Anagram Manual

V01

ANAGRAM

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Product introduction

Anagram is a multi-effect processor and pedalboard platform designed for bass players who need flexibility, speed, and precision. It runs a modern DSP architecture with six cores, capable of handling complex effect chains and amp modeling with low latency.

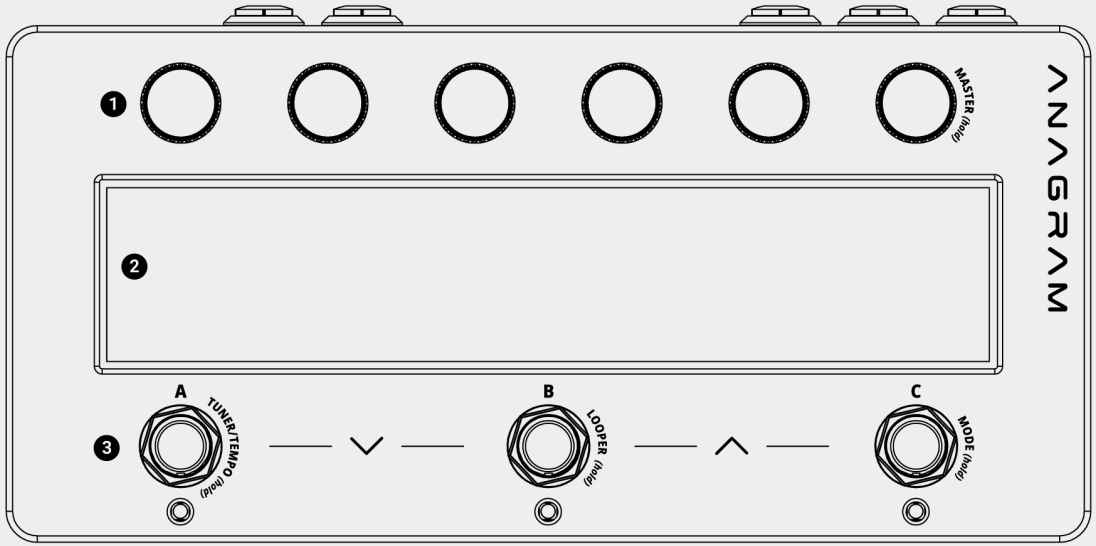
At its core is a powerful operating system that manages real-time audio processing and hosts DSP blocks. These include a curated selection of effects tailored for bass, as well as support for NAM and AIDA-X neural models and cabinet impulse responses.

The 7" high-brightness touchscreen, six high resolution endless rotary knobs, and three footswitches provide a streamlined and responsive workflow for both live and studio use.

Anagram’s architecture is designed to evolve. Over time, it will offer new features, additional DSP blocks, and support for third-party content. Its connectivity includes stereo and XLR outputs, MIDI, USB audio, send/return loop, and expression input, making it adaptable to a wide range of setups.

Overview and connections

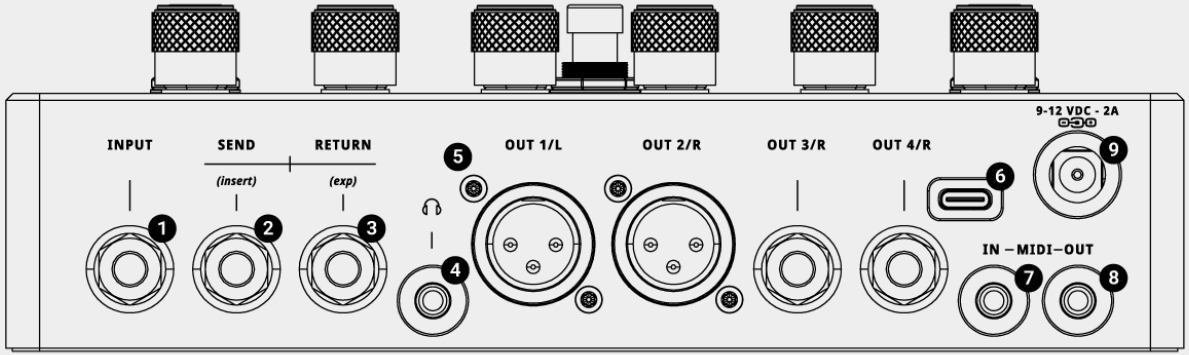
Top View



1. Six endless rotary push knobs
2. 7” touchscreen display
3. Three footswitches

Overview and connections

Rear View



1. Input: ¼” instrument input
2. Send (insert): A dual function ¼” jack supporting either a stereo send or a mono insert for creating an effects loop.
3. Return (exp): A dual function ¼” jack supporting either a stereo return or an expression pedal input.
4. Headphones: The 3.5mm stereo headphone
5. Two ¼” outputs and two XLR outputs.
6. USB-C port
7. MIDI In: A 3.5mm TRS (Type A) j
8. MIDI Out: A 3.5mm TRS (Type A)
9. 9V DC: Power Input 9V DC, 2 A.

Usage / Operation

General operation

Anagram operates around the concept of **presets**. A preset is a saved configuration that contains the full signal chain, all block settings, footswitch assignments, scenes, bindings, and any additional parameters. Presets can be recalled instantly, making it easy to switch between different setups during rehearsal, recording, or performance.

The interface is structured into **views** and **modes**, which define how you interact with the presets:

- **Views** determine what part of the preset you're looking at—whether it's the signal chain, parameter bindings, or just the preset's name.
- **Modes** define what the footswitches do—whether they navigate presets, toggle individual blocks, or switch between scenes.

Usage / Operation

Touchscreen Interactions

The Anagram touchscreen supports a range of intuitive gestures to streamline navigation and editing.

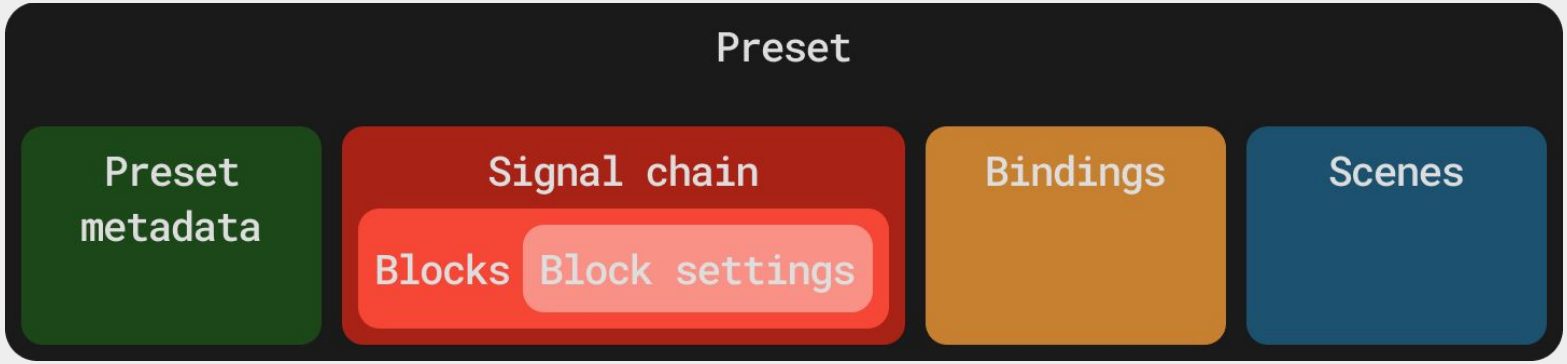
- Tap to open blocks, menus, or parameters:
- Swipe left/right or up/down to scroll through the canvas or access secondary pages in multi-page screens.
- Drag and drop is used for reordering blocks, bindings, scenes, or presets.
- Long press activates multi-selection or opens contextual actions where available.
- Tapping the + icon allows you to add new elements such as blocks or bindings.

These interactions are consistent across views, ensuring a smooth and efficient workflow.

Core Concepts

Preset

A preset is a complete sound configuration. It contains the signal chain, block settings, scenes, bindings, and preset metadata. Presets can be created from scratch, edited, renamed, and saved.



Core Concepts

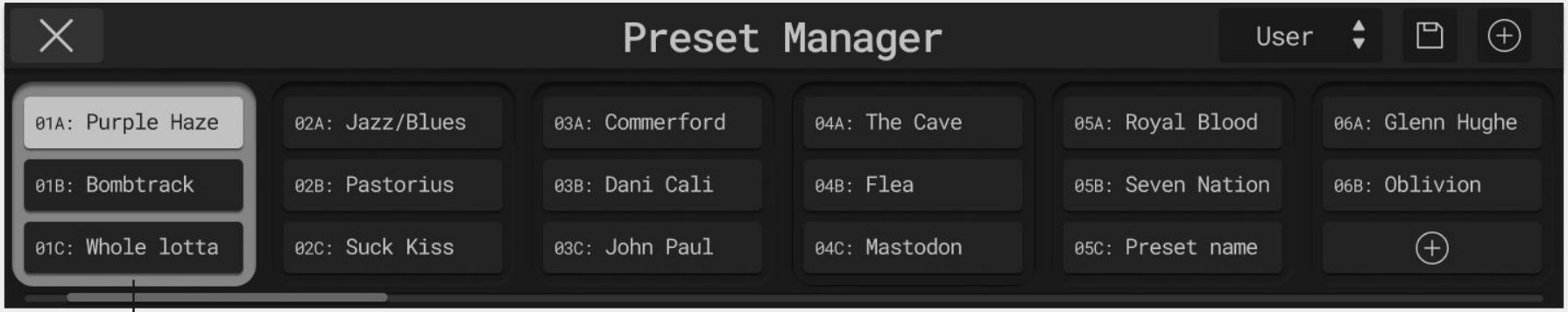
DSP Block

A DSP block is a modular audio processing unit used to build the signal chain. Each block performs a specific function—such as amp modeling, cabinet simulation, compression, modulation, or utility tasks like splitting or merging signals. Blocks can be rearranged, parameterized, or removed, and new blocks are periodically added through firmware updates.

Core Concepts

Bank

A bank is a group of three presets. Anagram organizes presets into banks to make navigation with footswitches fast and predictable. You can store up to **42 banks**, giving you access to 126 presets in total. Navigation between banks can be done using footswitch combinations or within the **Preset Manager**.

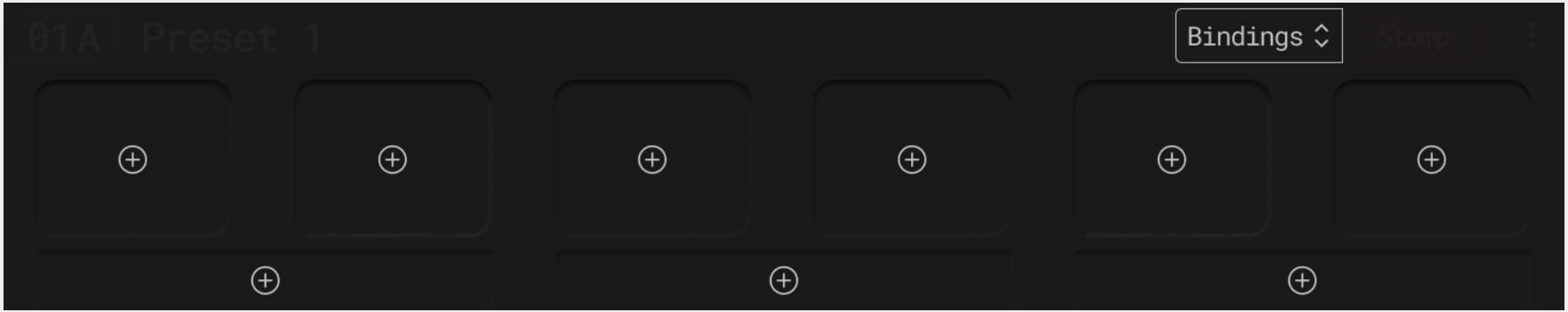


You will always have 3 presets stored in your Preset Bank.
You can swap them at will.

Core Concepts

Binding

A binding is a connection between a physical control (knob or footswitch) and one or more parameters inside the preset. Bindings let you control effect parameters in real time, either through the six rotary knobs or footswitch actions. You can bind multiple parameters to a single control.



Core Concepts

Quickpot

The term quickpot refers to the automatic mapping between the six rotary knobs and the block directly below them in the Chain View. When you scroll through blocks, the quickpots follow, allowing immediate hands-on control without additional setup.

