

What is it?

Flange gives a sound the effect of moving around.

How to use it

Flanging is created by mixing a sound with a delayed copy of the same sound, and varying the amount of delay from zero to a fraction of a second. As the two sounds go in and out of sync, frequencies are being reinforced or canceled out, and it gives the sound a moving effect. Selecting Flange from the menu will bring up a dialog box with the following four parameters, Depth, Frequency, Times, and Width. The default parameters will give the standard flanging effect.

The Depth field can have a range of 0 to 200%. It controls the mix between the original sound and the copy of the sound. For example a depth of 100% would be 50% of the original sound and 50% the copy, this would give the greatest effect. A depth of 1% would be 99% of the original sound and 1% of the copy, would give the least effect. A depth of 200% would be 0% of the original sound and 100% of the copy.

The Frequency field can have a range of .0001 to 65535.9999 Hertz. It controls how fast the sounds go in and out of sync. For example if the frequency was 1.0 Hertz, it would take one second for the delay to go from zero, to the maximum (chosen by the width field), and then back to zero. No matter what frequency is chosen, it will be rounded to the nearest number of Times.

The Times field can have a range of 0 to 9999. It controls how many times the sounds go in and out of sync.

The Width field can have a range of 0 to 9999 samples. It controls how far out of sync the copy of the sound gets with the original sound. The wider the Width, the farther out of tune the copy of the sound gets with the original.

The Presets popup menu has the choice of 9 different flange types.

Notes

Flange and Chorus are very similar except Chorus is much smoother in making the sounds go in and out of sync.

By increasing the Width you can get chorusing and doubling effects. The number of Times should be even.

If the sound has a loop, select the loop when flanging, so there will be no ticks when playing the loop.

For stereo flanging, have the same sound in two tracks, Flange the first track, then Flange the second track with slightly different Times and Widths.

Changing the Frequency field automatically updates the Times field, and vice versa.