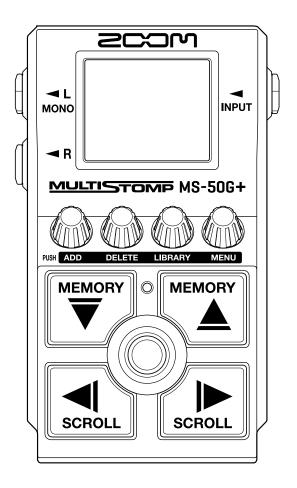


MS-50G+

MULTISTOMP



Effect Types and Parameters

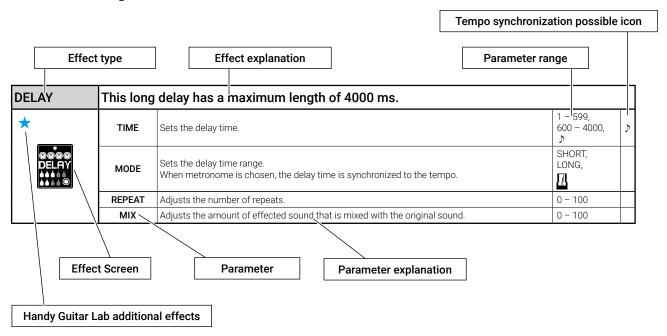
This document cannot be displayed properly on black-and-white displays.

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Effect explanation overview



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COMPRESSOR	This com	pressor in the style of the MXR Dyna Comp.	
	SENSE	Adjusts the sensitivity of the effect.	0 -10
© © © © COMPRESSOR	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 com	pressor allows more detailed adjustment than Comp.	
	THRSH	Sets the level that activates the compressor.	0 - 50
◎◎◎◎ RAGK	RATIO	Adjusts the compression ratio.	1 – 10
GOMPRESSOR	ATTCK	Sets compressor attack speed.	1 – 10
	VOL	Adjusts the volume.	0 – 100
GRAY COMPRESSOR	This mod	lels a ROSS Compressor. Added parameters allow you to adju	ıst the tone.
	SUSTN	Adjusts the sustain.	0 - 100
0000	LO	Adjusts volume of low frequencies.	0 - 100
GRAY COMPRESSOR	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	l vor	Adjusts the volume.	0 - 100
OPTICAL COMPRESSOR	This is ar	n optical compressor.	
		A -li	0 – 10
* -	DRIVE	Adjusts the depth of the compression.	
* OPTICAL	DRIVE LO	Adjusts volume of low frequencies.	0 - 100
	LO HI	Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 – 100
OPTICAL COMPRESSOR	LO	Adjusts volume of low frequencies.	
OPTICAL COMPRESSOR	LO HI VOL This is a	Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 – 100
BLACK OPTICAL	LO HI VOL This is a	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. Simulation of the Demeter COMP-1 Compulator. For armeters allow you to adjust the tone. Adjusts the depth of the compression.	0 – 100
BLACK OPTICAL	LO HI VOL This is a Added pa	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100 0 - 100
BLACK OPTICAL	LO HI VOL This is a Added pa COMP LO HI	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK OPTICAL COMPRESSOR BLACK OPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume.	0 - 100 0 - 100 0 - 100 0 - 100
BLACK DPTICAL COMPRESSOR BLACK DPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK DPTICAL COMPRESSOR BLACK DPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK DPTICAL COMPRESSOR BLACK DPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL This is a	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK DPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK OPTICAL COMPRESSOR BLACK OPTICAL COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level.	0 - 100 0 - 100 10 -
BLACK DPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level.	0 - 100 0 - 100 10 -
BLACK DPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S L tone.	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi	0 - 100 0 - 100 10 - 100 0 - 100 0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 10 - 80 11 - 100 12 - 100 13 - 100 14 - 100 15 - 100 16 - 100 17 - 100 18 - 100 18 - 100 19 - 100 10 - 100 1
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S U tone. DETCT	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi	0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 thout affecting the
BLACK DPTICAL COMPRESSOR BLACK DPTICAL COMPRESSOR BLACK DPTICAL COMPRESSOR COMPRESSOR	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S LE tone. DETCT DEPTH	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi Sets control signal detection level. Sets the depth of noise reduction.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 thout affecting the GTRIN, EFXIN 0 - 100
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION REDUCTION	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S U tone. DETCT DEPTH THRSH DECAY This is a	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi Sets control signal detection level. Sets the depth of noise reduction. Adjusts the effect sensitivity. Adjust the envelope release. noise gate that cuts the sound during playing pauses.	0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 thout affecting the
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION NOISE GATE	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S L tone. DETCT DEPTH THRSH DECAY	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing with sets the depth of noise reduction. Adjusts the effect sensitivity. Adjust the envelope release.	0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 thout affecting the
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION NOISE GATE	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S U tone. DETCT DEPTH THRSH DECAY This is a	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi Sets control signal detection level. Sets the depth of noise reduction. Adjusts the effect sensitivity. Adjust the envelope release. noise gate that cuts the sound during playing pauses.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 10 - 70 0 - 80 thout affecting the GTRIN, EFXIN 0 - 100 0 - 100 0 - 100 0 - 100
BLACK OPTICAL COMPRESSOR 1176 LIMITER ZOOM NOISE REDUCTION NOISE GATE	LO HI VOL This is a Added pa COMP LO HI VOL This is a INPUT RATIO REL OUTPUT ZOOM'S L tone. DETCT DEPTH THRSH DECAY This is a DETCT	Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone. Adjusts the depth of the compression. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the volume. simulation of the UREI 1176LN. Adjusts the input level. Adjusts the compression ratio. This is a limiter that suppresses signal peaks above a certain reference level. Adjusts the output level. unique noise reduction cuts noise during pauses in playing wi Sets control signal detection level. Sets the depth of noise reduction. Adjusts the effect sensitivity. Adjust the envelope release. noise gate that cuts the sound during playing pauses. Sets control signal detection level.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 80 4:1, 8:1, 12:1, 20:1 10 - 70 0 - 80 thout affecting the GTRIN, EFXIN 0 - 100 0 - 100 0 - 100 0 - 100

