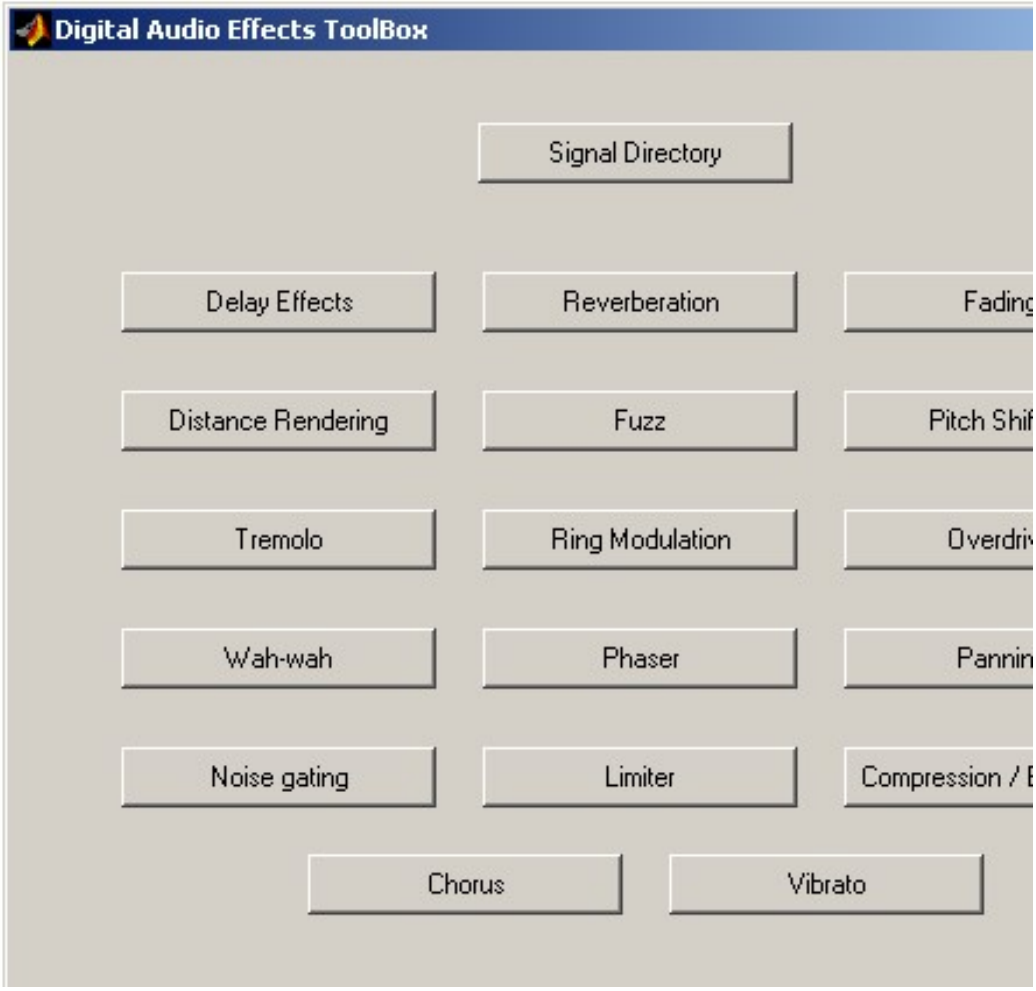
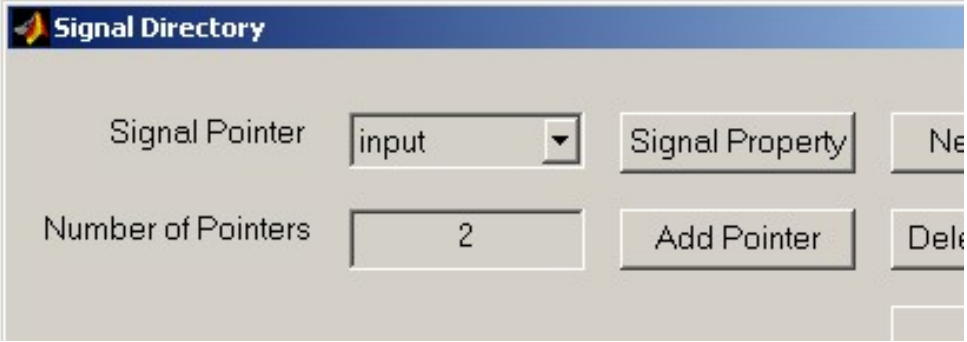
Main window



