

INTELLIFEX® — **On-Line**

USER'S MANUAL

ROCKTRON
C O R P O R A T I O N



Your Intellifex® Online has been tested and complies with the following Standards and Directives as set forth by the European Union:

Council Directive(s): 89/336/EEC Electromagnetic Compatibility

Standard(s): EN55013, EN50082-1

This means that this product has been designed to meet stringent guidelines on how much RF energy it can emit, and that it should be immune from other sources of interference when properly used. Improper use of this equipment could result in increased RF emissions, which may or may not interfere with other electronic products.

To insure against this possibility, always use good shielded cables for all audio input and output connections. Also, bundle audio cables separately from the AC power cables. These steps will help insure compliance with the Directive(s).

For more information about other Rocktron products, please see your local dealer or one of our importers closest to you (listed on the enclosed warranty sheet).

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1. Introduction

Congratulations on your purchase of the Rocktron Intellifex® Online!

The Intellifex Online features presets created and uploaded by Rocktron users from all over the world to Rocktron's World Wide Web site. These presets can be easily updated from the "Patch Bay" at Rocktron's web page. In addition, you can also upload your own custom presets to share with other online users. For instructions on downloading and uploading Intellifex presets, please visit our web site at "<http://www.rocktron.com>" and click "Patch Bay".

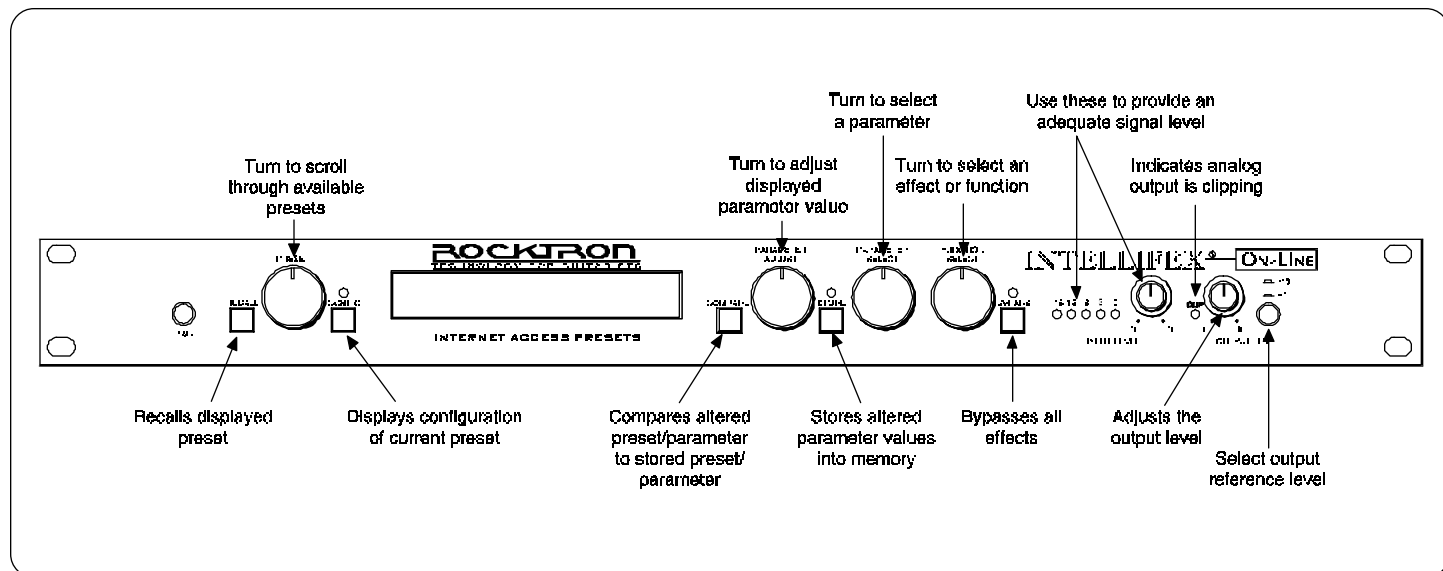
The Intellifex Online is a 24-bit digital effects processor utilizing three individual 16-bit converters and Sigma-Delta A/D conversion, achieving a 64x oversampling rate and better than 100dB dynamic range. It is totally programmable and allows for complete MIDI control. The unit features pitch shifting, 8-voice stereo chorusing effects, digital delay effects (including 2-tap, stereo and ping ponging effects), unsurpassed digital reverb quality and highly flexible configuration programming—allowing for simultaneous operation of up to 5 effects plus complete mixing capabilities. The unit also offers a fully digital implementation of patented HUSH® noise reduction at the unit's input, along with delay and reverb ducking capabilities.

This user's manual will detail the various features and functions of the Intellifex Online. After reading it, please keep it for future reference.

What makes the Intellifex Online Unique?

- Super quiet operation due to use of digital HUSH® and high quality 16-bit converters.
- High purity sound due to the use of a 64X oversampling A/D converter, which samples the signal 64 times as often as a conventional converter, and also due to the use of a separate dual D/A converter. Most "bargain" digital effects units use a single converter multiplexed 3 ways, for decidedly higher distortion and lower dynamic range.
- 24-Bit processing and memory circuits to maintain maximum dynamic range.
- Ability to store up to 8 unique MIDI controller patches with each preset.
- Very high quality effects algorithms.
- Highly stereo effects with panning available on almost all signals.
- 8 voice chorusing with an enormous number of parameters for the richest sounding chorus ever.
- High quality 4 voice pitch shifting over 3 full octaves.
- 2-voice pitch shifting or 4-voice chorusing offered simultaneously with HUSH, delay and reverb.
- Programming via knobs instead of push buttons.
- Easy to read, wide viewing angle display.

2. Quick Setup



Recalling a Stored Intelliflex Online Preset

STEP 1 To recall a stored Intelliflex Online preset, first turn the PRESET control to the desired preset number you wish to recall. The display will alternate between the preset number/title selected and:

PRESS RECALL FOR

STEP 2 To call up the preset you have selected, press the RECALL button. The display will now show only the new preset number/title.

14 PRESET TITLE

Changing Preset Parameters

STEP 1 The parameter menu for each effect can be called up via the FUNCTION SELECT control. Turn this control to the effect to be changed.

****** REVERB ******

STEP 2 Turn the PARAMETER SELECT control to select which parameter select the parameter to be modified.

REV DECAY 59

STEP 3 Use the PARAMETER ADJUST control to modify the parameter value. The LED above the STORE button lights to indicate that a parameter value has been modified from the stored preset.

REV DECAY 32

STEP 4 The COMPARE button may be used to compare the stored value to the new one.

REV DECAY 59

Storing Modified Parameter Values

STEP 1 To store modified parameter values, press the STORE button while viewing a parameter or effect title to begin the store procedure. The Intelliflex Online will alternate displaying the current preset number/title and:

STORE TO PRESET

STEP 2 Turn the PRESET control to select the desired preset number to store the new parameter values into (if the new values are to be stored into the current preset location, this step is not necessary). User presets may be stored in preset locations 1-80. Presets 81-160 are factory presets and cannot be copied over. The Intelliflex Online will now alternate displaying the new preset number/title and:

STORE TO PRESET

STEP 3 Now press the STORE button a second time to store the modified values into the selected preset location. The Intelliflex Online will display "STORED" briefly before displaying the new preset number/title.

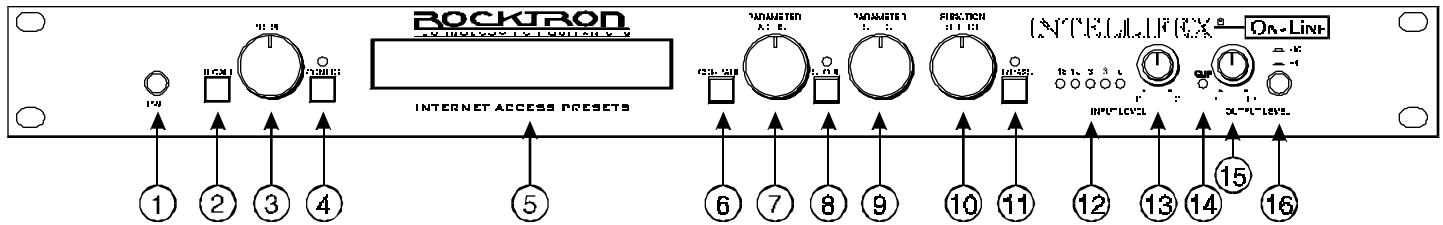
STORED

STEP 4 After the modified parameters have been stored into a new preset location, the Intelliflex Online will display "COPY TITLE TOO?". This occurs only when a new preset location is selected to store the modified parameters into, and allows for the title from the original preset to be copied to the new preset location as well. To copy the title, press the STORE button a third time. The display will again flash "STORED".

NOTE 1 If it is not desired to copy the title from the original preset, turn either the PRESET or FUNCTION SELECT control to exit the store procedure.

NOTE 2 If a modified preset is edited without completing the store procedure (i.e. "STORED" displayed at least one time), all edited parameter values will be lost and the preset will revert to its original condition the next time it is recalled. When saving altered parameters, always make sure the Intelliflex Online flashes "STORED" at least once before exiting the preset to ensure that the desired modifications were stored into memory.

3. Front Panel



Some of the controls on the Intellifex Online front panel have more than one function, dependent upon what mode the unit is currently operating in. Please read this section to become better acquainted with these functions.

1

POWER switch

2

RECALL button:

This button is used to recall the displayed preset.

3

PRESET control:

The function of this control is dependent on the CONFIG button.

When the CONFIG LED is off, turning the PRESET control will cause the Intellifex Online to exit its current function. The PRESET control may then be used to scroll through the successive factory and user presets and titles stored in its memory.

When the CONFIG LED is on, the PRESET control is again used to scroll through the successive presets, but instead of displaying preset titles the Intellifex Online will display the effect configuration stored for each preset.

4

CONFIG button:

The CONFIG button is used to toggle between displaying either the preset title or the configuration of the currently displayed preset. The configuration display indicates both which effects the displayed preset executes and the order in which they are executed. The LED above the CONFIG button is lit when the configuration is displayed.

5

DISPLAY panel:

The DISPLAY panel is a 16 character, vacuum fluorescent display type.

6

COMPARE button:

The COMPARE button may be used to compare a modified parameter value to its stored value. (If comparing an altered value to the stored value and the stored value is currently being viewed, turning a knob or pressing a button that changes the parameter value displayed will cancel the previous modified value.)

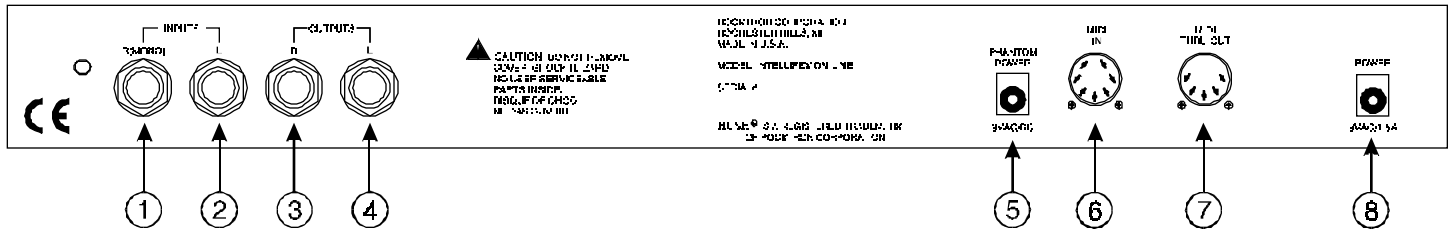
The COMPARE button may also be used to simultaneously compare multiple modified parameters under the same effect heading (i.e. Reverb, Mixer, etc.) to the stored values. To do so, turn to the effect heading where the modified parameters are located and press the COMPARE button. When the STORE LED is off, the stored parameter values are currently active. When the STORE LED is lit, the modified values are active.

If a knob is turned or a button is pressed which changes the effect heading when the stored parameters are active (STORE LED off), any modified parameter values under that heading will be lost. This is also true if a MIDI control change is received while the stored parameters are active.

-
- 7** **PARAMETER ADJUST control:**
This control is used to adjust the displayed parameter value. When the parameter is changed from its original value, the LED above the STORE button will light until either (a) the new value is stored, (b) a new preset is selected or (c) the parameter is returned to its original value.
- 8** **STORE button:**
This button is used to store values into the Intellifex Online memory when modified. See Chapter 8, section C, "Storing Modified Parameters" for more information.
- 9** **PARAMETER SELECT control:**
When monitoring parameter values, this control will scroll through the available parameters under the current effect heading.

In the "TITLE EDIT" function, this control will scroll through the available characters in the title that may be edited.
- 10** **FUNCTION SELECT control:**
This control allows access to each function of the Intellifex Online. Depending on which configuration the current preset is built upon, these functions may include:
- | | |
|-------------------------------|--------------------------------|
| <i>Preset Select</i> | <i>Reverb Parameters</i> |
| <i>Mixer Parameters</i> | <i>Title Edit</i> |
| <i>HUSH Parameters</i> | <i>MIDI Controller Mapping</i> |
| <i>Chorus Parameters</i> | <i>MIDI Program Mapping</i> |
| <i>Pitch Shift Parameters</i> | <i>MIDI Channel</i> |
| <i>Delay Parameters</i> | <i>Ducker Parameters</i> |
| <i>Factory Restore</i> | <i>MIDI Dump/Load</i> |
- 11** **BYPASS button:**
When pressed, the LED is lit and all effects are bypassed.
- 12** **INPUT LEVEL meter:**
These LEDs provide visual indication of the peak level of the input signal. For the optimal signal-to-noise ratio, it is best to adjust the input level so that the last LED (0dB) is rarely lit. This will guard against the possibility of overdriving the unit.
- 13** **INPUT LEVEL control:**
This control adjusts the unit's gain to match the signal level at the input of the Intellifex Online. The gain can be adjusted from -12dB to +12dB. Use the INPUT LEVEL meter to determine the setting of this control.
- 14** **CLIP L.E.D.:**
This L.E.D. is part of the output section and, when lit, indicates that the final analog output is being overdriven because the Effects Level, Direct level, and Output Level control are set too high. If this occurs, reduce these levels until this L.E.D. does not light.
- 15** **OUTPUT LEVEL control:**
This control is used to adjust the output level of the unit and may be adjusted from zero signal to a small amount of gain.
- 16** **REFERENCE LEVEL switch:**
This switch determines the output range of the unit and may be set at either -10dB or +4dB. When using professional studio equipment providing a nominal input level of +4dB, it is recommended that the +4 setting on the Intellifex Online be used for best results. If connecting the Intellifex Online to a high sensitivity input, such as the input to a guitar amp, the -10 setting should be used.

4. Rear Panel



- 1 RIGHT CHANNEL INPUT jack:**
This standard 1/4" mono jack provides input to the right channel of the Intellifex Online. When using only one input (mono), this jack should be used.
- 2 LEFT CHANNEL INPUT jack:**
This standard 1/4" mono jack provides input to the left channel of the Intellifex Online. When using only one input, this jack should *not* be used.
- 3 RIGHT CHANNEL OUTPUT jack:**
This standard 1/4" mono jack provides an output for the right channel of the Intellifex Online. When using the unit in a mono application, either output jack may be used.
- 4 LEFT CHANNEL OUTPUT jack:**
This standard 1/4" mono jack provides output for the left channel of the Intellifex Online. When using the unit in a mono application, either output jack may be used.