SLOW ATTACK	This effect slows the attack of each note, resulting in a violin-like performance.			
	TIME	Adjusts the attack time.	1 – 50	
SLOW SLOW	CURVE	Set the curve of volume change during attack.	0 - 10	
ATTACK	TONE	Adjusts the tone.	0 - 100	
	VOL	Adjusts the volume.	0 – 100	
MUTE SWITCH	This effe	ct 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	
0000	SPEED	Adjust the recovery time from muting.	0 - 100	
MUTE 4× SWITCH	INVERT	Sets the foot switch control direction.	NORMAL, INVERT	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH, TRGGR	

AUTO WAH	This effe	ct varies wah in accordance with picking intensity.	
	MODE	Sets direction of movement of the filter.	DOWN, UP
OOOO AUTO WAH	SENSE	Adjusts the sensitivity of the effect.	1 – 10
	RESO	Sets effect resonance.	0 – 10
[* V ← □]	VOL	Adjusts the volume.	0 – 100
RESONANCE FILTER	This effe	ct varies the resonance filter frequency according to pi	cking intensity.
*	MODE	Sets direction of movement of the filter.	DOWN, UP
@@@@ RESONANCE	SENSE	Adjusts the sensitivity of the effect.	1 – 10
FILTER ↑	RESO	Sets effect resonance.	0 – 10
	VOL	Adjusts the volume.	0 – 100
LOW-PASS FILTER	This effe	ct varies the low pass filter frequency according to pick	king intensity.
	FREQ	Sets minimum frequency of low pass filter.	0 – 100
LOW-PASS	SENSE	Adjusts the sensitivity of the effect.	FST100 - SLW100
FILTER	RESO	Sets effect resonance.	2P-10 - 4P-10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
CRY FILTER	This effe	ct varies the sound like a talking modulator.	
*	RANGE	Adjusts the frequency range processed by the effect.	1 – 10
OOOO CRY FILTER	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 filte	r effect is controlled using the foot switch.	
ILLEK			
ILIER	FREQ1	Sets the frequency when the foot switch is off.	0 - 100
ILIER	FREQ1 FREQ2	Sets the frequency when the foot switch is off. Sets the frequency when the foot switch is on.	0 - 100
	<u> </u>		
PILIER	FREQ2	Sets the frequency when the foot switch is on.	0 - 100
0000	FREQ2 RESO TYPE SPEED	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100
0000	FREQ2 RESO TYPE SPEED BAL	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100
0000	FREQ2 RESO TYPE SPEED	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100
0000	FREQ2 RESO TYPE SPEED BAL VOL	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100
LFO FILTER	FREQ2 RESO TYPE SPEED BAL VOL	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100
LFO FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100
LFO FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50
LFO FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH RATE	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation. Sets the speed of the modulation.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50
LFO FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH RATE RESO WAVE	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation. Sets the speed of the modulation. Sets effect resonance.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50 0 - 10 SINE, TRI, SAWUP,
LFO FILTER SEQUENCE FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH RATE RESO WAVE	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation. Sets the speed of the modulation. Sets the speed of the modulation. Sets the modulation waveform.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50 0 - 10 SINE, TRI, SAWUP,
LFO FILTER SEQUENCE FILTER SEQUENCE FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH RATE RESO WAVE	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation. Sets the speed of the modulation. Sets effect resonance. Sets the modulation waveform.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50 0 - 10 SINE, TRI, SAWUP, SAWDOWN
LFO FILTER SEQUENCE FILTER	FREQ2 RESO TYPE SPEED BAL VOL This filte DEPTH RATE RESO WAVE The sequ	Sets the frequency when the foot switch is on. Sets effect resonance. Sets filter type. Sets the speed of the modulation. Adjusts the balance between original and effect sounds. Adjusts the volume. r effect changes tone characteristics cyclically. Sets the depth of the modulation. Sets the speed of the modulation. Sets effect resonance. Sets the modulation waveform. Jence filter has the flavor of a Z.Vex Seek-Wah. Adjusts number of sequence steps.	0 - 100 0 - 100 HPF2 - LPF4 0 - 100 0 - 100 0 - 100 1 - 50 0 - 10 SINE, TRI, SAWUP, SAWDOWN

