SpinCycle

Rotating Speaker Emulator

User's Manual

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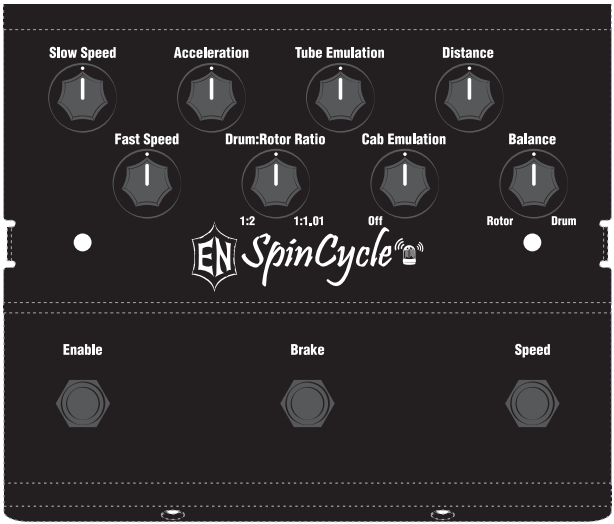
SpinCycle

Thank you for choosing the SpinCycle rotating speaker emulator from Experimental Noize. This unit has been designed to both accurately emulate a rotating speaker as well as giving the user the ability to adjust the sound in order to meet their requirements.



Slow Speed: Sets the slow speed of the rotation emulation; the Speed push button selects between the slow and fast settings.

Fast Speed: Sets the fast speed of the rotation emulation; the Speed push button selects between the slow and fast settings.

Acceleration: Sets the rate at which the transition between

the slow and fast speeds happen.

Also affects the speed at which the emulator comes to a stop when the brake button is pressed.

Drum:Rotor Ratio: On many rotating speakers, the drum and rotor are driven by separate motors. While their speeds may be close, they are not identical; the drum is always a little slower than the rotor. The speed difference between the two motors creates a "beat" between the drum and rotor that can be unique to a particular rotating speaker cabinet. This control allows the user to adjust the speed ratio between the drum and rotor to emulate this difference in motor speeds.

Tube Emulation: Increasing this control increases the amount of tube emulation, from a clean to an asymmetric tube compression sounds.

Cab Emulation: This control allows the user to enable and adjust the cabinet emulation. Part of what gives the spinning speaker its unique sound is the cabinet; this control emulates the frequency response and reflections that in the cabinet and allows the user to adjust the level of the emulation.

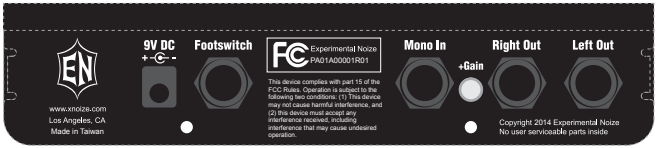
Distance: Adjusts the distance of the virtual microphones from the cabinet. Closer will give a very heavy "throbbing" sound, while further away will give a more subtle sound.

Balance: Adjusts the balance between the rotor and drum sounds.

Enable: This switch will enable/disable the effect. When enabled the blue LED above the switch will be lit.

Brake: This switch, when pressed, will slow the spinning emulation to a complete stop. Releasing the switch will allow the emulation to speed back up to the set speed.

Speed: This switch selects between the slow and fast speed settings. The LED above this switch will blink at the current rotation speed.



9V DC: Power adapter input. Use only approved adapters.

