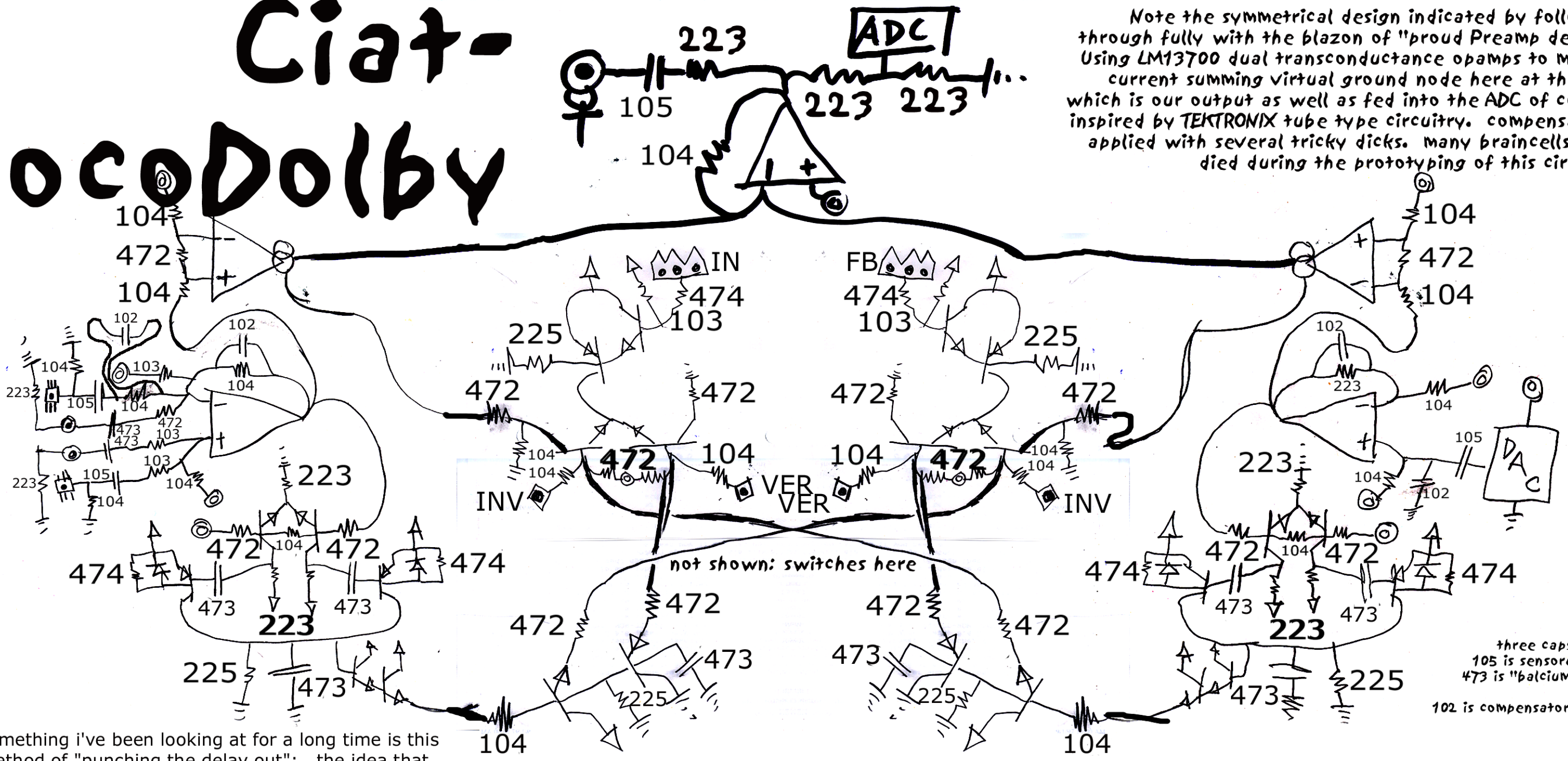




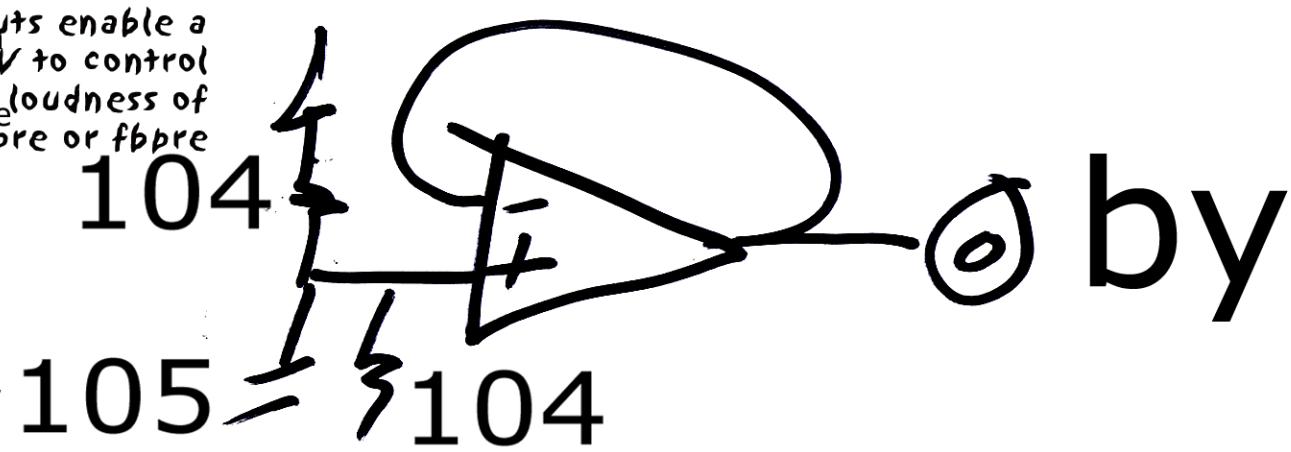
# Ciat-Cocodolby

Note the symmetrical design indicated by following through fully with the blazon of "proud Preamp design". Using LM13700 dual transconductance opamps to make a current summing virtual ground node here at the top, which is our output as well as fed into the ADC of course. inspired by TEKTRONIX tube type circuitry. compensations applied with several tricky dicks. many braincells have died during the prototyping of this circuit.



