

SYB3 User Manual

SYB-3 jacks & controls:

1. Main power switch.
2. On/off pushbutton.
3. On/off footswitch jack.
4. Input. The S&S is normally patched to the SYB input. Plugging a cord into this jack disconnects the S&S allowing you to use the SYB as a stand alone FX processor.
5. Output 1. Processed signal.
6. Output 2. Clean signal

Speak&Spell jacks:

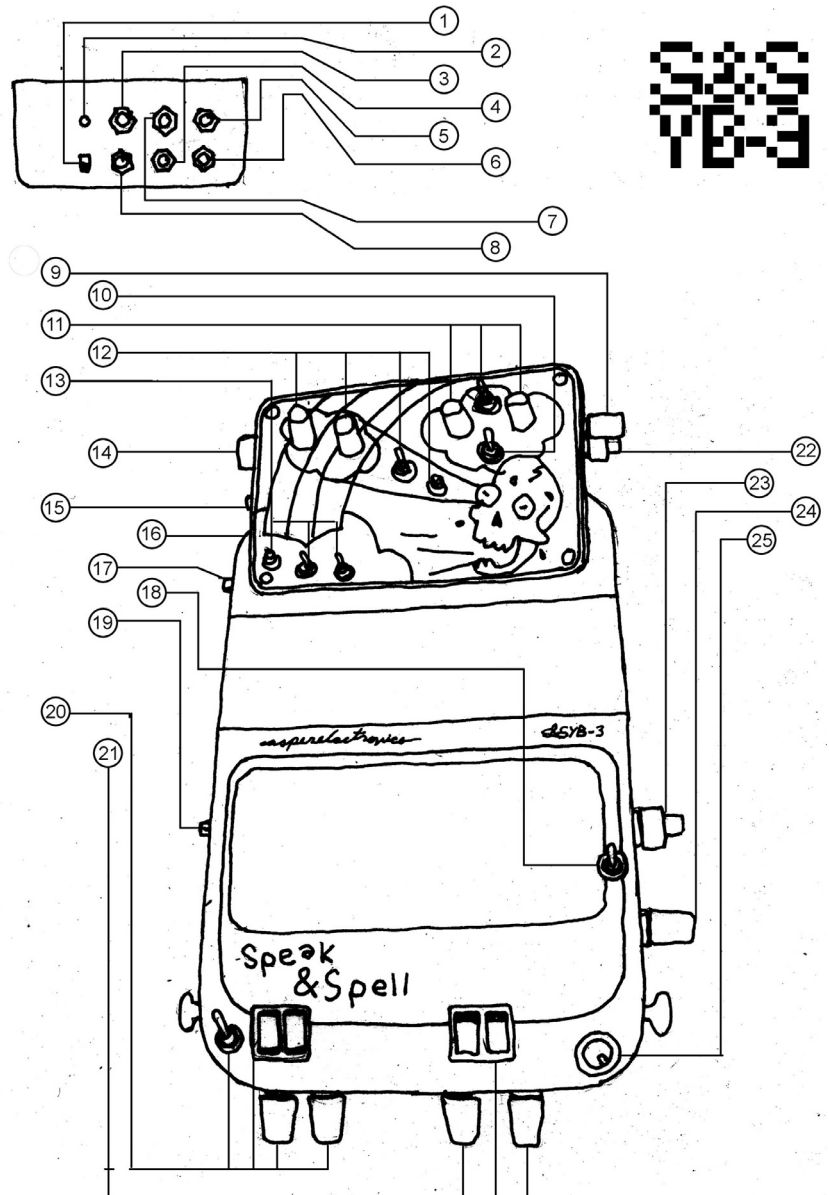
7. Output.
8. "ON" footswitch jack. The pedal functions the same as the "ON" button on the S&S.

Speak&Spell controls:

9. Volume.
10. Long loop switch.
11. Loop randomize switch, coarse tune and fine tune knobs.
12. Short loop switch, coarse tune, fine tune and momentary loop release pushbutton.
13. Glitch pushbutton and two glitch switches.
14. Power adjustment.
15. Power reset pushbutton.
16. Power input jack. The S&S and SYB both use the same jack.
17. Speaker on/off switch. When plugging the S&S/SYB-3 into an amp, one might want to turn off the S&S's internal speaker. Although it can be left on for monitoring purposes.
18. "ON" hold switch. Throwing this switch is essentially the same as pressing and holding the "ON" button on the S&S faceplate.
19. Main pitch setting.
20. Two sound gate/pitch control pushbuttons, Two pitch adjustments and a sound on/gate switch.
21. Two tone switches and two tone volume adjustments.

SYB-3 Controls

22. Volume. Outer knob - clean signal. Inner knob - processed signal.
23. Filter. Outer knob - resonance. Inner knob - filter cut.
24. Envelope depth.
25. Synth mode.



USING THE SYB-3

- Make sure the SYB power switch is on if you wish to use the SYB.
- The red SYB ON/OFF pushbutton will turn the SYB on and off. The red LED in the skull indicates whether the SYB is on or off.
- The SYB has no self amplification so it's necessary to plug it into an amp to hear it.
- The SYB functions normally and can be used to process the S&S output or as a stand alone FX processor.
- The S&S output is patched to the SYB input. Plugging a cord into the SYB input disconnects the S&S signal.

LONG LOOP AND LOOP RANDOMIZE:

Throw the loop switch and press any button on the touch pad to trigger a loop.

Once you have a loop going you can alter it with Loop Randomize.

Loop Randomize has two adjustments. One is coarse tune the other is fine.

- Trigger a loop.
 - Make sure the randomize knobs are all the way down.
 - Throw the Loop Randomize switch.
 - Slowly turn up the coarse tune knob until the loop JUST starts to change.
 - Turn the coarse tune knob back a fraction of a turn so that the loop goes back to normal.
 - At this point you should be able to fade the loop from unaltered to fully randomized using the fine tune knob.
- Loop Randomize and pitch have a strange interaction. When the pitch is lowered, it is effectively the same as turning Loop Randomize up. So if you want to lower the pitch while a loop is being randomized, you should turn down the Loop Randomize coarse tune knob at the same time.

SHORT LOOP:

This feature can function as a variable distortion and as a hold effect.

- Turn the coarse tune knob up while any sound is playing.
- The sound will become increasingly more distorted as the knob is turned up until a breaking point is hit. At this point Short Loop functions as a short loop/hold effect.
- Leave the knobs set so it is in hold mode.
- Turn off Short Loop.
- Press "ON"
- Throw the Short Loop switch.
- Any sound that was playing when the switch was thrown will be grabbed and looped.
- Pressing the green loop release button will momentarily shut off Short Loop allowing the speech sequence to continue.

GLITCHES:

Each of the three glitches function pretty similarly, but have subtly different results when combined with other effects. The pushbutton glitch is very reliable and will glitch any sound that is playing when the button is pushed. The other glitches can conjure nearly endless streams of tweaked noise when combined with "GO" and some other buttons. Sometimes "ON" or "random letter" or "D" will also trigger long strings of sound when pressed while any of the glitches are on. Some interesting effects can be achieved by combing the glitches with Long Loop in different configurations.

POWER ADJUSTMENT AND THE “ON” HOLD SWITCH:

Several strange effects can be achieved by turning down the power to the S&S. Normally when the power is reduced, the S&S simply shuts off. But if the S&S is receiving a constant “ON” signal, the power will start to flicker on and off resulting in spastic static.

The “ON” Hold Switch sends that constant “ON” signal when it is thrown. But be aware that the S&S is only capable of processing one command (from the touch pad) at a time. So while the “ON” switch is thrown, no other buttons have any effect.

SOUND GATE/PITCH CONTROL PUSHBUTTONS

This feature has two functions. One is as sound gate pushbuttons, the other is as momentary pitch adjustments.

SOUND GATE:

The sound switch can be set so the sound is on or is gated. When the sound is gated, it is basically muted. Pressing either button un-mutes the sound.

PITCH CONTROL:

Pressing either button will adjust the pitch to a point designated by the adjustment knob below the switch.

The switches each have three positions.

Up-on pitch increases as knob is turned clockwise /center-off/ down-on pitch decreases as knob is turned clockwise. It sounds confusing but you’ll get the hang of it.

The pushbutton pitch settings will vary the pitch from the pitch set by the Main Pitch Setting up to the peak pitch. This means that if the Main Pitch setting is all the way down, you can set the pushbutton pitch anywhere between the base and the peak pitch.

NOTES

There a few settings you should always be aware of.

These are the Power setting, the speaker on/off switch, the “ON” hold switch and the sound/gate switch. If you turn on the Speak&Spell and nothing happens or there is no sound, check the above settings.

Make sure the power is up, the speaker switch is ON, the sound/gate switch is ON and the “ON” hold switch is OFF. Then make sure all of the faceplate switches are OFF.

Now the Speak&Spell should function normally. If you ever encounter problems, look to these settings first.