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## Spring reverb

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### Spring reverb (#p3079)

by **matthewseffects** » Wed Nov 29, 2017 4:32 pm

Hey guys

where is a good starting point to start experimenting with spring reverb in spin cad?

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### Re: Spring reverb (#p3080)

by **Digital Larry** » Wed Nov 29, 2017 7:24 pm

Here's my go-to reference for a good spring reverb type algorithm. The challenge is to fit all of this into 128 instructions which I have not managed to do.

[viewtopic.php?f=41&t=1441](http://holycityaudio.com/forum/viewtopic.php?f=41&t=1441) (<http://holycityaudio.com/forum/viewtopic.php?f=41&t=1441>)

The "chirp" block under the reverb menu is a cascaded bunch of all passes but this needs to be low pass filtered at the first notch, and then you should use a 4th order Linkwitz-Reilly crossover so you are not all passing the lowest frequencies - Parker calls this chirp straightening.

You'll undoubtedly have to compromise something but isn't that what makes this so fun (cough)? 🤔

Here are the sound samples for the Parker paper.

[http://research.spa.aalto.fi/publicatio ... sp-spring/](http://research.spa.aalto.fi/publicatio...sp-spring/) (<http://research.spa.aalto.fi/publications/papers>

[/jasp-spring/\)](#)

If you're going to play with chirps I suggest that you record the results into Audacity and then use the spectrograph view. Then the graphs in Parker's paper will start to make sense.

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## Re: Spring reverb (#p3081)

by **matthewseffects** » Wed Dec 20, 2017 3:43 pm

cool thanks!

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## Re: Spring reverb (#p3300)

by **Zerikin** » Mon Nov 05, 2018 6:19 am

Late to the party but there is some spring reverb code here as well on the spin forums:

[http://www.spinsemi.com/forum/viewtopic ... ring#p3175](http://www.spinsemi.com/forum/viewtopic...ring#p3175) (<http://www.spinsemi.com/forum/viewtopic.php?f=4&t=598&p=3175&hilit=spring#p3175>)

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## Re: Spring reverb (#p3307)

by **Digital Larry** » Tue Nov 06, 2018 7:29 am

Yeah that is Don Stavely's code and out of deference to his wish not to use it for commercial designs I am not going to make it into a block in SpinCAD.

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