



A-Z INDEX OF CDP FUNCTIONS

The use of brackets in a name indicates the CDP function group to which that process or function has been allocated, within the reference documentation.

A

[MCTOOLKIT] **ABFPAN**

Apply fixed or orbiting 1st order B-Format pan to a mono soundfile

[MCTOOLKIT] **ABFPAN2**

Apply fixed or orbiting 2nd order B-Format pan to a mono soundfile

FOCUS **ACCU**

Sustain each spectral band, until louder data appears in that band

SUBMIX **ADDTOMIX**

Add soundfiles to an existing mixfile

[SYSUTILS] **ALIAS**

Create a shortcut to a soundfile (PC only)

GRAIN **ALIGN**

Synchronise grain onsets in 2nd grainy sound with those in the 1st

PITCH **ALTHARMS**

Delete alternate harmonics

[PVOC] **ANA2PVX**

Convert CDP analysis file to PVOC-EX file

PVOC **ANAL**

Convert soundfile to spectral file

REPITCH **ANAENV**

Extract the window-loudness envelope of an analysis file

[SPEC] **ANALJOIN**

Join analysis files together

REPITCH **APPROX**

Make an approximate copy of a pitchfile

HILITE **ARPEG**

Arpeggiate the spectrum

[SYSUTILS] **ASCIIGET**

Display the contents of a text file as a list of characters with ASCII decimal code

GRAIN **ASSESS**

Estimate best gate value for gain extraction

SUBMIX **ATSTEP**

Convert a list of soundfiles to a mixfile

ENVEL **ATTACK**

Emphasize the attack of a sound

SUBMIX **ATTENUATE**

Alter the overall level of a mixfile

DISTORT **AVERAGE**

Average the waveshape over N 'wavecycles'

BLUR **AVRG**

Average spectral energy over N adjacent channels

B

EXTEND **BAKTOBAK**

Join backwards copy to forwards original, in that order

HOUSEKEEP **BAKUP**

Concatenate soundfiles into one backup file, with silences between

SUBMIX **BALANCE**

Mix between 2 soundfiles, using a balance function

HILITE **BAND**

Split spectrum into bands and process these individually

FILTER **BANK**

Bank of filters, with time-variable Q

FILTER **BANKFRQS**

Generate a list of frequencies for use in a filter bank (add amplitudes to the text file for use with FILTER USERBANK)

SPEC **BARE**

Zero the data in channels that do not contain harmonics

HOUSEKEEP **BATCHEXPAND**

Expand an existing batchfile

HILITE **BLTR**

Blur the spectral data over time, and TRACE the partials

BLUR **BLUR**

Blur the spectral data over time

[EXTEND] **BOUNCE**

'Bounce' a sound: accelerating repeats, decaying in level

MODIFY **BRASSAGE**

Granular reconstitution of a soundfile

MORPH **BRIDGE**

Make a bridging interpolation between two sound spectra by interpolating between 2 time-specified windows in the 2 infiles

ENVEL **BRKTOENV**

Convert (text) breakpoint envelope to binary envelope file

[REPITCH] **BRKTOPI**

Convert a breakpoint pitch data file to a binary pitch data file

[MULTICHAN] **BROWNIAN**

Generate texture of sampled elements following brownian motion in pitch and space

HOUSEKEEP **BUNDLE**

List filenames in textfile for sorting, backup or creating a dummy mixfile

C

[SFEDIT] **CANTOR**

Cut holes in a sound in the manner of a cantor set (holes within holes within holes)

[MULTICHAN] **CASCADE**

Successive segments are repeat-echoed, and the echosets are superimposed on the source

[SYSUTILS] **CDPCONV**

Utility to convert analysis files from PPC to Intel format (MAC only)

[EXTEND] **CERACU**

Repeat the source sound in several cycles that synchronise after specified counts

SNDINFO **CHANDIFF**

Compare channels in a stereo soundfile

SPECINFO **CHANNEL**

Returns PVOC channel number corresponding to frequency given

[MCTOOLKIT] CHANNELX

Extract all or selected channels from a multi-channel soundfile

[HOUSEKEEP] CHANPHASE

Invert phase of one channel of an input sound

HOUSEKEEP CHANS

Extract or convert channels of a soundfile

PSOW CHOP

Cut sound into sections between specified grain (chunks)

PITCH CHORD

Transposed versions of a sound are superimposed on the original

PITCH CHORDF

Transposed versions of the spectrum are superimposed within the existing spectral envelope

SYNTH CHORD

Generate a chord with a simple waveform

[MCTOOLKIT] CHORDER

Reorder soundfile channels in a multi-channel soundfile

BLUR CHORUS

Add random variation to amplitude or frequency in analysis channels

[MCTOOLKIT] CHXFORMAT

Modify WAVE_EX header to change GUID and/or speaker positions

SPEC CLEAN

Remove noise from PVOC analysis file

SPECNU CLEAN

Eliminate from the source file any persisting signal that falls below a threshold (defined by the *noisfile*)

