



Blow! Blow!! Blow!!!

User's manual

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Safety instructions

If your Blow!Blow!!Blow !!! has the phantom power turned on please plug all the audio cables before plugging the DC power cables and turning it on.

Disconnect or mute your mixing table or soundcard in which the pedal is plugged in when turning the phantom power on or off.

To avoid feedback, turn down the gains knobs when switching the PADs.

Don't plug in a guitar or piezo mics into the inputs, it will be crappy.

What's the Blow! Blow!! Blow!!!

The Blow! Blow!! Blow!!! is a stereo preamp with an interface between static and dynamic mics with XLRs inputs and guitar pedals with jacks inputs.

If you're a piano player, a clarinet, a bassoon, a multinstrument player, or else. the Blow! Blow!! Blow!!! will allow you to experiment with guitar pedals without loss in your sound quality.

Guitar pickups being more powerful than dynamic or condenser mics, the preamps allow to attack the guitar pedals with the same level as a guitar's pickup.

Think of this pedal as two preamps, a stereo effect loop and two direct boxes.

Technical specifications

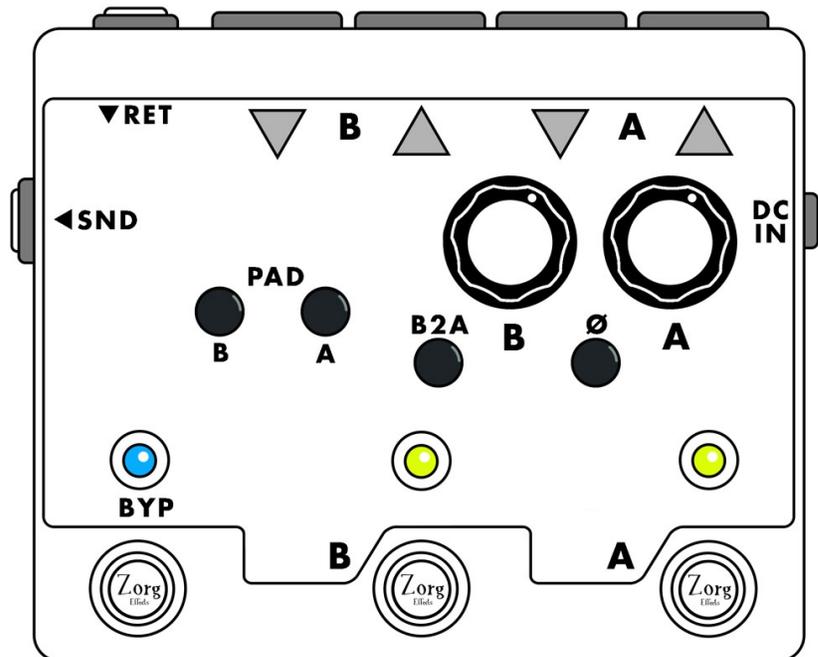
Consumption : 60mA max without phantom. With phantom power turned on on both inputs: 130mA.

Preamps gain: +6dB to +50dB

Bandwidth : 30Hz – 20kHz.

Pad : -20dB

Output line level (pad off) : +4dBu



Connections:

A: Input an output XLRs for static or dynamic mics.

B: Input an output XLRs for static or dynamic mics.

SND: stereo effects send on two 6.35 jacks.

RET: stereo effects return on two 6.35 jacks.

DC IN: center negative 9V DC input.

What are these knobs and switches ?

A / B knobs: input gain settings for channels A and B. up to **+50dB** of gain is available.

PAD A/B: switches to lower of 20dB the output level of the pedal. Allows to switch the output level from line level to a mixer input level.

B2A: send output B to output A. Usefull if you're lazy or need to plug only one output. (Important : if the effect loop is in mono, channel A must be turned on, or it'll cut the output...)

Φ (180°): 180° phase rotation between both inputs. (it'll make a short crack when turning it on or off)

A/B footswitches: turn the A or B channels on or off.

Byp footswitch: activates or bypass the effect loop.

Internal controls :

Phantom power on each channels. Internal configurations jumpers (see internal setting topic further). High pass filter on each inputs.

Leds colors :

A/B channels leds :

Green : The channel is turned ON.

