

# *JM150/JM250 Owner's Guide Addendum*

## *Software Version 1.05*

This information details newly added effects and features for all JM150/250 amplifiers with 1.04 software. The 1.04 software has added 4 new effects and the Volume Pedal update feature to the operating system of the JM150 and 250. These new effects and features are as follows:

### *Reverse Delay*

A reverse delay is an echo effect which records the incoming signal, and then repeats it backwards. This effect is similar to the backwards masking effect done in recording studios. This is where a guitar was recorded on to tape and then played backwards while being mixed back in to the music.

<b>On/Off</b>	Selects whether the effect is active, or bypassed.
<b>FX Level</b>	Controls the volume level of the reverse delay signal. Ranges from off to 100%
<b>Dry Level</b>	Controls the volume level of the incoming source signal, or the signal that has no reverse delay effect. Ranges from off to 100%
<b>Balance</b>	Controls the left/right placement of the reversed signal in the stereo field. Ranges from l-99 (full left) to r-99 (full right) 0 is centered.
<b>Reverse Time</b>	This parameter adjusts the length of time for which the effect will record. Range is dependent upon the processing power assigned to the module (5 seconds maximum with full power module).

### *Time Warp*

Time warp is an interesting effect that records the incoming signal in to the delay, has the ability to then slow it down, and then play it back in reverse. It sounds similar to hitting the stop button on a multi-track recorder, and you hear the sound slow down as the reels slowly stop turning, and then the passage plays backwards.

<b>On/Off</b>	Controls whether the time warp effect is active, or bypassed.
<b>FX Level</b>	Controls the volume of the time warped sound. Range is from off to 100%.
<b>Dry Level</b>	Controls the volume of the original unaffected signal. Range is from off to 100%.
<b>Amount</b>	Adjusts the amount that the signal is warped or slowed down. Range is from off to 100%. 0-50 creates a tape stop effect. 51-100 creates a tape start effect in reverse.
<b>Warp Time</b>	This is the length of time that the effect will record an incoming signal. Range depends upon the size of the selected module.
<b>Out L</b>	Volume control for the left output. Range is from off to 100%.
<b>Out R</b>	Volume control for the right output. Range is from off to 100%.

### *Sampler*

A sampler will record a musical passage, or riff. It will then trigger, or repeat it on your demand. Samples can be layered (one sample stacked on top of another), and may put in loop mode (where they continue to repeat automatically).

<b>On/Off</b>	Controls whether the sampler effect is active, or bypassed.
<b>Loop</b>	This parameter will engage, or disengage the loop function. With the loop function engaged, the sampled signal will automatically continue to repeat. Range on and off.

<b>Over Dub</b>	This parameter allows you to play one passage in to the sampler, and then layer another passage over the top of the first one. In other words, the two samples will combine. Ranges on and off.
<b>RecPB</b>	This selects whether the sampler is about to record a sample, or playback the existing sample. When no sample has been recorded, this will default automatically to the record mode. After a sample has been recorded, it will default to playback mode. Range record and playback.
<b>Trig</b>	This is the trigger parameter. Every time that the trig parameter is adjusted, it will repeat the recorded sample from the beginning.
<b>Start Time</b>	This parameter allows you to trim the beginning of the sample. If for instance the recorded sample has an undesired pause or noise at the beginning of it, the start time may be used to remove this from the sample. Range varies depending on the size of the module.
<b>End Time</b>	This parameter allows you to trim off the end of the sample. If the sample had recorded more than you wanted it to, this excess in the recording may be removed. Ranges vary depending on the size module that was used.
<b>AudTrg</b>	This is an on/ off parameter, which selects whether the recorded sample can be triggered (told to repeat) by the incoming audio signal, or not. Range on and off.
<b>AudThr</b>	This parameter selects the strength of the audio signal necessary to trigger the sample when the “audio trigger” parameter has been set to on. Ranges from off to 100%
<b>RecLvl</b>	Adjusts the volume level of the source signal as it is recorded.
<b>Direct</b>	Adjusts the volume of the dry signal, or the signal that will pass through the sampler.
<b>PlyLvl</b>	Adjusts the volume level of the signal after it has been recorded by the sampler.

