

neunaber
AUDIO · USA

IMMERSE REVERBERATOR MK II

IMMERSE REVERBERATOR MK II

USER GUIDE

Thank you for purchasing our product. We really mean it. We hope to earn your trust by delivering a quality product that inspires you to make great music.

Neunaber products are designed and manufactured in Orange, California USA.

Please visit www.neunaber.net for more information and support.

INTRODUCTION

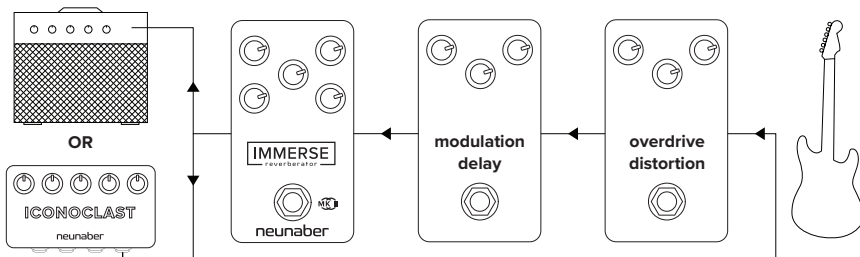
The Immerse Mk II represents the very best in pedal reverberation — with studio-quality algorithms, high-fidelity circuitry, heavy-duty components and construction — all in a small footprint. The Mk II is a monumental step forward and features completely-redesigned circuitry and upgraded algorithms:

- Mix adjustable from 100% dry to 100% wet
- Increased headroom
- New W3T reverb algorithm
- New Sustain effect
- Various improvements to most effects
- Easier-to-read graphic layout

The Mk II implements a high-quality buffered bypass. The signal is always buffered whether engaged or bypassed. We chose this type of bypass because the last output in a pedal chain should be buffered, and reverb is typically placed at the end of a pedal chain.

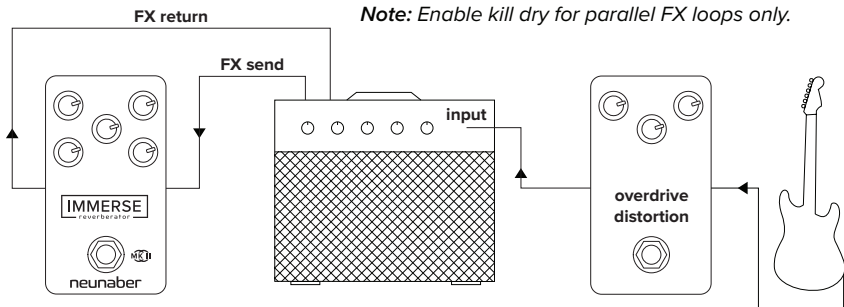
SIGNAL CHAIN

Q: Where do you place this effect? A: Reverb sounds best at the end of the chain.



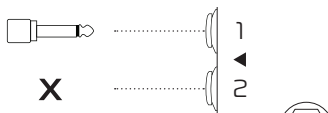
EFFECTS LOOP

Using the drive channel of your amp? Connect reverb in the effects loop.



CONNECTIONS

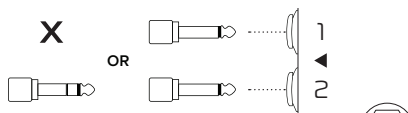
MONO OUT



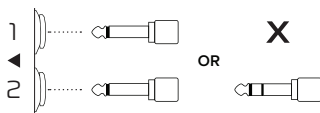
MONO IN



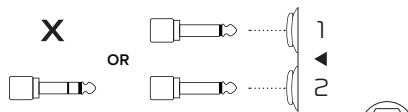
STEREO OUT



STEREO IN



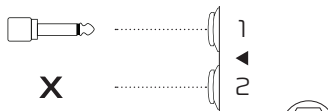
STEREO OUT



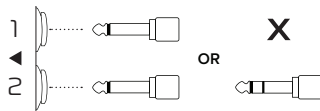
MONO IN





SUMMED MONO OUT



STEREO IN



 TS (tip-sleeve)

 TRS (tip-ring-sleeve)

X no connection

CONNECTIONS

The **Power Jack** accepts a standard (5.5 mm OD x 2.1 mm ID) center-negative pedal power adapter (not included). The power adapter must be between 9 V and 12 V and capable of supplying 80 mA or more.

The **Input Jacks** accept inputs directly from your instrument, amplifier effects loop send, or other effect pedals via standard 1/4" (6.35 mm) phone connectors. Inputs 1 and 2 should not be used with two discrete signals, such as two different instruments.

The **Output Jacks** supply output to another effect pedal, an amplifier, or effects loop return via standard 1/4" (6.35 mm) phone connectors. The output is buffered and capable of driving long cables.

SWITCHES

The **Footswitch** engages the effect, and the LED lights when the effect is active.

There are two mini-switches next to the Power jack:

- **Kill Dry** removes the dry signal, even when bypassed. This should be enabled for parallel effect loops and disabled for serial (common) effect loops.
- **Trails** allows the effect to naturally trail after the pedal is bypassed. With normal bypassing, the effect is abruptly cut off; however, normal bypassing results in lower noise while the pedal is bypassed.