Red : Only when playing if you're clipping the preamp.

Bypass led:

Blue : the effect loop is activated.

Red : The phantom power is activated.

Internal settings :

To change the settings described below, you'll need to unscrew the back plate.

Phantom power: the phantom power can be turned on or off with internal switches. Five switches are used they're in the area next to the channel's footswitches, outlined in green in the picture below :

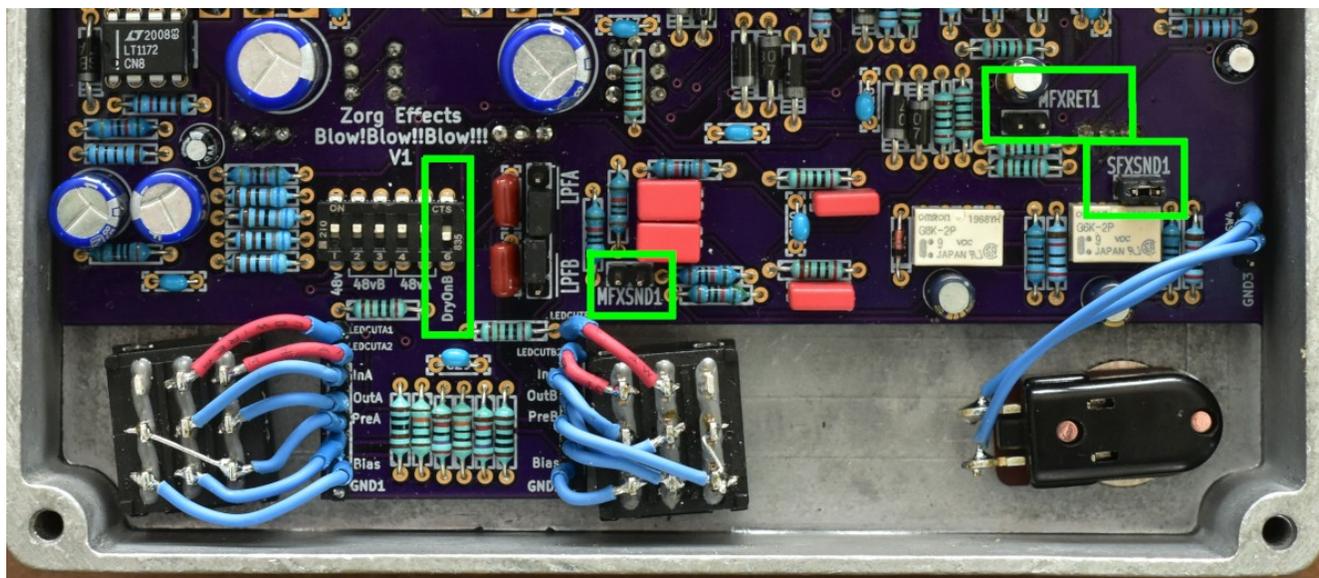


On these mini switches, the five from the left are used for phantom power. The first left labeled « 48v » is used to turn create the phantom power from the 9V. The next two switches from the left labeled « 48vB » are used to assign the phantom power to channel B and the last two labeled « 48vA » assign the phantom power to channel A.

