

OWNER'S MANUAL



DOD

Dimension 12

DOD ELECTRONICS CORPORATION

 A Harman International Company



CAUTION

RISK OF ELECTRIC SHOCK
DO NOT OPEN



ATTENTION : RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRI

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT EXPOSE THIS EQUIPMENT TO RAIN OR MOISTURE

These symbols are internationally accepted symbols that warn of potential hazards with electrical products. The lightning flash means that there are dangerous voltages present within the unit. The exclamation point indicates that it is necessary for the user to refer to the owner's manual.

These symbols warn that there are no user serviceable parts inside the unit. Do not open the unit. Do not attempt to service the unit yourself. Refer all servicing to qualified personnel. Opening the chassis for any reason will void the manufacturer's warranty. Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately and take it to a dealer for service. Disconnect the unit during storms to prevent damage.

WARNING

FOR YOUR PROTECTION, PLEASE READ THE FOLLOWING:

WATER AND MOISTURE: Appliance should not be used near water (e.g. near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc). Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

POWER SOURCES: The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.

GROUNDING OR POLARIZATION: Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.

POWER CORD PROTECTION: Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.

SERVICING: To reduce the risk of fire or electric shock, the user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

FOR UNITS EQUIPPED WITH EXTERNALLY ACCESSIBLE FUSE RECEPTACLE: Replace fuse with same type and rating only.

U.K. MAINS PLUG WARNING

A moulded mains plug that has been cut off from the cord is unsafe. Discard the mains plug at a suitable disposal facility. **NEVER UNDER ANY CIRCUMSTANCES SHOULD YOU INSERT A DAMAGED OR CUT MAINS PLUG INTO A 13 AMP POWER SOCKET.** Do not use the mains plug without the fuse cover in place. Replacement fuse covers can be obtained from your local retailer. Replacement fuses are 13 amps and **MUST** be ASTA approved to BS1362.

ELECTROMAGNETIC COMPATIBILITY

Operation is subject to the following conditions:

- this device may not cause harmful interference, and
- this device must accept any interference received, including interference that may cause undesired operation.
- use only shielded interconnecting cables.
- operation of this unit within significant electromagnetic fields should be avoided.

SAFETY INSTRUCTIONS

NOTICE FOR CUSTOMERS IF YOUR UNIT IS EQUIPPED WITH A POWER CORD.

WARNING: THIS APPLIANCE MUST BE EARTHED.

The cores in the mains lead are coloured in accordance with the following code:

GREEN and YELLOW - Earth BLUE - Neutral BROWN - Live

As colours of the cores in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

- The core which is coloured green and yellow must be connected to the terminal in the plug marked with the letter E, or with the earth symbol, or coloured green, or green and yellow.
- The core which is coloured blue must be connected to the terminal marked N or coloured black.
- The core which is coloured brown must be connected to the terminal marked L or coloured red.

This equipment may require the use of a different line cord, attachment plug, or both, depending on the available power source at installation. If the attachment plug needs to be changed, refer servicing to qualified service personnel who should refer to the table below. The green/yellow wire shall be connected directly to the unit's chassis.

CONDUCTOR		WIRE COLOR	
L	Line	Brown	Black
N	Neutral	Blue	White
	Earth Grnd.	Green/Yel.	Green

WARNING: If the ground is defeated, certain fault conditions in the unit or in the system to which it is connected can result in full line voltage between chassis and earth ground. Severe injury or death can then result if the chassis and earth ground are touched simultaneously.

DECLARATION OF CONFORMITY

Manufacturer's Name: DOD Electronics Corporation

Manufacturer's Address: 8760 S. Sandy Parkway
Sandy, Utah 84070, USA

declares that the products:

Product Name: Dimension12

Product Options: All

conform to the following product specifications:

Safety: EN 60065 (1993)
IEC63 (1985) with Amendments 1,2,3

EMC: EN 55013 (1990)
EN 55020 (1991)

Supplementary Information:

The products herewith comply with the requirements of the Low Voltage Directive 73/23/EEC and the EMC Directive 89/336/EEC as ammended by directive 93/68/EEC.

