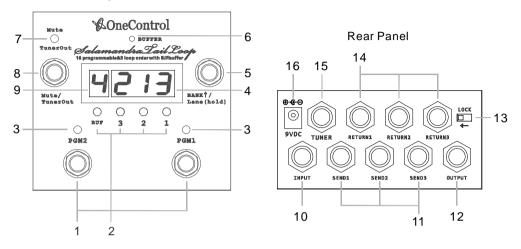


Salamandra Tail Loop

USER'S MANUAL

1-Overview

Top Panel



(1) PGM1/PGM2

The two footswitches recall program 1/program 2 stored in the memory. Press again on a recalled program will master bypass the switcher.

(2) Programmer buttons

These are programmer buttons, "1", "2", "3" are to edit the order of the loops, "1" "2" "3" represent the positions in the signal chain,

"BUF" is to on/off the BJF buffer circuit. Check the detail in the programmer section.

(3) PGM indicator

Program indicator, it lights up when a program is recalled.

(4) LOOP display

The display show the connection order of active loops.

(5) BANK switch

The switch scrolls up the bank number by short pressing, or hold this switch for 2s to change the memory lane (see section 6).

(6) BJF buffer indicator

The indicator lights up when the BJF buffer is on.

(7) MUTE indicator

The indicator lights up when the switcher is muted.

(8) MUTE switch

The switch mutes the output, at the same time connects "Input" jack to "Tuner" jack.

(9) BANK/BUFFER display

When press the BANK switch, it shows the bank number.

When a program is recalled by press PGM1/PGM2, it shows the buffer setup for 2 seconds then it turns to show the current bank number.

(10) INPUT

Connect guitar here.

(11) SEND jack of loop

Connect this jack to input of guitar pedal.

(12) **OUTPUT**

Connect the jack to amplifier or other instruments.

(13) LOCK

The programmer buttons will be disabled when the toggle switch is at the lock position.

(14) RETURN

Connect this jack to output of guitar pedal.

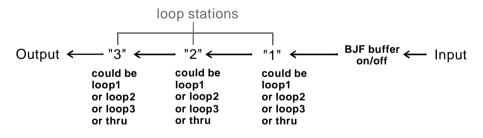
(15) TUNER

This jack internally connects to input jack when MUTE switch is engaged, normally it connects to a tuner.

(16) 9V DC

5.5x2.1mm type, connects to negative center DC 9V/300mA power supply.

2- Signal Chain



SARAMANDRA Tail Loop allows to change the connection order of guitar pedals.

Guitar signal is fed to the input jack, goes into BJF buffer circuit, then it is posted to loop stations "1" "2" "3" in sequence, each loop station could be set to loop1 or loop2 or loop3 or thru, each loop can only be used once in the loop stations.

<u> 3- Edit Programs</u>

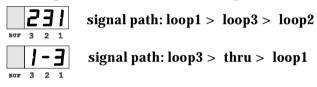
16 editable programs are stored in 8 banks, they can be recalled by pressing PGM1/ PGM2 switch. Each program have two status - recall/bypass, step on an recalled program will toggle to bypass.

The program is editable only when a program is recalled (PGM indicator lights up). Each loop station (1/2/3) can be assigned with "loop1/loop2/loop3/through" by pressing the under buttons, each loop (loop1/loop2/loop3) can only be assigned once in a program, see section 4 for more details of loop code.

Edit the buffer by pressing the "BUF" button, the buffer could be on/off even in bypass status of a program, see section 5 for more details of buffer code.

<u>4- Loop Code</u>

The loop code shows the active loops and connection order.



5-BJF Buffer and Buffer Code

The BJF buffer is a post buffer which is in front of all the loop stations. the BJF buffer could set to turn on/off in both status (engage/bypass) of a program, the buffer code shows the on/off setup in each program.

	Program recalled	Program bypassed
BUF 3 2 1	buffer ON	buffer ON
	Program recalled	Program bypassed
7	buffer OFF	buffer ON
	Program recalled	Program bypassed
1	buffer ON	buffer OFF
BUF 3 2 1		
	Program recalled	Program bypassed
• BUF 3 2 1	buffer OFF	buffer OFF

<u>6- Bank</u>

Saramandra Tail Loop have 8 banks in 2 lanes, each lane have 4 banks (1~4). Press BANK switch will scroll up the bank number, the bank number blinks till a program is recalled. Hold the BANK switch for 2 seconds will change the lane and the display will have an extra "dot" under the bank number.

<u> 7- Mute / Tuner</u>

Press MUTE switch will mute output, at the same time connect the INPUT jack to TUNER jack, press the MUTE switch again will cancel the mute.

8-Specifications

Dimensions	115(W) x112(D)X70(H)mm	
Weight		
Power Supply		
Current Drain	max. 160mA	
Input impedance	500K ohm	
Output impedance	10K ohm	

9- Typical Connection

