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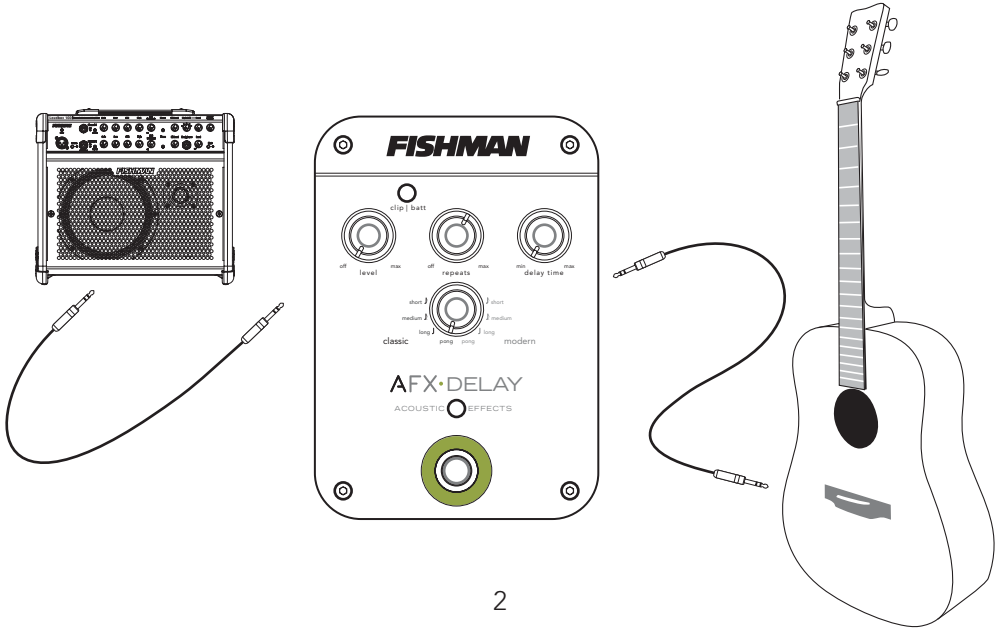
FISHMAN

AFX • USER GUIDE
ACOUSTIC DELAY PEDAL


FISHMAN
clip | batt
off
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short
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classic
pong
pong
short
medium
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modern
AFX•DELAY
ACOUSTIC EFFECTS

Quick Start

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

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

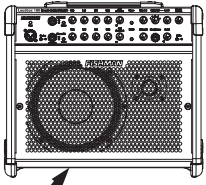
Set input gain – Play hard and try both **normal** and **boost** modes. The **clip/batt** LED may flash occasionally.

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

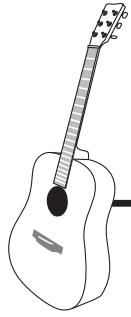
Dial it in – Adjust the **level, repeats** and **delay time** to taste.

Bypass – Stomp the footswitch to bypass the effect.

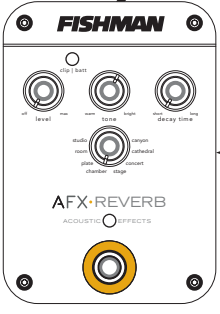
Using Other Effects

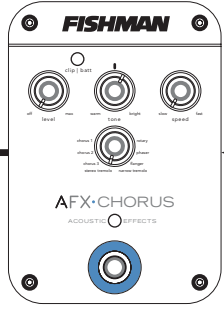


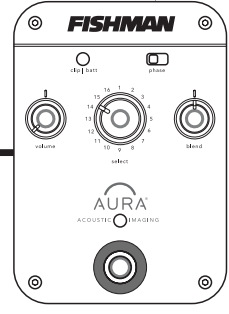
When using multiple pedals, we recommend connecting them in this order, however feel free to experiment.



Tuner





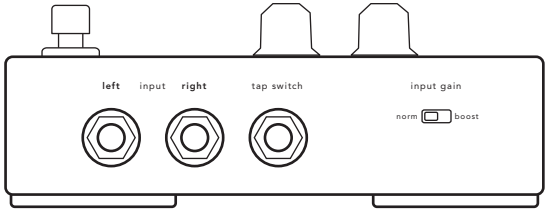


Right Side Panel

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.

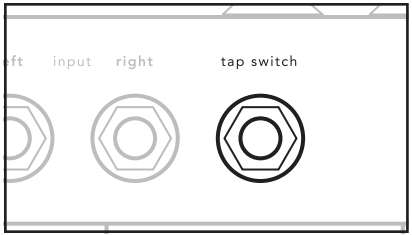
Note: The input for all **Fishman AFX** pedals is ideal for active pickups and all soundhole pickups. For passive piezo pickups (no preamp built into the instrument) we recommend plugging directly into an impedance-matching preamp first to strengthen the level and maintain proper low frequency content.

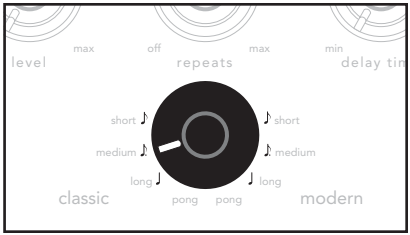


Right Side Panel (continued)

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.

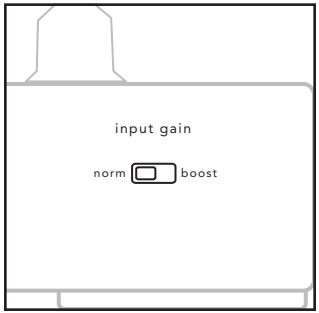




Input Gain

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.



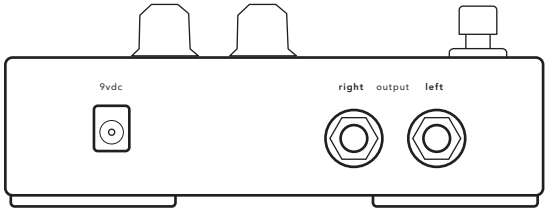
Left Side Panel

Output

Use a standard guitar cable to connect either the **left** or **right output** to another pedal, amplifier or mixing board. For stereo operation, connect both **left** and **right** outputs.

9vdc

See Power section on next page.



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 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.

Controls (continued)

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.

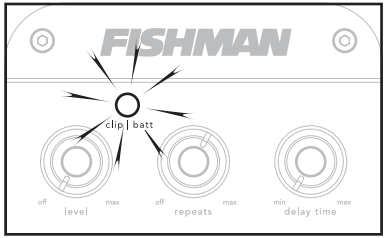
Delay Hold

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
Input impedance:	1M 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.

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513-300-130 Rev B 10-07