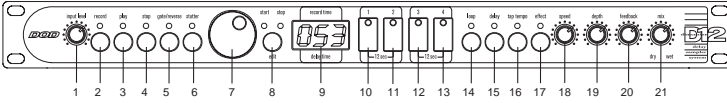
DOD Electronics Corporation
President of DOD
8760 S. Sandy Parkway
Sandy, Utah 84070, USA

Effective: 11/24/98

European Contact: Your Local DOD Sales and Service Office or

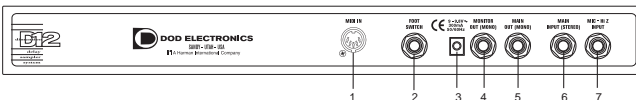
International Sales Office
3 Overlook Drive #4
Amherst, New Hampshire 03031, USA
Tel (603) 672-4244
Fax (603) 672-4246

FRONT PANEL FUNCTIONS



1. INPUT LEVEL KNOB controls the amount of signal that enters the D12
2. RECORD BUTTON engages the record function of the D12
3. PLAY BUTTON plays the sample in the D12's currently selected bank
4. STOP BUTTON stops the sample in the D12's currently selected bank
5. GATE/REVERSE activates the gate or enables sample to be played backwards. In delay mode it engages reverse delay function.
6. STUTTER places a marker in the sample to return to every time the button is pushed
7. DATA WHEEL enables you to find specific points in the sample for easier editing. In delay mode it selects delay time.
8. EDIT BUTTON enables you to place start/stop points within the sample
9. DISPLAY shows a numeric time index of the sample. In delay mode it shows delay time
10. BANK 1 accesses 6 seconds of sampling in bank 1
11. BANK 2 accesses 6 seconds of sampling in bank 2
Selecting both bank 1 and bank 2 accesses 12 seconds of combined sampling
12. BANK 3 accesses 6 seconds of sampling in bank 3
13. BANK 4 accesses 6 seconds of sampling in bank 4
Selecting both bank 3 and bank 4 accesses 12 seconds of combined sampling
14. LOOP BUTTON Enables sample to start playing again when it reaches its end point. When engaged the sample will play continuously until button is pressed again.
15. DELAY BUTTON Places D12 in delay mode
16. TAP TEMPO BUTTON Tapping this button in time with the music enables you to set the delay time in time with the music.
17. EFFECT ON/OFF BUTTON Engages the LFO for effects ranging from subtle chorusing to jetlike flanging.
18. SPEED KNOB Controls speed of LFO
19. DEPTH KNOB Controls depth of LFO
20. FEEDBACK KNOB Controls amount of feedback
21. MIX KNOB Blends between dry signal and effect

REAR PANEL FUNCTIONS



1. MIDI IN JACK Plug your MIDI controller in here (optional)
2. FOOTSWITCH INPUT Connect in the DOD FS3M here (optional)
3. A.C. ADAPTER INPUT Connect in the DOD PS750 in here
4. MONITOR OUTPUT Connect to mixer/pre-amp/amp input.
5. MAIN OUTPUT Connect to mixer/pre-amp/amp input.
6. MAIN INPUT (STEREO) Connect output from sample source here
7. MIC INPUT (HI-Z) Connect microphone here

2

Dimension12

ROUTING/INSTALLATION



Connect guitar out directly to the D12's input, connect main output to the amplifiers input.



Connect guitar out directly to the amplifier input, connect fx send to the D12's input, and fx return to the D12's main output.



Connect fx send to D12's input, and fx return to the D12's output. This will allow any signal connected to the mixer to be sampled by the D12. Connect monitor to separate input for headphone monitoring.



Connect microphone (with XLR-1/4" cable) directly to D12. Connect D12 output to P.A. input.



RECORD

Select bank 1, 2, 3, or 4 (6 seconds each) or 1&2 or 3&4 (12 seconds each) Press record button (record LED will light indicating record is active). Press stop when done or wait until the full record time has finished. (Monitor out plays dry signal only.)

GATED RECORD

Select bank. Press gate button. Press record. Record LED flashes waiting for input signal. Gate threshold is -25dB.

