

**OPERATING
INSTRUCTIONS**

MAP™ 8×4

**MIDI
CONTROLLABLE
ANALOG
PATCH BAY**



INTRODUCTION TO THE MAP™ 8 × 4

The MAP™ 8×4 provides quick, easy, professional studio patching facilities. This MIDI controlled audio patch bay will allow up to four effects to be effortlessly patched into any of the eight channels in any combination. Up to 127 programs may be entered to allow almost any combination of configurations.

Thank you for purchasing the Peavey Audio Media Research™ MAP™ 8 × 4. It is a professional quality MIDI controlled electronic patching bay which accepts MIDI commands, converts them to pre-programmed patches, and carries them out. This means that in combination with the Peavey Audio Media Research™ MIDI Manager™, a MIDI sequencer, or a MIDI controller such as the Peavey Audio Media Research™ MIDI Director™, MIDI can now control all patching operations. Patches are accessible instantly.

The MAP 8 × 4 is user friendly, handling up to eight audio channels from a recording console, and four effects stations for equalizers, compressor/limiters, noise gates etc. The four signal processor in/out stations are programmable to be patched into any of the 8 audio channels.

The MIDI control facility allows effects signal processing units to be 'moved' from one channel to another during mix-down. It also allows remote selection of patch configurations thru MIDI program change commands. The MAP 8 × 4 front panel allows you to manually select presets without MIDI.

As an added feature, the MAP 8 × 4 is placed in a 'rest' mode during power down. Any switch closure or non-program change MIDI command will wake up the unit in its last preset. A MIDI program change will wake up the unit in the new preset. This power down mode is transient free for quiet muting.

OPERATING YOUR MAP™ 8 × 4

Setup and Connection

- Unpack the unit carefully, being sure to save all packing materials for future use.
- Plug the external power supply into the **Power In** jack on the rear of the MAP™ 8 × 4, then plug the main supply into an AC outlet.
- Plug in your effects and/or signal processors to the **Effect Send/Return** jacks on the rear of the unit. It may be useful at this time to put small labels next to each **Effect** group on the front panel, and make a note of which effect (echo, compression, reverb etc.) is plugged into which station.
- Connect your device (mixer etc.) to the **Input/Output** jacks on the rear of the unit.

NOTE: in many cases a mixer or effect module will have a number of stereo (ring - tip - sleeve) jacks marked In/Out, or Insert. These are very useful for connection to the MAP 8 × 4. You will need 'Y' cables of the Peavey Audio Media Research™ CAL™ 3/2 Y type, and these will have a 1/4" TRS stereo plug on one end, and mono 1/4" standard jack plugs one each end of the 'Y'. If your mixer effect module has separate mono 1/4" standard jack plugs for its send/returns, then you'll need two standard shielded 1/4" to 1/4" leads for each mixer channel.

MANUAL OPERATION

- This unit may be manually controlled without MIDI by using the **Effect Group Select** buttons, and/or the **Up/Down** and **Recall** buttons.

MIDI CONTROL

- If you are going to MIDI-control your MAP™ 8 × 4 make note of the MIDI channel number that you are going to use, and plug your MIDI controller into the MIDI IN connector on the rear of the unit.
- Power up by pushing in the **Up** or **Down** button. The display will now indicate the MIDI control channel number that you are set for.
- If you need to reset your MIDI control channel number, quickly push the **Up** or **Down** buttons, and select your MIDI channel number that the MAP 8 × 4 is to receive on 1/2 second after you have selected your MIDI channel the **Program Display** window will revert to normal program display mode and will show the message 'PAS' (Program 1). This indicates that the MAP 8 × 4 is sending all signals from the mixer straight back to it, and not to any effect. You may now select any program from 1 to 128 from your MIDI controller.
- If you power down the unit by pushing the **Power** button on the MAP 8 × 4, any MIDI command sent to the unit, or front panel button pressed will cause it to power up. Unless the MIDI command involves a program change, MAP 8 × 4 will power up with

the last active program. You can mute all effects by powering down manually, and when you power back up again the turn on is noiseless.

POWERING UP EXAMPLE

- Power up by pushing in the **Power** button.

NOTE: Pushing any button on the front panel will cause the unit to 'wake up' and respond.

● If the **Program Display** window shows the legend 'PAS', the unit is in bypass mode (all the effects are bypassed - no signals are modified). Press the **Bypass** button to exit the bypass mode.

● Press the **Up** or down button until your **Program Display** window shows a 2 (indicating that you are in program 2). A dot will appear in the display whenever a particular patch is changed from the previously saved program. If you wish to keep the information stored in program 2, use the **Up** or **Down** button to move to another program. Press the appropriate channel **Select** button until you reach the particular mixer **Input/Output** you wish to patch that effect into.