[SYNTH] CLICKNEW

Make clicktrack using times listed in textfile

SYNTH CLICKS

Create a click track from tempo, meter & barring data

[DISTORT] CLIP

Clip a signal

[SYSUTILS] COLUMNS

Manipulate or generate columns of numbers

ONEFORM COMBINE

Generate a new sound from pitch information and a single-moment-formant

REPITCH COMBINE

Generate transposition data from 2 sets of pitch data, or transpose pitch data with transposition data, or combine 2 sets of transposition data to form new transposition data, producing a binary pitch data file output

REPITCH COMBINEB

Generate transposition data from 2 sets of pitch data, or transpose pitch data with transposition data, or combine 2 sets of transposition data to form new transposition data, producing a *time value* breakpoint file output

[SFEDIT] CONSTRICT

Shorten the length of any silences in a sound

PITCHINFO CONVERT

Convert a binary pitch data file to a *time frequency* breakpoint text file

MODIFY CONVOLVE

Convolve the first sound with the second

HOUSEKEEP COPY

Produce or delete copies of the infile

[MCTOOLKIT] COPYSFX

Copy soundfiles / convert from one format to another

GRAIN COUNT

Count grains found in a sound (at given *gate* and *minhole* values)

ENVEL CREATE

Create an envelope

SUBMIX CROSSFADE

Quick crossfade between soundfiles (with same number of channels)

[MULTICHAN] CRUMBLE

Project segments spatially over progressively smaller groups of channels

[MULTICHAN] CRYSTAL

Generate sound-events based on the position of vertices of a crystal, then rotate the crystal in 3-D space

ENVEL CURTAIL

Curtail a soundfile by fading to zero at some time within it

REPITCH CUT

Cut out and keep a segment of a binary pitch data file

SFEDIT CUT

Cut and keep a segment of a sound

SPEC CUT

Cut a section out of an analysis file, between *starttime* and *endtime* (seconds)

PSOW CUTATGRAIN

Cut at exact FOF-grain time

SFEDIT CUTEND

Cut and keep end portion of a sound

SFEDIT CUTMANY

Cut and keep several segments of a sound

DISTORT CYCLECNT

Count 'wavecycles' in soundfile

ENVEL CYCLIC

Create a sequence of repeated envelopes, in a binary envelope file

D

ENVEL DBTOENV

Convert a (text) breakpoint file with values in dB to an envelope file

ENVEL DBTOGAIN

Convert (text) breakpoint file with dB values to gain values (0-1)

TEXTURE DECORATED

Create a texture with decorations

HOUSEKEEP DEGLITCH

Attempt to deglitch a soundfile

DISTORT DELETE

Time-contract file by deleting 'wavecycles'

PSOW DELETE

Time shrink sound by deleting a proportion of the pitch-synchronised FOF-grains

COMBINE DIFF

Find (and retain) the difference between two spectra

SNDINFO DIFF

Compare two sound, analysis, pitch, transposition, envelope or formant files

[SYSUTILS] DIRSF

Soundfile directory listing

HOUSEKEEP DISK

Display available space on disk

[DISTORT] DISTCUT

Cut sound into elements with falling envelope

[DISTORT] DISTMARK

Interpolate between waveset-groups at marked points

[DISTORT] DISTMORE BRIGHT

Reorder sound segments in order of average zero-crossing rate

[DISTORT] DISTMORE DOUBLE

Double (quadruple etc.) frequency of each waveset

[DISTORT] **DISTMORE SEGSBKWD**

Reverse certain (sets of) segments

[DISTORT] **DISTMORE SEGZIG**

Zigzag across tail segments or across whole soundfile

[DISTORT] **DISTORTT**

Repeat wavesets within given duration

[DISTORT] **DISTREP**

Timestretch soundfile by repeating wavesets

[DISTORT] **DISTSHIFT**

Time-shift or swap wavecycles

[DISTORT] **DISTWARP**

Warp wavecycles by a multiplier

DISTORT **DIVIDE**

Distortion by dividing 'wavecycle' frequency

[MODIFY] **DSHIFT**

Add Doppler effect to a panned soundfile

EXTEND **DOUBLETS**

Divide a sound into segments that repeat, and splice them together

ENVEL **DOVETAIL**

Dovetail soundfile by enveloping the start and end of it

BLUR **DRUNK**

Modify sound by a drunken walk along analysis windows

EXTEND **DRUNK**

Splice segments of source file end-to-end: start times (in source file) of segments chosen by 'drunken walk' through source file; in Mode 2, Source file plays soberly at holds

SUBMIX **DUMMY**

Convert a list of soundfiles into a basic mixfile (for editing)

PSOW **DUPL**

Timestretch/ transpose a sound by duplicating the pitch-synchronised FOF-grains

GRAIN **DUPLICATE**

Duplicate grains in a grainy sound

[EXTEND] **DVDWIND**

Shorten a sound by read, skip, read, skip procedure

E

[EXTEND] **SFECHO ECHO**

Repeat a sound with timing and level adjustments between repeats

HOUSEKEEP **ENDCLICKS**

Remove clicks from start or end of file

[SFEDIT] **ENVCUT**

Cut sound into elements with falling envelope

DISTORT **ENVEL**

Impose envelope over each group of *cyclecnt* 'wavecycles'

ENVEL **ENVTOBRK**

Convert a binary envelope file to a (text) breakpoint envelope

ENVEL **ENVTODB**

Convert a binary envelope file to a (text) breakpoint envelope with dB values

[EXTEND] **ENVSPEAK**

Process speech 'syllables'

