

# BRELIOTT

## Tube Overdrive Distortion Plus

**BST:** Low frequency Boost

Options: ByPass, 200Hz and 80Hz

This can be used to recover the low frequencies removed by the CUT switch, or just to boost the overall low end.

**LOAD:** Load on the tube / valve, which affects the symmetry of the distorted signal

Options: 47K (hot), 100K (med) or 220K (cold)  
Affects the centre point and gain - if the tube is hot the tops clip more (cut-off), if the tube is cold, the bottoms clip more (grid current clip).

**REC:** Recovery gain

Options: 0dB, 6dB and 12dB

This can be used to recover the signal after it has been through the clipping diodes (especially the germanium) and tube. It can also be used to "slam" the output stage.

**CUT:** High Pass Filter, first order

Options: ByPass or 200Hz  
Used to reduce the amount of low frequencies into the drive stages, and de-mud the overall sound.

**FILTER:** simple swept

Low Pass Filter, 1st order

Use it to remove the sharpness of the output.

**LEVEL:** this dictates

how loud the sound comes out. And when you've picked yourself off the floor from that...

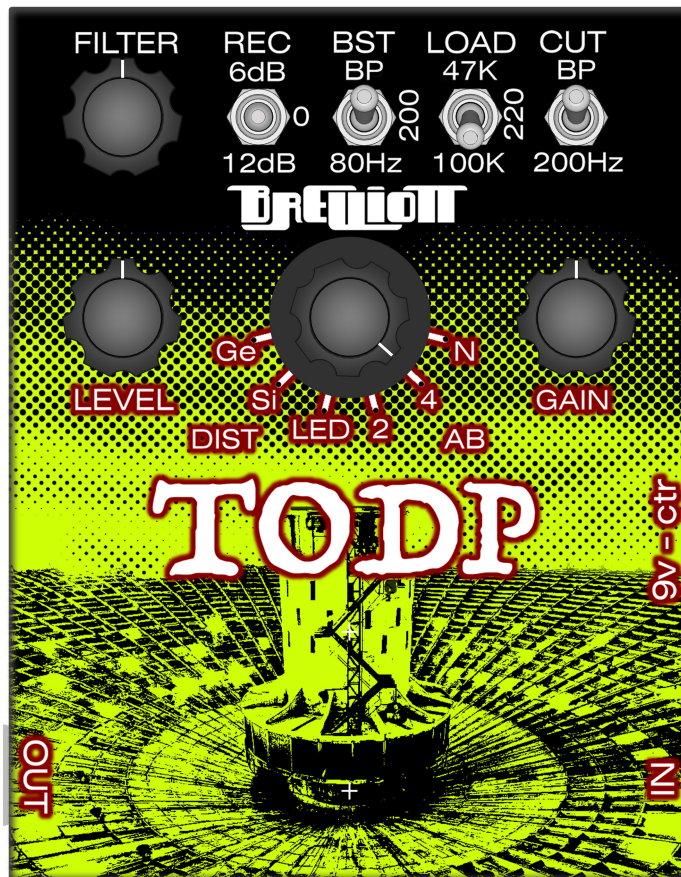
**GAIN:** continuous gain, as used on classic 70s and 80s distortion pedals.

Options: pedals come in Mid Range, Transparent OverDrive, Red Rocket, & Original Bass Version. The OBV does not have a "bright" cap, whereas all the others do.

Power in: 9V -ve centre  
Over-cooking this will damage the heater droppers, heater regulation and LED.

