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Former Home of SpinCAD Designer

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Audio Looping (#p2913)

by **labs.labs** » Mon Jan 30, 2017 5:37 pm

Does anyone know the limitations of the chip in regards to audio looping?

Would I use another chip or something else to perform the audio recording and playback and then the spin to manipulate?

Is it possible to build a block that loops audio?

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Re: Audio Looping (#p2914)

by **Digital Larry** » Mon Jan 30, 2017 8:25 pm

You should:
1) Ask questions about the chip over at the FV-1 Forum. I have no official relationship to Spin. But I'll give you an answer for free, at 32 kHz the FV-1 can support up to 1 second of delay memory.

2) Look at the "Reverb with infinite hold" example among the free code samples at the Spin web site.

3) Use a delay with a feedback loop whose gain can go to 1.0 way at the end of pot travel and 0.0 otherwise. This is something you can get out of the "Clipper" block although it's upside down. If you use a gain of 10, then the pot going from 0.0 to 1.0 on the input will start at 0 and hit 1.0 when the pot is 0.1. I think that block has flip and invert controls which let you change which end the action is at and whether it starts at 0 or 1.0. At the same time you are taking the feedback from 0 to 1.0, you should reduce the gain of the input signal from 1.0 to 0.0 (using an Invert block at the end of the Clipper block).

That's all theoretical because I haven't designed any patches this way in SpinCAD but I think it ought to work.

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