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[Skip to content](#)

Search

[Advanced search](#)

[Moderator Control Panel]

some multi tap delays

Post a reply

Search

4 posts • Page **1** of **1**

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3528).
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3528).
- [Report this post](#) (./report.php?f=30&p=3528).
- [Warn user](#) (./mcp.php?i=warn&mode=warn_post&f=30&p=3528&sid=befaf904784df501ab581b011c284453).
- [Information](#) (./mcp.php?i=main&mode=post_details&f=30&p=3528&sid=befaf904784df501ab581b011c284453).
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some multi tap delays (#p3528)

by **oip** » Mon Jul 15, 2019 1:41 am

heyo

finally actually had a proper play around in spinCAD and made these. going for a multi tap delay but just using 1-2 taps to get the most out of the available delay time. tried a few combinations of tone controls, filters, filter placement, and modulation to get nice sounding repeats. basically trying to copy the echorec pedal and the original binson but i don't own either so just a very rough impression.

i want to get a full bass to treble tone control, tried using both regular and shelving filters but couldn't get one i was happy with, that didn't turn into mud, tinny treble or ugly mid-heavy resonant feedback at higher levels. so i defaulted to highpass mainly. i'm thinking it might be better to put the feedback and tone offboard and use the third control for modulation depth.

effects 1-6 are 3 different head combinations in 'old' (added lowpass and some modulation) and 'new' (only highpass and no modulation).

controls: delay time, feedback, low cut.

effects 7-8 have controllable modulation with bandpass (7) and highpass (8) repeats.

controls: delay time, feedback, modulation depth.

all mono using left input and output only. dry/wet is offboard.

hope someone gets some use out of these! feel free to do whatever. they are made in version 998 which is what i had installed from a while back, so use older blocks. i tried in the latest version but had some issues.

thanks for the program there's no way i would have learned assembly enough to do this, just looking at it hurts my feelings.

cheers

Attachments

[multi tap delays.spbk.zip](#) (./download/file.php?id=194)

(10.24 KiB) Downloaded 53 times

[multi tap delays.hex.zip](#) (./download/file.php?id=193)

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Top

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3529)
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3529)
- [Report this post](#) (./report.php?f=30&p=3529)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=30&p=3529&sid=befaf904784df501ab581b011c284453)
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Re: some multi tap delays (#p3529)

by **Digital Larry** » Mon Jul 15, 2019 7:14 am

Thanks a lot for the contribution! Can you tell me what problems you had with the newer version of the program? If you don't tell me, I probably won't know.

Top

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3530)
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3530)
- [Report this post](#) (./report.php?f=30&p=3530)
- [Warn user](#) (./mcp.php?i=warn&mode=warn_post&f=30&p=3530&sid=befaf904784df501ab581b011c284453)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=30&p=3530&sid=befaf904784df501ab581b011c284453)
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Re: some multi tap delays (#p3530)

by **oip** » Mon Jul 15, 2019 4:03 pm

no probs - sorry i made it sound more ominous than it was, just ran into two slightly buggy issues, but i don't know if they were due to the release, my own workflow in spinCAD, or the pickit2, or anything else in between.

first issue was parameters shifting while moving between patches and loading - in particular the fine delay (in coarse delay block) and the chorus params (in LFO chorus block), like i would set them and then come back after tweaking another patch or after loading the hex to EEPROM and there would be shifted values, usually time added to the fine delay.

second issue was for some reason 1-2 of the patches from the bank wouldn't load into the hex, so i would send the bank but it would only load 1-6, or 1-8 but missing 5, etc.

neither a big deal, main reason i stuck with the older version is i did 90% of the work in 998 before i even thought to try an update so i just decided to finish them in there rather than trying to port over.

Top

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3536)
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3536)
- [Report this post](#) (./report.php?f=30&p=3536)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=30&p=3536&sid=befaf904784df501ab581b011c284453)
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Re: some multi tap delays (#p3536)

by **Digital Larry** » Wed Jul 17, 2019 7:50 pm

oip wrote:

no probs - sorry i made it sound more ominous than it was, just ran into two slightly buggy issues, but i don't know if they were due to the release, my own workflow in spinCAD, or the pickit2, or anything else in between.

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Boy that's really weird. Somewhere along the way I decided to save the simulator pot positions per patch, so those jump around a bit as you change between patches in the bank. That does NOT simulate the way the real FV-1 behaves, but I got tired of dialling in sounds in one patch and then having to do it again in another patch, losing the pot settings of the first patch.

If you wanted to send me bank files which have the problem along with repeatable steps I can try to look at the debugger output. It's up to you though.

Top

Display posts from previous:	All posts	Sort by	Post time	Ascending	Go
------------------------------	-----------	---------	-----------	-----------	----

Post a reply

4 posts • Page **1** of **1**

[Return to SpinCAD Designer patches](#)

Jump to:	SpinCAD Designer patches	Go
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Quick-mod tools:	Lock topic	Go
------------------	------------	----

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