Note: When using a mono input (Right Channel INPUT jack) and a mono output (either the Left or Right Channel OUTPUT jack), the left and right effected signals will be summed at the single output.
- 5 PHANTOM POWER jack:**
This jack offers the ability to power the Rocktron MIDI Mate™ Foot Controller from a seven pin MIDI cable which connects from the MIDI Mate to the MIDI IN jack on the rear panel of the Intellifex Online, eliminating the need to find an AC outlet near where the footpedal would be placed during a performance—or the need to run an extension cord out to the MIDI Mate. Instead of inserting the adaptor into the MIDI Mate POWER jack, plug it into the PHANTOM POWER jack on the Intellifex Online. This will power the MIDI Mate through pins 6 and 7 of the MIDI cable connecting the two units. A 7-pin MIDI cable must be used and is available through your Rocktron dealer.
- 6 MIDI IN jack:**
This 7-pin DIN connector receives MIDI information from the device which is transmitting the MIDI commands for the Intellifex Online to execute.

7

MIDI OUT/THRU jack:

This standard 5-pin DIN connector passes on the MIDI information that is received at the MIDI IN jack to other MIDI-compatible devices via a MIDI cable. It also outputs MIDI data when performing a memory dump.

Note: *Inherently in MIDI there is a limit to the number of devices which can be chained together (series connected). With more than three devices, a slight distortion of the MIDI signal can occur (due to signal degradation) which can cause an error in MIDI signal transmission. Should this problem arise, a MIDI box can be used which connects directly to the MIDI device which transmits MIDI information and has multiple connectors for the multiple devices receiving MIDI. MIDI cables should not exceed 50 feet (15 meters) in length.*

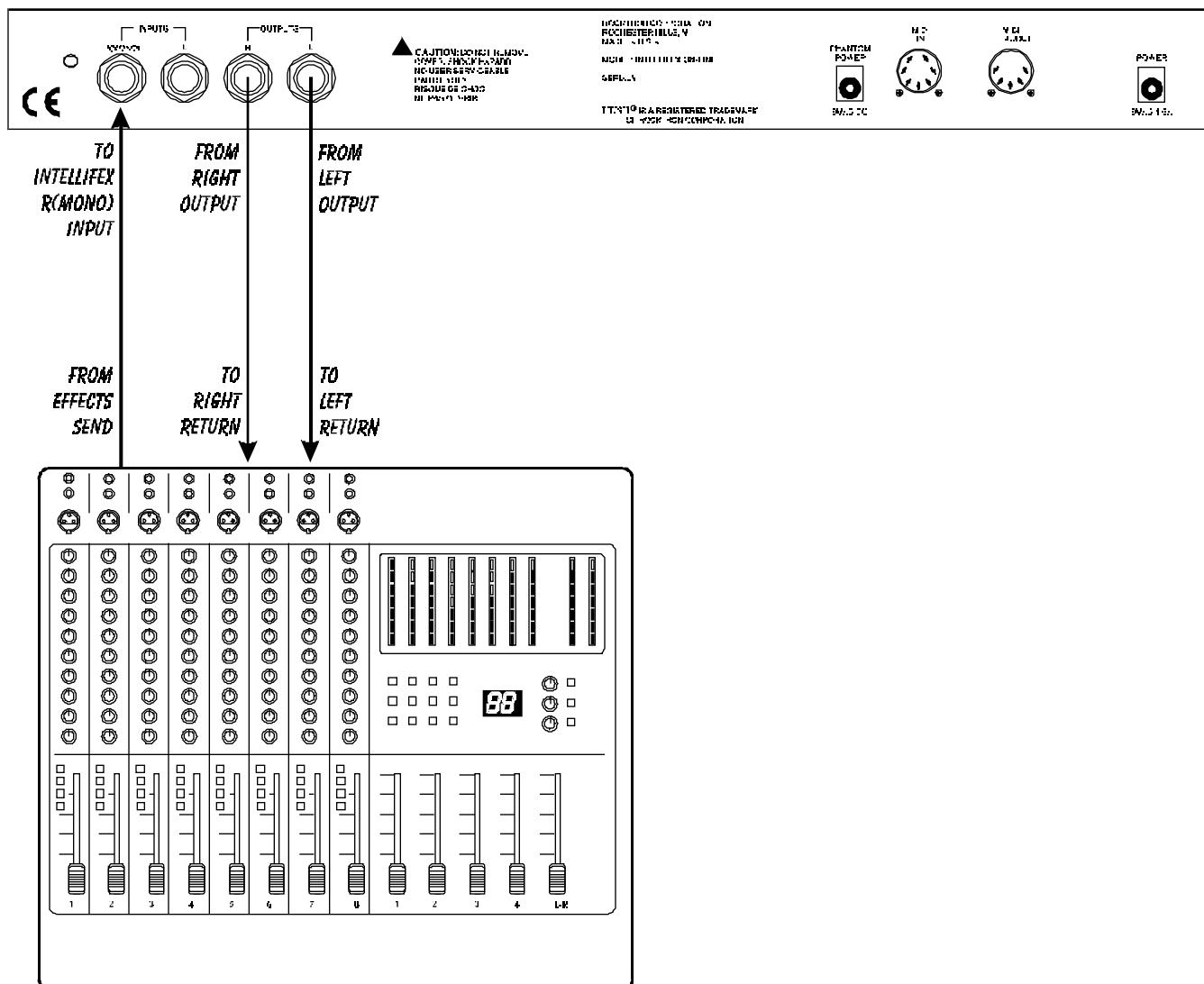
8

POWER jack:

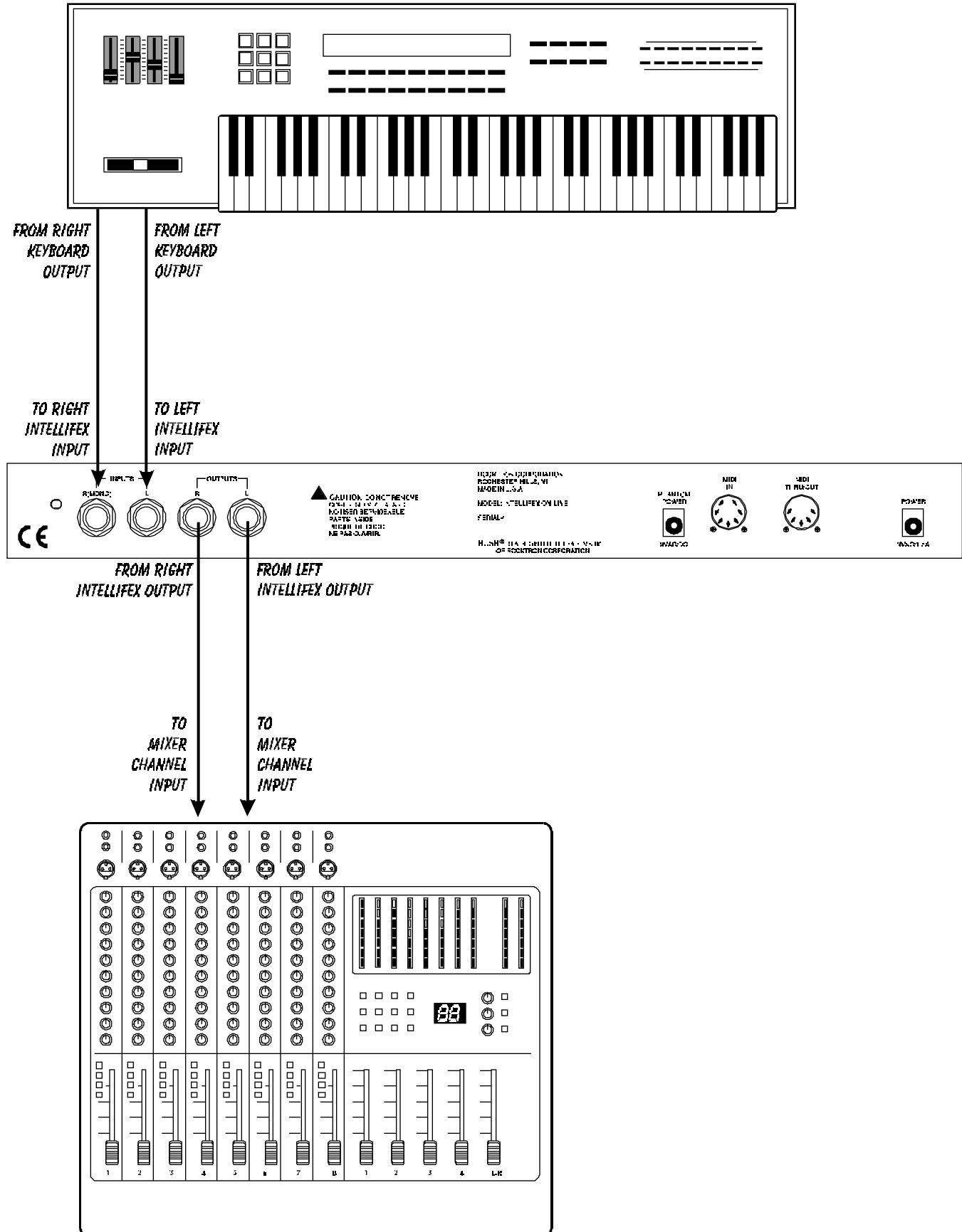
This jack accepts power from the 9VAC/1500mA adaptor supplied with the unit. For more information on the power supply see the *Power Requirements* section on page 2.

5. Connections

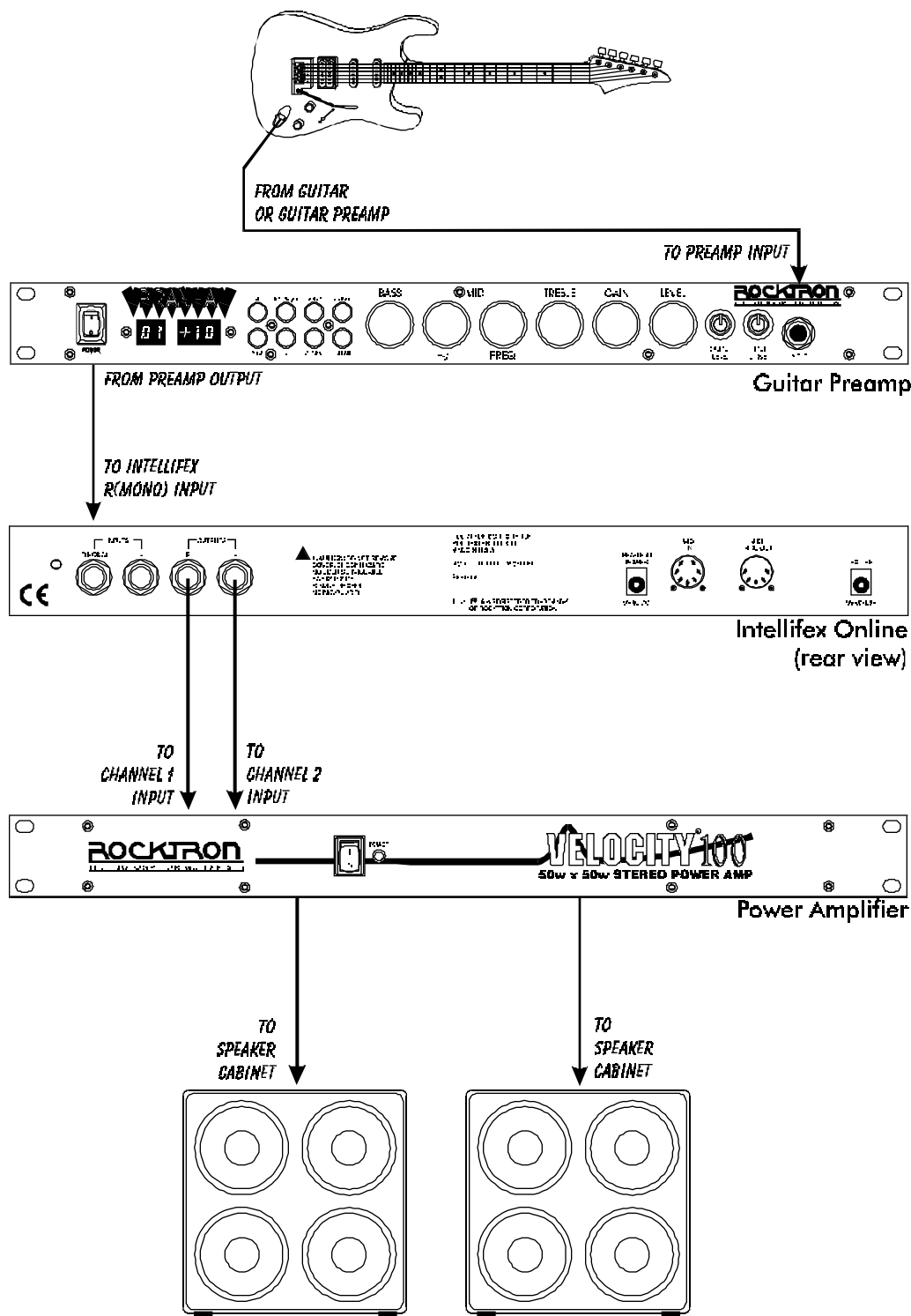
Using the Intellifex Online with the auxiliary sends and returns of a mixer



Using the Intellifex Online with a keyboard and a mixer



Using the Intellifex Online with a guitar rack system



!! CAUTION !!

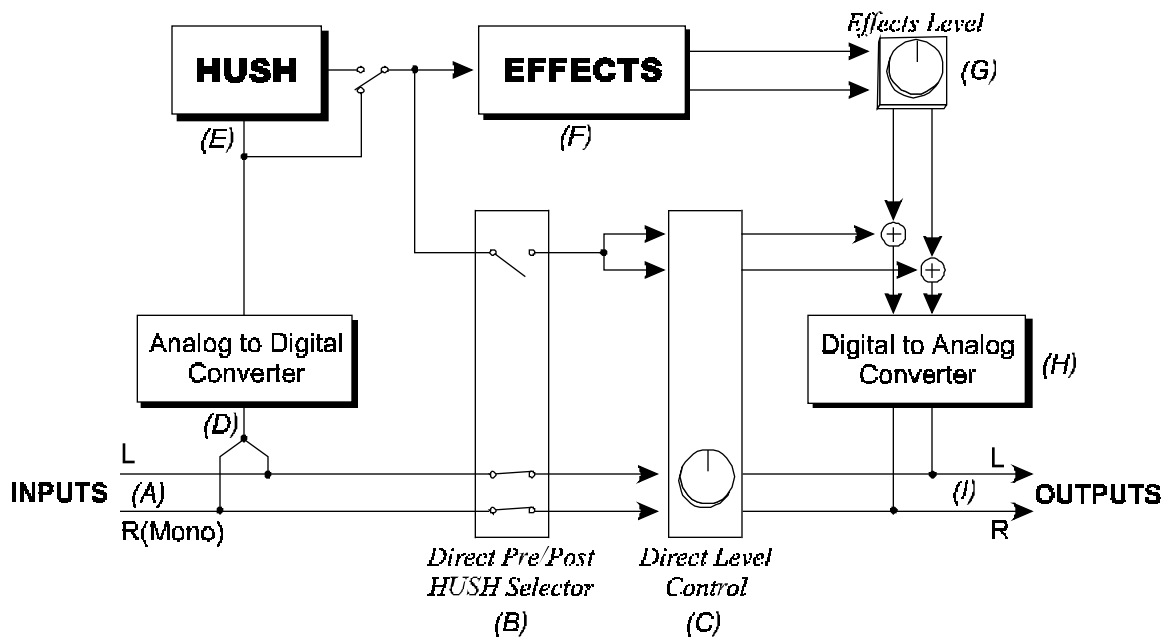
Never connect the outputs of a power amplifier or guitar amplifier to the inputs of the Intellifex Online. This could damage the Intellifex Online.

