USER MANUAL

REMINDER®

ENJOY ELECTRONICS

Thank you
for purchasing REmindEЯ

CONTENTS

INTRODUCTION

Congratulations for choosing REmindEЯ.
We have strongly worked to create an incredibly powerful multiprocessor of effects with a marked ability to stimulate the creativity of the user.

ReMindeЯ revolutionizes the method of using audio effects allowing the user to break the creative boundaries of the instruments currently on the market.

Behind the elegant design, the essence of the meticulous study on the position of each single knob and on the relationship between the functions assigned to them is hidden.

We at Enjoy Electronics come from the same world: we are DJs, live performers, sound designers; and it is exactly for this reason that we could create a unique, intuitive and stimulating device.

REmindEЯ

ReMindeЯ is an incredibly powerful multiprocessor of effects with a strong ability to stimulate the user's creativity. Its sophisticated retro-futuristic soul and its powerful processor offer a completely revolutionary point of view on classic effects (Echo Space, Delay, Filters and Reverbs) with supreme audio quality.

ReMindeЯ revolutionizes the method of using audio effects allowing the user, professional or amateur, to break the creative boundaries of the instruments currently on the market. From the simple use to give color or modify the sounds, we move on to a real sound composition system based on the creativity that ReMindeЯ can give back to the user thanks to the substantial rhythmic and harmonic increase it produces.

ReMindeЯ can transform any signal (even monophonic), into a powerful, expressive and immersive stereo or QUADRAPHONIC experience.

IMPORTANT SAFETY RULES

1. Read these instructions.
2. Pay attention to any warnings.
3. Follow all instructions.
4. Do not use the unit near water.
5. Clean only with a dry cloth.
6. Carry out the installation following the instructions provided by the manufacturer.
7. Do not install the unit near heat sources, such as heaters, stoves or other devices capable of producing heat (including amplifiers).
8. Disconnect the unit during heavy storms or long periods of non-use.
9. Any repairs must be carried out by qualified technical personnel. Assistance is required when the unit is damaged in any way (for example: liquid or objects have fallen into the unit, the unit has been exposed to moisture or rain, the unit does not work correctly or has fallen).
10. Never hit or press excessively on the display.
11. The contents of the memory can be irreparably lost due to malfunctions, or due to incorrect use of the unit. Enjoy Lab assumes no responsibility for the loss of stored content (presets / settings) which may be lost.

CAUTION

Any changes and/or modifications not expressly approved in this manual may void your authority in operating with the equipment.

ASSISTANCE

Each technical intervention must be carried out by qualified personnel only.

WARNING

To reduce the risk of fire or electric shock, do not expose the unit to dripping or splashing of any kind of liquid and make sure that there are no objects containing liquids, such as vases or glasses, placed on it.
Do not install in limited spaces.

POSITIONING

Depending on the material and temperature of the surface you place the unit on, the rubber feet may discolor or stain the surface.

	The symbol on the product or on the accompanying documentation indicates that this appliance must not be disposed of as household waste, but rather sent to a collection center responsible for the collection of electrical and electronic equipment.

INSTALLATION

REmindEЯ is compatible with all versions of OSX or MacOS that support MIDI Class Compliant devices and with Microsoft Windows 7 and later.It does not require driver installation.

CONNECTIONS

REmindEЯ can be powered by connecting it to a 2A 5V USB power supply, or to a computer.

The USB cable supplied with REmindEЯ allows both power and connection to the PC / MAC to take advantage of USB MIDI connectivity.

If RemindeR is supplied via PC/MAC and the audio channels are all connected to one audio interface, it can occur ground loops that generate a constant static noise. For more details, see the TROUBLESHOOTING section

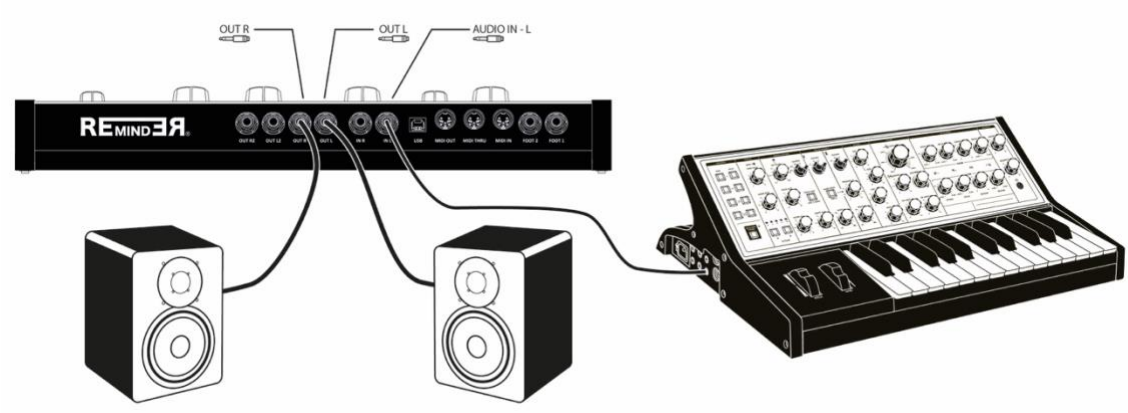
Turn off all peripherals before making any connections.

After making all the connections, be sure to first turn on the audio sources connected to the input, then REmindEЯ and as last thing all the rest of the equipment (mixer, amplifiers, speakers).

Failure to follow this sequence could cause malfunctions or damages. To switch off, first switch off the rest of the connected equipment, then RemindEЯ.