To sum up, the storing (recording) of a program looks like this:
Program 2 has been used for this example

1) Select program 2 by means of the **Up/Down** buttons.
2) Use the station **Select** buttons to decide which audio thru channel your effects are assigned to. A dot will appear in the **Program Display** window showing that a change has been made but not stored.

3) Press the **Store** button to store the new program to memory. The dot in the **Program Display** window will go out showing that the program is now stored.

NOTE: You will need to press and hold in the Store button until the Program Display window stops flashing every time that you need to store a program to memory. If you release the Store button before the Program Display window stops flashing the original program will still be resident in memory - this provides a fail-safe against accidental program erasure.

● To store other patches in memory, simply repeat the above steps, but with a different number showing in the **Program Display** window.

Use the **Trim** control to ensure that the effect signal to be returned to the mixer is at the same level as the signal coming in to the MAP 8 × 4 from the mixer.

This **Trim** operation is usually performed by monitoring the mixer channel with and without the effect in the **Send/Return** loop. It only needs to be performed once unless you plug in a new effect which may have a different gain level. Repeat this procedure for all the other effects **In/Outs** that you need to work with.

● Figure 2 (page 6) shows a very typical application of the Map 8×4. In this example the MAP 8 × 4 is used with the Peavey Audio Media Research™ MIDI Manager™, MIDI Director™, Model 64 Mixer, and a number of Peavey Audio Media Research™ effects units. As you can see the mixer is routed to the IN/OUT jacks on the rear of the MAP 8 × 4, and the effects units are assigned to the **Send/Return** jacks. The MIDI Manager and MIDI Director are providing access to all the patches on the MAP 8 × 4 as well as changing presets on the Peavey Audio Media Research™ DSR™ 1000. Simply selecting a number on the MIDI Director and pressing **Preset** will access that patch instantly. For more information ask your Peavey Audio Media Research™ dealer for literature on these two products.

SETTING UP PATCH PROGRAMS

The Single Patch

- To program a single patch, press the up or down buttons, until you have the program number that you want to work on showing in the **Program Display** window.
- Look at the four **Effects** groups, and choose which effects you want assigned to which channels. You do this by pushing the **Select** button on each group until the **Effects** window shows the number (1 to 8) of the channels that you need. If you don't want any channel to be selected on a particular **Effects** group, push the **Select** button on that particular group until a dash (-) is showing. This particular **Effects** group is then bypassed completely, isolating the effect from the system.

The Multiple Patch

NOTE: This is a very powerful feature of the MAP™ 8 × 4 which allows multiple effects to be assigned to a single channel.

- Press the up or down buttons, until you have the program

number that you want to use showing in the **Program Display** window.

- Select the first effect to be patched, and assign it to the channel that you want.
- Select the next effect to be patched into the serial chain, and assign it to the same channel number as the last effect.
- Follow the last step until you have the serial chain of effects completed.
- Press and hold the **Store** button until the display stops flashing. Your serial patch is now held in memory until you re-program it. When you recall this program, the unit will show you the order in which you programmed your series chain, and the signal will flow through the effects in the exact order in which you originally programmed them. As soon as the program number is shown in the **Program Display** window, the indicator window on each effects group will come up with its number one by one at half second intervals. The first one to light up is the first one in the chain of effects.

● **Example:**
Program number 103, serial effects chain: Echo into Reverb into Compressor on channel number 7, no graphic EQ.

LOOP ASSIGNMENT

Effect Group 1: Graphic
Effect Group 2: Reverb
Effect Group 3: Echo
Effect Group 4: Compressor
Sequence:

Press **Up/Down** buttons to find program 103 in the **Program Display** window.

Press the **Select** button on **Effect** group 1 until you find a minus (-) sign in its window.

Press the **Select** button on **Effect** group 3 until you find the number 7 in its window.

Press the **Select** button on **Effect** group 2 until you find the number 7 in its window.

Press the **Select** button on **Effect** group 4 until you find the number 7 in its window.

Press the store button until the **Program Display** window stops flashing.

You have now stored a serial program numbered 103. The Graphic EQ on **Effect** group 1 is bypassed. The Echo on **Effect** group 3 now feeds into the Reverb on **Effect** group 2, which in turn feeds into the Compressor on **Effect** group 4.

Any time that you recall program 103 you'll see the **Effect** group windows show their numbers in sequence. First a minus sign (-) in group one, then a 7 in group 3, next a 7 in group 2, and lastly a 7 in group 4. This will always remind you of the serial order of this program.

Multiple patches of 2 or 3 effects can be done in addition to single patches of the other remaining effects.

NOTE: When recalled this program will be implemented at once. Don't be misled because the displays flash up at half second intervals. This is simply an aid to recalling which order your serial effects chain is in, and doesn't delay the actual implementation time of the program.

If you wish to change this program, simply re-select the effects order as you want it to be, and press the **Store** button until it stops flashing. The change will have been recorded.

