MULTI-EFFECTS UE400 To get most out of the UE-400 and to avoid unnecessary trouble, please read this manual before operating.

(FEATURES)

• Four in One

Four of the most popular effects are combined into one unit. Compressor, phaser, overdrive and flanger. In addition, the UE-400 allows you to change the order in whitch the effects are connected without messing with any cables.

●Convenience

The UE-400 is very portable, easy to set up and use, making it perfect for gigs.

●External Effect Jack

The UE-400 will accept any external effect and control normal/ effect switching from the master footswitch.

CAC Power

All effect operate from a regulated DC supply.

Low Noise

The effects themselves are designed to be low noise, making the UE-400 perfect for the studio and on stage.

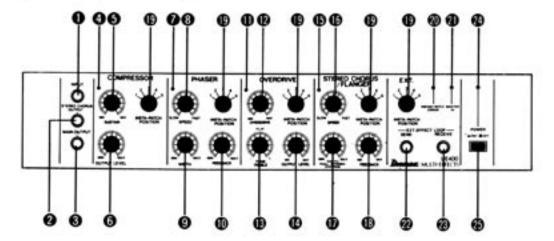
●FET Electronic Switching

Standard rugged, dependable footswitches control FET switches within the unit for click free normal/effect switching.

Stereo Chorus Output

The UE-400 Chorus is a high performance, invert phase type with individual output.

(FRONT PANEL)



OINPUT

Connects input to instruments.

OSTEREO CHORUS OUTPUT

Separate output for streo chorus only.

OMAIN OUTPUT

Connects to amplifier or effects recevive jack of mixer.

♦COMPRESSOR NORMAL/EFFECT INDICATOR

Indicates Compressor normal/effect.

OSUSTAIN

Controls decay time from normal to very long.

GLEVEL

Controls output level. Usually set at 1 to 1 ratio normal: effect

OPHASER NORMAL/EFFECT INDICATOR

Indicates phase normal/effect.

SPEED

Turning CW increases the rate of the phase shift.

OWIDTH

Controls the depth of the phasing.

OFEEDBACK

Turning CW increases the presence of the phase effect with accentuated highs and lows.

OOVERDRIVE NORMAL/EFFECT INDICATOR

Indicates distortion normal/effect.

@OVERDRIVE

Adjusts the clipping level of the overdrive unit. Turning knob CW increases distortion.

®TONE TREBLE

Controls the coloration of the sound. CCW for a Turning thick mellow tone.

BLEVEL

Since the amount of overdrive has an effect on the apparent loudness of the signal, a level control is included to adjust the output level. Usually set for 1:1, normal:effect level.

ØFLANGER NORMAL/EFFECT INDICATOR

Indicates franger effect/normal.

@SPEED

Controls the automatic sweep speed of the flanger.

(DWIDTH AND PUSHPULL SELECT SWITCH FOR CHORUS AND FLANGER.

Control auto sweep width. Turning CW deepens the effect. *Pull stereo chorus.

®FEED BACK

Controls the amount of flanged signal feed back within the flanger.

Does not effect the feed back in chorus.

@INSTA-PATCH POSITION SELECTOR

This switch sets the order of each effector. Indicator tells you when selection is overlapped, so set correctly including the selector for Ext. effects, even not in use.

@INSTA-PATCH ERROR

INSTA-PATCH ERROR LED warns you & also output power is turned off, when the order of each effect is at wrong position.

@MASTER-IN INDICATOR

Indicates when the effect is on. Input signal is directly line-out when LED is off.

@EXT. EFFECT SEND

Connects Ext. effect send to external effector input.

In case of STEREO CHORUS, dry signal is line-out when connected to another amp.

®EXT EFFECT RECEIVE

Connects Ext. effect receive to external effector output.

