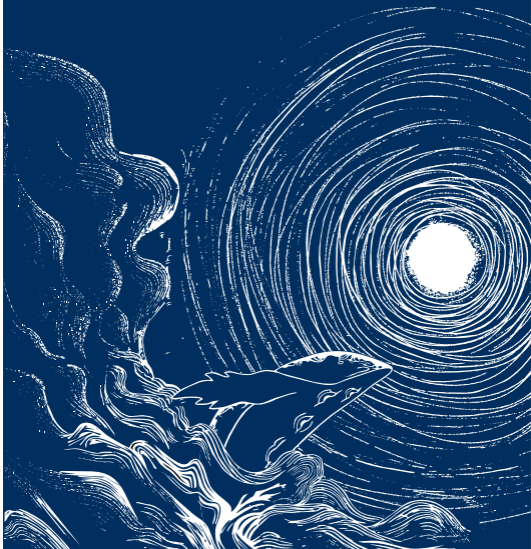# Cetus

ALABS® PEDAL

ADAM ADVENTURES SERIES
CETUS REVERB EFFECTS PEDAL

Thank you for selecting the CETUS REVERB from ALABS Audio. This exceptionally versatile digital effects pedal, powered by our exclusive Wizard Audio Virtual Engine, offers nine captivating reverb modes, meticulously crafted for impeccable precision. The CETUS REVERB provides features that facilitate meticulous sound shaping, including analog dry-through and two versatile bypass modes. The footswitch also controls the infinite sustain and the unique ∞ Explore mode exclusive to this series.

CONTENTS

I OVERVIEW

- 9 high-quality effects: Include hall, room, church, spring, plate, swell, shimmer, cloudy, wave.
- 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).
- True stereo operation mode: Uses true stereo generation algorithms to achieve a spacious sound field for the reverb.
- 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.
- Selectable Bypass Modes: Provides high-quality relay-based true bypass and transparent analog buffer bypass options for selection.
- FREEZE function: Easily freezes the reverb tails by pressing and holding the footswitch, creating infinite sustain effects.
- 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

DECAY
Adjusts the length of the reverberation trail's decay. Go from only the early reflection at minimum, to long late reverberation with large space size.

BRIGHT
Adjusts the BRIGHT of the reverb decay, with the darken BRIGHT at minimum and brighten BRIGHT at maximum.

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 reverb 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.
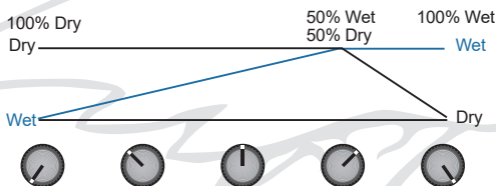
TYPE

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

Pre-DELAY

Controls the length of the delay before the reverb signal appears. It ranges from a minimum value of 0 (no delay) to a maximum value of 100ms.

MOD

Controls the modulation depth and speed of the reverb tail. When set to the minimum value, modulation is turned off. As you rotate the knob clockwise, the reverb tail becomes more lively, with dynamic changes in texture becoming more pronounced and exaggerated. Different reverb types may also control other specific parameters. See *IV EFFECTS TYPE* for more details.

SWITCH

Determines the target parameter controlled by the left knob and the function triggered by long-pressing the footswitch.

- When set to ❄ , the knob controls the Pre-DELAY parameter (The Pre-DELAY 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 function of the footswitch is the ❄ function (see ❄ FUNCTION below for details).

- 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 Pre-DELAY parameter. Now the long-press function of the footswitch is the ∞ function (see ∞ FUNCTION below for details).

FOOTSWITCH

The footswitch toggles the effect on or off.

- When the white LED is lit, it indicates that the effect is engaged. When the effect is bypassed, there are two modes: true bypass and analog buffer bypass (trail on). See BYPASS MODE for more details.

- When the footswitch is long-pressed, it activates either the ❄ or ∞ function, depending on whether the switch is set to the ❄ or ∞ position. Refer to ❄ FUNCTION and ∞ FUNCTION for specific details on each function.

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.
- 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.

MONO IN L

MONO IN R

STEREO IN
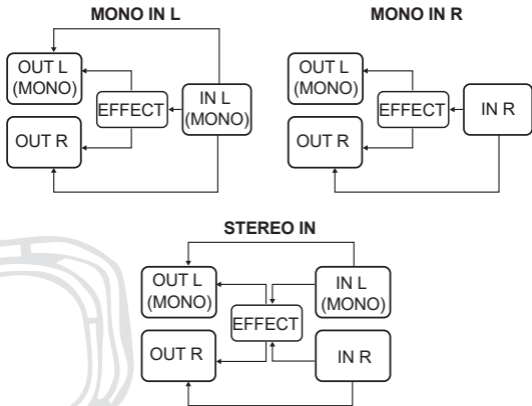
IV EFFECTS TYPE

HALL

A high-quality reverb based on a medium-sized music hall. With different parameter settings, it can achieve the effect from hall reverb to large concert hall or even surreal twisted spaces.