FOCUS **EXAG**

Exaggerate the spectral contour

REPITCH **EXAG**

Exaggerate pitch contour

SFEDIT **EXCISE**

Discard specified chunk of sound, closing up the gap

SFEDIT EXCISES

Discard specified chunks of a sound, closing up the gaps

ENVNU EXPDECAY

Produce a true exponential decay to zero on a sound

ENVEL EXTRACT

Extract envelope from an input soundfile

HOUSEKEEP EXTRACT

Extract significant data from recorded soundfiles

PVOC EXTRACT

Analyse, then resynthesise sound with various options

PVOC EXTRACT

Analyse, then resynthesise with various options

F

SUBMIX FADERS

Mix several soundfiles using a time-changing level-balance function

[REVERB] FASTCONV

Multi-channel FFT-based convolution

PSOW FEATURES

Impose new features on vocal-type sound, preserving or modifying FOF-grains

SUBMIX FILEFORMAT

Returns information about mixfile fileformats

DISTORT FILTER

Time-contrast sound by filtering out 'wavecycles'

HILITE FILTER

Hipass, lopass, bandpass and notch filters, on spectral data

[FILTER] FILTRAGE

Generate randomised VARIBANK filterbank files

REPITCH FIX

Massage pitch data in a binary pitchfile

GRAIN FIND

Locate timings of grain onsets in a grainy sound

SNDINFO FINDHOLE

Find largest low level hole in a soundfile

MODIFY FINDPAN

Find stereo pan-position of a sound in a stereo file

FILTER FIXED

Cut or boost, above, below or around a given frequency

[ENVEL] FLATTEN

Equalise level of sound elements

[MULTICHANNEL] FLUTTER

Add multi-channel distributed tremolo to a multi-channel file

[MCTOOLKIT] FMDCODE

Decode 1st or 2nd order B-Format soundfile to a choice of speaker layouts

FOCUS FOCUS

Focus spectral energy onto the peaks in the spectrum

[PSOW] FOFEX EXTRACT

Extract FOFs to a file or to separate soundfiles

[PSOW] FOFEX CONSTRUCT

Superimpose FOFs to make output FOF

FOCUS FOLD

Octave-transpose spectral components into a specified frequency range

DISTORT FRACTAL

Superimpose miniature copies of source 'wavecycles' onto themselves

[DISTORT] FRACTAL WAVE

Fractally distort an input sound or wavecycle

[SPECNU] **FRACTAL SPECTRUM**

Fractally distort spectrum by transposition

[MULTICHANNEL] **FRACTURE**

Disperse a mono signal into fragments spread over N -channel space

[MULTICHANNEL] **FRAME SHIFT**

Reorient or rotate a multi-channel file

EXTEND **FREEZE**

Freeze a segment of a sound by iteration in a fluid manner

FOCUS **FREEZE**

Freeze the spectral characteristics in a sound, at given times, for specified durations

SPECINFO **FREQUENCY**

Returns centre frequency of PVOC channel specified

[PVOC] **FTURANAL ANAL** – Extract spectral features from an analysis file and output to a textfile

[PVOC] **FTURANAL SYNTH** – Use spectral features data to reassemble MONO source file

G

ENVEL **GAINTODB**

Convert (text) breakpoint file with gain (0&150;1) values to dB values

SPEC **GAIN**

Amplify or attenuate the spectrum

[HOUSEKEEP] **GATE**

Remove low-level sound from signal

HOUSEKEEP **GATE**

Cut file at zero amplitude points

SPEC **GATE**

Eliminate channel data below a threshold amplitude

REPITCH **GENERATE**

Create binary pitch data from a textfile of *time midi* value pairs

FORMANTS **GET**

Extract evolving formant envelope from an analysis file

ONEFORM **GET**

Extract formant-envelope at a specific time in an existing CDP formant file

[SYSUTILS] **GETCOL**

Extract a column of numbers from a textfile

SUBMIX **GETLEVEL**

Test the maximum level of a mix, defined in a mixfile and suggest a gain factor to avoid overload, if necessary

[SPECINFO] **GET_PARTIALS**

Extract relative amplitude of partials in a pitched source

REPITCH **GETPITCH**

Extract pitch from spectrum to a pitch data file

FORMANTS **GETSEE**

Get formant data from an analysis file and write as a pseudo-soundfile for viewing

STRANGE **GLIS**

Create glissandi inside the (changing) spectral envelope of the original sound

[HILITE] **GLISTEN**

Randomly partition the spectrum into bins and play back in order

PSOW **GRAB**

Grab a pitch-synchronised grain from a file, and use it to create a new sound

SPEC **GRAB**

Grab a single analysis window at time point specified

HILITE **GREQ**

Graphic eq type filter on the spectrum

GRAIN **GREV**

Find and manipulate 'grains', using envelope troughs and zero-crossings

[GRAIN] **GRAINEX**

Find grains in a sound and extend the area that contains them

TEXTURE **GROUPED**

Create textures from groups of events

H

DISTORT HARMONIC

Harmonic distortion by superimposing 'harmonics' onto 'wavecycles'

PITCHINFO **HEAR**

Convert binary pitchfile to analysis test tone file (resynthesise to hear pitch)

