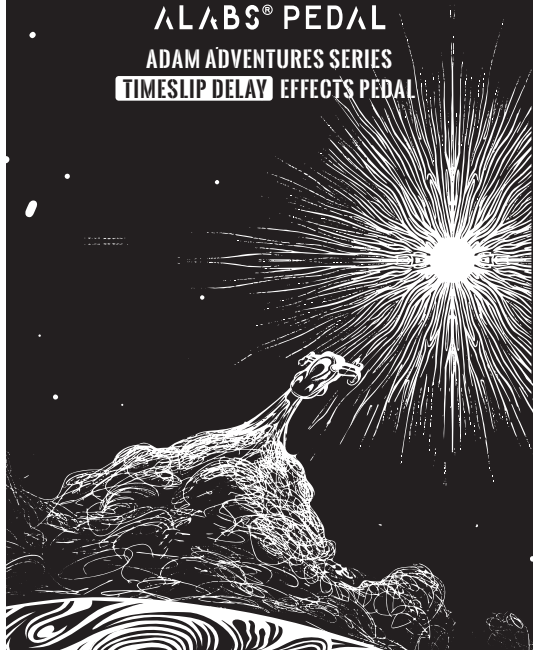


TIMESLIP

ALABS® PEDAL

ADAM ADVENTURES SERIES

TIMESLIP DELAY EFFECTS PEDAL



Thank you for choosing the TIMESLIP DELAY from ALABS Audio. This exceptionally versatile digital effects pedal, powered by our exclusive Wizard Audio Virtual Engine, offers nine high-precision effects based on time. The TIMESLIP DELAY provides flexible operation modes, including the choice between true stereo and ping-pong stereo modes, analog dry-through for preserving the original signal, dual universal bypass modes, and a versatile TAP TEMPO function. Combined with the unique ∞ Explore mode of this series.

CONTENTS

I OVERVIEW	1
II KNOBS AND SWITCHES	1
III REAR PANEL I/O	4
IV EFFECT TYPE	6
V TAP FUNCTIONS	8
VI ∞ FUNCTIONS	9
VII PINGPONG MODE / LONG DELAY MODE	10
VIII BYPASS MODE / TRAIL MODE	11
IX SPECIFICATIONS	11

I OVERVIEW

- 9 high-quality effects: Includes tape echo, digital, analog, reverse, warp, granule, octave, sweeper, and swell.
- Adjustable modulation options: All reverb types can achieve adjustable modulation effects.
- Advanced Audio Algorithm Engine: Powered by ALABS' Wizard Audio Virtual Engine, utilizing high-precision dynamic forward virtual circuit modeling technology, running on a high-performance 32-bit floating-point digital signal processor (DSP).
- Flexible stereo operation: All effect types can be selected in either true stereo mode or ping-pong stereo mode, with independent algorithms running on the left and right channels, creating a wide stereo field.
- Analog dry-through: Features a controllable independent analog dry-through buffer amplification circuit, preserving the unaffected, zero-latency, pure dry signal without AD / DA conversion.
- Tap Tempo: Convenient and flexible tap tempo setting, with two selectable rhythm modes.
- Creative ∞ Explore Mode: Achieve dynamic variations and complex creative effects by simply holding down the footswitch to unleash multiple parameter transformations.

II KNOBS and SWITCHES

TIME

Controls the delay time, with a total range of 20 to 1100ms.

When the knob is set at 12 o'clock, the delay time is 375ms.

In **LONG DELAY MODE**, the control range for delay time is 40 to 2200ms. When the knob is set at 12 o'clock, the delay time is 650ms. See **VII PINGPONG MODE/LONG DELAY MODE** below for more details.

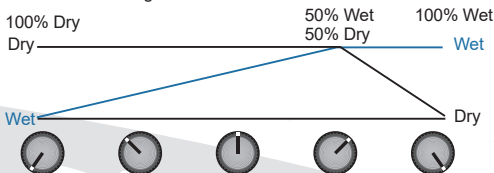
REPEAT

The amount of feedback used to control the delay, i.e. how much the delayed signal is attenuated with each repetition. The range and effect of the specific values depend on the delay type selected. When the REPEAT value is set too large, it may cause self-oscillation.

MIX

Controls the volume balance between the dry and wet signals. The dry signal is the analog dry through signal, while the wet signal is the delay signal generated by DSP.

