Table of Contents

Welcome to the Creative World of the GTC Sound Innovations REVPAD

> Oded: revise this section:
> Avi: This section is used in the introduction and also in the beginning of the "Exploring" section.We don't know where the user might start looking at the manual, so there is no problem repeating introductory information just in case.

The GTC Sound Innovations REVPAD is a sound effect controller for use with amplified string instruments. It includes a sound processing base unit, which can connect to other equipment or systems. It has a guitar unit, which attaches to the guitar and communicates wirelessly with the base unit. The guitar unit attaches to the guitar by an adhesive that does not damage or otherwise affect the surface of the instrument. The base unit contains algorithms that provide a great number of effects, in addition to analog distortion and overdrive, and includes the possibility to change effects while playing.

The REVPAD includes multiple patches (presets) of effect parameters, including analog distortion and overdrive, as well as additional effects, such as chorus, delays, and virtual faders. It enables the user to manipulate sound effects by swiping or tapping the guitar unit surface and allows for improvisation and creating new effects on the fly. The REVPAD enables smooth cross-fading between effects, a dynamic kill switch, a virtual whammy bar, volume control, ambient sounds, and control of external gear, such as a favorite pedal. With the REVPAD the user can manipulate the wah and virtual whammy bar, change volume, apply cross-fading, and create varying levels of feedback more easily than by using the knobs on the guitar.

The REVPAD supports your creativity to explore the limitless world of sound effects.

Important Safety Instructions

- Read and follow these instructions before operating your REVPAD system.
- Keep these instructions for future reference.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- The REVPAD does not require preventive maintenance.
- Clean the REVPAD only with a dry cloth. Do not use any chemicals.
- This equipment has been tested and found to comply with Revise: Nativ.

Protecting From the Elements

- The REVPAD is designed for indoor use. Do not operate the system outdoors without proper protection against mist or rain.
- Do not expose the REVPAD to dripping or splashing and ensure that no objects filled with liquids, such as vases, are be placed on the apparatus.
- Unplug the unit during lightning storms and when not intended for use for long periods of time.

Protecting the Power System

- Use only the power adaptor supplied with the system.
- Protect the power cord from being walked on or pinched.
- Charge the REVPAD guitar unit with the USB cable supplied with the system. Do not charge the battery using an external charger at any time.

- The DC power jack is used to disconnect the REVPAD. Please keep this plug accessible.
- Charge the REVPAD Guitar Unit frequently; this will increase the life time of the battery.
- In long storage periods it is recommended to remove the battery from the REVPAD Guitar Unit.
- Limit exposure to extremely high noise levels.

General Battery Safety Instructions

- Before using the battery, be sure to read the instructions and observe the precautions printed on its packaging.
- Improper handling a Li-Ion rechargeable battery might cause leakage, heat, smoke, explosion, or fire. This could cause deterioration of performance or failure.
- See *Battery Replacement Instructions* on the next page before installing or removing the battery from the REVPAD guitar unit.
- All of the following are dangerous.
  - Do not leave, charge, or use the battery in a car or similar place where inside temperature might be over 60 ºC. (Do we want to include ºF values as well?)
  - Do not leave the battery near a fire or a heat source. Do not throw the battery into a fire. Do not immerse, throw into, or wet the battery in water or seawater.
  - Do not short circuit positive (+) and negative (-) terminals with a metallic object intentionally.
  - Do not pierce the battery with a sharp object such as a needle or screwdriver.
  - Do not heat a partial area of the battery with heated objects or solder directly to the battery.
  - Do not hit with heavy objects such as a hammer and do not throw or drop the battery on a hard floor.
  - Do not disassemble the battery or modify the battery design, including the electric circuit.
  - Do not put the battery into a microwave oven, dryer, or high-pressure container.

- If at any time you witness a battery starting to balloon, swell up, smoke, heat, discolor, deform, or if an abnormal condition is detected during use, charge, or storage:
  - If charging, immediately discontinue charging process.
  - Immediately, disconnect the battery and observe it in a safe place for approximately 15 minutes.
- If at any time leakage or foul odors are detected make sure that there is sufficient distance from fire.
- If liquid leaking from the battery gets onto your skin or clothes, immediately wash well with fresh water.
- If liquid leaking from the battery gets into your eyes, do not rub them. Immediately flush them with clean water and seek medical attention.

Battery Replacement Instructions

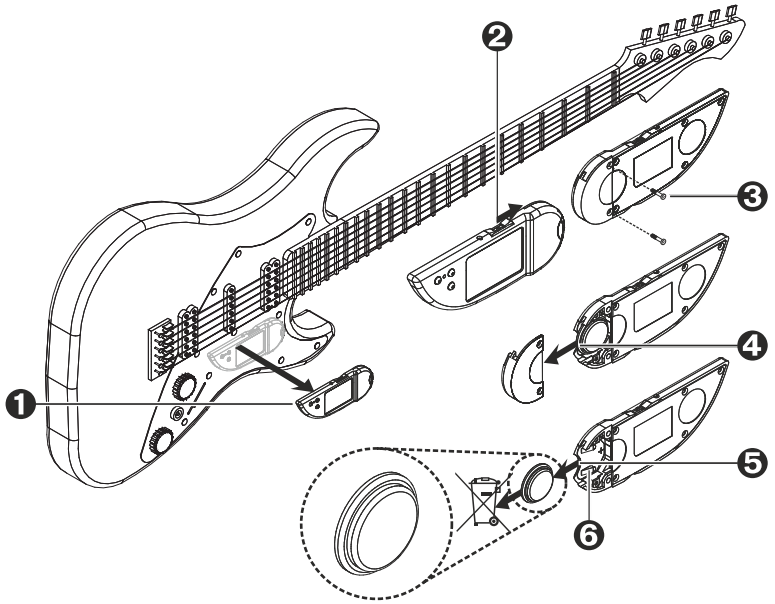
The REVPAD is supplied with a Li-Ion rechargeable battery.

The battery does not need to be replaced unless its operating time becomes much shorter than usual.

To replace the battery:

1. Remove the REVPAD guitar unit from the guitar.
2. Turn off the guitar unit by clicking the microswitch toward the rounded end.
3. Turn the guitar unit over and use a philips screwdriver to release the two mounting screws. Set them aside.
4. Slide the cover off.
5. Remove the old battery from the holder by pulling it out using your fingers. Do not use any metal apparatus to pull out the battery as it might short the battery leads.

   Note: Do not throw the spent battery in your household trash. It should be handed over to an authorized collection site for recycling waste electrical and electronic equipment. If recycling is not available in your community the battery should be disposed of responsibly, according to local codes.



6. Clean the leads of the new battery.
7. Replace the battery into the holder in the correct orientation.
8. Close the cover and secure it in place with the two mounting screws.
9. Charge the battery.

EMC and Certificate of Conformity

Please provide this material.

Quick Start

The REVPAD puts hundreds of effects at your fingertips right out of the box. (Oded: provide material)

Before exploring how to customize the REVPAD to fit your personal way of playing, let's see what it can do by itself.

The REVPAD Guitar Unit

The REVPAD Guitar Unit provides a wireless connction to the REVPAD Base Unit so you can switch and control effects with a swipe or a touch of your finger. (Oded: revise and expland)

Attaching the Guitar Unit

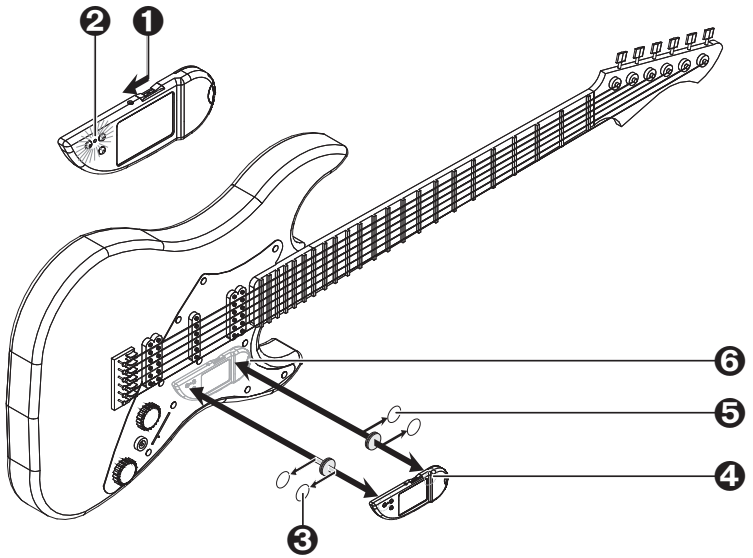
The REVPAD Guitar Unit comes with three slim (0.6 mm) hook/loop fastener dots, which stick onto the guitar body in any location, according to your personal preference. It is easily removed if it needs to be replaced. The guitar unit attaches to the dots firmly enough to endure even the most vigorous live performance, while remaining easy to remove. The guitar remains clean and undamaged.

To attach the guitar unit:

1. Turn the guitar unit on by pushing the switch toward the pointed end.
2. The power LED should glow green.

   Note: If the power LED glows yellow or red, or does not light up at all, the battery must be recharged. See *Charging the REVPAD Guitar Unit* on page 18 for more information.

3. Remove one side of the adhesive backing of a hook/loop fastener dot.
4. Press the adhesive firmly in the recessed circle on the inside face of the guitar unit. Repeat with the second hook/loop fastener dot.
5. Remove the adhesive backing of both hook/loop fastener dots.
6. Attach the guitar unit to your guitar where you can conveniently touch the Control Button and touchpad.



The REVPAD Base Unit

The REVPAD Base Unit (Oded: Expand this section)

Setting up the REVPAD Base Unit

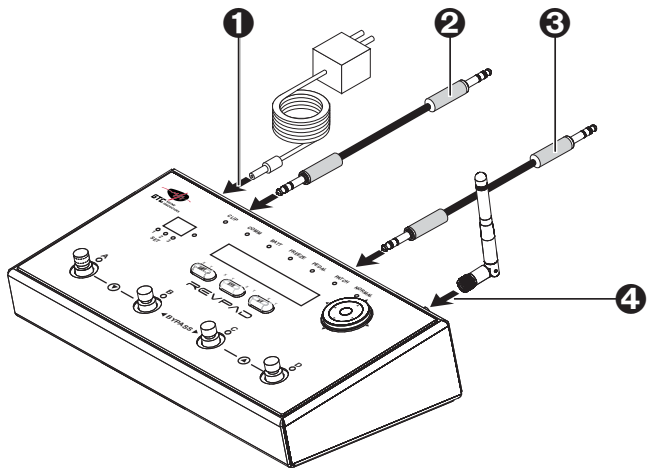
The REVPAD Base Unit provides access to all pre-installed effects. While designed with foot switches, the REVPAD system displays its greatest power and flexibility through wireless communication with the guitar unit.

