MR10

LOOP SYSTEM

CAVEMAN

AUDIO BY SKRYDSTRUP

OWNER'S MANUAL

Contents

Introduction

Congratulations on your purchase of the CAVEMAN AUDIO MR10 Loop System !

The MR10 Loop System was designed to provide ultimate flexibility in signal routing, combined with the best audio performance possible.

The MR10 Loop System utilizes a unique unity-gain buffer circuit in every audio loop, designed by CAVEMAN AUDIO, to maintain correct impedances throughout the entire system, and avoid the cross-loading affect between stomp boxes and effects.
This feature has never been seen in a standard Loop System before.

Furthermore, each input, send, return and output features a unique RFI protection.

This manual will introduce you to the MR10 Loop System and its features.
After reading this manual carefully please keep it for future reference.

We are confident that you very quickly will be familiar with the MR10 Loop System, and appreciate the versatility and high quality of this unit.

Steen Skrydstrup.

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Warranty

- All parts and workmanship of this CAVEMAN AUDIO product are fully guaranteed to be free of defects under normal use and service for a period of TEN years from date of purchase.
- This warranty will remain in effect until the original expiration date.
- Any damage resulting from mis-use or failure to follow instructions and precautions as stated in this manual, will void this warranty.
- Should this product require repair, CAVEMAN AUDIO will assume responsibility for repair service. Re-pack the unit, along with a description of the problem, and send it to CAVEMAN AUDIO.
- Removing or altering the original serial number, will void this warranty.
- Altering this product in general, will void this warranty.
- CAVEMAN AUDIO reserves the right to make changes in design and/or improvements upon this product, without any obligation to include those changes in any products previously manufactured.

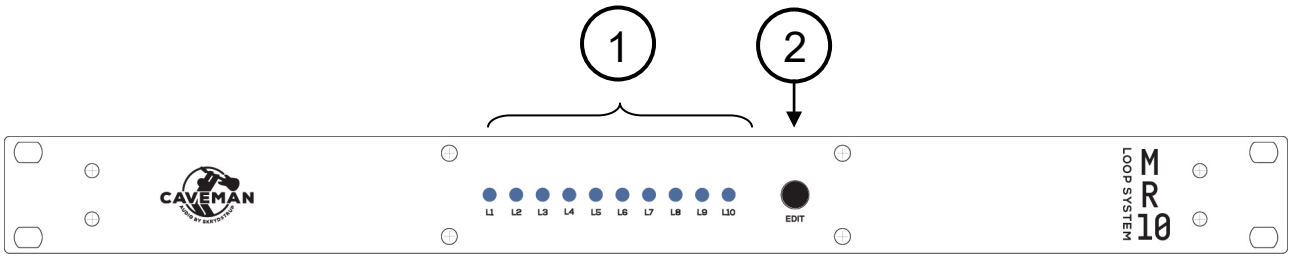
Precautions

NOTE: IT IS VERY IMPORTANT THAT YOU READ THIS SECTION CAREFULLY TO PROVIDE YEARS OF TROUBLE FREE USE.
THIS UNIT REQUIRES CAREFUL USE.

DO NOT ….

