

THE OLD BLOOD NOISE ENDEAVORS

SIGNAL BLENDER is a box with a simple set of functions applicable in myriad ways.

The main Input can go three places:

Send A, **Send B**, and Output.

Three things can go to the Output:

Return A, **Return B**, and Input.

The three volume knobs control the volume of **Return A**, **Return B**, and a boosted version of the Input (“**Clean**”).

Three footswitches do all the routing:

Footswitch A sends Input to **Send A** and **Return A** to Output through the A volume control.

Footswitch B sends Input to **Send B** and **Return B** to Output through the B volume control.

Footswitch **Clean** sends Input to Output through the Clean volume control.

The **Red** and **Blue** phase switches change the phase of the signal going to **Send A (red)** and **Send B (blue)**.

With all footswitches off, the Signal Blender is true bypass, with Input going straight to Output.

There may be some more complicated implementations of Signal Blender. By using the simple rules established in the introduction you can let your mind wander and find a number of new sonic solutions. Enjoy.

Note: the footswitches can be latching or momentary based on how long they are held. Simply tap for latching on/off operation or hold for momentary on/off operation.

The Signal Blender uses standard 9V center negative power, and has a current draw of 31 mA. A courtesy power outlet is available in order to power an additional pedal using the same supply as Signal Blender.



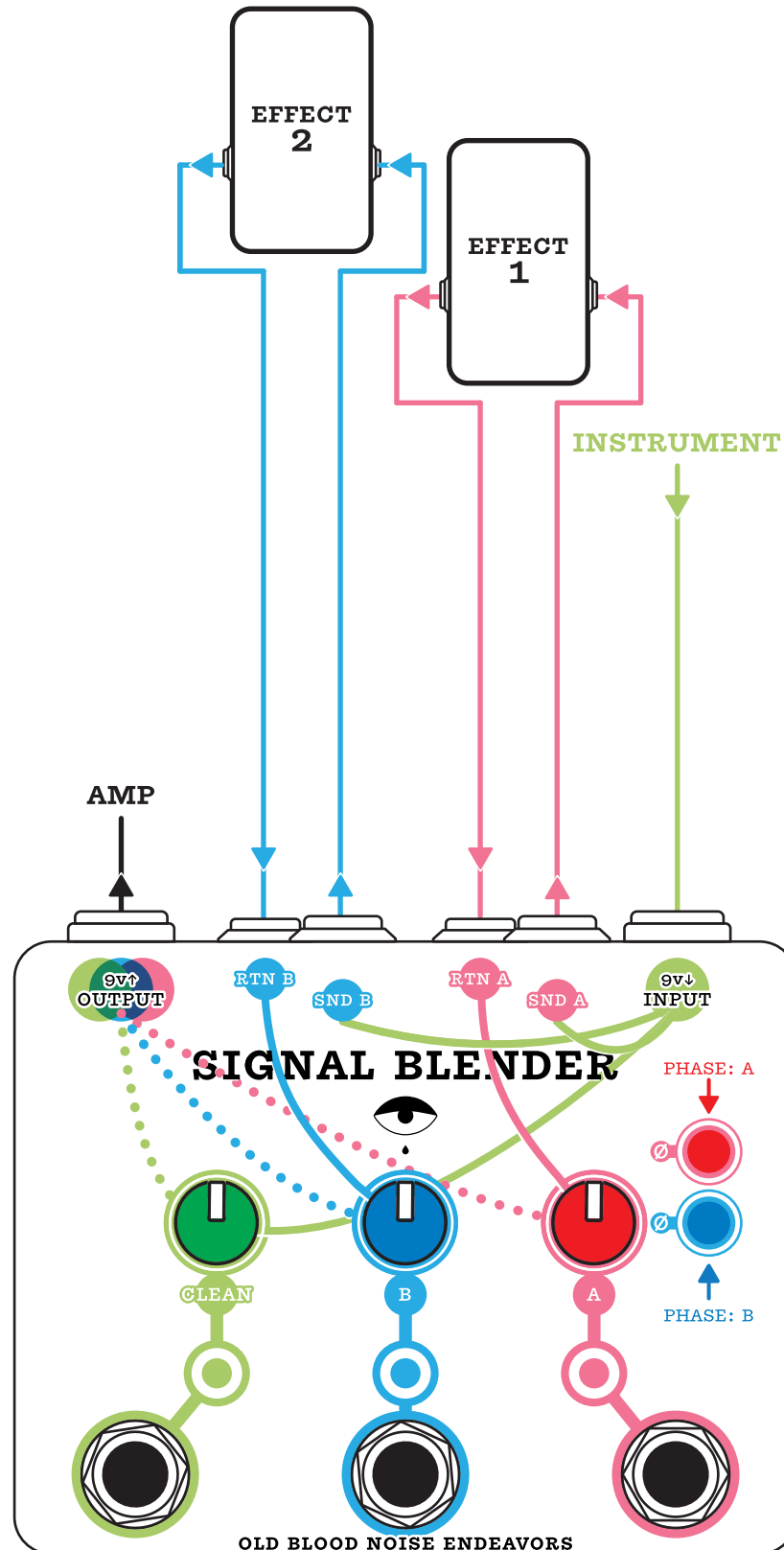
9VDC 2.1mm negative center pin adapter
31 mA draw.

