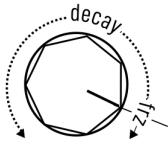


# REVERB

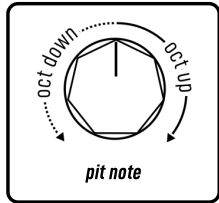
before we start!



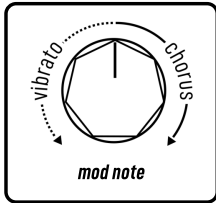
**dcy note**: for most modes, turning the **DCY** knob all the way up will freeze the signal: meaning it mutes incoming audio and sets the decay to infinity. if you are not getting any sound, make sure this knob is not turned up all the way. unless noted, this is how the **DCY** knob works in all modes

## 1. MODPIT

this is a modulated and unnatural metallic sounding reverb with an octave on the reverb tails. the **PIT** knob determines the amount of octave, and whether it is an octave up or down (see OCT note). **DPTH** determines the amount of chorus or vibrato added to the signal see MOD note. **SPD** sets the speed of modulation



pit note



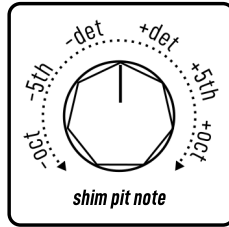
mod note

## 2. VHS

random vibrato, hiss, and extreme filtering all add up to create a reverb with a nostalgic vibe. **LPF** sets the cutoff frequency of a low pass filter. **SPAN** sets the depth of the random modulation. turning up **HISS** will introduce random crackles, static noise, and other artifacts into the reverb tails.

## 3. SHIM

shimmer reverb...everyone's favorite, right? in this mode **DCY** does not freeze the signal as it does in the other modes. it is a standard decay control. **PIT** will set the pitch interval of the shimmer, see the SHIM PIT note for the details. **SHIM** sets the blend between the shimmered reverb and the non shimmered reverb. **DAMP** is a low pass filter and will tame the harsh high frequencies shimmer reverbs are known to create.



shim pit note

## 4. ENHOLD

this is an infinite hold reverb, and a freeze is triggered by your envelope, or playing dynamics. strum hard to infinitely sustain a note or chord. each time you trigger the envelope, it will be held infinitely. The **SENS** knob determines the sensitivity of your envelope detector. turn this knob down if your signal is hotter. turned all the way down you will not be able to trigger the envelope detector. **DIFF** sets the amount of diffusion, or smearing of the reverb. CCW you will hear distinct taps, but turn it CW and you will hear a smoothed out verb. on the tails of this reverb is an octave shifter that blends in and out different octaves of the note being played. **PSPD** sets the speed of the pitch blending, while **PDPT** sets the amount of pitch blending.

## 5. MULTI

a reverb is made of multiple delay 'taps'. This reverb allows you to isolate the taps and manipulate them in various ways. The **DIFF** knob sets the amount of diffusion, or smearing of the taps. turn this knob CCW to get a multi tap delay, turn it CW to smear those taps. the **DROP** knob randomly mutes the taps and drops the audio coming out of the reverb. **TAPS** sets the levels of the individual taps. CCW you will hear just one tap, while turning this knob CW will introduce more taps.

## 6. FLANGE

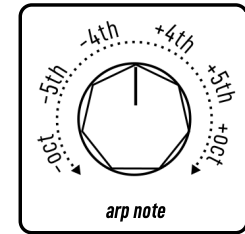
a classic weirdo flange, this reverb has a flanger added onto the tails of the reverb. **SPD** sets the speed of the flanger. **DPTH** determines the depth of the flange, while **RES** will adjust the intensity of the flanged reverb.

## 7. GRNULE

this is a granular reverb, meaning the tail of the reverb is chopped up into smaller chunks of sound. **TXT** adjusts the texture or harshness of the grains. **SIZE** will determine the size of the grains. **SHUF** will randomize the grains in the tail of the reverb

## 8. ARP

an arpeggiated reverb whose tails bounce up and down, arpeggiating away. **SPD** sets the speed of the arpeggiation. The **SPD** control can be tapped in with the tap tempo switch. **INT** allows the user to select the pitch interval of the arpeggiator. see the ARP note for the available intervals. The **PMIX** knob allows you to blend the arpeggiated signal in or out.



arp note

