default -->
32    </media>
33  </source>
34  <source id="2">
35    <time>1.0</time> <!-- source is placed at time: 1.0 seconds -->
36    <position>1.41 1.41 0.0</position>
37    <media id="2">
38      <type>file</type>
39      <path>../audio/salut.wav</path>
40    </media>
41  </source>
42  <source id="3">
43    <time>2.0</time>
44    <position>0.0 1.0 0.0</position>
45    <media id="2">
46      <type>file</type>
47      <path>../audio/salut.wav</path>
48      <gain>0.707</gain>
49    </media>
50  </source>
51 </spatdif>
```

1.3 YAML

```
1 ---
2 spatdif:
3   version: 0.2
4   meta:
5     annotation:
6       comment: this is a simple spatdif scene
7     info:
8       date: 2011-04-14
9       author: jasch
10  extensions: media
11  ordering: time
12  media:
13    - file:
14      id: 1
15      path: ../audio/hello.wav
16    - file:
17      id: 2
18      path: ../audio/salut.wav
19    - file:
20      id: 3
21      path: ../audio/hey.wav
22  time: 0. # default
23  source:
24    id: 1 # defaults to 0
25    position: -1.41 1.41 0. # defaults to 0. 0. 0. type xyz
26    media:
27      id: 1
28      type: file # defaults to none
29      path: ../audio/hello.wav
30      gain: 1.0 # default
31  time: 1.0 #source is placed at time: 1.0 seconds
32  source:
33    id: 2
34    position: 1.41 1.41 0.0
35    media:
36      id: 2
37      type: file
38      path: ../audio/salut.wav
39  time: 2.0
40  source:
41    id: 3
42    position: 0.0 1.0 0.0
43    media:
44      id: 1
45      type: file
46      path: ../audio/hey.wav
47      gain: 0.707
48  ...
```

1.4 SDIF

```
1 SDIF
2
3 1NVT
4 {
5   TableName      content;
6   SpatDIF Version 0.2;
7   ordering        time;
8   storeInitials  1;
9   numSources      3;
10  numSinks        0;
11 }
12
13 1NVT
14 {
15   TableName      extensions;
16   media 1;
17 }
18
19 1NVT
20 {
21   TableName      Source-names;
22 }
23
24 1NVT
25 {
26   TableName      Media;
27   1              ../audio/hello.wav;
28   2              ../audio/salut.wav;
29   3              ../audio/hey.wav;
30 }
31
32 1TYP
33 {
34   1MID XAED      {azimuth, elevation, distance}
35   1MID XXYZ      {x, y, z}
36   1MID XORI      {yaw, pitch, roll}
37
38   1FTD XSRC
39     {
40       XXYZ cartesian-coordinates;
41       XAED navigational-coordinates;
42       XORI orientation;
43       1GAI linear-gain;
44     }
45 }
46
47
48 SDFC
49
50 XSRC  2      1      0
51   XXYZ 0x0004 1      3
52     -1.41 1.41  0.0
53   1GAI 0x0004 1      1
54     1.0
55
56 XSRC  2      2      0
57   XXYZ 0x0004 1      3
58     1.41 1.41  0.0
59   1GAI 0x0004 1      1
60     1.0
61
62 XSRC  2      3      0
63   XXYZ 0x0004 1      3
```

```
64      0.0      1.0      0.0
65  1GAI 0x0004 1      1
66      0.707
67
68 ENDC
69 ENDF
```

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2 Simple Scene with Sinks

2.1 OSC

