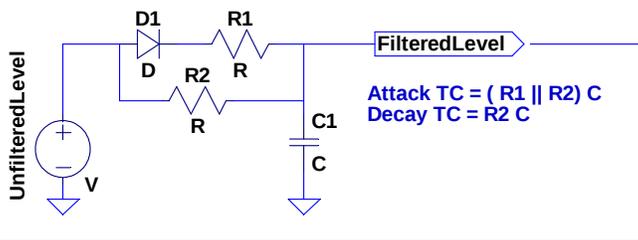
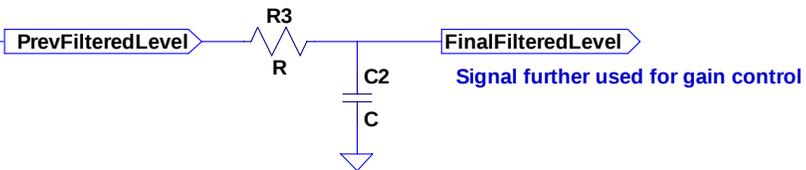


A circuit like this (without R3/C3 below) is okay, and probably will work well



Likely problems (ragged sound) if you do this and the additional RC TC is on the order of any attack TC before this



If $(R1 \parallel R2) C$ is anywhere near $R3 C$, then an uneven attack behavior might appear. This effect is really bad in the range of milliseconds for RC time constants.

Suggestion -- try to get by with only one attack timeconstant, then create some kind of intelligent decay timeconstant. Or -- produce filter scheme that effectively bypasses the cascading of attack TCs.