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Block general questions (#p1799)

by **Rebel_88** » Tue Sep 16, 2014 11:12 pm

Hi everyone, I'm new to this world and I'm happy to have discovered it.

Are about 3 days i have downloaded the SpinCAD-823 and i was playing to learn how it works.

Something is very easy with the help on the site and this forum but there is something i have not understood like some blocks with 3 output and i don't understand why, or other with 2-3 control inputs but on the control panel there is only one thing to change.

This morning i have found another release the SpinCAD-837 and i was happy that the phaser is working but i can't understand why it has 2 output and 3 control inputs.

On this page [viewtopic.php?f=29&t=1417](http://holycityaudio.com/forum/viewtopic.php?f=29&t=1417) (<http://holycityaudio.com/forum/viewtopic.php?f=29&t=1417>) i have read that there is a new control block to use the phaser but i can't find it.

There is someone that can help me to understand how to use this block? Or give me a link or something else where i can learn how to use this software?

Thank you for your time!

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Re: Block general questions (#p1800)

by **Digital Larry** » Wed Sep 17, 2014 6:24 am

Hi rebel_88, one thing that may help is to note that when you hover your mouse pointer over a block pin, the name of that pin shows up in a bar at the bottom.

For the build 837 phaser, the "left" output is a mixed output, and the "right" output is dry. You could use the dry output going into a 2-1 mixer, with the signal that went into the phaser going to the other input, and use a control input of the mixer for a "phaser mix" control. Another possible use for the "Dry" output of the phaser would be to daisy chain 2 4-stage phasers using the dry outputs, and send the output of the first stage to one side of the stereo 2x1 mixer, the output of the second block to the other side, then mix in dry signal to both sides. This would give you a stereo patch with 4-stage phasing on one side and 8-stage phasing on the other. I'm going to try that right now in fact!

For the build 837 Phaser block's control inputs, the top two are "LFO Speed" and "LFO Width" - connect these to controls to do the obvious things. The bottom one is "Phase" - a direct control to the phase shift parameter. If you connect this to a control, the LFO gets disconnected and no code is generated for it. You can try putting a sine wave in here although it will probably take a lot of experimenting to get something that sounds good because the phaser does not seem to want a sine wave control input - but there are other processors for control signals like "Power" that you can use for different control curves. It's hard to give general advice in this area. You have to try it out and see what happens.

I'm making these control inputs available in order to get feedback from people as to what is useful, and what isn't. As you may have concluded by now, this program lets you create things so quickly that you could easily come up with dozens of variations and then have to work with them to find which ones are the best.

There's also the question of me imposing my personal tastes on the blocks which are created. For example, I tend to like slower control LFO sweeps for modulation patches - so most of my examples show that. But some people like the underwater sound and I shouldn't exclude them - it's just harder for me to tell what sounds "good" in that area because I usually avoid it.

The next version is going to be even worse as I have split out the control signal for each stage of the phaser - there's now 8 control inputs! But I'm still working on a way to hide the ones that aren't being used. Sometimes I may speak about features "in development" which aren't in a release yet. I probably shouldn't do this unless I'm really clear about it since it looks like it confuses people.

In the case of the multi-tap delays, only the Three-Tap (or is it called Triple Tap?) offers an individual control input over the timing of each tap. For the other multi-taps, the control input moves all the taps together.

Your feedback is important to me! I assume that people just automatically understand all the crazy things I've done - don't feel bad if it's not clear. I fully expected there to be more questions than I have received.

Anything else baffling you currently? The more specific you can make your question, the easier it is for me to help clarify things.

Thanks,

DL

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Re: Block general questions (#p1801)

by **Rebel_88** » Wed Sep 17, 2014 10:02 am

Hi,

thankyou for the answer!

I didn't saw the description in the bottom of the window when i'm over a pin, now it is very clear!

If it is possible i think it will more useful if it will appear as a popup next the mouse cursor or next to the pin so it is visibile to noob people like me 😊

I think you are doing a very good job with this software, it is very helpful to get the things working. I will try to use every possible block to understand the working function, but there is some block i don't know.

For example in the Dynamics menu there are 3 blocks i don't know how to use (it is a lack of knowledge) is there some place where i can understand their use?

I want to understand also how to create an overdrive (if it is possible) with your software because i can't give gain to my audio track.

Thank you for your help and for your work with this software. I think i will write several times to understand it properly 😊

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Re: Block general questions (#p1802)

by **Digital Larry** » Wed Sep 17, 2014 10:24 am

The dynamics blocks were taken directly from Spin's [Free Programs \(http://www.spinsemi.com/programs.php\)](http://www.spinsemi.com/programs.php) web page and converted into blocks.

I tested what they did by creating some full amplitude sine waves with abrupt face-in and fade-out. I used this WAV file for the simulator source file. Then I set the simulator to output to a file, instead of the sound card (all of this is on the simulator menu). Then I ran the simulator for about half a second and looked at the WAV file that was created by the simulator. These blocks all keep the level from getting too high. You may not notice anything unless your signal is really hot. I used one in a feedback loop that otherwise would have oscillated at maximum settings and it kept it under control. There is opportunity for me to put control panel settings on these blocks to make them more useful, but I haven't concentrated on that after making them.

Overdrive should be found on the "Wave Shaping" menu along with other distortion and input-mangling blocks.

Thanks,

DL

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Re: Block general questions (#p1804)

by **Rebel_88** » Thu Sep 18, 2014 12:19 am

Hi,

yes i had already found the overdrive , but i can't use it as well.

I'm trying to use also filters but i can only obtain bad sounds.

I have another question on a block : the Smoother. What is it? If i open it i can find a variable frequency but on an example i found it on a scale/offset of a control.. so why frequency?(the example is the Servo Delay variable filter + phase feedback)

The last one is about a wonderful idea i have found on this forum. It is at this link

[viewtopic.php?f=32&t=1367](http://holycityaudio.com/forum/viewtopic.php?f=32&t=1367) (<http://holycityaudio.com/forum/viewtopic.php?f=32&t=1367>) **Creating Effects From Scratch - Pt. 1 Tremolo** it is very useful for people like me who want to learn how to use this software and get the best from this chip. It is possible to have more of this instructions?

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Re: Block general questions (#p1805)

by **Digital Larry** » Thu Sep 18, 2014 2:58 am

It would probably help if you told me what you are trying to accomplish. The chip and software are perhaps "too" flexible. It is also possible that you are exploring some area of the program that I haven't really focused on yet (the filters are a good example) and what you are seeing is just a limitation of the current implementation. That's why everything is described as "beta". I'm expecting to get feedback so I can improve it.

The control smoother is mostly intended to go between a pot control and some of the multi-tap delays. The servo delay has a built-in smoother. When you change the delay time with a control input, for example on the three-tap delay, you'll hear a clicking sound as the delay changes. If you put a control smoother in between, it creates an audible pitch bending sound when you turn the knob instead of just some clicks. A lot of time I add it for amusement to get these pitch bending sounds when I am changing the delay time with a knob. Supposedly, this emulates the way an analog delay operates when changing the delay time (which it does by changing the sampling rate). Once the delay time settles down, it doesn't really matter whether or not you have the control smoother.

You can also post some patch files here at the forum (you'll have to ZIP them first) and ask for assistance on achieving a specific goal.

There are too few hours in the day for me! I have to decide whether to add a block, or expand some feature, or make a tutorial, or just use the program myself to create crazy sounds!

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Re: Block general questions (#p1806)

by **Rebel_88** » Thu Sep 18, 2014 3:54 am

thank you for your kindness and patience!

I will post my first project.

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