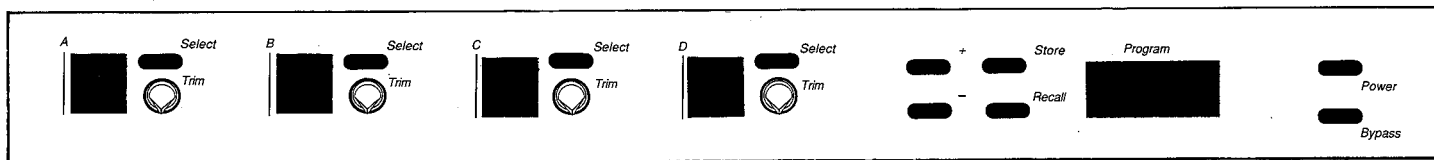
NOTE: Your MAP 8 × 4 has a battery backup built into it, so that all this information will be held in memory even if the unit is disconnected from power and stored away for some time.

2

4

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10



3

6

7

8

9

FRONT PANEL

1) EFFECTS GROUP INDICATOR

Tells you which **Audio Input/Output** channel this particular effect station is assigned to.

2) SELECT BUTTON

Selects which **Audio Input/Output** channel this particular effect is assigned to.

3) TRIM

Adjusts the level returned from an individual effect to be at the same level as the signal sent to it (unity gain).

4, 6) UP AND DOWN BUTTONS

These increment/decrement the pre-recorded programs in use. Push once to move up or down one number, push and hold to run through the program numbers. In manual operation new program selections are not executed until **Recall** is pressed.

5) STORE

This is the key to storing your pre-set programs. When storing, push and hold this button until the three-segment display stops flashing. Your program will then be stored.

7) RECALL

Recalls the patch that the **Program Display** window has currently on view. It is possible to modify patches in real time so that they are different from the program that you started with (this being the one which would currently show in the **Program Display** window). This can be achieved by simply pushing the desired **Select Button** until the **Effects Group Indicator** shows the patching arrangement that you want. This new patch will not be entered in **Store** unless you

wish to do this (press **Store**). Until you **Store** this new patch, a small dot will show in the **Effects Group Indicator Window** to inform you that you are using a patch which is not part of the current program. When you push the **Recall** button, your new patches will be replaced by the patch arrangement currently shown in the **Program Display** window.

8) PROGRAM DISPLAY WINDOW

Shows what program is selected, and acts as a preview display for the next patch program. It is easy to pre-select the unit so that the program that you are currently using is followed by another pre-selected program. This is done by use of the **Up** and **Down** and **Recall** buttons. For example if you wish to be currently working in program 5, and halfway through the piece you need to change to program 120, first use the **Up** or **Down** buttons find program 5. Press the recall button to enter program 5 as the currently active patch program. Use the **Down** button to take the display to program 120. A small dot will appear beside the figure 120 in the **Program Display** window to show that this is not the currently active program. When you need to change to this program, press the recall button. Program 120 will then be entered as the currently active patch program, and the dot in the **Program Display** window will no longer be illuminated. This can be done again and again through a piece of recorded material, performing effortlessly what would have been almost impossible before this device was invented. If you are using MIDI to control the MAP 8 × 4, then you simply enter the number on your MIDI device, and when the time is

right, punch the **Preset** button (or equivalent function on your MIDI device), and your program will change instantly. Programming appropriate program change commands as an integral part of MIDI sequences will allow automated patch changes. From this you can see how much quicker and more convenient it is to use MIDI for this control function.

9) BYPASS BUTTON

A bypass condition may be created for any of the 127 MIDI programs by simply entering dashes (-) on all four effect groups. To access bypass via MIDI, you only need to select one of these programs from MIDI.

NOTE 1: Bypass may also be accessed directly from MIDI by sending the MAP a 'program change 128' message. Patch #128 is preset to bypass and can not be changed. Bypass mode may be exited by either sending another 'program change 128', or pressing 'Bypass' on the front panel. Either of these will return the MAP to the preset selected before going into a bypass. The MAP will also respond to any other MIDI program change message while in bypass.

10) POWER BUTTON AND SETTING THE MIDI RECEIVE CHANNEL

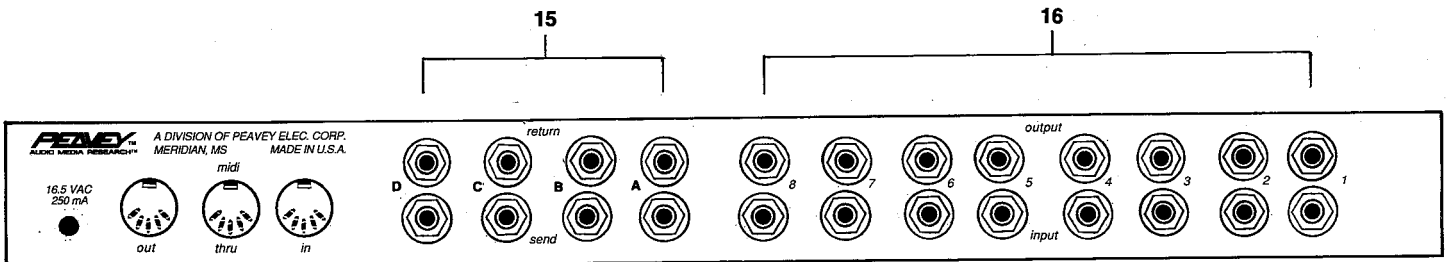
This is the button for manually powering the unit up. When the unit is first powered up by pressing this button, the **Program**

