Cakewalk FX Delay (Stereo)/Chorus/Flanger

FX Delay (Stereo)
FX Chorus (Stereo)
FX Flanger (Stereo)

FX Delay (Stereo)

FX Delay (Stereo) creates a series of repeating signals from the original signal. You vary the amount of this delay or echo by changing the Delay Time and the Feedback Mix. Use the modulation parameters to detune the processed signal.

The FX Delay (Stereo) is available as a destructive (offline) effect from the ***Edit-Audio Effects*** menu or as a real-time effect from the FX bin in either the Track or Console views. The dialog box in the offline version contains an extra Mixing tab that contains several mixing options (see below) and an Audition button to hear your effect before you apply it.

Use the following fields in the FX Delay (Stereo) dialog box to configure the FX Delay (Stereo):

Preset

Use this field to choose and enter presets, including a Bypass preset that resets all parameters to leave the signal unprocessed.

Click the Save button to save any group of new settings after you enter a name in the Preset field. Click the Delete button

 to delete any selected group from the Preset field. The Reset and Cancel button

 (real-time version only) closes the dialog box and restores your settings to the way they were the last time you closed the dialog box.

Settings tab

Parameter	Explanation
Link button	Links two knobs together −when you move one knob you automatically move the other one, either in the same direction or the opposite one.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Left/Right Delay Time (ms)	Sets the time between signal repeats on the left and right channels respectively. Longer times create a delay effect, and short or medium times (up to about 80 ms) create an echo effect. You can have up to 5 seconds (5000 ms) of delay.
Left/Right Feedback Mix (%)	Controls how much of the left processed signal is fed back through the left channel and similarly for the right channel. A higher value will increase the number of signal repeats.
Cross Feedback Mix (%)	Controls how much of the left processed signal is fed back to the right channel and how much of the right processed signal is fed back to the left channel. A higher value will increase the number of signal repeats and enrichen a stereo field.
LFO Depth (ms)	Controls the amount of modulation.
LFO Rate (Hz)	Controls the rate of modulation.
Triangular button	Causes LFO to use a triangular wave
Sinusoidal button	Causes LFO to use a sine wave
Bypass button	Causes the signal to bypass the Delay altogether

Audition (offline version only)

Click this button to hear the results of your effect on the first three seconds of the selected audio.

Mixing tab (offline version only)

You can create several kinds of output tracks by choosing options in the Mixing tab:

- Process In-Place Mono Result−Choosing this option processes your selected track and puts the resulting mono track in the place of the original track.

- Process In-Place Stereo Result− Choosing this option processes your selected track and puts the resulting stereo track in the place of the original track.

- Create a Send Submix− Choosing this option processes your selected track and puts the resulting track in a new track that you choose in the Return Track drop-down menu. If you also click the Keep Original Data checkbox, Cakewalk leaves your input track   alone and creates a new, processed track in the location you choose.

See Also:

FX Chorus (Stereo)

FX Flanger (Stereo)

FX Chorus (Stereo)

Chorusing "fattens" the audio to make one instrument sound like many. When many people sing together, for example, each of their voices is slightly out of tune and off the beat. Therefore, detuning and delaying the signal makes many instruments sound richer, including guitars, vocals, and strings.

The FX Chorus (Stereo) is available as a destructive (offline) effect from the *Edit-Audio Effects* menu or in real-time from the FX bin in either the Track or Console views. The dialog box in the offline version contains an extra Mixing tab that contains several mixing options (see below) and an Audition button to hear your effect before you apply it.

Use the following fields in the FX Chorus (Stereo) dialog box to configure the FX Chorus (Stereo):

Preset

Use this field to choose and enter presets, including a Bypass preset that resets all parameters to leave the signal unprocessed.

Click the Save button to save any group of new settings after you enter a name in the Preset field. Click the Delete button

 to delete any selected group from the Preset field. The Reset and Cancel button

 (real-time version only) closes the dialog box and restores your settings to the way they were the last time you closed the dialog box.

Settings tab

Parameter	Explanation
Link button	Links two knobs together−when you move one knob you automatically move the other one, either in the same direction or the opposite one.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Left/RightDelay (ms)	Sets the time between signal repeats on the Left and Right channels. Chorus allows up to 80 ms of delay.
Left/Right Feedback Mix (%)	Controls how much of the left processed signal is fed back through the left channel and similarly for the right channel. A higher value will increase the number of signal repeats.
Cross Feedback Mix (%)	Controls how much of the left processed signal is fed back to the right channel and how much of the right processed signal is fed back to the left channel. A higher value will increase the number of signal repeats and enrichen a stereo field.
LFO Depth (ms)	Controls the amount of detuning. Setting this very high will result in an obviously out-of-tune sound. A lower setting will create subtle chorusing.
LFO Rate (Hz)	Controls the rate of detuning.
Triangular button	Causes LFO to use a triangular wave
Sinusoidal button	Causes LFO to use a sine wave
Bypass button	Causes the signal to bypass the Delay altogether

Audition (offline version only)

Click this button to hear the results of your effect on the first three seconds of the selected audio.