blood optional. noise required.
oldbloodnoise.com @oldbloodnoise
youtube.com/oldbloodnoise

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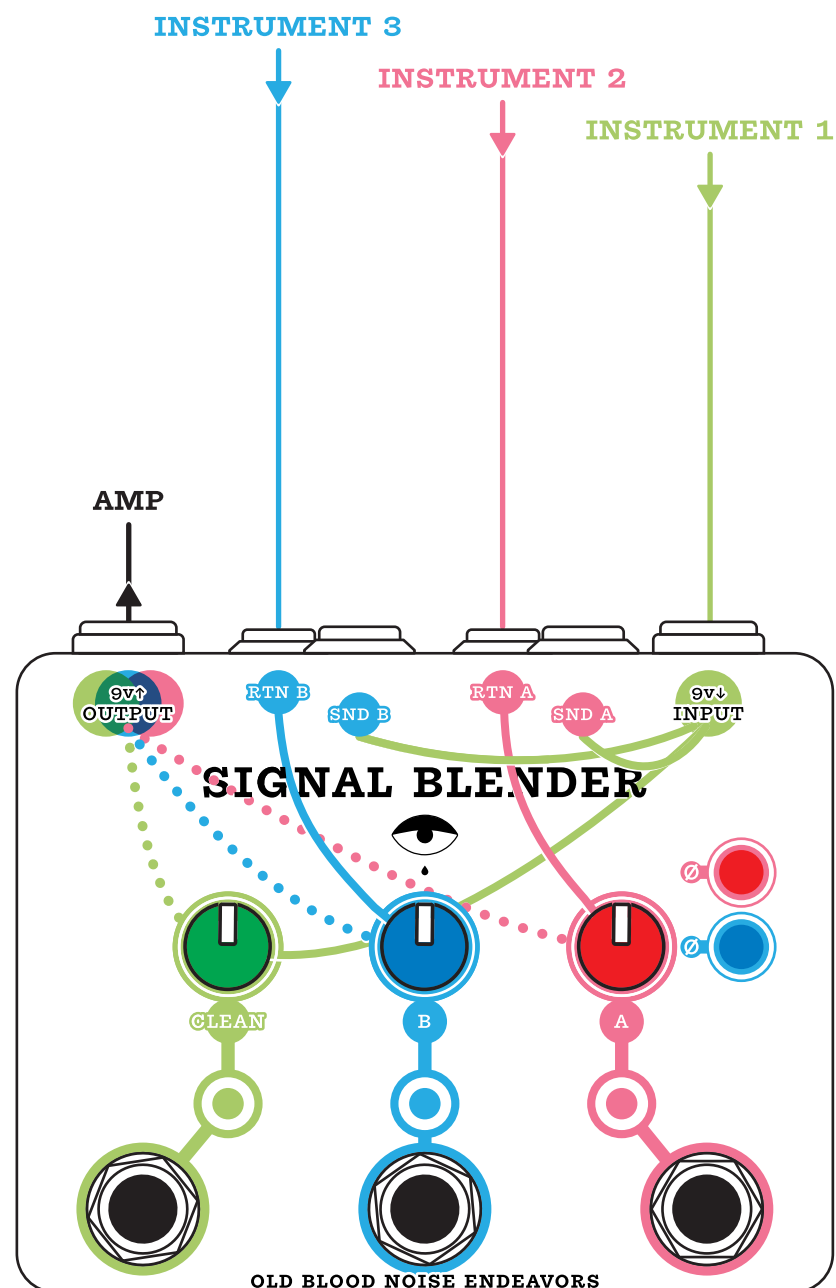
SCENARIO: PARALLEL EFFECTS

