Holy City Audio Forum

Former Home of SpinCAD Designer

Skip to content

Search… [Search]

Advanced search

[Moderator Control Panel]

Getting up and Running with SpinCAD

Post a reply

Search this topic… [Search]

4 posts • Page **1** of **1**

- Edit post (./posting.php?mode=edit&f=32&p=2981)
- Delete post (./posting.php?mode=delete&f=32&p=2981)
- Report this post (./report.php?f=32&p=2981)
- Warn user (./mcp.php?i=warn&mode=warn_post&f=32&p=2981&sid=90615c931909e0633cbcd2a3573379b1)
- Information (./mcp.php?i=main&mode=post_details&f=32&p=2981&sid=90615c931909e0633cbcd2a3573379b1)
- Reply with quote (./posting.php?mode=quote&f=32&p=2981)

Getting up and Running with SpinCAD (#p2981)

by **Zandercircuitry** » Mon May 29, 2017 11:10 pm

Hi all,

Hopefully i am posting this in the correct place,

Ill stick a note in now before i go any further by saying i am aware of how much of an idiot i may sound by asking the following questions. Please feel free to assume i know absolutely nothing and that at no point would you be "teaching me how to suck eggs" with the answers you give.

In short, im looking to start learning how to program the FV-1 for use in some digital reverb/delay/modlation projects, the usual pt2399 and belton based circuits are great but theyve been done to death IMO and its time to start working on something that actually excites me again.

I got as far as downloading the program files and installing what i thought was the correct java file but ive no clue on how those things work together/the next steps. Id just like to get to the point where i can start messing around with a few ideas or messng around with a patch thats already made so i can begin to wrap my head around how everything works. Ive since deleted the files because i figured once/if i get any answers on here itll be cleaner to just start again from scratch.

I basically just need a bit of an "idiots guide" to getting set up with the program and eventually how to burn any fancy new things i develop to an eeprom. I have a (very) basic understanding of the steps needed (ie make a patch, burn it to an eeprom, install into an fv-1 circuit) but no clue about the actual important bits in between. I have zero programming knowledge (the closest to any kind of programming ive ever done is some html/css web development), up until this point my only exposure to any kind of digital effects have been PT2399 based delays and Belton Brick reverbs, if that helps to gove any context to the level of knowledge i have then great.

Any help you guys can offer to a **complete newcomer** to The FV-1 would be very much appreciated.

Thanks!
Alex

Top

- Edit post (./posting.php?mode=edit&f=32&p=2982)
- Delete post (./posting.php?mode=delete&f=32&p=2982)
- Report this post (./report.php?f=32&p=2982)
- Information (./mcp.php?i=main&mode=post_details&f=32&p=2982&sid=90615c931909e0633cbcd2a3573379b1)
- Reply with quote (./posting.php?mode=quote&f=32&p=2982)

Re: Getting up and Running with SpinCAD (#p2982)

by **Digital Larry** » Tue May 30, 2017 5:30 am

Hi Alex,

The first thing you would do would be to tell me which version of the JRE (Java Runtime Environment) you have installed. On my Ubuntu system, that is done like so:

```
gary@gary-S551LA:~$ java -version
openjdk version "1.8.0_121"
OpenJDK Runtime Environment (build 1.8.0_121-8u121-b13-0ubuntu1.16.04.2-b13)
OpenJDK 64-Bit Server VM (build 25.121-b13, mixed mode)
```

Beyond that you would tell me what your OS is. And what you tried already (in precise detail) and what you expected to happen and what really did happen.

You will find a ZIP attached to the top post under "SpinCAD Designer Releases". I think we're at experimental build 998. Inside this ZIP is a JAR

which is the program. After you extract that file you might have to change its file properties so that it is "executable". Normally after installing the JRE, you just put that JAR on your desktop where you can open it like any other program.