FOCUS HOLD

Hold sound spectrum, at given times

[EXTEND] **HOVER**

Move through a file, zig-zag reading it at a given frequency

[EXTEND] **HOVER2**

Move through a file, zig-zag reading it at a given frequency, with inverted copies

I

ENVEL IMPOSE

Impose an envelope on an input soundfile

[SYNTH] **IMPULSE**

Create a stream of impulses

PSOW IMPOSE

Impose vocal FOFs in 1st sound onto the 2nd sound

SUBMIX INBETWEEN

Generate a set of sounds inbetween the 2 input sounds (same number of channels) through weighted mixes of the input sounds, from mostly sound 1 to mostly sound 2

SUBMIX INBETWEEN2

Generate a set of sounds inbetween the 2 input sounds (same number of channels) through interpolation pegged to zero-crossings

PITCHINFO **INFO**

Display information about pitch data in pitchfile

SFEDIT INSERT

Insert a 2nd sound into an existing sound

REPITCH INSERTSIL

Mark areas as silent in a pitch data file

REPITCH INSERTZEROS

Mark areas as unpitched in a pitch data file

SFEDIT INSIL

Insert silence into an existing sound

DISTORT INTERACT

Time-domain interaction of sounds

COMBINE INTERLEAVE

Interleave (groups of) windows of several spectra

PSOW INTERLEAVE

Interleave FOF-grains from two different soundfiles

SUBMIX INTERLEAVE

Interleave mono *infile*s to make a multi-channel *outfile*

[MCTOOLKIT] **INTERLX**

Interleave mono or stereo files into a multi-channel file

PSOW INTERP

Interpolate between 2 pitch-synchronised grains, to produce a new sound

REPITCH INTERP

Replace noise or silence by pitch interpolated from existing pitches

DISTORT INTERPOLATE

Timestretch file by repeating 'wavecycles' and interpolating between them

REPITCH INVERT

Invert pitch contour of a pitch data file

STRANGE INVERT

Invert the spectrum

[SFEDIT] ISOLATE

Disjunct portions of soundfile are specified by textfile or dB loudness

EXTEND ITERATE

Iterate an input sound in a fluid manner

FILTER ITERATED

Iterate sound, with cumulative filtering by a filterbank

[EXTEND] ITERLINE

Iterate an input sound, following a transposition line

ITERLINEF

Iterate an input sound set, following a transposition line

J

SFEDIT JOIN

Join files together, one after another

SFEDIT JOINDYN

Join soundfiles in loudness-patterned sequence

SFEDIT JOINSEQ

Join soundfiles in patterned sequence

L

SPECINFO LEVEL

Convert (varying) level of analysis file to a pseudo-soundfile, for viewing (1 window -> 1 sample)

SNDINFO LEN

Display duration of a soundfiling-system file

SNDINFO LENS

List durations of several soundfiling-system files

[SYSUTILS] LISTAUDEVS

List available audio devices

PSOW LOCATE

Locate exact start time of the nearest grain

FILTER LOHI

Fixed low-pass or high-pass filter

EXTEND LOOP

Loop inside a soundfile

SNDINFO LOUDCHAN

Find loudest channel in a stereo soundfile

MODIFY LOUDNESS

Adjust loudness of a soundfile

M

[EXTEND] **MADRID**

Spatially syncopate repetitions of the source soundfile(s)

SPEC **MAGNIFY**

Expand (in duration) a single analysis window

COMBINE **MAKE**

Generate an analysis file from data in a formant data file and a pitch data file

COMBINE **MAKE2**

Generate a spectrum from only pitch, formant & envelope data

[SFEDIT] **MANYSIL**

Insert many silences into a soundfile

[SPECNU] **MATRIX**

Matrix manipulation of spectrum of sound

COMBINE **MAX**

Retain loudest channel components per window amongst several spectra

SNDFINFO **MAXI**

List levels of several soundfiles

SNDFINFO **MAXSAMP**

Find maximum sample in soundfile or binary data file

SNDFINFO **MAXSAMP2**

Find maximum sample within a specified timerange in a soundfile

[MULTICHANNEL] **MCHANPAN**

Pan sounds around a multi-channel space

[MULTICHANNEL] **MCHANREV**

Create multi-channel Echoes or Reverb

[MULTICHANNEL] **MCHITER**

Iterate the input sound in a fluid manner, scattering around a multi-channel space

[MULTICHANNEL] **MCHSHRED**

Multi-channel shred: cut sound into random segments and re-assemble them in random order within the original duration

[MULTICHANNEL] **MCHSTEREO**

Combine two stereo files in a multi-channel output

[MULTICHANNEL] **MCHZIG ZAG**

Extend by reading back and forth in the soundfile, while panning to a new channel at each 'zog' or 'zag'

COMBINE **MEAN**

Generate the mean of two spectra

SUBMIX **MERGE**

Quick mix of 2 soundfiles (with same number of channels)

SUBMIX **MERGEMANY**

Quick mix of several soundfiles (with the same number of channels)

