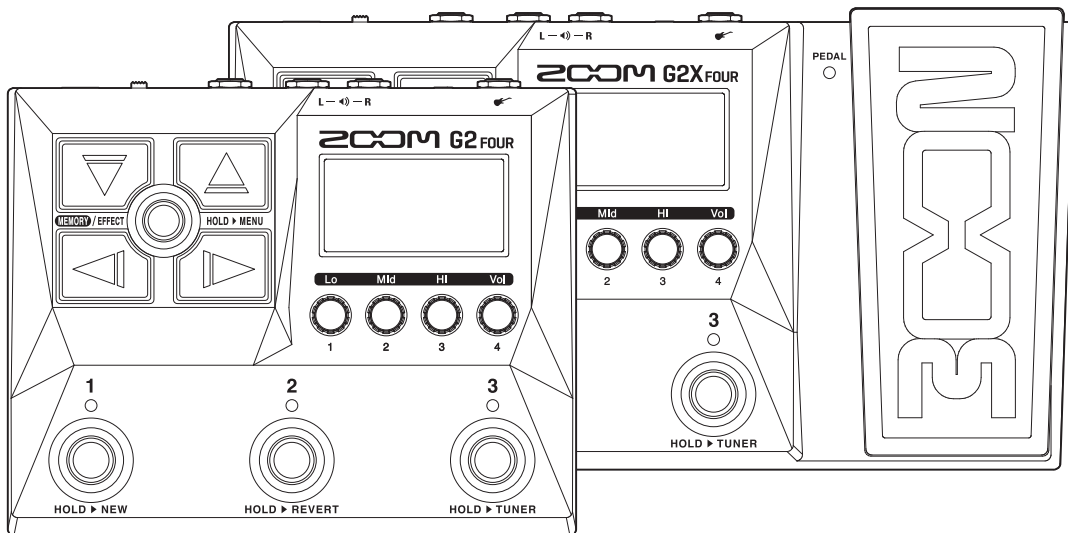


# G2 FOUR / G2X FOUR

## EFFECTS & AMP EMULATOR






## Effect Types and Parameters


This document cannot be displayed properly on black-and-white displays.

© 2022 ZOOM CORPORATION

Manufacturer names and product names are trademarks or registered trademarks of their respective owners. The names are used only to illustrate sonic characteristics and do not indicate any affiliation with the Zoom Corporation.

# Effect explanation overview

				Tempo synchronization possible icon		
Effect type		Effect explanation		Parameter range		
<b>DELAY</b>		This long delay has a maximum length of 4000 ms.				
	<b>TIME</b>	Sets the delay time.	1 – 4000			
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 			
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100			
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
Effect Screen		Parameter		Parameter explanation		

		Pedal control possible icon				
<b>PEDAL VOLUME</b>		The volume curve of the volume pedal can be set.				
	<b>P VOL</b>	Adjusts the volume.	0 – 100		P	
	<b>MIN</b>	Adjusts the volume when the pedal is at minimum position.	0 – 100			
	<b>MAX</b>	Adjusts the volume when the pedal is at maximum position.	0 – 100			
	<b>CURVE</b>	Sets the volume curve.	A, B			








## Contents

---


<b>DYNAMICS</b> .....	<b>3</b>
<b>FILTER</b> .....	<b>4</b>
<b>DRIVE</b> .....	<b>5</b>
<b>MODULATION</b> .....	<b>8</b>
<b>DELAY</b> .....	<b>11</b>
<b>REVERB</b> .....	<b>13</b>
<b>SFX</b> .....	<b>14</b>
<b>AMP</b> .....	<b>15</b>
<b>PEDAL</b> .....	<b>20</b>
<b>Additional tables</b> .....	<b>21</b>

---







[ DYNAMICS ]