```
1 # NOTE: comments in this file after #
2
3 /spatdif/version 0.2
4
5 /spatdif/meta/annotation/comment "this is a simple-scene with additional information about
   the presentation setup"
6 /spatdif/meta/info/author "Nils Peters"
7 /spatdif/meta/info/date "2011-04-14"
8 /spatdif/meta/extensions media # we are going to use the media extension in this scene
9 /spatdif/meta/ordering time
10 /spatdif/meta/media/file/1/path "../audio/hello.wav"
11 /spatdif/meta/media/file/2/path "../audio/salut.wav"
12 /spatdif/meta/media/file/3/path "../audio/hey.wav"
13
14 # #####
15 # here the scene begins
16 #
17 # time information will be available through OSC time tags
18 # #####
19
20 # the speaker configuration: ITU 5.0, 3 meter radius
21
22 /spatdif/sink/1/type speaker
23 /spatdif/sink/1/name "left"
24 /spatdif/sink/1/position -30.0 0.0 3.0 aed # left speaker
25
26 /spatdif/sink/2/type speaker
27 /spatdif/sink/2/name "center"
28 /spatdif/sink/2/position 0.0 0.0 3.0 aed # center speaker
29
30 /spatdif/sink/3/type speaker
31 /spatdif/sink/3/name "right"
32 /spatdif/sink/3/position 30.0 0.0 3.0 aed # right speaker
33
34 /spatdif/sink/4/type speaker
35 /spatdif/sink/4/name "left surround"
36 /spatdif/sink/4/position 120.0 0.0 3.0 aed # left surround speaker
37
38 /spatdif/sink/5/type speaker
39 /spatdif/sink/5/name "right surround"
40 /spatdif/sink/5/position 120.0 0.0 3.0 aed # left surround speaker
41
42 # now we define sources (similar to simple-scene.osc)
43
44 /spatdif/source/1/position -1.41 1.41. 0.0 # defaults to 0.0 0.0 0.0 type xyz
45 /spatdif/source/1/media/1/type file #default is none
46 /spatdif/source/1/media/1/path "../audio/hello.wav" # we use a relative path here
47 /spatdif/source/1/media/1/gain 1.0 # default, type linear gain
48
49 /spatdif/time 1.0
50 /spatdif/source/2/position 1.41 1.41 0.0
51 /spatdif/source/2/media/2/type file
52 /spatdif/source/2/media/2/path "../audio/salut.wav"
53
54 /spatdif/time 2.0 # everything after this time tag happens at the time indicated, up to the
   next time tag
55 /spatdif/source/3/position 0.0 1.0 0.0
56 /spatdif/source/3/media/3/type file
57 /spatdif/source/3/media/3/path "../audio/hey.wav"
58 /spatdif/source/3/media/3/gain 0.707 # 3 dB attenuation
```

2.2 XML

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <spatdif version="0.2">
3     <meta>
4         <annotation>
5             <comment>this is a simple-scene with additional information about
6                 the presentation setup</comment>
7         </annotation>
8         <info>
9             <date>2011-04-14</date>
10            <author>jasch</author>
11        </info>
12        <extensions>media</extensions>
13        <extensions>time</extensions>
14        <media>
15            <file id="1">
16                <path>../audio/hello.wav</path>
17            </file>
18            <file id="2">
19                <path>../audio/salut.wav</path>
20            </file>
21            <file id="3">
22                <path>../audio/hey.wav</path>
23            </file>
24        </media>
25        <time>0.0</time> <!-- default -->
26        <sink id="1" type="speaker"> <!-- left speaker -->
27            <name>left</name>
28            <position type="aed">-30.0 0.0 3.0</position>
29        </sink>
30
31        <sink id="2" type="speaker"> <!-- center speaker -->
32            <name>center</name>
33            <position type="aed">0.0 0.0 3.0</position>
34        </sink>
35
36        <sink id="3" type="speaker"> <!-- right speaker -->
37            <name>right</name>
38            <position type="aed">30.0 0.0 3.0</position>
39        </sink>
40
41        <sink id="4" type="speaker"> <!-- right surround speaker -->
42            <name>left surround</name>
43            <position type="aed">120.0 0.0 3.0</position>
44        </sink>
45
46        <sink id="5" type="speaker"> <!-- right surround speaker -->
47            <name>right surround</name>
48            <position type="aed">-120.0 0.0 3.0</position>
49        </sink>
50        <source id="1">
51            <position>-1.41 1.41 0.</position> <!-- # defaults to 0. 0. 0. type xyz -->
52            <media id="1">
53                <type>file</type> <!-- defaults to none -->
54                <path>../audio/hello.wav</path>
55                <gain>1.0</gain> <!-- default -->
56            </media>
57        </source>
58        <time>1.0</time> <!-- source is placed at time: 1.0 seconds -->
59        <source id="2">
60            <position>1.41 1.41 0.</position>
61            <media id="2">
62                <type>file</type>
```

```

63         <path>../ audio/ salut .wav</path>
64     </media>
65 </source>
66 <time>2.0</time>
67 <source id="3">
68     <position>0. 1.0 0.</position>
69     <media id="3">
70         <type>file</type>
71         <path>../ audio/ hey .wav</path>
72         <gain>0.707</gain>
73     </media>
74 </source>
75 </spatdif>

