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Former Home of SpinCAD Designer

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Spaceship? (#p2321)

by **Digital Larry** » Wed Apr 29, 2015 12:48 pm

I realize it's hopeless to put SpinCAD Designer files up here since they become unreadable almost immediately.

Well here's a really weird patch I came up with. I'm removing the comments to make it more mysterious.

Pot 0 = "something"

Pot 1 = "something else"

Pot 2 = a little extra something on top of Pot0 and Pot1. That is, it does nothing by itself.

```
RDAX ADCL,1.0000000000
WRAX REG1,0.0000000000
RDAX REG0,1.0000000000
MULX POT2
RDAX REG1,1.0000000000
WRAX REG1,0.0000000000
SKP RUN ,1
WLDR 0, 8192, 4096
LDAX REG1
WRA 0,0.0
CHO RDA,2,REG | COMPC,0
CHO RDA,2,0,1
WRA 4097,0.0
CHO RDA,2,COMPC | RPTR2,0
CHO RDA,2,RPTR2,1
CHO SOF,2,COMPC | NA,0.0
CHO RDA,2,NA,4097
WRAX REG2,0.0000000000
```

```
RDAX REG2,0.7079457844
RDA 4255,0.75
WRAP 4099,-0.75
RDA 4479,0.75
WRAP 4256,-0.75
RDA 4812,0.75
WRAP 4480,-0.75
RDA 5261,0.75
WRAP 4813,-0.75
WRAX REG3,0.0000000000
RDAX REG3,1.0000000000
RDFX REG5,0.1994380185
WRLX REG5,-0.9369042656
WRAX REG4,0.0000000000
RDAX REG3,1.0000000000
WRA 5262,0.0
CLR
OR $007FFF00
SOF 0.1278722382,0.1671610260
WRAX ADDR_PTR,0.0000000000
RMPA 1.0
WRAX REG7,0.0000000000
CLR
OR $007FFF00
SOF 0.0902627563,0.1651815796
WRAX ADDR_PTR,0.0000000000
RMPA 1.0
WRAX REG8,0.0000000000
CLR
OR $007FFF00
SOF 0.0676970673,0.1639939117
WRAX ADDR_PTR,0.0000000000
RMPA 1.0
WRAX REG9,0.0000000000
RDAX POT2,1.0000000000
SOF 0.4300000000,0.5700000000
WRAX REG10,0.0000000000
RDAX POT2,1.0000000000
SOF -0.2500000000,0.9990000000
WRAX REG11,0.0000000000
SKP RUN ,1
WLDS 0,20,91
RDAX REG10,0.0027793622
WRAX SIN0_RANGE,0.0000000000
RDAX REG11,0.0391389432
WRAX SIN0_RATE,0.0000000000
RDAX REG9,0.5000000000
```

```
RDAX REG7,1.0000000000
WRA 10452,0.0
CHO RDA,0,REG | COMPC,10562
CHO RDA,0,0,10563
WRAX REG12,0.0000000000
RDA 10568,1.0
WRAX REG13,0.0000000000
RDAX REG13,-1.0000000000
WRAX REG14,0.0000000000
SOF 0.0000000000,0.5040000000
WRAX REG15,0.0000000000
RDAX REG12,1.0000000000
RDAX REG14,1.0000000000
WRAX REG16,0.0000000000
RDAX REG16,1.0000000000
RDFX REG18,0.2284948179
WRAX REG18,0.0000000000
RDAX REG4,0.2500000000
RDA 10808,0.325
WRAP 10686,-1.0
RDA 11112,0.325
WRAP 10809,-1.0
RDA 11666,0.325
WRAP 11113,-1.0
RDA 12589,0.325
WRAP 11667,-1.0
WRAX REG19,1.0000000000
RDA 32676,1.0
MULX REG15
RDA 16413,-0.325
WRAP 12590,0.325
WRA 16414,1.99
RDAX REG19,1.0000000000
RDA 22926,1.0
MULX REG15
RDA 27659,-0.325
WRAP 22927,0.325
WRA 27660,1.99
WRAX REG20,0.0000000000
RDAX ADCL,0.3333333333
WRAX REG21,0.0000000000
RDAX REG20,0.3333333333
MULX POT0
RDAX REG21,1.0000000000
WRAX REG21,0.0000000000
RDAX REG18,0.3333333333
MULX POT1
```

```
RDAX REG21,1.0000000000
WRAX REG21,0.0000000000
RDAX REG21,1.0000000000
WRAX DACL,0.0000000000
RDAX REG21,1.0000000000
WRAX DACR,0.0000000000
RDAX REG18,1.0000000000
RDFX REG23,0.0215127747
WRAX REG23,-1.0000000000
RDAX REG18,1.0000000000
WRAX REG22,0.0000000000
RDAX REG22,-0.9700000000
WRAX REG0,0.0000000000
```

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Re: Spaceship? (#p3411)

by **p_wats** » Thu Mar 21, 2019 7:53 pm

This sounds great. Very trippy and fun. Thanks for posting!

If I wanted to learn about how you did this in SpinCAD, is there a way to import this code back into that program to see the blocks,etc?

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Re: Spaceship? (#p3412)

by **Digital Larry** » Fri Mar 22, 2019 5:58 am

Unfortunately not! I can see that it appears to have a chorus block and the rest of it I'm not sure. I don't even know if I still have the original design file any more. When I first got SpinCAD working I took advantage of the fact that it lets you do designs so fast to do all sorts of completely off the wall things.

Thanks for your interest!

DL

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Re: Spaceship? (#p3418)

by **p_wats** » Fri Mar 22, 2019 11:24 am

Digital Larry wrote:

Unfortunately not! I can see that it appears to have a chorus block and the rest of it I'm not sure. I don't even know if I still have the original design file any more. When I first got SpinCAD working I took advantage of the fact that it lets you do designs so fast to do all sorts of completely off the wall things.

Thanks for your interest!

DL

Not a problem at all. This is a fun patch regardless and I've been enjoying creating weird noisemakers in SpinCAD on my own (even if they never make it to an EEPROM).

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