

# CORAL VERB II

DIGITAL MODELING REVERB

**VALETON**

[www.valeton.net](http://www.valeton.net)

**Coral** Series Pedal

The contents of this manual are subject to change without notice.

## ***FEATURES***

- Digital circuit design
- Multi-use reverb stompbox suits a variety of music styles
- 16 carefully selected reverb algorithms in one stompbox
- Upgraded sound quality, better S/N ratio
- Switchable reverb tail
- MIX, DECAY and TONE knobs for detailed effect control
- Special design buffer bypass circuit keeps your sound pristine
- Easy-to-read, readily accessible knobs
- Aluminum-alloy die cast casing withstands wear and tear
- Great tone with low noise level

## CONTROLS

**MIX:** Controls the mix level between dry/wet signal

**DECAY:** Controls the duration of reverb time

**tone:** Controls the brightness



**MODE SELECTOR:** For selecting reverb types

**FOOTSWITCH:**

Turn the pedal on/off

**HOLD:** Turn on/off reverb trail (the LED will pulse to indicate change)

## ***SPECIFICATIONS***

Power Requirement: 9V DC center negative

Current Consumption: 100mA

Dimensions: 93.5mm (D) x 42mm (W) x 52mm (H)

Weight: 150g



### **The FCC regulation warning (for U.S.A.)**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules.

### **Operation is subject to the following two conditions:**

- (1) This device may not cause harmful interference.
- (2) This device must accept any interference received, including interference that may cause undesired operation.

## ***MODE LIST***

<b>MODE</b>	<b>DESCRIPTION</b>
STUDIO	Simulates the acoustics of a studio
ROOM	Simulates the acoustics of a room
HALL D	Simulates the acoustics of a dark hall
HALL B	Simulates the acoustics of a bright hall
PLATE W	Simulates a plate reverberator with warm decay
PLATE B	Simulates a plate reverberator with bright decay
SPRING M	Simulates a spring reverberator with mellow, smooth decay
SPRING B	Simulates a spring reverberator with bright, sharp decay

CHURCH 1	Simulates the acoustics of a church with darker decay
CHURCH 2	Simulates the acoustics of a church with brighter decay
MOD	Produces a reverb effect with a lush, modulated sound
CLOUD	Produces a reverb effect with rolling, cloud-like decay
GALAXY	Produces a reverb effect with cold, sci-fi style decay
UNDERSEA	Produces a reverb effect with deep, gloomy decay
SHIMMER	Produces a reverb effect with pitch shifted shimmering tone
SWEEP	Produces a reverb effect with a sweeping filter