

SFX

COLLABORATORS

	<i>TITLE :</i> SFX		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		March 2, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	SFX	1
1.1	Operators : Echo	1

Chapter 1

SFX

1.1 Operators : Echo

Echo

Function : Adds echosignals to the sample.

Parameters: Effect How much the operator effects the outcome

Echodelay Delay of the echos

Echoamplitude Volume of the echos in %

Number Number of echos

Ampf Volumedampening

ARexx : EffS/E <Effectprorpotion> 0..100 %

EModBuf,EModShape,EModMode

DelayS/E <Delay> 0..2147483648

P1ModBuf,P1ModShape,P1ModMode

FadeS/E <Fade out> 0..100 %

P2ModBuf,P2ModShape,P2ModMode

Num <Number> 0..50

Ampf <Amplification> 0..1000 %

Start <Startpoint> 0..2147483648

Notes : As SFX mixes the echos to the sample and not only copy them,

it's possible that the sample bails out. Choose an Amplificationfactor smaller than 100 % to avoid the overdrive.

With the Echo-Operator you could also simulate hall-rooms.

Choose short delayvalues for this.

Please remember, higher number of echos yields longer calculation-times.