

# Audiothingies Doctor A

QUICKSTART MANUAL V1.0

Congratulations and thanks for purchasing Doctor A!

## Features

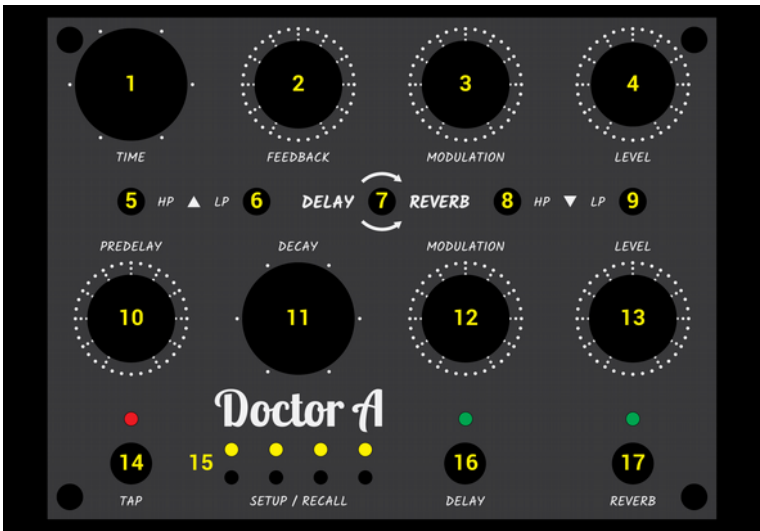
12-Bit **MULTIMODE MODULATED DELAY** with **TAP** and **MIDI sync**

Vintage style **MULTIMODE MODULATED REVERB**

**STEREO** I/Os + **MIDI** Input + 2x **ASSIGNABLE CV** inputs

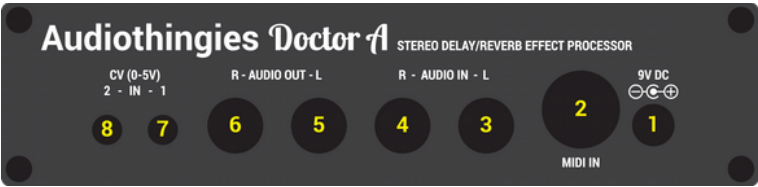
**ANALOG DRY** signal path with hardware **KILL DRY**

## Front panel



1	Delay time (0 to 1000 ms)	10	Reverb predelay time (0 to 100 ms)
2	Delay feedback amount	11	Reverb decay amount
3	Delay modulation amount	12	Reverb modulation amount
4	Delay output level	13	Reverb output level
5	Delay feedback high-pass frequency	14	Delay tap tempo switch
6	Delay feedback low-pass frequency	15	Setup/Recall buttons
7	Delay to reverb send level	16	Delay on/off switch
8	Reverb output high-pass frequency	17	Reverb on/off switch
9	Reverb output low-pass frequency		

# Rear panel



1	9V DC input	3+4	Audio inputs	7+8	CV inputs (0 to 5V)
2	MIDI input	5+6	Audio outputs		

NB: Always use the provided 9V DC adapter

## A word of warning before using Doctor fl



Make sure your monitoring system is turned off before powering on or off your Doctor fl.

Doctor fl is capable of very high output levels, especially with high delay feedback level reaching auto-oscillation, so please take care of your ears while operating Doctor fl.

## Secondary parameters

2 hidden parameters are accessible by holding TAP and turning 1 pot (see front panel layout):

2	Ping-pong L/R delay time offset	3	Delay modulation speed
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Default factory value is 12 o'clock. These settings are auto-saved at power-off.

## Memory Recall

Doctor fl has 4 memories to store and recall up to 4 delay + reverb configurations, so you can have ping pong + short reverb in memory 1, spacey + concert hall in memory 2, etc...

These settings are auto-saved in the active memory slot.