Mixing tab (offline version only)

You can create several kinds of output tracks by choosing options in the Mixing tab:

- Process In-Place Mono Result−Choosing this option processes your selected track and puts the resulting mono track in the place of the original track.

- Process In-Place Stereo Result− Choosing this option processes your selected track and puts the resulting stereo track in the place of the original track.

- Create a Send Submix− Choosing this option processes your selected track and puts the resulting track in a new track that you choose in the Return Track drop-down menu. If you also click the Keep Original Data checkbox, Cakewalk leaves your input track   alone and creates a new, processed track in the location you choose.

See Also:

FX Delay (Stereo)

FX Flanger (Stereo)

FX Flanger (Stereo)

Flanging consists of two signals, one delayed slightly so that the signals are out of phase. This creates a spacey, ethereal sound.

The FX Flanger (Stereo) is available as a destructive (offline) effect from the **Edit-Audio Effects** menu or in real-time from the FX bin in either the Track or Console views. The dialog box in the offline version contains an extra Mixing tab that contains several mixing options (see below) and an Audition button to hear your effect before you apply it.

Use the following fields in the FX Flanger (Stereo) dialog box to configure the FX Flanger (Stereo):

Preset

Use this field to choose and enter presets, including a Bypass preset that resets all parameters to leave the signal unprocessed.

Click the Save button to save any group of new settings after you enter a name in the Preset field. Click the Delete button

 to delete any selected group from the Preset field. The Reset and Cancel button

 (real-time version only) closes the dialog box and restores your settings to the way they were the last time you closed the dialog box.

Parameter	Explanation
Link button	Links two knobs together−when you move one knob you automatically move the other one, either in the same direction or the opposite one.
Dry Mix (%)	Controls the volume of the original, unprocessed signal.
Wet Mix (%)	Controls the volume of the processed signal.
Left/Right Delay (ms)	Delays the signal slightly on the Left and/or Right channels. Flange allows short delay times (up to 20 ms.)
Left/Right Feedback (%)	Controls how much of the left processed signal is fed back through the left channel and similarly for the right channel. A higher value will increase the number of signal repeats.
Cross Feedback (%)	Controls how much of the left processed signal is fed back to the right channel and how much of the right processed signal is fed back to the left channel. A higher value will increase the number of signal repeats and enrichen a stereo field.
LFO Depth (ms)	Controls the amount of flange.
LFO Rate (Hz)	Controls the flange speed.
Triangular button	Causes LFO to use a triangular wave
Sinusoidal button	Causes LFO to use a sine wave
Bypass button	Causes the signal to bypass the Delay altogether

Audition (offline version only)

Click this button to hear the results of your effect on the first three seconds of the selected audio.

Mixing tab (offline version only)

You can create several kinds of output tracks by choosing options in the Mixing tab:

- Process In-Place Mono Result−Choosing this option processes your selected track and puts the resulting mono track in the place of the original track.

- Process In-Place Stereo Result− Choosing this option processes your selected track and puts the resulting stereo track in the place of the original track.

- Create a Send Submix− Choosing this option processes your selected track and puts the resulting track in a new track that you choose in the Return Track drop-down menu. If you also click the Keep Original Data checkbox, Cakewalk leaves your input track   alone and creates a new, processed track in the location you choose.

See Also:

FX Delay (Stereo)

FX Chorus (Stereo)

Generating stereo or mono output

In Cakewalk, audio can be on mono tracks, stereo pairs of tracks, or a single stereo track. A mono track is just one track. A stereo pair consists of two consecutive tracks; the first track is panned hard-left (0) and the second track is panned hard-right (127). A stereo track has both the left and right signals combined in one track, with both signals displayed separately next to each other.You can convert mono tracks into stereo tracks, and vice versa, under these conditions:

- If you select a mono track and apply effects, you can choose "Generate Stereo Output from Mono Tracks" from the effects command dialog box. When you click OK, Cakewalk will automatically create a stereo pair for the processed output of each mono track. Cakewalk places each stereo pair on two new tracks, and removes the selected events from the original track.

- If you select a stereo pair of tracks and apply effects, you can choose "Generate Mono Output from Stereo Tracks." Stereo events that are spread over two tracks will collapse into one event that is panned to the center (Pan=64.) The new clip will appear in the next unused track, and the selected events will be removed from the original track.

  Note that if the stereo pair is already followed by a mono track, Cakewalk will store the results in the existing mono track instead of creating a new one.

If you only select one of a stereo pair of tracks, you can choose "Generate Mono Output from Stereo Tracks." That track's data is fed in mono to the effect. The processed audio replaces both tracks in the original stereo pair.

See Also:

Stereo Delay

Stereo Chorus

Stereo Flanger