

About this File

This Help file contains context-sensitive help topics that are used by Sonic Foundry ExpressFX 3.

Revised 1/15/2001

Threshold

Drag the fader to set the level at which the dynamics processor begins acting on the signal.

Ratio

Drag the slider to set the compression ratio of input to output levels.

Note: Excessive compression starting at a low threshold will usually produce distortion.

Attack

Drag the slider to set the time required for the dynamics processor to start acting on the signal once the level rises above the threshold.

A low **Attack** time preserves percussive attacks. Higher values cause sounds to slowly swell up in volume.

Release

Drag the slider to set the time it takes the gain of the dynamics processor to change from one to zero once the level falls below the threshold.

A long **Release** time preserves natural-sounding decays; otherwise long decays will be cut off.

Auto Gain Compensate

Select this check box to apply gain during processing to keep the maximum input and output levels constant. In general, this gain will be equal to the decibel level of the highest envelope point in the graph.

You can still use the **Output gain** fader to fine-tune the overall gain.

Center Frequency

This label represents the center of the frequency band the fader will adjust.

Gain

Drag the fader to set the gain that will be applied to the selected frequency band.

Output Gain

Drag the fader to set the gain that will be applied to the signal after processing.

Threshold

Drag the fader to set the level below which signals will be removed. Noise levels are typically near -40 dB.

Attack

Drag the slider to set the time it takes the gain of the gate to change from zero to one once the level rises above the threshold. A low **Attack** time preserves percussive attacks. Higher values cause sounds to slowly swell up in volume.

Release

Drag the slider to set the time it takes the gain of the gate to change from one to zero once the level falls below the threshold. A long **Release** time preserves natural-sounding decays; otherwise long decays will be cut off.

Mode

Choose a **Mode** from the drop-down list.

Time Stretch provides different modes that are designed to maintain the highest quality for specific types of material. A mode that works great for drums will not work as well for string pads, for example.

Final Length

Drag the slider to change the length of the selection.

You should be able to achieve excellent results for ratios between 75% and 115%. Beyond this range, you will start to hear artifacts such as echoes, flanging, or drop-outs. Also, running the process a number of times using small increments (such as 105%) will create different effects than processing all at once with a large time change.

IDH XPTIME FORMAT

IDH XPTIME INPUT

IDH XPTIME PERCENT

