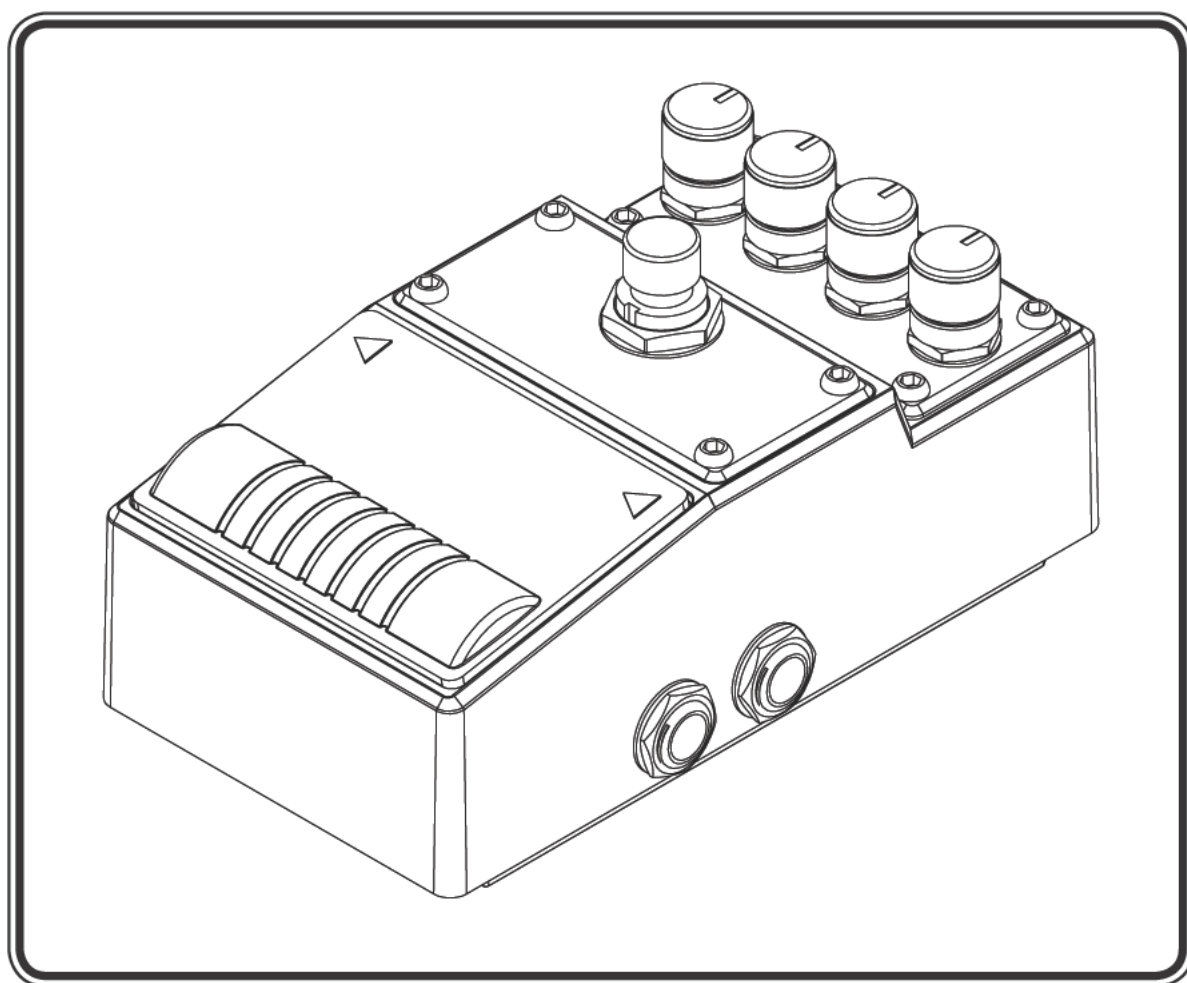


Stomp ACE REVERB



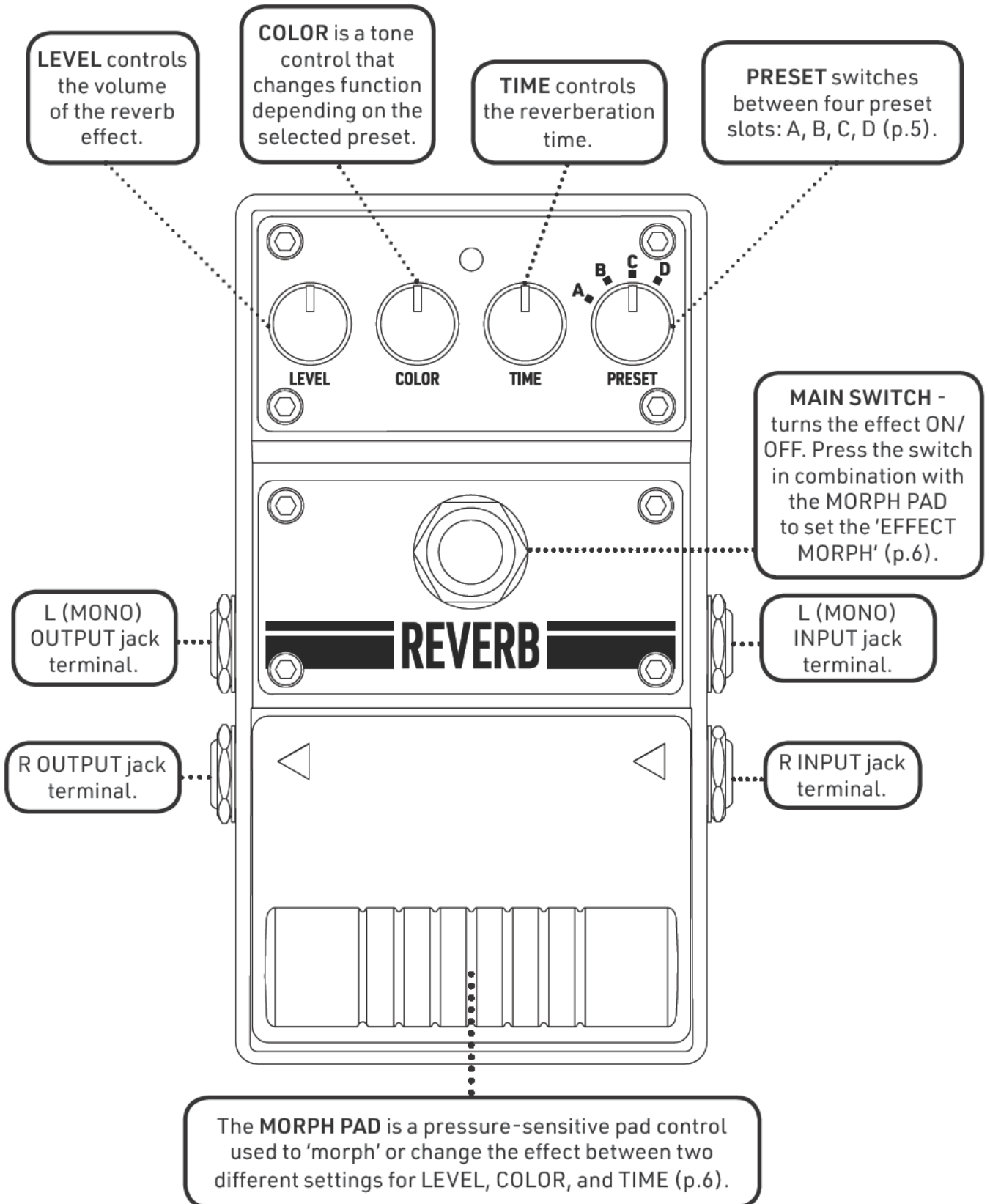
User's Manual



Ver. 1.00

Stomp ACE

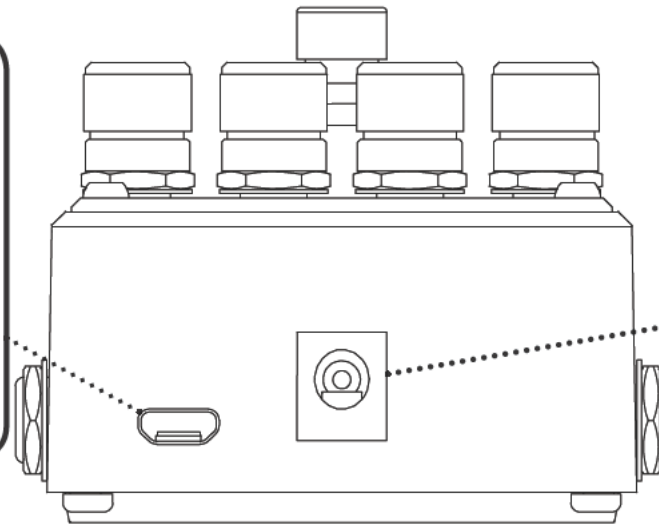
1. Top Panel Controls



Stomp ACE

2. Rear Panel

USB micro-B input terminal. Enables Stomp ACE connection to a computer for preset programming and firmware upgrades. The pedal can also operate on USB bus power. A 5V, 1A power supply or greater is recommended.



POWER DC IN. This terminal is used to connect an AC adapter. A standard 9V +/- polarity adapter for guitar pedals can be used.

Rating: 5V to 15V, 250mA or greater. The plug's center pin size is 2.1mm.

3. Basic Operation

- Connect the AC adapter to the DC IN or USB bus power to the USB connector.
- Turn down the volume on the amplifier before connecting your instrument and effects.
- This Stomp ACE pedal will power on when the L(MONO) INPUT is connected, and is ready to use after the LED color sequence lights 'red-green-blue'.