RANDOM FILTER	This filte	er effect changes character randomly.	
*	TYPE	Sets filter type.	HPF, BPF, LPF
RANDOM.	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 spe	ecial effect gives the sound a stepped quality.	
	DEPTH	Sets the depth of the modulation.	0 - 100
©©©© STEP	RATE	Sets the speed of the modulation.	0 - 50
FILTER	RESO	Sets effect resonance.	0 – 10
	SHAPE	Adjusts the effect envelope.	0 – 10
GUITAR GRAPHIC EQ	This mo	no graphic equalizer has 6 bands that suit guitar frequenci	ies.
*	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
0000	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
GUITAR GRAPHIC EQ	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
GRAPHIC EQ7	100Hz	no graphic equalizer has 7 bands that suit guitar frequence Adjust to boost or cut 100 Hz.	-12 - 12
	200Hz	Adjust to boost or cut 100 Hz.	-12 - 12
	400Hz	Adjust to boost or cut 400 Hz.	-12 - 12
0000	800Hz	Adjust to boost or cut 800 Hz.	-12 - 12
GUITAR GRAPHIC EQ7	1.6kHz	Adjust to boost or cut 1.6 kHz.	
	3.2kHz		1-17-17
		TAUIUSETO DOOSEOLEGIJA, ZKDZ.	-12 - 12 -12 - 12
	I 6.4KHZ	Adjust to boost or cut 3.2 kHz. Adjust to boost or cut 6.4 kHz.	-12 - 12
STEREO GUITAR	6.4kHz VOL	Adjust to boost or cut 6.2 kHz. Adjust to boost or cut 6.4 kHz. Adjusts the volume.	
GRAPHIC EQ	This ste	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence.	-12 - 12 -12 - 12 0 - 100
	This ste	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band.	-12 - 12 -12 - 12 0 - 100 cies.
GRAPHIC EQ ★	This ste	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band.	-12 - 12 -12 - 12 0 - 100 cies.
GRAPHIC EQ ★	This ste	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
GRAPHIC EQ ★	This ste 160Hz 400Hz 800Hz 3.2kHz	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (810 Hz) frequency band. Boosts or cuts the low (810 Hz) frequency band.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
GRAPHIC EQ ★	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
GRAPHIC EQ ★	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz 12kHz	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band. Boosts or cuts the low (12 kHz) frequency band.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
GRAPHIC EQ ★	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz 12kHz VOL	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
# PARAMETRICEQ	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz 12kHz VOL	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band. Boosts or cuts the low (12 kHz) frequency band. Adjusts the volume.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0 -12.0 - 12.0
# PARAMETRICEQ	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz 12kHz VOL This is a	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band. Boosts or cuts the low (12 kHz) frequency band. Adjusts the volume.	-12 - 12 -12 - 12 0 - 100 Sies. -12.0 - 12.0 -12.0 - 12.0
# PARAMETRICEQ	This ste 160Hz 400Hz 800Hz 3.2kHz 6.4kHz 12kHz VOL This is a	Adjust to boost or cut 6.4 kHz. Adjusts the volume. reo graphic equalizer has 6 bands that suit guitar frequence Boosts or cuts the low (160 Hz) frequency band. Boosts or cuts the low (400 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (800 Hz) frequency band. Boosts or cuts the low (3.2 kHz) frequency band. Boosts or cuts the low (6.4 kHz) frequency band. Boosts or cuts the low (12 kHz) frequency band. Adjusts the volume. 1 -band parametric equalizer. Sets the frequency of the equalizer.	-12 - 12 -12 - 12 0 - 100 cies. -12.0 - 12.0 -12.0 - 12.0

EXCITER	This excit	ter enables flexible control.	
<u> </u>	BASS	Adjusts the amount of low-frequency phase correction.	0 - 100
0000	TREBLE	Adjusts the amount of high-frequency phase correction.	0 - 100
(EXCITER)	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.	
<u> </u>	TYPE	Sets filter type.	SHELF, HPF
0000	FREQ	Sets the frequency of the filter.	20Hz - 640Hz
/ LOW EQ	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
0000	FREQ	Sets the frequency of the filter.	500Hz - 20kHz
HIGH EQ	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 mod	lels the Maestro Echoplex preamp.	
	GAIN	Adjusts the gain.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	-10 - 10
DRIVE	TREBLE	Adjusts volume of high frequencies.	-10 - 10
	VOL	Adjusts the volume.	0 - 100
RC DRIVE	This boo	ster covers sounds ranging from clean boosts to light drives.	
	GAIN	Adjusts the gain.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	0 - 100
RC DRIVE	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TS DRIVE	Simulation	on of the Ibanez TS808.	
	GAIN	Adjusts the gain.	0 - 100
©©©© TS DRIVE	BOOST	Turns boost ON/OFF.	OFF, ON
10 81172	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GOLD DRIVE	This effe	ct models a famous gold overdrive boutique pedal.	
	GAIN	Adjusts the gain.	0 - 100
GOLD	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SWEET DRIVE	This effe	ct models a sweet sounding overdrive.	
	GAIN	Adjusts the gain.	0 - 100
0000 SWEET	TONE	Adjusts volume of high frequencies.	0 - 100
SWEET DRIVE	FOCUS	Adjusts volume of middle frequencies.	0 - 100
4 04 4	VOL	Adjusts the volume.	0 - 100
ZEN O.DRIVE	This mod	dels the sound of a Hermida Audio Zendrive.	
	GAIN	Adjusts the gain.	0 - 100
0000 7EN	TONE	Adjusts the tone.	0 - 100
O.DRIVE	VOICE	Adjusts gain of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BG GRID DRIVE		dels a Mesa Boogie GRID SLAMMER. I parameter allows you to adjust the balance of original sound	and overdrive.
+ -	GAIN	Adjusts the gain.	0 - 100
★	TONE	Adjusts the tone.	0 - 100
DRIVE	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 – 100
DYNAMIC DRIVE	This effe	ct easily achieves the warm drive tone of a tube amp.	
	GAIN	Adjusts the gain.	0 – 100
0000	TONE	Adjusts the tone.	0 – 100
DYNAMIC DRIVE	MODE	Sets the sound style.	COMBO, STACK
	VOL	Adjusts the volume.	0 - 100

PLUS DISTORTION	This mod	els the sound of a MXR DISTORTION+.	
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
PLUS	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
DISTORTION	СОМР	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2
DISTORTION ONE	This mod	els the sound of a BOSS DS-1 DISTORTION.	
	GAIN	Adjusts the gain.	0 - 100
0000	TONE	Adjusts the tone.	0 - 100
DISTORTION ONE	VOL	Adjusts the volume.	0 - 100
	COMP	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY
		els a ProCo RAT. ter has been added that allows you to adjust the mix level of the origina	al sound.
	GAIN	Adjusts the gain.	0 - 100
SQUEAK	FLTR	Adjusts the tone.	0 - 100
DISTORTION	VOL	Adjusts the volume.	0 - 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
RED CRUNCH DRIVE	Use this e	effect for the famous "brown sound."	
17.22	GAIN	Adjusts the gain.	0 - 100
◎◎◎ RED Grunch	TONE	Adjusts the tone.	0 - 100
DRIVE +BOOST	PRESENC	Adjusts volume of super-high frequencies.	0 - 100
17 U-77	VOL	Adjusts the volume.	0 - 100
VIOLET DISTORTION	This mod	els 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
DISTORTION	VOL	Adjusts the volume.	0 - 100
TB MK1.5 FUZZ	This is a	classic fuzz effect.	<u> </u>
	ATTCK	Adjusts the gain.	0 - 100
0000	TONE	Adjusts the tone.	0 - 100
₩ĸĭ.5	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
OOOO OCTAUE FUZZ	COLOR	Sets the sound color.	1, 2
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
		·	

