CFX Delay/Chorus/Flanger

Delay

Chorus

Flanger

See Also:
Generating Mono or Stereo Output

Delay/Echo

Delay/Echo creates a series of repeating signals from the original signal. You vary the amount of this delay or echo by changing the Delay Time and the Feedback Mix. Use the modulation parameters to detune the processed signal.

Parameter	Explanation
Delay Time (ms)	Sets the time between signal repeats. Longer times create a delay effect, and short or medium times (up to about 80 ms) create an echo effect. You can have up to 5 seconds (5000 ms) of delay.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Feedback Mix (%)	Controls how much of the processed signal is fed back through the effect. A higher Feedback Mix will increase the number of signal repeats.
Mod. Rate (Hz)	Controls the rate of modulation.
Mod. Depth (ms)	Controls the amount of modulation.

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:
Chorus
Flanger
Reverb
Generating Mono or Stereo Output

Chorus

Chorusing fattens the audio to make one instrument sound like many. When many people sing together, for example, each of their voices is slightly out of tune and off the beat. Therefore, detuning and delaying the signal makes many instruments sound richer, including guitars, vocals, and strings.

Parameter	Explanation
Delay Time (ms)	Sets the time between signal repeats. Chorus allows up to 80 ms of delay.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Feedback Mix (%)	Controls how much of the processed signal is fed back through the effect. A higher Feedback Mix will thicken the chorusing.
Mod. Rate (Hz)	Controls the rate of detuning.
Mod. Depth (ms)	Controls the amount of detuning. Setting this very high will result in an obviously out-of-tune sound. A lower setting will create subtle chorusing.

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
Flanger
Reverb
Generating Mono or Stereo Output

Flanger

Flanging consists of two signals, one delayed slightly so that the signals are out of phase. This creates a spacey, ethereal sound.

Parameter	Explanation
Delay Time (ms)	Delays the signal slightly. Flange allows short delay times (up to 20 ms.)
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Feedback Mix (%)	Controls how much of the processed signal is fed back through the effect. A higher Feedback Mix will cause more dramatic flanging.
Mod. Rate (Hz)	Controls the flange speed.
Mod. Depth (ms)	Controls the amount of flange.

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
Reverb
Generating Mono or Stereo Output

Generating stereo or mono output

In Cakewalk, audio can be on mono tracks or stereo pairs of tracks. A mono track is just one track. A stereo pair consists of two consecutive tracks; the first track is panned hard-left (0) and the second track is panned hard-right (127). You can convert mono tracks into stereo tracks, and vice versa, under these conditions:

- If you select a mono track and apply effects, you can choose Generate Stereo Output from Mono Tracks from the effects command dialog box. When you click OK, Cakewalk will automatically create a stereo pair for the processed output of each mono track. Cakewalk places each stereo pair on two new tracks, and removes the selected events from the original track.

- If you select a stereo pair of tracks and apply effects, you can choose Generate Mono Output from Stereo Tracks. Stereo events that are spread over two tracks will collapse into one event that is panned to the center (Pan=64.) The new clip will appear in the next unused track, and the selected events will be removed from the original track.

Note that if the stereo pair is already followed by a mono track, Cakewalk will store the results in the existing mono track instead of creating a new one.
If you only select one of a stereo pair of tracks, you can choose Generate Mono Output from Stereo Tracks. That tracks data is fed in mono to the effect. The processed audio replaces both tracks in the original stereo pair.

See Also:
Delay
Chorus
Flanger
Reverb