

ALESIS MidiVerb 3

Reference Manual

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USERS MANUAL

Alesis MIDIVERB III

16 BIT MULTI-EFFECTS PROCESSOR WITH REAL-TIME MIDI PARAMETER CONTROL

INTRODUCTION

The **Alesis MIDIVERB III** is a high quality multi-effects unit which features up to 4 simultaneous effects (Delay, Reverb, Chorus, EQ) at a full 15KHz bandwidth and with 16 bit resolution.

Since all features of **MIDIVERB III** are accessible from the front panel, the operator can set up a wide range of complex effects without a complex user interface.

The **MIDIVERB III** features 200 on-board memory locations, of which the first 100 (000 to 099) are factory pre-programmed with a variety of programs. Memory locations 100 to 199 contain the same programs as the first 100 so that the user can modify or erase these locations without losing any of the factory programs. All of the second 100 programs can be edited and stored by the user as desired. The original 100 factory programs (000 to 099) cannot be altered permanently.

The rear panel consists of five 1/4" jacks (left and right inputs and outputs, bypass), MIDI input and output jacks, and a power supply connector. The unit can also be rack mounted in a single 19" rack space.

FEATURES

- Full 15KHz signal bandwidth for greater fidelity
- True 16 bit resolution for quieter performance
- 200 memory locations consisting of 100 factory and 100 user
- Up to 4 simultaneous effects - Delay, Reverb, Chorus, EQ
- Simplified user interface for faster set-up
- Clip and Signal Present LEDs
- Inputs and outputs via 1/4" phone jacks
- +4dBV capable for use in the studio or on stage
- MIDI program MAPPING for programmable program selection
- Programmable levels for Delay and Reverb

HOW TO USE THIS MANUAL

Since a musician's time is better spent making music than reading manuals, we've tried to make this manual not only easy to use, but also fast and easy to find things when you need to. Therefore, the manual is broken down to 6 major sections, of which Section 4 will be probably be referred to the most. They are:

SECTION 1 - QUICKSTART

This section tells you how to use the most frequently needed operations. If you have to use your **MIDIVERB III** now but don't have the time to read the entire manual, Section 1 will quickly guide you through.

SECTION 2 - DESCRIPTION OF CONTROLS

This section gives a brief explanation of all front panel and rear panel controls and indicators.

SECTION 3 - INTERFACING **MIDIVERB III**

Section 3 deals with the interfacing of **MIDIVERB III** to another MIDI device or into a MIDI system.

SECTION 4 - USING **MIDIVERB III**

Section 4 gives an overview of the software functions and pages of **MIDIVERB III**. This section will probably be the most used part of the manual as it describes how to execute every function in a step by step manner. Actual display readouts of **MIDIVERB III** are also included.

SECTION 5 - SPECIFICATIONS

Section 5 provides the operational specifications for **MIDIVERB III**.

SECTION 1

MIDIVERB III QUICK START

FACTORY PROGRAMS

The **MIDIVERB III** contains 200 factory supplied programs, 100 of which are stored in memory locations 000 to 099 and repeated again in locations 100 to 199.

Only the programs in locations 100 to 199 can be permanently altered and stored as desired by the user.

SELECTING PROGRAMS

- 1) Press the **PROGRAM** button. The LED in the middle of the button will light.
- 2) Press either **VALUE** button until the desired program is displayed.

or

- 2A) Select a 3 digit program number from the numbered function buttons on the right *within 4 seconds*.

PLEASE NOTE:

- If only one or two digits are selected within 4 seconds, the display will revert back to the previous program number.
- When the **MIDIVERB III** is first powered up, the unit will be in the **PROGRAM** mode and will display the last program that was selected before being turned off.

EDITING PROGRAMS

- 1) Select the **EDIT** button. The lower of the two LEDs adjacent to the **EDIT** button will light and the **PROGRAM** LED will turn off. This indicates that the bottom row of functions of the top row of buttons can be accessed.

- 2) Pressing the **EDIT** button again will select the upper LED which indicates that the top row of edit functions on the top row of buttons can be accessed.
- 3) Select the desired function to be edited. The stored value of the parameter will appear in the numeric display and the button will light up.
- 4) Press either **VALUE** button to adjust the desired parameter.
- 5) Select another function to be edited, if desired.

PLEASE NOTE:

- *Once a parameter has been edited, the dot to the right of the right-most numeric digit will light when in PROGRAM mode (program number displayed and PROGRAM LED lit).*
- *At this point, selecting a new program either by the **VALUE** buttons or the keypad will cause the edited program to be lost. Be sure to save your program first (See Saving Edited Programs)!*
- *The Edit function has no effect on the bottom row of buttons. They will operate the same regardless which Edit LED is on.*

COMPARING AN EDITED TO A STORED PROGRAM

- 1) To compare an edited program to the previously stored program, exit the Edit mode by pressing the **PROGRAM** button. The **PROGRAM** LED will light and the display will show the program number with a dot to the lower right.
- 2) Press the **PROGRAM** button a second time to hear the previously stored program. The dot displayed behind the program will flash.
- 3) Press the **PROGRAM** button again to listen to the edited program again. The dot displayed behind the program will turn solid again.
By repeatedly pressing the **PROGRAM** button, you can quickly change back between the edited and stored program.
- 4) Press the **EDIT** button to return to editing, or store as a new program (see the next function).

SAVING (STORING) EDITED PROGRAMS

- 1) Once a program has been edited to your liking, press the **STORE** button. The LED in the middle of the button will flash.
- 2) The numeric display will show the current program number if it was program 100 through 199, or will display the program number plus 100 if it was 000 to 099, since 000 to 099 cannot be stored to.
- 3) If another storage location is desired, press either **VALUE** button until the desired program location is displayed.
- 4) Press the **STORE** button a second time to save the program. The **STORE** LED and the Edit dot in the display will both turn off, and the function that was selected before **STORE** was pressed will be reselected.

SECTION 2

DESCRIPTION OF CONTROLS FRONT PANEL

INPUT

The **INPUT** control is a stereo control that determines the master volume level of the signal being fed into both inputs of the **MIDIVERB III**.

MIX

The **MIX** control determines the ratio of direct to effect signal. Full counterclockwise (to the left) applies only direct signal to the outputs of **MIDIVERB III**. Full clockwise (to the right) applies only effect signal to the outputs.

OUTPUT

The **OUTPUT** control determines the output level of the **MIDIVERB III**'s stereo output jacks. *Although this control is not programmable, it is possible to program some of the output levels internally via software (See Editing the Mix Levels).*

CLIP INDICATOR

The red **CLIP INDICATOR** LED indicates the onset of distortion. This LED should only light occasionally during normal use.

SIGNAL PRESENT LED

The green **SIGNAL PRESENT LED** indicates that a signal is currently being fed into the **MIDIVERB III**. This LED should be frequently lit during normal use.

LED DISPLAY

The **MIDIVERB III** contains an LED display which indicates the current program number or parameter value.

VALUE

The **VALUE** buttons can be used to select the desired number or, once a desired parameter has been selected, edit the parameters value.

PROGRAM

The **PROGRAM** button will display the number of the current program.

A period appearing behind the program number indicates that a parameter or function has been edited and is different from its stored value.

STORE

The **STORE** button allows you to store an edited program into any available program location. By pressing the **STORE** button once, the desired location to be stored to can be accessed by pressing and holding one of the **VALUE** buttons. Pressing the **STORE** button a second time will save the program.

EDIT

Pressing the **EDIT** button will allow access to various parameters for editing. When the **EDIT** button is selected, the lower of the two LEDs adjacent to the button will light, and indicates that the lower row of parameters of the top row of buttons can be accessed for editing. Pressing the **EDIT** button a second time will select the upper row of parameters of the top row of buttons.

REVERB/1

When in the EDIT mode, pressing the **REVERB** button will access either the REVERB ALGORITHM or REVERB DECAY time for editing, depending which EDIT LED is lit. The ALGORITHM parameter offers selection of any of 20 Reverb Algorithms, each with different reverb characteristics such as frequency response, diffusion, density, etc.(see programming chart). The REVERB DECAY parameter allows the user to adjust the decay of the reverb from very short to very long as required. After pressing the **REVERB** button, pressing the **VALUE** buttons will select the desired ALGORITHM choices or DECAY levels.

When in the PROGRAM mode, this is button **1** of the keypad for selecting a program by directly entering the desired program number.

DELAY/2

When in the EDIT mode, pressing the **DELAY** button will access either the DELAY TIME or DELAY REGENERATION amount for editing, depending which EDIT LED is lit. The DELAY TIME parameter allows the user to adjust the time between repeats as required. The DELAY REGENERATION parameter adjusts the number of repeats. After pressing the **DELAY** button, pressing the **VALUE** buttons will select the desired DELAY TIME or REGENERATION levels.

When in the PROGRAM mode, this is button **2** of the keypad for selecting a program by directly entering the desired program number.

CHORUS/3

When in the EDIT mode, pressing the **CHORUS** button will access either the CHORUS ALGORITHM or CHORUS SPEED for editing, depending which EDIT LED is lit. The ALGORITHM parameter offers selection of a wide variety of chorused effects such as mono and stereo chorus, mono and stereo flanging, variations of these with different depths and feedback, etc.(see programming chart). The SPEED parameter affects the sweep speed of the selected effect as required. After pressing the **CHORUS** button, pressing the **VALUE** buttons will select the desired ALGORITHM choices or SPEED levels.

When in the PROGRAM mode, this is button **3** of the keypad for selecting a program by directly entering the desired program number.

EQ/4

When in the EDIT mode, pressing the **EQ** button will access either the INPUT EQ or EFFECT EQ, depending which EDIT LED is lit. The INPUT EQ is a high-cut filter that determines the frequency response of the incoming signal. The EFFECT EQ is a high-cut filter that is part of the currently selected effect. For example, with effects that have reverb, the EFFECT EQ determines the high frequency decay of the reverb. When used with the Delay, the EFFECT EQ determines the high frequency response of the regeneration (number of repeats). After pressing the **EQ** button, pressing the **VALUE** buttons will select the desired EQ rolloff frequency point.

When in the PROGRAM mode, this is button **4** of the keypad for selecting a program by directly entering the desired program number.

MIX/5

When in the EDIT mode, pressing the **MIX** button will adjust the relative level of either the Delay or Reverb, depending on which page the Edit LED is set. The Chorus level is always the same and is either On or Off depending upon the Configuration selected.

After pressing the **MIX** button, pressing the **VALUE** buttons will select the desired levels.

When in the PROGRAM mode, this is button **5** of the keypad for selecting a program by directly entering the desired program number.

CONFIG/6

When in the EDIT mode, the **CONFIG** button selects the various signal flow possibilities of **MIDIVERB III**'s four Effects. After pressing the **CONFIG** button, pressing the **VALUE** buttons will select the available choices.

When in the PROGRAM mode, this is button **6** of the keypad for selecting a program by directly entering the desired program number.

MOD/7

When in the EDIT mode, the **MOD** button lets you control various **MIDIVERB III** parameters such as Reverb Decay Time or Reverb Level in real time from a MIDI controller like the pitchwheel, mod wheel, keyboard aftertouch, keyboard note value, keyboard velocity, sustain pedal, breath controller, or volume control on a synthesizer or other MIDI device. After pressing the **MOD** button, pressing the **VALUE** buttons selects the available choices.

When in the PROGRAM mode, this is button **7** of the keypad for selecting a program by directly entering the desired program number.

MIDI/8

When in the EDIT mode, the **MIDI** button is used to select the send and receive channel for the **MIDIVERB III**. The range is channel 01 through 16.

Pressing the **MIDI** button a second time selects if the **MIDIVERB III** will accept MIDI Program Change commands.

Pressing the **MIDI** button a third time selects the ECHO On or Off function. This will echo any MIDI information that the **MIDIVERB III** receives at its MIDI input (except for system exclusive messages that are specifically for the **MIDIVERB III**) back out its MIDI output.

The **MIDI** button can also be used to transmit **MIDIVERB III** programs 100 through 199 via MIDI system exclusive. Simply hold the **MIDI** button and press **STORE**.

The MIDI functions are global functions and are not stored with an individual program.

When in the PROGRAM mode, this is button **8** of the keypad for selecting a program by directly entering the desired program number.

MIDI MAPPING

The next two buttons control what is known as MIDI program MAPPING, which means that a MIDI program change number can be mapped to select any of the **MIDIVERB III**'s programs. For example, without MIDI program MAPPING, selecting MIDI program 23 from an external MIDI device would select program 23 on the **MIDIVERB III**. With MIDI MAPPING, selecting MIDI program 23 on an external MIDI device could be set to select any program on the **MIDIVERB III**.

The MIDI MAPPING functions are global functions and are not stored with an individual program.

MIDI PROG/9

Part of the MIDI program MAPPING section when in the EDIT mode, the **MIDI PROGRAM** button selects a MIDI program number from 000 through 127 that will be received by the **MIDIVERB III** from an external MIDI controller.

When in the PROGRAM mode, this is button **9** of the keypad for selecting a program by directly entering the desired program number.

INT. PROG/0

The other half of the MIDI program MAPPING section when in the EDIT mode, the **INT. PROG** (Internal Program) button selects the internal **MIDIVERB III** program (from 000 to 199) that will be chosen by the external MIDI program number that is selected by the **MIDI PROG** button.

When in the PROGRAM mode, this is button **0** of the keypad for selecting a program by directly entering the desired program number.

