



Area is an extremely versatile Multi Reverb with which you can obtain many reverberation environments. From short reverberations to huge spaces and celestial atmospheres, without clouding the Dry signal.

Area is built on the base of powerful digital algorithms of our own creation, reproducing 4 different reverberation effects with an exceptional sound quality.

Main features:

- 4 types of reverb: Reverb Modulation Shimmer 8th Shimmer 8th + 5th
- 3 memories, easily managed with the preset button
- Damp control, to modify the emphasis on the reverberation frequencies
- Pre-Delay control, to modify the separation between the Dry and Wet signal
- Truebypass with Timed Bypass System (TBS), to manage the reverb Trails
- analogical Mix control, varying from 100% Dry to 100% Wet
- completely analog Dry signal path

trails mode

when DECAY LED is lit the TRAILS mode is engaged

decay

controls the decay time of the reverberated signal

type

switches between 4 types of reverb:

- Reverb
- Modulation - Shimmer 8th
- Shimmer 8th + 5th

pre-delay / shimmer

in the "Reverb" and "Mod" position, controls the delay time from the direct signal to the beginning of the reverberated signal. In the "Shimmer" position, controls the volume of the Shimmer effect



9 V DC 100 mA - center negative

The use of an isolated power supply is recommended. Daisy chain power supplies are not recommended.

inpu iack

mix

changes the balance of the signal from 100 % Dry to 100% Wet

damp

analog filter to modify the emphases of the reverberated frequencies. The control is flat in its central position and allows you to emphasize the low frequencies going left, or the medium-high frequencies going right

bypass

engages or disengages the effect (TBS - see page 2)

trails

when effect is engaged hold the preset footswitch for 3 seconds to change the bypass mode to trails mode (reverb persist)

preset

button for the selection and memorization of the presets.

Pressing the button, you can switch through the 4 modes in the following order: MANUAL - RED PRESET - GREEN PRESET - BLUE PRESET

Reverb types:

REVERB: in this position, combining the Decay, Damp and Pre-Delay you will be able to obtain several kinds of reverberations: ROOM, PLATE, HALL;

MOD: a double voice chorus modulation is added to the reverberation atmospheres, enriching the space of your environment;

SHIM 8th: the tail of the reverberation is enriched by symphonic shimmers, tuned 2 octaves higher; SHIM 8th + 5th: the tail of the reverberation is enriched by symphonic shimmers, tuned on the higher octave and fifth;





MODES OF EMPLOY: AREA Reverb has 4 modes saved in sequence that can be activated through the simple press of the PRESET button.

MANUAL (preset LED off): the signal will be processed through the real position of the various settings. RED, GREEN or BLUE PRESET: the signal will be processed on the base of the settings saved in the relating preset. When one of the presets is in use, modifying the position of one of the controls will update the relative parameter based on the new position and the led will start blinking slowly. To save the modified presets just follow the steps below.

Saving a PRESET:

When you have created a reverberation effect you like, you can save it in one of the 3 presets available.

- when the effect is engaged, just hold the PRESET button for 1 second. The led will start blinking fast;
- choose the colour of the preset you wish to save the effect to by pressing the PRESET button (the first preset that will be available is the RED one, followed by GREEN and then BLUE; by pressing the PRESET button again after the BLUE preset, you will exit the saving mode and go back to the previous mode);
- hold the PRESET button for 1 second on the chosen colour. The led will stop blinking. When a PRESET is saved, the "now playing" parameters will be saved. Therefore:

Saving a preset from Manual mode, all parameters will be saved based on the position of the controls. Saving from the Preset mode, the parameters relative to the current preset will be saved, updating them based on the changes made to the controls.

Timed Bypass System (TBS)

When Trails mode is engaged and you turn the pedal off, the pedal uses the "buffered bypass" and the reverb trails die off naturally. When the reverb trails are completely dead the pedal automatically changes the bypass system in true-bypass through the internal relay.

