

# Holy City Audio Forum

Former Home of SpinCAD Designer

[Skip to content](#)

Search...

[Advanced search](#)

[ Moderator Control Panel ]

## Delay time inputs

Post a reply

Search this topic...

4 posts • Page **1** of **1**

- [Edit post](#) (./posting.php?mode=edit&f=48&p=2033)
- [Delete post](#) (./posting.php?mode=delete&f=48&p=2033)
- [Report this post](#) (./report.php?f=48&p=2033)
- [Warn user](#) (./mcp.php?i=warn&mode=warn\_post&f=48&p=2033&sid=576013eb970a305efa015478bc81bfe1)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=48&p=2033&sid=576013eb970a305efa015478bc81bfe1)
- [Reply with quote](#) (./posting.php?mode=quote&f=48&p=2033)

### Delay time inputs (#p2033)

by **iampoer** » Fri Dec 19, 2014 1:59 am

Hi It would be really nice to get external "tap time" inputs on the 8 tap delay block (like on the triple tap). Would open up many amazing possibilities. 😊

Thoughts?

Top

- [Edit post](#) (./posting.php?mode=edit&f=48&p=2035)
- [Delete post](#) (./posting.php?mode=delete&f=48&p=2035)
- [Report this post](#) (./report.php?f=48&p=2035)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=48&p=2035&sid=576013eb970a305efa015478bc81bfe1)
- [Reply with quote](#) (./posting.php?mode=quote&f=48&p=2035)

### Re: Delay time inputs (#p2035)

by **Digital Larry** » Fri Dec 19, 2014 7:40 am

Might not be that difficult, you'd just wind up with 8 control inputs down the left side. Also, adding external control input to a delay adds something like 6 instructions per tap, so it would chew up a fair hunk of instructions if in fact they were all connected. I suppose that would be OK.

You could also use two or three triple taps, though of course the taps would only be adjustable within that buffer, not the entire delay (or however much delay you were using).

What have you used the triple tap for?

Top

- [Edit post](#) (./posting.php?mode=edit&f=48&p=2036)
- [Delete post](#) (./posting.php?mode=delete&f=48&p=2036)
- [Report this post](#) (./report.php?f=48&p=2036)
- [Warn user](#) (./mcp.php?i=warn&mode=warn\_post&f=48&p=2036&sid=576013eb970a305efa015478bc81bfe1)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=48&p=2036&sid=576013eb970a305efa015478bc81bfe1)
- [Reply with quote](#) (./posting.php?mode=quote&f=48&p=2036)

### Re: Delay time inputs (#p2036)

by **iampoer** » Fri Dec 19, 2014 12:57 pm

**Digital Larry wrote:**

Might not be that difficult, you'd just wind up with 8 control inputs down the left side. Also, adding external control input to a delay adds something like 6 instructions per tap, so it would chew up a fair hunk of instructions if in fact they were all connected. I suppose that would be OK.

You could also use two or three triple taps, though of course the taps would only be adjustable within that buffer, not the entire delay (or however much delay you were using).

What have you used the triple tap for?

Okay cool. I dont think Id ever need all 8, I probably need 6, but since there is already an 8 tap block... 😊

Thanks for the heads up, yeah that could get messy. My focus is primarily on delay however!

Right, I initially tried hat, but of course, then half of your delays are being fed through the second delay. If I needed only 500ms of delay, I would just set them up in parallel, but Im trying to get a full 1 second.

A few different things! Last night I just made a "shimmer" delay (Delay with pitchshifter in he feedback loop). I have also made a triple tap delay

with all 3 taps "division" being controlled with a pot input.

Right now Im trying to create a delay with quarter note, dotted eight, quarter note triplets etc. selectable by a program change. Only other issue Im running into is that the resolution on the "tap time" is somewhat coarse for this application. Just started on this one, so I may be off base, I just need more time! haha

Top

- [Edit post](#) (./posting.php?mode=edit&f=48&p=2039)
- [Delete post](#) (./posting.php?mode=delete&f=48&p=2039)
- [Report this post](#) (./report.php?f=48&p=2039)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=48&p=2039&sid=576013eb970a305efa015478bc81bfe1)
- [Reply with quote](#) (./posting.php?mode=quote&f=48&p=2039)

### Re: Delay time inputs (#p2039)

by **Digital Larry** » Fri Dec 19, 2014 7:08 pm

*iampoor wrote:*

Right, I initially tried hat, but of course, then half of your delays are being fed through the second delay.

You should use the **Delay\_Out\_End** output of the first delay block to feed the input of the second delay block. Then the 2nd one's input is not affected by the tap positions of the first block. Still your taps cannot swing through the full range.

I don't know if you have tried mixing the Delay\_Out\_End or Delay\_Out\_Center taps along with one two or all three moving (pot controlled) taps on long delays. It creates all sorts of bizarre rhythmic relationships that I'd have a hard time describing as musical, but sometimes you're looking for something a bit bizarre. That will give it to you, especially with some feedback. Mess around with taking feedback from different taps. Most big pedal companies stay away from this sort of stuff!

Top

Quick Reply

Display posts from previous:  All posts  Sort by  Post time  Ascending  Go

Post a reply

4 posts • Page **1** of **1**

[Return to Feature Requests](#)

Jump to:  Feature Requests  Go

Quick-mod tools:  Lock topic  Go

### Who is online

Users browsing this forum: **Digital Larry** and 0 guests

Powered by phpBB® Forum Software © phpBB Group

**Administration Control Panel**