ZOOM
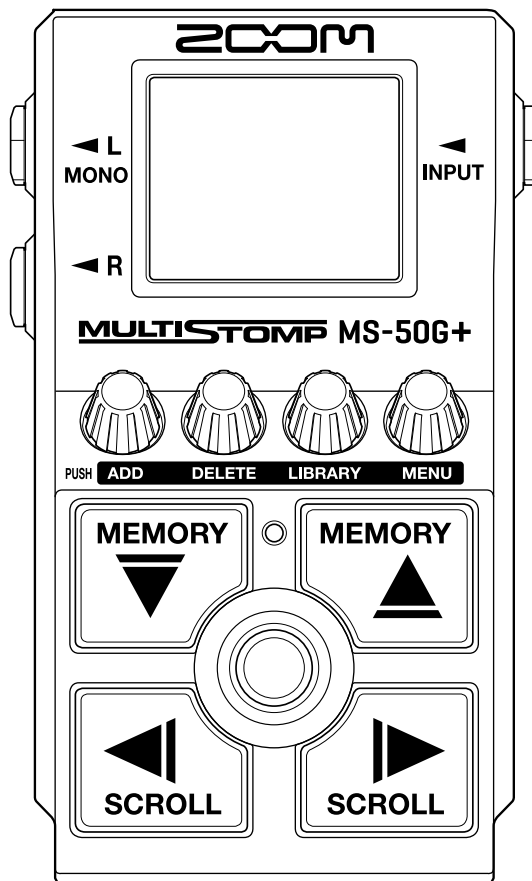
MS-50G+

MULTISTOMP

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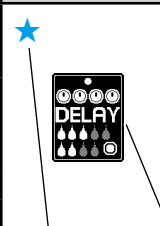
This document cannot be displayed properly on black-and-white displays.

Effect explanation overview

Tempo synchronization possible icon

Effect type

Effect explanation

Parameter range

DELAY	This long delay has a maximum length of 4000 ms.			
★	TIME	Sets the delay time.	1 − 599, 600 − 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎚	
	REPEAT	Adjusts the number of repeats.	0 − 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 − 100	

Effect Screen

Parameter

Parameter explanation

Handy Guitar Lab additional effects

Contents
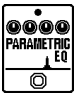
DYNAMICS

COMPRESSOR	This compressor in the style of the MXR Dyna Comp.		
	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

RACK COMPRESSOR	This compressor allows more detailed adjustment than Comp.		
	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

GRAY COMPRESSOR	This models a ROSS Compressor. Added parameters allow you to adjust the tone.		
	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

OPTICAL COMPRESSOR	This is an optical compressor.		
★	DRIVE	Adjusts the depth of the compression.	0 – 10
	LO	Adjusts volume of low frequencies.	0 – 100
	HI	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100

BLACK OPTICAL COMPRESSOR	This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.		
	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

1176 LIMITER	This is a simulation of the UREI 1176LN.		
	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

ZOOM NOISE REDUCTION	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.		
	DETCT	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

NOISE GATE	This is a noise gate that cuts the sound during playing pauses.		
	DETCT	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

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SLOW ATTACK	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
	TONE	Adjusts the tone.	0 − 100
	VOL	Adjusts the volume.	0 − 100
MUTE SWITCH	This effect allows you to mute the volume using the foot switch.		
★	EDGE	Sets how smoothly the volume changes. As the parameter value increases, the change becomes smoother.	0 − 100
	SPEED	Adjust the recovery time from muting.	0 − 100
	INVERT	Sets the foot switch control direction.	NORMAL, INVERT
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH, TRGGR

AUTO WAH	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
RESONANCE FILTER	This effect varies the resonance filter frequency according to 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
LOW-PASS FILTER	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
CRY FILTER	This effect varies the sound like a talking modulator.		
★	RANGE	Adjusts the frequency range processed by the effect.	1 – 10
	RESO	Sets effect resonance.	0 – 10
	SENSE	Adjusts the sensitivity of the effect.	-10 – 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
ENVELOPE GENERATOR FILTER	This filter effect is controlled using the foot switch.		
	FREQ1	Sets the frequency when the foot switch is off.	0 - 100
	FREQ2	Sets the frequency when the foot switch is on.	0 - 100
	RESO	Sets effect resonance.	0 - 100
	TYPE	Sets filter type.	HPF2 - LPF4
	SPEED	Sets the speed of the modulation.	0 - 100
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
LFO FILTER	This filter effect changes tone characteristics cyclically.		
★	DEPTH	Sets the depth of the modulation.	0 – 100
	RATE	Sets the speed of the modulation.	1 – 50 ♪
	RESO	Sets effect resonance.	0 – 10
	WAVE	Sets the modulation waveform.	SINE, TRI, SAWUP, SAWDOWN
SEQUENCE FILTER	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
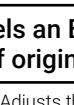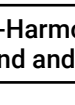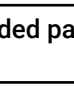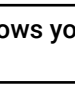
RANDOM FILTER	This filter effect changes character randomly.			
★	TYPE	Sets filter type.	HPF, BPF, LPF	
	SPEED	Sets the speed of the modulation.	1 – 50	♪
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

