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[ [Moderator Control Panel](#) ]

## shimmer reverb help

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Search this topic...

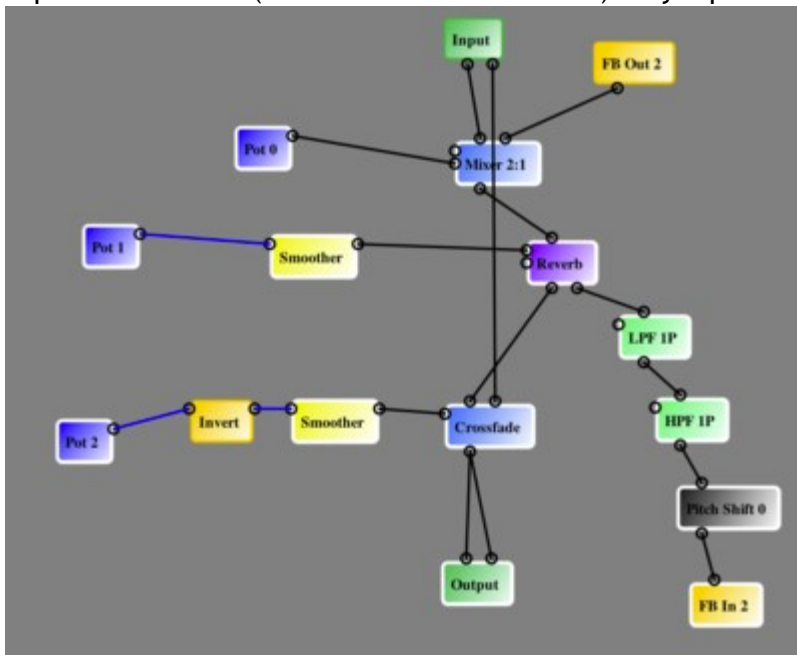
10 posts • Page **1** of **1**

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3248).
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3248).
- [Report this post](#) (./report.php?f=30&p=3248).
- [Warn user](#) (./mcp.php?i=warn&mode=warn\_post&f=30&p=3248&sid=befaf904784df501ab581b011c284453).
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=30&p=3248&sid=befaf904784df501ab581b011c284453).
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### shimmer reverb help (#p3248)

by **elmosmalls** » Tue Sep 25, 2018 9:05 am

hello all. my first post here!! thought i'd share one of my first spincad patches! it sounds great in spincad. exactly how a shimmering reverb should sound. however once i stick it on an eeprom the knob controlling the amount of shimmer doesn't do very much of anything. wondering if i've made a super rookie error ( i am new to this after all). any input is appreciated!



(./download/file.php?id=182&mode=view)

Top

- [Edit post](#) (./posting.php?mode=edit&f=30&p=3249).
- [Delete post](#) (./posting.php?mode=delete&f=30&p=3249).
- [Report this post](#) (./report.php?f=30&p=3249).
- [Information](#) (./mcp.php?i=main&mode=post\_details&f=30&p=3249&sid=befaf904784df501ab581b011c284453).

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## **Re: shimmer reverb help (#p3249)**

by **Digital Larry** » Tue Sep 25, 2018 3:24 pm

Hi elmosmall,

Any way you could ZIP the SPCD patch and attach it?

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3254\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3254\)](#)
- [Report this post \(./report.php?f=30&p=3254\)](#)
- [Warn user \(./mcp.php?i=warn&mode=warn\\_post&f=30&p=3254&sid=befaf904784df501ab581b011c284453\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3254&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3254\)](#)

## **Re: shimmer reverb help (#p3254)**


by **elmosmall** » Wed Sep 26, 2018 10:02 am

*Digital Larry wrote:*

Hi elmosmall,

Any way you could ZIP the SPCD patch and attach it?

yeah sure here it is

 [shimmer.spcd.zip \(./download/file.php?id=184\)](#)

(4.38 KiB) Downloaded 64 times

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3256\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3256\)](#)
- [Report this post \(./report.php?f=30&p=3256\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3256&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3256\)](#)

## **Re: shimmer reverb help (#p3256)**

by **Digital Larry** » Wed Sep 26, 2018 3:37 pm

Hi Elmosmall, the first thing I noticed is that the "instructions" bar is red meaning you have gone over the limit for instructions. SpinCAD will actually simulate patches which are too big to fit into 128 instructions. Did you have any issues assembling the program?

