

Oberheim®

Product Catalog



American Innovation Continues...



NEW Echoplex Digital Pro

Stand Back. The Echoplex Digital Pro is unlike any effect you've ever heard. The cutting-edge technologies of Digital Recording, Sampling, and Digital Delay are all available to the Guitarist, Vocalist, Percussionist, Keyboardist or Instrumentalist in an easy to use, performance oriented package. Equally at home in the studio, the Echoplex Digital Pro is chock full of features that will make it an indispensable component in any rack.

Think of the Echoplex Digital Pro as a sequencer for audio instead of MIDI; a Digital Recorder instead of a Tape Recorder; a Digital Delay that features extended delay times and rhythmic precision; a Sampler that can Record and Play *at the same time*. The heart of the Echoplex Digital Pro is a 16-bit / 41.5 kHz digital RAM Recorder. The Echoplex Digital Pro ships with 12.5 seconds of memory. Through the use of standard SIMM chips, memory can be easily expanded up to almost 200 seconds.

With the Echoplex Digital Pro, press the record button and begin playing. Touch the record button a second time, and the Echoplex Digital Pro stops recording and immediately begins to play back the recorded "Loop", over and over again, without missing a beat. Using the Overdub function, record as many "overdubs" onto the "Loop" as you desire. Multiple "overdubs" can be deleted by pressing the "Undo" button. Up to nine separate loops (each with unlimited overdubs) can be recorded and recalled at the touch of a button.

The Echoplex Digital Pro is designed by and for musicians. The controls are efficiently laid out and intuitive in use. Current settings are displayed in a large multifunction LED

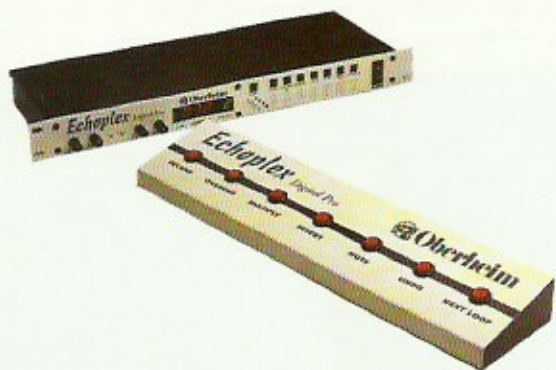
window. With the EFC-7 (shown below) foot control unit, all functions of the Echoplex Digital Pro can be controlled without ever taking your hands from your instrument. The footswitches can be custom configured, and the feedback amount can be controlled from a volume style pedal.

The Echoplex Digital Pro is also completely MIDI compatible. All performance controls both send and receive MIDI data. Loops and sound files may be saved and loaded via MIDI. Tempos can be locked to MIDI clock - you can even tell the Echoplex Digital Pro how many MIDI eighth notes per measure, for completely metric bar counts! Individual loops may be assigned via MIDI to individual Keys; to either play once, continuously, or for as long as the key is held. Feedback amount and final output level can be assigned to MIDI continuous controllers.

For live performance, the possibilities are endless. Play an army of guitar parts from one player. DJs: Sample a loop off a disc, while the original continues to play. Play your guitar solo over your own rhythm guitar playing. Play your solo, and then play it back backwards using the reverse function; Live backwards tape effects! Play one four bar phrase and use the Multiply feature to create a sixteen bar phrase to solo and overdub over. The Mute feature either keeps the clock running, so you can unmute at the right place in the song, or the Mute will simply stop the clock and re-cue the loop. Use the Next Loop feature to call up and cue the next loop while the first loop continues to play. An adjustable threshold trigger can prevent the Echoplex Digital Pro from recording before you begin to play.

As a digital delay, the Echoplex Digital Pro recreates the extra long delays of the old tape systems, updated to 16-bit digital clarity. Set the delay time by simply touching the record button. And, because you set the delay time while you are playing, no longer are you tied to playing along to click tracks or drum machines.

In the studio, the Echoplex Digital Pro can be used as a sampler to lift, edit and fly in parts. Shy of tracks in your home studio? Use the Echoplex Digital Pro to add a few digital tracks to your recordings. Brother Sync allows two Echoplex Digital Pro units to be locked together at the sample level, to operate as one stereo unit.



Echoplex Digital Pro shown with EFC-7 Foot Controller