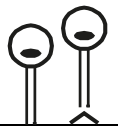
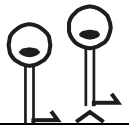
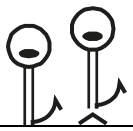
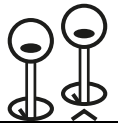
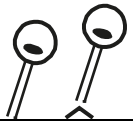
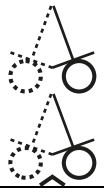
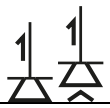
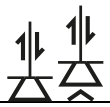
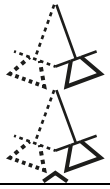
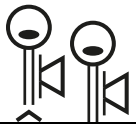
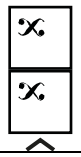
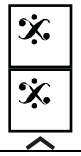
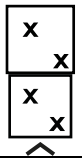
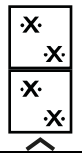
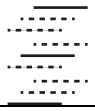
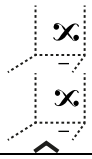
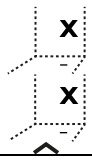
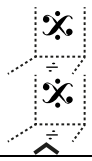
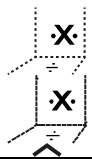
Table of SSMN basic symbols

Class	Name	Graphic symbol	Symbol semantics	Period of time specified
Room	Cube Shape		Describes the size and volume properties of the performance space, real or virtual, e.g. common concert situation.	
	Hemisphere Shape		Describes the size and volume properties of a semi-spherical space real, or virtual.	
	Cathedral Shape		Describes the size and volume with vertices of a church-type performance space.	
	Other Shape		Describes unusual performance spaces.	
	Reverberance		Describes the reverberance quality of the performance space..	
Performer Position	Out_adjunct		Describes the location as being outside the primary performance space when placed under subsidiary symbols.	
	perf_fix / perf_fix_out		Describes the position of the performer.	optional
	perf_line / perf_line_out		Describes the displacement from a start point to an end point, in a straight line.	yes
	perf_arc / perf_arc_out		Describes the displacement from a start point to an end point, in a arc.	yes
	perf_palin / perf_palin_out		Describes the back & forth displacement (horizontal or vertical) of a performer.	yes
	perf_rotate / perf_rotate_out		Describes a rotation of a performer.	yes
	perf_free / perf_free_out		Describes freedom of movement of the performer.	yes
	perf_other / perf_other_out		Describes movements depending on particularities of actual space and scenic devices, e.g. obstacles, stairways, ramps, etc.	yes
Microphone Position	mic_fix / mic_fix_ out		Describes the placement of microphones; can be equally nominally assigned to a given instrument or performer, ex. (‘flute_mic’ ‘perf2_mic’).	

	mic_pendular / mic_pendular_out		Describes the placement and motion factor of suspended microphones.	yes
	mic_choreo / mic_choreo_out		Describes human driven microphone movements.	yes
	mic_other mic_other_out		Describes mechanic driven microphone movements (equally unusual configurations).	yes
Loudspeaker Position	ls_fix ls_fix_out		Describes the position of the loudspeaker	
	ls_line ls_line_out		Describes the displacement from a start point to an end point, in a straight line.	yes
	ls _arc ls_arc_out		Describes the displacement from a start point to an end point, in a arc.	yes
	ls _up ls _up_out		Describes the upwards mouvement from a minimum to maximum.	yes
	ls _down ls_down_out		Describes the downwards mouvement from a minimum to maximum level.	yes
	ls _palin ls_palin_out		Describes the back & forth displacement (horizontal or vertical) of a loudspeaker,.	yes
	ls _pendular ls _pendular_out		Describes the pendular swing of a loudspeaker, (manual or mechanical).	yes
	ls _choreo ls_choreo_out		Describes human driven loudspeaker movements.	yes
	ls _other ls _other_out		Describes mechanic driven loudspeaker movements (equally unusual configurations).	yes
Positioning	Root Point		Describes the position of the acoustic audio source (root).	
	Root Group		Describes the position of an acoustic audio source group.	yes
	Projected Position		Describes the location of projected audio.	yes

