

Love Philter User's Manual

Please read carefully this manual as it tells you everything you need to know on the love philter.

Please feed the love philter with a 9v power supply. It'll consume 70mA maximum.

about the Love Philter's Sound:

The love philter has that "baby shake your booty" sound that will make any funky groovy style guy fall in love with it. The love philter is not only an auto-wha, or envelope filter, but also a wha-wha, an ahw-ahw, an auto-ahw, a fixed low pass or high pass resonant filter and maybe some kind of 2 stages phaser...

It is designed to have from none to too much resonance (Aka Q parameter). Meaning for low Q values a standard low or high pass filter, and for high Q values almost a frequency generator- ray guns are not that far!

As such it can be used on bass, guitars, or anything else, but you should know that the CV input makes it fun with analog synths or mooger-fooger friendly.

What are these inputs for?

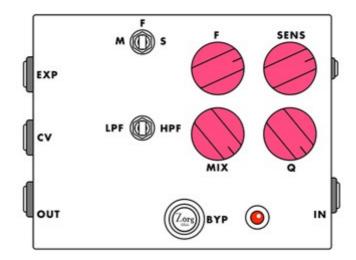
There are 3 jacks inputs: In, EXP, CV.

The "IN" one on the right of the box is for your guitar/bass/synth/etc.

The **EXP** input on the left accepts any expression pedal, so that you can use the love filter as a foot controlled wha-wha.

The **CV** input on the left accept control voltages with amplitudes from -9v to +9v. This is for interfacing with mooger-foogers, euroracks synths modules or whatever else.

What are these knobs for?



MIX: if on full right, there's only the filter's output sound, if on full left there's only the dry sound of the guitar. In between there's a mix of both, with 50% of each in the middle position. It can be fun to add a little bit of dry sound to the filter sound. For example set the Q at 80%, then dial in 70% dry sound, and it may sound like a very light phaser. Set the Q at 100% and 70% dry signal, you might get a ray gun on top of your clean sound...

Q: set the resonance of the filter. The higher the value the more it will « Wha » until it generates frequencies. For some reasons when at 100%, frequencies will only be generated when there's an input signal. You can't use the pedal standalone to generate frequencies. The Q button acts like a smooth button, when turned fully right there's no resonance.

SENS: This one sets the sensibility of the pedal to the input signal. Set it to 0 and the pedal will be a fixed frequency filter, or a wha-wha if you have an expression pedal plugged in the EXP input. Increase the value to have the filter move more or less as it reacts to your instrument's attacks.

FREQ: Sets the low frequency of the filter. If the filter is supposed to sweep (such as with an expression pedal, or when SENS is dialed in, or when there's a CV input), this will be your starting frequency. The filter has been designed so that this frequency starts at 0Hz up to 20kHz, covering the whole audible range. But if set at 0, and there's little to no sensitivity or CV or EXP, you might not ear anything out of the pedal: the filter cuts everything. This is normal!

SPEED: this switch sets how fast the pedal reacts to your playing when the sensibility is dialed in. You can choose between fast/medium/slow.

TYPE: with this switch you can make the pedal a High Pass Filter (HPF) of a Low Pass Filter (LPF). The low pass filter will make a wha wha sound. The high pass filter will make a ahw ahw sound.

important thines to know:

Some may ask: « what will happen if I set the frequency at 50%, put some sensibility, plug in a CV and an expression pedal??? ». Well it's simple: each adds up on top of the others...

This pedal can also create tons of different sounds. For instance by using the CV input with a LFO (Low Frequency Oscillator), you can either get:

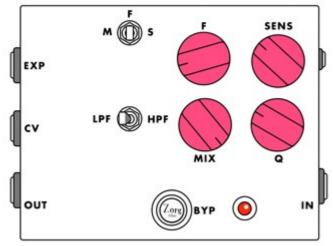
- A tremolo, with SENS, Q and FREQ at 0.
- A phaser (2 stages), with SENS at 0, with a fair amount of Q (70-90%) and a fair mix of dry input (70%).

But on both case try changing from HPF to LPF, it could be interesting.

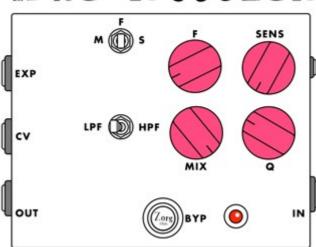
Well in any case, as you can see: experiment is the key!

Presets:

env-Reeular



W Ha-Reeular



*With an expression pedal in EXP input.

EXP LPF HPF MIX Q IN