SUBMIX **MIX**

Mix sounds as instructed in a mixfile

SUBMIX **MODEL**

Replace soundfiles in an existing mixfile

[EXTEND] **MOTOR**

Create faster pulse-stream within slower pulsed envelope

TEXTURE **MOTIFS**

Create a texture with motifs

TEXTURE **MOTIFSIN**

Create a texture with motifs forced onto a harmonic field

[MULTICHANNEL] **MTON**

Create a multi-channel equivalent of a mono soundfile

[MULTICHANNEL] **MULTIMIX**

Create a multi-channel mixfile

[SYNTH] **MULTIOSC**

nested FM-style oscillations

[SYNTH] **MULTISYNTH**

Synthesize several sound-streams from a score

DISTORT MULTIPLY

Distortion by multiplying 'wavecycle' frequency

N

[MODIFY] **NEWDELAY**

Delay with pitch-defined output sound

[MULTICHANNEL] **NEWMIX**

Mix from a multi-channel mixfile to give a multi-channel soundfile output

[MODIFY] **NEWMORPH & NEWMORPH2**

Morph between dissimilar spectra

[SYNTH] **NEWSCALES**

Synthesize a series of short tones with defined frequency and timbre

[GRAIN] **NEWTEX**

Generate a texture of grains made from a source sound or sounds

[SYNTH] **NEWSYNTH**

Synthesize complex spectra

[MCTOOLKIT] **NJOIN**

Concatenate multiple soundfiles, with optional CUE list for CD burning

[MCTOOLKIT] **NMIX**

Simple mix of two multi-channel soundfiles, with optional offset

BLUR NOISE

Add noise to spectrum

SYNTH NOISE

Generate noise

SFEDIT NOISECUT

Suppress noise in a (mono) soundfile, replacing with silence

GRAIN NOISE_EXTEND

Find and timestretch noise component in a sound

REPITCH NOISETOSIL

Replace unpitched windows by silence

O

PITCH OCTMOVE

Octave transpose without a formant shift

SPECINFO OCTVU

Text display of time varying amplitude of spectrum, within octave bands

DISTORT OMIT

Omit A out of every B 'wavecycles', replacing them by silence

GRAIN OMIT

Omit a proportion of grains from a grainy sound

SUBMIX ONGRID

Convert listed soundfiles to a basic mixfile on timed grid (for editing)

[SNDINFO] **ONSET**

Return the succession of sound-onsets in each channel of a multichannel file

TEXTURE ORNATE

Create a texture with ornaments

DISTORT OVERLOAD

Clip the signal with noise or a (possibly timevarying) waveform

P

[SFEDIT] **PACKET**

Isolate or generate a sound packet

[HOUSEKEEP] **PAIREX**

Extract any pair of channels from a multichannel sound

SUBMIX **PAN**

Pan a mixfile

[MULTICHANNEL] **PANORAMA**

Distribute N source files in a panorama across a specified angle of a sound-surround loudspeaker array

[MCTOOLKIT] **PAPLAY**

Playback of multi-channel soundfiles

[SFEDIT] **PARTITION**

Partition a mono soundfile into disjunct files in blocks defined by groups of wavesets

REPITCH **PCHSHIFT**

Transpose pitches in a pitch data file by a constant number of semitones

REPITCH **PCHTOTEXT**

Convert binary pitch data to textfile

SPECINFO **PEAK**

Locate time varying energy centre of spectrum (text display)

ENVNU **PEAKCHOP**

Isolate peaks and rearrange by changing the tempo (Mode 1) OR:
Output a peak-isolating envelope (Mode 2)

[SPECINFO] **PEAK EXTRACT**

Extract peaks from an analysis file and write to a text file

[SNDINFO] **PEAKFIND**

Find the times of the loudness peaks in a sound

[MODIFY] **PHASE**

Invert phase or enhance stereo separation of a sound

FILTER **PHASING**

Phase shift a sound, or produce a 'phasing' effect

PHASOR

Introduce phasing into (mono) signal

PITCH **PICK**

Only retain channels which might hold specified partials

DISTORT **PITCH**

Pitchwarp 'wavecycles' of sound

REPITCH **PITCHSIL**

Replace pitched windows by silence

ENVEL **PLUCK**

Pluck start of sound (mono files only)

HILITE **PLUCK**

Emphasise spectral changes (use e.g. with HILITE ARPEG)

TEXTURE **POSTDECOR**

Create a texture with decorations following events

TEXTURE **POSTORNATE**

Create a texture with ornaments following events

TEXTURE **PREDECOR**

Create a texture with decorations preceding events

[SFEDIT] **PREFIX SILENCE**

Add silence to the beginning of a soundfile

TEXTURE **PREORNATE**

Create a texture with ornaments preceding events

SPECINFO **PRINT**

Print data in an analysis file as text to file

SNDINFO **PRNTSND**

Print sound sample data to a textfile

SNDINFO PROPS

Display properties of a soundfiling-system file

[PSOW] PTOBRK

Convert binary pitch trace file (.frq) to breakpoint textfile format for PSOW

[EXTEND] PULSER

Iterate a sound to create a stream of enveloped & pitched sound-packets

[EXTEND] PULSER MULTI

Iterate a number of sounds, randomly permuted, to create a stream of enveloped and pitched sound-packets