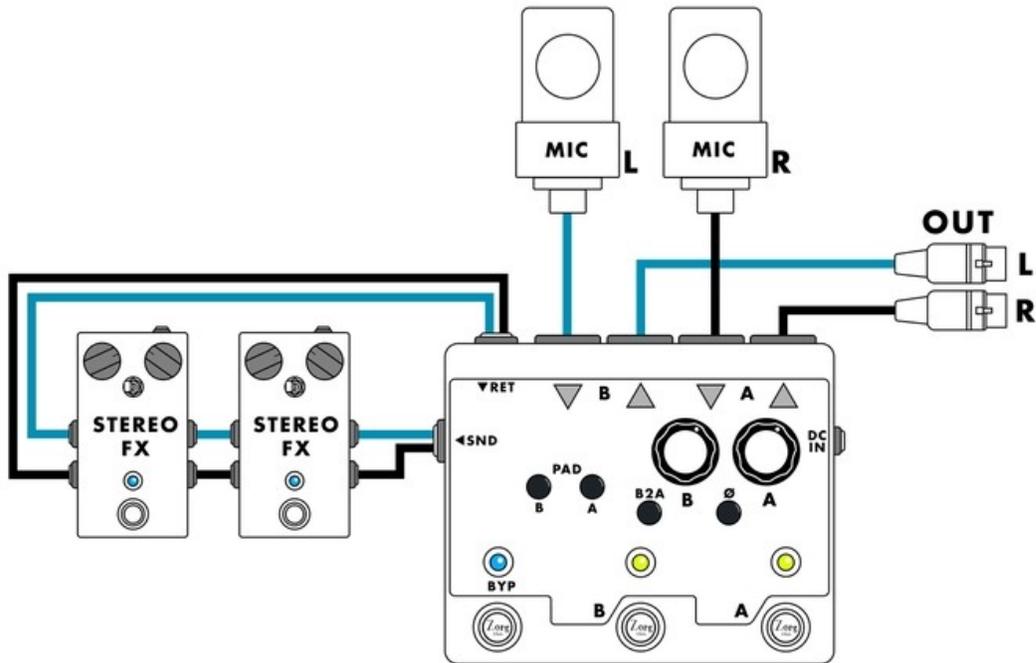
High pass filter : high pass filters cutting at 120Hz are available on each input. Locate the LPFA and LPFB jumpers next to the phantom power switches (outlined in white on the picture above). The filters are activated when a jumper is plugged in front of the white lines left to the LPFA and LPFB labels. (The picture above shows both filters deactivated)

(Re) Configure the pedal:

The Blow!Blow!!Blow!!! can be configured according to your needs. Five configurations are possible. For each configuration you'll have to move internal jumpers. The jumpers are labeled MFXSND1, SFXSND1, MFXRET1, and there's also the « DryOnB » mini switch right of the phantom switches. They're outlined in green on the picture below:



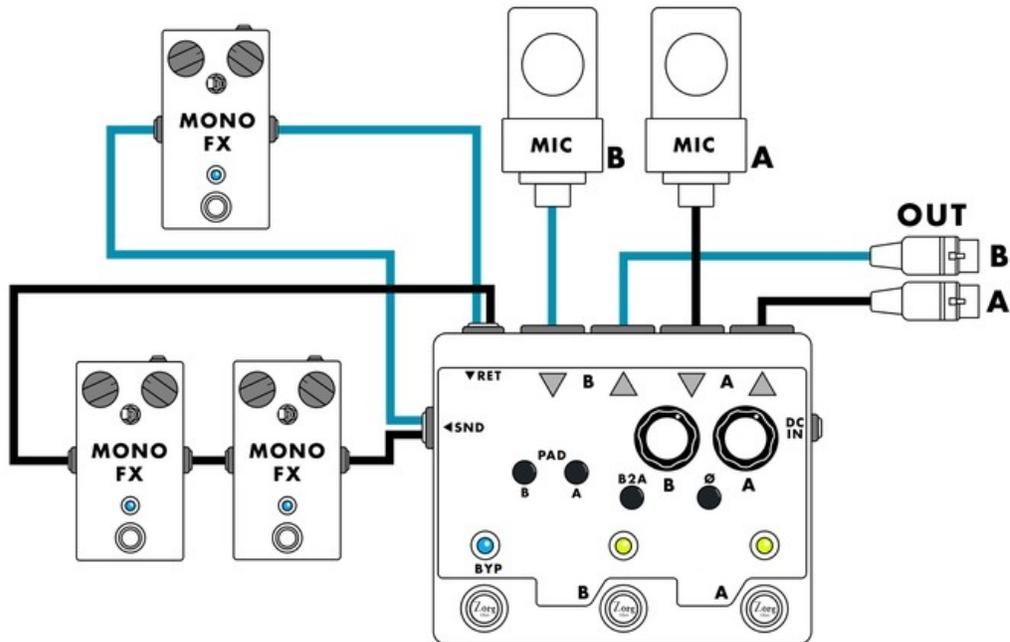
The first case is a full stereo configuration, for example to use with a **piano** or **drums** overheads. In this case you can also use separate effects loops for each mics:



For this configuration you'll need :

- Jumper on SFXSND1.
- NO jumper on MFXSND1 and MFXRET1.
- DryOnB OFF.

