
Subject: Real Time Rack explained

Posted by [raby](#)n on Fri, 31 Jul 2015 23:08:19 GMT

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Greetings fellow FOOers,

After working with SpectraFoo's "Real Time Rack" instrument on a recent project and then reading what the manual says (page 16 / 17 as of 053115, I emailed Jon Stern @ Metric Halo with some questions. The email exchange is posted below for the benefit of others.

> On Jul 31, 2015, at 4:26 PM, ra byn (robin) wrote:
> Greetings,
>
> I am fascinated with the Real Time Rack but between the
> explanation in the SF manual and a lot of clicking on things, I still
> haven't figured out how to take advantage of all the space :)
>
> Is it possible to:
> Make instruments larger than their default?
> Add instruments that aren't inherently already loaded?

Hi Ra Byn,

The Real Time Rack is sort of a vestige of the OS 9 version. It was a solution to arranging the tools before we had some of the resizing and screen set features. It looks pretty cool so we kept it, but you are able to do more now with individual windows. When you arrange the windows you want on the screen, here are a few other tips:

-In Spectrafoo Preferences, the Horizontal and Vertical Window Grid sliders determine how many pixels the window will snap to when you position a window on the screen (try both extremes, and drag a window around to see what I mean).

-Go to the Sets Menu and choose "Save Window Set As" to save your configured window sets and be able to recall them with an assignable key command.

-If you've placed a number of instrument windows on the screen and want to move them all at once, hold the shift key and click-drag on one of the windows to move them all.

I hope this is helpful.

Best regards,

Jon Stern
Metric Halo

This is what the manual has to say about the Real Time Rack

File Attachments

1) [SpectraFoo Real Time Rack explained edit.jpg](#), downloaded 2020 times