@POWER INDICATOR

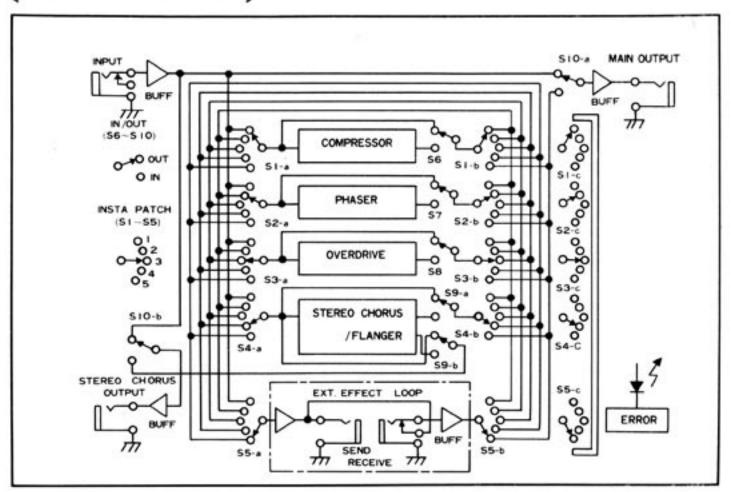
LED indicates when the unit is on.

@POWER SWITCH

Slide switch for power on/off.

All effects are operated by a regulated DC supply.

(BLOCK DIAGRAMS)



(SPECIFICATIONS)

OCOMPRESSOR

MAX. INPUT LEVEL: +6.5dBm at 400Hz MAX. OUTPUT LEVEL: 0dBm at 400Hz

COMPRESSON RANGE: 40dB

EQUIVALENT INPUT NOISE: -90dBm (IHF-A

input shorted)

FREQUENCY RESPONSE: 30Hz to 20KHz (+5dB, -2dB)

OPHASER

MAX. INPUT LEVEL: +5dBm at 400Hz INPUT/OUTPUT LEVEL RATIO: 1:1

SWEEP SPEED: 0.06Hz to 13Hz

EQUIVALENT INPUT NOISE: -98dBm (IHF-A input shorted)

GOVERDRIVE

MAX. AMPLITUDE: 30dB MAX. OUTPUT LEVEL: 0dBm

EQUIVALENT INPUT NOISE: - 100dBm (IHF-A input shorted)

OSTEREO CHORUS/FLANGER

MAX. INPUT LEVEL: +5.6dBm at 400Hz

DELAY TIME OF FLANGER: 1.46m/sec. to 12.8

m/sec.

DELAY TIME OF CHORUS: 3.2m/sec. to 8.6m/sec.

INPUT/OUTPUT LEVEL RATIO: 1:1

EQUIVALENT INPUT NOISE: -106dBm (IHF-A

input shorted)

SWEEP SPEED OF FLANGER: 0.06Hz to 13Hz SWEEP SPEED OF CHORUS: 0.3Hz to 3.0Hz

GOVERALL

INPUT IMPEDANCE : 500K ohms MAIN OUTPUT IMPEDANCE :

less than 10K ohms

STEREO CHORUS OUTPUT IMPEDANCE :

less than 10K ohms

EXT. EFFECT LOOP SEND IMPEDANCE :

less than 10K ohms

EXT. EFFECT LOOP RECEIVE IMPEDANCE :