<b>COMPRESSOR</b>		<b>This compressor in the style of the MXR Dyna Comp.</b>		
	SENSE	Adjusts the sensitivity of the effect.	0 – 10	
	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST	
	TONE	Adjusts the tone.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>RACK COMPRESSOR</b>		<b>This compressor allows more detailed adjustment than Comp.</b>		
	THRSH	Sets the level that activates the compressor.	0 – 50	
	RATIO	Adjusts the compression ratio.	1 – 10	
	ATTCK	Sets compressor attack speed.	1 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>GRAY COMPRESSOR</b>		<b>This models a ROSS Compressor. Added parameters allow you to adjust the tone.</b>		
	SUSTN	Adjusts the sustain.	0 – 100	
	LO	Adjusts volume of low frequencies.	0 – 100	
	HI	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>BLACK OPTICAL COMPRESSOR</b>		<b>This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.</b>		
	COMP	Adjusts the depth of the compression.	0 – 100	
	LO	Adjusts volume of low frequencies.	0 – 100	
	HI	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>1176 LIMITER</b>		<b>This is a simulation of the UREI 1176LN.</b>		
	INPUT	Adjusts the input level.	0 – 80	
	RATIO	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1	
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	
	OUTPUT	Adjusts the output level.	0 – 80	
<b>ZOOM NOISE REDUCTION</b>		<b>ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.</b>		
	DETECT	Sets control signal detection level.	GTRIN, EFXIN	
	DEPTH	Sets the depth of noise reduction.	0 – 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	DECAY	Adjust the envelope release.	0 – 100	
<b>NOISE GATE</b>		<b>This is a noise gate that cuts the sound during playing pauses.</b>		
	DETECT	Sets control signal detection level.	GTRIN, EFXIN	
	DEPTH	Sets the depth of noise reduction.	0 – 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	DECAY	Adjust the envelope release.	0 – 100	









[ DYNAMICS ]

<b>SLOW ATTACK</b>	This effect slows the attack of each note, resulting in a violin-like performance.			
	TIME	Adjusts the attack time.	1 – 50	
	CURVE	Set the curve of volume change during attack.	0 – 10	
	TOPE	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	








[ FILTER ]

<b>AUTO WAH</b>	This effect varies wah in accordance with picking intensity.			
	MODE	Sets direction of movement of the filter.	DOWN, UP	
	SENSE	Adjusts the sensitivity of the effect.	1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>LOW-PASS FILTER</b>	This effect varies the low pass filter frequency according to picking intensity.			
	FREQ	Sets minimum frequency of low pass filter.	0 – 100	
	SENSE	Adjusts the sensitivity of the effect.	FST100 – SLW100	
	RESO	Sets effect resonance.	2P-10 – 4P-10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>SEQUENCE FILTER</b>	The sequence filter has the flavor of a Z.Vex Seek-Wah.			
	STEP	Adjusts number of sequence steps.	2 – 8	
	PTTRN	Sets effect pattern.	1 – 8	
	SPEED	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 10	
<b>STEP FILTER</b>	This special effect gives the sound a stepped quality.			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 50	♪
	RESO	Sets effect resonance.	0 – 10	
	SHAPE	Adjusts the effect envelope.	0 – 10	
<b>GUITAR GRAPHIC EQ7</b>	This mono graphic equalizer has 7 bands that suit guitar frequencies.			
	100Hz	Boosts or cuts the low (100 Hz) frequency band.	-12 – 12	
	200Hz	Boosts or cuts the low (200 Hz) frequency band.	-12 – 12	
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12 – 12	
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12 – 12	
	1.6kHz	Boosts or cuts the low (1.6 kHz) frequency band.	-12 – 12	
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12 – 12	
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>PARAMETRIC EQ</b>	This is a 1-band parametric equalizer.			
	FREQ	Sets the frequency of the equalizer.	20 Hz – 20 kHz	
	Q	Adjusts equalizer Q.	0.5 – 16	
	GAIN	Adjusts the gain.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	





[ DRIVE ]