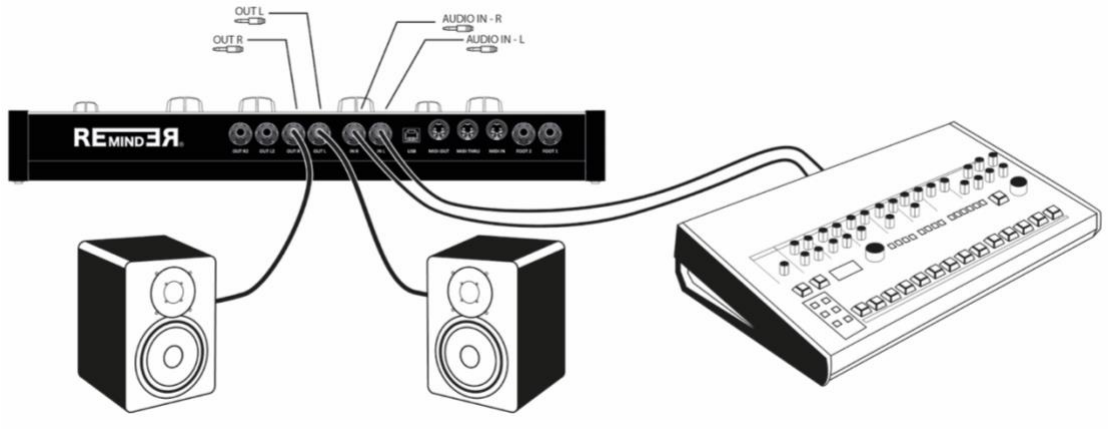
- **MONO IN - STEREO OUT CONNECTION**

This is a very common use. It allows to create an expanded stereophonic panorama starting from a monophonic instrument connected to the input.



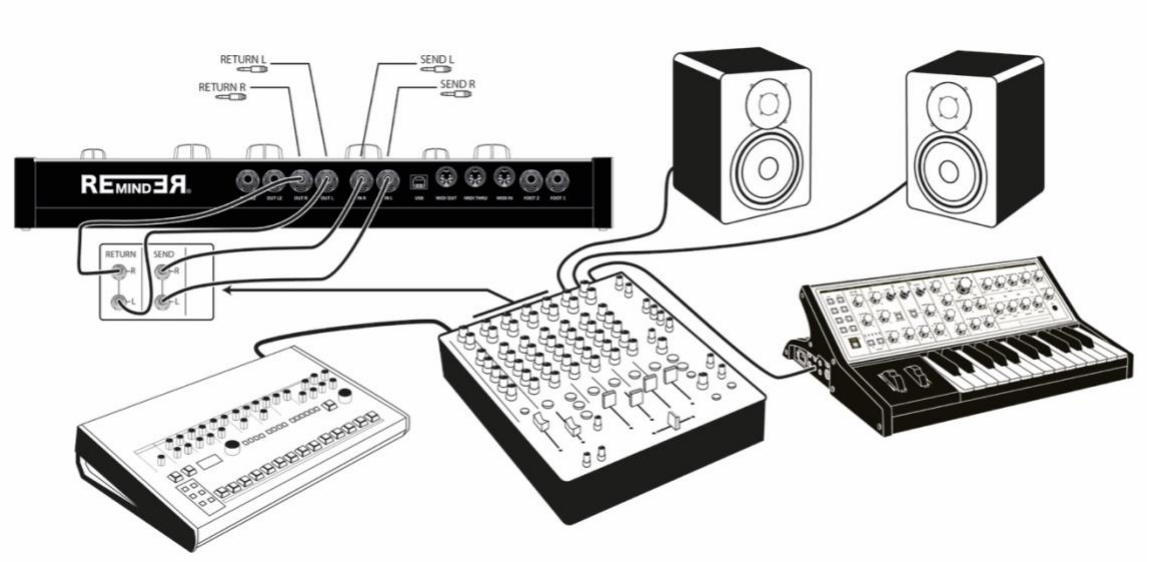
- **STEREO IN - STEREO OUT CONNECTION**

This mode is the default mode for Stereo In, Stereo Out applications.
The most effective processing of stereo reverb is performed with information from both input channels.



