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Some simple examples (pictures only)

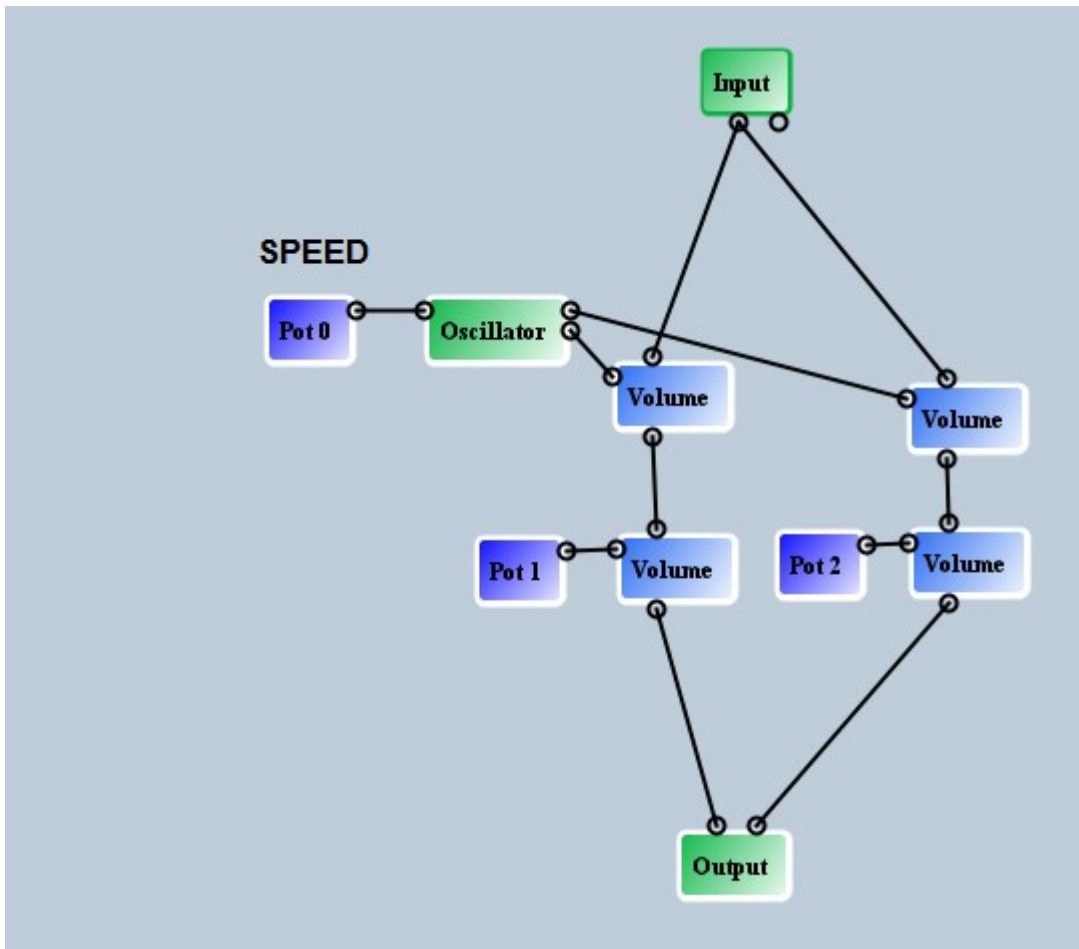Post a reply

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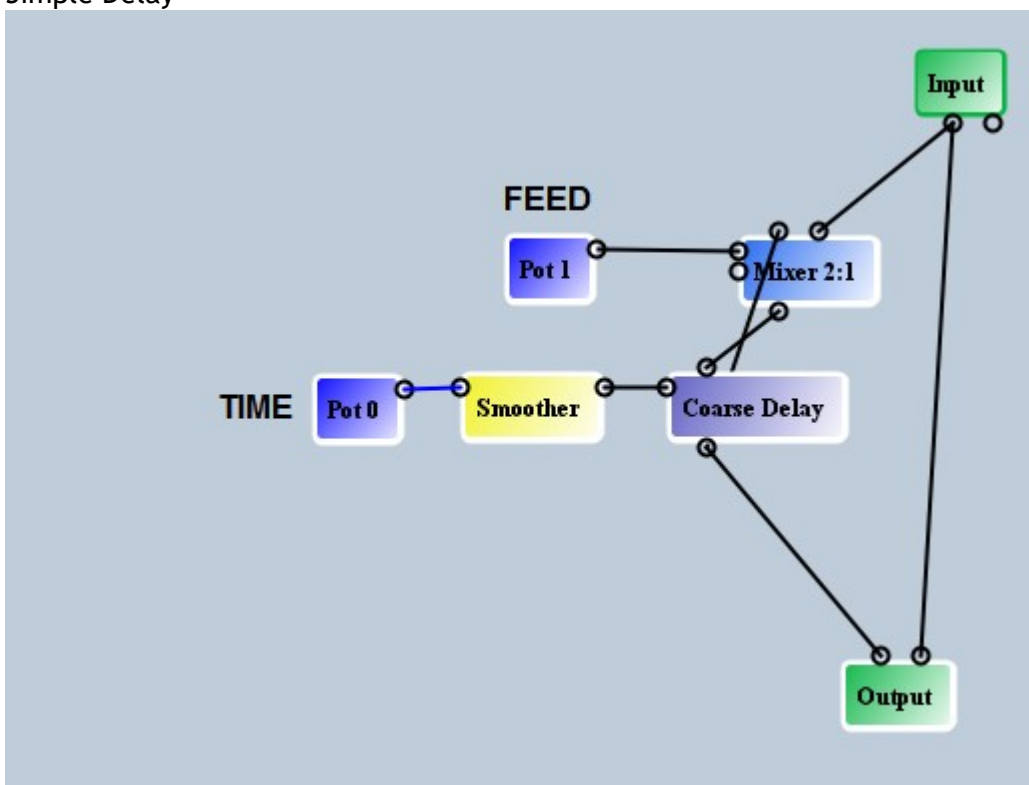
Some simple examples (pictures only) (#p2852)