## ***Stereo Detuner***

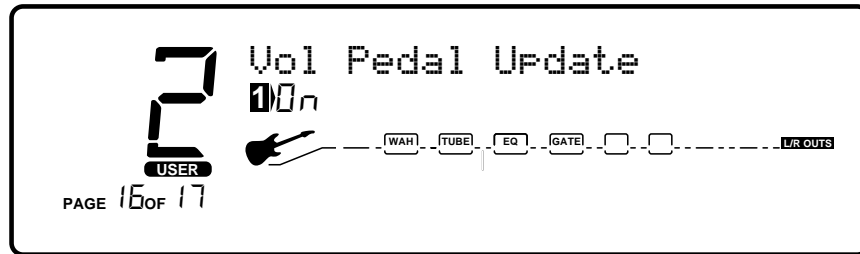
This is the same as the dual detuner with the exception that the stereo detuner has two inputs rather than one. Detuning is a shimmering type of modulation effect, which splits the incoming signal, detunes half of it, and then combines the detuned signal back with the original signal.

<b>On/Off</b>	Controls whether the detune effect is active, or bypassed.
<b>FX Level</b>	Controls the volume level of the detuned signal. Range is from off to 100%.
<b>Dry Level</b>	Controls the volume level of the original unaffected signal. Range is from off to 100%.
<b>Balance</b>	Controls the left/right position of the detuned signal. Range is from l-99 (fully left), to r-99 (fully right), with 0 being centered.
<b>Detune</b>	This adjusts the amount that the signal will be detuned. Range is from -50 to +50 cents.
<b>Out L</b>	Adjusts the volume at the left output. Range is from off to 100%
<b>Out R</b>	Adjusts the volume at the right output. Range is from off to 100%.

# Volume Pedal Update

The Millennium now has the ability to update the position of the expression controller pedal when it is assigned to Volume within any program. To enable this feature, the procedure is as follows:

1. Press the <Utility> button. Select; page 16. This display should look like this:

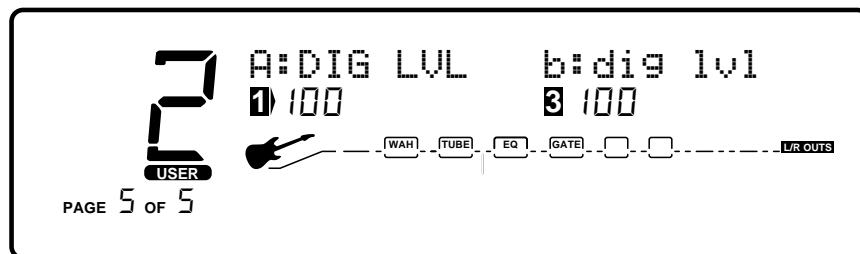


2. To enable this Volume Pedal update turn the <1> knob until the display says On.

Now when any preset where the expression pedal is assigned to the Volume parameter, the expression pedal's current position will now be updated when that preset is selected.

The following information supersedes the Owner's Guide information found on page 25.

*Page 5 in the Amplifier Model edit mode will now appear and function like this:*

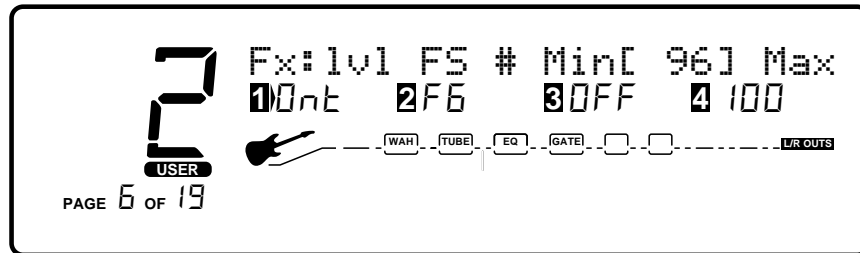


1. To set the digital effect levels for the respective channels use either the <1> or <3> knobs. Ranges are from 0-100%.

## Momentary Footswitch Assignment

The Millennium 150/250 has the ability to assign any footswitch of the J12 to act as toggle or momentary switches. This gives you the ability to toggle the value of a parameter by pressing the footswitch once and then again (toggle) or by a press/hold and release of the selected footswitch (momentary). The procedure for assigning a footswitch to act as a momentary footswitch is as follows:

1. When the parameter for the assignment has been selected, press the <Assign> button once. After you have selected the footswitch for assignment, the display will appear something like this:



2. Turn the <1> knob to set the footswitch to either:  $\square n t$  (Toggle mode) or  $\square n P$  (Momentary Mode).
3. Choosing the  $\square n t$  mode will make the footswitch select the maximum parameter value when on and the minimum parameter value when off. When  $\square n P$  mode is selected, the footswitch will toggle to the maximum parameter value as long as the switch stays pressed and return to the minimum parameter value when it is released.