

Synth control

Methods

Some controls use the same methods.

For examples of the **same methods** look here.

Method	Description
Synth.GetType()	
Synth.PlayMidiTune(p1)	
Synth.PlayNote(p1)	
Synth.PlayTone(p1,p2)	
Synth.SetDelay(p1)	
Synth.SetDelayEnabled(p1)	
Synth.SetFeedback(p1)	
Synth.SetFrequency(p1)	
Synth.SetNoteLength(dur)	
Synth.SetPhaser(p1,p2,p3,p4)	
Synth.SetPhaserDryWet(p1)	
Synth.SetPhaserEnabled(p1)	
Synth.SetPhaserFeedback(p1)	
Synth.SetPhaserRange(p1)	
Synth.SetPhaserRate(p1)	
Synth.SetVca(p1,p2,p3,p4)	
Synth.SetVcaAttack(AttackTimeInMS)	
Synth.SetVcaDecay(DecayTimeInMS)	
Synth.SetVcaEnabled(OnOff)	
Synth.SetVcaRelease(ReleaseTimeInMS)	
Synth.SetVcaSustain(SustainLevel)	
Synth.SetVcf(p1,p2,p3,p4,p5,p6,p7)	
Synth.SetVcfAttack(AttackTimeInMS)	
Synth.SetVcfCutoff(CutoffFrequencyInHz)	
Synth.SetVcfDecay(DecayTimeInMS)	
Synth.SetVcfDepth(Depth)	
Synth.SetVcfEnabled(OnOff)	
Synth.SetVcfRelease(ReleaseTimeInMS)	
Synth.SetVcfResonance(float Resonance)	0-1 = 0 - 100%
Synth.SetVcfSustain(float SustainLevel)	0 = Silent, 1= 100%
Synth.SetVolume(p1,p2)	
Synth.SetWaveShape(p1)	
Synth.Start()	

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