by **knutolai** » Sun Oct 02, 2016 2:51 am

Just got started with SpinCAD. Thought I'd share my first few programs as they might be helpful to understanding some of the blocks.
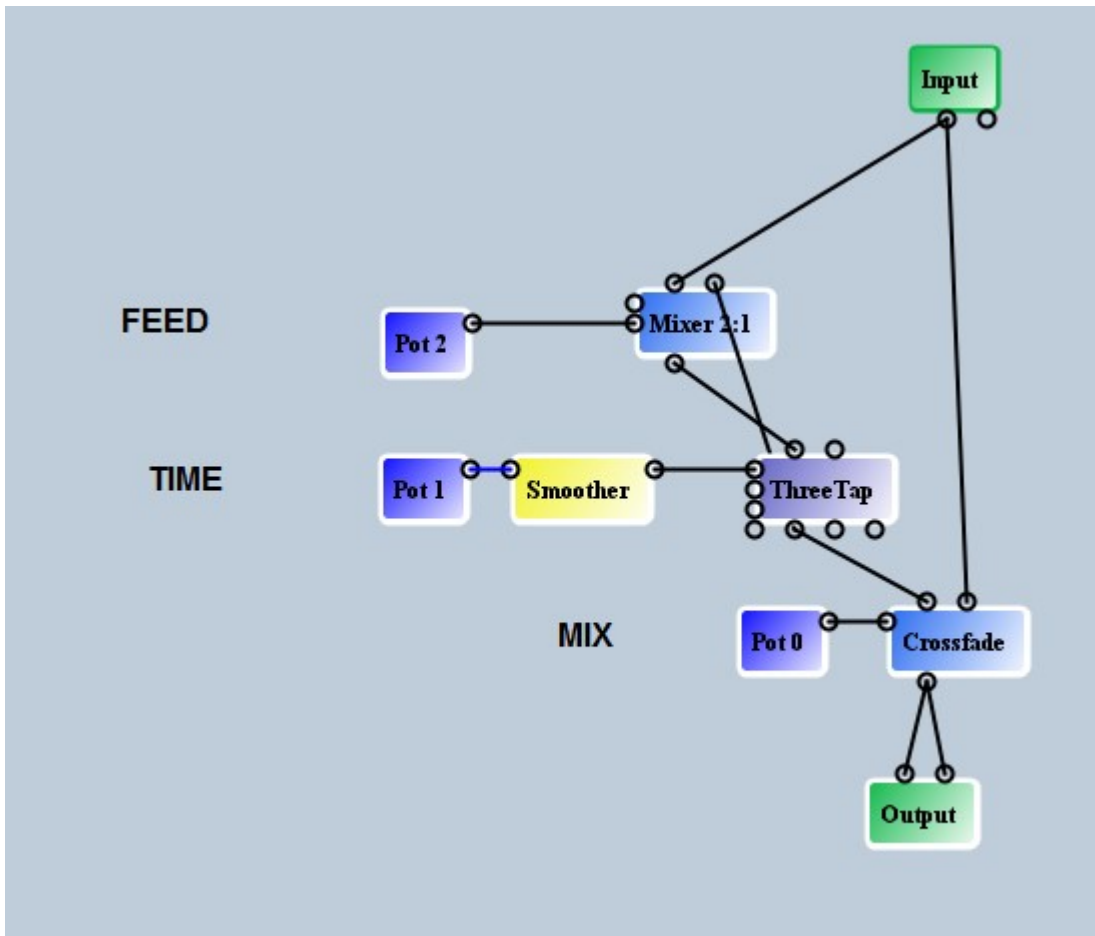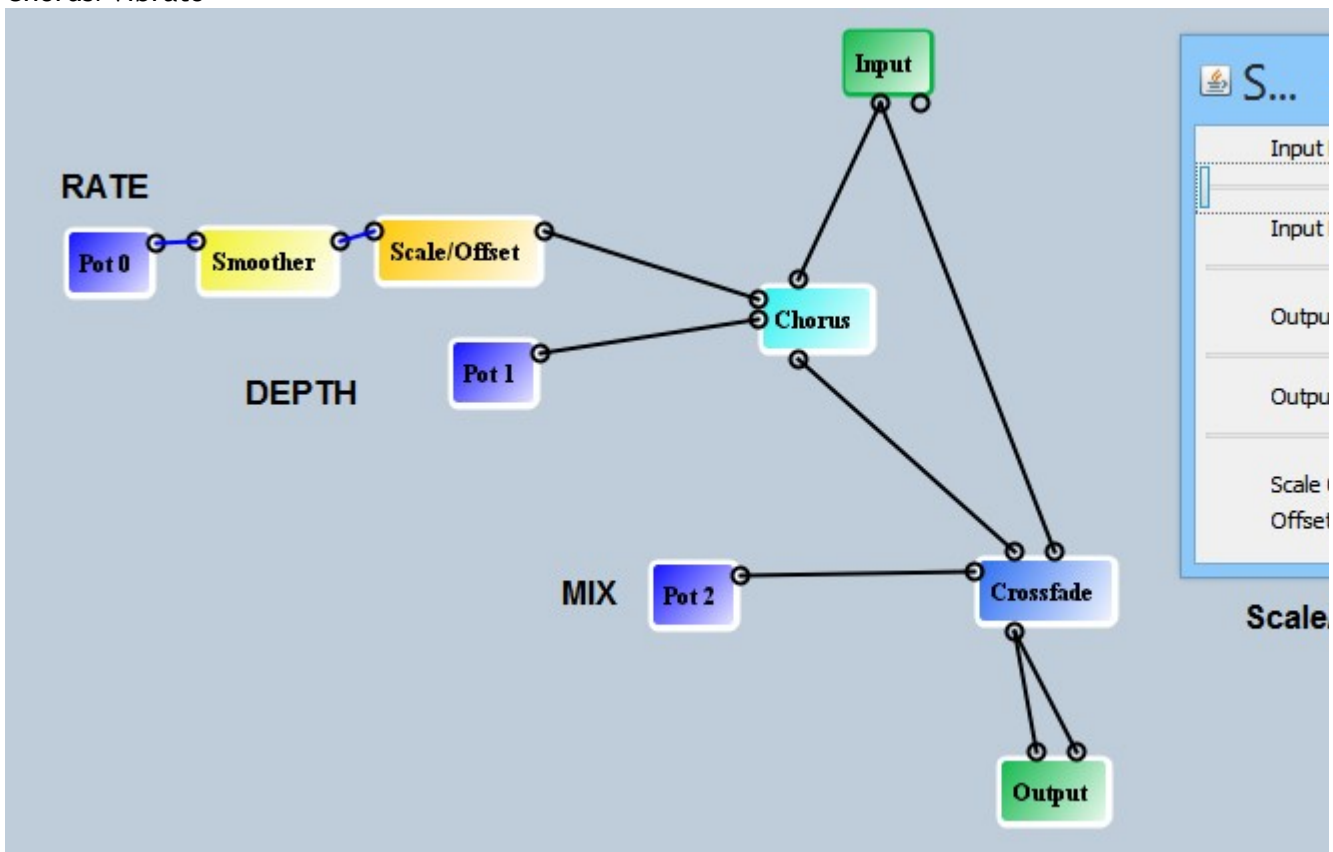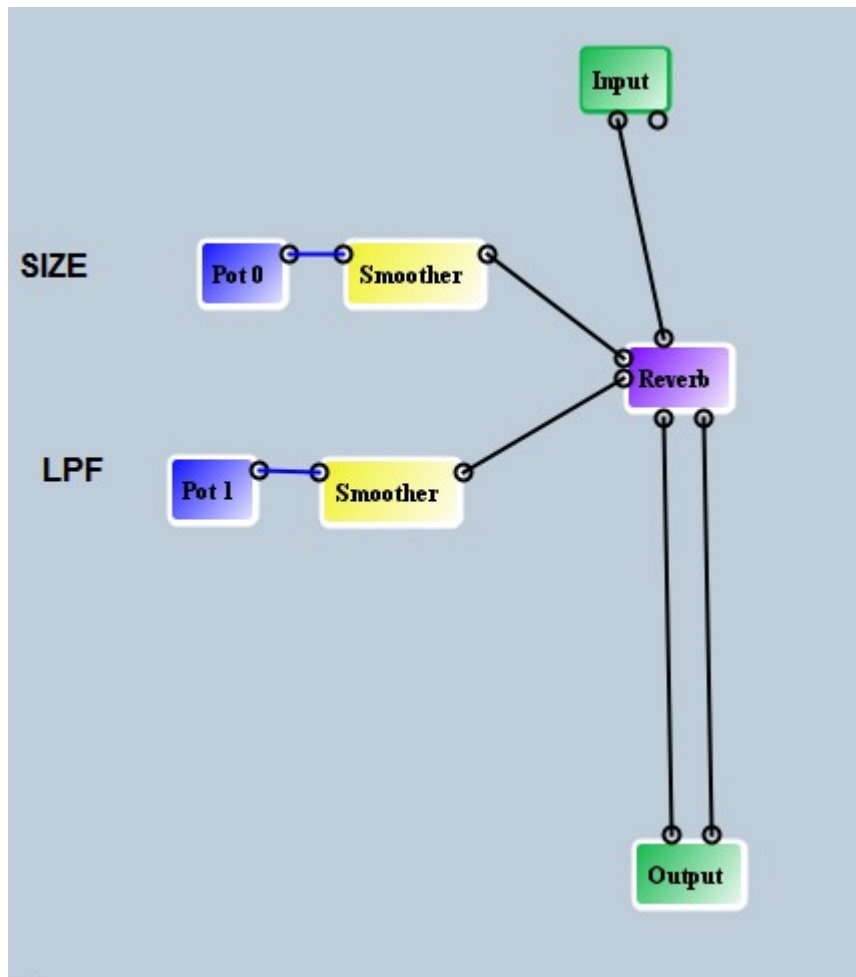
Ping-Pong panner