BYPASS

The **BYPASS** button bypasses the effects of the **MIDIVERB III** and supplies only Direct Signal Level to the stereo outputs. When the signal is bypassed, the **BYPASS** LED will light.

***BYPASS** is also connected to the Bypass Jack on the rear panel and can be activated by a momentary footswitch.*

BACKPANEL

INPUT JACKS

(Left & Right)

Accepts from musical instrument to line level input signals.
Use the Right Input Jack for mono.

OUTPUT JACKS

(Left & Right)

Stereo output of the **MIDIVERB III**.
Use the Right Output Jack for mono.

MIDI IN JACK

Receives all MIDI information.

MIDI OUT/THRU

JACK

Retransmits MIDI information received by **MIDIVERB III** to other MIDI units if the MIDI ECHO function is enabled. Also used as a **MIDI OUT** jack for MIDI system exclusive data dumps.

BYPASS JACK

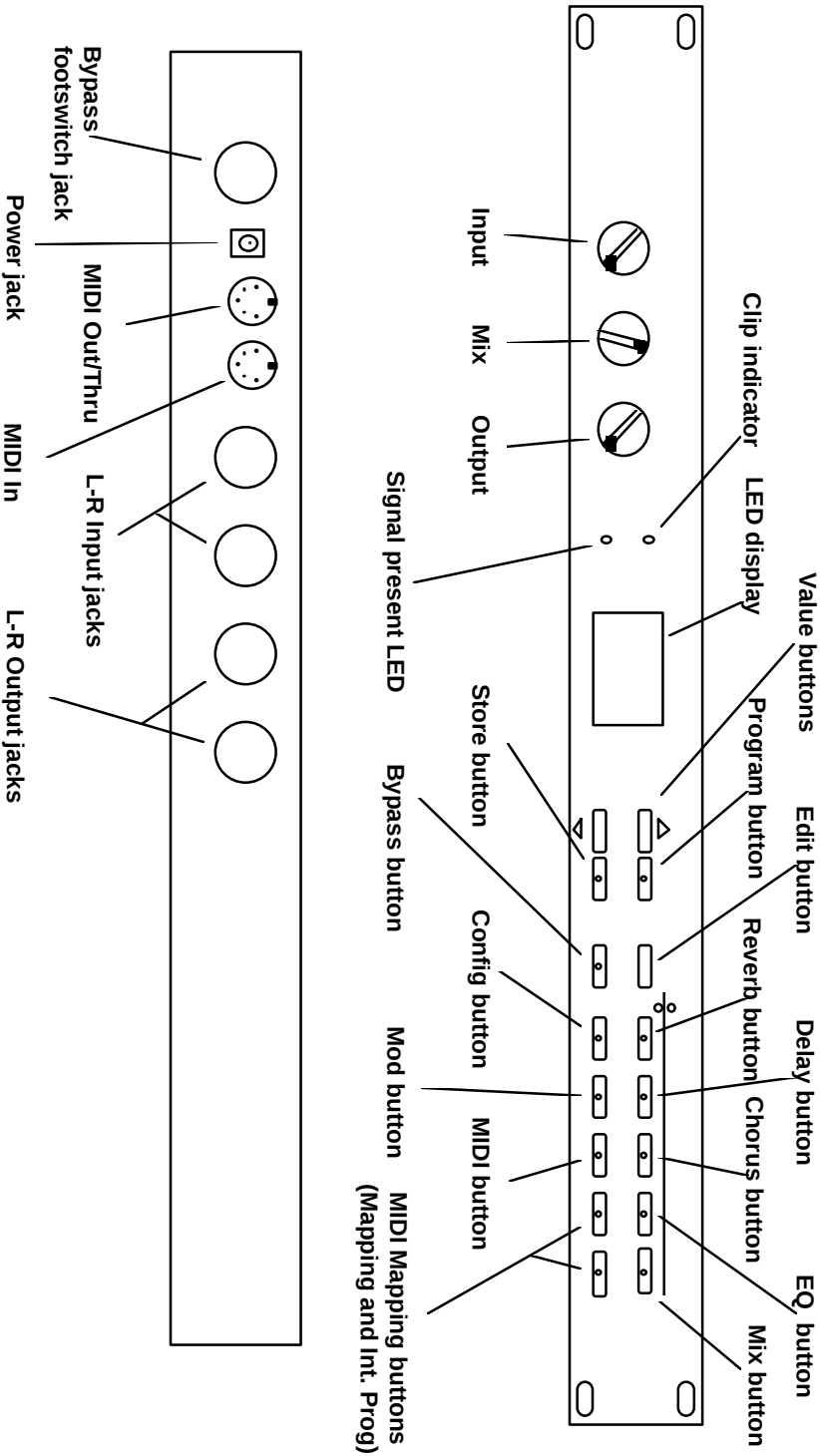
The **BYPASS** jack bypasses the effects of the **MIDIVERB III** and supplies only Direct Signal Level to the stereo outputs. When the signal is bypassed, the **BYPASS** LED on the front panel will light.

Any momentary switch can be used.

POWER

Accepts the +9VAC power from the **MIDIVERB III** Power Supply. This external supply keeps hum, noise, and ground loops to a minimum.

***MIDIVERB III* FRONT AND BACK PANELS**



SECTION 3

INTERFACING *MIDIVERB III*

INSTRUMENTS MICROPHONES

The **Alesis *MIDIVERB III*** has high impedance inputs that are ideally suited for use either with instruments or line level signals. Although microphones can be connected directly into the ***MIDIVERB III***, it is recommended that for quietest operation they be connected to a mixing console first and then connected to the ***MIDIVERB III*** as described in **Figures 2 or 3**.

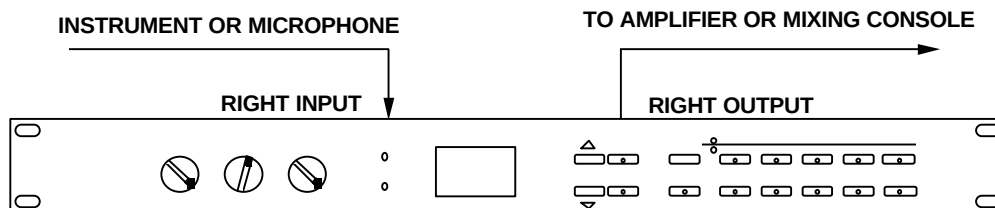
MONO OPERATION

For mono operation of the ***MIDIVERB III***, use only the Right Input. This will result in a stereo output. If a mono output is required, only the Right Output should be used. **See Figures 1A and 1B**

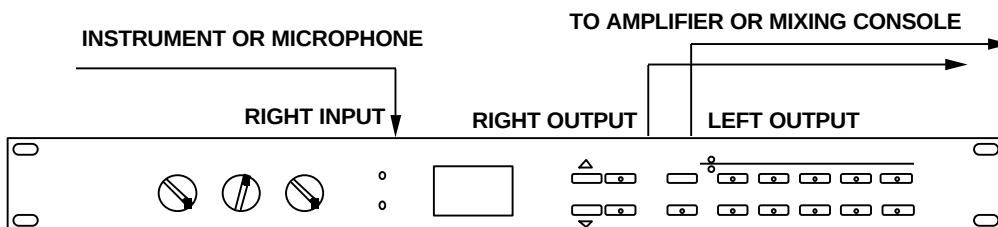
FIGURE 1A/1B

MONO CONNECTION TO INSTRUMENT OR MICROPHONE

A. MONO IN - MONO OUT



B. MONO IN - STEREO OUT



MIXING CONSOLES

INTERFACING VIA AUX SENDS

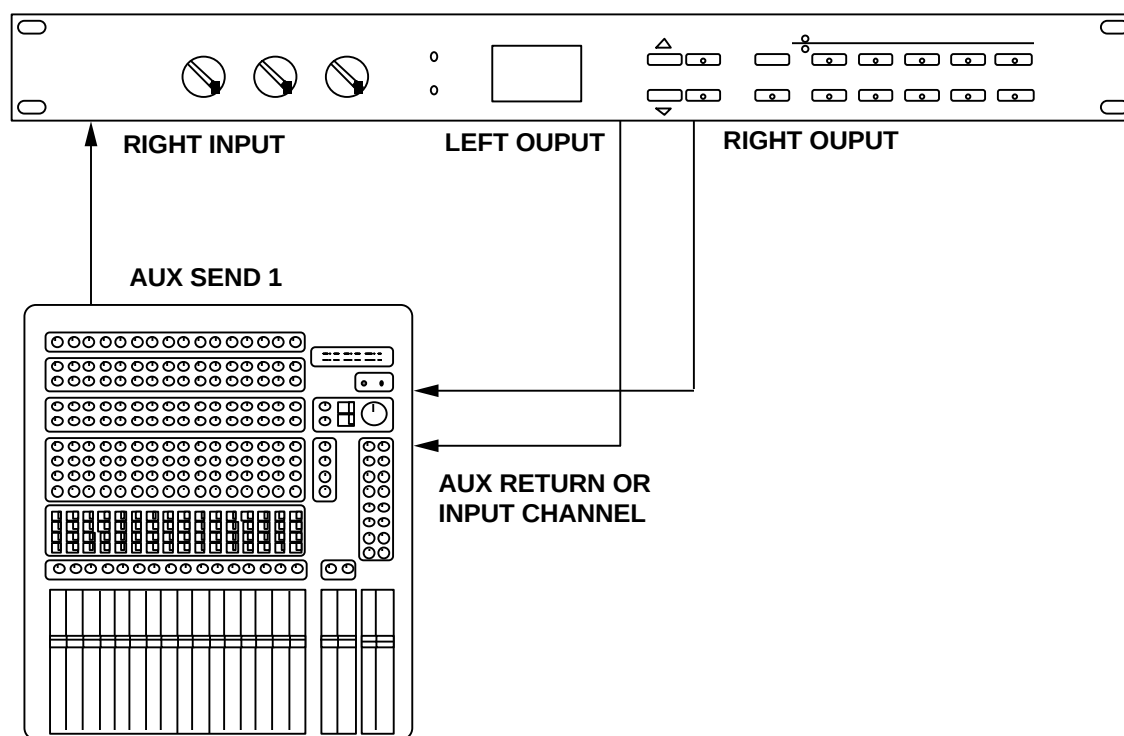
The **MIDIVERB III** handles mono or stereo sends at all system levels. The input circuitry of the **MIDIVERB III** can easily handle +4dBv levels (+20dBv peaks), while having enough input or output gain to interface with the extremely low signal levels of budget recording systems.

The **MIDIVERB III** may be connected to the mixing console in several ways. It can be used to effect several instruments at once by using the auxiliary send and return controls of the console. Simply connect an aux send of the mixing console to the *Right Input* of the **MIDIVERB III** (or 2 aux sends connected to both left and right of the **MIDIVERB III** for stereo) and then connect the output of the **MIDIVERB III** back to either the aux returns or input channels. *See Figure 2*

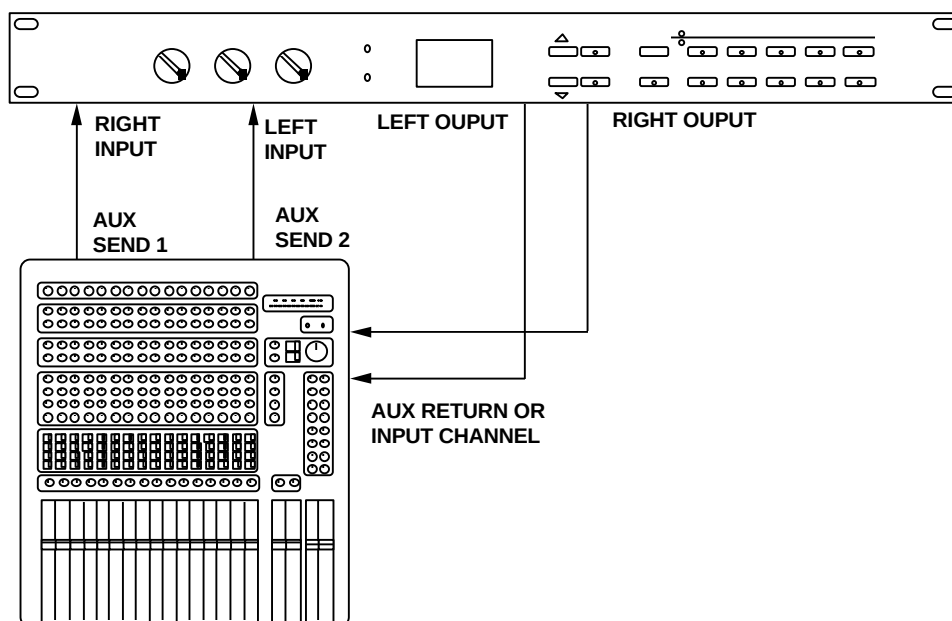
FIGURE 2A/2B

STEREO CONNECTION TO MIXING CONSOLE VIA AUX SENDS

A. MONO IN - STEREO OUT



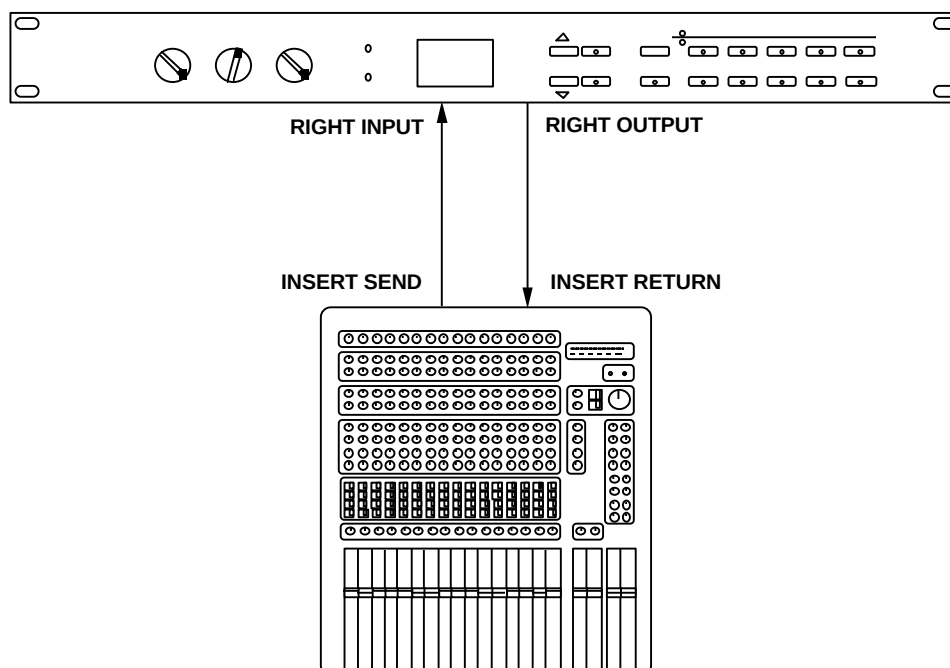
B. STEREO IN - STEREO OUT



INTERFACING VIA INSERT SEND AND RETURNS

Another way of interfacing the *MIDIVERB III* is to connect the unit directly to the *insert* send and return patch points of the channel that is to be effected. **See Figure 3**

