

Surround Effect Package

Introduction

Surround technology allows sounds to move more freely in the room and not just from left to right. This kind of spatial signal is cleverly "hidden" within the stereo signal so that the music can also be listened to on a stereo sound system.

General notes on the effects settings: The Surround Effects Package provides you with a multitude of effects that will give your videos an even more spatial feel.

The surround sound field is defined in the effects as follows:

Width or horizontal position:

-100 = left to +100 = right

Depth or depth position:

-100 = front to +100 = back

Surround Eight

Generates a figure-of-eight movement.

Direction: Direction of rotation is clockwise / counter-clockwise

Speed: Speed of the movement - several laps may be completed at higher speeds

Surround Move

Moves a sound directly from "Start" to "Stop".

Start L-R: Horizontal starting position

Start B-F: Depth starting position

Stop L-R: Horizontal stop position

Stop B-F: Depth stop position

Surround Rotate

Moves a sound along a circular path from "Start" to "Stop".

Direction: Direction of rotation is clockwise / counter-clockwise

Start: Angle at the beginning of the movement

Stop: Angle at the end of the movement

Surround Echo

Adds echoes to the sound. The echoes move towards the rear loudspeakers and fade out over time.

Intensity: How strong an influence the effect will have (100% means maximum, 0% means no effect)

Decay: How quickly the echoes become quieter

Delay L: The time that elapses between two echoes for the left half of the room.

Delay R: The time that elapses between two echoes for the right half of the room.

Surround fixed Position

The sound is set at a fixed position in the room.

Left-Right: Horizontal position

Back-Front: Depth position

Surround Hall

Creates a spatial impression. The effect generates a multitude of sound reflections (echoes). The volume, density and tone quality of the reflections are changed with time. This effect can therefore be used to simulate the acoustic properties of various rooms.

Type: Various room types Intensity: Adjusts the intensity of the echo reflections - a larger value leads to a denser but also more indistinct sound.

Surround Back

Positions the sound at the rear loudspeakers.

There are no settings options

Surround Back <--> L-R

Moves the sound from the back to the front left or front right.

Move: One of four motion paths

Surround Circle

Generates a circular movement.

Direction: Direction of rotation is clockwise / counter-clockwise

Move: Speed of the movement - several laps may be completed at higher speeds

Surround Volume

Allows the volume to be adjusted separately for each channel.

Left: Volume for the front left loudspeaker

Right: Volume for the front right loudspeaker

Front: Volume for the front center loudspeaker

Rear: Volume for the rear loudspeakers

Surround Linear

Moves the sound along the depth axis.

Start B-F: Depth starting position

Stop B-F: Depth stop position

Surround Center

Positions the sound at the front center loudspeaker.

There are no settings options

Surround Center <--> L-R

Moves the sound from the center loudspeaker to the front left or front right.

Move: One of four motion paths

Surround All

Gives you the impression the sound is coming from all directions.

Volume Back: Allows adjustment of the volume of the rear loudspeakers.

Surround Angle

Rotates the sound to a particular position.

Direction: Direction of rotation is clockwise / counter-clockwise

Angle: Angle value for the rotation

Surround Random

Moves the sound between random positions in the room.

Movement: Speed of the movement - several laps may be completed at higher speeds