dreadbox Hypnosis Time Effects Processor User Manual

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Hypnosis
Time Effects Processor
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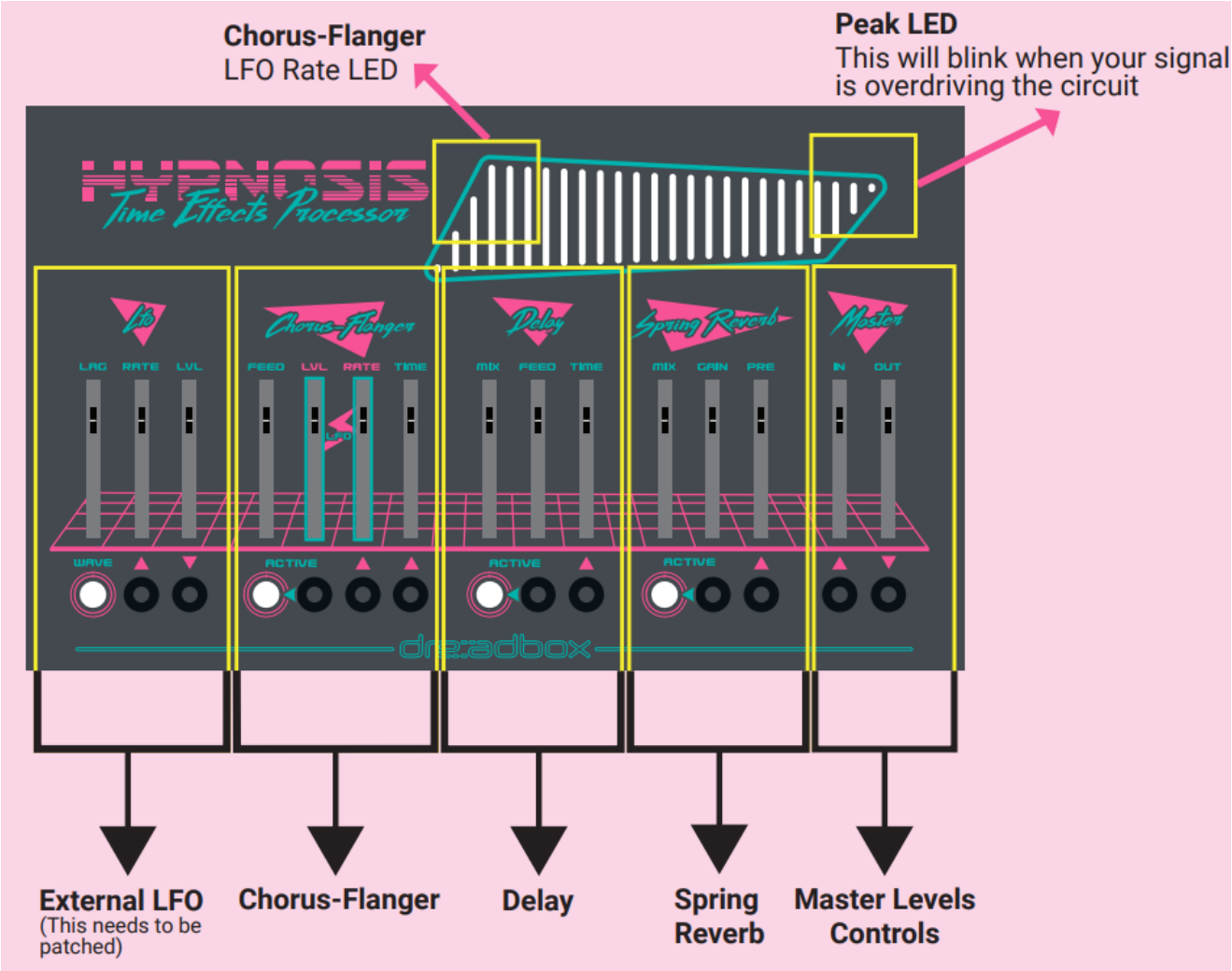
User Manual