FIGURE 3
CONNECTION TO CONSOLE VIA INSERT PATCH POINTS



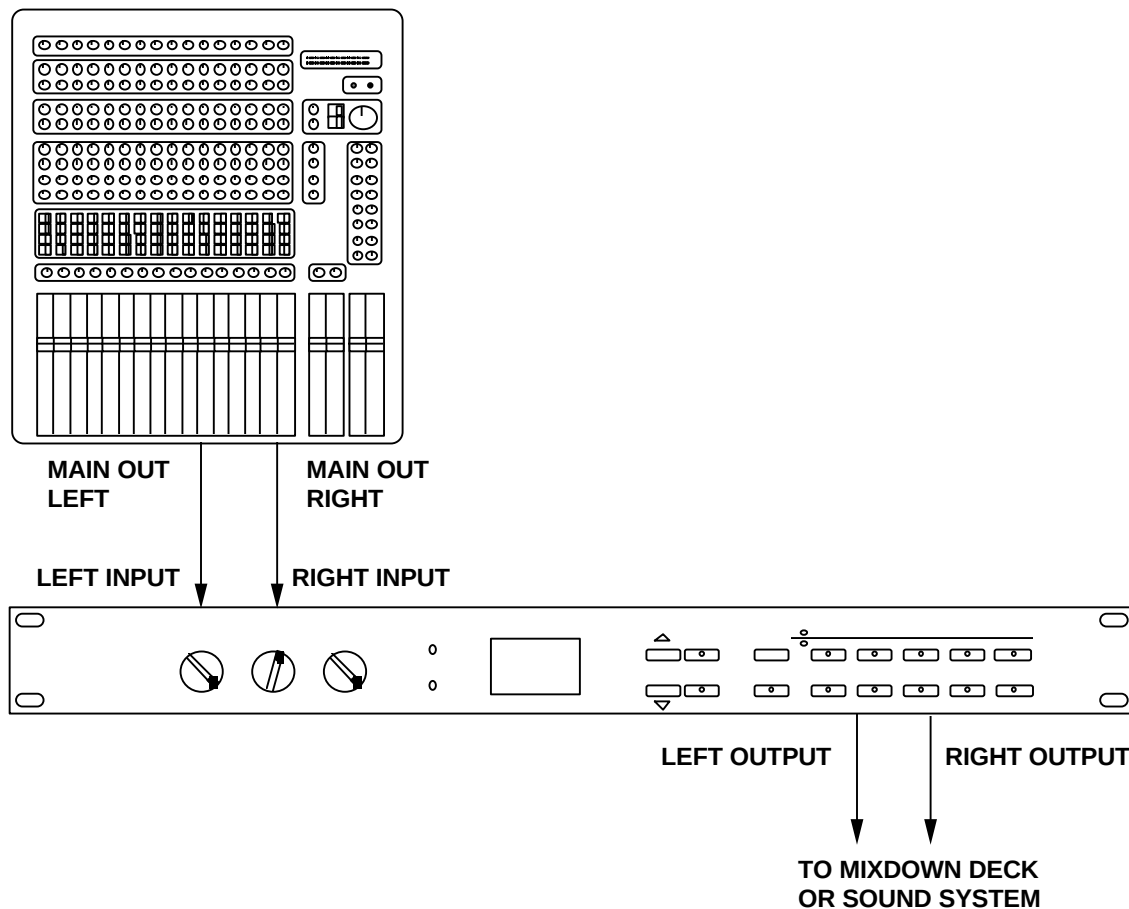
CONNECTION TO THE MAIN OUTPUTS

Still another way of interfacing the **MIDIVERB III** to a mixer or recording console would be in-line across the output of your mixing console (See **Figure 4**).

This setup would be used only if you needed to effect the entire mix.

FIGURE 4

STEREO CONNECTION TO THE CONSOLE MAIN OUTPUTS



SETUP

After you have connected your **MIDIVERB III** to either an instrument or mixing console:

- 1) Turn the **INPUT LEVEL** control up until the green **SIGNAL LED** Indicator lights (It's OK if the red *Clip* LED occasionally lights, but distortion will result if it remains on constantly).

- 2) Now turn the **OUTPUT LEVEL** control up (clockwise) until there is sufficient level at the amplifier or mixer. *Be careful not to turn the **OUTPUT LEVEL** control up too high since the strong signal may cause your amplifier or mixer to overload.*
- 3) Next, turn the **MIX** control until the correct balance between effect and direct signal is reached.

PLEASE NOTE:

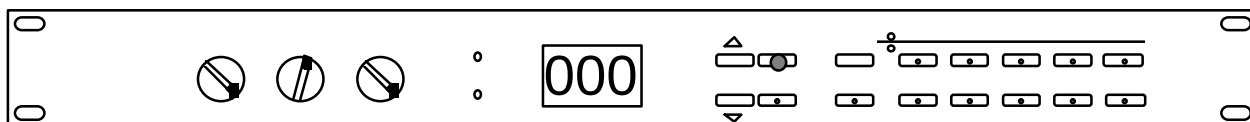
*For optimum signal-to-noise ratio (quietest operation), it is always best to have the **INPUT LEVEL** control turned up as high as possible, but not so much that the **Clip LED** lights.*

SECTION 4

USING *MIDIVERB III* PROGRAM MODE

When power is first turned on, the *MIDIVERB III* automatically resets to the Program mode and the last program selected before the power was turned off will be currently selected.

For the purpose of illustration, let's assume that you are turning your *MIDIVERB III* on for the first time. The *MIDIVERB III*'s front panel should look like this:



In the Program mode when initially powered up, note that the front panel will display the following:

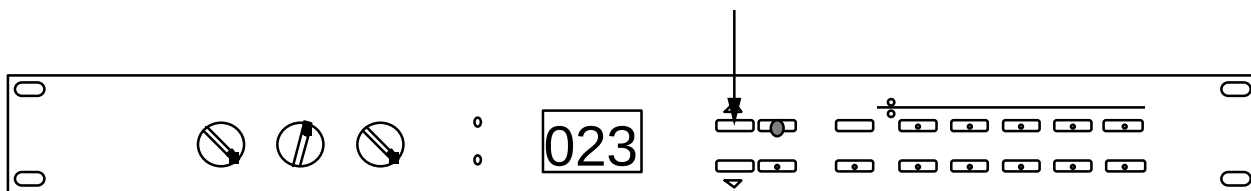
- A) The PROGRAM LED will be lit, indicating that the *MIDIVERB III* is in the Program mode.
- B) The display will read the program number, in this case "000".

SELECTING A PROGRAM

There are three ways to select a program on the *MIDIVERB III* when it is in the Program mode; by using the **VALUE** buttons, by using the ten keys on the right of the front panel which function as a keypad in the Program mode, or by receiving a MIDI program change (when Program Change has been enabled).

WITH VALUE BUTTONS

If we desire to select program 023, for example, we could simply press and hold the "up" **VALUE** button until program 023 was displayed. At that point, the *MIDIVERB III*'s front panel would look like this:



Note that the front panel still displays the following:

- The PROGRAM LED will be lit, indicating that the **MIDIVERB III** is in the Program mode.
- The display will read the program number, only now it reads "023".

WITH KEYPAD

Another way to select program 23 would be to use the ten function keys on the right of the front panel which double as a keypad in the Program mode (notice the numbers beside each button). To do this we would do the following:

- 1) Select the three digits (all programs must have 3 digits) from the keypad. In this case 0 (**INT. PROG** button), 2 (**DELAY** button), 3 (**CHORUS** button).
The program will be selected after the third digit is entered.
- 2) *The three digits must be selected within 4 seconds or the program will revert back to the previous program number.*

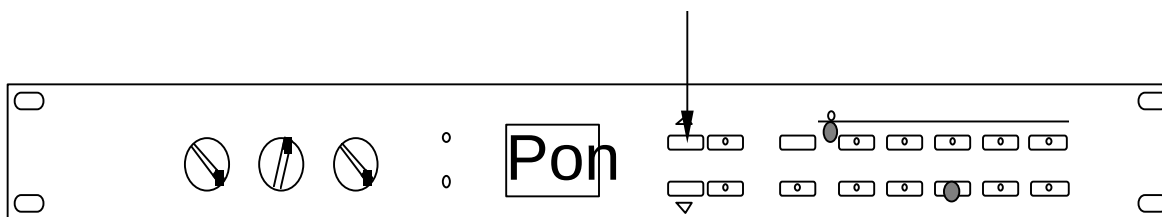


After the third digit is entered, the display will read as above.

FROM MIDI

The third and final way to select program 23 is with a program change command received via MIDI.

- 1) Enable MIDI Program Change by first pressing the **EDIT** button.
- 2) Press the **MIDI** button until the display reads "Pof" or "Pon".



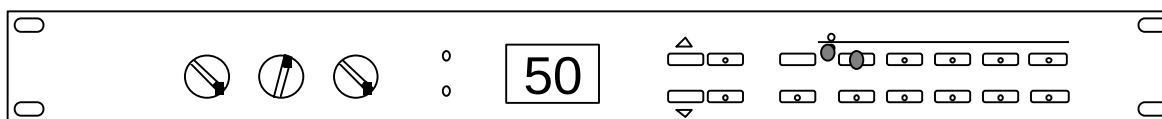
- 3) Press the "Up" **VALUE** button until display read "Pon"
- 4) Set program 023 on the **MIDIVERB III** to correspond with the desired program number on your synth, sequencer, or other MIDI device. (see " How to Use MIDI Mapping" on page xxxxxxx).
- 5) Send the program change from your synth, sequencer, or other MIDI device.

EDITING A PROGRAM

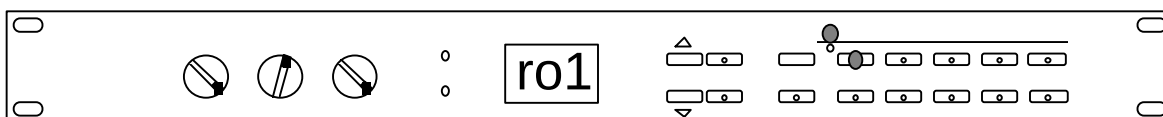
Any **MIDIVERB III** program can be easily edited (modified) by entering the EDIT mode. As an example, we will edit our program 023.

- 1) Select the **EDIT** button. The lower of the the two LEDs adjacent to the **EDIT** button will light, the PROGRAM LED will turn off, and the LED for the function or parameter last selected will light.

This indicates that the bottom row of functions of the top row of buttons can be accessed, so now the **REVERB**, **DELAY**, **CHORUS**, **EQ**, and **MIX** buttons will control REVERB DECAY, DELAY REGENERATION, CHORUS SPEED, EFFECT EQ, and DELAY MIX. (The illustration indicates a Reverb Decay time of 50).

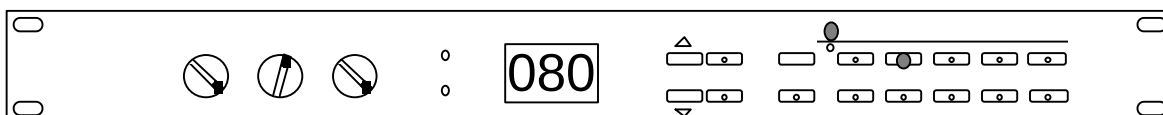


- 2) Pressing the **EDIT** button again will select the upper LED which indicates that the top row of edit functions on the top row of buttons can be accessed.
Now the **REVERB**, **DELAY**, **CHORUS**, **EQ**, and **MIX** buttons control REVERB ALGORITHM, DELAY TIME, CHORUS ALGORITHM, INPUT EQ, and REVERB MIX. (The illustration indicates that a Reverb Algorithm of "ro1" or Room 1 has been chosen).