- Press the MAIN SWITCH to turn the effect ON/OFF. The LED on the top panel will light to indicate the effect is on.
- When the EFFECT MORPH is set (p.6), the effect sound can be changed gradually by applying pressure to the MORPH PAD. The EFFECT MORPH is not set by default.

4. Specifications

- Controls: LEVEL, COLOR, TIME, PRESET (A, B, C, D).
- Terminals: 1 x USB micro B, 1 x POWER DC IN, 4 x 1/4" Jacks = L (mono) / R INPUT, L (mono) / R OUTPUT.
- Power Requirements: 5~15V 250 mA DC, or USB micro-B 5V (1A or more is recommended).
- Max Input Level: 5 dBV.
- Input Impedance: 1 MΩ.
- Max Output Level: 5 dBV.
- Output Impedance: 1 kΩ.
- Dimensions: (H x W x D): 57 x 72 x 119 mm / 2.24" x 2.83" x 4.68".
- Weight: 360g / 0.8 lb.

In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

Stomp ACE

5. Effect Controls

Stomp ACE REVERB is a true dual-channel stereo reverb effect pedal with a maximum reverb time of 100s!

Using the EFFECT MORPH function, you can articulate dynamic effect changes while playing, such as raising the level of the reverb effect relative to the dry input signal, or momentarily increasing the reverb time to create sustained tones.

- Turn the **LEVEL** knob to adjust the volume level of the effect. In practice this works like an effect send. The dry input signal is not changed.
- Turn the **COLOR** knob to adjust a parameter that is specific for the selected preset.
- Turn the **TIME** knob to adjust the reverberation time in the range 0.1s - 100s.
- Turn the **PRESET** knob to switch between the four effect presets loaded in slots A, B, C, D.

COLOR Function:

The COLOR knob controls tonal variation in the reverb effect in different ways depending on the preset. The table below shows the specific function of the COLOR control for each preset.

