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Using the Scale/Offset block (#p1247)

by **Digital Larry** » Wed May 08, 2013 6:14 pm

The Scale/offset block allows you to constrain the range of controls. The POT controls go from 0.0 to 1.0. If the Scale/Offset block is set as shown,

Image

there is no adjustment to the POT values and they pass straight through.

If the Scale/offset is set like this:

Image (<http://imageshack.us/photo/my-images/339/scaleoffset002.png/>)

Then the POT control is inverted - 0.0 in gives you 1.0 out and vice-versa. If you want to do that, you can use the **Invert** block, which is pretty much the same thing.

Where the Scale/offset block comes in handy is when you want to limit the adjustment range of a certain control. For example, the control input on the **Minimum Reverb** block adjusts the reverb time. The way that algorithm is built, if the control input value goes above about 0.4, the reverb block starts to oscillate. So in most cases you are never going to want the input control to go over 0.4. In this case, set the output max slider to 0.4. Now you might also like the reverb time control not to go all the way to zero, even though the pot is turned all the way down. So you can set the Output Minimum value to something above zero.

You might also like to use a second Scale/offset block to control the reverb level at the same time that the reverb time is being changed. My experience with the Minimum Reverb block is that the reverb level goes up when you increase the reverb time. So you might wish to have the reverb level go down a little bit as you increase the reverb time. The following patch shows this in action.

Image (<http://imageshack.us/photo/my-images/689/scaleoffset01.png/>)

Images uploaded with ImageShack.us (<http://imageshack.us>)

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