

# electro-harmonix

## HOLIER GRAIL

### Reverb + Golden Gate

#### - DESCRIPTION -

The Holier Grail is Digital Reverb in a compact guitar pedal. It contains eight different reverb presets: **SPRING, HALL, ROOM** and **FLERB** each at a **LONG** and **SHORT** reverb length. In addition to reverb, there is a **GATE** that ends the reverb tail early for an unnatural yet often pleasing reverb sound.

#### - CONTROLS -

**TYPE Switch** – Selects the type of reverb sound that the Holier Grail will produce: **SPRING, HALL, FLERB** or **ROOM**.

**LENGTH Switch** – Selects between a **LONG** or **SHORT** reverb length for the four types of reverb listed above. A **LONG** reverb length is attributed to making a bigger sound such as a large hall, room or reverb tank. A **SHORT** reverb length will yield a smaller sound, for example a small room, hall or reverb tank.

**BLEND Knob** – Is a Wet/Dry control for the reverb signal. As you turn the **BLEND** knob clockwise you will hear more reverb and less of your instrument. The Holier Grail is designed so that as you turn the **BLEND** knob from its minimum position to the 12 o'clock position you will hear a subtle amount of reverb added to the output. As you turn the **BLEND** knob from 12 o'clock to its maximum position the amount of reverb you hear will increase dramatically. It is designed this way so musicians can hone in on just the right amount of subtle reverb added to their instrument's signal.

**GATE Switch** – The **GATE** switch determines how the gate circuit will effect the audio path. The three positions are **OFF, REVERB ONLY** and **REVERB + DIRECT**. When the **GATE** switch is in the **OFF** position, the gate is completely bypassed and the gate has no effect on the audio path. In the

**REVERB ONLY** position, the output of the reverb generator will be fed into the gate before it goes to the **BLEND** knob. The output of the gate will then go to the wet side of the **BLEND** knob to mix with the dry signal. In the **REVERB + DIRECT** position, the signal after the **BLEND** knob goes into

the gate so that both the wet and dry signals are gated. The output of the gate is then sent to the **MAIN OUTPUT** of the Holier Grail. In this last position, it is possible to gate only the dry signal by turning the **BLEND** knob to its counter-clockwise (minimum) position.

**GATE THRESHOLD Knob** – This knob determines when the gate should actually be opened or closed. When the **GATE THRESHOLD** knob is in the counter-clockwise (minimum) position, the threshold is set to high: it will take a very loud signal to open the gate. When the **GATE THRESHOLD** knob is in the clockwise (maximum) position, the threshold is set to low: the gate will only need a small signal to open up.

**GATE REVERSE Switch** – This slide switch enables you to reverse the normal operation of the gate. When the **GATE REVERSE** switch is off (left position), the gate will act normally: the gate is open when the signal is above the gate threshold and the gate is closed when the signal is below the threshold. When the **GATE REVERSE** switch is on (right position), the gate will act opposite to how it normally works: the gate is closed when the signal is above the gate threshold and the gate is open when the signal is below the threshold. This feature can be used to obtain reverb only when the signal is weak, a delayed reverb tail or to create swelling effects where the musician fades in their instrument and the gate closes when the instrument reaches its maximum loudness.

**GATE SPEED Switch** – This slide switch changes the speed at which the gate opens or closes. When the **GATE SPEED** switch is in the **FAST** position (right position), the gate opens and closes immediately after the audio signal has exceeded or fallen below the threshold setting. When the switch is in the **SLOW** position (left position), the gate opens and closes more gradually.

**GATE LED** – This LED gives you a visual indication of the state that the gate is in at all times, even if the gate is off. When the gate is closed, the **GATE LED** is red. When the gate is open, the **GATE LED** is green. If the gate is in the act of opening or closing, it is possible that the LED will not be lit at all. This usually happens when the **GATE SPEED** is set to **SLOW**.

**STATUS LED** – This LED, located in the top-left corner of the Holier Grail, indicates if the unit is in effect mode or bypass mode. When the LED is lit up, the box is in effect mode, when the LED is off the box is in TRUE BYPASS mode.

**INPUT Jack** – This ¼" jack is the audio input to the Holier Grail.

**MAIN OUTPUT Jack** – This ¼" jack is the main audio output. When the Holier Grail is in Effect mode, the **MAIN OUTPUT** jack will output the signal

after the **BLEND** knob; this is a mix of the reverb signal and the dry signal. When the unit is in **TRUE BYPASS** mode, the **MAIN OUTPUT** jack is connected directly to the **INPUT** jack.

**REVERB ONLY OUTPUT Jack** – This ¼" jack sends out just the reverb signal. The **REVERB ONLY OUTPUT** jack is connected directly to output of the reverb generator. When the Holier Grail is in effect mode, this jack sends out the reverb signal and is not effected by the **BLEND** knob or any of the gate functions. When the unit is in bypass mode, this jack is muted; it does not output a signal.

### - OPERATION NOTES -

#### **Getting the most from the Gate:**

The gate is a volume-sensitive effect so it works particularly well on instruments that do not exhibit constant volume changes such as keyboards, drums and samplers or pre-recorded audio in a studio. Traditional guitarists may have a hard time obtaining predictable results from the gate without changing their playing style. The reason for this is because gates, in general, have a small threshold range where they work well. Often users of gates will find themselves twiddling the threshold knob to obtain the ideal timing for when the gate opens and closes. Since most guitarists require two hands to play, they will not have a free hand to twiddle the threshold knob with. Knowing this, a guitarist that wants to make full use of the gate should be able to if they put the time and effort in to learn how the gate works and what works best with their style of playing. In addition, putting a compressor before the Holier Grail may help yield more predictable results when using the gate.

If a super fast gate closure is required, try putting the gate into reverse mode and the speed on fast. This will allow just the beginning of the instrument's attack to pass through the gate before it has a chance to close. This works particularly well on drum machines.

One common problem that may occur when using the Holier Grail: you plug it in, the LEDs go on, you play a note but you hear no sound. In most cases this will happen because the gate is in a mode other than **OFF**. Whenever something may seem wrong with your Holier Grail and the LEDs are lit, the first thing you should always do is turn the gate off.