Example by turning **Knob 1**

Core Concepts

Scene

A scene is a variation within a preset. It allows you to instantly recall changes in block states and parameters without switching to another preset. This makes it possible to create dynamic transitions—for example, turning multiple blocks on/off or adjusting gain levels with a single footswitch press. Each preset can hold up to three scenes.

Core Concepts

Asset

An asset is any user-loaded file that can be used inside a block. This includes NAM or AIDA-X models, cabinet IRs, and in the future, other types of content. Assets are added to the device using the Suite App and used by the Loader blocks.

Core Concepts

Areas (User, Factory)

Anagram organizes content into two areas:

- **User area:** Where all user-created or modified presets, scenes, assets, and settings are saved.
- **Factory area:** Contains default presets and content provided by Darkglass. These can be browsed and copied into the user area for editing but cannot be overwritten directly.

Modes and Views

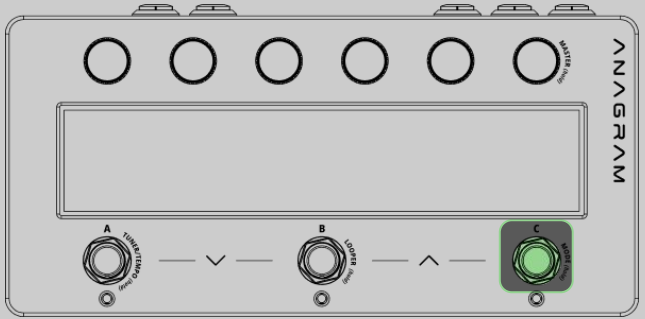
Basics

You can move between views and cycle through modes using the double button in the upper-right corner of the screen. Every mode can be combined with every view, giving a total of **9 possible combinations**.

Name ⇕ Preset	Name ⇕ Stomp	Name ⇕ Scene
Bindings ⇕ Scene	Bindings ⇕ Preset	Bindings ⇕ Stomp
Chain ⇕ Stomp	Chain ⇕ Scene	Chain ⇕ Preset

Each combination of view and mode is designed to offer a focused workflow, whether you're building sounds, performing live, or adjusting parameters on the fly.

Additionally, you can cycle through the modes by **long-pressing** Footswitch C.



Modes and Views

Level Meters

Input and output level meters are located at the left and right edges of the display, and are available in **all Views** and **Modes**.

ANAGRAM

Modes

Preset

Stomp

Scene

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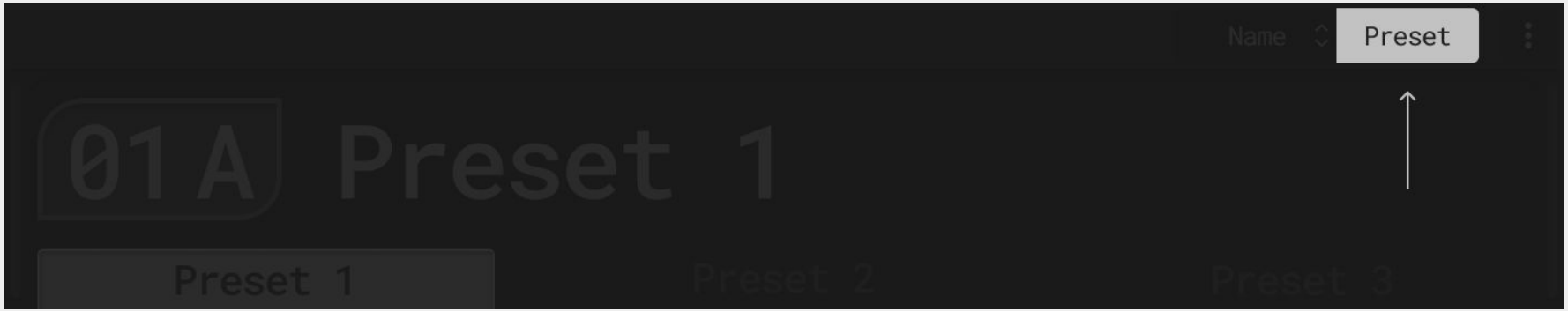
Preset Mode

Preset Mode exists to let users switch between **full preset configurations** using only the footswitches. This is the primary mode for live performance or rehearsal when quick, hands-free changes are needed.

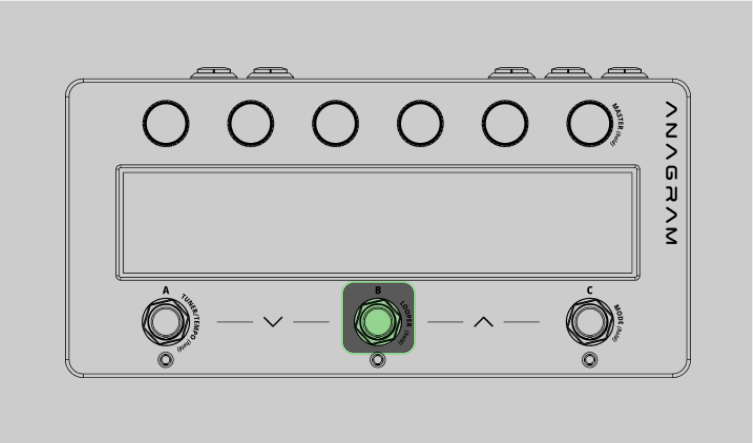
This mode is ideal when each preset represents a complete sound or rig, and you need to switch between them instantly with minimal distraction.

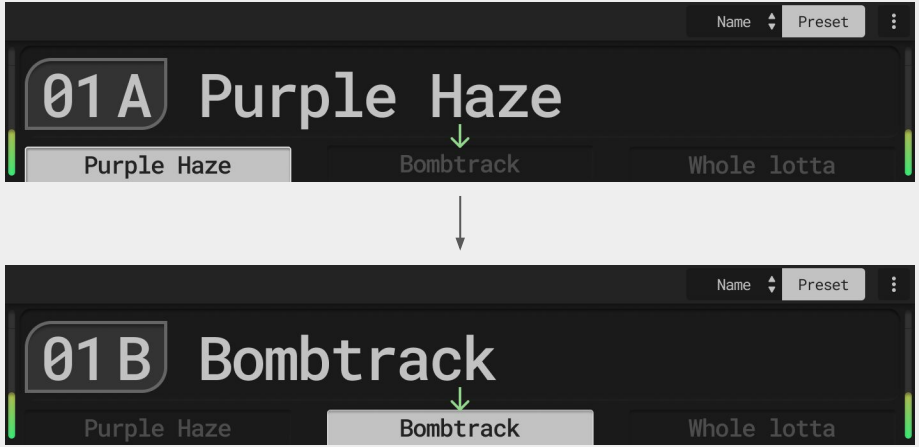


Preset Mode

What do the footswitches do in this mode:

- Pressing Footswitch A, B, or C loads Preset A, B, or C within the current bank.

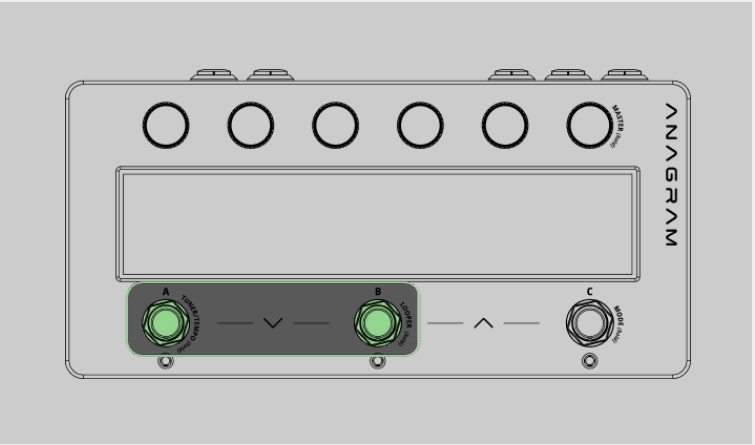


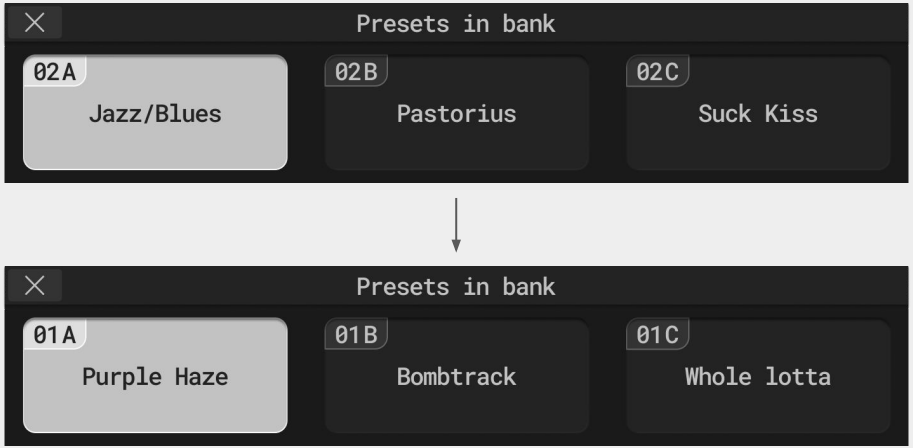


Preset Mode

What do the footswitches do in this mode:

- Pressing A + B simultaneously opens a screen showing the presets in the previous bank.

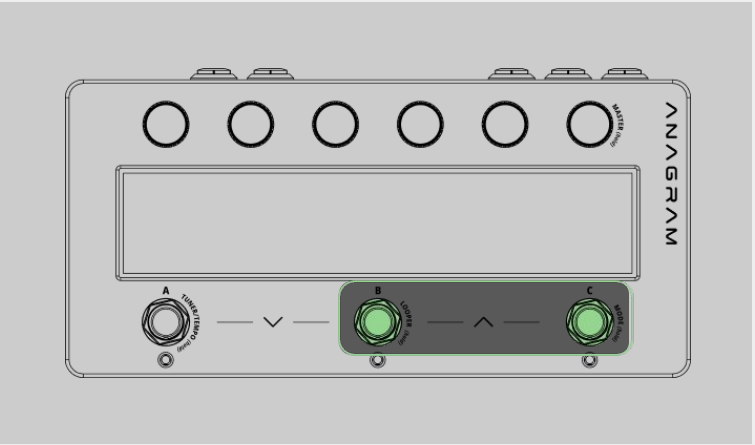


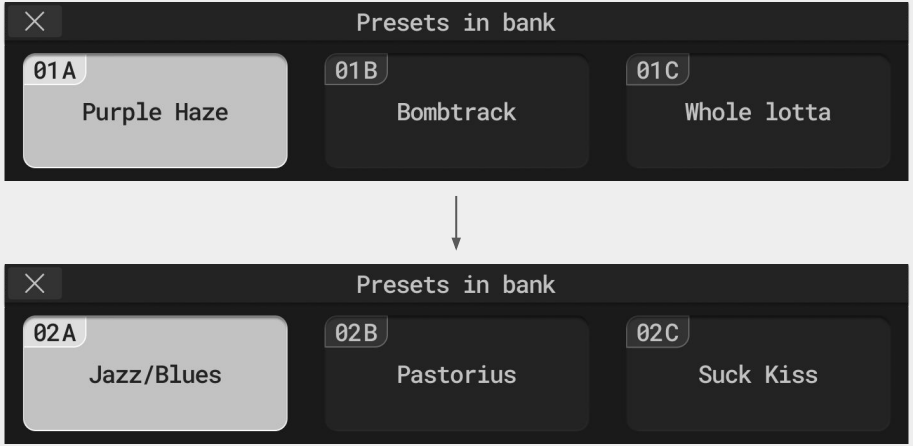


Preset Mode

What do the footswitches do in this mode:

- Pressing B + C simultaneously opens a screen showing the presets in the next bank.

