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Simulator vs FV-1 (#p2057)
by **bdoan** » Thu Jan 15, 2015 9:41 am

I am trying to build a tunable notch filter (for 70hz -> 350Hz).

I get strange artifacts when using the simulator.

Is that to be expected?

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Re: Simulator vs FV-1 (#p2059)
by **Digital Larry** » Thu Jan 15, 2015 5:20 pm

I'm aware that the simulator doesn't do Ramp LFO and pitch shift simulations very well. As far as just filters go, I wouldn't expect anything, but it's not like I've tried every possible combination of things. Or, there might be a bug in one of the blocks. It's all possible. If you could attach the SPCD file I'll take a look at it.

But you say the same code works OK on the FV-1? You didn't actually say that....

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Re: Simulator vs FV-1 (#p2061)
by **bdoan** » Fri Jan 16, 2015 9:23 am

I will review the design and the results.

What I really need is someone who is expert at designing with FV-1 to consult on portions of this project.

What is your price?

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Re: Simulator vs FV-1 (#p2062)
by **iampoor** » Fri Jan 16, 2015 2:22 pm

> **bdoan wrote:**
> I will review the design and the results.
>
> What I really need is someone who is expert at designing with FV-1 to consult on portions of this project.

> What is your price?

Have you tried it on the development board? The simulator is not particularly accurate with some of the blocks. WIthout trying it on the hardware, youll just be running around in circles....

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Re: Simulator vs FV-1 (#p2063)
by **Digital Larry** » Fri Jan 16, 2015 3:51 pm

What's worse, I didn't write the simulator code, so any problems in it are even less likely to get fixed than ones I really am responsible for.

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Re: Simulator vs FV-1 (#p2066)
by **iampoor** » Sat Jan 17, 2015 11:44 pm

> *Digital Larry wrote:*
> What's worse, I didn't write the simulator code, so any problems in it are even less likely to get fixed than ones I really am responsible for.

Given that this is a hobby and the only solution on the market for a GUI effect based development system, I think everyone can forgive the occasional bugs! How else can you get a killer reverb built in 10 minutes? 😮

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