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Spacedash Patch (Spaceships in BoulderDash??)

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Spacedash Patch (Spaceships in BoulderDash??) (#p3604)

by reichi » Wed Sep 25, 2019 7:55 pm

I somewhat forgot about this block already and just a Minute ago stumbled over it.

I guess it's kinda like a step-sequencer that reminded me of a spaceship and/or boulder dash (that's why I called it spacedash).

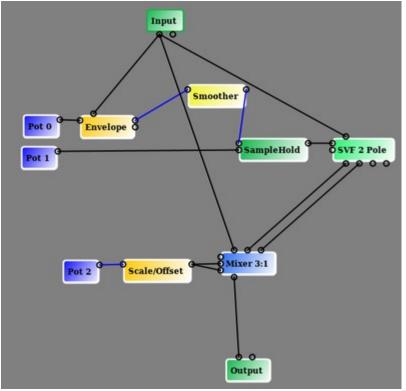
It's pretty wild and probably border-line musical. I still think it's somewat cool.

It probably "that last patch" one didn't have anything else for \bigcirc (and nobody wants empty banks, right?).

I've built this in some developer version of SpinCAD I've compiled myself when fixing the scrolling and stuff so i hope the patch loads in the latest release.

If it doesn't this is what it looks like:

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(./download/file.php?id=197&mode=view)

IIRC this probably needs some recovery gain at the end, I think it was bit too quiet in the real world.

Attachments

spacedash.zip (./download/file.php?id=196)

(6.92 KiB) Downloaded 50 times

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Re: Spacedash Patch (Spaceships in BoulderDash??) (#p3605)

by Digital Larry » Thu Sep 26, 2019 6:35 am

Hey thanks Reichi. I checked in the version 1027 binary at Github.

https://github.com/HolyCityAudio/SpinCAD-Designer (https://github.com/HolyCityAudio/SpinCAD-Designer)

Don't cry but I think I'm going to shut down this forum in the next couple of months.

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