STEP FILTER	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	

GUITAR GRAPHIC EQ	This mono graphic equalizer has 6 bands that suit guitar frequencies.		
★	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12.0 – 12.0
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 – 12.0
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 – 12.0
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12.0 – 12.0
	VOL	Adjusts the volume.	0 – 100

GUITAR GRAPHIC EQ7	This mono graphic equalizer has 7 bands that suit guitar frequencies.		
	100Hz	Adjust to boost or cut 100 Hz.	-12 – 12
	200Hz	Adjust to boost or cut 200 Hz.	-12 – 12
	400Hz	Adjust to boost or cut 400 Hz.	-12 – 12
	800Hz	Adjust to boost or cut 800 Hz.	-12 – 12
	1.6kHz	Adjust to boost or cut 1.6 kHz.	-12 – 12
	3.2kHz	Adjust to boost or cut 3.2 kHz.	-12 – 12
	6.4kHz	Adjust to boost or cut 6.4 kHz.	-12 – 12
	VOL	Adjusts the volume.	0 – 100

STEREO GUITAR GRAPHIC EQ	This stereo graphic equalizer has 6 bands that suit guitar frequencies.		
★	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12.0 – 12.0
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 – 12.0
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 – 12.0
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12.0 – 12.0
	VOL	Adjusts the volume.	0 – 100

PARAMETRIC EQ	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

EXCITER		This exciter enables flexible control.		
★	BASS	Adjusts the amount of low-frequency phase correction.	0 – 100	
	TREBLE	Adjusts the amount of high-frequency phase correction.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
LOW EQ		Designed for low frequencies, this equalizer allows you to select the type.		
★	TYPE	Sets filter type.	SHELF, HPF	
	FREQ	Sets the frequency of the filter.	20Hz – 640Hz	
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
HIGH EQ		Designed for high frequencies, this equalizer allows you to select the type.		
★	TYPE	Sets filter type.	SHELF, LPF	
	FREQ	Sets the frequency of the filter.	500Hz – 20kHz	
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	

EP DRIVE	This models the Maestro Echoplex preamp.		
	GAIN	Adjusts the gain.	0 – 100
	BASS	Adjusts volume of low frequencies.	-10 – 10
	TREBLE	Adjusts volume of high frequencies.	-10 – 10
	VOL	Adjusts the volume.	0 – 100
RC DRIVE	This booster covers sounds ranging from clean boosts to light drives.		
	GAIN	Adjusts the gain.	0 – 100
	BASS	Adjusts volume of low frequencies.	0 – 100
	TREBLE	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
TS DRIVE	Simulation of the Ibanez TS808.		
	GAIN	Adjusts the gain.	0 – 100
	BOOST	Turns boost ON/OFF.	OFF, ON
	TONE	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100
GOLD DRIVE	This effect models a famous gold overdrive boutique pedal.		
	GAIN	Adjusts the gain.	0 – 100
	BASS	Adjusts volume of low frequencies.	0 – 100
	TREBLE	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
SWEET DRIVE	This effect models a sweet sounding overdrive.		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts volume of high frequencies.	0 – 100
	FOCUS	Adjusts volume of middle frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
ZEN O.DRIVE	This models the sound of a Hermida Audio Zendrive.		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	VOICE	Adjusts gain of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
BG GRID DRIVE	This models a Mesa Boogie GRID SLAMMER. An added parameter allows you to adjust the balance of original sound and overdrive.		
★	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100
DYNAMIC DRIVE	This effect easily achieves the warm drive tone of a tube amp.		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	MODE	Sets the sound style.	COMBO, STACK
	VOL	Adjusts the volume.	0 – 100