[SYNTH] PULSER SYNTH

Iterate synthesized wave-packets defined by partials data

DISTORT PULSED

Impose regular pulsations on a sound

ONEFORM PUT

Impose the formant-envelope in a single-moments-formant datafile onto the sound in an analysis file

FORMANTS PUT

Impose formants in a formant data file on the spectrum in a PVOC analysis file

[SYSUTILS] PUTCOL

Place a column of numbers into a textfile

PVOC ANAL

Convert soundfile to spectral file

PVOC EXTRACT

Analyse, then resynthesise sound with various options

PVOC SYNTH

Convert spectral file to soundfile

[PVOC] PVOCEX2

Stereo phase vocoder based on CARL pvoc (Mark Dolson)

[SYSUTILS] PVPLAY

Play back (audition) an analysis or soundfile

Q

REPITCH QUANTISE

Quantise pitches in a pitch data file

[DISTORT] QUIRK

Distort signal by raising sample values to a power

R

SPECNU RAND

Randomise the order of spectral windows

SNDINFO RANDCHUNKS

Cut chunks from a soundfile, randomly

SNDINFO RANDCUTS

Cut a soundfile into pieces, with cuts at random times

REPITCH RANDOMISE

Randomise pitch line

MODIFY RADICAL

Radical changes to the sound

[SYSUTILS] RECSF

Record, creating a soundfile (PC only)

DISTORT REFORM

Modify shape of 'wavecycles'

PSOW REINFORCE

Reinforce the harmonics in a FOF-grain soundfile

[SFEDIT] REJOIN

Remix segment-files originating in ISOLATE process

GRAIN REMOTIF

Change pitch and rhythm of grains in a grainy sound

HOUSEKEEP REMOVE

Remove existing copies of a soundfile

SPECNU REMOVE

Remove a pitched component from the spectrum of a sound

[HOUSEKEEP] REPAIR

Join a list of mono sounds into stereo or multi-channel outputs

GRAIN REORDER

Reorder grains in a grainy sound

DISTORT REPEAT

Timestretch file by repeating 'wavecycles'

[EXTEND] REPEATER

Play source, with specified elements repeating

EXTEND REPETITIONS

Repeat source at given times

GRAIN REPITCH

Repitch grains in a grainy sound

DISTORT REPLACE

Strongest 'wavecycle' in each *cyclecnt* replaces others

ENVEL REPLACE

Replace the existing envelope of an input soundfile with a different envelope

PSOW REPLACE

Combine FOFs of 1st sound with the pitch of the 2nd sound

SFEDIT REPLACE

Insert a 2nd sound into an existing sound, replacing part of the original

DISTORT REPLIM

Timestretch by repeating 'wavecycles' (below a specified frequency)

ENVEL REPLOTT

Warp the envelope in a (text) breakpoint envelope file

SPECINFO REPORT

Text report on location of frequency peaks in the evolving spectrum

GRAIN REPOSITION

Reposition grain onsets in a grainy sound

GRAIN RERHYTHM

Change rhythm of grains in a grainy sound

ENVEL RESHAPE

Warp the envelope in a binary envelope file

HOUSEKEEP RESPEC

Alter the specification of a soundfile

[SFEDIT] RETIME

Rearrange and retime events within a soundfile

MODIFY REVECHO

Create reverb, echo or resonance around a sound

[REVERB] REVERB

Multi-channel reverberation

DISTORT REVERSE

Cycle-reversal distortion, 'wavecycles' reversed in groups

GRAIN REVERSE

Reverse order of grains in a grainy sound, without reversing the grains themselves

GRAIN R_EXTEND

Extend sounds that are iterative

[MCTOOLKIT] RMSINFO

Scan file and report RMS and average power level statistics

[REVERB] ROOMRESP

Create early reflections data file for REVERB, ROOMVERB and TAPDELAY

[REVERB] ROOMVERB

Multi-channel reverberation with room simulation

[EXTEND] ROTOR

Generate note-sets that grow and shrink in pitch-range and speed

S

MODIFY SAUSAGE

Granular reconstitution of several soundfiles scrambled together

ENVEL SCALED

Impose envelope, scaling envelope times to soundfile duration

MODIFY SCALEDPAN

Distribute sound in stereo space, scaling pan data to soundfile duration

BLUR SCATTER

Randomly thin the spectrum

[DISTORT] SCRAMBLE

Scramble wavetable order randomly or by size and level

EXTEND SCRAMBLE

Cut random chunks from soundfile and splice end to end; Or, Cut file into random chunks and rearrange; repeat differently, etc.

FORMANTS SEE

Convert formant data in binary formant data file to a pseudo soundfile for viewing

PITCHINFO SEE

Convert binary pitchfile or transposition file to a pseudo-soundfile, for viewing

[BLUR] SELFSIM

Replace spectral windows with the most similar, louder window(s)

EXTEND SEQUENCE

Produce a sequence from one sound, with timed transpositions

EXTEND SEQUENCE2

Produce a sequence from several sounds, with timed transpositions

[MCTOOLKIT] SFPROPS

Display soundfile details, with WAVE_EX speaker positions

STRANGE SHIFT

Linear frequency shift of (part of) the spectrum (becomes inharmonic)

[EXTEND] SHIFTER

Generate simultaneous repetition cycles, shifting focus from one to another

[EXTEND] SHRINK

Repeat a sound, shortening it on each repetition

MODIFY SHUDDER

Shudder a soundfile

BLUR SHUFFLE

Shuffle analysis windows according to a specific scheme

DISTORT SHUFFLE

Distortion by shuffling 'wavecycles'

SUBMIX SHUFFLE

Shuffle the data in a mixfile

SEARCH SIGSTART

Find earliest time at which there is signal in two or more soundfiles.