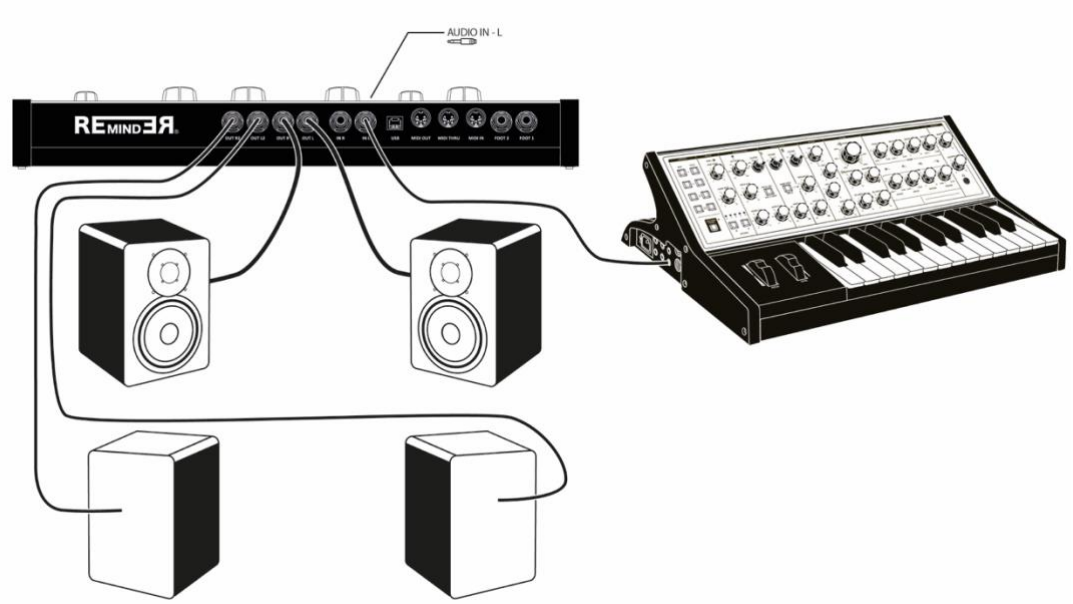
- **SEND RETURN CONNECTION**

The connection **SEND / RETURN** allows you to mix both processed and unprocessed sounds separately.
Compared to the traditional connection already listed, the connection **SEND / RETURN** can have many advantages, such as the possibility of processing multiple instruments simultaneously via REmindER, being able to independently adjust the level of each instrument to be sent to the send, or move the signal dry on one side of the mix and the signal processed on the other side, adding depth to the sound.



- **QUADRAPHONIC CONNECTION**

REmindEЯ is equipped with 4 output channels to take advantage of all the quadraphonic possibilities and assign different effects to different output channels.
The quadraphonic experience generated by REmindEЯ is so incredibly stimulating that it could soon become a standard for events.



SWITCHING ON / OFF

REmindEЯ is not equipped with a switch for switching on and off. Switching on takes automatically place once the USB cable is connected to the power source or to the PC / MAC.

REmindEЯ OVERVIEW

REmindEЯ is divided into 6 sections

- FILTER
- POWER DELAY
- MIXER
- REVERB
- LFO
- COMMANDER

MENU - COMMANDER AREA

Press the “SETTING” knob to enter the Commander MENU
From firmware version 0.911, it is possible to go back in the menu by pressing the TAP key.

AUDIO SOURCE REmindEЯ is set by default to receive the inout sound from the Left Mono line.
In the MENU ↠ "SOURCE", it is possible to set the input source, also selecting whether mono or stereophonic.
In case of selection of monophonic sound source, the signal will be internally duplicated, in order to allow a stereophonic or quadraphonic processing.

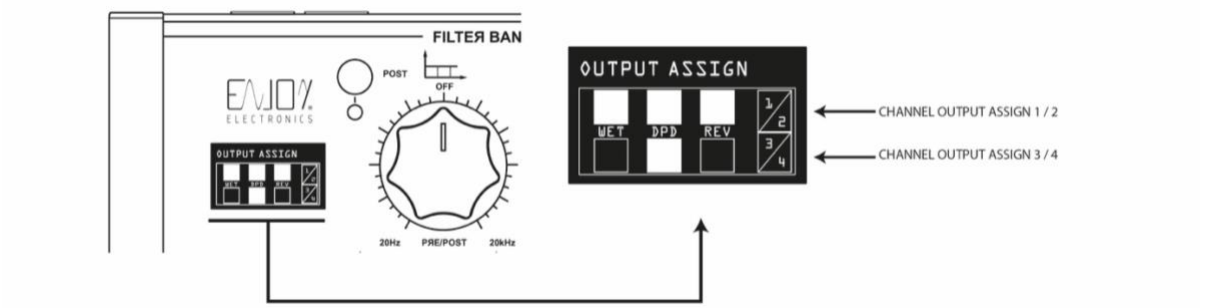
LINE IN GAIN The two bicolored L & R LEDs provide a clear indication of the presence and the level of the input signal. An optimal value of the input signal allows to maximize the signal / noise ratio, so that the noise is minimal.
It can be considered an optimal value when it happens that the green or orange LED is on, while there is an audio signal, and very short flashes of red LED appear on the peaks (for example on the kick drum peak).
If the input signal is too high (red LED almost always on) or too low (green or orange LED rarely lit in the presence of the input signal), we recommend to adjusting the output level of the sound source connected to REmindEЯ, or alternatively to adjusting the REmindEЯ gain, bringing the peak level to touch the clip (red LED).

The Gain is adjusted by entering the MENU ↠ LINE IN GAIN and adjusting the value using the SETTING encoder.

Once the correct value has been set, press the SETTING encoder to store the value and exit the menu.

OUTPUT ASSIGN

REmindEЯ has 4 output channels; through the **MENU ↠ OUTPUT ASSIGN**, it is possible to select the effects to be diverted or duplicated on channels 3 and 4.



The figure shows the setting **OUTPUT** screen. By turning the “SETTING” encoder you can choose between possible combinations. The three upper rectangles indicate the effects associated with outputs 1 and 2, while the three lower rectangles indicate the effects associated with outputs 3 and 4. The solid rectangle indicates that the corresponding effect is active on the couple of channels on the right side, the empty rectangle indicates that the corresponding effect is not active on the couple of channels on the right side.
In the example in the figure, the WET and REV signals are sent to the ½ channels couple while the DPD signal is sent to both ½ and ¾ channels couple

The DRY sound, if present, will always be sent to channels 1 and 2

FOOT CONTROL

REmindEЯ is equipped with two inputs for external control
From “Foot control” MENU, it is possible to associate the functions to the two pedals

TAP TEMPO
TRIGGER
BYPASS

The pedal intervention threshold is set by default to a value compatible with the most common switch pedals, but if the pedal is not recognized or is not recognized repeatedly, it is possible to set a new threshold by entering the FOOT CONTROL →THRESHOLD menu, pressing the pedal, it will be shown the pedal pressure graph.
By rotating the SETTING Encoder, adjust the threshold so that when you press the pedal, its value falls below the intervention threshold.
Once the new threshold has been adjusted, press the SETTING encoder to save the new parameter.