To use Signal Blender as a parallel effect mixer, plug **Send A** into the input of an effect pedal and **Return A** into the output of the same pedal. Repeat with **Send/Return B** using a different pedal. Now you can blend effects in parallel by using the footswitches, and blend in your clean signal with the **Clean** footswitch. If the sounds in parallel are out of phase, use the corresponding **red** or **blue** phase switch to correct it.



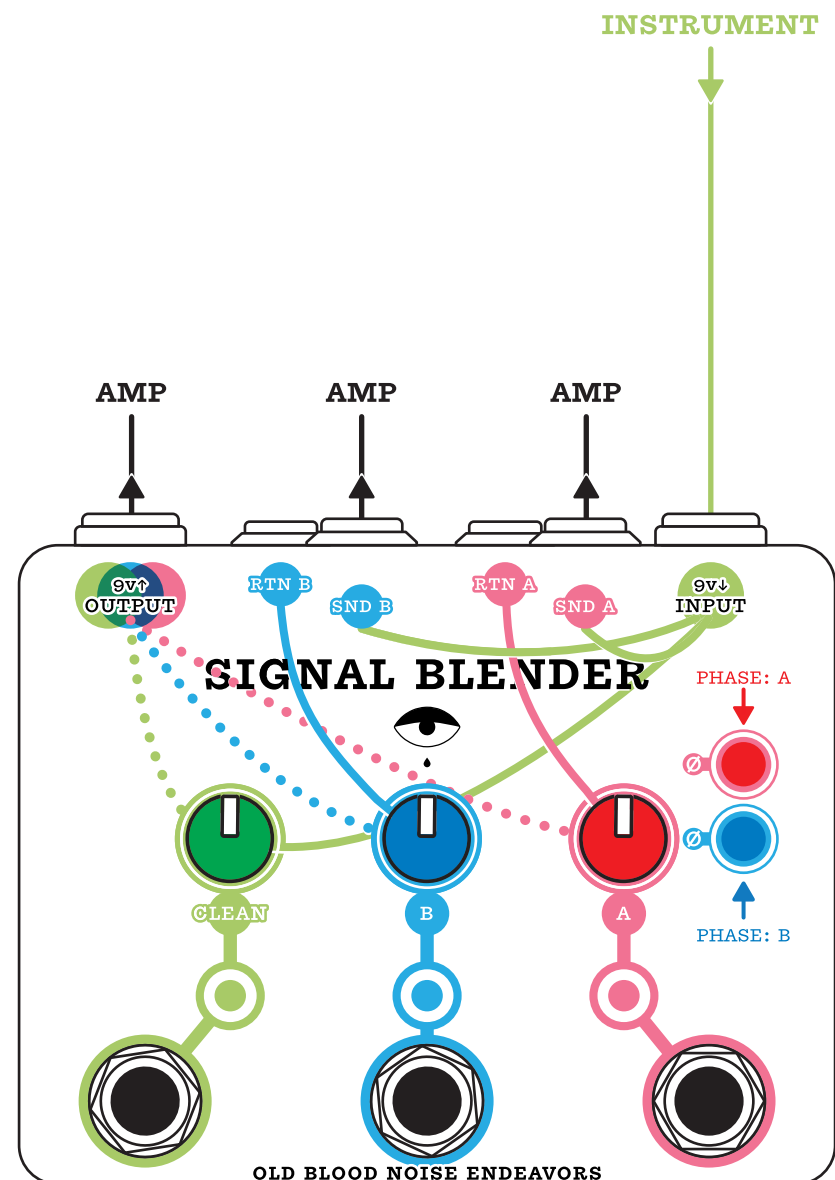
SCENARIO: 3-TO-1 MIXING

