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Square wave LFO from existing blocks?

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Square wave LFO from existing blocks? (#p2316)

by **drolo** » Tue Apr 28, 2015 1:17 pm

Hi,

Since this is my first post let me just start by congratulating Digital Larry for this excellent tool 😬
It's perfect for someone who has no idea about programing assembly (like me ..) to get into this stuff.

I have been playing with it a lot and really enjoy how you can come up with weird stuff, despite being limited to using the existing blocks. It really makes me even more eager to dive deeper into assembly programming.

Now to the actual question:
Is it possible to create a square wave LFO from the existing blocks?

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Re: Square wave LFO from existing blocks? (#p2317)

by **Digital Larry** » Tue Apr 28, 2015 4:03 pm

Thank you for the kind words. Strictly speaking I do not have a square wave LFO. Use the search box at the upper right for "square" and you will see previous discussions on the topic. You can get sort of close by cranking the gain on a sine wave LFO but it's not truly square. Feel free to add it to the "Feature Requests" subforum. I'm cleaning things up and trying to fix a few last bugs before releasing the next beta release, so I'm probably not going to try to jam it in for that. But I've been pretty motivated recently and this one seems pretty easy.

Thanks for your interest!

DL

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Re: Square wave LFO from existing blocks? (#p2318)

by **Digital Larry** » Tue Apr 28, 2015 5:43 pm

I'm starting to think that I can simply have a square output on the sin/cos LFO and if you choose to connect it, then it adds the code that makes it work.

Or, I could integrate it into the Ramp LFO. I don't know whether it makes a lot of difference. Maybe I could do both!

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Re: Square wave LFO from existing blocks? (#p2319)

by **drolo** » Wed Apr 29, 2015 6:13 am

Thanks DL
I will try your suggestion this evening.
Having a square output on the LFO or Ramp block, or both would be great of course 😬

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Re: Square wave LFO from existing blocks? (#p2320)
by **Digital Larry** » Wed Apr 29, 2015 9:43 am

You could try a clip block with the gain turned up to 10. This will give you +/- 1.0. So then you can scale/offset with input low/high = 0.0/1.0 output low = 0.5 and output high = 1.0 to give you a square wave between 0.0 and 1.0. Put a volume control after that if you wish to control the max level, or use it as is with the tremolizer block.

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Re: Square wave LFO from existing blocks? (#p2322)
by **drolo** » Wed Apr 29, 2015 1:18 pm

Yes!! Thanks, that worked perfectly.
I just had to work out that I had to select flip in the clip block for it to work as intended.

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Re: Square wave LFO from existing blocks? (#p2323)
by **Digital Larry** » Wed Apr 29, 2015 2:25 pm

Hey, that's cool. You can always connect an LFO or control block signal to the output and then use the visualizer to see what it's doing. I tried as you suggested and found that a pot connected to the LFO width control input (when the output is set to -1 to 1 and width set to 32767) acts sort of like a duty cycle control for the squared up LFO.

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Re: Square wave LFO from existing blocks? (#p2326)
by **drolo** » Thu Apr 30, 2015 7:34 am

Strange I tried doing that but all it does in my case is rounding the upper half of the square:

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Re: Square wave LFO from existing blocks? (#p2327)
by **Digital Larry** » Thu Apr 30, 2015 8:17 am

I do have a block "on deck" that goes through a sequence of 4 different pitch shift settings at a regular rate, for a mini-arpeggiator type of function. I'll check that one out and if it looks OK I'll toss it into the next release.

It looks like you're trying to use a square LFO to go between 2 pitch shifts or something? With any curve in the control input to the pitch shifter that's going to sound, er.. "interesting". 😵

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Re: Square wave LFO from existing blocks? (#p2338)
by **drolo** » Tue May 05, 2015 12:34 am

The arpeggiator sounds like a great addition 😬
The pseudo square wave sounds good with the pitch shifter going between 2 octaves, not too glitchy.

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