



Beat Panner

Reference Manual

Jun 2026
v. 1.0

Welcome Note



Welcome to “**Beat Panner**”! You already know that we love spatial sound at Sound Particles, always thinking for new ways to use space in a creative way. With Beat Panner, we wanted to allow people to move sound in sync with the beat of the song, with movement and rhythm working together.

You create your movement patterns (using the panning sequencer), define its timings (or sync it with DAW tempo), fine-tune things (e.g. controlling glide transitions or adding some randomness on the movement), and have fun.

We hope you enjoy it.

And, as always, don’t hesitate to send us your feedback — we **LOVE** to hear from our users!

Nuno Fonseca, PhD

CEO

nuno.fonseca@soundparticles.com

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Overview



Figure 1. Overview

Upon opening the plugin, you will notice that, like other Sound Particles products, there is a Top Bar (1). Below this, you'll find the Patterns selection buttons (2) that creates or open the respective controls for each Pattern.

You can create up to 4 patterns.

Top Bar

The Beat Panner top bar includes a set of features to assist you while using the plugin. These features include window scaling, parameter randomization, and preset management, all designed to enhance your experience with the plugin.

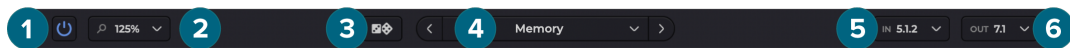


Figure 2. Top Bar

In the top bar you will see the following options:

- 1. On/Off** - Activate or deactivate the plugin.
- 2. GUI Zoom** - The Beat Panner GUI can be resized. The pop-up available at the top left of the interface allows users to choose a scale value, from 25% to 400%. This action only affects the currently selected Beat Panner instance. New instances of the plugin will be opened with the default size factor (100%), but you have to choose another size factor as a default (Set as default).
- 3. Randomize** - This dice button will generate random presets, allowing you to have endless possibilities. If you are looking for happy accidents, this feature is for you. Sometimes you may have mad presets, other times you may have a diamond in the rough.
- 4. Preset Navigator** - This feature enables users to effortlessly navigate through the saved presets using arrows located on either side of the preset pop-up menu. By clicking these arrows, users can quickly move between previous and next presets. Clicking on the Preset Navigator opens the Presets list, providing access to the full preset list for further exploration.
- 5. Input Format** - Choose the right input format for your track from the available options.
- 6. Output Format** - Choose the right output format for your track from the available options.

Available Formats

- Stereo
- Stereo (VBAP)
- Stereo (XY)
- Stereo (MS)
- Stereo (Blumlein)
- Binaural
- LRC
- LRCS
- 4.0
- Quad
- 5.0
- 5.1
- 6.1
- 7.0
- 7.1
- 9.0
- 9.1
- 5.0.2
- 5.0.4
- 5.1.2
- 5.1.4
- 7.0.2
- 7.0.4
- 7.0.6
- 7.1.2
- 7.1.4
- 7.1.6
- 9.0.4
- 9.0.6
- 9.0.8
- 9.1.2
- 9.1.4
- 9.1.6
- 9.1.8
- 11.1.8
- IMAX 12.0
- Auro 11.1
- Auro 13.1
- NHK 22.2
- 1st order Ambisonics
- 2nd order Ambisonics
- 3rd order Ambisonics
- 4th order Ambisonics
- 5th order Ambisonics
- 6th order Ambisonics
- 360 RA

Patterns

At the top of the plugin window, just below the top bar, you can add new Patterns as well as switch between them.

