NEW from the DingoTone labs... the LGP (Liquid Gold Phaser)

by **Laurie** » 23 Mar 2012, 04:23

With a barely audible flourish... The Liquid Gold Phaser (prototype). 100% analogue. 100% goodness.

Yes, it's real. And it's 98% complete. All major issues resolved. Just needs to be tweaked...

Controls:
- Rate
- Depth (from 0 to 10 for normal crisp phasing, then on to "15" to make it "grainy" like a vintage phaser)
- Level tweak ... to allow the output to be tweaked up or down depending on your rig and how it responds to phasing

No I don't have clips. Won't get a chance to do one anytime soon. Click this link for the breadboard clip:
LGP clip

Laurie

Re: NEW from the DingoTone labs...

by **natthu** » 23 Mar 2012, 07:15

natthu

Re: NEW from the DingoTone labs...

by **DasBeef** » 23 Mar 2012, 08:27

It's coming! Get a count down on your website.....

DasBeef

Re: NEW from the DingoTone labs...

by **The_Doc** » 23 Mar 2012, 09:39

Excellent !!! I can't wait. A green or orange enclosure...that's the question ??

The_Doc

Re: NEW from the DingoTone labs...

by **natthu** » 23 Mar 2012, 10:00

I'm betting gold on black.

natthu

Re: NEW from the DingoTone labs...

by **BearBoy** » 23 Mar 2012, 12:09

Sounds good Laurie

Any idea when the production versions are likely to be on sale?

BearBoy

Re: NEW from the DingoTone labs...

by **Laurie** » 23 Mar 2012, 14:23

I'll let the prototype "settle" for a couple of weeks then build the field-test units. Field testing in maybe 3 weeks? Then production about 8 weeks after that.

Call it a "summer release".

This one has been a long time coming... I read that a boutique builder (can't recall who) had spend over $20,000 and 5 years developing a phaser and didn't have a working prototype yet. I can believe it! This is definitely a pedal that sorts the sheep from the goats.

Colour scheme will be gold printing on black. It will look something like this (actual printing yet to be finalised):

Laurie

Re: NEW from the DingoTone labs...

by **Pepe** » 23 Mar 2012, 14:30

Beautiful! Is the *Level Tweak* knob comparable to a Dry/Wet knob, or does it only affect the overall volume of the output?

Pepe

Re: NEW from the DingoTone labs...

by **Laurie** » 23 Mar 2012, 14:38

Thank you!

Level tweak only changes the overall volume of the output. This is really useful because phasers can produce a perceived bump up (or down) in volume depending on your rig.

In phasers, the "depth" knob functions as the wet/dry knob (it doesn't pretend to be a wet/dry control, "depth" actually is a wet/dry control because of the way phasers work). So you don't need one.

And yes. I can do a you Custom Shop dual/stereo phaser with both boards clocked by the one clock and I can add a resonance control. Just on the Custom Shop one...

Laurie

Re: NEW from the DingoTone labs...

by **Pepe** » 23 Mar 2012, 14:42

Okay, I keep that in my mind. This will become my first DingoTone pedal. I fear that a fine labelling like in the mono version will cost too much?

EDIT: You don't do the paint job on your own with custom made stencils, or do you? If so, a labelling won't be that

tough...

I promise that I'll buy that from you. I just don't know yet, when it will be the case. But knowing that I can really get what I wanted from the start causes GAS!

Pepe

Re: NEW from the DingoTone labs...

by **BearBoy** » 23 Mar 2012, 16:17

> *Laurie wrote:*
> *I'll let the prototype "settle" for a couple of weeks then build the field-test units. Field testing in maybe 3 weeks? Then production about 8 weeks after that.*
>
> *Call it a "summer release".*

Any thoughts on pricing?

> *Laurie wrote:*
> *Colour scheme will be gold printing on black. It will look something like this (actual printing yet to be finalised):*
> *LGP mockup5s.jpg*

Looking good I think metallic black and gold would look good?

BearBoy

Re: NEW from the DingoTone labs...

by **The_Doc** » 23 Mar 2012, 16:19

I like the colour scheme Laurie - sets it apart from the others and looks 'pro'. Nice.

The_Doc

Re: NEW from the DingoTone labs...

by **Dirk** » 23 Mar 2012, 16:40

If it sounds as good as it looks, then I bet it's gonna give my PH-1r a run for it's money.

