



ARENA DIGITALIS

Introduction

Arena Digitalis is a high-performance, real-time granular audio processor built on the Arduino Nano R4's 32-bit architecture. Unlike standard digital delays, this device treats incoming audio as a "physical matter," slicing your input signal into tiny fragments (grains) and reassembling them to create everything from lush ambient washes to jagged, bit-crushed glitches.

Features

- 12-bit audio input and output
- Anti Click Widowing
- Dual State DSP
- Intelligent Buffer Monitoring
- Freeze and Random controls
- Grain, Speed, Dry/Wet Mix, Filter controls
- Shift Controls
- Input Safety Monitoring
- Powered By USB-C
- Hackable / Open Source

Controls

Knobs

SIZE	Grain Size	Sets length (20 to 1500 samples).
SPEED	Speed/Pitch	0 to 2x playback speed.
MIX	Dry/Wet	Dry - Wet balance.
TONE	LP Filter/Crush	Top Half: Smooth Low-Pass Filter. Bottom Half: Bit-Crushing and Downsampling (Gritty).

Buttons

RANDOM Toggles "Spray." When the **RANDOM LED** is on, grains jump around the buffer.

FREEZE Toggles recording. When the **FREEZE LED** is on, you are looping the internal memory.

Combo (buttons + pots)

Hold **RANDOM** + Turn **SIZE**

Envelope

Changes grain shape from "Clicky" to „Smooth.“

Hold **RANDOM** + Turn **SPEED**

Quantized Pitch

Jumps between 0.5x, 0.75x, 1x, 1.25x, 1.5x, and 2x.

Hold **FREEZE** + Turn **TONE**

LFO Rate

Adds a "tremolo" or pulsing movement to the filter.

Hold **FREEZE** + Press **RANDOM**

Play Direction

Changes playback direction. The Random LED will blink to confirm.

Hold **BOTH** Buttons

Global Reset

device will reset to factory settings.

If the sound gets too chaotic, hold both buttons. All LEDs will flash, and the

CLIP LED This is a "Safety" indicator. If your input audio is too loud and the digital gain is distorting, this LED will flash.

For more information visit the GitHub page:
https://github.com/SidRockett/Arena_Digitalis