FUNCTIONAL SET

We noticed that during the live set, it is very creative to frequently move the positions of the two delay lines of the Double Pulse, therefore we have decided to give the user the opportunity to move the position adjustment of the double pulse, by acting on the large central knobs TIME LEFT and TIME RIGHT.

In the "FUNCTIONAL SET - DOUBLE PULSE" mode, the two delay lines of the double pulse are adjusted using the LEFT and RIGHT knobs, while the LEFT and RIGHT times of the Delays are adjusted using the DPD POSITION encoder (turning without pressing to set the left times and turning while pressing the encoder to set the right times)

In STANDARD mode, the delay times are set by the LEFT and RIGHT knobs and the delay lines of the DOUBLE PULSE are set by the DPD POSITION encoder

GLOBAL TEMPO - TAP TEMPO - MIDI CLOCK

The **GLOBAL TEMPO** is the tempo in BPM which all other active parameters refer to.

The **GLOBAL TEMPO** can be set in different ways:

- **MANUAL** setting
- using the switch **TAP TEMPO** (Tap function)
- CLOCK **MIDI DIN** or **MIDI USB**

The **DELAY TIME** is always calculated using the current **GLOBAL TEMPO setting** and the selected subdivision.
LFO TIME (when set in SYNC mode) is always calculated using the current Global Tempo setting and the selected subdivision.

GLOBAL TEMPO MANUAL SETTING

From the main display screen (VuMeter) turn the “SETTING” knob to select the new desired time value. The value appears on the display in BPM.

By holding down the “PRESET” button and by turning the “SETTING” knob you can adjust the setting by steps of 0.1 units.

After choosing the new tempo setting, press the “SETTING” knob to confirm and apply the new GLOBAL TEMPO

TAP TEMPO

To set the “GLOBAL TEMPO”, it is possible to rhythmically tap the TAP button, timing the desired tempo.

Just tap the TAP button a few times following the tempo of the musical piece.

The time will be applied to all **DELAY**, **OFFSET**, **DOUBLE PULSE** and **LFO** functions that are active.

It should be noted that the time is defined and indicated on the basis of the selected division values.

The time in **BPM** that is set via the “SETTING” encoder or the TAP button control the same parameter: the **GLOBAL TEMPO** of REmindEЯ. The two controls exclude each other, then adjusting one of them will override the other.

CLOCK MIDI DIN or MIDI USB

REmindEЯ can set the **GLOBAL TEMPO** by means of the clock signal received via midi both DIN and USB, averaging the values received in few seconds.

Unlike a sequencer or a Drum Machine, where the BPM value is used as input for the next step, in the case of the Delay it is necessary to set in advance the delay time to be memorized.

Currently the setting **global tempo** by MIDI CLOCK recognition has an accuracy at the integer value of BPM (no decimals).

In case of reception of clock signals from instruments that supply unstable, inaccurate or decimal BPM values, REmindEЯ will calculate the average and will round the GLOBAL TEMPO value to the nearest usable integer value.
This precision is enough for all elaborating processes with non-infinite loops. Working in infinite feedback mode, over time, there may be a drift of the time processed by REmindEЯ and the time of the Master device, although both the MASTER device and REmindEЯ are set, for example, at 120.00 BPM.
Greater precision would require more analysis time.

PRESET

It is possible to store and recall up to 10 presets (from 1 to 10).

PRESETs store all parameters of the effects.

The preset memory is permanent and is not lost in the event of a shutdown.

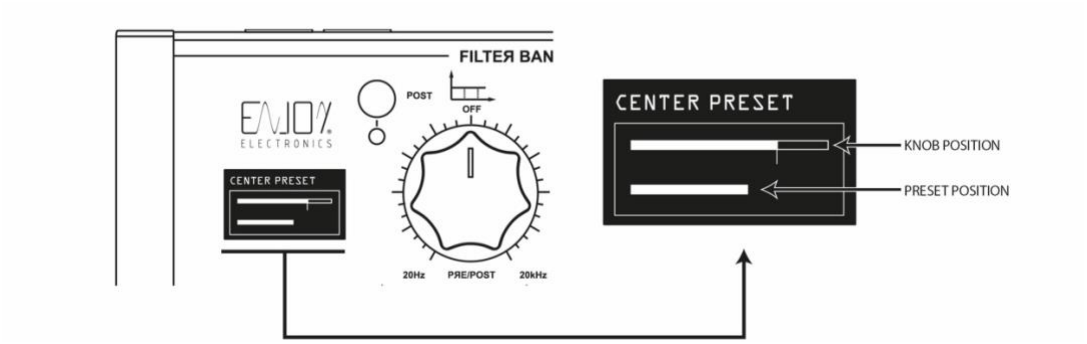
To save a preset, press the **TAP LOAD STORE** button, rotate anticlockwise the **SETTING** encoder till you reach the memory you want to use, then press the **SETTING** encoder again. In case the selected memory position is empty, it will be named NEW, in example NEW 1, while, in case it is already used, iti wll be named BUSY, in example BUSY 1. It is possible, in any case, to subscribe the memory with a new preset.

To load a preset, press the **TAP LOAD STORE** button, rotate clockwise the **SETTING** encoder and position on the memory you want to use, then press the **SETTING** encoder.