<b>EP DRIVE</b>	<b>This models the Maestro Echoplex preamp.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	-10 – 10	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	-10 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RC DRIVE</b>	<b>This booster covers sounds ranging from clean boosts to light drives.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>TS DRIVE</b>	<b>Simulation of the Ibanez TS808.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BOOST</b>	Turns boost ON/OFF.	OFF, ON	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>GOLD DRIVE</b>	<b>This effect models a famous gold overdrive boutique pedal.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>SWEET DRIVE</b>	<b>This effect models a sweet sounding overdrive.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts volume of high frequencies	0 – 100	
	<b>FOCUS</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>ZEN O.DRIVE</b>	<b>This models the sound of a Hermida Audio Zendrive.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOICE</b>	Adjusts gain of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>DYNAMIC DRIVE</b>	<b>This effect easily achieves the warm drive tone of a tube amp.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>MODE</b>	Sets the sound style.	COMBO, STACK	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>PLUS DISTORTION</b>	<b>This models the sound of a MXR DISTORTION+.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>DRYMX</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>COMP</b>	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2	








[ DRIVE ]

<b>DISTORTION ONE</b>	This models the sound of a BOSS DS-1 DISTORTION.			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>COMP</b>	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY	
<b>SQUEAK DISTORTION</b>	This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound.			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>FLTR</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>DRYMX</b>	Adjusts the volume of the unaffected sound.	0 – 100	
<b>RED CRUNCH DRIVE</b>	Use this effect for the famous "brown sound."			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VIOLET DISTORTION</b>	This models the sound of a SUHR Riot Reloaded.			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOICE</b>	Sets the sound style.	0 – 2	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>TB MK1.5 FUZZ</b>	This is a classic fuzz effect.			
	<b>ATTCK</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>OCTAVE FUZZ</b>	This fuzz effect adds an octave above.			
	<b>BOOST</b>	Adjusts the gain.	0 – 100	
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>NEW YORK MUFF FUZZ</b>	This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.			
	<b>SUSTN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

[ DRIVE ]








<b>WAVE SHAPER DRIVE</b>	<b>This effect is another new kind of distortion effect that applies a new original algorithm to shape the waveform and create a unique sound.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>SHAPE</b>	Adjusts the distortion character.	0 – 100	
	<b>COMP</b>	Adjusts the depth of the compression.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RAZOR DRIVE</b>	<b>This effect is a new-concept distortion effect that uses Comb filtering to simulate the gain parameter of the overdriven signal.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>EDGE</b>	Adjusts the distortion tone.	0 – 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>HG THROTTLE DRIVE</b>	<b>This models the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITCH:HI / BOOST:ON).</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>tone</b>	Adjusts the tone.	0 – 100	
	<b>MDCUT</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>ACOUSTIC SIMULATOR</b>	<b>This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.</b>			
	<b>TOP</b>	Adjusts the unique string tone of acoustic guitars.	0 – 100	
	<b>BODY</b>	Adjusts the body resonance of acoustic guitars.	0 – 100	
	<b>tone</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

[ MODULATION ]




<b>CLONE CHORUS</b>	<b>This analog chorus sound models the Electro-Harmonix SmallClone.</b>			
	DEPTH	Sets the depth of the modulation.	1, 2	
	RATE	Sets the speed of the modulation.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>CHORUS ONE</b>	<b>This models the sound of a BOSS CH-1 SUPER CHORUS.</b>			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>TRI CHORUS</b>	<b>This is a model of tc electronic's CORONA Tri-Chorus.</b>			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	SPEED	Sets the speed of the modulation.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>STEREO CHORUS</b>	<b>This is a stereo chorus with a clear tone.</b>			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	1 – 50	
	TONE	Adjusts the tone.	0 – 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>DETUNE</b>	<b>By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.</b>			
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 – 25	
	PRE DLY	Sets the pre-delay time of the effect sound.	0 – 50	
	TONE	Adjusts the tone.	0 – 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>TREMOLO</b>	<b>This effect varies the volume at a regular rate.</b>			
	WAVE	Sets the modulation waveform.	TRI, TUBE, SQR	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 100	♪
	VOL	Adjusts the volume.	0 – 100	
<b>PHASER</b>	<b>This effect adds a phasing variation to the sound.</b>			
	COLOR	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 100	













[ MODULATION ]

