

ASAF Installation Instructions

Operational Requirements

- macOS Sonoma or higher.
- macOS Sequoia 15.4 or higher is required to use AirPods Max with audio over USB-C.
- Buffer size of 1024 samples.
- Sample rate of 48 kHz.
- Apple Silicon computer and not opening Pro Tools using Rosetta is required for AirPods Pro/Max head tracking to work.

ASAF v2.x Contents

The contents of this folder, and what needs to be done to start using Apple Spatial Audio Format Production Suite v2.x, are explained below.

ASAF v2.x.pkg is the build installer that needs to be run to install the Apple Spatial Audio Format Production Suite v2.x software components.

Pro Tools Presets/Bounce/Apple Spatial Audio Format is a folder containing Pro Tools Bounce Presets that make the bounce process a lot easier. The **Apple Spatial Audio Format** folder needs to be copied into the Pro Tools/Pro Tools Presets/Bounce directory. Most likely this directory lives in the user Documents folder unless the location was changed in the Pro Tools user preferences.

Profiles.txt is a Supperware head tracker setup file which is needed to control head orientation in Apple Spatial Audio Format Production Suite v2.x using a Supperware head tracker.

Session Templates/Apple Spatial Audio Format is a folder containing Pro Tools Session Templates for different object counts and HOA orders. We recommend using these templates when creating Pro Tools sessions for Apple Spatial Audio Format content creation. The **Apple Spatial Audio Format** folder needs to be copied to the Pro Tools/Session Templates directory. Most likely this directory lives in the user Documents folder unless the location was changed in the Pro Tools user preferences.

twoSpeakerRendererCustomLayout.json is an example Custom Layout json file that can be loaded into the Renderer plugins. This file describes a renderer speaker layout with two non-LFE speakers positioned at { radius=1.1m, azimuth=45°, elevation=0° } and { radius=1.1m, azimuth=-90°, elevation=0° }. This file can be duplicated and used as a starting point to create new Custom Layout files containing arbitrary numbers of speakers with the correct syntax.