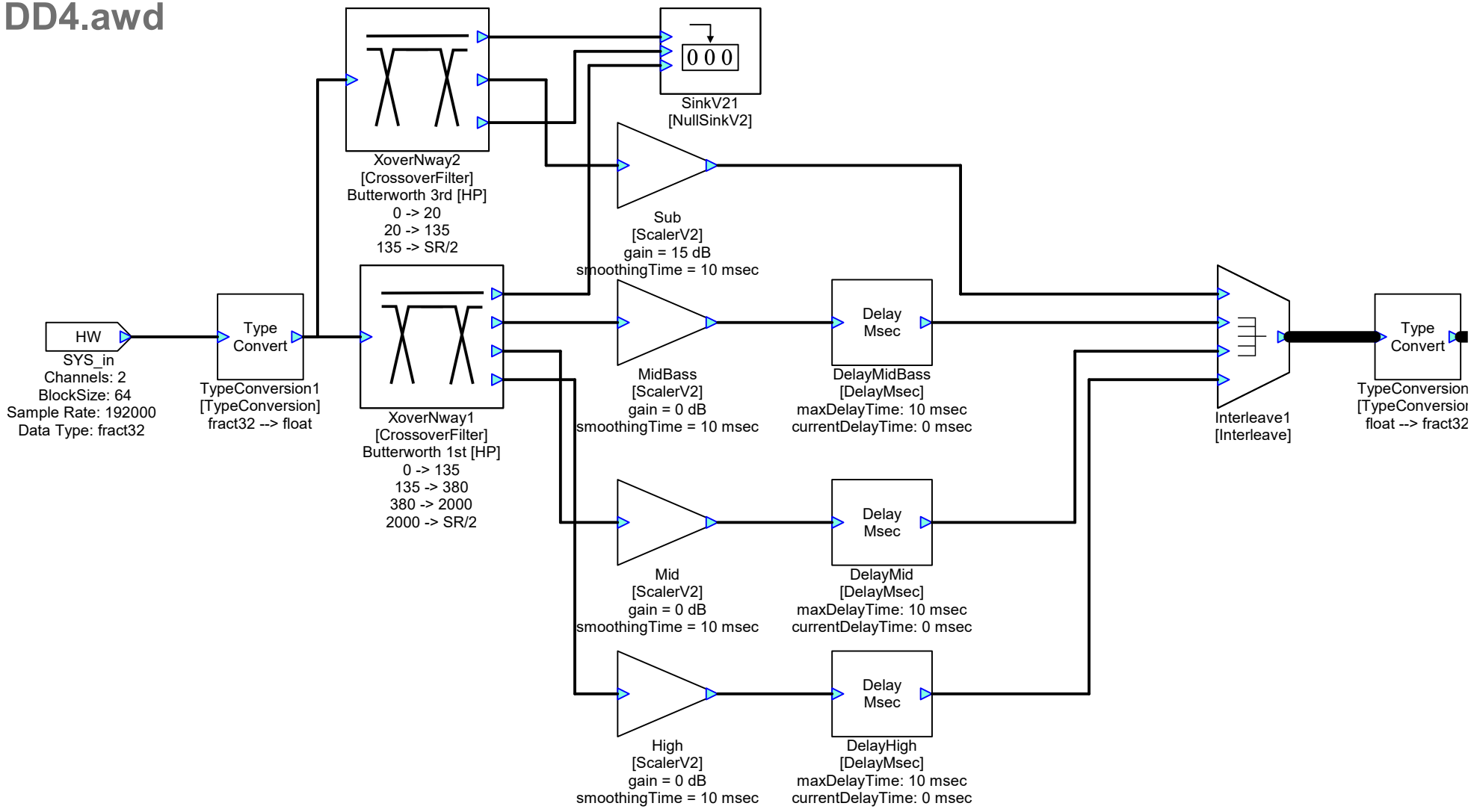
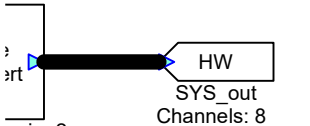
DD4.awd


HW
SYS_in
Channels: 2
BlockSize: 64
Sample Rate: 192000
Data Type: fract32
Type Convert
TypeConversion1
[TypeConversion]
fract32 --> float
XoverNway2
[CrossoverFilter]
Butterworth 3rd [HP]
0 -> 20
20 -> 135
135 -> SR/2
XoverNway1
[CrossoverFilter]
Butterworth 1st [HP]
0 -> 135
135 -> 380
380 -> 2000
2000 -> SR/2
0 0 0
SinkV21
[NullSinkV2]
Sub
[ScalerV2]
gain = 15 dB
smoothingTime = 10 msec
MidBass
[ScalerV2]
gain = 0 dB
smoothingTime = 10 msec
Mid
[ScalerV2]
gain = 0 dB
smoothingTime = 10 msec
High
[ScalerV2]
gain = 0 dB
smoothingTime = 10 msec
Delay Msec
DelayMidBass
[DelayMsec]
maxDelayTime: 10 msec
currentDelayTime: 0 msec
Delay Msec
DelayMid
[DelayMsec]
maxDelayTime: 10 msec
currentDelayTime: 0 msec
Delay Msec
DelayHigh
[DelayMsec]
maxDelayTime: 10 msec
currentDelayTime: 0 msec
Interleave1
[Interleave]
Type Convert
TypeConversion
[TypeConversion
float --> fract32


HW
SYS_out
Channels: 8
BlockSize: 64
Sample Rate: 192000
Data Type: fract32