

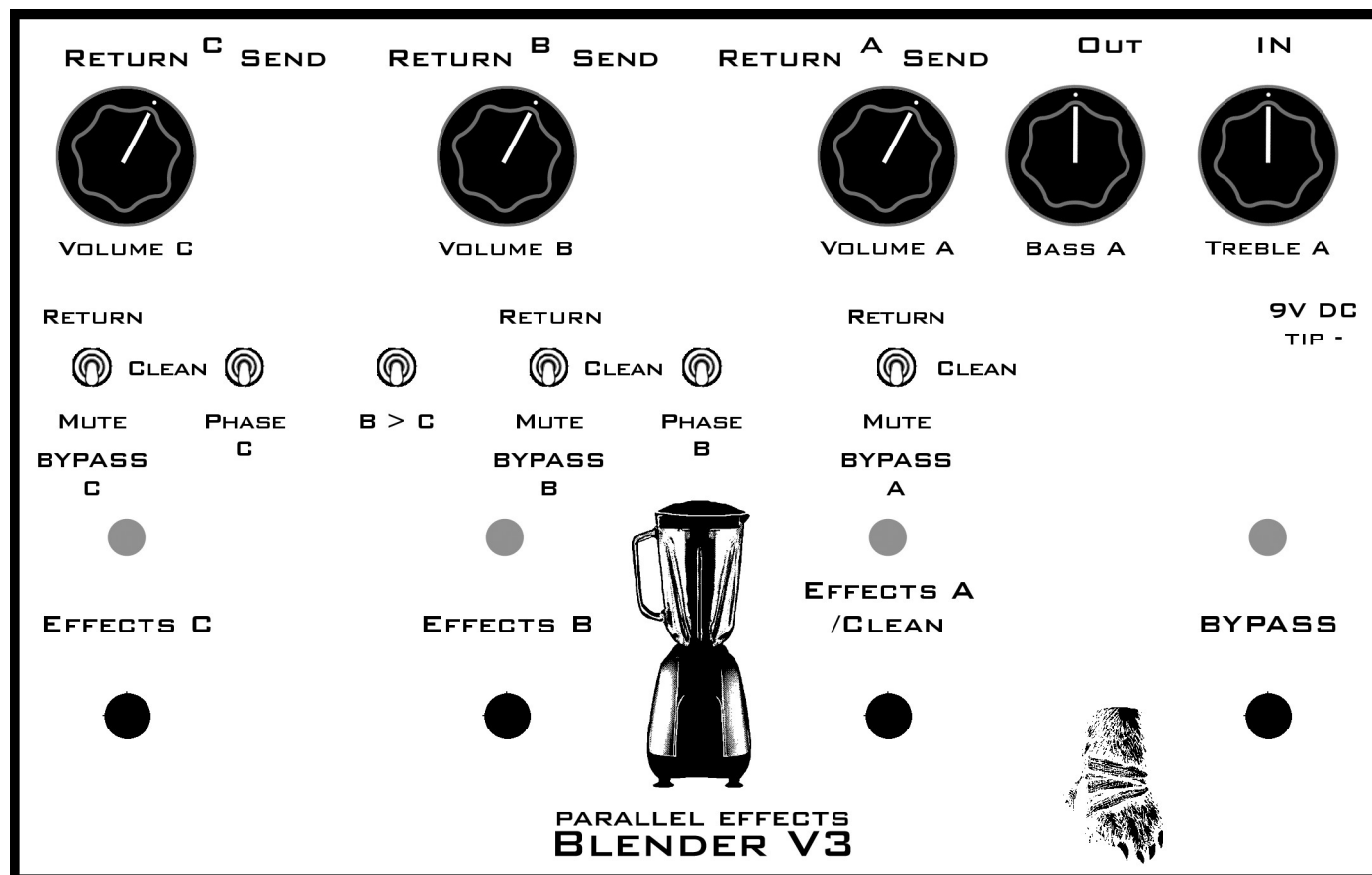
Wounded Paw Blender V3 revision I

The Blender V3 is a parallel effects loop blender with 3 individually selectable effects loops. The instrument signal is split into 3 channels, sent to the 3 effects loops and then mixed back together.

Channel A defaults to a clean channel if no effects pedal is plugged into the return jack of effects loop A. Channel A also has bass and treble tone controls which come after the effects loop.

Channels B and C can go from parallel into a series configuration where the return from effects loop B is sent to the send of effects loop C.

There are toggle switches for the behaviour of the returns of the effects loops when those effects loops are bypassed. The options are to be muted, or to return the clean send signal, or the return of the effects loop.



Controls

BYPASS – True bypass stomp switch to turn the entire pedal on or off.

EFFECTS A / CLEAN – Stomp switch to turn on and off Effects Loop A. Effects Loop A becomes a clean channel when no effect is plugged into the EFFECTS A RETURN jack.

VOLUME A / CLEAN – Volume control for the EFFECTS A / CLEAN channel sent to the output mix.

BASS A / CLEAN – Bass shelf with boost or cut control for the EFFECTS A / CLEAN channel. Setting the knob at 12 noon means the tone response is completely flat. Turning the tone control up past noon boosts while turning them down below noon cuts that control. With the treble control this forms a Baxandall type tone section.

TREBLE A / CLEAN – Treble shelf control for the EFFECTS A / CLEAN channel with same functionality as the bass control.

BYPASS A – The Return/Clean/Mute toggle selects what gets sent to the output mix when Effects Loop A is bypassed: the clean send signal, the return of the effects loop, or nothing (muted).

EFFECTS B – Stomp switch to turn on and off Effects Loop B.

VOLUME B – Volume control for Effect Loop B to be sent to the output mix.

PHASE B – Toggle to flip the phase of the return signal from the effect pedal in loop B. Down is normal phase, up is flipped.

BYPASS B – The Return/Clean toggle selects what gets sent to the output mix when Effects Loop B is bypassed: the clean send signal, the return of the effects loop, or nothing (muted).

EFFECTS C – Stomp switch to turn on and off Effects Loop C.

VOLUME C – Volume control for Effect Loop C to be sent to the output mix.

PHASE C – Toggle to flip the phase of the return signal from the effect pedal in loop C. Down is normal phase, up is flipped.

BYPASS C – The Return/Clean toggle selects what gets sent to the output mix when Effects Loop C is bypassed: the clean send signal, the return of the effects loop, or nothing (muted).

B->C – Series/Parallel toggle switch for channels B and C. In the down position Effects Loops B and C function as normal separate parallel effects channels. In the up position loops B and C are put into series mode. This means the return of loop B is fed directly into the send of loop C.

In series mode:

If the Bypass B toggle is set to Return and you turn off channel B then no signal is sent to channel C.

If the Bypass C toggle is set to Clean and you turn off channel C then the clean signal is actually the return of effects loop B.

9V JACK – The Blender V3 is powered by a standard 9V power adaptor, such as the Boss PSA, Godlyke Power-All or One Spot. The Blender V3 can actually accept from 9 to 18 volts DC. The jack must have a center negative connection. The current draw is 205mA.

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