To set up the base unit:

1. Connect the included 9 VDC transformer to the POWER inlet on the base unit back panel.
2. Run a patch cord from your electric guitar to the INPUT connector.
3. Run a patch cord from the OUTPUT LEFT connector on the REVPAD Base Unit to your amplifier.

   Note: The REVPAD system accomodates a wide range of output options. See *Connecting to the Outside World or Other Equipment* on page 15 for more information.

4. Connect the antenna to the ANT. connector of the base unit.



Take the REVPAD for a Spin

When you power up your REVPAD Base Unit you the editing screen (A) indicates that you are in true bypass mode.

To begin using your new REVPAD system:

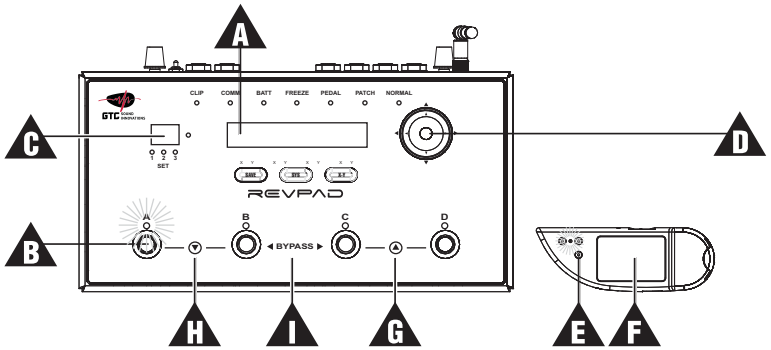
- Press any footswitch to exit bypass mode. For example, if you press Footswitch A (B) the green LED would light and the number of the default Effect Bank would appear in the Active Patch Screen (C).

or

- Press any part of the Navigation Roller (D). The default Bank and Patch will appear in the Active Patch Screen (C).

or

- Press any of the three guitar unit Control Buttons (E). The default Bank and Patch will appear in the Active Patch Screen (C).



Now experiment and explore. Tap the guitar unit touchpad (F) with a finger of your picking hand, or slide it along the X- or Y-axis as you play. Scroll through all of the effects by rotating the Navigation Roller (D), or bank by bank by pressing Next Bank (G: footswitch C and D together) or Previous Bank (H: footswitch A and B together), and then one of the footswitches to change the bank's patch.

When you want to return to Bypass mode press BYPASS (I: footswitch B and C together).

There are easier, and more elegant, ways to do everything described on this page. See *Setting Patch Favorites* on page 25 to get started.

Exploring Your GTC Sound Innovations REVPAD

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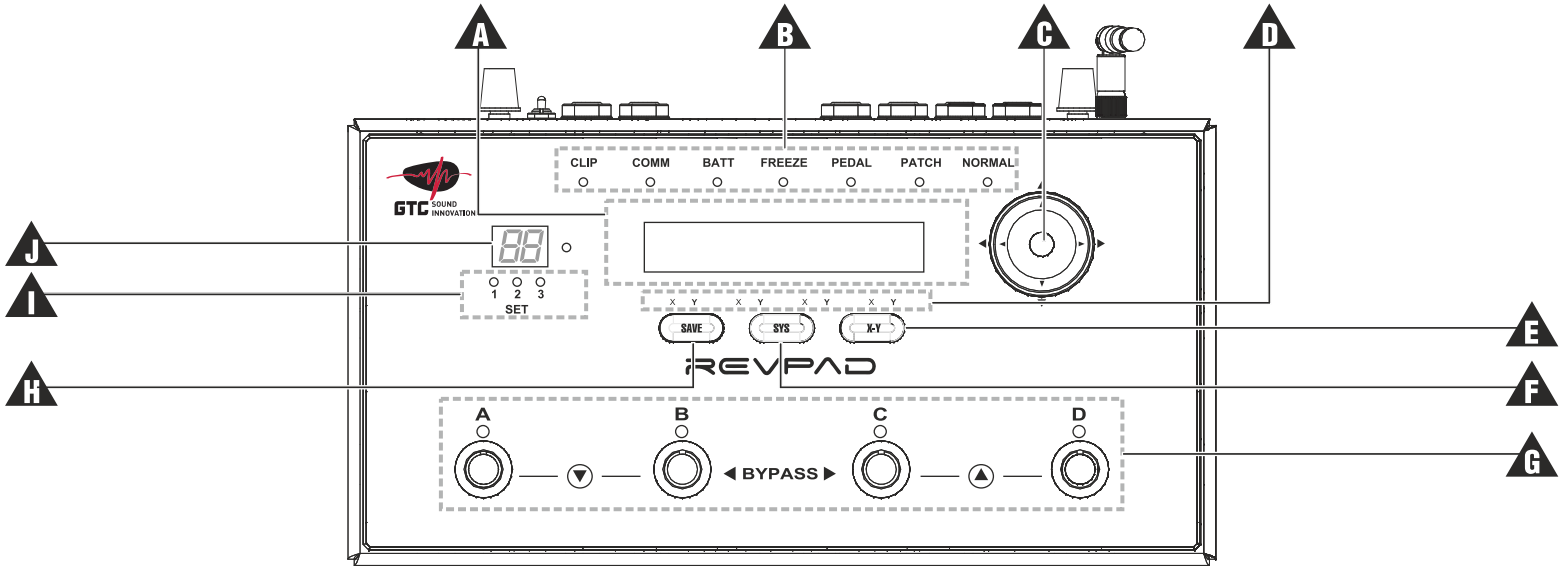
Getting to Know the REVPAD Base Unit

The REVPAD Base Unit is used to for electronic connections, status of the system, editing patches and modifying effects. Oded: add marketing text if indicated.

The Front Panel of the REVPAD Base Unit

REVPAD Base Unit Controls

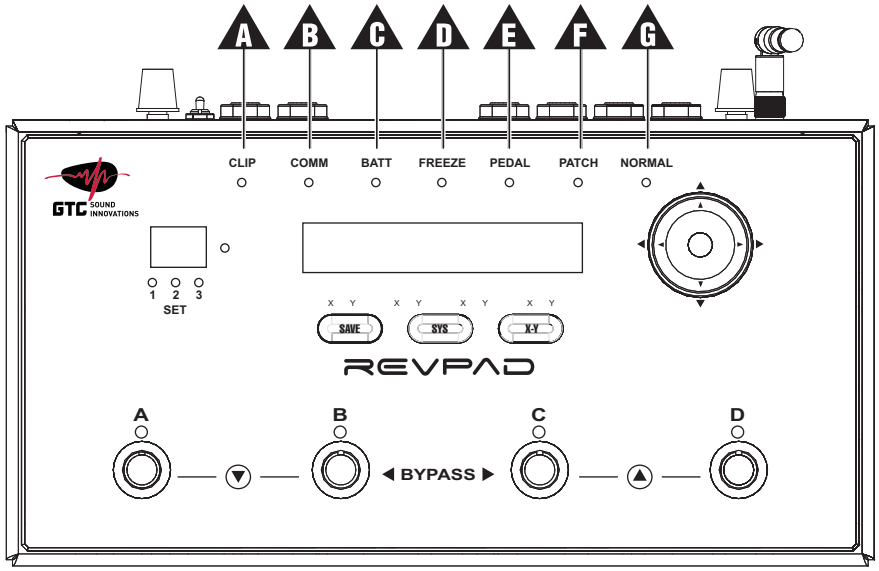


Item	Name	Function
A	Editing Screen	The editing screen facilitates navigation and operation of the REVPAD and modification of REVPAD patches.
B	Mode and Status LEDS	• Clip: Indicates that the input level is too high. • Comm: Green, orange, or red Indicates the quality of communication with the guitar unit. • Batt: Green, orange, or red indicates battery strength. • Freeze: Lights when a patch is in Freeze Mode. • Pedal: Lights when the REVPAD is in Pedal Mode. • Patch: Lights when the REVPAD is in Patch Favorite Mode. • Normal: Lights when the REVPAD is in Normal Mode.
C	Navigation Roller	• Arrows above, below, to the left, and to the right of the Naviation Roller knob are used for navigating between screens. Above each arrow a LED lights up to indicate the directions available for navigation. • Roller (rolls clockwise and counter-clockwise) for changing values and effects. • The Home button returns the REVPAD to the beginning of the current patch edit screen. This is useful if you lose track of your location within the patch.
D	X-Y LEDs	Indicates the X/Y assignment for a parameter
E	X-Y Button	For assigning X or Y control for specific parameters The user increases or decreases a parameter value on the X-axis by moving a finger on the guitar unit touchpad to the right or left. To increase or decrease a parameter value on the Y-axis the user moves a finger up or down on the guitar unit. Note: The rules for changing parameter values are not rigid. The user can decide if a given effect, such as volume, is controlled by the X or Y axis on the guitar unit. See *Setting X-Y Values in Effects* on page 24 for more information.

Item	Name	Function
F	SYS Button	Accesses the system preferences screen. See *System Configuration* on page 45 for more information.
G	Foot Switches	The foot switches (A, B, C, and D) are used to scroll through banks of patches, change patches within banks and toggling between Normal Mode and True Bypass mode. See *Footswitch Control and Patch Navigation* on page 12 for more information.
H	SAVE Button	Saves an edited patch. See *Saving a New Patch* on page 21 for more information.
I	Set/Tempo LEDs	The left and right LEDs flash the tempo when Tap Tempo is being set. See *Tap Tempo Mode* on page 32 for more information.
J	Current Bank Screen	The REVPAD makes 40 patches available, stored in 10 banks, each of which with four patches. The Current Bank Screen shows which bank is active (0 through 9) and which patch within the bank (A, B, C, or D) is active.

Status and Mode LEDs

This section describes the meaning of the LED indicators on the front panel of the REVPAD base unit.


A
B
C
D
E
F
G
CLIP
COMM
BATT
FREEZE
PEDAL
PATCH
NORMAL
GTC SOUND INNOVATIONS
1 2 3
SET
X Y
SAVE
X Y
SYS
X Y
X-Y
REVPAD
A
B
C
D
BYPASS

Item	LED	Function
A	CLIP	The LED turns red to indicate when the input gain to the REVPAD is too high. Adjust the input gain using the INPUT GAIN knob on the back panel of the base unit. See *The Back Panel of the REVPAD Base Unit* on page 13 for the knob's location.
B	COMM	When the guitar unit touchpad is touched, the LED lights to indicate the strength of communication between the guitar unit and the base unit. • Green: Good communication with the base unit. • Yellow: Weak communication with the base unit. (Information from the guitar unit is not fully transmitted to the base unit.) • Red: Bad communication with the base unit. (Most of the information from the guitar unit does not reach the base unit.) A weak signal can result from the following causes: • The distance from the base unit is too great. • There is a physical barrier, such as a wall, between the REVPAD base unit and the guitar with the guitar unit. • The batteries in the guitar unit are weak. • The antenna is not connected properly. • There is a problem with the transmitters and/or receivers.
B	BATT	Indicates, by color, the battery power level: • Green: Good • Yellow: OK • Red; Bad • Flashing Red; Battery is about to run out of power.

