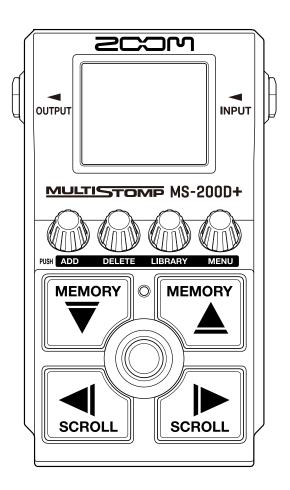


# MS-200D+

## **MULTISTOMP**



# **Effect Types and Parameters**

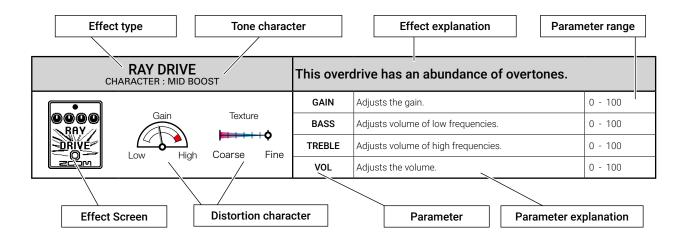
This document cannot be displayed properly on black-and-white displays.

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## **Effect explanation overview**



	COMPRESSOR	SOR This compressor in the style of the MXR Dyna Comp.							
*	•		Adjusts the sensitivity of the effect.	0 - 10					
Î	COMPRESSOR	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST					
\	GOMPRESSOR	TONE	Adjusts the tone.	0 - 100					
\		VOL	Adjusts the volume.	0 - 100					
Har	Handy Guitar Lab additional effects								

#### **Contents**

BOOSTER ······3	)
<b>OVERDRIVE</b>	,
<b>DISTORTION</b> 16	)
FUZZ25	<u>;</u>
PREAMP32	)
TOOL38	}

FAT BOOSTER CHARACTER: MID BOOST			This thick-sounding booster emphasizes the low mids.			
			GAIN	Adjusts the gain.	0 - 100	
0000 EOT	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER	Light	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
≥©m	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100	
(	GLITCH BOOSTI CHARACTER: BRIGH		This boos	This booster has a gritty texture.		
		<b>-</b> .	GAIN	Adjusts the gain.	0 - 100	
	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
2000			VOL	Adjusts the volume.	0 - 100	
	GRIND BOOSTE CHARACTER: FAT	R	Sounds booster.	with strong presence can be pro	duced by this	
•			GAIN	Adjusts the gain.	0 - 100	
OOOO GRIND+:	Gain	Texture  Coarse Fine	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER	Law High		TREBLE	Adjusts volume of high frequencies.	0 - 100	
=COM	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100	
THUNDER BOOSTER CHARACTER: MID SCOOP			This booster has an electrifying sound.			
्रयर	Gain	Texture  Coarse Fine	GAIN	Adjusts the gain.	0 - 100	
OOOO THIIMDER			BASS	Adjusts volume of low frequencies.	0 - 100	
BOO TER			TREBLE	Adjusts volume of high frequencies.	0 - 100	
			VOL	Adjusts the volume.	0 - 100	
C	MID BOOSTER CHARACTER : MID BOO		This boos	ster can produce rich mid frequencies	S.	
•	0.1	T .	GAIN	Adjusts the gain.	0 - 100	
0000	Gain	Texture  Coarse Fine	BASS	Adjusts volume of low frequencies.	0 - 100	
B00STER			TREBLE	Adjusts volume of high frequencies.	0 - 100	
			VOL	Adjusts the volume.	0 - 100	
	BAKED BOOSTE CHARACTER : MID SCO		The score	ching sound of this booster seems	about to catch	
•		_	GAIN	Adjusts the gain.	0 - 100	
0000	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BAKED BOOSTER	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low High	Codi 3c Tillic	VOL	Adjusts the volume.	0 - 100	
	EP DRIVE CHARACTER: FLAT		This mod	els the Maestro Echoplex preamp.		
	0 :	Ta. 4	GAIN	Adjusts the gain.	0 - 100	
0000 FP	Gain	Texture	BASS	Adjusts volume of low frequencies.	-10 - 10	
DŘÍVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	-10 - 10	
	Low High	Oual se FIIIe	VOL	Adjusts the volume.	0 - 100	

