

## The Morning Line

### Spatial audio system: Audio Projects

All works for The Morning Line sound system are integrated into Morning Line or TML Projects.

A TML Project contains information required to playback a composition or installation piece. It allow works to be scheduled during exhibitions and connects projects to the TML audio engine which controls audio spatialisation on the loudspeaker system.

Artists who are writing their own Max/MSP patches for TML can access data contained within TML Projects.

All data related to TML audio works should be stored in the formats described below.

#### TML Project organization

The TML computer system contains a hard disc that holds all information and sounds for TML works.

When a new project is created using the TML spatial audio software, a series of directories are created.

All TML data on the computer system is contained in the directory:

**/morning-line**

TML Projects are stored within this directory in:

**/morning-line/projects**

Each project is identified by name:

**/morning-line/projects/artist\_or\_piece\_name**

All materials relating to projects are contained in the following directories:

Spatial audio objects	<b>/morning-line/projects/artist_or_piece_name/saos</b>
Spatial trajectories	<b>/morning-line/projects/artist_or_piece_name/trajectories</b>
Soundfiles	<b>/morning-line/projects/artist_or_piece_name/sounds</b>
Score playback data	<b>/morning-line/projects/artist_or_piece_name/scores</b>
Max/MSP patches	<b>/morning-line/projects/artist_or_piece_name/patches</b>

These directories are created automatically by the create new project dialogues, which can also be used to load Max/MSP patches into a TML project.

Soundfiles which are brought to the TML computer system should be copied into the project soundfile directory. Trajectory files can also be placed in trajectory directory. When soundfiles or trajectories are placed in these directories they are integrated into the various creative spatialisation tools of TML, and appear in drop-down menus and load dialogues.