


# DIGITAL EFFECTS PROCESSOR

# USER'S MANUAL

- DSP EFFECT
- PLEASE READ THIS MANUAL CAREFULLY
- KEEP IT IN A SAFE PLACE FOR FUTURE REFERENCE

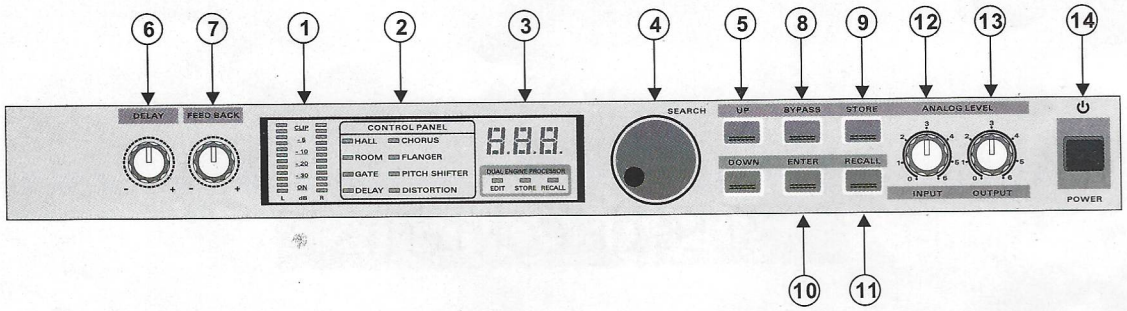
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## ✶ INTRODUCTION

Thank you for purchasing Digital Reverb. In order to use this unit efficiently and safely, We advise you to read this instruction manual carefully. This unit is a high performace digital reverb. Incorporating 8 basic reverb effect and 256 item program. See over controller functions with effect chart.

## ✶ FRONT PANEL CONTROLLER AND DISPLAY SECTION




1. L/R CH Level display

2. Effect display

| | |
|---|---|
| HALL | CHORUS |
| ROOM | FLANGER |
| GATE | PITCH SHIFTER |
| DELAY | DISTORTION |

3. Program display
   1----256 item effect program

4. "SEARCH"
   Adgest search wheel, selected 1-256 item effect program

5. "UP" and "DOWN" Buttom
   Effect selected button "UP" or "DOWN"

6. DELAY
   This is a effect delay time controller. Adjest the input signal repeat time and decay time.

7. "FEED BACK"
   This is a controller. Adjest effect repeat time.

8. "By PASS"
This button used for unprocessing signal compared with to processing singnal.

9. "STORE"
This button used for store edit signal into pre-setting program. Press "STORE" button, the "STORE" LED will illuminate. Adjest the "SEARCH" wheel. Selected store area 1-63 and press "ENTER" button, the edit signal is enter store.

10. "ENTER"
Pre-setting the edit signal or read effect program, press this button.

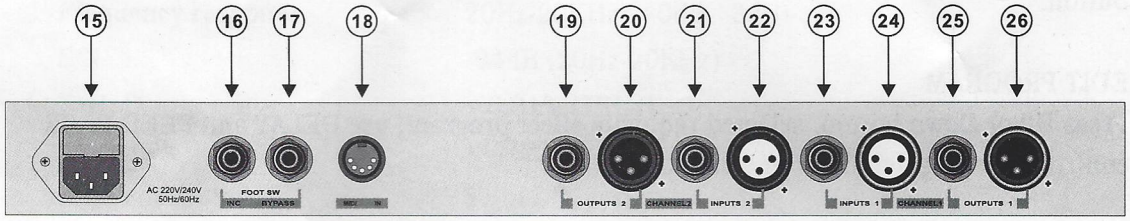
11. "RECALL"
Press this button, the "RECALL LED" will illuminate and press "ENTER" button the pre-edit signal begin in to running.

12. "INPUT LEVEL"
Adjest the input signal in to suitable level.

13. "OUTPUT LEVEL"
Adjest the output signal in to suitable level.

