

SetSoundEffectParameter

This function sets the parameter of a sound effect.

Note: Using this function on a player voice sound element is not supported at this time.

Syntax

bool setSoundEffectParameter (element sound, string effectName, string effectParam, var paramValue)

OOP Syntax Help! I don't understand this!

Method: *sound:setEffectParameter(...)*

Required Arguments

- sound:** The sound element.
- effectName:** The name of the effect whose parameter you want to change:

- gargle**
- compressor**
- echo**
- i3dl2reverb**
- distortion**
- chorus**
- parameq**
- reverb**
- flanger**

- effectParam:** The parameter name.
- paramValue:** The parameter value.

Returns

Returns *true* if effect have been set successfully, *false* otherwise.

Effects Parameters

Chorus				
http://www.un4seen.com/doc/#bass/BASS_DX8_CHORUS.html				
Parameter	Type	Default value	Valid range	Description
wetDryMix	float	50	0-100	Ratio of wet (processed) signal to dry (unprocessed) signal.
depth	float	10	0-100	Percentage by which the delay time is modulated by the low-frequency oscillator (LFO).
feedback	float	25	-99-99	Percentage of output signal to feed back into the effect's input.
frequency	float	1.1	0-10	Frequency of the LFO.
waveform	int	1	0-1	Waveform of the LFO... <i>0 = triangle, 1 = sine</i> .
delay	float	16	0-20 (ms)	Number of milliseconds the input is delayed before it is played back.
				Phase differential between left and right LFOs.
				<ul style="list-style-type: none">0: -1801: -902: 03: 904: 180

Compressor				
http://www.un4seen.com/doc/#bass/BASS_DX8_COMPRESSOR.html				
Parameter	Type	Default value	Valid range	Description

gain	float	0	-60-60 (dB)	Output gain of signal after compression.
attack	float	10	0.01-500 (ms)	Time before compression reaches its full value.
release	float	200	50-3000 (ms)	Speed at which compression is stopped after input drops below threshold .
threshold	float	-20	-60-0 (dB)	Point at which compression begins.
ratio	float	3	1-100	Compression ratio.
predelay	int	4 (ms)	0-4	Time after threshold is reached before attack phase is started.

Distortion

http://www.un4seen.com/doc/#bass/BASS_DX8_DISTORTION.html

Parameter	Type	Default value	Valid range	Description
gain	float	-18	-60-0 (dB)	Amount of signal change after distortion.
edge	float	15	0-100	Percentage of distortion intensity.
postEQCenterFrequency	float	2400	100-8000 (Hz)	Center frequency of harmonic content addition.
postEQBandwidth	float	2400	100-8000 (Hz)	Width of frequency band that determines range of harmonic content addition.
preLowpassCutoff	float	8000	100-8000 (Hz)	Filter cutoff for high-frequency harmonics attenuation.

Echo

http://www.un4seen.com/doc/#bass/BASS_DX8_ECHO.html

Parameter	Type	Default value	Valid range	Description
wetDryMix	float	50	0-100	Ratio of wet (processed) signal to dry (unprocessed) signal.
feedback	float	50	0-100	Percentage of output fed back into input.
leftDelay	float	500	1-2000 (ms)	Delay for left channel.
rightDelay	float	500	1-2000 (ms)	Delay for right channel.
panDelay	bool	false	false, true	Value that specifies whether to swap left and right delays with each successive echo.

Flanger

http://www.un4seen.com/doc/#bass/BASS_DX8_FLANGER.html

Parameter	Type	Default value	Valid range	Description
wetDryMix	float	50	0-100	Ratio of wet (processed) signal to dry (unprocessed) signal.
depth	float	100	0-100	Percentage by which the delay time is modulated by the low-frequency oscillator (LFO).
feedback	float	-50	-99-99	Percentage of output signal to feed back into the effect's input.
frequency	float	0.25	0-10	Frequency of the LFO.
waveform	int	1	0-1	Waveform of the LFO... <i>0 = triangle, 1 = sine</i> .
delay	float	2	0-4 (ms)	Number of milliseconds the input is delayed before it is played back. Phase differential between left and right LFOs.
phase	int	2	0-4	<ul style="list-style-type: none"> 0: -180 1: -90 2: 0 3: 90 4: 180

Gargle

http://www.un4seen.com/doc/#bass/BASS_DX8_GARGLE.html

Parameter	Type	Default value	Valid range	Description
rateHz	int	20	1-1000 (Hz)	Rate of modulation.
waveShape	int	0	0-1	Shape of the modulation waveform... <i>0 = triangle, 1 = square</i> .

I3DL2 Reverb

http://www.un4seen.com/doc/#bass/BASS_DX8_I3DL2REVERB.html

Parameter	Type	Default value	Valid range	Description
room	int	-1000	-10000-0 (mB)	Attenuation of the room effect.
roomHF	int	-100	-10000-0 (mB)	Attenuation of the room high-frequency effect.
roomRolloffFactor	float	0	0-10	Rolloff factor for the reflected signals.
decayTime	float	1.49	0.1-20 (s)	Decay time.
decayHFRatio	int	0.83	0.1-2	Ratio of the decay time at high frequencies to the decay time at low frequencies.
reflections	int	-2602	-10000-1000 (mB)	Attenuation of early reflections relative to room .
reflectionsDelay	float	0.007	0-0.3 (s)	Delay time of the first reflection relative to the direct path.

reverb	int	200	-10000-2000 (mB)	Attenuation of late reverberation relative to room .
reverbDelay	float	0.011	0-0.1 (s)	Time limit between the early reflections and the late reverberation relative to the time of the first reflection.
diffusion	float	100	0-100	Echo density in the late reverberation decay.
density	float	100	0-100	Modal density in the late reverberation decay.
HReference	float	5000	20-20000 (Hz)	Delay time of the first reflection relative to the direct path.

Parametric Equalizer

http://www.un4seen.com/doc/#bass/BASS_DX8_PARAMEQ.html

Parameter	Type	Default value	Valid range	Description
center	float	0	80-16000 (Hz)	Center frequency.
bandwidth	float	12	1-36	Bandwidth, in semitones.
gain	float	0	-15-15 (dB)	Output gain of signal.

Reverb

http://www.un4seen.com/doc/#bass/BASS_DX8_REVERB.html

Parameter	Type	Default value	Valid range	Description
inGain	float	0	-96-0 (dB)	Input gain of signal.
reverbMix	float	0	-96-0 (dB)	Reverb mix.
reverbTime	float	1000	0.001-3000 (ms)	Reverb time.
highFreqRTRatio	float	0.001	0.001-0.999 (ms)	High-frequency reverb time ratio.