<b>STONE PHASER</b>	<b>This phaser sound models the Electro-Harmonix SmallStone.</b>			
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	0 – 100	
	<b>RESO</b>	Sets effect resonance.	0 – 100	
<b>THE VIBE</b>	<b>This vibe sound features unique undulations.</b>			
	<b>SPEED</b>	Sets the speed of the modulation.	0 – 50	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>MODE</b>	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VINTAGE FLANGER</b>	<b>This analog flanger sound is similar to an MXR M-117R.</b>			
	<b>PRE DLY</b>	Sets pre-delay time of effect sound.	0 – 50	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	0 – 50	♪
	<b>RESO</b>	Sets effect resonance.	-10 – 10	
<b>SWELL VIBRATO</b>	<b>This effect modulates the pitch after picking.</b>			
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>SPEED</b>	Sets the speed of the modulation.	0 – 100	♪
	<b>RISE</b>	Sets the time before the effect begins to modulate the pitch.	0 – 100	
	<b>VOL</b>	Adjusts the output level.	0 – 100	
<b>OCTAVER</b>	<b>This effect adds sound one octave and two octaves below the original sound.</b>			
	<b>OCT1</b>	Adjusts the level of the sound one octave below the effect sound.	0 – 100	
	<b>OCT2</b>	Adjusts the level of the sound two octaves below the effect sound.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
<b>MONO PITCH SHIFTER</b>	<b>This is a pitch shifter with little sound variance for monophonic (single note) playing.</b>			
	<b>SHIFT</b>	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12-12, 24	
	<b>FINE</b>	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
<b>HARMONY PITCH SHIFTER</b>	<b>This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.</b>			
	<b>SCALE</b>	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 <a href="#">(See Table 1)</a>	
	<b>KEY</b>	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	










[ MODULATION ]

<b>POLYPHONIC PITCH SHIFTER</b>	<b>This pitch shifter supports chord playing.</b>			
	<b>SHIFT</b>	Adjusts the pitch shift amount in semitones.	-24 – 24	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>WET</b>	Adjust the amount of the effect sound in the mix.	0 – 100	
	<b>DRY</b>	Adjust the amount of the original sound in the mix.	0 – 100	
<b>GEMINOS DOUBLER</b>	<b>This effect allows you to obtain doubling tracking in real time.</b>			
	<b>TIGHT</b>	Adjusts the tightness of the doubling track king.	0 – 100	
	<b>MODE</b>	Select Stereo / Mono and select the number of tracks.	MN-3, MN-2, MN-1, ST-1, ST-2, ST-3	
	<b>WET</b>	Adjust the amount of the effect sound in the mix.	0 – 100	
	<b>DRY</b>	Adjust the amount of the original sound in the mix.	0 – 100	
<b>RING MODULATOR</b>	<b>This effect produces a metallic ringing sound. Adjusting the "FREQ" parameter results in a drastic change of sound character.</b>			
	<b>FREQ</b>	Sets the frequency of the modulation.	1 – 50	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	








[ DELAY ]

<b>DELAY</b>		<b>This long delay has a maximum length of 4000 ms.</b>		
	<b>TIME</b>	Sets the delay time.	1 – 4000	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>ANALOG DELAY</b>		<b>This analog delay simulation has a long delay with a maximum length of 4000 ms.</b>		
	<b>TIME</b>	Sets the delay time.	1 – 4000	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>TAPE ECHO</b>		<b>This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.</b>		
	<b>TIME</b>	Sets the delay time.	1 – 2000	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>TAPE ECHO 3</b>		<b>This tape echo effect models the MAESTRO ECHOPLEX EP-3.</b>		
	<b>TIME</b>	Sets the delay time.	10 – 2900	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>DUAL DELAY</b>		<b>This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.</b>		
	<b>TIMEA</b>	Adjusts the delay time of Delay A.	0 – 1490	♪
	<b>TIMEB</b>	Adjusts the delay time of Delay B.	0 – 1490	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>REP A</b>	Adjusts the number of Delay A repeats.	0 – 110	
	<b>REP B</b>	Adjusts the number of Delay B repeats.	0 – 110	
	<b>DLYMX</b>	Adjust the mix of the Delay A and B effect sounds.	0 – 100	
	<b>DEPTH</b>	Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 – ST-50	





[ DELAY ]