The second case allows to use one or two mono effect loops on the mics.



If you're using two mono effects loops it's the same case as the previous stereo case :

- Jumper on SFXSND1.
- NO jumper on MFXSND1 and MFXRET1.
- DryOnB OFF.

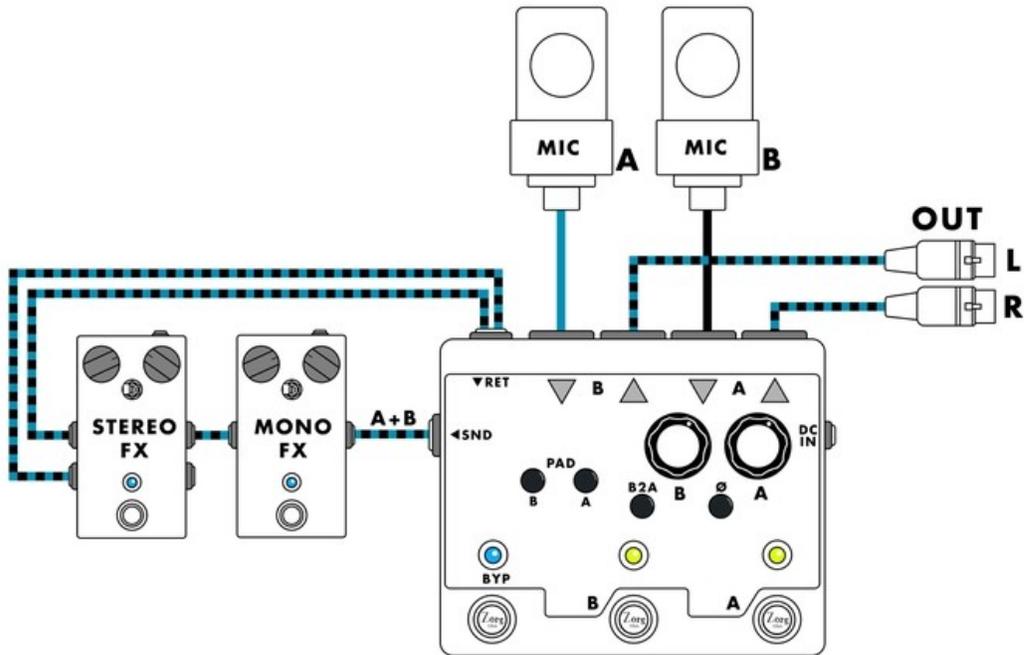
And in this case, each loop will apply to one input

If you're using only one mono effects loop, plug the pedals in the A loop and move the jumpers :

- NO jumper on SFXSND1.
- Jumper on MFXSND1 and MFXRET1.
- DryOnB OFF.

In this case, if the two mics are turned on at the same time, they'll be summed into the loop and output A and B will have the sum of both (this case is described below). If they are activated and played separately, they'll be sent to their corresponding output.

