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Delay with Feedback Input (#p3314)

by **Zerikin** » Wed Nov 07, 2018 7:29 am

Pretty much the same as the basic delay block, only the feedback is a control pin instead of internal. Using this for my ice delay experimenting.

```
@name "Feedback Delay"
@color "0x6060c4"
@audioInput input Input
@audioInput feedback 'Feedback Input'
@audioOutput delayOut 'Delay Out'
@controlInput delayTime 'Delay Time'
@controlInput fbk Feedback

equ inputGain 0.5
@sliderLabel inputGain 'Input Gain' -24 0 -6 1.0 1 DBLEVEL

equ fbkGain 0.5
@sliderLabel fbkGain 'Feedback Gain' -24 0 -6 1.0 1 DBLEVEL

// total allocated memory buffer for this delay
// create a Control Panel with a Slider Label
equ delayLength 32767
@sliderLabel delayLength 'Delay Time' 0 32767 16384 1 0 LENGTHTOTIME

equ delayRatio 1.0
equ delayOffset -1

// establish the base address for this module
@getBaseAddress
// then allocate the buffer
mem delayMem delayLength

// input connection must be there for any code to be generated
@isPinConnected Input

equ delayOut reg0
// read the input and write to base of delay line
@isPinConnected 'Feedback Input'
rdax feedback,fbkGain
@isPinConnected Feedback
mulx fbk
@endif
@endif
rdax input,inputGain
wra delayMem, 0.0

clr
or $7FFF00
mulx delayTime
@getDelayScaleControl delayRatio delayLength delayOffset
wrax ADDR_PTR, 0
```

```
rmpa 1.0
wrax delayOut, 0.0
@setOutputPin 'Delay Out' delayOut

@endif
```

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Re: Delay with Feedback Input (#p3315)

by **Digital Larry** » Wed Nov 07, 2018 9:44 am

I just use the Triple Tap delay as a general purpose delay. If you don't hook up a tap then code is not generated for that tap. Thanks for your contribution though! 😊

Some of the blocks, for example the "Single Delay" and "Coarse Delay" come from the very origins of the program before I had figured out how I wanted to do different things. I've left them in because for all I know someone really likes those and wants to use them, but I actually never do.

One thing I could do in such cases is to leave the blocks in the code so if you loaded a program that had them, they would still be able to look up the block and use it. But I've considered hiding them from the menu so you couldn't add anything new.

It's been a few years since I had much user feedback about anything in the program, although it's picking up recently for some reason. There are a lot of things that could be improved, and I'm sure that people get tired of me grouching about this, but running this site costs me about \$400 a year, which is nowhere near being balanced by user donations, and given that I have a real job that takes quite a bit of time and mental investment, family, blah blah blah, I've gone mostly dormant on upgrading the program. Mostly but not completely, because I did put out a new release a couple months back that fixed some nasty bugs and added a few more blocks.

I spent a little time thinking about trying to monetize the program directly, but given that some people in the world would gladly spend time cracking the code, for no reason other than it gives them some feeling of power over "the man" (not me, some other fictional person) it's hard to justify spending time doing any of that. I did some mental calculation. Maybe I could sell this program for \$20. There are about 600 subscribers here. If each one bought the program (realistically I'd be lucky if 5% did), that would be about \$12,000 which is not life changing.

OK you can put away your handkerchiefs now. 😊

If you have a block you'd like to add, I mean you really really want me to add it, here's what I'd like to request.

- #1 Give some explanation as to how someone would go about using it, including various options provided by control panel settings.
- #2 Explain why it's better than whatever's already in the program.
- #3 Provide some audio samples or make a YouTube video showing how awesome it is
- #4 If I really like it and think it should go in, then I will ask you to do a pull request at Github. I can't teach you how to do this so it will require some initiative if you don't already know how to do that.

Oh I almost forgot, make a donation to the site!!! 😊

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