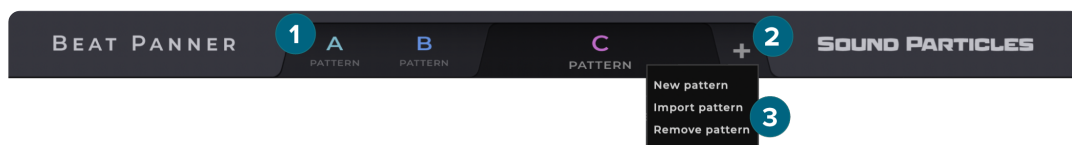


Figure 3. Patterns

- 1. Pattern** - Allows the user to quickly switch between patterns.
- 2. Add** - Clicking on the "+" creates a new pattern.
- 3. Context Menu** - Create, Import or Remove the selected patterns.
 - a)** Create new pattern - Create a pattern from its default state.
 - b)** Import pattern - Import a pattern from an existing preset.
 - c)** Remove pattern - Remove the selected pattern (this option is disabled if there is only 1 pattern).

Panner

Visually displays and allows the control of the output positions.

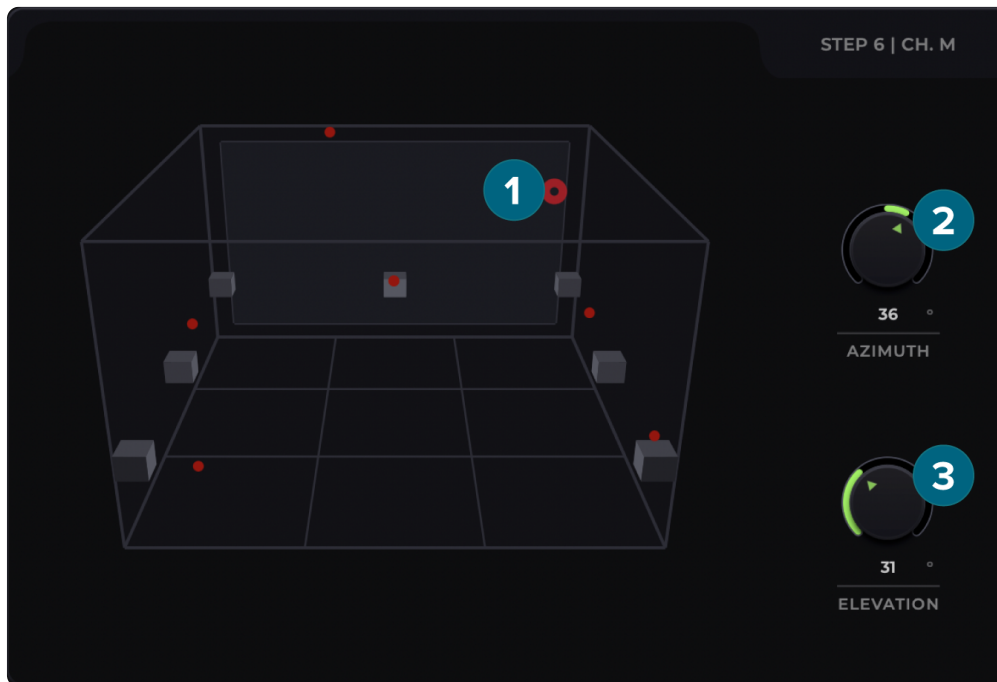


Figure 4. Panner

On this mode you will have access to the following:

- 1. Handler** - Change the position of the particle - selected step of the selected channel.
- 2. Azimuth** - Manually set the azimuth of the particle.
- 3. Elevation** - Manually set the azimuth of the particle.

On the context menu, you'll have the following options:

1. **Room** - See the panner as a 3D display of a room. Click and drag allows the rotation of the room.
2. **Polygon** - See the panner as an adaptive Polygon.
3. **Circle** - See the panner as a circle.
4. **Stereo** - See the panner as a stereo visualiser.
5. **Show realtime positions** - Show/hide the realtime position of the particles as the playhead is moving.
6. **Show all channel Positions** - Show/hide all the channels on the selected step.
7. **Show all step Positions** - Show/hide all the steps of the selected channel.
8. **Show all positions** - Show/hide all steps and channels.
9. **Show path** - Show/hide the path particles of the selected channel will make along the steps.
10. **Show all paths** - Show/hide the paths of all channels.
11. **Show Divergence** - Show/hide divergence.
12. **Set as Default** - Set the selected views of both the panner and the sequencer as default.

