

# Wounded Paw Super Blender V2.0 Instruction Manual

The Super Blender 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. Channel A has a feedback control which sends the return signal from the effect back to it's send for interesting results. 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 it's 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. If you want to be able to turn the clean signal on or off you must use one of the effects loops by simply patching the send directly to the return, turning down the CLEAN VOLUME and using the volume of the effects loop as the clean volume control instead.
5. TREBLE - Treble control for the clean channel. The treble and bass controls form a Baxandall type tone section for the clean channel. Setting the controls 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. BASS - Bass control for the clean channel. This is a Baxandall type tone section which boosts and cuts the bass tone as described above.
7. EFFECTS A SWITCH - Stomp switch to turn on and off Effects Loop A.
8. SEND A - Plug the input of the effect pedal in loop A into this 1/4" jack.
9. RETURN A - Plug the output of the effect pedal in loop A into this 1/4" jack.
10. VOLUME A - Volume control for Effect Loop A to be sent to the OUT.
11. PHASE A - Toggle switch to flip the phase of the return signal from the effect pedal in loop A. One neat trick is to put a delay pedal into the effects loop and flip the phase switch. What will happen is that the inverted signal will mostly cancel out the played note coming through the clean channel but the delayed signal will not be canceled out. So the played note will not be heard but all of the delayed signal will come through. Try it out.
12. FEEDBACK A - Sends the return from the effect pedal in loop A back into it's 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.
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.
18. EFFECTS C SWITCH - Stomp switch to turn on and off Effects Loop C.
19. SEND C - Plug the input of the effect pedal in loop C into this 1/4" jack.
20. RETURN C - Plug the output of the effect pedal in loop C into this 1/4" jack.
21. VOLUME C - Volume control for Effect Loop C to be sent to the OUT.
22. PHASE C - Toggle switch to flip the phase of the return signal from the effect pedal in loop C.
23. B->C - Series/Parallel toggle switch for loops B and C. In the down position Effects Loops B and C function as normal 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 C control and then on to the output of the blender.
24. 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.

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