Display window will show a small 'c', followed by one or two numbers. This is so that you can tell the unit which MIDI channel is being used for outside command access, and you can change the MIDI access channel by following the directions below. Use the power button to turn the unit off. Use either the up or down button to wake the unit up. Quickly push the up or the down button to select the desired receive channel. After .5 seconds of no change this new channel will be stored and the display will revert to normal operation. The unit will stay on this receive channel until you specifically change it.

NOTE: Any MIDI command received or the pushing of any button on the front panel will cause it to power up. This is a very useful facility, as you may wish to access a set of patches instantly upon power up which can be done by simply sending the patch information by MIDI.

RESET: Should you desire to clear all of your programmed presets and return the MAP 8 x 4 to factory presets (all bypass), hold down both the **Power** and **Bypass** buttons while you remove and then re-apply power.

NOTE: After such a reset you will need to re-program your receive channel if you are working on other than the factory preset (Ch. 1)



11 14 13 12

REAR PANEL

11) POWER SUPPLY SOCKET

Provided for connection of the external power supply. Insert the power supply barrel plug fully into the socket before making the AC outlet connection.

CAUTION: Use only the power supply provided with this product. If the original power supply must be replaced, consult your dealer or the factory for assistance in obtaining the correct replacement. Failure to use the correct power supply could result in fire or shock hazard, extensive circuit damage, decreased performance, or non-operation.

12) MIDI IN SOCKET

A standard DIN connector which allows for a MIDI controller interface to the processor. When such an interface is established, programs stored within the processor memory may be recalled from any remote MIDI controller, such as the Peavey Audio Media Research™ MIDI Director™.

13) MIDI THRU SOCKET

Provided to allow chaining of MIDI-compatible devices without the use of Y-type cables or connectors. Any and all control signals received at the MIDI In socket will be routed unaltered to the MIDI Thru socket.

14) MIDI OUT PORT

Used in the MAP™ 8 x 4 to dump data to a computer or similar entity. The following information is intended for MIDI studio use. See the MIDI appendix at the back of this manual for more information.

15) SEND/RETURN JACKS

Used to send and return audio signals to effects processors.

16) INPUT/OUTPUT JACKS

Signals are connected to the MAP 8 x 4, processed, and sent back out at these jacks. A mixer channel input/output or insert patch point would usually be connected to these.

SPECIFICATIONS

INPUTS

MIDI In jack, MIDI Thru jack

OUTPUTS

Standard 1/4" jacks

POWER SUPPLY REQUIREMENTS

Use only Peavey Audio Media Research™ 16.5 volts A.C. External Power Supply

FREQUENCY RESPONSE

Dry Signal: 20 Hz to 20 kHz +/- 1 dB
Effect Signal: 20 Hz to 20 kHz +/- 1 dB

SIGNAL-TO-NOISE RATIO

Dry Signal: 100 dB minimum
Effect Signal: 90 dB minimum

MIDI SPECIFICATION

16 MIDI Channels
128 MIDI Program Presets

DIMENSIONS

19" W x 1.75" (standard 1 I.U. rack) H x 7.5" D
(48 x 4.5 x 19 cm)

MIDI APPENDIX

MAP™ 8 × 4 SYSTEM EXCLUSIVE IMPLEMENTATION

The MIDI controlled Analog Patchbay utilizes *MIDI System Exclusive* messages in order to store (dump) or retrieve (load) either a single patch setup, or all 127 patches to a sysex librarian or to a MIDI sequencer. The sysex information is organized so that a sysex dump can be re-loaded into the MAP without the need to append a sysex header to the data.

The format of the system exclusive command is FO XX ON data CKSUM F7 (hexidecimal)

Where:

FO is The MIDI Exclusive Command

XX is System I.D. number (for the MAP this may be any number)

ON is The Command word where:

O1 = Load one patch

O2 = Dump one patch

O3 = Load all patches

O4 = Dump all patches

Data is Preset Number (see table below)

Cksum is (see table below)

For dump one patch commands, the first two data bytes must contain the preset number to be dumped in high byte/low byte format. Patches may also be dumped from the edit buffer (last called preset) by sending "Dump One Patch" for patch #128.

