dac~lsignal:0.0:1.0/ sfplay~l/signal loadmessl/int float bool +~lsignal:-1.0:1.0'signal float:-1.0:1.0/signal /~lsignal:-10.0:10.0'signal float:-10.0:10.0/signal degrade~Isignal:0.0:1.0'float:0.01:1.0'int:1:24/signal delta~Isignal:0.0:1.0/signal downsamp~Isignal:0.0:1.0'float:2.0:128.0/signal