Contents

OVERVIEW



POWERING THE UNIT

Even though the Hypnosis is an analog effects unit, it can be powered with a simple USB cable. If you want the unit to have some extra mobility, you can use a power bank and play anywhere (with a 20.000 mAh Power Bank you could power and play the unit for up to 50 hours).
Most households nowadays have several USB cables and power adapters available.
So, you're thinking, **"Can I use any USB power supply?"**

Yes, but there are some things you need to take into consideration. Not having a dedicated power adapter means that depending on the USB power supply quality or your connection, it could result to a dirty synth and noise floor. You can easily avoid those situations by following these simple rules:
– When you turn the Hypnosis on, there is a burst of noise occurring. This is normal, but in order to avoid this, make sure you have the level of your monitor/amp turned down.
– Power the Hypnosis and all the devices connected to it, from the same mains power line. You should specifically avoid using different mains. For example a mains line for Hypnosis and a different one for your amp/monitor, that have internal protection circuit. This can produce a constant noise generation from the Output of the unit, which can only be eliminated by resetting the unit.
– Using a very long USB cable can also cause line noise. For cleaner sounding performance it is also better to use a USB cable that has a ferrite bead installed.
– Make sure your USB power adapter is rated in at least 1A —poor quality USB power adapters should be avoided. Avoid multi output USB adapters.
– Also have in mind—as mentioned before—when using a Power Bank, make sure it's one of a good quality.