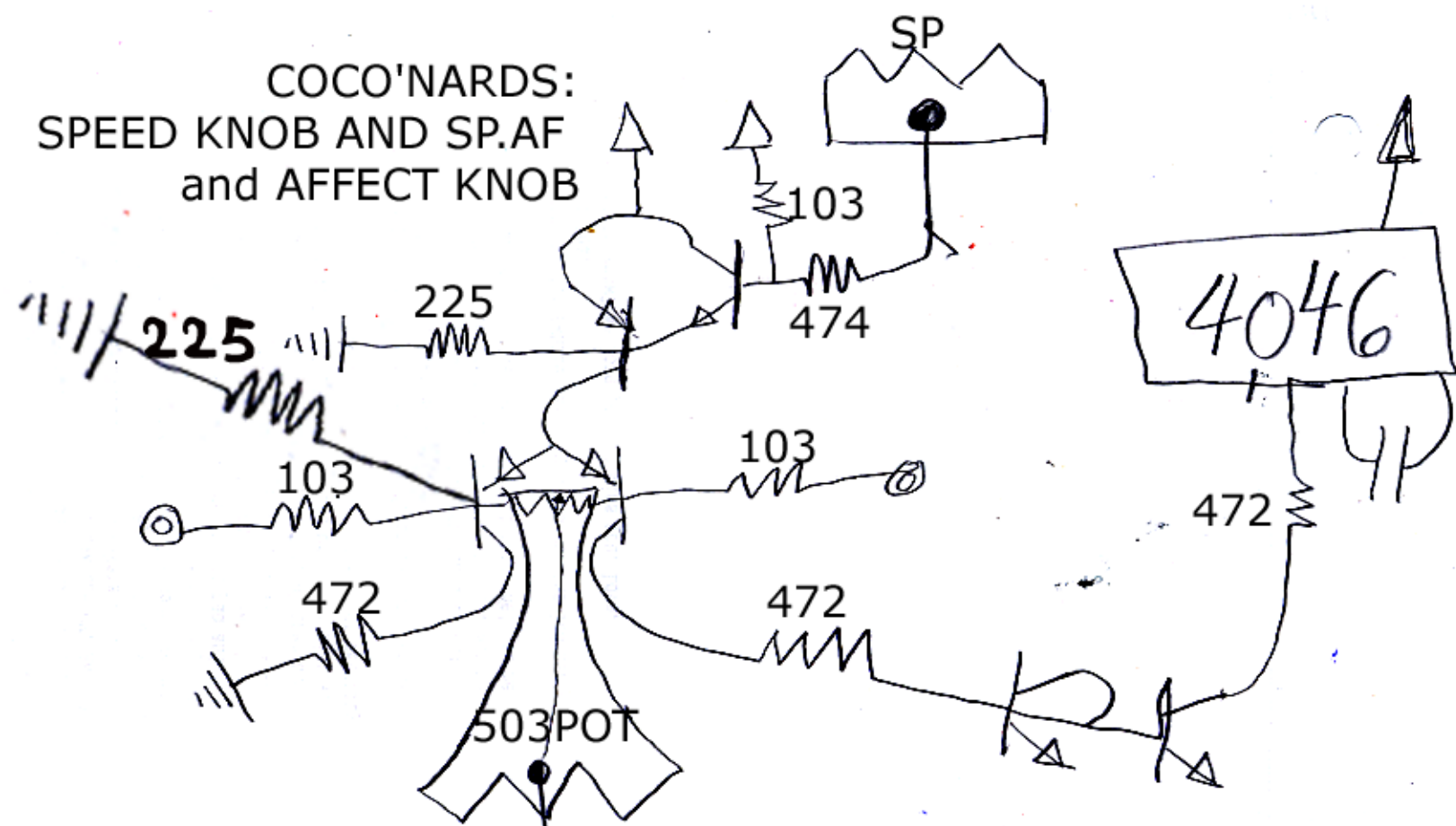
something i've been looking at for a long time is this method of "punching the delay out"; the idea that one's samples are selectively inputted, otherwise allowing the delay to recirculate noise free, was used in ambrazier, srine and tranoe, and i am bringing it back here by simply extracting "punch" data from the gesture loudness of the input. thus the cocodolby is a sort of elaborate sensor/encoder of audio but also activity in general. both input and feedback preamps provide a 1ms attack, 200ms decay switch waveform, sent to either "dolbify" the onesself or punch out onessother; note that DAC can punch input. if dolby files cease and desist, ciat-lonbarde herein renames this "ciat-dolbass", but for the moment, cargo cult dolby shall suffice.

inv and ver inputs enable a CV to control loudness of inpre or fbpre



**DOLBY**  
 Drafted July 13th, 2011  
**CARGONCULT**  
**PETER B**  
 part of the COCO section of the CocoQuantus Device by Ciat-Lonbarde

