

SFX

COLLABORATORS

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REVISION HISTORY

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Chapter 1

SFX

1.1 Operators : Equalize

Equalize

Function : Lets you edit your sample with a 64 ! Band-Equalizer.

Parameters: Sliderfield With the sliders you can edit the amplification for every single band. Possible values are 0-400%.
is 0-400%.

Bands Just how many bands should SFX use. Less Bands means less math, but you lose out on accuracy.

Range Simple tools to do a straight line between two bands. For those can't draw these lines (like me-English Ed) just click on the first band then the second.

Mode Gives you the choice of moving just one slider or ALL.

Band number of the current band you're working at

Val value of current band

Load Loads an equalizer curve

Save Saves an equalizer curve

Arrow-Gadgets for moving the "curve"

F-Gadget Flip , mirrors the "curve" round the Y-axis

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

Eqf <Number> 0..63 <Value> 0..400 %

Notes : The Equalizer does its math with the Fourier-Transformation .

This returns frequency amounts for every sample value, which are then multiplied with the factors(stuff you played with) and then reassembled with resynthesis. For more bands you a more accurate manipulation.

Be advised (index finger in ye face) that calculations are very complex and can therefore take their time.

(My advice is : Sample the sound again until you get what you want. Or listen to it from the CD or whatever and fiddle with the Amp or Equalizer controls(real one:) THEN come here and apply that to your sample.)