PLUS DISTORTION	This models the sound of a MXR DISTORTION+.		
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 – 100
	COMP	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2

DISTORTION ONE	This models the sound of a BOSS DS-1 DISTORTION.		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	COMP	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY

SQUEAK DISTORTION	This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound.		
	GAIN	Adjusts the gain.	0 – 100
	FLTR	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 – 100

RED CRUNCH DRIVE	Use this effect for the famous "brown sound."		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	PRESENC	Adjusts volume of super-high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100

VIOLET DISTORTION	This models the sound of a SUHR Riot Reloaded.		
	GAIN	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	VOICE	Sets the sound style.	0 – 2
	VOL	Adjusts the volume.	0 – 100

TB MK1.5 FUZZ	This is a classic fuzz effect.		
	ATTCK	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	COLOR	Sets the sound color.	1, 2
	VOL	Adjusts the volume.	0 – 100

OCTAVE FUZZ	This fuzz effect adds an octave above.		
	BOOST	Adjusts the gain.	0 – 100
	COLOR	Sets the sound color.	1, 2
	TONE	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100

NEW YORK MUFF FUZZ	This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.			
	SUSTN	Adjusts the gain.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
WAVE SHAPER DRIVE	This effect is another new kind of distortion effect that applies a new original algorithm to shape the waveform and create a unique sound.			
	GAIN	Adjusts the gain.	0 – 100	
	SHAPE	Adjusts the distortion character.	0 – 100	
	COMP	Adjusts the depth of the compression.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
RAZOR DRIVE	This effect is a new-concept distortion effect that uses Comb filtering to simulate the gain parameter of the overdriven signal.			
	GAIN	Adjusts the gain.	0 – 100	
	EDGE	Adjusts the distortion tone.	0 – 100	
	LO	Adjusts volume of low frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
METAL WORLD DRIVE	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.			
★	GAIN	Adjusts the gain.	0 – 100	
	BASS	Adjusts volume of low frequencies.	0 – 100	
	TREBLE	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
HG THROTTLE DRIVE	This models the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITCH:HI / BOOST:ON).			
	GAIN	Adjusts the gain.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	MDCUT	Adjusts volume of middle frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
TS+BOOST DRIVE	This effect combines TS Drive and Booster.			
★	GAIN	Adjusts gain of TS Drive.	0 – 100	
	TONE	Adjusts tone of TS Drive.	0 – 100	
	VOL	Adjusts volume of TS Drive.	0 – 100	
	COMP	Sets the clipping type of TS Drive.	0 – 2	
	BOOST	Adjusts gain of Booster.	0 – 100	
	BASS	Adjusts low frequencies volume of booster.	0 – 100	
	TREBLE	Adjusts high frequencies volume of booster.	0 – 100	
	ORDER	Set the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST	

RED CRUNCH DRIVE + BOOST	This effect combines RedCrunch and Booster.		
★	GAIN	Adjusts gain of RedCrunch.	0 – 100
	TONE	Adjusts tone of RedCrunch.	0 – 100
	PRESENC	Adjusts presence of RedCrunch.	0 – 100
	VOL	Adjusts volume of RedCrunch.	0 – 100
	COMP	Sets the clipping type of RedCrunch.	0 – 2
	LO/HI	Sets the gain range.	LO, HI
	BOOST	Adjusts gain of Booster.	0 – 100
	ORDER	Set the connection order of RedCrunch and Booster.	BOOST-CR, CR-BOOST
SPOT BOOSTER	This booster enables flexible control.		
★	BOOST	Adjusts the gain.	0 – 100
	BASS	Adjusts volume of low frequencies.	-10 – 10
	TREBLE	Adjusts volume of high frequencies.	-10 – 10
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH
UP OCTAVE BOOSTER	This effect adds an upper octave to the original sound. We recommend using the front guitar pickup.		
★	UPOCT	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 – 100
	BOTTOM	Adjusts volume of low frequencies.	0 – 100
	PRESENC	Adjusts volume of super-high frequencies.	0 – 100
OUTPUT BOOSTER	We improved the ZOOM G5n OUTPUT BOOSTER as an effect.		
★	RANGE	Adjusts the frequency range processed by the effect.	1 – 10
	BOOST	Adjusts the gain.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100
ACOUSTIC SIMULATOR	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.		
	TOP	Adjusts the unique string tone of acoustic guitars.	0 – 100
	BODY	Adjusts the body resonance of acoustic guitars.	0 – 100
	TONE	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100