## Useful stuff to know

**MIDI:** When Doctor fl receives a MIDI clock, it syncs to it and pot 1 is used as a time divisor.

**Signal path:** Both effects are processed in parallel, if you want the delay to be effected by the reverb, use pot 7 (Delay to Reverb send level).

# Changing the Delay mode

**ACCESS & EXIT:** Hold DELAY (Delay LED will blink when activated)

Use the 4 SETUP/RECALL buttons to switch modes, the corresponding LED will blink to show the currently active mode. The available modes are:

● ○ ○ ○	Lo-Fi	8-bit delay
○ ● ○ ○	Classic	12-bit delay
○ ○ ● ○	Spacey	12-bit delay, tape-vibe, self oscillates more easily
○ ○ ○ ●	Ping-pong	The obligatory ping pong delay, with different L/R times

**TIP:** In Ping-pong mode, you can access the L/R delay time offset with TAP + Feedback pot. Set it to 12 o'clock to get the traditional ping-pong effect, experiment with the other positions to get some cool L/R rhythmic effects.

# Changing the Reverb mode

**ACCESS & EXIT:** Hold REVERB (Reverb LED will blink when activated)

Use the 4 SETUP/RECALL buttons to switch modes, the corresponding LED will blink to show the currently active mode. 2 layers with 4 modes each are available.

**Switch between the 2 layers by holding one of the 4 SETUP/RECALL buttons**

Layer 1 modes

● ○ ○ ○	Small A	Short size room reverb
○ ● ○ ○	Medium A	Medium size room reverb
○ ○ ● ○	Roomy	Very colored small room reverb, great for drum loops
○ ○ ○ ●	Bouncy	Ringy and very fun reverb algorithm

Layer 2 modes

○ ● ● ●	Plate	The classic plate reverb
● ○ ● ●	Vocal plate	Plate reverb with less diffusion
● ● ○ ●	Hall A	Large size room reverb
● ● ● ○	Concert Hall	The largest available algorithm, a concert hall reverb

# Changing the System settings

**ACCESS & EXIT:** Hold DELAY + REVERB (both Delay and Reverb LEDs will blink)

In this submode, each one of the SETUP/RECALL LED/button show/change a system parameter:

LED/Button	Function	LED OFF	LED Blinking
● ○ ○ ○	Input	Stereo input	Dual mono input
○ ● ○ ○	Output (wet signal)	Stereo output	Dual mono output
○ ○ ● ○	CV1	CV1 input disabled	CV1 input enabled
○ ○ ○ ●	CV2	CV2 input disabled	CV2 input enabled

**TIP:** Both CV inputs can be assigned to 1 parameter.

To assign a parameter, press and hold CV1 or CV2 button and simply turn the knob you wish to assign. Assignable knobs are pots 1 to 4 and pots 10 to 13 (see Front panel layout).

## Inner guts access

Return your **Doctor 71** and you will have access to some jumpers on header pins giving you the opportunity to alter the analog part of the circuit.

On both L/R channels you have access to:



<b>Input gain</b>	0 / +12 dB
<b>Output gain</b>	0 / -12 dB
<b>Dry signal</b>	On / Off (To activate Kill Dry, set both Dry signal jumpers to the OFF pos.)

To change a setting, make sure your **Doctor 71** is turned off, then remove and replace the jumper on the wanted position. To do this, we recommend the use of a flat head screwdriver. Be careful not to lose the jumpers inside **Doctor 71** while doing this.

**We recommend that both channels are set to the same settings for best operation.**

## Specifications

### I/Os

<b>Type</b>	Single ended
<b>Input impedance</b>	10k Ohm
<b>Output impedance</b>	100 Ohm
<b>Max input level</b>	19 dBu (input gain set to 0 dB)
<b>Max output level</b>	19 dBu (output gain set to 0 dB)
<b>Dynamic range</b>	> 100 dB

### General

<b>Dimensions</b>	17,5 x 12,5 x 6 cm
<b>Weight</b>	600 g