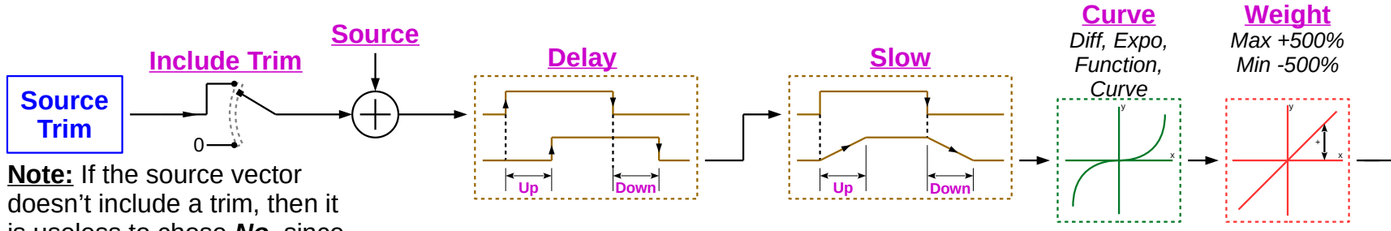
MIXES Diagram

Name n°1

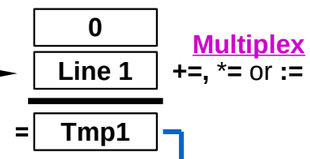
Notes about 'Delay' and 'Slow':
- The specified time for the ***slow*** function is corresponding to a transition from -100% to +100%.
Ex: if you use a 2sec *slow* parameter, then a transition from 0% to +100% will be executed in 1sec!

- The ***delay*** is only applied on the last edge detection.
Ex: *source* = SA and *delay* = 4sec, if you execute the sequence
"SA↑ SA- SA↑" is less than 4sec , then the line result will stay at -100%!



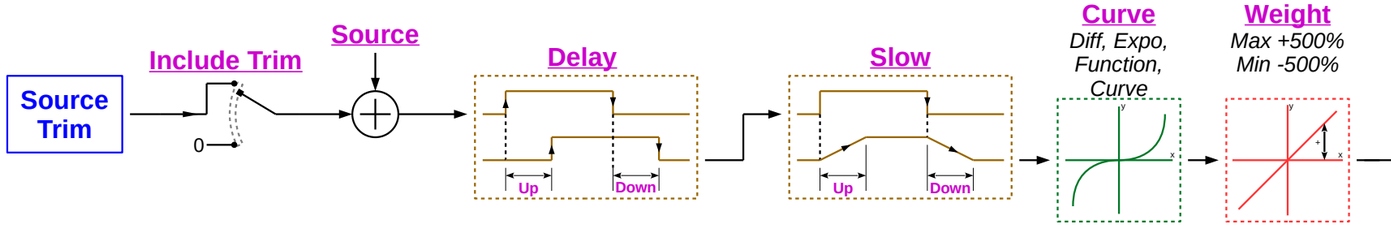
Note: If the source vector doesn't include a trim, then it is useless to chose ***No***, since there is already no trim.

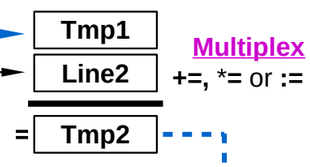
$$Result = \{[(Source + Trim)_{\text{after Delay/Slow}} \times Curve] \times Weight\} + Offset$$



Multiplex
+=, *= or :=

Name n°2



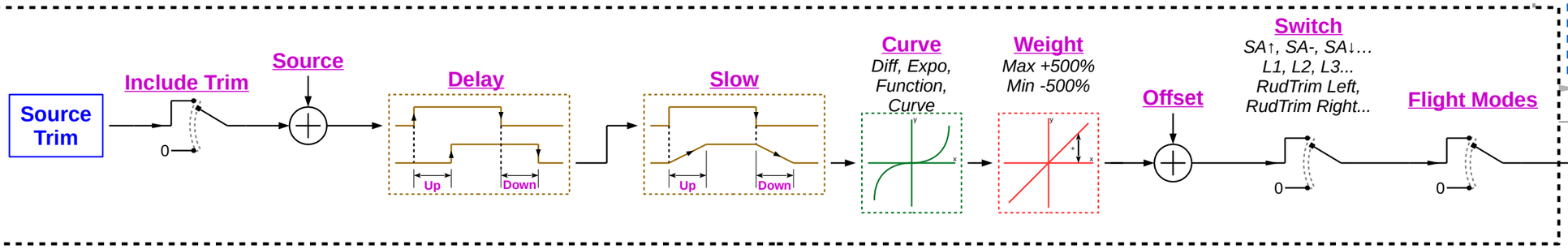


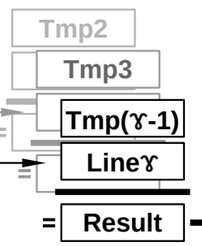
Multiplex
+=, *= or :=

Name n°3

Name n°4

Name n°ɤ





Direction of calculation

Output CHANNELxx

The order of the lines is very important. The computation achieved at each line is done according to the temporary result of previous lines.

3 kind of operands is available : '*ADD*' +=, '*MULTIPLY*' *= or '*REPLACE*' :=

When using 'REPLACE', the previous temporary result is replaced with the current line. This multiplex is very useful to create a "throttle cut" feature.

Version 1.7

Reminder:
250% = 2.50
100% = 1.00
50% = 0.50
15% = 0.15
etc...

Remarks: The final/temporary result range is **±500%**. A clipping is done if the result exceed 500%.

However the useful range send to the OUTPUTS menu is from -**100%** to +**100%** even if the '*Extended Limits*' option is ticked!!

Arithmetic:
80% + 50% = 0.8 + 0.5 = 1.3 = 130%
80% * 50% = 0.8 * 0.5 = 0.4 = 40% not 400%!!