

Holy City Audio Forum

Former Home of SpinCAD Designer

[Skip to content](#)

[Advanced search](#)

[[Moderator Control Panel](#)]

Overdrive

Post a reply

2 posts • Page **1** of **1**

- [Edit post](#) (./posting.php?mode=edit&f=31&p=1888)
- [Delete post](#) (./posting.php?mode=delete&f=31&p=1888)
- [Report this post](#) (./report.php?f=31&p=1888)
- [Warn user](#) (./mcp.php?i=warn&mode=warn_post&f=31&p=1888&sid=befaf904784df501ab581b011c284453)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=31&p=1888&sid=befaf904784df501ab581b011c284453)
- [Reply with quote](#) (./posting.php?mode=quote&f=31&p=1888)

Overdrive (#p1888)

by **Rebel_88** » Wed Oct 15, 2014 7:59 am

Hi I'm trying to build an overdrive, this is my frist attempt with **version 0.96 Build 837**

Is it correct how i'm using the clip block?

Any suggestion to improove the sound or getting more sustain?

I hope it is useful.

Attachments

[Overdrive.rar](#) (./download/file.php?id=86)

(3.01 KiB) Downloaded 14 times

[Top](#)

- [Edit post](#) (./posting.php?mode=edit&f=31&p=1889)
- [Delete post](#) (./posting.php?mode=delete&f=31&p=1889)
- [Report this post](#) (./report.php?f=31&p=1889)
- [Information](#) (./mcp.php?i=main&mode=post_details&f=31&p=1889&sid=befaf904784df501ab581b011c284453)
- [Reply with quote](#) (./posting.php?mode=quote&f=31&p=1889)

Re: Overdrive (#p1889)

by **Digital Larry** » Wed Oct 15, 2014 9:20 am

The **Clip** block is mostly intended for saturating control signals when using a single control for two things at once. For example, using the clip control with gain = 2 on a control signal would make that control go to 1.0 when the pot was only halfway up. It might work for audio but I haven't tried it. My initial suggestion though is to take the clipping stages out. They slam directly into the limit, whereas the overdrive does so gradually, resulting in a less harsh sound. If you want a harsh sound use the **Distortion** block instead, or just the **Gain Boost**.

I'd start by going into the **Overdrive** control panel and turning up the input gain and # of stages.

If you are still not getting any grit then put a **Gain Boost** in front of the **Overdrive**.

These level sensitive blocks depend a lot on the signal level going into the FV-1, so it's not possible to construct a one-size-fits-all patch for them.

Also note that the **Minimum Reverb** block control input will probably start oscillations at about 0.4 - I'd recommend a scale/offset before the **Reverb Time** control input to keep this under control.

Top

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

Post a reply

2 posts • Page **1** of **1**

[Return to SpinCADBlocks](#)

Jump to:	SpinCADBlocks	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