

CFX Reverb

Reverberation, or reverb, adds many small echoes to a signal to create spaciousness.

<u>Parameter</u>	<u>Explanation</u>
Decay Time (sec)	Sets the reverb's length. Increasing the value makes the room sound larger.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Frequency Cutoff (Hz)	This gives you one high-pass and one low-pass filter. You can use these to alter the room's sound, or to dampen excessive reverb.
Early Reflections (Sparse, Dense, None)	Early reflections are the first echoes you hear in a room, and help recreate the sound of large spaces like churches and concert halls. Sparse reflections will sound more like echoes, while dense reflections will create a thicker reverb. Choosing "None" disables early reflections altogether.

Preset

Use this field to choose and enter presets.

Audition

Click on this to hear the results of the command on the first three seconds of the selected audio.

See Also:

Delay

Chorus

Flanger

Generating stereo or mono output