	Alternate Projected Position		Describes the two projected sound locations between which the sound entity alternatively commutes.	
	Projected group		Describes the location of the projected sound group.	
	Alternate Projected Group		Describes the two projected sound locations between which the sound group alternatively commutes.	
	Root plane		Describes the broad root plane and its location and possible shift to rear, center, or front	yes
	Projected Plane		Describes the broad projected plane and its location.	yes
Line	Straight		Describes the linear trajectory between a start point and an end.	yes
	Straight Back & Forth		Describes the line trajectory between a start point and an end point and returning to the point of origin.	yes
	Polyline		Describes the line trajectory with breakpoints, between a start point and an end point.	yes
Polygon	Polyline Back & Forth		Describes the line trajectory with breakpoints, between a start point and an end point, returning to the start point.	yes
	Poly_Closed		Describes the trajectory of a polygon between a start point and an end point.	yes
	Poly_Closed Back & Forth		Describes the trajectory of a polygon between a start point and an end point and returning to the start point.	yes
Circular	Circle		Describes the trajectory rotating from a start angle to an end angle around a fixed center point.	yes
	Circle Back & Forth		Describes the trajectory rotating from a start angle to an end angle around a fixed center point and returning to the point of origin.	yes
	Slinky		Describes the trajectory rotating from a start angle to an end angle with a center point moving in a constant and linear fashion (fixed helix).	yes
	Slinky Back & Forth		Describes the trajectory rotating from a start angle to an end angle with a center point moving in a constant and linear fashion (fixed helix) and returning to the point of origin.	yes
	Spiral_Out		Describes the trajectory with a fixed center point, rotating outwards from an inner start angle to an outer end angle.	yes
	Spiral_Out Back & Forth		Describes the trajectory with a fixed center point, rotating outwards from an inner start angle to an outer end angle and returning to the point of origin.	yes

	Spiral In		Describes the trajectory with a fixed center point, rotating inwards from an outer start angle to an inner end angle.	yes
	Spiral_In Back &Forth		Describes the trajectory with a fixed center point, rotating inwards from an outer start angle to an inner end angle and returning to the point of origin.	yes
Curve	Bezier		Describes the curve trajectory between a start point and an end point.	yes
	Bezier Back & Forth		Describes the curve trajectory between a start point and an end point and returning to the point of origin.	yes
	Bezier Spline		Describes the curve trajectory with multiple breakpoints between a start point and an end point.	yes
	Bezier Spline Back & Forth		Describes the curve trajectory with multiple breakpoints between a start point and an end point returning to the start point.	yes
	Beziergon		Describes the closed curve trajectory with multiple breakpoints between a start point and an end point.	yes
	Beziergon Back & Forth		Describes the closed curve trajectory with multiple breakpoints between a start point and an end point returning to the start point.	yes
	Bernoulli 8		Describes the Bernoulli 8 trajectory rotating from a start angle to an end angle around two fixed center points.	yes
	Bernoulli 8 Back & Forth		Describes the Bernoulli 8 trajectory rotating from a start angle to an end angle around two fixed center points and returning to the point of origin.	yes
Trajectory Modifiers	mod_sin		Describes a periodic sinusoidal fluctuation of an associated trajectory.	yes
	mod_tri		Describes a periodic triangular fluctuation of an associated trajectory.	yes
	mod_sqr		Describes a periodic square wave fluctuation of an associated trajectory.	yes
	mod_endsaw		Describes a periodic sawtooth fluctuation of an associated trajectory.	yes
	mod_rand		Describes a random fluctuation of an associated trajectory.	yes
Spatial Quality Modifier	Radiation		Describes the projected audio spread angle, radiation area and frequency caracteristics.	
	Reverberation		Describes the artificial reverberation factor of of projected audio	
	Scale		Describes the intensity ration of source input to output and its evolution.	
	Traj_pause		Describes the start point of a pause at the instant desired during an active trajectory.	
	Traj_pause_end		Describes the end of a pause and continuation of an active trajectory.	
Stop/End Marker	spat_end		Describes the termination of the action of a previous symbol.	
	mod_end		Describes the termination of the action of a modifier.	
	spat_end_tot		Describes the termination of the action of a previous symbol and its modifier.	

3D symbols	3D root source placement		Describes the position of the acoustic audio source (root) in a 3D field.	
	3D projected audio placement		Describes the location of projected audio in a 3D field.	
	3D group root		Describes the position of the acoustic audio group (root) in a 3D field.	
	3D projected group		Describes the location of projected audio group in a 3D field.	
Objects	Stage		Describes the location of textual information for the performer e.g. scores.	
	Accessory		Describes the location and placement of objects or accessories for the performer	
Externals	Algo		Describes the command path (link) to external algorithms	
	OSC		Describes the OSC message at the given destination.	

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