SPORTY BOOSTER CHARACTER: BRIGHT	This boos	ster cuts low frequencies and creates a	penetrating	
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
SPORTY Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
BOTTOM BOOSTER CHARACTER: FAT	This boos	ster emphasizes the low end.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
800STER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
BLOOMING BOOSTER CHARACTER: MID SCOOP	This boos	ster produces a gorgeous sound.		
•	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BLOOMING BOOSTER	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
RC DRIVE CHARACTER: FLAT	This booster covers sounds ranging from clean boosts to light drives.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE COOKS	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
MASSIVE BOOSTER CHARACTER: FAT	This booster adds low frequencies with punch.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
CALIFORNIA BOOSTER CHARACTER: BRIGHT	This boos	ster has a bright dry sound.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
G5n BOOSTER CHARACTER: MID BOOST	We impro	oved the ZOOM G5n OUTPUT BOOSTER	as an effect.	
•	RANGE	Adjusts the frequency range processed by the effect.	1 - 10	
Gain Texture	BOOST	Adjusts the gain.	0 - 100	
BOOSTER Low High Coarse Fine	TONE	Adjusts the tone.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	

Z CLEAN BOOSTER CHARACTER: FAT	This ever	n clean sound is a ZOOM original.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTIER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
V SHAPE BOOSTER CHARACTER: MID SCOOP	This boos	This booster creates a sound with a mid scoop.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture  VSHAPE  Gain  Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ECOM High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
Z BOOSTER CHARACTER: BRIGHT	This boos	ster provides a light sound.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
BRIGHT BOOSTER CHARACTER: BRIGHT	This booster generates a sound that is like setting the BRIGHT switch on an amp to ON.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
BOXY BOOSTER CHARACTER: FAT	This booster adds a heavy body tone.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
NOW High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ZOOM Pilgi Course Pillo	VOL	Adjusts the volume.	0 - 100	
SPOT BOOSTER CHARACTER: FLAT	This boos	ster enables flexible control.		
	BOOST	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	-10 - 10	
SPOT BOOSTER	TREBLE	Adjusts volume of high frequencies.	-10 - 10	
Low High Coarse Fine	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
LIGHT BOOSTER CHARACTER: BRIGHT	This boos	This booster can produce a gorgeous and bright sound.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSUER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	

LUSH BOOSTER CHARACTER: FAT			This booster makes a powerful sound that emphasizes the middle frequencies.		
	Gain Texture  LUSH BOOSTER Low High Coarse Fine	GAIN	Adjusts the gain.	0 - 100	
0000		BASS	Adjusts volume of low frequencies.	0 - 100	
BOOSTER		TREBLE	Adjusts volume of high frequencies.	0 - 100	
200M		VOL	Adjusts the volume.	0 - 100	
SILKY BOOSTER CHARACTER: MID SCOOP			Smooth sounds can be achieved with this booster.		
+ + +	* • *		GAIN	Adjusts the gain.	0 - 100
		BASS	Adjusts volume of low frequencies.	0 - 100	
SILKY BOOSTER	Low High	Link Coores Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	Low High Coarse Fine		VOL	Adjusts the volume.	0 - 100

DESERT DRIVE CHARACTER: FAT	This is ar	overdrive with a gritty sound.		
•	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ECOM O	VOL	Adjusts the volume.	0 - 100	
TWEED DRIVE CHARACTER: BRIGHT	This brigi	nt overdrive is inspired by the sound of a	tweed amp.	
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ECOM High Coarse Time	VOL	Adjusts the volume.	0 - 100	
ACID DRIVE CHARACTER: FAT	This over	drive features a fat and coarse distortio	n.	
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Cases Since	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
NEEDLE DRIVE CHARACTER: MID SCOOP	This over	drive produces a unique prickly feeling.		
•	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
GREEN FIELD DRIVE CHARACTER: MID BOOST	A natural sound is produced by this overdrive.			
•	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
CRUNCH BAR DRIVE CHARACTER: FAT	A sweet o	crunchy sound characterizes this overdr	ive.	
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
BAR High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
SCOOP DRIVE CHARACTER: MID SCOOP	This over	drive cuts mid frequencies.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	