Something else to keep in mind is that I am here to show you how to run SpinCAD, but I have no affiliation with Spin and I do expect that you will also be trying to learn about the FV-1 using the various bits of documentation available from Spin themselves. A lot of that documentation is not that easy to absorb, and there are some typos in various places that hinder understanding as well. Feel free to ask questions but understand that I may direct you back to Spin documentation because you do ultimately need to understand the FV-1 at some level to get the most out of SpinCAD.

You should know how to use the Spin IDE to take existing code (e.g. from their "Free Programs" page) and load that onto your Spin Dev board. If you don't have a Spin dev board then you'll need to tell me what hardware you are using. In general, you can use a PICKit 2 clone (available from China via eBay or make your own) along with a HEX file exported by SpinCAD to program arbitrary FV-1 HW (the 24LC32 EEPROM actually).

Top
- Edit post (./posting.php?mode=edit&f=32&p=2983)
- Delete post (./posting.php?mode=delete&f=32&p=2983)
- Report this post (./report.php?f=32&p=2983)
- Warn user (./mcp.php?i=warn&mode=warn_post&f=32&p=2983&sid=90615c931909e0633cbcd2a3573379b1)
- Information (./mcp.php?i=main&mode=post_details&f=32&p=2983&sid=90615c931909e0633cbcd2a3573379b1)
- Reply with quote (./posting.php?mode=quote&f=32&p=2983)

Re: Getting up and Running with SpinCAD (#p2983)
by **Zandercircuitry** » Fri Jun 02, 2017 3:01 am

Hi,

Thanks for getting back to me, so far:

1. I've installed (well, i've downloaded) the last link on this page http://www.oracle.com/technetwork/java/ ... 33155.html (http://www.oracle.com/technetwork/java/javase/downloads/jre8-downloads-2133155.html) (Windows x64), which I assumed was correct since I am running a 64-bit Windows 10 PC, i'm unsure on how I would go about "installing" this as there doesn't seem to be any obvious install/set-up file in the folder. I've no experience with Java at all so I imagine this is why i'm having a little trouble understanding what to do.

2. I've downloaded the SpinCad-998 zip file and placed this in a SpinCAD directory in my documents.

That is literally as far as i've gotten, i'm sure this is very obvious and i'm maybe just missing a trick here but i'm clueless as to where to proceed from here. (when i mentioned about trying to install the program before after this point it was all guess work and it didn't go well at all)

I'm under no illusion that i have a lot of learning to do regarding the FV-1, to be honest at the moment my only concern is getting SpinCAD up and running. The actual learning of the assembly language for the FV-1 isn't what i'm worried about, its not understanding how to set up the software initially that i'm struggling with.

I've just received the development board http://www.profusionplc.com/parts/spn1001-devb (http://www.profusionplc.com/parts/spn1001-devb) and i'm waiting on some RCA-6.35mm patch leads to I can test into my amp a little easier.

thanks
Alex

Top
- Edit post (./posting.php?mode=edit&f=32&p=2984)
- Delete post (./posting.php?mode=delete&f=32&p=2984)
- Report this post (./report.php?f=32&p=2984)
- Information (./mcp.php?i=main&mode=post_details&f=32&p=2984&sid=90615c931909e0633cbcd2a3573379b1)
- Reply with quote (./posting.php?mode=quote&f=32&p=2984)

Re: Getting up and Running with SpinCAD (#p2984)
by **Digital Larry** » Fri Jun 02, 2017 6:04 am

Hi Alex,

Well as I'm using 64 bit Windows 10 mostly it shouldn't be a stretch to get you up and running.

You should get the 64 bit JRE offline installer jre-8u131-windows-x64.exe at the link you supplied and run that.

Thanks,

DL

Top
Display posts from previous: | All posts | Sort by | Post time | Ascending | Go
Post a reply
4 posts • Page **1** of **1**
Return to Installing and Using SpinCAD Designer
Jump to: | Installing and Using SpinCAD Designer | Go
Quick-mod tools: | Lock topic | | Go

Who is online
Users browsing this forum: Digital Larry and 1 guest
Powered by phpBB® Forum Software © phpBB Group
Administration Control Panel