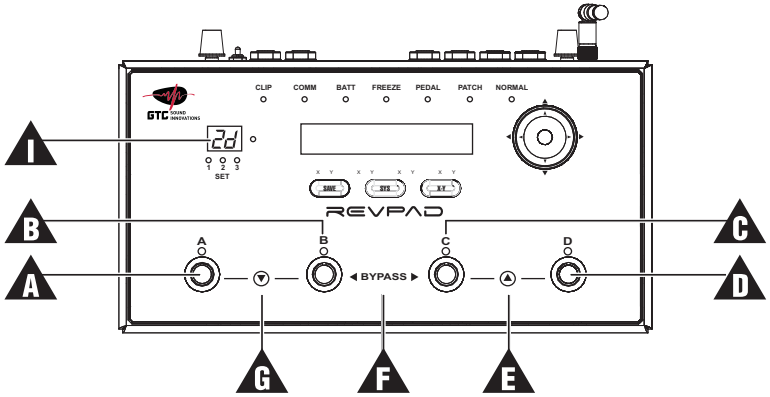
Item	LED	Function
D	FREEZE	Indicates that the REVPAD is in FREEZE mode. See *Freeze Mode* on page 30 for more information.
E	PEDAL	Green LED indicates that the REVPAD is operating in PEDAL mode. See *Pedal Mode* on page 31 for more information.
F	PATCH	Indicates that the REVPAD is working in PATCH FAVORITE mode. See *Patch Favorite Mode* on page 30 for more information
G	NORMAL	Green LED indicates that the REVPAD is operating in NORMAL mode. See *Normal Mode* on page 30 for more information.

Note: PEDAL, PATCH and NORMAL modes cannot work simultaneously. Only one of these three LEDs can be lit at any given time.

Footswitch Control and Patch Navigation

The footswitch controls on the REVPAD base unit allow you to scroll through all of the patches in the system.

REVPAD patches are distributed among ten different banks, 0 through 9. Each bank contains four different patches: A, B, C, and D. The current bank and patch screen I displays the active patch. In the illustration patch 2D is active: bank 2, patch D.



To change the active patch:

- Press G (footswitch A and B simultaneously) to move the REVPAD from the current bank to the next bank down, for example, from 2D to 1D.
- Press E (footswitch C and D simultaneously) to move the REVPAD from the current bank to the next bank up, for example from 2D to 3D.

  Note: When you change the bank the patch letter does not change. To change from patch 2D to 3A press E to move from patch 2D to 3D and then A to select patch 3A.

Press F (footswitch B and C simultaneously) to toggle between Bypass Mode and Normal Mode.

Changing banks and patches is more easily done using the REVPAD Guitar Unit. See *Guitar Unit Control Button Assignment* on page 48 for more information.

The Back Panel of the REVPAD Base Unit

This section describes the controls and sockets on the back panel of the REVPAD base unit.

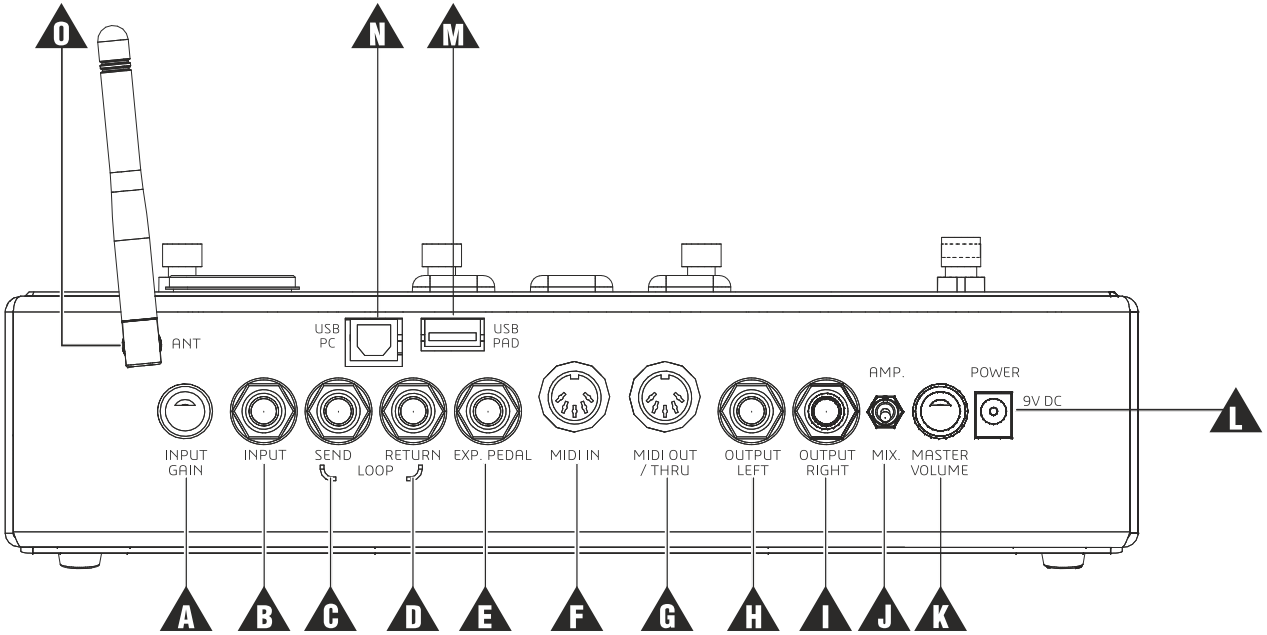


Table 1:

Item	Name	Function
A	INPUT GAIN	Knob for adjusting the input level.When the CLIP LED illuminates use this knob to lower the input signal and prevent distortion of the audio signal.
B	INPUT	Jack for the main input to the guitar.
C	SEND (LOOP)	Sends output signal for looping external gear.
D	RETURN (LOOP)	Returns signal input for looping external gear.
E	EXP. PEDAL	Jack enabling the REVPAD to act as an expression out pedal. Uses a TRS cable to control.
F	MIDI IN	MIDI In socket to receive commands for control change, program change, and clock (tempo) changes. See *MIDI Control* on page 53 for more information.
G	MIDI OUT/THRU	MIDI Out and/or MIDI THRU socket. See *MIDI Control* on page 53 for more information.
H	OUTPUT LEFT	Socket for mono output. If using only one amplifier, use the output left socket.
I	OUTPUT RIGHT	Socket for sending output to the right (secondary) amplifier. It can be used as a copy of the left output or for clean bypass sound.
J	AMP.|MIX	For switching the output source: amplifier or mixer (direct output)
K	MASTER VOLUME	Knob for controlling the output volume of the REVPAD.
L	POWER	9 VDC power jack

Item	Name	Function
M	USB PAD	USB socket for connecting the guitar unit for charging and for updating firmware.
N	USB – PC	USB socket for connecting to a computer for editing software and updating firmware.
O	ANT.	The antenna for communication with the guitar unit unit

Connecting to the Outside World or Other Equipment

(Text be provided by Royi.)

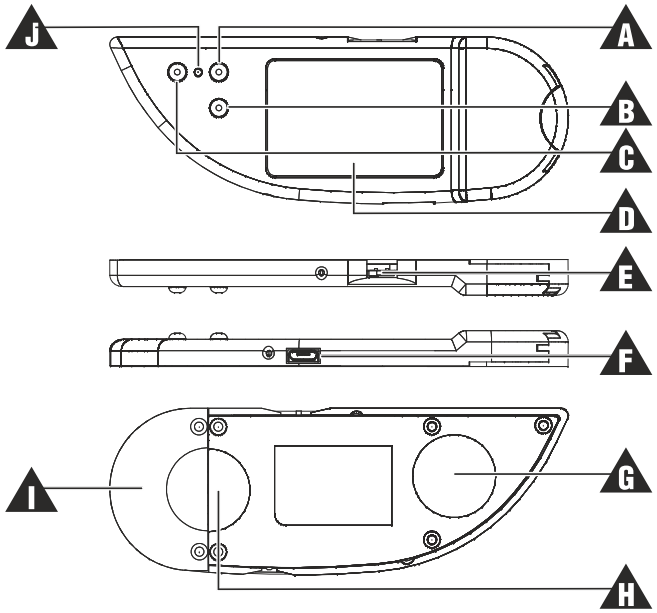
To meet various situations and needs there are multiple ways to connect The REVPAD to other equipment. Following are some of those types of connections. Diagrams and a short description for each one can be found below.

(Expand this section with information from Royi)

1. Connecting the REVPAD to a single/two amps: guitar-REVPAD- 1/2 amps
2. Connecting the REVPAD to external device : guitar - REVPAD - external- REVPAD - amp
3. Connecting the REVPAD to a midi device : guitar-REVPAD- midi-REVPAD-amp
4. Connecting the REVPAD to a mixer / recording device guitar- guitar-REVPAD-mixer

Getting to Know the REVPAD Guitar Unit

Controls the effect parameters and modes. The guitar unit can be used as an X/Y/Z axis controller. In some modes, it can work as a virtual splitting screen. Oded: add marketing-text as required.


J
A
B
C
D
E
F
I
G
H

Item	Name	Function
A	Control Button 1	Guitar Unit Control Button 1
B	Control Button 2	Guitar Unit Control Button 2
C	Control Button 3	Guitar Unit Control Button 3
D	Touchpad Area	See *Guitar Unit Control Button Assignment* on page 48 for more information.
E	On/Off Switch	Use this switch to turn the guitar unit on and off. (Top view)
F	Mini USB port	For charging the battery and updating firmware.This port can also be used for USB communication with the base unit, thus bypassing the antenna.
G H	Hook/loop fastener area (Back view)	See *Attaching the Guitar Unit* on page 1 for more information.
I	Battery Housing Cover (Back view)	Remove this cover to replace the battery. See *Battery Replacement Instructions* on page iv for more information.
J	Battery Power LED	Indicates the power level of the guitar unit battery. • Green: Full power. • Yellow: Medium battery power • Red: Replace battery.

The functions of the Control Buttons can be customized in the System (SYS) screen. See *Guitar Unit Control Button Assignment* on page 48 for more information.

