# ROCKMAN
# MIDI OCTOPUS™

## OPERATING MANUAL

S&R D

# TABLE OF CONTENTS

# Front Panel Overview

**Record**

Recessed button records effect combinations into memory, at the program number currently displayed.

**LED Display**

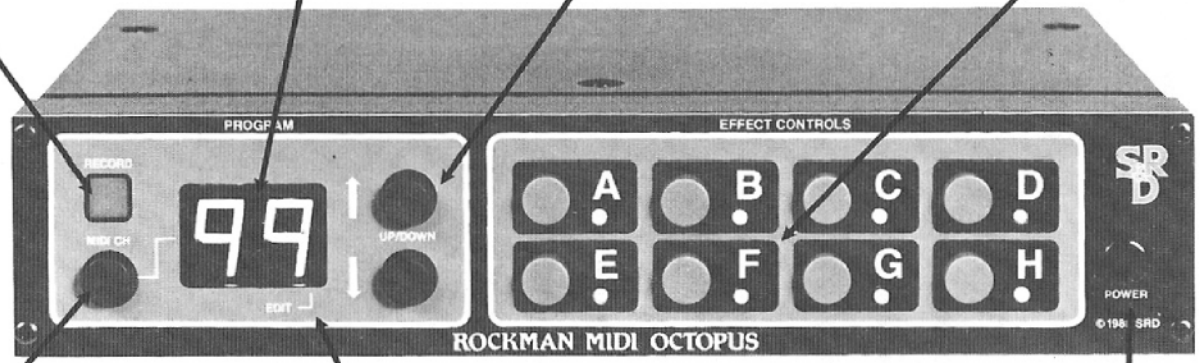
Double digit readout indicates current program number, or MIDI channel.

**Up/Down**

Buttons scroll through memory programs 0 through 99, and MIDI channels 00 to 16 (00 = omni mode).

**Effect Control:**

Buttons A through H control the effects or functions connected to the corresponding rear panel switching jacks. The eight LEDS always show which effects are activated. The MIDI OCTOPUS can control bypass, channel switching, volume boost, or any other footswitchable feature of your effects.




**MIDI Channel**

This button causes the MIDI channel to be displayed, and allows the channel to be selected using the UP/DOWN buttons.

**Edit**

Mark on LED display indicates that the currently active program has been temporarily modified by the effect control buttons.

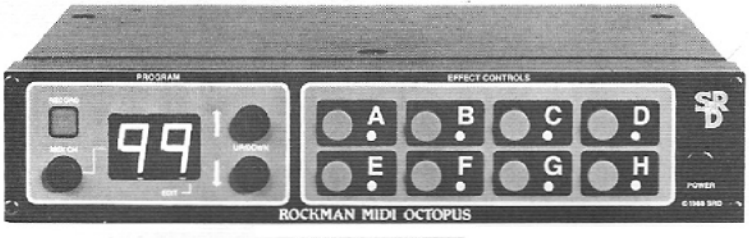
**Power**

Off/On. If LED display is not lit, the unit is off.

## General Operating Instructions

These General Operating Instructions will get you started using your ROCKMAN MIDI OCTOPUS™ right away. We urge you to read the rest of this manual soon, so that you will fully understand and be able to enjoy all of the capabilities of this sophisticated effects switching system.

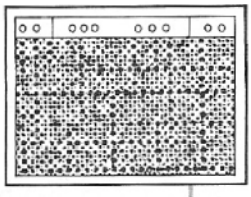
1. Connect the power cord of the MIDI OCTOPUS™ to an AC outlet.
   **CAUTION:** line voltage must match the voltage requirement printed on the rear panel of the unit.
2. Push the MIDI OCTOPUS™ power button ON.
3. Connect cables from the rear panel 1/4" switching jacks to the footswitch jacks of your ROCKMAN ROCKMODULES,™ other effects devices, and/or guitar amps. See the rest of this manual for more details on hook-ups.
4. Now you are ready to program the effect/function combinations. First, select a program memory number by using the front panel UP/DOWN buttons (1, 2, 3, etc.). Next, set up a combination of effects/functions by using the EFFECT CONTROL buttons (A through H). And finally, press and hold the RECORD button for one second, until the LED display flashes. That particular effect combination is now entered into the memory.
5. To access programs via MIDI, connect a MIDI cable from the MIDI OUT of a MIDI foot-controller, guitar synthesizer, keyboard, or sequencer, to the MIDI IN on the rear panel of the unit. The MIDI OCTOPUS™ will now respond to PROGRAM CHANGE commands from these devices.
6. Select the MIDI receive channel by holding in the MIDI CH button and scrolling with the UP/DOWN buttons. (For the simplest operation, scroll down to 00, for OMNI mode all channels received). (Your MIDI channel selection will be retained in memory until changed).
7. To interface with other MIDI effects or to chain together more than one MIDI OCTOPUS,™ use the MIDI THRU jack.



