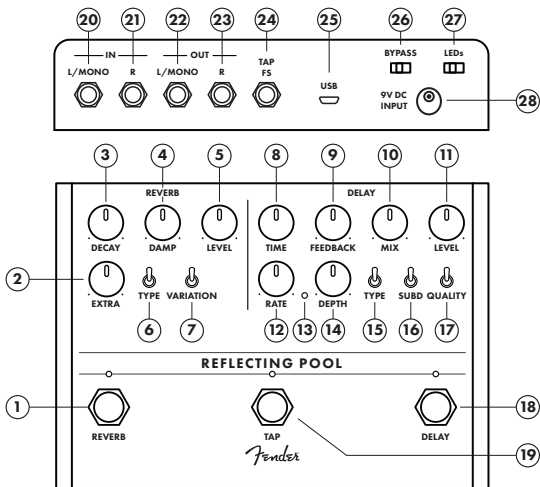


Fender

REFLECTING POOL



Reverb Controls	Delay Controls	Rear Panel Controls
1. Reverb Footswitch & LED	8. Time	20. L/ Mono Input Jack
2. Extra	9. Feedback	21. Right Input Jack
3. Decay	10. Mix	22. L/ Mono Output Jack
4. Damp	11. Level (Delay)	23. Right Output Jack
5. Level (Reverb)	12. Rate	24. Tap Footswitch Jack
6. Reverb Type Switch	13. Rate LED Indicator	25. USB Jack
7. Variation Switch	14. Depth	26. Bypass Mode Switch
	15. Delay Type Switch	27. LED Kill Switch
	16. Subdivision Switch	28. DC Power Connector
	17. Quality Switch	
	18. Delay Footswitch & LED	
	19. Delay Tap Tempo Footswitch & LED	



REFLECTING POOL

Thanks for purchasing the Reflecting Pool delay-reverb pedal. This highly sophisticated digital effect uses advanced DSP technology to create lush and complex time-based effects. Featuring independently switchable delay and reverb, dedicated tap tempo footswitch, stereo I/O and a wide selection of different algorithms and variations — including modulation, shimmer, gated, and reverse sounds.

DESIGNED IN CALIFORNIA, U.S.A.

REVERB CONTROLS

Reverb Bypass Footswitch & LED

Footswitch bypasses reverb effect. LED illuminates when reverb is active.

Decay

This control adjusts the reverb decay time, or length of the reverb signal. Counterclockwise settings produce smaller room and ambient sounds, while settings closer to fully clockwise can produce the sound of huge spaces.

Damp

Attenuates high frequencies and “darkens” reverb tail.

Level (Reverb)

Controls “wet/dry” reverb signal mix.

Extra

Modifies an “extra” algorithm-specific parameter. On “Hall” and “Room” reverb settings it controls “tilt” between high and low frequency decay times. On Special “Shimmer” setting (see “Variation Switch” below) it controls regeneration of cascading octaves. On Special “Gated/Reverse” setting (see “Variation Switch” below) it controls reverb tail shape, and on Special “Modulated” setting it controls modulation depth.

Type Switch

Toggle among Hall, Room and Special reverb types

Variation Switch

Toggles among three different variations for each reverb type:

Reverb Type Switch	Description	Variation Switch	“Extra” Knob Function
HALL	Classic diffuse space with a sense that walls are far apart.	1: small hall 2: medium hall 3: large hall	Controls amount of low-frequency rolloff in reverb decay. Turn EXTRA knob counter-clockwise for more bass in reverb tail; clockwise for less (similar to a bass cut).
ROOM	Smaller, more lively feel than HALL.	1: small room 2: medium room 3: large room	
SPECIAL	Classic modern reverb effect with octave-up pitch shift in loop between reverb input and output. Successive octaves are added as reverb decays, imparting a blooming, atmospheric effect.	1: Shimmer	Controls amount of regeneration into octave-up reverb effect, which determines how much of the octave is heard and how much octaves will “stack.”
	Small-space reverb, plus gated and reverse reverb. Set EXTRA and LEVEL control knobs at full clockwise position for “full-wet” reverse effect.	2: Gated/Reverse	Controls reverb tail shape. At full counterclockwise, shape is a typicaldecaying taper. At noon produces a gated shape; at full clockwise produces reverse reverb.
	Very large space with some pitch modulation. Ideal for ambient pads and swells.	3: Modulated	Controls reverb modulation depth (modulation rate fixed at 0.1 Hz).

