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Collection()  
tor()  
Pointers()

hash\_map< long, Reverb \* > \*

Reverb

- gainDirect
- gainReverb
- allPassDelay
- lpcfilter
- apfilter
- decay\_duration

+ Reverb()  
+ Reverb()  
+ Reverb()  
+ Reverb()  
+ ConstructorCommon()  
+ ~Reverb()  
+ do\_reverb()  
+ reset()  
+ do\_reverb\_MultiTrack()  
+ do\_reverb\_Track()  
+ do\_reverb\_SoundSample()  
+ getDecay()  
+ xml\_print()  
+ set\_gainDirect()  
+ set\_gainReverb()  
+ set\_allPassDelay()  
+ set\_decay\_duration()  
+ setLPComb()  
+ setAllPass()  
+ xml\_read()  
- constructAmp()

hash\_map< long, DynamicVariable \* > \*

ClippingManagementMode

reverbHash

reverbObj

dvHash

cmm\_