CATCHUP FUNCTION

RemindEЯ's Catchup function is used to prevent a parameter value from suddenly changing when the knob positions do not match the Preset values.

With the Catchup function, turning any control knob the parameter value will not immediately change. The display graphically shows two bars, the upper one indicates the current position of the knob, the lower one indicates the position of the recalled preset value.



The parameter (and therefore the Effect) does not change until the position of the knob (upper bar) does not exceed the current value of the parameter (lower bar).

Consider the following example:

A Preset has just been loaded and its HP FILTER value is 20Hz

Let's suppose that the HP FILTER knob is in the fully clockwise position corresponding to a value of 20kHz. To slightly change the actual value (I.e. from 20 Hz of the Preset to 50 Hz) you have to go down by turning the control knob almost completely anti-clockwise, to which position the value of 20Hz corresponds. At that point, the knob is "activated" and abrupt changes in the sound of the Effect are thus avoided.

FILTER

The **MAIN FILTER** is designed to cut low or high frequencies, depending on whether the knob is turned clockwise or counterclockwise. In the central position, (the potentiometer has a central detent 0) the filter is disabled

PЯE / POST -

The **MAIN FILTER** POST button determines the position of the main filter in the processing chain:

- PRE (led off): the Main filter is positioned at the input of the POWER DELAY module
- POST (led lit): the Main filter is positioned at the output of the POWER DELAY module

ЯESONANCE

Resonance is a peak of amplitude (boost) at the cutoff frequency. It produces an audible "peak" in sound at a narrow range of frequencies, accentuating the position of the cutoff.
The Resonance knob acts simultaneously on the MAIN filter and on the DPD filter.

POWER DELAY

The Delay effect offers two independent delay lines, one for each channel (left and right).

The delay time is synchronized to the GLOBAL TEMPO, the selectors **LEFT** and **RIGHT** set the Divisions in Beat with respect to the GLOBAL TEMPO, alternating the NOTES values with the TRIPLET ones.

The 2 **DOT** buttons **(**LEFT DOT and RIGHT DOT) increase the duration of the delay time by half of its value set using the LEFT and RIGHT switches.

If the GLOBAL TEMPO value is less than 80 BPM and the TIME DIVISION LEFT or RIGHT is set to ½, the DOT is automatically deactivated.

The **OFFSET** selector allows to set a delay time between the right and left audio channels, thus creating a stereo panorama richer than the delay effect.

In position 0 no phase shift is applied between the left and right channel. In position 4/8 a phase shift equal to 50% with respect to the delay time of the left channel is applied. (effect commonly called PING PONG)

Changing the delay time while the Delay is processing audio can cause sudden changes in the sound of the delayed signal.

The **FEEDBACK** parameter adjusts how much output signal from each channel is sent back to the inputs of the delay lines and allows to set the desired number of repetitions of the delay before fading.

By turning the **FEEDBACK** knob clockwise you get a greater number of repetitions.

By positioning the **FEEDBACK** knob rotated completely clockwise, the **FEEDBACK** value is infinite ∞, therefore the sound can be theoretically repeated infinitely

DOUBLE PULSE

The **DOUBLE PULSE DELAY** which we will also call **DPD** allows to add two further lines of repetition within the main repetitions of the delay.
By turning the **DPD POSITION** encoder, it is possible to move the first additional delay line of the **DOUBLE PULSE DELAY.**
By holding down and turning the **DPD POSITION** encoder, it is possible to move the second additional delay line of the **DOUBLE PULSE DELAY.**
When the second additional delay line is placed in the same position like the first line, the second delay line is put into MUTE.
When one or both the delay lines are placed at the 0 position, they are turned off.

In addition to the position of the two additional lines, the **DOUBLE PULSE DELAY** has a dedicated volume control (see Mixer section) and a dedicated Hi Pass - Low Pass filter, which allows to filter only the repetitions of the **DOUBLE PULSE DELAY,** leaving the repetitions of the main delay and the DRY signal intact.

MIXEЯ

DЯY MIX - The **DRY** (or Original Signal Volume) control adjusts the level of the unprocessed signal. Set it to the minimum if you use REmindEЯ on a return track.

WET MIX is the **DELAY STEREO** level adjustment.
Use the **WET** knob to set the level of the main delay repeats.

DPD MIX is the **DOUBLE PULSE DELAY** level adjustment
Use the **DPD MIX** knob to set the level of the repetitions of the **DOUBLE PULSE DELAY**

ЯEVERB

REmindEЯ has a very dense creative reverberation, the sound output from the **"POWER DELAY" section** is completely reverberated.

The **AMOUNT** control adjusts the output level of the reverberated signal, adding it to the **DRY** signal and the output signal from the **POWER DELAY** and the **MIXER** sections**.**

The **SIZE** control determines how long the reverberated signal takes to fade.
In natural spaces, the length is directly related to the size of the simulated space, that is, large room - long reverberation, small room - short reverberation.

The reverb section is also equipped with a **HI PASS FILTER** dedicated, with a very high and automatically adjusted resonance curve - its sound characteristic allows to emphasize the pre drop phase.

The Reverb section has a button to enable / disable the reverb input signal, thus allowing (if deactivated) to gradually fade the reverb output signal without allowing the entry of new sounds.
The LED on indicates that the Reverberation is active.

