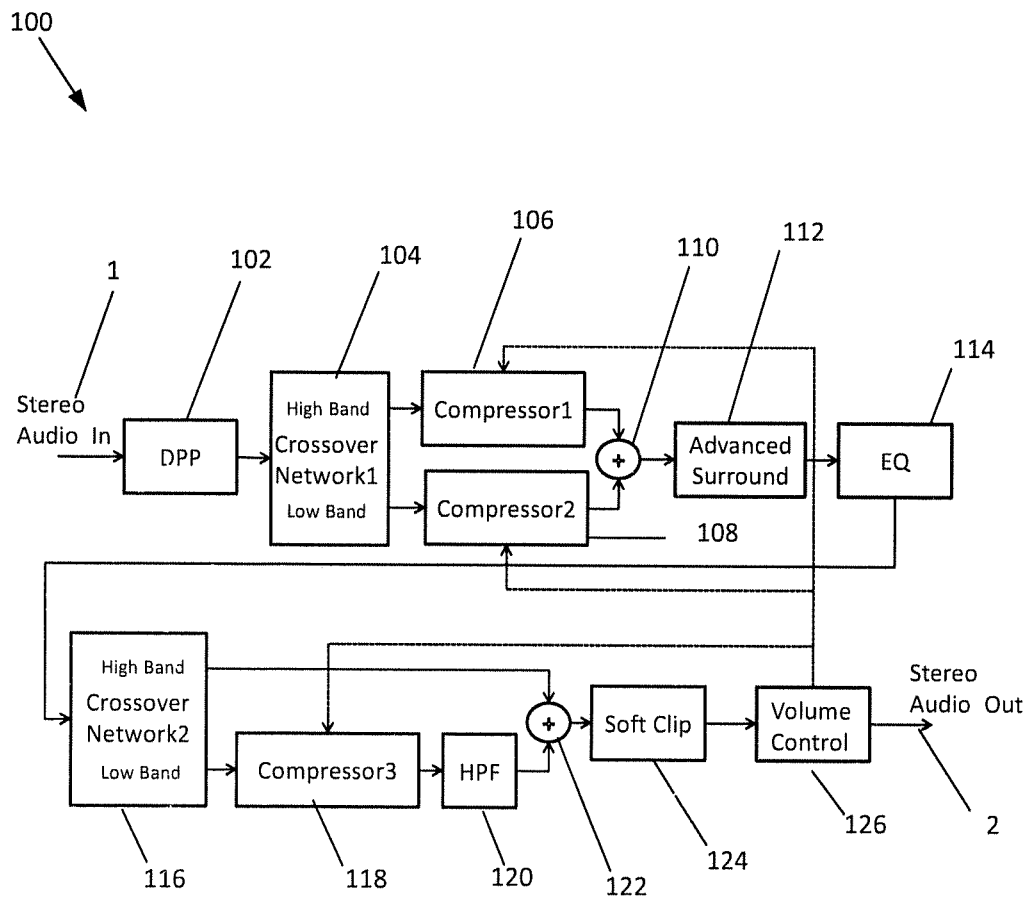


1/7

FIG. 1



REPLACEMENT SHEET

2/7

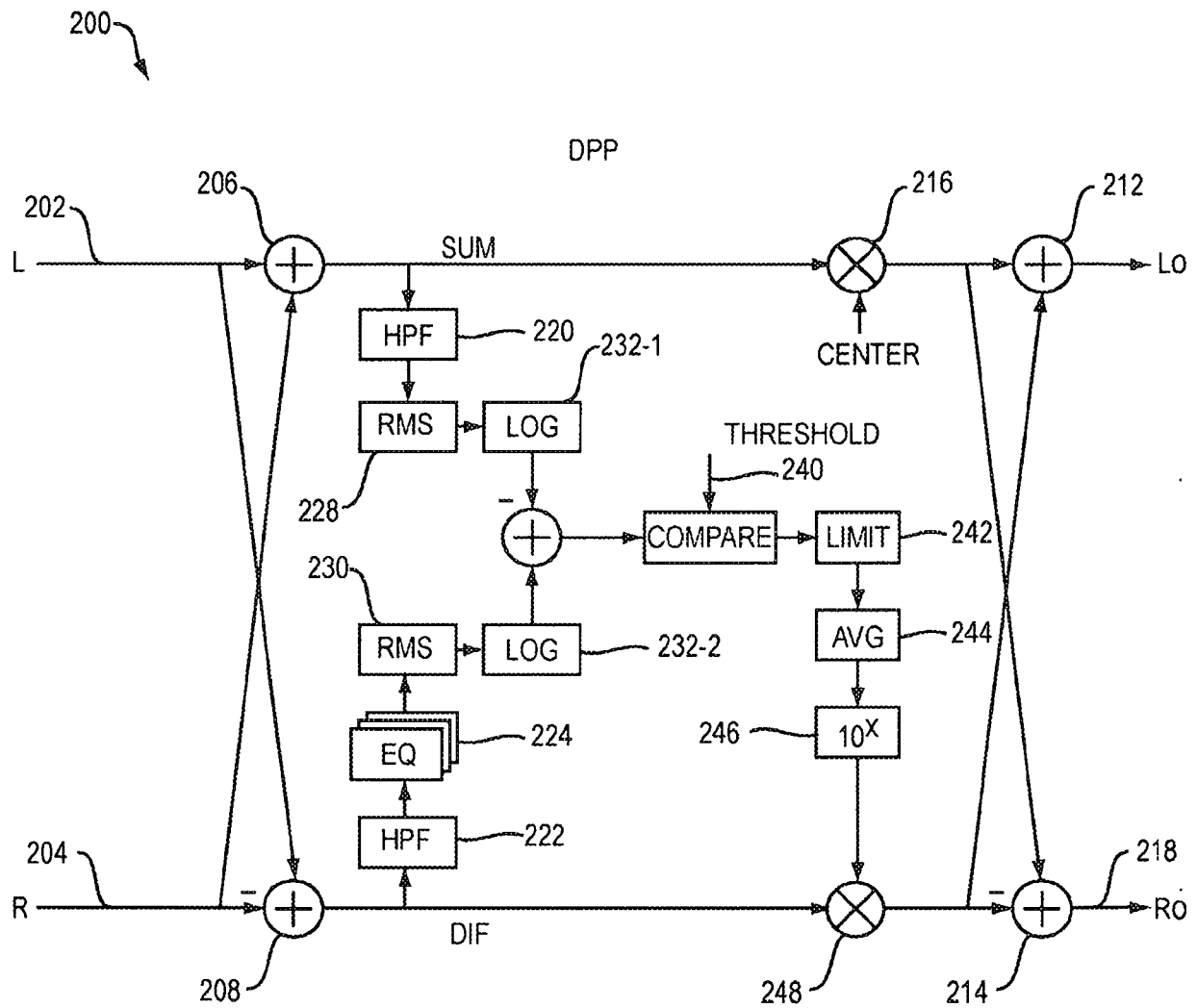


FIG. 2

REPLACEMENT SHEET

3/7

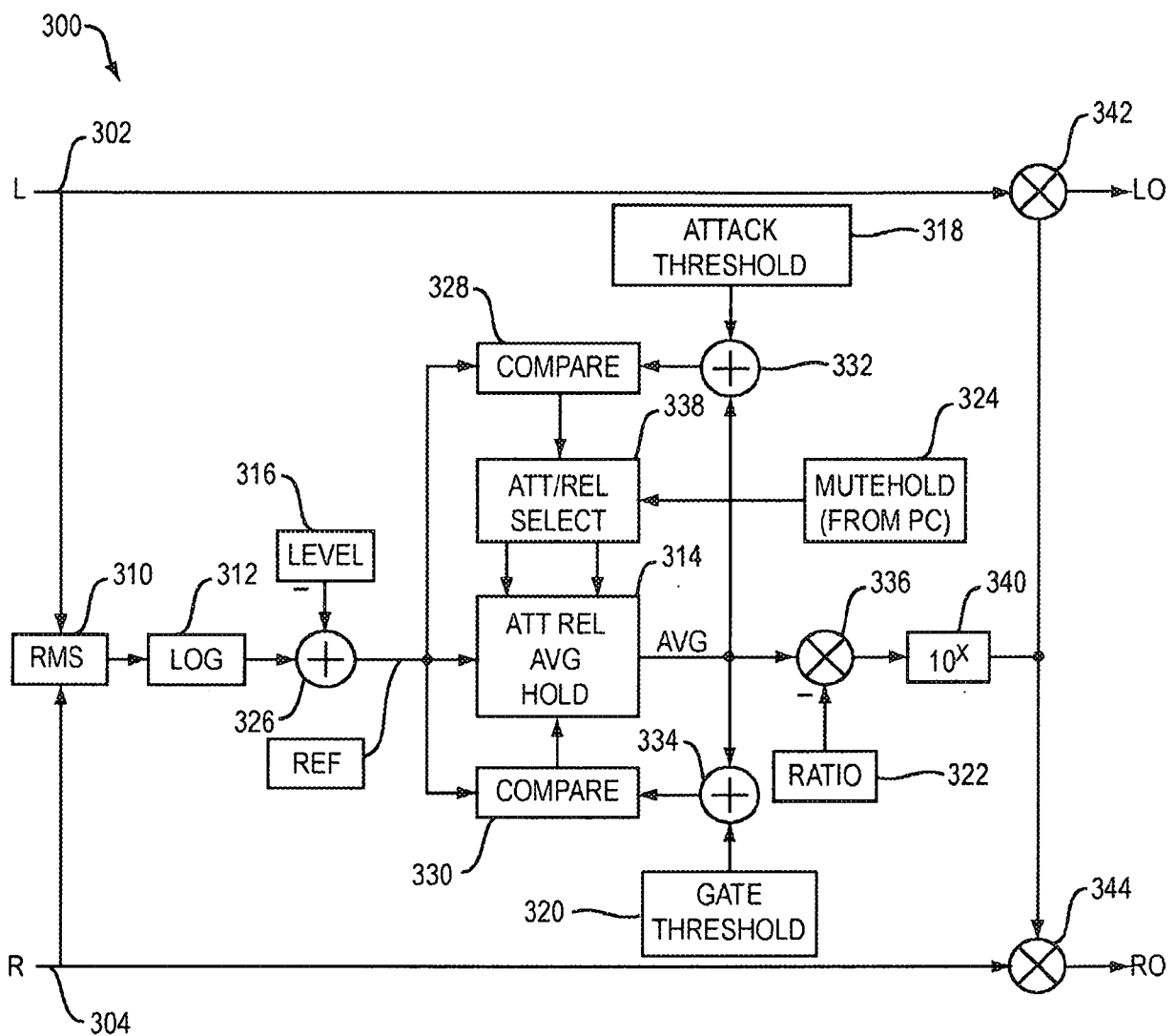