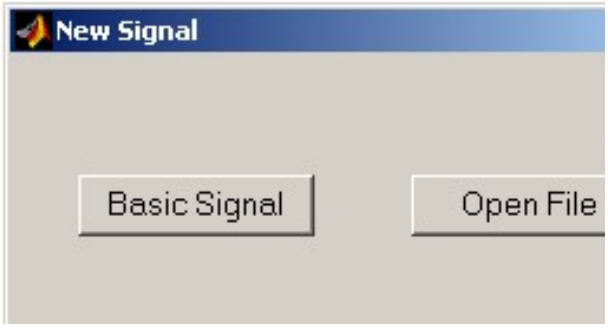
Snap 1: Main window



Snap 2: Signal Directory windows

Description

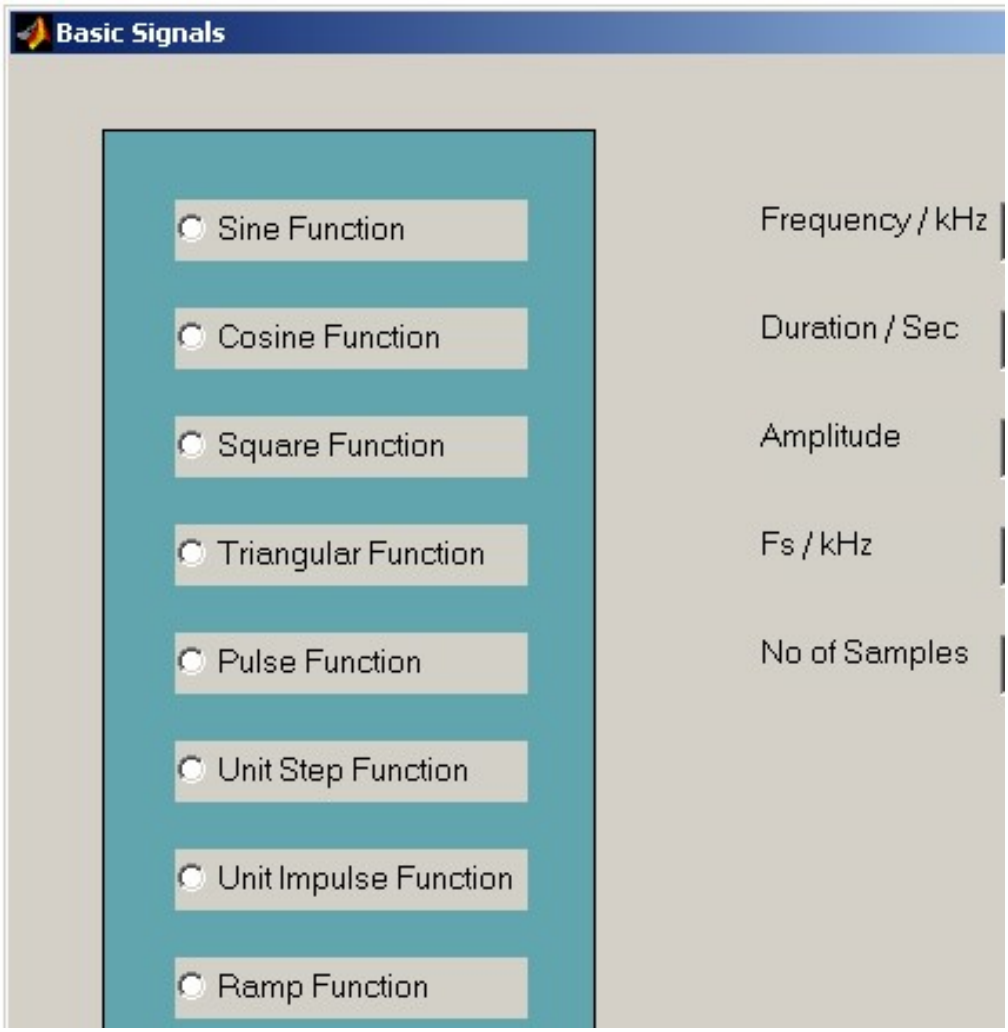
- The popup menu lists all the current loaded signals, user can access any of these signals.
- Signal property opens signal property windows, this windows shows property of current selected signal.
- New signal gives user option to either make standard signal like sin function impulse function etc or open wave file.
- The text box indicates number of current load/list signal in popup menu.
- Add/Delete pointer, adds and deletes signal from popup menu.



Snap 3: New Signal windows

Description

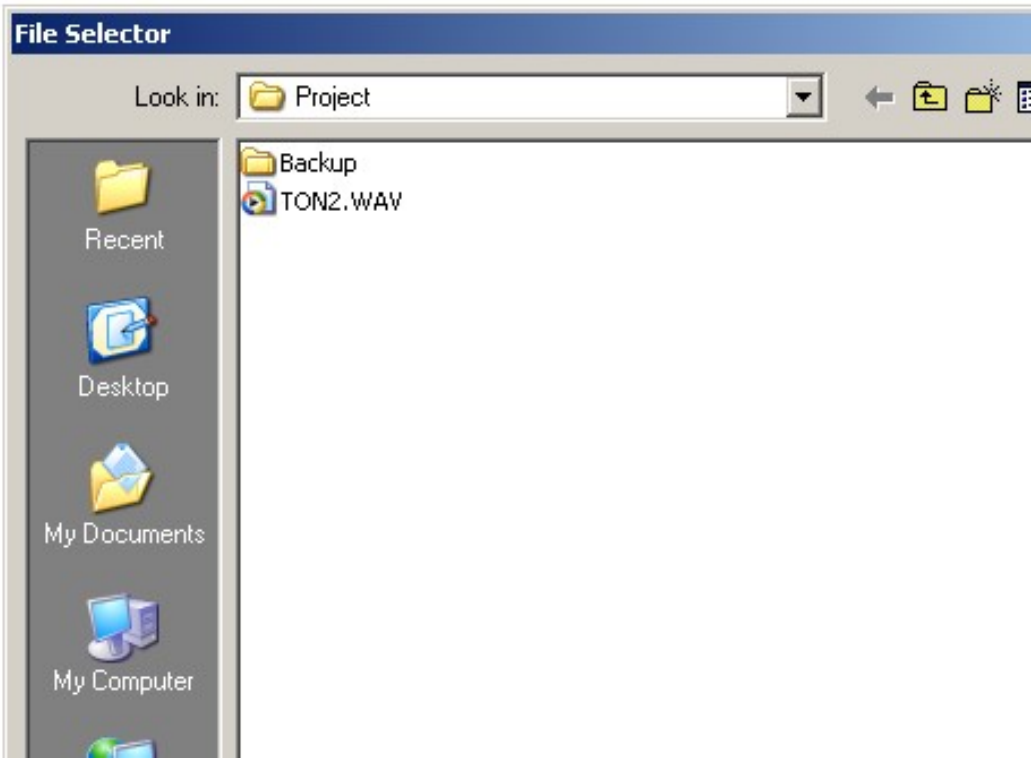
- Gives user either to make new signal or open exiting wave file signal see windows on next page for these options.



Snap 4: Basic Signal windows

Description

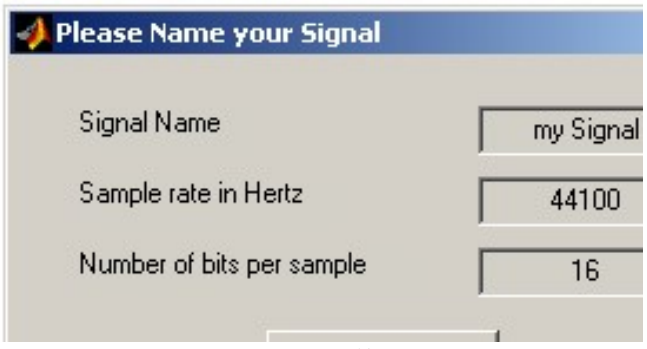
User can make six type of basic signal (depending on input parameter). Sin, cos function, impulse function, step function and ramp function. Each function has its own popup window (for setting parameters) which is not show.



