

"Input" Compressor (BDL)

700422.ZD2: [ZDL_VOCAL_TONE_ZNR_BDL.out]
2256902.ZD2: [ZDL_VOCAL_TONE_ZNR_BDL.out]
2207750.ZD2: [ZDL_VOCAL_TONE_ZNR_BDL.out]
1773574.ZD2: [ZDL_VOCAL_TONE_ZNR_BDL.out]

system DLL's

CMN\_FFT.ZD2: [ZDL\_VOCAL\_Common\_FFT.out]

A\_PDTC.T.ZD2: [ZDL\_VOCAL\_PitchDtct\_Audio.out]  
needs [ZDL\_VOCAL\_Common\_FFT.out]

P\_DTCT.ZD2: [ZDL\_VOCAL\_PitchDtct.out]  
needs [ZDL\_VOCAL\_PitchDtct\_Audio.out]

A\_VUN\_DT.ZD2: [ZDL\_VOCAL\_VunVDtct\_Audio.out]  
needs [ZDL\_VOCAL\_Common\_FFT.out]

VUN\_DTCT.ZD2: [ZDL\_VOCAL\_VunVDtct.out]  
needs [ZDL\_VOCAL\_VunVDtct\_Audio.out]

CMN\_KLIB.ZD2: [ZDL\_VOCAL\_Common\_KAudioLib.out]

A\_VHRMNY.ZD2: [ZDL\_VOCAL\_Harmony\_Audio.out]  
needs [ZDL\_VOCAL\_Common\_KAudioLib.out]

VO\_HRMNY.ZD2: [ZDL\_VOCAL\_Harmony.out]  
needs [ZDL\_VOCAL\_Harmony\_Audio.out]

A\_PSOLA.I.ZD2: [ZDL\_VOCAL\_PSOLAInst\_Audio.out]  
needs [ZDL\_VOCAL\_Common\_KAudioLib.out]

"Voice" processing

V\_CORR\_N.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

V\_CORR\_A.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

VO\_UNISN.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

VO\_OCTUP.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

VO\_OCTDN.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

VO\_CHILD.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

VO\_DEEP.ZD2: [ZDL\_VOCAL\_PSOLAInst.out]  
needs [ZDL\_VOCAL\_PSOLAInst\_Audio.out]

"Harmony" Processing

V\_VOCODE.ZD2: [ZDL\_VOCODER\_Synth.out]  
needs [ZDL\_VOCAL\_Common\_FFT.out]

V\_TALK\_B.ZD2: [ZDL\_VOCODER\_Synth.out]  
needs [ZDL\_VOCAL\_Common\_FFT.out]

V\_ROBOT.ZD2: [ZDL\_VOCODER\_Synth.out]  
needs [ZDL\_VOCAL\_Common\_FFT.out]

"Effect" processing

VO\_RADIO.ZD2: [ZDL\_VOCAL\_RADIO.out]

VO\_DSFLT.ZD2: [ZDL\_VOCAL\_DIST\_FILTER.out]

VO\_DRK\_R.ZD2: [ZDL\_VOCAL\_DARK\_REVERB.out]

VO\_DIST.ZD2: [ZDL\_VOCAL\_DISTORTION.out]

VO\_DETUN.ZD2: [ZDL\_VOCAL\_DETUNE.out]

VO\_DELAY.ZD2: [ZDL\_VOCAL\_DELAY.out]

VO\_CHO.ZD2: [ZDL\_VOCAL\_CHORUS.out]

VO\_BRT\_R.ZD2: [ZDL\_VOCAL\_BRIGHT\_REVERB.out]

VOROOM.ZD2: [ZDL\_VOCAL\_ROOM.out]

VOHDHALL.ZD2: [ZDL\_VOCAL\_HDHALL.out]

VO\_SYNTH.ZD2: [ZDL\_VOCAL\_TEMPLATE4.out]

VO\_BEAT.ZD2: [ZDL\_VOCAL\_TEMPLATE4.out]