- 3) Select the desired function to be edited. The stored value of the parameter will appear in the numeric display and the button will light up.

In this case we will edit the DELAY TIME. When we select the **DELAY** button, the display will read:



- 4) Press either **VALUE** button to adjust the desired parameter.
- 5) Select another function to be edited, if desired.

PLEASE NOTE:

- Once a parameter has been edited, the dot to the right of the right-most numeric digit will light when in *PROGRAM* mode (program number displayed and *PROGRAM LED* lit).
- At this point, selecting a new program either by the **VALUE** buttons or the keypad will cause the edited program to be lost. Be sure to save your program first! (See next section)
- The parameters on the bottom row of buttons can be selected when either *Edit LED* is on.
- At any time you can return to the default selection or value by pressing both **VALUE** buttons at the same time.

MIDIVERB III PROGRAMMABLE FUNCTIONS

REVERB

Reverb can be thought of as a great number of distinct echos, called reflections, that occur so fast that our ear hears them blurred together as one. In nature, different size spaces give distinctly different sounding reverbs, depending upon the size and shape of the space (called Reverb Density), and the texture of the surfaces that the reflections bounce off of (called Reverb Diffusion). The various parameters of the **MIDIVERB III** make it possible to simulate nearly any natural reverberant space that can be imagined, and a few artificial ones as well.

The programmable parameters are:

REVERB ALGORITHM

There are 20 different Reverb Algorithms, or Reverb versions, in the **MIDIVERB III**. Each algorithm has a different sound and simulates a different acoustic environment. **See Figure 5.**

FIGURE 5

REVERB ALGORITHMS			
DISPLAY	ALGORITHM	CHARACTERISTICS	
ro1	Room 1	SMALL ROOM	High density; low diffusion
ro2	Room 2	SMALL ROOM	High density; high diffusion
ro3	Room 3	MEDIUM ROOM	Medium density; medium diffusion
ro4	Room 4	LARGE ROOM	Low density; high diffusion
HL1	Hall 1	SMALL HALL	Medium density; high diffusion
HL2	Hall 2	SMALL HALL	High density; low diffusion
HL3	Hall 3	MEDIUM HALL	Medium density; medium diffusion
HL4	Hall 4	LARGE HALL	Low density; low diffusion
CH1	Chamber 1	MEDIUM CHAMBER	Medium density; medium diffusion
CH2	Chamber 2	MEDIUM CHAMBER	Medium density; high diffusion
CH3	Chamber 3	LARGE CHAMBER	High density; low diffusion
CH4	Chamber 4	PERCUSSION CHAMBER	Medium density; high diffusion
PL1	Plate 1	PERCUSSION PLATE	High density; low diffusion
PL2	Plate 2	TIGHT PLATE	High density; medium diffusion
PL3	Plate 3	SOFT PLATE	Medium density; medium diffusion
PL4	Plate 4	VOCAL PLATE	Low density; high diffusion
gt1	Gate 1	BRIGHT GATE	High density; low diffusion
gt2	Gate 2	POWER GATE	Medium density; medium diffusion
rE1	Reverse 1	MEDIUM REVERSE	High density; low diffusion
rE2	Reverse 2	SLOW REVERSE	Low density; low diffusion

REVERB DECAY

The Reverb Decay determines the length of time that the Reverb will sound before it finally fades away. It is not used in the Reverse 1 and 2 Algorithms. It is functional in all others.

DELAY

The Delay section of the **MIDIVERB III** can be used in two modes, depending upon the configuration. In some configurations, the Delay acts as a straight mono Digital Delay which can be programmed for up to 490 milliseconds. In other configurations that feature the Reverb of **MIDIVERB III**, it will be used as a Pre-Delay for the Reverb section with a maximum setting of up to 100 milliseconds.

The programmable parameters are:

DELAY TIME

Delay Time is the amount of time between the original signal and the first repeat, or echo, of the signal.

DELAY REGENERATION

Delay Regeneration means that a portion of the delay signal output is "fed back" into the input, resulting in the delay repeating itself. The more regeneration, the more repeats.

CHORUS

The Chorus section of the **MIDIVERB III** is primarily used to slightly change the pitch of the signal fed into the unit. This is done to make the input signal thicker and bigger sounding.

The programmable parameters are:

CHORUS ALGORITHM

There are 24 different Chorus Algorithms (Chorus versions), in the **MIDIVERB III**. Each algorithm has a different sound and simulates a different pitch based effect.

There are two major types of algorithms: Chorus and Flanging (see explanation below). Both Chorus and Flanging have 6 algorithms of mono and 6 algorithms of stereo. **See Figure 6.**

FIGURE 6

CHORUS ALGORITHM			FLANGING ALGORITHM		
DISPLAY			DISPLAY		
Mono	Stereo	Depth	Mono	Stereo	Depth
C1	SC1	Smallest Depth	F1	SF1	Smallest Depth
C2	SC2	Small Depth	F2	SF2	Small Depth
C3	SC3	Medium Depth	F3	SF3	Medium Depth
C4	SC4	Medium Depth	F4	SF4	Medium Depth
C5	SC5	Big Depth	F5	SF5	Big Depth
C6	SC6	Biggest Depth	F6	SF6	Biggest Depth

WHAT IS CHORUS?

As the name implies, the Chorus effect is used to make one instrument sound like two or more instruments played together. Just as a string section, with its tiny variations in tuning and timing, sounds thicker than a single violin, so does a guitar or keyboard sound bigger and more interesting when a bit of chorusing is applied.

Mono Chorus is achieved by splitting the signal into two, then slightly delaying and detuning one of the parts. In Stereo Chorus, the signal on the left will detune in one direction while the signal on the right detunes in the other direction.

WHAT IS FLANGING?

First used in the sixties, "Flanging" was achieved by the use of two tape recorders that would record and play back the same program in synchronization. By alternately slowing down one tape machine, and then the other, different phase cancellations would occur. Since the slowing down of the tape machines was done by hand pressure against the flanges of the tape supply reels, the term "Flanging" came into being.

Today, Flanging can be closely simulated by many outboard effects processors such as the **MIDIVERB III**. The effect of Flanging, either electronically or mechanically done, is achieved by splitting and slightly delaying one part of the signal, then varying the time delay, with an LFO (Low Frequency Oscillator). The delayed signal is then mixed back with the original signal to produce the "swishing" or "tunneling" sound. Many

variables are available, from varying the Speed and Depth of the LFO to feeding back part of the signal to make the effect stronger.

In the case of a Stereo Flange, the signal is split into three parts with a dry signal and a separate Delay section for both left and right channels with one channel flanging up while the other channel flanges down. This causes the effect to become more pronounced and dramatic.

CHORUS SPEED

Varying the Chorus Speed parameter affects the amount of signal detuning, and therefore the depth of chorusing while in the Chorus mode. When in the Flanging mode, Chorus Speed will affect the speed of the flange.

EQ

The EQ section of the **MIDIVERB III** is actually a single pole, 6dB per octave low pass filter, designed to roll off the high frequency response of either the input or effect in order to simulate the high frequency rolloff that occurs naturally in different environments. The number that is displayed is the frequency point where the signal has already rolled off - 3dB. **See Figure 7.**

When in the EDIT mode, pressing the **EQ** button will access either the INPUT EQ or EFFECT EQ, depending which EDIT LED is lit.

FIGURE 7

FREQUENCY SELECTIONS		
Off	4.88KHz	1.86KHz
13.8KHz	4.48KHz	1.64KHz
11.8KHz	4.11KHz	1.43KHz
10.3KHz	3.77KHz	1.23KHz
9.23KHz	4.11KHz	1.03KHz
8.33KHz	3.45KHz	0.85KHz
7.56KHz	3.15KHz	0.66KHz
6.89KHz	2.86KHz	0.49KHz
6.31KHz	2.59KHz	0.33KHz
5.79KHz	2.34KHz	0.16KHz
5.31KHz	2.09KHz	

The programmable parameters are:

INPUT EQ

The INPUT EQ is a high-cut filter that rolls off the high frequency response of the input signal before it is sent to either the Delay, Reverb, or Chorus. The **VALUE** button selects the frequency where the signal has been rolled off -3dB. **See Figure 7.**

EFFECT EQ

The EFFECT EQ is a high-cut filter that is part of the currently selected effect. The **VALUE** button selects the frequency where the signal has been rolled off -3dB. **See Figure 7.**

With effects that have reverb (Configurations 1 through 13), the EFFECT EQ determines the high frequency decay of the reverb. With effects that have Delay (Configurations 14 and 15), the EFFECT EQ determines the frequency response of the Delay Regeneration (or the number of repeats).

MIX PARAMETERS

When in the EDIT mode, pressing the **MIX** button will adjust the relative level of either the Delay or Reverb, depending on which page the Edit LED is set. The programmable Mix Parameters are especially useful in live situations where the level of Delay and Reverb must be different from program to program.

The Chorus level is always the same and is either On or Off depending upon the Configuration selected.

The Mix parameters are:

DELAY OUTPUT LEVEL

The Delay Output Level adjusts the output level of the Delay section.

REVERB OUTPUT LEVEL

The Reverb Output Level adjusts the output level of the Reverb section.

MODULATING *MIDIVERB III* 's PARAMETERS

MOD PARAMETERS

The **mod** section lets you control various *MIDIVERB III* parameters from a MIDI controller such as the pitchwheel, modwheel, keyboard aftertouch, keyboard note number, keyboard velocity, sustain pedal, or breath controller. This is extremely useful when dynamic or real-time control is required in a live playing situation, and allows for a new level of creativity on recordings.

MOD ROUTING

The Mod Routing parameter selects the MIDI controller which will remotely change (modulate) one of the parameters of the *MIDIVERB III* . There are eight common MIDI controllers that can be routed to control one of six possible *MIDIVERB III* parameters, making a total of 48 possible routing combinations, plus an OFF position.

MOD CONTROLLER SOURCES

The Mod Controller options for the Mod Routing are:

FIGURE 8

MIDI CONTROLLER SOURCES	
CONTROLLER	DESCRIPTION
PITCH BEND	The pitch bend wheel or lever common on most synthesizers.
CONTROLLER #1	The Mod Wheel common on most synthesizers is designated Controller #1 in the MIDI specification. It is called Controller #1 instead of Mod Wheel here since it is easier to display as "1" due to the limits of the 7 segment LED displays.
AFTER TOUCH	After a note is depressed, a pressure on the key will cause a MIDI command. This ability is not available on all keyboards.
NOTE NUMBER	Any MIDI note from keyboard, sequencer, or drum machine.
NOTE VELOCITY	The target parameter will change in relation to how hard a key is struck.
SUSTAIN PEDAL	The common sustain pedal found on most electronic keyboards can be used as a modulation controller.
BREATH CONTROLLER	The breath controller found on some electronic keyboards can be used as a modulation controller.
VOLUME PEDAL	The common volume pedal found on some electronic keyboards can be used as a modulation controller (MIDI Controller #7).

MOD PARAMETER DESTINATIONS

There are 6 parameters of the *MIDIVERB III* that can be modulated by one of the above source controllers. These are called "targets" or "destinations". They are:

FIGURE 9

MIDIVERB III MIDI PARAMETER TARGETS	
PARAMETER	DESCRIPTION
Reverb Decay	Length of time before the Reverb dies can be modulated.
Delay Time	Length of time between repeats can be modulated
Delay Regeneration	Number of echo repeats can be modulated
Chorus Speed	How fast or slow the Chorus or Flange oscillates can be modulated
Reverb Level	The output of the Reverb can be remotely modulated
Delay Level	The output of the Delay can be remotely modulated

MOD ROUTING DISPLAY

The *MIDIVERB III* displays exactly which Mod Routing is currently selected via the LED display. Of the three characters that will be displayed, the first character on the left will always indicate which MIDI Controller source has been selected. The second and third characters displays the *MIDIVERB III* parameter selected.

Figure 10 shows how **MIDIVERB III** will display the routing and which controller/parameter combinations are active.