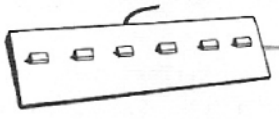

FRONT PANEL


REAR PANEL

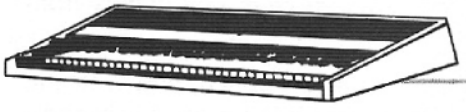
# IN/OUT CONNECTIONS



Guitar Amp-channel
switching-reverb-vibrato



MIDI Footcontroller

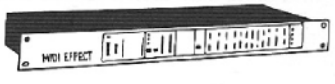


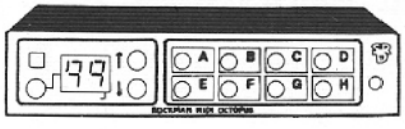
Keyboard


Non-MIDI
Effect

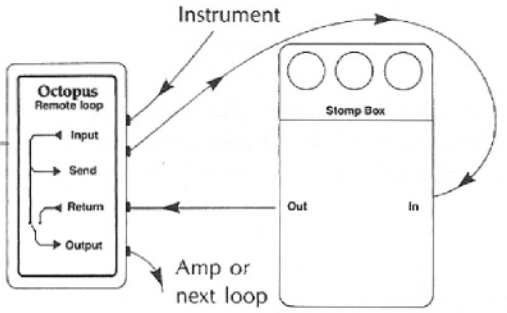
Sequencer

MIDI Effect

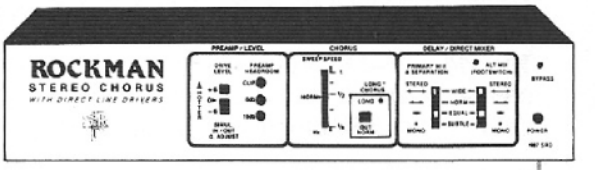


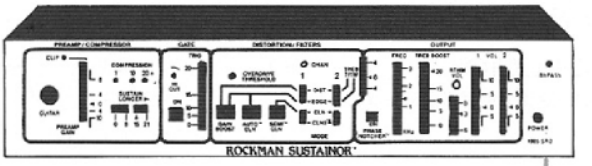



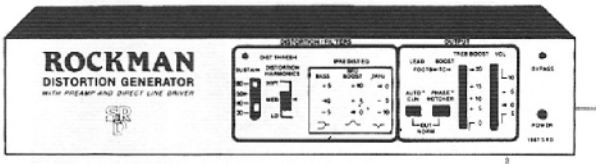

MIDI Octopus™




ROCKMAN Remote Effects
Loop Box (Any Jack except "A")

