Tails and Analog Bypass Selection

The Oceans 3-Verb allows you to choose between two bypass modes:

Analog: the bypass signal is fully analog; the reverb effect instantly mutes upon entering bypass.

Tails: the tails of the reverb effect continue to decay naturally upon entering bypass; no new audio enters the reverb effect; bypass is digital.

Tails bypass is selected by default from the factory. To activate Analog bypass, do the following:

1. Press and hold the TYPE push button
2. After two seconds, the LED rapidly cycles through its three LED colors.
3. Release the button; Analog bypass is now active.
4. Repeat this same procedure to change back to Tails bypass.

The last bypass mode setting is remembered through power-cycles so you can set it and forget it.

Questions about this product? Email: **info@ehx.com**

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OCEANS 3-VERB

User Manual

Multi-Function Reverb

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Multi-Function Reverb

Welcome to the Electro-Harmonix Oceans 3-Verb: an extremely compact reverb pedal with three high quality algorithms taken from its big brother, the Oceans 11. Oceans 3-Verb contains classic EHX Hall and Plate plus the Oceans 11's Spring algorithm which faithfully emulates the iconic drip of vintage Fender® reverb units.

Operating Instructions

Insert the output plug from the supplied 9VDC AC adapter into the power jack at the top of the Oceans 3-Verb. The unit must be powered to pass signal, even in bypass. The Oceans 3-Verb allows you to choose your bypass topology: buffered analog bypass or tails digital bypass. Connect an instrument cable from your instrument to the Input jack. Connect an instrument cable between the Output jack and a suitable amplifier. Click the footswitch to engage the Oceans 3-Verb and light the LED.

Power Suppy Requirements: Voltage: 9VDC Current: 100mA Polarity: Center-Negative

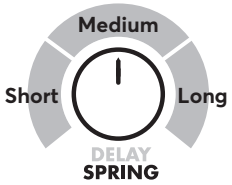
This device comes equipped with an Electro-Harmonix 9.6DC-200 power supply. Use of the wrong adapter or a plug with the wrong polarity may damage the device and void the warranty. Do not exceed 10.5VDC on the power plug. Power supplies rated for less than 100mA may cause the device to act unreliably.

Controls & Jacks

1. BLEND Adjusts the output mix from 100% dry to 100% wet.

2. TIME Controls the decay time of the reverb. In Plate and Hall, the TIME knob goes all the way to infinite at its maximum setting.

3. DELAY/SPRING When Plate and Hall are selected, this knob sets the pre-delay time, up to 1 second. In Spring mode, this knob chooses between three spring lengths: short, medium, long.



4. TONE Controls the brightness of the reverb.

5. TYPE Button Cycles through the three available reverbs. The color of the LED indicates the currently selected reverb:

Green – SPRING
Orange – PLATE
Red – HALL

6. Footswitch and Status LED Footswitch engages or bypasses the effect. The LED color indicates the selected reverb type. In bypass mode, the LED is off.

7. Input Jack Impedance: 2.2MΩ, Max In: +1.5 dBu

8. Output Jack Impedance: 680Ω, Max Out: +2.1 dBu

9. Power Jack Current draw: 100mA at 9.0VDC

Infinite Reverb

When set to Plate or Hall, turn the TIME knob to maximum to achieve infinite reverb. You can also activate infinite reverb by pressing and holding the footswitch if Tails bypass mode is enabled. The following steps detail how to activate infinite reverb with the footswitch:

1. Press-and-hold the footswitch.
2. After 500ms, the LED begins to flash through all three colors. Infinite is now active.
3. Infinite reverb continues until you release the footswitch.

NOTE: Spring mode does not allow for infinite reverb on the footswitch or the TIME knob.

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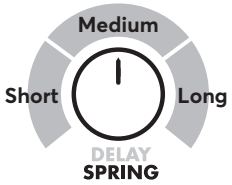

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