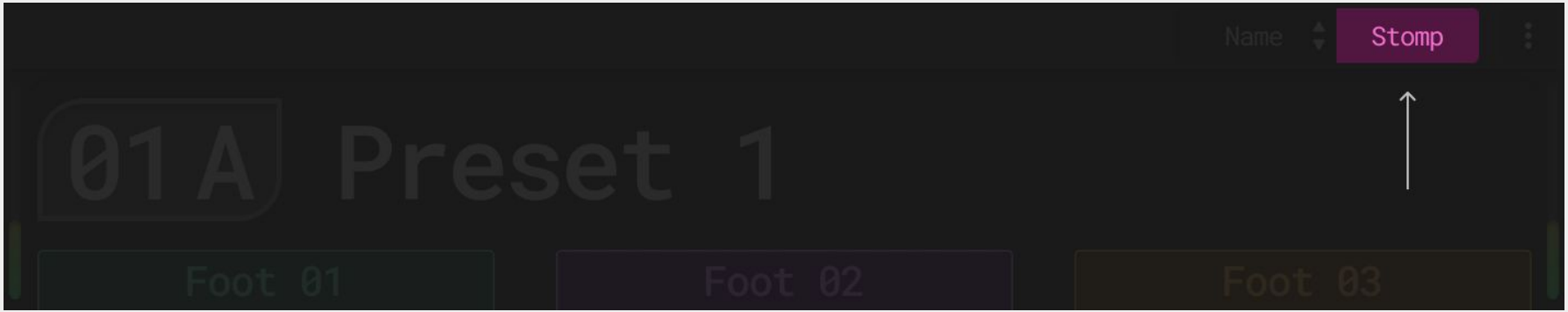




Stomp Mode

Stomp Mode is designed to give users a flexible, stompbox-like experience. It allows you to assign specific parameters or block states to footswitches, making it easy to toggle effects or trigger actions while playing—without switching presets.

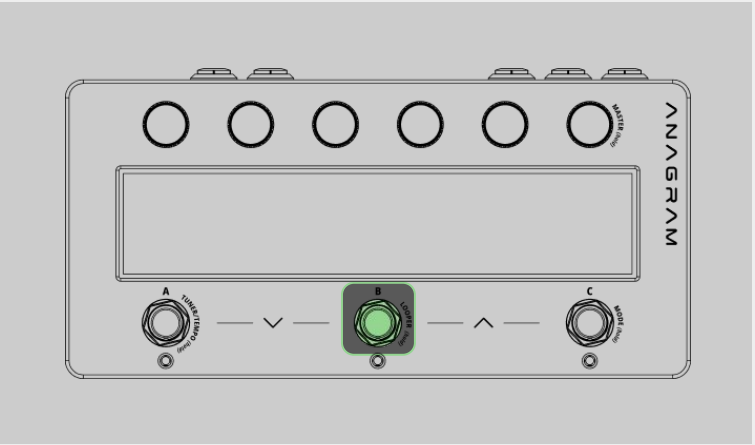
This mode is ideal for users who want to build versatile presets and control them dynamically with their feet.



Stomp Mode

What do the footswitches do in this mode:

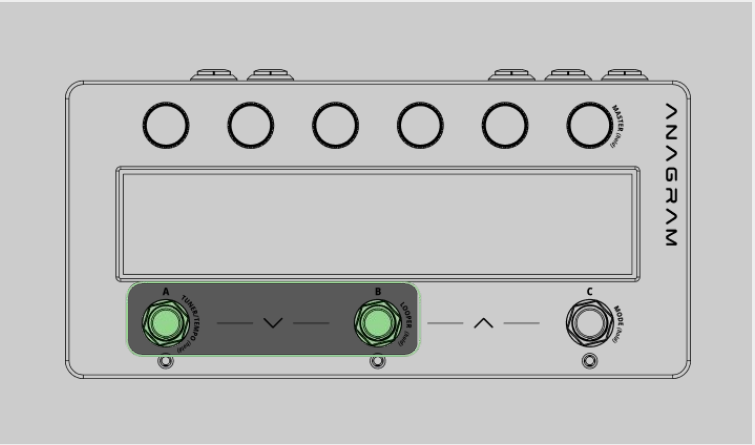
- Pressing Footswitch A, B, or C toggles the state of the corresponding foot binding A, B, or C.



Stomp Mode

What do the footswitches do in this mode:

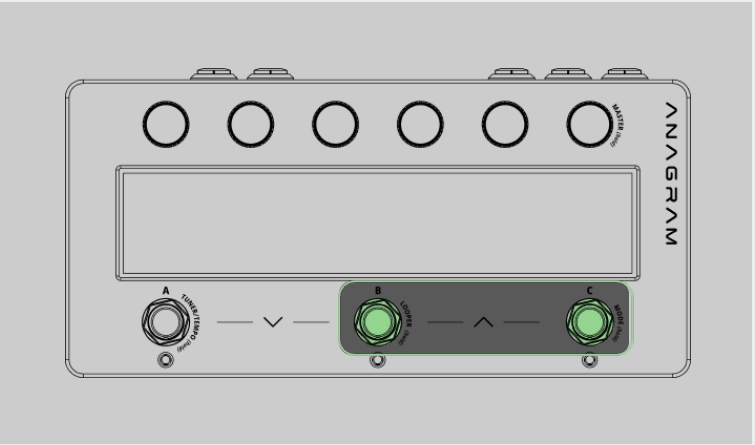
- Pressing A + B simultaneously loads the previous preset.



Stomp Mode

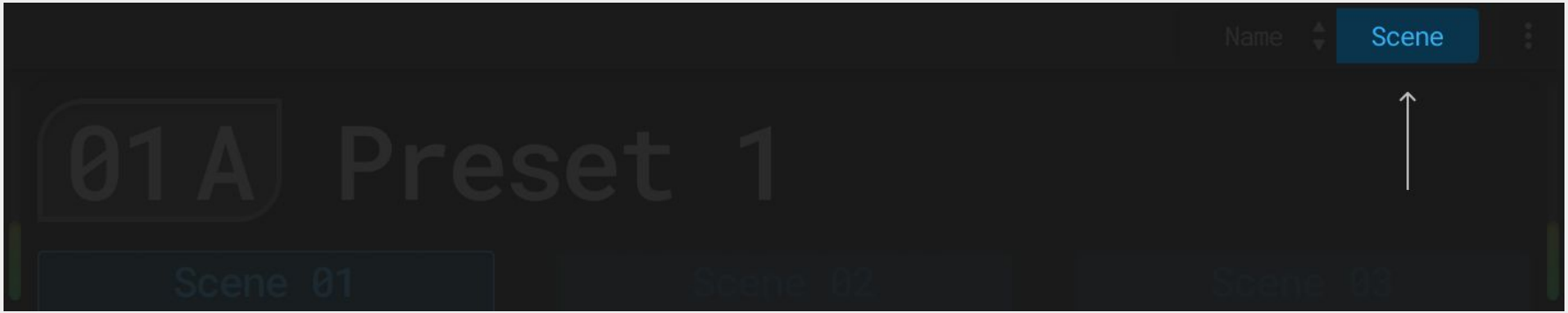
What do the footswitches do in this mode:

- Pressing B + C simultaneously loads the next preset.



Scene Mode

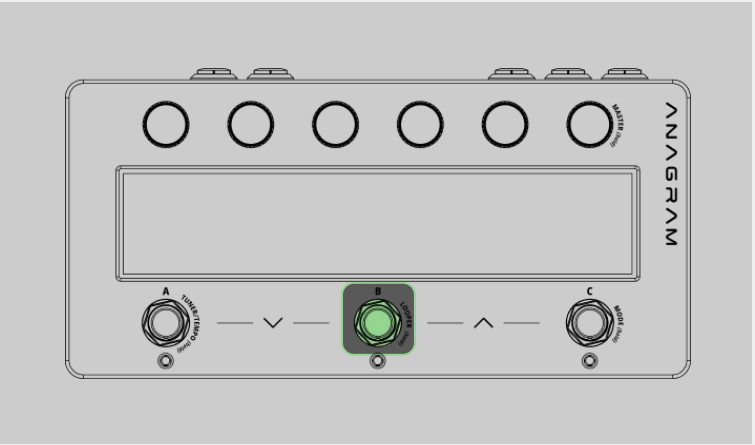
Scene Mode is designed to let users switch between scenes using the footswitches. Scenes allow you to make multiple simultaneous changes to a preset—such as toggling blocks or adjusting parameter values—without needing to load a new preset. This enables seamless transitions during performance while keeping your signal path consistent.



Scene Mode

What do the footswitches do in this mode:

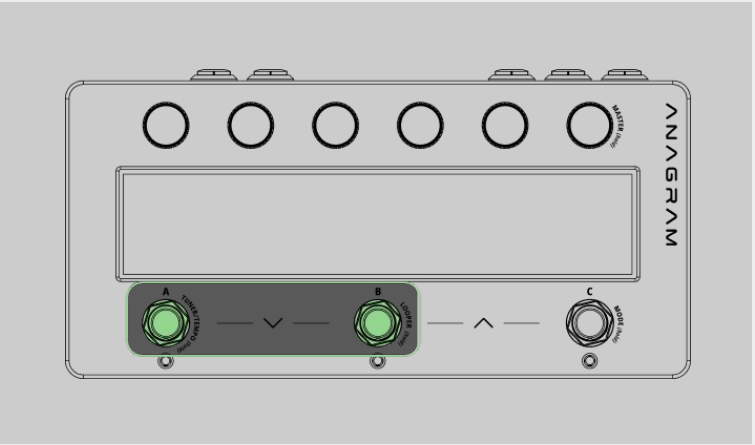
- Pressing Footswitch A, B, or C loads Scene A, B, or C within the current preset.



Scene Mode

What do the footswitches do in this mode:

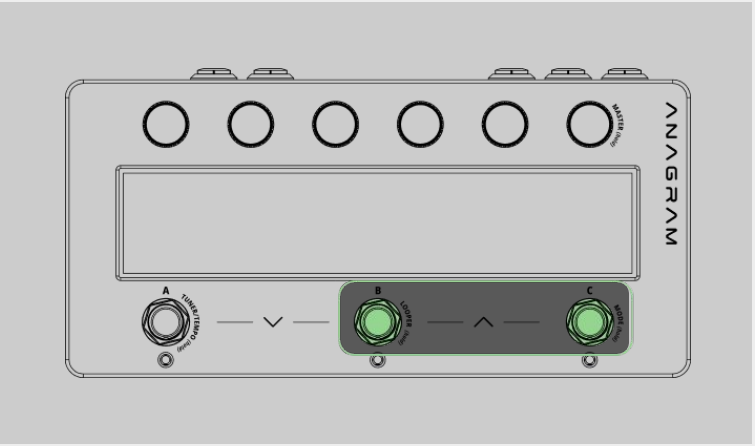
- Pressing A + B simultaneously loads the previous preset.



Scene Mode

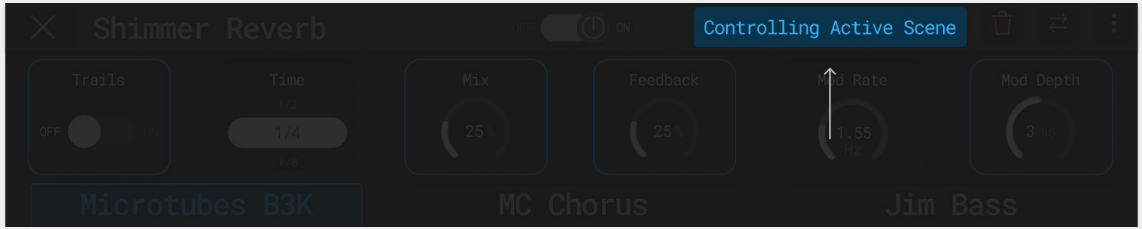
What do the footswitches do in this mode:

- Pressing B + C simultaneously loads the next preset.



Scene Mode

What can I do in this mode:
Scene Mode allows you to set up and recall scenes. When Scene Mode is active, **an additional button appears in the top bar.**



This button lets you switch between two editing modes:

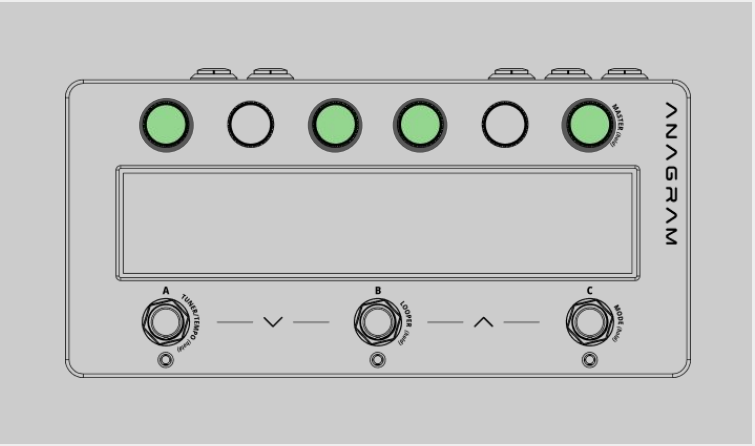
- Controlling Active Scene
- Controlling All Scenes
- Sidenote: when Lock Mode is activated, the button automatically changes to **“Controlling Auto”**.

