

Steinke Arcade (1991): Matrix Settings from MaxMsp Patch by CRFMW 2002

M1 = Microphone

V1/V2 = Delays

I1/I2/I3/I4 = Harmonizer

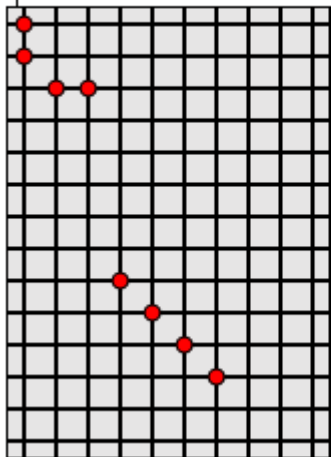
R1/R2 = Reverb

F1 = Filter

H1/H2/H3 = Halaphon

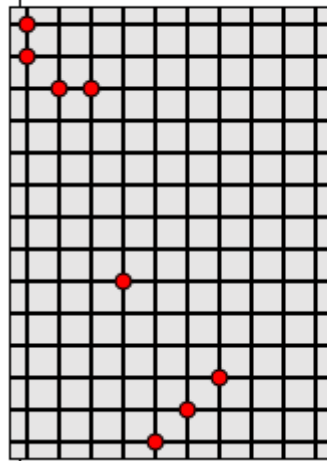
O1-O6 = Speaker

M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1



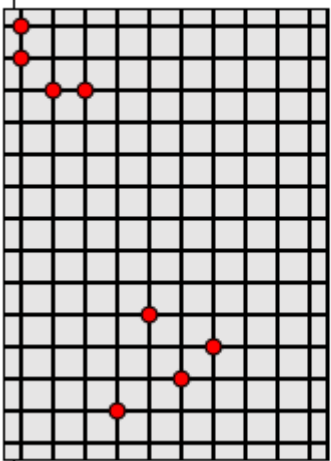
V1  
V2 r cue  
I  
R 1  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6

M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1



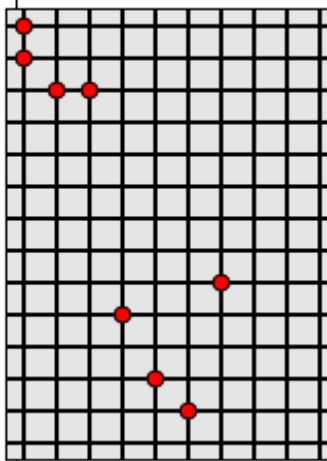
V1  
V2 r cue  
I  
R 7  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6

M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1



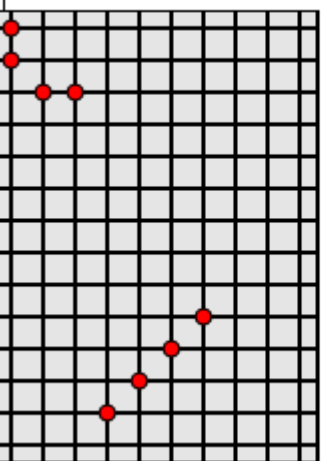
V1  
V2 r cue  
I  
R 10  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6

M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1



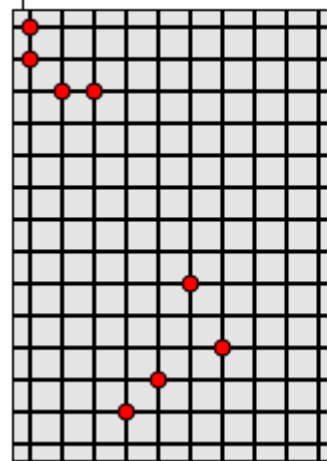
V1  
V2 r cue  
I  
R 12  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6

M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1

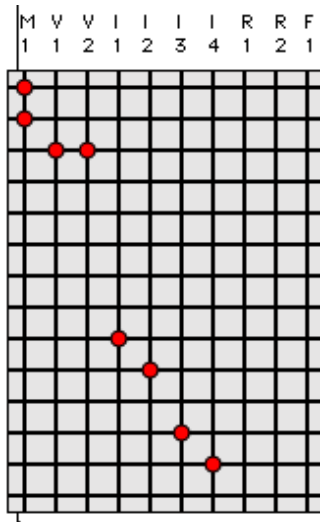


V1  
V2 r cue  
I  
R 15  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6

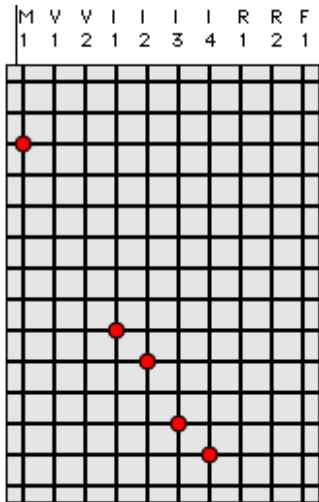
M V V I I I I R R F  
1 1 2 1 2 3 4 1 2 1