Note: For best results when using the Intellifex Online with high gain distortion, always put the Intellifex Online **after** the distortion in the signal chain, never before it.

6. Principle of Operation

A. MIXER SECTION

The first function accessible when turning the FUNCTION SELECT control in any preset is the Mixer function. This digital mixer allows you to control the signal levels pertaining to each preset's configuration and stores these levels for each preset.



Caution: Digital Output overload

As the input signal enters at the unit's input (A), the unaltered direct signal is fed to the Direct Pre/Post Hush Selector (B). Here you may choose for the direct signal to remain unaltered (Pre) or feed it through the digital Hush section (E) of the Intellifex Online (Post). Before being fed to the Hush section, the signal must first be converted from an analog signal to digital via the converter (D). When the direct signal is fed to the Hush section, it will remain digital until it is summed together with the output of the Effects Level control (G).

It is important to remember that it is possible to overload the Digital to Analog Converter (H) if the effects levels and direct signal level are set too high when using the Hush section with the direct signal. If this occurs, reduce these levels until the front panel CLIP L.E.D. does not light.

Also note that when passing the direct signal through the digital HUSH (Post), a stereo signal will be converted to mono.

MIXER PARAMETERS

Effects Level

(in *Hush*; *Chorus*; *Delay*; *Reverb* and *Hush*; *Pitch Shift*; *Delay*; *Reverb* configurations)

This controls the level of the entire effect signal. This control should be set relative to the levels of the Left and Right Direct signals. In configurations which do not include a master Effects Level, the single effect level parameter (Chorus Level, Delay Level, etc.) is considered the master Effect Level control.

Left/Right Direct Levels

These controls allow for the left and right Direct signal levels to be set individually, thereby allowing for panning of the Direct signal to the left or right output. These controls are available in all configurations.

Direct Hush

This determines whether the direct signal passes through the digital HUSH section of the Intellifex Online or bypasses it. Selecting "Post" will pass the Direct signal through the HUSH system while selecting "Pre" will bypass this section. (Note: Selecting "Post" converts a stereo direct signal to mono.)

Chorus Level, Delay Level, Reverb Level, etc.

In configurations which include a Master Effects Level control, these control the level of each individual effect (Chorus, Reverb, etc.). These should be set relative to each other when defining individual levels. In configurations which do not include a Master Effects Level control, the individual effect level acts as a Master effect level.

Left and Right Regeneration (in all configurations except *Hush*; *Reverb*)

Configurations which include chorus or delay effects provide individual left and right regeneration level controls to determine the number of times the delayed signals are repeated. Regeneration is achieved by feeding the delayed output back into the input. Higher levels of regeneration will result in more repeats.

The Intellifex Online provides a *Regeneration Limiting* feature, which guards against the possibility of overloading the processor when using high regeneration levels in configurations where a combination of multiple voices is panned to the left or right. If the regeneration level is set too high, the Intellifex Online triggers the Regeneration Limiting and a limit is internally set for the regeneration. This limit can not be exceeded by increasing the *Regen L* or *Regen R* parameter values in the Mixer section.

If, for example, in the *Hush*; *Chorus*; *Delay*; *Reverb* configuration, *Voice 1* is panned to the left and the *Regen L* parameter is set to its maximum level, panning a second voice to the left regeneration loop will trigger the Regeneration Limiter and reduce the regeneration to a level such that runaway regeneration will not occur. The original regeneration level can be reset only by recalling the preset, or, by accessing the *Regen L* parameter, decreasing its value and setting it back to its original value after removing the second Voice from the regeneration loop. This feature of the Intellifex Online is particularly desirable in live situations where panning and regeneration levels may be controlled by continuous controllers.

B. REVERB SECTION

Reverb, or reverberation, is the continuance of sound within a given room or enclosed chamber after the source of the sound has stopped producing it. More specifically, it is a multitude of echoes so densely spaced that, to the human ear, seem as a single continuous sound. These echoes gradually decrease in intensity until they are ultimately absorbed by the boundaries and obstacles within the room or enclosure. As the sound waves from the signal source strike the walls or boundaries of the room, a portion of the energy is reflected away from the obstacle and another portion is absorbed into it, thereby causing both the continuance of sound and the decaying or "dying out" of the sound.

REVERB TYPES

The Intellifex Online *Hush; Reverb* configuration offers 8 different reverb types: *Plate A*, *Plate B*, *Room A*, *Room B*, *Hall A*, *Hall B*, *Stadium* and *Dual*.

The **Plate** reverb type simulates an artificial method of producing reverberation, popular in the early years of recording, which involved using a fairly large, but very thin, metal plate suspended at its four corners by steel wires under tension. This metal plate becomes excited by a driver unit (similar to a dynamic speaker without the diaphragm) and the resulting reverberation is picked up by contact microphones. The Intellifex Online offers two Plate reverb types which reflect the most common plate characteristics. This type of reverb is often used on drum and vocal tracks.

Room reverb effects simulate various rooms of different sizes and surfaces. For example, a room which is made up of primarily hardened surfaces (such as tile or hard wood) will generate reflections containing much more high frequency information than one which is made up of softer surfaces (such as thick carpeting). The Room reverb effects offered by the Intellifex Online can generate virtually any imaginable room setting via highly efficient and adjustable reverb parameters.

Hall reverb simulates the reverberation characteristics of a very large room with a high ceiling. Reflections in a hall are much longer than a typical room, as the length of time it takes for the sound waves to travel from one surface to the next is greatly increased.

Stadium reverb simulates the characteristics of a large stadium or arena and should be used with large amounts of predelay and high frequency damping.

Dual reverb is unique in that it allows for the left and right channels to be processed independently one another. For example, the Predelay for the left channel can be set at 100mS while the Predelay for the right channel can be set at 200mS. This results in reverb output from the left channel 100mS before reverb is output from the right channel.

REVERB PARAMETERS

Reverb Input	This parameter determines whether the input to the Reverb section is <i>active</i> (passing a signal) or <i>muted</i> (not passing a signal).
Reverb Level	This parameter determines the level of the reverb signal at the output relative to the direct signal and any other effect signals. It is accessible from both the Mixer function and Reverb function parameter lists.

Reverb Decay	This parameter specifies the length of time that the reverb signal will sound before it has completely faded out (or until its echoes have been ultimately absorbed by the boundaries within the given "room"). The maximum length of this decay will vary dependent upon which reverb type is active.
High Freq. Damping	<i>High Frequency Damping</i> is used to control the amount of high frequency information in the reverb signal.
Low Freq	This parameter determines the amount of low frequency information in the reverb signal.
Reverb Type	This parameter determines the current active reverb type (Room, Plate, etc.).
Dir In Pan	This parameter allows you to pan the direct input signal to the reverb section to the left or right—allowing for only the left or right channel to be reverberated when used with the Dual reverb type, or, for one channel to be reverberated to a greater degree than the other. This parameter is adjustable from 0 to 100—where "0" is full left, "100" is full right and "50" is center.
Predelay L	This parameter determines the amount of time after a signal is input to the Intellifex Online that the left channel signal will be input to the reverb. Delaying the reverb signal provides greater separation of the input and reverb signals and helps to increase the apparent size of the Room, Hall, or Stadium.
Predelay R	This parameter determines the length of time after a signal is input to the Intellifex Online that the right channel signal will be input to the reverb.
Gate	<i>Gating</i> the reverb signal closes down the decay of the reverb very quickly after a prescribed amount of time (most commonly a very short period of time). This effect is often used on drums (particularly snare drums) to produce the effect of a much fatter percussive sound. Note that gating on the Intellifex Online acts on the reverb decay, not on the reverb output as on many other units.
Gate Decay	The <i>Gate Decay</i> parameter determines how quickly the gate will close down the reverb decay after the reverb has sounded for the specified time.
Gate Threshold	The <i>Gate Threshold</i> determines the threshold point at which gating will take place. When the signal is below this threshold point for a period of time, the reverb will be gated. When the input signal peak rises above this threshold, the gate will open and reverb will be heard.
Hold Time	The <i>Hold Time</i> determines how long the reverb signal will sound before the gate begins to close.

C. DELAY SECTION

Delay is simply a reproduction of the input signal, originating at a prescribed time (usually expressed in milliseconds, or mS) following the input signal.

DELAY TYPES

The Intellifex Online HUSH; Delay; Ducker configuration offers 3 delay types: Stereo, Ping-Pong and 2-Tap.

The **Stereo** delay type provides two separate delays. This delay type is used for applications requiring two discrete delay lines with individual regeneration loops.

The **Ping-Pong** delay type regenerates each delay's output into the opposite delay's input instead of its own. This causes the delayed signals to bounce back and forth from the left channel to the right (provided the delay outputs are panned left and right).

The **2-Tap** delay type provides a single long delay line with two outputs and offers twice the delay time of the Stereo delay type.

DELAY PARAMETERS

Delay This parameter determines whether the Delay section is active (passing a signal) or muted (not passing a signal).

Mute Type This parameter allows for muting of the Delay section at its input (Pre), its output (Post) or both.

Muting the input (Pre) of the delay restricts any signal from entering the delay section until the delay is switched in. When using a moderate amount of regeneration, switching out the delay with the input muted will generate a non-delayed signal which will play over the decaying regenerated signal which continues on after the delay is switched out.

Muting the output (Post) of the delay results in the delayed signal being immediately turned off when the delay is switched out. This means that delays and regeneration will not continue once the delay is switched out. If the output were *not* muted, signals input before switching the delay out would be allowed to regenerate - even after switching out the delay.

It is also possible to mute both the input and output (Both) so that no signal enters or exits the Delay section when it is not switched in.

Level 1/2 These are individual level controls for each of the two delays available in the Delay section. These are not the same as the Delay Level parameter found in the Mixer function (which adjusts the overall level of both delay signals).

Pan 1/2	This allows for the panning of each delay to the left or right output, if desired. The Pan parameter is adjustable from 0 to 100—where 0 is full left, 100 is full right and 50 is center.
Dly Time 1/2	These parameters determine the amount of time after a signal is input that the delayed signal will begin to reproduce the input signal.
Regen 1/2	This parameter is provided for each delay and determines the number of times the delayed signal will repeat itself. This is achieved by feeding the delayed output back into the input. Higher levels of regeneration will result in more repeats.
D Type	The <i>Delay Type</i> parameter determines whether the Stereo, Ping-Pong or 2-Tap delay type is currently active.
DI Hf Damp	<i>Delay High Frequency Damping</i> determines the amount of high frequency content in the delayed and regenerated signals. Higher amounts of damping will result in less high frequency information in the delayed signal.

D. DUCKER SECTION

The process of *ducking* enables the user to suppress the level of a given signal or effect dynamically, dependent upon the presence of another signal which is desired to be prominent. The ducking feature of the Intellifex Online works in conjunction with the Delay and Reverb sections to attenuate the delay and/or reverb level while a phrase is being played (resulting in a less cluttered, more intelligible sound), yet return each to its original level when the phrase ends—thus allowing for the full decay of the delayed and/or reverberated signal.

DUCKER PARAMETERS

Ducker	In the <i>HUSH; Delay; Ducker</i> configuration, this parameter determines whether the Ducker is off or on. In the <i>HUSH; Chorus; Delay; Reverb</i> and <i>HUSH; Pitch Shift; Delay; Reverb</i> configurations, this parameter determines whether the Ducker is either (A) off, (B) operating on the delay, (C) operating on the reverb, or (D) operating on both the delay and reverb.
Sensitivity	This parameter determines the threshold point above which the ducker will begin attenuating the delay and/or reverb signal. Until the input signal reaches this level, the delay/reverb signal will not be affected.
Attenuation	This parameter determines how much the delayed signal is attenuated (muted). It may be set for only a slight change in signal level or it can completely attenuate the delay/reverb signal so that no delayed or reverberated signal passes while ducking is active.
Release Rate	This parameter is adjustable from .2 seconds to 9 full seconds, and determines the length of time it takes for the muted delay signal to return to its original signal level after the input signal falls below the threshold point set by the Sensitivity parameter.

E. PITCH CHANGE SECTION

Pitch Change effects involve splitting the input signal into at least two separate signals, then modifying the pitch of one signal and mixing it back together with the unaltered direct signal. The Intellifex Online offers two types of pitch change effects: Chorus and Pitch Shift.

CHORUS

The Chorus effect is achieved by using one or more delayed signals, detuning these delayed signals (slightly changing their pitch) then *modulating* this detune effect so that the amount of pitch detune is constantly varying. Using many delayed signals at different delay lengths - as well as using different detune amounts, modulation rates and modulation depths for each delayed signal—results in a rich, spacious stereo chorused signal.

CHORUS PARAMETERS

Level (Individual Voices)

This parameter adjusts the volume of the delayed signal relative to the other voice(s) of the effect and is included in the parameter list for each voice (or each delay signal) of both the 8-Voice and 4-Voice Chorus effects. (This level control is not the same as the Chorus Level found in the Mixer function parameter list.)

Pan

The *Pan* parameter allows you to pan each voice (or delay) of the chorused signal to the left or right channel. This parameter is adjustable from 0 to 100—where 0 is full left, 100 is full right and 50 is center.

Delay

The *Delay* parameter determines the delay time (in milliseconds) for each tap of the chorus signal. It is this delayed signal that is detuned and modulated to produce the chorus effect. Using shorter delay times for this effect produces a tighter sounding chorused signal, while using longer delay times will achieve a much larger, ambient effect.

Depth

The *Depth* parameter adjusts the amount of modulation of each delayed signal. A lower depth setting will produce a more subtle detune effect while a higher setting of this control will cause a more drastic detuning of the delayed signal.

Rate

The *Rate* parameter determines the sweep speed for the delayed signal (i.e. the speed at which the delayed signal is modulated). Here a low rate results in a slow speed and a higher rate results in a faster speed.

PITCH SHIFT

Pitch Shifting is used to change the pitch of the input signal to produce one to four harmony notes based on a single input signal. The *Hush; Pitch Shift; Delay* configuration offers 4 harmony voices while the *Hush; Pitch Shift; Delay; Reverb* configuration offers 2. Each harmony voice may be of any fixed interval - from one octave above the input signal to two octaves below—and is selected in 20 cent increments. Increments of one cent (1/100th of a semitone) are also available for fine adjustment via the Fine parameter.

