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Tap Tempo Block (#p3109)

by **Zandercircuitry** » Thu Mar 29, 2018 4:19 am

Hi,

I finally managed to get the time to download SCD yesterday and i'm having great fun messing about with it & the simulator,

One thing I am struggling to understand however is how you would connect the tap tempo block (for example…to a simple single delay).

I'm aware of the original code posted by Slacker & how to physically hook up the external momentary switch, i'm just a bit lost on how to get it working within SpinCAD

Cheers!

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Re: Tap Tempo Block (#p3110)

by **Digital Larry** » Thu Mar 29, 2018 2:15 pm

I think Tap Tempo puts out a value from 0 to 32767 representing 1 full second in tap duration. If you then connect this to the "Delay Time Input" of a delay set to 1 full second (allocating all of the delay memory) then it will work correctly. I have actually not used this block personally so I can't actually claim one way or the other if it really works. But that's how it's supposed to work! Let me know if this gets you anywhere.

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Re: Tap Tempo Block (#p3117)

by **Zandercircuitry** » Sat Mar 31, 2018 2:08 am

Huzzah! I got it working (kind of)...

I ran slackers full code from the Spin forum and it was working fine,

Running the tap tempo block in spin CAD however raises a couple of issues:

1. it disables the pot completely so you cant control the delay time with the pot (this might be normal)
2. it seems to produce loud, audible clicks/ticks with the tapping of the switch which i wasn't getting when just pasting in that code from Slacker

(it would be good to have a way to get an external LED to flash too)

I've put a screenshot below of what i'd put together as i don't doubt I could have done something wrong...

Image

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Re: Tap Tempo Block (#p3120)
by **Digital Larry** » Sat Mar 31, 2018 5:51 am

I think that at the moment, my most helpful response here is: "use Slacker's code".

Regarding the tap tempo block disabling the pot - you are correct - that block ONLY uses the pot input to get taps and does not track the pot otherwise to send that value to the delay time output. It's a great idea though. The tap tempo winds up being tied to a hardware specific implementation. My own experiments are leaning towards using the ADCR as the tap tempo input rather than a pot input. So if I ever come out with a board to sell for use with SpinCAD, it will most likely tip towards supporting that specific implementation.

I always feel like a jerk when I give these explanations, but here goes again...

a) I developed SpinCAD 5 years ago and haven't worked on it much in the last 2 years
b) it's open source so anyone who wants to invest a fair amount of time learning can in fact improve it without my permission
c) SpinCAD can help you accomplish a lot but it's not the be-all end-all for FV-1 code development
d) if you REALLY want to offer a chance that I might improve the tap tempo block, here's what I would ask:
- print out the ASM generated by SpinCAD.
- highlight where you think it needs to change to accomplish the goal at hand
- send that to me for review/discussion

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Re: Tap Tempo Block (#p3123)
by **Zandercircuitry** » Sat Mar 31, 2018 9:47 am

yeah i thought that might be the case haha, just wanted to show my observations as you mentioned you were unaware of how well it worked, and the answer seems to be 'kind of'.

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