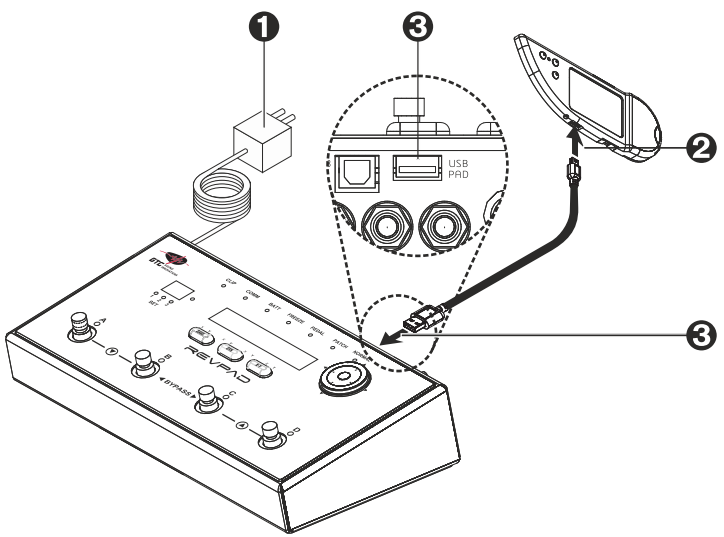
Charging the REVPAD Guitar Unit

The REVPAD Guitar Unit comes with a USB cable that connects the guitar unit to the base unit. This serves to recharge the guitar unit and enables firmware updates and the installation of additional applications. Battery life meets the industry standards of at least three hours of constant use, meaning continuous physical contact with the guitar unit, which is not likely during actual operation. Though generally used wirelessly, you always have the option to remain connected with the USB cable when playing off stage, at home, or in a recording studio.

To recharge the REVPAD Guitar Unit:

1. Make sure that the base unit is connected to an electrical source via the power supply
2. Attach the micro USB to the guitar unit.
3. Connect the other end to the base unit.

   Note: After attaching the guitar unit to the base unit with the USB cable switch the guitar unit off and on again to reinitialize settings.



Customizing your REVPAD

This section describes how to modify your REVPAD system to work exactly the way you want it to. Oded: add marketing text as required.

Creating and Editing Patches

Your REVPAD comes loaded with 40 patches, each with up to eight effects. You can modify patches as you wish, or create new ones with the exact effects that you want. This tutorial describes a step-by-step procedure to create a new patch.

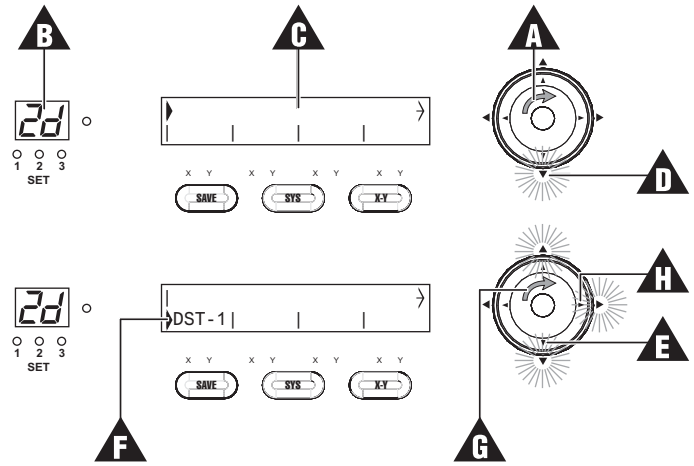
Note: When adding effects remember that the order of the effects in the patch is important. In the example below the first effect (distortion) will impact on subsequent effects. See *Routing* on page 37 to see how you can fine-tune effect hierarchy.

1. Rotate the Navigation Roller clockwise (A) to scroll through all patches (B) until you see a blank editing screen (C). The down arrow will glow yellow (D).
2. Press (E) on the Navigation roller to enter the first effect area (F).

   Note: The Up, Right, and Down arrows now glow, indicating available navigation directions.

3. Rotate the Navigation Roller clockwise (G) to scroll through the list of available effects until you find one you wish to add. In this tutorial a distortion effect (DST-1) is added. See *REVPAD Effects* on page 41 for a full list of available effects.
4. Press (E) on the Navigation roller to set parameters for this effect.

   Note: To accept the default parameters and continue adding more effects to this patch press (H).

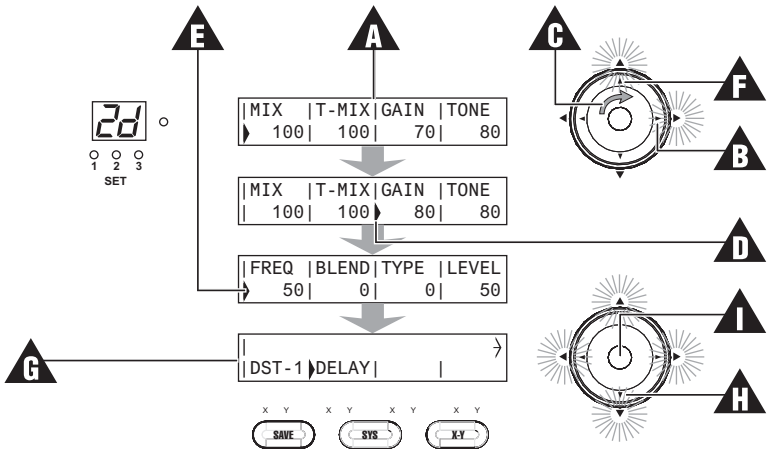


Setting Patch Effect Parameters

Once an effect has been added to a patch you may then review and adjust the parameters. Every effect includes up to eight parameters. Press the down arrow when the cursor is on a selected effect to enter the first parameters screen (A). You may now edit the effect so you will receive the sound you want.

1. For example, to increase the gain from 70 to 80, press the right arrow (B) twice until the cursor stands on the GAIN effect (D). Rotate the Navigation Roller clockwise (C) until the desired value appears.
2. Press the right arrow (B) twice more to enter the second effects screen (E).
3. When you have finished adjusting these parameters press the up arrow (G) to return to the effects screen (G).
4. To add a delay effect to this patch press the right arrow (B) and rotate the Navigation Roller clockwise (C) until the DELAY effect appears. As before, press the down arrow (H) to enter the parameters screen for the delay effect.

   Note: You may always press the Home button (I) to return to the main screen of the patch.

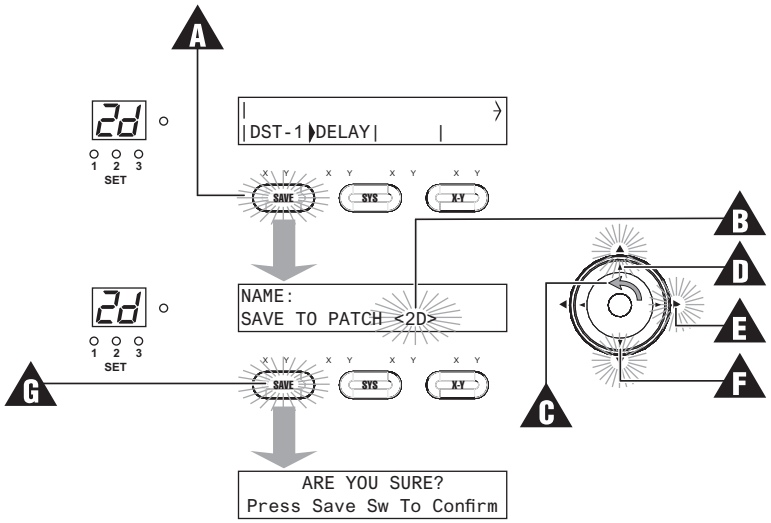


Saving a New Patch

When you add or modify an effect to a patch the SAVE button (A) illuminates, indicating that changes have been made.

1. Press SAVE (A). The current patch number flashes (B). Rotate the Navigation Roller (C) if you wish to change the patch number. Otherwise press the up arrow (D) to move the cursor to the NAME field.
2. When the underline cursor blinks rotate the Navigation Roller counter-clockwise (C) until the first letter or number of the name you want to give this new patch appears.
3. Press the right arrow (E) to continue adding to the name. Press twice to insert a space between words.
4. When you have completed writing the name for the patch press the down arrow (F) and then SAVE (G). Press SAVE once more to confirm the operation.

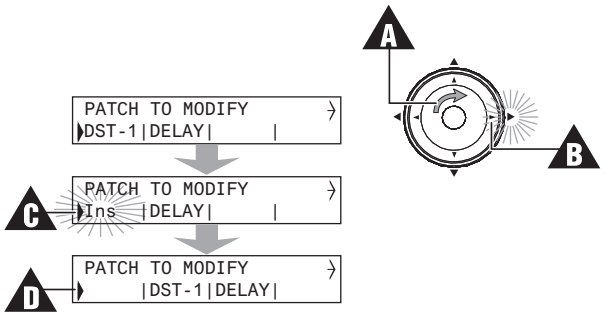
   Note: If you do not confirm within three seconds you are returned to the previous screen.



Modifying a Patch

You may modify patches you have created or fine tune patches that came with your REVPAD. First rotate the Navigation Roller (A) until the patch you want to modify appears in the editing window.

- To modify an existing effect press the right arrow (B) until the cursor points to the effect you want to modify. See *Creating and Editing Patches* on page 19 for more information.
- To add a new effect press the right arrow (B) to a blank effect field. See *Creating and Editing Patches* on page 19 for more information.
- To insert a new effect into an existing list press the right arrow (B) until the cursor stands on the existing effect you need to move in order to make room for a new effect. Rotate the Navigation Roller (A) until `Ins` appears (C). It flashes three times. Continue with adding the effect. See *Creating and Editing Patches* on page 19 for more information.



- To delete an effect in a patch press the right arrow (B) until the cursor stands on the existing effect you want to remove. Rotate the Navigation Roller (A) until `Del` appears. It flashes three times and the effect is removed.

When you are finished modifying the patch save it. See *Saving a New Patch* on page 21 for more information.

Note: You cannot add two effects of the same kind or category into a patch. See (Patch list to be supplied by Royi).

Organizing Your Patch List

You may want to organize your patches so that the ones you use most often will be at the beginning of the list. Since the REVPAD includes blank slots for creating your own patches, you can use them move existing patches in order to make space. This example shows how to move patch 0A to make room for a new patch created in slot 5A.

1. Select patch patch 0A and press SAVE.
2. Change the patch number to a currently blank spot (5B) and press SAVE again.
3. Select patch 5A, press SAVE, change the patch number to 0A, and press SAVE again.

Note: Saving a new or modified patch to an existing patch number will overwrite the original patch definition.

Setting X-Y Values in Effects

Many effects include parameters that you can control using the REVPAD Guitar Unit. The user can assign most of the parameters of an effect to either the X or Y axis on the guitar unit, allowing wireless control of the parameter values. The guitar unit controls the full range of values of a specific effect. The range of values is either the default range of the patch or a range of values assigned by the user. When controlled by the guitar unit, a patch can reach its maximum potential value, even beyond the range configured for the patch.

Note: The effect cannot be played below the minimum value assigned to the range.