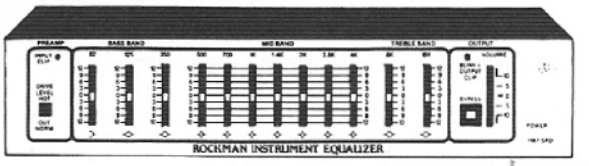


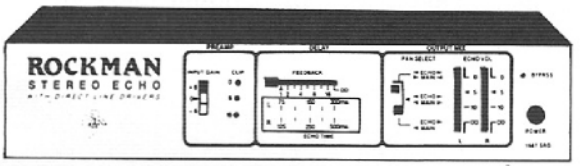



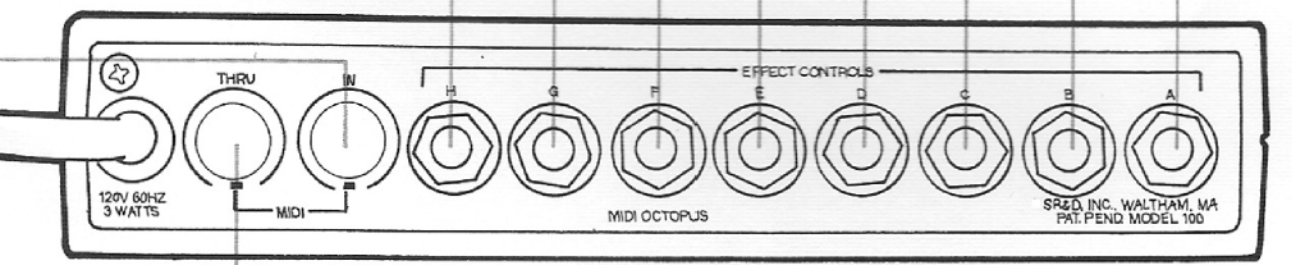




Normal-switching or A/B selection possible between two effects by using a Stereo "Y" cord. (Jack "A" only)

ROCKMAN™
Rockmodules




# Rockman Midi Octopus

# Detailed Function Descriptions

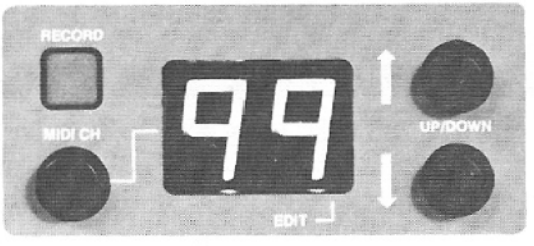
## Programming

The PROGRAM section allows you to record and then access up to one hundred different effects combinations, or PROGRAMS. This section also allows you to choose a MIDI channel so the MIDI OCTOPUS™ can be controlled remotely. (See the MIDI Functions chapter for more information).

Program Access

Use the UP/DOWN buttons to call up any program. Tap the UP button to count up one program number. If you hold the UP button longer, the numbers will count automatically. After ten numbers, the count will speed up. Of course, the DOWN button operates the same way.

In the MIDI OCTOPUS,™ after program 99, the count returns to 0. You can always reach any program by either counting UP or DOWN.




Recording

To RECORD a combination of effects or functions, follow these three steps:

A. Select a program memory number using the UP/DOWN buttons.

B. Set up the effects you want, using the EFFECT CONTROL buttons.

C. Press and hold the RECORD button for one second, until the LEDS flash.

Note that the RECORD button is recessed to prevent accidental recording. No recording will take place unless you hold in the RECORD button long enough to make the LEDS flash.

## Editing

Once a program has been entered in memory, it can be modified at any time by using the EFFECT CONTROL buttons. The EDIT mark on the LED display indicates that at least one effect in the current program has been altered. The edited program can be saved to memory by pressing and holding the RECORD button. To return the program to its unedited state, just hit the UP button once, and then the DOWN button once. If you switch to a different program, the edit will be lost, but the last recorded version will still be in memory.

## MIDI Channel

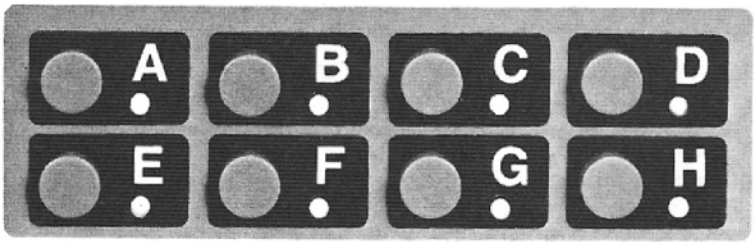
The ROCKMAN MIDI OCTOPUS™ will receive MIDI program change commands on any of the sixteen MIDI channels. You can select any single channel, or select OMNI mode (00) to receive on all channels.

To select a MIDI channel, hold the MIDI CH button and use the UP/DOWN buttons to count to the desired MIDI channel number. The display will show the MIDI CHANNEL number whenever the MIDI CH button is pressed. For OMNI mode, count down to number 00.

The selected channel number will be retained in memory until changed and will not be lost during power downs.

## Effect Controls

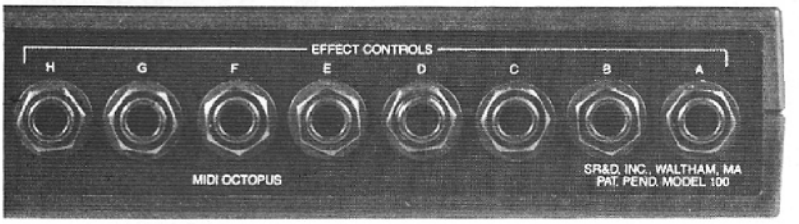
The EFFECT CONTROL buttons A through H activate the corresponding effects/functions connected to the eight rear panel 1/4" switching jacks. These buttons are always active for controlling your effects.




