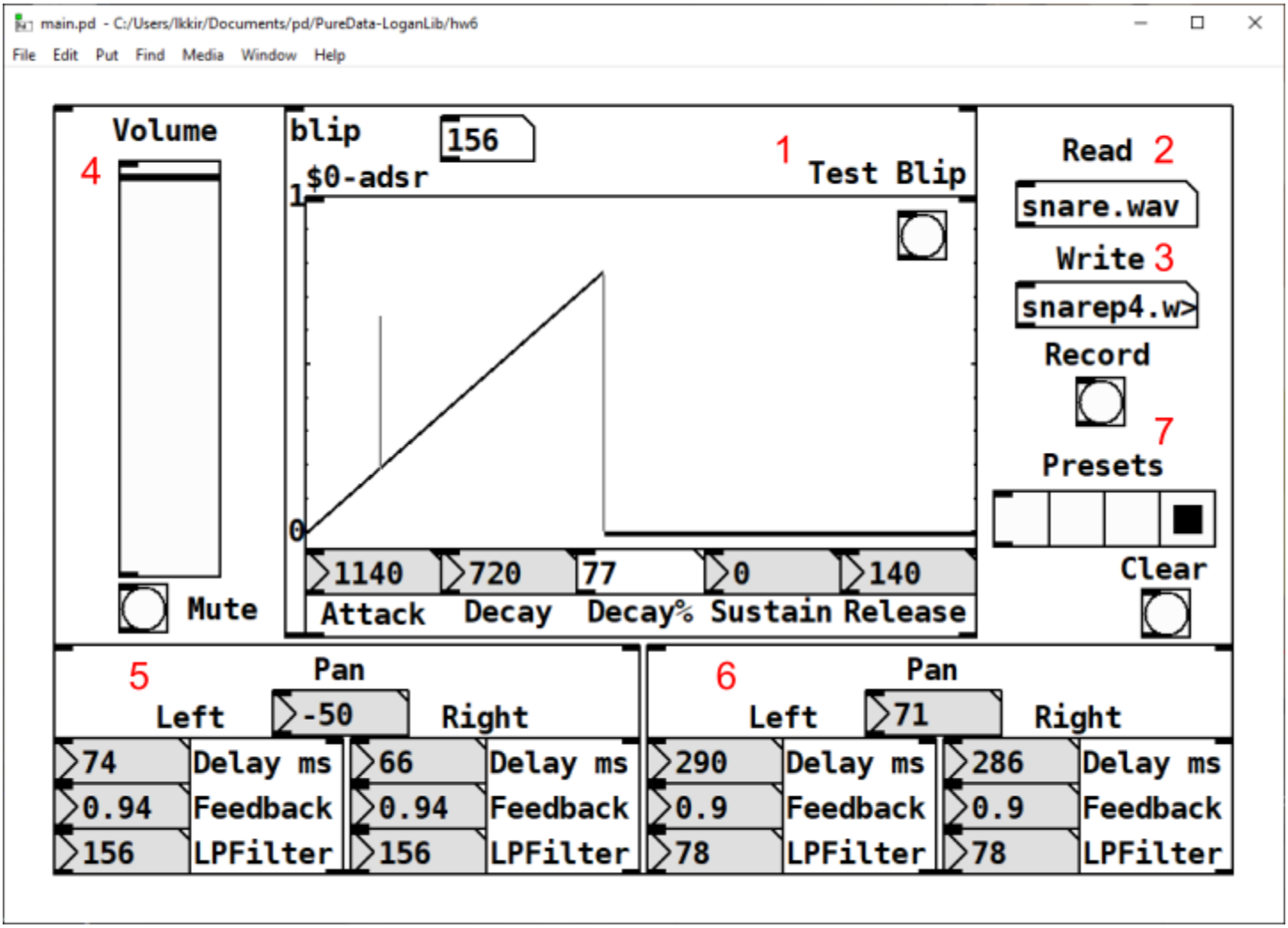
Author: Logan Kirkendall
Made for MUS172, WI23.

This project contains a stereo delay processor with optional channel combinations and overlap. To use this, you'll only need to open main.pd.
The intention is to test different delay settings and channel combinations using the blip ADSR generator[1], which is powered by a regular oscillator, then to load[2] files and process them using the stereo delay filter, and save them to a file[3]. The Record button will load the file and record the sound your stereo delay filter makes.



If you indicate no file to read[2], it will save the blip sound instead. Test Blip won't record sound.
Examples of what is possible with these effects is located within the example_recordings folder. These include some basic samples (Kick, Snare, Crash, Ride) and how they interact with the presets[7].
The volume adjuster[4] will not affect the output to the file, just to the audio output (dac).
There are 2 channels for stereo delay, which affect the left[5] and right[6] channels (1 and 2) of the input sound. By default, the delay which is made by either channel bleeds into both channels,

meaning that the left delays and right delays of each stereo delay will combine in their respective channels. This makes possible 4 different delays, which can create some cool echo and spatial effects.

Presets:

1. A deep boomy reverb, similar to that of a reaction sound used by reality tv shows.
2. A sonar type of sound, with undersea delay echos
3. Reverb similar to what a cymbal hit would create.
4. Long reverb without much low-end compression.