<b>SOFT ECHO</b>	<b>This echo has a soft tone. This echo effect allows the use of modulation.</b>			
	<b>MOD</b>	Turns modulation ON or OFF.	OFF, ON	
	<b>TIME</b>	Sets the delay time.	19 – 581	
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>PING-PONG DELAY</b>	<b>This delay outputs the delay sound alternately left and right.</b>			
	<b>TIME</b>	Sets the delay time.	1 – 4000	♪
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
<b>REVERSE DELAY</b>	<b>This reverse delay is a long delay with a maximum length of 2000 ms.</b>			
	<b>TIME</b>	Sets the delay time.	10 – 2000	♪
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
<b>MODULATION DELAY</b>	<b>This delay effect allows the use of modulation.</b>			
	<b>TIME</b>	Sets the delay time.	1 – 2000	♪
	<b>REPEAT</b>	Adjusts the feedback amount.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
<b>ICE DELAY</b>	<b>This effect combines pitch shifting and delay.</b>			
	<b>INTVL</b>	Sets the pitch modulation amount for the audio slices.	-OCT – 2 OCT	
	<b>TIME</b>	Sets the delay time.	60 – 1300	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>BLEND</b>	Adjusts the balance between the dry and ICE signals.	0 – 20	
	<b>SMEAR</b>	Adjusts the amount that the attack of the feedback sound is softened.	OFF, 1 – 20	
	<b>DAMP</b>	Adjusts how the feedback sound decays.	0 – 10	



[ REVERB ]

<b>ROOM REVERB</b>	<b>This reverb effect simulates the acoustics of a room.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>SPRING REVERB</b>	<b>This reverb effect simulates a spring reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>FD SPRING REVERB</b>	<b>This simulates the spring reverb of the '65 Fender Twin Reverb.</b>			
	<b>COLOR</b>	Sets the tone of the effect type.	0, 1	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>PLATE REVERB</b>	<b>This simulates a plate reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>HALL REVERB</b>	<b>This reverb effect simulates the acoustics of a concert hall.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>HD HALL REVERB</b>	<b>This is a dense hall reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>CHURCH REVERB</b>	<b>This effect simulates the reverberations of a church.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	OFF, ON	






[ REVERB ]

<b>AIR REVERB</b>	<b>This effect reproduces the ambience of a room, to create spatial depth.</b>			
	<b>SIZE</b>	Sets the size of the space.	1 – 100	
	<b>REFLECT</b>	Adjusts the amount of reflection from the wall.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>EARLY REFLECTION REVERB</b>	<b>This effect reproduces only the early reflections of reverb.</b>			
	<b>DECAY</b>	Adjusts the duration of the reverb.	1 – 30	
	<b>SHAPE</b>	Adjusts the effect envelope.	-10 – 10	
	<b>STONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>GATE REVERB</b>	<b>This unique reverb is good for percussive playing.</b>			
	<b>COLOR</b>	Sets the sound color.	1 – 5	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>STONE</b>	Adjusts the tone.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
<b>PARTICLE REVERB</b>	<b>This is a unique complex reverb.</b>			
	<b>MODE</b>	Sets how the reverb sound changes.	STABLE, CRITICAL, HAZARD	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	






[ SFX ]

<b>LOOP ROLL</b>	<b>This effect allows you use the footswitch to sample and hold what you play.</b>			
	<b>TIME</b>	Sets the loop time.	10 – 4000	♪
	<b>DUTY</b>	Sets the time that the sample-and-hold sound is produced.	25 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, UNLATCH	
<b>BOMBER</b>	<b>This effect generates explosive sounds.</b>			
	<b>DECAY</b>	Adjusts the length of the explosive sound.	1 – 100	
	<b>STONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, TRGGR	

[ AMP ]






