

## CHAPTER 4

# DESCRIPTION OF CONTROLS

## Front Panel

### Input Level

The Input Level controls the level of the signal being fed into the MicroVerb 4. The MicroVerb 4 can operate with signal levels anywhere from +4dBv Pro Audio gear to guitar level signals. To set the input level, watch the Input Meters while adjusting the Input level (see below).

### Mix Level

The Mix Level controls the balance between the unaffected signal coming through the inputs and the effects being generated by the MicroVerb 4. When the Mix is turned all the way to the left, the input signal will be sent straight to the output with no effects added. When the Mix is turned all the way to right, only the effects will be sent to the outputs with none of the original input signal mixed in. By keeping the Mix somewhere in the center, a blend of dry and wet signal can be achieved.

With a typical instrument setup (use with a guitar amp, etc.) the Mix is usually set around 12 o'clock. When used with a mixing console, the Mix control should be turned all the way to the right (full wet) so that the effects mix can be controlled from the mixer.

### Output Level

The Output Level controls the volume of the signal from the output of the MicroVerb 4. The optimum level for this control is 75%, but it can be raised or lowered as necessary.

### Level Meters

These peak-style meters monitor the signal strength of the unprocessed inputs, and are used in much the same way as the level meters on a standard tape recorder. Since the MicroVerb 4 is a True Stereo device, both the Left and Right inputs are shown separately as they may be performing different functions. When the red "Clip" LEDs are lit, the input signal may be distorted so the Input level should be backed off. If the bottom "-32dB" LEDs are barely coming on, the input signal is not high enough and the resulting sound from the MicroVerb 4 may be noisy. Ideally, the Input signal level should be set so that the input lights the first two or three LEDs.

The "Clip" indicators may light up even if the signal level has not passed the -6dB level. If this happens, it means that the signal is clipping internally, probably on a regenerating program like a reverb or a flange with lots of feedback. If this happens simply back off the Input level until the problem goes away.

### LED Display

When the MicroVerb 4 is first turned on, it will always cycle through a simple test mode. First, all LED segments in the display will light up. Then, it will display the software version installed (i.e. 1.00). Finally, it will return to the Program Number

which was last selected. (Note: When the MicroVerb 4's power is disconnected, any edits to the currently selected Program will be lost.)

The MicroVerb 4's display is used to indicate the following:

- ⌚ Program Number. MicroVerb 4 Programs are numbered from 00 to 199. Programs 0-99 are Preset programs and 100-199 are User Programs. Unless some parameter on the MicroVerb 4 is being edited, the Program Number will always be displayed in its normal illumination. The only exception to this is when the MicroVerb 4 is bypassed with a footswitch; when the unit is bypassed the Program Number will be shown with the display dimmed.
- j MIDI Channel. When the [BANK/MIDI] button is held down, the Display will dim and the current MIDI Channel will be reported. The MIDI Channel can then be edited by turning the Value wheel while the Bank/MIDI button is held. Possible MIDI Channels are 00 (Omni), and 01-16.
- ↪ Overwrite Program Number. When the [STORE] button is pressed, the Program about to be saved over will flash. Only User Programs can be Stored over, so if [STORE] is pressed while editing a Preset Program the MicroVerb 4 will add 100 to the Program number for storage. When the Store button is pressed again to confirm, the Program number will flash rapidly and then return to the normal Program Number display.
- ÷ Parameter Value. When the [EDIT A] or [EDIT B] knobs are turned, the LED display will dim and show the new value for that parameter. For example, when Edit A is adjusted on a Hall programs, the display will briefly show the new Reverb Time in seconds and milliseconds, then return to the Program number.

## STORE Button

Either Preset or User Programs can be temporarily edited using the Edit A and Edit B knobs. If you wish to store these edits for later recall, press the [STORE] button. If you have edited a User Program, that Program number will start flashing. If you have edited a Preset Program, the complementary User Program number (that Program plus 100) will start flashing, since Presets cannot be saved over. This is the Program number which is about to be overwritten. By pressing the [STORE] button again, you tell the MicroVerb 4 to actually store the Program. The Program number will flash rapidly and then return to the normal Program Number display.