- When rotated clockwise before the 2 o'clock position, the volume of the dry signal remains unchanged, and the volume of the wet signal gradually increases.
- After the 2 o'clock position, the volume of the dry signal gradually decreases to 0, while the volume of the wet signal remains unchanged.



TYPE

Selects between nine reverb types. Refer to *IV EFFECTS TYPE* for more details on each type.

tone

Controls the tone of the delay, ranging from a darkest tone at the minimum setting to a brightest tone at the maximum setting.

MOD

Controls the modulation depth and speed of the delay. When the knob is set at the minimum, the modulation effect is turned off. As you rotate the knob clockwise, the delay will be influenced by more modulation. Different delay types will have different modulation characteristics. Some delay types may also simultaneously control other specific parameters, see **IV EFFECT TYPE** description below for details.

SWITCH

Determines the control target of the left knob and the function triggered by a long press of the footswitch.

- When set to **TAP**, the knob controls the TONE parameter (The TONE parameter still maintains the value stored by the system last time, unless the knob is turned), and trigger a system storage of MOD parameter. Now the long press of the footswitch activates the TAP TEMPO function (see **TAP FUNCTION** below).
- When set to ∞ the knob controls the MOD parameter (The MOD parameter still maintains the value stored by the system last time, unless the knob is turned), and trigger a system storage of TONE parameter. Now the long press of the footswitch activates the ∞ function (see ∞ FUNCTION below).

FOOTSWITCH

Engages or bypasses the effect.

- When the white LED light is illuminated, it indicates that the effect is turned on.
- When the effect is bypassed, there are two selectable modes: true bypass and analog buffer bypass (trail on). Refer to the BYPASS MODE section for more details.
- Holding down the footswitch activates the **TAP** function or the ∞ function, depending on the position of the switch in the **TAP** or ∞ mode. Refer to the **TAP FUNCTION** and ∞ FUNCTION sections for specific functionalities.

III REAR PANEL I/O

9V DC

Connect to 9VDC, center negative power supply, 250mA minimum.

Note: If the power supply is insufficient, it may cause malfunction.

IN L (mono)

1/4" mono (TS) unbalanced left input for mono setup.

IN R

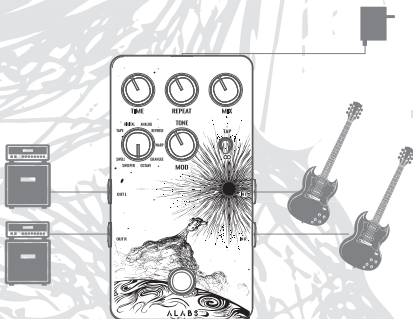
1/4" mono (TS) unbalanced right input for stereo setup.

OUT L (mono)

1/4" mono (TS) unbalanced left output for mono setup.

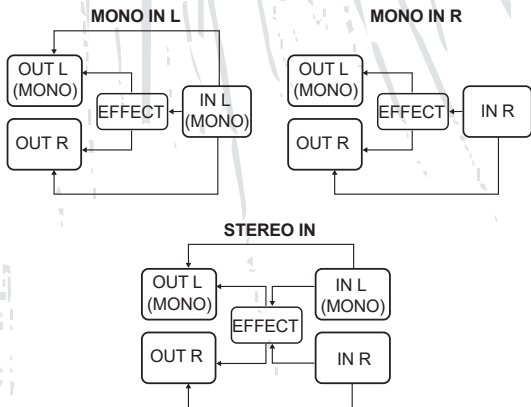
OUT R

1/4" mono (TS) unbalanced right output for stereo setup.



When using a mono input signal, please note the following:

- If the input interface is connected to IN L, both OUT L and OUT R will output the analog dry signal (direct signal) from IN L and the wet signal from the effect. However, if the output interface is only connected to OUT R, you can still activate the LONG DELAY MODE. Refer to the following section for more details.
- If the input interface is connected to IN R, OUT R will output the analog dry signal and the wet signal from IN R, while OUT L will only output the wet signal from IN R. Since it is in STEREO mode even though the IN L (MONO) port is not connected, the analog dry signal from IN L will be output from OUT L, and the analog dry signal from IN R will be output from OUT R.