Snap 5: File open windows

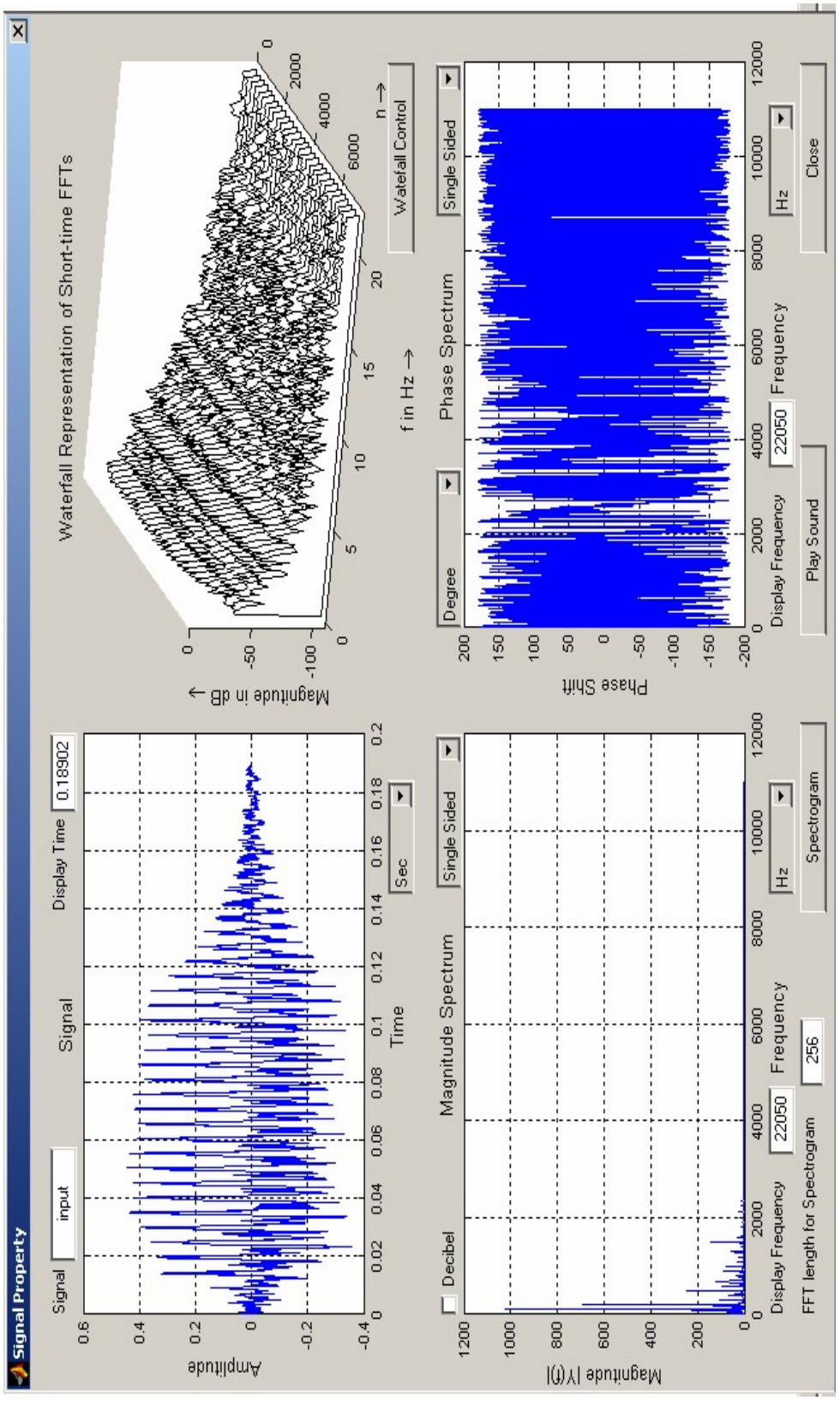
Description
Diagonal used for opening existing wav files. After opening file a description windows opens which shoes description of file and wave. See below

-



Snap 6: Enter File Name

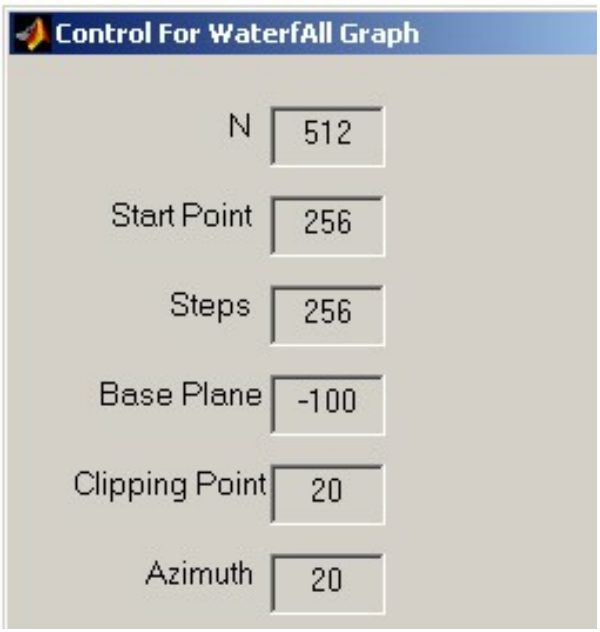
Description
User has to type the name of signal rest is loaded from the wav file this window is opened automatically every time when new signal is generated even in effect Windows



Snap 7: Signal Properties

Description

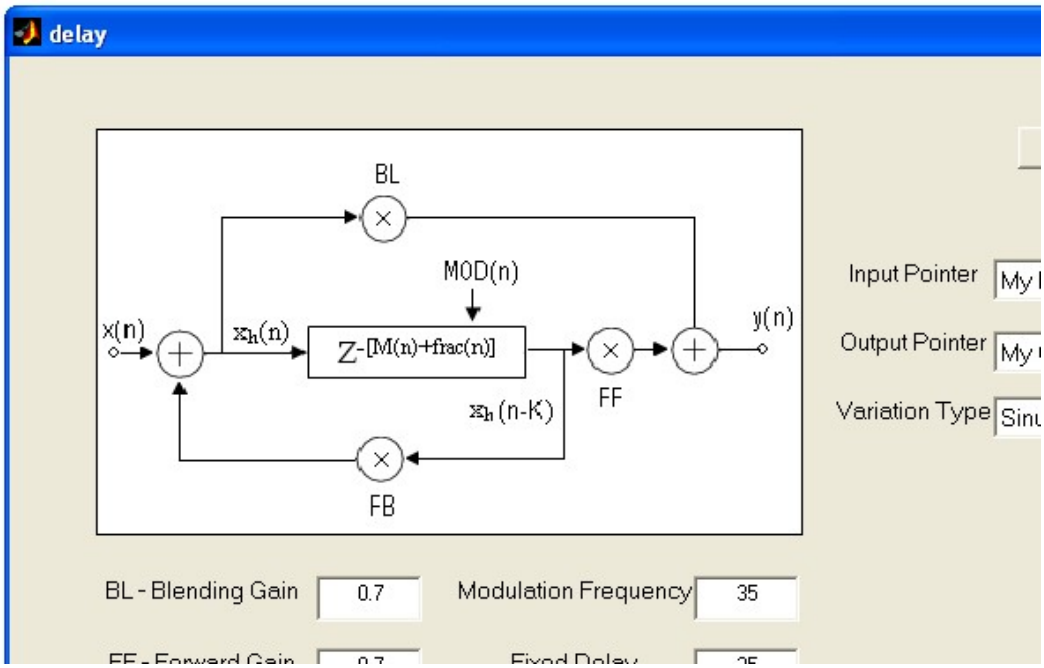
- There are four graph plots on the window. for time domain plot, magnitude, phase plot. And Water fall representation of SFFT
- 'Display time' of time domain plot represents time of the plotted signal. It is used for zooming the signal. Display time can't be greater then signal duration.
- 'Display frequency' of phase and magnitude is used for zooming spectrum.
- 'Decibel check box' if selected magnitude is plotted in db in magnitude spectrum
- 'Play sound' plays sound (no new windows)
- 'spectrogram' plot spectrogram in new window
- 'signal/double side popup menu' plots single/double side magnitude and phase spectrum.
- 'Signal textbox' shows name of current signal
- 'Water Flow Control' is for controlling water fall graph ,window of this control is shown next