FIGURE 10

MIDIVERB III MOD ROUTING DISPLAY		
	1st character of display MOD CONTROLLER	2nd and 3rd character of display MIDIVERB III PARAMETER DISPLAY MODULATED
OFF	None	None
Prd Modwheel Decay	Pitchwheel Reverb Decay Ard Srd brd	Reverb Decay 1rd nrd Note Number Reverb Urd VelocityReverb Decay Aftertouch Reverb Decay Sustain Pedal Reverb Decay Breath ControllerReverb Decay 7rd Volume Pedal Reverb
Pdt Modwheel Time	Pitchwheel Delay Time Adt Sdt bdt	Delay Time 1dt ndt Note Number Delay Udt VelocityDelay Time Aftertouch Delay Time Sustain Pedal Delay Time Breath ControllerDelay Time 7dt Volume Pedal Delay
Pdr Modwheel Regeneration Regeneration Regeneration Regeneration Delay Regeneration Regeneration	Pitchwheel Delay Regeneration Adr Sdr	Delay Regeneration 1dr ndr Note Number Delay Udr VelocityDelay Aftertouch Delay Sustain Pedal Delay bdr Breath Controller 7dr Volume Pedal Delay
Pcs Modwheel Speed	Pitchwheel Chorus Speed Acs Scs bcs	Chorus Speed 1cs ncs Note Number Chorus Ucs VelocityChorus Speed Aftertouch Chorus Speed Sustain Pedal Chorus Speed Breath ControllerChorus Speed 7cs Volume Pedal Chorus
PrL Modwheel Level	Pitchwheel Reverb Level ArL SrL brL	Reverb Level 1rL nrL Note Number Reverb UrL VelocityReverb Level Aftertouch Reverb Level Sustain Pedal Reverb Level Breath ControllerReverb Level 7rL Volume Pedal Reverb
Level		

PdL Modwheel Level	Pitchwheel Delay Level	Delay Level	1dL
		ndL	Note Number
		UdL	Velocity
	AdL		Delay Level
	SdL	Aftertouch	Delay Level
	bdL	Sustain Pedal	Delay Level
		Breath Controller	Delay Level
Level		7dL	Volume Pedal
			Delay

MOD AMPLITUDE

The Mod Amplitude is the amount that the selected **MIDIVERB III** parameter will be affected by the Mod Source. It can be adjusted to affect the target parameter by a positive or negative amount. In other words, if the Reverb Decay was selected as the Mod Destination with the pitch wheel of a keyboard as the Mod Source, the pitch wheel could be programmed to cause the Reverb to increase the decay (positive) or decrease its decay (negative).

The **VALUE** button selects the amount of Modulation.

CONFIGURATIONS

At the heart of **MIDIVERB III**'s unique sophistication is its 15 different configurations. A configuration is the order in which the internal digital Effects are placed. Even with all 4 effects operating simultaneously, each effect suffers no sonic degradation, and is capable of full 16Hz to 15KHz bandwidth.

CONFIGURATION SIGNAL PATHS

One of the major differences between each configuration is whether the Chorus of the **MIDIVERB III** is connected directly to the output, or if it is fed directly into the Delay or Reverb instead. **Figure 10** shows that Configurations 1 through 6 are identical with Configurations 7 through 12 except that 1 through 6 has the Chorus connected to the output.

Another major difference between configurations is how the Delay section of the **MIDIVERB III** will be used. In Configurations 1, 7, and 13, the Delay is used for slightly delaying the Reverb in order to simulate a larger environment. This is called *PreDelay*. In all other configurations, the Delay section functions as a normal digital delay. **See Figure 10.**

PLEASE NOTE: *In all Configurations except #14 and 15, the maximum delay is **100 milliseconds**. In Configurations #14 and 15, the maximum delay time is **490 milliseconds**.*

FIGURE 10

CONFIG NUMBER	CONFIGURATION SIGNAL PATHS	CHRS in OUTPUT	REVERB PRE-DELAY
1	EQ > CHRS > DELAY > REVERB	ON	YES
2	EQ > CHRS > REVERB EQ > CHRS > DELAY	ON	NO
3	EQ > CHRS > REVERB DELAY	ON	NO
4	EQ > CHRS > REVERB EQ > DELAY	ON	NO
5	EQ > REVERB CHRS > DELAY	ON	NO
6	EQ > DELAY CHRS > REVERB	ON	NO
7	EQ > CHRS > DELAY > REVERB	OFF	YES
8	EQ > CHRS > REVERB EQ > CHRS > DELAY	OFF	NO
9	EQ > CHRS > REVERB DELAY	OFF	NO
10	EQ > CHRS > REVERB EQ > DELAY	OFF	NO
11	EQ > REVERB CHRS > DELAY	OFF	NO
12	EQ > DELAY CHRS > REVERB	OFF	NO
13	EQ > DELAY > REVERB CHRS	ON	YES
14	EQ > CHRS > DELAY	ON	N/A
15	EQ > CHRS > DELAY	OFF	N/A

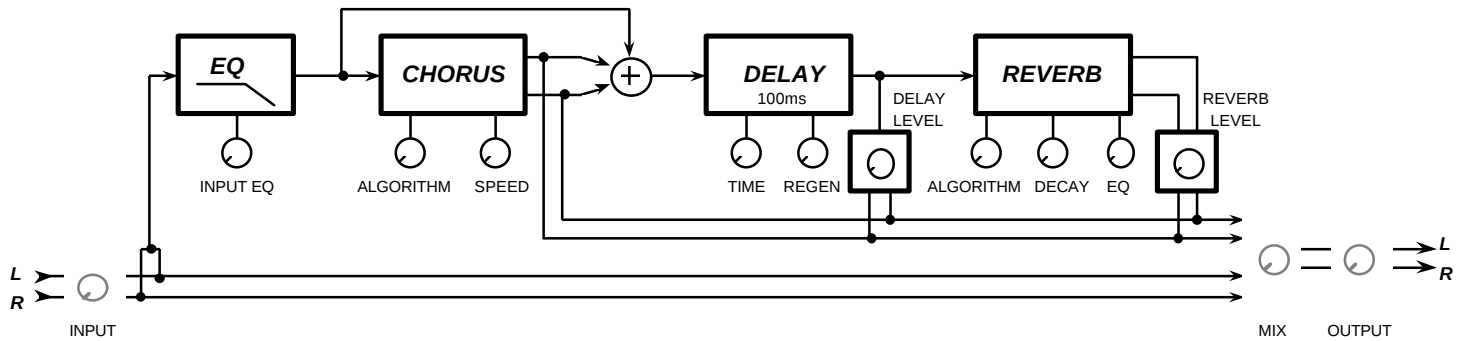
PLEASE NOTE:

- No Reverb available on Configurations 14 and 15.
- Configurations 5, 6, or 13 can provide Chorus only (with no other effects) if desired.
- Only Configurations 1, 7, and 13 provide Reverb Pre-Delay.
- Configurations 1, 2, 3, 4, 5, 6, 13, and 14 provide Chorus at Output.
- Configurations 7, 8, 9, 10, 11, 12, 15 have Chorus on effects only.

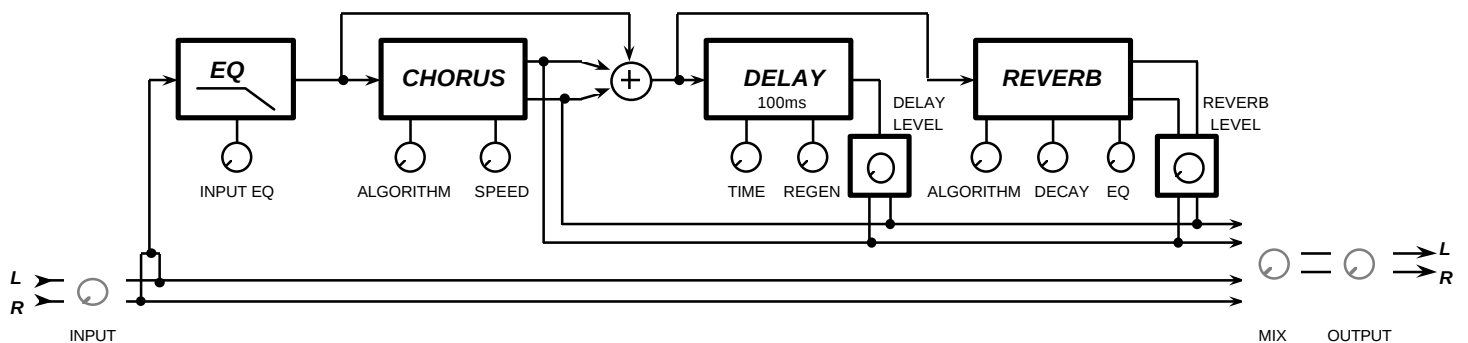
**INDIVIDUAL
CONFIGURATIONS**

Below is a chart for each configuration that shows what the effects possibilities of each are, as well as where the Chorus section is routed to.

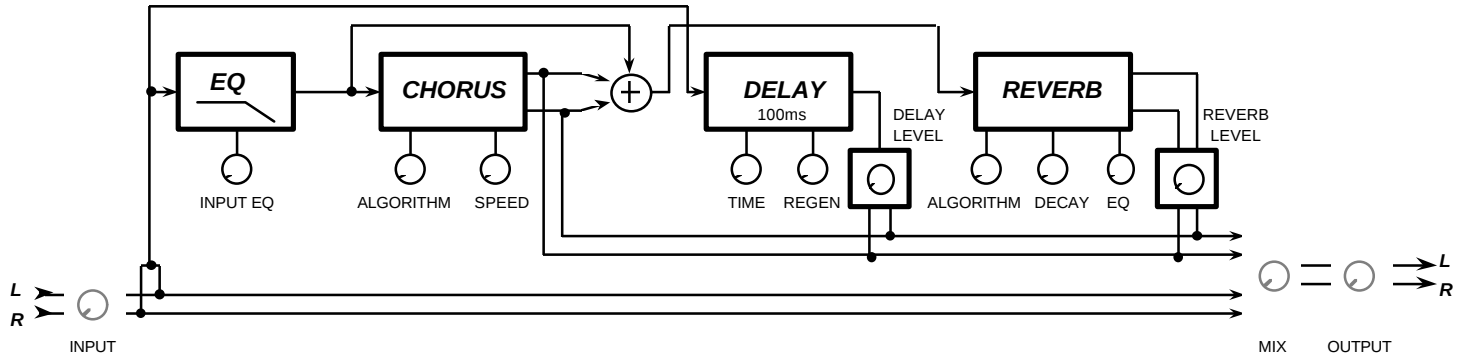
CONFIGURATION 1	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output	1. EQ'd, Chorused, Predelayed Reverb2.
EQ'd, Chorused, Predelayed Reverb with echo	3. EQ'd, Chorused Delay
	4. All of the above at once
	5. EQ'd Chorus only



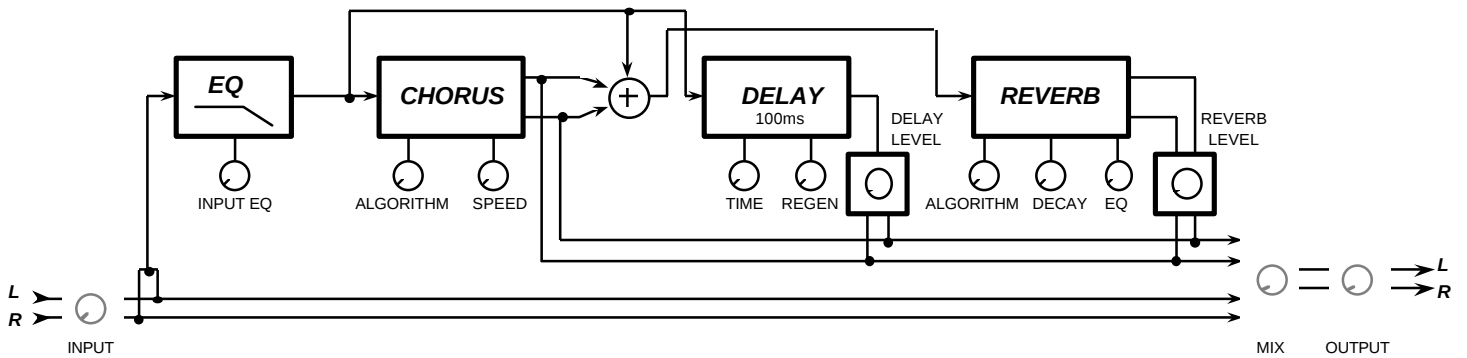
CONFIGURATION 2		
CHORUS	EFFECTS POSSIBILITIES	
Routed to Output	1. EQ'd, Chorused, Reverb	
of the above at once	2. EQ'd, Chorused, Delay	3. All
	4. EQ'd Chorus only	



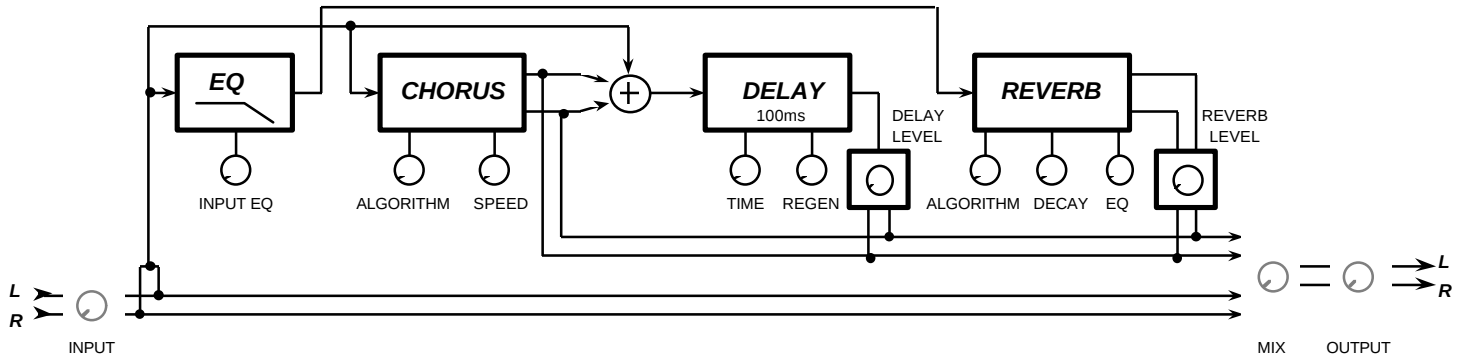
CONFIGURATION 3	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output	1. EQ'd Chorused Reverb 2. Delay 3. All of the above at once 4. EQ'd Chorus only