ROOM

A reverb based on a medium-sized exhibition hall. Compared to hall reverb, room reverb has a more subdued decay tail due to wall absorption, with fewer dynamic variations in texture. With different parameter settings, it can simulate environments ranging from a living room or recording studio to a large exhibition hall or even strange cave-like effects.

CHURCH

A reverb based on a large cathedral wrapped in stained glass, offering a larger space and more majestic tone than hall reverb. It creates a sense of sacred and ceremonial atmosphere. With different parameter settings, it can recreate soundscapes ranging from intimate wooden confession booths to grand Gothic cathedrals.

SPRING

Based on virtual physical modeling technology, this reverb utilizes three virtual springs combined with the amplification circuit and characteristics of traditional spring tanks. The MOD parameter not only controls the intensity of the reverb tail modulation but also adjusts the amount of gain driving the springs, known as DWELL. When rotated clockwise, the spring reverb sound becomes brighter and more pronounced. If you are a fan of vintage spring tank sounds in guitar amplifiers, try dialing down these parameters. Conversely, if you are an enthusiastic surf lover, feel free to turn them up.

PLATE

Inspired by the famous EMT 140 plate reverb, this reverb type exhibits quick attack and high-density texture characteristics. With different parameter settings, it can produce reverbs ranging from smooth and dense diffusion to gentle undulating decay tails, from traditional vintage plate reverbs to exaggerated expansive spaces.

SWELL

This effect creates a soft and dreamy atmospheric pad. The reverb loses its distinct attack and gradually swells over time. Increasing the MOD parameter not only adds more texture and fluctuation to the reverb tail but also extends the swelling duration. Setting DECAY to the minimum and MIX to the maximum can also be used as a volume swell effect.

SHIMMER

It's not just about adding octave harmonies; we have implemented multiple algorithms to create a dreamy soundscape. By adjusting the MOD parameter in real-time, you can achieve scenes ranging from smooth and gorgeous, at times resembling a symphony orchestra, and other times turning into a choir singing. After increasing the MOD parameter, the beautiful dream can instantly turn into a nightmare.

Note: If the high-frequency content of the reverb becomes harsh due to equipment characteristics, try reducing the BRIGHT parameter.

CLOUDY

We have attempted to create a floating sensation in the clouds. Through different parameter settings, it can evoke a serene and carefree feeling in the blue sky with white clouds or a sense of being overwhelmed by stormy clouds.

WAVE

We have discovered a sound that can depict the ocean. The ocean is gentle and embracing. By reducing the MOD parameter and playing some dominant seventh chords, you will hear the sea breeze rustling and small waves rolling in. However, the ocean can also be ruthless and fierce. By increasing the MOD parameter and striking the strings forcefully, you will hear the roaring of the sea and the onslaught of giant waves.

Note: Different speaker systems have varying frequency responses. To achieve a less piercing "sound of the waves," try reducing the BRIGHT parameter.

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

EFFECT TYPE	MOD
Spring	Modulation Depth、Spring Dwell
Swell	Modulation Depth、Swell Attack
Wave	Modulation Depth、Density

V ❄ FUNCTIONS

To engage the Freeze mode, set the toggle switch to the ❄ position while the effect is active. Press and hold the footswitch until the indicator light turns blue, indicating that you have entered Freeze mode. Release the footswitch to exit Freeze mode, and the indicator light will return to white.

● The decay of the reverb is frozen, and new input notes will not enter the reverb signal flow. The reverb tail will sustain indefinitely (infinite sustain) and produce pad-like sounds.

● If you want every new note to enter the reverb signal flow with infinite functionality, you can use the ∞ function by setting the DECAY parameter to its maximum value. Refer to the ∞ function instructions for more details.

VI ∞ FUNCTIONS

This function is similar to automated expression parameter control and can memorize the variation curves of the DECAY / BRIGHT / 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.

Memorization

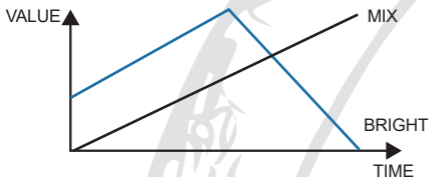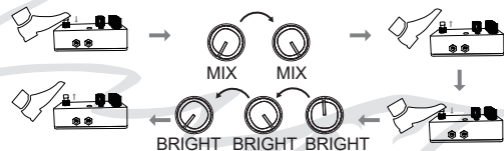While holding down the footswitch, the parameters that have been memorized will vary according to the memorized curves. Memorized curves shorter than 5 seconds will remain at their end positions once they reach the end.

Memorization process

While holding down the footswitch, rotate any of the DECAY / BRIGHT / 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（DECAY / BRIGHT / 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 ❄ position to clear all memorized curves.

VII BYPASS MODE / TRAIL MODE

We offer two bypass modes for users to choose from:

1. Cut off the power supply,than 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 ❄ , 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.

VIII 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

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