Reverb&Delay Workstation

Based on Keeley Delay Workstation

Description

TheDemonfx Delay Workstation is a powerful,
dual DSP processor delay and reverb machine.
Combining delay and reverb patches in an incredibly small package,
 the Workstation is an extremely creative tool.
With the Workstation you can combine vintage slapback and
multi-head tape echoes with Spring or plate reverbs to create some
 instantly classic sound spaces. You can set the Workstation for
 warm sounding analog delays and then use the chamber or hall
reverbs to create a huge warm and endless space. Need rhythmic
delays with some shimmer? It's here. Always wanted to have the
 perfect ducking delay? One that backs out of the way until your
done with your notes, then the echoes fill in. "Ducking" is a very
intelligent way for clearing the clutter in a sound that would normally
be overrun with delays and echoes.   Wanna get twisted? Try the
Pitch delay into our Flanged Reverb.
The Reverb side of the Workstation contains all of the most
common reverbs and some delays. The Morph control allows users
to put creative twists on the reverb patches like spring tension,
 shimmer, and random flanging. There are two delays included in
the reverb bank. You can use these to setup very cool ping-pong
delays and many other creative rhythmic patterns.
Two banks of eight legendary effects. Super Fidelity.Super Compact.
The Workstation has on-board tap tempo on the Delay side and
 external expression control on the Reverb side.
Effects Include:
Slapback w/reverb
Tape Delay w/tone control
Multi-Head Echo w/3 head control
Analog Delay w/dynamic modulation
Digital Delay w/inverse dynamic modulation
Subdivided Delay w/dotted eighth, eighth, triplet, sixteenth
Ducking w/compression ratio
Pitch Shifting delay with w/octave up/down control
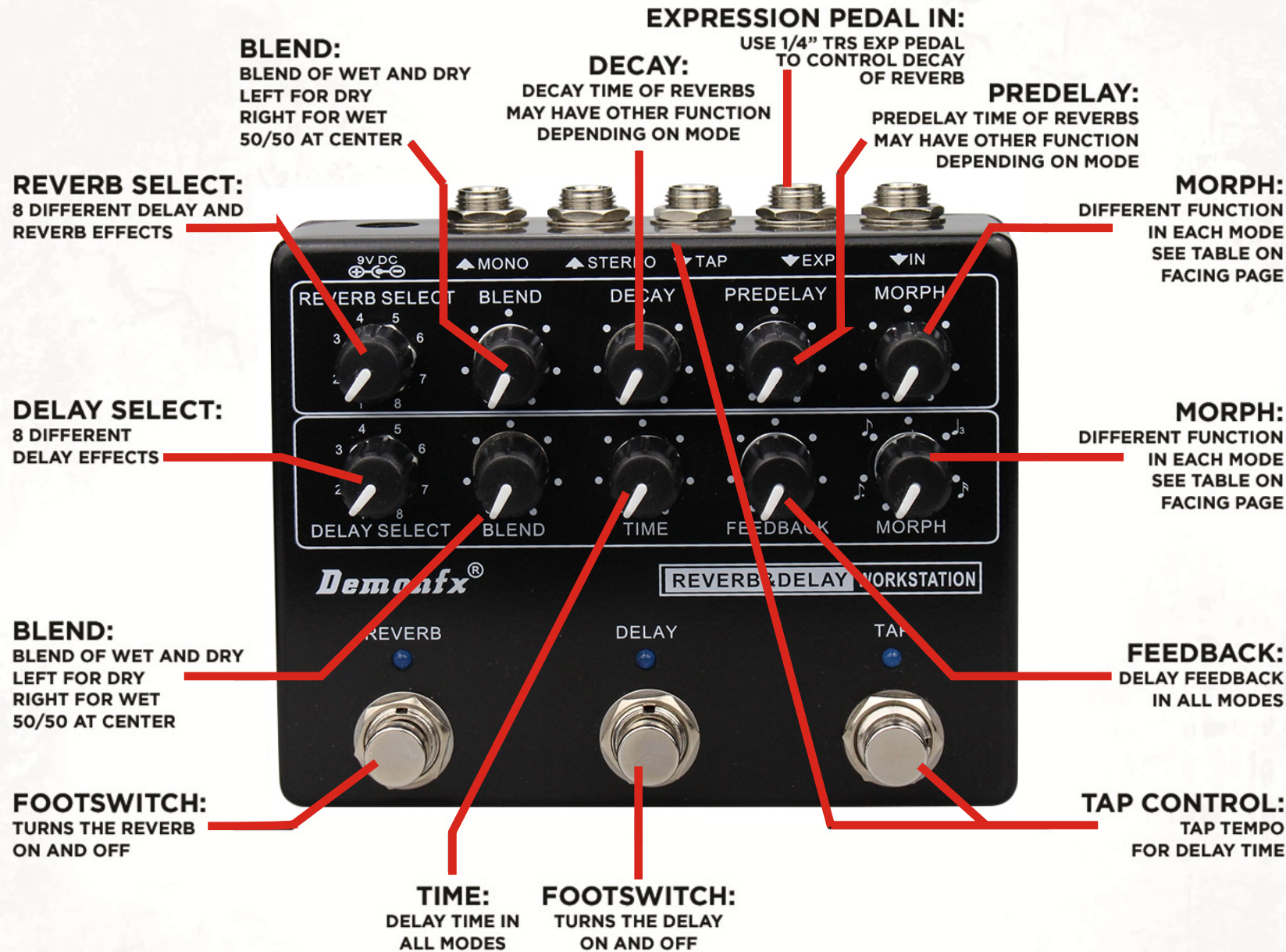Spring Reverb w/tension control
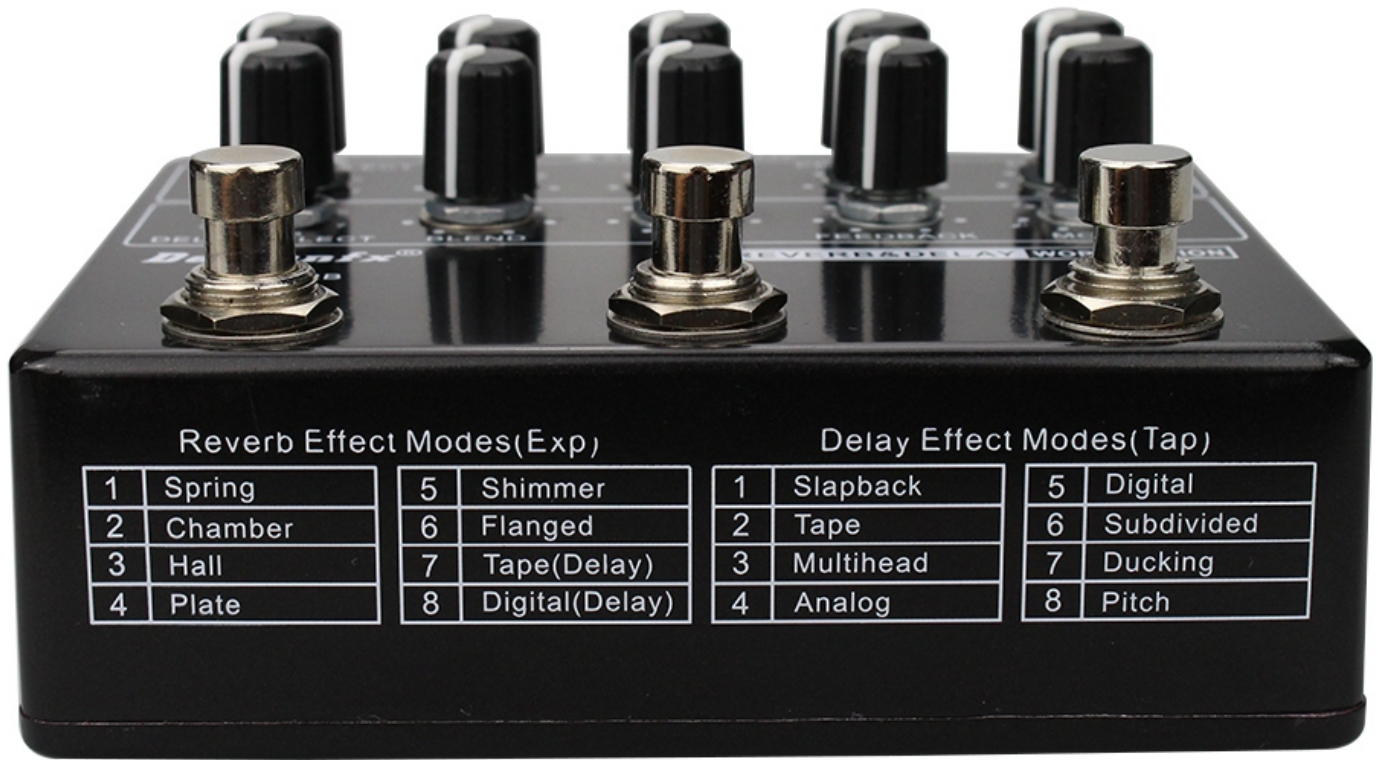Chamber Reverb w/filter control
Hall Reverb w/tone control
Plate Reverb w/tone control
Shimmer w/octave up control
Flanged Reverb w/vibrato or random modulation