A patch dumped from the edit buffer will reload to the edit buffer and be displayed on the front panel with the dots lit indicating that the patch has not been saved. It may be saved in any preset by shifting to the desired preset number and depressing the *Store* button.

The MAP responds to both sysex commands by transmitting the header for Sysex Load, followed by all patch data, and concluded by a valid Checksum and an End System Exclusive Command. In this manner, patches may be reloaded with no need to append a sysex header.

The following are the sysex input commands required to evoke a sysex dump. The data cksum table is intended as a quick reference to eliminate the necessity of calculating the modulo 128 checksum (two's compliment of the sum of all command and data bytes.)

DUMP ALL PATCHES FO OO O4 OC

DUMP ONE PATCH COMMAND: FO OO O2 data cksum F7

WHERE: (for dump edit buffer use. FO OO O2 O7 OF O9 F7)

DATA/CHKSUM TABLE

PATCH #	DATA (HEX)	CKSUM (HEX)
31	01 0E	62
32	01 0F	61
33	02 00	60
34	02 01	5F
35	02 02	5E
36	02 03	5D
37	02 04	5C
38	02 05	5B
39	02 06	5A
40	02 07	59
41	02 08	58
42	02 09	57
43	02 0A	56
44	02 0B	55
45	02 0C	54
46	02 0D	53
47	02 0E	52
48	02 0F	51
49	03 00	50
50	03 01	4F
51	03 02	4E
52	03 03	4D
53	03 04	4C
54	03 05	4B
55	03 06	4A
56	03 07	49
57	03 08	48
58	03 09	47
59	03 0A	46
60	03 0B	45
61	03 0C	44
62	03 0D	43
63	03 0E	42
64	03 0F	41
65	04 00	40
66	04 01	3F
67	04 02	3E
68	04 03	3D
69	04 04	3C
70	04 05	3B
71	04 06	3A
72	04 07	39
73	04 08	38
74	04 09	37
75	04 0A	36
76	04 0B	35
77	04 0C	34
78	04 0D	33
79	04 0E	32
80	04 0F	31
81	05 00	30
82	05 01	2F
83	05 02	2E
84	05 03	2D
85	05 04	2C
86	05 05	2B
87	05 06	2A
88	05 07	29
89	05 08	28
90	05 09	27
91	05 0A	26
92	05 0B	25
93	05 0C	24
94	05 0D	23
95	05 0E	22
96	05 0F	21
97	06 00	20
98	06 01	1F
99	06 02	1E
100	06 03	1D
101	06 04	1C
102	06 05	1B
103	06 06	1A
104	06 07	19
105	06 08	18
106	06 09	17
107	06 0A	16
108	06 0B	15
109	06 0C	14

DATA/CHKSUM TABLE

PATCH #	DATA (HEX)	CKSUM (HEX)
1	00 00	00
2	00 01	7F
3	00 02	7E
4	00 03	7D
5	00 04	7C
6	00 05	7B
7	00 06	7A
8	00 07	79
9	00 08	78
10	00 09	77
11	00 0A	76
12	00 0B	75
13	00 0C	74
14	00 0D	73
15	00 0E	72
16	00 0F	71
17	01 00	70
18	01 01	6F
19	01 02	6E
20	01 03	6D
21	01 04	6C
22	01 05	6B
23	01 06	6A
24	01 07	69
25	01 08	68
26	01 09	67
27	01 0A	66
28	01 0B	65
29	01 0C	64
30	01 0D	63

DATA/CHKSUM TABLE		
PATCH #	DATA (HEX)	CKSUM (HEX)
110	06 0D	13
111	06 0E	12
112	06 0F	11
113	07 00	10
114	07 01	0F
115	07 02	0E
116	07 03	0D
117	07 04	0C
118	07 05	0B
119	07 06	0A
120	07 07	09
121	07 08	08
122	07 09	07
123	07 0A	06
124	07 0B	05
125	07 0C	04
126	07 0D	03
127	07 0E	02
BUFFER	07 0F	01

The MAP responds to both Sysex Dump commands by transmitting the header for Sysex Load, followed by all patch data, and concluded by a valid Checksum and an End System Exclusive command.

