

## Holy City Audio Forum

Former Home of SpinCAD Designer

[Skip to content](#)

Search...

[Advanced search](#)

[\[ Moderator Control Panel \]](#)

### Chirp ?

Post a reply

Search this topic...

2 posts • Page **1** of **1**

- [Edit post](#) (./posting.php?mode=edit&f=31&p=2821)
- [Delete post](#) (./posting.php?mode=delete&f=31&p=2821)
- [Report this post](#) (./report.php?f=31&p=2821)
- [Warn user](#) (./mcp.php?i=warn&mode=warn\_post&f=31&p=2821&sid=5c0585309469a77c3632867f3432e177)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=31&p=2821&sid=5c0585309469a77c3632867f3432e177)
- [Reply with quote](#) (./posting.php?mode=quote&f=31&p=2821)

### Chirp ? (#p2821)

by **dslocum** » Mon Aug 29, 2016 11:09 am

Can someone help me understand what Reverb "Chirp" is? I recall seeing something about it in regards to spring reverb (I think), but what is it and how do I use it?

[Top](#)

- [Edit post](#) (./posting.php?mode=edit&f=31&p=2833)
- [Delete post](#) (./posting.php?mode=delete&f=31&p=2833)
- [Report this post](#) (./report.php?f=31&p=2833)
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=31&p=2833&sid=5c0585309469a77c3632867f3432e177)
- [Reply with quote](#) (./posting.php?mode=quote&f=31&p=2833)

### Re: Chirp ? (#p2833)

by **Digital Larry** » Mon Aug 29, 2016 4:33 pm

Chirp is a bunch of cascaded all pass filters, all with the same length and same coefficient. It is a start at creating a spring reverb chirp. The length of the all pass stage sets the "tuning" - which is actually repeated up the frequency spectrum at evenly spaced intervals (these images are NOT characteristic of a real chirp). The coefficient sets the frequency spread of the chirp. I think a value about 0.3 is pretty good which is lower than you see in most reverb algorithms. Put 3 chirp blocks in a row, followed by a long delay line with lots of feedback around the whole structure. After a few cycles the sound starts to pull apart spectrally.

Experiment with the length/stages parameter of the 3 chirps to tune the frequency at which time smearing is the longest.

A really good chirp requires more stages than the FV-1 can handle. Also look at a chirp using the spectrograph view in Audacity and you will see exactly what is happening. Man, I shouldn't give away all these secrets!

[Top](#)

Display posts from previous:

Post a reply

2 posts • Page **1** of **1**

[Return to SpinCADBlocks](#)

Jump to:

Quick-mod tools:

### Who is online

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

Powered by phpBB® Forum Software © phpBB Group

[Administration Control Panel](#)