Quick Start

Power – Install a 9V alkaline or lithium battery (not included).

Plug in – Use standard ¼-inch shielded instrument cables.

Set input gain – Play hard and try both normal and boost modes. The clip/batt LED may flash occasionally.

Select an effect – Choose one of the eight delay presets.

Dial it in – Adjust the level, repeats and delay time to taste.

Bypass – Stomp the footswitch to bypass the effect.
Using Other Effects

When using multiple pedals, we recommend connecting them in this order, however feel free to experiment.

Right Side Panel

**Input**

Plug in with a standard guitar cable to either the **left** or **right input** and the pedal will power on. Or, for stereo operation, connect the outputs from another stereo effects pedal to both the **left** and **right inputs**.

Note: The input for all Fishman AFX pedals is ideal for active pickups and all soundhole pickups. For passive piezo pickups (no preamp built into the instrument) we recommend plugging directly into an impedance-matching preamp first to strengthen the level and maintain proper low frequency content.
**Tap switch**

Plug in a momentary footswitch here. The footswitch should be wired for “normally open” operation. Select the rhythm for the delay (eighth note, dotted eighth or quarter note) and tap several beats of steady tempo with the footswitch. The delay will now sync with your tempo with the note length on the presets select knob. If you move the delay time knob it will override the tempo you just tapped.

---

**Input Gain**

This switch lets you quickly set the best operating level for your pickup. Start with the input gain switch set to normal. When you play hard, the clip/batt LED should flash only occasionally. If the LED does not flash with hard playing, select boost. Typically, soundhole pickups will require a gain boost while onboard preamp systems will use the normal setting.

The pedal is designed to automatically maintain constant level when switching between normal and boost positions, so you will hear no difference in the overall output level when setting this control.
Power

Power may be supplied by either a 9V battery (battery compartment under the pedal) or an AC adapter (sold separately). Insert a plug into either input jack, and the pedal powers up. To conserve the battery, remove the plug(s) from the input jack(s) when not in use.

For AC power, use the Fishman 910-R (for 110V) or other suitable 9V adapter. The adapter must be filtered, regulated and rated for at least 200mA. It must also accept AC power appropriate for your country. Power-plug requirements: 5.5mm O.D., 2mm I.D., tip = negative.

Delay Spillover

Normally, when the footswitch is pressed to bypass the effect, the analog audio path is selected and the delay is cut off abruptly. Instead, you can choose to allow the delay to repeat normally when in bypass by selecting delay spillover mode. To do this, power up the pedal while holding the footswitch until the footswitch light flashes quickly. To revert back to analog bypass, repeat this power-up sequence.
Controls

Level
The level control mixes the selected effect in parallel, adding as much or as little delay as you want in addition to your direct sound. This means that your tone is preserved while the effect is blended into it.

Repeats
Turn clockwise to increase the number of echoes you hear. When set to full, you can create a continuous loop. As a rule of thumb, use fewer repeats for repetitive rhythmic accompaniment. More repeats generally work well with single note lines, arpeggios and intense echo effects.

Delay time
This control lengthens or shortens the time between the direct sound and the echo. The range of delay time is variable up to 300ms for the short delay, up to 1.5 seconds for medium and up to 2.9 seconds for the long delay. Note: When the tap switch is in use, it overrides the delay time setting until the delay time knob is moved. For best results, always tap quarter notes and use the presets to set up your rhythmic setting.

Effect Select Knob
Choose from classic analog or pristine digital types, with short, medium or long delay times and a stereo ping-pong effect. When using tap tempo, the little musical note next to the name indicates the rhythmic value of the delay.

The sounds you can create with delay are almost limitless; from subtle small room ambience to wild echoes and in-the-pocket rhythms.

Short (eighth note)
Select short delay to create a doubling effect to widen your sound. Keep the delay time low to avoid flams (very quick repeated notes). Or for slap-back, set the delay time knob slightly higher with low repeats. The short setting offers up to 300ms (about 1/3 of a second) of delay time.

The short setting is also useful for rhythmic upbeats, or eighth notes. Dial in the repeats knob for one or two repeats, tap quarter notes with the tap switch, and play only on the downbeats.
Medium (dotted eighth note)
Create driving, syncopated sixteenth-note delays. Move the repeats knob near minimum for one or two repeats, tap quarter notes with the tap switch and play steady, muted eighth-notes in tempo. The timing takes a little getting used to, but is easily mastered with a little practice. Hint: try not to listen to the delayed dotted eighth note repeats when you start up; they can throw off your timing. The medium delay offers up to 1500ms (1.5 seconds) of delay time when you use the delay time knob.

Long (quarter note)
The long delay is well suited for playing call-and-answer phrases and long cavernous echo effects. Use fewer repeats for call-and-answer and more for multiple-echo effects. You can get up to 2900ms (nearly 3 seconds) of delay time with the long setting. It also creates an echo which is equal to the tempo you tap in.

Pong
A stereo effect that “ping-pongs” your sound, bouncing back and forth through both left and right outputs, between two amps or two channels of a stereo PA. The pong setting offers up to 1450ms (nearly 1.5 seconds) of delay time.

Footswitch
When the green light above the footswitch is on, the effect is active. Step on the footswitch to bypass the delay. Note when the effect is bypassed, your instrument signal remains buffered.

Delay Hold
This feature is activated with the footswitch. It allows you to make infinitely repeating little loops to solo over or on which to overdub. The loops you create can be up to 2.9 seconds long.

To activate the hold feature: first set your loop length using the delay time conrol on one of the 8 effects, then step on the footswitch for more than one second. When the green light starts blinking red, lay down your loop! The loop will begin to play back when you release the footswitch or run out of recording time, which ever comes first. Step on the footswitch once more to cancel delay hold.

For the longest recording time, select the long delay and set delay time to max. You can also use the tap switch to set the length of your loop. To cancel hold, tap the footswitch.
Battery Replacement

The clip/batt indicator will light steadily when it is time to change the battery. Open the battery door underneath the pedal and install a fresh 9V alkaline or lithium battery. When the clip/batt LED comes on you have approximately one hour of remaining battery life.

Specifications

Digital signal path:
- A/D, D/A conversion: 24-bit
- Signal processing: 32-bit

Power supply:
- 9V alkaline battery or 9VDC adapter

Typical in-use current consumption:
- 23.5mA

Typical 9V alkaline battery life:
- 21 hours

9V adapter:
- Fishman 910-R (for 110V) or suitable filtered and regulated, 200mA type, tip = negative
- 1M Ohm

Input impedance:
- 1k Ohm

Nominal output impedance:
- 1k Ohm

Input gain switch range:
- -1dB to -8dB

Maximum output level (onset of clipping):
- +3dBV

Baseline noise:
- -93dBV

Dynamic range:
- 96dB

All specifications subject to change without notice.