REVERB Preset	COLOR function
[A] ROOM [B] DUCKING	High-frequency Dampening
[C] DETUNE [D] SHIMMER	Pitch Shifter Tone Level

Stomp ACE

6. Presets

A 'Preset' stores all the settings of an effect. Stomp ACE REVERB is preloaded with four factory presets:

[A] ROOM	<p>ROOM is a great all-purpose reverb preset with a lot of variation and range; From subtle plate reverb style settings all the way to an endless cavernous spaces!</p> <p>COLOR controls the level of high frequency dampening (Fc = 8 kHz).</p>
[B] DUCKING	<p>As the name suggests, the DUCKING preset is an expressive reverb effect that dynamically responds to the input level - so quieter playing is warmed and thickened by reverb, while louder playing can sound relatively dry.</p> <p>This is an ideal preset to select when you want an atmospheric contrast in the reverb effect between quieter verses and louder chorus sections of a song.</p> <p>COLOR controls the level of high frequency dampening (Fc = 8 kHz).</p>
[C] DETUNE	<p>The DETUNE preset produces a slightly pitched-shifted reverb sound, which is similar to inserting a detuned chorus effect before a reverb in the effects chain.</p> <p>The left channel input signal is pitched shifted up +5 cents, and the right channel down -5 cents.</p> <p>COLOR controls the pitch shifter feedback level, so as you increase its value you'll hear more of the detuned sound.</p>
[D] SHIMMER	<p>The SHIMMER preset recreates the classic shimmer studio effect, which involves using a pitch shifter in a feedback loop to produce epic choral sounds. When matched with longer reverb times, SHIMMER is a perfect preset for creating ambient soundscapes.</p> <p>The pitched-shifter is set at +12 semitones (1 octave) for both the left and right channels.</p> <p>COLOR controls the pitch shifter feedback level, so as you increase its value you'll hear more octave tones ascending in pitch from the input note pitch.</p>

Loading Presets

The **Stomp ACE Updater** application loads new preset data into slots A, B, C, D. The updater software (Windows, Mac OS), preset data, along with instructions for loading presets are all available on our website.

The available Stomp ACE REVERB presets use different reverb types and deeper parameter settings to expand the sonic possibilities!

Stomp ACE

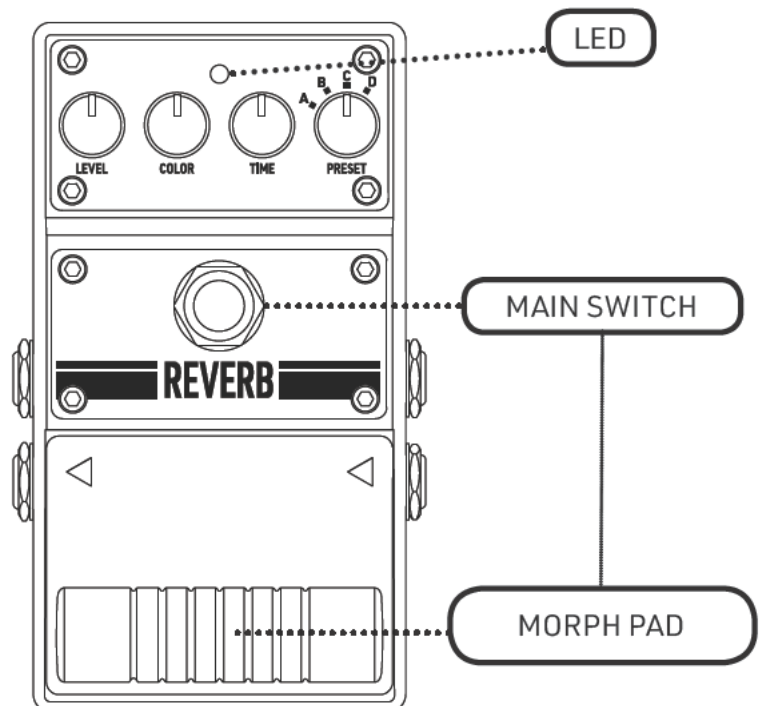
7. Effect Morph

Stomp ACE REVERB is equipped with a pressure-sensitive pad control (MORPH PAD) that is used to 'morph' or transition between two different effect settings. This function is called **EFFECT MORPH**.