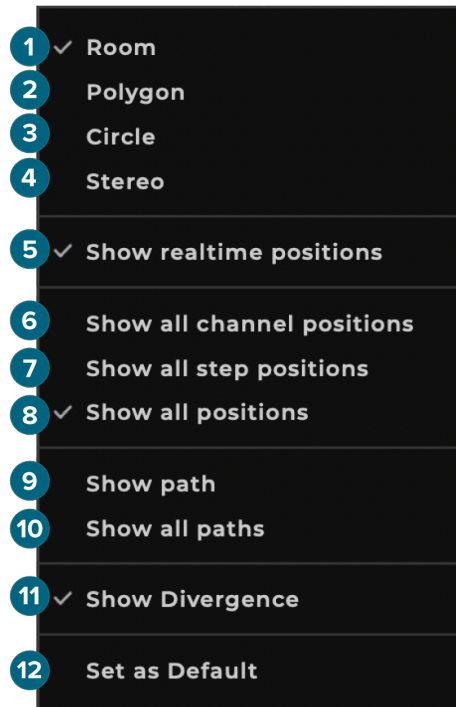


Figure 5. Context Menu

Tempo & Movement



Figure 6. Tempo & Movement

1. **Rate** - Sets the speed at which the sequencer steps are played. Higher values result in faster step progression.
 - a) **Sync** - Syncs the sequencer Rate to the host tempo. When enabled, the step timing is set in musical values (e.g., 1/4, 1/8, dotted, triplets) instead of time-based units.
 - b) **Link** - Link the rate across the multiple patterns
2. **Offset** - Create a delay offset on the trigger of the sequence.
3. **Glide** - Sets how smoothly the particle positions transition between steps. Higher values create slower, more continuous transitions, while lower values produce sharper, more discrete changes.
 - a) **Movement Display** - Visual representation of the Rate and Glide to get a better feeling of the parameters even when the sequencer is not playing.
4. **Diverge** - Sets the amount of randomness applied to the position of each particle at every step.
5. **Float** - Controls how much each particle moves within the time slot of a step.
6. **Restart** - Restart the sequence from any point in the timeline.

Sequencer



Figure 7. Sequencer

1. **Steps** - Toggle On/Off to determine enable/disable steps. Disabled steps may have 2 behaviors. (See context menu 4 "Mute disabled steps")
 - a) Mute - Steps become silent and ignore their assigned positions.
 - b) Disabled - Steps ignore their positions but still pass audio.
2. **Channels** - Controls for muting or soloing each channel. Each lane, represents an input channel.
 - a) Mute - Silences the selected channel.
 - b) Solo - Plays only the selected channel while muting the others.
3. **Buttons** - Clicking a button highlights the particle of the selected step for the corresponding channel on the Panner. Clicking and dragging also allows you to move the particle.
4. **Direction** - Set the direction of the pattern.
 - a) Forward - Pattern will move forward.
 - b) Backward - Pattern will move backward.
 - c) Forward and Backward - Pattern will move forward and backward.
 - d) Random Directions - Pattern will move in random direction.

- 5. Stereo Mode** - Link the Left and Right channels. Moving one will move the other.
- a) Custom - Unlink the Left and Right channels to move freely.
 - b) Mirror - Mirror the movement of the opposite channel.
 - c) Link 60° - Link Left and Right channel with a 60° offset.
 - d) Link 90° - Link Left and Right channel with a 90° offset.
 - e) Link 180° - Link Left and Right channel with a 180° offset.
- 6. Step Count** - Adds or removes sequencer steps, with a maximum of 32 steps. You can also enter the desired number directly in the text field.

