TROUBLESHOOTING

All pedals are tested before leaving GNI's facility. If you are finding difficulties, please pay attention to the following details. Most small problems are easy to solve with a simple checklist:

- Insert both input and output jacks, or the pedal won turn on.
- Check if you used the correct sides for input and for output.
- If using DC adaptor, be sure it respects our specs. Reversed polarity, wrong tension, etc. may damage the circuitry and compromise warranty.
- If using batteries, be sure they are not discharged
- Check volume levels, wrong connections and broken cables.
- Keep your unit away from other electrical devices. TVs and other home appliances can cause interference and noise.
- Don't play very close to the amplifier, or directly facing it, in order to avoid feedback noise.

If you've carefully checked your setup and problems persist, please contact our technical representative at your country for further support and warranty. If you can't find our representative's information, please go to our website (www.gnimusic.com) and contact us directly.

SPECIFICATIONS

- Power supply: 9V battery, or adaptor according to our specs.
- Bypass mode: AS1 and DD1: True Buffer Bypass
  ASDC: emphasis / deemphasis
- Input impedance: 500 kΩ
- Output impedance: 5 kΩ
- Booster's gain: 0 ~ 8 dB (applies to AS1 and SP1 only)
- Size: 62 x 141 x 110 (mm)
  2.44 x 5.55 x 4.33 (in)
- Weight: AS1, DD1 and ASDC: 860g (1.9lb)
  SP1 and XD1: 810g (1.8lb)

Specifications may change without notice.

GNI MUSIC

USER'S MANUAL FOR:

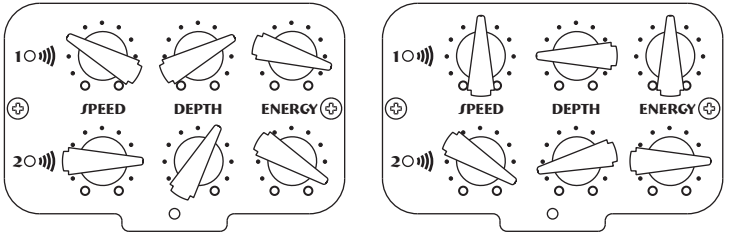
AS1, AMP SIMULATOR

DD1, DUAL DRIVE

ASDC, ANALOG STEREO DUAL CHORUS

Sample settings:

(Created by some of the professional Brazilian guitarrists who worked with GNI on the development of each pedal).



Controls (apply to both channels):

- **Speed:** If we create an analogy between the effect and an oscillating pendulum, “speed” controls how fast this pendulum oscillates. As it gets faster, the effect becomes closer to a vibrato.

- **Depth:** Using the same analogy, this would mean how far the pendulum travels in each direction. Bigger depths cause the effect to be more perceptive.

- **Energy:** Chorus mixes the effect's signal with the original (clean) sound. This knob lets you set the proportion of effect to be mixed with clean sound.

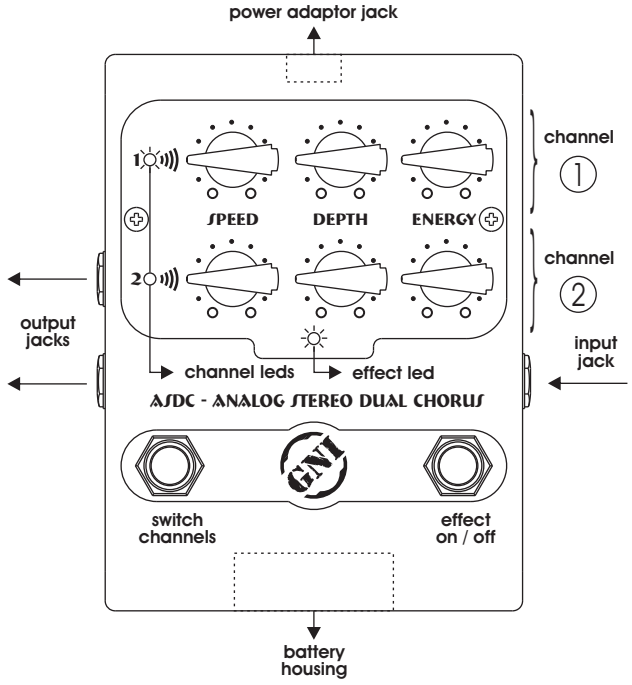
- **Effect led:** indicates when effect is on.

- **Channel leds:** One of these will always be blinking, indicating the channel in use, or the one that will be in use when you turn the effect on. These leds blink faster or slower according to the setting in the “speed” knob.

ANALOG STEREO DUAL CHORUS

ASDC - Analog Stereo Dual Chorus is GNI's ultimate Analog Chorus solution. With this pedal you can achieve the full intensity that only true analog (BBD) circuits can offer. It's use is very similar to DD1 (Dual Drive), with the difference that upper and lower units have the same effect. So, you create two independent settings and switch between them.