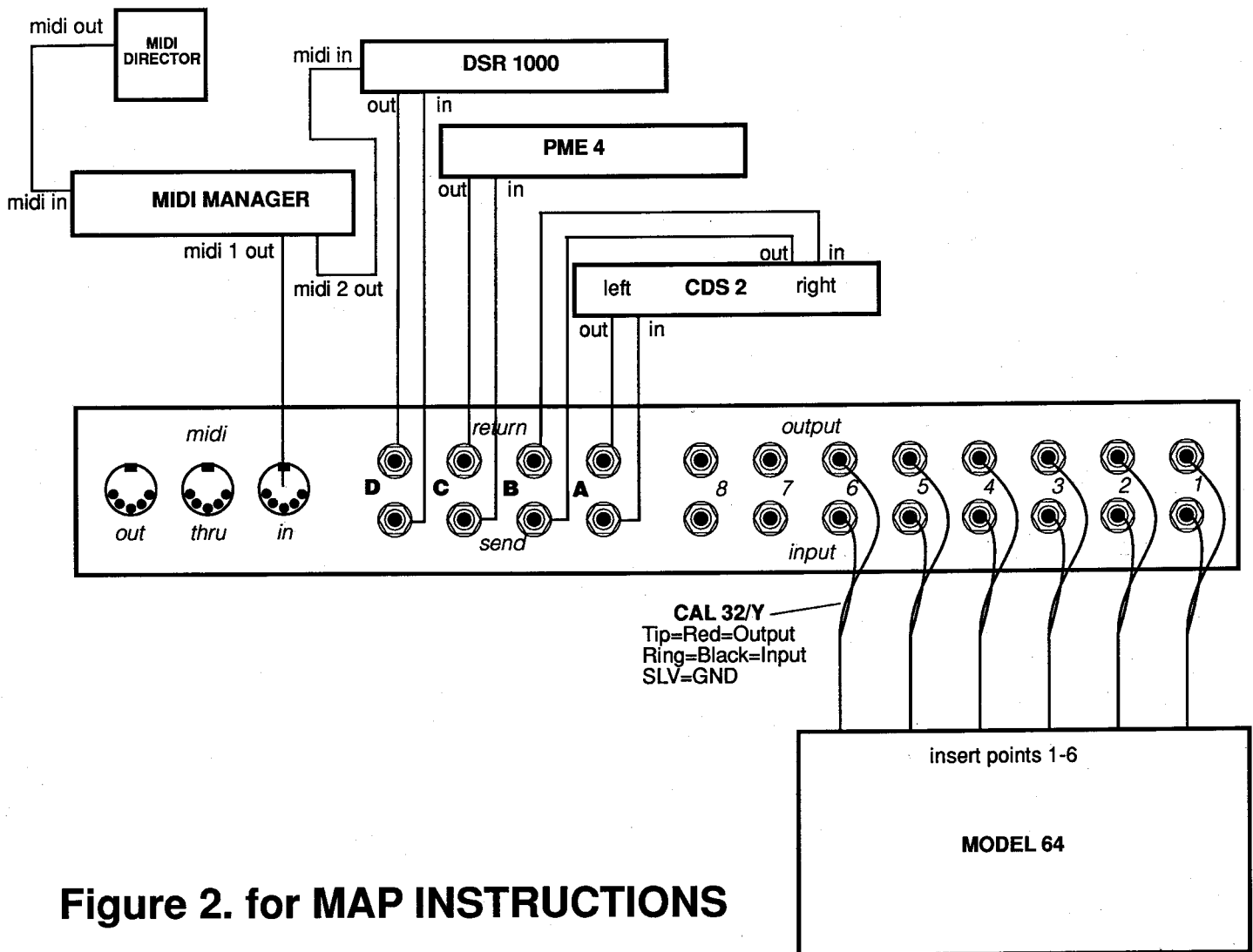


Figure 2. for MAP INSTRUCTIONS

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RETAIN YOUR PROOF OF PURCHASE LIMITED WARRANTY

Peavey Electronics Corporation warrants this Audio Media Research (AMR) product, EXCEPT for covers, footswitches, patchcords, tubes and meters, to be free from defects in material and workmanship for a period of one (1) year from date of purchase PROVIDED, however, that this limited warranty is extended only to the original retail purchaser and is subject to the conditions, exclusions and limitations hereinafter set forth:

90-DAY LIMITED WARRANTY ON TUBES AND METERS

If this product contains tubes or meters, Peavey warrants the tubes or meters contained in the product to be free from defects in material and workmanship for a period of ninety (90) days from date of purchase PROVIDED, however, that this limited warranty is extended only to the original retail purchaser and is also subject to the conditions, exclusions and limitations set forth.

CONDITIONS, EXCLUSIONS AND LIMITATIONS OF LIMITED WARRANTIES

These limited warranties shall be void and of no effect if:

- The first purchase of the product is for the purpose of resale; or
- The original retail purchase is not made from an AUTHORIZED AMR PRODUCTS DEALER; or
- The product has been damaged by accident or unreasonable use, neglect, improper service or maintenance, or other causes not arising out of defects in material or workmanship; or
- The serial number affixed to the product is altered, defaced or removed.

In the event of a defect in material and/or workmanship covered by this limited warranty, Peavey will:

- In the case of tubes or meters, replace the defective component without charges; or
- In other covered cases (i.e., cases involving anything other than covers, footswitches, patchcords, tubes or meters), repair the defect in material or workmanship or replace the product, at Peavey's option; and provided, however, that in any case all costs of shipping (if necessary) are paid by you, the Purchaser.