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3257\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3257\)](#)
- [Report this post \(./report.php?f=30&p=3257\)](#)
- [Warn user \(./mcp.php?i=warn&mode=warn\\_post&f=30&p=3257&](#)

sid=befaf904784df501ab581b011c284453)

- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3257&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3257\)](#)

### **Re: shimmer reverb help (#p3257)**

by **elmosmalls** » Fri Sep 28, 2018 1:03 am

ah i see! i converted it to hex and used a programmer rather than using the dev board so thats probably why i didn't notice any problems on the computer! i'll give it another go! thanks 😊

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3258\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3258\)](#)
- [Report this post \(./report.php?f=30&p=3258\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3258&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3258\)](#)

### **Re: shimmer reverb help (#p3258)**

by **Digital Larry** » Fri Sep 28, 2018 6:43 am

Yeah, that would probably mess it up as there are no checks in the "generate HEX" path to make sure your program isn't too long. I should probably add that to feature requests.

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3260\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3260\)](#)
- [Report this post \(./report.php?f=30&p=3260\)](#)
- [Warn user \(./mcp.php?i=warn&mode=warn\\_post&f=30&p=3260&sid=befaf904784df501ab581b011c284453\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3260&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3260\)](#)

### **Re: shimmer reverb help (#p3260)**

by **elmosmalls** » Fri Sep 28, 2018 12:34 pm

**Digital Larry wrote:**

Yeah, that would probably mess it up as there are no checks in the "generate HEX" path to make sure your program isn't too long. I should probably add that to feature requests.

it may also be worth mentioning im using spincad on mac and the instructions bar is full but not red hence i assumed it was ok. that may be an easier feature to implement in future versions rather than making it check the code. thanks so much for your help 😊

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3261\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3261\)](#)
- [Report this post \(./report.php?f=30&p=3261\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3261&sid=befaf904784df501ab581b011c284453\)](#)

- [Reply with quote \(./posting.php?mode=quote&f=30&p=3261\)](#)

## **Re: shimmer reverb help (#p3261)**

by **Digital Larry** » Fri Sep 28, 2018 12:40 pm

OK that's interesting, I don't test on the Mac much but I do have one so will take a look at it.

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3274\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3274\)](#)
- [Report this post \(./report.php?f=30&p=3274\)](#)
- [Warn user \(./mcp.php?i=warn&mode=warn\\_post&f=30&p=3274&sid=befaf904784df501ab581b011c284453\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3274&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3274\)](#)

## **Re: shimmer reverb help (#p3274)**

by **lutop** » Tue Oct 23, 2018 4:41 am

I just checked your shimmer patch. Sounds nice.... But it's too big. The ASM generated is 144 lines, so you need to reduce it by 16 to make it fit.

Things you can do to shrink it down:

-Reduce the reverb stages (currently 4, it could go down to 3 or 2 and it would fit)

-Optimize the code in ASM. I usually try this if needed and I only need to gain some lines.

Optimization tricks:

-Group all code under SKP RUN lines. This way you only need one SKP RUN

-Look for REG only used twice. A lot of times are just used to transfer data from block to block.

Usually are good candidates to re-order code and eliminate a couple of lines by using the Acc instead of a register to transfer the data.

-Check SOF lines... sometimes you can avoid a SOF and just modify the previous instruction to add a coeff.

-If you don't use stereo, you can remove some ADC / DAC lines.

Top

- [Edit post \(./posting.php?mode=edit&f=30&p=3275\)](#)
- [Delete post \(./posting.php?mode=delete&f=30&p=3275\)](#)
- [Report this post \(./report.php?f=30&p=3275\)](#)
- [Information \(./mcp.php?i=main&mode=post\\_details&f=30&p=3275&sid=befaf904784df501ab581b011c284453\)](#)
- [Reply with quote \(./posting.php?mode=quote&f=30&p=3275\)](#)

## **Re: shimmer reverb help (#p3275)**

by **Digital Larry** » Tue Oct 23, 2018 5:24 am

I wrote some notes about hand optimizing (though looks like screen shots were lost in the big hack of 2016).

[viewtopic.php?f=32&t=1422](http://holycityaudio.com/forum/viewtopic.php?f=32&t=1422) (<http://holycityaudio.com/forum/viewtopic.php?f=32&t=1422>)

Top

Display posts from previous:  Sort by

[Post a reply](#)

10 posts • Page **1** of **1**

[Return to SpinCAD Designer patches](#)

Jump to:

Quick-mod tools:

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