Before any scene-specific edits are made, all parameters are synchronized across all scenes.

Scene Mode

When **Controlling Active Scene** is selected:

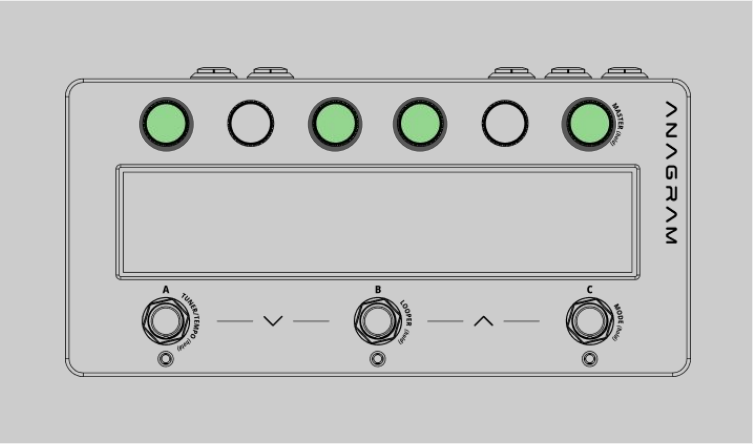
- Parameter changes apply only to the currently active scene. This causes the parameter to become part of the scene data, meaning its value can differ between scenes.



Scene Mode

When **Controlling All Scenes** is selected:

- Parameter changes apply to all scenes at once. This removes the parameter from scene-specific control, keeping it uniform across the preset.



Scene Mode

When **Controlling Auto** is active:
Parameter changes apply to scenes based on their previously configured state. If the parameter was already part of the scenes, it will remain as such. If the parameter was not part of the scene data, the parameter will remain synchronized between all scenes.

Tips for using scenes
You can change the active scene using the footswitches even while inside the Block Settings screen. This allows fine-tuning of scene-specific values while adjusting block parameters.

To ensure the best audio quality with smooth transitions between scenes, always aim to change only the parameters that you actually want changed with the scene. Eg. If the only difference between Scene A and Scene B is the bypass state of some blocks, make sure that the blocks have the exact same parameter values in both scenes, the scene change only affecting the bypass state. Use the “Controlling All Scenes” to sync the parameters between all Scenes.

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Views

Chain Bindings Name

Chain View

The **Chain View** shows the signal chain as a horizontal arrangement of blocks, representing the order of audio processing flowing from left to right. The interface supports two rows, allowing up to 24 blocks per preset. This view is optimized for fast editing and real-time interaction, with visual clarity and direct access to key controls.

The Chain View is designed to provide a clear and intuitive overview of your FX chain structure. It allows users to understand and manage the routing and sequence of their effects in real time. Whether building a preset from scratch or tweaking a complex rig, the Chain View is the most direct way to visualize and shape the signal path.

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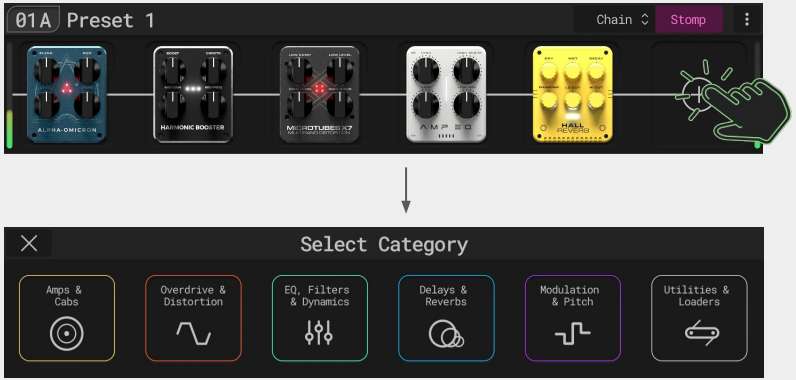
Chain View

In Chain View, you can:

- **Add blocks** by tapping the + icon on an empty slot.

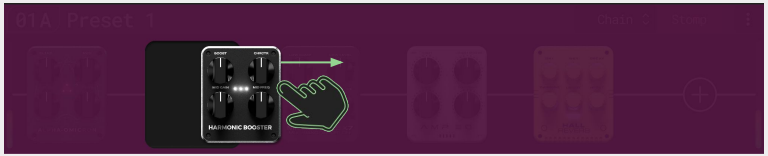


- Open a **block's settings** by tapping its icon.

Chain View

In Chain View, you can:

- **Reorder blocks** by pressing and dragging.



- **Remove blocks** via long press, followed by selecting the trash icon.

- **Select multiple blocks** with a long press to enable multi-selection.

- **Swap a block** via long press, followed by selecting the swap icon.

Chain View

Block Settings

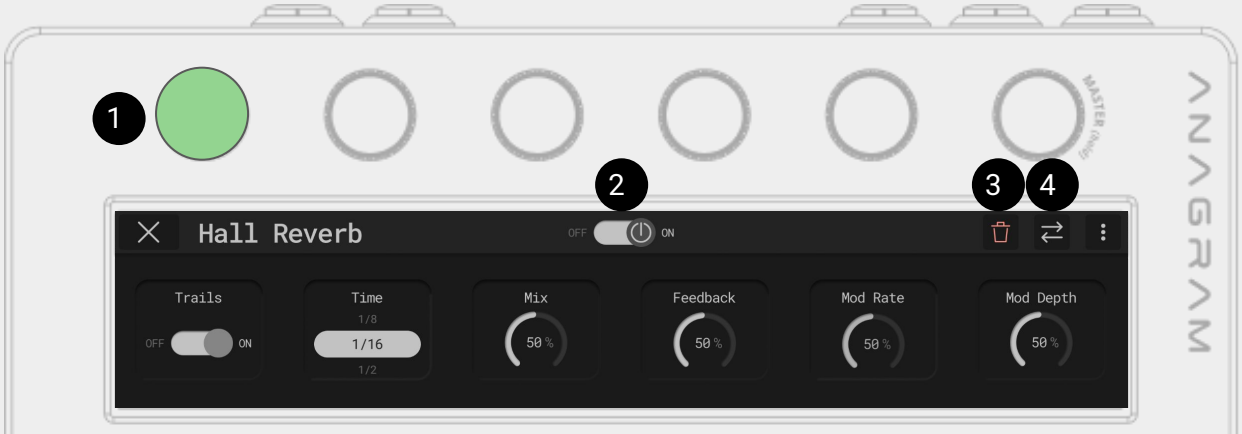
Tapping on a block opens its settings screen. This view presents all editable parameters of the block, with the first six parameters visible. To see more parameters, swipe to the left.

1-Adjust each parameter using the knob above it.

2-Turn the block on/off

3-Delete the block

4-Swap it for another block



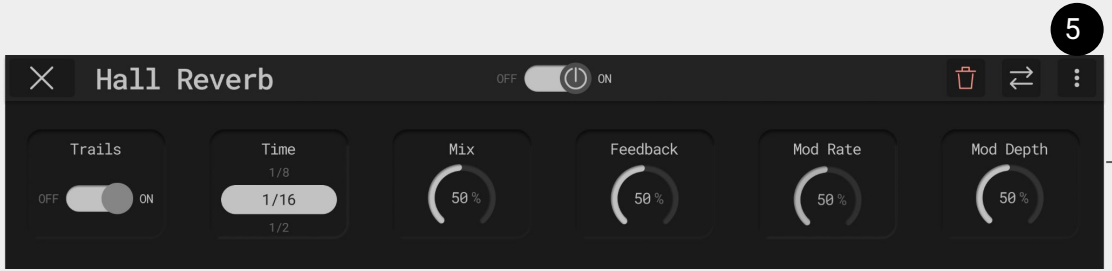
Chain View

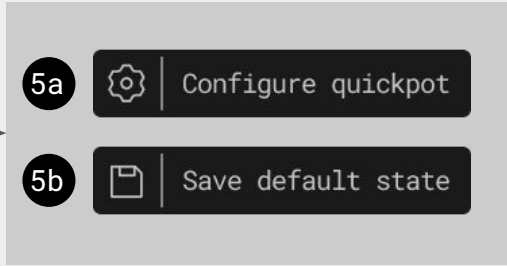
Block Settings

5-More settings menu

5.a-Redefine the Quickpot

5.b-Save default state - defines the state the block will be loaded when added to future signal chains, when creating new presets. The Quickpot is also part of the state and thus, is also saved.

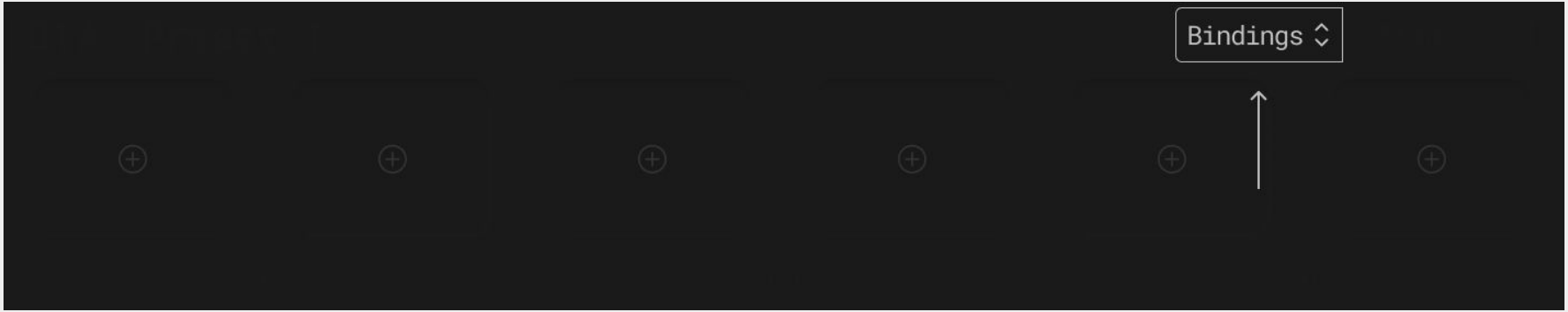




Bindings View

The **Bindings View** is designed to give users fast access to the most important parameters in a preset. It’s where you decide which controls should be available during performance—for example, adjusting delay feedback or amp gain on the fly. This view helps bridge the gap between sound design and live interaction.

It also encourages a practical mindset while building presets: “What will I want to tweak in real time?” Once bindings are in place, they become accessible through the physical knobs or footswitches depending on the current mode. The foot bar remains visible in this view, showing the current footswitch actions based on the active mode.



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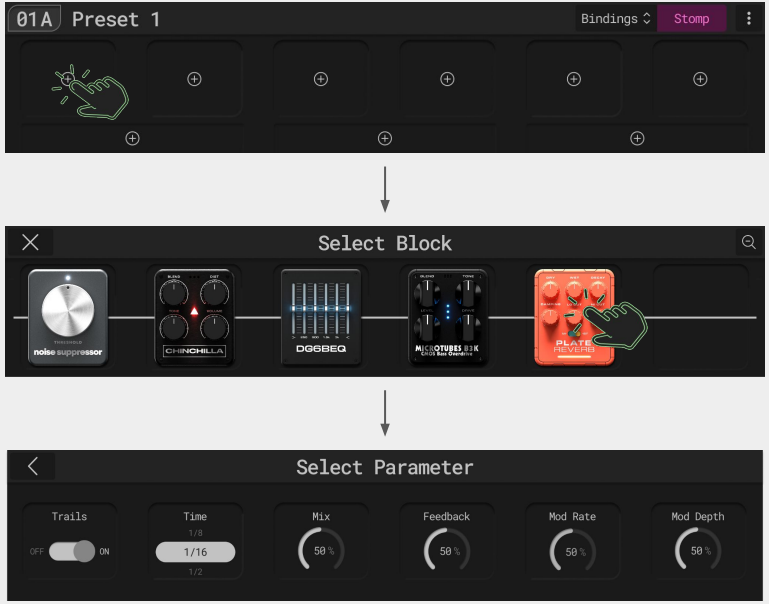
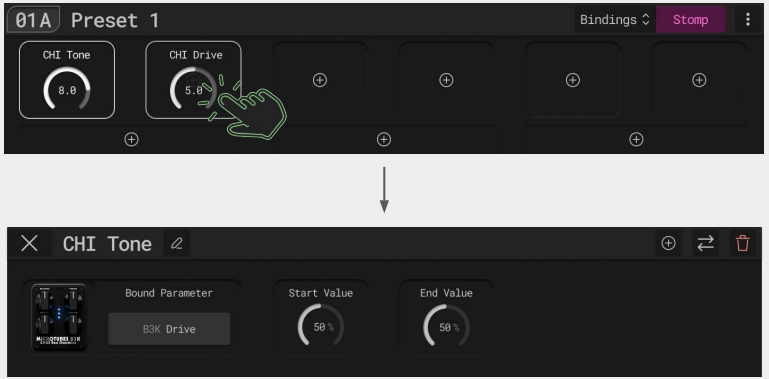
Bindings View

In Bindings View, you can:

- **Add bindings** by tapping the + on any empty slot.