```

2.3 YAML

```

1  ---
2  spatdif:
3      version: 0.2
4      meta:
5          annotation:
6              comment: this is a simple-scene with additional information about the
7                  presentation setup
8          info:
9              date: 2011-04-14
10             author: jasch
11             extensions: media
12             ordering: time
13             media:
14                 - file:
15                     id: 1
16                     path: ../ audio/ hello .wav
17                 - file:
18                     id: 2
19                     path: ../ audio/ salut .wav
20                 - file:
21                     id: 3
22                     path: ../ audio/ hey .wav
23
24     time: 0. # default
25     sink:
26         id: 1
27         type: speaker
28         name: left
29         position: -30.0 0.0 3.0 aed # left speaker
30     sink:
31         id: 2
32         type: speaker
33         name: center
34         position: 0.0 0.0 3.0 aed # center speaker
35     sink:
36         id: 3
37         type: speaker
38         name: right
39         position: 30.0 0.0 3.0 aed # right speaker
40     sink:
41         id: 4
42         type: speaker
43         name: left surround
44         position: 120.0 0.0 3.0 aed # left surround speaker
45     sink:
46         id: 5
47         type: speaker
48         name: right surround
49         position: -120.0 0.0 3.0 aed # left surround speaker

```

```
49     source:
50     id: 1 # defaults to 0
51     position: -1.41 1.41 0. # defaults to 0. 0. 0. type xyz
52     # gain: 1.0 # default
53     media:
54         id: 1 #defaults to 0
55         type: file # defaults to none
56         path: ../audio/hello.wav
57 time: 1.0 #source is placed at time: 1.0 seconds
58 source:
59     id: 2
60     position: 1.41 1.41 0.
61     media:
62         id: 2
63         type: file
64         path: ../audio/salut.wav
65 time: 2.0
66 source:
67     id: 3
68     position: 0.0 1.0 0.0
69     gain: 0.707
70     media:
71         id: 3
72         type: file
73         path: ../audio/hey.wav
74 ...
```

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2.4 SDIF

```
1 SDIF
2
3 1NVT
4 {
5   TableName      content;
6   SpatDIF Version 0.2;
7   ordering        time;
8   storeInitials  1;
9   numSources      3;
10  numSinks        5;
11 }
12
13 1NVT
14 {
15   TableName      extensions;
16   media 1;
17 }
18
19 1NVT
20 {
21   TableName      source-names;
22 }
23
24 1NVT
25 {
26   TableName      sink-types;
27   1      speaker;
28   2      speaker;
29   3      speaker;
30   4      speaker;
31   5      speaker;
32 }
33
34 1NVT
35 {
36   TableName      media;
37   1      ../audio/hello.wav;
38   2      ../audio/salut.wav;
39   3      ../audio/hey.wav;
40 }
41
42 ITYP
43 {
44   1MID XAED      {azimuth, elevation, distance}
45   1MID XXYZ      {x, y, z}
46   1MID XORI      {yaw, pitch, roll}
47
48   1FTD XSNK
49     {
50       XACT active;
51       XXYZ cartesian-coordinates;
52       XAED polar-coordinates;
53       XORI orientation;
54       1GAI linear-gain;
55       XGDB Db-gain;
56     }
57
58   1FTD XSRC
59     {
60       XXYZ cartesian-coordinates;
61       XAED navigational-coordinates;
62       XORI orientation;
63       1GAI linear-gain;
```

```

64         XGDB Db-gain;
65         XTXT annotations;
66     }
67 }
68
69
70 SDFC
71
72 XSRC      2      1      0
73   XXYZ 0x0004  1      3
74         -1.41  1.41  0.0
75   1GAI 0x0004  1      1
76         1.0
77
78 XSRC      2      2      0
79   XXYZ 0x0004  1      3
80         1.41  1.41  0.0
81   1GAI 0x0004  1      1
82         1.0
83
84 XSRC      2      3      0
85   XXYZ 0x0004  1      3
86         0.0   1.0   0.0
87   1GAI 0x0004  1      1
88         0.707
89
90 XSNK      2      4      0
91   XAED 0x0004  1      3
92         -30.0 0.0   3.0
93   1GAI 0x0004  1      1
94         1
95
96 XSNK      2      5      0
97   XAED 0x0004  1      3
98         0.0   0.0   3.0
99   1GAI 0x0004  1      1
100        1
101
102 XSNK      2      6      0
103   XAED 0x0004  1      3
104         -30.0 0.0   3.0
105   1GAI 0x0004  1      1
106        1
107
108 XSNK      2      7      0
109   XAED 0x0004  1      3
110         120.0 0.0   3.0
111   1GAI 0x0004  1      1
112        1
113
114 XSNK      2      8      0
115   XAED 0x0004  1      3
116         -120.0 0.0   3.0
117   1GAI 0x0004  1      1
118        1
119
120 ENDC
121 ENDF

```

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3 A Dynamic Scene

This scene contains moving sources.