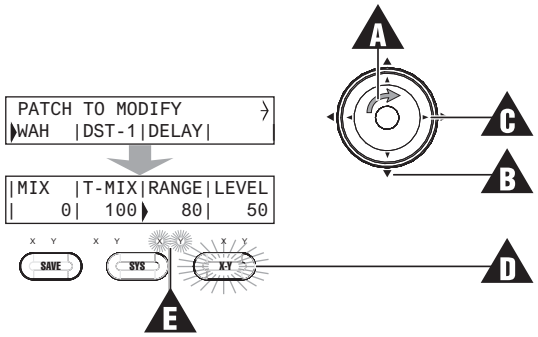
When there is no contact with the guitar unit, the value range of an effect reverts to its predefined maximum value, even after being surpassed during contact with the guitar unit while playing.

- If a maximum value of a parameter is set to 60 and assigned to X axis control on the pad, the value remains 60 when there is no contact with the pad.
- For most parameters, if the user touches the pad, the maximum value can change, according to the location of contact on the guitar unit.
- When removing contact from the guitar unit, the maximum value automatically reverts to its previously set value of 60.

These rules are universal to any parameter that can be assigned to the X/Y axes of the guitar unit.

In this example a wahwah effect is added to a patch and its range is modified for the guitar unit.

1. First rotate the Navigation Roller (A) until the patch you want to modify appears in the editing window.
2. Insert a new effect into the existing list. See *Modifying a Patch* on page 22).
3. Rotate the Navigation Roller (A) until you see WAH. Press the down arrow (B) to enter the first parameters screen.
4. Keep the MIX parameter at 0 so that the wahwah effect is only active when the guitar unit is pressed.
5. Press the right arrow (C) to advance to the RANGE parameter. Rotate the Navigation Roller (A) to change the range to 70.
6. Press the X-Y button (D). Each press changes the axis and direction as seen in the arrow by the range value. A fifth press to the button removes the X-Y value. The color of the X or Y LED (E) under the parameter indicates:
   - Red X: The effect is controlled by the X+ axis.
   - Green X: The effect is controlled by the X- axis
   - Red Y: The effect is controlled by the Y+ axis
   - Green Y: The effect is controlled by the Y- axis
7. Finish modifying the patch and save it. See *Saving a New Patch* on page 21 for more information.



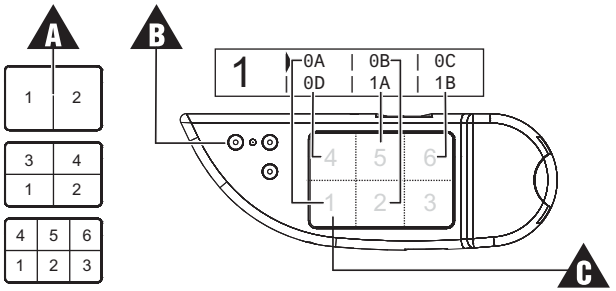
Note: Not all effect parameters have an X-Y parameter. The X-Y button (D) for these effects will be inactive.

Setting Patch Favorites

You can configure your REVPAD Guitar Unit to provide three Patch Favorite sets so can switch from patch to patch by pressing a guitar unit Control Button (or Control Button pair) and a designated area of the guitar unit touchpad.

1. Choose the number of segments you wish to make active on the guitar unit. You can split the touchpad into two, four, or six segments (A). Press SYS and then navigate to the pad setting screen in system configuration. See *Pad Settings* on page 46 for more information.

   Note: Patch segments are assigned in a mirrored order, as you would look at the guitar unit when it is attached to your guitar. The top right segment indicated in the pad settings screen is the bottom right segment on the guitar unit touchpad itself.



2. Decide the behavior you want when invoking a favorite patch set. While still in `Pad Settings`, navigate to the `Favorite Mode Func` screen and select one of two options:
   - `Select Only`: after pressing the segment to activate the assigned patch, the editing screen on the base unit continues to display the Patch Favorite set. You may play using the selected patch but pressing the touchpad will change the patch. Press the guitar unit Control Button again to remove the display.
   - `Select and Play` makes the patch selection immediately upon touching the desired segment.
3. Next assign a Patch Favorite layout to a guitar unit Control Button. Press SYS and then navigate to the Control Button assignment screen in system configuration. See *Guitar Unit Control Button Assignment* on page 48 for more information.
4. For this example, Control Button 1 of the guitar unit invokes `FAV-1` (B), or Patch Favorite set 1, and your guitar unit is configured for six segments. Press Control Button 1 to see the current assignments. Use the right arrow to move from patch to patch and then use the Navigation Roller to set the patch.

   Note: You may set three Patch Favorite sets. However, you cannot configure a Patch Favorite set unless it has been assigned to a guitar unit Control Button.

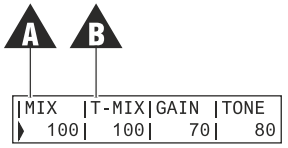
5. To use your patch favorites while you are playing, press Switch 1 and then the segment on your guitar unit assigned to the patch

you wish to use. In this case pressing segment 1 on the guitar unit (C) will invoke patch 0A.

If you decide to reduce the number of active sements on your guitar unit the last two selections are hidden. If you return to six segments REVPAD remembers the previous favorites.

Mix/Touch Mix

In each effect, the first two parameters are `MIX` (A) and `T-MIX` (B).



`MIX` is always the first parameter of any effect. It adjusts the mix of the effect in the patch. It determines how much of the effect will be heard in the global patch mix.

`T-MIX` determines the mix of the effect while the user is touching the guitar unit. The `T-MIX` parameter overrides the normal `MIX` parameter.

Note: The `MIX` parameter cannot be assigned to an X/Y touchpad control. The `T-MIX` parameter can be assigned to an X/Y touchpad control.

Modes

The REVPAD can be operated in different work modes, which change the way the guitar unit controls the base unit.

The modes are:

- Bypass Mode
- Normal Mode
  - Freeze Mode (a selected function of Normal Mode)
- Patch Favorite Mode
- Pedal Mode
- Tap Tempo Mode

Bypass Mode

When you power up your REVPAD it is in true Bypass Mode, meaning that sound goes directly to the amplifier. See *Take the REVPAD for a Spin* on page 3 for more information about changing to Normal mode.

You may also toggle your REVPAD system between normal mode and bypass mode by pressing a guitar unit Control Button.

1. Assign Bypass (Byp) to a guitar unit Control Button or Control Button pair. See *Guitar Unit Control Button Assignment* on page 48 for more information.
2. Activate Bypass mode by pressing the assigned Control Button or Control Button pair. The editing screen will display byPASS.
3. Press the assigned Control Button or Control Button pair again to toggle back to the previously active patch.

Normal Mode

The basic way to work with your REVPAD system is in Normal mode. In Normal mode the guitarist can control effect parameters, and even make changes to them on the fly, while playing the guitar.

When Normal mode is active the NORMAL LED on the base unit front panel is illuminated. See *Status and Mode LEDs* on page 8 for more information.

Freeze Mode

Freeze mode modifies Normal mode by skipping the `MIX` parameter of the active patch and activating, the `T-MIX` (Touch Mix) parameter, with all other parameters remaining at the values set for the X/Y axes on the guitar unit. The REVPAD transmits using the parameter values of the last location of contact with the guitar unit. This gives the user the freedom to cease contact with the guitar unit while retaining the current parameters values. See *Mix/Touch Mix* on page 27 for more information about these two effects.

Follow the procedure below to set up REVPAD system to toggle Freeze mode on and off.

1. Assign Freeze (`Frz`) to a Control Button or Control Button pair on the guitar unit. See *Guitar Unit Control Button Assignment* on page 48 for more information.
2. Activate Freeze mode by pressing the assigned Control Button or Control Button pair. Both the FREEZE and NORMAL LEDs on the base unit front panel will be illuminated. See *Status and Mode LEDs* on page 8 for more information.
3. Press the assigned Control Button or Control Button pair again to exit Freeze mode.

Patch Favorite Mode

See *Setting Patch Favorites* on page 25 for instructions on how to create sets of patches you can access by pressing a guitar unit Control Button or Control Button pair and then tapping a specified area of the touchpad.

When Patch Favorite Mode is active the PATCH LED on the base unit front panel illuminates. See *Status and Mode LEDs* on page 8 for more information.

Note: If you have selected `Select Only` in Pad Settings for `FAVORITE MODE FUNC:`, you exit Patch Favorite mode as soon as you tap the guitar unit touchpad to activate a patch and the NORMAL LED illuminates. If you have selected `Select and Play` you remain in Patch Favorite mode until you press the assigned Control Button or Control Button pair again to exit. See *Guitar Unit Control Button Assignment* on page 48 for more information.

Pedal Mode

In Pedal mode, each guitar unit touchpad segment is automatically assigned to an effect in the patch. Pressing on the effect puts only that effect into bypass mode, directing the signal to the sound system without passing through the REVPAD. Pressing the effect again reactivates the REVPAD. The base unit screen shows the changes made to the currently played patch by displaying the word BYPASS.

Follow the procedure below to set up REVPAD system to toggle Pedal mode on and off.

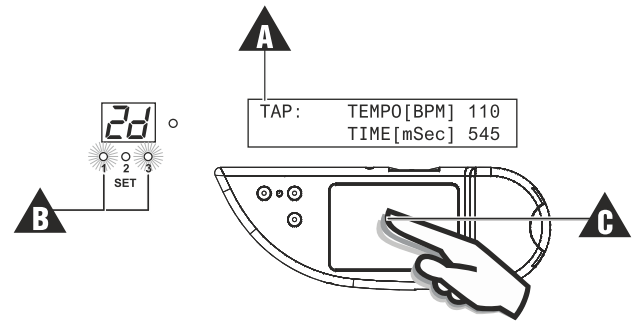
1. Assign `Pedal` to a Control Button or Control Button pair on the guitar unit. See *Guitar Unit Control Button Assignment* on page 48 for more information.
2. Activate Pedal mode by pressing the assigned Control Button or Control Button pair. The PEDAL LED on the base unit front panel illuminates. See *Status and Mode LEDs* on page 8 for more information..
3. Tap the desired effect on the guitar unit touchpad to activate the effect.

Note: If you have selected `Select Only` in Pad Settings for `PEDAL MODE:`, you exit Pedal mode as soon as you tap the guitar unit touchpad to activate an effect. The NORMAL LED illuminates. If you have selected `Select and Play` you remain in Pedal mode, and the PEDAL LED remains illuminated, until you press the assigned Control Button or Control Button pair again to exit. See *Guitar Unit Control Button Assignment* on page 48 for more information.

Tap Tempo Mode

Tap Tempo mode allows you to change the tempo of the active patch, as well as effects in all patches set with a global tempo setting, by tapping your desired tempo on the guitar unit touchpad.

Follow the procedure below to initiate Tap Tempo mode.