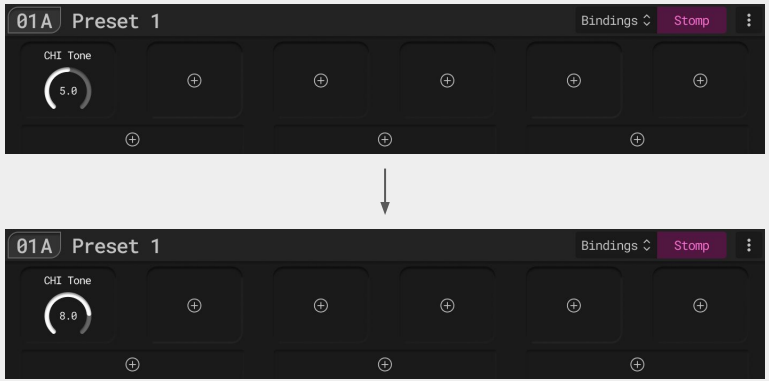
- Open **binding settings** by tapping its area.



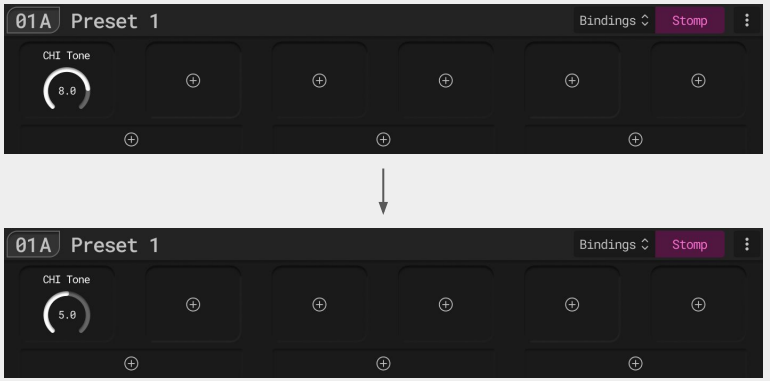
Bindings View

Control knob bindings directly:

- **Turn a knob** to adjust its bound parameter.



- **Press a knob** to reset the parameter to its default value.



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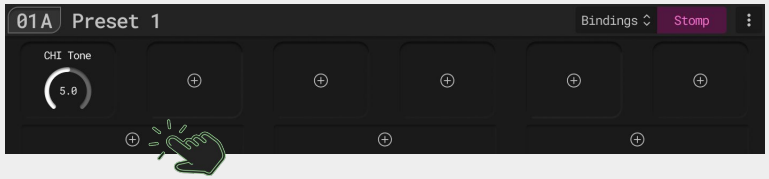
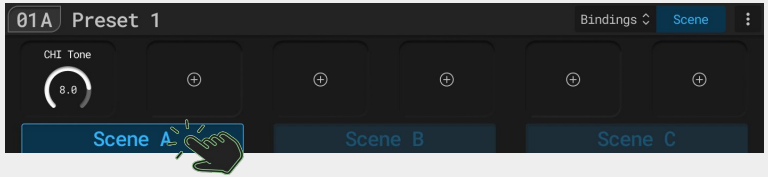
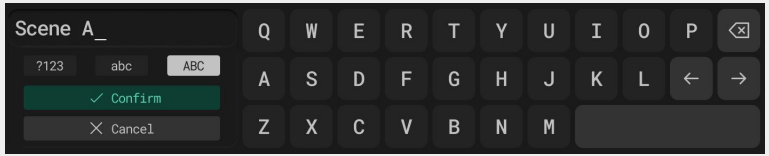
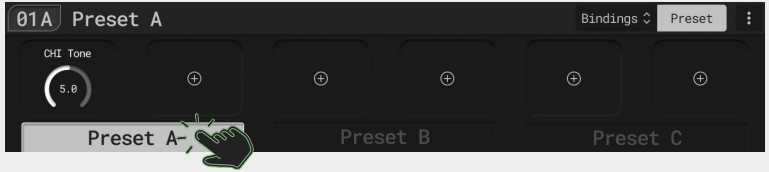
Bindings View

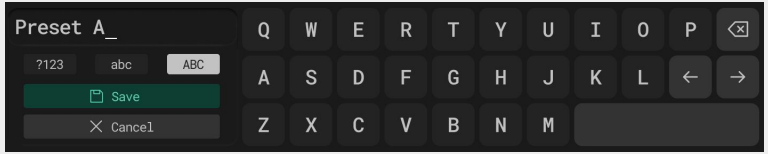
Tap on a **footswitch slot** to interact with the foot area (behavior varies by mode):









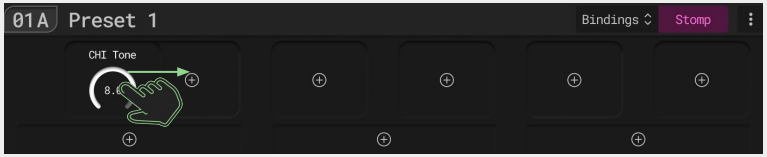


ANAGRAM

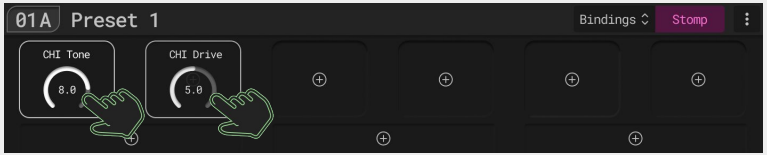
Bindings View

In Bindings View, you can:

- **Reorder bindings** by dragging them. Works for both knob and foot areas.



- **Multi-select bindings** by long pressing a slot (available for knob bindings and for foot bindings in Stomp Mode).
    - Once selected, you can:
        - Tap Rename (only if one item is selected).
        - Tap Swap (only if one item is selected).
        - Tap Delete to remove the binding.

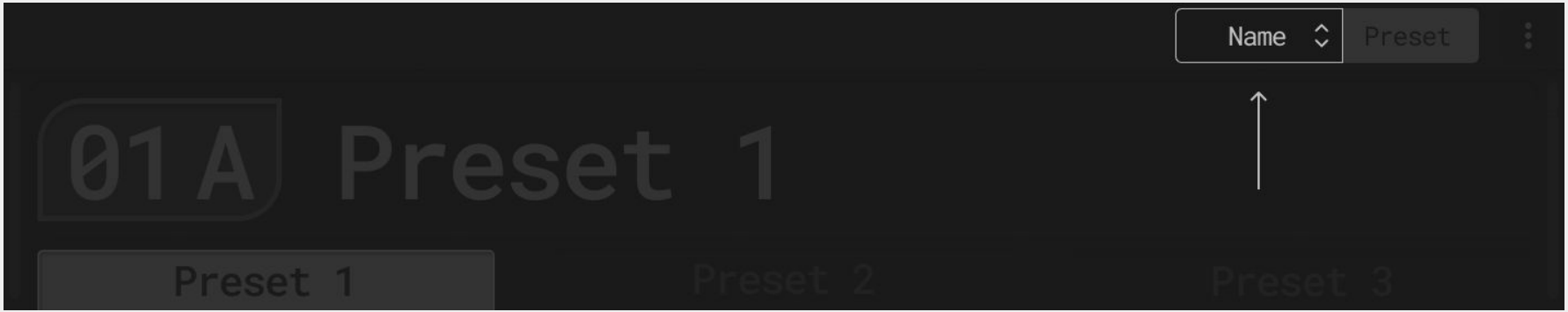


Bindings View

- Tap the **preset name** at the top of the screen to open the **Preset Manager**.

Name View

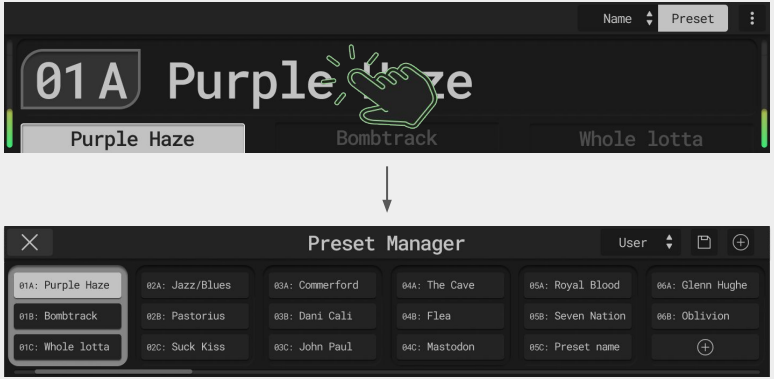
Name View provides a **clean, no-distractions interface** for live use. It displays the active preset name in a large, easily readable font, along with the footswitch assignments for the current mode. This view is focused on clarity and legibility on stage, especially under low-light or high-pressure conditions.



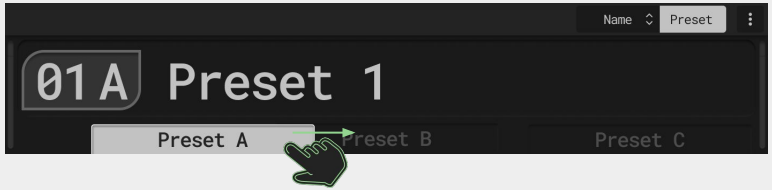
Name View

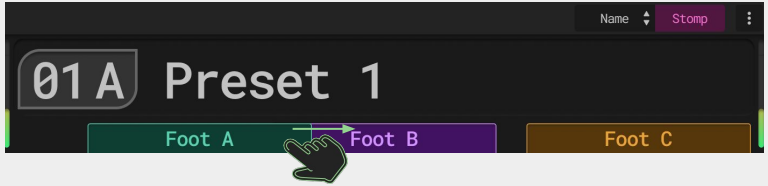
In Name View, you can:

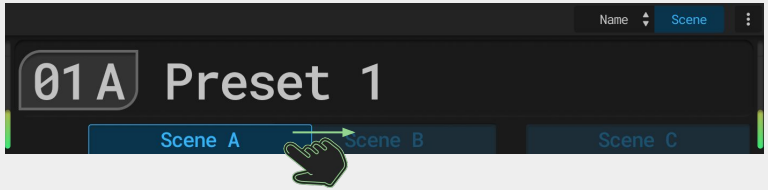
- Tap on the **preset name** (large font) to open the **Preset Manager**.



- **Drag to reorder presets** (in Preset Mode), foot bindings (in Stomp Mode), or scenes (in Scene Mode).



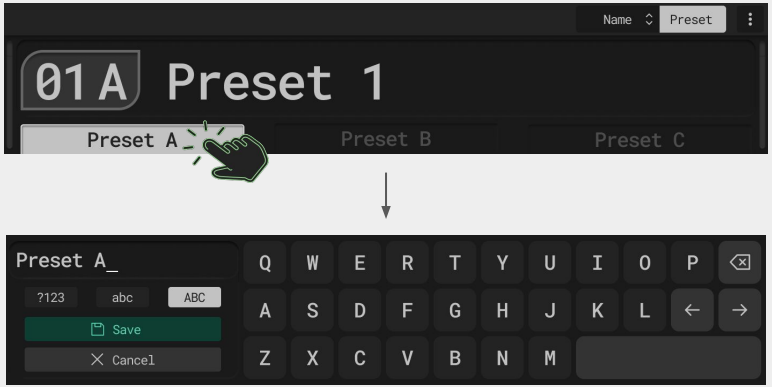


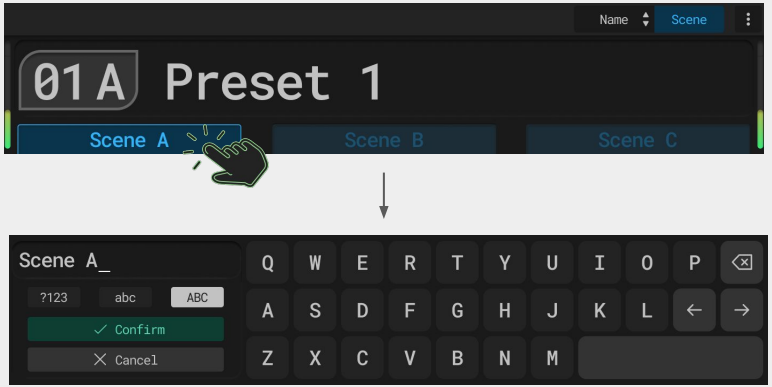


Name View

In Name View, you can:

- Tap on a footswitch slot to interact with it:
  - In Preset Mode: rename the preset.
  - In Stomp Mode: set up a binding (if empty) or configure an existing one.
  - In Scene Mode: rename the scene.