NEW YORK MUFF FUZZ		dels an Electro-Harmonix Big Muff Pi. An added parameter allov of original sound and distortion.	ws you to adjust the
	SUSTN	Adjusts the gain.	0 - 100
0000 NEWYORK	TONE	Adjusts the tone.	0 - 100
MUFF	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
WAVE SHAPER DRIVE		ect is another new kind of distortion effect that applies a new or e waveform and create a unique sound.	
0000	GAIN	Adjusts the gain.	0 – 100
WAVE SHAPER	SHAPE	Adjusts the distortion character.	0 – 100
DRIVE	COMP	Adjusts the depth of the compression.	0 – 100
	VOL	Adjusts the volume.	0 – 100
RAZOR DRIVE		ect is a new-concept distortion effect that uses Comb filtering t er of the overdriven signal.	o simulate the gain
	GAIN	Adjusts the gain.	0 - 100
0000	EDGE	Adjusts the distortion tone.	0 - 100
(<u>BRIVE</u>)	LO	Adjusts volume of low frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
* OOOO METAL WORLD	GAIN BASS TREBLE VOL	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the volume.	0 - 100 0 - 100 0 - 100 0 - 100
HG THROTTLE DRIVE	This mod	dels the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITC	CH:HI / BOOST:ON).
	GAIN	Adjusts the gain.	0 - 100
0000	TONE	Adjusts the tone.	0 - 100
THRÔTTLE DRÍVE	MDCUT	Adjusts volume of middle frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TS+BOOST DRIVE	This effe	ect 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
0000 TS+R00ST	COMP	Sets the clipping type of TS Drive.	0 – 2
TS+B00ST DRIVE	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 effe	ct 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
0000	VOL	Adjusts volume of RedCrunch.	0 – 100
RED CRUNCH Drive Hronst	COMP	Sets the clipping type of RedCrunch.	0 – 2
12.04×	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 boos	ster enables flexible control.	
*	BOOST	Adjusts the gain.	0 – 100
0000	BASS	Adjusts volume of low frequencies.	-10 - 10
SPOT BOOSTER	TREBLE	Adjusts volume of high frequencies.	-10 - 10
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH
UP OCTAVE BOOSTER		ct adds an upper octave to the original sound. nmend using the front guitar pickup.	
<u> </u>	UPOCT	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
OOOO UP OCTAVE	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
BOÖSTER			
	воттом	Adjusts volume of low frequencies.	0 - 100
	BOTTOM PRESENC	Adjusts volume of low frequencies. Adjusts volume of super-high frequencies.	0 - 100 0 - 100
OUTPUT BOOSTER	PRESENC	,	
OUTPUT BOOSTER	PRESENC	Adjusts volume of super-high frequencies.	
OUTPUT BOOSTER	PRESENC We impro	Adjusts volume of super-high frequencies. oved the ZOOM G5n OUTPUT BOOSTER as an effect.	0 – 100
OUTPUT BOOSTER	We impro	Adjusts volume of super-high frequencies. oved the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect.	0 - 100
OUTPUT BOOSTER	We impro	Adjusts volume of super-high frequencies. Dived the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect. Adjusts the gain.	0 - 100 1 - 10 0 - 100
OUTPUT BOOSTER	PRESENC We impro RANGE BOOST TONE VOL	Adjusts volume of super-high frequencies. Dived the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect. Adjusts the gain. Adjusts the tone.	0 - 100 1 - 10 0 - 100 0 - 100 0 - 100
OUTPUT BOOSTER * OFFICE OF THE PROPERTY OF TH	PRESENC We impro RANGE BOOST TONE VOL	Adjusts volume of super-high frequencies. Dived the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect. Adjusts the gain. Adjusts the tone. Adjusts the volume.	0 - 100 1 - 10 0 - 100 0 - 100 0 - 100
OUTPUT BOOSTER * OFFI OUTPUT SHOOSTER ACOUSTIC SIMULATOR	PRESENC We impro RANGE BOOST TONE VOL This effect	Adjusts volume of super-high frequencies. Dived the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect. Adjusts the gain. Adjusts the tone. Adjusts the volume. Ct changes the tone of an electric guitar to make it sound like an	0 - 100 1 - 10 0 - 100 0 - 100 0 - 100 acoustic guitar.
OUTPUT BOOSTER * OFFICE OF THE PROPERTY OF TH	PRESENC We impro RANGE BOOST TONE VOL This effect	Adjusts volume of super-high frequencies. Dived the ZOOM G5n OUTPUT BOOSTER as an effect. Adjusts the frequency range processed by the effect. Adjusts the gain. Adjusts the tone. Adjusts the volume. Ct changes the tone of an electric guitar to make it sound like an Adjusts the unique string tone of acoustic guitars.	0 - 100 1 - 10 0 - 100 0 - 100 0 - 100 acoustic guitar.

MS450S DRIVE	This mod	els 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
0000	VOL	Adjusts the volume.	0 - 100
MS 4508	BASS	Adjusts volume of low frequencies.	0 - 100
DR/VE O	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 mod	els 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
0000	VOL	Adjusts the volume.	0 - 100
M81959	BASS	Adjusts volume of low frequencies.	0 - 100
0	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 mod	els the sound of the Marshall JCM800 2203.	
	INPUT	Adjusts the input gain.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
MS 800 DRIVE	BASS	Adjusts volume of low frequencies.	0 - 100
0	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 mod	els the sound of the Fender '59 Bassman.	
	INPUT	Selects the input channel.	NORMAL, BRIGHT
	GAIN	Adjusts the gain.	10 - 120
0000	VOL	Adjusts the volume.	10 - 120
FD B-MAN DRIVE	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 mod	els 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
FDTWIN-R DRIVE	MID	Adjusts volume of middle frequencies.	10 - 100
0	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 mod	els the sound of the Fender '65 Deluxe Reverb.		
	INPUT	Selects the input channel.	NORMAL VIBRATO	
	GAIN	Adjusts the gain.	10 - 100	
0000	VOL	Adjusts the volume.	10 - 100	
FD DELUXE-R D R I V E	BASS	Adjusts volume of low frequencies.	10 - 100	
0	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	D
FD MASTER DRIVE	This mod	els the sound of the Fender ToneMaster B channel.		
	GAIN	Adjusts the gain.	10 - 100	
•	VOL	Adjusts the volume.	10 - 100	
OOOO FILMOSTER	BASS	Adjusts volume of low frequencies.	10 - 100	
FD MASTER DRIVE	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 mod	els the sound of an early class A British combo amp.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
0000	BASS	Adjusts volume of low frequencies.	0 - 100	
UK30A DRIVE	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 mod	els 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	
0000	VOL	Adjusts the volume.	0 - 100	
BG MARK1 DRIVE	BASS	Adjusts volume of low frequencies.	0 - 100	
0	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 mod	els 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	
0000	VOL	Adjusts the volume.	0 - 100	
BGMARK3 DRIVE	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
1	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

