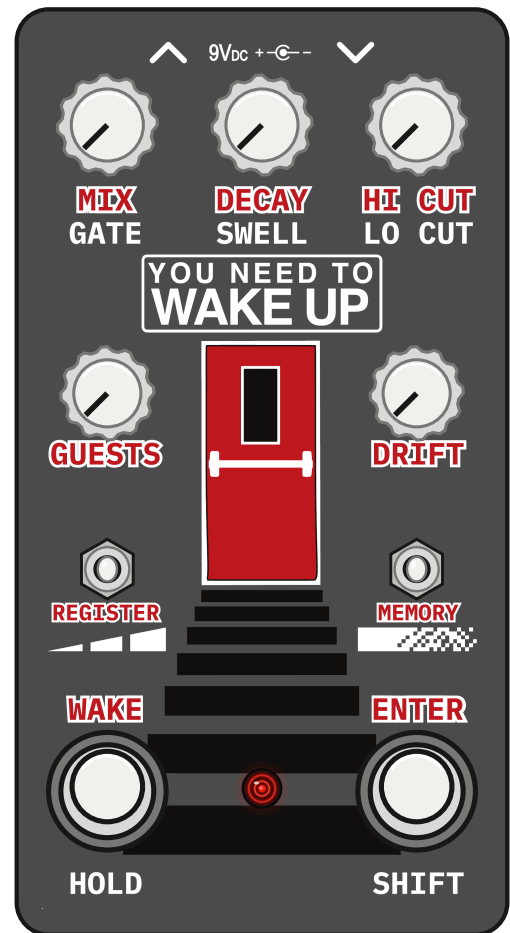


YOU NEED TO WAKE UP

STEREO GRANULAR MEMORY REVERB

While you play, You Need to Wake Up quietly remembers. Fragments of your own playing resurface inside the wash. When they are recalled, it's like trying to remember a dream. The sharpness blurs withtime and details are misremembered.

It remembers what you played. Do you?



QUICK START

- 1 Connect 9 V DC, center negative. Use an isolated 300 mA or higher output.
- 2 Power up. The LED stays dark: You Need to Wake Up starts bypassed and empty.
- 3 Tap ENTER. Set MIX near 10 o'clock, DECAY at noon, HI CUT fully clockwise, GUESTS near 9 o'clock, and DRIFT at minimum.
- 4 Play a phrase. Stop. Listen to what comes back.

Made in Canada/Fabrique au Canada

THE ROOM - The core of YOU NEED TO WAKE UP is a studio-quality room reverb



MIX
SHIFT: GATE

Raises the wash around the full-level dry signal. GATE sets how easily the pedal hears you: clockwise requires firmer playing; counter-clockwise hears quieter notes.



DECAY
SHIFT: SWELL

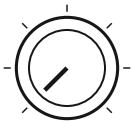
Sets the size and decay of the shared room. Hard left turns the shared reverb off. SWELL lets new playing rise into the room over 20 ms to 2.5 seconds.



HI CUT
SHIFT: LO CUT

Clockwise is open and airy; counter-clockwise makes the room darker. LO CUT works the same way: clockwise keeps the lows, counter-clockwise thins the wash.

THE MEMORY - Control over the granular artifacts



GUESTS
SHIFT: MEMORY LEVEL

Sets how often memories appear. Hard left is off. Low is rare, noon is about once a second, and high becomes a swarm. SHIFT sets their level: off at left, unity at noon, +6 dB at right.



DRIFT
SHIFT: WEAR

NOW adds repeated afterimages in mono or stereo: one copy near noon, three quieter copies at maximum. Copies fade without feedback. THEN moves like tape; ONCE develops holes and splinters. SHIFT + DRIFT sets how quickly recurring ideas darken and fall apart.

THE TOGGLES

REGISTER



- LEFT** -1 octave
- CENTER** near unison, gently detuned
- RIGHT** +1 octave

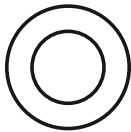
MEMORY



- LEFT** NOW - recent, bright afterimages
- CENTER** THEN - phrases and motifs
- RIGHT** ONCE - old, long, fractured

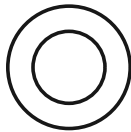
FEET AND LIGHT

THE FOOTSWITCHES



ENTER
SHIFT

- TAP** Engage or bypass. It switches as your foot lifts.
- HOLD** After about 1/3 second, the LED turns white and the knobs expose GATE, SWELL, LO CUT, Memory Level, and Wear. A function changes only after its knob moves. Release ENTER to return; moved knobs stay parked until nudged, so nothing jumps.



WAKE
HOLD

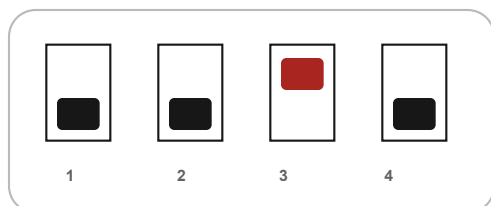
- TAP** Clear the forty-second memory. Existing reverb remains. The LED blinks white.
- HOLD** Isolate the wet scene. The wash and any memory already speaking continue, but no new playing enters the room, recorder, or guest scheduler. Your dry signal stays live. Release to reconnect smoothly.

THE LED

	OFF	Bypassed.
	DIM RED	Engaged; input is below GATE.
	BRIGHT RED	Your playing is being admitted to the room and recorder.
	RED + BLUE	One or more stored fragments are audible.
	WHITE	SHIFT is active. A short blink means WAKE cleared memory.
	PULSING GREEN	HOLD is isolating the wet scene.

GOOD TO KNOW

You Need to Wake Up stores about forty seconds of playing (not forty seconds of wall-clock time). Silence, hiss, and switch pops are not the memory. In THEN, a useful phrase may return intact, develop once, then rest. You do not need to leave it space; masked ideas make one shorter, clearer attempt, then retire.

INTERNAL / REAR DIP BANK

The four DIP switches are labelled 1-4 from left to right. These are rig settings, not performance controls.

1 / 2 - IO A / IO B

OFF / OFF	mono in -> mono out
ON / OFF	mono in -> stereo out
OFF / ON	stereo in -> mono out
ON / ON	full stereo

3 - TRAILS

ON lets the wash ring and keeps listening in bypass. OFF is hard relay bypass: tails cut and memory holds.

4 - KILL DRY

ON gives wet-only output for parallel or mixer loops.

IF IT IS NOT DOING WHAT YOU EXPECT**NO MEMORIES**

Raise GUESTS above hard left. Play until the LED is bright red. If it never brightens, hold ENTER and turn GATE counter-clockwise.

TOO QUIET

Raise MIX or SHIFT + GUESTS. MIX remains the master wet level.

WASH DROPS ON SUSTAINS

Lower GATE. The pedal is deciding that you stopped.

START OVER

Tap WAKE to clear only the memory. To reset all five SHIFT controls, power up while holding both footswitches; three white flashes confirm.

SPECIFICATIONS

Audio conversion 24-bit / 48 kHz
 Processing 32-bit float
 Latency about 2 ms
 Memory about 40 seconds of playing
 Input impedance 1 MΩ
 Output impedance about 470 Ω

Maximum linear input +8.2 dBu
 Maximum output +8.8 dBu
 Stereo input and output on TRS jacks
 Power 9 V DC, center negative
 Current draw 200 mA
 Use an isolated 300 mA+ supply