PLAY

Select desired bank, and press Play Button (3). If no edit point is set, play will start at the beginning of the sample. If an edit point is set then play will begin at specified start point. (Monitor out will play selected bank only.)

LOOPING

Press the desired bank, press the Loop Button (14), (LED will light indicating loop is active), press Play Button (3). The sample will play from beginning to the end of the 6 or 12 second sampling time, depending on which was selected. With looping on, the sound sample will then continue to be repeated. If the start and stop points were changed using the editing function, play will start from the new start point and end with the new end point (see editing). Looping will continue to play between the new start and stop points until the Stop Button (4) is pressed.

REVERSE

The Gate/Reverse Button (5) will cause the sample to be played backwards. This function is used in play mode. To stop the reverse playback, press the Stop Button (4), and then press Gate/Reverse Button.

OVERLAYS

Two banks may be played back together, either bank 1 and 2 or 3 and 4. For example, this function may be accomplished by pressing bank 1 and the Play Button (3), and then pressing bank 2 and the Play Button (3). Each bank can have its own set of above functions independently associated with each bank, i.e., bank 1 for instance may be played in reverse with effects, and its own separate stutter, while bank 2 can be played forward with no effects and its own stutter point.

4

Dimension 12

STUTTER

The Stutter Button (6) is used on the “fly”, that is while the sound sample is being played, the Stutter Button (6) is pressed at the point where you want the sample to “stutter”. When the Stutter Button (6) is pressed the first time, the Stutter LED lights indicating a stutter point has been selected. Subsequent presses of the Stutter Button (6) will return the sound sample to the stutter point and begin playing from that point. If the sound sample has played to the end and stopped (play LED off) and a stutter point has been set, pressing the Stutter Button (6) now will initiate play mode and will start the sound sample playing from the stutter point. A stutter point can be easily cleared, by depressing the active memory bank(s) (the bank(s) with LEDs on), the stutter LED turns off (CAUTION: if two banks for 12 second mode have been selected, you must ensure that you depress BOTH buttons to clear the stutter point. If only one is accidentally pressed, all contents of the memory bank will also be cleared).

EDITING

Editing of the start and stop points is accomplished by pressing the Edit Button (8). In this mode, all other buttons and functions are locked out until both start and stop have been set (or the Edit Button (8) has been pressed twice). To set the start point, press the Edit Button (8) once (the green LED blinks). Set the start time with the encoder wheel and press the Edit Button (8). Set the end stop point time with the encoder and press the Edit Button (8) again. Editing the start and stop time can also be done on the fly. While the sound sample is playing, the Edit Button (8) may be pressed at the desired start time (green LED lights), the red LED then continues to flash indicating it is waiting for the stop time to be set. Pressing the Edit Button (8) again will set the stop time. If it is not pressed, the sample will continue playing to the end of the sampling time, and the end of the buffer will be the default stop time. For on the fly editing, if any other buttons are pressed e.g. FX button, the editing function is automatically exited

REVERSE MODE EDITING

On the fly editing of the sound sample will operate in play mode in forward play only, no reverse mode editing is allowed.

DELAY MODE

This mode is accessed by pressing the Delay button (15). Turn the Data Wheel (7) to select desired delay time (0 ms-12 seconds). Turn the Mix Knob (21) to 12:00 (50/50) and play. For “on the fly” tempo adjustment, use the FS3M footswitch to control the tap tempo externally. The D12 will remember the last delay setting used upon powering up.

REVERSE DELAY

This mode is accessed by selecting delay mode (15), and then selecting Gate/Reverse (5). This mode allows you to play a phrase and have it played back backwards. Minimum delay time is 20ms. Turn the Data wheel (7) to select the amount of time you wish to be reversed, play a phrase, and when you reach the end of the time selected, the phrase you just played will be repeated back to you in reverse. If you are using the rear panel Monitor Output (4), you will hear the phrase as you play and then the reverse. If you use the Main Output (5), you will hear only the reversed signal. This is a feature designed to give the user optimal signal routing flexibility.