IV EFFECTS TYPE

TAPE

Based on vintage tape echo machines, this mode combines modern digital modeling technology to offer more sonic possibilities. We have successfully replicated the classic characteristics of tape echo, including tape frequency band limitation, tape compression and saturation, motor speed drift, and tape head flutter. Adjusting the MOD parameter can further exaggerate these features, giving the analog tape echo effect a more worn and vintage feel.

DIGITAL

This is a high-fidelity delay mode that presents the original and precise sound. By adjusting the MOD parameter, subtle to distorted vibrato effects can be added, enhancing the ambience and dynamics of the sound.

ANALOG

Unlike digital delay, this mode provides warm, organic, and natural echo effects. We have tried to replicate the slight degradation, compression, and clock drift noise found in true analog delay units. By adjusting the MOD parameter, delay signals similar to analog chorusing effects can be added, and clock drift becomes more pronounced.

REVERSE

This mode creates surreal sounds by playing the guitar signal in reverse. Unlike simple signal reversal, we use advanced digital processing techniques to make the shape and transients more controllable and musical. Adjusting the MOD parameter can add vibrato-like flutter effects. If you want to achieve dreamy and expansive atmospheres or play music with a mysterious vibe.

WARP

This delay type combines the characteristics of chorus effects. The MOD parameter controls the depth and rate of the chorus modulation. With different parameter settings, subtle pitch shifting can be added to the delayed sound, widening the effect's stereo field, and creating rich textures and lush atmospheres.

GRANULE

This mode chops the input signal into many small grains, then uses real-time synthesis techniques for pitch shifting and rearranging before sending them into the delay line. Adjusting the MOD parameter simultaneously controls the modulation depth of the delay line and the size of the grains. Counterclockwise rotation reduces the grain size, creating glitchy sounds, while clockwise rotation increases the grain size, creating shimmering effects.

OCTAVE

This mode adds a high octave above the echo, creating an octave-up effect. The TONE parameter controls the intensity of the high octave sound. The MOD parameter is the key to creating a celestial effect. When used in combination with the TAP in 3/8 rhythm mode, the entire universe will twinkle for you.

SWEEPER

This mode combines a virtual model of the classic CRY BABY resonant low-pass filter with sine wave modulation to achieve a vintage sound character. The TONE parameter controls the base frequency position of the sweep. Clockwise rotation gradually increases the base frequency. The MOD parameter controls the width and rate of the sweep. By combining the TONE and MOD parameters, you can create atmospheric delays with synth-like sound characteristics.

SWELL

This mode creates an atmospheric pad by utilizing a volume swell module applied to the guitar signal, retaining only the decay tails while maintaining the clarity of the dry guitar signal.

Adjusting the MOD parameter controls the intensity of the decay distortion, creating dynamic dreamy or eerie sounds.

For all effect types, the MOD parameter will control the depth and of modulation; but for some specific effects, other model parameters will be additionally controlled:

EFFECT TYPE	MOD
Tape	Mod Depth, Mod Rate, Tap Machine-like Effect
Digital	Mod Depth, Mod Rate
Analog ●	Mod Depth, Mod Rate, Clock-noise Level
Reverse	Mod Depth, Mod Rate
Warp	Choral Depth, Choral Rate
Granule	Mod Depth, Mod Rate, Granule Size
Octave	Mod Depth, Mod Rate
Sweeper	Sweep Rate
Swell	Mod Depth, Mod Rate

V TAP FUNCTIONS

- Set the switch to **TAP** mode. While the effect is activated, press and hold the footswitch until the LED turns blue, indicating the entry into **TAP** mode.
- Speed Setting: Tap the footswitch continuously according to the desired tempo to set the **RATE** parameter.
- Exit Mode: After 5 seconds of inactivity, the LED will turn white, automatically exiting **TAP** mode.
- Beat Setting: **TAP** mode offers two beat division options: 1/4 and 3/8. Set the toggle switch to **TAP** and, with the effect engaged, press and hold the footswitch until the LED turns blue. Rotate the **DEPTH** parameter to any position, and the

LED will briefly turn green, indicating selection of the 1/4 division. Rotate the MIX parameter to any position, and the LED will briefly turn yellow, indicating selection of the 3/8 division.

VI ∞ FUNCTIONS

This function is similar to automated expression parameter control and can memorize the variation curves of the TIME / REPEAT / MIX and MOD parameters within a 5 second timeframe for playback. It allows you to create rich dynamic modulation effects.

