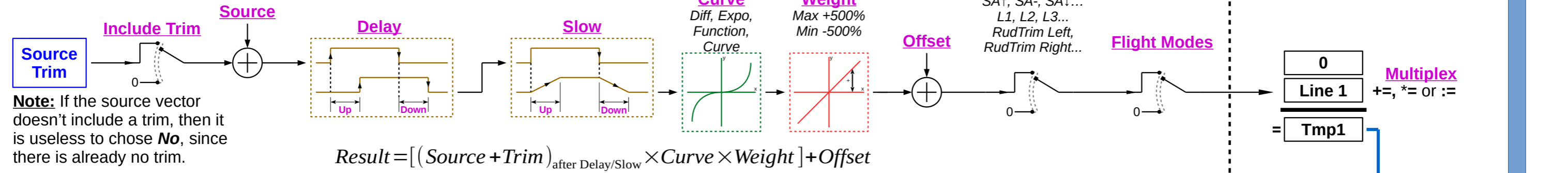


# MIXES Diagram

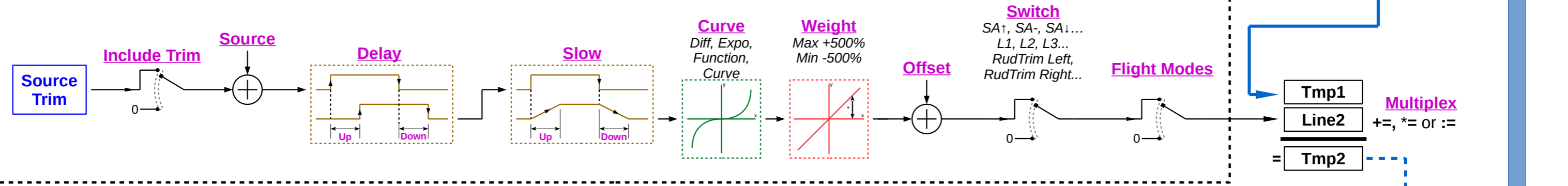
Name n°1

**Notes about 'Delay' and 'Slow':**

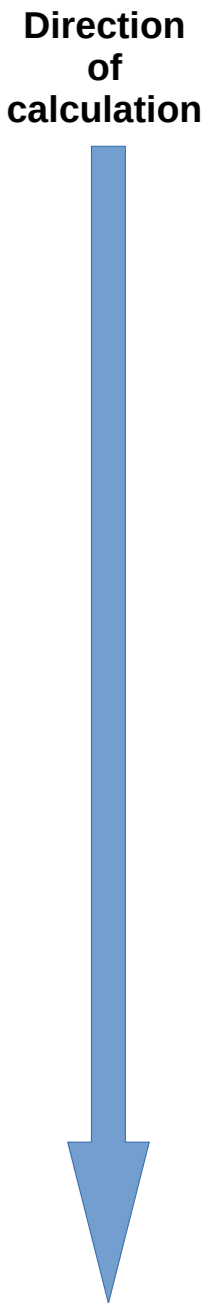
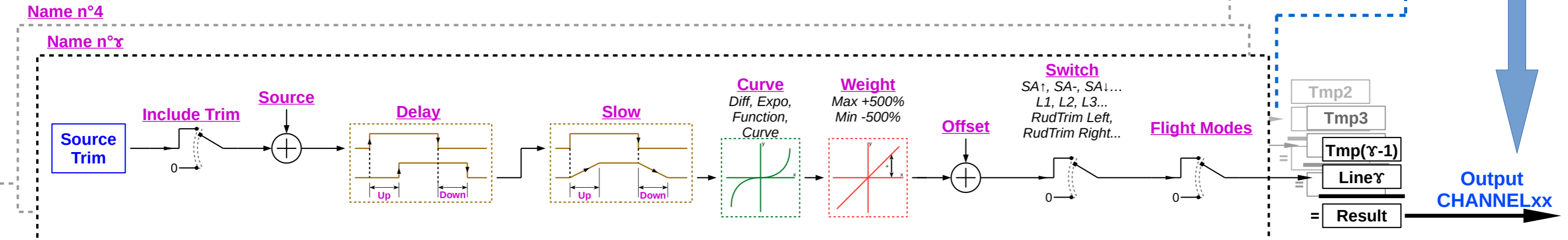
- The specified time for the *slow* function is corresponding to a transition from -100% to +100%.
- Ex: if you use a 2sec *slow* parameter, then a transition from 0% to +100% will be executed in 1sec!
- The *delay* is only applied on the last edge detection.
- Ex: source = SA and delay = 4sec, if you execute the sequence "SA↑ SA- SA↑" is less than 4sec, then the line result will stay at -100%!



Name n°2



Name n°3



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.

**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!!

**Reminder:**

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

**Arithmetic:**

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