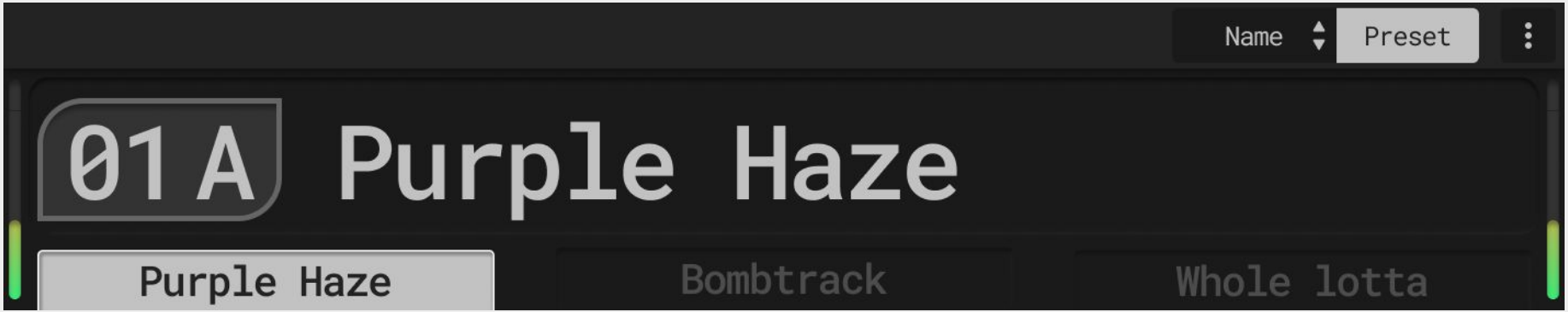




Name View

Note: The knobs do not have any function in this view.

This view is best used when you're performing and want immediate visual confirmation of where you are and what each footswitch does—without the distraction of signal chain details or parameter controls.



Bindings Settings

The Binding Settings screen **allows users to configure an existing binding**. This is where you fine-tune how a physical control—like a knob, footswitch, or expression pedal—interacts with parameters in the preset. It also gives access to macro binding features, allowing advanced multi-parameter control setups.

Bindings Settings

Bindings in Anagram fall into four categories: **knob bindings**, **foot bindings**, **expression bindings**, and **quickpot bindings.**

- For **knob, foot, and expression bindings**: tap on the visible binding on screen to open its settings.
- For the **expression pedal**: from the homescreen, tap the more settings button, then select Configure Expression.
- For **quickpot bindings**: while in a block's settings screen, tap more settings, then choose Configure Quickpot.

Adjust binding behavior

- **Set range**: Define the min and max values for the bound parameter.
- Set **start value** (default) or **off-value** (for foot bindings and toggle-type parameters).
- Set **end value** (default) or **on-value** (for foot bindings and toggle-type parameters).

ANAGRAM

Bindings Settings

Create macro bindings

Macros let you bind multiple parameters to a single control.

Option 1: Swipe to an empty page in Binding Settings, tap + to start the binding flow.

Option 2: Tap the + in the top bar on an empty binding settings page.

Change existing binding

Option 1: Swap All
Tap the swap button in the top bar → (if macro, optionally select swap all bindings) → starts new binding flow.

Option 2: Swap Only Current Page
Tap the swap button in the top bar → (if macro, optionally select swap current page) → starts new binding flow,
or tap the bound parameter indicator widget to restart the binding flow directly.

Bindings Settings

Remove binding

Option 1: **Remove All**
Tap the delete button in the top bar (popup opens) → (if macro, optionally tap delete all bindings) → confirm delete.

Option 2: **Remove Only Current Page**
Tap the delete button in the top bar (popup opens) → (if macro, optionally tap delete current page) → confirm delete.

Rename binding

Tap the **rename** button next to the binding name to start the rename flow.

Bindings Settings

Notes on Macros

For **foot bindings**: macros can include any combination of parameter types.

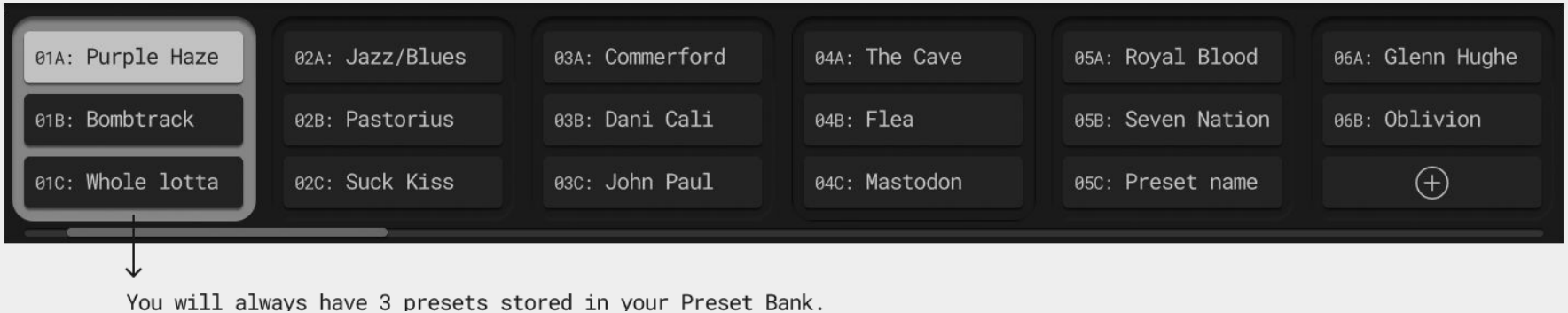
For **knob bindings**:

- Macros with multiple parameter types are only allowed for **float + int**.
- Macros **with multiple toggles** are supported.

Macros **with multiple list-type parameters** are not allowed..

Preset Manager

The Preset Manager provides a fast and organized way to browse, manage, and access all presets stored on the device. Whether you're navigating between setups or organizing your library, this screen centralizes all preset-related actions.



You will always have 3 presets stored in your Preset Bank.

Preset Manager

What can I do in this screen?
Switch between areas: Tap the area selector in the top bar to toggle between the User and Factory areas.

- The User area contains your editable presets.
- The Factory area contains factory-provided presets and cannot be edited directly.

Save preset: Tap the Save icon in the top bar to save the currently loaded preset.

Navigate: Swipe horizontally or vertically to scroll through available banks and slots.

Swap presets: Drag one preset on top of another to swap their positions.

Load preset: Tap on any slot containing a preset to load it.

Create new preset (User area only): Tap on an empty slot (+) to create a new preset.

Preset Manager

Multi-select: Long press a preset slot to enter multi-selection mode. Once active:

Tap the X button to clear the selection.

Delete (User area only): Tap the Trash icon in the top bar.

Copy (User area only): Tap the Copy icon. You'll be prompted to choose a destination for the pasted preset(s).

Copy to User Area (Factory area only): Tap the Copy to User Area button. The selected presets will be copied and you'll be prompted to select a target location in the User area.

The Preset Manager is designed to keep your workflow smooth—whether you're performing, practicing, or setting up presets ahead of time.

Dedicated Functions

Tuner & Tempo

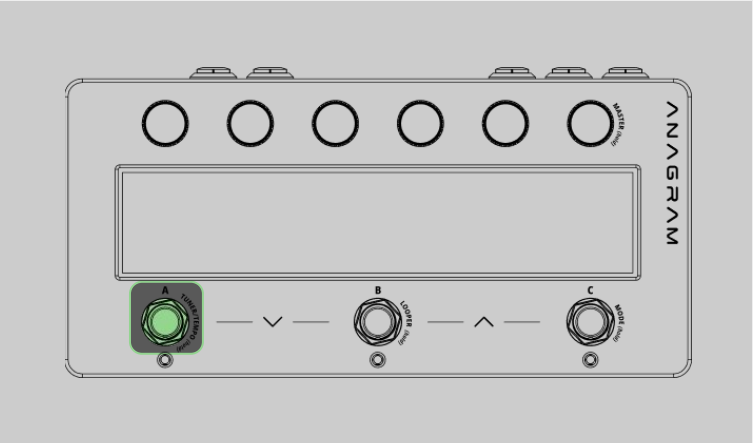
The tuner and global tempo functions are grouped into a dedicated screen, optimized for quick access during live performance or rehearsal.

Dedicated Functions

Tuner & Tempo

Accessing the Tuner/Tempo Screen:

- Press and **hold Footswitch A** to open the Tuner/Tempo screen from any view or mode.



Dedicated Functions

Tuner & Tempo

The tuner is always active while the screen is open. It features a clear and responsive display, making it easy to use on stage.

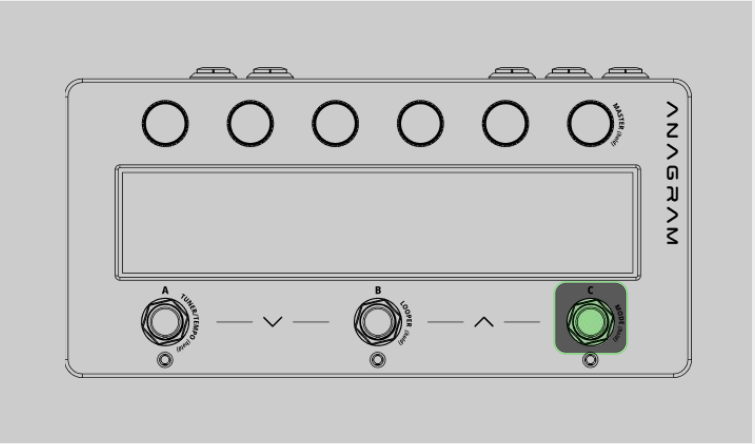
- Reference frequency: Use the leftmost knob to adjust the reference pitch from 420 Hz to 460Hz.(Default: 440 Hz)

- The global tempo affects delay blocks that are tempo-synced.
- Tempo control: Use the rightmost knob to adjust the BPM between 40 and 300 BPM. (Default: 120 BPM)

Dedicated Functions

Tuner & Tempo

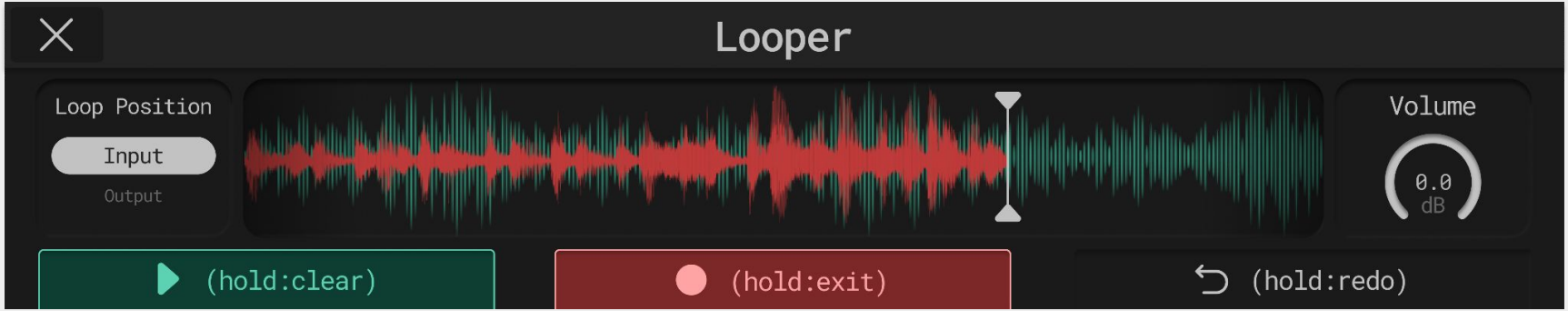
Tap Tempo: Tap Footswitch C repeatedly while the Tuner/Tempo screen is open to set the tempo manually.