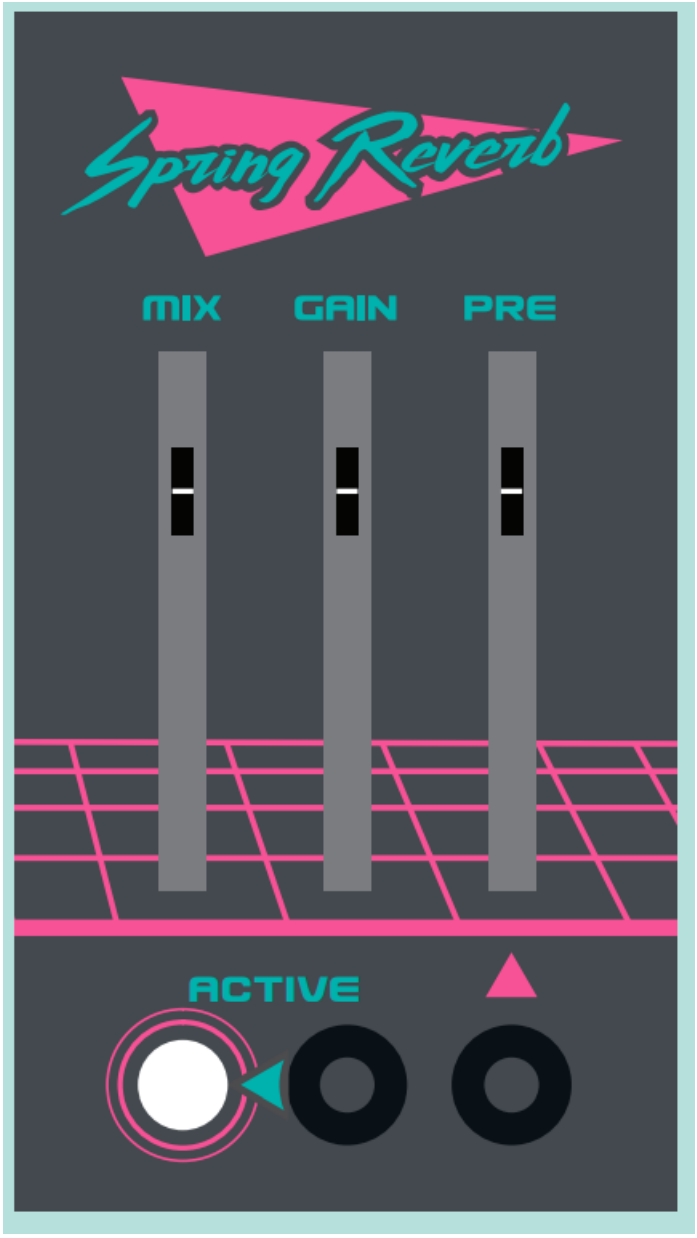
QUICK START GUIDE

Connect an instrument to the IN patch.
Connect the OUT patch to an Amplifier or Mixer.
Start playing and set the IN slider so that the peak indicator (below the spring cut on the right) occasionally flashes.
Set the OUT slider at your own preference.
Turn the effects ON and OFF by pressing their corresponding buttons.
Experiment with their controls.
LFO must be patched in order to be effective. Try sending the LFO (LVL patch) to the DELAY TIME patch.

Now have fun!

THE CHORUS-FLANGER

Difference between Chorus and Flinger
Both Chorus and Flinger are actually quite similar effects: It is a Delay that its time is modulated by an LFO. To achieve the Flinger effect you will need to set the Delay time up to 10ms. When the Delay time is set between 10ms and 30ms, then the effect you will hear is the Chorus. Traditionally, a Flinger effect needs its LFO Rate to be set between 1 and 15 seconds, while a Chorus should be between 250ms and 2sec. Also, when you try to emulate the Flinger effect, you need an efficient amount of Feedback. Feedback is not very noticeable on the Chorus effect, but in order to achieve the best results, usually you will need a pinch of Feedback
So what happens without the LFO?
The above delay times can create the "Comb" Filter effect, if there isn't an LFO applied to the delay time. Additionally, you will need to have a very high amount of Feedback.
With the above mentioned, you are now able to go through the controls of Hypnosis Chorus-Flinger.

