What is it?
Chorus gives the effect of a group of sounds from a single sound source.

How to use it
Chorusing 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, it gives a chorusing effect.   Selecting Chorus 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 chorus 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.   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 chorus types.

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

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

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

For thicker and smoother chorusing, go through the same steps as stereo chorusing, and then use "Mix Down To Mono".

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