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The Volume Block

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The Volume Block (#p1494)

by **Digital Larry** » Wed Mar 19, 2014 7:59 pm

Based on a question from member disasterarea, I thought I'd shed some light on the volume block.

Here's the most basic patch I can think of using the volume block:

Image (https://imageshack.com/i/nqixmyp)

and here is the code it generates:

```
;   Program: Render Block exported from SpinCAD Designer
;------ Input
;------ Pot 0
;------ Volume
RDAX 20,1.0
MULX 16
WRAX 32,0.0
;------ Output
RDAX 32,1.0
WRAX 22,0.0
RDAX 32,1.0
WRAX 23,0.0
```

What's it do?

It takes the input (ADCL, or register 20) and multiplies it by the value of POT0 (which is register 16). It stores this into register 32, which I think is REG0. Then it reads that value and stores it into DACL and DACR (22 and 23 respectively). Now you can already see a bit of the inefficiency here. If you'd written this by hand, you'd probably have done it like this:

```
RDAX 20,1.0
MULX 16
WRAX 22,1.0
WRAX 23,0.0
```

The next question was whether the volume control could be used to scale control signals. And the answer is: absolutely!

Here's a simple example:

Image (https://imageshack.com/i/jmn5nfp)

along with the code it generates:

```
;   Program: Render Block exported from SpinCAD Designer
;------ Input
;------ Pot 0
;------ Pot 1
;------ Volume
RDAX 16,1.0
MULX 17
WRAX 32,0.0
;------ Volume
RDAX 20,1.0
```

```
MULX 32
WRAX 33,0.0
;------ Output
RDAX 33,1.0
WRAX 22,0.0
RDAX 33,1.0
WRAX 23,0.0
```

Cool huh?

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