<b>MS 45os</b>	<b>This models the sound of the Marshall JTM 45 Offset.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>INPUT1</b>	Adjusts the gain of the input1.	OFF – 100	
	<b>INPUT2</b>	Adjusts the gain of the input2.	OFF – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MS 1959</b>	<b>This models the sound of the Marshall 1959 SUPER LEAD 100.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>INPUT1</b>	Adjusts the gain of the input1.	OFF – 100	
	<b>INPUT2</b>	Adjusts the gain of the input2.	OFF – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MS 800</b>	<b>This models the sound of the Marshall JCM800 2203.</b>			
	<b>INPUT</b>	Adjusts the input gain.	LO, HI	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>FD B-MAN</b>	<b>This models the sound of the Fender '59 Bassman.</b>			
	<b>INPUT</b>	Selects the input channel.	NORMAL, BRIGHT	
	<b>BASS</b>	Adjusts volume of low frequencies.	10 – 120	
	<b>MID</b>	Adjusts volume of middle frequencies.	10 – 120	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 – 120	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	10 – 120	
	<b>GAIN</b>	Adjusts the gain.	10 – 120	
	<b>VOL</b>	Adjusts the volume.	10 – 120	
<b>FD TWIN-R</b>	<b>This models the sound of the Fender '65 Twin Reverb.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	10 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	10 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 – 100	
	<b>BRGHT</b>	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF,ON	
	<b>GAIN</b>	Adjusts the gain.	10 – 100	
	<b>VOL</b>	Adjusts the volume.	10 – 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	10 – 100	
	<b>SPEED</b>	Sets the speed of the modulation.	10 – 100	♪

[ AMP ]






<b>FD DELUXE-R</b>		<b>This models the sound of the Fender '65 Deluxe Reverb.</b>		
	<b>INPUT</b>	Selects the input channel.	NORMAL, VIBRATO	
	<b>BASS</b>	Adjusts volume of low frequencies.	10 - 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 - 100	
	<b>GAIN</b>	Adjusts the gain.	10 - 100	
	<b>VOL</b>	Adjusts the volume.	10 - 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	10 - 100	
	<b>SPEED</b>	Sets the speed of the modulation.	10 - 100	♪
<b>FD MASTER</b>		<b>This models the sound of the Fender ToneMaster B channel.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	10 - 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	10 - 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 - 100	
	<b>FAT</b>	Sets the sound style.	OFF, ON	
	<b>GAIN</b>	Adjusts the gain.	10 - 100	
	<b>VOL</b>	Adjusts the volume.	10 - 100	
<b>UK 30A</b>		<b>This models the sound of an early class A British combo amp.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 - 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 - 100	
	<b>GAIN</b>	Adjusts the gain.	0 - 100	
	<b>VOL</b>	Adjusts the volume.	0 - 100	
	<b>tone CUT</b>	Adjusts the tone.	0 - 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 - 100	
	<b>SPEED</b>	Sets the speed of the modulation.	0 - 100	♪
<b>BG MARK1</b>		<b>This models the sound of the Mesa Boogie Mark I combo amp.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 - 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 - 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 - 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 - 100	
	<b>GAIN1</b>	Adjusts the gain of the first stage.	0 - 100	
	<b>GAIN2</b>	Adjusts the gain of the second stage.	0 - 100	
	<b>VOL</b>	Adjusts the volume.	0 - 100	
<b>BG MARK3</b>		<b>This models the sound of the Mesa Boogie Mark III combo amp.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 - 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 - 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 - 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 - 100	
	<b>GAIN1</b>	Adjusts the gain of the first stage.	0 - 100	
	<b>GAIN2</b>	Adjusts the gain of the second stage.	0 - 100	
	<b>VOL</b>	Adjusts the volume.	0 - 100	





[ AMP ]

<b>RECTI DUAL</b>	<b>This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.</b>		
	<b>MODE</b>	Sets the tone of the character.	VNTG, MDRN
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>XTACY BLUE</b>	<b>This models the sound of the Bogner Ecstasy Blue channel.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>STRUCT</b>	Selects the type and gain of the tone.	LO, HI
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>HW 100</b>	<b>This models the sound of the Hiwatt Custom 100.</b>		
	<b>INPUT</b>	Selects the input channel.	NORMAL, BRILL
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>ORG120</b>	<b>This models the sound of the Orange Graphic120.</b>		
	<b>INPUT</b>	Selects the input channel.	LO, HI
	<b>COLOR</b>	Sets the tone of the effect type.	1 – 6
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>DZ HERB</b>	<b>This models the sound of the Diezel Herbert Channel2.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
	<b>DEEP</b>	Emphasizes low frequencies.	0 – 100
	<b>MID CUT</b>	Cuts middle frequencies.	0 – 100