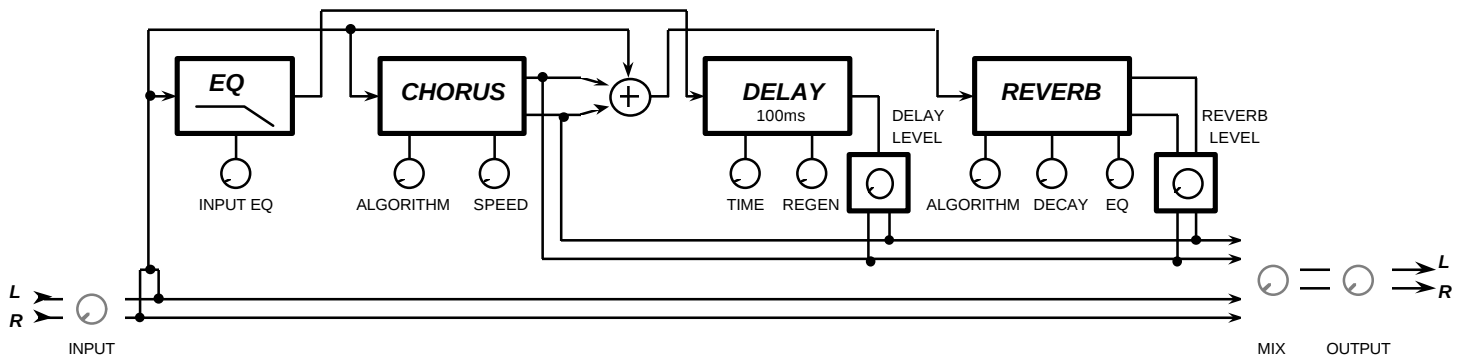
CONFIGURATION 4	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output	1. EQ'd Chorused Reverb 2. EQ'd Delay 3. All of the above at once 4. EQ'd Chorus only



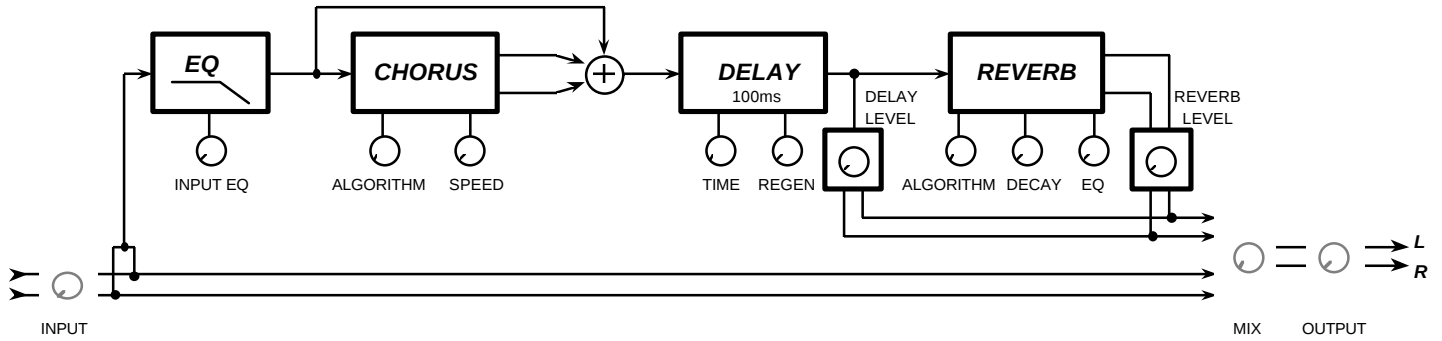
CONFIGURATION 5	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output of the above at once	1. EQ'd Reverb 2. Chorused Delay 3. All 4. Chorus only



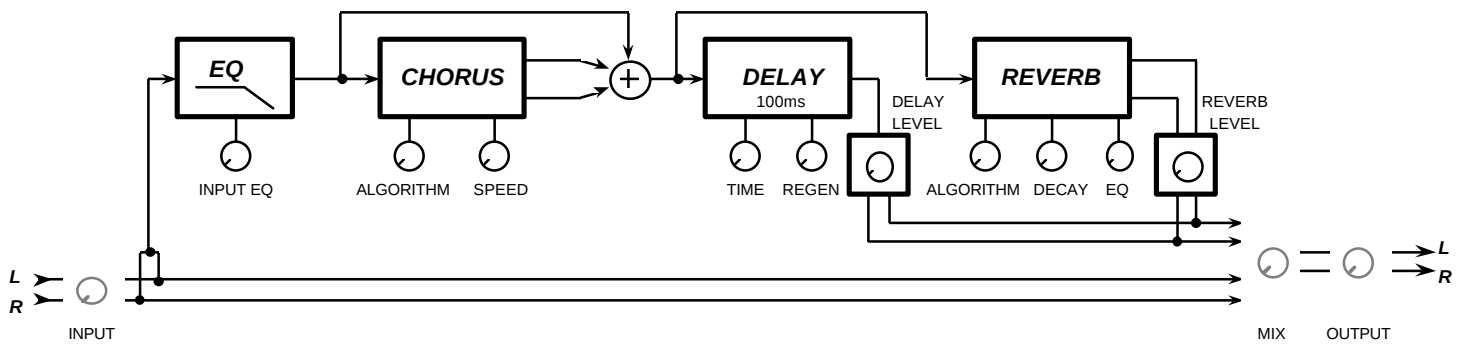
CONFIGURATION 6	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output Chorus only	1. EQ'd Delay 2. Chorused Reverb 3. All of the above at once 4.



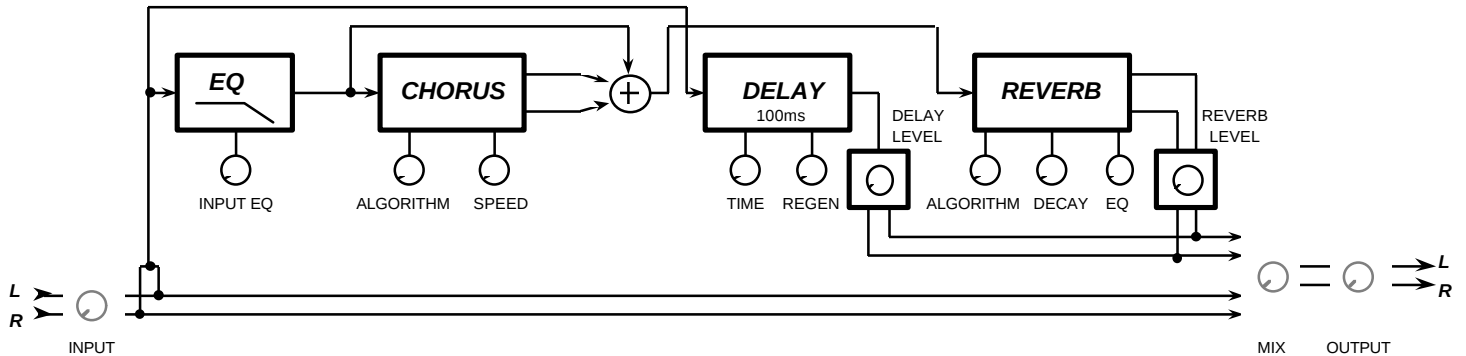
CONFIGURATION 7		
CHORUS	EFFECTS POSSIBILITIES	
Routed to Effects only	1. EQ'd, Chorused, Predelayed Reverb	2.
EQ'd, Chorused, Predelayed Reverb with echo	3. EQ'd, Chorused Delay	
	4. All of the above at once	



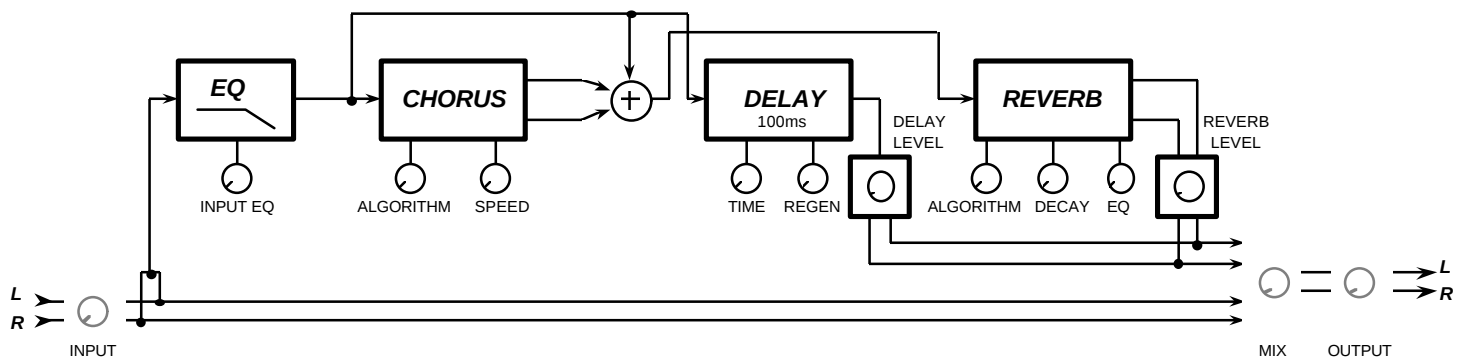
CONFIGURATION 8	
CHORUS	EFFECTS POSSIBILITIES
Routed to Effects only	1. EQ'd, Chorused, Reverb
of the above at once	2. EQ'd, Chorused, Delay
	3. All



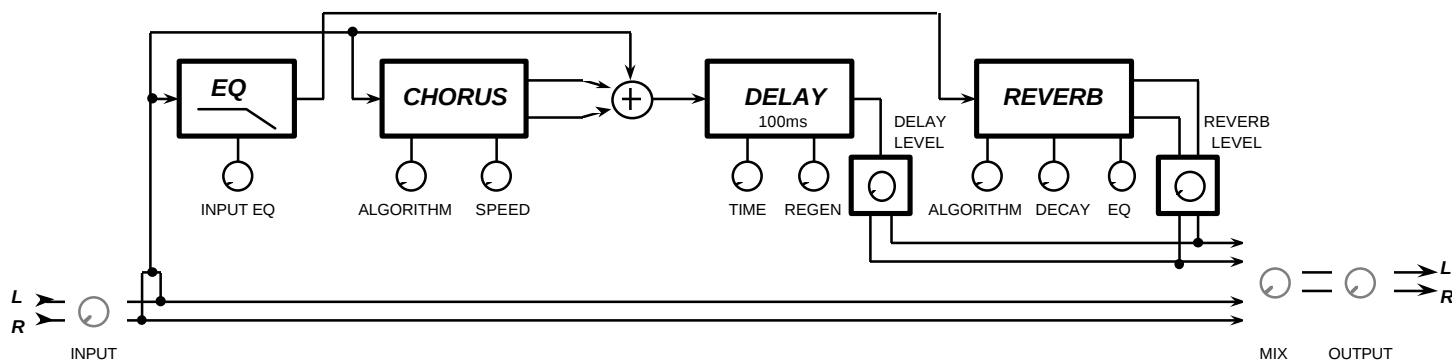
CONFIGURATION 9	
CHORUS	EFFECTS POSSIBILITIES
Routed to Effects only	1. EQ'd Chorused Reverb 2. Delay 3. All of the above at once



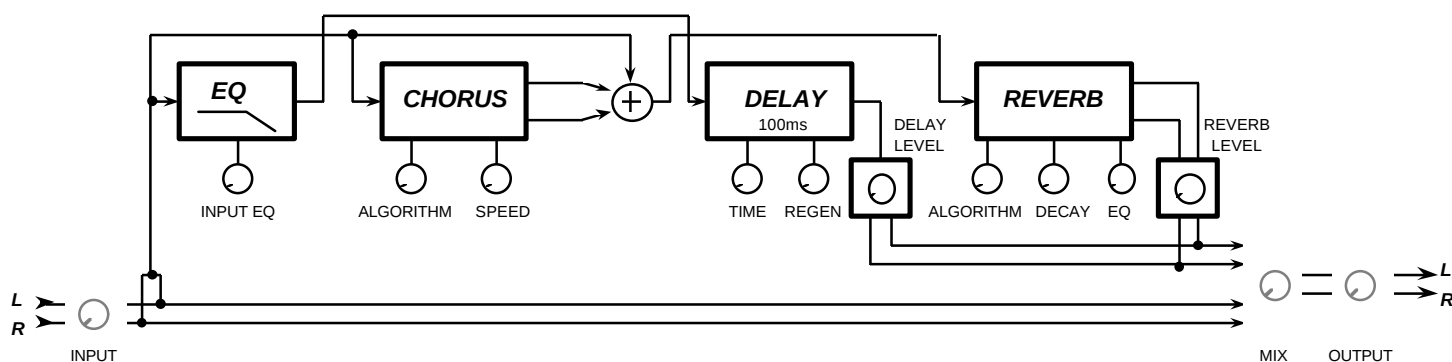
CONFIGURATION 10	
CHORUS	EFFECTS POSSIBILITIES
Routed to Effects only	1. EQ'd Chorus Reverb 2. EQ'd Delay 3. All of the above at once