6

Dimension12

EFFECT

The effects parameter controls consist of an FX on/off button (17), a mix knob (21), an effects LFO speed control (18), a modulation depth control (19), and an effects feedback control (20). Effects may be used in both record and play back mode. The effect on/off is linked individually with each memory bank. Chorusing can be achieved with depth set to 1:00, feedback set to 9:00, and speed set to 8:00, and mix of 50%. Flanging is achieved by setting depth to 3:00, feedback to 12:00, and speed to 10:00. For effects operation in delay mode make sure delay time is set to 0.

RECORDING WITH EFFECTS

Press the FX button and adjust the controls (speed, depth, feedback, mix) to the desired effect. Note, the dry signal can be heard out of the main channel while in record mode, and the wet/dry mix out of the monitor channel.

PLAYING WITH EFFECTS

The FX button can be pressed for, and is, independently linked to each of the memory banks, however, the settings of the FX parameters (speed, depth, feedback and mix) are globally set with the controls. Even if the sample was recorded with effects, the sample can be played back with effects, thereby increasing the modulation effect.

FOOTSWITCH - The optional 3 button foot switch (FS3M) controls the following functions: In sampling modes, switch 1 is stop, and switch 3 is play. For the delay mode, switch 1 sample/hold, switch 2 is tap tempo, and switch 3 is effect on/off. in reverse mode only tap tempo is operational.

7

Dimension 12

MIDI

The MIDI receive channel is set to 10.

Program change commands are:

1. bank 1
2. bank 2
3. bank 3
4. bank 4
5. bank 1&2
6. bank 3&4
7. stop
8. play
9. record
10. loop
11. gate/reverse
12. effect on/off
13. stutter

Using an intelligent MIDI controller with the D12 is the key to unlocking its incredible power. Basic MIDI controllers will work with the D12 as well. Simply connect the MIDI out of the controller to the MIDI in of the D12. Make sure the Controller is set to transmit on channel 10. Now you have access to all of the front panel sample functions.

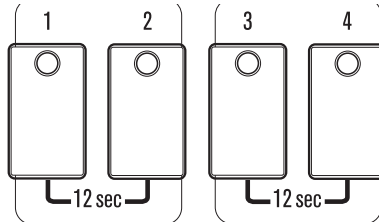
With an intelligent controller you can assign the controller to send different program change information on whichever switch you desire. This allows you to group the functions in whatever order you wish. Higher end guitar rack effects and some keyboards allow for this function, thus making the D12 a great companion piece to a rack setup.

RESET

To reset the D12 hold down both Play and Stop while powering up the unit. This will reset the unit.

8

Dimension12 SAMPLE BANKS



When sampling, the capabilities of the D12 are as follows:

4 six second samples, only bank1&2 or 3&4 are playable simultaneously.
2 twelve second samples, only 1 twelve second sample playable at a time.
2 six second samples, and 1 twelve second sample can be stored in memory. Only the 2 six second samples can be played simultaneously. It may be easier to think of bank 1&2 and bank 3&4 as separate sample groups. Only one "group" can play at a time, whether it is 2 six second samples, or 1 12 second sample.

NOTE you must press both banks together to select a 12 second sample. If you have selected a twelve second sample, and accidentally press a single bank button, the sample will be lost.

WARRANTY

1. The warranty registration card must be mailed within ten days after purchase date to validate the warranty of this DOD product.
2. DOD warrants this product (1 year parts, 1 year labor), when used solely within the U.S., to be free from defects in material and workmanship under normal use and service.
3. DOD Electronics liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned through the original dealer, or an authorized DOD service center where all parts and labor will be covered up to a period of one (1) year. The company shall not be responsible for any consequential damage as a result of the products use in any circuit or assembly.
4. Proof of date of purchase is considered to be the burden of the consumer.
5. DOD reserves the right to make changes in design or make improvements upon this product without incurring any obligation to install the same on PRODUCTS PREVIOUSLY MANUFACTURED.
6. The foregoing is in lieu of all other warranties, either expressed or implied, and DOD neither assumes nor authorizes any person to assume any obligation or liability in connection with the sale of this product. In no event shall DOD or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.

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