

**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 : Mix

Mix

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Function : Mix two Samples (gee.shucky darn!8)

Parameters: MixRatio Src1 how much of source 1 goes into the result

Delay1 Delay for the 1. Buffer

Delay2 Delay for the 2. Buffer

ARexx : Mix1S/E <Part> 0..100 %

P1ModBuf,P1ModShape,P1ModMode

Delay1 <Delay> 0..2147483648

Delay2 <Delay> 0..2147483648

Notes : Mix ratio for Source 2 is taken from 100 - MixRatio Src1.

One of the delays should be set to 0. Else that'll cause an area of "dead air".

Smooth change in the mixratio can be used to create blending from one sample to another.

(Special note: Many will think of the great Protracker mixing routines at some time here. However due to the fact that the mixing is done in 32-bit resolution there is no need to have a 'clipping' mixmode. Try it and you'll see. If it has to be louder, just amplify it. Also if you're gonna continue work on a sample at a later time, save it in 16-bit format. When you want to use it in a tracker or something, save it in 8-bit so the amiga can play it. English Ed)