Dirk

Re: NEW from the DingoTone labs...

by **nathanscribe** » 23 Mar 2012, 19:58

Sounds nice... two synced with inverse polarity on one, plus variable resonance, would be wonderful...

nathanscribe

Re: NEW from the DingoTone labs...

by **Pepe** » 23 Mar 2012, 23:40

So this makes two stereo versions already, Laurie!
With *switchable* inverted polarity por favor!

High five, nathanscribe!

Pepe

Re: NEW from the DingoTone labs...

by **Mully** » 24 Mar 2012, 01:13

2 stage phasing with a dry kill feature and resonance fixed at 0

but hell yeah that one looks interesting

Mully

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 02:30

> *Mully wrote:*
> *2 stage phasing with a dry kill feature and resonance fixed at 0*
>
> *but hell yeah that one looks interesting*

It's a 6 stage phaser (the first in a box the size of the standard DingoTone enclosure I think).

Resonance is fixed at 0 on the standard version (resonance control may be available from the Custom Shop).

Dry kill is problematic with a phaser - the dry signal is required for the phased signal to mix with... the "interference" between the two signals is what causes the phasing sound.

Note that the LGP is a subtle, crisp phase... it isn't growly and overpowering. It's one of those pedals that you really miss when you turn it off.

Laurie

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 03:01

> *BearBoy. wrote:*
> *Any thoughts on pricing?*
>
> *I think metallic black and gold would look good?*

Price will be in the same range as all the other DingoTone pedals. Probably $5 or $10 more to cover the increased complexity and components.

This one will be gloss black. I'm holding the metallics in reserve
(or not... let me think on that!)

Laurie

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 06:19

> *Laurie wrote:*
> *Resonance is fixed at 0 on the standard version (resonance control may be available from the Custom Shop).*

EDIT: I'm giving this more thought... maybe it is possible...

Question... If you had to choose what's more important, would it be a resonance control or a level tweak control? How annoying is a subtle change in level when you kick it on? I can optimise the output level for (say) a strat through Fender amp, but it will be fractionally different on different rigs - probably not audible, but maybe sometimes.

Laurie

Re: NEW from the DingoTone labs...

by **Pepe** » 24 Mar 2012, 07:55

Is there not enough space for a fourth control knob? It has only three at the moment.
Another possibility for the less often used LEVEL TWEAK was a trim-pot on the pcb.

Anyways - since I'm definitely going to buy the custom version, do whatever you like with the standard version.

Pepe

Re: NEW from the DingoTone labs...

by **BearBoy** » 24 Mar 2012, 09:30

> *Laurie wrote:*
> ***Question...*** *If you had to choose what's more important, would it be a resonance control or a level tweak control? How annoying is a subtle change in level when you kick it on?*

I think I would find a *noticeable* change in level quite annoying. Guess it would depend on whether it was something you could actually hear or just a very minor change in level 99% of people wouldn't notice at all.

> *Pepe wrote:*
> *Is there not enough space for a fourth control knob? It has only three at the moment.*

If there is room, this might be the best solution?

BearBoy

Re: NEW from the DingoTone labs...

by **Franzoni** » 24 Mar 2012, 12:21

Level control.....i could live without a resonance control but what pisses me off the most about the likes of the CE-2 and the BF-2 is the volume jump and the midboost issue....when you kick in something like a chorus,phaser or a flanger all you want it to do is colour your sound a bit ...in my case usually for a very specific part.....

Franzoni

Re: NEW from the DingoTone labs...

by **nathanscribe** » 24 Mar 2012, 13:10

I'm studio-bound, so these issues don't concern me.

In terms of features though Laurie, clearly it's up to you - If I could have anything, I'd be all up for a dual-channel phaser with switchable series/parallel operation, multiple swicthable phase stages (say, anything from 2-12), variable resonance, multiple modulation and a sweep range going from maybe .01 Hz or slower up to audio range and every parameter available with external control... so I'm possibly not the best person to listen to when it comes to stompbox design.

nathanscribe

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 13:49

Sounds like a good box you describe... I know of a few nice little 2U rack mounts that will do just the thing

Laurie

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 13:54

There isn't enough room for both (the 4th knob) in the regular small box - it's not the real-estate for the knob, but the fact that the circuit board to support both won't fit in the box. I'd have to move to a larger box and that would bump the price plus take more pedalboard realestate... doesn't seem like a good tradeoff.

I've experimented with a resonance control and it is "interesting" but I'm still finding the level tweak to be more useful for the reason that Franz mentioned. Leaning in that direction...

