

FEATURES

- Usage of the famous ASAHI KASEI 24-Bit DSP with included 20-Bit AD/DA Stereo converter
- Low cost and highest performance DIGITAL Audio Effect sounds
- 20 Bit Delta Sigma 64x Oversampling AD converter (inside DSP)
- 20 Bit Delta Sigma 128x Oversampling DA converter (inside DSP)
- 64x Oversampling ADC Digital Filter (inside DSP)
- 128x Oversampling DAC Digital Filter (inside DSP)
- Sampling Rate : 31.25 KHZ
- Usage of a 1MB SRAM Chip for good quality stereo REVERB and DELAY sounds
- Only a single 5VDC powersupply is necessary
- Complete "Clip LED circuit" on Board (only a LED is necessary)
- Complete Effect "ON / OFF" (Mute) circuit on Board (only a single switch to ground)
- No de-emphasis and pre-emphasis OP-Amp circuits are necessary
- Simple 4 bit binary or gray encoder program select system (Jumper on Board)
- Automatic audio Mute Circuit during program changes
- Real 16 Stereo - Effect programs on Board
Divided into 6 Fixed (Reverbs) and 10 Variable Time controlable programs
Delay Time adjustable from 50 - 550ms in 100 steps (5ms/step, linear scale)
Chorus / Flanger / Vibrato - Speed from 0.3 - 33 cycl./sec, (100 steps log. scale)
- Pin and Board-Size compatibility with ACE16S and ACE32 Boards

APPLICATIONS

- Guitar and Keyboard Amplifier / Combos
- Audio mixing console / Powered mixing console
- Karaoke systems
- 9.5" or 19" sized stand alone Stereo Effect unit, for Studio / MI / PA usage
- Mono to Stereo converter

Technical Data

AD - DA conversion : 20 Bit
DSP arithmetic : 24 / 34 Bit
S/N (A-weight) : 95dB
Dynamic range : 97dB
Frequency passband : 70 - 16000HZ (-3dB)
Max. Input voltage : 4.0 Vp-p
Input impedance : 200 Kohm
Max. Output voltage : 3.2 Vp-p
Min. Output load res. : 5.0 Kohm
Power supp. / current : +5V / 125 mA (without Clip LED)

EFFECT CHART (Equivalent to 1006 presets)

01	Reverb Hall 2	5.0 sec.	07	Delay & Reverb	50-550 ms / 3sec.	13	Vibrato & Reverb	0.3-33Hz / 3.0 sec.
02	Reverb Hall 2	3.0 sec.	08	Delay & Reverb	50-550 ms / 5sec.	14	Chorus	0.3 - 33 Hz
03	Reverb Room	2.0 sec.	09	Delay 50% F.B.	50-550 ms.	15	Flanger	0.3 - 33 Hz
04	Reverb Room	1.0 sec.	10	Delay 60% F.B.	50-550 ms.	16	Vibrato	0.3 - 33 Hz
05	Reverb Plate	3.5 sec.	11	Chorus & Reverb	0.3-33Hz / 3sec.			
06	Reverb Plate	1.5 sec.	12	Flanger & Reverb	0.3-33Hz / 3sec.			