PITCH SHIFT PARAMETERS

Pitch	The <i>Pitch</i> parameter determines the harmony note the Intellifex Online will produce based on the input note. An interval is the distance in semitones between the pitches of two musical tones (i.e. the distance from an A note to a C note is considered a minor third interval, this equals 3 half-steps or 300 cents). The Pitch parameter is adjustable in 20 cent increments and any interval may be selected from one octave above to two octaves below the input signal. This parameter is adjustable from -2400 cents to +1200 cents—where -2400 is 2 octaves below the input signal, 0 is unison and +1200 is one octave above the input signal. Each 100 cents (or 5 - 20 cent steps) above or below 0 represents the amount of half-steps (or semitones) the harmony note will be above or below the input signal.
Fine	The <i>Fine</i> parameter allows for fine adjustment of pitch change in 1 cent steps (or 1/100th of a semitone) for finer adjustment of the harmony note.
Level	The <i>Level</i> parameter determines the volume of each voice relative to the other voices of the effect. (This is not the same as the Pitch Shift Level parameter found in the Mixer Function parameter list.)
Pan	This parameter allows you to pan the shifted note to the left or right channel of the Intellifex Online. It is adjustable from 0 to 100, where 0 is full left, 100 is full right and 50 is center.
Delay	This parameter allows for the shifted signal to be delayed up to 418mS following the input signal. It is adjustable from 0 to 418mS in 2mS increments.

DETERMINING INTERVALS BY CENT VALUES

PARAMETER VALUE	CORRESPONDING INTERVAL
--------------------	---------------------------

+1200	One octave
+1100	Major 7th
+1000	minor 7th
+900	Major 6th
+800	minor 6th
+700	perfect 5th
+600	diminished 5th
+500	perfect 4th
+400	Major 3rd
+300	minor 3rd
+200	Major 2nd
+100	minor 2nd
0	Unison
-100	Major 7th
-200	minor 7th
-300	Major 6th
-400	minor 6th
-500	perfect 5th
-600	diminished 5th
-700	perfect 4th
-800	Major 3rd
-900	minor 3rd
-1000	Major 2nd
-1100	minor 2nd
-1200	One octave
-1300	One octave plus a Major 7th
-1400	One octave plus a minor 7th
-1500	One octave plus a Major 6th
-1600	One octave plus a minor 6th
-1700	One octave plus a perfect 5th
-1800	One octave plus a diminished 5th
-1900	One octave plus a perfect 4th
-2000	One octave plus a Major 3rd
-2100	One octave plus a minor 3rd
-2200	One octave plus a Major 2nd
-2300	One octave plus a minor 2nd
-2400	Two octaves

Voices above the input signal

Equal to the input signal

Voices below the input signal

NOTE: There are 5 steps of the *PARAMETER ADJUST* control between each of these intervals, as each step equals 20 cents. This allows for use of the Pitch parameter with an expression controller (such as a volume pedal used with a Rocktron Midi Mate foot controller to change the pitch by remote means) and provides smooth pitch change when the controller is used.

F. HUSH® SECTION

HUSH® is Rocktron's patented single-ended noise reduction system. The HUSH system contained in the Intellifex Online is Hush Systems' first fully digital implementation of HUSH achieved through Digital Signal Processing (DSP), and is modeled after the latest HUSH design.

The low level expander of the HUSH system operates like an electronic volume control. The analog design utilizes a voltage-controlled amplifier (VCA) circuit which can control the gain between the input and output from unity to 30, 40 or even 50dB of gain reduction. When the input signal is above the user preset threshold point, the VCA circuit is at unity gain. This means that the amplitude of the output signal will be equal to that of the input signal. As the input signal amplitude drops below the user preset threshold point, downward expansion begins. At this point the expander operates like an electronic volume control and gradually begins to decrease the output signal level relative to the input signal level. For example, if the input signal were to drop below the threshold point by 2dB, the output would drop approximately 3dB. As the input signal drops further below the threshold point, downward expansion increases. For example, if the input signal dropped 6dB below the threshold point, the output level would drop by approximately 14dB. A drop in the input level by 20dB would cause the output level to drop by approximately 54dB (i.e. 34dB of gain reduction). In the absence of any input signal, the expander will reduce the gain such that the noise floor becomes inaudible.

HUSH PARAMETERS

Hush I/O	This parameter simply determines whether the HUSH circuit will be in the signal path or bypassed.
Exp Thresh	The <i>Expander Threshold</i> parameter determines the level at which downward expansion begins. For example, if the expander threshold was set at -20dB and the input signal dropped below -20dB, downward expansion would begin. Typically, this parameter should be set between 5-20dB above the quiescent noise floor of the input signal (i.e. if the noise floor was -60dB, a setting between -40 and -55dB will produce the proper expansion).
Rel Rate	The <i>Release Rate</i> parameter determines the amount of time required for the downward expander to decrease the level of the output signal. This rate is adjustable from 25mS to 800mS to accommodate a wide variety of applications. For example, when using the expander for gating applications on drums, a very quick release rate (25-200mS) should be used. When used with individual instruments such as guitar, a setting of 200mS or higher will provide adequate expansion without being as harsh as a gate. When used with sources which have long decay times (cymbals, etc.) a very slow release rate should be used.

7. Configurations

At the root of each preset's sound is its *configuration*. A preset's configuration determines both the active effects for a given preset and the order in which those effects are routed in the signal path. The Intellifex Online provides 6 highly flexible configurations capable of producing sounds which previously could only be achieved by using numerous effects devices complexly patched together. These configurations offer many simultaneous effects without degradation of the sound quality of each effect.

Selecting a Configuration

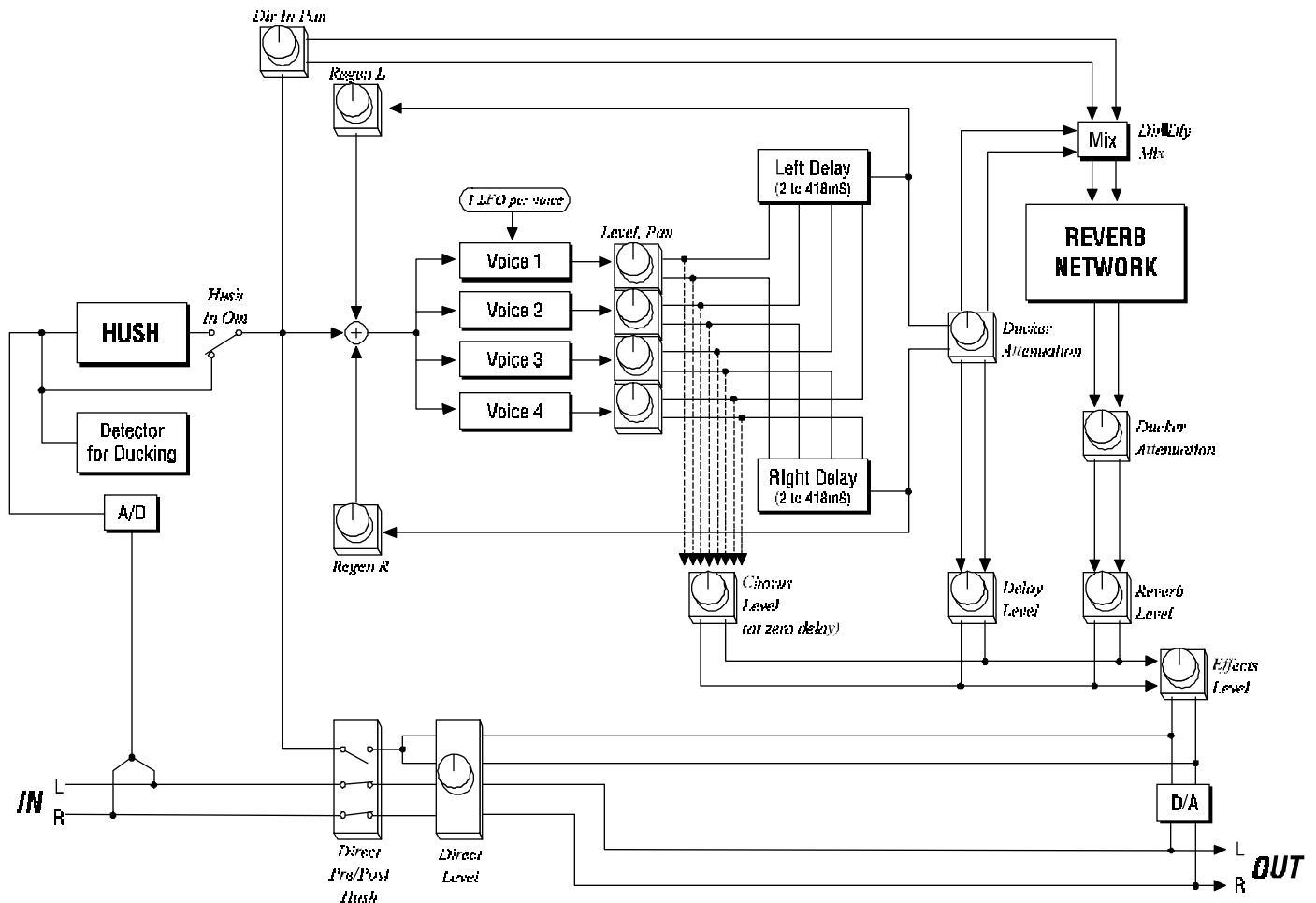
To select a specific configuration, press the CONFIG button—the CONFIG LED above the button will light and the Intellifex Online will display the configuration for the current preset. Turning the PRESET control while in this mode will step through each preset, displaying each preset's configuration instead of its preset number and title.

The basic signal path arrangements for each of the Intellifex Online configurations are shown in this section, as well as their respective parameter lists. These diagrams illustrate the various signal flow possibilities available via the MIX, PAN and LEVEL controls located at various points in the signal chain.

A. HUSH/CHORUS/DELAY/REVERB Configuration

This configuration offers HUSH® noise reduction at the input to quiet a noisy input signal (such as from a high-gain guitar preamp) with 4 chorus and delay voices and reverb.

Note: When the Delay Time for any voice is set to zero, that voice is taken out of the regeneration loops. This will allow for higher regeneration levels (if needed). It also allows for a more pure sounding decay of the echo when used with other voices set at long delay times.



-----> Dotted lines denote signal path of voice(s) set to 0ms Delay Time.

HUSH/CHORUS/DELAY/REVERB Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

EFFECTS LVL
L DIR LVL
R DIR LVL
DIRECT HUSH
CHORUS LVL
DELAY LVL
REVERB LVL
REGEN L
REGEN R

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
PRE or POST
-∞ to 0dB
-∞ to 0dB
-∞ to 0dB
-∞ to 0dB
-∞ to 0dB

HUSH

HUSH I/O
EXP THRESH
REL RATE

IN or OUT
-92 to -20dB
25mS to 800mS

VOICE/DLY 1

*Repeated for
Voices/Dlys 2, 3 and 4*

LEVEL 1
PAN 1
DELAY
DEPTH 1
RATE 1

- ∞ to 0dB
L<- 0 to 100 ->R
0 to 418mS
0 to 100
0 to 254

DUCKER

DUCKER
SENSITIVITY
ATTENUATION
RELEASE RATE

Off, Dly, Rev or Both
-92 to -20dB
-∞ to 0dB
.2 to 9.0 Seconds

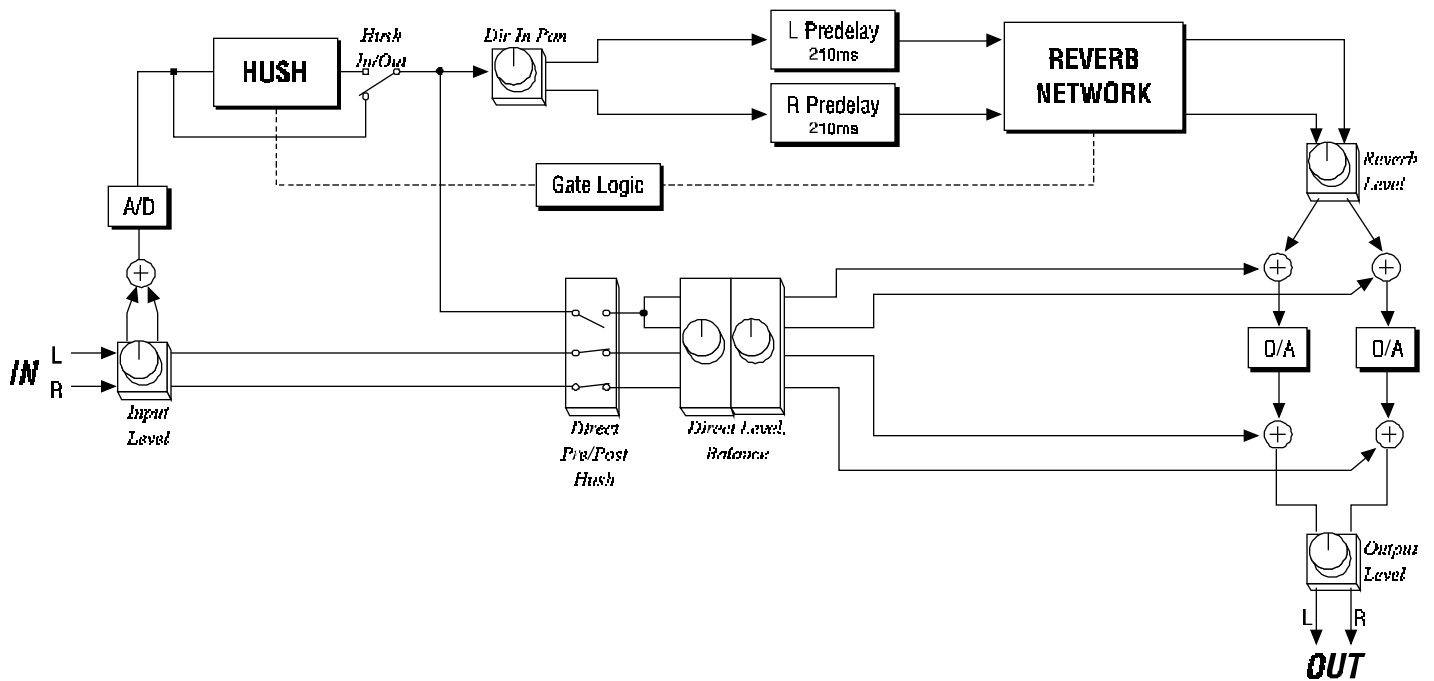
REVERB

REV INPUT
DIR IN PAN
MIX DIR/DLY
REVERB LVL
REV DECAY
RV HF DAMP

Active or Muted
L<- 0 to 100 ->R
DIR<- 0 to 100 ->DLY
-∞ to 0dB
0 to 99
0 to 99

B . HUSH/REVERB Configuration

This configuration combines HUSH® noise reduction with high purity reverb sounds. Eight different reverb types are provided, along with up to 210mS of predelay.