Snap 8: Water Fall Control Window

Description

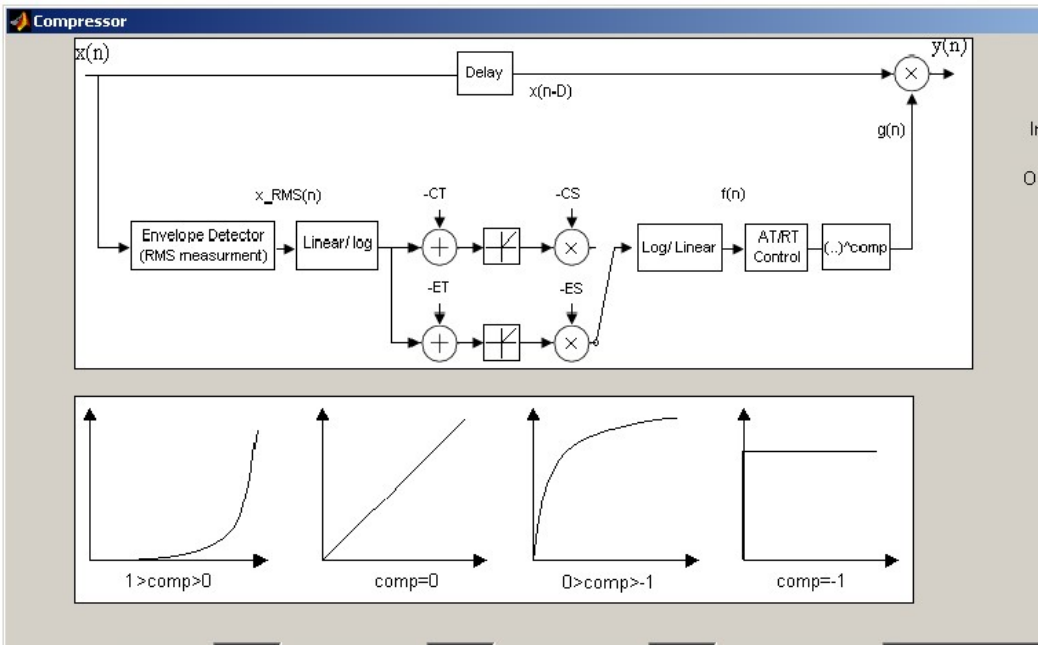
- Variables in this window controls the shape of Water fall plot on signal property window



Snap 9: Delay Effect Window

Description

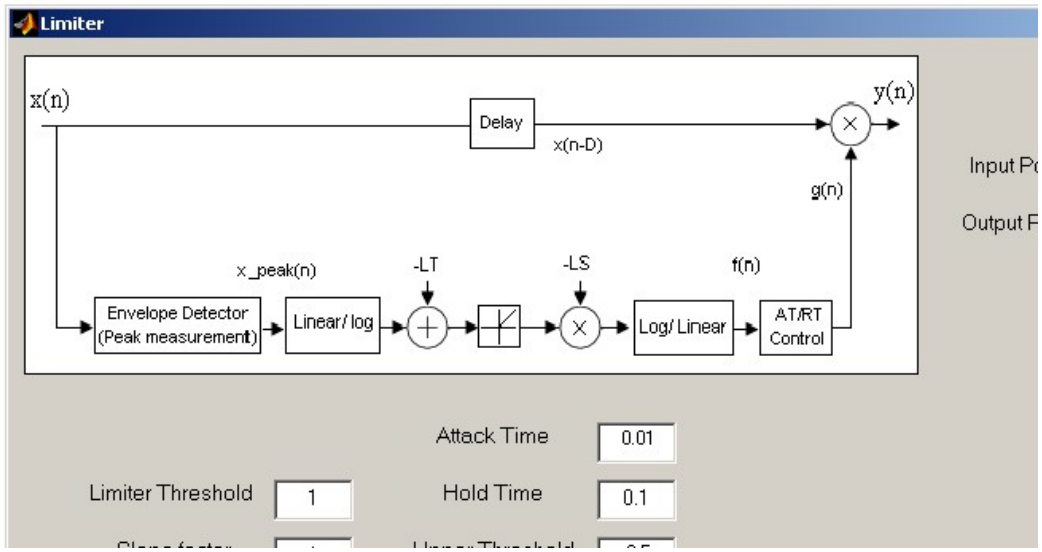
- The input and output point has to be set by the user for input signal and output signal by popup menus on right hand side
- Only those signals are listed in popup menu which where loaded by signal directory (Signal loaded by signal directory is available in whole program)
- In order to hear output user have to go to 'signal directory'. The link to 'signal directory' is provided in all effect window.
- Delay variation could be both sinusoidal and AWGN