It is possible to model and create customized reverb presets.
Once you have entered the "REVERB" menu, choose one of the customizable algorithms (Custom1, Custom2, Custom3).
All the editable parameters will be listed on the display, you can select the parameter with the "SETTING" encoder and modify the parameter with the "RATE / DESTINATION" encoder (central of the LFO)

- **HP Hi-Pass Filter LP Low-Pass Filter**

The reverb input signal first passes through the Hi-Pass and Low-Pass filters to select the passband of the signal to be reverberated.

- **PDT Pre-Delay Time (mSec)**

The Pre-Delay Time parameter delays the reverberation relative to the input signal. The impression one gets about the size of a real room depends in part on this delay. The range of typical values for "natural" sounds is from 1ms to 25ms.

- **PD% Pre-Delay Mix**

The Pre-Delay Mix sets the mix percentage between the reverberation and the Pre-Delay.

- **Absorb**

By means of filters, we act on the decay of the reverberation according to the frequency. The decay of high frequencies "models" the absorption of sound energy from the air, walls and other materials in the room (people, carpets, and so on).

- **Diff% Diffusion**

The Diffusion parameter provides additional control over the density and coarseness / fineness of the diffusion.

- **Compr Compressor IN**

Set the input compression to the reverb

LFO

REmindEЯ has a LFO section which can be used as source for modulating effects, filters and amplifiers. The settings can be done using the following three knobs:

The **LFO AMT** (LFO Amount) control adjusts the overall intensity of the LFO

The **RATE** (or LFO Frequency) control sets the speed of the LFO

The **SHAPE** (or WAVE shape) allows to choose among 4 synchronized wave shapes and 4 not synchronized wave shapes. The first 4 shapes are synchronized, then the LFO synchronizes in a proportional way respect to the **GLOBAL TEMPO** of RemindEЯ: the values are shown on the OLED display as divisions in beat in regard to the **GLOBAL TEMPO**.

If a not syncronized wave shape is chosen “NO SYNC MODE”, the LFO is not synchronized with the GLOBAL TEMPO of REmindEЯ and will not follow the changes of the BPM of REmindEЯ: the values in the OLED display will be displayed in Hz.

Pressing and rotating the **RATE / DESTINATION** knob it is possible, instead, to set the destination of the **LFO**: for example

- **WET MIX**
- **DPD MIX**
- **ЯEVERB AMOUNT**
- **MAIN FILTER FREQUENCY** in this mode, the LFO signal acts on the cutoff frequency of the main filter.

If the main filter is set in Low Pass (filter knob turned to the left of the central 0), the LFO will act on the filtering value, starting from the cut point set by the rising knob.
If the main filter is set in Hi Pass (filter knob turned to the right of the central 0), the LFO will act on the filtering value, starting from the cutting point to go up.
I f the main filter is set to 0, the filter is disabled, therefore the LFO will have no effect.

- **DOUBLE PULSE FILTER FREQUENCY (**in this mode): the LFO signal acts on the cutoff frequency of the DPD FILTER.

If the main filter is set in Low Pass (filter knob turned to the left of the central 0), the LFO will act on the filtering value, starting from the cut point set by the rising knob.
If the main filter is set in Hi Pass (filter knob turned to the right of the central 0), the LFO will act on the filtering value, starting from the cutting point to go up.
If the main filter is set to 0, the filter is disabled, therefore the LFO will have no effect.

The brightness of the yellow “RATE” LED is proportional to the LFO signal and indicates the speed and intensity of the modulating signal.

WORKING MODE

REmindEЯ is equipped with 8 “WORKING MODE”, they allow to change the audio flow within the Power Delay section, with the addition, replacement and cancellation of the input sounds, output sound and within the feedback of the Main Delay.

In order to better understand how it works, in addition to the following description, we invite you to have a look to the videos on our YouTube channel.

- Normal Mode
- Manual Add
- Manual Change
- Manual Talk Over
- Manual ADD 1/4
- Auto Change
- Auto Talk Over
- Auto Fractionated

NORMAL MODE

Like a classic Delay, all the input sounds enter in the delay, comes out delayed and has a feedback that regulates how much output signal is sent back to input from each channel.
By pressing the TRIGGER button, the input sound to the delay line becomes mute for the time the trigger button is pressed

MANUAL ADD MODE

Unlike the NORMAL MODE, in this case the sound does not enter in the section Power Delay and then in repetitions until the "TRIGGER" button is pressed.
By pressing the TRIGGER button in correspondence with another sound already within the repetitions, the new sound is added to existing sound within the repetitions.

Try it using the feedback in the position ∞ and inserting a long input signal (for example a lead or a bass) and pressing the trigger button in a quick and rhythmical way for two or three times. You will notice that the created repetitions follow exactly the rhythmic sequence realized by pressing the trigger button repeatedly.

MANUAL CHANGE MODE

Like in the MANUAL ADD mode, the sound does not enter in the Power Delay section and therefore in the repetitions until the "TRIGGER" button is pressed.
By pressing the TRIGGER button, in correspondence with another sound already existing in the repetitions, the new sound replaces the previous sound just in the moment when the TRIGGER button is pressed.
It can also be used to empty the sound of the repetitions, simply by pressing the trigger button in the absence of input sound, in this way the sound inside the repetitions is replaced by silence intervals.

MANUAL TALKOVER MODE

By pressing the "TRIGGER" button the sound of the repetitions is muted and it is possible to add new sounds going directly to the output without entering the POWER DELAY section. When the button is released, the sound of the POWER DELAY repetitions becomes audible. Even with the TRIGGER button not pressed, the new input sound is not inserted into the loop.