RECTI DUAL DRIVE	This mod	els the sound of the Mesa Boogie Dual Rectifier Or	range Channel.
	MODE	Sets the tone of the character.	VNTG, MDRN
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
RECTI DUAL	BASS	Adjusts volume of low frequencies.	0 - 100
222202223	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 mod	els 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
0000	VOL	Adjusts the volume.	0 - 100
XTĄCY BLUE	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	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 mod	els the sound of the Hiwatt Custom 100.	
	INPUT	Selects the input channel.	NORMAL, BRILL
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
HW100 DRIVE	BASS	Adjusts volume of low frequencies.	0 - 100
0	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 mod	els the sound of the Orange Graphic120.	
	INPUT	Selects the input channel.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
ORG120	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	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 mod	els 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
0000	MID	Adjusts volume of middle frequencies.	0 - 100
DZDRIVE	TREBLE	Adjusts volume of high frequencies.	0 - 100
<u>}}}©}}}</u>	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	DEEP	Emphasizes low frequencies.	0 - 100
	MID CUT	Cuts middle frequencies.	0 - 100

MATCH30 DRIVE	This mod	els 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
0000	TRBL1	Adjusts volume of high frequencies in the channel1.	0 - 100
MATCH30 DRIVE	GAIN2	Adjusts the gain of channel2.	OFF, 0 - 100
0	TONE2	Adjusts the tone of channel2.	0 - 5
	CUT	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100, OFF
KRAMPUS DRIVE		s the solid low range of a modern high gain amplifier with sh amplifier.	the brightness of an
	GAIN	Adjusts the gain.	0 - 100
•	VOL	Adjusts the volume.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	0 - 100
ŔŔŔŴŶŮS ŢŖĮŲĘŢ	MID	Adjusts volume of middle frequencies.	0 - 100
+++0+++	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
REDLOOM DRIVE		ne simple tone of the early days of guitar amps with the rice amp. Ideal for playing rhythm.	ch overtones of a 60's
	GAIN	Adjusts the gain.	0 - 100
REGRESSE SERVERE	VOL	Adjusts the volume.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	0 - 100
REDLOOM DRIVE	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		a smooth character amp that balances the dynamic respo strings, enabling you to play both lead and backing witho	
	GAIN	Adjusts the gain.	0 - 100
•	VOL	Adjusts the volume.	0 - 100
VELVET	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	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		a vintage style amp sound processed with a clear measure Perfect for blues and rock.	ed tone with natural
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	0 - 100
MUPDY	MID	Adjusts volume of middle frequencies.	0 - 100
<u> </u>	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
7 HEAVEN DRIVE		s on the sound for 7 and 8 string guitars by blending the dolow end. Expect a very powerful metal sound.	lynamic response with a
	GAIN	Adjusts the gain.	0 - 100
	0/111		
	VOL	Adjusts the volume.	0 - 100
0000	-	Adjusts the volume. Adjusts volume of low frequencies.	0 - 100 0 - 100
O O O O O O O O O O O O O O O O O O O	VOL	-	
O O O O O DRIVE	VOL BASS	Adjusts volume of low frequencies.	0 - 100

POLLEX DRIVE		eme drop-tuning, this amp delivers a heavy-metal Djent style of sound. ended for slap-playing as well.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
0000	BASS	Adjusts volume of low frequencies.	0 - 100
POLLEX DRIVE	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

CHORUS	This effe	ct mixes a shifted pitch with the original sound to add movem	ent and thickness.
— —	DEPTH	Sets the depth of the modulation.	0 – 100
OOOO chorus	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 anal	log chorus sound models the Electro-Harmonix SmallClone.	
	DEPTH	Sets the depth of the modulation.	1, 2
0000	RATE	Sets the speed of the modulation.	0 - 100
CLONE CHORUS	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 mod	dels the sound of a BOSS CH-1 SUPER CHORUS.	
	DEPTH	Sets the depth of the modulation.	0 - 100
©©©© CHORUS	RATE	Sets the speed of the modulation.	0 - 100
ONE √(Ô)}	TONE	Adjusts the tone.	0 - 100
u 🍣 III	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
©©©© Trichorus	SPEED	Sets the speed of the modulation.	0 - 100
푸푸푸	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 effe	ct simulates an analog chorus.	
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets modulation speed.	0 - 100
ANALOG GHORUS	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
STEREOh. PP CHORUS	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 effe	ct provides pitch bending that uses the input signal as trigger arately.	and processes each
<u> </u>	MODE	Sets direction of pitch bend.	UP, DOWN
©©©© BEND	DEPTH	Sets the depth of the modulation.	0 - 100
CHORUS'\ OH-HI-HI-	TIME	Sets time before effect starts.	0 - 50
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
DETUNE		g an effect sound that is slightly pitch-shifted with the original a chorus effect without much sense of modulation.	sound, this effect
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 – 25
0000 detune	PRE DLY	Sets the pre-delay time of the effect sound.	0 - 50
իվու իվու իվու իվու	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
		· · · · · · · · · · · · · · · · · · ·	