SYNTH SILENCE

Make a silent soundfile

[SFEDIT] SILEND

Add silence to end of file

TEXTURE SIMPLE

Create textures from single events

SPECNU SLICE

Divide an analysis file into individual frequency bands, saving each as a separate analysis file

REPITCH SMOOTH

Smooth pitch contour in a pitch data file

SNDINFO SMPTIME

Convert sample count to time in soundfile

HOUSEKEEP SORT

Sort files listed in a textfile

[EXTEND] SORTER

Chop sound into elements, then reorganise by loudness or duration

MODIFY SPACE

Create or later the distribution of sound in stereo space

PSOW SPACE

Distribute the alternate FOFs in the sound over a stereo space

MODIFY SPACEFORM

Create a sinusoidal spatial distribution data file

SUBMIX SPACEWARP

Alter spatial distribution of a mixfile

SPECFNU

Modify spectral shape in relation to formant peaks, or show formant data

[FOCUS] SPECFOLD

Fold, invert or randomise the spectrum

[SPECINFO] SPECGRIDS

Partition the spectrum into parts, over a grid

[COMBINE] SPECROSS PARTIALS

Interpolate partials of pitched *inanalfile1* towards those of pitched *inanalfile2*

[COMBINE] SPECSPHINX

Impose the channel amplitudes of *analfile2* onto the channel frequencies of *analfile1*

SYNTH SPECTRA

Generate both channels of a stereo spectral band

STRETCH SPECTRUM

Stretch/compress the frequencies in the spectrum

[STRETCH] SPECTSTR

Time-stretch analysis file, suppressing artefacts when stretch > 1

[PITCH] SPECTUNE

Find most prominent pitch and transpose file to it

[SPECNU] SPECULATE

Generate versions of source with channel data progressively permuted

[COMBINE] SPECTWIN

Combine the formant and/or total spectral envelopes of two spectra

MODIFY SPEED

Change the speed and pitch of the source sound

SFEDIT SPHINX

Switch between several files, with different switch times, to make new sound

[ENVEL] SPIKE

Envelope the sound to spike at the peak

[MULTICHAN] SPIN STEREO

Spin a wide stereo image across stereo / multichannel space, with possible doppler-shift

[MULTICHAN] SPIN QUAD

Spin two wide stereo-images across a 5-channel-wide sound image, with possible doppler-shift

[DISTORT] SPLINTER

Create splinters by repeating & shrinking selected waveset-group

PSOW SPLIT

Split vocal FOFs into subharmonic and upwardly transposed pitch regions

BLUR SPREAD

Spread spectral peaks

SPECNU SQUEEZE

Squeeze the spectrum into a frequency range, around a specified centre frequency

MODIFY STACK

Create a mix that stacks transposed versions of the source on top of one another

FOCUS STEP

Step-frame through a sound by freezing the spectrum at regular time intervals

[MULTICHANNEL] STRANS MULTI

Change the speed or pitch of a multi-channel sound, or add vibrato

PSOW STRETCH

Timestretch/transpose a sound by repositioning the pitch-synchronised grains. The grains themselves are not time-stretched

[STRETCH] STRETCHA

Utility to calculate *timestretch* factor for use with STRETCH TIME

PSOW STRTRANS

Timestretch/transpose a sound by repositioning the pitch-synchronised grains, with overlap

[EXTEND] STUTTER

Randomly repeat segments cut from elements

[SFEDIT] SUBTRACT

Subtract one file from another

SPECNU SUBTRACT

Eliminate from the source file any persisting signal that falls below a threshold (defined by the *noisfile*) AND subtract the amplitude of the noise in the *noisfile* from any source file signal that is passed

COMBINE SUM

Add one spectrum to another

SNDINFO SUMLEN

Sum durations of several soundfiling-system files

[FOCUS] SUPERACCU

Sustain each spectral band until louder data appears in that band

BLUR SUPPRESS

Suppress the most prominent channel data

[BLUR] SUPPRESS PARTIALS

Suppress the most prominent partials in the frequency band indicated

PSOW SUSTAIN

Sustain a pitch-synchronised FOF-grain within a sound – a freeze effect with optional vibrato

PSOW SUSTAIN2

Sustain a time-specified (start-end) FOF within a sound – a freeze effect with optional vibrato

FILTER SWEEPING

Filter whose focus-frequency sweeps over a range of frequencies

ENVEL SWELL

Cause sound to fade in and out from a peak moment

SFEDIT SYLLABLES

Separate out vocal syllables

SUBMIX SYNC

Synchronise soundfiles in a mixfile, or generate such a mixfile from a list of soundfiles

SUBMIX SYNCATTACK

Synchronise attacks of soundfiles in a mixfile, or generate such a mixfile from a list of soundfiles