Snap 10: Compressors / Expander Window

Description

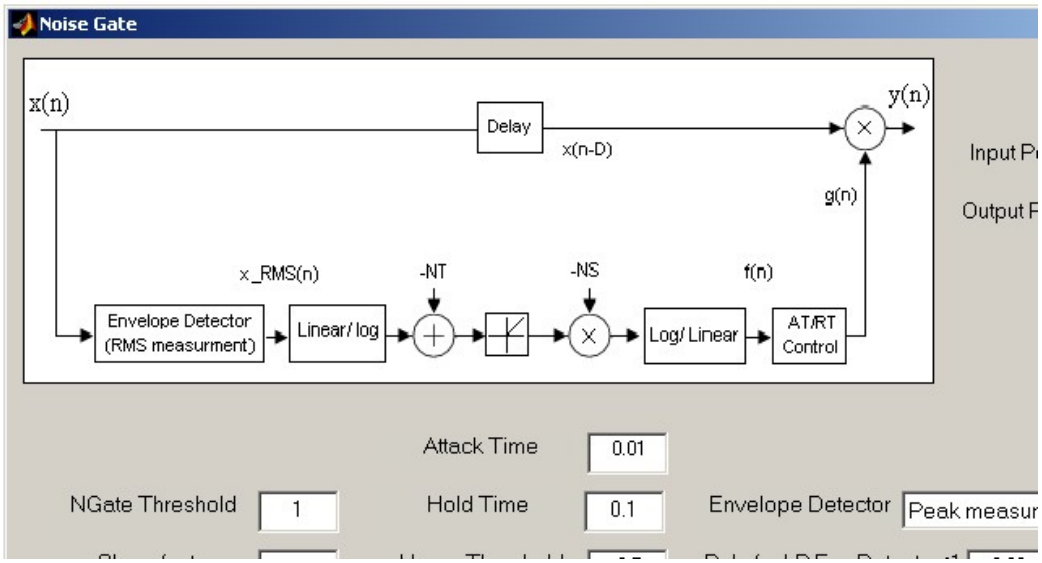
- User in required to entire all the parameters of Hysterisis if hysterisis is used User also option of envelop detector RMS measurement or second order low pass filter



Snap 11: Limiter Window

Description

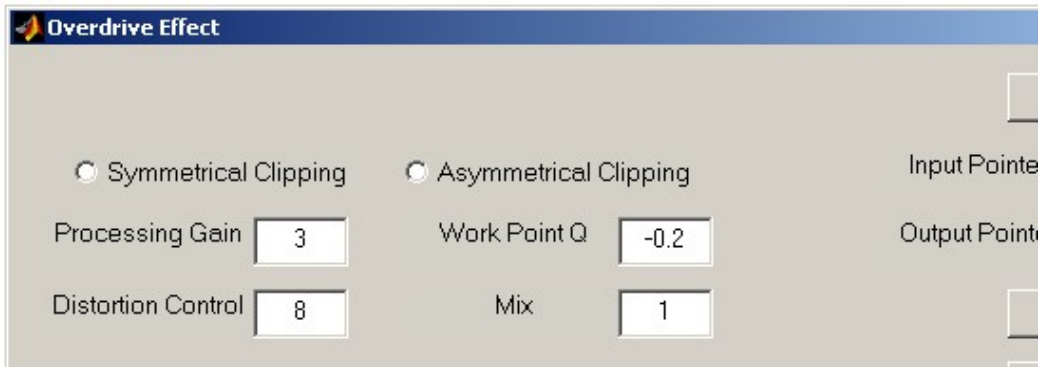
User in required to entire all the parameters of Hysterisis if hysterisis is used



Snap 12: Noise Gate Window

Description

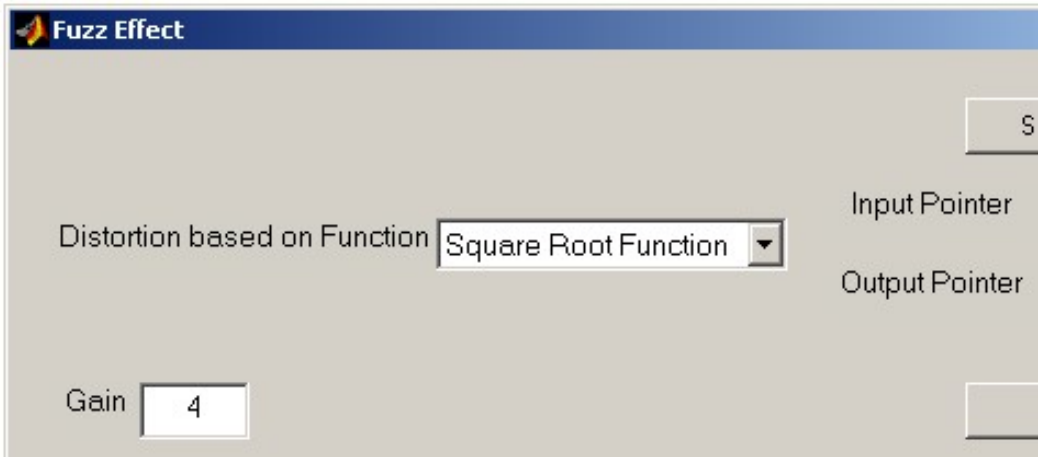
User in required to entire all the parameters of Hysterisis if hysterisis is used User also option of envelop detector