BLEND:
BLEND OF WET AND DRY
LEFT FOR DRY
RIGHT FOR WET
50/50 AT CENTER

EXPRESSION PEDAL IN:
USE 1/4" TRS EXP PEDAL
TO CONTROL DECAY
OF REVERB

DECAY:
DECAY TIME OF REVERBS
MAY HAVE OTHER FUNCTION
DEPENDING ON MODE

PREDELAY:
PREDELAY TIME OF REVERBS
MAY HAVE OTHER FUNCTION
DEPENDING ON MODE

REVERB SELECT:
8 DIFFERENT DELAY AND
REVERB EFFECTS

MORPH:
DIFFERENT FUNCTION
IN EACH MODE
SEE TABLE ON
FACING PAGE

DELAY SELECT:
8 DIFFERENT
DELAY EFFECTS

MORPH:
DIFFERENT FUNCTION
IN EACH MODE
SEE TABLE ON
FACING PAGE

BLEND:
BLEND OF WET AND DRY
LEFT FOR DRY
RIGHT FOR WET
50/50 AT CENTER

FEEDBACK:
DELAY FEEDBACK
IN ALL MODES

FOOTSWITCH:
TURNS THE REVERB
ON AND OFF

TAP CONTROL:
TAP TEMPO
FOR DELAY TIME

TIME:
DELAY TIME IN
ALL MODES

FOOTSWITCH:
TURNS THE DELAY
ON AND OFF

9V DC

▲MONO ▲STEREO ▼TAP ▼EXP ▼IN

REVERB SELECT   BLEND   DECAY   PREDELAY   MORPH

DELAY SELECT   BLEND   TIME   FEEDBACK   MORPH

Demonfx®

REVERB&DELAY WORKSTATION

REVERB   DELAY   TAP

EFFECT TYPE: 16 DIFFERENT DELAY AND REVERB EFFECTS IN 2 BANKS
POWER REQUIREMENT: 9VDC CENTER NEGATIVE, 170mA+ POWER SUPPLY REQUIRED
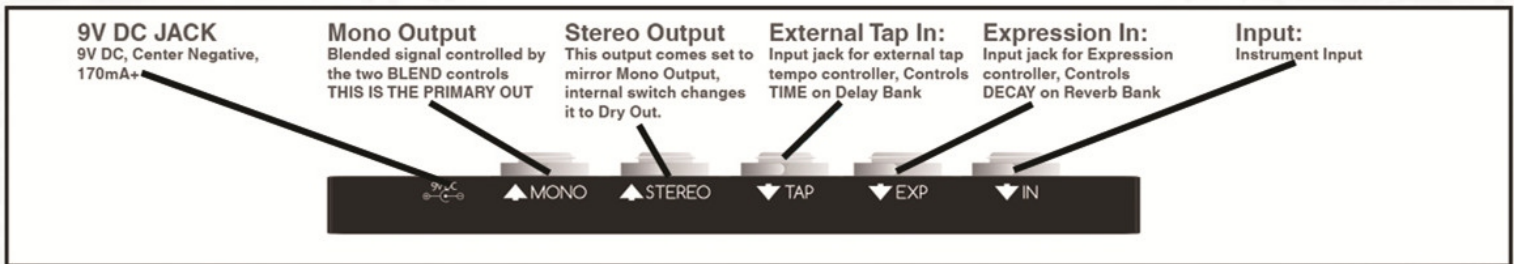INPUT/OUTPUT: MONO INSTRUMENT INPUT, STEREO INSTRUMENT OUTPUT