[SYNTH] SYNFLT

Noise filtered by time-varying filterbank, with time-variable Q

[SYNTH] SYNSPLINE

Synthesise waveforms by smoothly joining randomly generated points

PSOW SYNTH

Impose vocal FOFs on a stream of synthesised sound

PVOC SYNTH

Convert spectral file to soundfile

REPITCH SYNTH

Create spectrum of vowel sounds, following pitch contour in pitch data file

T

[REVERB] **TAPDELAY**

Stereo multi-tapped delay line with feedback

[MULTICHANNEL] **TANGENT group**

Place one or more mono soundfiles along a tangent path to an 8-channel array

DISTORT **TELESCOPE**

Time-contract sound by telescoping *cyclecnt* 'wavecycles' to 1

[EXTEND] **TESSELATE**

Create repeating patterns with shift in space and time

SUBMIX **TEST**

Test the syntax of a mixfile

[MULTICHANNEL] **TEXMCHAN**

Create textures over a multi-channel frame

STRETCH **TIME**

Stretch/ compress a sound in time without changing the pitch

TEXTURE **TIMED**

Create a texture with timed single events

SNDINFO **TIMEDIFF**

Find difference in duration of two sound files

ENVEL **TIMEGRID**

Partition a soundfile into a sequence of 'windows' separated by silence

SNDINFO **TIMESMP**

Convert time to sample count in soundfile

GRAIN **TIMEWARP**

Stretch (or shrink) the duration of a grainy sound, without stretching the grains themselves

SUBMIX **TIMEWARP**

Timewarp the data in a mixfile

TEXTURE **TGROUPED**

Create a texture with timed event groups

TEXTURE **TMOTIFS**

Create a texture with timed motifs

TEXTURE **TMOTIFSIN**

Create a texture with timed motifs forced onto a harmonic field

[ENVEL] **TOPANTAIL2**

Gated sound extraction with end trims and backtracking

[HOUSEKEEP] **TOSTEREO**

Diverge from mono to stereo, in a stereo file

HILITE **TRACE**

Highlight *n* loudest partials, at each moment (window) in time

[MULTICHANNEL] **TRANSIT group**

Place one or more mono soundfiles on a path into and across an 8-channel array

PITCH **TRANSP**

Shift pitch of (part of) the spectrum, keeping harmonic relationships

REPITCH **TRANSPOSE**

Transpose spectrum (spectral envelope also moves)

REPITCH **TRANSPOSEF**

Transpose spectrum: but retain original spectral envelope

[ENVEL] **TREMENV**

Tremolo a sound, with width narrowed after peak

[ENVEL] **TREMOLO**

Apply width-controlled tremolo to a soundfile

ENVEL **TREMOLO**

Tremolo a sound

[SYNTH] **TS OSCIL**

Create sound from time-series text data

[SYNTH] **TS TRACE**

Create sound from time-series data treated as a pitch-trace

[SYNTH] **TSCONVERT**

Convert input data to specified range and format

PITCH **TUNE**

Replace spectral frequencies by harmonics of specified pitch(es)

[PITCH] **TUNEVARY**

Replace spectral frequencies with the harmonics of specified pitch(es), in a time-varying manner

[PSOW] **TWEET**

Replace FOFs in vocal sound by synthetic tweets or noise

SFEDIT **TWIXT**

Switch between several files, to make a new sound

U

SNDINFO **UNITS**

Convert between different units

FILTER **USERBANK**

User-defined filterbank, with time-variable Q

V

FILTER **VARIABLE**

Lo-pass, high-pass, band-pass or notch filter, with variable frequency

FILTER **VARIBANK**

User-define time-varying filterbank, with time-variable Q

[SYSUTILS] **VECTORS**

Numerical operations between two columns of figures

[MODIFY] **VERGES**

Play source, with specified brief moments glissing up or down

FILTER **VFILTERS**

Make (text) datafiles for fixed-pitch FILTER VARIBANK filters

REPITCH **VIBRATO**

Add vibrato to pitch in a pitch data file

FORMANTS **VOCODE**

Impose spectral envelope of one 2nd sound onto 1st sound

HILITE **VOWELS**

Impose vowels on a sound

REPITCH **VOWELS**

Create spectrum of vowel sounds, following pitch contour in a pitch data file

W

ENVEL **WARP**

Warp the envelope of a soundfile

SYNTH **WAVE**

Generate simple waveforms

[SFEDIT] **WAVEFORM**

Generate a wavetable from existing sound

STRANGE **WAVER**

Oscillate between harmonic and inharmonic state

BLUR **WEAVE**

Weave amongst the analysis windows in a specified pattern

SPECINFO **WINDOWCNT**

Returns the number of analysis windows in *infile*

[GRAIN] **WRAPPAGE**

Granular reconstitution of one or more soundfiles over multi-channel space

Z

SNDINFO **ZCROSS**

Display fraction of zero-crossings in a soundfile

SFEDIT **ZCUT**

Cut and keep a segment of a MONO soundfile, cutting at zero crossings (no splices)

SFEDIT **ZCUTS**

Cut and keep segments of a MONO soundfile, cutting at zero crossings (no splices)

PITCHINFO **ZEROS**

Shows whether a pitch file contains uninterpolated zeros (unpitched windows)

EXTEND **ZIGZAG**

Read back and forth inside a soundfile