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Using SpinCAD Designer 03 - the simulator (#p1226)
by **Digital Larry** » Sun May 05, 2013 11:59 am

One of the most powerful features that SpinCAD Designer inherited from Andrew Kilpatrick's ElmGen project is the simulator. This lets you audition the patch on your PC without needing to have any FV-1 board at all.

By default, the simulator will look for a file called **c:\temp\track76.wav**. This is, of course, a bug as it stands today. You can use the menu item **Simulator-Source File** to select a different file.

The simulator currently expects a 32768 Hz stereo 16-bit WAV file. If you give it a WAV file sampled at a different rate, it will still play it back at 32768 Hz.

[Edit: As of beta release #6, the sample rate is adjustable between 32768, 44100 and 48000 Hz. This doesn't affect the generated code, it just sets the rate that the simulator runs at].

Once you have set SpinCAD Designer to use a real file on your system, click on "Start Simulator" to run it. Click again on "Stop Simulator" to stop it. This applies whether or not you are processing to an output file, so if you do choose the output file option, be sure to click on "Stop Simulator" after awhile.

Use the 3 slider controls at the top of the screen to adjust the settings of the control pots.

You can make changes to the model while the simulator is running (connection/block/layout changes and/or adjustments to block parameters in a control panel), but they will not take effect until you stop and restart the simulator.

Please note that the RAMP LFO doesn't work correctly in the simulator. This LFO is used in all the pitch shift patches and some others as well. This is a problem I inherited from Andrew Kilpatrick. I'm not going to complain about it because Andrew gave so much in terms of the ElmGen library. But it's probably going to take a pretty long time before I can figure out how it's really supposed to work.

I have also added a Simulator Level Viewer, which gives an averaged view of the signal which arrives at the Output block inputs. This can be toggled on and off, when the simulator is not running, by selecting "Enable/Disable Level Viewer" from the Simulator menu. This can be used to look at either audio or control signals. Note that the scale is logarithmic, so if you simply connect a Pot control to the output block, you will see only a very small wiggle at the top of the screen representing the entire 10-bit range of the pot control.

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