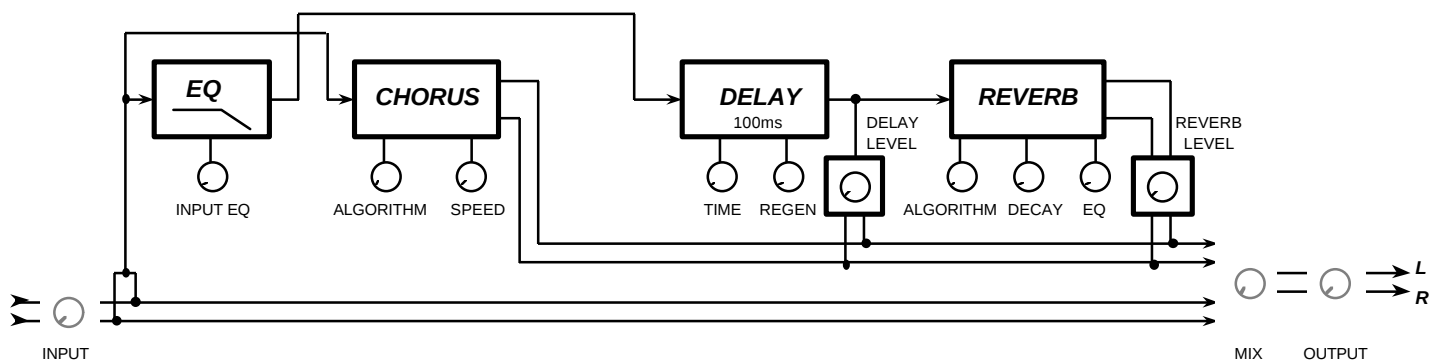
CONFIGURATION 11	
CHORUS	EFFECTS POSSIBILITIES
Routed to Effects only of the above at once	1. EQ'd Reverb 2. Chorused Delay 3. All



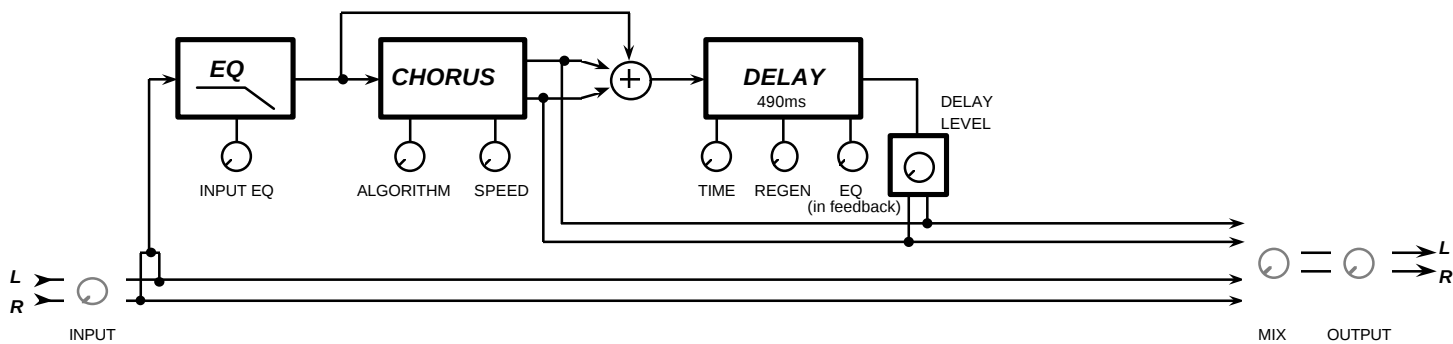
CONFIGURATION 12	
CHORUS	EFFECTS POSSIBILITIES
Routed to Effects only	1. EQ'd Delay 2. Chorused Reverb 3. All of the above at once



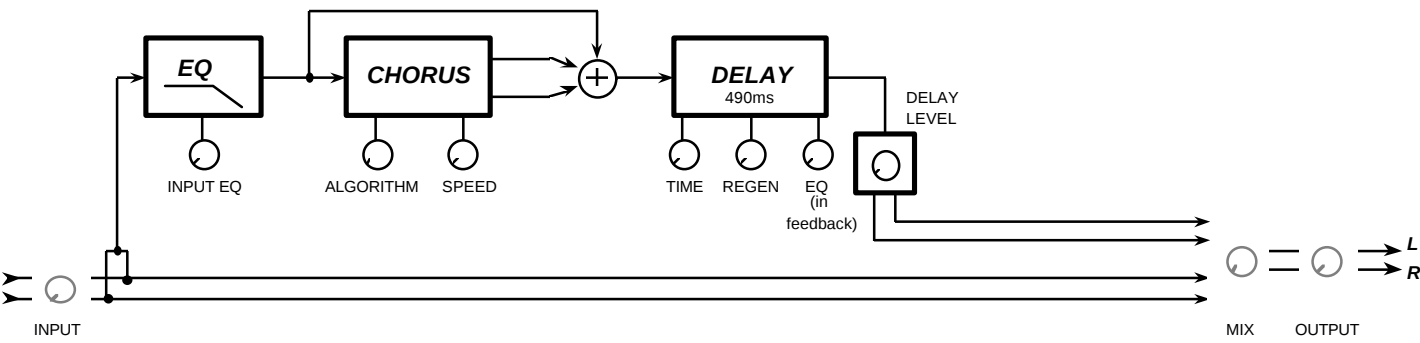
CONFIGURATION 13	
CHORUS	EFFECTS POSSIBILITIES
Routed to Output	1. EQ'd Predelayed Reverb with echo 2. EQ'd Delay 3. EQ'd Predelayed Reverb 4. All of the above at once 5. Chorus only



CONFIGURATION 14		
CHORUS	EFFECTS POSSIBILITIES	
Routed to Output EQ'd Chorused Delay the above at once	1. EQ'd Chorus	2.
		3. All of

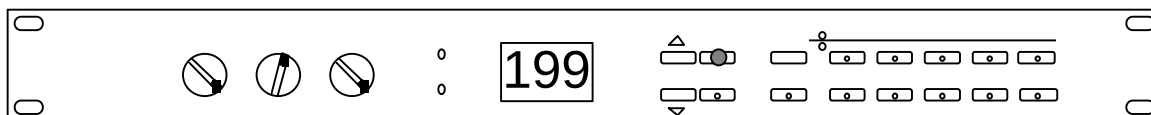


CONFIGURATION 15		
CHORUS	EFFECTS POSSIBILITIES	
Routed to Effects only	1. EQ'd Chorused Delay	

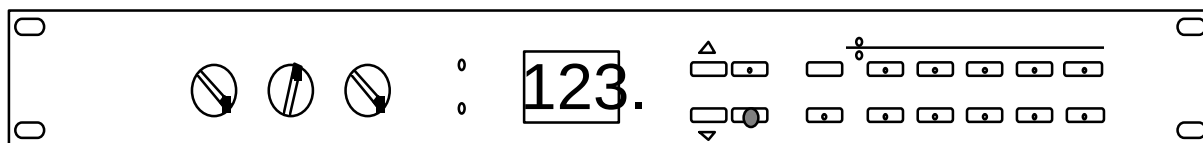


SAVING (STORING) EDITED PROGRAMS

- 1) Once a program has been edited to your liking, press the **STORE** button. The LED in the middle of the button will flash.



- 2) The numeric display will show the current program number if it was program 100 - 199, or will display the program number plus 100 if it was 000 to 099, since 000 to 099 cannot be stored to.



- 3) If another storage location is desired, press either **VALUE** button until the desired program location is displayed.
- 4) Press the **STORE** button a second time to save the program. The **STORE** LED and the Edit dot in the display will both turn off.
- 5) Pressing any other button will abort the save.

USING *MIDIVERB III* WITH MIDI

MIDI PARAMETERS

The **MIDI** button accesses the various MIDI parameters of *MIDIVERB III*. The MIDI functions are global functions and are not stored with an individual program.

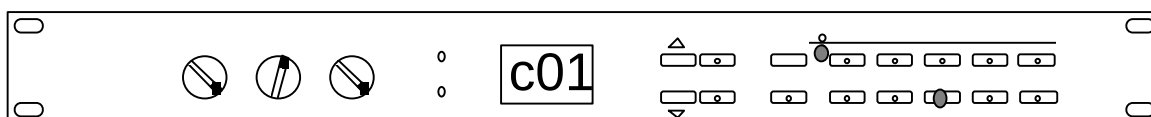
MIDI CHANNEL

The *MIDIVERB III* can receive MIDI information on channels 1 through 16. When in the EDIT mode, the **MIDI** button is used to select the send and receive channel for the *MIDIVERB III*. The range is 01 through 16.

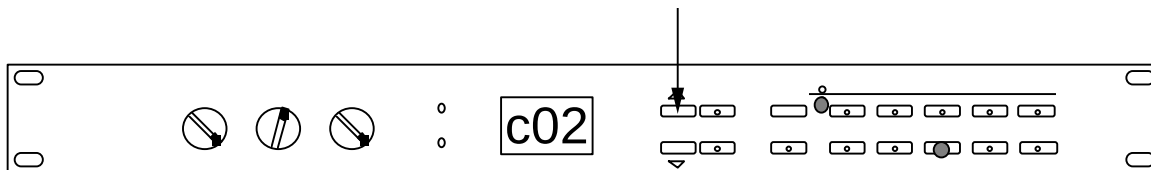
The MIDI functions are global functions and are not stored with an individual program.

TO CHANGE MIDI CHANNELS

- 1) When in the EDIT mode (either EDIT LED lit), press the **MIDI** button once. The numeric display will show "c01" for MIDI channel 01.



- 2) If another MIDI channel is desired, press either **VALUE** button until the desired channel is displayed.

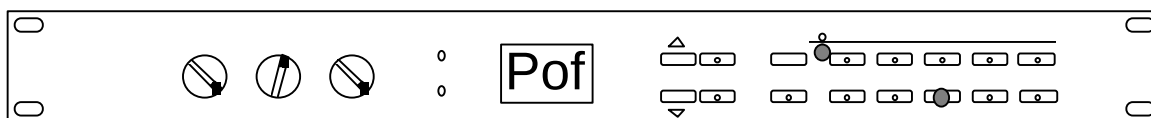


MIDI PROGRAM CHANGE

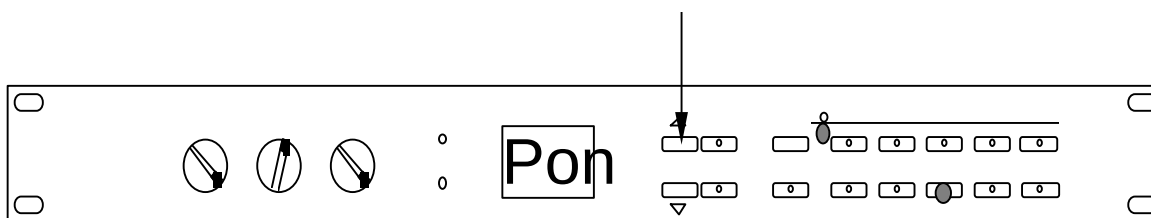
Pressing the **MIDI** button a second time accesses the MIDI Program Change page which allows the **MIDIVERB III** to change programs remotely by a MIDI Program Change command. The **MIDIVERB III** will also send Program Change commands when programs are selected from the front panel. When used in conjunction with the **VERB PROGRAM** button, the **MIDIVERB III** transposes the program numbers of a MIDI controller (a synthesizer, for instance) to match those of the **MIDIVERB III**.

SELECTING MIDI PROGRAM CHANGE

- 1) When in the EDIT mode (either EDIT LED lit), press the **MIDI** button *TWO times*. The numeric display will read "Pon" if MIDI Program Change is on, and "Pof" if MIDI Program Change is off.



- 2) Press the **VALUE "Up"** button to toggle MIDI Program Change "On"; Press the **VALUE "Down"** button to toggle MIDI Program Change "Off".



MIDI ECHO

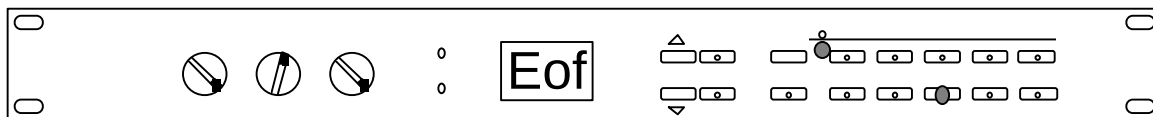
Pressing the **MIDI** button a third time accesses the MIDI Echo page which allows any MIDI information received by the **MIDIVERB III** (with the

SECTION 4

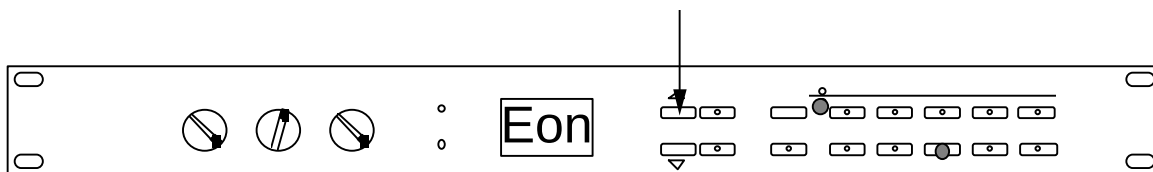
exception of System Exclusive data) to be retransmitted back out the **MIDI OUT** jack.

SELECTING MIDI ECHO

- 1) While still in the EDIT mode (either EDIT LED lit), press the **MIDI** button *THREE times*. The numeric display will read "Eon" if MIDI Echo is on, and "Eof" if MIDI Echo is off.