To activate ∞ mode

Set the toggle switch to the ∞ position while the effect is active. Press and hold the footswitch until the indicator light turns purple.

To exit ∞ mode

Release the footswitch, and the indicator light will return to white. All parameters will return to their current knob positions.

Recall

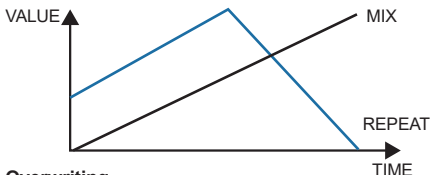
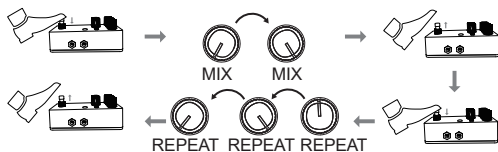
While holding down the footswitch, the parameters that have been memorized will vary according to the memorized curves. Memorized curves shorter than 5 seconds will remain at their end positions once they reach the end.

Memorization process

While holding down the footswitch, rotate any of TIME / REPEAT / MIX / MOD parameters.

The indicator light will start flashing purple, indicating that the changes to that parameter are being recorded.

After five flashes (5 seconds), the memorization mode will be exited. Releasing the footswitch within the 5 second period will also exit the memorization mode. It can store up to four memory curves (TIME / REPEAT / MIX / MOD) and be recalled together. The memorized curves of different parameters are aligned automatically and have no specific chronological order.



Overwriting

When setting new memorization for parameters that have already been memorized, the new variation curves will overwrite the previous ones.

Clearing

While holding down the footswitch, set the toggle switch to the **TAP** position to clear all memorized curves.

VII PINGPONG MODE / LONG DELAY MODE

All effect types feature two stereo modes for users to choose from: True Stereo mode and Ping Pong mode, offering different immersive stereo imaging.

- In True Stereo mode, the left and right channels operate independently with two sets of algorithms, each modulated by different low-frequency oscillators.
- In Ping Pong mode, the wet signal generated by either input channel will alternate between the left and right channels.
- In Ping Pong mode, if you're using mono mode where only the IN L is connected and the output is connected to OUT R, it will activate the Long Delay mode. In this mode, the TIME parameter range will change from 20-1100ms to 40-2200ms.

To switch between True Stereo and Ping Pong modes, connect the power supply and ensure the pedal is in bypass mode with no connection to IN R. Press and hold the footswitch while plugging in the cable to IN R. The yellow LED will flash three times to indicate True Stereo mode, while the green LED will flash three times to indicate Ping Pong mode.

VIII BYPASS MODE / TRAIL MODE

We offer two bypass modes for users to choose from:

1. Cut off the power supply, then press and hold the footswitch while powering up the pedal. Once the LED light flashes, release the footswitch, and enter the power-up system mode.
2. When the switch is pointing up to **TAP**, the LED flashes red, which means it is buffer bypass mode and trail on mode at this time; when the switch is pointing down to ∞ , the LED flashes green, which means it is True bypass mode and trail off mode at this time
3. Press the footswitch to exit the power-on system mode and start to work normally.

True Bypass with signal relay: Compared to traditional mechanical switch circuits, the use of a signal relay effectively reduces pop and click noise.

Analog Buffer Bypass: By bypassing the AD/DA conversion, the analog dry-through circuit preserves the advantages of a buffer circuit while retaining more of the original signal characteristics, reducing quantization noise and frequency response coloration.

IX SPECIFICATIONS

Power	9VDC, center negative, 250mA minimum
Input Impedance	1 Meg Ohm
Output Impedance	100 Ohm
Max Input Level	+6 dBu
Universal Bypass	electromechanical relay-base true bypass, and analog buffer bypass
Dimensions	4.83" deep x 2.57" wide x 1.40" tall

TIMESLIP

ALABS® PEDAL



ALABS



Facebook



Youtube

<https://www.alabsaudio.com>

 [youtube.com/@ALABSAUDIO](https://www.youtube.com/@ALABSAUDIO)

 <https://www.facebook.com/ALABSAudio>

 alabsaftersales@gmail.com

 <https://www.amazon.com/ALABS>