[ AMP ]

<b>MATCH30</b>	<b>This models the sound of the Matchless DC-30.</b>			
	<b>GAIN1</b>	Adjusts the gain of channel1.	OFF, 0 – 100	
	<b>BASS1</b>	Adjusts volume of low frequencies in the channel1.	0 – 100	
	<b>TRBL1</b>	Adjusts volume of high frequencies in the channel1.	0 – 100	
	<b>GAIN2</b>	Adjusts the gain of channel2.	OFF, 0 – 100	
	<b>TONE2</b>	Adjusts the tone of channel2.	0 – 5	
	<b>CUT</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100, OFF	
<b>KRAMPUS</b>	<b>Combines the solid low range of a modern high gain amplifier with the brightness of an 80's British amplifier.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>REDLOOM</b>	<b>Merges the simple tone of the early days of guitar amps with the rich overtones of a 60's small tube amp. Ideal for playing rhythm.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VELVET</b>	<b>Provides a smooth character amp that balances the dynamic response between the wound and plain strings, enabling you to play both lead and backing without switching tones.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MUDDY</b>	<b>Delivers a vintage style amp sound processed with a clear measured tone with natural crunch. Perfect for blues and rock.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

[ AMP ]

<b>7 HEAVEN</b>	<b>Emphases on the sound for 7 and 8 string guitars by blending the dynamic response with a very tight low end. Expect a very powerful metal sound.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>POLLEX</b>	<b>With extreme drop-tuning, this amp delivers a heavy-metal Djent style of sound. Recommended for slap-playing as well.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

[ PEDAL ]

<b>OUTPUT VOLUME PEDAL</b>	This controls the product output level. This volume will be kept even when the patch memory is changed.			
	–		–	
<b>PEDAL VOLUME</b>	The volume curve of the volume pedal can be set.			
	<b>P VOL</b>	Adjusts the volume.	0 – 100	P
	<b>MIN</b>	Adjusts the volume when the pedal is at minimum position.	0 – 100	
	<b>MAX</b>	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	<b>CURVE</b>	Sets the volume curve.	A, B	
<b>BLACK WAH</b>	This pedal wah effect simulates the Cry Baby.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 100	P
	<b>RANGE</b>	Adjusts the frequency range processed by the effect.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>CHROME WAH</b>	This simulates a British wah pedal with a chrome finish.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 100	P
	<b>RANGE</b>	Adjusts the frequency range processed by the effect.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>WAH100</b>	Simulates an Ibanez wah pedal.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 50	P
	<b>DEPTH</b>	Sets the depth of the wah.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>PEDAL MONO PITCH</b>	This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.			
	<b>P BEND</b>	Sets the amount of pitch shift.	0 – 100	P
	<b>COLOR</b>	Sets the type of pitch change control with the expression pedal.	+1 OCT – DWN/OCT (See Table 2.)	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MODE</b>	Sets the sound style.	UP, DOWN	
<b>PEDAL ROTARY</b>	Simulates a rotary speaker.			
	<b>P MODE</b>	Sets the rotary mode.	SLOW, FAST	P
	<b>DRIVE</b>	Adjusts the amount of amplification from the preamp.	0 – 100	
	<b>BAL</b>	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	



## Additional tables

---

**Table 1 [Scale Parameter]**

Setting	Scale used	Interval
-6	Major	6th down
-5		5th down
-4		4th down
-3		3rd down
-m	Minor	3rd down
m		3rd up
3	Major	3rd up
4		4th up
5		5th up
6		6th up

**Table 2 [Color Parameter]**

Color	 Pedal min	 Pedal max
+1 OCT	0 cent	+1 octave
+2 OCT	0 cent	+2 octave
-1 SEMI	0 cent	- 100 cent
-2 OCT	0 cent	- 2 octave
DOWN	0 cent	-∞
-/+ OCT	- 1 octave +original	+1 octave +original
-5/+4TH	- 700 cent +original	+500 cent +original
DETUNE	Doubling	Detuned +original
DWN/OCT	-∞ (0 Hz) +original	+1 octave +original