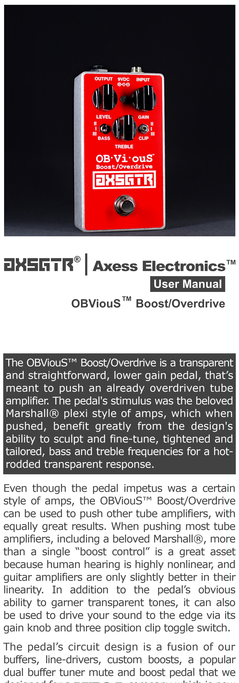

AXSGTR® | Axess Electronics™

User Manual

OBViouS™ Boost/Overdrive

The OBViouS™ Boost/Overdrive is a transparent and straightforward, lower gain pedal, that's meant to push an already overdriven tube amplifier. The pedal's stimulus was the beloved Marshall® plexi style of amps, which when pushed, benefit greatly from the design's ability to sculpt and fine-tune, tightened and tailored, bass and treble frequencies for a hot-rodded transparent response.

Even though the pedal impetus was a certain style of amps, the OBViouS™ Boost/Overdrive can be used to push other tube amplifiers, with equally great results. When pushing most tube amplifiers, including a beloved Marshall®, more than a single "boost control" is a great asset because human hearing is highly nonlinear, and guitar amplifiers are only slightly better in their linearity. In addition to the pedal's obvious ability to garner transparent tones, it can also be used to drive your sound to the edge via its gain knob and three position clip toggle switch.

The pedal's circuit design is a fusion of our buffers, line-drivers, custom boosts, a popular dual buffer tuner mute and boost pedal that we designed for a **MEGA** company which is now part of a *Gigantic* corporation, and some other boost and overdrive pedals that we have long been fans of.

Marshall® is a registered trademark of Marshall Amplification PLC. AXSGTR® and Axess Electronics™ have no affiliation with Marshall Amplification PLC.

START / SETTINGS GUIDE

The OBViouS™ Boost/Overdrive controls and toggle switches are moderately interactive. In order to get the best possible tonal and transparent results when plugging in for the first time, follow these settings and instructions.

LEVEL set for unity, which is usually between 12 and 1 o'clock. For best results, don't use settings lower than unity.

GAIN full counter-clockwise [off].

TREBLE set to taste or unity, which is usually between 3 o'clock and full clockwise.

CLIP in position [i].

BASS in position [ii].

For a clean/transparent boost (and an overall tonal enhancement) increase the **GAIN** control until the desired level of boost is achieved. *But keep in mind that depending on the level of the input signal, a natural saturation of the circuit will begin to occur beyond a certain setting.* To push further with a clean/transparent boost, dial back the **GAIN** slightly from when/where the natural saturation begins, and increase the **LEVEL** control for that added push.

Using the **GAIN** control for the initial level of boost, as well as the other positions of the **CLIP** toggle switch, increases the interactivity of the **BASS** toggle switch. To allow more bass through, change the **BASS** toggle switch to position [iii], and for less bass use position [i].

Decreasing the treble, by turning the **TREBLE** control counter-clockwise, significantly, can slightly decrease the amount of gain. Adjust the **GAIN** control slightly to compensate, if needed.

CONTROLS / CONNECTIONS

BASS is a three-position toggle switch; [i] least amount of bass [ii] mid-amount of bass [iii] most amount of bass.

CLIP is a three-position toggle switch; [i] clean boost *i.e. no diode clipping* [ii] and [iii] provide different diode clipping options. As the GAIN knob is turned clockwise, positions [ii] and [iii] introduce some amount of compression — with position [ii] clipping and compressing at lower signal levels than position [iii].

GAIN increases the output level of the boost/overdrive circuit when turned clockwise.

> ***Note**: With the LEVEL set for unity and the CLIP set to position [i], increasing the GAIN will result in a natural saturation of the circuit — the setting at which this begins to occur is input signal dependent.*

LEVEL increases the overall output level of the pedal when turned clockwise — with unity being around 12 o'clock.

> ***Note**: For a clean boost, turn the GAIN full counter-clockwise and set the CLIP to position [i] — then turn the LEVEL knob clockwise as desired.*

TREBLE increases the amount of treble when turned clockwise — with unity being just past 3 o'clock.

LED is on (blue) when the boost/overdrive effect is active and off when it is bypassed.

STOMP SWITCH toggles the boost/overdrive effect on (blue LED on) and off (bypassed).

INPUT is a ¼" TS (tip-sleeve) input jack that accepts an instrument level signal from a guitar, another effect pedal or a pedal/loop switcher.

OUTPUT is a ¼" TS (tip-sleeve) output jack that is meant to be connected to the input of an amplifier, another effect pedal or a pedal/loop switcher.

9VDC is the external power supply jack and it accepts a standard 2.1mm x 5.5mm male barrel plug from a 9VDC wall-wart power adapter or pedalboard power supply with a NEGATIVE CENTER plug. Refer to the SPECIFICATIONS section for additional information and maximum operating voltage(s).

⚠ ***ATTENTION*** ⚠ *Do NOT connect any other DC Voltage or AC Voltage power supply to this jack, other than that specified in this section and in the SPECIFICATIONS section. Doing so will result in damage — voiding the warranty.*

SPECIFICATIONS

Input Impedance: 470KΩ min.
Output Impedance: 100Ω min.
Bypass Type: Relay True-Bypass

Operating Voltage: 9VDC (No Battery)
Maximum Operating Voltage: 12VDC
Power Jack: 2.1x5.5mm Barrel ⊙-⊂-⊙
Current Draw: Less than 100mA@9VDC

Dimensions (LxWxH): 4.81x2.62x1.54inch
122.3x66.6x39.1mm
Knob Height (*add to H, above*): 0.63inch/16mm

Specifications subject to change without notice.

⚠ ***ATTENTION*** ⚠ *Some switched-mode power supplies (SMPS) and wall-wart power adapters are noisier than others, which can result in an audible high-pitch "whine". Trying to run too many devices from a single adapter or power supply output can also result in noise and/or an audible "whine". If this occurs, we recommend either trying another wall-wart power adapter or a pedalboard power supply with enough isolated outputs to power every device/effect on your pedalboard individually; better power equals less noise = more tone!!*