

Filter List

Filter List

	Filter Name	Description
1	3BandEQ	Classic three-band equalizer with unique characteristics and total kills
2	Compressor	Compressor with 0 latency
3	Echo	Simple echo
4	Flanger	Flanger with aggressive sound ("jet")
5	Gate	Simple gate effect
6	Limiter	Limiter with 32 samples latency
7	Reverb	reverb
8	Roll	Bpm/beat based loop roll effect

Properties each filters

1. 3BandEQ

1. Classic three-band equalizer with unique characteristics and total kills

속성	의미	입	범위
bands[3]	Low, Mid, High	float	0.01f ~ 2.0f

2. Compressor

1. Compressor with 0 latency

속성	의미	입	범위
inputGainDb	Input Gain in decibels	float	-24.0f ~ 24.0f
OutputGainDb	Output Gain in decibels	float	-24.0f ~ 24.0f
Web	Dry/wet ratio	float	0.0f ~ 1.0f
AttackSec	Attack in seconds	float	0.0001f ~ 0.03f
ReleaseSec	Release in seconds	float	0.1f ~ 1.6f
Ratio	Ratio	float enum	1.5f, 2.0f, 3.0f, 4.0f, 5.0f, 10.0f
ThresholdDb	Threshold in decibels.	float	-40.0f ~ 0.0f
HpCutOffHz	Key highpass filter frequency.	float	1.0f ~ 10000.0f

3. Echo

1. Simple echo

속성	의미	입	범위
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9	Time stretching and pitch shifting	
10	White noise + filter	
11	Resonant Low Pass	
12	Resonant High Pass	
13	Band Limited Pass	
14	Band Limited Notch	
15	Low Shelf	

Mix	wet/dry Balance	float	0.0f ~ 1.0f
Bpm	Bpm	float	60.0f ~ 240.0f
Beats	Delay in beats.	float	0.125f ~ 2.0f
Decay	Decay	float	0.0f ~ 1.0f

4. Flanger

1. Flanger with aggressive sound ("jet")

속성	의미	입	범위
Bpm	Bpm	float	60.0f ~ 240.0f
Depth	Depth	float	0.0f ~ 1.0f
Wet	Wet	float	0.0f ~ 1.0f
LFOBeats	The length in beats between the "lowest" and the "highest" jet sound.	float	0.25f ~ 64.0f
ClipperThresholdDb	ClipperThresholdDb	float	-100.0f ~ 0.0f
ClipperMaximumDb	ClipperMaximumDb	float	-48.0f ~ 48.0f
Stereo	Stereo/mono switch	bool	true / false

5. Gate

1. Simple gate effect

속성	의미	입	범위
Wet	Wet	float	0.0f ~ 1.0f
Bpm	Bpm	float	60.0f ~ 240.0f
Beats	The rhythm in beats to open/close the "gate".	float	0.015625f ~ 4.0f

16	High Shelf	High Shelf
17	Parametric	Parametric
18	Gain	Gain
19	Fuzz	Fuzz
20	Guitar Distortion	Guitar Distortion
21	Guitar Phase Effect	Guitar Phase Effect
22	Harmony Effect	Harmony Effect

관련 페이지

- [Sample](#)
- [Snapchat - 음성변조](#)

6. Limiter

1. Limiter with 32 samples latency

속성	의미	입	범위
CeilingDb	Ceiling in decibels	float	-40.0f ~ 0.0f
ThresholdDb	Threshold in decibels	float	-40.0f ~ 0.0f
ReleaseSec	Release in seconds	float	0.1f ~ 1.6f

7. Reverb

1. reverb

속성	의미	입	범위
Dry	Dry	float	0.0f ~ 1.0f
Wet	Wet	float	0.0f ~ 1.0f
Mix	Mix has a nice dry/wet constant power curve.	float	0.0f ~ 1.0f
Width	Sets stereo width.	float	0.0f ~ 1.0f
Damp	Sets high frequency damping.	float	0.0f ~ 1.0f
RoomSize	Adjust room size.	float	0.0f ~ 1.0f

8. Roll

1. Bpm/beat based loop roll effect

속성	의미	입	범위
Wet	Wet	float	0.0f ~ 1.0f
Bpm	Bpm	float	60.0f ~ 240.0f
Beats	The rhythm in beats to open/close the "gate".	float	0.015625f ~ 4.0f