To use Signal Blender as an instrument mixer, plug instruments into **Input**, **Return A**, and **Return B**. Now the A, B, and Clean footswitches send the instruments to the output and the volume can be set with the corresponding volume knobs.



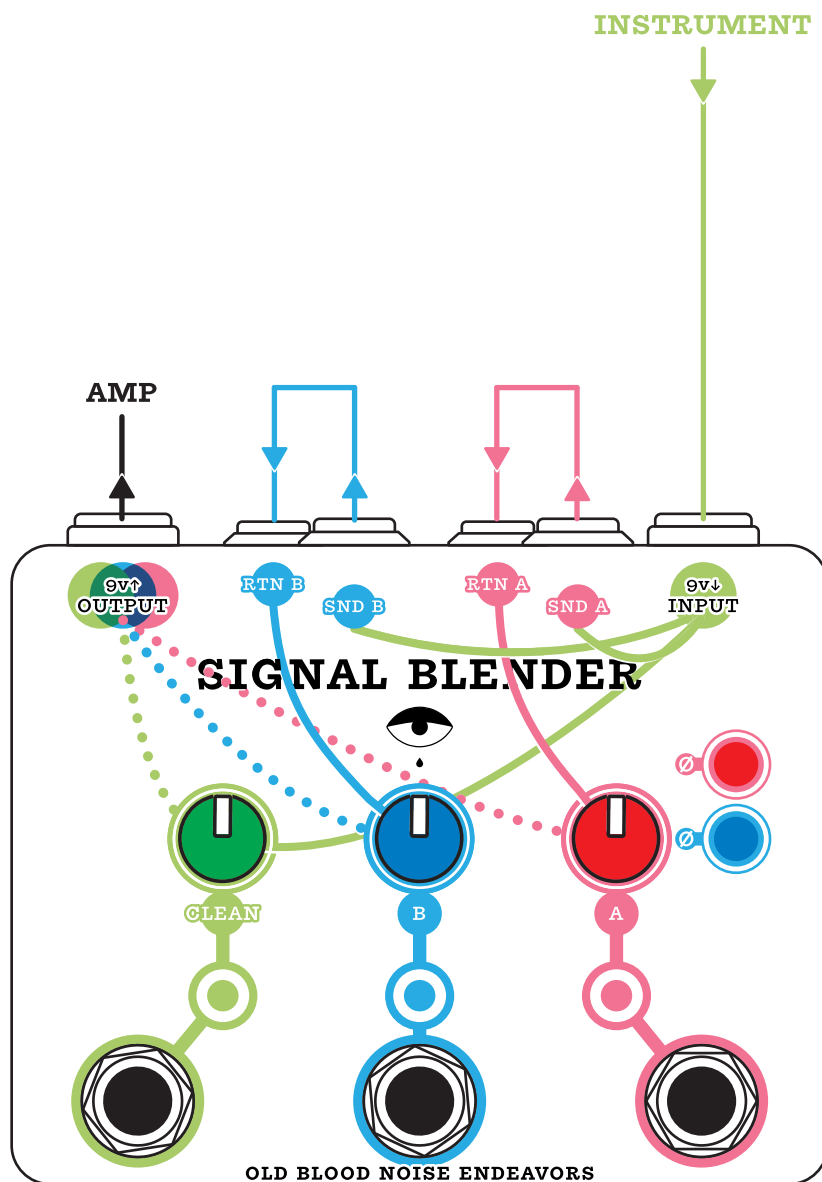
SCENARIO: 1-TO-3 SPLITTING

To use Signal Blender as a splitter, plug an instrument into **Input**, and plug **Send A**, **Send B**, and main Output into three amplifiers. If the amplifiers are out of phase, use the corresponding **red** or **blue** phase switch to correct it.