MS45OS DRIVE	This models the sound of the Marshall JTM 45 Offset.			
	IN1	Adjusts the gain of the input1.	OFF - 100	
	IN2	Adjusts the gain of the input2.	OFF - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

MS1959 DRIVE	This models the sound of the Marshall 1959 SUPER LEAD 100.			
	IN1	Adjusts the gain of the input1.	OFF - 100	
	IN2	Adjusts the gain of the input2.	OFF - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

MS800 DRIVE	This models the sound of the Marshall JCM800 2203.			
	INPUT	Adjusts the input gain.	LO, HI	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

FD B-MAN DRIVE	This models the sound of the Fender '59 Bassman.			
	INPUT	Selects the input channel.	NORMAL, BRIGHT	
	GAIN	Adjusts the gain.	10 - 120	
	VOL	Adjusts the volume.	10 - 120	
	BASS	Adjusts volume of low frequencies.	10 - 120	
	MID	Adjusts volume of middle frequencies.	10 - 120	
	TREBLE	Adjusts volume of high frequencies.	10 - 120	
	PRESENCE	Adjusts volume of super-high frequencies.	10 - 120	

FD TWIN-R DRIVE	This models the sound of the Fender '65 Twin Reverb.			
	BRGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF,ON	
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	MID	Adjusts volume of middle frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	DEPTH	Sets the depth of the modulation.	10 - 100	
	SPEED	Sets the speed of the modulation.	10 - 100	♪

FD DELUXE-R DRIVE	This models the sound of the Fender '65 Deluxe Reverb.			
	INPUT	Selects the input channel.	NORMAL VIBRATO	
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	DEPTH	Sets the depth of the modulation.	10 - 100	
	SPEED	Sets the speed of the modulation.	10 - 100	♪

FD MASTER DRIVE	This models the sound of the Fender ToneMaster B channel.			
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	MID	Adjusts volume of middle frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	FAT	Sets the sound style.	OFF, ON	

UK 30A DRIVE	This models the sound of an early class A British combo amp.			
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	TONE CUT	Adjusts the tone.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	SPEED	Sets the speed of the modulation.	0 - 100	♪

BG MARK1 DRIVE	This models the sound of the Mesa Boogie Mark I combo amp.			
	GAIN1	Adjusts the gain of the first stage.	0 - 100	
	GAIN2	Adjusts the gain of the second stage.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

BG MARK3 DRIVE	This models the sound of the Mesa Boogie Mark III combo amp.			
	GAIN1	Adjusts the gain of the first stage.	0 - 100	
	GAIN2	Adjusts the gain of the second stage.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

RECTI DUAL DRIVE	This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.			
	MODE	Sets the tone of the character.	VNTG, MDRN	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

XTASY BLUE DRIVE	This models the sound of the Bogner Ecstasy Blue channel.			
	STRUCT	Selects the type and gain of the tone.	LO, HI	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

HW 100 DRIVE	This models the sound of the Hiwatt Custom 100.			
	INPUT	Selects the input channel.	NORMAL, BRILL	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

ORG120 DRIVE	This models the sound of the Orange Graphic120.			
	INPUT	Selects the input channel.	LO, HI	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
	COLOR	Sets the tone of the effect type.	1 - 6	

DZ DRIVE	This models the sound of the Diezel Herbert Channel2.			
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
	DEEP	Emphasizes low frequencies.	0 - 100	
	MID CUT	Cuts middle frequencies.	0 - 100	

PREAMP

MULTISTOMP MS-50G+

MATCH30 DRIVE		This models the sound of the Matchless DC-30.	
	GAIN1	Adjusts the gain of channel1.	OFF, 0 - 100
	BASS1	Adjusts volume of low frequencies in the channel1.	0 - 100
	TRBL1	Adjusts volume of high frequencies in the channel1.	0 - 100
	GAIN2	Adjusts the gain of channel2.	OFF, 0 - 100
	TONE2	Adjusts the tone of channel2.	0 - 5
	CUT	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100, OFF
KRAMPUS DRIVE		Combines the solid low range of a modern high gain amplifier with the brightness of an 80's British amplifier.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
REDLOOM DRIVE		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.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
VELVET DRIVE		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.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
MUDDY DRIVE		Delivers a vintage style amp sound processed with a clear measured tone with natural crunch. Perfect for blues and rock.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
7 HEAVEN DRIVE		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.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100

