STEREO REVERB DARKNESS 暗闇

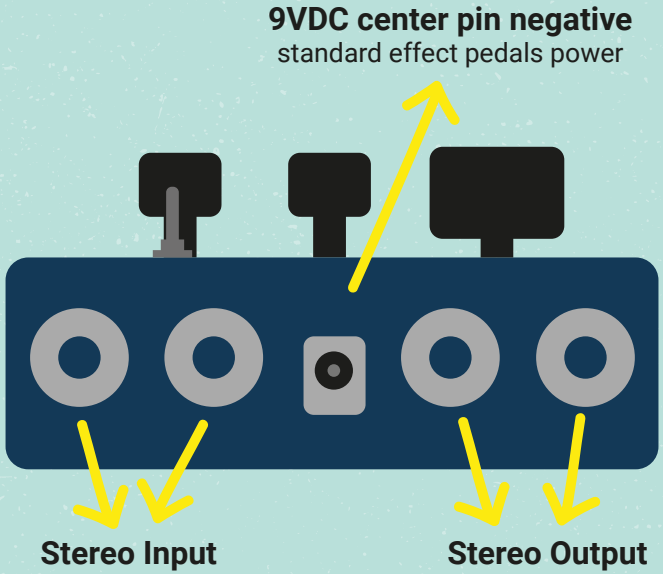
Darkness, is the polar opposite of brightness and understood as a lack of illumination or an absence of visible light. Also Scotus (σκότος), primordial Greek god of darkness.

Reverb Spread
Also known as size

Effect Mix
Dry/wet balance. A 50/50 setting is achieved at 3 'oclock. At max, the dry signal is off

Decay amount
Also known as feedback

ON/OFF footswitch or Page 2
While holding this footswitch down, allows you to access Page 2, where you can control some additional parameters
(for more info check the next page)



Change what the Control knob affects
This allows you change what the control knob affects, but can also engage some different playing modes (depending on your Page)

Control knob
This affects a different parameter, depending on the Mode switch and Page
(for more info check the next page)

Hold footswitch / or Page 3
Pressing this, will loop 150ms of your input signal. While holding it down allows you to access Page 3- the Gate parameters
(for more info check the next page)

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1. Getting started

Connect your instrument (or audio signal) into the L and R INPUTS, on the back side. If your insturment or audio is mono (a guitar for example) just connect it to any of the inputs.

Then connect the output of the pedal to your amp or monitors/mixer. If you only need to use a mono output, you can use any of the L or R OUTPUT jacks.

Finally, use a 9VDC, center negative standard effect pedal's power supply with at least 150mA. Darkness is not a True By Pass effect, and requires power in order to allow sound to pass through it.

2. Using Darkness

On power up, the pedal will remeber your last setting and will begin with it by default. To activate the effect, just press the **ON footswitch** swiftly. Remember that the controls are set on a JUMP mode, meaning that their value will not change unless you move them.

The **HOLD footswitch** will loop the next (after the button is pressed) 150ms of you current input. If no singal is send, this will not have anythign to loop, thus the switch will kill the effect.
While on hold, no new input is processed, but you can still use the controls to process the looped sound.

There are 3 control pages:
A. The **main controls page** that include the actual controls you read on the panel.
B. The **secondary controls page** , that you can access while **holding the ON footswitch down**
C. The **GATE controls page** , which you can access while **holding the HOLD footwitch down**

For a detailed visual view, check next page.

MAIN PAGE

- Spread: Reverb size
- **Mix:** Dry / Wet balance
- **Decay:** Reverb decay time
- **Control:**
It depends on the Mode switch position

switch on 1 = Shifter semitone (+/-12). 50% is no pitch

switch on 2 = Shifter mix

SECONDARY CONTROLS PAGE

- Spread: No Function
- **Mix = Reverb filter**. Left for Low Pass Right for High Pass
- **Decay = LFO depth**. No LFO at 50%. Left for Sample and Hold, Right for Triangle
- **Control = LFO rate**. The LFO always targets the Spread.
- **Mode switch = Tails On/Off**. Left is Off. Having the tails On, will allow the Reverb Tail to be audible, even if the effect is turned OFF via the Left footswitch.

GATE CONTROLS PAGE

- Spread: No Function
- **Mix = Threshold**. Controls the ease that the gate closes
- **Decay = Attack time**. After the gate opens, controls the time it will take for the effect to reach the max programmed volume
- **Control = Release time**. After the gate closes, controls the time it will take for the effect close
- **Mode switch = Gate On/Off**. Left is Off. Having the Gate Off, the knobs will have no effect.

SPECIFICATIONS

- CMOS Buffered Bypass
- 9VDC center pin negative supply 150mA at least
-True stereo
- All IN/OUT are TS mono jacks
- dimensions: 14x10x5 cm
- weight: 0,525 kg

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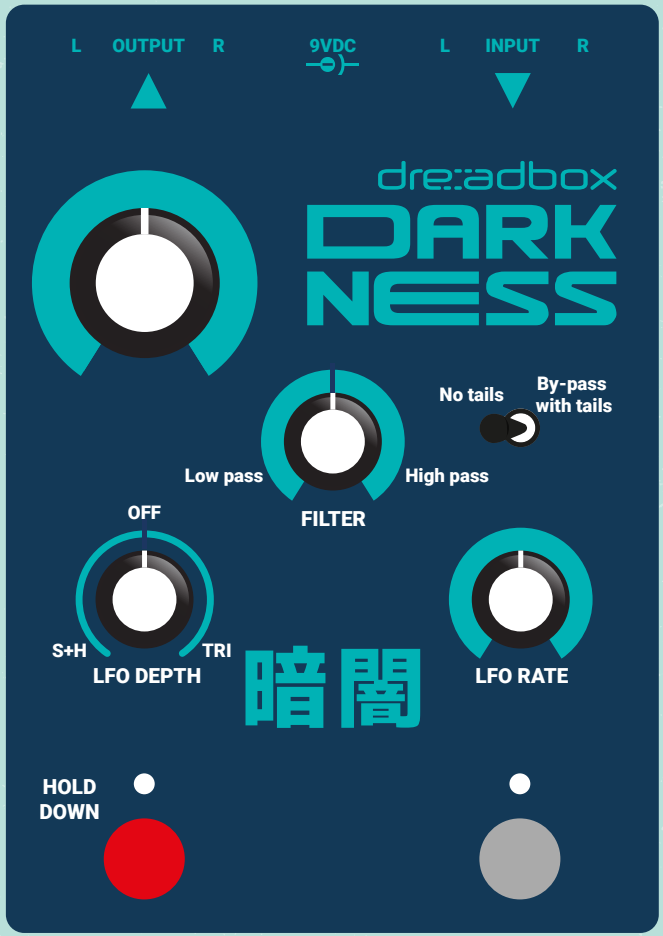
MAIN PAGE

SECONDARY CONTROLS



GATE CONTROLS

DARK NESS STEREO REVERB 暗闇

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