

## Tracks Window

It is not necessary to use this window, but it can provide some extra gain control. It is opened from the Documents submenu and provides a way to control the gain on each channel of each of the 8 input tracks, and, in addition, on the two channels of the output signal. You can also turn tracks off and on by clicking on the track number atop each set of sliders. The changes you make only go into effect after you hit the play button, not during play (this is not an interactive program), but you do not have to reload the driver. A note of caution. Right now the maximum overall gain on any signal is 4. Since there are many ways to control gain it is possible to exceed this without noticing. I recommend that you watch this carefully. In the future, we will fix this and increase the gain headroom. You can also set the gain for a channel of a particular track by typing a number in the form below and hitting the return button. (The tab key will toggle you along the forms, but will not effect the changes.) The state of a track window is saved when you save the state of a scratch-board to a .rt file.

The **track window** is quite useful for balancing sounds, and for preparing very complicated mixes which might exceed the throughput capacity of the machine. You can turn selected tracks off and on, balance them against each other etc. The tracks in this window control the **input** of the soundfiles, before any processing by arguments in a **playnote()** command, such as **ampl()**, **ampr()**, or **amp()**. In the case of mono input files, moreover, only the **left** track is operative.