TIGER DRIVE CHARACTER: MID BOOST	This overdrive has a forceful sound.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ZCOM Nigit Coalse Title	VOL	Adjusts the volume.	0 - 100	
SILVER BULLET DRIVE CHARACTER: BRIGHT	This brigi	nt overdrive has a strong attack.		
•	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
TS DRIVE CHARACTER: MID BOOST	This effe	ct models the Ibanez TS808.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BOOST	Turns boost ON/OFF.	OFF, ON	
	TONE	Adjusts the tone.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
RETRO DRIVE CHARACTER: FAT	This is a warm retro overdrive.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
RETRO Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
MILKY DRIVE CHARACTER: MID BOOST	This overdrive has a mild sound.			
<b>T.e.</b>	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
2 ZOM	VOL	Adjusts the volume.	0 - 100	
ROCK BOX DRIVE CHARACTER: BRIGHT	This rock overdrive has powerful low frequencies and penetrating high frequencies.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	
GHOST DRIVE CHARACTER: MID SCOOP	This over	drive has a light distortion and cuts mid	frequencies.	
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
SURIVE Light Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100	

GARAGE DRIVE CHARACTER: FAT			A rough sound is produced by this overdrive.			
•			GAIN	Adjusts the gain.	0 - 100	
GARAGE DRIVE	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
Trest	Light	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100	
	BREAKER DRIV CHARACTER: BRIGH		This over	This overdrive sound has punch.		
•			GAIN	Adjusts the gain.	0 - 100	
OOOO BREAKER	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
@ <del>200</del> 0m	Low High	Coarse Tille	VOL	Adjusts the volume.	0 - 100	
	STEAM DRIVE CHARACTER: FAT		This is an	overdrive with a hot sound.		
•			GAIN	Adjusts the gain.	0 - 100	
OOOO STEAM	Gain	Texture  Coarse Fine	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE			TREBLE	Adjusts volume of high frequencies.	0 - 100	
<u>zcomij</u>	Low High		VOL	Adjusts the volume.	0 - 100	
	SHADOW DRIV HARACTER : MID SCC		The low end overlays like a shadow with this overdrive.			
•	Gain Low High	Texture  Coarse Fine	GAIN	Adjusts the gain.	0 - 100	
OOOO SHADOW			BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE_			TREBLE	Adjusts volume of high frequencies.	0 - 100	
© ≥∞m			VOL	Adjusts the volume.	0 - 100	
	MOTIONAL DRI HARACTER : MID BOO		This overdrive moves emotionally.			
•	Gain Low High	Texture  Coarse Fine	GAIN	Adjusts the gain.	0 - 100	
©©©© EMOTIONAL			BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE			TREBLE	Adjusts volume of high frequencies.	0 - 100	
_ ZÖM_	Low riigh Course : inc		VOL	Adjusts the volume.	0 - 100	
DIA	MOND OVERD CHARACTER: BRIGH		This overdrive has a hard and clear sound.			
			GAIN	Adjusts the gain.	0 - 100	
O O O O	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
OVERDRIVE	Light	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
z Š	Low High	Coarse Tille	VOL	Adjusts the volume.	0 - 100	
DULL EDGE DRIVE CHARACTER : FAT				has been taken off the tone of thi derately rough.	s overdrive but it	
			GAIN	Adjusts the gain.	0 - 100	
0000	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
		Coores Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100	

RIPPER DRIVE CHARACTER: MID SCOOP			A ripping	sound is produced by this overdrive.	
•			GAIN	Adjusts the gain.	0 - 100
\RIP\PER	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
<u>ecom 0</u>	LOW Tilgii	Course Tine	VOL	Adjusts the volume.	0 - 100
С	GOLD DRIVE HARACTER : MID BOO	OST	This effec	ct models a famous gold overdrive bout	ique pedal.
		<b>-</b> .	GAIN	Adjusts the gain.	0 - 100
COID	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	LOW		VOL	Adjusts the volume.	0 - 100
S	MALL BOX DRI CHARACTER: FAT	VE	Focused	on the mid range, this overdrive has a c	lean sound.
•			GAIN	Adjusts the gain.	0 - 100
	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ecom 0	LOW	7 110	VOL	Adjusts the volume.	0 - 100
	S+BOOST DRIN		This effec	ct combines TS Drive and Booster.	
	Gain Low High	Texture  Texture  Fine	GAIN	Adjusts gain of TS Drive.	0 - 100
			TONE	Adjusts tone of TS Drive.	0 - 100
•			VOL	Adjusts volume of TS Drive.	0 - 100
TS+BOOST			COMP	Sets the clipping type of TS Drive.	0 - 2
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	Sets the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST
	SHARP DRIVE CHARACTER: BRIGH		This is an overdrive with a sharp sound.		
•		<b>.</b>	GAIN	Adjusts the gain.	0 - 100
0000 5HRRP	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
שאואם	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	LOW		VOL	Adjusts the volume.	0 - 100
	ORY WOOD DRIV HARACTER : MID SCC		This over	drive has a dry sound.	
•			GAIN	Adjusts the gain.	0 - 100
DRY WOOD	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	Link	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
SCOM	Low High	Coarse Fille	VOL	Adjusts the volume.	0 - 100

