

WALRUS AUDIO MELEE: Wall of Noise (Reverb/Distortion)

- Item: 63855
- EAN: 810424034488
- Packaging Dimensions: 15.2 x 11.4 x 8.9 cm
- Weight: 0.46 kg
- [Pictures](#) | [Translations](#) | [User Manual](#)



Need to know for Retailers

- Unique High-Gain Distortion and Reverb combo
- Joystick control to meld reverb and distortion into one massive blaze of sound
- Run distortion into reverb or reverb into distortion with the D>R / R>D toggle
- 3 different reverb programs:
 - Ambient Reverb
 - Octave Down Reverb (like SLÖ Dark mode)
 - Reverse Reverb with Feedback
- “Less is more” approach when it comes to controls – focus on fun & creative output
- Joystick controls distortion level (y-axis) and reverb mix (x-axis)

Full Feature List

- High-Gain Distortion and Reverb combo
- Controls: Vol, Tone, Decay, D>R|R>D (determines order of effects), Joystick (distortion level + reverb mix), bypass, sustain switch
- Joystick control to meld reverb and distortion and inspire a wealth of creative output
- Joystick controls reverb mix (x-axis) and distortion level (y-axis)
- Switch signal-chain-order of distortion- and reverb-effect
- D>R (distortion into reverb) or R>D (reverb into distortion)
- D>R mode: traditional set up. Notes and chords remain their clarity
- R>D mode: notes and chords are muddled to create a wall of sound
- 3 different reverb programs: Ambient, Octave and Reverse
- Ambient Reverb: Huge reverb with massive trails
- Octave Reverb: Lower octave on reverb trail. Like “Dark” mode on Walrus Audio Slö.
- Reverse Reverb with Feedback: Add reversed reverb trails or push into reverse feedback overload.
- Tone 3-way-toggle-switch sets the tone of reverb and distortion: normal, dark, bright
- Decay 3-way-toggle-switch sets time of the reverb: minimum, medium, maximum
- Set modulation via secondary control (decay 3-way-switch): none, slight (33RPM), high (45RPM)
- Use momentary bypass to create a moment of texture
- Sustain switch ramps up reverb trail to maximum or latches current reverb decay
- 3 bypass modes: DSP bypass, DSP+ true bypass, true bypass
- 9-volt DC, Center Negative, 200mA minimum
- Power Supply not included
- Designed and assembled in the USA

Description

We give you the two most quintessential effects that yield unruly amounts of power and influence to an instrumentalist: reverb and distortion. They have been harnessed and woven together for an eternity of ethereal power with The Melee: Wall of Noise. The Melee unapologetically uses a joystick to meld reverb and distortion into one massive blaze of sound. With the flip of the order switch, run the distortion into the reverb or reverb into distortion; signal chain is your call now. For the explorer, the Melee can run one of three different reverb programs Ambient, Octave, and Reverse.

In a less is more approach, we've intentionally decided on controls that are fun to use and will inspire a wealth of creative output. Use the joystick to control the amount of distortion by moving it up and down. Moving the joystick left and right will adjust your reverb mix. The tone and decay toggles have low, medium, and high settings. Modulation can be added to the wet signal by holding down the bypass switch and moving the decay toggle. The left position is no modulation, the middle is a slight modulation, and the right is a high modulation.

ALGORITHMS

The Melee is equipped with three different reverb programs, which can be changed by simultaneously pressing the bypass and sustain stomp switches. Experiment with the order toggle switch to hear how differently these all react in front and after the distortion!

- Ambient Reverb (Pink LED) - Huge reverb capable of massive trails and engulfing your chords into an angry wash of sound. Great for soaring melodic lines or shoegaze-driven chord progressions.
- Octave Down Reverb (Yellow LED) - Similar to the Dark mode in the Slö, you'll find an eerie lower octave hovering in the reverb trail for a nice and dark atmospheric touch.
- Reverse Reverb with Feedback (Blue LED) - Add reversed reverb trails back into your signal, create gentle melodies or push into reverse feedback overload. Big, slow, and sad chords love to hang out here.

MOMENTARY

Press and hold the sustain switch to ramp up the reverb trails. Release and the trails will ramp back down to where the decay switch is currently set. The sustain switch can also latch in all three programs. Press and release the Sustain switch to capture and sustain the current reverb decay for long pad-like sounds in your wet mix. Press again to release the latch, and the reverb trail will taper off based on the position of the decay knob.