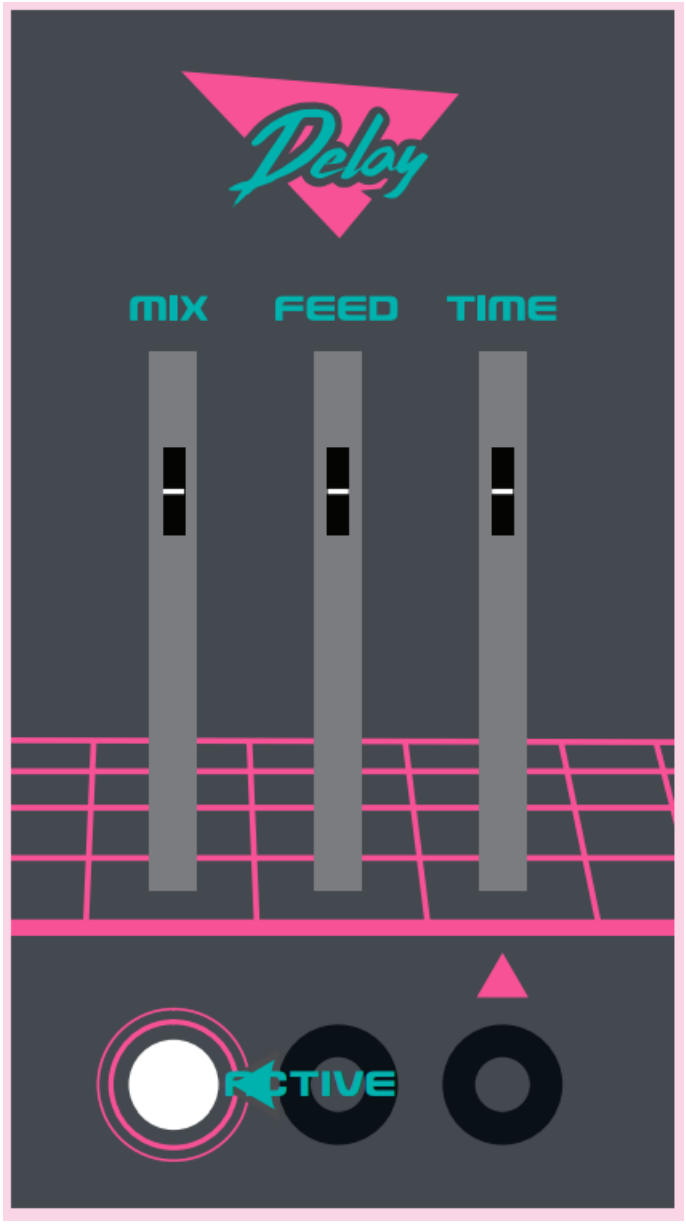


ACTIVE: Turns the effect ON or OFF.
ACTIVE PATCH: Expects a pulse 5V, in order to be activated.
FEED: Sets the Delay Feedback. Be careful, as some volume boost may occur as you set a high feedback. For that reason, make sure not to set very high the next effects' volume in the chain.
LFO LVL: This indicates the amount of LFO applied to the Delay time. As you turn up the slider, the time control will have a smaller range. When it's at max, time control has no effect. In order to create the "Comb" Filter, keep this control at 0%.
LFO RATE: Sets the speed of the LFO. It can be very slow (almost not noticeable) approximately 1 minute, and can be up to about 1kHz (1ms). The Left side of the spring tank, will illuminate at its rate.
LFO RATE PATCH: Send CV to control it, ±5V is expected.
TIME: Controls the Delay time in its whole range. That is, if the LFO LVL slider is at 0%. As you increase the LFO LVL, the TIME slider will have a shorter effect. When the LFO LVL is set to 100%, the TIME slider will not operate. Delay time can be set from 2.5ms up to 40ms.
TIME PATCH: Send CV to control it, ±5V is expected.

THE DELAY

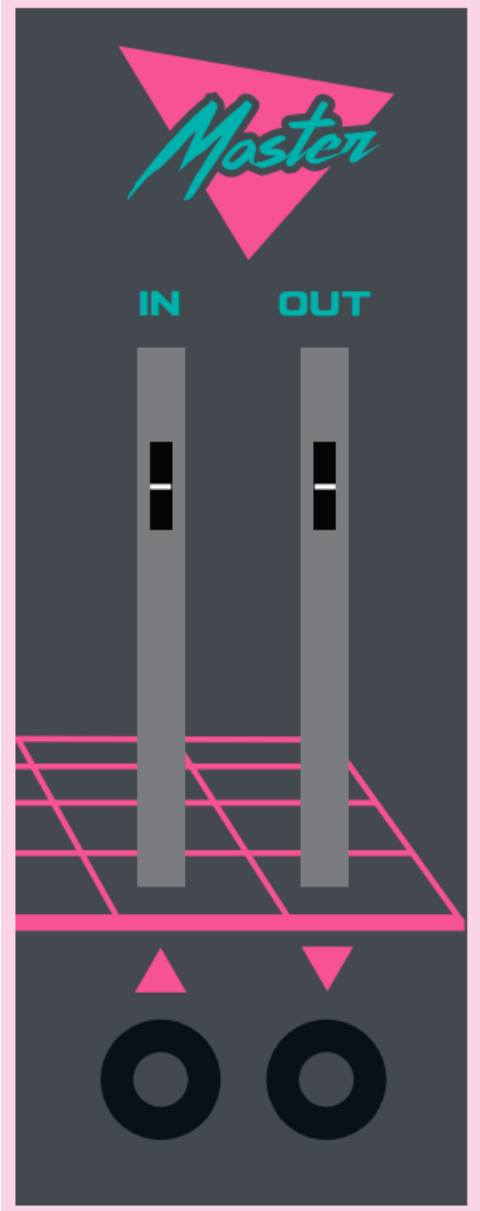
ACTIVE: Turns the effect ON or OFF.
ACTIVE PATCH: Expects a 5V pulse, in order to be activated.
MIX: Sets the balance between the clean and the delayed signal.
FEEDBACK: Sets the amount of repeats. It can self-oscillate when at high amounts.
TIME: Sets the Delay time from approximately 40ms up to about 500ms. As delay time gets longer, repeats are

more LO-FI.
TIME PATCH: Send CV to control it, ±5V is expected.