ORANGE TREMOLO	This effe	ct varies the volume at a regular rate.		
	WAVE	Sets the modulation waveform.	TRI, TUBE, SQR	
OOOO Orange	DEPTH	Sets the depth of the modulation.	0 - 100	
TREMOLO	RATE	Sets the speed of the modulation.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
PHASER	This effe	ct adds a phasing variation to the sound.		
0000	COLOR	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
PHASER	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	1 - 50	Þ
	RESO	Sets effect resonance.	0 - 100	
STONE PHASER	This pha	ser sound models the Electro-Harmonix SmallStone.		
	COLOR	Sets the sound color.	1, 2	
0000	DEPTH	Sets the depth of the modulation.	0 - 100	
STONE PHASER	RATE	Sets the speed of the modulation.	0 - 100	
	RESO	Sets effect resonance.	0 - 100	_
WARP PHASER	This pha	ser has a one way effect.		
	MODE	Sets direction of warping.	GO, BACK	
◎◎◎◎ ₩ARP PHASER	SPEED	Sets modulation speed.	1 - 50	Þ
	RESO	Sets effect resonance.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
DUO PHASER	This effe	ct 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	+
OOOO	LINK	Sets how 2 phasers are connected.	SERIAL, PARALLEL, STEREO	
\sim	DEPTH B	Sets the depth of LFO B modulation.	1 – 100	
9	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	
WARP PHASER	MODE	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	VOL	Adjusts the volume.	0 - 100	

VINTAGE FLANGER	This anal	og 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	
FLANGER.	RATE	Sets the speed of the modulation.	0 - 50	Þ
	RESO	Sets effect resonance.	-10 - 10	
KICK FLANGER	This flan	ger 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	
OOOO Kick Flancer	RESO	Sets effect resonance.	0 - 100	
KIDK PEARIGEN	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 effe	ct automatically adds vibrato.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
VIBRATO	RATE	Sets the speed of the modulation.	0 - 50	Þ
4444	TONE	Adjusts the tone.	0 - 10	
* • • •	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
SWELL VIBRATO	This effe	ct modulates the pitch after picking.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
OOOO SWELL	SPEED	Sets the speed of the modulation.	0 - 100	Þ
VIBRATO AAA	RISE	Sets the time before the effect begins to modulate the pitch.	0 - 100	
	VOL	Adjusts the output level.	0 - 100	
OCTAVER	This effe	ct 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	
0000 04 JAV/4R	OCT2	Adjusts the level of the sound two octaves below the effect sound.	0 - 100	
16161616 <u> </u> 1919 1919	TONE	Adjusts the tone.	0 - 10	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
POLYPHONIC OCTAVER	This octa	over supports chord playing.		
	LO	Adjusts volume of low frequencies.	0 - 100	
O O O O	HI	Adjusts volume of high frequencies.	0 - 100	
9 OCTAVER	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		ligent pitch shifter outputs the effect sound with the pitch sh I key settings.	ifted according to
	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)
OOOO HARMONY PITCH \$2 SHIFTER	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
	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		6th down
-5	Major	5th down
-4	Major	4th down
-3		3rd down
-m	Minor	3rd down
m	IVIIIIOI	3rd up
3		3rd up
4	Major	4th up
5	Major	5th up
6		6th up

POLYPHONIC PITCH SHIFTER	This pitcl	n shifter supports chord playing.		
	SHIFT	Adjusts the pitch shift amount in semitones.	-24 - 24	T
POLYPHONIC	TONE	Adjusts the tone.	0 - 100	
G SHIFTER	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 effe	ct allows you to obtain double tracking in real time.		
	TIGHT	Adjusts the tightness of the double tracking.	0 - 100	
©©©© GEMINOS DOUBLER	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	T
	DRY	Adjust the amount of the original sound in the mix.	0 - 100	
RING MODULATOR		ct produces a metallic ringing sound. Adjusting the "FREQ" para nange of sound character.	meter results in	а
	FREQ	Sets the frequency of the modulation.	1 - 50	Τ
0000	TONE	Adjusts the tone.	0 - 10	T
MODULATOR	BAL	Adjusts the balance between original and effect sounds.	0 - 100	T
	VOL	Adjusts the volume.	0 - 100	
SLICER	This effe	ct creates a rhythmical sound by continuously slicing the input.		
	PTTRN	Sets effect pattern.	1 – 20	
OOOO SLIGER	SPEED	Sets the speed of the modulation.	1 - 50	J
	THRSH	Adjusts effect threshold.	0 - 50	T
	VOL	Adjusts the volume.	0 - 100	T