To use EFFECT MORPH, selected knobs (LEVEL, COLOR, TIME) are first set to 'target value' positions that correspond to maximum pad pressure. The 'start value' knob positions that correspond to zero pad pressure can be above or below the target values. This function allows you to create complex effect setting morphs that are instantly remapped when making further knob adjustments.

To enter the **EFFECT MORPH Setting Mode**:

1. Press the MAIN SWITCH in for 2 seconds while applying pressure to the MORPH PAD.
2. The LED flashes blue to indicate EFFECT MORPH Setting Mode.
3. Adjust the knobs (LEVEL, COLOR, TIME) to target positions (pressure = max). If you do not touch a knob then its value will not be mapped to MORPH PAD control.
4. To exit EFFECT MORPH Setting Mode press the MAIN SWITCH once.
5. Reset the knobs to start positions for the effect morph (pressure = 0).
6. Now when pressure is applied to the MORPH PAD, the LED turns blue and you will hear the effect change.



- Repeat steps 1. to 4. to set new target positions for an existing effect morph.
- Entering and exiting the EFFECT MORPH Setting Mode without touching any knobs will clear (delete) the current effect morph settings.
- Effect morph settings remain stored in internal memory when the pedal is turned off, and will be restored automatically when the pedal is turned on again.

8. Safety Precautions



Warning

This symbol indicates a hazard that could result in death or serious injury.

Never try to disassemble, or modify the unit.

Do not use or store in the following locations:

- Locations of high temperature (such as direct sunlight, near heating equipment).
- Moist or humid locations (near a bath or shower, or on a wet floor).
- Locations subject to salt damage.
- Locations subject to water or rain.
- Excessively dusty or sandy locations.

Do not apply too much pressure or tension or place a heavy object on the power cord. Doing so may damage the power cord and create a danger of fire or electrical shock.

Turn off the unit and unplug the AC adapter from the outlet and contact your local dealer or the manufacturer for repair in the case of any of the following:

- If the AC adapter, power cord, or plug is damaged.
- If smoke is emitted or an abnormal odor is noticed.
- If liquid or a foreign object enters the unit.
- If an abnormality or malfunction occurs in the unit.

Disconnect the power plug from the AC outlet if not using the unit for an extended period, or if lightning is expected. Failure to do so may cause electric shock, fire, or malfunction.

Never unplug the AC adapter while your hands are wet.

Do not disturb the heat radiation from the AC adapter. Built-up heat can deform the case or cause a fire hazard.

Be sure to use an AC adapter within the rated range.

* "AC adapter" includes power supplied via USB.

FCC COMPLIANCE

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 may cause undesired operation.

For customers in Canada, this Class B digital apparatus complies with CAN ICES-3B/NMB-3(B).

Stomp ACE

8. Safety Precautions (Cont.)



This symbol indicates that in EU countries, this product must be collected separately from household waste, as defined in each region.

Products bearing this symbol must not be discarded together with household waste.

9. Use Precautions

Cleaning:

Do not use solvents (such as benzene, paint thinner) on the unit, since these may dull the finish or damage the surface.

Power:

Stomp ACE can use an AC adapter with a standard plug whose center pin is $\Phi 2.1$ mm.

Supports both center plus (+) and center minus (-) polarities.

Voltage and current ratings are within 5 to 15 VDC, 250 mA or more.

Power can also be supplied from the USB micro-B connector.

A 5V 1A or greater power supply is recommended.

Precautions When Connecting:

- To prevent malfunction and equipment failure, always turn down the volume, and turn off all the devices before making any connections.
- Once the connections have been completed, turn on the power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunctions and/or damage to speakers and other devices.

When powering up: Turn on the power to your guitar amp last.

When powering down: Turn off the power to your guitar amp first.

- This unit is equipped with a protection circuit. A brief interval (a few seconds) after power up is required before the unit will operate normally.
- Turn off the unit and unplug the AC adapter if an abnormality or malfunction occurs, and contact the dealer or the manufacturer.