14. "POWER"
This is power switch.

## ✦ REAL PANEL CONNECTOR SECTION




15. This mains power input socket.

16. "INC FOOT SW"
This FOOT SW is used for effect program in to up, same as adjest the SEARCH wheel clock wise rotation.

17. "BY PASS FOOT SW"
This Foot Switch used for same as front "BY PASS" button.

18. "MIDI"
This is a Digital instrumental music adapter.

19. CH-2 OUTPUT (1/4" JACK)

20. CH-2 OUTPUT (XLR)

21. CH-2 INPUT (1/4" JACK)

22. CH-2 INPUT (XLR)

23. CH-1 INPUT (1/4" JACK)

24. CH-1 OUTPUT (XLR)

25. CH-1 OUTPUT (1/4" JACK)

26. CH-1 OUTPUT (XLR)

## ✦ OPERATION

PRE-SETTING
Press RECALL button adjest SEARCH wheel selected to 1-63 store area and press ENTER button.

EDIT PROGRAM
Press UP or Down button, selected requisite effect program, use DELAY and FEED BACK controller setting detail parameter.

STORE PROGRAM
Press STORE button, the Store Led will illuminate. Adjest Search wheel, selected store area 1-63 and press ENTER button, Edit Signal is enter store.

MIDI
It is a 5 pin connector, conformity standard of Germany- DIN, used for Digital instrumental music adapter.

## ✶ SAFETY CAUTION

- The apparatus operating voltage is AC 220V/240V, 50Hz/60Hz. Replace fuse only with same type fuse.
- This apparatus must be earthed and operation by the technician person.
- Not exposed to dripping or splashing and liguids, come into apparatus.
- The apparatus must be operating in ventilation and release heat good place.
- Must be keep the power cable in good insulation.

## ✶ SPECIFICATION

Input specifications:

| | |
|---|---|
| connector | XLR & 1/4" JACK |
| impedance | 60KΩ(bal), 30KΩ(unbal) |
| nominal level | -10dB to+4dB |
| input level | -90dB to +10dB |
| output level | -120dB to +4dB |

Output specifications:

| | |
|---|---|
| connector | XLR & 1/4" JACK |
| impedance | 600Ω(bal), 250Ω(unbal) |
| Frequency response | 20Hz-20KHz (+0dB, -3dB) |
| S/N | -94dB (20Hz-20KHz) |
| T. H. D | <0.01% (1KHz) |
| cross talk | <-76dB |
| MIDI connector | 5 pin DIN standand |

