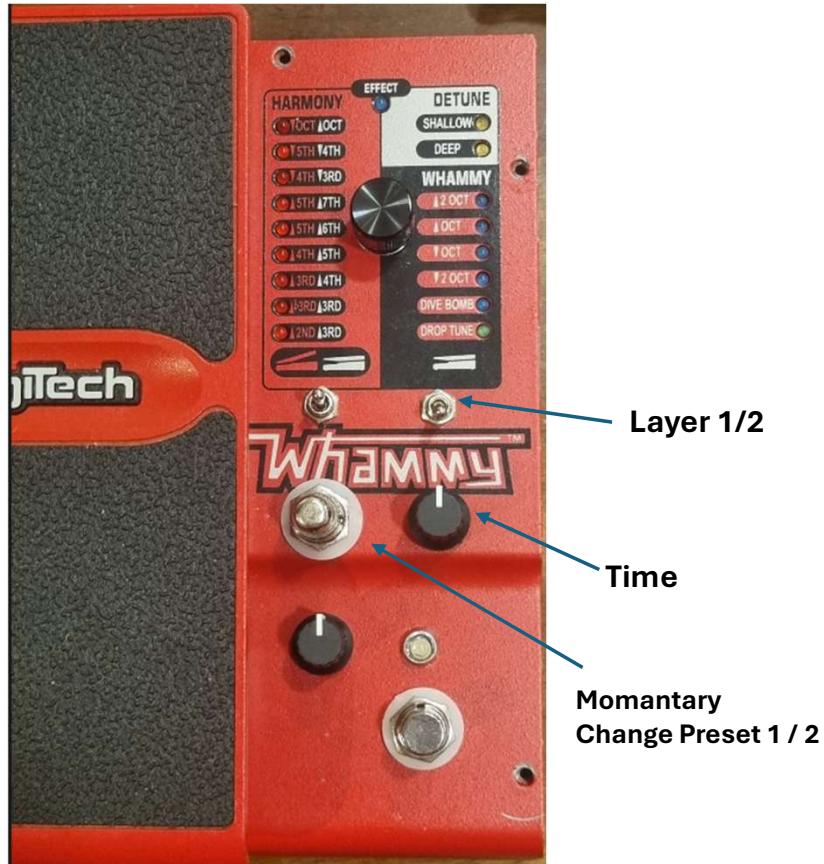


<https://github.com/melatroid/Whammy-4/>

Whammy NEO



Layer 1 - Guitar Playground