THE MASTER

The master section is where you set up your **audio levels.**
Please note that if the unit is clipping, then the **INPUT** is responsible for it and you need to tweak it.
The **OUTPUT** is only an attenuation of the total effect.
IN: Sets the input level of the effect.
IN PATCH: This is where you need to connect your audio signal to be processed.
OUT: Output level of the unit.
OUT PATCH: This is where you get the audio out signal.

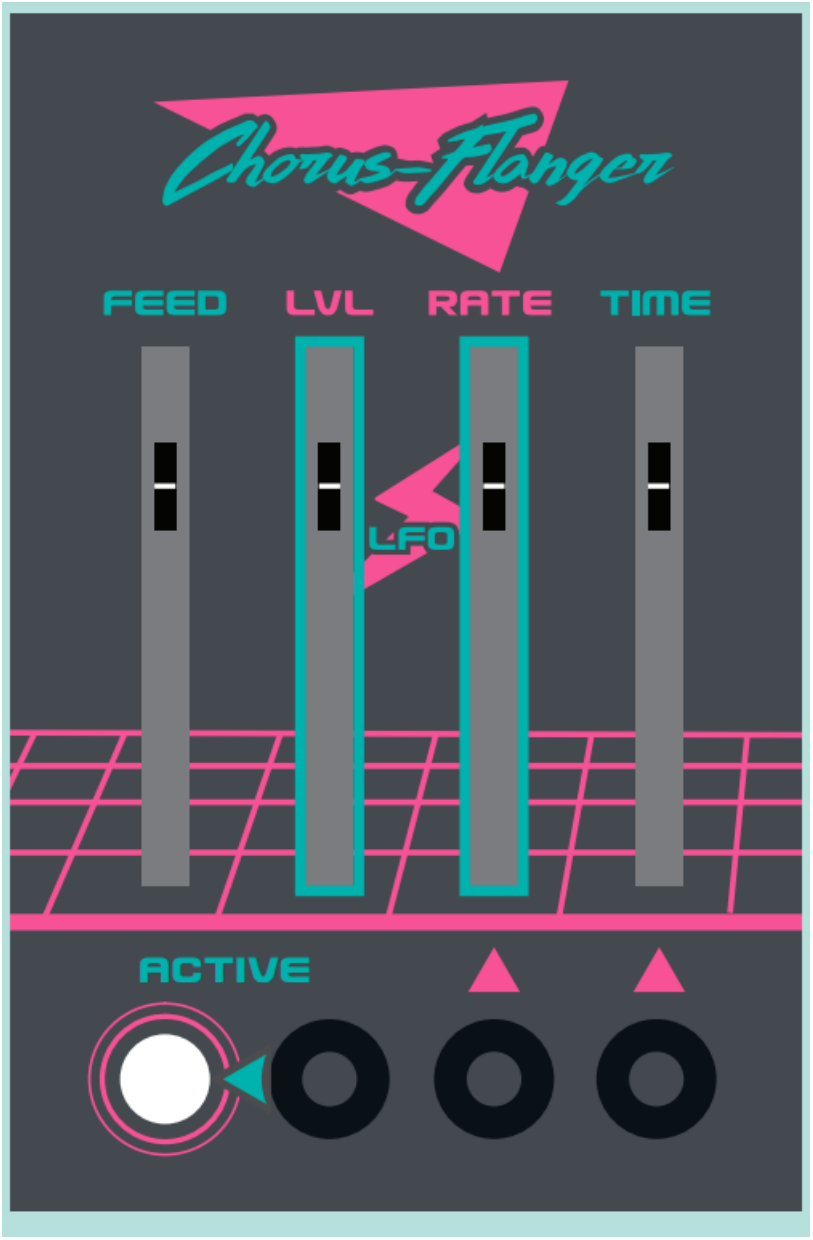


THE SPRING REVERB

What is a Spring Reverb?

