

# Reverb Application

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scope	Example
description	A reverb-like effect is created by using the building blocks of delay, equalisation and 'bring-up' gain.
keywords	reverb, delay, echo, audio, dsp, slicekit
boards	XA-SK-AUDIO

Toggles between Dry and Effect signals.

Applies reverb to audio stream. The Audio\_IO uses 1 thread. This DSP function uses 3 threads,

one for Equalisation, one for Gain-control (Loudness), the remaining thread handles control and delay functions.