# **Holy City Audio Forum**

Former Home of SpinCAD Designer

Skip to content

Search... Search
Advanced search

[ Moderator Control Panel ]

# Reverse delay block

Post a reply

Search this topic... Search

2 posts • Page 1 of 1

- Edit post (./posting.php?mode=edit&f=31&p=2900)
- Delete post (./posting.php?mode=delete&f=31&p=2900)
- Report this post (./report.php?f=31&p=2900)
- <u>Warn user (./mcp.php?i=warn&mode=warn\_post&f=31&p=2900&</u> sid=befaf904784df501ab581b011c284453)
- Information (./mcp.php?i=main&mode=post\_details&f=31&p=2900& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=31&p=2900)

### Reverse delay block (#p2900)

by matthewseffects » Sat Dec 10, 2016 3:56 pm

I'm having trouble figuring it out?

Help!

#### Top

- Edit post (./posting.php?mode=edit&f=31&p=2901)
- Delete post (./posting.php?mode=delete&f=31&p=2901)
- Report this post (./report.php?f=31&p=2901)
- Information (./mcp.php?i=main&mode=post\_details&f=31&p=2901& sid=befaf904784df501ab581b011c284453)
- Reply with quote (./posting.php?mode=quote&f=31&p=2901)

## Re: Reverse delay block (#p2901)

by Digital Larry » Sat Dec 10, 2016 8:40 pm

Someone sent the Spin ASM to me and I made a block out of it. I think it uses the RAMP LFO running the "wrong" way but unfortunately there is nothing in place to remove the glitches that result.

I	0	p
г		

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

1 of 2 11/26/2019, 7:06 AM

**Administration Control Panel** 

2 of 2