A Spring Reverb is the broadband resonance that is generated when vibrating a metal coil, which is held under tension. This effect is mechanical and can be affected by its environment. If you touch or hit the spring, sound will be generated.

Hypnosis has a short 3-Spring Reverb tank. You must be careful on where and how you place the unit, in order to avoid unwanted vibrations. For example, if you place Hypnosis and a speaker on the same surface, the tank will most likely pick up the vibrations that come from the speaker, regenerate them, send them back to the speaker and a circle will begin, resulting in an unwanted (or wanted???) feedback.

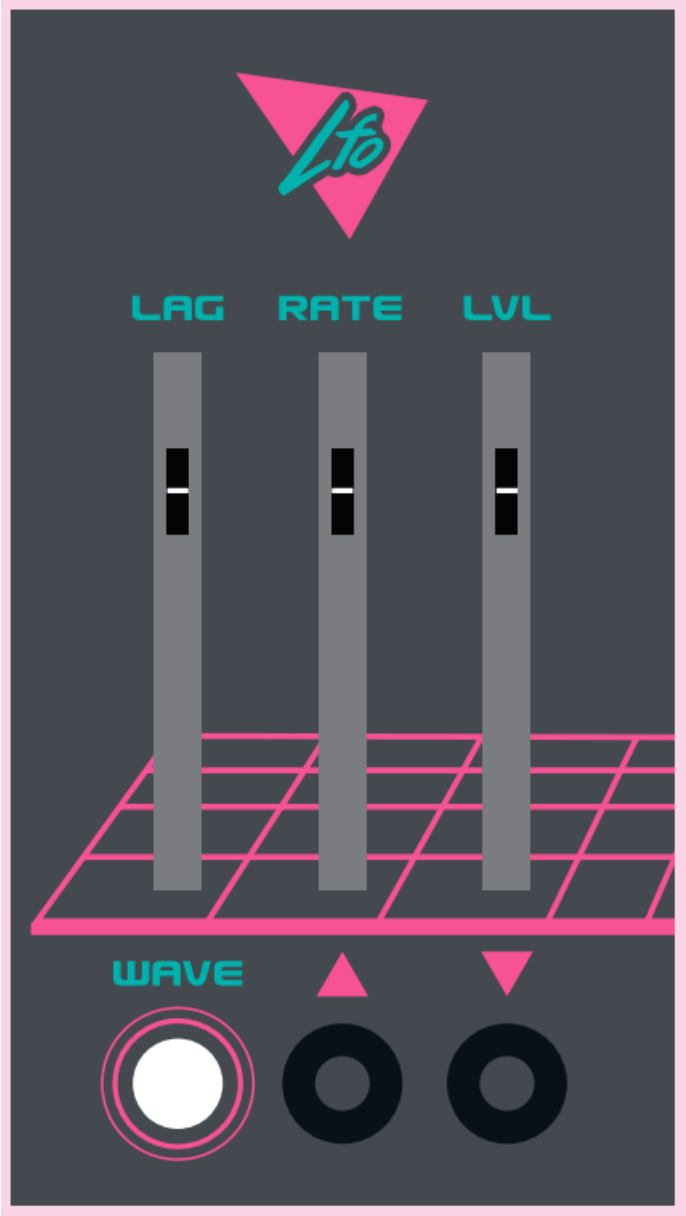


ACTIVE: Turns the effect ON or OFF.
ACTIVE PATCH: Expects a 5V pulse, in order to be activated.
MIX: Sets the balance between the clean and the reverberated signal.
GAIN: Sets the input gain of the reverb. Start from 0%, and if your reverberated signal is too weak, then proceed by adding more gain. You can also use this, in order to apply some dirt to the reverb, but the mix should be also set accordingly.
PRE: Pre-delay time of the reverb, can be set from 30ms up to 200ms.
PRE PATCH: Send CV to control it, ±5V is expected.