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POLLEX DRIVE	With extreme drop-tuning, this amp delivers a heavy-metal Djent style of sound. Recommended for slap-playing as well.			
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
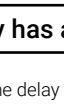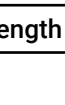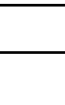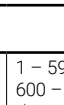
MODULATION

CHORUS	This effect mixes a shifted pitch with the original sound to add movement and thickness.		
★	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

CLONE CHORUS	This analog chorus sound models the Electro-Harmonix SmallClone.		
	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

| CHORUS ONE	This models the sound of a BOSS CH-1 SUPER CHORUS.		
	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

TRI CHORUS	This is a model of tc electronic's CORONA Tri-Chorus.		
	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

ANALOG CHORUS	This effect simulates an analog chorus.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets modulation speed.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

STEREO CHORUS	This is a stereo chorus with a clear tone.		
	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

BEND CHORUS	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.		
★	MODE	Sets direction of pitch bend.	UP, DOWN
	DEPTH	Sets the depth of the modulation.	0 – 100
	TIME	Sets time before effect starts.	0 – 50
	BAL	Adjusts the balance between original and effect sounds.	0 – 100

DETUNE	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.		
	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

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ORANGE TREMOLO	This effect varies the volume at a regular rate.			
	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	
PHASER	This effect adds a phasing variation to the sound.			
	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	
STONE PHASER	This phaser sound models the Electro-Harmonix SmallStone.			
	COLOR	Sets the sound color.	1, 2	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 100	
	RESO	Sets effect resonance.	0 – 100	
WARP PHASER	This phaser has a one way effect.			
	MODE	Sets direction of warping.	GO, BACK	
	SPEED	Sets modulation speed.	1 - 50	♪
	RESO	Sets effect resonance.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
DUO PHASER	This effect combines two phasers.			
★	DEPTH A	Sets the depth of LFO A modulation.	1 – 100	
	RATE A	Sets the speed of LFO A modulation.	1 – 50	♪
	RESO A	Sets the resonance of LFO A modulation.	0 – 10	
	LINK	Sets how 2 phasers are connected.	SERIAL, PARALLEL, STEREO	
	DEPTH B	Sets the depth of LFO B modulation.	1 – 100	
	RATE B	Sets the speed of LFO B modulation.	1 – 50, SYNCA, RVRSA	
	RESO B	Sets the resonance of LFO B modulation.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
THE VIBE	This vibe sound features unique undulations.			
	SPEED	Sets the speed of the modulation.	0 – 50	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	MODE	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	VOL	Adjusts the volume.	0 – 100	

MULTISTOMP MS-50G+

VINTAGE FLANGER	This analog flanger sound is similar to an MXR M-117R.			
	PRE DLY	Sets pre-delay time of effect sound.	0 – 50	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 50	♪
	RESO	Sets effect resonance.	-10 – 10	

KICK FLANGER	This flanger is controlled using the foot switch.			
	PRE DLY	Sets pre-delay time of effect sound.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 100	
	RESO	Sets effect resonance.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	RESET-F	Adjusts the LFO reset frequency.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH UNLATCH	

VIBRATO	This effect automatically adds vibrato.			
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	TONE	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

SWELL VIBRATO	This effect modulates the pitch after picking.			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	SPEED	Sets the speed of the modulation.	0 – 100	♪
	RISE	Sets the time before the effect begins to modulate the pitch.	0 – 100	
	VOL	Adjusts the output level.	0 – 100	

OCTAVER	This effect adds sound one octave and two octaves below the original sound.			
	OCT1	Adjusts the level of the sound one octave below the effect sound.	0 – 100	
	OCT2	Adjusts the level of the sound two octaves below the effect sound.	0 – 100	
	TONE	Adjusts the tone.	0 – 10	
	DRY	Adjusts the volume of the unaffected sound.	0 – 100	

POLYPHONIC OCTAVER	This octaver supports chord playing.			
	LO	Adjusts volume of low frequencies.	0 - 100	
	HI	Adjusts volume of high frequencies.	0 - 100	
	WET	Adjust the amount of the effect sound in the mix.	0 - 100	
	DRY	Adjust the amount of the original sound in the mix.	0 - 100	

HARMONY PITCH SHIFTER	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.		
	SCALE	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1)
	KEY	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B
	TONE	Adjusts the tone.	0 – 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100

