

WREN AND CUFF

EYE SEE PI Integrated Circuit Distortion

A meticulous recreation of the short-lived “op-amp” Muff from the late 70’s.

What’s different?

This pedal uses an IC or “Op-Amp” in order to create its distortion instead of the traditionally four transistors usually used.

Unlike all other muffs, there were two versions of this pedal, only slightly different that were released between 1977 to 1979 or ’80 depending on who you ask.



One of the big differences between the two pedals was the inclusion of a TONE BYPASS switch on the later version.

Since I’m a bigger fan of the earlier version without the tone bypass, I’ve elected to recreate the first-version, but add the tone-bypass switch included on the second version... The best of both worlds IMO.

This pedal has a similar tone to the traditional muff, but the word “similar” is very literal.

It’s much more distortion than fuzz, and reminds me more of the 80’s and 90’s even though it was actually released in the 70’s.

Our version uses a BA4558 dual op-amp chip rather than the RC4558 chip used in the original because the BA4558 sounded closer to the original to my ears, and at the end of the day, I’ll always go with tone over part #.

I hope you’ll agree!

VOLUME: Makes it louder or not so loud when ya turn it.

TONE: Turn it right, things get bright, turn it left and... damn, can’t find a rhyme. Turn it left and it gets darker and thicker.

TONE BYPASS: Flip this switch and the tone section is completely bypassed. this will disable the tone knob and provide a different sound.

SUSTAIN: A fancy way to say distortion or fuzz. Turn it up for more, and turn it down for less!

POWER: This pedal uses a 9V battery or a standard center-negative 2.1mm barrel regulated power supply (same kind used for Boss, Ibanez, etc). If using a power supply, please use one intended for effects pedals.

CURRENT DRAW: The Eye See Pi will draw around 6mA

BYPASS: Effect on/off switching is done via a 100% mechanical 3PDT foot-switch, otherwise known as “true-bypass”