Whatever

pedal, amp, or desk input



Instrument

Do not exceed 9V pk-pk

## The Big Knob in the Middle

2 main sections

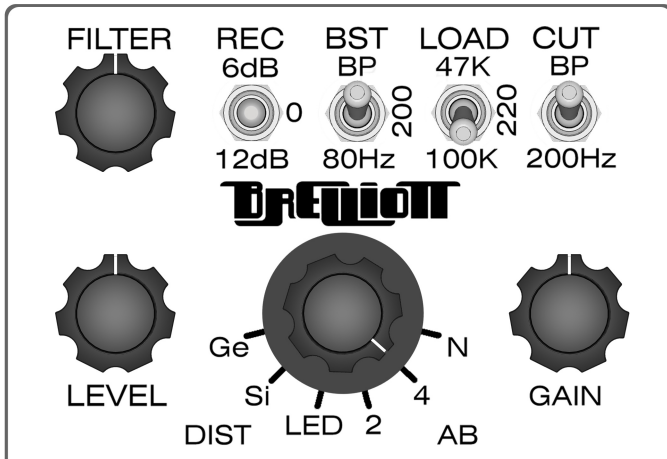
**Distortion and Overdrive**

- |                                                                                       |                                                                                                                                  |
|---------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| Ge - Germanium, the smoothest, and also the quietest setting - may need REcovery      | AB2 - 2x series Anti-Blocking diodes, give a half distorted, half overdriven feel                                                |
| Si - Silicon, a quite hard classic distortion, again might need REcovery boost        | AB4 - 4x series Anti Blocking diodes, give a more solid overdriven feel                                                          |
| LED - as it sounds - much louder 90s sound, and may also cause the tube to overdrive. | N - No Anti-Blocking diodes: the bias voltage of the tube drops below the bottom rail, the tube pinches, blocks, and compresses. |

# Examples 1

## Start Position

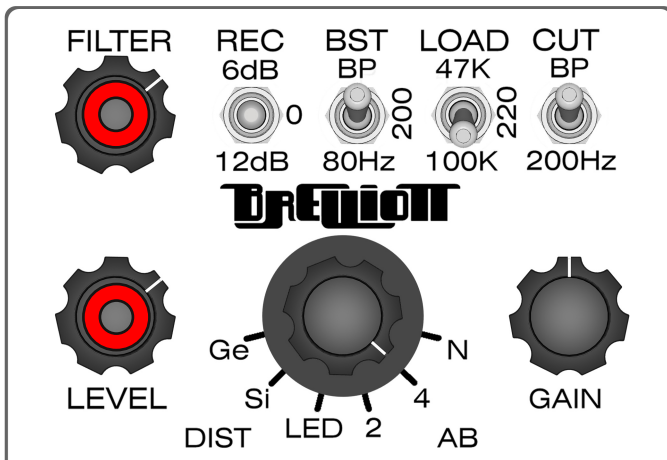
The small knobs all point up 12 o'clock  
Boost and Cut both at ByPass  
Load switch down for centre biasing  
No Recovery gain  
Selector set to AB4 - all tube overdrive



## Take it up to Unity

From Start Position:

Filter and Level turned to between 2 and 3 o'clock to achieve unity, or a suitable boost from True Bypass



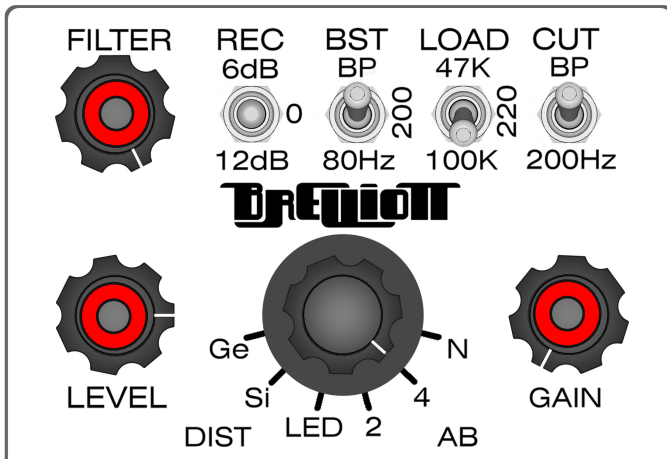
## "Transparent"

From Start Position:

Gain closed to minimum  
Filter open to maximum  
Level at about 3 o'clock

With so little drive into the tube, you may notice some microphony

Crank the Gain to taste, match with Level

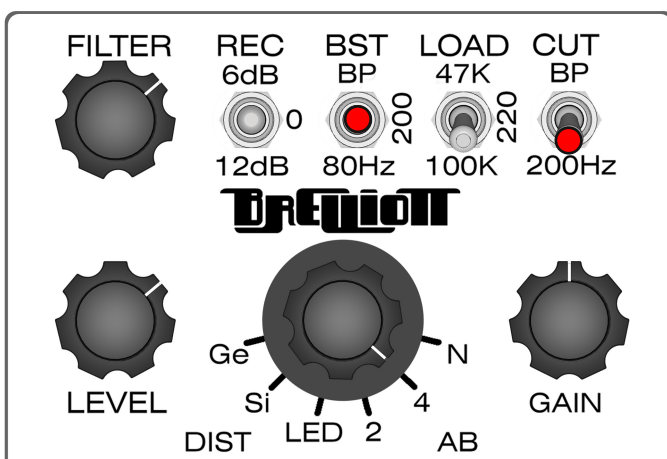


## D-type

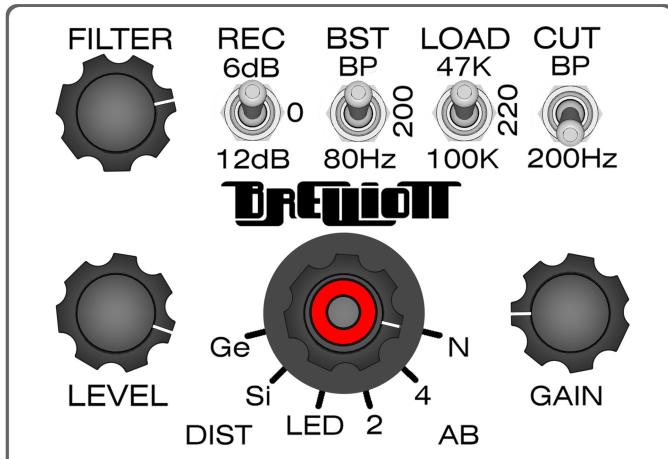
From Unity:

Switch Cut to 200Hz  
Switch Boost to 200Hz

This will apply a 1st order Hi Pass filter before the tube stage, so that it is mainly the mids and highs that are overdriving.



# Examples 2

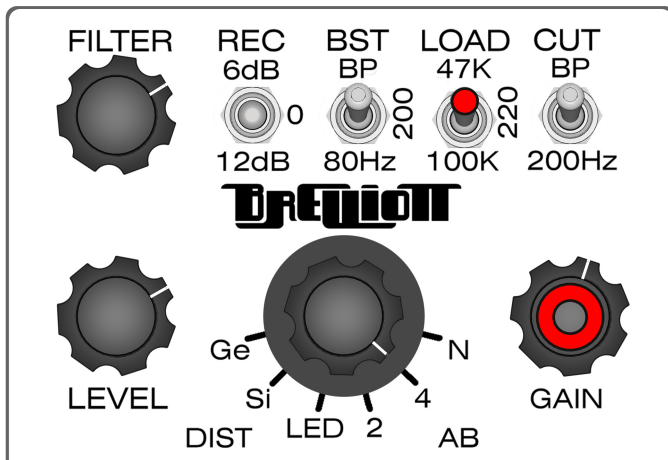


## Something Old & Bright

Fresh setting:

Cut switch to 200Hz  
All other switches up  
Filter and Level quite open  
Gain fairly low  
Selector set to ABN - this is the first setting away from AB4!

