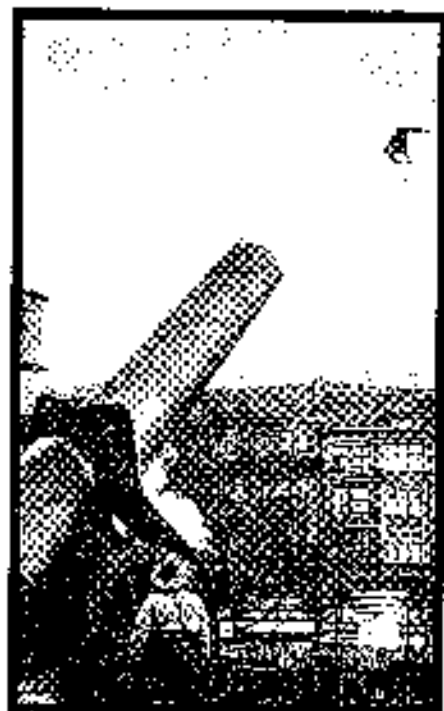


# DOD



Hullam Ditcher Co. Inc.

## FX101 GRIND

18-1101-A

#### WHAT THE FX101 DOES

The FX101 GROUND isn't just another overdrive box. It incorporates special circuitry that adds even harmonics to the signal, emulating an overdriven tube, and then rectifies it to produce a modern "rectifier bridge" sound. With the correct utilization of this effect, all of the dynamics of an overdriven amp can be heard. The FX101 produces tones from Hard Rock to Alternative, to the Grindcore. Since the knobs control "Burmable" and "Fettable" (a combination of popular amplifier frequencies), this pedal sounds like a Preamp, not just a pedal. As an added bonus, the FX101 now gives you the ability to run straight to a mixing board with the speaker emulating "SPKR OUT" jack.

#### CONNECTING THE FX101

Connect your guitar to the Input of the FX101. Connect the OUTPUT of the FX101 to your amp (or to the input of another effects device). Connect the SPKR OUT to a mixing board. To eliminate the need for a 9-volt battery, insert the RCT PS20CR to the AC adapter jack. The PS20CR is a regulated supply that will not allow hum to be heard.

#### FEATURES

- LED Indicator shows On/Off/Batt status
- Active switching for no-sleep operation
- Easy access battery compartment
- Adapter jack for AC operation
- Rugged die-cast metal chassis
- Three year limited warranty
- Rubber non-slip bottom

#### **CONTROLS**

**BLAST:** This controls the output level of the FX101. Use this control to override the front end of the amplifier, and to add a gain boost.

**RUMBLE:** This controls the LOW frequency EQ of the FX 101. Rotate it clockwise for boost, and counter-clockwise for cut.

**BURN:** This controls the amount of high frequency EQ of the FX 101. Use this control to give your amplifier a tight, crisp sound, Or, use it to give those harmonics that extra "bite" so your guitar will oscillate on command.

**FEAR:** This adds gain or overdrive to the FX 101. Turn it up for endless sustain. When at the 12 o'clock position, it will add a generous portion of overdrive, yet the dynamics can still be noticed when playing.

**FOOTSWITCH:** Swit ches the effect in or out of the signal path.

**LED INDICATOR:** Lights when the effect is engaged, and is not lit when the effect is bypassed.

**JACKS:** Input, Output, 8ohm Out AC Adapter (use the DDD PS2002 power supply or y to eliminate the need for a 9 volt battery).

## OPERATION OF THE FX101

The FX 101 is basically a tube amp simulator in a box. Because it adds even harmonics, it produces a very "tube" sounding overdrive. The FX 101 is also designed to react dynamically to the strength of the attack. This gives you the ability to let the difference between guitars and pickups, by telling every nuance and characteristic of the instrument sound through. When setting up the FX 101, use the DYNAM control to match the level of the distortion effect with the level of the original input signal. The control should be set so that there is a slight increase in the level when the effect is switched into the signal path. The RUMBLE knob controls the amount of low boost and cut when the effect is on. The BURN knob controls the amount of high end boost and cut when the effect is in. The FEAR knob controls the amount of overdrive gain in the effect.

On the following pages, some examples of different types of sounds are described, along with graphic representations of how to set the knobs. Since good (or bad) guitar sounds are a subjective matter, use these examples as starting points to create your own sounds that meet your specific tastes, or take interest.



#### GRINDCORE RHYTHM

If your other 40-over-the-top Grindcore sound, this is your setting. Turn the blast knob to the 12 o'clock position, and turn the RUMBLE, BURN, and FEAR knobs all of the way up. This will produce a gut-wrenching, sound with lots of low end. If you play in a Miami Sound Machine cover band, this is probably not your setting.



#### PUNK AMP

For a good "pop" punk sound, do the following: turn the BLAST to the 12 o'clock position. Get the RUMBLE knob about 2 o'clock. Get the BURN and FEAR knobs all of the way up. Your guitar will be pretty punchy and crisp. You won't need green hair, just the forearm strength and the ability to keep up the speed.



#### SEATTLE

The Grunge style of music has taken on more changes than one can count. To get an early Grunge sound (lots of NCS), set the following knobs to: BLAST to 12 O'clock. Now set the RUMBLE and BURR knobs to the 1 O'clock position. Last but not least, set the FEAR knob to 12 O'clock. Don't sit still, just play at a medium pace with plenty of groove.



#### SLOBROCK

Slobrock music has been around since Leo Fender was knee-high to a grasshopper. You start with a garage-style punk tune with plenty of melody, then you have to have lyrics about depression and drugs. Sound familiar? To get a clean and not so distorted sound, try the following set-up: turn the BLAST knob to the 12 O'clock position. Now set the RUMBLE and BURR knobs to the 2 O'clock position. Finally, set the FEAR knob to the 10 O'clock position. DDC DOES NOT IN ANYWAY SUGGEST OR ADVOCATE THE USE OF DRUGS. HOWEVER, DDC DOES ADVOCATE THE USE OF A GARAGE AS A PRACTICE FACILITY, AS LONG AS NO DRUGS ARE INVOLVED.

#### IMPORTANT NOTES

- The EX101 battery is in use whenever the INPUT jacks are plugged in. If you are not using the EX101, be sure to unplug the cable from INPUT jack. This will prevent unnecessary battery drain.
- Remove the battery whenever the unit is not going to be used for an extended period of time. This will prevent possible damage due to leaking battery fluid.
- If the EX101 fails to switch in or out on the LED indicator stays lit, the battery needs to be replaced. Replace the battery immediately.
- Use of any AC adapter other than the DDU-PS2000 will void the warranty of this product.
- Unauthorized repair of the EX101 will void the warranty. Should your EX101 require service, contact your DDU-EX dealer maker for return / repair information.

#### **DOD WARRANTY**

1. The warranty registration card must be mailed within ten days after purchase date to validate this warranty.
2. DOD warrants this product, when used solely within the U.S., to be free from defects in materials and workmanship under normal use and service.
3. DOD liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned through the original dealer, where all parts and labor will be covered up to a period of three years. The company shall not be liable for any consequential damage as a result of the product's use in any circuit or assembly.
4. Proof-of-purchase is considered to be the burden of the consumer.
5. DOD reserves the right to make changes in design or make additions to or improvements upon this product without incurring any obligation to install the same on products previously manufactured.

8. The foregoing is in lieu of all other warranties, expressed or implied, and DOD neither assumes nor solicits any person to assume for it any obligation or liability in connection with the sale of this product. In no event shall DOD or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.

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