SPECS

- The Melee comes coated in a glossy neon pink enclosure with white, yellow, and green inks with art by David Hüttner.
- The die-cast enclosure's exact size is 3.62" x 4.79" x 3.14" (including joystick height).
- Three bypass modes, DSP, DSP+True, True Bypass
- Power requirements are 9VDC, center negative (200mA minimum).
- The use of an isolated power supply is recommended for powering all Walrus Audio Pedals.
- Daisy chain power supplies are not recommended.
- Power supply not included.

Image



User Manual

Two of the most quintessential effects that helped defined the shoegaze genre, reverb and distortion, have been harnessed and woven together for an eternity of ethereal distortion with The Melee: Wall of Noise. The Melee unapologetically uses a joystick to meld reverb and distortion together into one massive blaze of sound.

VOLUME - The “Vol” knob sets the overall output volume of the pedal.

TONE - Control the tone of both the distortion and reverb simultaneously. Left is the normal tone setting, middle is the dark tone setting, and right is the brightest tone setting.

DECAY - Control the decay time of the reverb. Left is minimum decay, middle is medium decay, right is max decay, right is max decay.

SECONDARY CONTROL - Hold down the bypass stomp switch and adjust the amount of modulation applied to the wet signal by moving the decay toggle. Left position is no modulation, middle is slight modulation at 33RPM, and right is high modulation at 45RPM.

Note: In Reverse Reverb (Blue LED), Decay sets the amount of feedback instead of the decay time.

D > R | R > D

Next to the joystick, this is where some of the special sauce comes in. Select the order that the distortion and reverb are set, while running in series in the Melee. To the left sets the distortion running first in series into the Reverb. To the right sets the Reverb running first in series into the Distortion.

The overall effect of the pedal will vary depending on which way you set the toggle.

In D>R notes and chords will maintain their clarity like a traditional pedalboard setup, but in R>D notes and chords are muddled to create a powerful wall of sound. The range of the joystick will interact slightly differently because of this order change as well.

JOYSTICK

(This is the really fun part.) Choose your own adventure with your custom mix of distortion and reverb. Control both the amount of distortion and the reverb dry/wet mix by using the joystick on an X-Y axis. The X (left & right) axis will set the amount of reverb mix, with left being fully dry and right being fully wet. The Y (up & down) axis will set the amount of distortion of the pedal, with down being fully clean, and up being fully distorted.

MOMENTARY FEATURES

BYPASS to temporarily activate the pedal for a moment of texture. Release bypass to turn off again and effect will fade out.

Hold the **SUSTAIN** switch to ramp up the reverb trail to maximum, creating a long trail. The trail will ramp back down when released.

Press & Release to latch the current reverb decay. Press again to release the latch.

REVERB PROGRAMS

The Melee is equipped with three different reverb programs, which can be changed by simultaneously pressing the bypass and sustain stomp switches. Experiment with the order switch to hear how differently these all react in-front and after the distortion!

Ambient Reverb (Pink LED)

Huge reverb capable of massive trails and engulfing your chords into an angry wash of sound. Great for soaring melodic lines or shoegaze driven chord progressions.

Octave Down Reverb (Yellow LED)

Similar to the Dark mode in the Slö, you'll find an eerie lower octave hovering in the reverb trail for a nice and dark atmospheric touch.

Reverse Reverb with Feedback (Blue LED)

Add reversed reverb trails back into your signal, create gentle melodies or push into reverse feedback overload. Big, slow and sad chords love to hang out here.

BYPASS MODES

The Melee offers three bypass modes:

- **DSP Bypass** The Melee locks the relays on and uses the DSP to bypass the pedal. The Melee ships in DSP Bypass mode by default. Reverb will have trails after bypassing the pedal.
- **DSP+True Bypass** The Melee uses relays to bypass the pedal after the reverb decay dies out. The time it takes for the relay to bypass the pedal is dependent on the length of the decay setting. Reverb will have trails after bypassing the pedal.
- **True Bypass Mode** In DSP Bypass mode, In DSP+True Bypass mode, In True Bypass mode, the Melee uses the relay to bypass the pedal. Reverb will not have trails after bypassing the pedal.

Use the following procedure to change the bypass mode:

1. Hold down the Bypass switch while applying power until the preset LED lights up a solid color. The Bypass LED will also flash until a selection is confirmed.

2. Press the Bypass switch to scroll to the color corresponding to the desired bypass mode.

A - Green: DSP Bypass

B - Blue: DSP+True Bypass

C - Red: True Bypass

3. Press the Bypass and Sustain switches simultaneously to confirm selection.