Collider Delay+Reverb Firmware Update Guide and Version History

Introduction

Thank you for purchasing the Collider Delay+Reverb. We at Source Audio are constantly working to maintain and improve our existing products. In order to add new features or fix functional issues, we will occasionally release firmware updates. Updates for the Collider are done exclusively through the Neuro Desktop Application.   Neuro Desktop can be downloaded here:

https://www.sourceaudio.net/editorsandfirmware.html

Connect the 9V power supply to the Collider and USB to your Mac or Windows computer. Open the Neuro Desktop application and the Collider will appear in the Connections tab. Click the ⬇ (Update Device) button to download the update. If a newer file isn't automatically found, select the option to manually locate a file and navigate to the desired .saxf file on your system. Do not disconnect or power off your pedal while the update is running.

Update Device button

Firmware Version History

Version 1.06

- Initial Public Release

Version 1.07

- Added Analog Dry Level control for use in Parallel Mode.
- Added Hardware Option for timing control of Delay/Tap footswitch.
- Eliminated analog volume ramping when bypassing delay or reverb in Cascade mode.
- Added Tap Tempo Division "disable" to allow an engine to ignore tap tempo.
- Parallel mode is now accessible on the hardware by setting the KNOBS toggle switch to LOCK when holding the CONTROL INPUT button.
- Fixed bugs related to Swell reverb.
- Various other small fixes.

Version 1.08

- Fixed Analog Dry bugs related to preset changes

- Add hardware option for adjustable time to bypass the Delay effect. Adjustable from 100ms to 1 second. 300ms is the new default when a Factory Reset is performed.

Version 1.09

- Improved Neuro Mobile compatibility with some newer Android devices.

Version 1.10

- Fixed bug related to Kill Dry mode with Parallel effect routing. In some bypass/engage sequences, the analog dry signal would be enabled incorrectly.

Version 1.11

- Improvement of delay "slewing" when changing presets. Previously presets that were using the TIME knob to set the delay could cause a pitch shifting sound as the value was changing with the new preset.
- Improvements to Trails Mode:
  - Smarter handling of levels to prevent volume changes when disabling one engine and enabling the other.
  - When bypassing the delay but leaving the reverb on in cascade mode, dry repeats are maintained by using a digital dry path. Analog Dry Through is defeated in this mode to prevent dry signal contention.
- Bug fix - when browsing community presets with Neuro Desktop, the engage/bypass states of the delay and reverb will now be set properly to match the settings in the preset.
- Add "Sum Stereo Delays to Mono" hardware option. Only applies to Delay engines. When this option is selected and only the output 1 jack is physically connected, all stereo delays will be mixed that one channel. With a stereo output connection, delays will be routed normally.

Version 1.12

- Fixed some issues with Trails mode related to Wet/Dry mixing with certain sequences of enabling and disabling the reverb and delay.
- Kill dry bug fix that could cause the analog dry signal to be active briefly between preset changes.
- Add MIDI CC110 for bypass/engage both reverb and delay simultaneously. Value >=64 = engage both, Value <64, bypass both

Version 1.13 – 5/10/2021 release date

- Eliminated dropout when in trails mode and bypassing/engaging reverb when switching between digital and analog paths.
- Fixed MIDI USB channel bug.
- Fixed issue with CC103 (Reverb Bypass/Engage) after preset recall.

Version 1.15 – 7/28/2022

- Added support for direct USB connection with Neuro Mobile app.
- Fixed issue related to preset names being overwritten when saving an edited preset on the pedal using the SAVE button. Preset names will now be retained.
- Feature added to blink engine LEDs in sequence when using the "engine unlock" feature is used. For example if both Delay and Reverb side were using Reverb engines, it wasn't clear which footswitch was associated with each engine. Now the engine LEDs will blink twice in sequence showing the Delay and Reverb engines, respectively.
- Other improvements and fixes