## Use this troubleshooting supplement to help:

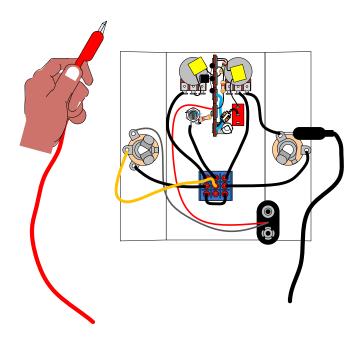
• Measure DC voltage test points to identify major discrepancies and locate problem areas.

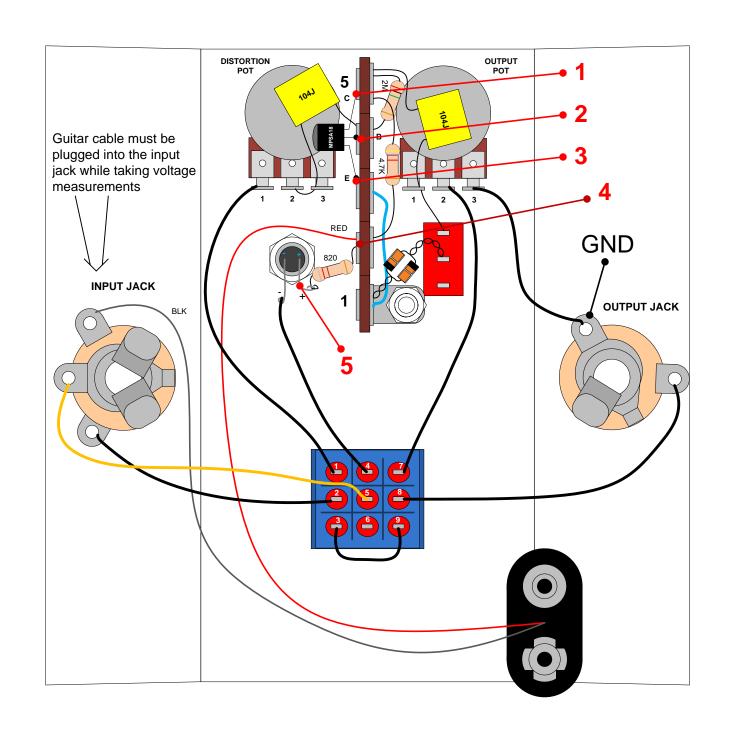
(Keep in mind that the voltage measurements will vary slightly from kit to kit. The voltages you measure should be in the same ballpark, but do not expect to get the exact same value.)

Test Point	Location Description	Voltage Measurement	Your Unit's Voltages
1	Transistor Collector	3.1 VDC	
2	Transistor Base	0.6 VDC	
3	Transistor Emitter	0.0 VDC	
4	Power	8.9 VDC	
5	LED Anode (+)	2 VDC	

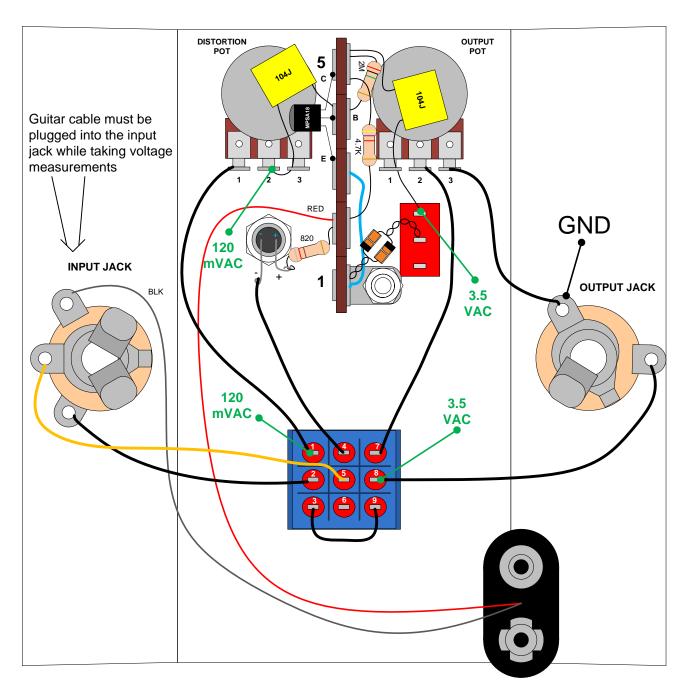
You must plug a guitar cable into the input jack when taking the voltage measurements because the input jack is set up to disconnect power from the circuit when unplugged.

Using a volt meter, connect the ground side lead of the meter to any ground point on the pedal. One convenient ground point would be the output jack's ground lug. The other volt meter lead will be used to measure DC voltage at the test points listed above and shown in the drawing on the next page.

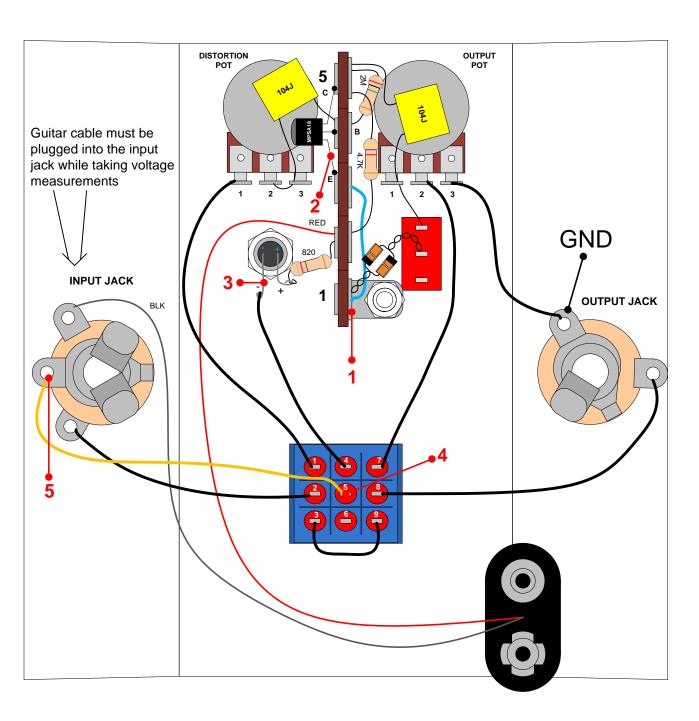




**DC Voltage Test Points** 



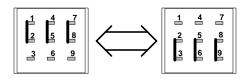
AC Voltage Test Points (Distortion set to Max)



## **Continuity Tests**

With your meter set to check continuity, check the **footswitch terminal continuity** to make sure it is switching correctly.

3PDT Foot Switch



Switching function of the 3PDT switch. The solid line illustrates an internal connection between terminals.

The effect is **on** when there is continuity from

terminals: 1 to 2, 4 to 5 and 7 to 8

The effect is **bypassed** when there is continuity from

terminals: 2 to 3. 5 to 6 and 8 to 9

With the footswitch set to effect-on terminal continuity (as shown above), check for **ground continuity** to make sure you have proper ground connections between the output jack's ground terminal (GND) and the following test points.

- 1. Terminal Strip Terminal #1 and GND
- 2. Transistor Emitter lead and GND
- 3. LED Cathode (-) lead and GND
- 4. Footswitch Terminal #5 and GND
- 5. Input Jack ground lug and GND