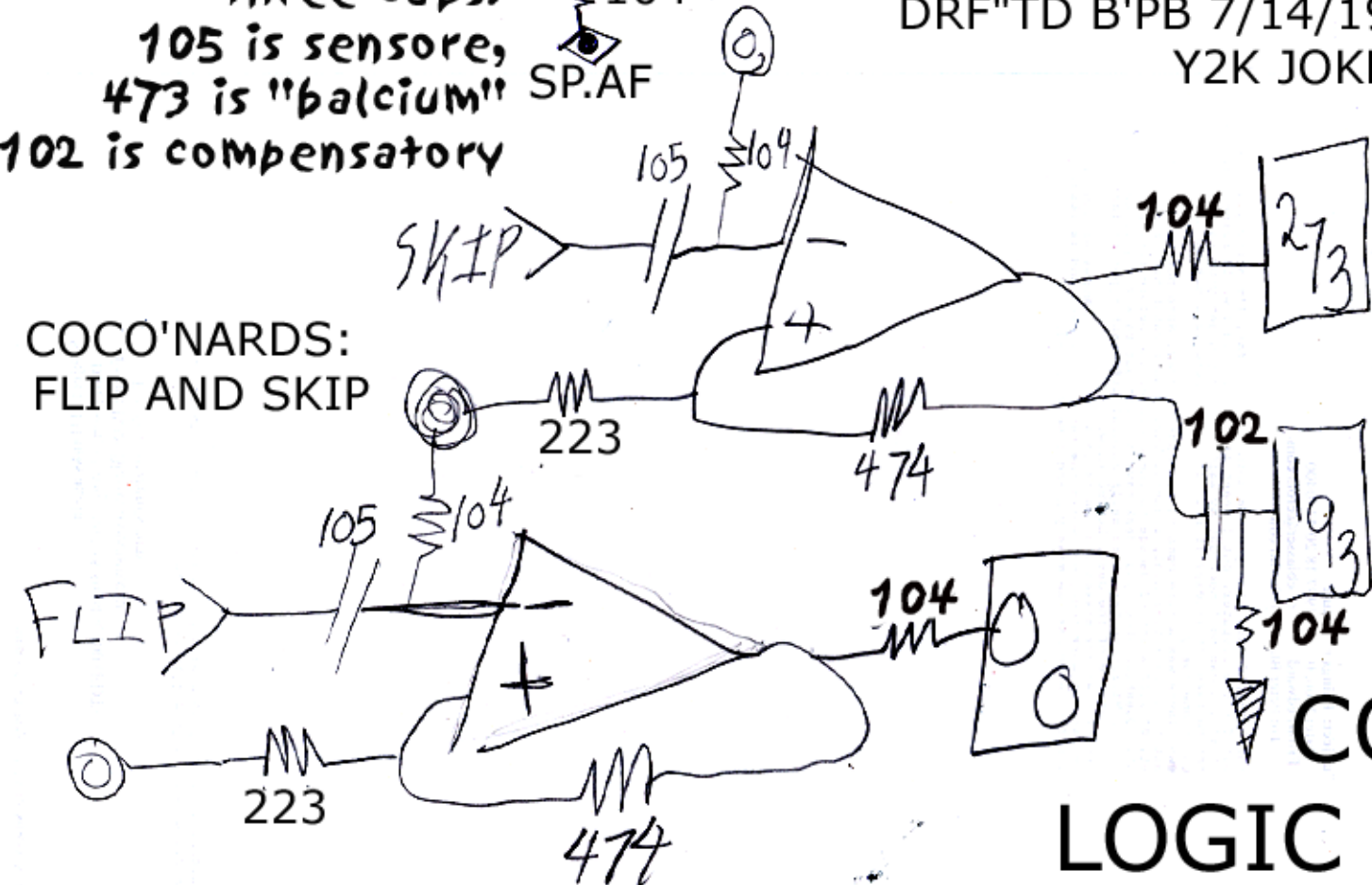
COCO'NARDS:  
SPEED KNOB AND SP.AF  
and AFFECT KNOB