- 2) Press the **VALUE "Up"** button to toggle MIDI Echo "On"; Press the **VALUE "Down"** button to toggle MIDI Program Change "Off".

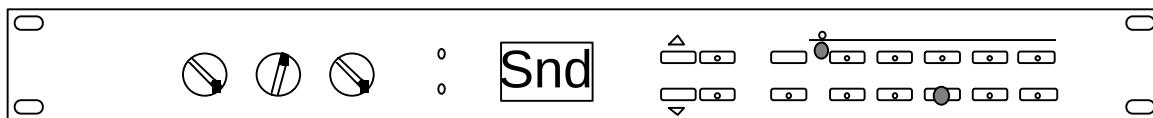


MIDI SEND

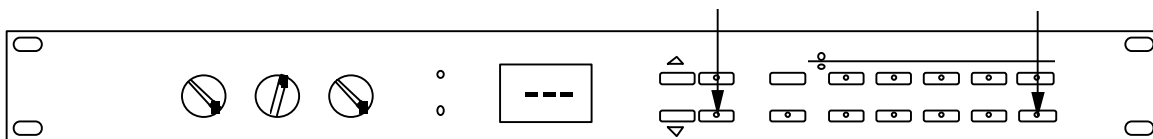
Pressing the **MIDI** button a fourth time accesses the Send MIDI page, which makes it possible to save all **MIDIVERB III** programs externally to a MIDI storage device (such as an **Alesis DATADISK**) or swap programs with another **MIDIVERB III** via MIDI system exclusive. System Exclusive is a distinct software protocol specific to the **MIDIVERB III**. This makes it possible to do such things as MIDI Data Dumps and retrievals, as well as communication via external computer.

TRANSMITTING PROGRAMS VIA MIDI

- 1) While in the EDIT mode (either EDIT LED lit), press the **MIDI** button *FOUR times*. The numeric display will read "Snd" to indicate that MIDI Send is enabled.

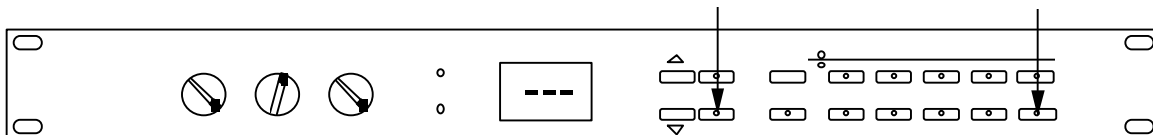


- 2) Press the **STORE** button, which causes **MIDIVERB III**'s entire memory to be sent out via MIDI to an external storage device like an **Alesis DATADISK** or another **MIDIVERB III**. The display will read "____" while sending the data, which will take about 1 second, after which it will return to "Snd".



RECEIVING PROGRAMS VIA MIDI

- 1) At any time, the **MIDIVERB III** can receive MIDI Program Data (known as a Sysex dump). The display will read "____" while receiving the MIDI data, which will take about 10 seconds due to the time required to store 100 programs.



MIDI MAPPING

The next two buttons control what is known as MIDI program MAPPING, which means that a single MIDI program number can be programmed to select any of the **MIDIVERB III**'s programs. For example, without MIDI program MAPPING, selecting MIDI program 23 from an external MIDI device would select program 23 on the **MIDIVERB III**. With MIDI MAPPING, selecting MIDI program 23 on an external MIDI device could select any program on the **MIDIVERB III**.

The MIDI MAPPING functions are global functions and are not stored with an individual program.

For example, if the following program changes were desired:

MIDI Controller Program 101 = **MIDIVERB III** Program 33

MIDI Controller Program 102 = **MIDIVERB III** Program 39

MIDI Controller Program 103 = **MIDIVERB III** Program 25

Selecting program 101 on the MIDI controller would result in program 33 of the **MIDIVERB III** being accessed, selecting program 102 would result in program 39 of the **MIDIVERB III** being accessed, and selecting program 103 would result in program 25 of the **MIDIVERB III** being accessed.

MIDI PROG

Half of the MIDI MAPPING section, the **MIDI PROGRAM** button selects an external MIDI program number from 000 through 127 that will be received by the **MIDIVERB III** from a remote MIDI controller.

INT. PROG

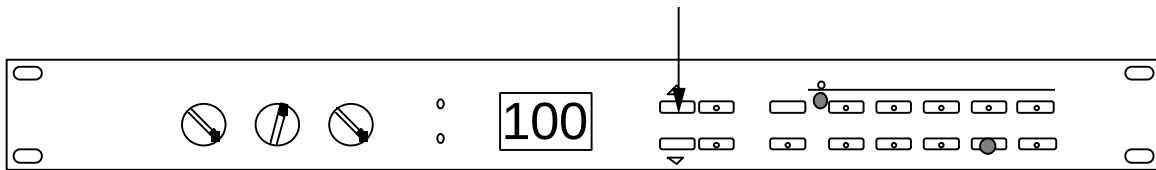
The other half of the MIDI MAPPING section, the **INT. PROG** (Internal Program) button selects the internal **MIDIVERB III** program (from 000 to 199) that will be chosen by the external MIDI program number selected by the **MIDI PROG** button.

HOW TO USE MIDI MAPPING

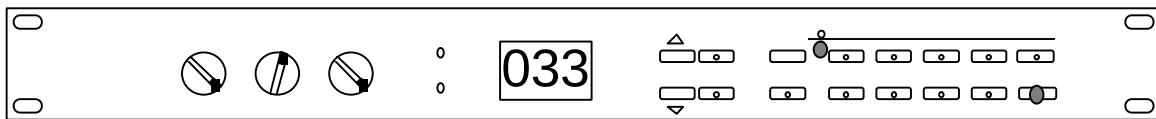
A single MIDI program change number from an external MIDI controller or sequencer can be programmed to select any of the **MIDIVERB III**'s programs through MIDI program MAPPING. For example, without MIDI Mapping, selecting MIDI program 23 from an external MIDI device would select program 23 on the **MIDIVERB III**. With MIDI program MAPPING, selecting MIDI program 23 on an external MIDI device could select any program on the **MIDIVERB III**.

If we desired to have program 100 on our MIDI controller select program 33 on our **MIDIVERB III**, and program 101 on our MIDI controller select program 65 on our **MIDIVERB III**, then we would do the following:

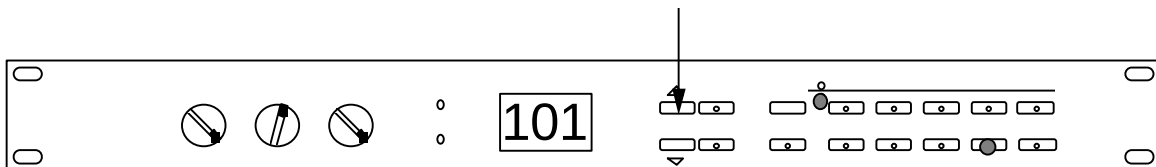
- 1) While in the EDIT mode (either EDIT LED lit), select the **MIDI PROG** button on the **MIDIVERB III**.
- 2) Press the **VALUE** button until the desired program number of the external MIDI controller is displayed. In this case it would be program 100.



- 3) Select the **INT. PROGRAM** button on the **MIDIVERB III**.
- 4) Press the **VALUE** button until the desired internal **MIDIVERB III** program number is displayed. In this case it would be program 33.



- 5) Select the **MIDI PROGRAM** button on the **MIDIVERB III** once again.
- 6) Press the **VALUE** button until the next desired program number of the external MIDI controller is displayed. In this case it would be program 101.



- 7) Select the **INT. PROGRAM** button on the **MIDIVERB III** once again.
- 8) Press the **VALUE** button until the desired internal **MIDIVERB III** program number is displayed. In this case it would be program 65.



- 9) Continue steps 1 through 4 as many times as MIDI program MAPPING is necessary.

MISCELLANEOUS FUNCTIONS

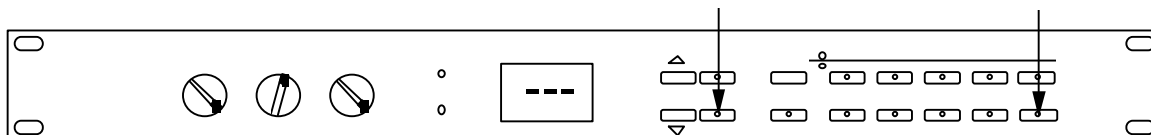
INITIALIZING THE *MIDIVERB III*

There are two reasons why you may want to reinitialize your *MIDIVERB III* :

- 1) To return all programs to their factory parameter settings (called "initializing").
- 2) In case the unit locks up from a power surge.

To initialize your *MIDIVERB III*, do the following:

- 1) Turn the *MIDIVERB III* off.
- 2) Hold the INT. PROG and STORE buttons.
- 3) Turn the *MIDIVERB III* on again while holding the above buttons.



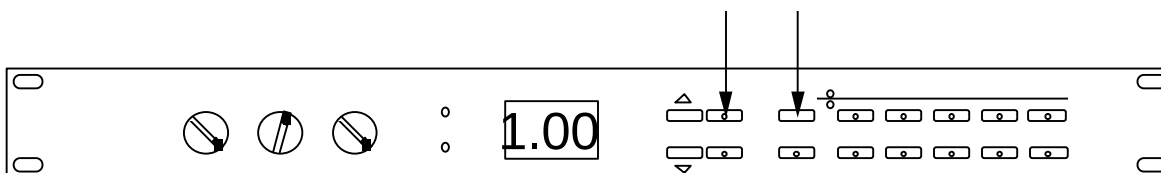
PLEASE NOTE:

- This procedure will erase all user stored parameters and return all *MIDIVERB III* parameters to their default values.
- The MIDI program table will return to 000 through 199.
- Programs 100 through 199 will become duplicates of factory programs 000 through 099.
- The display will be blank for about ten seconds while the memory is initialized.

CAUTION: This procedure will erase all user programs from memory!!

DETERMINING THE CURRENT SOFTWARE VERSION

- 1) Hold the **PROGRAM** button and press the **EDIT** button. The display will read X.XX which represents the current version number of the software.



SECTION 5

SPECIFICATIONS

ELECTRICAL CHARACTERISTICS

FREQUENCY RESPONSE	16Hz - 15KHz, ± 1 dB
DYNAMIC RANGE	85 dB
HARMONIC DISTORTION	.1% typical @ 1KHz @ 0dBV

INPUT

NUMBER OF CHANNELS	2
NOMINAL LEVEL	+4dBV
MAXIMUM LEVEL	+20dBV
IMPEDANCE	1 M $\frac{1}{2}$ per channel in stereo 500K $\frac{1}{2}$ per channel in mono

A/D - D/A CONVERSIONS

CONVERSION SCHEME	16 Bit Linear PCM	
PROCESSOR SPEED		2 Million Instructions per Second
PROCESSOR MEMORY	16K x 16 bits	
SAMPLING FREQUENCY	31.25KHz	

OUTPUT

NUMBER OF CHANNELS	2
FORMAT	Matrixed Stereo
MAXIMUM LEVEL	+14dBV (Effect), +20dBV (Direct)
IMPEDANCE	1K $\frac{1}{2}$

MEMORY

PRESETS	100 Factory
USER MEMORY	100

EFFECTS PARAMETERS

CHORUS	24 Algorithms	Chorus - 6 mono, 6 stereo algorithms
	Speed	Flanging - 6 mono, 6 stereo algorithms 0 to 99
DELAY	Delay Time	Mono, 490 milliseconds maximum in Delay mode
	Regeneration	100 milliseconds maximum in Reverb Predelay mode 0 to 99
REVERB	20 Algorithms Decay Time	4 Room, 4 Hall, 4 Chamber, 4 Plate, 2 Gate, 2 Reverse 00 to 99
EQ	Input EQ Effect EQ	31 Choices and off, 6dB/Oct. single pole filter, -3dB point displayed
MIX	Delay Level	0 to 99
	Reverb Level	0 to 99

CONFIGURATIONS 15

SECTION 5

MIDI CONTROL

Program Change	MIDI Sysex Transfer	MIDI Program Mapping	MIDI Echo
MIDI Modulation	Extensive real-time control of Program parameters and Effects levels		
	Mod Sources	Pitch bend, Mod wheel, Aftertouch, Note number,	
volume pedal		Note velocity, Sustain pedal, Breath Controller,	
	Destinations	Reverb Decay, Delay Time, Delay Regeneration,	
		Chorus Speed, Reverb Level, Delay Level	
	Mod Amount	0 to +99, 0 to -99	

FRONT PANEL

CONTROLS	Input Level Mix Level Output Level	
KEYPAD	Value Up Button Program Reverb Chorus MIDI Chan Int. Prog Mix Edit	Value Down Button Store Delay EQ Midi Prog Config Mod Bypass
INDICATORS	Clip LED, Signal Present LED Upper and Lower EDIT LED 3 Character LCD Display	

REAR PANEL

JACKS	Input Left and Right - 1/4" Output Left and Right - 1/4" Bypass - 1/4" Power - 4 pin Barrel jack MIDI In - 5 pin DIN jack MIDI Thru/Out - 5 pin DIN jack
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POWER REQUIREMENTS	9VAC, 15 VoltAmps External Transformer, UL Approved and made in the USA
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DIMENSIONS (W x H x D)	19" X 1.75" X 7"
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WEIGHT	4.5 lbs
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