

# Holy City Audio Forum

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## Chorus patches

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### Chorus patches (#p3116)

by **Zandercircuitry** » Sat Mar 31, 2018 12:46 am

I've been getting some really cool single control chorus patches so i was interested in seeing the 5 you posted (it might show me a different way of looking at things as I am basically hacking my way through with trial and error...and it actually seems to be working well, although i think this says more about how intuitive the software is than my ability to learn it).

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### Re: Corrupted ZIP files (#p3121)

by **Digital Larry** » Sat Mar 31, 2018 6:24 am

Thanks for your donation. 😊 What I enjoy even more is discussion about things, so if you like, please stick around, maybe it will tip me out of "grumpy old man" mode. One guy gave me a lot of great ideas that actually made it into the program, though that was a few years ago when my mind was still white hot on all this.

I will go downstairs a bit later (to my other computer) and see if I can find a bank of chorus patches from about the time of the post.

General thoughts about chorus patches:

- 1) Start by adjusting the delay time - this makes a huge difference in the sound due to the way our ears work, and at which point a delay is actually perceived as an echo.
- 2) The longer the delay time, typically the less LFO width is needed to accomplish a certain amount of pitch bend. So set an LFO rate that you like and then play with the width control and see how

that interacts with the delay time. Don't forget that control panel sliders don't update the algorithm in real time so you need to stop and start the simulator to hear those changes.

3) I just noticed, there appears to be a bug in the code of the LFO Chorus block, in that when the control inputs are NOT connected, the parameters do not follow the control panel settings. This was a design philosophy I adopted somewhere along the line and it's quite possible I never went back to the LFO Chorus block to make it work this way.

4) You can have separate rate and width controls going to individual pots, but this can give you a number of pot settings that you don't want, such as "low width, low speed" (barely audible) or "high width, high speed" (spaceship sounds). So I often use a couple of scale/offset blocks from a single pot to both width and speed so that I can get "OK" chorus sounds over a wide range of LFO speeds. Notice that the scale/offset going to the width control INVERTS the pot signal as well as scaling it. The tradeoff is a dedicated pot vs. flexibility and it's up to you to make this choice.

## Attachments

(./download/file.php?id=173&mode=view)

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## Re: Corrupted ZIP files (#p3122)

by **Zandercircuitry** » Sat Mar 31, 2018 9:44 am

aha the scale/offset block makes sense now! i was using the inverse block before but it only gave good results at either end of the pot sweep, in between was still a bit of a dodgy area where it would either be too fast or too deep,

running it full wet & blending externally with an opamp mixer is proving extremely useful as well to fine tweak it,

i'm sure i'll have many more questions as i dive into this and reverbs a bit more, but i'm definitely enjoying the experimentation

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## Re: Corrupted ZIP files (#p3125)

by **Digital Larry** » Sun Apr 01, 2018 7:28 am

I hesitate to say that the scale/offset instruction is the most important of them all as you can't do much (other than fuzzed out clipping) with SOF alone, but it is critical for bringing subtlety to your patches, especially when controlling more than one thing with a pot. I almost always use one on the LFO speed input to keep speed from going all the way to zero. You should also investigate the "power" control block as this allows you to implement different curves/tapers in addition to SOF.

Think about the difference it makes putting power before or after a SOF.

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