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Creating a logical "impulse" with a controllable time?

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Creating a logical "impulse" with a controllable time? (#p3610)

by **joeribraams** » Fri Sep 27, 2019 3:42 pm

I just got started using Spincad today, really love the software so far! But I'm kinda new to all of this, so forgive me if this is something very simple.

I'm trying to build a delay where the feedback loop is momentarily muted by the incoming signal, so the old delay tail gets cut off, and it starts to feed back on only the new note. Right now I'm using the envelope block, but this doesn't really do what I want. I basically want to detect just the transient, then send out a 0 for as long as the delay time, then send out a 1 until the next time it's triggered. So it sharply cuts off the entire feedback loop, Instead of just the time of the envelope.

Does anyone have any tips as to how I should go about this? I've tried the slicer object but I've still found the timing to be unreliable. Is what I'm describing even possible within the limits of the FV-1? I hope I've explained what I'm trying to do sufficiently, but please say so if there's anything I need to clarify further.

Thanks!
Joeri

Attachments
Delay with threshold.zip (./download/file.php?id=198)
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Re: Creating a logical "impulse" with a controllable time? (#p3611)

by **Digital Larry** » Sun Sep 29, 2019 7:26 am

It sounds to me like you need a trigger of some sort and then a counter.

At one point I did a "pluck detector" which was a way to try to get super fast attack transients. Internally it had controls for sensitivity and a retrigger timeout and all sorts of things that don't map well to a pedal with only 3 knobs. If you played staccato it would be fine, but if you held a note it would retrigger periodically, which was pretty bizarre.

I'm not going to say it can't be done in SpinCAD but that's not something I ever tried to do. If you can deal with writing FV-1 ASM directly I'd think it's possible.

Another possibility might be to use an envelope detector and overdrive the input so that any level above a threshold just slams it up to the rail. Then its decay would be less dependent on you picking dynamics etc. These are just brainstorming ideas and I have no clue whether it would work.

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Re: Creating a logical "impulse" with a controllable time? (#p3612)

by **joeribraams** » Sun Sep 29, 2019 1:29 pm

Thanks for your reply! I did try to clip the envelope detector, that does help a bit, but then when you play a longer note, it keeps ducking the feedback loop which isn't really the effect I'm going for. I guess I really will have to dig deeper into the asm code, I'm totally new to assembly and I've got to say it's quite intimidating.

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