



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	If the sound gets too chaotic, hold both buttons. All LEDs will flash, and the device will reset to factory settings.

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

