



HEXDEVICES
HANDCRAFTED AUDIO EQUIPMENT



User Manual Distress

Thank you and congratulations for your purchase of the HexDevices Distress™ Module! That was a smart move. You are now the owner of an insanely distortion-rich, harmonically-unique effect that will help your audio signals to sound more fat and wide.

The brain inside the shell

The magic of this distortion is based on the Vacomp™ technique that makes your device to behave differently every time the voltage changes. This module creates a new family of distortions with more high harmonics and crispier sounds.

How to use (page 1)

A. DATA IN: Stands for the line input of the module. With the use of a 3.5mm TS mono jack, you can plug any of your audio sources into the module. The more gain you feed it, the more distortion you get from the beginning. Input impedance is 10kΩ.

B. DRIVE KNOB: The drive works clockwise and controls the amount of gain is going into the diodes, so the more gain you feed into the diodes the more distortion you get. Isn't that dope?

C. LEVEL KNOB: This knob sets the overall level of your sound after the distortion stage. Note that it works anticlockwise.

D. DATA OUT: This is the line out of the effect module. With the use of a 3.5mm TS mono jack you can take your out-processed signal.

Extra info

Distress™ sounds pretty gentle and not very aggressive as other distortions, when you turn the drive knob till 60- 70% the distortion is not very noticeable but your sound is already dense and full of harmonics.

so, please mind that our planet is already full of waste. So please throw this device only in special electronic recycling places.

Contact with us
info@hexdevices.com

SPECIFICATIONS:

- DISTORTION ARCHITECTURE, SINGLE OP. AMP. WITH BACK TO BACK VARICAP DIODES.
- INPUT IMPEDANCE 10kΩ
- POWER, +-12VDC EURORACK
- DIMENSIONS IN MM, 128,5X40,64X26
- WEIGHT, 85G

Warranty

This module comes with 5 years warranty for the electronic part only, not for the casing.

Recycling guidelines

First of all why to throw a masterpiece like that?! Anyway if you want to do