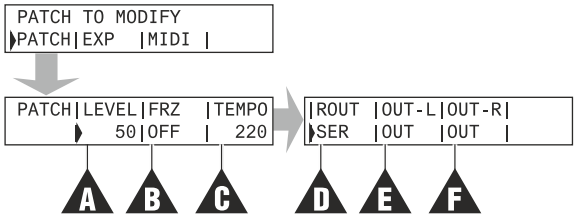


1. Assign Tap to a Control Button or Control Button pair on the guitar unit. See *Guitar Unit Control Button Assignment* on page 48 for more information.
2. Activate Tap Tempo mode by pressing the assigned Control Button or Control Button pair.
3. The current global tempo and time appear in the Editing Screen (A) and Set/Tempo LEDs (B) 1 and 3 flash alternately to this rhythm.
4. Tap the guitar unit touchpad (C) with your finger in the rhythm you require. The tempo (beats per minute and time) in the editing display changes in response to your taps, and the Set/Tempo LEDs flash to the new tempo.
5. Once you have finished tapping the Set/Tempo LEDs continue to flash for a few more seconds. When they stop the new global tempo is set.

Patch Setup

Every patch can include eight effects that are reviewed or edited in two editing screens. Use the next screen to access the patch setup parameters.

1. Select a patch for setup. See *Creating and Editing Patches* on page 19 for more information.
2. Enter the first effects screen and press the right arrow on the Navigation Roller eight times until you enter the third editing screen.
3. With PATCH selected press the down arrow on the Navigation Roller.
4. See the table below for an explanation of the settings in this and the next screen.



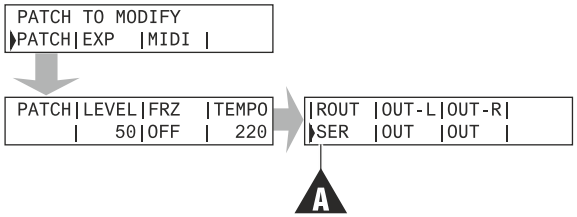
Item	Name	Value	Notes
A	LEVEL	0 through 100	
B	FRZ	OFF/ON	See *Freeze Mode* on page 30 for more information.
C	TEMPO	30 through 300	Global patch tempo. See *Tap Tempo Mode* on the previous page for more information.

Item	Name	Value	Notes
	ROUT	SER	See *Routing* on page 37 for a detailed explanation.
		COMB1	
		COMB2	
		COMB3	
		COMB4	
		PAR	

Item	Name	Value	Notes
E	OUT-L	OUT	
		BYPASS	
		FX1	
		FX2	
		FX3	
		FX4	
		PAGE1	
		FX5	
		FX6	
		FX7	
		FX8	
		PAGE2	

Item	Name	Value	Notes
F	OUT-R	OUT	
		BYPASS	
		FX1	
		FX2	
		FX3	
		FX4	
		PAGE1	
		FX5	
		FX6	
		FX7	
		FX8	
		PAGE2	

Routing



Routing defines how the eight possible effects of the selected patch are processed. To set the routing options follow the procedure below.

1. Select a patch for setup. See *Creating and Editing Patches* on page 19 for more information.
2. Enter the first effects screen and press the right arrow on the Navigation Roller eight times until you enter the third editing screen.
3. With PATCH selected press the down arrow on the Navigation Roller.
4. Press the right arrow on the Navigation Roller three times to select Routing options (A).

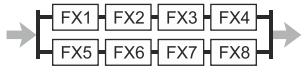
Turn the Navigation roller to select one of the six routing options.

Note: FX1 through FX4 are the four effects on the first effects editing screen. FX5 through FX 8 are the four effects on the second effects editing screen.

SER: Serial

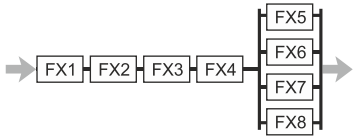
Serial (SER) processes all effects one after the other.

COMB1: Combination One



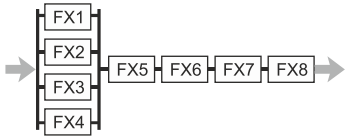
Combination One (COMB1) processes all screen 1 effects (FX1 through FX4) in parallel to all screen 2 effects (FX5 through FX8).

COMB2: Combination Two



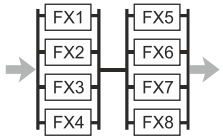
Combination Two (COMB2) processes all screen 1 effects (FX1 through FX4) serially and then all screen 2 effects (FX5 through FX8) in parallel.

COMB3: Combination Three



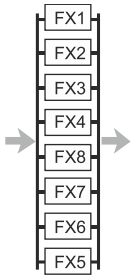
Combination Three (COMB3) processes all screen 1 effects (FX1 through FX4) in parallel and then all screen 2 effects (FX5 through FX8) serially.

COMB4: Combination Four



Combination Four (COMB4) processes all screen 1 effects (FX1 through FX4) in parallel and then all screen 2 effects (FX5 through FX8) in parallel.

PAR: Parallel



Parallel (PAR) processes all effects in parallel.

Auto

(I need information about this.)

REVPAD Effects

Effect	Parameters							
DST-1	MIX	T-MIX	GAIN	TONE	FREQ	BLAND	TYPE	LEVEL
DST-2	MIX	T-MIX	GAIN	TONE	FREQ	BLAND	TYPE	LEVEL
DST-3	MIX	T-MIX	GAIN	TONE	FREQ	BLAND	TYPE	LEVEL
OVD	MIX	T-MIX	GAIN	TONE	FREQ	BLAND	TYPE	LEVEL
COMP	MIX	T-MIX	GAIN	THRAS	RATIO	ATTAC	RLEAS	LEVEL
GATE	MIX	T-MIX	THRAS	ATTAC	RLEAS	LEVEL		
PITCH	MIX	T-MIX	MIN	SHIFT	SOLO	DEPTH	SLIDE	LEVEL
EZTAP	MIX	T-MIX	TAP-1	TAP-2	TAP-3	SOLO	LEVEL	
HARMO	MIX	T-MIX	HARM	VOL-1	HARM2	VOL-2	LEVEL	
SYMPH	MIX	T-MIX	DEPTH	TIGHT	LEVEL			
NITRO	MIX	T-MIX	PTC U	LVL.U	PTC T	LVL T	FAD/I	FAD O
JUMPI	MIX	T-MIX	MIN	SHIFT	SOLO	MOD	SPEED	LEVEL
ARPEG	MIX	T-MIX	TEMPO	SBDIV	SCALE	MODE	LEVEL	

Effect	**Parameters**							
EZARP	MIX	T-MIX	TEMPO	SBDIV	ARP-1	ARP-2	ARP-3	LEVEL
CHOR	MIX	T-MIX	SPEED	WIDTH	FDBCK	WAVE	LEVEL	
FLANG	MIX	T-MIX	SPEED	WIDTH	FDBCK	LEVEL		
VIBR	MIX	T-MIX	TEMPO	SBDIV	START	WIDTH	WAVE	LEVEL
TREM	MIX	T-MIX	TEMPO	SBDIV	START	WAVE	LEVEL	
SLIC4	MIX	T-MIX	TEMPO	BAR 1	BAR 2	BAR 3	BAR 4	LEVEL
SLIC8	MIX	T-MIX	TEMPO	BAR1&2	BA3&4	BAR5&6	BAR7&8	LEVEL
EZJAM	MIX	T-MIX	TEMPO	SBDIV	BEAT1	BEAT2	BEAT3	LEVEL
WAH	MIX	T-MIX	RANGE	LEVEL				
WOW	MIX	T-MIX	SWEEP	RESO	LEVEL			
AQWAH	MIX	T-MIX	DEPTH	SWEEP	LOW	MID	HIGH	LEVEL
PHSR1	MIX	T-MIX	SPEED	LEVEL				
PHSR2	MIX	T-MIX	SPEED	DEPTH	LEVEL			
TALKR	MIX	T-MIX	TEMPO	VOWL1	VOWL2	SWEEP	CTRL	LEVEL
EQ	MIX	T-MIX	LOW	M-LOW	M-LOW	MID	HIGH	ULTRA

Effect	Parameters							
DELAY	MIX	T-MIX	TEMPO	SBDIV	FDBACK	TYPE	TONE	LEVEL
T-DLY	MIX	T-MIX	TEMPO	SBDIV	FDBCK	HEADS	INTER	LEVEL
R-DLY	MIX	T-MIX	TEMPO	SBDIV	LEVEL			
F-DLY	MIX	T-MIX	TEMPO	SBDIV	FDBCK	MODE	TONE	LEVEL
RVB RVERB	MIX	T-MIX	SIZE	DECAY	FLARE	PREDL	TYPE	LEVEL
KL-SW	MIX	T-MIX	FAF-I	FAD-O	SLOPE	LEVEL		
VOLUM	MIX	T-MIX	MIN	BOOST	L.LEVEL	R.LEVEL		
SUSTN	MIX	T-MIX	SPILT	SIDE	MODE	FXVOL	LEVEL	
EXT	MIX	T-MIX	RANGE	AUTO	TIME	LEVEL		
AUTO	AUTO	MIN	MAX	GAP	T.UP	HOLD1	T.DN	HOLD2
CAB-S	MIX	T-MIX	TYPE	FILTER				
INS								
DEL								
BLANK EMPTY								

- Distortions
  - MIX: mix of the effect while not touching the pad
  - T-MIX: of the effect while touching the pad.

  - GAIN: the amount of gain of the distortion.
  - TONE: the tone of the distortion. The more tone added the brighter the sound will be.
  - FREQ: determent the frequency which a notch filter will add to the distortion.
  - SHAPE: change the size of the notch filter (cut notch) from thin to spread.
  - BLAND: the mix of the notch filter. The more bland the more filter will add the mix.
- LEVEL: the main level of the effect in the chain.
- OVD: Same properties as distortion.
- COMP: Compressor.
- AUTO: Does automation/simulation of what is being done on the pad.

System Configuration

Press the SYS button to access the following system configuration settings:

- Device Utilities
- Pad Settings
- Guitar Unit Control Button Assignment
- MIDI Settings
- MIDI IN CC Map

Device Utilities

Press the SYS button to view `1.DEVICE UTILITIES`. Press the right button on the Navigation roller to see the next screen (Pad Settings) or the down button to view and modify your REVPAD device utilities.

Rotate the Navigation Roller to scroll through your options in each configuration field. Press the right arrow to continue to the next configuration field. Press the up arrow to return to the main System Configuration Screen.