Dedicated Functions

Looper

Anagram includes a built-in looper for layering, practice, and creative exploration. It’s designed to be quick to access and intuitive to operate, without interrupting your flow.

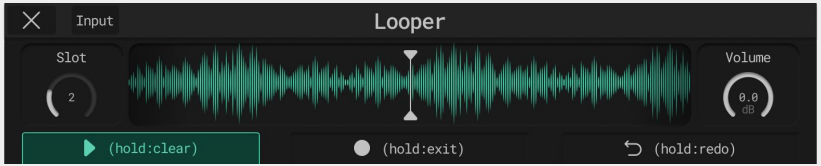


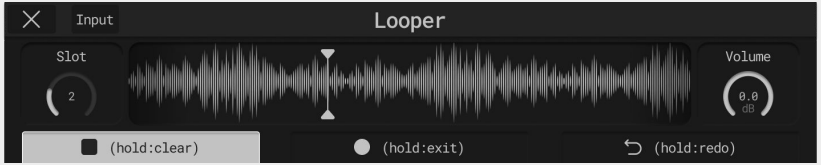
Dedicated Functions

Looper

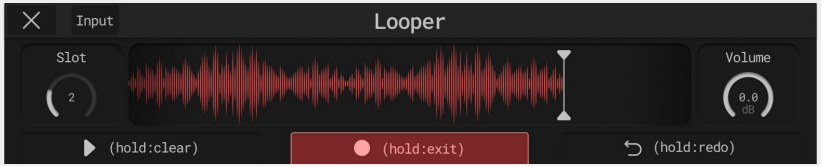
Footswitch Controls

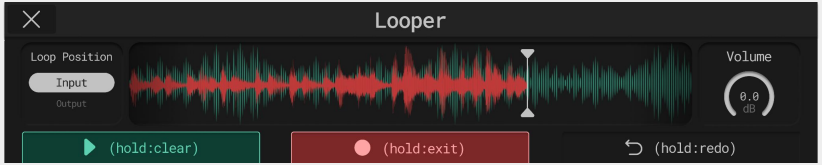
- **Footswitch A**: Play / Stop
- Hold to Clear All





- **Footswitch B**: Record / Overdub
- Hold to Exit the Looper





Dedicated Functions

Looper

Clear visual feedback on the screen indicates the looper's current state and action in real time.

Knob Functions:

Leftmost knob: Sets the looper position – either Input (before the signal chain) or Output (after the signal chain).

Rightmost knob: Controls loop playback volume.

Behavior:

The looper operates independently of the preset system and you can switch presets without interrupting playback. However, loops are stored in RAM only and will be lost if the device is rebooted. If you exit the Looper screen while recording, the recording will be stopped automatically.

Dedicated Functions

Mixer

The Mixer allows you to control the output levels of all physical outputs, including line outs, XLRs, headphones, and the overall master level.

Accessing the Mixer: Press and hold the rightmost knob (Knob 6) to open the Mixer screen from any view or mode.

Dedicated Functions

Mixer

Controls:

The Mixer displays six vertical sliders, from left to right:

- Out 3 / L
- Out 4 / R
- Out 1 / L (XLR)
- Out 2 / R (XLR)
- Headphones
- Master Output

Each slider is **controlled by the rotary knob directly above it**. Adjustments persist across presets. Sliders 1 to 5 have a level meter for monitoring the level at the controlled output.

Dedicated Functions

Mixer

Additional functions:

- Master Link: Each output slider (1–5) has a “Master” button. When enabled, the output is affected by the Master section (6).
- Stereo Link: Out 1/2 (XLR) and Out 3/4 (Line) each have a “Link” button that links their levels for stereo control. When linked, both outputs respond to either knob.
- Mute: The Master slider (6) includes a Mute button, which instantly silences all linked outputs without affecting their set levels.

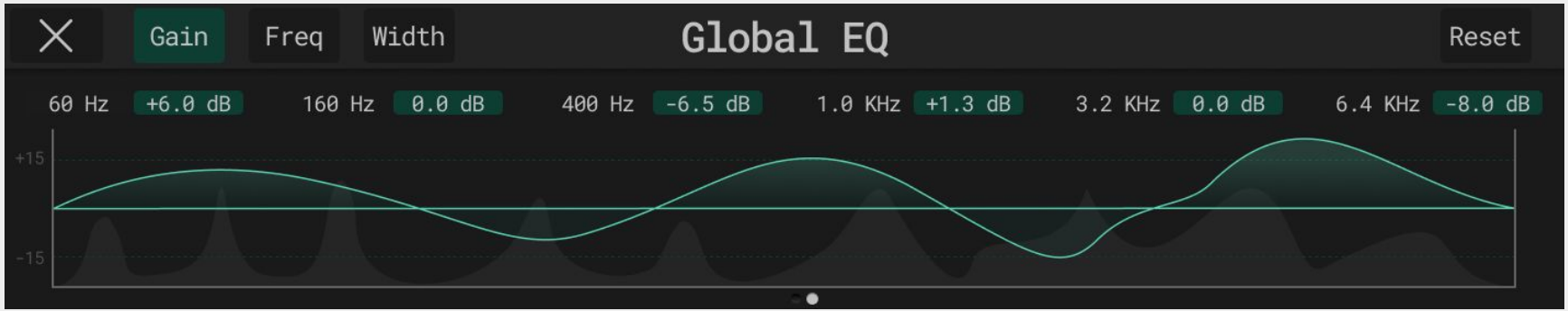
This makes the Mixer especially useful for stage and studio environments where you need to control multiple outputs independently—or globally—at a moment’s notice.

Dedicated Functions

Global EQ

The Global EQ is a six-band equalizer applied at the end of the signal path. It allows you to shape the overall output tone of the Anagram to better fit different instruments, monitoring setups, or room acoustics. It is independent of presets and affects all outputs equally.

By design, the Global EQ is placed at the very end of the signal chain. This means that if an output is repositioned earlier in the chain using the Output block, that specific output will bypass the Global EQ entirely.



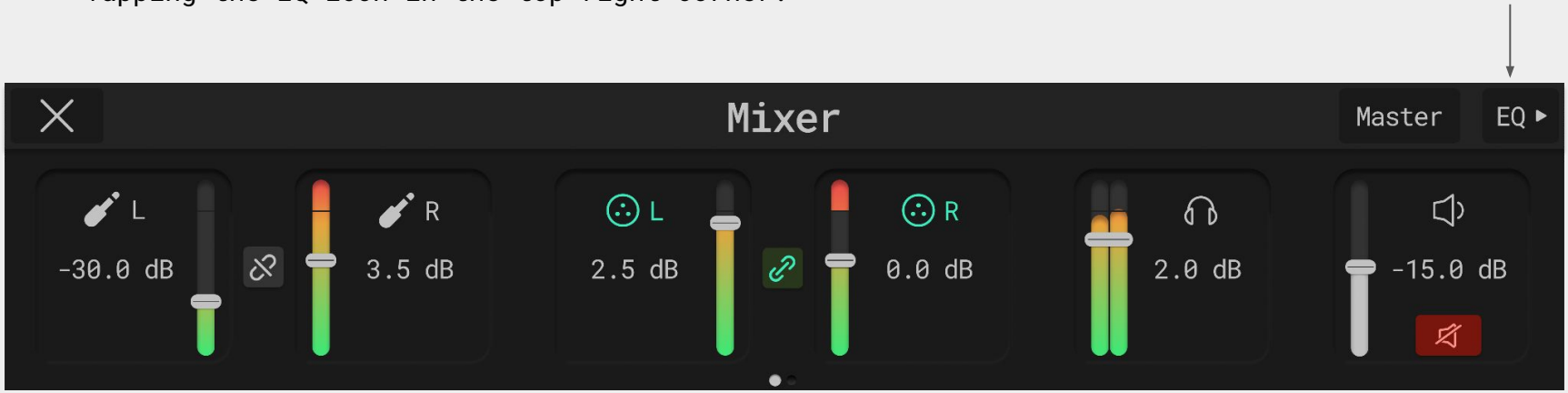
Dedicated Functions

Global EQ

Accessing the Global EQ:

The Global EQ is the second page of the Mixer screen. You can access it by either:

- Swiping from right to left on the Mixer screen, or
- Tapping the EQ icon in the top-right corner.



Dedicated Functions

Global EQ

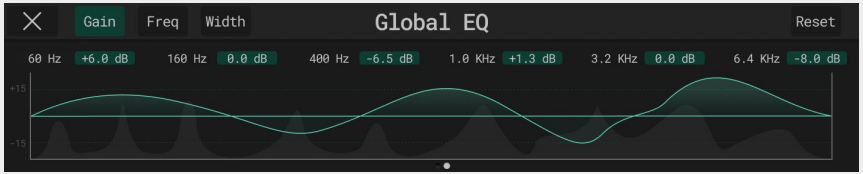
Controls and Operation:

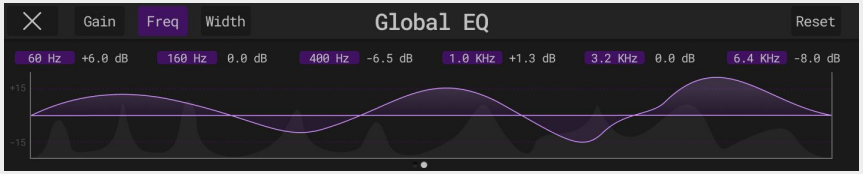
The EQ has three editable parameters per band:

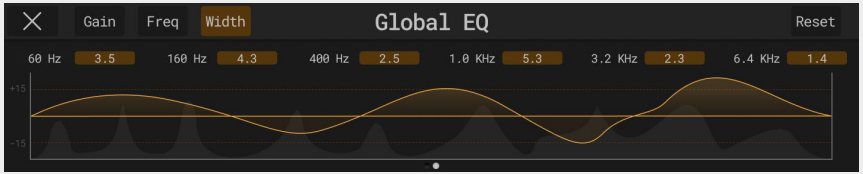
- Gain
- Frequency
- Width

Use the selector in the upper-left corner to choose which parameter to control:

- Gain (Green)
- Frequency (Purple)
- Width (Brown)







Dedicated Functions

Global EQ

Once a mode is selected, the six rotary knobs control the chosen parameter across all six bands.

A Reset button in the top-right corner resets the EQ to a flat state.

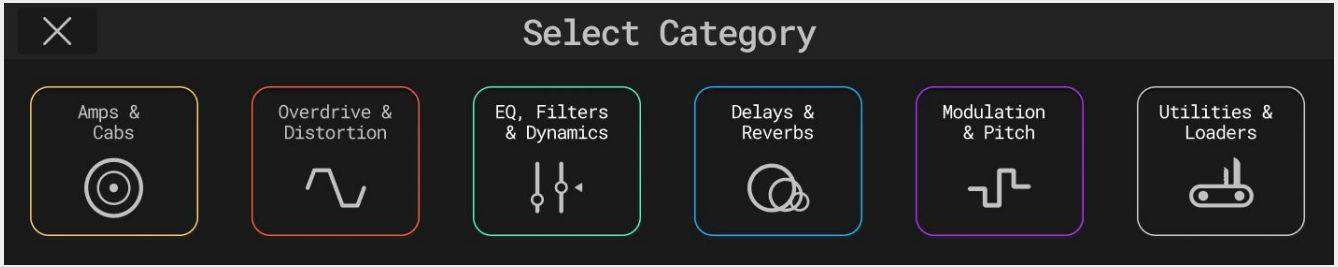
A Real-Time Analyzer (RTA) is displayed in the background, providing visual feedback of the output signal to assist with EQ decisions during rehearsal or performance.

The Global EQ is ideal for final tonal adjustments and remains active across all presets.

Blocks

Blocks are the core building units of every preset in Anagram. Each block represents a specific DSP function—such as an amplifier, cabinet, effect, or utility—and can be freely placed and configured within the signal chain.

Blocks are organized into categories for easier navigation and setup:



Utilities: General-purpose blocks including gain control, split/merge routing, output assignment, and integration with external gear (Send, Return, FX Loop).

Each block can be individually configured and repositioned. New blocks are added over time through firmware updates, and Anagram’s architecture is built to support future third-party blocks as well.

Blocks

File/Asset Loader

Some blocks in Anagram allow you to load external files, such as neural models and cabinet impulse responses. These blocks extend the sonic possibilities of the device by letting you incorporate third-party or user-generated content.

All files are managed and transferred to Anagram using the Darkglass Suite desktop application.