You can instantly change from a very fast rate (almost a “tremolo”) to a slow, deep effect, with no interruption in your performance.



INTRODUCTION

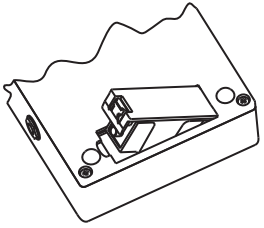
Thank you, and congratulations on your choice for GNI Music's products. Lots of work from engineers and professional musicians were spent in order to create really high-end pedals. These sections provide important information concerning the proper operation of our pedals. Please read, in order to feel assured you're ready to explore all available resources. Please, keep this book for future reference.

For more information and hints, check www.gnimusic.com.

CONNECTIONS

Power:

All pedals covered in this book can be used with standard 9V batteries, or DC power adaptors. These accessories are not included.

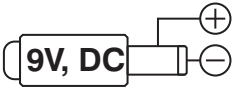


Installing battery:

Install 9V standard battery bellow the pedal, as shown in the figure. Be careful not to force the chord. Note that low batteries can compromise the sound quality, even when the effect is turned off (bypass mode). Remove the battery when your pedal is not in use.

Using DC adaptor:

The adaptor jack is in the back part of the unit. Please ensure you have an adaptor complying with the following specifications:



- **9V, DC, regulated adaptor.**
- **Polarity according to the figure.**
- **300 mA (recommended).**

WARNING: *Unregulated or ‘switched mode’ supplies may cause noise. Wrong tension values or reversed polarity may cause* ***permanent damage to the pedal, not covered by warranty****.*

Input and output

Input jack accepts signals from the guitar or another effects unit. Output jack is used to connect the pedal to the amplifier or another device. In some cases these jacks serve as power switches, meaning your unit may not turn on unless they are connected. This is an extra feature to save battery in case pedal is not being used.

ADVICE: *Cables are passive components with non-negligible capacitance. They can possibly interfere with sound's signal. In order to achieve better results, make your connections with good quality cables.*

TRUE BUFFER BYPASS (TBB) AND "CHORUS BYPASS"

When the effect is turned off in **AS1** and **DD1,** input signal passes to output through an active ("opamp") buffer, and a mechanical switch. Buffer lowers signal's impedance, preserving its level and high tone contents. Mechanical switches are used to eliminate the need for some electronic components that usually degrade sound's quality in "pure-electronic" bypass pedals. Please note that this bypass system requires power to work. Signal will not pass if you are not using an adaptor or battery.

ASDC (Dual Chorus) also needs power for its bypass to work. However, due to Chorus implemation, clean signal passes through "emphasis / deemphasis" circuitry. GNI designed it to work without affecting the signal, however, this is a special case and we won't call it "TBB".

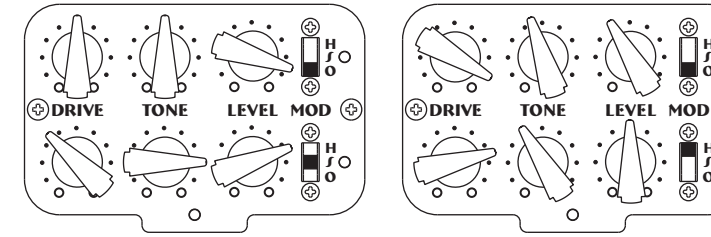
BOOSTER (AS1 AND SP1)

The independent Booster pedal that compliments AS1 and SP1 is a very versatile resource to be used specially when doing a solo performance. When activated by the respective footswitch, it increases output level up to 8dB. Please note that booster works either with the clean sound or with the effect.

A bicolor led indicates booster's intensity, which can be adjusted at the respective "Boost" potentiometer. Led's color changes from green (0 dB – no gain) to red (8 dB – maximum gain).

Sample settings:

(Created by some of the professional Brazilian guitarrists who worked with GNI on the development of each pedal).

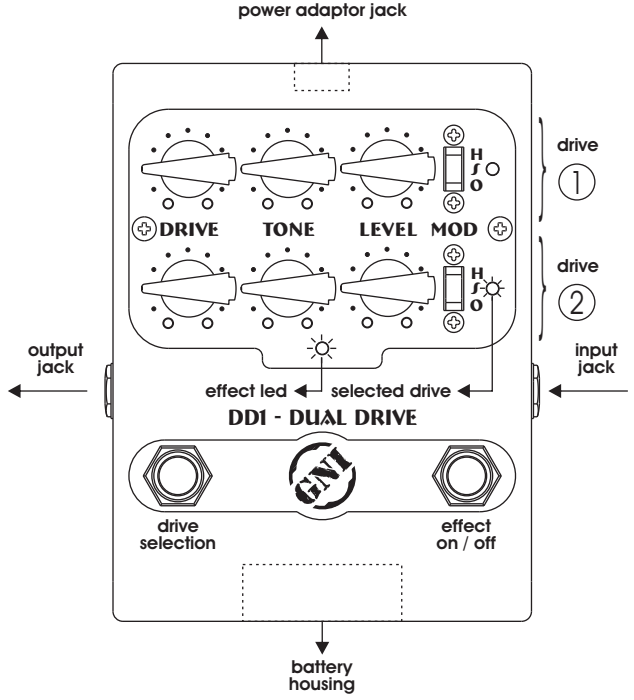


Controls of each overdrive:

- **Drive:** This adjusts the effect itself (the amount of "distortion"). When set to low values, causes the pedal to perform more or less like a booster unit with small saturation.
- **Tone:** This adjusts frequency characteristic of the effect.
- **Level:** Independent level settings for each overdrive.
- **MOD:** 3-pos switch allowing you to choose among Hyper Overdrive, Super Overdrive or Overdrive modes.
- **Effect led:** indicates when effect is on.
- **Drive selection leds:** One of these will always be on, indicating the overdrive in use, or the one that will be in use when you turn the effect on. These leds change color according to the MOD selection, being green for Overdrive mode, orange for Super Overdrive and red for Hyper Overdrive.

DUAL DRIVE

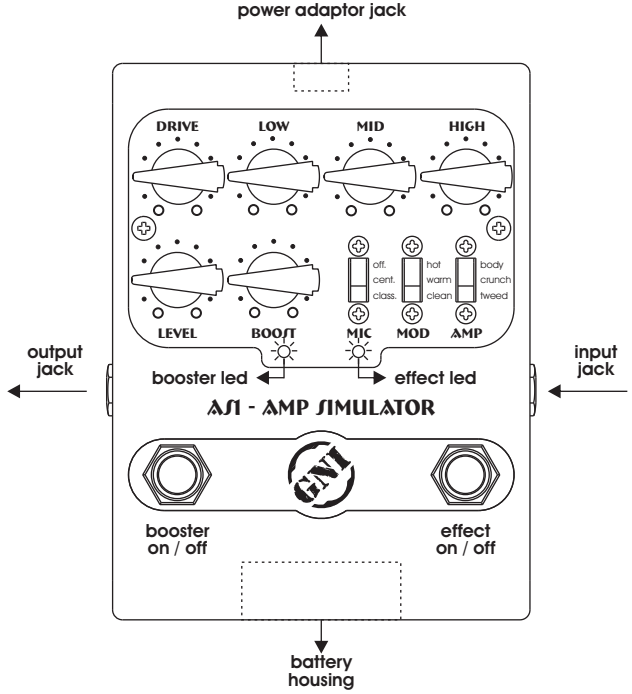
DD1 - Dual Drive is the combination of two powerful and different overdrive pedals. Each of them has a 3-pos switch marked “O-S-H”, allowing you to choose among simple Overdrive, Super overdrive or Hyper overdrive modes. This way, you have two different pedals, both settable to three different modes, and you can instantly switch between them pressing the “commute” pedal. This means lots of resources and possibilities in a very creative unit.



AMP SIMULATOR

AS1 - Amp Simulator is a “two in one” pedal, acting as an amplifier simulator, a booster pedal or both things at the same time.

Three switches (mic, mod, amp) offer 27 different combinations of microphone position, amplifier characteristics and saturation (“drive”). Five potentiometers let you control drive, level and complete equalization (low, mid and high frequencies). An extra potentiometer lets you set the booster’s gain.



Sample settings:

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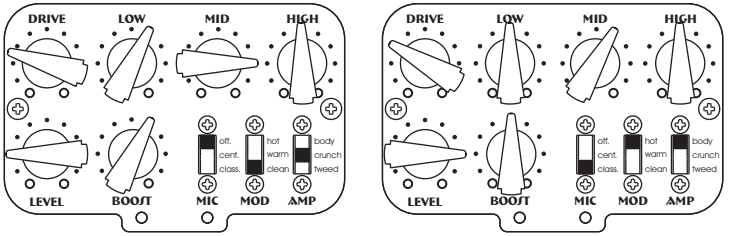

Controls:

- **Drive:** This adjusts the amount of distortion (drive of the pedal).
- **Low, Mid and High:** These three controls allow you to equalize the sound, adjusting intensities of the respective ranges of frequencies.
- **Level:** Effect output level. Note that if level is high and you activate the booster, you’ll probably get some additional distortion.
- **Boost:** This adjusts booster intensity, from 0 to 8dB. When booster is ”on”, the respective led’s color changes from green to red according to the setting on this knob.
- **MIC:** This simulates three different positions of the microphone capturing amplifier sound. Settings are *off.* (off-centered), *cent.* (centered) and *class.* (classic).
- **MOD:** This lets you change global saturation (distortion) of the pedal. Settings are hot (most distorted), warm (medium) and clean.
- **AMP:** Simulates characteristics of three of the most popular amplifiers. Settings are: body, crunch and tweed.