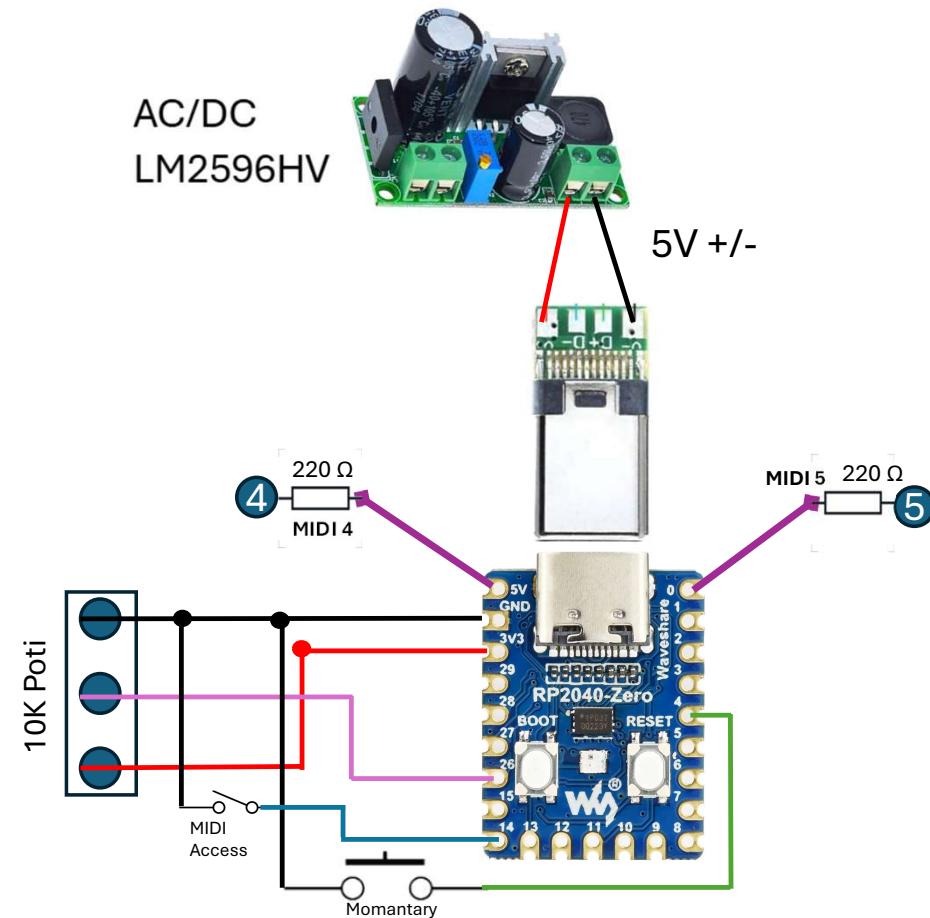
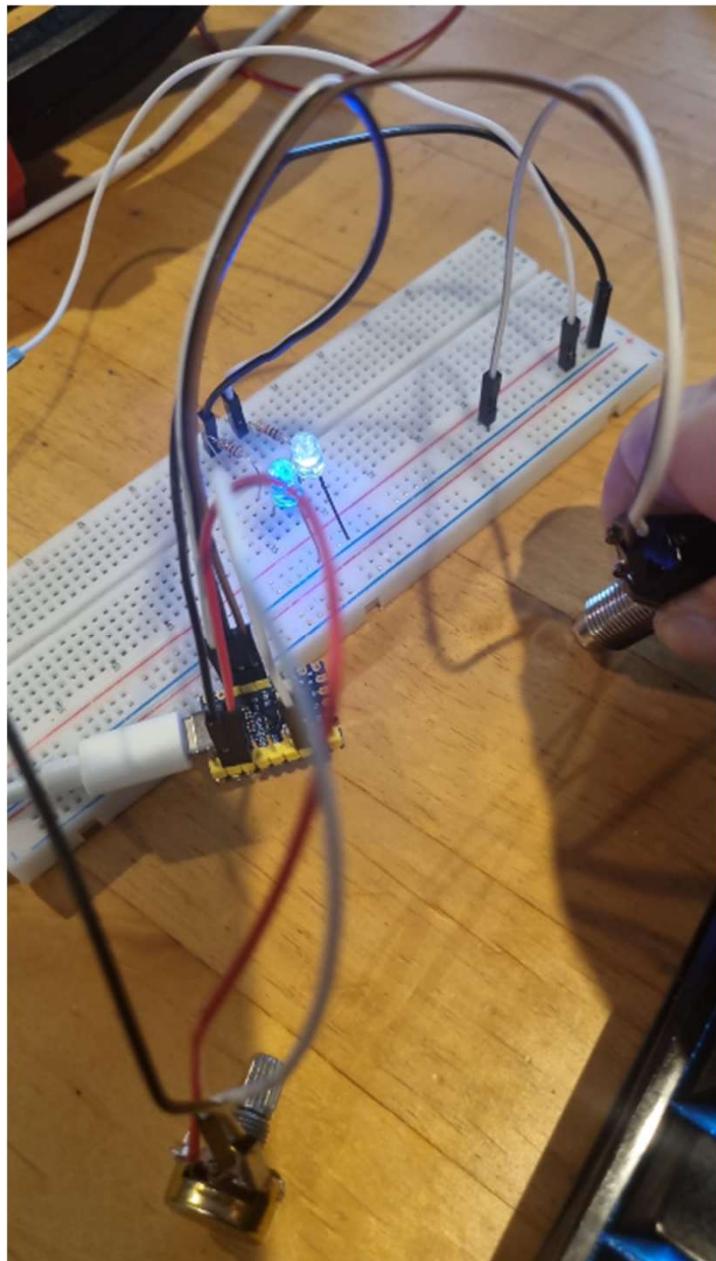
- Play with Momentary
- Set Time
- Change Preset 1 / 2 ← Double Tap



