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Using the 'Direct Input' of the Phaser Block

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Using the 'Direct Input' of the Phaser Block (#p3444)

by **Zandercircuitry** » Fri Apr 19, 2019 11:19 pm

Apologies if this is a dumb question, but can someone explain how the direct input option on the phaser block works (ie how you'd hook it up to an LFO), I can't for the life of me figure out how it works.

I'm putting together a multi modulation pedal and I've managed to get all the chorus, flangers, terms synched up in terms of Rate as I'm using the Sine LFO block on all of them set to the same speed, however the phaser blocks internal LFO seems to have a very fast rate when the pot is cranked, so what I'm trying to do is hook the phaser block up to the same LFO, if thats possible...

If not, I'm curious as to how one would recreate a phaser within spincad without using the block, I've attempted it by using the logic of a block diagram of a traditional analog phaser, but it didn't have the desired results. Any help anyone can give would be greatly appreciated. 😊

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Re: Using the 'Direct Input' of the Phaser Block (#p3448)

by **Digital Larry** » Sun Apr 21, 2019 9:38 am

You have to open the control panel and select "Direct Input" in order for the "Phase" pin to do the sweeping instead of the LFO.

I am not certain it's possible or practical to build the phase shifter out of smaller SpinCAD components. I got the original phaser code from the Spin free programs area if I'm not mistaken, or maybe someone posted in in the Spin forum along the way. It uses a unique structure (at least, other than phase shifting I haven't seen it) and appears to require scaling the input way down to avoid clipping, then boosting it back up afterwards.

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Re: Using the 'Direct Input' of the Phaser Block (#p3505)

by **Zandercircuitry** » Mon Jun 24, 2019 5:54 am

Digital Larry wrote:

You have to open the control panel and select "Direct Input" in order for the "Phase" pin to do the sweeping instead of the LFO.

I am not certain it's possible or practical to build the phase shifter out of smaller SpinCAD components. I got the original phaser code from the Spin free programs area if I'm not mistaken, or maybe someone posted in in the Spin forum along the way. It uses a unique structure (at least, other than phase shifting I haven't seen it) and appears to require scaling the input way down to avoid clipping, then boosting it back up afterwards.

Sorry, only just had the time to check this. It was indeed just me being a dumbass and not realising how I was meant to hook that up, all is working as expected now 😊

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Re: Using the 'Direct Input' of the Phaser Block (#p3509)

by **Digital Larry** » Wed Jun 26, 2019 10:17 am

Ah no worries, it's not like I have a professional UX person here. I think if I rewrote it I would just make it so that if the "direct" phase input is connected, then use it.

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