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### Add a warning message when changing sample rate

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#### Add a warning message when changing sample rate (#p2369)

by **Digital Larry** » Wed May 13, 2015 5:28 am

Changing the sample rate will affect filter frequencies, LFO rates, delay times (including flanger/chorus tuning). All of these will probably need to be adjusted following a sample rate change.

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#### Re: Add a warning message when changing sample rate (#p2370)

by **Jacko** » Wed May 13, 2015 5:35 am

Also, just to note... the sample rate should match the clock frequency of the FV-1 circuit for which you are compiling the code.

Probably 95%+ of your systems will use the 32.768kHz crystal on the FV-1 but there may be occasions when you want to use a 48kHz crystal for extended high frequency response. To get proper operation of your filters/delays/reverbs/etc, you will need to set the sample rate to 48k when compiling the Spin asm for those systems.

regards, Jacko

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#### Re: Add a warning message when changing sample rate (#p2372)

by **disasterarea** » Wed May 13, 2015 6:56 pm

On a related note, can you make the sample rate persistent? The program remembers your last used simulator source settings but the sample rate always defaults to 32kHz. I use 44.1 just so my simulator waves play back at the correct speed.

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#### Re: Add a warning message when changing sample rate (#p2373)

by **Digital Larry** » Wed May 13, 2015 8:31 pm

I was going to try to get the sample rate from the file itself, which seems to make the most sense, unless you can think of a reason that you would want to run the simulator at a different sample rate than the WAV file. That way there wouldn't need to be a separate setting.

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