DELAY	This long	g delay has a maximum length of 4000 ms.		
	TIME	Sets the delay time.	1 – 599, 600 – 4000,	٨
0000 DELAY	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	\top
ANALOG DELAY	This ana	log delay simulation has a long delay with a maximum length of 400	0 ms.	-
	TIME	Sets the delay time.	1 − 599, 600 − 4000,)
OOOO Analog Delay o	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	T
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	1
TAPE ECHO	This effe echoes.	ct simulates a tape echo. Changing the "Time" parameter changes t	he pitch of t	he
	TIME	Sets the delay time.	1 − 599, 600 − 2000, ♪	٨
OOOO TAPE ECHO (D) (D)	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	e echo effect models the MAESTRO ECHOPLEX EP-3.		
	TIME	Sets the delay time.	10 − 599, 600 − 2900,)
0000	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
TAPE ECHO 3	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	\perp
	VOL	Adjusts the volume.	0 – 100	
DUAL DELAY	This effe	ct combines 2 delays and is based on the Eventide TimeFactor Digit	alDelay.	
	TIMEA	Adjusts the delay time of Delay A.	0−1490, →	Þ
	TIMEB	Adjusts the delay time of Delay B.	0−1490, ♪	٨
9999 DUAL DELOY	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	\perp
	DLYMX	Adjust the mix of the Delay A and B effect sounds.	0 - 100	\perp
	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	o has a soft tone.This echo effect allows the use of modulation.		
	MOD	Turns modulation ON or OFF.	OFF, ON	
9000	TIME	Sets the delay time.	19 – 581	
ECHO	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 dela	y features a short delay time that is good for muted rhythm playing y.	and	
	TIME	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 - 300, SYNC	٨
© © © © SI AP RACK	REPEAT	Adjusts the number of repeats.	0 - 100	
SLAP BACK Delay	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.	J, ≯., P-P	
PING-PONG DELAY	This dela	y outputs the delay sound alternately left and right.		
	TIME	Sets the delay time.	1 − 599, 600 − 4000, ♪	٨
PING-PONG DELAY	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 reve	erse delay is a long delay with a maximum length of 2000 ms.		
	TIME	Sets the delay time.	10 − 599, 600 − 2000, ▶	٨
REVERSE DELAY	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 dela		'	
	Tillo dela	y effect allows the use of modulation.		
	TIME	Sets the delay time.	1 - 599, 600 - 2000,	>
MODULATION DELAY ©		<u>-</u>	600 – 2000,	D
0000	TIME	Sets the delay time. Sets the delay time range.	600 - 2000, SHORT, LONG,	D
0000	TIME	Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	600 - 2000, SHORT, LONG,	D
MODILATION DELAY	TIME MODE REPEAT MIX	Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats.	600 – 2000, SHORT, LONG, 11 0 - 100	>
MODILATION DELAY	TIME MODE REPEAT MIX	Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound.	600 – 2000, SHORT, LONG, 1000	>
0000	TIME MODE REPEAT MIX This effe	Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. ct filters a delayed sound.	600 – 2000, SHORT, LONG, 0 - 100 0 - 100 1 – 599, 600 – 2000,	
BOULATION DELAY	TIME MODE REPEAT MIX This effe TIME	Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Ct filters a delayed sound. Sets the delay time. Sets the delay time range.	600 - 2000, \$HORT, LONG, 0 - 100 0 - 100 1 - 599, 600 - 2000, \$\$SHORT, LONG,	

PITCH DELAY	This effe	ct applies pitch shift to a delayed sound.		
	PITCH	Sets volume of pitch shift applied to delayed sound.	-12 - 12	
OOOO PITCH DELAY	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 effe	ct applies a phaser to a delayed sound.		
*	TIME	Sets the delay time.	1 - 599, 600 - 2000,	Þ
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
0000	REPEAT	Adjusts the number of repeats.	0 - 100	
PHASE BELAY	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	
			0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	DEPTH RATE	Sets the depth of the modulation. Sets the speed of the modulation.	1 – 50	D
AUTO PAN	RATE RESO This com	Sets the speed of the modulation. Sets effect resonance. bines auto pan and delay to create the effect of the stereo im	1 - 50 0 - 100	>
AUTO PAN DELAY	RATE RESO	Sets the speed of the modulation. Sets effect resonance. bines auto pan and delay to create the effect of the stereo im	1 – 50 0 – 100 nage moving 1 – 599, 600 – 1500,	D
DELAY	RATE RESO This com cyclically	Sets the speed of the modulation. Sets effect resonance. Abines auto pan and delay to create the effect of the stereo im to	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG,	
DELAY ★	RATE RESO This com cyclically TIME MODE	Sets the speed of the modulation. Sets effect resonance. Ibines auto pan and delay to create the effect of the stereo im Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG,	
DELAY ★	RATE RESO This com cyclically TIME MODE REPEAT	Sets the speed of the modulation. Sets effect resonance. Ibines auto pan and delay to create the effect of the stereo im Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, 5 SHORT, LONG, 0 - 100	
★ DELAY	RATE RESO This com cyclically TIME MODE	Sets the speed of the modulation. Sets effect resonance. Ibines auto pan and delay to create the effect of the stereo im Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG,	
★ DELAY	RATE RESO This com cyclically TIME MODE REPEAT MIX	Sets the speed of the modulation. Sets effect resonance. Ibines auto pan and delay to create the effect of the stereo im Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, 5 SHORT, LONG, 0 - 100 0 - 100 PAN-DLY,	
★ DELAY	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo implements. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, 5 SHORT, LONG, 0 - 100 0 - 100 PAN-DLY, DLY-PAN	
★ DELAY	This com cyclically TIME MODE REPEAT MIX LINK CYCLE	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo imple. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG,	
★ DELAY	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK CYCLE WIDTH CLIP	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo implements. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement. Sets the width of the sound movement.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG, II 0 - 100 0 - 100 PAN-DLY, DLY-PAN 1/4 - 50 0 - 50	
DELAY * * * * * * * * * * * * *	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK CYCLE WIDTH CLIP	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo im Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement. Sets the width of the sound movement. Adjusts the amount of waveform clipping.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG, II 0 - 100 0 - 100 PAN-DLY, DLY-PAN 1/4 - 50 0 - 50	
SLOW ATTACK DELAY	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK CYCLE WIDTH CLIP This effe	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo implies. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement. Sets the width of the sound movement. Adjusts the amount of waveform clipping. ct combines slow attack and delay.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG, 1 - 100 0 - 100 PAN-DLY, DLY-PAN 1/4 - 50 0 - 50 0 - 10	
DELAY * * * * * * * * * * * * *	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK CYCLE WIDTH CLIP This effe	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo imple. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement. Sets the width of the sound movement. Adjusts the amount of waveform clipping. ct combines slow attack and delay. Adjusts the attack time.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, b SHORT, LONG, 1 - 100 0 - 100 PAN-DLY, DLY-PAN 1/4 - 50 0 - 50 0 - 10 1 - 50 1 - 599, 600 - 1900,	<i>></i>
SLOW ATTACK DELAY	RATE RESO This com cyclically TIME MODE REPEAT MIX LINK CYCLE WIDTH CLIP This effe	Sets the speed of the modulation. Sets effect resonance. Inbines auto pan and delay to create the effect of the stereo im to. Sets the delay time. Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo. Adjusts the number of repeats. Adjusts the amount of effected sound that is mixed with the original sound. Sets the order that the auto pan and delay are connected. Sets the speed of the sound movement. Sets the width of the sound movement. Adjusts the amount of waveform clipping. ct combines slow attack and delay. Adjusts the attack time. Sets the delay time. Sets the delay time range.	1 - 50 0 - 100 nage moving 1 - 599, 600 - 1500, SHORT, LONG, 0 - 100 0 - 100 PAN-DLY, DLY-PAN 1/4 - 50 0 - 50 0 - 10 1 - 599, 600 - 1900, SHORT, LONG,	<i>></i>

