Component: Effects

Implemented by Laurenz Heidrich

Functionalities I have implemented:

1. Chorus
   1. The user defines the delay and the fraction of wet/dry signal of the chorus in the score file. The unit of delay is seconds, so a delay of 0.16 is equal to a delay of 0.16 seconds. The wet output is an equal weighting of the input frame and the frame that corresponds to the defined delay.
2. Reverberation
   1. The user defines the rate and the fraction of wet/dry signal of reverberation in the score file. The unit of the rate is in seconds again. The synthesizer adds 10 frames multiplied by a decay factor to the most recent frame. The definition looks like this:
3. Flanging
   1. The user defines the delay and the level in the score file. The unit of delay is in seconds and the level controls the amount of flanging. The definition looks like this: