

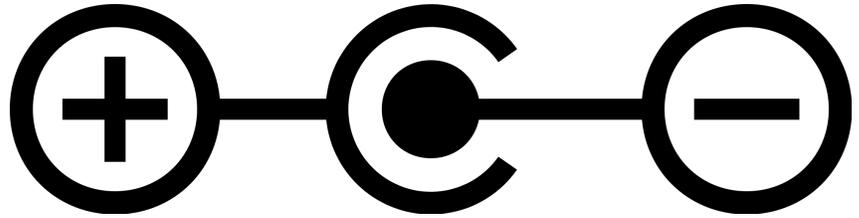
# **The Stargazer V2**

**[dual channel reverb]**

# Power Type

Never guess when powering a pedal. Although most pedals use similar power, there are exceptions. There are a lot of power supplies on the market, so **IF IN DOUBT, ASK!!** Your pedal can be damaged by even a few seconds of exposure to the wrong type of power.

**9V DC**  
**Negative Center**  
**2.1mm Barrel**



# Specs

**Dimensions:** 4.7" x 2.6" x 1.5"

**Current Draw:** 70 mA

**Switching:** Buffered Bypass

# Controls

**Mix:** Controls the volume of the wet reverb signal that is added to the dry signal. The dry signal is untouched and remains at unity on all settings

**Decay:** Controls how long the reverb signal "dwells." Can self-oscillate in some settings

# Footswitches/LEDs

**Left Footswitch / Red LED:** This footswitch acts as an on/off for the left channel (HALL). The red LED shows that the left channel is active.

**Right Footswitch / Blue LED:** This footswitch acts as an on/off for the right channel (SPARKLE). The blue LED shows that the right channel is active.

# Usage Tips

The new version allows for both channels to be used simultaneously. I would use the red channel (HALL) for a more traditional reverb that would be great for rhythm and the blue channel (SPARKLE) as an ambient reverb. The Sparkle channel does not pitch-shift like many reverbs, but accomplishes much the same purpose and feel of an octave shimmer through aggressive filtering.

The channels can be stacked in parallel or used independently. Although the channels are processed in parallel, the decay feedback loop, feeds back to the same spot, so the decay knobs are sort of additive. The Stargazer does self-oscillate and ramp with higher decay settings, so take some time to find the sweet spot with the two channels active. I suggest setting your decay knobs with both channels active to make sure you don't get any unwanted self-oscillation.

There are trimpots internally to adjust the maximum decay range. These are dialed in to taste before shipment.