THE WARRANTY REGISTRATION CARD SHOULD BE ACCURATELY COMPLETED, MAILED TO AND RECEIVED BY PEAVEY ELECTRONICS CORPORATION WITHIN FOURTEEN (14) DAYS FROM THE DATE OF YOUR PURCHASE.

In order to obtain service under these warranties, you must:

- Bring the defective item to any AUTHORIZED DEALER or AUTHORIZED AMR PRODUCTS SERVICE CENTER and present the ORIGINAL PROOF OF PURCHASE supplied to you by the AUTHORIZED DEALER in connection with your purchase from him of this product.

If the DEALER or SERVICE CENTER is unable to provide the necessary warranty service, you will be directed to the nearest other AUTHORIZED DEALER OR AUTHORIZED SERVICE CENTER which can provide such service.

OR

- Ship the defective item, prepaid to:

PEAVEY ELECTRONICS CORPORATION
INTERNATIONAL SERVICE CENTER
HIGHWAY 80 EAST
MERIDIAN, MS 39301

including therewith a complete, detailed description of the problem, together with a legible copy of the original PROOF OF PURCHASE and a complete return address. Upon Peavey's receipt of these items:

If the defect is remedial under these limited warranties and the other terms and conditions expressed herein have been complied with, Peavey will provide the necessary warranty service to repair or replace the product and will return it, FREIGHT COLLECT, to you, the Purchaser.

Peavey's liability to the purchaser for damages from any cause whatsoever and regardless of the form of action, including negligence, is limited to the actual damages up to the greater of \$500.00 or an amount equal to the purchase price of the product that caused the damage or that is the subject of or is directly related to the cause of action. Such purchase price will be that in effect for the specific product when the cause of action arose. This limitation of liability will not apply to claims for personal injury or damage to real property or tangible personal property allegedly caused by Peavey's negligence. Peavey does not assume liability for personal injury or property arising out of or caused by an unauthorized alteration or non-AMR attachment, nor does Peavey assume any responsibility for damage to interconnected non-AMR equipment that may result from the normal functioning and maintenance of the AMR equipment.

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Some states do not allow limitation on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you. These limited warranties give you specific legal rights, and you may also have other rights which may vary from state to state.

THESE LIMITED WARRANTIES ARE THE ONLY EXPRESS WARRANTIES ON THIS PRODUCT, AND NO OTHER STATEMENT, REPRESENTATION, WARRANTY OR AGREEMENT BY ANY PERSON SHALL BE VALID OR BINDING UPON PEAVEY.

In the event of any modification or disclaimer of express or implied warranties, or any limitation of remedies, contained herein conflicts with applicable law, then such modification, disclaimer or limitation, as the case may be, shall be deemed to be modified to the extent necessary to comply with such law.

INSTRUCTIONS -- WARRANTY REGISTRATION CARD

1. Mail the completed WARRANTY REGISTRATION CARD to:

PEAVEY ELECTRONICS CORPORATION
ATTN: WARRANTY DEPT.
POST OFFICE BOX 1230
MERIDIAN, MS 39301

Keep your PROOF OF PURCHASE. In the event warranty service is required during the warranty period, you will need this document.

2. IMPORTANCE OF WARRANTY REGISTRATION CARDS AND NOTIFICATION OF CHANGES OF ADDRESS:

- Completion and mailing of WARRANTY REGISTRATION CARDS - Should notification become necessary for any condition that may require correction, the REGISTRATION CARD will help insure that you are contacted and properly notified.
- Notice of address changes - If you move from the address shown on the WARRANTY REGISTRATION CARD, you should notify Peavey of the change of address so as to facilitate your receipt of any bulletins or other forms of notification which may become necessary in connection with any condition that may require dissemination of information or correction.
- Should you have any questions or problems, you may contact Peavey direct by telephoning (601) 483-5372. Any correspondence with the factory concerning this product should include the serial number of the item(s).

WARNING

EXPOSURE TO EXTREMELY HIGH NOISE LEVELS MAY CAUSE A PERMANENT HEARING LOSS. INDIVIDUALS VARY CONSIDERABLY IN SUSCEPTIBILITY TO NOISE INDUCED HEARING LOSS, BUT NEARLY EVERYONE WILL LOSE SOME HEARING IF EXPOSED TO SUFFICIENTLY INTENSE NOISE FOR A SUFFICIENT TIME. THE U.S. GOVERNMENT'S OCCUPATIONAL SAFETY AND HEALTH ADMINISTRATION (OSHA) HAS SPECIFIED THE FOLLOWING PERMISSIBLE NOISE LEVEL EXPOSURES:

DURATION PER DAY IN HOURS	SOUND LEVEL dBA, SLOW RESPONSE
8	90
6	92
4	95
3	97
2	100
1½	102
1	105
¾	110
½ or less	115

ACCORDING TO OSHA, ANY EXPOSURE IN EXCESS OF THE ABOVE PERMISSIBLE LIMITS COULD RESULT IN SOME HEARING LOSS.