Reverb Effect Modes (Exp)

1	Spring	5	Shimmer
2	Chamber	6	Flanged
3	Hall	7	Tape(Delay)
4	Plate	8	Digital(Delay)

Delay Effect Modes (Tap)

1	Slapback	5	Digital
2	Tape	6	Subdivided
3	Multihead	7	Ducking
4	Analog	8	Pitch

9V DC JACK
9V DC, Center Negative, 170mA+

Mono Output
Blended signal controlled by the two BLEND controls THIS IS THE PRIMARY OUT

Stereo Output
This output comes set to mirror Mono Output, internal switch changes it to Dry Out.

External Tap In:
Input jack for external tap tempo controller, Controls TIME on Delay Bank

Expression In:
Input jack for Expression controller, Controls DECAY on Reverb Bank

Input:
Instrument Input

▲MONO ▲STEREO ▼TAP ▼EXP ▼IN

REVERB (EXP)

EFFECT	DECAY	PREDELAY	MORPH	NOTES
1 SPRING	DECAY TIME	TONE CONTROL	SPRING / SPLAT SOUND	MORPH BLENDS IN AMOUNT OF SPRING OR SPLAT SOUND
2 CHAMBER	DECAY TIME	PREDELAY TIME 0-150ms	BRILLIANCE CONTROL	MORPH CONTROLS FILTER +/- 10dB @ 3.5kHz ON INPUT SIDE
3 HALL	DECAY TIME	PREDELAY TIME 0-100ms	TONE CONTROL	MORPH CONTROLS TONE OR WARMTH OF REVERB
4 PLATE	DECAY TIME	PREDELAY TIME 0-100ms	TONE CONTROL	MORPH CONTROLS TONE OR WARMTH OF REVERB
5 SHIMMER	DECAY TIME	TONE CONTROL	SHIMMER CONTROL	MORPH CONTROLS AMOUNT OF OCTAVE UP FOR SHIMMER
6 FLANGED	DECAY TIME	FLANGER DEPTH	VIBRATO DEPTH	VIBRATO RATE SET AT 45 RPM, TURN PAST CENTER FOR RANDOM MODULATION
7 TAPE (DELAY)	FEEDBACK	DELAY TIME 50-950ms	FILTER	MORPH ADJUST TONE IN FEEDBACK
8 DIGITAL (DELAY)	FEEDBACK	DELAY TIME 50-950ms	MODULATION	MORPH CONTROLS RATE AND DEPTH OF MODULATION SLOWER=DEEPER

DELAY (TAP)

EFFECT	TIME	FEEDBACK	MORPH	NOTES
1 SLAPBACK	DELAY TIME	FEEDBACK	REVERB DECAY TIME	DELAY TIME 30-500ms FEEDBACK = 5 REPEATS ROOM TYPE REVERB
2 TAPE DELAY	DELAY TIME	FEEDBACK	FEEDBACK FILTER	MORPH ADJUST TONE IN FEEDBACK
3 MULTI-HEAD	DELAY TIME	FEEDBACK	HEAD SELECT	MORPH SELECTS HEADS 1+2, 2+3, 1+3, OR 1+2+3
4 ANALOG	DELAY TIME	FEEDBACK	MODULATION RATE	MODULATION DEPTH CONTROLLED BY DYNAMICS HARDER = DEEPER
5 DIGITAL	DELAY TIME	FEEDBACK	MODULATION	MORPH CONTROLS RATE AND DEPTH OF MODULATION SLOWER=DEEPER
6 SUB DIVIDED	DELAY TIME	FEEDBACK	SUBDIVISION	SELECTS SUBDIVISION DOTTED EIGTH, EIGTH, TRIPLET QUARTER, SIXTEENTH
7 DUCKING	DELAY TIME	FEEDBACK	COMPRESSION RATIO	THRESHOLD FIXED AT -50dB, MORPH ADJUSTS RATIO FROM 1:1-20:1
8 PITCH	DELAY TIME	FEEDBACK	PITCH	MORPH ADJUSTS OCTAVE OCTAVE DOWN LEFT, OCTAVE UP RIGHT, OCTAVE OFF AT CENTER