FIG. 3

FIG. 4A

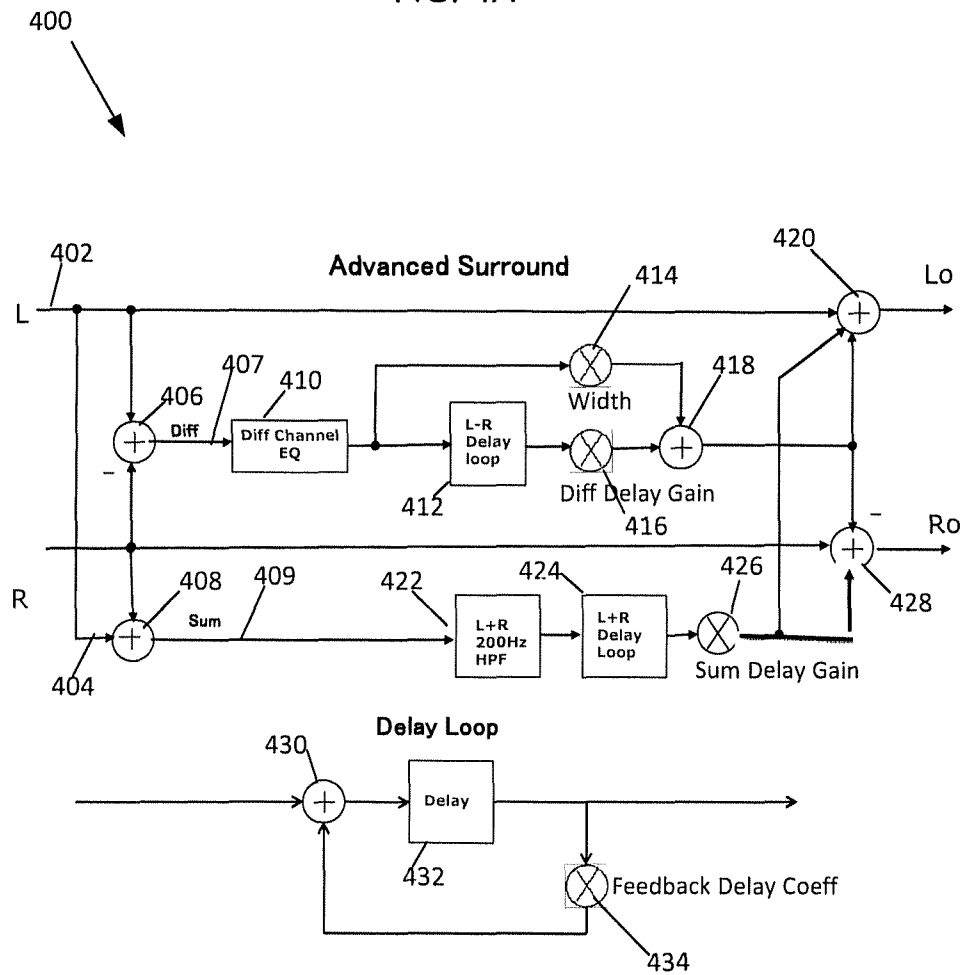


FIG. 4B

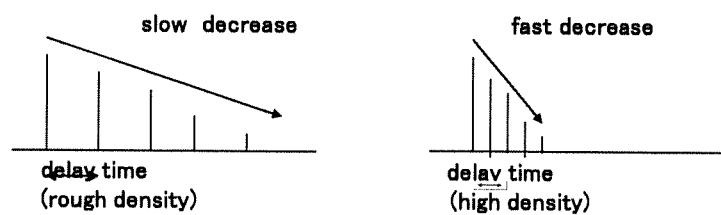
5/7

FIG. 5

500
↓

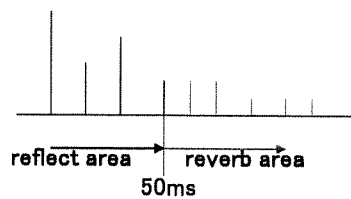
① Delay (samples) : 1 sample = $1/48\text{KHz}(fs) = 0.02\text{ms}$
 1000 samples = $0.02 \times 1000 = 20\text{ms}$ delay time , 1500 samples = $0.02 \times 1500 = 30\text{ms}$
 delay time

② : Impact of Feedback Delay Coeff (impulse response)



③ reflect wave and reverb

There are many impulse patterns . Room size,
 wall ,floor ,ceiling (figure and material)



The delay time depends on DSP data memory size.