Appreciate the thoughts so far!

Laurie

Re: NEW from the DingoTone labs...

by **The_Doc** » 24 Mar 2012, 15:04

Regards the resonance Laurie - for live work I hardly use that control - mainly because, if overused, it can lead to a very shrill tone, which at gigging volume could tear the heads off people

I know some people like cranking up the resonance but it's not for me - a rich and warm, gentle phasing that does not hike up the volume when it kicks in, is what I would use most.

The_Doc

Re: NEW from the DingoTone labs...

by **Pepe** » 24 Mar 2012, 16:07

Is still think that a trim pot for the VOLUME TWEAK was the best solution. Once fiddled in you're happy. And if you don't want resonance, leave this knob at zero.

Pepe

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 16:15

There simply isn't room for both resonance and level tweak. Doesn't matter whether it's trim pot of external pot. It's one or the other.

Laurie

Re: NEW from the DingoTone labs...

by **Pepe** » 24 Mar 2012, 16:20

Time for double layer SMD boards, huh?

Well, just another reason for me to go the custom shop way! I think I'll wish for money this Christmas to finance this pedal.

Pepe

Re: NEW from the DingoTone labs...

by **nathanscribe** » 24 Mar 2012, 16:29

> *Laurie wrote:*
> *Sounds like a good box you describe... I know of a few nice little 2U rack mounts that will do just the thing*

I know of the Moog rackmount from the 70s/80s, and the Roland from the same era - and the boxier Mu-tron... what model are you alluding to?

Reverting to topic, the resonance thing is a matter of taste I think, and it might well depend what you're running through it - would there be room for a switchable A/B resonance, like the mode switch on the EHX Small Stone?

nathanscribe

Re: NEW from the DingoTone labs...

by **Laurie** » 24 Mar 2012, 17:45

I wasn't referring to any particular device.. more alluding to the imposibility of all the features you desire fitting in a small stomp-box enclosure

There is really (truly) no room left in the standard enclosure. No extra switch, no extra potentiometer (external or internal), no additional circuitry. It's taken an herculean effort to get a 6 stage phaser into a standard enclosure... and nothing else is gonna fit.

After trying it with half a dozen amps and guitars, I'm very much leaning toward the level tweak. The resonance is interesting but it feels like it doesn't add as much value, particularly to a gigging musician.

Latest mockup:

Laurie

Re: NEW from the DingoTone labs...

by **jungleboy867** » 24 Mar 2012, 19:55

looks fantastic! I've never seen a black and gold phaser before. Can't wait!

jungleboy867

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pieces Of The Night** » 24 Mar 2012, 20:07

Sounds like a neat idea. If the level tweak knob is going to be similar to Boss level knob why not have in ton the side like how Crybaby 535qc has it's knob or have it be internal so you could set the level and forget it? I guess I'm just used to seeing single, duel, or quad knob phasers that's all.

Pieces Of The Night

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Zerksies** » 24 Mar 2012, 20:34

Why not have it gold colored with black paint?

Zerksies

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 24 Mar 2012, 20:37

No, Zerksies, it looks great as it is! I think this is more tasty and subtle. Elegant.

I like this sketch! But I don't really like the "transcend" labelling. Leave that away.

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Dirk** » 24 Mar 2012, 21:01

> *Pepe wrote:*
> *But I don't really like the "transcend" labelling. Leave that away.*

I doesn't bother me in the least, I kinda like it actually. It looks like a warning for an extra level of goodiness of sorts.

Keep the level control, you wanted a vintage phaser, so forget the resonance.
You can always include that in the stereo, dual in a box way to crazy sounding custom shop version.

Dirk

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 24 Mar 2012, 22:07

Thanks for the thoughts...

That's where my head is settling too.

"***It looks like a warning for an extra level of goodiness of sorts***" is exactly what it is... Up to about where the "T" in transcend is, the depth does exacly what you expect for a vintage phaser - it controls a nicely swept phase sound.

After the "T" the depth control starts to overdrive the sweep circuit and it adds some complex sweep artifacts. An extra level of interesting-ness, that's for sure - particularly on fast speeds where it adds a subtle doubling sound.

I thought of labelling it "overdrive" (for the over driven sweep circuit) but that would imply something completely different... so I went with "transcend" (thank you Roget).

