Lo-Fi Crusher

- **Author or source:** David Lowenfels
- **Type:** Quantizer / Decimator with smooth control
- **Created:** 2003-04-01 15:34:40

notes

```
Yet another bitcrusher algorithm. But this one has smooth parameter control.

Normfreq goes from 0 to 1.0; (freq/samplerate)
Input is assumed to be between 0 and 1.
Output gain is greater than unity when bits < 1.0;
```

code

```
function output = crusher( input, normfreq, bits );
    step = 1/2^(bits);
    phasor = 0;
    last = 0;

    for i = 1:length(input)
       phasor = phasor + normfreq;
       if (phasor >= 1.0)
          phasor = phasor - 1.0;
          last = step * floor( input(i)/step + 0.5 ); %quantize
       end
       output(i) = last; %sample and hold
    end
end
```

Comments

- **Date**: 2004-06-16 21:10:39
- **By**: moc.liamtoh@132197kk

```
what's the "bits" here? I tried to run the code, it seems it's a dead loop here, can
not
figure out why
```

- **Date**: 2005-10-26 23:25:13

- **By**: dfl

```
bits goes from 1 to 16
```

- **Date**: 2016-03-19 02:47:47
- **By**: moc.liamg@tnemniatretnEesneS2

```
I'm having trouble with the code as well. Is there something I'm missing?
```