6/7

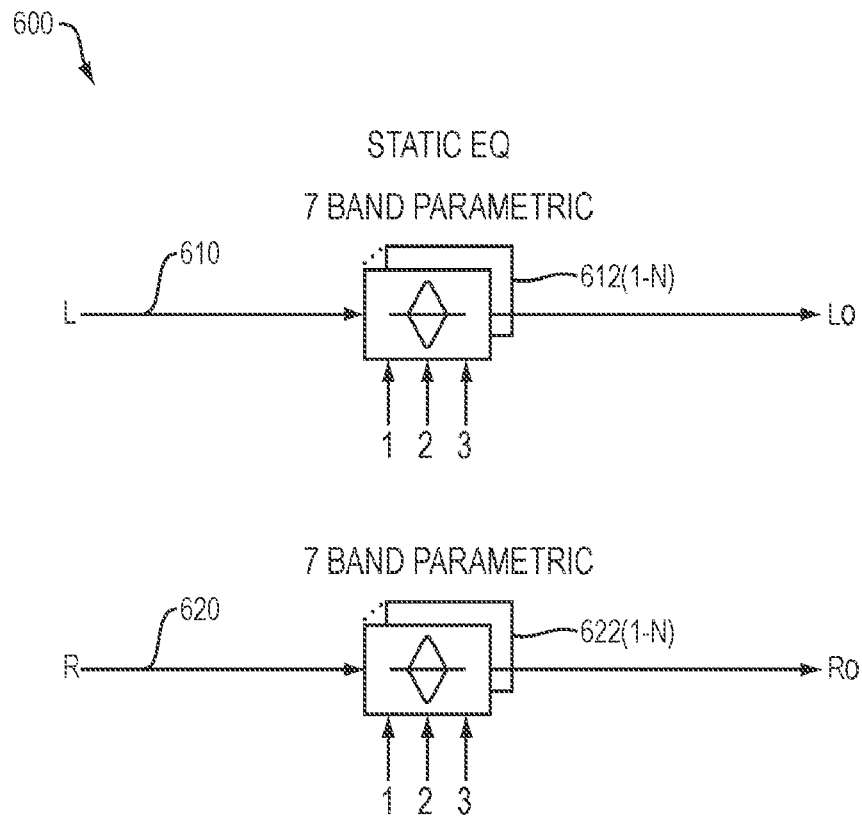


FIG. 6

7/7

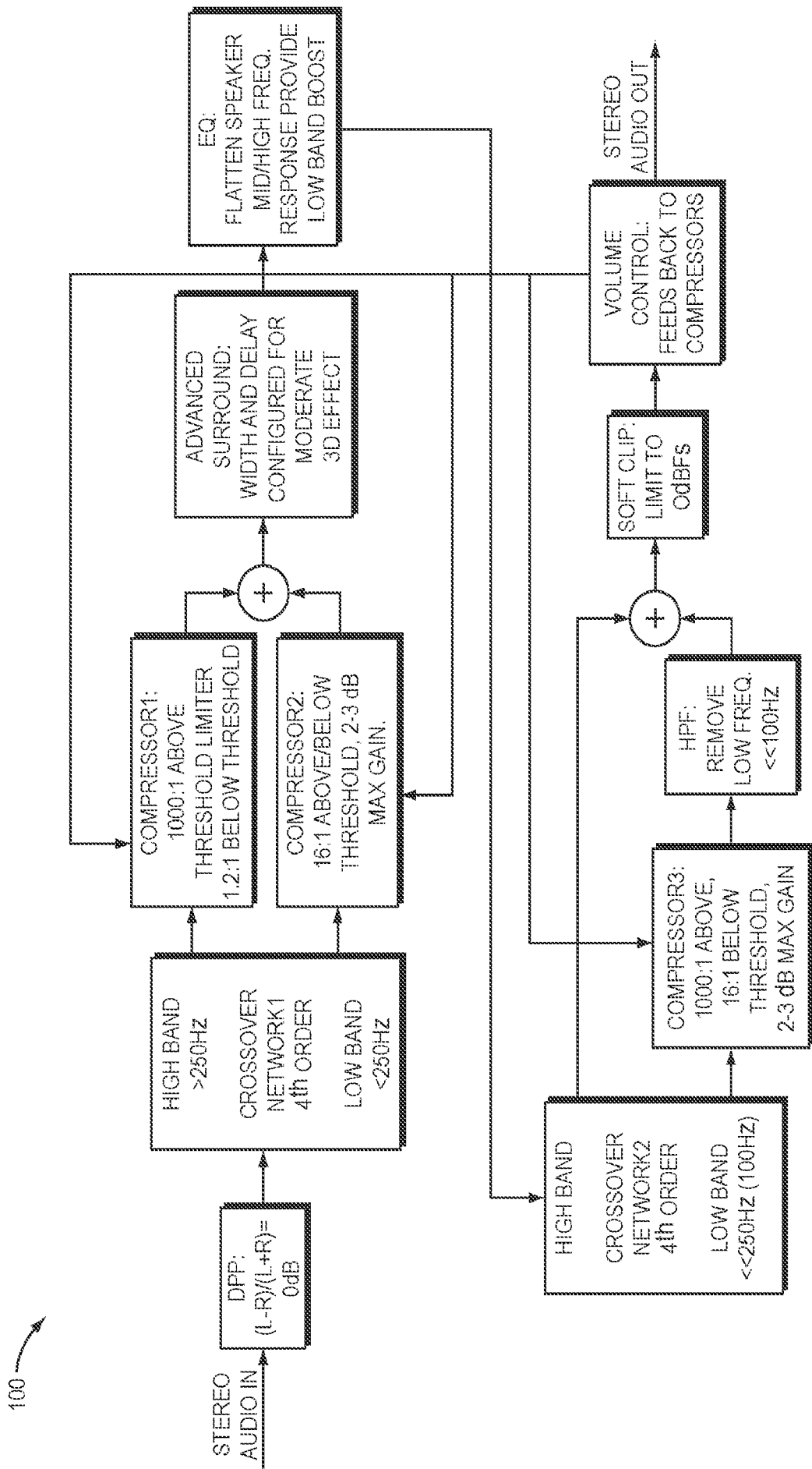


FIG. 7