Neural Blocks

Anagram supports NAM and AIDA-X neural models through **three dedicated blocks**:

Neural Amp

Neural Pedal

Neural Loader

Blocks

File/Asset Loader

Neural Amp
Designed to replicate full amplifier behavior.
Includes a built-in Amp EQ section with low, low-mid, high-mid and treble controls. The EQ can be positioned before or after the neural model.

Neural Pedal
Intended for modeling preamps or distortion pedals.
Includes a Blend control to mix the processed signal with the dry input.

Neural Loader
A general-purpose model loader with no additional controls beyond gain and model selection.

All three neural blocks share these core parameters: • **Input Gain** • **Output Gain** • **Model Selector**

When importing files using the Suite, users can classify their neural models as Amps, Pedals or Miscellaneous in order to have them loaded by the correct block.

Blocks

File/Asset Loader

Cabinet Loader

The Cabinet Loader block allows you to load and use cabinet impulse responses (IRs) to shape the final tone of your signal. It includes:

- Cabinet Selector
- Blend: Controls the mix between the IR and the dry signal.
- Level: Sets the output volume of the block.

These file-based blocks are essential for players who want to tailor their tone using high-quality external captures or custom IR libraries.

System Blocks

System blocks are utility elements used to control signal routing and integration within the chain. They don’t affect the sound directly, but they define how audio flows through the system.

Output

The Output block defines where the signal leaves the virtual chain and maps it to a physical output on the device. It allows you to:

Route the signal to a specific pair of outputs (Out 1/2 or Out 3/4).

Insert the output at any point in the chain—not just at the end.

Any output routed via an Output block bypasses the Global EQ, since the EQ is applied only at the end of the signal path.

Multiple Output blocks can be used in the same chain to create complex routing schemes (e.g., sending parallel signals to different amps or systems).

System Blocks

Split & Merge

Split
The Split block is used to divide the signal between Row 1 and Row 2, enabling parallel processing paths.

Level Control: You can adjust the individual level sent to each row.

Crossover Function:
- Off: Full signal is sent to both rows (no frequency filtering).
- 1 Lo / 2 Hi: Sends low frequencies to Row 1 and highs to Row 2.
- 1 Hi / 2 Lo: Sends highs to Row 1 and lows to Row 2.
- A crossover frequency control allows you to set the split point.

This block is ideal for creating parallel chains with frequency-based separation or simply splitting the signal for dual processing.

System Blocks

Split & Merge

Merge
The Merge block is used to bring together the two processing rows into a single signal path.

Blend: Adjusts the balance between the signals coming from Row 1 and Row 2.

Output Level: Controls the final output gain of the merged signal.

Merge blocks allow you to dial in the mix between parallel paths precisely, making them essential for tone layering or wet/dry setups.

Both Split and Merge blocks handle stereo and mono automatically.

System Blocks

Send, Return & FX Loop

These blocks allow you to integrate external gear—such as pedals, multi-effects, or processors—into your Anagram signal chain. They provide flexible routing options and precise control over signal flow.

Anagram's Send and Return jacks are stereo capable. You can set them to Mono or Stereo independently via the Device Settings menu.

System Blocks

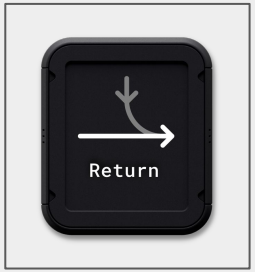
Send Block

The Send block routes part of your signal out of the Anagram via the Send jack.

Controls:
Send Level: Adjusts the signal level being sent out.

Through Level: Sets the level of the signal that continues through the internal chain after the split.

This allows for both full inserts and parallel routing setups, depending on how you balance the send and through levels.



Return Block

The Return block brings an external signal back into the chain via the Return jack.

Controls:
Blend: Mixes the returned signal with the through signal.

Output Level: Controls the level of the combined signal.

Return Polarity: Choose between Normal and Inverted phase, useful for resolving phase issues in complex or analog setups.

System Blocks

FX Loop Block

The FX Loop block combines both Send and Return into a single unit. It is designed for inserting external gear as an inline effect loop.

Controls:
Send Level: Sets the level of the signal going out.

Blend: Controls the mix between the internal and returned signal.

Output Level: Adjusts the final level after blending.

Polarity: Select between Normal and Inverted return phase.

The FX Loop block simplifies routing when using single-in/single-out pedals or processors, while still giving control over signal levels and phase behavior.

MIDI Support

The MIDI implementation of Anagram is under development.

Version 1.4 of the OS supports controlling a variety of system functionalities as well as bindings with MIDI Program Change (PC) and Control Change (CC) messages.

In the future, Anagram will support more sophisticated MIDI control to access more system functionality.

The following pages describe the currently supported functions and MIDI specific device settings in detail.

MIDI Support

System Functions

The following table presents all system functions that can be controlled via MIDI.

Function	Type	Number	Supported MIDI Value Range	Result
Bank Select	CC	102	1-42	Calls bank preview screen for bank 1-42
Bank Increment	CC	103	1-127	Calls bank preview screen for the next bank
Bank Decrement	CC	104	1-127	Calls bank preview screen for the previous bank
Preset Select	PC	-	1-126	Loads preset 1-126 (01A-42C)
Preset Increment	CC	105	1-127	Loads the next preset
Preset Decrement	CC	106	1-127	Loads the previous preset
Scene Select	CC	107	1-3, 127	1: activates scene A 2: activates scene B 3: activates scene C 127: activates the default scene
Scene Increment	CC	108	1-127	Activates the next scene
Scene Decrement	CC	109	1-127	Activates the previous scene
Mode Select	CC	85	1-3	1: activates Preset mode 2: activates Stomp mode 3: activates Scene mode
Tuner Enter/Exit	CC	86	1-127	Enters/Exits the tuner screen

Note: The Anagram does not respond to value 0 for the messages in the table above. This helps with compatibility with a wide range of MIDI devices.

MIDI Support

Bindings

The bindings on the Anagram can be controlled via MIDI CC messages. The following table presents the default messages that the Anagram responds to for each of the binding slots, and the resulting behavior with different binding types.

Function	Type	Number	Supported MIDI Value Range	Result	Notes
Binding Stomp Mode Foot A	CC	17 - Editable	0-127	**All binding types:** 0-63 turns binding OFF 64-127 turns binding ON	If “Toggle Logic” device setting is set to “Toggle” then any non-zero value will toggle the state of the binding
Binding Stomp Mode Foot B	CC	18 - Editable			
Binding Stomp Mode Foot C	CC	19 - Editable			
Binding Knob 1	PC	20 - Editable	0-127	**Knob:** sets binding to (CC Value / 127) * (binding value end - binding value start) **Bypass/Toggle:** 0-63 turns binding OFF 64-127 turns binding ON **List:** activates list item 1-127	**For bypasses/toggles:** If “Toggle Logic” device setting is set to “Toggle” then any non-zero value will toggle the state of the binding **For lists:** value 0 is always ignored
Binding Knob 2	CC	21 - Editable			
Binding Knob 3	CC	22 - Editable			
Binding Knob 4	CC	23 - Editable			
Binding Knob 5	CC	24 - Editable			
Binding Knob 6	CC	25 - Editable			
Binding Expression Pedal	CC	89 - Editable	0-127	**Knob:** sets binding to (CC Value / 127) * (binding value end - binding value start)	-

MIDI Support

Settings (1/2)

There are device settings in the MIDI category that can help with specific situations:

- MIDI In Chan
  - Allows you to configure the MIDI channel that the Anagram listens to. When set to “Omni” it will listen to messages on all channels.
- Ignore Redundant PC
  - This setting allows you to choose whether the Anagram should ignore MIDI PC messages that instruct the Anagram to load the preset that is currently active.
  - Example: if set to ON, and currently preset 1A is active, and the Anagram receives MIDI PC1, nothing happens
  - Example: if set to OFF, and currently preset 1A is active, and the Anagram receives MIDI PC1, it reloads the saved state of the preset
- Scene Edit Discard
  - This setting was added primarily to support the use case of sending MIDI CC automation from a DAW, while not wanting this automation to affect the state that gets loaded when activating a scene.
  - By default, changes made in scenes remain in memory until they are saved by saving the preset, or discarded by changing the preset without saving
  - When making changes via MIDI CCs, you may either want things to work the same way, or you may prefer to always discard any changes if a new scene is loaded. This way during the show the user can hop between the scenes on the same preset and the scene always loads the “unedited” version of itself.
  - When set to OFF, edits inside the scene are discarded if a preset is changed
  - When set to ON, edits inside the scene are discarded if a scene is changed

MIDI Support

Settings (2/2)

- Toggle Logic
  - Some MIDI controllers do not have an internal toggle state, and instead send out the same messages on every press and release.
  - This setting allows users to select if the Anagram should directly listen to the CC value, or if the Anagram should take care of the toggling logic.
    - When set to “Value”, value 0-63 will set the binding to OFF and value 64-127 will set it to ON
    - When set to “Toggle”, any non-zero value will toggle the state of the binding.
  - This setting applies to all Stomp Mode Foot Bindings and to toggle/bypass parameters bound to knobs.
- Bindings - Edit CCs
  - Pushing the “Edit CCs” buttons takes you to an overview screen of the MIDI CC messages that are configured for all binding slots.
  - You can then tap on one of the binding slots to configure the MIDI CC for that binding.
  - Note: The following CC numbers are reserved for (future) system functionality and default values for binding, and are therefore not available when configuring a custom CC number for your bindings.
    - 0, 7, 14-32, 85-87, 89, 102-119

There is also the “Preset Numbering” device setting in the Appearance category. This allows you to change the preset numbering from “Anagram Style (01A-42C)” to “MIDI Style - (001-126)”, so that the preset numbers displayed throughout the system match the MIDI Program Change messages that are associated with them.

ANAGRAM

Technical Specifications

Instrument Input
Connector: ¼” TS
Impedance: 1 MΩ
Max Input Level: +12 dBu

Send
Connector: ¼” TRS
Impedance: 100 Ω
Max Output Level: +12 dBu
The jack supports either a stereo send or a mono insert for creating an effects loop

Return
Connector: ¼” TRS
Impedance: 1 MΩ
Max Input Level: +12 dBu
Can be used as an AUX In
The jack supports either a stereo return or an expression pedal input

Headphones Output
Connector: 3.5 mm TRS
Impedance: < 1 Ω
Three-stage gain control

Output 1/L-2/R
Connector: 2x XLR
Digitally controlled ground lift
Impedance: 100 Ω
Max Output Level: +2.2 dBu

Output 3L-4/R
Connector: ¼” TS
Impedance: 100 Ω
Max Output Level: +12 dBu

MIDI In-Out
Input Connector: 3.5 mm TRS (Type A)
Output Connector: 3.5 mm TRS (Type A)

USB-C
Format: USB Audio Class 2.0 Compliant
Channels: 12 (3in/9out)
Audio Clock: 48 kHz (Fixed)
Supports USB MIDI
Can be powered using a USB-C power supply that supports Power Delivery (PD), such as compatible laptop chargers, phone chargers, or power banks. The power supply must provide at least 18 watts.

System performance
Base latency from instrument input to any output (empty signal chain): 1.31 ms
Latency with the FX loop or Return block present in the signal chain: 2.62 ms
Latency measured with Audio Precision APx515 “DUT Delay” measurement.

Dimensions
Width: 210 mm / 8.27”
Length: 105 mm / 4.13”
Height: 62 mm / 2.44”
Weight: 815 g / 1.8 lbs

Warning & Warranty

Warning
No user-serviceable parts inside the device. Do not open the pedal.
Never use the device in a high humidity environment or near liquids.
Anagram comes with a 2-year limited warranty covering manufacturing defects. If you experience any issues with your pedal, please contact support@darkglass.com to obtain a Return Authorization Number or to find out about the nearest authorized repair center.

Warranty
Please register for your warranty at http://mypedal.darkglass.com. Anagram is under warranty to the original owner for a period of two years against manufacturing defects in the country where the product was originally purchased.

If you experience a problem with the unit, please contact support@darkglass.com to receive a Return Authorization number or for information on the nearest authorized repair center. A copy of your original receipt must be included with all warranty repairs. You are responsible for all shipping charges. The unit must be shipped to us freight prepaid. We will return the unit freight collect. Darkglass Electronics Oy is not responsible for shipping damage either to or from our service center. Claims must be filed with the carrier.

For repairs please contact your local dealer or distributor for your country’s specific warranty period and repair procedures. Darkglass®, Microtubes®, and Microtubes Engine are registered trademarks of Darkglass Electronics OY.