

BASS_DX8_I3DL2REVERB

- + lRoom
- + lRoomHF
- + flRoomRolloffFactor
- + flDecayTime
- + flDecayHFRatio
- + lReflections
- + flReflectionsDelay
- + lReverb
- + flReverbDelay
- + flDiffusion
- + flDensity
- + flHFReference