

**SFX**

**COLLABORATORS**

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## SFX

### 1.1 Operators : DeCrackle

DeCrackle

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Function : Dampens strong leveljumps (not perfect yet - I'm working on it).

Parameters: Dif Threshold. If the detected leveljump lays above this value, it will dampened.

Adjust The difference equates 100. A value of 50 means, the samplevalue will be adjusted by 50 % of the difference.

ARexx : Dif <Leveldifference> 0..100 %

Adjust <Adhust> 0..100 %

Notes : This operator tries to detect cracks in samples and try to make them quieter. Such cracks are sometimes in samples recorded from a longplayer.