

Stereo Chorus



29, rue Jean MOULIN - 95100 - ARGENTEUIL - FRANCE
Web : <http://www.canam-comp.fr>
Email: info@canam-comp.fr

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Overview

The "Stereo Chorus" Effector is one of the CANAM digital signal processing Plug-In family.

It has been designed to provide a specific processing in the flow of a sound data stream and has been optimized as much as possible in order to make the minimum interference in this flow.

However a powerful computer is needed if you intend to use many of its instances in real time.

Only experience will tell you how far you can go with it...

In case your computer is not powerful enough you might have to pre-mix your sound data before using it.

This Help File explains in detail all the features of this Effector. Please read it carefully as it can help a lot !

Parameter Area (Up)

The parameter area displays all the available parameters for the Effector.

- **Parameter Display.**

Each parameter is shown as :

Either a KNOB, under which lies a box displaying the current parameter value. The KNOB is under a label which displays the parameter title.

Either a series of buttons allowing switching between parameter values. Above the series of button a label displays the parameter title. Each parameter value is shown inside each button of the series.

- **Parameter Modification.**

When a parameter is represented as a KNOB, its value can be modified by clicking the KNOB and move it around. A parameter may also be modified through an 'Input Dialog Box' or a 'List Box' by clicking on its value box.

If a parameter is represented as a series of buttons, its value can be only modified by clicking on one of the buttons of the series.

- **"Stereo Chorus" Parameter Description.**

- *RATE* The speed of the chorus modulation (range from 0 to 250).
- *FEEDBACK* Amount of reinjection of the chorus effect in the chorus delay line (range from -9 to +9).
- *DEPTH* The intensity of the effect (range from 0 to 40).
- *DELAY* The additional delay time between direct and effect sound (range from 0 to 250 milliseconds).
- *DIRECT* Amount of direct sound (range from 0 to 128).
- *EFFECT* Amount of effect (range from 0 to 128).

Title Bar

The Effector title bar shows the name of the Effector, the name of the track which is processed by this Effector and the current parameter set file used.

A '*' appearing at the end of the title bar text means the current parameter set has been modified since entering the Effector dialog box.

By clicking on the button located on the left of the title bar (labelled '?') you call the Effector about box which displays the Effector version and info about the company who developed it.

By clicking on the button located on the right of the title bar (labelled 'X') you close the Effector dialog box.

General Area (down)

- **'Bypass' Button** The 'Bypass' Button allows quick interruption of the sound processing.
The pseudo-led located on the right of the button is lit when the Effector is bypassed.
- **'Init' Button** The 'Init' Button quickly resets all the parameter to their default values.
- **'Compare' Button** The 'Compare' Button allows fast switching between the current set of parameter values and the values that prevailed when entering the dialog box.
When using this button, you can always know what set of parameter you're listening by looking at the end of the title bar text which finishes with a '*' as long as the current set is not the original one.
- **'Save' Button** The 'Save' Button allows access to the Preset Dialog Box (for saving the current parameter set in the Effector data base) or the standard File Selector (for saving the current parameter set as a separate file on disk).
Choice is made, right after having clicked the button, through a Message Box.
- **'Load' Button** The 'Load' Button allows access to the Preset Dialog Box (for loading a parameter set from the Effector data base - if it exists) or the standard File Selector (for loading a parameter set from a parameter set file previously saved on disk).
Choice is made, right after having clicked the button, through a Message Box.

Preset Dialog Box

The Preset Dialog Box allows management of the Effector Data Base.

Each Effector has got its own Data Base where you can name and store as many parameter set that you want for further recall.

Effector Data Bases are stored on disk under a file name of the type "QFXPXXXX.QFP" where "XXXX" is the ID number of the Effector.

In order for the Effector to be able to find its data base, the Data Base file must be present in the same directory than the program which use the Effectors ("QUARTZ Audio", "QUARTZ Audio Master" or "QUARTZ Studio").

No Preset Data Base is provided with the Effectors but, as soon as you store your first parameter set, one is created on disk and ready to receive as many parameter set that you want...

- **Saving a Parameter Set** When entering the Preset Dialog Box after having clicked on the General Area 'Save' Button, the following controls are available:

- Preset List

The list, located on the left of the Preset Dialog Box, displays the Presets stored in the Data Base.

- 'Add' Button

Allows storage of the current parameter set.

You must previously **give a name** to the set in the text edit box located at the top right of the Preset Dialog Box.

Once the parameter set is stored, its name is visible in the Preset List.

- 'Delete' Button

Removes the selected parameter set, in the Preset List, from the Data Base.

Be careful, this take the set away for ever !

- 'Change Param' Button

Allows replacement of the parameter values in the currently selected Preset (whose name is in the upper Text Edit Box) by the values from the current parameter set (the one currently displayed in the Effector Dialog Box).

- 'Change Name' Button

Allows storage in the Data Base of a new name for the last selected Preset.

You must obviously **give a new name** to the set in the text edit box located at the top right of the Preset Dialog Box before clicking the button !

- **Loading a Preset** When entering the Preset Dialog Box after having clicked on the General Area 'Load' Button, the following controls are available:

- Preset List

The list, located on the left of the Preset Dialog Box, displays the Presets stored in the Data Base.

- 'Delete' Button

Removes the selected parameter set, in the Preset List, from the Data Base.

Be careful, this take the set away for ever !

- 'Change Name' Button

Allows storage in the Data Base of a new name for the last selected Preset.

You must obviously **give a new name** to the set in the text edit box located at the top right of the Preset Dialog Box before clicking the button !

- 'Load' Button

Send the parameter values contained in the last selected Preset to the Effector.

Changes are took into account as soon as the button is clicked.

Individual Parameter Set Storage

It is possible to save an Effector parameter set individually to disk.

Unlike Effector Preset Data Bases, individual parameter set files doesn't have to be present in the main program directory but may be stored anywhere on your disk(s).

Individual parameter sets are stored with the "QFX" extension.

When entering the standard File Selector, after having clicked on the General Area 'Save' Button, you must type a name for your file.

Click on 'O K' to confirm or 'Cancel' to abort the operation.

When entering the standard File Selector, after having clicked on the General Area 'Load' Button, you must type the name of a previously saved parameter set file or browse in the selector to find one.

Once found click on 'O K' to confirm or 'Cancel' to abort the operation.