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

POLYPHONIC PITCH SHIFTER	This pitch shifter supports chord playing.		
	SHIFT	Adjusts the pitch shift amount in semitones.	-24 – 24
	TONE	Adjusts the tone.	0 – 100
	WET	Adjust the amount of the effect sound in the mix.	0 – 100
	DRY	Adjust the amount of the original sound in the mix.	0 – 100

GEMINOS DOUBLER	This effect allows you to obtain double tracking in real time.		
	TIGHT	Adjusts the tightness of the double tracking.	0 – 100
	MODE	Select Stereo / Mono and select the number of tracks.	MN-3, MN-2, MN-1, ST-1, ST-2, ST-3
	WET	Adjust the amount of the effect sound in the mix.	0 – 100
	DRY	Adjust the amount of the original sound in the mix.	0 – 100

RING MODULATOR	This effect produces a metallic ringing sound. Adjusting the "FREQ" parameter results in a drastic change of sound character.		
	FREQ	Sets the frequency of the modulation.	1 – 50
	TONE	Adjusts the tone.	0 – 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100

SLICER	This effect creates a rhythmical sound by continuously slicing the input.		
	PTTRN	Sets effect pattern.	1 – 20
	SPEED	Sets the speed of the modulation.	1 – 50 ♪
	THRSH	Adjusts effect threshold.	0 – 50
	VOL	Adjusts the volume.	0 – 100

DELAY	This long delay has a maximum length of 4000 ms.			
	TIME	Sets the delay time.	1 − 599, 600 − 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎚	
	REPEAT	Adjusts the number of repeats.	0 − 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 − 100	

ANALOG DELAY	This analog delay simulation has a long delay with a maximum length of 4000 ms.			
	TIME	Sets the delay time.	1 − 599, 600 − 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎚	
	REPEAT	Adjusts the number of repeats.	0 − 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 − 100	

TAPE ECHO	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.			
	TIME	Sets the delay time.	1 − 599, 600 − 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎚	
	REPEAT	Adjusts the number of repeats.	0 − 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 − 100	

TAPE ECHO 3	This tape echo effect models the MAESTRO ECHOPLEX EP-3.			
	TIME	Sets the delay time.	10 − 599, 600 − 2900, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎚	
	REPEAT	Adjusts the number of repeats.	0 − 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 − 100	
	GAIN	Adjusts the gain.	0 − 100	
	HI	Adjusts volume of high frequencies.	0 − 100	
	LO	Adjusts volume of low frequencies.	0 − 100	
	VOL	Adjusts the volume.	0 − 100	

DUAL DELAY	This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.			
	TIMEA	Adjusts the delay time of Delay A.	0−1490, ♪	♪
	TIMEB	Adjusts the delay time of Delay B.	0−1490, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	TIME, 🎚	
	BAL	Adjusts the balance between original and effect sounds.	0 − 100	
	REP A	Adjusts the number of Delay A repeats.	0 − 110	
	REP B	Adjusts the number of Delay B repeats.	0 − 110	
	DLYMX	Adjust the mix of the Delay A and B effect sounds.	0 − 100	
	DEPTH	Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 − ST-50	
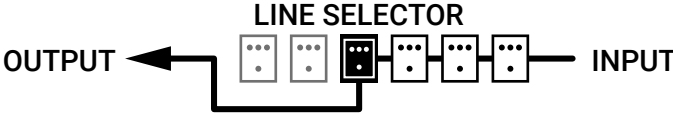
SOFT ECHO	This echo has a soft tone.This echo effect allows the use of modulation.			
	MOD	Turns modulation ON or OFF.	OFF, ON	
	TIME	Sets the delay time.	19 – 581	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

SLAP BACK DELAY	This delay features a short delay time that is good for muted rhythm playing and rockabilly.			
	TIME	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 - 300, SYNC	♪
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	SUBDV	Set the note length of the delay sound. When P-P is chosen, L/R channels output delays in quarter/dotted eighth notes respectively.	♩ , ♪ . , P-P	

| PING-PONG DELAY	This delay outputs the delay sound alternately left and right.			
	TIME	Sets the delay time.	1 – 599, 600 – 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎵	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

REVERSE DELAY	This reverse delay is a long delay with a maximum length of 2000 ms.			
	TIME	Sets the delay time.	10 – 599, 600 – 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎵	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

MODULATION DELAY	This delay effect allows the use of modulation.			
	TIME	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎵	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

