SFX

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	TITLE : SFX		
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Contents

Chapter 1

SFX

1.1 Operators : Mix-ZPlane

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Mix-ZPlane
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Function  : Morphs up to 8 samples via a 3D-Vectorcube.
Parameters: SourceWaves Sourcebuffers. When you click on the PopUp-
        Button a file requester appears to let you
        choose buffer.
    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 ratios of the
        samples. The small block of points in one of
        the corners represents zero in all three axis'.
ARexx     : Src1    <SourceSampleID>
    same for Src2..Src8
    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 buffer for every corner of the cube.
    During in calculation SFX will determine what sample has what
    ratio in each point. The closer the point is to a corner the
    more influence it has. The position of the point is quite vari-
    able, so there's a huge amount of variation possible whose
    results are heavily forseeable.
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