On the context menu, you'll have the following options:

1. **Polygon** - See the Sequencer buttons as an adaptive Polygon.
2. **Circle** - See the Sequencer buttons panner as a circle.
3. **Stereo** - See the Sequencer buttons panner as a stereo button.
4. **Mute Disabled Steps** - When enabled, disabled steps become silent and ignore their assigned positions. When disabled, inactive steps ignore their positions but still pass audio.
5. **Double Steps** - Double the current number of steps (creating a copy of each step on the following correspondent one) and double the rate of the patten.
6. **Halve Steps** - Halves the current number of steps (removing half the steps starting on step 2 and all the pairs) and halves the pattern rate.
7. **Add Step** - **Before** the current, **after** the current or at the **end** of the sequence.
8. **Remove Step** - The **current** step or the **last** step.



Figure 8. Context Menu

9. **Copy** - Copy the current step or selection of steps.
10. **Paste** - Paste the copied step(s).

- 11. Repeat** - Repeats the current step on the next step, creating a new step without replacing the existing one.
- 12. Shift Left** - Shift all steps to the left of the pattern.
- 13. Shift Right** - Shift all steps to the right of the pattern.
- 14. Reset** - Restart the sequence from any point in the timeline.
- 15. Set as Default** - Set the selected views of both the panner and the sequencer as default.

Output Section

Beat Panner has an output section dedicated to the parameters that modify the already processed audio. These are the parameters:

1. **Dry/Wet** - Controls the balance between the unprocessed input signal (**Dry**) and the processed signal (**Wet**) sent to the output.
2. **Master** - Controls the output level of the plugin.
3. **Mixer** - Opens the output mixer.
 - a) Virtual Center - Sets how much of the Center channel signal is redistributed to the Left and Right channels. At **100%**, no sound is sent to the Center channel.
 - b) Fader - Adjusts the output gain of each channel.
 - c) Solo - Plays only the selected channel while muting the others.
 - d) Mute - Silences the selected channel.
4. **Lock** - When enabled, changing presets will not affect the **Dry/Wet**, **Master**, or **Mixer** settings.

The current signal levels are visible in the VU meters located on the right side of the interface. Users can access a pop-up menu by right-clicking on the VU meters. This allows users to reset the VU's animation (e.g., if they have already clipped) and view the render format in use.

Bottom Bar

On the bottom of the window you also have access to a bottom bar with useful features:

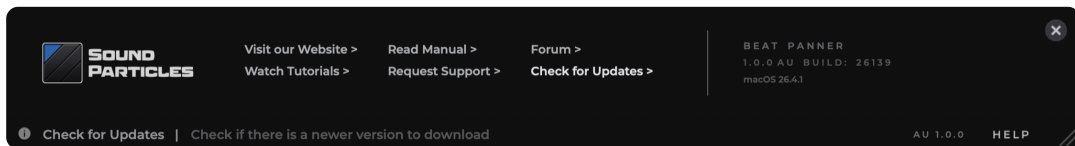


Figure 10. Bottom Bar

- 1. Tooltips' section** - Every time you move the mouse cursor over a knob or any control, you will see a short description of that parameter.
- 2. Update** - If the plugin is running on a computer with Internet access, it can detect available updates and notify the user with a blinking message at the bottom of the interface.
- 3. Help button** - Open the Help Panel, which shows additional information and useful links.
 - a) Visit our Website** – Link to soundparticles.com
 - b) Watch Tutorials** – Link to Beat Panner [tutorials](#)
 - c) Read Manual** – Web version of this Manual.
 - d) Request Support** – Redirect users to the requested support page. This will automatically retrieve some data about your setup (OS, CPU, RAM, plugin version and host).
 - e) Forum** – Link to our user Facebook group, [Sound Particles Forum](#).
 - f) Check for Updates** - Checks soundparticles.com for available updates. The plugin normally notifies you automatically when a new version is available, but you can use this option to ensure your version is up to date.
- 4. Resize button** - Users are allowed to use a custom scaling factor by dragging the cursor in the bottom-right of the plugin's interface. Performing this makes the zoom pop-up display the custom value of the scaling. **Please note that hosts may deal differently with plugin resizes.**

Plugin and Presets Location

Installing Beat Panner copies the plugin into appropriate plugin folders, and the hosts will automatically recognize them. It also allows Beat Panner users to choose a custom folder for the installation, in both operating systems — macOS and Windows.