The eight LEDS always indicate the status of the eight effects. A lit LED indicates a closed switching jack, which always corresponds to BYPASS, CHANNEL 2, LEAD BOOST, etc. on ROCK-MODULES.™ With some other equipment, a closed switching jack may cause the opposite status. Check the operation of your setup to determine what status the lit LEDS indicate.

## Switching Jacks

All of the 8 rear panel 1/4" switching jacks will switch any effect/function with remote switch-to-ground capability.




Jack "A" has an added capability that allows you to alternate between two effects. An extra switch circuit is connected to the ring of this jack so that whenever the tip is shorted (switch closed), the ring will be open, and vice versa.

To make use of this feature, you need a stereo "Y" cord. This cord has a stereo 1/4" plug on one end, and two mono 1/4" plugs on the "Y" end. Insert the stereo plug in the "A" jack and connect the two mono plugs to two separate effects. When one effect is on, the other will be off. This setup duplicates the action of an A/B selector box.

(NOTE: The MIDI Octopus will not properly switch any equipment that uses a "momentary" type footswitching system).

## Remote Loop Box

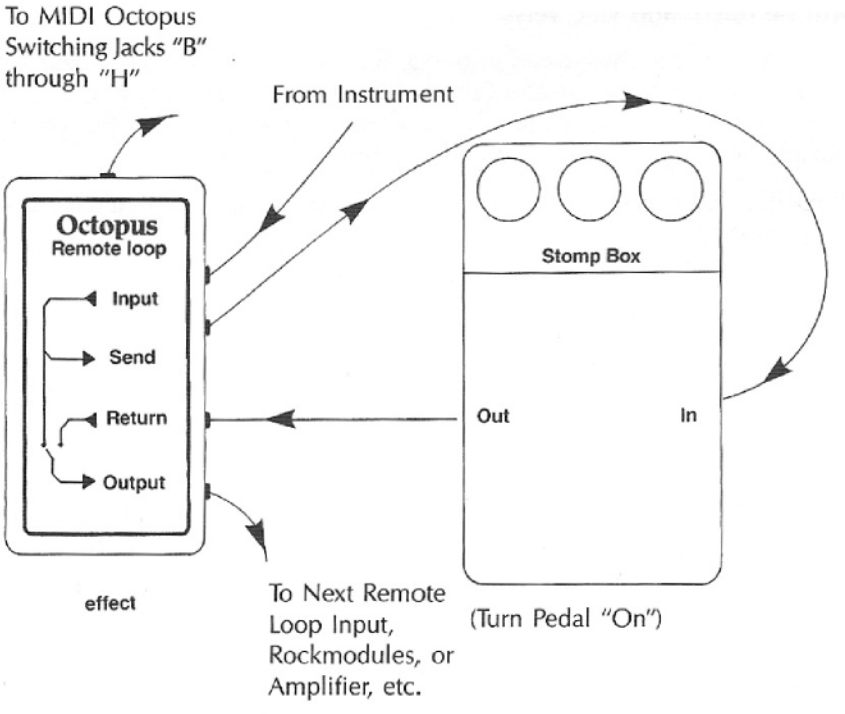
The MIDI OCTOPUS™ is designed to switch any equipment that has a jack for a remote PUSH ON/PUSH OFF footswitch. To control effects that don't have this feature (floor effects, etc.), SR&D has created the ROCKMAN REMOTE LOOP BOX. The REMOTE LOOP BOX can be used in a variety of ways to control the flow of audio signals, as well as to send switching signals to certain guitar amps that don't respond properly to the MIDI OCTOPUS™ switching jacks.

The ROCKMAN REMOTE LOOP BOX is sold separately and available through all authorized SR&D dealers.

Audio Switching

As an audio controller, the REMOTE LOOP BOX can switch floor effects in and out, select one of two input signals, or send and audio signal to one of two outputs.