THE LFO

This part of Hypnosis, is an extra LFO, that is not connected anywhere unless it is patched.
It has 4 different waveforms, that can be circled via the WAVE button:
–Triangle
–Square (when LAG=0%, it can be also used to activate an effect through its patch).
–Random (the classic Sample & Hold).
–Random Gates (when LAG=0%, it can be also used to activate an effect through its patch).
WAVE: Scroll through the above waves.
LAG: This will smooth out a waveform, by adding the “Glide” effect to it. Its effect depends on the Waveform and the Rate of the LFO. The higher the Rate, the more drastic the LAG effect will be.
Triangle: Does not do much, actually at high amounts it might lower the level of the waveform.
Square: Gives a smoother, triangle-like form.

Random: Applies Glide from step to step.
Random Gate: Applies Attack and Release to the GATE.
RATE: This determines the Rate of the LFO's circle. It can be very slow (almost not noticeable) approximately 1 minute, and up to about 1kHz (1ms).
LFO RATE PATCH: Send CV to control it, ±5V is expected.
LVL: The amount of LFO going to the LFO Out patch. At max amount, the LFO level is ±5V.
LFO OUT (below the LVL slider): The output of the LFO.



PATCHING EXAMPLES

Triggering effects Set the LFO: **WAVE** = Square **LAG** = 0% **RATE** = About 1 sec circle to start with **LVL** = MAX Then send the LFO OUT to any of the ACTIVE PAT CHES. Random altering Flanger Set the LFO: **WAVE** = RANDOM **LAG** = 0% **RATE** = About 2 sec circle to start with **LVL** = 30% Set the Chorus-Flinger: **FEED** = 100% **LVL** = 80% **RATE** = Around 40% (about 2-3sec circle) **TIME** = 0% Then send the LFO OUT to the CHORUS RATE IN.	Modulated Delay Set the LFO: **WAVE** = Triangle **LAG** = 0% **RATE** = About 0,5 sec circle to start with **LVL** = 10% **Set the Delay:** **MIX** = 50% **FEED** = 40% **TIME** = 60% Then send the LFO OUT to the DELAY TIME IN. VHS effect **Set the LFO:** **WAVE** = Random GATES **LAG** = 50-60% **RATE** = About 2 sec circle to start with **LVL=** 30% Set the Spring: **MIX** = 50% **GAIN** = 10% **PRE** = 20% Then send the LFO OUT to the SPRING PRE IN.

WARRANTY

Dread box warrants this product to be free of defects in materials or construction for one year from the date of purchase. Proof of purchase is necessary when the warranty claim is made.
Malfunctions resulting from improper power supply voltages, backward or faulty cable connection, abuse of the product or any other causes determined by Dread box to be the fault of the user, are not covered by this warranty (normal service rates will be applied).
All defective products will be replaced or repaired at the discretion of Dread box. Products must be returned directly to Dread box with the customer paying the shipping costs.
Dread box implies and accepts no responsibility for harm to a person or apparatus through the operation of this product. Please contact **support@dreadbox-fx.com** for the return to manufacturer authorization, or for any other technical questions or concerns.

CAUTIONS

Do not use alcohol or any other kind of cleaning solutions, so as to clean the enclosure. Use a slightly wet soft cloth for cleaning, if it is really needed.
Never store Hypnosis upside down or on its sides.
Always place it with its feet on a surface, as the spring reverb is placed on a double-sided adhesive foam, which is necessary to minimize the external vibrations.
When using Hypnosis on stage or in a room with very loud music or noises, you should always make sure to place it in a vibration-free spot.
Feedback can be generated from the spring.
Dread box will not be held responsible if any damage occurs from issues caused by Hypnosis.

THRNK YOU

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Documents / Resources

	**dreadbox Hypnosis Time Effects Processor** [pdf] User Manual Hypnosis Time Effects Processor, Hypnosis, Time Effects Processor, Effects Processor

References

- **FXall | FX Trade End to End Solution | LSEG**