FILTER DELAY	This effect filters a delayed sound.			
	TIME	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎵	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

PITCH DELAY	This effect applies pitch shift to a delayed sound.			
	PITCH	Sets volume of pitch shift applied to delayed sound.	-12 - 12	
	TIME	Sets the delay time.	1 - 2000	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
PHASE DELAY	This effect applies a phaser to a delayed sound.			
★	TIME	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	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	
AUTO PAN DELAY	This combines auto pan and delay to create the effect of the stereo image moving cyclically.			
★	TIME	Sets the delay time.	1 – 599, 600 – 1500, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	LINK	Sets the order that the auto pan and delay are connected.	PAN-DLY, DLY-PAN	
	CYCLE	Sets the speed of the sound movement.	1/4 – 50	
	WIDTH	Sets the width of the sound movement.	0 – 50	
	CLIP	Adjusts the amount of waveform clipping.	0 – 10	
SLOW ATTACK DELAY	This effect combines slow attack and delay.			
★	SWELL	Adjusts the attack time.	1 – 50	
	TIME	Sets the delay time.	1 – 599, 600 – 1900, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

HOLD DELAY	This hold delay effect is controlled using the foot switch. When you press the foot switch, the effect turns on, and when you release it, the effect sound is held.			
	TIME	Sets the delay time.	1 – 599, 600 – 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎼	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	HI-DMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	TONE	Adjusts the tone.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	P-P	Sets delay output to mono or Ping Pong.	MONO, P-P	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	

ROOM REVERB	This reverb effect simulates the acoustics of a room.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	DECAY	Sets the duration of the reverberations.	1 – 30
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

BRIGHT ROOM REVERB	This room reverb simulation can provide bright reverberations.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

SPRING REVERB	This reverb effect simulates a spring reverb.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	DECAY	Sets the duration of the reverberations.	1 – 30
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

HALL REVERB	This reverb effect simulates the acoustics of a concert hall.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	DECAY	Sets the duration of the reverberations.	1 – 30
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

BRIGHT HALL REVERB	This hall reverb simulation can provide bright reverberations.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

AIR REVERB	This effect reproduces the ambience of a room, to create spatial depth.		
	SIZE	Sets the size of the space.	1 – 100
	REFLECT	Adjusts the amount of reflection from the wall.	0 – 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

EARLY REFLECTION REVERB	This effect reproduces only the early reflections of reverb.		
	DECAY	Adjusts the duration of the reverb.	1 – 30
	SHAPE	Adjusts the effect envelope.	-10 – 10
	TONE	Adjusts the tone.	0 – 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100

AUTOPAN	This effect moves the sound image cyclically left and right.			
	RATE	Sets the speed of the modulation.	0 - 50	♪
	WIDTH	Sets the width of the panning.	0 - 50	
	CLIP	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	

LOOP ROLL	This effect allows you use the footswitch to sample and hold what you play.			
	TIME	Sets the loop time.	10 – 4000	♪
	DUTY	Sets the time that the sample-and-hold sound is produced.	25 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	

SITAR SIMULATOR	This effect simulates a sitar tone.			
	BEND	Adjust the depth of the pitch bend.	0 - 100	
	BUZZ	Adjust the buzzing tone.	0 - 100	
	+1OCT	Adjust the volume of one octave up.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

BOMBER	This effect generates explosive sounds.			
	DECAY	Adjusts the length of the explosive sound.	1 – 100	
	TONE	Adjusts the tone.	0 – 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	TRGGR	This sets the trigger for the bomb sound.	INPUT, FOOT SW	

LINE SELECTOR	The LINE SELECTOR sets whether the input signal is sent to the next effect or the OUTPUT jacks. (See Table 2)		
	EFX LVL	This adjusts the level sent to the next effect when set to NEXT EFFECT.	0 - 150
	OUT LVL	This adjusts the level sent to the output jacks when set to OUTPUT.	0 - 150

Table 2 [LINE SELECTOR Signal Flow]

ON (NEXT EFFECT)	LINE SELECTOR — OUTPUT ← INPUT
OFF (OUTPUT)	LINE SELECTOR — OUTPUT ← INPUT

BPM	The BPM, which is used for tempo synchronization, can be set separately for each patch memory. The tempo can be set by pressing the footswitch repeatedly at a steady pace. The indicator will blink at the set tempo interval.		
	BPM	Sets the tempo.	40 - 250