**To Switch Floor Effects**




A. Plug the attached REMOTE LOOP BOX control cable into any of the rear panel switching jacks, except for jack "A".

B. Plug your instrument's audio signal into the LOOP INPUT jack.

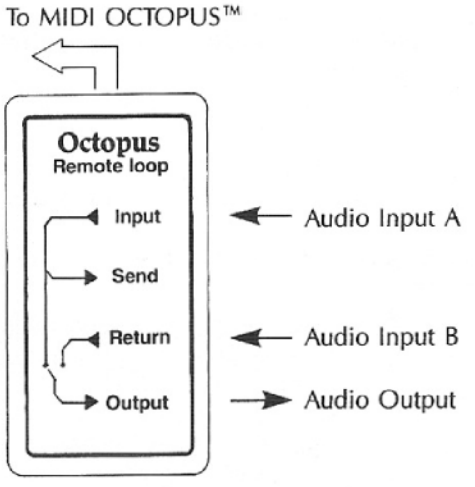
C. Connect from the LOOP SEND jack to the EFFECT INPUT jack.

D. Connect from the EFFECT OUTPUT jack to the LOOP RETURN jack.

E. Route the LOOP OUTPUT signal to the next OCTOPUS™ REMOTE LOOP, ROCKMODULE™, or amplifier, etc.

## Remote Loop Box (Continued)

**To Select One of Two Audio Input Signals**



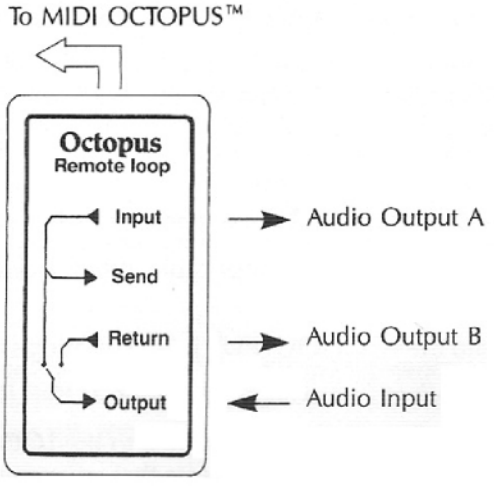

A. Plug the attached REMOTE LOOP BOX control cable into any of the rear panel switching jacks, except for jack "A."

B. Plug one audio input signal into the LOOP INPUT jack.

C. Plug the other audio input signal into the LOOP RETURN jack.

D. Route the LOOP OUTPUT signal to the next OCTOPUS™ REMOTE LOOP, ROCKMODULE™, or amplifier, etc.

**To Send an Audio Signal to One of Two Amplifiers**




A. Plug the attached REMOTE LOOP BOX control cable into any of the rear panel switching jacks, except for jack "A."

B. Plug the audio input signal into the LOOP OUTPUT jack.

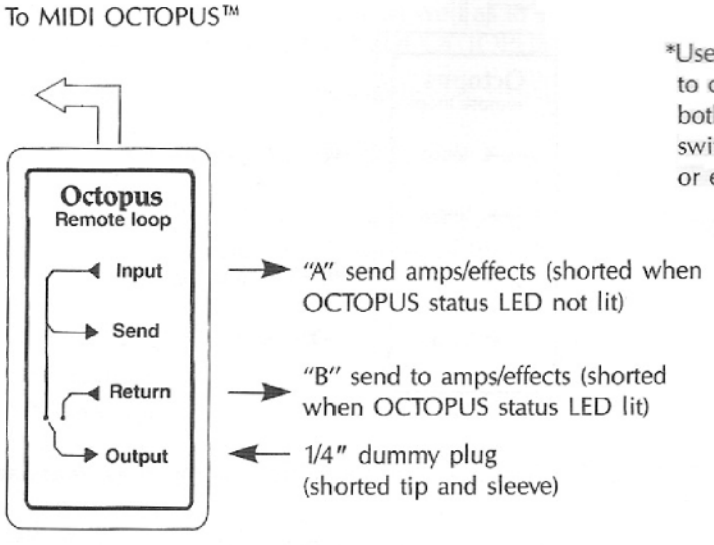
C. Connect one amplifier input to the LOOP RETURN jack.

D. Connect the other amplifier input to LOOP INPUT jack.

# Remote Loop Box (Continued)

## Control Switching

### To Switch a Guitar Amplifier That Doesn't Respond to the MIDI OCTOPUS™ Jacks




Certain older guitar amplifiers use a negative voltage switching circuit that the MIDI OCTOPUS™ cannot control. These amplifiers cannot harm the MIDI OCTOPUS™, but you will need the REMOTE LOOP BOX to control them properly.