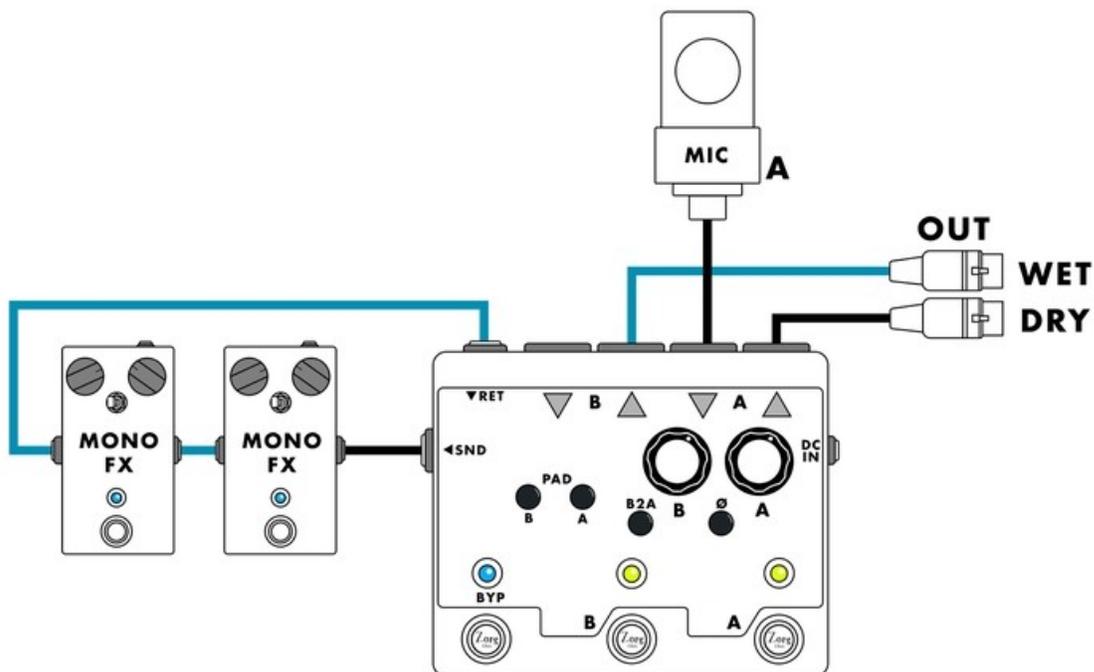
The third configuration sums the two mics in a mono send but **stereo** return effect loop:



For this configuration you'll need:

- NO jumper on SFXSND1 and MFXRET1.
- Jumper on MFXSND1.
- DryOnB OFF.

The fourth configuration uses only one mic and a mono loop but **one output has the wet signal and the other has the dry signal** (wet/dry):

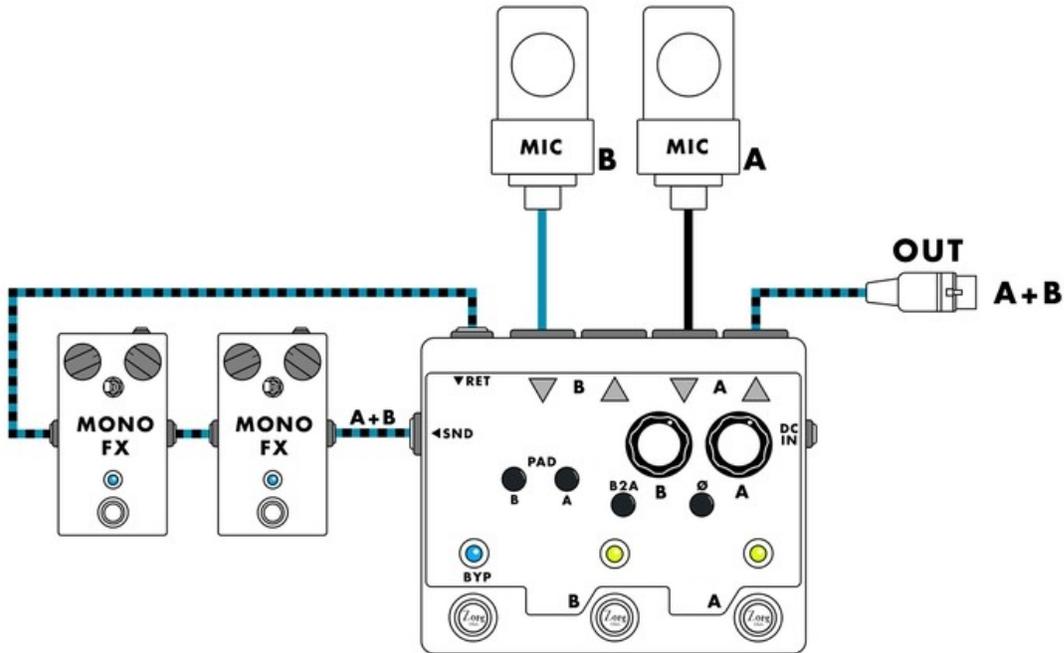


Pour cette configuration il faut :

For this configuration you'll need:

- NO jumper on SFXSND1.
- Jumper on MFXSND1 and MFXRET1.
- DryOnB ON.
- Remove the jumper on the right of the B channel footswitch B.