3.1 OSC

```
1 # NOTE: comments in this file after #
2
3 /spatdif/version 0.2
4
5 /spatdif/meta/extensions media loop # we are going to use the media and the loop
   extension in this scene
6
7 /spatdif/meta/annotation/comment "this is a simple spatdif scene with moving sources"
8 /spatdif/info/annotation/date "2011-04-14"
9 /spatdif/info/annotation/author "Nils Peters"
10
11 /spatdif/meta/media/file/1/path "../audio/hello.wav"
12 /spatdif/meta/media/file/2/path "../audio/salut.wav"
13 /spatdif/meta/media/file/3/path "../audio/hey.wav"
14
15 # begin scene
16
17 /spatdif/time 0.0
18 /spatdif/source/1/position 0.0 5.0 0.0
19 /spatdif/source/1/media/1/type file # defaults to none
20 /spatdif/source/1/media/1/path "../audio/hello.wav"
21 /spatdif/source/1/media/1/loop/type repeat # default is none
22 /spatdif/source/1/media/1/gain 1.0
23
24 /spatdif/source/2/position 0.0 5.0 0.0
25 /spatdif/source/2/media/2/type file
26 /spatdif/source/2/media/2/path "../audio/salut.wav"
27 /spatdif/source/2/media/2/loop/type repeat
28
29 /spatdif/source/3/position 0.0 5.0 0.0
30 /spatdif/source/3/media/3/type file
31 /spatdif/source/3/media/3/path "../audio/hey.wav"
32 /spatdif/source/3/media/3/loop/type repeat
33 /spatdif/source/3/media/3/gain 0.707
34
35
36 /spatdif/time 0.0087944
37 /spatdif/source/1/position 0.174 4.996 0. # at time 0.0087944
38
39 /spatdif/time 0.0153903
40 /spatdif/source/2/position 0.174 4.996 0. # at time 0.0153903
41
42 /spatdif/time 0.0176514
43 /spatdif/source/1/position 0.349 4.986 0. # at time 0.0176514
44
45 /spatdif/time 0.0265303
46 /spatdif/source/1/position 0.522 4.97 0. # at time 0.0265303
47
48 /spatdif/time 0.03038955
49 /spatdif/source/2/position 0.349 4.985 0. # at time 0.03038955
50
51 /spatdif/time 0.0616048
52 /spatdif/source/3/position 0.174 4.991 0. # at time 0.0616048
53
54 # etc etc
```

3.2 XML

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <spatdif version="0.2">
3   <meta>
4     <extensions>media loop</extensions> <!-- we are going to use the media and
5       the loop extension in this scene -->
6     <annotation>
7       <comment>this is a simple spatdif scene with moving sources</comment>
8     </annotation>
9     <info>
10      <date>2011-04-14</date>
11      <author>jasch</author>
12    </info>
13    <ordering>time</ordering>
14    <media>
15      <file id="1">
16        <path>../audio/hello.wav</path>
17      </file>
18      <file id="2">
19        <path>../audio/salut.wav</path>
20      </file>
21      <file id="3">
22        <path>../audio/hey.wav</path>
23      </file>
24    </media>
25  </meta>
26  <time>0.0</time> <!-- default -->
27  <source id="1">
28    <position>0.0 5.0 0.0</position> <!-- defaults to 0. 0. 0. type xyz -->
29    <media id="1"> <!-- defaults to 0 -->
30      <type>file</type> <!-- defaults to none -->
31      <path>../audio/hello.wav</path>
32      <gain>1.0</gain> <!-- default -->
33      <loop>
34        <type>repeat</type>
35      </loop>
36    </media>
37  </source>
38  <source id="2">
39    <position>0. 5. 0.</position>
40    <media id="2">
41      <type>file</type>
42      <path>../audio/salut.wav</path>
43      <loop>
44        <type>repeat</type>
45      </loop>
46    </media>
47  </source>
48  <source id="3">
49    <position>0. 5. 0.</position>
50    <media id="3">
51      <type>file</type>
52      <path>../audio/hey.wav</path>
53      <gain>0.707</gain>
54      <loop>
55        <type>repeat</type>
56      </loop>
57    </media>
58  </source>
59  <time>0.0087944</time>
60  <source id="1">
61    <position>0.174 4.996 0.0</position>
62  </source>
```