Snap -13 Overdrive Window

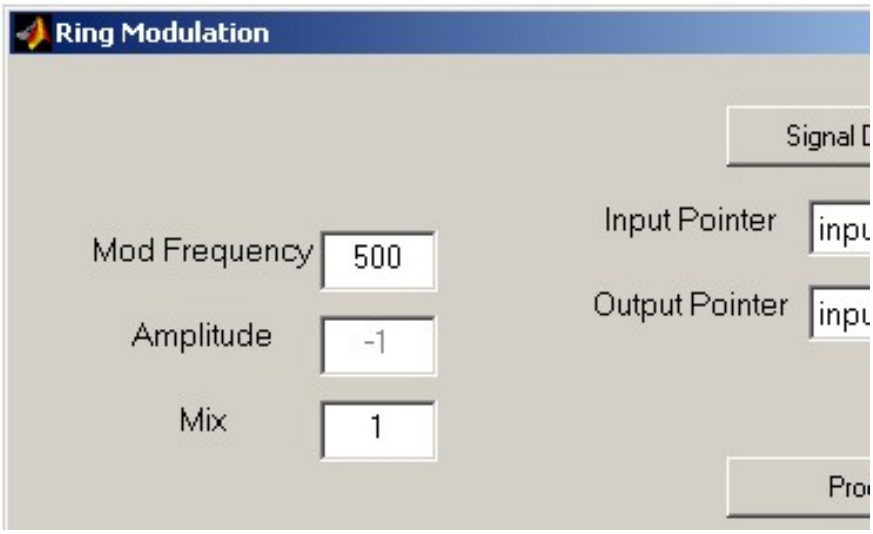
Description

User have option of type of Clipping required to simulate particulate result

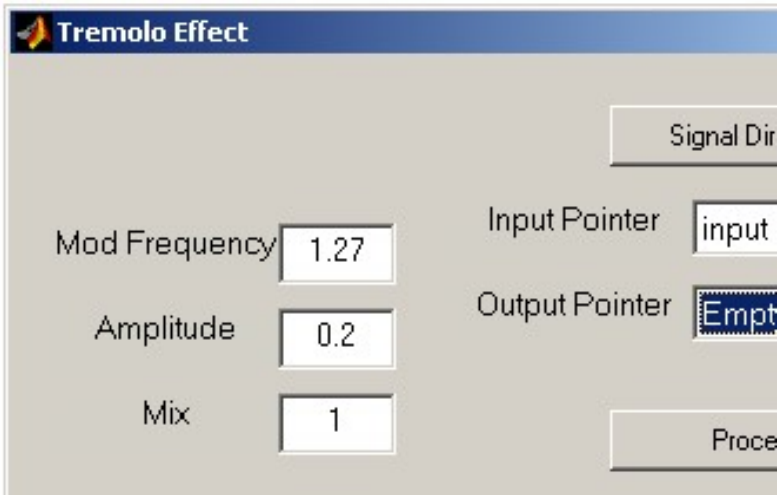


Snap 14: Fuzz Window

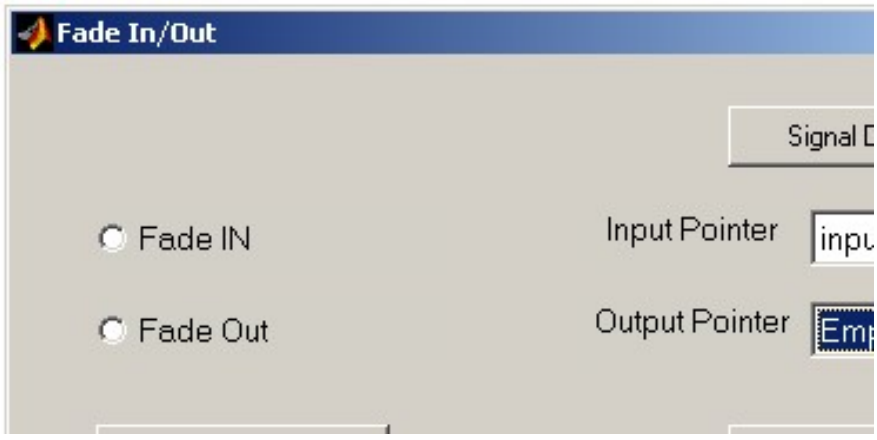
Description
User have option of type of distortion function there are three type of distortion function available to user



