Reverb Application

scope Example

description A reverb-like effect is created by using the building blocks of delay,

equalisation and 'bring-up' gain.

keywords reverb, delay, echo, audio, dsp, slicekit

boards XA-SK-AUDIO

Toggles between Dry and Effect signals.

Applies reverb to audio stream. The Audio_IO uses 1 thread. This DSP function uses 3 threads.

one for Equalisation, one for Gain-control (Loudness), the remaining thread handles control and delay functions.

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