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 24 Mar 2012, 22:13

> *Zerksies wrote:*
> *Why not have it gold colored with black paint?*

Hmmm... interesting. But I like the Black better

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 24 Mar 2012, 22:15

> *Pepe wrote:*
> *I like this sketch! But I don't really like the "transcend" labelling. Leave that away.*

It's the best word I could find to describe "over-the-top"... or "past the normal". It needs a label because at about where the "T" is the depth knob starts to overdrive the sweep circuit and you move out of "normal" territory.

If ya have something better, cough it up!

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 24 Mar 2012, 22:16

> *Pieces Of The Night wrote:*

> *Sounds like a neat idea. If the level tweak knob is going to be similar to Boss level knob why not have in ton the side like how Crybaby 535qc has it's knob or have it be internal so you could set the level and forget it? I guess I'm just used to seeing single, duel, or quad knob phasers that's all.*

No room on the circuit board for an internal pot. And mechanically with the pedal design it makes more sense to be on top. Plus it caught your eye, might do the same for others?

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **The_Doc** » 24 Mar 2012, 22:42

As a child of the 50's and a hippy of the 70's...I like 'transcend'... blissed out on lurv, hands waving in the air to lush swirly phasiness...I'm thinking of tie-dying my SG...bring it on

The_Doc

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 24 Mar 2012, 23:08

Okay, nothing against the word transcend! That's not what's disturbing, or better said: irritating me. Optically, the swirl of the SPEED knob should either have a word inside as well to match the look of the DEPTH knob swirl. Or you could leave the swirl of the SPEED knob away. Don't overdo it. I like the symmetry of both swirls without further labelling, but having this overdrive threshold at the "T" is a great idea.

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Steam Abacus** » 24 Mar 2012, 23:23

Love the gold on black scheme.
May I suggest, as this is the Liquid Gold Phaser, the word **transmute** rather than transcend may be appropriate?
(referencing the Philosophers' Stone and it's fabled ability to transmute base metals to gold)

Steam Abacus

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 25 Mar 2012, 02:03

OH!! Boffo! I had thought of "mutate" and "alchemy"... but not transmute. Thanks, I'll take it!

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 25 Mar 2012, 03:08

Just spent a couple of hours with it with a local guitarist mate and he's given it the thumbs up... Prototype will be finished and in the field this coming week.

A huge feeling of relief. Like sitting for an exam!

Once the prototype proves out field testing will start.

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **DarrinPA** » 25 Mar 2012, 05:16

Special edition 24k gold leaf...? It would look good, too bad it would put the price out of reach for most people.

I like phasers but I have never found a use for them in a song, unless I'm trying to annoy the other musicians.

DarrinPA

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **natthu** » 25 Mar 2012, 07:33

It sounds like you haven't yet discovered subtle phasing....

natthu

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Dirk** » 25 Mar 2012, 10:16

Sounds like you need to learn more Van Halen songs.

And listen to Paul Gilbert, *and* learn Nazareth's "Love hurts".

Dirk

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Steam Abacus** » 25 Mar 2012, 11:38

> *Laurie wrote:*
> *OH!! Boffo! I had thought of "mutate" and "alchemy"... but not transmute. Thanks, I'll take it!*

You're welcome

> *DarrinPA wrote:*
> *Special edition 24k gold leaf...? It would look good, too bad it would put the price out of reach for most people.*

Surely you can just built it out of lead and crank up the depth knob?

Steam Abacus

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 25 Mar 2012, 15:58

> *Steam Abacus wrote:*
> *Surely you can just built it out of lead and crank up the depth knob?*

Nice
Ten out of ten for orginality and creativity.

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pieces Of The Night** » 25 Mar 2012, 21:06

> *Laurie wrote:*
> *No room on the circuit board for an internal pot. And mechanically with the pedal design it makes more sense to be on top. Plus it caught your eye, might do the same for others?*

It probably will catch peoples eyes. I'm looking forward to see how it sounds.

Pieces Of The Night

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 26 Mar 2012, 00:58

One last post today... the new mock-up:

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **DasBeef** » 26 Mar 2012, 01:51

I massively approve.....

DasBeef

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **durango95** » 26 Mar 2012, 06:42

Looks great Laurie!

durango95

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 26 Mar 2012, 07:14

Will the "Sweep Transmute" labelling still be readable when it is printed on the metal case? It looks good, but maybe a slightly larger font without the word "Sweep" and in black on gold, like the "Transcend" you had in the beginning would work better?

But I have to say that I LOVE how the "q" of "Liquid" and the "l" of "Gold" merge into another!

