

class ReverbEffect

<<class>>
ReverbEffect

+ allpassReverberatorChainInstance :
allpassReverberatorChain
+ feedbackCombFilterArrayInstance :
feedbackCombFilterChain
+ mix : coeff_t

+ **initReverbEffect**() : void
+ **process**(data_t inputData, data_t*
outputData) : void
+ **tuneMix**(coeff_t newMix) : void
+ **tuneReverbSize**(reverbSize_t
reverbSize) : void



<<class>>
feedbackCombFilterArray

+ feedbackCombFilterSections :
feedbackCombFilterSection[]
+ aValuesCombFilter : coeff_t[]
+ kValuesCombFilter : int[]

+ **initfeedbackCombFilterArray**() : void
+ **process**(data_t inputData, data_t*
outputData) : void
+ **tuneFeedbackCombFilter**(reverbSize_t
reverbSize) : void



<<class>>
feedbackCombFilterSection

+ aValues : coeff_t
+ kValue : int

+ **initfeedbackCombFilterArray**() : void
+ **process**(data_t inputData, data_t*
outputData) : void
+ **tuneFeedbackCombFilter**(reverbSize_t
reverbSize) : void

<<class>>
allpassReverberatorChain

+ allpassReverberatorSections :
allpassReverberatorSection[]
+ aValuesAllPass : coeff_t[]
+ delayValuesAllPass : int[]

+ **initReverbEffect**() : void
+ **process**(data_t inputData, data_t*
outputData) : void
+ **tuneAllpassReverberator**(reverbSize_t
reverbSize) : void



<<class>>
allpassReverberatorSection

+ aValue : coeff_t
+ delayValues : int

+ **initReverbEffect**() : void
+ **process**(data_t inputData, data_t*
outputData) : void
+ **tuneAllpassReverberator**(reverbSize_t
reverbSize) : void