Simple Delay

Delay w. mix

Chorus/Vibrato

Reverb

Edit: Having trouble displaying the pictures. Maybe they need admin approval first?

Last edited by knutolai (./memberlist.php?mode=viewprofile&u=1567) on Sun Oct 02, 2016 6:59 am, edited 1 time in total.

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Re: Some simple examples (pictures only) (#p2854)

by **Digital Larry** » Sun Oct 02, 2016 5:58 am

OK I see at least one issue. Where you bring a downstream signal back earlier in the flow, you should use feedback loop blocks. See Loop...Add on the menu. It will drop 2 blocks. The one with the input on the top takes the signal you wish to feedback from another block's output. The one with the output connector on the bottom is used to put that signal back into a mixer or the input of some other block. If you don't use a feedback block, the compiler can get confused although it won't flag any warning or error.

As far as showing images, if you upload jpg or png as attachments it should show inline.

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Re: Some simple examples (pictures only) (#p2855)

by **knutolai** » Sun Oct 02, 2016 7:01 am

Ah I'll try that. Was looking for those blocks. Didn't notice the LOOP tab 😳

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Re: Some simple examples (pictures only) (#p2857)

by **Digital Larry** » Mon Oct 03, 2016 6:31 am

Few comments about the patches.

1) Be sure to use the feedback loop (Loop...Add) for any signal paths that go "backwards" in the flow.
2) When using the crossfade block, understand that it will clip if both inputs are above 0.5 at the same time.
3) Many of the delay blocks include a feedback input which can be controlled with one of the control pins. This saves a few instructions over putting a 2:1 mixer in front of the delay.

Thanks,

DL

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Re: Some simple examples (pictures only) (#p2858)

by **Digital Larry** » Mon Oct 03, 2016 1:52 pm

Also:

1) I often use a scale/offset to limit the lower frequency setting for LFOs. Otherwise they go all the

way to zero.

2) The oscillator outputs are 90 degrees out of phase, so using them in a panner should have somewhat of a "flying in circles" effect. It's different than just panning back and forth at the frequency.

3) I use the smoother almost always on delay time inputs. And hardly anywhere else. This also puts a response lag into normal controls. You have a bit of natural lag which is the time it takes you to rotate the knob. You can make it longer, but not shorter.

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