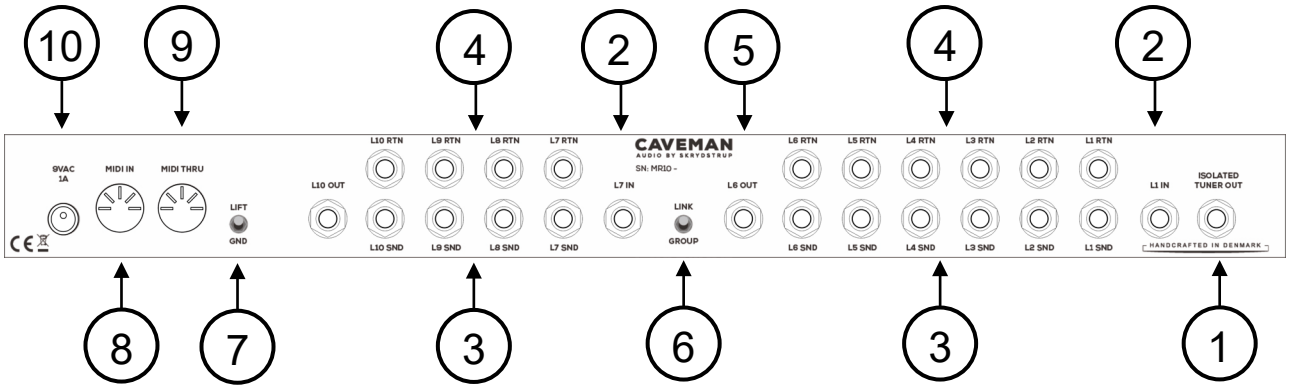
- ATTEMPT TO SERVICE THIS EQUIPMENT. ONLY CAVEMAN AUDIO PERSONNEL SHOULD SERVICE THIS EQUIPMENT.
- REMOVE THE COVER FROM THIS EQUIPMENT AT ANY TIME.
- MAKE INTERNAL ADJUSTMENTS OR ADDITIONS TO THIS EQUIPMENT AT ANY TIME.
- TAMPER WITH INTERNAL ELECTRONIC COMPONENTS AT ANY TIME. FAILURE TO FOLLOW THESE INSTRUCTIONS WILL VOID WARRANTY SERVICE TO THIS EQUIPMENT.
- PLUG THE OUTPUT FROM A POWER AMPLIFIER DIRECTLY INTO ANY OF THE INPUTS ON THE MR10 LOOP SYSTEM. DOING SO MAY RESULT IN DAMAGE TO THE UNIT. THIS UNIT IS DESIGNED TO HANDLE INSTRUMENT AND LINE LEVEL INPUTS ONLY.
- EXPOSE THIS UNIT TO EXCESSIVE HEAT. THIS UNIT IS DESIGNED TO OPERATE BETWEEN O° C AND 40° C.
- USE THIS EQUIPMENT NEAR WATER. CARE SHOULD BE TAKEN SO THAT OBJECTS DO NOT FALL AND LIQUIDS ARE NOT SPILLED INTO THE UNIT THROUGH ANY OPENINGS.
- USE SOLVENTS SUCH AS BENZINE, ETC. TO CLEAN THE EXTERIOR. USE A DRY SOFT CLOTH TO REMOVE DUST, DIRT OR FINGERMARKS.

Front panel



1. **<u>L1-10 LED:</u>**
   LED's indicates status of each loop. When lit, the LED indicates that the loop is active.
2. **<u>EDIT:</u>**
   Tactile switch for editing the MR10.

Rear panel

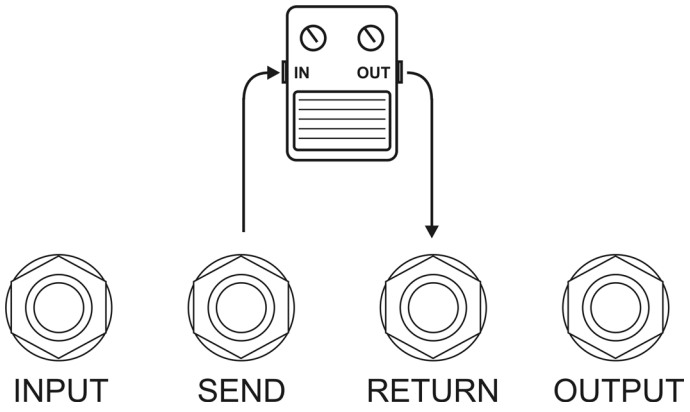


1. **<u>TUNER OUT</u>**
   Standard 1/4" mono jack provides transformer isolated Tuner Output.
2. **<u>LOOP IN JACK:</u>**
   Standard 1/4" mono jack used to provide input to the MR10 Loop System. The status of the Link/Group switch (6) determines if L7 IN is active or not.
3. **<u>LOOP SEND JACKS:</u>**
   These are standard 1/4" mono jacks that are used to provide switchable outputs to any external device input.
4. **<u>LOOP RETURN JACK:</u>**
   These are standard 1/4" mono jacks that accept the output of any external device. The insertion of a plug will break the internal normalling to the Send jack.
   Each Return is fed to a unity gain buffer, which is only active when the loop is activated.
5. **<u>LOOP OUT JACK:</u>**
   Standard 1/4" mono jack, which provide an output from the MR10 Loop System. The status of the Link/Group switch (6) determines if L6 OUT is active or not.
6. **<u>LINK/GROUP SWITCH</u>**
   2-way toggle switch to select if the MR10 should run as 10 loops in series (LINK) or 2 individual groups (GROUP) of 6 and 4 loops respectively.
   When set to LINK you have 10 loops in series: L1 IN and L10 OUT are active.
   When set to GROUP you have 2 groups of 6 and 4 loops: L1 IN, L6 OUT, L7 IN and L10 OUT are all active.
7. **<u>GND.LIFT:</u>**
   2-way toggle switch – set for minimum hum.
8. **<u>MIDI IN:</u>**
   The MIDI IN connector must be connected to the MIDI Out Connector of a transmitting MIDI device (i.e. Caveman Audio SC1 Midi Foot Controller) via a standard 5 pin MIDI cable, in order for the switching system to respond to MIDI commands originating from the device.
9. **<u>MIDI THRU:</u>**
   Standard 5 pin din connector.
   The MIDI THRU connector will forward the incoming MIDI data to any MIDI device.
10. **<u>9VAC:</u>**
    Standard 2.1mm DC barrel. 9VAC/1A input.