500K ohms

POWER REQUIREMENTS: 117 VAC/60Hz/7.6 W,

220VAC to 240VAC/50Hz/9.8W

DIMENSIONS: UNIT-482(W) \times 98(H) \times 232(D)mm

: FOOT SWITCH-340(W)×42(H)×

70(D)mm

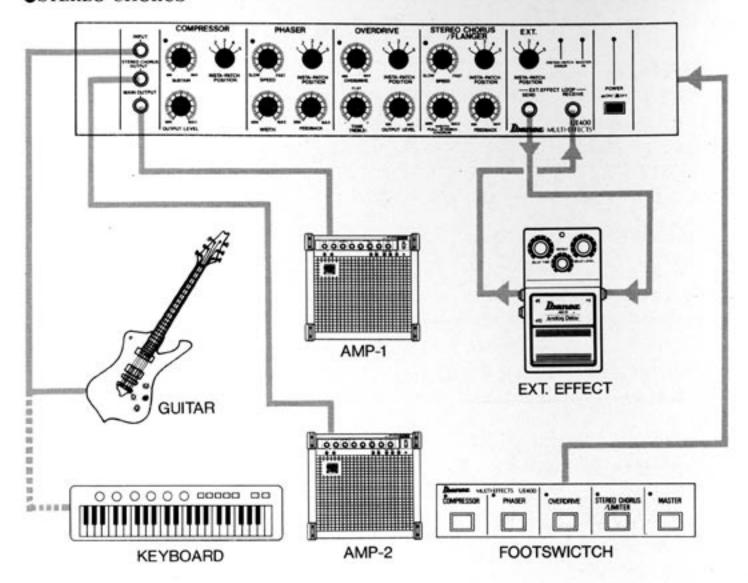
WEIGHT: UNIT-3.9kg

: FOOTSWITCH-1.2kg

ACCESSARY: Footswitch with connection cord-

5m

OSTEREO CHORUS

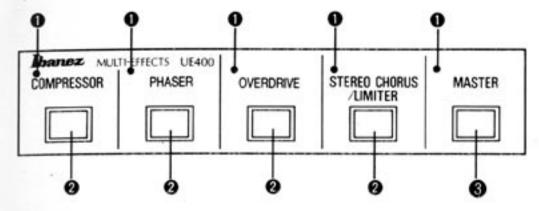


- 1) Connects another amplifier to stereo chorus output.
- 2) Pulls WIDTH in flanger.
- 3) Gets effect sound from amplifier connected to output, does dry sound from amplifier connected to send.

(OPERATING PRECAUTIONS)

- ◆Power Supply: 117VAC (N & T-Type) or 220-240VAC (R, U, Q & S-Type)
- Operate unit only if temperature is range of 0C (32F) to 40C (104F)
- The UE400 is constructed from precison parts, Do not allow liquids or other contaminants in contact with the unit.
- Do not plug or unplug AC power cord while using at loud volumes. Amplifier or speaker damage may result.

(FOOTSWITCH)



ONORMAL/EFFECT INDICATOR

A LED for each effect indicates effect or normal mode.

OFET ELECTRONIC FOOTSWITCH

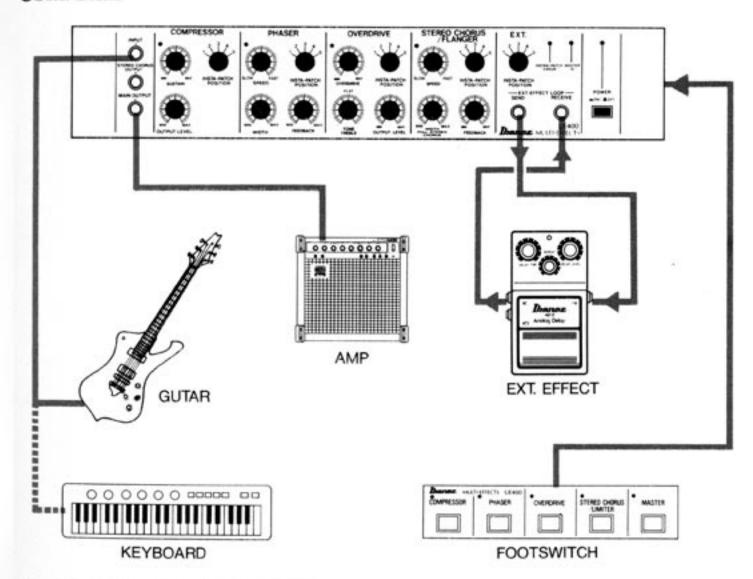
Standerd rugged, dependable footswitches control Standard FET switches within the unit for click free normal/ effect switching.

OMASTER IN/OUT

Master footswitch for all of the effects, IN/OUT.

(CONNECTION DIAGRAMS)

OSTANDARD



- Connects footswitch cable and UE-400.
- 2) Connects instrument to input, amplifier to main output.
- If you use another effectors, make chains of effects receive and send jacks. Make sure switch is on effect.
 Use master footswitch for normal/effect switching of external effect.

NOTE: Please take off jacks from receive and send while external effector is not to use.