DELAY CONTROLS

Delay Bypass Footswitch & LED

Footswitch bypasses delay effect. LED illuminates when delay is active.

Delay Tap Tempo Footswitch & LED

Set delay time by tapping two or more times at desired rate. LED flashes in sync with delay time.

Time

Turn Time control knob to set delay time from 10ms to 1 second. To select various rhythmic subdivisions, press and hold Tap footswitch while turning Time control knob. Select rhythmic subdivisions including (clockwise): 16th note, dotted 16th note, 8th note, 8th note (triplet), dotted 8th note, quarter note, half note. After selection, release Tap footswitch.

Feedback

Controls number of delay repeats.

Mix

Controls blend between main delay and secondary delay tap defined by SUBD toggle switch (see "SUBD Switch" below). At minimum setting, main delay only is heard. Secondary delay tap becomes increasingly audible as knob is turned. At maximum setting, secondary delay tap only is heard.

Level (Delay)

Controls "wet/dry" delay signal mix.

Rate

Controls modulation speed.

Rate LED

Flashes in time with modulation speed.

Depth

Controls modulation depth.

Type Switch

Toggle among Digital, Analog or Tape delay types.

Subdivision Switch

Enables selection of rhythmic subdivision for second delay tap (secondary delay time is a subdivision of main delay time). Rhythmic subdivision values are: 50% (8th note relative to quarter note), 66% (quarter note triplet relative to quarter note) and 75% (dotted 8th note relative to quarter note).

Quality Switch

Enables selection of 3 distinct delay repeat types (useful as progressive reduction in delay repeat quality).

Delay Type Switch	Description	Variation Switch
DIGITAL	Authentic digital delay emulation with three modes available via the Quality switch.	1: Crystal-clean delay. 2: Some audible signal degradation similar to lo-fi digital hardware. 3: Grunge with less high end and the sound of old-school signal processors.
ANALOG	Analog (bucket brigade) delay emulation with three modes available via the Quality switch.	1: Softer repeats and less highs and lows than digital. 2: Less fidelity and slightly more distortion than NOS mode. 3: The highest amount of bass and treble cut, the most distortion, and even some artifacts from the bucket-brigade sampling process.
TAPE ECHO	Authentic tape-echo emulation with three modes available via the Quality switch:	1: The sound of a 15 ips studio tape echo unit. 2: Lower degree of fidelity and higher degree of tape saturation than NOS mode. 3: Even lower degree of fidelity and higher degree of tape saturation than NOS and classic modes. Use DEPTH and RATE control knobs (especially with RATE at full clockwise) for realistic wow and flutter of old tape.

REAR PANEL CONTROLS

Left Input Jack

High-impedance input suitable for electric guitar, bass, acoustic guitars with pickup systems, keyboards and other instruments.

Right Input Jack

High-impedance input suitable for electric guitar, bass, acoustic guitars with pickup systems, keyboards and other instruments.

Left Output Jack

Low-impedance output jack connects to amp or to next effect pedal in signal chain.

Right Output Jack

Low-impedance output jack connects to amp or to next effect pedal in signal chain.

Tap Footswitch Jack

For connecting a momentary footswitch to set tap tempo remotely.

DC Power Connector

Standard center-negative 9VDC jack for use with appropriate power supplies.

Bypass Type Switch

Enables selection of “Trails” (DSP bypass) or relay-based “True” bypass.

LEDs Switch

Turns control-knob illumination on and off.

USB Port

Connection point for firmware updates (when available).



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产品中有害物质的名称及含量

部件名称	有害物质					
	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
箱体	O	O	O	O	O	O
喇叭单元*	O	O	O	O	O	O
电子部分	X	O	X	O	O	O
接线端子	X	O	O	O	O	O
电线	X	O	O	O	O	O
附件	O	O	O	O	O	O

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O：表示该有害物质在该部件所有均质材料中的含量均在 GB/T 26572 规定的限量要求以下。
X：表示该有害物质至少在该部件的某一均质材料中的含量超出 GB/T 26572 规定的限量要求。
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