SPLASH

crazy tube circuits

For this new incarnation of Splash reverb we took all the algorithms of the multi-awarded mk3 version, the plate and shimmer algorithm from Sidekick and added 3 more exciting reverb algorithms, two modulated and one flanged freeze reverb algorithm. On top of that we added the extra flexibility of controlling decay and excite controls on all algorithms via an external expression pedal and / or the on-board footswitch thus creating the ultimate ambient tones.
The dry signal is still 100% all analog and we chose to do all the mixing and filtering of the wet signal also in the analog domain to get the best of both worlds.

DC:
Use an external high quality 9V DC regulated and filtered power supply (- center, + ring). Max current consumption: 115 mA @ 9V DC. Using a power supply of +15V DC or more may cause severe damage to the pedal and void warranty.

Mix:
Control the reverb effect level*.

Volume:
Master output level. set at unity gain or as a clean boost.

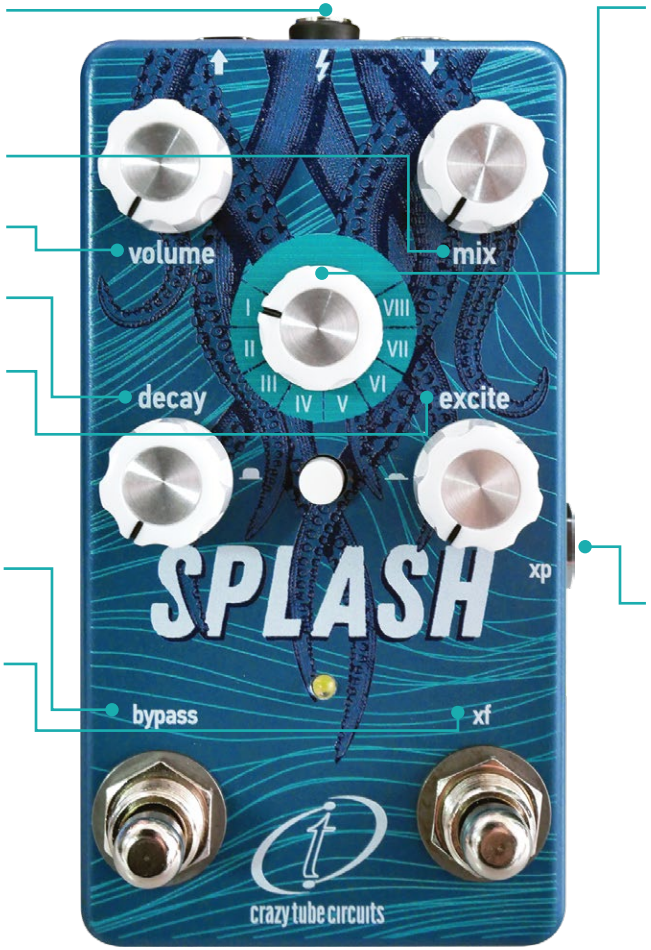
Decay:
Set the length of the reverb effect tail.

Excite:
Changes function in each algorithm.

I: damping and pre-delay
II: damping
III: damping
IV: damping and pre-delay
V: harmonics
VI: damping/modulation depth and rate
VII: damping/modulation depth and rate
VIII: swept comb filter effect combined with a 4-pole lpf

Bypass footswitch*:**
Engage or bypass the effect via a high quality relay (soft touch).

XF (expression footswitch):
When pressed it instantly ramps up assigned control to max setting. When released it ramps down to the selected knob setting. Ramp down time depends on the knob's setting. Lower settings will yield less ramp down time. Assign control via the on-board push-push switch.
decay = **up position** | excite = **down position (pressed)**
Assigned control will always have delayed ramp down characteristics whether controlled via knob, XF or XP. Disengage if you wish instant response of the control.



Reverb algorithm selection rotary switch:
I: the "exciter". From a touch of ambience to spacious pad effect, especially on extreme settings. Taken from Splash mk3 with a small twist for extra decay.
II: moderate sized reverb. A spring/plate style reverb in a big room. Taken from Splash mk3. Medium decay.
III: large reverb. From hall to ambience with intense "fighting" delays. Taken from Splash mk3 with a small twist for extra decay.
IV: plate style reverb. Taken from Sidekick. Medium decay.
V: shimmer. High pitched harmonics ambience. Taken from Sidekick with a small twist for extra decay and more intense harmonics.
VI: modulated I. Brighter, extra-long decay.
VII: modulated II. Darker, long to almost infinite decay, things might get dirty on max decay and excite settings.
VIII: flanged freeze reverb. Short to infinite decay (freeze on decay control's max settings)

XP: Expression pedal input. Knob's setting controls the range of the expression pedal. Plug a TRS expression pedal (with up to 100k linear pot value) to control decay or excite **.

Warranty: Splash comes with 5 years warranty. We will provide service/repair at no cost for all internal parts, within 5 years from date of manufacture - buyer is responsible for shipping costs or customs fees and taxes that may apply. This warranty excludes damages done due to misuse or improper handling.

Contact info: **info@crazytubecircuits.com**
Visit our website: **www.crazytubecircuits.com**

Internal switches:
* kill dry switch: choose the way mix knob behaves when set at max setting. KILL DRY (100% wet, 0% dry) or 50% - 50% dry-wet MIX.
** expression pedal control assign switch. Select between Decay or Excite. You can adjust the same control or both at the same time with XP and XF depending on this setting.
*** bypass switch (only available to units with serial number #200 or higher): select between true bypass (T) or buffer bypass (B) with reverb tails.
· It is suggested to set kill dry internal switch in the MIX position when using the buffer bypass option. KILL DRY option will give no sound when in buffer bypass mode with mix control at max settings.
· Some reverb algorithms have infinite decay with decay control set at max. This will keep on even on buffer bypass.

crazy tube circuits

SPLASH