EFFECTS

- W3T™** Version 3 of the WET algorithm — our flagship reverb. Smoother decay and more three-dimensional sounding, it enhances what you play without covering it. Adjustable pre-delay further separates the dry signal and reverb up to an additional 200 milliseconds (ms).
- Plate** A physical plate reverb uses transducers mounted to a large, suspended metal plate. It is known for its bright, diffused sound. Adjustable pre-delay further separates the dry signal and reverb up to an additional 200 ms.
- Hall** Hall reverb simulates the sound of a well-designed concert hall. The Mod knob controls the modulation depth — try increasing it for a lush, modulated hall reverb.
- Spring** A physical spring reverb uses metal springs suspended between transducers and produces a distinctive “twerp.” The Mod knob increases the modulation rate — try increasing the modulation rate for a classic vibrato-spring reverb sound.

EFFECTS

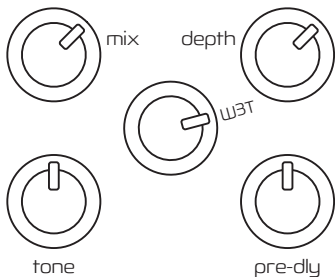
- Sustain** Built on our W3T reverb, Sustain is a magical effect that can be configured as a sustain effect or virtually infinite reverb. What you play is recycled in an infinite loop during a "hold" phase, then decays out during a "release" phase. The Time knob adjusts the hold time, while the Depth knob adjusts the release. The Mod knob controls the modulation depth.
- Echo** This effect adds echo and reverb. The Time knob adjusts the echo time, from 50 to 700 ms. Depth controls both the reverb decay and echo repeats. Blend controls the mix between the reverb and echo effects.
- †tune** Detune is an effect that pitch-transposes a signal slightly downward. This effect adds detune to a detuned reverb to produce a thick, chorus-like effect. The Blend knob controls the mix between the reverb and detune effects.
- Shim** Shimmer is a reverb effect reminiscent of a synth pad that follows what your instrument plays. The Blend knob controls the mix between the reverb and shimmer effects.

CONTROLS

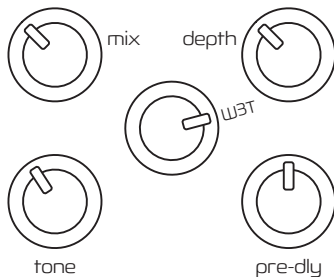
- Mix** The Mix knob adjusts the blend of dry (unaffected) signal to effect and ranges from 100% dry to 100% effect.
- Effect** The center knob selects the reverb effect. The knobs below may change function depending on the selected effect.
- Depth** The Depth knob controls the reverb depth (also called decay time). When the Echo effect is selected, it also controls the number of repeats (regeneration).
- Time
Tone** This knob adjusts the effect tone except as follows:
- Sustain, knob controls Hold time
 - Echo, knob controls the Delay time
- Pre-Dly
Mod
Blend** This knob controls the reverb-to-effect blend except as follows:
- W3T and Plate, knob controls pre-delay
 - Hall and Sustain, knob controls modulation depth
 - Spring, knob controls modulation rate