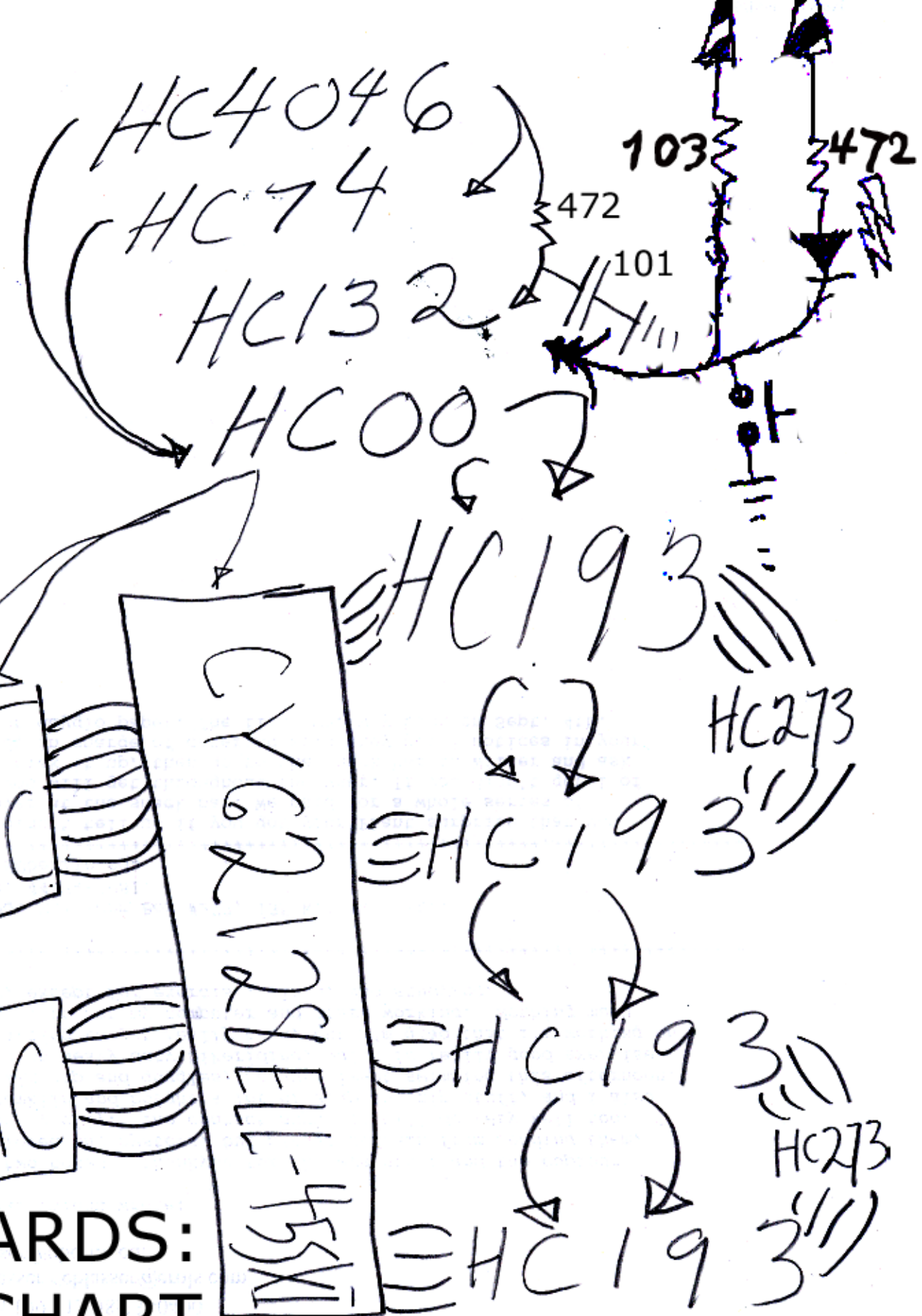
three caps:  
105 is sensore,  
473 is "balcium" SP.AF  
102 is compensatory

DRF"TD B'PB 7/14/1911  
Y2K JOKE ;)