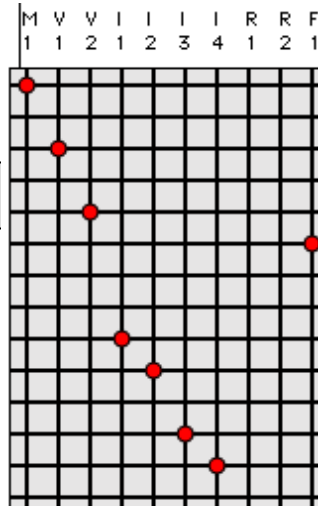
V1  
V2 r cue  
I  
R 18  
F1  
H1  
H2  
H3  
O1  
O2  
O3  
O4  
O5  
O6



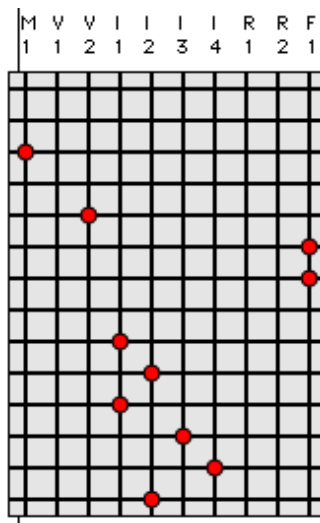
r cue  
19



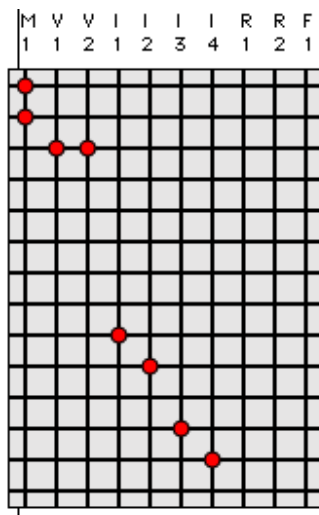
r cue  
25



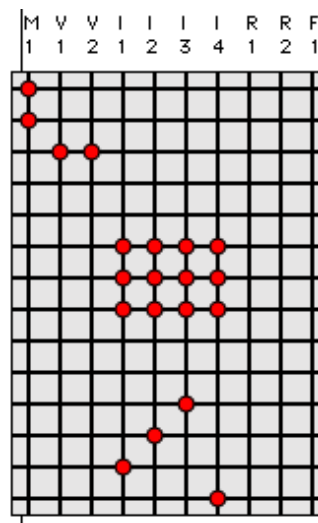
r cue  
28



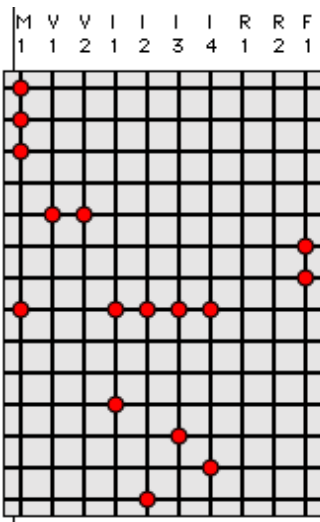
r cue  
40



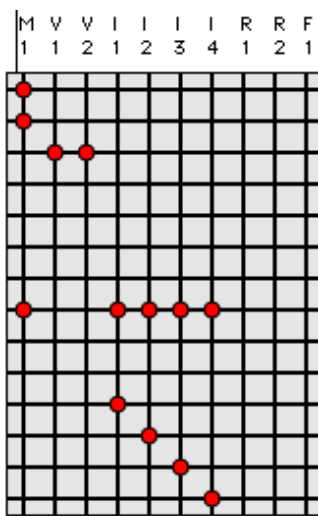
r cue  
41



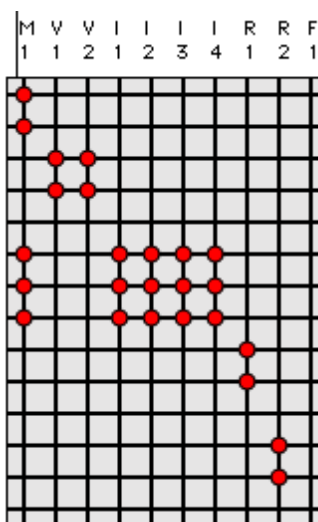
r cue  
50



r cue  
59



r cue  
86



r cue  
91