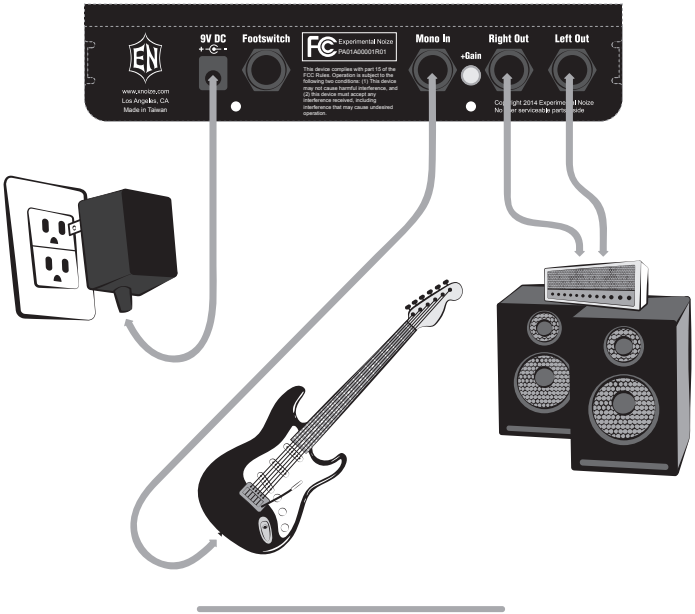
Footswitch: Input for remote footswitch to control the Enable and Speed switches remotely. If plugged in, the footswitch will override the pedal switches.

Mono In: Instrument input, typically from an electric guitar or keyboard.

+Gain: This switch provides 12dB of gain to the input. Typically used with electric guitars that have a low output level; generally not required with instruments such as keyboards.

Right Out: Right channel output.

Left Out: Left channel output.



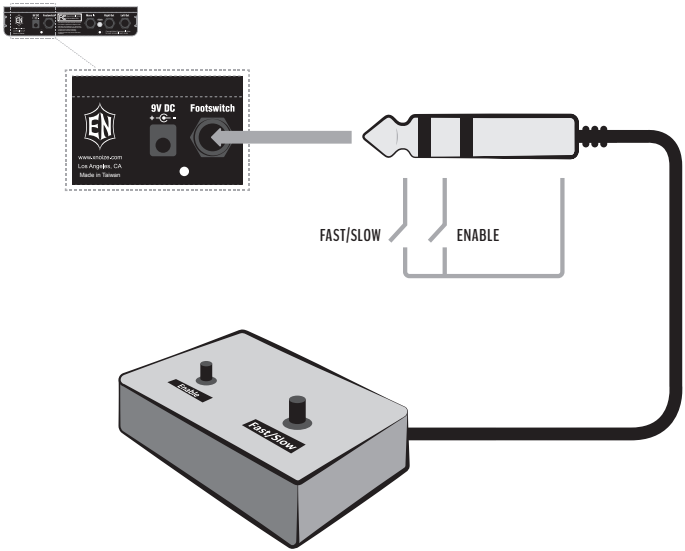
Step 1: Connect the instrument to the Mono In jack. If using a low signal level instrument, such as an electric guitar, press the +Gain switch so that it is in the in position.

Step 2: Connect the Right Out and Left Out to a pair of amplifiers, or a stereo amplifier.

TYPICAL CONNECTION

Step 3: Plug in the power adapter to the pedal and to a mains power plug.

Step 4: Play!



Tip: Fast/Slow **Ring:** Enable **Sleeve:** Common

The switches should be single-pole/single-throw on/off type switches, not momentary switches.

Note

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

ONE YEAR LIMITED WARRANTY. PROOF OF PURCHASE REQUIRED.

Experimental Noize ("EN") warrants unit to be free from defects in materials and workmanship for one (1) year from date of purchase to the original purchaser and is not transferable.

This warranty does not include damage resulting from accident, misuse, abuse, alteration, damage due to incorrect voltage or signal levels or an act of God (such as a flood).

If unit becomes defective within warranty period EN will, at its option, repair or replace with new or refurbished product or parts any product or parts determined to be defective.

Any parts or products replaced under this warranty become the property of EN.

USE PROVIDED POWER SUPPLY ONLY! Failure to do so may damage the unit and will void warranty.

Attempting to repair unit will void warranty.

Missing or altered serial numbers automatically void warranty. Please register your unit at www.xnoize.com

All repairs for residents of U.S.: Email support@xnoize.com or use the website form to obtain a Return Authorization Number. Experimental Noize will not accept packages without prior authorization, pre-paid freight (use a tracking shipper) and proper insurance.

EN shall not be liable for any consequential or incidental damages for breach of any express or implied warranty on this product. EN disclaims any other warranties, express or implied. By using the product, the user accepts all terms herein. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.