EAR PLUGS OR PROTECTORS IN THE EAR CANALS OR OVER THE EARS MUST BE WORN WHEN OPERATING THIS AMPLIFICATION SYSTEM IN ORDER TO PREVENT A PERMANENT HEARING LOSS IF EXPOSURE IS IN EXCESS OF THE LIMITS AS SET FORTH ABOVE. TO INSURE AGAINST POTENTIALLY DANGEROUS EXPOSURE TO HIGH SOUND PRESSURE LEVELS, IT IS RECOMMENDED THAT ALL PERSONS EXPOSED TO EQUIPMENT CAPABLE OF PRODUCING HIGH SOUND PRESSURE LEVELS SUCH AS THIS AMPLIFICATION SYSTEM BE PROTECTED BY HEARING PROTECTORS WHILE THIS UNIT IS IN OPERATION.

CAUTION

THIS MIXER CONSOLE EFFECTS DEVICE/PREAMP HAS BEEN DESIGNED AND CONSTRUCTED TO PROVIDE ADEQUATE SIGNAL (VOLTAGE) FOR PLAYING MODERN MUSIC. IMPROPER USE OF THE GAIN/EQUALIZER CONTROLS AND/OR IMPROPER USE OF INTERNAL/EXTERNAL BUSES MAY CREATE CLIPPING (SQUARE WAVES) AND POSSIBLY CAUSE SUBSEQUENT DAMAGE TO THE LOUDSPEAKER SYSTEMS. EXTENDED OPERATION OF THE GAIN/EQUALIZATION CONTROLS IN THEIR MAXIMUM POSITIONS IS THEREFORE NOT RECOMMENDED. PLEASE BE AWARE THAT MAXIMUM POWER CAN BE OBTAINED WITH VERY LOW SETTINGS OF THE GAIN/EQUALIZATION CONTROLS IF THE INPUT SIGNAL IS VERY STRONG.

IT IS COMMON PRACTICE AMONG USERS OF SOUND REINFORCEMENT EQUIPMENT TO IDENTIFY THE INDIVIDUAL CHANNELS WITH A STRIP OF TAPE PLACED ABOVE OR BELOW THE FADER OR VOLUME FADER. ANY TYPES OR BRANDS OF TAPE ARE VERY STRONG ADHESIVE WHICH CAN INHIBIT THE FADER ON THE FADER AND ACTUALLY REMOVE THE PAINT WHEN THE TAPE IS REMOVED. WE STRONGLY RECOMMEND THAT SCOTCH TAPE NOT BE USED ON PAINTED SURFACES NOR ANY OTHER TAPE THAT IS NOT ESPECIALLY DESIGNED FOR SUCH APPLICATIONS. MEDUIM OR LIGHT ADHESIVE MASKING OR TAPE LABEL TAPE IS RECOMMENDED IF TAPE IS USED. ANY TAPE LEFT ON PAINTED SURFACE FOR EXTENDED PERIODS WILL BE DIFFICULT TO REMOVE. NEVER USE CLEAR OR SCOTCH TAPE FOR THESE APPLICATIONS.

1. Read all safety and operating instructions before using this product.
2. All safety and operating instructions should be retained for future reference.
3. Obey all cautions in the operating instructions and on the back of the unit.
4. All operating instructions should be followed.
5. This product should not be used near water, i.e. a bathtub, sink, swimming pool, wet basement, etc.
6. This product should be located so that its position does not interfere with its proper ventilation. It should not be placed flat against a wall or placed in a built-in enclosure that will impede the flow of cooling air.
7. This product should not be placed near a source of heat such as a stove, radiator or another heat producing amplifier.
8. Connect only to a power supply of the type marked on the unit adjacent to the power supply cord.
9. Never break off the ground pin on the power supply cord. For more information on grounding write for our free booklet "Shock Hazard and Grounding."
10. Power supply cords should always be handled carefully. Never walk or place equipment on power supply cords. Periodically check cords for cuts or signs of stress, especially at the plug and the point where the cord exits the unit.
11. The power supply cord should be unplugged when the unit is to be unused for long periods of time.
12. If this product is to be mounted in an equipment rack, rear support should be provided.
13. Metal parts can be cleaned with a damp rag. The vinyl covering used on some units can be cleaned with a damp rag, or an ammonia based household cleaner if necessary.
14. Care should be taken so that objects do not fall and liquids are not spilled into the unit through the ventilation holes or any other openings.
15. This unit should be checked by a qualified service technician if:
 - A. The power supply cord or plug has been damaged.
 - B. Anything has fallen or been spilled into the unit.
 - C. The unit does not operate correctly.
 - D. The unit has been dropped or the enclosure damaged.
16. The user should not attempt to service this equipment. All service work should be done by a qualified service technician.

Features and specifications are subject to change without notice.