FIREBALL OVERDRIVE CHARACTER: BRIGHT	This is a	bright and forceful overdrive.			
	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
O ZCOM	VOL	Adjusts the volume.	0 - 100		
MELLOW DRIVE CHARACTER: FAT	This is an	This is an overdrive with a mellow sound.			
	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
ZCOM Fight Coalse Time	VOL	Adjusts the volume.	0 - 100		
BG GRID DRIVE CHARACTER: MID BOOST	An adde	els a Mesa Boogie GRID SLAMMER. d parameter allows you to adjust the ound and overdrive.	balance of		
	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	TONE	Adjusts the tone.	0 - 100		
Low High Coarse Fine	BAL	Adjusts the balance between original and effect sounds.	0 - 100		
/ /O\ \	VOL	Adjusts the volume.	0 - 100		
SKY OVERDRIVE CHARACTER: MID BOOST	This overdrive makes an open bright sound.				
	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
OVERDRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100		
FLASH DRIVE CHARACTER: FAT	The soun	The sound of this overdrive is heavy and stands out.			
•	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
FLASH DRIVE - Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
	VOL	Adjusts the volume.	0 - 100		
BURNING DRIVE CHARACTER: MID SCOOP	A burning	sound is produced by this overdrive.			
	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
Pign codes Tille	VOL	Adjusts the volume.	0 - 100		
CLASSIC OVERDRIVE CHARACTER: MID BOOST	This is an	overdrive with a classic sound.			
•	GAIN	Adjusts the gain.	0 - 100		
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
CLASSIC OVERDRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100		
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100		

	Z NEOS DRIVE CHARACTER: BRIGH			nd of a modified Class a British comb n for this overdrive.	o amp is the	
			GAIN	Adjusts the gain.	0 - 100	
0000 ZNE06(	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low	000100 11110	VOL	Adjusts the volume.	0 - 100	
	WARM DRIVE CHARACTER: FAT		This over	drive is warm and heavy.		
			GAIN	Adjusts the gain.	0 - 100	
0000 _Warm_	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ZCOM	LOW HIGH	Coarse Tine	VOL	Adjusts the volume.	0 - 100	
	CHAINSAW DRIN		This over	drive attacks like a chainsaw.		
			GAIN	Adjusts the gain.	0 - 100	
OOOO Chainsaw	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DENKE			TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100	
SWEET DRIVE CHARACTER: MID BOOST			This effect models a sweet sounding overdrive.			
•	Gain Low High	Texture	GAIN	Adjusts the gain.	0 - 100	
OOOO SWFFT			TONE	Adjusts volume of high frequencies.	0 - 100	
DRIVE			FOCUS	Adjusts volume of middle frequencies.	0 - 100	
	LOW TIIGH	Codi Sc Tillic	VOL	Adjusts the volume.	0 - 100	
	EXPAND DRIVE CHARACTER: BRIGH		The high-frequency range of this overdrive is wide.			
•			GAIN	Adjusts the gain.	0 - 100	
(FXPAND))	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
((DRIVE))		Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
_ ZCÖM	LOW TIIGH		VOL	Adjusts the volume.	0 - 100	
	SOLID DRIVE CHARACTER: FAT		This over	drive is solid and tight.		
			GAIN	Adjusts the gain.	0 - 100	
SOLID DRIVE	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ZCOM	LOW TIIGH	Coarse Tine	VOL	Adjusts the volume.	0 - 100	
CI	ICY DRIVE HARACTER : MID SCO	OP	This over	drive has a cool texture.		
		<b>-</b>	GAIN	Adjusts the gain.	0 - 100	
0000   \ icy \	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	Low High	200,00 1110	VOL	Adjusts the volume.	0 - 100	