EXAMPLE SETTINGS

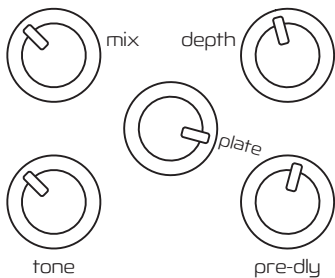
Dreamland



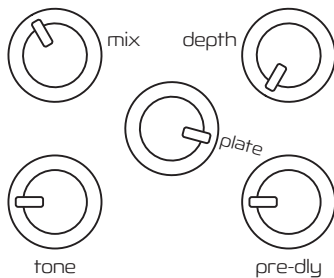
A Touch of Class



Arena Rock

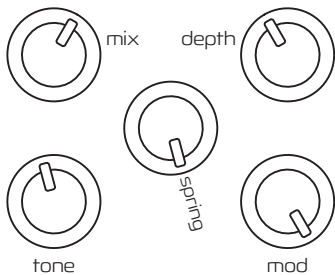


Subtle Thickening

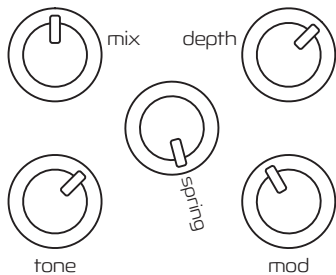


EXAMPLE SETTINGS

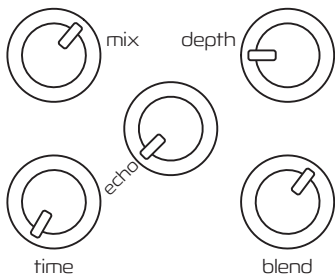
Vibrato Spring



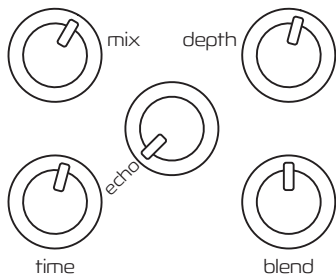
Big Bright Spring



Americana

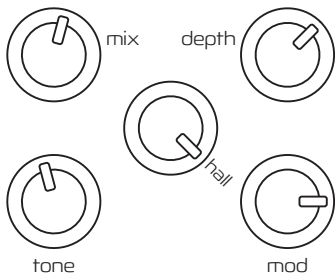


Echoes

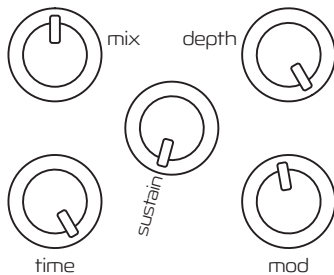


EXAMPLE SETTINGS

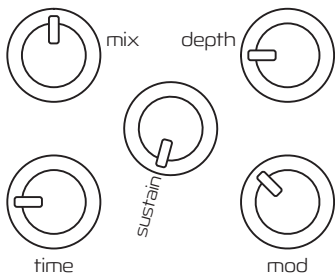
Modulated Hall



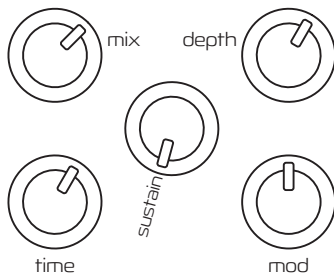
Infinite



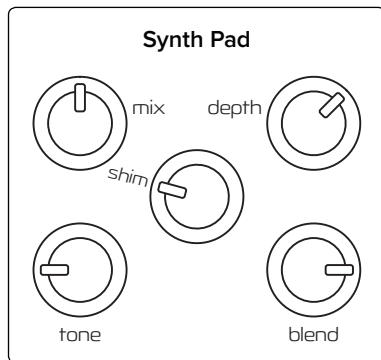
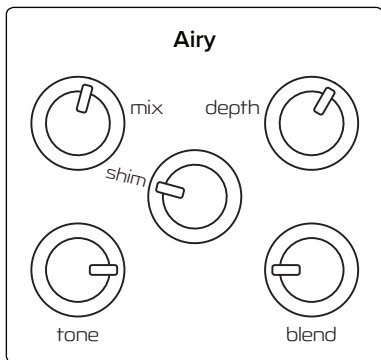
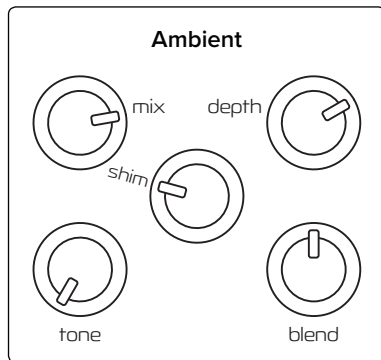
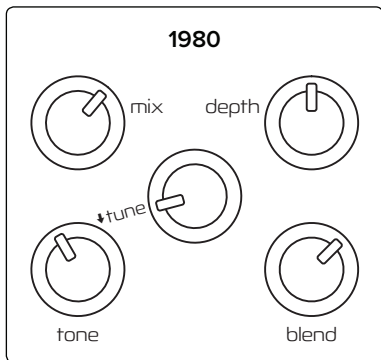
Sustain



Soundscape



EXAMPLE SETTINGS



SPECIFICATIONS

Electrical

Nominal input level	-10 dBV (instrument / consumer line level)
Max input level	7 dBV using 9 V power supply
Input impedance	1.175 M Ω (mono), 2.35 M Ω (stereo)
Output impedance	500 Ω (mono), 1 k Ω (stereo)
Gain, enabled vs. bypass	unity
Frequency response	20 Hz—20 kHz, +/-0.5 dB, dry signal or bypassed
Total harmonic distortion	< 0.005 % @ 1 kHz, dry signal or bypassed, -10 dBV input, 22 Hz—22 kHz bandwidth
Signal-to-noise ratio	110 dBA mono / 107 dBA stereo, enabled @ 50% Mix or trails bypass 120 dBA, normal bypass

Power

Input	9-12 V DC, 80 mA
Connector	center-negative, 5.5 mm OD x 2.1 mm ID

Physical

Dimensions	2.9" W, 4.6" L, 2.0" H / 73 mm W, 117 mm L, 51 mm H
Weight	8.84 oz / 251 g

**Specifications subject to change without notice.*

This is ~~not~~ a toy.

At Neunaber, we love to see what you guys do with your 'toys'. We encourage you to tag us in your posts, pictures & videos featuring your Neunaber gear! To stay connected, go ahead and follow us on the channels seen below. We can't wait to see what you do!



@NeunaberAudio



Neunaber Audio

This product contains no user-serviceable parts.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

California Proposition 65 Warning: This product may contain chemicals known to the State of California to cause cancer, birth defects or other reproductive harm. While we believe our products are not harmful when used as designed, we provide this warning to comply with Proposition 65.

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