

SFX

COLLABORATORS

	<i>TITLE :</i> SFX		
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REVISION HISTORY

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Chapter 1

SFX

1.1 Operators : ZeroPass

ZeroPass

Function : Fades the volume at beginning from 0 in and at end to 0 off

Parameters: FadeIn Range for fading

FadeOut Range for fading

Shape Type of fade

ARexx : RngS/E <Range> 0..10000

ShapeS/E <Waveform> 0->Linear/1->SpeedUp/2->SlowDown

Notes : If a sample didn't starts or ends with a value of zero, we hear that as cracks during play. This operator force the begin and the end to zero and fades to normal volume (suggestion for range : samplelength/20, but maximum 1000)