

Wounded Paw Blender V3 Instructions

The Blender V3 is a parallel effects loop blender with 3 fully buffered effects loops plus a clean channel with tone controls. The instrument signal is split into 4 channels, sent to the 3 effects loops and the clean channel, and then mixed back together. When the main bypass stomp is switched on the clean channel is on automatically while each effect loop may be switched on or off individually. There is also a switch to change channels B and C from parallel configuration into a series configuration, where the return from effects loop B is sent to the send of effects loop C.



Controls

1. CLEAN/BYPASS - True bypass stomp switch to turn the entire pedal on or off. The clean channel with its tone controls is automatically on when the pedal is on.
2. IN - Plug the instrument into this 1/4" jack.
3. OUT - Plug the amplifier into this 1/4" jack.
4. CLEAN VOLUME - Volume control for the clean channel sent to the OUT.
5. BASS - Bass shelf with boost or cut control for the clean channel. Setting the knob at 12 noon means the tone response is completely flat. Turning the tone control up past noon boosts while turning them down below noon cuts that control.
6. TREBLE - Treble shelf control for the clean channel with same functionality as the bass control.
7. CLEAN > A - Flip this toggle up to send the clean channel to Effects Loop A. The footswitch and Volume for Effects Loop A will now control the clean channel instead. Anything in the Send and Return for Loop A will not function.
8. EFFECTS A SWITCH - Stomp switch to turn on and off Effects Loop A.
9. SEND A - Plug the input of the effect pedal in loop A into this 1/4" jack.
10. RETURN A - Plug the output of the effect pedal in loop A into this 1/4" jack.
11. VOLUME A - Volume control for Effect Loop A to be sent to the OUT.
12. PHASE A - Toggle switch to flip the phase of the return signal from the effect pedal in loop A. Down is normal phase, up is flipped.
13. EFFECTS B SWITCH - Stomp switch to turn on and off Effects Loop B.
14. SEND B - Plug the input of the effect pedal in loop B into this 1/4" jack.
15. RETURN B - Plug the output of the effect pedal in loop B into this 1/4" jack.
16. VOLUME B - Volume control for Effect Loop B to be sent to the OUT.
17. PHASE B - Toggle switch to flip the phase of the return signal from the effect pedal in loop B. Down is normal phase, up is flipped.
18. FEEDBACK B - Sends the return from the effect pedal in loop B back into its send. A feedback loop can have interesting and varied results depending on what effect pedal is in the loop. Delay pedals can be made to repeat endlessly and fuzz/distortion pedals can come out with droning noises. With the FEEDBACK control in the fully counter clockwise position the feedback loop is essentially off. Turning the FEEDBACK control clockwise will bring in the feedback signal but until it is almost fully on not much will happen.
19. EFFECTS C SWITCH - Stomp switch to turn on and off Effects Loop C.
20. SEND C - Plug the input of the effect pedal in loop C into this 1/4" jack.
21. RETURN C - Plug the output of the effect pedal in loop C into this 1/4" jack.
22. VOLUME C - Volume control for Effect Loop C to be sent to the OUT.
23. PHASE C - Toggle switch to flip the phase of the return signal from the effect pedal in loop C. Down is normal phase, up is flipped.
24. B->C - Series/Parallel toggle switch for loops B and C. In the up position loops B and C function as normal separate parallel effects channels as described above. In the up position loops B and C are put into series mode. This means the return of loop B is fed directly into the send of loop C. When loop B is off loop C does not get a signal. When loop B is switched on the return is fed into the send of loop C; then the return of loop C goes to the VOLUME C control and on to the output of the blender. If loop C is switched off then the return of loop B goes directly to the VOLUME B control and then on to the output of the blender as normal.
25. 9V JACK - The Super Blender can be powered by the included 9V battery or by a standard 9V power adaptor, such as the Boss PSA. The jack must have a center negative connection.

Wounded Paw Effects
 26C Brookfield St.
 Toronto, ON
 M6J 3A9 Canada



www.woundedpaw.com/effects