

```
(//
```

//::::ENCOUNTERS ::::

```
var s1, s2, s3, s4, s5, s6, s7, s8, s9, s10, s11, s12,  
s13, s14, numChan; //statement of the individual parts and the number  
of channels
```

```
numChan=8;
```

```
s1 ={
```

```
var noiseaux1, noiseaux2;
```

```
noiseaux1 ={
```

```
var e;
```

```
e=Env.linen(1, 2, 3, 0.6); //create an envelope with a trapezoidal  
shape
```

```
Spawn.ar({ //spawn new events at time intervals [see below]
```

```
PanAz.ar(8, //this azimuth panner states only the number of  
channels
```

```
EnvGen.ar(e, DelayN.ar(Klank.ar(`[
```

```
//create an EnvGen at audio rate with ten arguments
```

```
Array.rand(2500, 2600.0, 2900.0),
```

```
//resonant frequencies
```

```
0.2+0.5.rand, //amplitudes (default to 1.0)
```

```
[3, 6, 4]], //ring times
```

```
LeakDC.ar(BPF.ar(CombN.ar(Decay.ar(Dust.ar(10,  
0.5), 0.02, LFNoise2.ar), 0.44, 1.15, 1.3),
```

```
Dust.ar(30+40.rand, 2,
```

```
XLine.kr(1, 0.5, 9), 2), 800, 0.02), 0.9878)
```