```

62     <time>0.0153903</time>
63     <source id="2">
64         <position>0.174 4.996 0.0</position>
65     </source>
66     <time>0.0176514</time>
67     <source id="1">
68         <position>0.349 4.986 0.0</position>
69     </source>
70     <time>0.0265303</time>
71     <source id="1">
72         <position>0.522 4.97 0.0</position>
73     </source>
74     <time>0.03038955</time>
75     <source id="2">
76         <position>0.349 4.985 0.0</position>
77     </source>
78     <time>0.0616048</time>
79     <source id="3">
80         <position>0.174 4.991 0.0</position>
81     </source>
82     <!-- etc. etc. -->
83 </spatdif>

```

3.3 YAML

```

1  ---
2  spatdif:
3      version: 0.2
4      meta:
5          annotation:
6              comment: this is a simple spatdif scene with moving sources
7      info:
8          date: 2011-04-14
9          author: jasch
10         extensions: media loop
11         ordering: time
12         media:
13             - file:
14                 id: 1
15                 path: ../audio/hello.wav
16             - file:
17                 id: 2
18                 path: ../audio/salut.wav
19             - file:
20                 id: 3
21                 path: ../audio/hey.wav
22
23 # begin scene
24     time: 0.0 # default
25     source:
26         id: 1 # defaults to 0
27         position: 0. 5. 0. # defaults to 0. 0. 0. type xyz
28         media:
29             id: 1 #defaults to 0
30             type: file #defaults to none
31             path: ../audio/hello.wav
32             gain: 1.0 # default
33             loop:
34                 type: repeat
35     source:
36         id: 2
37         position: 0. 5. 0.
38         media:
39             id: 2
40             type: file

```

```
41         path: ../audio/salut.wav
42         loop:
43             type: repeat
44     source:
45         id: 3
46         position: 0. 5. 0.
47         media:
48             id: 3
49             type: file
50             path: ../audio/hey.wav
51             gain: 0.707
52             loop:
53                 type: repeat
54     time: 0.0087944
55     source:
56         id: 1
57         position: 0.174 4.996 0.
58     time: 0.0153903
59     source:
60         id: 2
61         position: 0.174 4.996 0.
62     time: 0.0176514
63     source:
64         id: 1
65         position: 0.349 4.986 0.
66     time: 0.0265303
67     source:
68         id: 1
69         position: 0.522 4.97 0.
70     time: 0.03038955
71     source:
72         id: 2
73         position: 0.349 4.985 0.
74     time: 0.0616048
75     source:
76         id: 3
77         position: 0.174 4.991 0.
78
79 # etc etc.
80
81 ...
```

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3.4 SDIF

