SFX

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	TITLE : SFX		
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Contents

Chapter 1

SFX

1.1 Operators : Equalize-ZPlane

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Equalize-ZPlane
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Function  : Morphs up to 8 Equalizer curves into a 3D-Vectorcube.
Parameters: SourceWaves Your Equalizer source curves.When you click on
        the PopUp-Symbol a file requester appears to
        let you choose an equalizer shape. These lists
        can be made and edited with the "Equalizer"
        operator.
    X-Axis    Location of the point on the X-axis
    Y-Axis    Location of the point on the Y-axis
    Z-Axis    Location of the point on the Z-axis
    Path    This area shows the path of the curve in the
        cube that are used for the parts of the equa-
        lizer curve. The small block of points in one
        of the corners represents zero in all three
        axis'.
    Bands   Just how many bands should SFX use. Less Bands
        means less math, but you lose out on accuracy.
ARexx     : Bands   <Number> 0->4/1->8/2->16/3->32/4->64
    Steps   <Steps> 0->1/1->2/2->4/3->8/4->16/5->32
    Eqf1    <Number> 0..63 <Value> 0..400 %
    analog für 2..8
    AxixXS/E  <X-Axismodulation> 0..100 %
    XModBuf,XModShape,XModMode
    AxixYS/E  <Y-Axismodulation> 0..100 %
    YModBuf,YModShape,YModMode
    AxixZS/E  <Z-Axismodulation> 0..100 %
    ZModBuf,ZModShape,ZModMode
Notes     : You have to choose one equalizer curve for every corner of the
    cube. During in calculation SFX will determine what curve has
    what influence in each point. The closer the point is to a cur-
    ve the more influence it has. The position of the point is
    quite variable,so there's a huge amount of variation possible
    whose results are heavily forseeable.
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