

MANTIC PENDULUM

Envelope-Controlled Crossfading Mixer

Dynamic Effects-Actuator

Rhythmic Panner

Performance Enhancing Device

Side Chainer

Line Selector

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OVERVIEW

The Mantic Pendulum is a multi-mode, envelope controlled, crossfading mixer/switcher. Here are some of its uses:

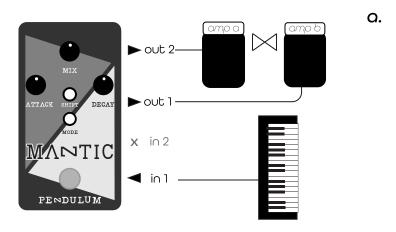
- fade in and out any effect pedal
- add a clean blend to any effect
- volume swell
- auxillary fx gate your playing dynamics control when an effect is present or absent
- ◆ switch between instruments / amplifiers
- ◆ a unique panning tremolo

CONFIGURATION

For best results, power the Pendulum with its own dedicated 9VDC center-negative power supply.

The Pendulum can function differently depending on the input/output (i/o) configuration. It will detect which jacks are being used and its functionality will adjust accordingly. For example:

If you have a single instrument plugged into input 1, with output 1 going to Amp A and output 2 going to Amp B, this setup will crossfade between the two outputs. Input 2 will be ignored. (diagram a.)



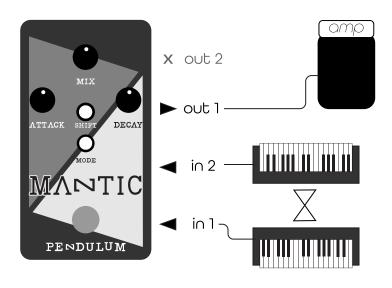
In another scenario, you may have instrument A plugged into input 1 and instrument B plugged into input 2, with output 1 going to an amp and output 2 being ignored.

This configuration will crossfade between the two inputs. (diagram b.)

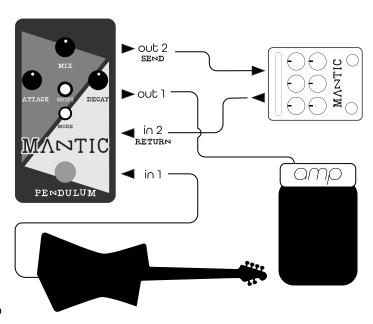
The primary channel is i/o 1. If you wish to use the pendulum as an auxillary effects mixer/switcher, use i/o 2 as the return/send channel (diagram c.). The Pendulum will not function "properly" if you try to use the auxillary or comingle i/o's 1 and 2. **The Pendulum is not compatible with TRS plugs.**

Global Master Output Volumes can be set while in Blue Mode: Hold "SHIFT" and turn the "ATTACK" knob to adjust output 1 volume. Hold "SHIFT" and turn the "DECAY" knob to adjust output 2 volume.

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C.



Input peaking is indicated by chromatic blinking of one or both LEDs ("MODE" if input 1, "SHIFT" if input 2).

CONTROLS

The Pendulum's interface is comprised of 3 knobs, 2 buttons, and a footswitch. The knobs' corresponding labels indicate their primary function. To access their secondary functions, hold "SHIFT" while adjusting. Control settings save when mode is changed.

MODES

There are 4 modes that correspond to a color displayed by the Pushbutton LED's: Blue, Green, Yellow, and Red. Pressing the "MODE" button will togle between the modes.

Blue Mode:

Blue mode uses the envelope, triggered by the footswitch, to fade between the inputs and outputs.

"ATTACK" sets the amount of time it takes for the envelope to open to the declared "MIX" amount when engaged.

"DECAY" sets the amount of time it takes for the envelope to cross back to i/o 1 (bypass) when disengaged. For a volume swell effect, simply insert a 1/4" TS plug into input 2.

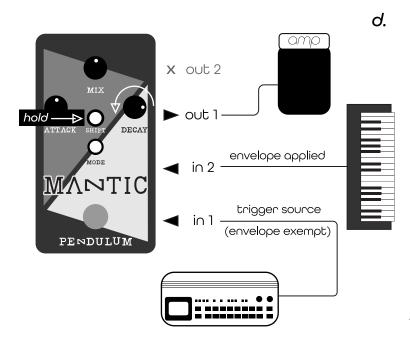
To change between momentary and latching footswitch modes, hold "SHIFT" and depress the footswitch once.

Green Mode:

Dynamic Actuator or gate mode. In this mode, a signal at input 1 will trigger the crossfade at your desired threshold point. This can be useful if you only want an effect to be heard while you are actively playing notes or want to reduce/eliminate noise when you are not playing any notes. Turn the "MIX" knob to adjust the maximum mix amount. Hold "SHIFT" while turning the "MIX" knob to set the minimum mix amount. Note: the minimum mix setting will not update changes until the previously stored setting has been passed COUNTER-CLOCKWISE. To set the threshold, hold "SHIFT" while turning the "ATTACK" knob. To invert (flip) the gate press the footswitch once while holding "SHIFT".

To adjust the input level Hold "SHIFT" while turning the "DECAY" knob.

Input 1 is only affected by the envelope when "SHIFT" + "DECAY" control is all the way up (which is the factory default) per considerations for sidechaining configurations, especially those in which percussive sources are used e.g., drum machines. (diagram d.)



Yellow Mode:

Panner/quasi-tremolo. This mode continuously restarts the envelope once it's reached the end of its declared cycle.

The only secondary control is minimum mix, set by holding "SHIFT" and turning the "MIX" knob.

Note: the minimum mix setting will not update changes until the previously stored setting has been passed COUNTER-CLOCKWISE.

Red Mode:

Tapped pattern. This mode is similar to Yellow mode but allows the user to tap in a rhythmic pattern which is then repeated back ad infinitum.

Double tap "SHIFT" to enter pattern record mode. The "MODE" button will blink continuously, indicating that the Pendulum is waiting. Tap desired pattern with the footswitch, followed by the "SHIFT" button to start the looping pattern. Pressing the footswitch once while the pattern is playing back will restart the pattern. Double pressing the footswitch during pattern playback will disengage the effect.

There are no secondary knob functions in this mode.

MIDI:

The Pendulum's controls can recieve MIDI data. Default channel is Omni. To change the MIDI channel hold down the footswitch while plugging in the power. Pressing the "MODE" button cycles through the MIDI channels. The "MODE" button LED color indicates the selected channel starting with Red (CH1). White is Omni. Pressing "SHIFT" while in MIDI setup mode will turn Sync on/off.

CONTROL CHANGES:

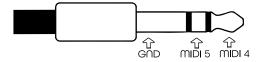
CC1 = "MIX"

CC4 = Footswitch > 64 = Push < 64 = Release

CC12 = "ATTACK"

CC13 = "DECAY"

CC14 = "MODE" >64 = Push <64 = Release CC15 = "SHIFT" >64 = Push <64 = Release



A Start message in Red Mode will interrupt and restart the pattern loop and in Yellow Mode will interrupt and restart the envelope cycle.

TECHNICAL SPECIFICATIONS

Power requirements:

9VDC, center-negative

500 mA in-rush, 150 mA continuous

Input Impedence: 60k

Output Impedence: 1k

FACTORY RESET

To reset to factory default settings, hold the footswitch down while powering up then simultaneously press "SHIFT" and "MODE".

For all questions, comments, or issues contact ManticConceptual@gmail.com

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