★ DANGER ZONE ★

ANALOG TREMOLO / PHASER - by WINGMANFX

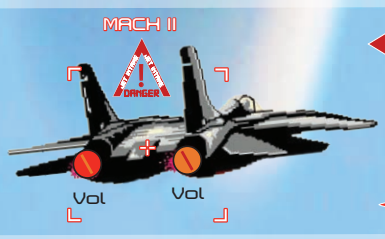


OPERATORS FLIGHT HANDBOOK

I. MISSION: THE DANGER ZONE WAS CREATED TO PROVIDE COMBINEABLE, MODULAR ANALOG TREMELO AND PHASER FX WITH OPTIMAL CONTROL AND COLORATION FLEXIBILITY.

A. Danger Zone provides players with a modulation station that places wave control at your feet, enabling you to mix depths & shift from faster to slower speeds on the fly for both tremolo & phaser parameters. We made sound barrier-breaking modifications to the phaser that pushes new limits of tonal capabilities, & when coupled with square wave tremolo control a new type of effects pedal is created.

B. Tremolo provides important speed and depth control of the overall wave signal, and Phaser is vital to providing extra modulation control of multiple magnitudes. By placing these two effects next to each other the player is able to fine-tune their sound waves in complex and interactive ways, setting waves at half-time in Tremolo and double-time in Phaser, then during live play reversing those attributes. The soundscape possibilities become endless for musicians on an interactive solo mission to navigate the audience through and beyond a sea of sound spectrums. Finally, what would a long journey be without supersonic modifications enabling our Phaser to go well beyond the typical Phaser universe into uncharted space!



II. FIGHTER PAYLOAD: EACH DANGER ZONE IS EQUIPPED WITH INDEPENDENT VOLUME CONTROL AND RATE INDICATOR LED LIGHTS RESPECTIVELY, ENABLING THE PILOT TO BOOST FX AND VISUALLY IDENTIFY FLIGHT SPEED.

PHASER CONTROLS

1.1 1.2



[FIG 1.1] Fire is pretty simple, when you're ready to engage this secret weapon's phase melting capabilities you trigger the Fire switch! This is indicated by a RED LED just above the switch.

[FIG 1.2] The Jet Wash foot-switch feature allows you to change the "color" of your phase. It enables you to go from your standard thinner phaser sound to a thicker more turbulent tone. This is indicated by a GREEN Bogey on the Radar above the switch.



The Depth control is strategically placed to the right edge of the pedal so you can run your foot up along the side if you need to change depths on the fly. It doubles as a mix control starting with your dry signal into a phase and then into a vibe fully wet. Be careful adjusting your altitude when in the Jet Wash - you could spin out of control! [FIG 2.1]

The Rate control is one of the unique features of Danger Zone. This is because it not only provides you with your accustomed standard phaser sound from zero to max, but here's where we take the industry max and turn it up way past eleven! Our circuitry allows you to venture out far past normal phase attributes and push the envelope of sound frequencies for bionic melodies and spectrum twisting solos. The Rate Speed is visually indicated on the **RIGHT** thruster volume control as an additional cockpit visual aid to the pilot. [FIG 2.2]

READ MORE

PHASER CONTROLS ✈ ✈ ✈ CONTINUED

III. CO-PILOT: THE FIRST PEDAL IN HISTORY TO FLY WITH A WINGMAN! TWO WINGMAN FOOT-CONTROLLED EXPRESSION KNOBS COME EQUIPPED TO CHANGE RATE CONTROLS OF BOTH TREM AND PHASE HANDS-FREE!



3.1

** The Rate comes equipped with a standard issue WingMan foot control knob. The wings are designed to allow you to easily change your rate on the fly with your foot. Use either wingtip to instantly grab traction on the bottom of your shoe enabling you to fine-tune your speed with total control in mid flight. The wings are oriented so that the short wing points to 0 when turned fully counterclockwise, then use the short wing to calibrate where you are on the rate from 0 to Max.
(You can flip the orientation and use the long wing to calibrate also) [FIG 3.1]



INSTALLATION GUIDE:
WINGMANFX.COM/INSTRUCTIONS


4.2

4.1



IV. MACH II: FLIP THE SWITCH FOR SONIC BOOM CAPABILITIES! A MUST HAVE TACTICAL WEAPON FOR ANY SOLO MISSION!

The Mach II is our extra easter egg offering to the daring dimension explorers who want to break the sound barrier into more pieces than the next guy. It engages a next-level phaser that takes you from surface-to-air and strait into space with one kick of the rate wings! Our custom modifications allow you to phase in-between sound walls, and tear through the fabric of tone with hands-free interactivity. This is indicated by a BLUE Bogey on the Radar in-line below the Mach II switch. [FIG 4.1, 4.2]

TREMOLO CONTROLS ✈ ✈ ✈

[FIG 5.1] Arm is how you engage your Tremolo and begin your sonic pulse control weapon. Whether you're dialing in the pulse of the people, or imposing the beat of your own drum, Danger Zone provides a solid Tremolo you can always rely on to get the job done. This is indicated by a RED LED just above the switch.

[FIG 5.2] The Depth control is strategically placed to the left edge of the pedal so you can run your foot up along the side if you need to change depth on the fly. Real-time depth control on a Tremolo allows you to move between the magnitude of your pulses during play, you can thin your sound out to let your tone resonate, then dive back into the depths and chop your signal for big impacts.

[FIG 5.3] The Rate control allows you to guide your pulse speed from a slow wave to a stutter fast signal. Tremolo speed controls are pretty standard, but we made sure Danger Zone's Rate was able to get supersonic fast at the top to arm you with the most options possible. Use your foot to actuate the WingMan Rate Knob and enjoy real-time control over your wave speed. The Rate is visually indicated on the **LEFT** thruster volume control as an additional cockpit visual aid to the pilot.

5.1 5.3



5.2

VOLUME CONTROLS ✈ ✈ ✈

6.1



Danger Zone is fully equipped with two independent volume boost controls for both Tremolo and Phaser. You will find these appropriately placed in the thrusters visible in the middle of the pedal, the **LEFT** thruster controlling the Tremolo, and the **RIGHT** the Phaser. Both independently correlate the rate speed with their associated effect by pulsing red LED lights giving you a visual of the propulsion speeds of both effects. [FIG 6.1]

CLEAN OUT ✈ ✈ ✈

In addition to your standard input and output jacks, [FIG 7.1, 7.2] Danger Zone is equipped with a Clean Out as well. This can provide you with additional options for running your dry signal out if desired. [FIG 7.3]



POWER ✈ ✈ ✈

8.1



Danger Zone is compliant with any standard 9 VOLT power adapter (not included) and does **NOT** have a 9V battery compartment. [FIG 8.1]

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