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Effect works on SpinCad, not on FV1 hardware

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Effect works on SpinCad, not on FV1 hardware (#p3358)

by **add9** » Fri Feb 15, 2019 10:19 pm

Hello,

I started playing with the FV1 only lately, i know i'm late for the party, but hey...

Anyway, I created some patches that I tweaked to sound what they're supposed to do on the simulator, but when it's pushed on the FV1 hardware it doesn't behave at all in the same way.

I'm using the input signal as input to a sample & hold block, after a gain boost block. The output of the sample & hold goes to a slicer block, and the output of this is used to control an effect (stutter or glitchshift) It sounds as intended to on spincad, but theres no effect when pushed on the pedal. Could it be because i'm using a recorded guitar as input of the simulator, maybe the volume is much higher on that recording than when i'm playing guitar on the pedal, and not high enough for the sample & hold to work?

Or is it a known problem with spincad?

I also get a lot of clicks (playing with the stutter block and other pitch shifts) i'm aware that it comes from jumps in the place where the delay line is read, but is it possible to fix it in spincad? or do i have to get into the asm (which i'm trying to learn too), and in that case would someone have an example on how to do that?

Thanks

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Re: Effect works on SpinCad, not on FV1 hardware (#p3363)by **Digital Larry** » Sat Feb 16, 2019 10:53 pm

I'm not aware of any inherent problem such as you mention. It would be way easier to tell if you would post the ASM created by such a patch.

Going over the allotted number of registers, instructions, or delay RAM will cause problems. Make sure there are no red bars at the bottom.

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Re: Effect works on SpinCad, not on FV1 hardware (#p3366)by **add9** » Sun Feb 17, 2019 11:51 am

Hello Larry,

First of all, thanks for (still) taking the time to respond. I'll try to answer as precisely as possible to avoid wasting your time.

The code is fairly simple at this stage as i'm just trying to get the sample & hold to control the effect so far.

Number or register, delay ram, and LFOs are all ok (i have ramp 0 and 1 in yellow, but that means they're used, right? nothing bad i guess) .

Here is the ASM generated by the patch

```
; Untitled
; null
; Pot 0:
; Pot 1:
; Pot 2:
;
;
; -----
;----- Input
;----- Gain Boost
RDAX ADCL,1.0000000000
SOF -2.0000000000,0.0000000000
SOF -1.0000000000,0.0000000000
WRAX REG0,0.0000000000
;----- Constant
SOF 0.0000000000,0.1300000000
WRAX REG1,0.0000000000
;----- SampleHold
```

```

SKP RUN ,1
WLDR 1, 20, 4096
LDAX REG1
MULX REG1
MULX REG1
SOF 0.5000000000,0.1000000000
WRAX RMP1_RATE,0.0000000000
CHO RDAL,3
SOF 1.0000000000,-0.2500000000
SKP ZRC,4
CLR
RDAX REG3,1.0000000000
WRAX REG2,0.0000000000
SKP ZRO,2
LDAX REG0
WRAX REG3,0.0000000000
;----- Smoother
RDAX REG2,1.0000000000
RDFX REG4,0.0001673805
WRAX REG4,0.0000000000
;----- Pitch Shift
SKP RUN ,1
WLDR 0, 8192, 4096
LDAX ADCL
WRA 0,0.0
RDAX REG4,0.2500000000
WRAX RMP0_RATE,0.0000000000
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 REG5,0.0000000000
;----- Output
RDAX REG5,1.0000000000
WRAX DACL,0.0000000000

```

As explained earlier, i get plenty of effect from spincad, nothing from the hardware. Hope you can help.

My gut feeling still leans toward the input level of my sample and my guitar being too different, hence the gain boost block. but you're the expert ^^

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Re: Effect works on SpinCad, not on FV1 hardware (#p3372)

by **Digital Larry** » Tue Feb 19, 2019 11:17 am

Your thoughts about the signal not being high enough are probably correct. But let's also be clear about the "Sample/Hold" block. This block is intended to process control signals, not audio signals.

In general you would set up a noise source or LFO as the S/H "control" input, then attach a pot to "Rate" input. The pot then sets the sampling rate which is reasonably slow (I don't recall the actual range). The S/H output would then go to a filter's frequency input, or a volume control for random tremolo, or any parameter at all depending on what you are trying to do. If you connect it to audio, the best you are going to hear at the output is a click every time the sample gets taken.

Let me know if this makes sense and if you have any other questions.

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