SFX

COLLABORATORS

	TITLE : SFX		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

SFX

1.1   Operators : Resample

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Resample
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Function  : Changes the sample rate and length and keeps the original
    sound
Parameters: SLen old  Old sample length
    SLen new  New sample length. Factor and new rate are
        calculated and entered
    SRat old  Old samplerate
    SRat new  New samplerate. Factor and new length are
        calculated and entered
    Factor    Factor of change for length and rate. New
        values are calculated and entered.
    Interpol. Are sub datas to be interpolated
        (Oversampling)
ARexx     : Factor     <Detuning> 0.0..1000.0
    Interpolate <Interpolation> 0->no/1->yes
Notes   : When you sample a sound and use it in a music program it is
    sometimes out of tune. This operator can correct this.
    For this you'll have to enter the playback rate as for
    example the rate you hear the note "C" on with this sample.
    Now you enter "Resample" and set the resampling rate to
    "C" ->16780(if this value is the same as your current play
    back rate then you don't need resample) and generate the
    new sample. The new sample will play a "C" at the correct
    rate now.
    With "Resample" it is also possible to change the length
    of the sample for when you want to modulate something with
    this sample and need to get to a correct length to do so.
    Switch on interpolate with this so that the waveform won't
    sound too "edgy".
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