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.						
©©©© HOLD DELAY	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.							
O O O O O O O O O O O O O O O O O O O	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					
BRIGHT ROOM REVERB	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 reve	erb effect simulates a spring reverb.						
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100					
0000	DECAY	Sets the duration of the reverberations.	1 – 30					
SPRING REVERB	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100					
ŘEVĚŘB O	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 reve	erb 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					
HALL REVERB	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								
	This hall	reverb simulation can provide bright reverberations.						
	This hall	reverb simulation can provide bright reverberations. Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100					
			1 - 100 1 - 30					
REVERB	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.						
REVERB	PRE DLY DECAY	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations.	1 - 30					
REVERB O O O O O O O O O O O O O O O O O O O	PRE DLY DECAY TONE MIX	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone.	1 - 30 0 - 10					
REVERB O O O O O O O O O O O O O O O O O O O	PRE DLY DECAY TONE MIX	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound.	1 - 30 0 - 10					
REVERB O O O O O O O O O O O O O O O O O O O	PRE DLY DECAY TONE MIX This effe	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. ct reproduces the ambience of a room, to create spatial depth.	1 - 30 0 - 10 0 - 100					
REVERB O O O O O O O O O O O O O O O O O O O	PRE DLY DECAY TONE MIX This effe	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space.	1 - 30 0 - 10 0 - 100					
REVERB O O O O O O O O O O O O O O O O O O O	PRE DLY DECAY TONE MIX This effe SIZE REFLECT	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. Ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space. Adjusts the amount of reflection from the wall.	1 - 30 0 - 10 0 - 100 1 - 100 0 - 10					
AIR REVERB (AIR) EARLY REFLECTION	PRE DLY DECAY TONE MIX This effe SIZE REFLECT MIX TAIL	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. Ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space. Adjusts the amount of reflection from the wall. Adjusts the amount of effected sound that is mixed with the original sound. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops	1 - 30 0 - 10 0 - 100 1 - 100 0 - 10 0 - 100					
AIR REVERB (AIR) EARLY REFLECTION	PRE DLY DECAY TONE MIX This effe SIZE REFLECT MIX TAIL	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. Ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space. Adjusts the amount of reflection from the wall. Adjusts the amount of effected sound that is mixed with the original sound. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	1 - 30 0 - 10 0 - 100 1 - 100 0 - 10 0 - 100					
AIR REVERB CARLY REFLECTION REVERB	PRE DLY DECAY TONE MIX This effe SIZE REFLECT MIX TAIL This effe	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. Ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space. Adjusts the amount of reflection from the wall. Adjusts the amount of effected sound that is mixed with the original sound. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. ct reproduces only the early reflections of reverb.	1 - 30 0 - 10 0 - 100 1 - 100 0 - 10 0 - 100 OFF, ON					
AIR REVERB CALLY REFLECTION REVERB	PRE DLY DECAY TONE MIX This effe SIZE REFLECT MIX TAIL This effe	Adjusts the delay between input of the original sound and start of the reverb sound. Sets the duration of the reverberations. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound. Ct reproduces the ambience of a room, to create spatial depth. Sets the size of the space. Adjusts the amount of reflection from the wall. Adjusts the amount of effected sound that is mixed with the original sound. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. Ct reproduces only the early reflections of reverb. Adjusts the duration of the reverb.	1-30 0-10 0-100 1-100 0-10 0-100 OFF, ON					

AUTOPAN	This effe	ct moves	s the sound image cyclically left and right.		
	RATE	Sets the sp	peed of the modulation.	0 - 50	Þ
0000	WIDTH	Sets the w	idth of the panning.	0 - 50	
AUTO PAN	CLIP	Adjusts th more.	e amount of waveform clipping. Higher values emphasize the auto-panning effect	0 - 10	
	VOL	Adjusts the	e volume.	0 - 100	
LOOP ROLL	This effe	ct allows	you use the footswitch to sample and hold what you play.		
	TIME	Sets the lo	op time.	10 - 4000	♪
	DUTY	Sets the tir	me that the sample-and-hold sound is produced.	25 - 100	
	BAL	Adjusts the	e balance between original and effect sounds.	0 - 100	
	ON/OFF	Sets the fo	ot switch function.	LATCH, UNLATCH	
SITAR SIMULATOR	This effe	ct simula	ates a sitar tone.		
	BEND	Adjust the	depth of the pitch bend.	0 - 100	Т
	BUZZ	1 -	buzzing tone.	0 - 100	+
SIMULATOR	+10CT	-	volume of one octave up.	0 - 100	+
	VOL	Adjusts the	•	0 - 100	\top
BOMBER	This effe	ct genera	ates explosive sounds.		
	DECAY	Adjusts the	e length of the explosive sound.	1 - 100	\top
0000	TONE	Adjusts the	e tone.	0 - 10	+
BOMBET	MIX	Adjusts the	e amount of effected sound that is mixed with the original sound.	0 - 100	
	TRGGR	This sets t	he trigger for the bomb sound.	INPUT, FOOT SW	T
LINE SELECTOR	The LINE jacks. (Se		OR sets whether the input signal is sent to the next effect or)	the OUTP	UT
O O O O LINE SELECTOR	EFX LVL	This adjust	ts the level sent to the next effect when set to NEXT EFFECT.	0 - 150	
NEXT EFFECT OUTPUT	OUT LVL	This adjust	ts the level sent to the output jacks when set to OUTPUT.	0 - 150	
	EXT EFFE		TOR Signal Flow] LINE SELECTOR OUTPUT OUTPUT IN	PUT	
OFF (OUTPUT)			OUTPUT - INI	PUT	
ВРМ			ed for tempo synchronization, can be set separately for each patch memo g the footswitch repeatedly at a steady pace. The indicator will blink at the		0