MANUAL ADD 1/4

Like the MANUAL ADD, the sound enters into the POWER DELAY section only when the TRIGGER button is pressed. In this case, however, the length of the sound time is independent from the of TRIGGER button pressing time, it is a very short fraction. By pressing it repeatedly, repeated and very short fractions are inserted insider the DELAY section.

AUTOMATIC TALKOVER MODE

The **AUTOMATIC TALKOVER MODE** is very similar to the **MANUAL TALKOVER MODE** but the trigger of the repetition mute function does not take place by the pressing of TRIGGER button, it is, instead, automatically recognized as soon as the input sound goes over the intervention threshold. The yellow led of the TRIGGER indicates when the sound has gone over the threshold.

Use this mode with sounds having starts and releases very short. The use with sounds having long tails may let the release threshold reached with big delay and so the desired result not been achieved. The pressing of TRIGGER button allows the substitution of the sound inside the repetitions.

AUTOMATIC CHANGE MODE

Like in the **MANUAL CHANGE MODE,** it is possible to substitute sound portions inside the repetitions, the substitution takes place as soon as the new input sound goes over the intervention threshold.
The TRIGGER yellow led indicates if the sound went over the threshold.

Use this mode with sounds having starts and releases very short. The use with sounds having long tails may let the release threshold reached with big delay and so the desired result not been achieved. The pressing of TRIGGER button allows the add the sound to the one already in the loop, instead of its substitution.

AUTOMATIC ADD 1/4

Like in the **MANUALL ADD 1/4** , it is possible to add very short sound fractions inside the POWER DELAY sections. The addition of the new fractionated sound take place every time a new sound enter in inpurt and goes over the intervention threshold.

MIDI

MIDI IN DIN

It is possible to connect a computer / DAW (or any other device capable of generating a MIDI Clock signal) to the MIDI IN input, to control the GLOBAL TEMPO of REmindEЯ.

To activate the clock recognition using MIDI IN DIN enter the MENU ↠ MIDI SETTING ↠ MIDI CLOCK DIN5.

The MIDI Clock signal excludes the possibility of adjusting the tempo manually or via the TAP TEMPO function.

MIDI THRU

To forward the incoming MIDI signal to another MIDI device, connect the connection **MIDI THRU** of REmindEЯ to the MIDI input of the other MIDI device. It doesn't need activations.

USB MIDI

By connecting REmindEЯ to a PC / MAC via the USB connection, it is possible to control the GLOBAL TEMPO of REmindEЯ by means of a DAW.

To activate the clock recognition via MIDI IN USB enter the MENU ↠ MIDI SETTING ↠ MIDI USB.

The MIDI Clock signal excludes the possibility of adjusting the tempo manually or via the TAP TEMPO function.

CONTROL AND MAPPING MIDI

The control MIDI function will be added to future software updates

MIDI CLOCK

See section “GLOBAL TEMPO - CLOCK **MIDI DIN** or **MIDI USB**

OLED DISPLAY

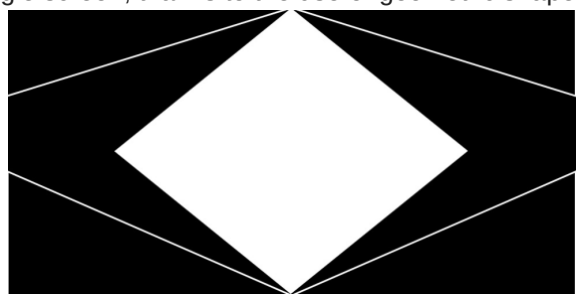
REmindEЯ is equipped with an OLED screen surprisingly functional thanks to its exhaustive interface characterized by the movement of minimal geometries, studied and designed to have at each glance an immediate acknowledgement of the current program of the device and its operating status.

ScreenSaver

The REmindEЯ features a screen saver that turns off the screen after 3 minutes of inactivity. Press any key or move any controller to wake up the screen.
Screen saver time can be changed in Menu, setting, Screen saver. Select the desired time in minutes and press the Setting encoder to save it.

COMBINED VuMETER

The display of the combined VuMETER on the OLED screen is the default REmindEЯ screen, it allows to have a complete picture of the input signal level, the Delay output signal and the Double Pulse Delay signal in a single screen, thanks to the use of geometric shapes.



As shown in the image, the two triangles that appear from the bottom, indicate the level of the independent input signal Left & Right.
The two triangles that start from the center line indicate the level of the repetition signal.
The two triangles that appear from the top, indicate the signal level of the Double Pulse Delay

BYPASS

Press simultaneously the two encoders "DPD POSITION" and "LFO DESTINATION" to deactivate all the processing of REmindEЯ and send only the dry signal of entrance.

SOFTWARE UPDATE

The firmware update can improve stability, fix bugs and add new functions.
By registering your REmindEЯ on our site, you will receive by email information on the availability of updates, and you will have access to the download.