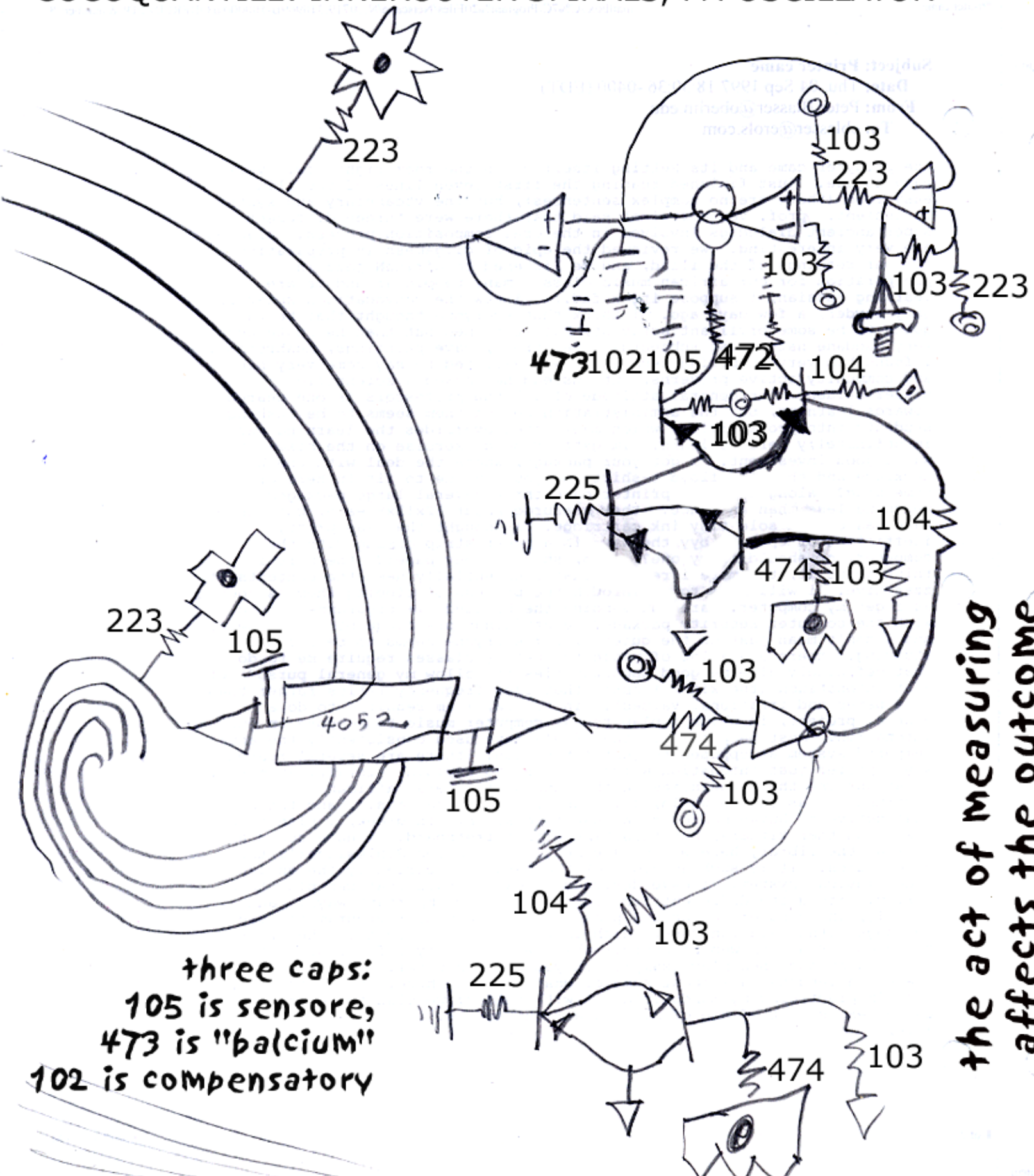
COCO'NARDS:  
FLIP AND SKIP



COCO'NARDS:  
LOGIC FLOWCHART



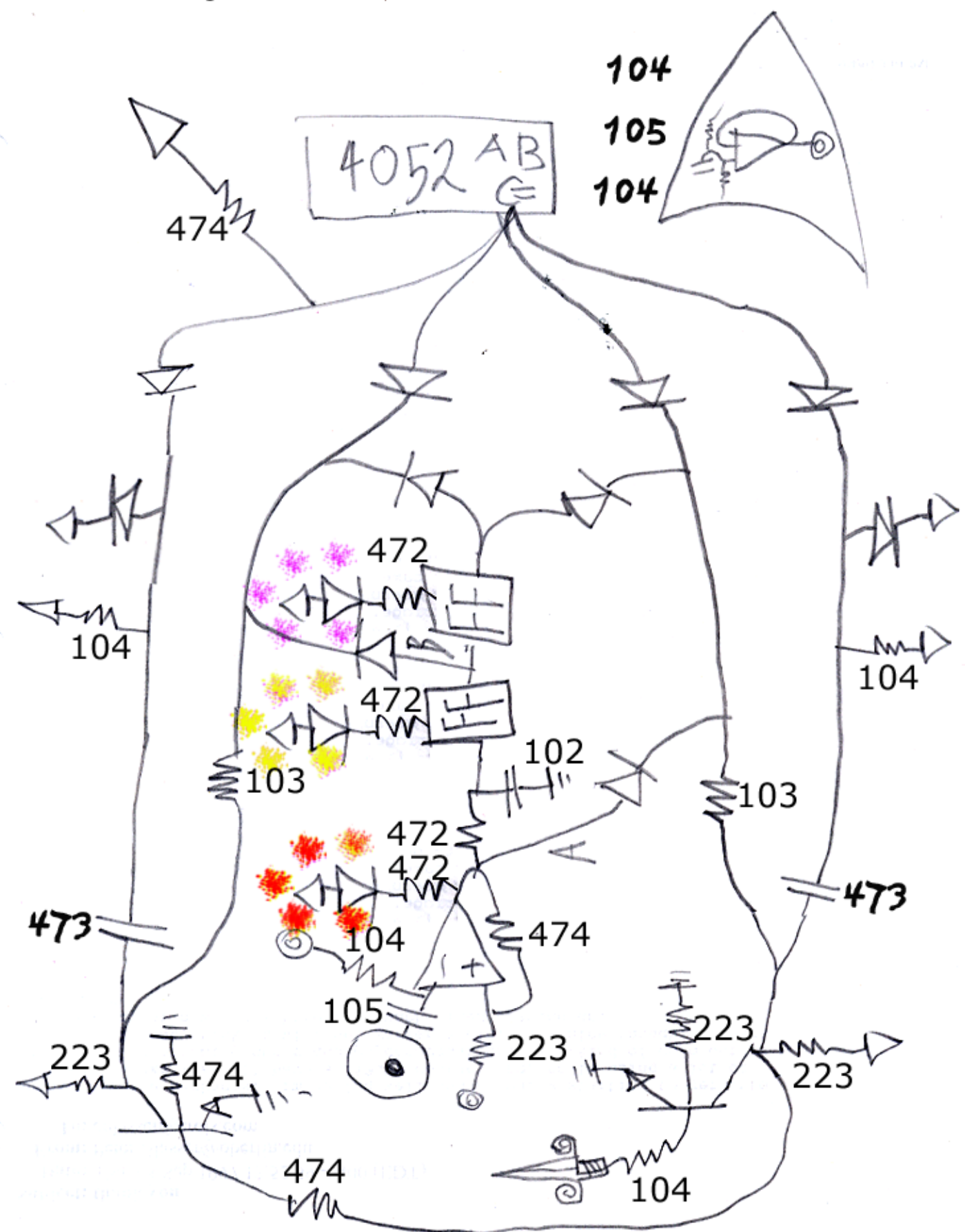
COCOQUANTILE: INNER OUTER SPIRALS, FM OSCILLATOR



three caps:  
105 is sensore,  
473 is "balcium"  
102 is compensatory

the act of measuring  
affects the outcome

COCOQUANTILE: PROCESSOR OF DAGGERPULSE



104  
105  
104