Number	Name	Default Value	Notes
1.1	POWER-UP PRESET	0A	Scroll through all of your patches (presets) to select the patch that will be active when the change the REVPAD is turned on the normal mode is activated.
1.2	RF CHANNEL	35	The guitar unit is set to this RF channel. Do not change unless two REVPAD units will be operating in same area or if any other device is using the same channel. When the RF value is changed connect the the guitar unit to the base unit with the USB cable and then turn the guitar unit of and on again to reset the unit calibration.
1,3	CAB_SIMULATOR	Off	Change this to On when using the REVPAD for recording and you want to simulate the sound of an amplifier.
1.4	FIRMWARE VERSION	x.x	The firmware currently installed.
1.5	RESTORE PRESETS	No	Change to Yes to return to the factory-installed patches.
1.6	RESTORE SYSTEM	No	Change to Yes to return to the factory-installed system.
1.7	RESTORE FACTORY DEF	No	Change to Yes to return to the factory-installed defaults.

Pad Settings

Press the SYS button and then the right arrow on the Navigation Roller once to see the `2.PAD SETTINGS` screen. Press the left arrow button on the Navigation roller to see the previous screen (Device Utilities), the right arrow button to see the next screen (Guitar Unit Control Button Assignment) or the down button to view and modify your REVPAD Guitar Unit settings.

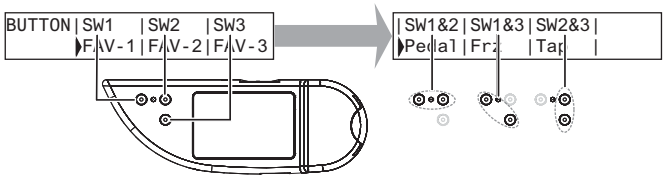
Rotate the Navigation Roller to scroll through your options in each configuration field. Press the right arrow to continue to the next configuration field. Press the up arrow to return to the main System Configuration Screen.

Number	Name	Values	Notes
2.1	PAD SPLITS	• 2 Segments • 4 Segments • 6 Segments	The guitar unit can be split into 2, 4, or 6 segments for use in Patch Favorite Mode and for MIDI Control. Each segment can be assigned to various functions. See *Guitar Unit Control Button Assignment* on the next page for more information.
2.2	FAVORITE MODE FUNC.	• Select Only	Press the guitar unit Control Button or Control Button pair assigned to a favorite mode and tap the guitar unit to select and activate the assigned patch. The base unit editing screen displays the segments you have set up for the guitar unit Control Button and remains visible so you may see all of the assignments on the guitar unit.
		• Select and Play	Press the guitar unit Control Button or Control Button pair assigned to a favorite mode and tap the guitar unit to select and activate the assigned patch. The base unit does not display the guitar unit segment assignments.
2.3	PEDAL MODE	• Select Only	Press the guitar unit Control Button or Control Button pair assigned to a favorite mode and tap the guitar unit to select and activate the assigned patch. The base unit editing screen displays the segments you have set up for the guitar unit Control Button or Control Button pair and remains visible so you may see all of the assignments on the guitar unit.
		• Select and Play	Press the guitar unit Control Button or Control Button pair assigned to a favorite mode and tap the guitar unit to select and activate the assigned patch. The base unit does not display the guitar unit segment assignments.

Number	Name	Values	Notes
2.4	PADS ENABLE	• Enable • Disable	Select `Disable` to disable guitar unit functions.
2.5	PAD 1 ID: 8	Remove: No	Requires saving before changing.
2.6	PAD 2 ID: 40	Remove: No	Requires saving before changing.
2.7	PAD 3 ID: 15	Remove: No	Requires saving before changing.
2.8	PAD 4 ID: 8	Remove: No	Requires saving before changing.

Guitar Unit Control Button Assignment

Press the SYS button and then the right arrow on the Navigation Roller twice to see the `3.PAD BUTTONS ASSIGN` screen. Press the left arrow button on the Navigation roller to see the previous screen (Pad Settings) and the right arrow button to see the next screen (MIDI Settings).



1. Press the down button to view and modify your REVPAD guitar unit Control Button assignments.
2. To change the present assignment for SW1 (Guitar Unit Control Button 1) rotate the Navigation Roller to scroll through your options. (See table below for a list of all options.)
3. Press the right arrow to set SW2 and SW3.
4. In the next screen you assign actions to Control Button pairs.
5. Press the up arrow to return to the main System Configuration Screen.

Label	Function	Notes
FAV-1	Toggles between Favorite Patch Collection 1 (FAV-1) and normal mode	See *FAVORITE MODE FUNC.* on page 47 to set the functionality of this selection.
FAV-2	Toggles between Favorite Patch Collection 2 (FAV-2) and normal mode	
FAV-3	Toggles between Favorite Patch Collection 3 (FAV-3) and normal mode	
Pedal	Toggles Pedal mode on and off	See *Pedal Mode* on page 31 for more information.
Frz	Toggles Freeze mode on and off	See *Freeze Mode* on page 30 for more information.
Up	Scrolls up to the next higher patch	
Down	Scrolls down to the next lower patch	
BnkUP	Scrolls up to the next higher bank. Then press one of the footswitches to select the A, B, C, or D patch.	
BnkDn	Scrolls down to the next lower bank. Then press one of the footswitches to select the A, B, C, or D patch.	
Tap	Toggles Tap Tempo mode on or off.	See *Tap Tempo Mode* on page 32 for more information.
MPC-1	Toggles between MIDI Program Change 1 (MPC-1) and normal mode	See *MIDI Control* on page 53 for more information.
MPC-2	Toggles between MIDI Program Change 2 (MPC-2) and normal mode	
MPC-3	Toggles between MIDI Program Change 3 (MPC-3) and normal mode	
Byp	Toggles Bypass mode on and off	

Label	Function	Notes
F.S-A	Changes to patch A in an active bank.	
F.S-B	Changes to patch B in an active bank.	
F.S-C	Changes to patch C in an active bank.	
F.S-D	Changes to patchD in an active bank.	

MIDI Settings

Press the SYS button and then the right arrow on the Navigation Roller three times to see the `4.MIDI SETTINGS` screen. Press the left arrow button on the Navigation roller to see the previous screen (Guitar Unit Control Button Assignment), the right arrow button to see the next screen (MIDI IN CC Map) or the down button to view and modify your REVPAD MIDI settings.

Rotate the Navigation Roller to scroll through your options in each configuration field. Press the right arrow to continue to the next configuration field. Press the up arrow to return to the main System Configuration Screen.

Number	Name	Values	Notes
4.1	PC TX CHANNEL	• Off • 1-16	
4.2	PC TX FUNCTION	• Select Only • Select	
4.3	RX CHANNEL	• Omney • Off • 1-16	(Omney is incorrect. Should be Omni)
4.4	MIDI THRU	Off/On	
4.5	PAD SLAVE MODE	Enable/Disable	
4.6	CC-X	• Off • 0-127	
4.7	CC-Y	• Off • 0-127	
4.8	CC-Z	• Off • 0-127	

MIDI IN CC Map

Press the SYS button and then the right arrow on the Navigation Roller four times to see the `5.MIDI-IN CC MAP` screen. Press the left arrow button on the Navigation roller to see the previous screen (MIDI Settings) or the down button to view and modify your REVPAD MIDI In control change (CC) map.

Use the right arrow to move through all available MIDI In effects. When the cursor stands on a particular effect, use the Navigation roller to select the MIDI In channel (0-127), turn the mapping off, or set the effect to LEARN.

Control Change turns on or off a particular effect within the current patch.

Press the up arrow to return to the main System Configuration Screen.

The available MIDI In effects:

Name	Effect	Name	Effect	Name	Effect
WOW	Descriptions needed	PITCH	Descriptions needed	RVRB	Descriptions needed
WAH		KLSW		COMP	
PHAS		VIBR		VOL	
DIST		CHOR		EXT	
OVD		TRMS			
DELAY		FLANG			

MIDI Control

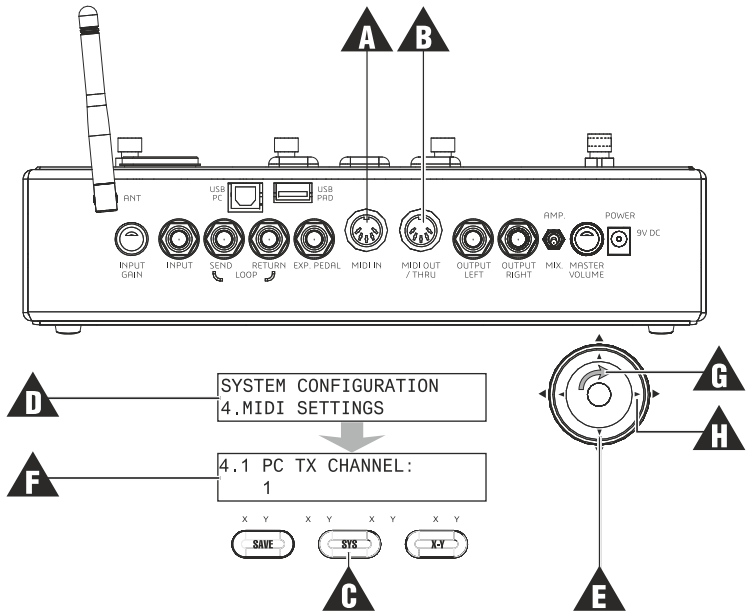
You can use your REVPAD system to interface with MIDI devices you already use, or to incorporate MIDI effects into your accept input into your REVPAD system.

For MIDI In functions connect a cable from the MIDI Out port of your MIDI device to the MIDI In connector (A) in the back panel of your REVPAD Base Unit.

For MIDI Out functions connect a cable from the MIDI Out/Thru port (B) in the back panel of your REVPAD Base Unit to the MIDI in port of your MIDI Device.

Set up communication between your MIDI device and your REVPAD system as follows.

1. Press the SYS button (C) three times. You will see the MIDI SETTINGS menu (D).
2. Press the down arrow (E) to see the default program change transmit (PC TX) channel (E).
3. Rotate the Navigation Roller (G) to the required transmision channel.
4. Press the right arrow (H) to modify the MIDI receive (RX) as required.



MIDI In

The MIDI In procedures below allow you to

- Use your MIDI device to change the patches you have set up in the REVPAD system (MIDI In Program Change)
- Map REVPAD effects to your MIDI device switches to invoke one or more effects (MIDI In Control Change).

MIDI In Program Change

Setting up your REVPAD system for MIDI In Program Change allows you to use your MIDI device to change the activeREVPAD patch.

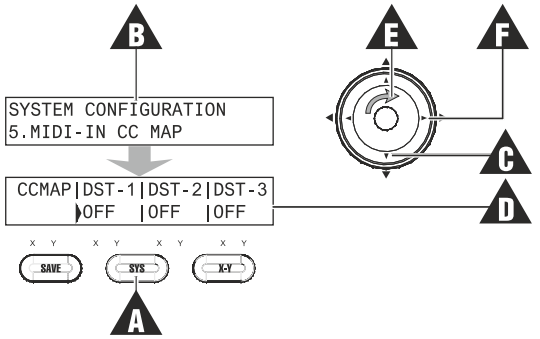
1. Connect a cable from the MIDI Out port of your MIDI device to the MIDI In connector in the back panel of the base unit and verify that the MIDI RX channel is set correctly, according the requirements of your MIDI device. See *MIDI Control* on the previous page for more information.
2. When pressing a switch on the MIDI device the value, from 0 through 127, will activate the patch with the same value on your REVPAD system. For example, pressing a MIDI switch with a value of 0 will change the REVPAD to patch 0A.