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 26 Mar 2012, 14:57

> *Pepe wrote:*
> *Will the "Sweep Transmute" labelling still be readable when it is printed on the metal case?*

Yep. The vector-to-bitmap conversion to create the JPG blurs it a lot.

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 26 Mar 2012, 18:51

Great!

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 28 Mar 2012, 02:18

Prototype is now with some local musicians for intial testing.

Inital feed-back is very encouraging...

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 05 Apr 2012, 02:20

Great news... the LGP prototype has passed alpha test (it is still working after a week out in the field)

We'll be finalising the field test pedals and shipping over the next week. Still anticipating a "summer" release of the production version.

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 05 Apr 2012, 07:31

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Touchwah** » 15 Apr 2012, 23:26

Pure Vintage Tone Injection!

This is gonna be great !

Touchwah

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Zerksies** » 16 Apr 2012, 00:13

I still think with the name liquid gold it should be gold colored

Zerksies

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 16 Apr 2012, 00:34

It will have gold printing... and it is black. Like oil, which is sometimes called ... wait for it ... "liquid gold"

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Zerksies** » 16 Apr 2012, 02:14

Or Texas Tea

Zerksies

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Touchwah** » 16 Apr 2012, 04:51

Transmute control = Brilliant!!!

Touchwah

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Touchwah** » 20 Apr 2012, 00:53

Okay !
I have in my hands a Liquid Gold Phaser.
I might be the first person outside of Canada to get their hands on one, what an honour!!!!!
Just unwrapped it seconds ago.
Thanks so much, Laurie, for thinking of me when putting together the field trial team

sounds great!

Touchwah

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Zerksies** » 20 Apr 2012, 00:58

> *Touchwah wrote:*
> *Okay !*
> *I have in my hands a Liquid Gold Phaser.*
> *I might be the first person outside of Canada to get their hands on one, what an honour!!!!!*
> *Just unwrapped it seconds ago.*
> *Thanks so much, Laurie, for thinking of me when putting together the field trial team*
> *I will be posting photos and vids TODAY, not tomorrow or next week or whenever, more like ASAP*
>
> *What a thrill!!!*
>
> *Haven't even heard it yet, but thrilled as I can be.*
>
> *All right, time to get to work.*

Remember wear shoes this time

Zerksies

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 20 Apr 2012, 07:05

Ah yes... the field trials begin!

We'll keep things private until we get some testing results - no point getting all excited in case I end up having to go through another design cycle

PS: +1 on the shoes

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **DasBeef** » 20 Apr 2012, 09:36

The first rule of field test club is, you don't talk about field test club. The second rule of field test club is, YOU DON'T TALK ABOUT FIELD TEST CLUB.
Not on the open forum anyway. E-mails onlies.....

DasBeef

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **natthu** » 20 Apr 2012, 17:24

What field test club?

natthu

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 20 Apr 2012, 17:38

This is really fitting... I wouldn't surprise me if I turned out to have multiple-personality disorder. HEY! Who said that?

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 09 May 2012, 16:34

Field testing of the LGP has been underway for a couple of weeks. Looks like only a tweak or two will be required. All good so far!

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 09 May 2012, 16:37

Very good!

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 09 May 2012, 16:40

Yep

And you'll be pleased to know I've been getting interest locally as well about a dual LGP (true stereo) like we discussed here... so that will certainly be available once we hit production.

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Steam Abacus** » 09 May 2012, 16:44

Hey, Laurie, without giving away any trade secrets can you say what kind of tweaks field testing throws up? I've made a few basic switching/boost type pedals myself but, obviously, in your position your testing has to be much more rigorous. Most of my problems end up being dodgy soldering anyway.

Steam Abacus

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 09 May 2012, 16:45

> *Laurie wrote:*
> *And you'll be pleased to know I've been getting interest locally as well about a dual LGP (true stereo) like we discussed here... so that will certainly be available once we hit production.*

Cool! I'd like to be involved in the design alongside with nathanscribe! To clarify how we want it to work and which features we want.

Pepe

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Laurie** » 09 May 2012, 17:05

No problem! To set expectations, the features will be constrained by the base functionality of the circuit - I will not be desiging a new board. Inside that envelope however, we can make a lot of decisions (e.g. clock phase).

Laurie

Re: NEW from the DingoTone labs... the LGP (Liquid Gold Phas

by **Pepe** » 09 May 2012, 17:22

Yeah, that was clear! You already know what we want, but we want to go sure you don't forget anything (a sacrilege, I know!).

Pepe