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Bank of flangers

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Bank of flangers (#p2618)

by **Digital Larry** » Wed Jan 06, 2016 10:07 pm

[Updated October 15, 2016]

I hope these give you some ideas. The first and last ones are the most basic. The rest are what happens when I let myself loose and they are probably a bit out of control.

For some reason the basic flanger doesn't seem to have much sweep width. Also see patch #6, which uses the servo delay with a triangle input, which you can offset. Also use the "gain" in the servo delay to control the width. I'll need to check the reference flanger code and see what the difference is because it seems like I should be able to get more sweep out of it.

If anyone has a nice flanger and is willing to share the code I'd like to take a look at it.

Attachments
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Re: Bank of flangers (#p2874)

by **Digital Larry** » Sat Oct 15, 2016 12:50 pm

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Re: Bank of flangers (#p2877)

by **Digital Larry** » Mon Oct 24, 2016 8:49 am

Another simple flanger for you. This one uses a rectified sine wave for the modulation.

Pot0 is scaled and powered to create simultaneous width/speed input to the LFO. You can adjust these to your own taste. Unless you really like warbly sounds, it is best to constrain these as there are a lot of unusable settings.

Pot1 is feedback resonance.

Experiment with phase shift in/out of flange path and/or feedback path.
Adjust servo delay gain to affect the width, and/or the LFO width.
The Constant sets the delay offset. Turn this all the way down for a crispier effect.
You can also use the delay tap instead of the dry signal and get through-zero sounds assuming you invert it prior to mixing with delay out.

Attachments
New-flanger.zip (./download/file.php?id=163)
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