HUSH/REVERB Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

REVERB LVL
L DIR LVL
R DIR LVL
DIRECT HUSH

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
PRE or POST

HUSH

HUSH I/O
EXP THRESH
REL RATE

IN or OUT
-92 to -20dB
25mS to 800mS

REVERB

REVERB LVL
REVERB DECAY
RV HF DAMP
LOW FREQ
REV TYPE

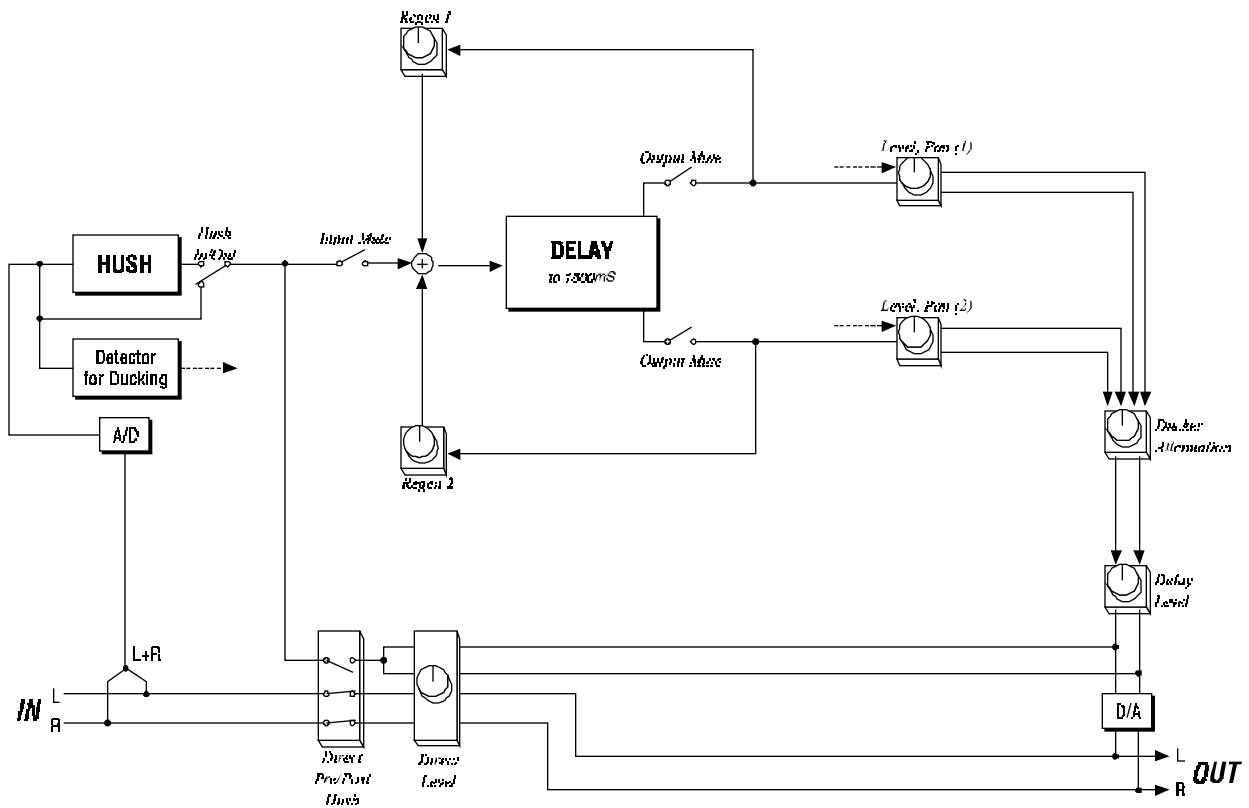
DIR IN PAN
PREDELAY L
PREDELAY R
GATE
GATE DECAY
GATE THRESH
HOLD TIME

-∞ to 0dB
0 to 99
0 to 99
0 to 99
Plate A, Plate B, Room A, Room B,
Dual, Hall A, Hall B, Stadium
L<- 0 to 100 ->R
0 to 209mS
0 to 209mS
On or Off
0 to 31
-92 to -20dB
0 to 99

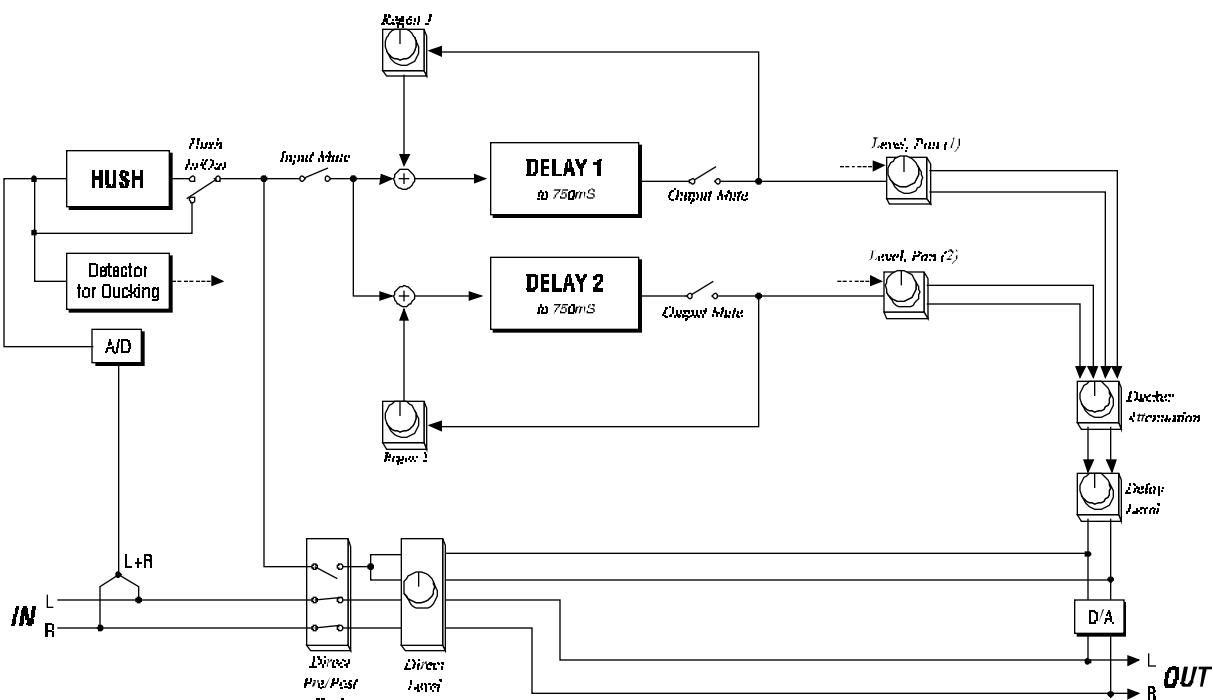
C. HUSH/DELAY/DUCKER Configuration

The Intellifex Online offers three types of delay—*2-Tap*, *Stereo* and *Ping-Pong*. The configurations for each are shown in the following diagrams.

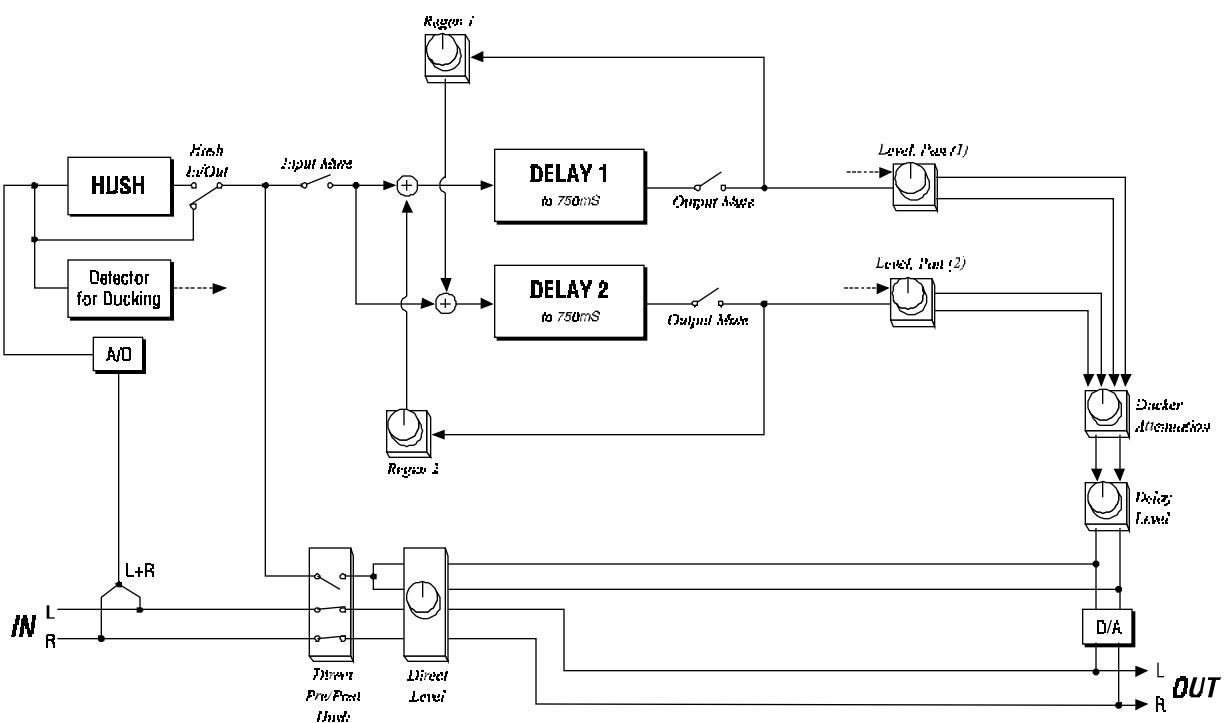
2-Tap Delay



Stereo Delay



Ping-Pong Delay



HUSH/DELAY/DUCKER Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

DELAY LVL
L DIR LVL
R DIR LVL
DIRECT HUSH

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
PRE or POST

HUSH

HUSH I/O
EXP THRESH
REL RATE

IN or OUT
-92 to -20 dB
25mS to 800mS

DELAY

DELAY
MUTE TYPE
LEVEL 1
PAN 1
DLY TIME 1
REGEN 1
LEVEL 2
PAN 2
DLY TIME 2
REGEN 2
D TYPE
DL HF DAMP

Muted or Active
PRE, POST or BOTH
-∞ to 0dB
L<- 0 to 100 ->R
0 to 750mS (1500mS - 2 Tap)
-∞ to 0dB
-∞ to 0dB
L<- 0 to 100 ->R
0 to 750mS (1500mS - 2 Tap)
-∞ to 0dB
2-Tap, Stereo, or Ping Pong
0 to 99

DUCKER

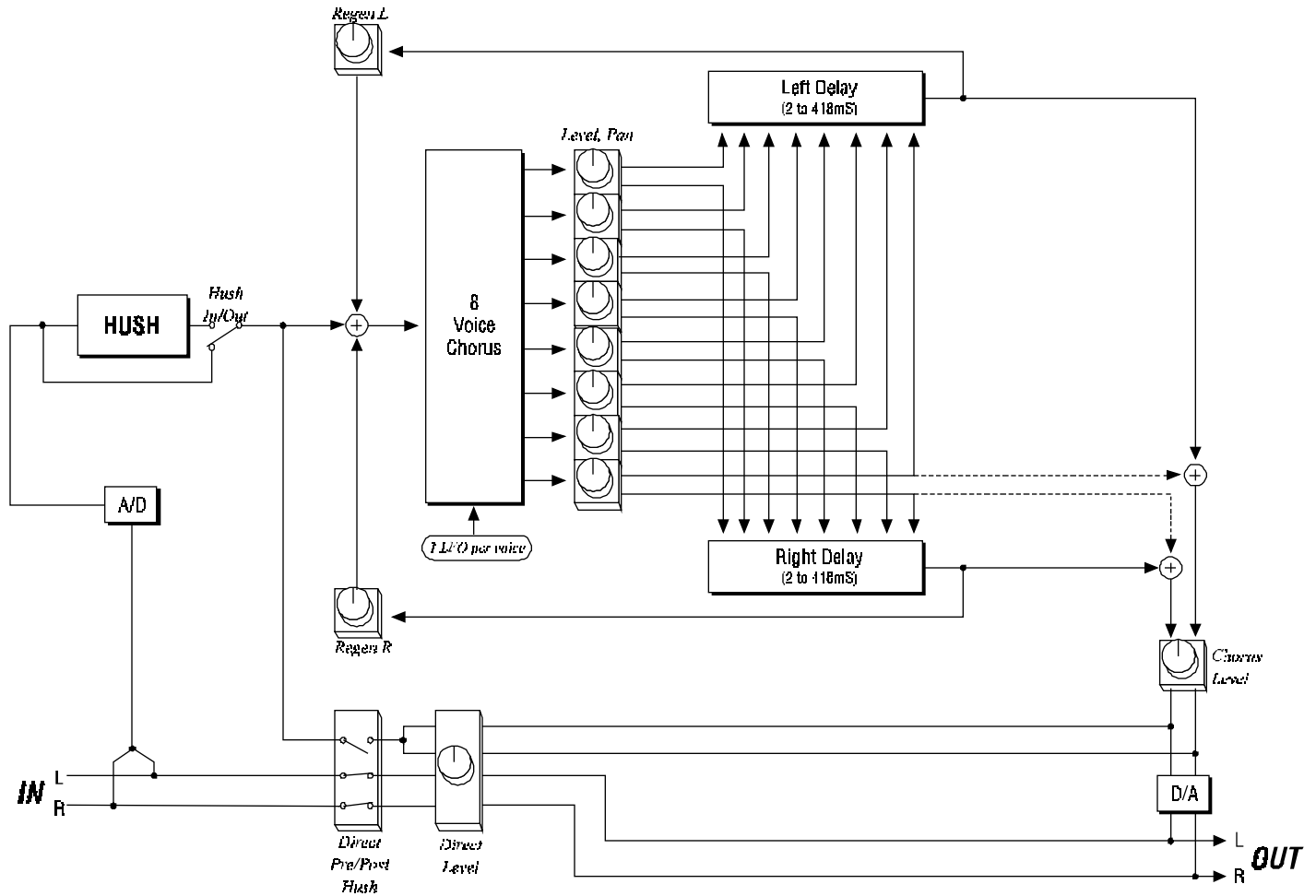
DUCKER
SENSITIVITY
ATTENUATION
RELEASE RATE

Off or On
-92 to -20dB
-∞ to 0dB
.2 to 9.0 Seconds

D. HUSH/8 VOICE CHORUS/DELAY Configuration

This configuration provides eight voices which may be chorused and/or delayed up to 418 milliseconds each.

Note: When the Delay Time for any voice is set to zero, that voice is taken out of the regeneration loops. This will allow for higher regeneration levels (if needed). It also allows for a more pure sounding decay of the echo when used with other voices set at long delay times.



-----> Dotted lines denote signal path of voice(s) set to 0ms Delay Time.

HUSH/8 VOICE CHORUS/DELAY Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

CHORUS LVL
L DIR LVL
R DIR LVL
DIRECT HUSH
REGEN L
REGEN R

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
Pre or Post
-∞ to 0.0dB
-∞ to 0.0dB

HUSH

HUSH 1/0
EXP THRESH
REL RATE

In or Out
-92 to -20dB
25mS to 800mS

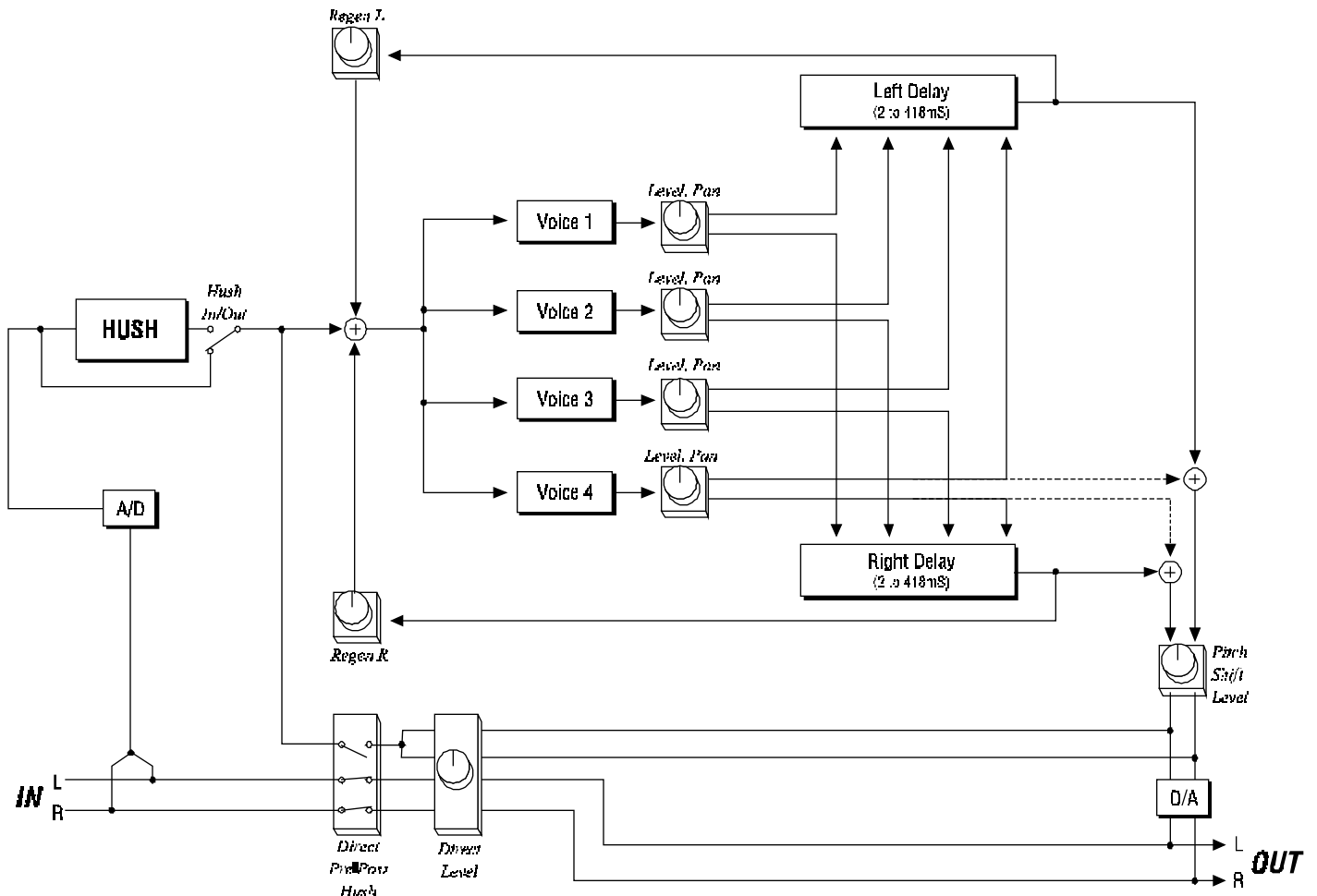
VOICE/DLY 1

Repeated for Voices 2 - 8

LEVEL 1
PAN 1
DELAY 1
DEPTH 1
RATE 1

-∞ to 0dB
L<- 0 to 100 ->R
0 to 418mS
0 to 100
0 to 254

E. HUSH/PITCH SHIFT/DELAY Configuration



-----> Dotted lines denote signal path of voice(s) set to 0ms Delay Time.

HUSH/PITCH SHIFT/DELAY Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

P SHIFT LVL
L DIRLVL
R DIR LVL
DIRECT HUSH
REGEN L
REGEN R

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
Pre or Post
-∞ to 0.0dB
-∞ to 0.0dB

HUSH

HUSH I/O
EXP THRESH
REL RATE

In or Out
-92 to -20dB
25mS to 800mS

VOICE 1

*Repeated for
Voices 2,3 and 4*

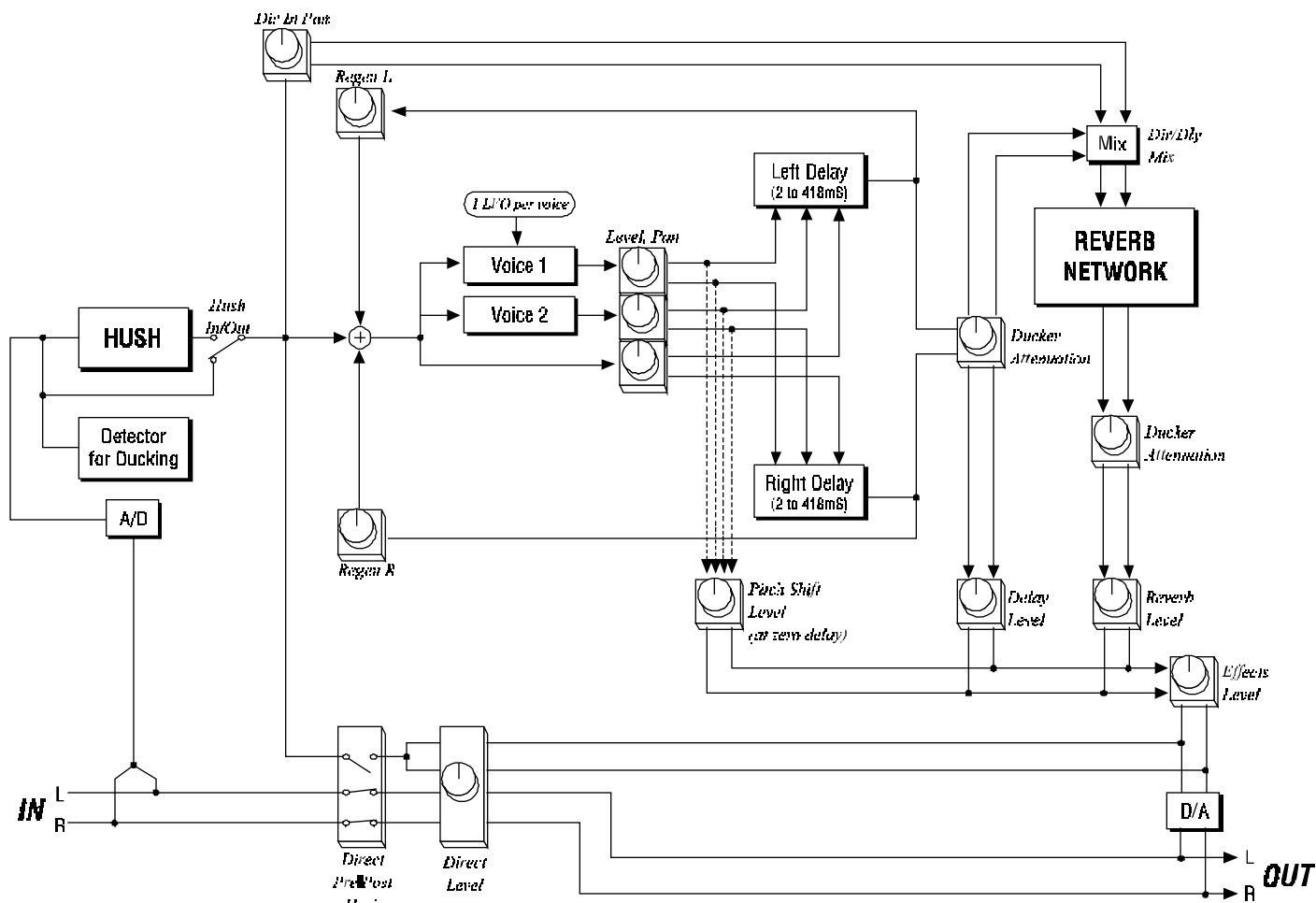
PITCH 1
FINE 1
LEVEL 1
PAN 1
DELAY1

-2400 to +1200
-20 to +20
-∞ to 0.0dB
L<- 0 to 100 -> R
0 to 418mS

F. HUSH/PITCH SHIFT/DELAY/REVERB Configuration

This configuration combines HUSH noise reduction with 2 voices of Pitch Shift and Delay along with a third delay. This is followed by a Ducking feature for the delayed signals and Reverb.

Note: When the Delay Time for any voice is set to zero, that voice is taken out of the regeneration loops. This will allow for higher regeneration levels (if needed). It also allows for a more pure sounding decay of the echo when used with other voices set at long delay times.



-----> Dotted lines denote signal path of voice(s) set to 0ms Delay Time.

HUSH/PITCH SHIFT/DELAY/REVERB Parameters

Function

via FUNCTION SELECT control

Parameter List

via PARAMETER SELECT control

Range

via PARAMETER ADJUST control

MIXER

EFFECT LVL
L DIR LVL
R DIR LVL
DIRECT HUSH
PSHIFT LVL
DELAY LVL
REVERB LVL
REGEN L
REGEN R

-∞ to +6.0dB
-∞ to +6.0dB
-∞ to +6.0dB
Pre or Post
-∞ to 0.0dB
-∞ to 0.0dB
-∞ to 0.0dB
-∞ to 0.0dB
-∞ to 0.0dB

HUSH

HUSH I/O
EXP THRESH

In or Out
-92 to -20dB

VOICE/DLY 1

PITCH 1
FINE 1
LEVEL 1
PAN 1
DELAY 1

-2400 to +1200
-20 to +20
-∞ to 0.0dB
L<- 0 to 100 ->R
0 to 418mS

VOICE/DLY 2

PITCH 2
FINE 2
LEVEL 2
PAN 2
DELAY 2

-2400 to +1200
-20 to +20
-∞ to 0.0dB
L<- 0 to 100 ->R
0 to 418mS

DELAY 3

LEVEL 3
PAN 3
DELAY 3

-∞ to 0.0dB
L<- 0 to 100 ->R
0 to 418mS

DUCKER

DUCKER
SENSITIVITY
ATTENUATION
RELEASE RATE

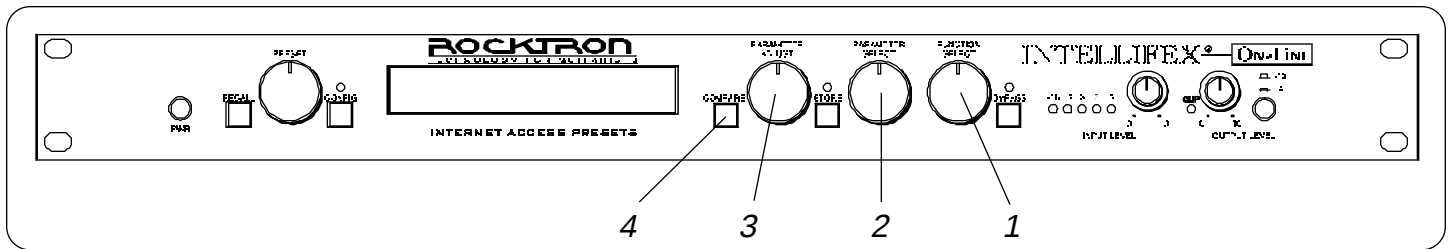
Off, Dly, Rev or Both
-92 to -20dB
-∞ to 0dB
.2 to 9.0 Seconds

REVERB

REV INPUT
DIR IN PAN
MIX DIR/DLY
REVERB LVL
REVERB DECAY
RV HF DAMP

Active or Muted
L<- 0 to 100 ->R
DIR<- 0 to 100 ->DLY
-∞ to 0dB
0 to 99
0 to 99

B. Changing preset parameters



Step 1 The parameter menu for each effect can be called up via the FUNCTION SELECT control. Turn this control to the effect to be modified.

***** REVERB *****

Step 2 Turn the PARAMETER SELECT control to choose which parameter to be altered for that effect.

REV DECAY 59

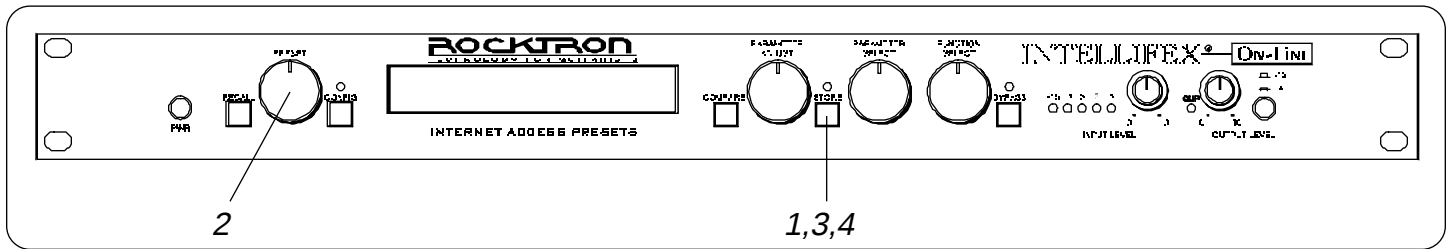
Step 3 Use the PARAMETER ADJUST control to modify the parameter value. The LED above the STORE button will light, indicating that the preset has been altered from its original state.

REV DECAY 32

Step 4 The COMPARE button may be used to compare the old parameter value to the new one.

REV DECAY 59

C. Storing modified parameter values



Step 1

To store altered parameter values, press the STORE button while the effect title or parameter is displayed to start the store procedure. The display will alternate between the preset number/title that the changes will be stored to and:

STORE TO PRESET

Step 2

Turn the PRESET control to select the desired preset number to store the new parameter values into (if you wish to store the new parameter values into the current preset number, this step is not necessary). User presets may be stored in preset numbers 1-80. Presets 81-160 are factory presets and cannot be copied over. The display will now alternate between the new preset number and:

STORE TO PRESET

Step 3

Press the STORE button a second time to store the new values into the selected preset number. The display will briefly flash "STORED" before displaying the new preset number and title.

STORED

Note Altered preset parameters can only be stored in user preset numbers 1-80. Factory presets 81-160 cannot be copied over, and therefore cannot be selected as a destination for an altered preset. If a factory preset (81-160) is altered and you wish to store it, the Intelliflex Online will **automatically default to a user preset number exactly 80 less than the factory preset number selected when the STORE button is pressed to initiate the store procedure** (i.e. if preset 81 has been altered and you attempt to store it at preset location 81, the Intelliflex Online will default and store the altered parameters to preset 1, preset 125 will default to preset 45, etc.).

Step 4

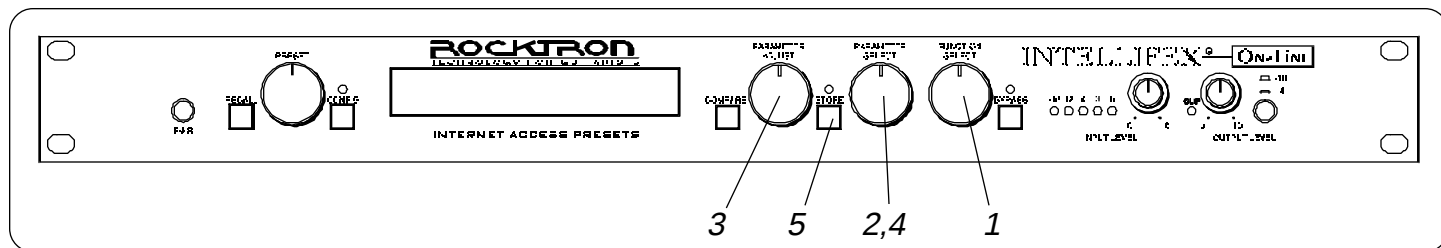
After the altered parameter values have been stored into the selected preset number, the Intellifex Online will display "COPY TITLE TOO?". This will only be displayed when storing into a new preset number, and allows you copy the title from the original preset into the new preset also, if desired. To copy the title from the original preset, press the STORE button a third time and the display will again flash "STORED".