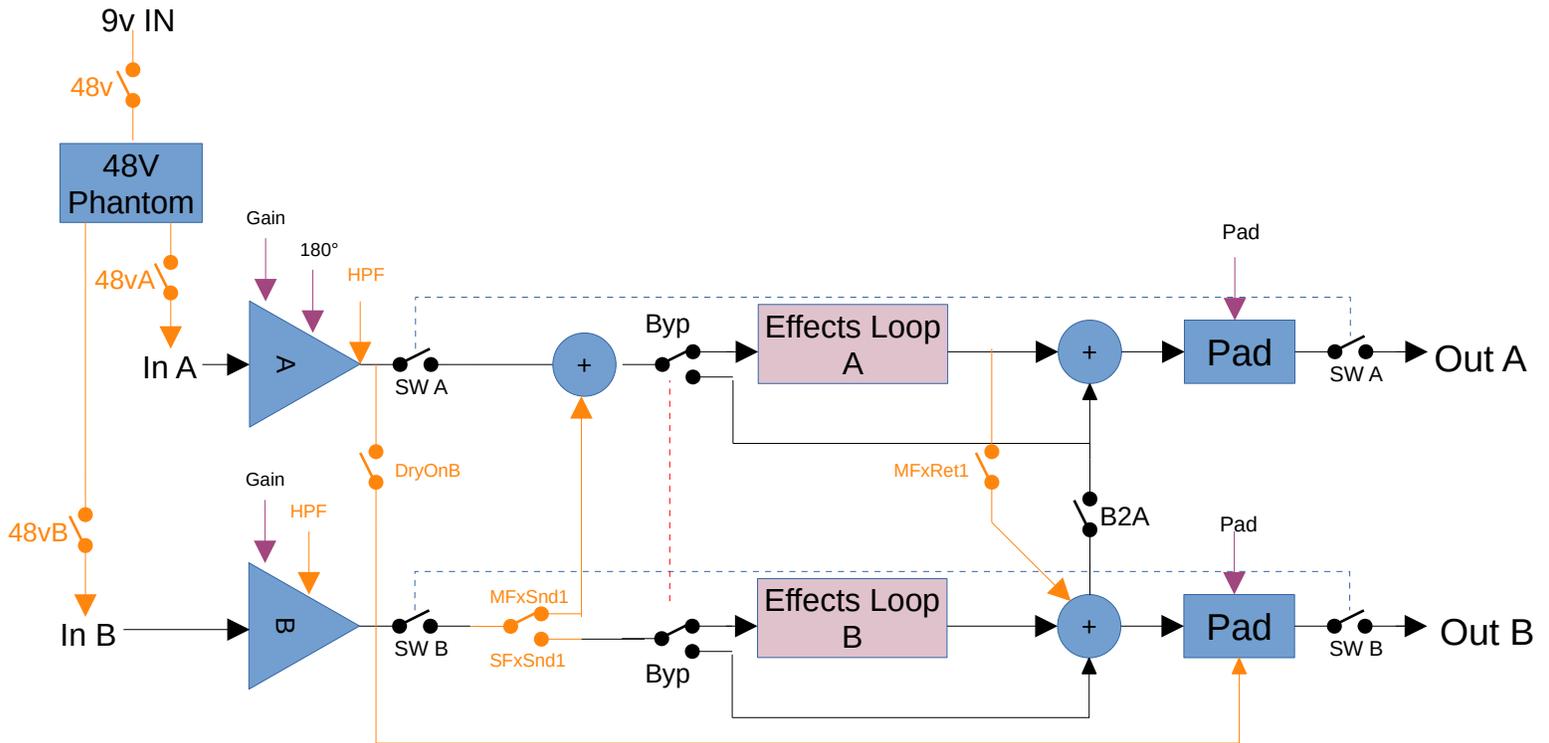
The fifth configuration adds the two mics into a mono loop and outputs the mix in one output. For example with a clarinet where you have a mic on the pavillion and a mic next to your left hand :



This is the same configuration as the one mono loop case, but both mics are turned on at the same time. The mix is available either on A or B outputs:

- NO jumper on SFXSND1.
- Jumper on MFXSND1 and MFXRET1.
- DryOnB OFF.

Synoptic!



=> Oranges switches are internal jumpers or switches.