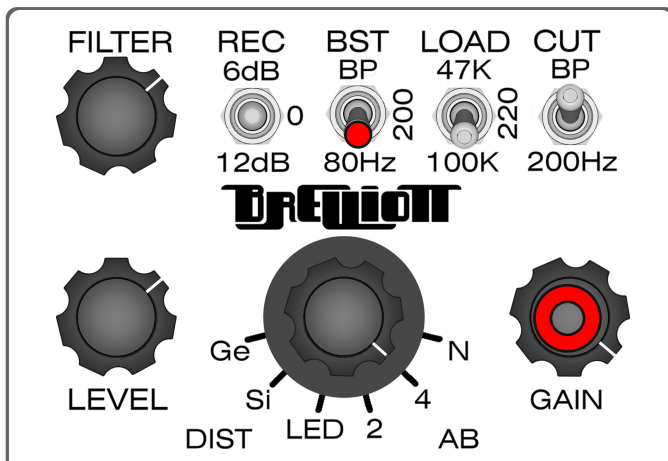
...with a face



## Junior Hot Tube

From Unity:

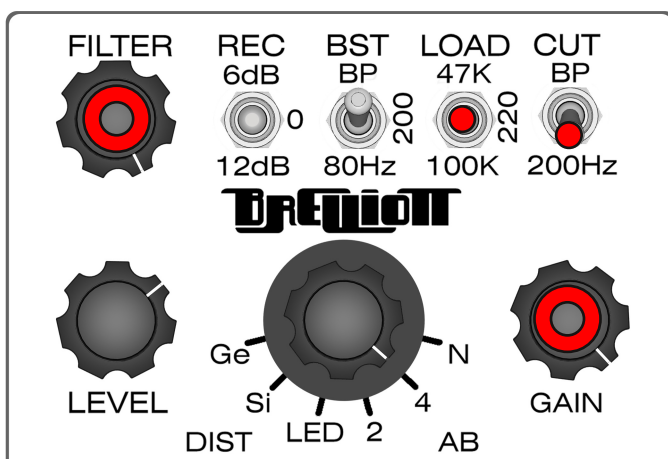
Load Switch to 47K - hot  
Gain taken up a little



## Deep and Subby Metal

From Unity:

Boost switched to 80Hz  
Gain cranked most of the way



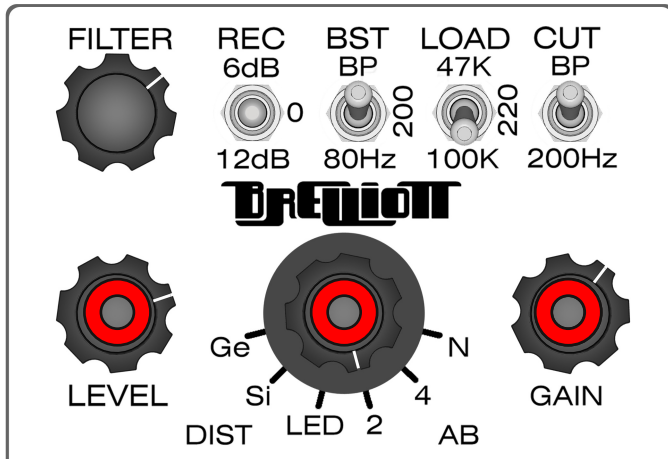
## 220x Cold Cathode

From Unity:

Cut switched to 200Hz  
Load switched to 220K (cold)  
Gain cranked most of the way

Reign in the brightness with the Filter.  
Extra treble boosting might me needed to achieve the sound of a proper 220x with all the knobs at 12 o'clock.

# Examples 3

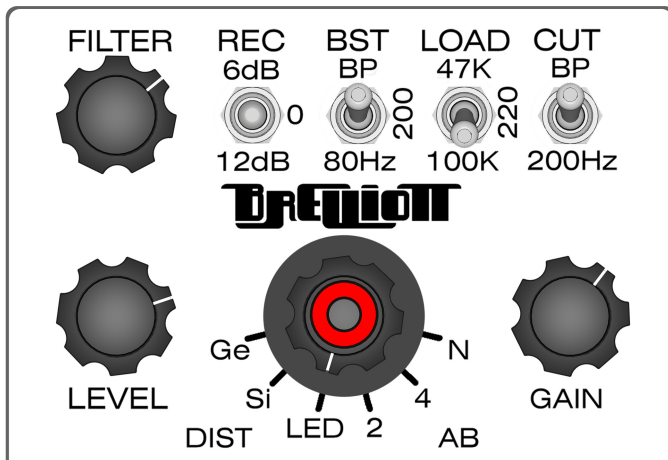


## Asymmetrical Si-Tube

From Unity:

Switch the main selector to AB2  
Gain up to between 1 and 2 o'clock  
Level up to around 2 o'clock

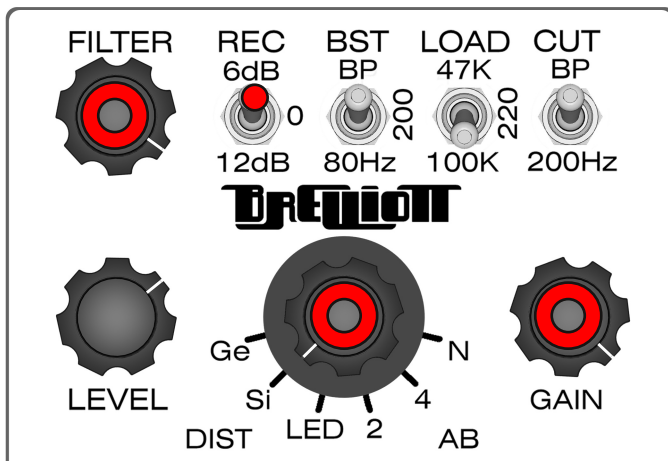
This is a very different sound



## J900 LED

From the previous Asymmetrical AB2:

Switch the main selector to LED

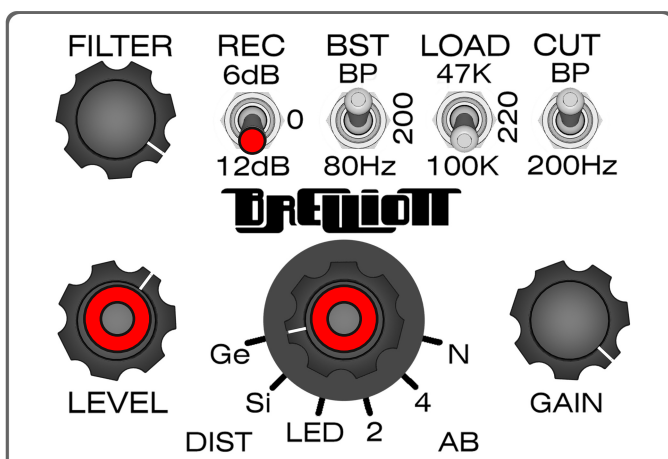


## 80s Distortion Si

From Unity:

Switch Rec to +6dB  
Open the Filter to nearly fully open  
Open the Gain to as high as you dare!  
Switch the main selector to Si

Turn the Filter anti-clockwise to taste



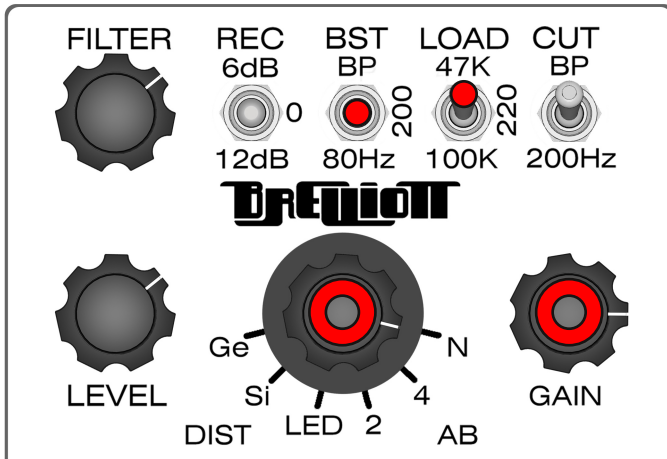
## 70s Distortion Ge

From 80s Distortion:

Switch Rec to +12dB  
Turn the Level down a little  
Switch the main selector to Ge  
**LEAVE THE GAIN HIGH!**

