DSP

The DSP (Digital Signal Processing) installed in the PedalPro Ex allows you to add Reverbs/Digital delays on the effect chain. On page 3 of the main menu the user can access the configuration for the DSP board. The DSP board is internally connected using the AUX mixer. If no cables are plugged into the AUX SEND and AUX RETURN, the AUX mixer is routed internally to the DSP board. On the contrary the DSP is excluded in the audio path.

Mixing Parameters: The Input (*Inp*) defines the input level for the DSP input signal. The **Wet** is the output of the DSP board. The **Dry** parameter refers to the amount of dry signal. By default the dry signal is 100%.

DSP programs

There are eight (1-8) non editable DSP programs ready to be used: Medium Hall, Big Hall, Room, Church, Reverse, Gated, Chapel, Spring.

DSP programs		
Number	Name	
1	Medium Hall	
2	Big Hall	
3	Room	
4	Church	
5	Reverse	
6	Gated	
7	Chapel	
8	Spring	
9	*Double delay*	
10	*Cave delay*	
11	*Single delay*	
12	*Four taps delay*	
13	*Triplet delay*	
14	*Plate reverb*	
15	*Spring Reverb*	
16	*Hall reverb*	
17	*Free reverb*	

OSP►# Pro9ram:*Do	ubleDly*	
Inp:100.0 Wet:025.0	Ory:100.	3

The programs listed between "*" are editable. Each of them run a different algorithm and can be edited via adjusting dedicated parameters. To change the DSP program press **EDIT/SAVE** and use the **selection dial** to select the wanted program.

Press page (+) button to enter the DSP program settings. A list of dedicated sub pages will offer a set of editable parameters to tune the DSP effect.

Practical consideration

Keep your Dry 100% and the DSP Input (Inp) 90%. Adjust your DSP wet level between 10 and 40%.

The filters in the DSP algorithms are very handy and allow you to tune the DSP sound response. If you have too much bottom end from your DSP algorithm use the high pass filter (HP filter freq) and increase the value until your bottom end is satisfactory.

If your effect response is too bright, use the low pass filter (LP filter freq) and decrease the level.