| Controller functions with EFFECT | | | | | |
|---|---|---|---|---|---|
| HALL1: large hall | | | HALL2: large concert hall | | |
| 1 | HALL1 | 1.0S | 44 | HALL1 | 4.5S |
| 2 | HALL1 | 1.2S | 45 | HALL1 | 5.0S |
| 3 | HALL1 | 1.5S | 46 | HALL1 | 6.0S |
| 4 | HALL1 | 1.8S | 47 | HALL1 | 8.0S |
| 5 | HALL1 | 2.0S | 48 | HALL1 | 10.0S |
| 6 | HALL1 | 2.2S | | | |
| 7 | HALL1 | 2.5S | | | |
| 8 | HALL1 | 2.8S | | | |
| 9 | HALL1 | 3.0S | | | |
| 10 | HALL1 | 3.5S | | | |
| 11 | HALL1 | 4.0S | | | |
| 12 | HALL1 | 4.5S | | | |
| 13 | HALL1 | 5.0S | | | |
| 14 | HALL1 | 6.0S | | | |
| 15 | HALL1 | 8.0S | | | |
| 16 | HALL1 | 10.0S | | | |
| HALL1 HIDAMP: large hall with high Frequency filter on decay | | | HALL2 HIDAMP: large concert hall with high Frequency filter on decay | | |
| 17 | HALL1 HIDAMP | 1.0S | 49 | HALL1 HIDAMP | 1.0S |
| 18 | HALL1 HIDAMP | 1.2S | 50 | HALL1 HIDAMP | 1.2S |
| 19 | HALL1 HIDAMP | 1.5S | 51 | HALL1 HIDAMP | 1.5S |
| 20 | HALL1 HIDAMP | 1.8S | 52 | HALL1 HIDAMP | 1.8S |
| 21 | HALL1 HIDAMP | 2.0S | 53 | HALL1 HIDAMP | 2.0S |
| 22 | HALL1 HIDAMP | 2.2S | 54 | HALL1 HIDAMP | 2.2S |
| 23 | HALL1 HIDAMP | 2.5S | 55 | HALL1 HIDAMP | 2.5S |
| 24 | HALL1 HIDAMP | 2.8S | 56 | HALL1 HIDAMP | 2.8S |
| 25 | HALL1 HIDAMP | 3.0S | 57 | HALL1 HIDAMP | 3.0S |
| 26 | HALL1 HIDAMP | 3.5S | 58 | HALL1 HIDAMP | 3.5S |
| 27 | HALL1 HIDAMP | 4.0S | 59 | HALL1 HIDAMP | 4.0S |
| 28 | HALL1 HIDAMP | 4.5S | 60 | HALL1 HIDAMP | 4.5S |
| 29 | HALL1 HIDAMP | 5.0S | 61 | HALL1 HIDAMP | 5.0S |
| 30 | HALL1 HIDAMP | 6.0S | 62 | HALL1 HIDAMP | 6.0S |
| 31 | HALL1 HIDAMP | 8.0S | 63 | HALL1 HIDAMP | 8.0S |
| 32 | HALL1 HIDAMP | 10.0S | 64 | HALL1 HIDAMP | 10.0S |
| HALL2: large concert hall | | | ROOM: medium size room | | |
| 33 | HALL1 | 1.0S | 65 | HALL1 | 0.5S |
| 34 | HALL1 | 1.2S | 66 | HALL1 | 0.8S |
| 35 | HALL1 | 1.5S | 67 | HALL1 | 1.0S |
| 36 | HALL1 | 1.8S | 68 | HALL1 | 1.8S |
| 37 | HALL1 | 2.0S | 69 | HALL1 | 1.2S |
| 38 | HALL1 | 2.2S | 70 | HALL1 | 1.5S |
| 39 | HALL1 | 2.5S | 71 | HALL1 | 1.8S |
| 40 | HALL1 | 2.8S | 72 | HALL1 | 2.0S |
| 41 | HALL1 | 3.0S | 73 | HALL1 | 2.5S |
| 42 | HALL1 | 3.5S | 74 | HALL1 | 2.8S |
| 43 | HALL1 | 4.0S | 75 | HALL1 | 3.0S |

| ROOM: medium size room | |
|---|---|
| 76 | ROOM 3.2S |
| 77 | ROOM 3.5S |
| 78 | ROOM 3.8S |
| 79 | ROOM 4.0S |
| 80 | ROOM 4.2S |
| ROOM HIDAMP: medium size room with high frequency filier on decay | |
| 81 | ROOM HIDAMP 0.5S |
| 82 | ROOM HIDAMP 0.8S |
| 83 | ROOM HIDAMP 1.0S |
| 84 | ROOM HIDAMP 1.2S |
| 85 | ROOM HIDAMP 1.5S |
| 86 | ROOM HIDAMP 1.8S |
| 87 | ROOM HIDAMP 2.0S |
| 88 | ROOM HIDAMP 2.2S |
| 89 | ROOM HIDAMP 2.5S |
| 90 | ROOM HIDAMP 2.8S |
| 91 | ROOM HIDAMP 3.0S |
| 92 | ROOM HIDAMP 3.2S |
| 93 | ROOM HIDAMP 3.5S |
| 94 | ROOM HIDAMP 3.8S |
| 95 | ROOM HIDAMP 4.0S |
| 96 | ROOM HIDAMP 4.2S |
| FORWARD GATE | |
| 97 | Low density forward gate100ms |
| 98 | Low density forward gate150ms |
| 99 | Medium density forward gate 200ms |
| 100 | Medium density forward gate 200ms |
| 101 | High density forward gate 300ms |
| 102 | High density forward gate 350ms |
| 103 | High density forward gate 400ms |
| 104 | High density forward gate 450ms |
| 105 | High density forward gate 500ms |
| REVERSE GATE | |
| 106 | Low density forward gate100ms |
| 107 | Low density forward gate150ms |
| 108 | Medium density forward gate 200ms |
| 109 | Medium density forward gate 200ms |
| 110 | High density forward gate 300ms |
| 111 | High density forward gate 350ms |
| 112 | High density forward gate 400ms |
| 113 | High density forward gate 450ms |
| 114 | High density forward gate 500ms |
| | |
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| | |