## BANK/MIDI Button

This button serves three functions. To switch between the Preset Bank and the User bank, press and release the Bank button. The Program number will either increase or decrease by 100 as the unit switches banks. If the Bank/MIDI button is pressed and held for a moment, the current MIDI channel will be displayed. If the Value knob is turned while the Bank/MIDI button is being pressed, the MIDI channel can be adjusted. Finally, to dump the memory of the MicroVerb 4 to a sequencer or program librarian program, DataDisk, etc., hold the Bank/MIDI button until the MIDI channel is displayed and press [STORE]. The contents of the User bank will be sent to the MIDI output.

## VALUE Knob

When no other button is being pressed, the Value Knob is used to change Programs. If the Bank/MIDI button is held while the Value Knob is being turned, the MicroVerb 4 will change its MIDI channel.

## Edit A/ Edit B Knobs

The Edit A and Edit B knobs are used to adjust aspects of the currently selected Program. For example, on a Concert Hall program, the Edit A knob adjusts Reverb Decay Time and the Edit B knob adjusts Reverb Input Hi Cut. When the Edit A or Edit B knobs are adjusted, the new parameter registers briefly on the display.

## Rear Panel

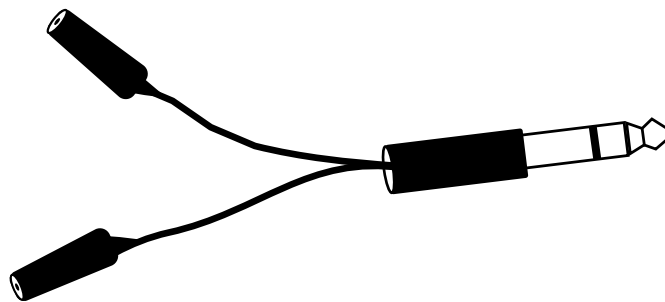
### Power

This is a plug for connecting the Alesis Model P3 +9VAC power supply (supplied). The power supply is then connected to an AC outlet delivering a nominal 120VAC. The correct power supply must be used AT ALL TIMES. Any other power supply might create a fire risk and/or permanently damage your unit. This damage would NOT be covered under your warranty.

### Footswitch

This is a 1/4" stereo phone jack which connects to one or two momentary (not latching) footswitches, either normally-open or normally-closed.

- When one footswitch is plugged into the Footswitch jack, it will function as a Bypass footswitch. When the Footswitch is pressed, the display will read "bYP", the display will dim, and the MicroVerb 4 will stop producing effects. If the footswitch is pressed again, effects output will continue.
- Two footswitches can be connected if a simple adapter cable is used, similar to an Insert cable:



When this setup is used, the footswitch connected to the Tip functions as a Bypass footswitch. The footswitch connected to the Ring functions as a Control footswitch. For more information, see Chapter 2, "Footswitch".

### MIDI In

This is a 5-pin DIN standard MIDI plug which connects to any MIDI compatible equipment such as a MIDI sequencer that will send program changes and controller information to the unit.

### MIDI Out/Thru

This is a 5-pin DIN standard MIDI plug which connects to any MIDI compatible equipment such as a keyboard or another effects device. It is provided for sending system exclusive commands for storing programs. It also relays all messages received on the [MIDI IN].

### Input (Left/Mono & Right)

These are 1/4" phone jacks which connect to sources such as the effects sends of mixing consoles. They may be used with nominal input levels from -10dBV (guitar level) to +4dBu. For mono applications, use the [LEFT/MONO] input.

The [LEFT/MONO] input jack is normalled to the [RIGHT] jack. This means that when nothing is plugged into the [RIGHT] input jack, the signal present at the [LEFT/MONO] input is routed to the [RIGHT] as well.

### Output (Left & Right)

These are 1/4" phone jacks which connect to devices such as the effects returns on a mixing console or Power Amplifier Inputs. For mono applications, use the [LEFT] output.