STORED

- Note 1** *If it is not desired to copy the title of the original preset, simply turn the PRESET control to any other preset or turn the FUNCTION SELECT control to any function to exit. The altered parameters will still be stored into the new preset number.*
- Note 2** *If a preset with modified parameters is exited without completing the store procedure, all edited parameter values will be lost and the preset will revert back to its original status the next time it is recalled. When saving a preset's altered parameters, make sure the display flashes "STORED" before exiting the preset to ensure that it was indeed stored.*

D. Editing a preset title

The Title Edit function can be accessed in user presets 1-80 only. The titles of factory presets 81-160 can not be edited.



Step 1

To begin the Title Edit function, turn the FUNCTION SELECT control clockwise until the Intelliflex Online displays "TITLE EDIT".

TITLE EDIT

Step 2

Turn the PARAMETER SELECT control clockwise to initiate the Title Edit mode. Turning this control will select the character location to be edited. The current character position to be edited is followed by a flashing decimal.

29 P.RESET TITLE

Flashing decimal

Step 3

Use the PARAMETER ADJUST control to select the desired character for the current position to be edited.

29 N.RESET TITLE

Step 4

To edit the character in the next position, turn the PARAMETER SELECT control one step clockwise - the flashing decimal will move to the next position.

29 NR.ESET TITLE

*Flashing decimal
at next position*

Step 5

After all the desired characters have been edited, press the STORE button to save the new title in Intelliflex Online memory. The Intelliflex Online will flash "STORED" briefly.

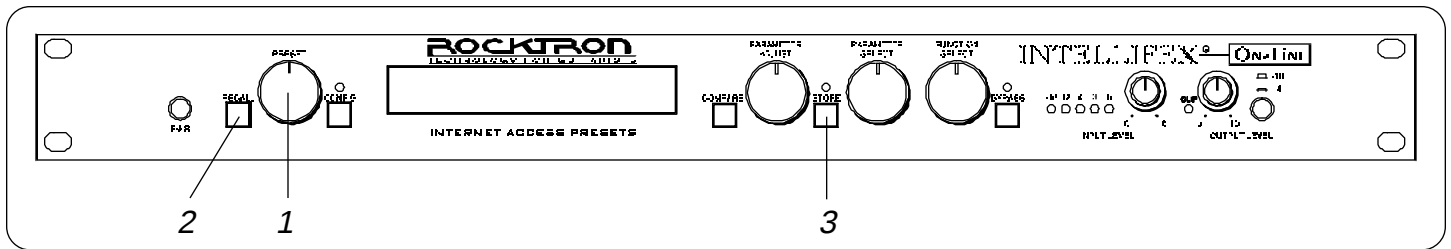
STORED

Note 1 The STORE button **must** be pressed to save the new title. Exiting the Title Edit function before pressing the STORE button will erase any editing done in the Title Edit function.

Note 2 After flashing "STORED" briefly, the Intelliflex will remain in Title Edit mode. You may either (a) turn the PRESET control to display and edit other preset titles, or, (b) turn the FUNCTION SELECT control to exit the Title Edit function.

E. Selecting a "Power On" preset

The Intellifex allows you to select the preset which that be recalled each time the unit is turned on.



Step 1

Turn the PRESET control to the preset number that is to be recalled each time the unit is turned on.

24 PRESET TITLE

Step 2

Recall the selected preset by pressing the RECALL button.

24 PRESET TITLE

Step 3

Press the STORE button while the preset number/title or configuration is displayed to save the current preset as the "power on" preset.

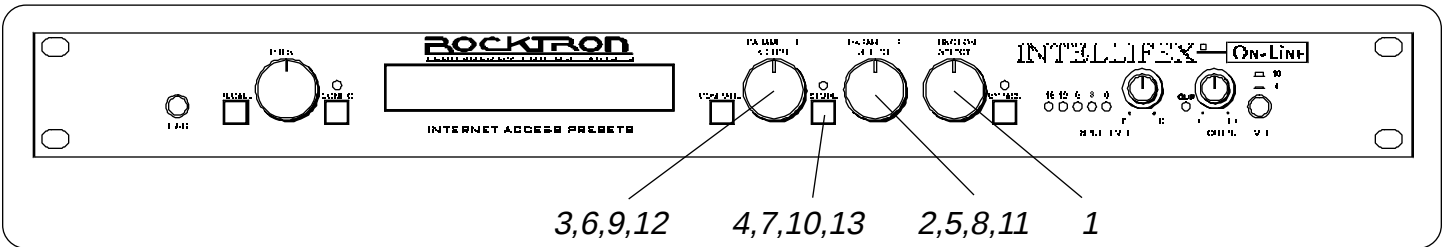
PWR ON PR STORED

9. MIDI Operation

A. MIDI Controller Assignment

Controller mapping allows for specific Intelliflex adjustable parameters to be mapped (or assigned) to a MIDI controller number for real-time control (via a pitch wheel, expression pedal, etc.) in live performance situations. Any parameter may be assigned to any controller number, from controller 0 through controller 120, or OFF. In the OFF position, the assigned parameter will not respond to any MIDI control change. Each preset allows for up to 8 controllers.

The Controller Assign function is accessible in user presets 1-80. Factory presets 81-160 do not include this function.



Step 1 To access the Controller Assign function, turn the FUNCTION SELECT control one step clockwise past "Title Edit".

CONTROLLER ASSIG

Step 2 Turn the PARAMETER SELECT control to access the first parameter of the Controller Assign function. This parameter allows for the selection of a controller number which the first parameter (selected in Step 5) will respond to.

NUMB1 XXX

Step 3 Use the PARAMETER ADJUST control to select the controller number to be assigned to the first parameter (PARA1). You may choose any number from 0 to 120, or OFF so that the parameter will not respond to MIDI controller changes. Match this number with the MIDI transmitter controller number.

NUMB1 7

Step 4 After selecting the desired controller number, press the STORE button to save the number. "STORED" will flash briefly on the display.

STORED

Step 5 Turning the PARAMETER SELECT control one step clockwise will display the effect parameter that is currently mapped to the NUMB1 control number.

PARA1 XXX

Step 6 Turn the PARAMETER ADJUST control to scroll through the available parameters for the current configuration.

PARA1 EFFECTS LVL

Step 7 After selecting the parameter to be assigned to the NUMB1 controller, press the STORE button to save it. "STORED" will flash briefly on the display.

STORED

Note *The Intellifex allows for the range of any given parameter to be limited when using a MIDI controller to determine the current parameter value. For example, if a given parameter has a range from $-\infty$ to +6dB yet it is desirable for the full range of the controller to vary from only -10dB to +2.5dB, a lower limit of -10 and an upper limit of +2.5 may be set via the "Upper Limit" and "Lower Limit" parameters. When storing a parameter, the maximum value is stored as the upper limit and the minimum value is stored as the lower limit automatically.*

Step 8 Turn the PARAMETER SELECT control to display the next parameter - "Controller Upper Limit".

ULIM C1 XXX

Step 9 Use the PARAMETER ADJUST control to select the highest parameter value that the controller is not to exceed.

ULIM C1 +2.5

Step 10 After selecting the value for the upper limit, press the STORE button to save it. "STORED" will again flash briefly on the display.

STORED

Step 11

Turn the PARAMETER SELECT control for the last parameter - *Controller Lower Limit*.

LLIM C1 XXX

Step 12

Use the PARAMETER ADJUST control to select the parameter value which the controller is not to fall below.

LLIM C1 -10.0

Step 13

After choosing a lower limit parameter value, press the STORE button to save it. "STORED" will flash briefly on the display.

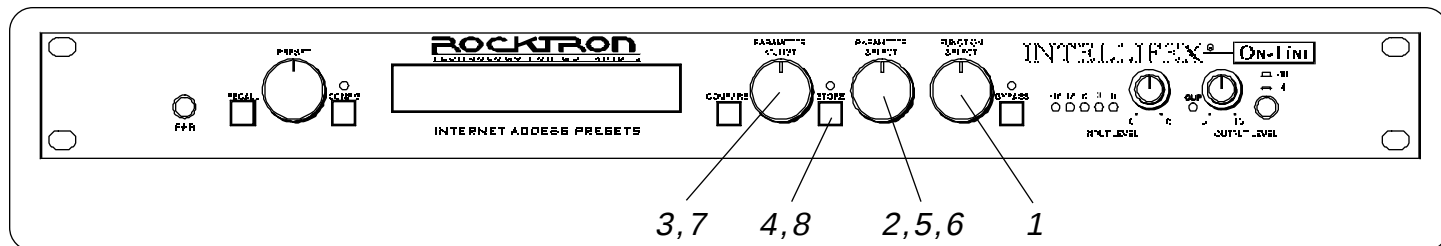
STORED

Notes *This entire process is repeated 7 times for a total of 8 controllers (NUMB2, NUMB3, etc.). To exit Controller Assign at any time, turn the PRESET or FUNCTION SELECT controls. Only those changes that have been stored will be saved after exiting Controller Assign.*

Also, a lower limit may be selected which is greater than the upper limit. This will invert the response of the controller. For example, the toe position of an expression pedal would provide the minimum value while the heel position would provide the maximum value.

B. MIDI Program Mapping

Program mapping allows for an Intellifex preset number to be mapped (or assigned) to a different MIDI program number. The Intellifex is initially programmed at the factory to access to the lower 128 presets (i.e. program number 1 is mapped to preset 1, 128 to 128, etc.)



- Step 1** To access the Program Mapping function, turn the FUNCTION SELECT control one step past the Controller Assign function.

**** PROG MAPPING ****

- Step 2** Use the PARAMETER SELECT control to select the first parameter—*Program Mapping Status*. This parameter determines whether program mapping is on or off. When program mapping is OFF, the preset number recalled is identical to the program number sent via MIDI. When ON, the preset number recalled is the preset that the program number sent is mapped to.

PROG MAPPING OFF

- Step 3** Select whether the program mapping is to be ON or OFF via the PARAMETER ADJUST control.

PROG MAPPING ON

- Step 4** Save the current Program Mapping status by pressing the STORE button. "STORED" will flash briefly on the display.

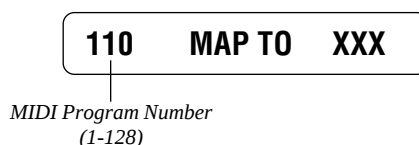
STORED

- Step 5** Turn the PARAMETER SELECT control one step clockwise to view the current map settings. This parameter allows you to map MIDI program numbers to specific presets.

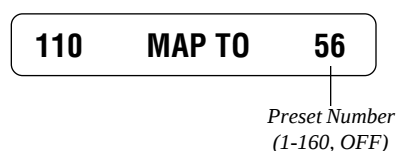
XXX MAP TO XXX

Step 6

The number on the left of the display is the MIDI program number (or the number sent via a MIDI footswitch, etc.). Use the PARAMETER SELECT control to select the number (1-128) to be mapped to a preset.

**Step 7**

The number on the right of the display is the preset number to map to (or the preset number that will be recalled when the MIDI program number on the left is sent). Use the PARAMETER ADJUST control to select the preset number (1-160, or OFF) to map to.

**Step 8**

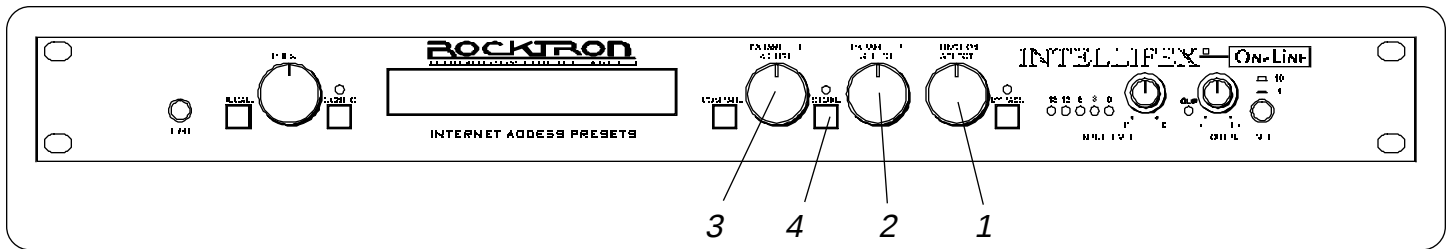
Press the STORE button after each MIDI program number and preset number have been selected to save the change for each mapping. "STORED" will flash briefly on the display.



The Program Mapping function may be exited by turning either the PRESET or FUNCTION SELECT control. Only the changes that have been stored will be saved after exiting the Program Mapping function.

C. MIDI Channel

The MIDI Channel function determines the MIDI channel that the Intellifex Online will receive MIDI commands on.



Step 1 Turn the FUNCTION SELECT control to "MIDI Channel".

**** MIDI CHANNEL ****

Step 2 Turn the PARAMETER SELECT to view the current MIDI Channel.

MIDI CHANL OMNI

Step 3 Use the PARAMETER ADJUST control to select the MIDI channel that the Intellifex Online is to receive MIDI commands on. Channels 1-16, OMNI (all channels), or OFF (will not receive MIDI commands) may be selected.

MIDI CHANL 10

Step 4 Press the STORE button to save the new MIDI channel status. "STORED" will briefly flash on the display.

STORED

To exit the MIDI Channel function, turn either the PRESET or FUNCTION SELECT control. Any changes made must be stored to be saved after exiting the MIDI Channel function.

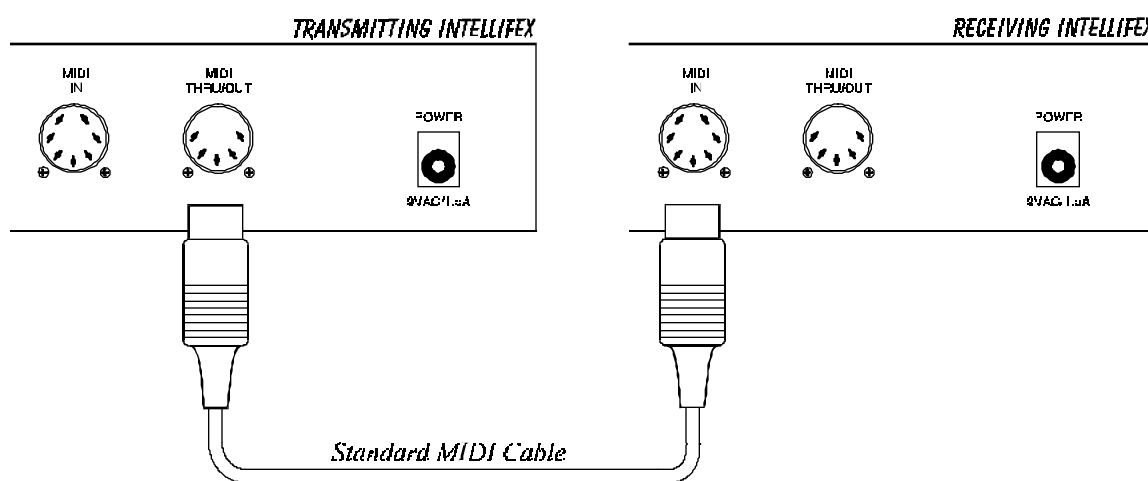
D. MIDI Dump/Load

Any or all of the Intellifex Online user presets may be dumped to a sequencer or another Intellifex Online via system exclusive messages. The information exchanged when performing a MIDI dump consists of the configuration type, parameter values, title characters and controller assignment/limit information. When dumping a single Intellifex Online preset into another Intellifex Online, the preset being dumped may be loaded into any user preset location on the receiving Intellifex Online.