| LEFT TO RIGHT GATE | |
|---|---|
| | |
| 115 | Medium density left to right gate 200ms |
| 116 | high density left to right gate 500ms |
| | |
| | |
| MUTI TAP DELAY | |
| 117 | 3/4 time echo |
| 118 | 3/4 time panned echo |
| 119 | 4/4 time echo 1 |
| 120 | 4/4 time panned echo 1 |
| 121 | 4/4 time echo 2 |
| 122 | time panned echo 2 |
| 123 | Tripet |
| 124 | Panned triplet |
| SINGLE SHORT DELAY | |
| 125 | Single delay 20ms |
| 126 | Single delay 25ms |
| 127 | Single delay 30ms |
| 128 | Single delay 35ms |
| 129 | Single delay 40ms |
| 130 | Single delay 45ms |
| 131 | Single delay 50ms |
| 132 | Single delay 55ms |
| 133 | Single delay 60ms |
| 134 | Single delay 65ms |
| 135 | Single delay 70ms |
| 136 | Single delay 75ms |
| 137 | Single delay 80ms |
| 138 | Single delay 85ms |
| 139 | Single delay 90ms |
| 140 | Single delay 95ms |
| 141 | Single delay 100ms |
| 142 | Single delay 125ms |
| 143 | Single delay 150ms |
| 144 | Single delay 175ms |
| 145 | Single delay 200ms |
| 146 | Single delay 225ms |
| 147 | Single delay 250ms |
| 148 | Single delay 300ms |
| 149 | Single delay 350ms |
| 150 | Single delay 400ms |
| 151 | Single delay 450ms |
| 152 | Single delay 500ms |
| 153 | Single delay 550ms |
| 154 | Single delay 600ms |
| 155 | Single delay 650ms |
| 156 | Single delay 700ms |

| REGEN 20% DELAY | |
|---|---|
| 157 | Regen 20% delay 100ms |
| 158 | Regen 20% delay 125ms |
| 159 | Regen 20% delay 150ms |
| 160 | Regen 20% delay 175ms |
| 161 | Regen 20% delay 200ms |
| 162 | Regen 20% delay 225ms |
| 163 | Regen 20% delay 250ms |
| 164 | Regen 20% delay 300ms |
| 165 | Regen 20% delay 350ms |
| 166 | Regen 20% delay 400ms |
| 167 | Regen 20% delay 450ms |
| 168 | Regen 20% delay 500ms |
| 169 | Regen 20% delay 550ms |
| 170 | Regen 20% delay 600ms |
| 171 | Regen 20% delay 650ms |
| 172 | Regen 20% delay 700ms |

| REGEN 40% DELAY | |
|---|---|
| 173 | Regen 40% delay 100ms |
| 174 | Regen 40% delay 125ms |
| 175 | Regen 40% delay 150ms |
| 176 | Regen 40% delay 175ms |
| 177 | Regen 40% delay 200ms |
| 178 | Regen 40% delay 225ms |
| 179 | Regen 40% delay 250ms |
| 180 | Regen 40% delay 300ms |
| 181 | Regen 40% delay 350ms |
| 182 | Regen 40% delay 400ms |
| 183 | Regen 40% delay 450ms |
| 184 | Regen 40% delay 500ms |
| 185 | Regen 40% delay 550ms |
| 186 | Regen 40% delay 600ms |
| 187 | Regen 40% delay 650ms |
| 188 | Regen 40% delay 700ms |