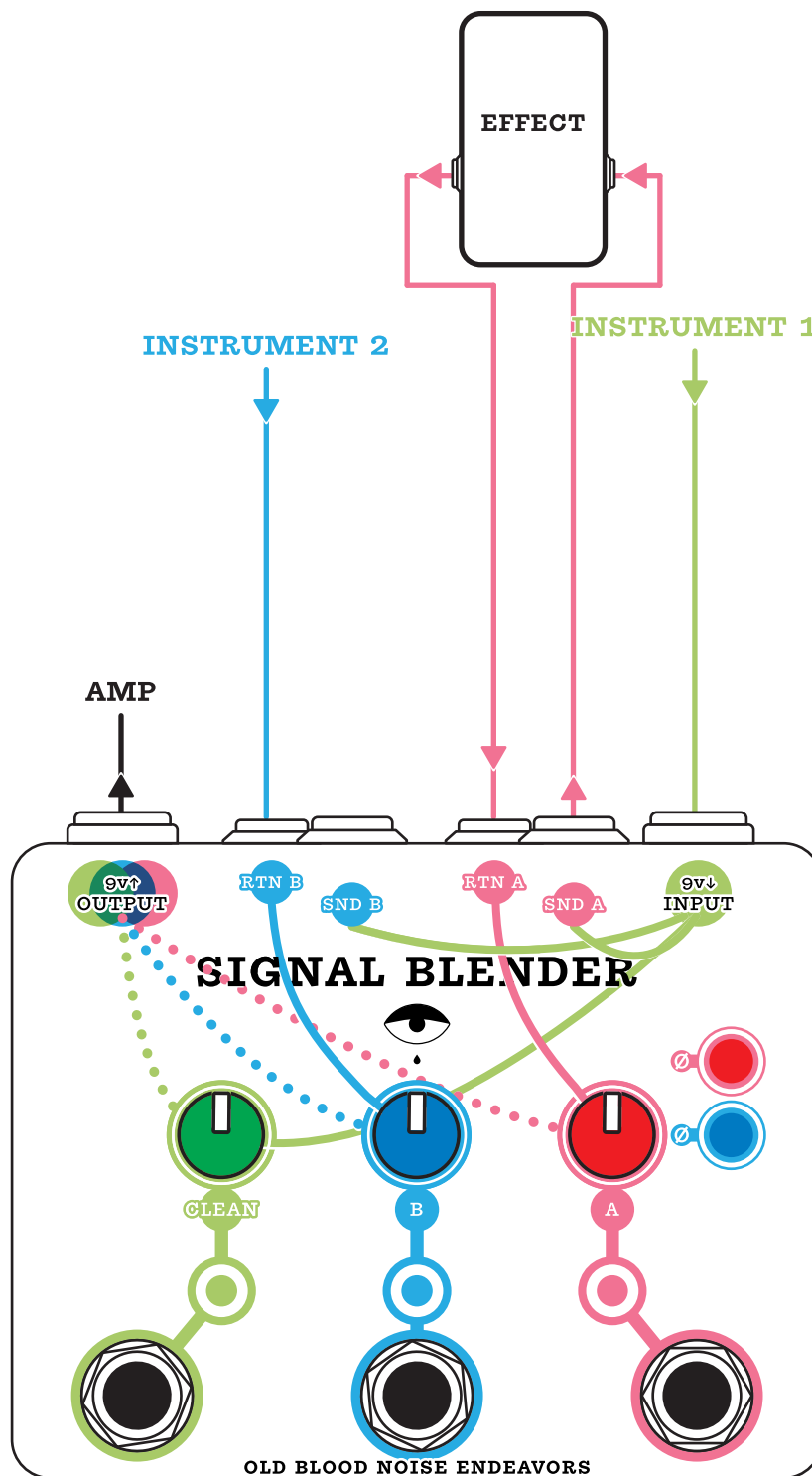
SCENARIO: CLEAN BOOST

To use Signal Blender as a volume level setter, plug **Send A** straight to **Return A** and **Send B** straight to **Return B**. In this way, every switch will add a parallel copy of the Input signal and boost the volume.