MIDI In Control Change

Setting up your REVPAD system for MIDI In Control Change allows you to use your MIDI device to modify one or more REVPAD effects.

1. Connect a cable from the MIDI Out port of your MIDI device to the MIDI In connector in the back panel of the base unit and verify that the MIDI RX channel is set correctly, according the requirements of your MIDI device. See *MIDI Control* on page 53 for more information.
2. Press the SYS button (A) four times. You will see the MIDI-IN CC MAP menu (B).
3. Press the down arrow (C) to see the CC Map (D). The first effect, Distortion 1 (DST-1), is selected with the default value of Off.
4. Rotate the Navigation Roller (E) to the value, from 0 to 127, of the switch in your MIDI controller you wish to use to invoke this effect in the REVPAD system.

   Note: If you do not know the switch values in the MIDI device, set the CC Map value to LEARN and then press the switch you wish to use to effect the control change. The REVPAD system will use the received value in the map.



5. When the value has been set, press the right arrow (E) to select another effect to map.

   Note: You may use the same mapping value for more than one effect.

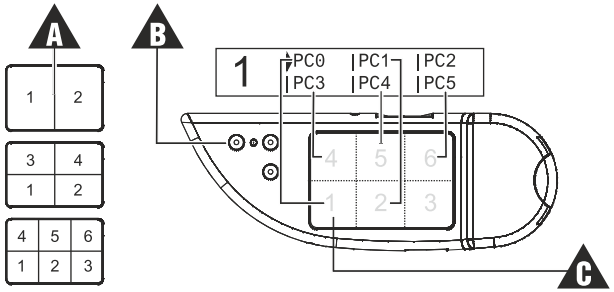
MIDI Out

The MIDI Out procedures below allow you to

- Use your REVPAD system (MIDI Out Program Change)
- Map REVPAD effects to your MIDI device switches to invoke one or more effects (MIDI Out Control Change).

MIDI Out Program Change

Setting up your REVPAD system for MIDI Out Program Change allows you to use your guitar unit to invoke up to eighteen different patches in your MIDI device.



1. Connect a cable from the MIDI Out/Thru connector in the back panel of the base unit to the MIDI In port of your MIDI device and verify that the MIDI TX channel is set correctly, according the requirements of your MIDI device. See *MIDI Control* on page 53 for more information.
2. Choose the number of segments you wish to make active on the guitar unit. You can split the pad into two, four, or six segments (A). Press SYS and then navigate to the pad setting screen in system configuration. See *Pad Settings* on page 46 for more information.

   Note: Guitar Unit touchpad segments are assigned in a mirrored order, as you would look at the guitar unit when it is attached to your guitar. The top right segment indicated in the pad settings screen is the bottom right segment on the guitar unit touchpad itself.

3. Decide the behavior you want when invoking a MIDI Program Change set. Go to `MIDI Settings`in the SYS menu and navigate to the `PC TX FUNCTION` screen and select one of two options:
   - `Select Only` allows you to select the MIDI patch. Press the guitar unit Control Button again to make the patch active.
   - `Select and Play` makes the MIDI patch selection immediately upon touching the desired segment.
4. Next assign a MIDI Program Change layout to a guitar unit Control Button. Press SYS and then navigate to the Control Button assignment screen in system configuration. See *Guitar Unit Control Button Assignment* on page 48 for more information.
5. For this example, Control Button 1 of the guitar unit invokes MIDI Program Change set 1 `MPC-1` (B), and your guitar unit is configured for six segments. Press Control Button 1 to see the current assignments. Use the right arrow to move between MIDI

touchpad segment assignments and then use the Navigation Roller to set the MIDI value from PC1 through PC127.

Note: You may set three MPC sets. However, you cannot configure an MPC set unless it has been assigned to a guitar unit Control Button.

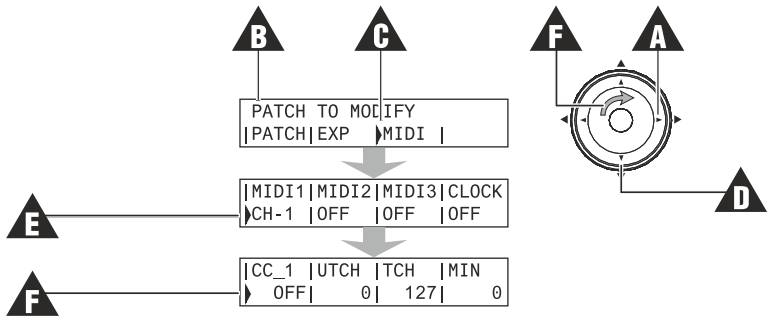
6. To invoke a MIDI patch while you are playing, press Control Button 1 and then the segment on your guitar unit assigned to the patch you wish to use. In this case pressing segment 1 on the guitar unit (C) will invoke MIDI patch PC1.

If you decide to reduce the number of active sements on your guitar unit the last two selections are hidden. If you return to six segments REVPAD remembers the previous settings.

MIDI Out Control Change

Setting up your REVPAD system for MIDI Out Control Change allows you to add effects in your MIDI device to a REVPAD patch.

1. Connect a cable from the MIDI Out/Thru connector in the back panel of the base unit to the MIDI In port of your MIDI device and verify that the MIDI TX channel is set correctly, according the requirements of your MIDI device. See *MIDI Control* on page 53 for more information.
2. Select a patch for which you want to add MIDI Out sittings. See *Modifying a Patch* on page 22 for more information on this procedure.
3. Press the right arrow button (A) eight times until you see the third effects screen (B).
4. Press the right arrow button (A) twice more (B) to select `MIDI`.
5. Press the down arrow (C) to see the MIDI Channel page (E). Rotate the Navigation Roller (E) to appropriate MIDI channel (CH-1 through CH-16). For this example CH-1 has been selected.



6. Press the down arrow (C) to see CC-1, the first MIDI Control Change page (F). Rotate the Navigation Roller (E) to adjust values according to the table below.

   Note: Press the right arrow button (A) four times to view and adjust values for CC-2, the second MIDI Control Change page.

Label	Values	Function	Notes
CC_1	Off/0-127	Select MIDI OUT channel	Each MIDI channel has two control change screens.
UTCH	0-127	Value when guitar unit touchpad is not touched	
	HOLD	Cancels the untouch value	
TCH	0-127	Value sent when the guitar unit touchpad is touched	See *Setting X-Y Values in Effects* on page 24 for more information
MIN	0-127	Sets the minimum value for the X-Y range	

Clock

I need information about this feature.

Troubleshooting

(Material needed.)

Specifications

Main Features

Real-Time Effects Control and Sound Processing Options	• 3D Wireless Pad effects controller and sound shaper • 3 assignable Control Button for real-time control options • Operational Modes: Params. mode, Pedal mode, Patch mode • Control over internal & external effects • Wireless MIDI controller: PC & CC	• Expression pedals emulation • Simultaneous control of up to 8 effects and their parameters • 3 After-touch sound respond options: Freeze, Effects switching or Bypass • Up to 4 pads can be combined on any guitar • True Bypass
New Effects and Musical Creative Options	• Effects Taping options • EZ guitar style tapping modes • Virtual Whammy Bar • Super Dynamic Kill Switch • EZ Volume Swelling • DJ emulation Scratching effect • Synth like padding effects	• Studio features such as; smooth effects blending, Cross fading, fade in, fade out, accurate rhythmical signal chopping, real-time automations and real time params. change
Unique Benefits	• Full stage mobility • Fits any guitar; electric, acoustic and base • On the fly multiple params. change	

Main Features

Built in Effects	• Overdrive (Analog with digital Control) • Distortion (Analog with digital control) • Compressor • Noise Gate • Chorus • Tremolo • Vibrato • Flanger	• Phaser • Wah-Wah • Techno Wah • Super Dynamic Kill switch • Delay • Reverb • External & Automation
Patches	Up to 40 user patches	

User Interface

Base Unit:	• 2 7 segment display: Patch indicator display • 24*2 LCD screen: patch info, parameter values and editing pages • Navigator dial: Scrolling and editing • Save button for saving patches • System button for system configurations • X-Y button for quick effect parameters assignment and their directions to the pad's X-Y axis • Four footswitches for switching to true bypass or between patches • Eight LED indicators • Input Gain Control Knob • Output Master Level Control Knob
Guitar Unit:	• Wireless assignable X-Y (+Z) pad controller and sound shaper • Three assignable buttons for control operational modes

External Interface

Instrument Input	Connection:	¼" Phone Jack
	Impedance:	1MΩ
Loop (Send/Return)	Connection	¼" Phone Jack
	Impedance:	• Input 200 kΩ • Output 100 Ω

External Interface

Analog Outputs (L/R)	Connectors:	2x ¼" Phone Jack
	Impedance:	100 Ω
Control Interface		
• MIDI In/Out-Thru:	Connection:	2x 5 Pin DIN
• USB PC:	Purpose:	PC connection for firmware updates and user downloads
	Connection:	USB 2.0, type B
• USB PAD:	Purpose:	Pad association, pad battery charging and wired communication
	Connection:	USB 2.0, type A
• Pedal (Exp and Vol):	Purpose:	Control external units with expression pedal input
	Connection:	1/4" stereo phone jack

Audio Specifications:

Sample Rate:	44.1 kHz
A to D Conversion:	24 bit
D to A Conversion	24 bit
True bypass	Relay

Wireless Communication

Frequency	2.4 GHz
Range	20 m (65')
Working Time (between charges)	7 Hr continuous, 20 Hr Typical Playing

Environment

Storage Temperature	-20 °C ÷ 70 °C
Operating Temperature	0 °C ÷ 40 °C

Power Requirements

Base Unit:	
• Transformer Main Voltage:	100 to 240 VAC, 50/60 Hz
• DC input:	9 VDC inputs, 2000 mA
• Power consumption:	< 18W
Guitar Unit:	
• DC input:	5 VDC through USB Connection

Mechanical Specifications:

Base Unit	Dimensions:	290 mm x 167 mm x 70 mm (11.4" x 6.6" x 2.8")
	Weight:	1.2 kg (2.7 lb)
Guitar Unit	Dimensions:	122 mm x 44 mm x 8 mm (4.8" x 1.73" x 0.32")
	Weight:	45 gr (0.1 lb)
Attached mechanism:		3M double side scotch

Note: Due to continuous development these specifications are subject to change without prior notice

FCC Note

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including interference that maycause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. such modifications could void the user’s authority to operate this equipment

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.