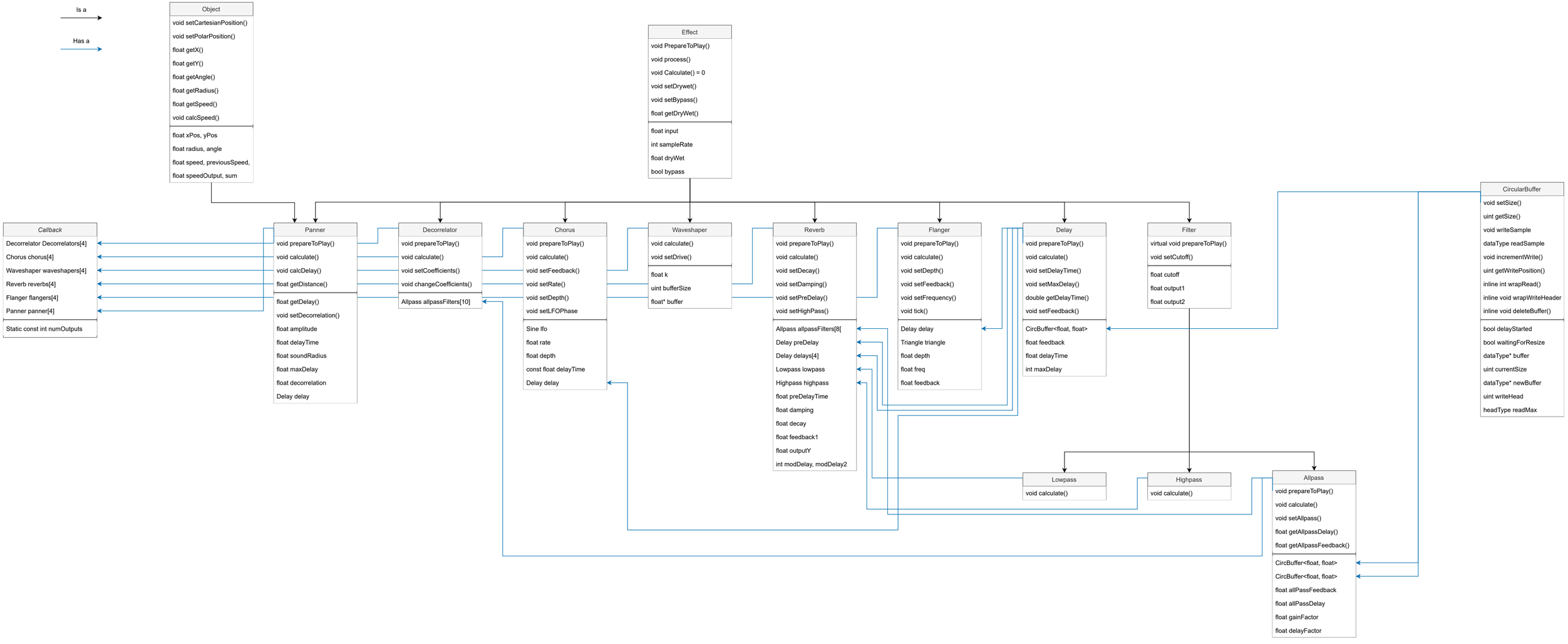
Is a
Has a
Object
void setCartesianPosition()
void setPolarPosition()
float getX()
float getY()
float getAngle()
float getRadius()
float getSpeed()
void calcSpeed()
float xPos, yPos
float radius, angle
float speed, previousSpeed,
float speedOutput, sum
Effect
void PrepareToPlay()
void process()
void Calculate() = 0
void setDrywet()
void setBypass()
float getDryWet()
float input
int sampleRate
float dryWet
bool bypass
CircularBuffer
void setSize()
uint getSize()
void writeSample
dataType readSample
void incrementWrite()
uint getWritePosition()
inline int wrapRead()
inline void wrapWriteHeader
inline void deleteBuffer()
bool delayStarted
bool waitingForResize
dataType* buffer
uint currentSize
dataType* newBuffer
uint writeHead
headType readMax
Callback
Decorrelator Decorrelators[4]
Chorus chorus[4]
Waveshaper waveshapers[4]
Reverb reverbs[4]
Flanger flangers[4]
Panner panner[4]
Static const int numOutputs
Panner
void prepareToPlay()
void calculate()
void calcDelay()
float getDistance()
float getDelay()
void setDecorrelation()
float amplitude
float delayTime
float soundRadius
float maxDelay
float decorrelation
Delay delay
Decorrelator
void prepareToPlay()
void calculate()
void setCoefficients()
void changeCoefficients()
Allpass allpassFilters[10]
Chorus
void prepareToPlay()
void calculate()
void setFeedback()
void setRate()
void setDepth()
void setLFOPhase
Sine lfo
float rate
float depth
const float delayTime
Delay delay
Waveshaper
void calculate()
void setDrive()
float k
uint bufferSize
float* buffer
Reverb
void prepareToPlay()
void calculate()
void setDecay()
void setDamping()
void setPreDelay()
void setHighPass()
Allpass allpassFilters[8[
Delay preDelay
Delay delays[4]
Lowpass lowpass
Highpass highpass
float preDelayTime
float damping
float decay
float feedback1
float outputY
int modDelay, modDelay2
Flanger
void prepareToPlay()
void calculate()
void setDepth()
void setFeedback()
void setFrequency()
void tick()
Delay delay
Triangle triangle
float depth
float freq
float feedback
Delay
void prepareToPlay()
void calculate()
void setDelayTime()
void setMaxDelay()
double getDelayTime()
void setFeedback()
CircBuffer<float, float>
float feedback
float delayTime
int maxDelay
Filter
virtual void prepareToPlay()
void setCutoff()
float cutoff
float output1
float output2
Lowpass
void calculate()
Highpass
void calculate()
Allpass
void prepareToPlay()
void calculate()
void setAllpass()
float getAllpassDelay()
float getAllpassFeedback()
CircBuffer<float, float>
CircBuffer<float, float>
float allPassFeedback
float allPassDelay
float gainFactor
float delayFactor