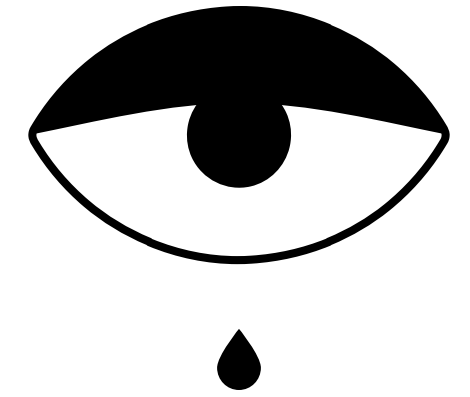
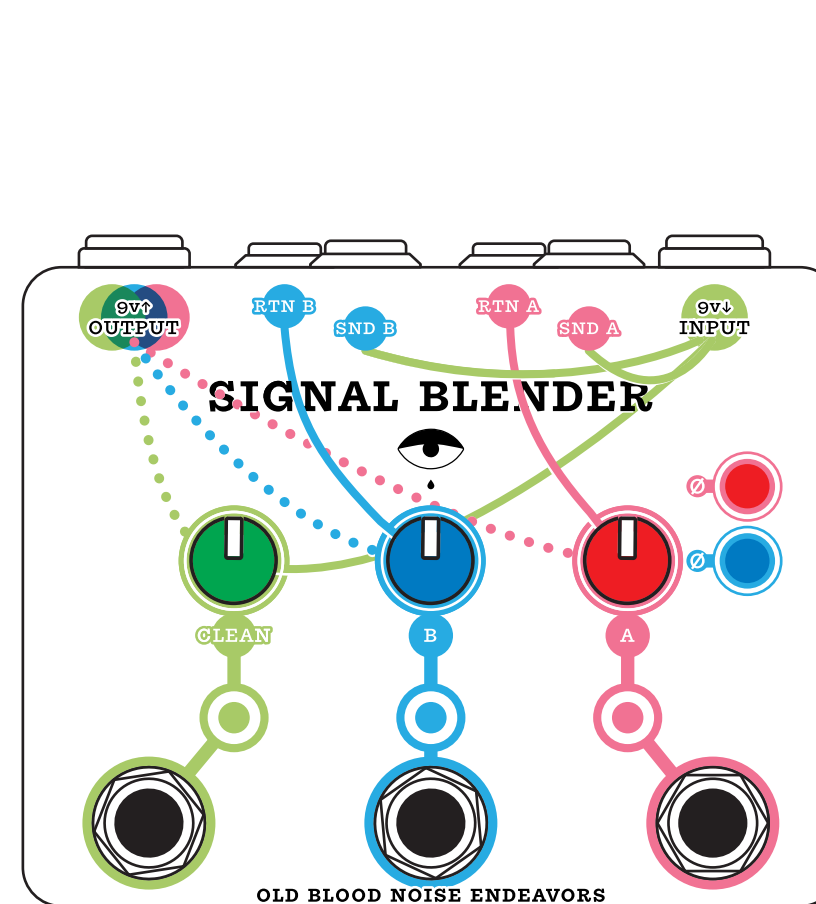


SCENARIO: PARALLEL FX & 2-TO-1 MIXER

To use Signal Blender as a different sort of parallel mixer, plug **Send A** into the input of an effect pedal and **Return A** into the output of the same pedal. Plug an additional instrument into **Return B**. Now with all switches engaged, your output will have your first instrument, an affected version of that instrument, and a second instrument all running in parallel.



SCENARIO: USER DEFINED



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