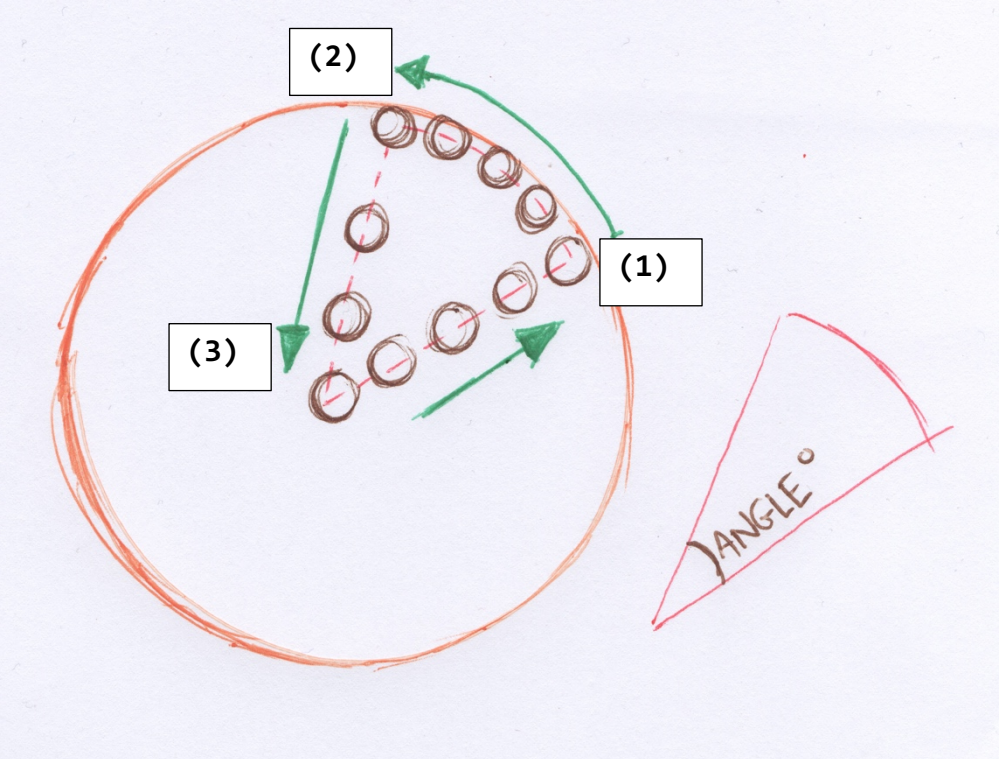
DelayStation ~~ Joystick Diagrams

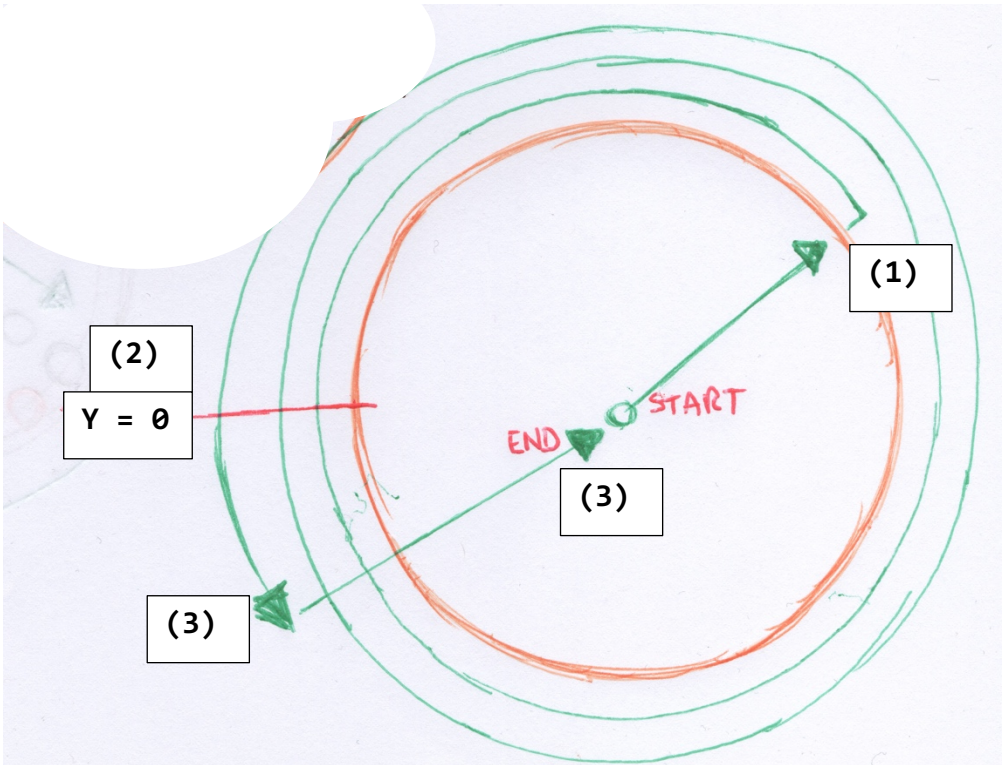
Left Joystick Rotation:



(see sub-patches [pVelocityCheck] and [pAngleCalc]

(1) Joystick pushed to edge. Acknowledged by report of maximum radius. Angle at this point is stored [angle0].
(2) Joystick is released – angle at this point is recorded [angle1].
(3) Joystick returns to centre, triggering a) the drum sampler, and b) a line from [angle0] to [angle1], with ramp time 500. This is sent to the delay time of the tapin~ tapout~ delay for the drum sampler. Right to left gestures create pitch dives, left to right gestures create pitch elevations (angle range is 0-180 from the centre-right, in both clockwise and counter-clockwise directions).

Right Joystick Rotation:



(see sub-patch [pRotCount] for data retrieval and Vocal Sampler section for processing data)

(1) Joystick pushed to edge. Acknowledged by report of maximum radius.
(2) A leaky accumulator counts the number of Y=0 crossings, which in this diagram would be 3. (Note – the patch records X=0 crossings).
(3) Joystick released – leaky accumulator is frozen in the vocal sampler section, and number determines wet/dry factor of [pDoplerPitchFX] on vocal sampler.