

SFX

COLLABORATORS

	<i>TITLE :</i> SFX		
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REVISION HISTORY

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Chapter 1

SFX

1.1 Operators : ADSR-Envelope

ADSR-Envelope (Attack-Decay-Sustain-Release-Envelope)

Function : Varies the volume of a sample with an envelope curve.
 Parameters: Curve The Envelope consists of 10 parts, spread into
 different categories (should be) :

Attack 3 parts
 Decay 3 parts
 Sustain 1 part
 Release 3 parts

Single 'Points' can be moved by clicking and moving with the mouse. Please note that any "Point" cannot be moved behind or beyond of one another horizontally.

Nr This is the current "Point". The first and last "Points" cannot be moved.

Pos Shows a "Point"'s position, which are shown from 0-1000.
 They are spread onto the sample evenly.

Level Shows the volume of the "Point" in 0-100 %.

Mode Ramp : Envelope is layed onto the current sample.

Env. : Produces a sample of 512 bytes length, which contains the envelope curve. This can be used for example for multistep filter curves. It's a good idea to put often used envelopes in to the "Envelopes" directory. These should be saved as 16bit-unsigned-RAW-Samples.

ARexx : Pos <Nummer> 1..9 <x-position> 0..1000
 Lev <Nummer> 1..9 <y-position> 0..100
 Mode <Mode> 0->Ramp/1->Env.

Notes : What part you assign as what is of course up to you and the above design is only a suggestion.