```
1 SDIF
2
3 1NVT
4 {
5   TableName      content;
6   SpatDIF Version 0.2;
7   ordering        time;
8   storeInitials  1;
9   numSources      3;
10  numSinks        0;
11 }
12
13 1NVT
14 {
15   TableName      extensions;
16   media 1;
17   loop 1;
18 }
19
20 1NVT
21 {
22   TableName      Source-names;
23 }
24
25 1NVT
26 {
27   TableName      Media;
28   1      ../audio/hello.wav;
29   2      ../audio/salut.wav;
30   3      ../audio/hey.wav;
31 }
32
33 1TYP
34 {
35   1MID XAED      {azimuth, elevation, distance}
36   1MID XXYZ      {x, y, z}
37   1MID XORI      {yaw, pitch, roll}
38
39   1FTD XSRC
40     {
41       XXYZ cartesian-coordinates;
42       XAED navigational-coordinates;
43       XORI orientation;
44       1GAI linear-gain;
45     }
46 }
47
48
49 SDFC
50
51 XSRC  2      1      0
52   XXYZ 0x0004 1      3
53     0      5      0
54   1GAI 0x0004 1      1
55     1.0
56
57 XSRC  2      2      0
58   XXYZ 0x0004 1      3
59     0      5      0
60   1GAI 0x0004 1      1
61     1.0
62
63 XSRC  2      3      0
```

64	XXYZ	0x0004	1	3
65		0	5	0
66	1GAI	0x0004	1	1
67		0.707		
68				
69	XSRC	2	1	0.0087944
70	XXYZ	0x0004	1	3
71		0.174	4.996	0
72	1GAI	0x0004	1	1
73		1.0		
74				
75	XSRC	2	2	0.0153903
76	XXYZ	0x0004	1	3
77		0.174	4.996	0
78	1GAI	0x0004	1	1
79		1.0		
80				
81	XSRC	2	1	0.0176514
82	XXYZ	0x0004	1	3
83		0.349	4.986	0
84	1GAI	0x0004	1	1
85		1.0		
86				
87	XSRC	2	1	0.0264303
88	XXYZ	0x0004	1	3
89		0.522	4.97	0
90	1GAI	0x0004	1	1
91		1.0		
92				
93	XSRC	2	2	0.0308955
94	XXYZ	0x0004	1	3
95		0.349	4.985	0
96	1GAI	0x0004	1	1
97		1.0		
98				
99	XSRC	2	3	0.0616048
100	XXYZ	0x0004	1	3
101		0.174	4.991	0
102	1GAI	0x0004	1	1
103		0.707		
104				
105	ENDC			
106	ENDF			

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4 Stereo Playback

This scene describes how a setup of a stereo-playback can be defined.

4.1 OSC

```
1 /spatdif/version 0.2
2
3 /spatdif/meta/annotation/comment "This is a stereo playback SpatDIF scene"
4 /spatdif/meta/extensions "media hardware-out"
5
6 # #####
7 # two speakers are directly fed with the stereo file
8 # #####
9
10 /spatdif/sink/1/name Left
11 /spatdif/sink/1/position -30. 0. 2. aed
12 /spatdif/sink/1/hardware-out/physical-channel 1
13 /spatdif/sink/1/media/1/type file
14 /spatdif/sink/1/media/1/path ../audio/stereo-hello.wav
15 /spatdif/sink/1/media/1/input-channel 1
16
17 /spatdif/sink/2/name Right
18 /spatdif/sink/2/position 30. 0. 2. aed
19 /spatdif/sink/2/hardware-out/physical-channel 2
20 /spatdif/sink/2/media/1/type file
21 /spatdif/sink/2/media/1/path ../audio/stereo-hello.wav
22 /spatdif/sink/2/media/1/input-channel 2
```

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4.2 XML

```
1 <?xml version="1.0" encoding="UTF-8" standalone="yes"?>
2 <spatdif version="0.2">
3   <meta>
4     <annotation>
5       <comment>This is a stereo playback SpatDIF scene</comment>
6     </annotation>
7     <extensions>media hardware-out</extensions>
8   </meta>
9
10  <sink id="1">
11    <name>Left</name>
12    <position type="aed">-30.0 0. 2.0</position>
13    <hardware-out>
14      <physical-channel>1</physical-channel>
15    </hardware-out>
16    <media id="1">
17      <type>file</type>
18      <path>../audio/stereo-hello.wav</path>
19      <input-channel>1</input-channel>
20    </media>
21  </sink>
22  <sink id="2">
23    <name>Right</name>
24    <position type="aed">30.0 0. 2.0</position>
25    <hardware-out>
26      <physical-channel>2</physical-channel>
27    </hardware-out>
28    <media id="1">
29      <type>file</type>
30      <path>../audio/stereo-hello.wav</path>
31      <input-channel>2</input-channel>
32    </media>
33  </sink>
34 </spatdif>
```

4.3 YAML

```
1 spatdif:
2   version: 0.2
3   meta:
4     annotation:
5       comment: this is a stereo playback SpatDIF scene
6     extensions: media hardware-out
7
8   sink:
9     id: 1
10    name: Left
11    position: -30. 0. 2.0 aed
12    hardware-out:
13      physical-channel: 1
14    media:
15      id: 1
16      type: file
17      path: ../audio/stereo-hello.wav
18      input-channel: 1
19
20   sink:
21     id: 2
22     name: Right
23     position: 30. 0. 2.0 aed
24     hardware-out:
25       physical-channel: 2
26     media:
27       id: 1
28       type: file
29       path: ../audio/stereo-hello.wav
30       input-channel: 2
```

4.4 SDIF - TODO

TODO

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