Snap 15: Ring Modulation Window

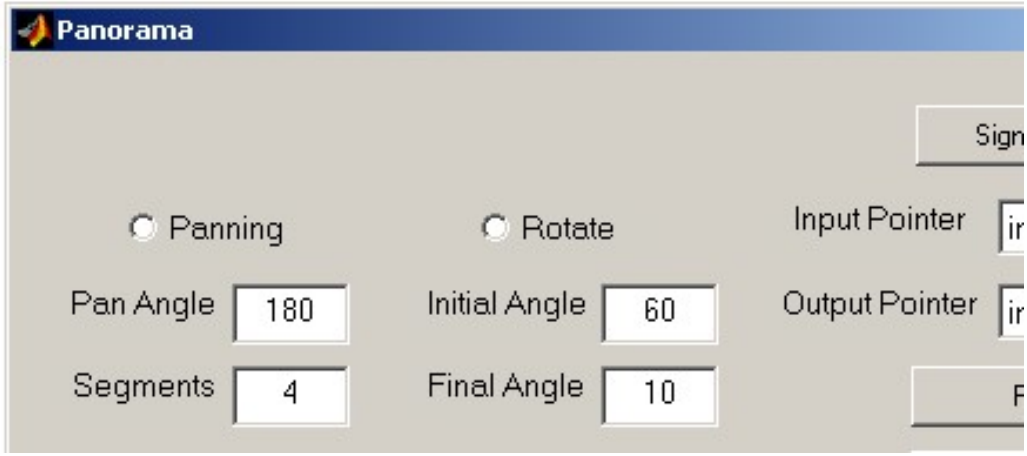


Snap 16: Tremolo Effect Window

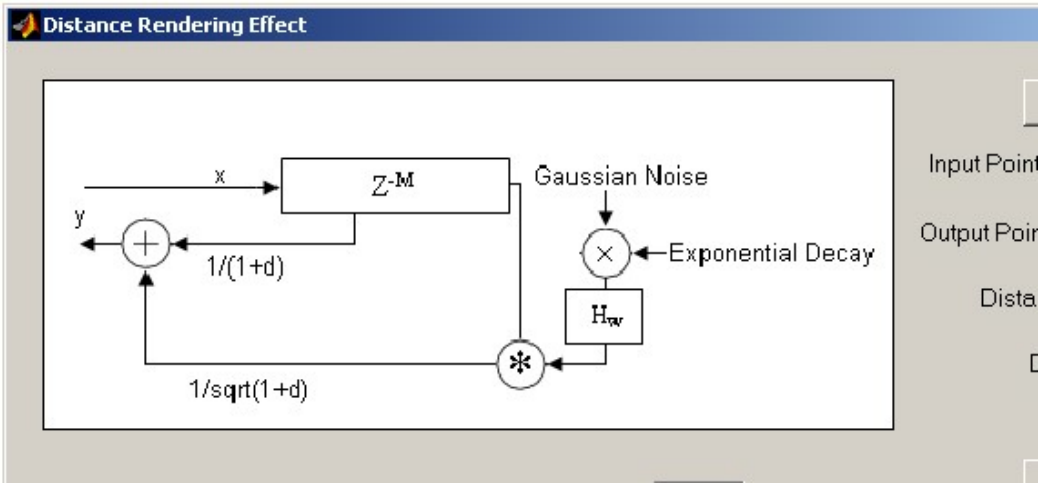


Snap 17: Fade In/Out Window

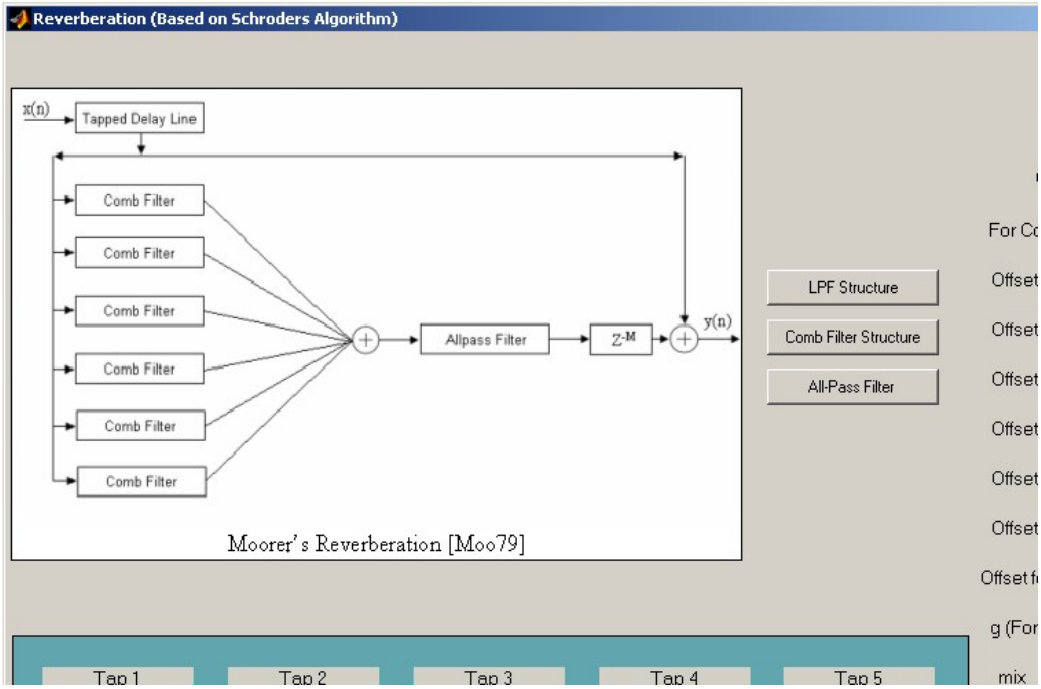
Description
Performs only linear fading



Snap 18: Panorama Window



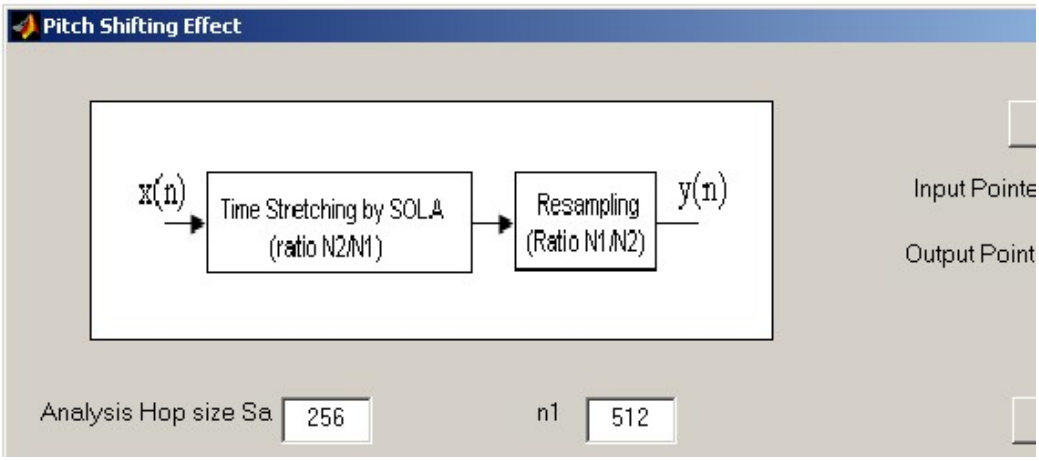
Snap 19: Distance Rendering Window



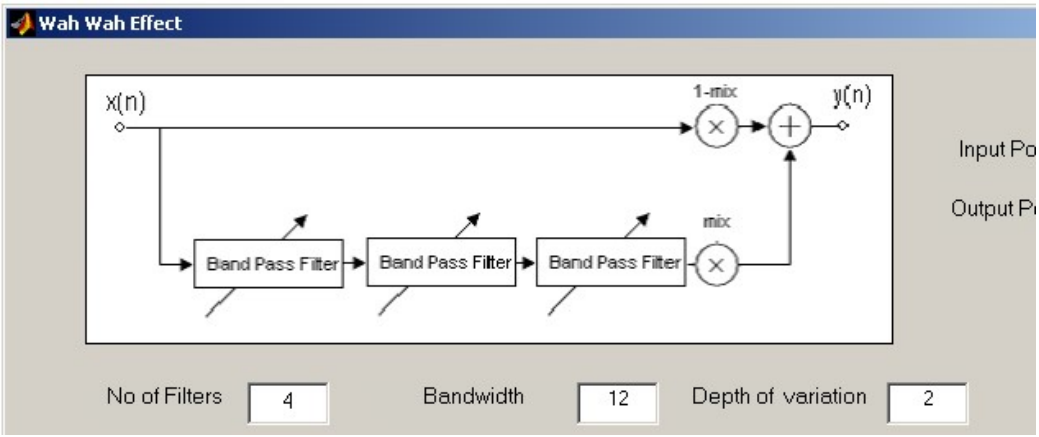
Snap 20: Reverberation Window

Description

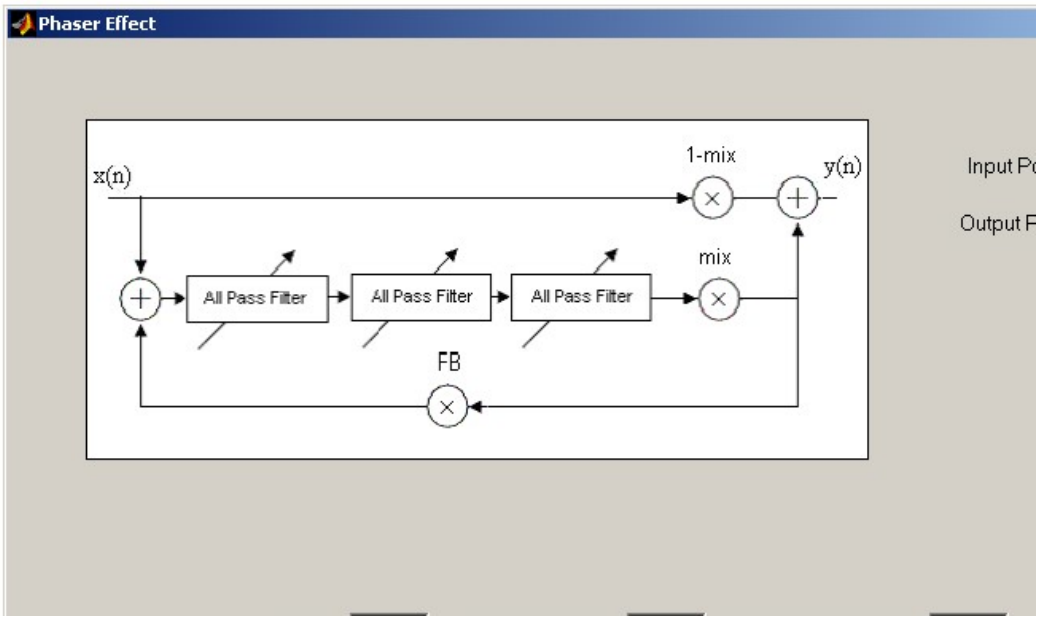
User in required to entire all the parameters of all filter of Moorer Reverberation system