On macOS, the default paths for Beat Panner plugin architectures are the following:

- VST3: /Library/Audio/Plug-Ins/VST3
- AU: /Library/Audio/Plug-Ins/Components
- AAX: /Library/Application Support/Avid/Audio/Plug-Ins

On Windows, the default paths for Beat Panner plugin architectures are the following:

- VST3: C:\Program Files\Common Files\VST3
- AAX: C:\Program Files\Common Files\Avid\Audio\Plug-Ins

PRESETS LOCATIONS

User presets will be stored in a .spp file in the following locations:

On macOS, the path for Beat Panner User presets is the following:

- /Users/USERNAME*/Library/Application Support/Sound Particles/BeatPanner/Presets

On Windows, the path for Beat Panner User presets is the following:

- C:\Users\USERNAME*\AppData\Roaming\Sound Particles\BeatPanner\Presets

*USERNAME is your login name

Factory presets will be stored in a .spp file in the following locations:

On macOS, the path for Beat Panner User presets is the following:

- /Library/Application Support/Sound Particles/BeatPanner/Presets

On Windows, the path for Beat Panner User presets is the following:

- C:\Program Files\Common Files\Sound Particles\BeatPanner\Presets

Tips

Default Value:

- Using Option(Mac)/Alt(Win) modifier, or double clicking a parameter, resets its value to default.

Snap Option:

- Using the shift modifier you can snap to the speakers positions

Link Option:

- Using the Command(Mac)/Control(Win) modifier you can move all the channels at the same time maintaining their offset

Selection:

- Using the shift modifier you can click and drag to do a selection of multiple buttons

Output:

- Right-clicking allows users to reset the clipping alert.

Additional Notes

CHECK FOR UPDATES

If the plug-in is running on a computer with internet access, it is able to detect if a newer update is available, informing the user of the existence of a new update, by showing a blinking phrase on the top of the display.

To achieve that, Sound Particles Beat Panner plugin tries to access a simple XML file located at <https://www.soundparticles.com>.

SOUND PARTICLES BEAT PANNER DOES NOT SEND ANY INFORMATION FROM THE USER OVER THE INTERNET.

SUPPORT

If you detect a bug, if you got a crash, if you believe something is not perfect, or even if you have ideas for future versions, don't hesitate, and email us at support@soundparticles.com. We REALLY want to hear from you. Sometimes a bug lives on for too much time, simply because we haven't detected ourselves and we didn't receive any feedback from the affected users. Besides that, your feedback is very important for us.

“Help us help you”

Credits

Created by:

- Nuno Fonseca, PhD

UI Designer:

- Ricardo Monteiro

Developers:

- João Carreira, PhD
- Luís Guimarães

Project Manager:

- Rui Rijo, PhD

QA:

- João Franco
- João Dionísio
- Salvador Miranda
- Eduardo Mota
- Tony Joy

Presets:

- João Franco
- Tony Joy

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Sound Particles S.A.
Rua da Carvalha, 570,
2400-441 Leiria
Portugal

The image displays two overlapping software windows from Sound Particles. The background window is the 'BEAT PANNER' module, featuring a semi-circular panning diagram with 'LEFT', 'CENTER', and 'RIGHT' markers, and two control knobs for movement. The foreground window is the 'SOUND PARTICLES' module, which includes a 3D spatial visualization of a sound pattern, a 'TEMPO & MOVEMENT' section with parameters like '103 BPM RATE', '34.4% GLIDE', '32.5% DIVERGE', and '27.0% FLOAT', and a 10-step pattern editor. The pattern editor shows a grid of 10 steps with 'L' and 'R' channel indicators. The interface also features a 'DRY/WET' control at 100.0% and a 'MASTER' volume control at -12.3 dB.