Dumping a single Intellifex Online user preset into another Intellifex Online:

Step 1

Using a standard MIDI cable, connect the MIDI OUT of the transmitting Intellifex Online to the MIDI IN of the receiving Intellifex Online. Do **not** connect the other MIDI ports together.



Step 2

Turn the FUNCTION SELECT knob on both units to "MIDI Dump/Load".

MIDI DUMP/LOAD

Step 3

Turn the PARAMETER SELECT knob on the transmitting Intellifex Online to "Preset Dump". (The current preset number will also be displayed.)

54 PRESET DUMP

Step 4

Turn the PARAMETER SELECT control on the receiving Intellifex Online to "Preset Load". (The current preset number will also be displayed.)

78 PRESET LOAD

Step 5

Use the PRESET control on the transmitting Intellifex Online to select the preset you wish to dump. Any of the user presets (1-80) may be dumped.

17 PRESET DUMP

Step 6

Use the PRESET control on the receiving Intellifex Online to select the preset location to store the received preset. The preset currently at this location will be overwritten, therefore use caution when selecting the preset location to dump to.

25 PRESET LOAD

Step 7

Press the STORE button on the transmitting Intellifex Online to initiate the dump. The transmitting Intellifex Online will display the preset number of the preset dumped and "DUMPED". The receiving Intellifex Online will display the preset location being stored to and "RECEIVING..." while it receives and stores the preset's parameters, title and controller information.

After all information for that preset is stored, the receiving Intellifex Online will display "LOADED" and the preset number. The receiving Intellifex Online also recalls the loaded preset at this time so that it may be verified.

17 DUMPED

Transmitting Intellifex

25 LOADED

Receiving Intellifex

The following information is transmitted when a preset dump is initiated:

F0H - Start of Exclusive byte
00H - Manufacturer ID byte 1
00H - Manufacturer ID byte 2
29H - Manufacturer ID byte 3
02H - Product ID byte
28H - Command byte, Preset dump

XXH - 200 data bytes, (MSB=0)

YYH - Check Sum byte, ("Exclusive or" of data bytes, MSB=0)

F7H - End of Exclusive byte

Each data byte is a 7-bit value. The first transmitted data byte consists of the lower 7 bits of the first value. The second transmitted data byte consists of the most significant bit of the first value. These two transmitted bytes are combined when received to form the first value. The next two transmitted bytes will form the next value in the same way and so on, until all 200 bytes are transmitted. The order of data byte transmission is as follows:

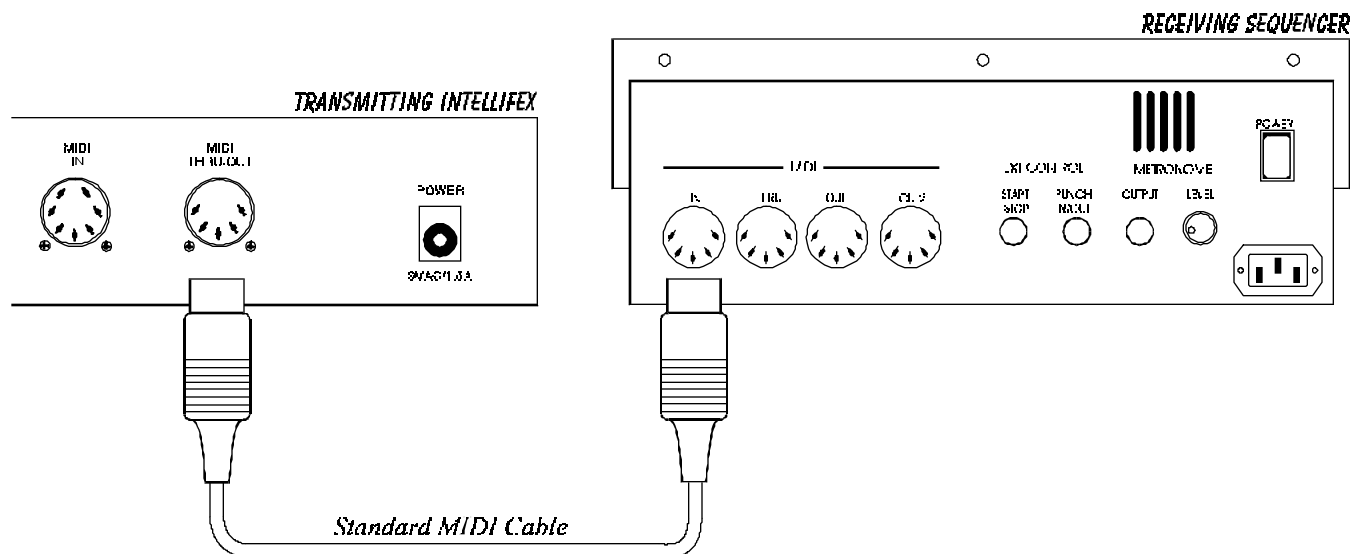
55 Parameter values X 2 = 110 transmitted bytes
13 Title characters X 2 = 26 transmitted bytes
32 Control Assignments X 2 = 64 transmitted bytes
200 total transmitted data bytes

The Check Sum byte is the "Exclusive Or" operation of all the data bytes, with the most significant bit = 0.

Dumping the Intellifex user memory into a sequencer:

Step 1

Connect the MIDI OUT of the Intellifex Online to the MIDI IN on the sequencer using a standard MIDI cable.



Step 2

Turn the FUNCTION SELECT control on the Intellifex Online to the "MIDI DUMP/LOAD" function. This function is available at the most clockwise position of the FUNCTION SELECT control in all user presets.

MIDI DUMP/LOAD

Step 3

Turn the PARAMETER SELECT control to the "DUMP USER DATA" position.

DUMP USER DATA

Step 4

Start the sequencer recording.

RECORD



Step 5

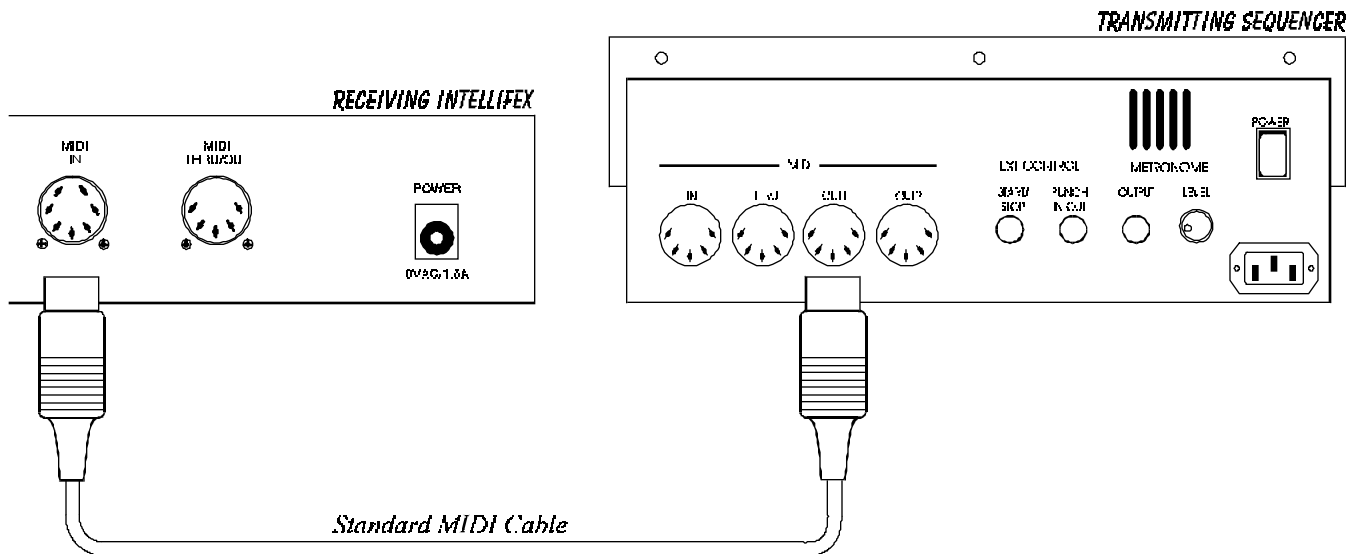
Press the STORE button on the Intellifex Online to initiate the user data dump. The Intellifex Online will display the number of the data string as it is dumped. Data strings 1-80 are the user presets as described by the preset dump function, while data string 81 is the program mappings. Data string 82 contains the footswitch types, MIDI channel, mapping status, and "power on" preset. After all the user data is transmitted, the Intellifex Online will display "USER DATA DUMPED". The process takes approximately 3 minutes to complete.

USER DATA DUMPED

After the Intellifex Online displays "USER DATA DUMPED", stop the sequencer. The sequencer should have recorded all of the data. Keep the data stored on a disk and kept in a safe place.

Reloading the user memory from a sequencer:

- Step 1** Connect the MIDI OUT of the sequencer to the MIDI IN on the Intellifex Online with a standard MIDI cable.



- Step 2** Turn the FUNCTION SELECT control on the Intellifex Online fully clockwise to the "MIDI DUMP/LOAD" position.

MIDI DUMP LOAD

- Step 3** Turn the PARAMETER SELECT control to the "LOAD USER DATA" position. The Intellifex Online is now ready to receive the user data from the sequencer.

LOAD USER DATA

- Step 4** Play back the user data previously recorded on the sequencer. The Intellifex Online will display the data strings as it is storing them. The data string and "LOADED" will appear on the display. After all the user data has been loaded the Intellifex Online will display "USER DATA LOADED". The entire procedure will take approximately 3 minutes to complete.

USER DATA LOADED

Do not play back data from the sequencer faster than it was recorded, as errors may occur. Errors may also occur if any knob is turned or any button is pressed before the message "USER DATA LOADED" appears.

The following information is transmitted when a user data dump is initiated:

F0H - Start of Exclusive byte
00H - Manufacturer ID byte 1
00H - Manufacturer ID byte 2
29H - Manufacturer ID byte 3
02H - Product ID byte
2AH - Command byte, Start of user dump, 2BH continue user dump.

XXH- 200 data bytes for 80 strings, 256 data bytes for string 81, 12 data bytes
for string 82, MSB = 0

YYH - Check Sum byte, ("Exclusive Or" of data bytes, MSB=0)
F7H - End of Exclusive byte

The first 80 data strings are very similar to a preset dump data string except for the command byte. The first data string for a user data dump will contain the command byte 2AH. The following data strings will contain the command byte 2BH. Data string 81, which is the program mapping, will contain 256 data bytes. Data string 82, which is miscellaneous data, will contain 12 data bytes.

Error Messages

"RECEIVE ERROR" - This message will appear on a receiving Intellifex Online if Check Sum bytes do not match, or if a status byte (MSB = 1) is received when a data byte was expected. This message also appears if a knob is turned or a button is pressed during reception. This message also appears if System Exclusive strings are sent too fast, without a long enough pause between strings.

"DUMP ERROR" - This message will appear if MIDI Data is received at the MIDI IN while dumping is in progress.

"XMEM ERROR" - This message will appear if received data can not be verified after it is stored.

E. Factory Restore

This procedure allows you to restore the Intellifex Online memory to its original condition as it was shipped from Rocktron.

!! CAUTION !!

This procedure will permanently erase all user presets (1-80) and replace them with the factory presets found in presets 81-160. If you have stored presets in preset locations 1-80 which you do not want to lose, make a record of all parameter values before performing the Factory Restore procedure.

- Step 1** To perform the Factory Restore procedure, first recall preset #160 (preset #160 is the only preset where the Factory Restore function can be accessed).

160 BYPASS

- Step 2** Turn the FUNCTION SELECT control clockwise to the last available function - "Factory Restore".

FACTORY RESTORE

- Step 3** Turn the PARAMETER SELECT control clockwise to display the only parameter for this function. The Intellifex Online will display "Enter Code 0".

ENTER CODE 0

- Step 4** Turn the PARAMETER ADJUST control to select the number "249". The only number which can be entered to perform the restore function is 249. Entering any other number will immediately exit this function and return to the previously recalled preset number and title.

ENTER CODE 249

- Step 5** **Pressing the STORE button at this time will erase all user presets and replace them with the factory presets!** Press the STORE button to initiate the Factory Restore function. The Intellifex will display "INITIALIZING".

INITIALIZING

After the initialization process is complete, the display should read "ERRORS 0". The "0" represents the number of bytes that the Intellifex Online found did not initialize properly. Any other message indicates that the Intellifex Online may not have reinitialized properly. The Intellifex Online will remain in this condition until either the PRESET or FUNCTION SELECT control is turned. Preset #160 is active after completion of the Factory Restore function.

ERRORS 0

10. MIDI Implementation Chart

Rocktron Intellifex Online

DATE: July 30, 1997

MODEL: Intellifex Online

MIDI IMPLEMENTATION CHART

VERSION: 1.0

	FUNCTION	TRANSMITTED	RECOGNIZED	REMARKS
Basic Channel	DEFAULT CHANGED	1-16 1-16	1 -16 1-16	May be saved in nonvolatile memory
Mode	DEFAULT MESSAGES ALTERED	X X X	X X X	
Note Number	TRUE VOICE	X	X	
Velocity	NOTE ON NOTE OFF	X X	X X	
After Touch	KEY'S CHANNEL	X X	X X	
Pitch Bend		X	X	
Control Change**		X	O	
Program Change*	TRUE NUMBER	X	O	
System Exclusive		O	O	
System Common	SONG POSITION SONG SELECT TUNE REQUEST	X X X	X X X	For User Memory Dump/Load and Preset Dump/Load.
System Real Time	CLOCK COMMANDS	X X	X X	
Aux. Messages	LOCAL ON/OFF ALL NOTES OFF ACTIVE SENSING SYSTEM RESET	X X X X	X X X X	

O :YES
X:NO

NOTES

* ACTUAL MIDI PROGRAM VALUE SENT IS 0-127, CORRESPONDING TO PRESETS 1-128. OPTIONAL IMPLEMENTATION OF PROGRAM MAPPING ALSO AVAILABLE.

** EIGHT DIFFERENT PARAMETERS MAY BE CHOSEN FROM EACH USER PRESET AND ASSIGNED A CONTROL NUMBER. THE CONTROL NUMBER MAY BE FROM 0-120, OR "OFF". AN UPPER AND LOWER RANGE MAY ALSO BE SPECIFIED FOR EACH PARAMETER.

11. Specifications

MEASUREMENT

Maximum Input:	+20dBu
Maximum Output:	+20dBu
Nominal Input Range: (16dB Headroom)	+4dBu to -21dBu
Input Impedance:	470Kohms
Output Impedance:	120 ohms
Dynamic Range:	104dB HUSH In, 94dB HUSH Out
THD + N:	.009%
Dry Frequency Response:	10Hz to 100KHz +.25, -1.5dB 10Hz to 30KHz ±.25dB
Wet Frequency Response:	10Hz to 18KHz +.5, -3dB 20Hz to 17KHz ±.5dB

CONDITIONS

Input Level Pot minimum
Output Level Pot maximum
Input Level Pot minimum Input Level Pot maximum
Peak Signal/A weighted Noise Floor, Direct Level = +6dB, Direct Post HUSH Effects Level = -∞
1KHz, -5dB input level 22Hz to 22KHz Bandwidth Direct Post HUSH, Direct Level = +6dB, Effects Level = -∞



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