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threshold?

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threshold? (#p3051)

by **lucas26** » Tue Oct 10, 2017 10:59 pm

is there a way to set a threshold and apply the effect chain only to the signal above that threshold?
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Re: threshold? (#p3055)

by **Digital Larry** » Wed Oct 11, 2017 6:09 am

You're looking at some sort of level detector going into a mixer control.

E.g. absolute value (rectifier) into a smoother (low pass filter). Use the Maxx block so that it will respond to peaks. (i.e. MAXX of ABSA or filter output). Unfortunately that doesn't force the MAXX value into the filter. Then you'd use that control signal to open a mixer or something. I'm not sure how well this would work but it's a place to start for experimentation.

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Re: threshold? (#p3060)

by **lucas26** » Thu Oct 12, 2017 11:32 am

hmmm... i don't get it... but i did something. pretty rough, but with the smoother control the attack and decay response gets better. i can't complain...

Attachments

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Re: threshold? (#p3063)

by **Digital Larry** » Thu Oct 12, 2017 4:51 pm

The envelope block does much of what I described in a single block.

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Re: threshold? (#p3068)

by **Digital Larry** » Fri Oct 13, 2017 5:32 am

One of the challenges with what you're asking for is the idea of a peak-hold follower.

If you take the Absolute Value block, under Controls, which by the way is exactly the same as the Octave Fuzz block internally (a single ABSA instruction), this rectifies your audio. Put that into a smoother, which is a low pass filter tuned below the audio range, it will smooth out ripples in the result. It will have an attack time and decay time which are identical, which is sub optimal. Generally you want a fast acting peak follower followed by an adjustable decay. What this means is that when the input is greater than the output, you force the output to the input, but since there's a filter, you also want to force the filter to the new value as well. This is not currently possible with separated blocks. Maybe I'll give some thought to that.

The other thing that you often want with a "threshold" is hysteresis meaning that the going-up threshold is above the going-down threshold so you don't get "chatter" from a possibly noisy signal. I don't think any of the blocks do that either. If someone wants to contribute a block with all these wonderful attributes I will include it!! 😊

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