



MXR

DD11 DIME DISTORTION

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DESCRIPTION

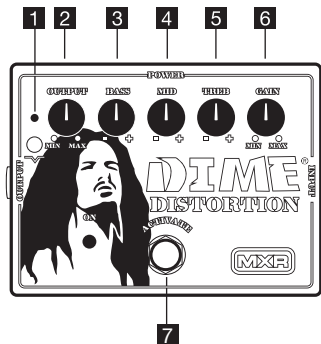
- Thick, powerful distortion with superior definition
- Proprietary SCOOP switch notches mids for the heavily scooped Dime sound
- 3-band EQ provides huge tonal flexibility

CONTROLS

- 1 SCOOP switch cuts midrange at 1kHz by -22dB (indicated by yellow LED)
- 2 OUTPUT knob controls overall effect volume
- 3 BASS knob cuts or boosts low frequencies
- 4 MID knob cuts or boosts midrange frequencies
- 5 TREB knob cuts or boosts high frequencies
- 6 GAIN knob controls amount of distortion
- 7 FOOTSWITCH toggles effect on/ bypass (red LED indicates on)

POWER

The MXR Dime Distortion is powered by an 18-volt AC adapter such as the Dunlop ECB004/ECB004E (included) or the Iso-Brick™ and DC Brick™ power supplies.



DIRECTIONS

- Run a cable from your guitar to the DD11's INPUT jack and run another cable from the DD11's OUTPUT jack to your amplifier.
- Start with all controls at 12 o'clock.
- Turn the effect on by depressing the footswitch.
- Push SCOOP switch to cut midrange at 1kHz by -22dB for a scooped metal sound.
- Rotate the OUTPUT knob clockwise to increase volume or counterclockwise to decrease it.
- Rotate DISTORTION knob clockwise to increase amount of distortion or counterclockwise to decrease it.
- Rotate BASS knob clockwise to boost low frequencies or counterclockwise to cut them.
- Rotate MID knob clockwise to boost midrange frequencies or counterclockwise to cut them.
- Rotate TREB knob clockwise to boost high frequencies or counterclockwise to cut them.

SPECIFICATIONS

Input Impedance	1 MΩ
Output Impedance	3 kΩ
Noise Floor*	-89 dBV
Bypass	Hardwired
Current Draw	14 mA
Power Supply	18 volts DC

*All controls at mid-position, A-weighted.



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