A. Plug the attached REMOTE LOOP BOX control cable into any of the rear panel switching jacks, except for jack "A".

B. Plug a DUMMY PLUG into the LOOP OUTPUT jack. This plug should be shorted tip to sleeve.

C. Connect the amplifier footswitch jack to either the LOOP RETURN or LOOP INPUT jack. One jack will be ON while the other is OFF, and vice versa. Use the jack that gives the response that you want when the LED on the OCTOPUS™ front panel is lit.

### To Alternately Switch Two Amplifiers or Effects Devices (A/B Control)

A. Plug the attached REMOTE LOOP BOX control cable into any of the rear panel switching jacks, except for jack "A."

B. Plug a DUMMY PLUG into the LOOP OUTPUT jack. This plug should be shorted tip to sleeve.

C. Connect one amplifier or effect footswitch jack to the LOOP RETURN jack.

D. Connect the other amplifier or effect footswitch jack to the LOOP INPUT jack. One jack will be ON while the other is OFF, and vice versa. Note that you can also create this setup by using the "A" jack on the OCTOPUS™, with a Y cord as described in the Switching Jack section of the manual.

## MIDI Functions

The MIDI OCTOPUS™ has been designed for simple remote control from any MIDI foot-controller, guitar synthesizer, keyboard, or sequencer. When the MIDI OCTOPUS receives a PROGRAM CHANGE command, it will switch to the program requested. The MIDI CHANNEL selection allows the OCTOPUS™ to respond to some messages and ignore others. For most simple setups, you should set the channel selection to OMNI (00), so that all messages will be received.

Since the OCTOPUS™ has one hundred programs, it will respond in the normal manner to PROGRAM CHANGES 1 through 100. (A request for program 100 will call up program 0).

Other PROGRAM CHANGE messages have unique functions in the MIDI OCTOPUS:

PROGRAM CHANGES 101 through 108 do not change the active program, but rather cause the individual EFFECT CONTROLS to toggle on or off, as if you had hit a front panel button. For example, PROGRAM CHANGE 101 causes the "A" effect to switch from ON to OFF, or OFF to ON. Similarly, PROGRAM CHANGE 102 toggles the "B" effect, etc.

You can use this feature with a MIDI footcontroller to turn your effects on and off individually, from one pedalboard.

PROGRAM CHANGE 109 functions as a PROGRAM UP control by moving the active program up one count every time it is sent. Similarly, PROGRAM CHANGE 110 acts as a PROGRAM DOWN control. Together, these two messages can duplicate the function of the UP/DOWN buttons on the front panel.

This feature lets you step through a series of programs by using just one button on your MIDI footpedal.

(Note: certain MIDI footcontrollers will not send the same command twice in a row, and therefore are not well suited for accessing the MIDI functions described above).

PROGRAM CHANGES 111 through 128 are always ignored by the MIDI OCTOPUS.™

To use more than one MIDI OCTOPUS,™ simply connect a MIDI cable from the MIDI THRU of the first unit to the MIDI IN of the next. Set both units to the same MIDI channel, and they will both switch to the same program when a PROGRAM CHANGE message is sent. Any other MIDI device can be added on in the same way. Note that ALL the data received at the MIDI IN jack is sent to the MIDI THRU, even though the OCTOPUS™ only responds to the program changes.

While MIDI simplifies many problems of musical performance, it can also be used to create very complex systems. Please see any of the detailed books on MIDI now available to learn more about the possibilities for your equipment setup.

## Specifications

| | |
|---|---|
| **PROGRAM STORAGE:** | 100 programs (0-99). EEPROM (Electrical Eraseable Programmable Read-Only Memory), requires no battery backup. Data retention — over 10 years. |
| **SWITCHING JACKS:** | Jacks "A" through "H" — open collector transistor switching. |
| **MIDI CONNECTIONS:** | In and Thru |
| **MIDI RECEPTION CHANNELS:** | 1 through 16, and omni (00) |
| **DIMENSIONS:** | 8 1/2" W, 5 1/2" D, 1 3/4" H (standard half-rack width) |
| **POWER REQUIREMENT:** | 3 watts, line voltage (See rear panel) |
| **ACCESSORIES:** | ROCKMODULE™ 19" RACKMOUNT (Holds two units) REMOTE EFFECTS LOOP BOX. |

SPECIFICATIONS SUBJECT TO CHANGE WITHOUT PRIOR NOTIFICATION