To proceed with the update, download the "REmindEЯ Firmware Upgrade" utility from our website and download the updated firmware.
Close all applications that may connect to REmindEЯ, such as Daw or other.
Connect REmindEЯ directly to the PC / MAC without using a USB hub using the USB cable supplied.
With REmindEЯ connected open the utility "REmindEЯ Firmware Upgrade"
The drop-down menu shows "REmindEЯ" and a string of numbers.
Click on the "UPLOAD" button and locate the firmware file to be loaded.
After a few seconds, REmindEЯ will restart. The new firmware has been successfully installed

TROUBLESHOOTING

PROBLEM	CAUSE / SOLUTION
One of the selector switches (MODE, DELAY TIME. OFFSET, LFO SHAPE) does not respond well to the variations.	Step-by-step selector software remapping may be required. Contact support to obtain the procedure.
One or both of the filtering potentiometers (Main Filter or DPD Filter) do not disable the filter when positioned centrally	Software recalibration of the potentiometers may be required. Contact the assistance to obtain the procedure.
After the software update, the display does not turn on, the LFO Rate LED flashes quickly	Due to a problem during the software update phase for the reason described in the "SOFTWARE UPDATE" section, the installation of the new software has not completed successfully. Reset is possible but saved presets may be lost. Contact support for the procedure
Constant static noise or hum apparent in monitors.	Constant static noise or hum apparent in your monitors connected to REmindEЯ is often caused by a ground loop. A ground loop occurs when there are multiple paths to ground between two or more pieces of setup equipments. These paths create a loop which causes electrical interference in the form of an unwanted current through a conductor. If REmindEЯ is connected via the USB port of a MAC / PC, in order to be sure that the static noise or the hum is caused by a Ground Loop, try to supply Reminder through a POWERBANK with USB port or a wall power supply (such as the smartphone charger). If static noise or hum disappears, it means that the noise is caused by a USB GROUND LOOP. If you are unable to find the source of the second path to ground in your setup, you can use a USB GROUND LOOP ISOLATOR that works to prevent audible ground loop issues.

LIMITATIONS OF WARRANTY

WHAT THE WARRANTY COVERS AND DOES NOT COVER

Enjoy Lab warrants this unit to be free from defects and materials and works without problems under normal conditions for two years (24 months) from date of purchase for EU countries, and one year (12 months) for extra EU countries.

During the warranty period, Enjoy Lab may (at its discretion) repair or replace the defective unit.

If during normal operation the unit fails, it will be replaced without replacement parts and labor costs.

Enjoy Lab also assumes limited liability with regards to shipping costs (as specified below).

IN NO EVENT SHALL ENJOY LAB BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES DUE TO ANY OTHER ANOMALY; THESE DAMAGES ARE EXPRESSLY EXCLUDED FROM THIS WARRANTY.

Enjoy Lab's only obligation is to repair or replace the defective unit as described in this warranty.

The warranty DOES NOT COVER any damage to the unit regardless of the reasons that caused it.
The unit must not be covered, shaken, crushed, wet or exposed to too high temperatures or voltages and magnetic or electrostatic fields.
If the unit is damaged by one (or more) of these causes and it is considered economically advantageous to repair it, Enjoy Lab will repair it by applying the normal assistance rates.

The warranty DOES NOT COVER damage due to transportation to / from Enjoy Lab.

SUBJECT PROTECTED BY THE WARRANTY
The warranty applies to the new unit purchased from Enjoy Lab or its authorized dealer. It is the customer's responsibility to try or be able to demonstrate that the unit was purchased in circumstances that confirm the validity of the warranty. Generally, a copy of the invoice / purchase receipt is sufficient. Units with damaged or removed serial number are not serviced or covered by this warranty.

WARRANTY ACTIVATION
The warranty period starts from the day the unit was purchased from an authorized Enjoy Lab dealer or (if the unit is shipped from Enjoy Lab) from the day of shipment with the addition of a reasonable period of time necessary for delivery; this applies whether or not by returning the warranty form.

PERSONNEL AUTHORIZED TO MANAGE THE WARRANTY
The only company authorized to manage this warranty is Enjoy Lab. If the customer authorizes a third person to repair it (or personally performs it) Enjoy Lab will not accept any request for payment from the customer or third parties for parts or labor.

SHIPPING TO EUROPE
The customer is responsible for the delivery of the unit with no expense or of Enjoy Lab.
Shipments are not accepted at the recipient's expense.
Enjoy Lab will return the unit at its expense after any payment due using a courier.

SHIPPING OUTSIDE THE EUROPEAN UNION

If the unit was purchased from a dealer outside the European Union, consult the dealer before returning the unit to Enjoy Lab.
However, to return the unit to Enjoy Lab, observe the following precautions:
1 . The units should be delivered to Enjoy Lab with no cost for recipient. It is customer responsibility to cover all expenses related to shipment, including custom duties.
2. All the shipments will be returned to the customer at his expenses. In case it is not possible because of shipment regulations or because the customer is in debt with Enjoy Lab, a payment in advance of the due amount may be required.
If the customer uses a rental courier, Enjoy Lab, (if it deems it appropriate) reserves the right to replace it.
This guarantee offers the customer precise legal rights; there may also be others that vary according to the laws in force in your country.

DECLARATION OF CONFORMITY

EMC / EMI

Electromagnetic compatibility / electromagnetic interference

This unit has been tested and found in compliance with the restrictions for Class B digital equipment, pursuant to part 15 of the FCC rules.

These restrictions have been prepared to guarantee protection against possible harmful interference present in installations within inhabited areas. Being the unit capable of generating, using and radiating radio frequencies, if not installed according to the instructions, it could cause deleterious interference for radio communication systems. However, in particular installations, it is still not possible to guarantee that this type of interference will not occur.

If the unit generates interference during the transmission of radio or television programs (this can be verified by deactivating and activating the unit again), it is necessary to try to correct the interferences by proceeding with one of the following measures or a combination of them:

► Reorient or relocate the antenna of the receiving system.

► Increase the distance between the unit and the receiving device.

► Connect the device into an electrical circuit different from that in which the receiver is connected.

► Consult the dealer or an experienced radio / TV installer.

For customers in Canada:

This Class B digital apparatus complies with Canadian ICES-003.Cet appears the number of class B is in compliance with NMB-003 standards of Canada.