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Skip to content

Search…	Search

Advanced search

[Moderator Control Panel]

Adjustable reverb blocks

Post a reply

Search this topic…	Search

1 post • Page **1** of **1**

- Edit post (./posting.php?mode=edit&f=42&p=2175)
- Delete post (./posting.php?mode=delete&f=42&p=2175)
- Report this post (./report.php?f=42&p=2175)
- Information (./mcp.php?i=main&mode=post_details&f=42&p=2175&sid=d6d1dcc4501596550704606791e62b4c)
- Reply with quote (./posting.php?mode=quote&f=42&p=2175)

Adjustable reverb blocks (#p2175)

by **Digital Larry** » Wed Mar 11, 2015 8:54 pm

I know there's an "adjustable reverb" block. This lets you play with the structure of some given reverb, adding or taking out all passes and delay lines. I took a different approach with these other blocks. i started with ROM reverb 1 and ROM reverb 2. I made the input gain and all pass constants adjustable. Then I made a slider so you can compress all the delay lines by up to 50%. That way they maintain their length proportionally as you squish them down. The main idea is to free up delay RAM for other things.

I'm not an expert in reverb; everything I know about it I learned on the Spin website. Actually I did read some articles by Manfred Schroeder about 30 years ago, So I can't tell you whether this is a good or bad way to go about things. But it didn't sound awful when I squeezed everything down by half. Just the reverb time was shorter at first listen.

Top

Post a reply

1 post • Page **1** of **1**

Return to Developer's Corner

Jump to:	Developer's Corner	Go

Quick-mod tools:	Lock topic	Go

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