Loop Configuration

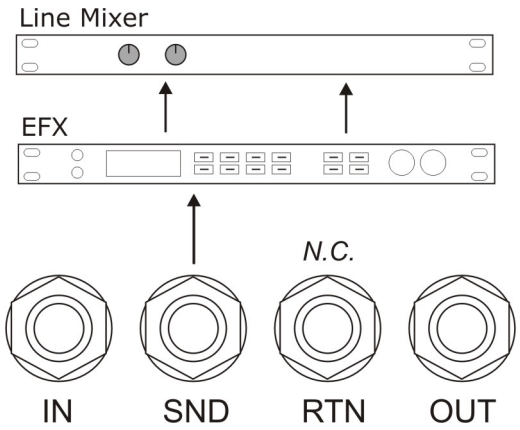
EFFECT BYPASS CONFIGURATION

This is the most common loop configuration.
The device is patched by connecting the Loop Send jack to the input of the device, and the Loop Return jack to the output of the device. The device is IN when the loop is activated (LED on), and the device is BYPASSED when the loop is out (LED off).



INPUT MUTE CONFIGURATION

This configuration is very useful when operating with an external Line Mixer. The device is patched by connecting the Loop Send jack to the input of the device. The output or outputs of the device is connected to the Line Mixer (mono or stereo). This ensures that when the loop is activated (LED on) the effect receives a signal from the Loop Input, without breaking the signal chain. When the loop is out (LED off) the effect no longer receives any input signal, but the output of the effect is still open, ensuring that the effect will "tail out".



Midi Control Assignments

- **HOW TO EDIT THE MIDI CHANNEL.**

  - Unplug the power form the MR10 Loop System.
  - Press the EDIT button and hold it while connecting power to the unit.
  - Press the EDIT button repeatedly until the desired MIDI channel is selected. Look at the MIDI channel diagram on page 11.
  - When the desired MIDI channel is selected, press the EDIT button for 2 sec. The LED's will now blink to indicate that the programming is stored.

- **MIDI CONTROL CHANGE NUMBERS.**

The MIDI Control Change numbers are pre-selected from factory.

L1 is CC# 11
L2 is CC# 12
L3 is CC# 13
L4 is CC# 14
L5 is CC# 15
L6 is CC# 16
L7 is CC# 17
L8 is CC# 18
L9 is CC# 19
L10 is CC# 20

The MIDI controller numbers can be changed by software revision.
Contact factory for details.

- **MIDI PROGRAM CHANGE.**

Select a preset on your MIDI Foot Controller, or MIDI controlling device.
By pressing the EDIT button, you can now scroll through L1-C3.
Press the EDIT button once and the LED of L1 will start flashing.
If you wish to activate the loop, hold the EDIT button for 2 sec.
The LED's will flash three times to indicate that the selection has been stored.
Repeat the procedure if additional loops or control functions should be activated or deactivated within the selected preset.

Midi Control Assignments

- **MIDI CHANNEL DIAGRAM.**

MIDI channel	LED L1	LED L2	LED L3	LED L4
1	○	○	○	○
2	●	○	○	○
3	○	●	○	○
4	●	●	○	○
5	○	○	●	○
6	●	○	●	○
7	○	●	●	○
8	●	●	●	○
9	○	○	○	●
10	●	○	○	●
11	○	●	○	●
12	●	●	○	●
13	○	○	●	●
14	●	○	●	●
15	○	●	●	●
16	●	●	●	●

○ LED not lit (off)
● LED lit (on)