Layer 2 – Effect Box

- Normal Effect with Presets
- Momentary Mode with Presets
- Holding Mode with Presets and Time
- Shutter Mode with Time
- Harmony Shift (3 Modis) with Time
- Step Sequenzer (Random) with Time
- Set Preset 1
- Set Preset 2
- Whammy Legacy Mode, No Presets, Direct Momentary

MIDI Test



<https://github.com/melatroid/Whammy-4/>

Whammy NEO

What happens when Whammy Neo is started?

As soon as the Whammy is powered up, the LEDs start animating.

- 1.) Then the LED display runs counterclockwise, and at any point, the effect in Preset 1 can be stored by pressing the momentary switch.
- 2.) The same sequence then follows for Preset 2.
- 3.) In the final step, the basic behavior of the Whammy is determined from the effect box
.
This basic behavior affects the timing and behavior of the momentary switch. The Whammy is now ready for use. The basic behavior can be changed at any time via the effect box using the layer switch.

FAQ

Does the MIDI conversion and software really work?

Yes, it does. If it is connected correctly, your Whammy will become a monster.

Is the conversion difficult?

The pure NEO conversion without blend mixer and true bypass only affects the MIDI control. It is not beginner-friendly, but with a little practice, it works.

Is the software any good?

Yes

And will I be disappointed after the conversion and all the effort involved?

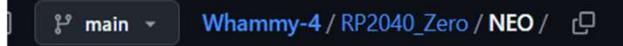
No

Do I need a separate power supply for the PR2040 Zero?

Yes, absolutely, there is no Solution for that Problem

How to Flash and Test -Raspberry Pi 2040 Zero

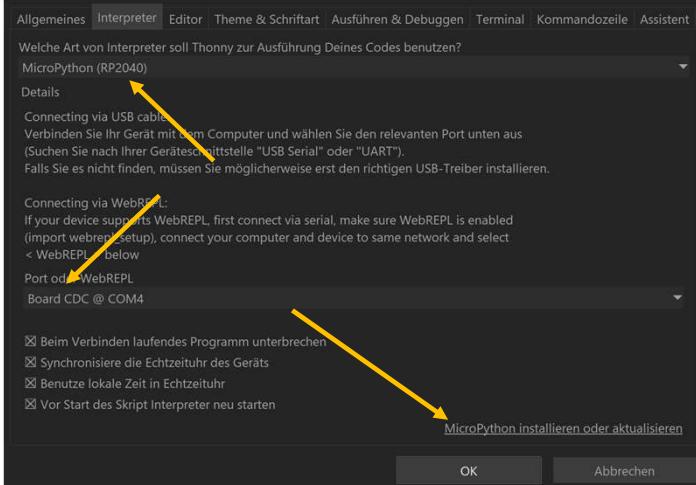
1.) Install Thonny → <https://thonny.org/>

2.) Download Code → 

3.)

4.) Start Thonny, open Python File

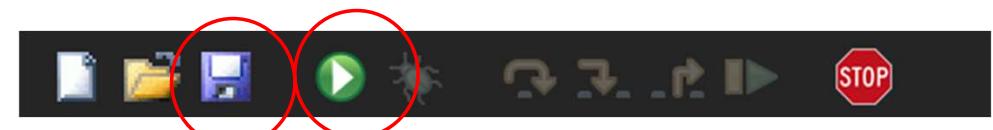
5.) Tools → Options → Interpreter

6.) → 

7.) Connect RP 2040 with PC

8.) Restart Thonny

9.) Test your Functions here



10.) Save as 

11.) Flash → 