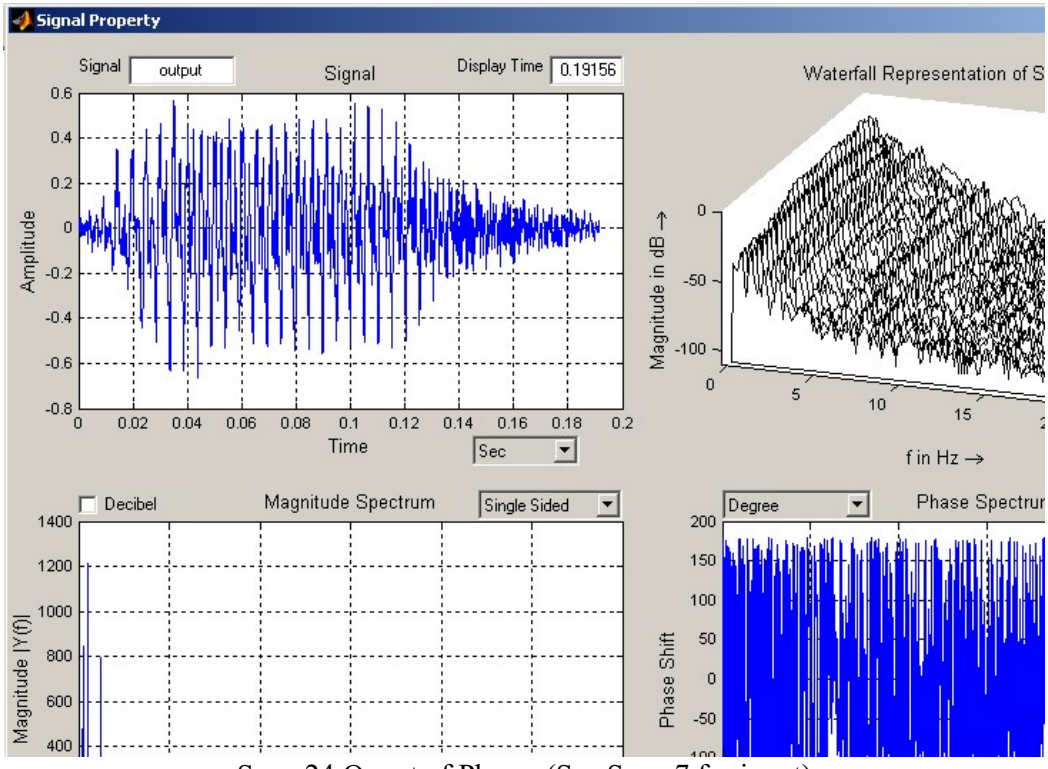
Snap 21: Pitch Shifting Window



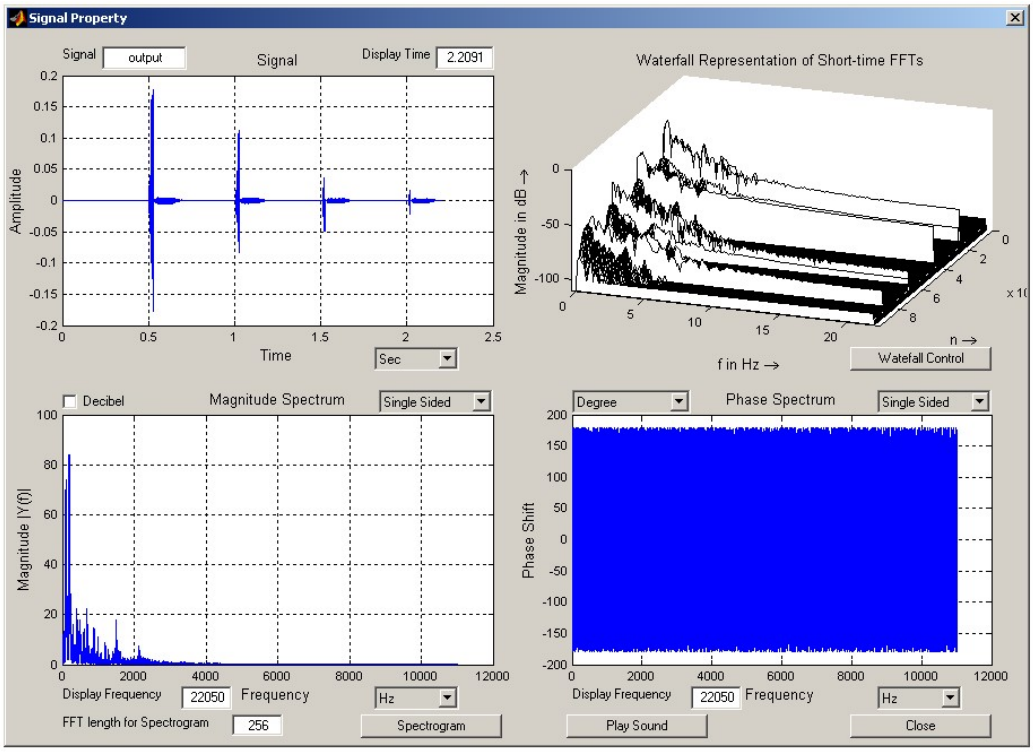
Snap 22: Wah Wah Window



Snap 23: Phaser Effect Window



Snap 24:Ouput of Phaser (See Snap 7 for input)



Snap 25:Ouput of Distance Render (See Snap 7 for input)