| PANNING DELAY | |
|---|---|
| 189 | Panning delay 100ms |
| 190 | Panning delay 100ms regen |
| 191 | Panning delay 200ms |
| 192 | Panning delay 200ms regen |
| 193 | Panning delay 300ms |
| 194 | Panning delay 300ms regen |
| 195 | Panning delay 350ms |
| 196 | Panning delay 350ms regen |
| | |
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| DELAY + REVERB | |
|---|---|
| 197 | Delay + Reverb |
| 198 | Regen 20% delay + Reverb |
| 199 | Regen 40% delay + Reverb |
| 200 | Regen 50% delay + Reverb |
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| CHORUS | |
|---|---|
| 201 | Chorus light depth 1 |
| 202 | Chorus light depth 2 |
| 203 | Chorus medium depth 1 |
| 204 | Chorus medium depth 2 |
| 205 | Chorus high depth 1 |
| 206 | Chorus high depth 2 |
| 207 | Chorus fast depth 1 |
| 208 | Chorus fast depth 2 |
| | |
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| | |

| SPECIAL CHORUS | |
|---|---|
| 209 | Fast chorus with long delay |
| 210 | Quad chorus high feedback |
| 211 | Quad chorus resonnant |
| 212 | Quad chorus medium depth |
| 213 | Quad chorus high depth |
| 214 | Deep stereo flanger |
| | |
| | |
| | |
| | |
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| | |

| LESLIE: chorus / tremolo for organ | |
|---|---|
| 215 | Leslie slow |
| 216 | Lieslie fast |
| | |
| | |

| LESLIE: chorus / + Reverb | |
|---|---|
| 217 | Chorus + Reverb1 |
| 218 | Chorus + Reverb2 |
| 219 | Chorus + Reverb3 |
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| CHORUS + DELAY | |
|---|---|
| | |
| 220 | Chorus + Delay1 |
| 221 | Chorus + Delay2 |
| 222 | Chorus + Delay3 |
| | |
| | |
| | |

| FLANGER | |
|---|---|
| 223 | Light depth flanger1 |
| 224 | Light depth flanger2 |
| 225 | Stereo light depth flanget3 |
| 226 | Medium depth flanger |
| 227 | Stereo medium depth flanger |
| 228 | Medium depth flanger |
| 229 | High depth flanger |
| 230 | Stereo high flanger |
| | |
| | |
| | |
| | |
| | |
| | |
| | |
| | |

| FLANGER + REVERB | |
|---|---|
| | |
| 115 | Medium density left to right gate 200ms |
| 116 | high density left to right gate 500ms |
| | |

| PITCH SHIFTER: stereo pitch shifter with controllable delay | |
|---|---|
| 234 | Up M3rd / Down 4th |
| 235 | Up M3rd / Down 4th |
| 236 | Up M3rd / Downaug 4th |
| 237 | Up 4th detune |
| 238 | Down 4th detune |
| 239 | Up 5th detune |
| 240 | Down 5th detune |
| 241 | Down M6th detune |
| 242 | Down M6th detune |
| 243 | Down M2nd/Down 4th |
| 244 | Up oct / Down oct |
| 245 | Up oct detune |
| 246 | Down oct detune |
| 247 | Light detune |
| 248 | Deep detune |
| 249 | Doubler |

| PITCH SHIFTER | |
|---|---|
| 250 | Detune + regen delay |
| 251 | Down oct + regen delay |
| | |
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| | |

| DISTORTION + REVERB: For overdrive guitar | |
|---|---|
| 252 | Low distortion |
| 253 | Medium distortion |
| 254 | Medium distortion |
| 255 | High distortion |
| | |
| | |
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| | |

| NO SOUND | |
|---|---|
| 256 | No sound |
| | |
| | |
| | |

MED256

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