Turn the Filter anti-clockwise to taste

# Examples 4

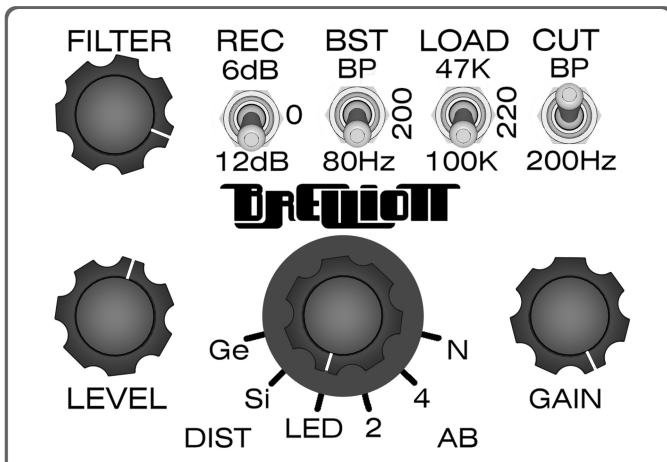


## Fat & Saggy Cathode Bias

From Unity:

Load switch to 47K (hot)  
Boost to 200Hz  
Selector set to ABN  
Crank the Gain - 3 o'clock sound good

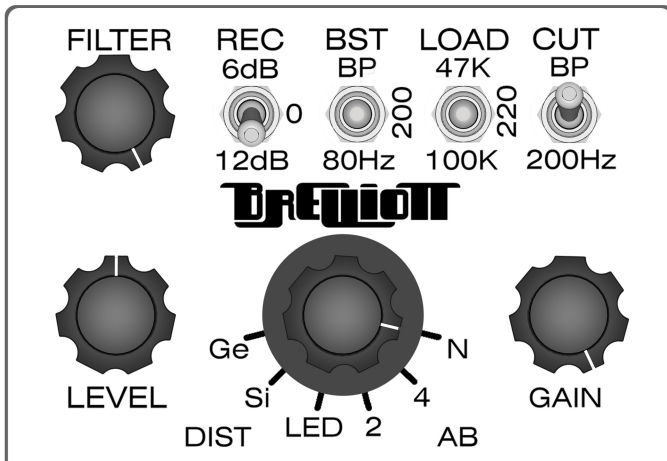
Try 100K and 220K for the Load - the colder it gets, fatter and more gainy it gets.



## Every Stage Overdriven

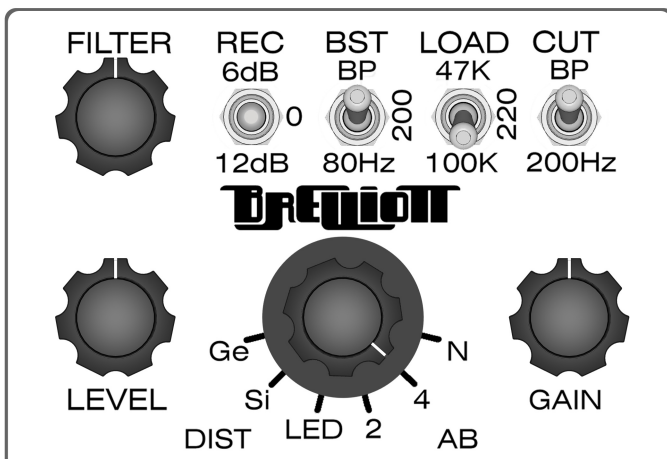
From scratch:  
Okay, just check all the settings -  
Gain at maximum  
Load central 100K  
Boost subs 80Hz  
Boost +12dB  
Open the Filter most of the way  
Selector to LED

I'd advise turning the Level down...



## Just Bloody Ridiculous

Gain all the way up  
Cut ByPass  
Load 220K  
Boost 200Hz  
Recover 12dB  
Filter all the way open  
Selector to ABN  
Turn the Level Down  
Really... This is going to slosh about like nobody's business. Have fun!



## Start Position Again

...aaaaaand relax!

Thank you for flying Brelliott TODP!