9. TimeStretching

1. Time stretching and pitch shifting

2. 속성	의미	입	범위
Rate	Time stretching.	float	0.01f ~ 4.0f
PitchShift	Pitch shift notes. (-12 = 1 octave down, 12 = one octave up)	integer	-12 ~ 12

10. Whoosh

1. White noise + filter

2. 속성	의미	입	범위
Wet	Wet	float	0.0f ~ 1.0f
Frequency	Frequency	float	20.0f ~ 20000.0f

11. ResonantLowPass

1. Resonant Low Pass

2. 속성	의미	입	범위
Resonance	Resonance	float	0.01f ~ 1.0f
Frequency	Frequency	float	60.0f ~ 20000.0f

12. ResonantHighPass

1. Resonant High Pass

2. 속성	의미	입	범위
Resonance	Resonance	float	0.01f ~ 1.0f
Frequency	Frequency	float	60.0f ~ 20000.0f

13. BandLimiterPass

1. Band Limiter Pass

2. 속성	의미	입	범위
Octave	Octave	float	0.1f ~ 5.0f
Frequency	Frequency	float	1000.0f

14. BandLimiterNotch

1. Band Limiter Notch

2. 속성	의미	입	범위
Octave	Octave	float	0.1f ~ 5.0f
Frequency	Frequency	float	1000.0f

15. LowShelf

1. Low Shelf

2. 속성	의미	입	범위
Slope	Slope	float	1.0f
Decibel	Decibel	float	-24.0f ~ 24.0f
Frequency	Frequency	float	60.0 ~ 4000.0f

16. HighShelf

1. High Shelf

2. 속성	의미	입	범위
Slope	Slope	float	1.0f
Decibel	Decibel	float	-24.0f ~ 24.0f
Frequency	Frequency	float	60.0 ~ 4000.0f

17. Parametric

1. Parametric

2. 속성	의미	입	범위
Octave	Octave	float	0.1f ~ 5.0f
Decibel	Decibel	float	-24.0f ~ 24.0f
Frequency	Frequency	float	60.0 ~ 16000.0f

18. Gain

1. Gain

2. 속성	의미	입	범위
Gain	Gain	float	-20.0f ~ 20.0f

19. Fuzz

1. Fuzz

2. 속성	의미	입	범위
Gain	Gain	float	0.01f ~ 1.1f
Wet	Wet	float	0.0f ~ 1.0f

20. Distortion

1. Distortion

2. 속성	의미	입	범위
Drive	OverDrive	int	1 ~ 99
Wet	Wet	float	0.0f ~ 1.0f

21. Phaser

1. Guitar Phase

2. 속성	의미	입	범위
Stage	Number of Stages	int	0 ~ 24 (only even number)
Mix	%	float	0.0f ~ 1.0f
Rate	Hz	float	0.01f ~ 40.0f
Phase	degree	float	0.01f ~ 360.0f
Depth	%	float	0.0f ~ 1.0f
Feedback	%	int	-100 ~ 100
Gain	dB	float	-30.0f ~ 30.0f

22. Harmonic

1. Harmony Effect

2. 속성	의미	입	범위
Gain	Number of Stages	int	0 ~ 24 (only even number)
Harmony #1 Enabled	Harmony #1 On/Off	bool	true / false
Harmony #1 Pitch	12.f means one octave over	float	-12.0f ~ 12.0f
Harmony #1 Delay	Seconds	float	0.00f ~ 1.0f
Harmony #1 Gain	dB	float	-20.0f ~ 20.0f
Harmony #2 Enabled	Harmony #2 On/Off	bool	true / false
Harmony #2 Pitch	12.f means one octave over	float	-12.0f ~ 12.0f
Harmony #2 Delay	Seconds	float	0.00f ~ 1.0f
Harmony #2 Gain	dB	float	-20.0f ~ 20.0f

Harmony #3 Enabled	Harmony #3 On/Off	bool	true / false
Harmony #3 Pitch	12.f means one octave over	float	-12.0f ~ 12.0f
Harmony #3 Delay	Seconds	float	0.00f ~ 1.0f
Harmony #3 Gain	dB	float	-20.0f ~ 20.0f
Harmony #4 Enabled	Harmony #4 On/Off	bool	true / false
Harmony #4 Pitch	12.f means one octave over	float	-12.0f ~ 12.0f
Harmony #4 Delay	Seconds	float	0.00f ~ 1.0f
Harmony #4 Gain	dB	float	-20.0f ~ 20.0f