STICKY DRIVE CHARACTER: MID BOOST	This over	drive features a sticky mid range.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ECON O	VOL	Adjusts the volume.	0 - 100
ZEN O.DRIVE CHARACTER: BRIGHT	This mod	els the sound of a Hermida Audio Zend	rive.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
O.DRIVE Low High Coarse Fine	VOICE	Adjusts gain of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
THICK DRIVE CHARACTER : FAT	This over	drive has a thick sound.	
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
MONOCHROME DRIVE CHARACTER: MID SCOOP	This is ar	overdrive with an inorganic sound.	
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture  MONOCHROME	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
RAY DRIVE CHARACTER: MID BOOST	This over	drive has an abundance of overtones.	
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
SMOOTH DRIVE CHARACTER : FAT	This is ar	overdrive with a smooth sound.	
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
SMOOTH DRIVE	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
IRON OVERDRIVE CHARACTER: MID SCOOP	This over	drive is heavy like iron.	
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

STACK DRIVE CHARACTER: MID BOOST	This ove	rdrive has impact like a stack amp.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
SHARE THE Low High Coarse	TREBLE Fine	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HAMMER DRIVE CHARACTER: MID SCOOP	This ove	rdrive feels heavy like a hammer.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE Low High Coarse	TREBLE Fine	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DYNAMIC DRIVE CHARACTER: FAT	This efformation	ect easily achieves the warm dri	ve tone of a tube
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
DRIVE	MODE	Sets the sound style.	COMBO, STACK
Low High Coarse	Fine VOL	Adjusts the volume.	0 - 100
BRONZE DRIVE CHARACTER: MID SCOOP	This ove	rdrive is hard and heavy.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE Low High Coarse	TREBLE Fine	Adjusts volume of high frequencies.	0 - 100
ZCOM:	VOL	Adjusts the volume.	0 - 100
SPLASH DRIVE CHARACTER: MID SCOOP	The sour	nd of this overdrive seems to burst	out.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse	Fine TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z SCREAM DRIVE CHARACTER: MID BOOST	This original low to his	inal high-gain sound balances the gh.	frequencies from
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
SCREAM Low High Coarse	Fine TREBLE	Adjusts volume of high frequencies.	0 - 100
O Low High Coarse	VOL	Adjusts the volume.	0 - 100
Z WILD DRIVE CHARACTER: FAT	The over	drive is boosted even more in this l	high-gain sound.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
ZWILD Low High Coarse	Fine TREBLE	Adjusts volume of high frequencies.	0 - 100
<b>ZOOM</b>	VOL	Adjusts the volume.	0 - 100

HEAVY DRIVE CHARACTER: MID SCOOP	This is a	serious sounding overdrive.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
ECOM Pign Coarse Time	VOL	Adjusts the volume.	0 - 100	
ENERGY DRIVE CHARACTER: MID BOOST	This over	drive is energetic.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
Low High Course Hile	VOL	Adjusts the volume.	0 - 100	
BLUE OVERDRIVE CHARACTER: BRIGHT	This is a bluesy overdrive.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture  Gain Texture  Low High Coarse Fine	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
MONSTER DRIVE CHARACTER : FAT	This is ar	overdrive with a ferocious sound.		
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
MONSTER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
LIGHTNING DRIVE CHARACTER: MID SCOOP	The sound of this overdrive is pointed like lightning.			
	GAIN	Adjusts the gain.	0 - 100	
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DRIVE Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

LEAD DISTORTION CHARACTER: FAT	This effe	ct features a bright tone and even dis	tortion.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
Low High Coarse F	ne DRYMIX	Adjusts the volume of the unaffected sound.	0 - 100
Low Fight Godfac 1	VOL	Adjusts the volume.	0 - 100
CLASSIC DISTORTION CHARACTER: BRIGHT	This is a	classic sounding distortion.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	ne TREBLE	Adjusts volume of high frequencies.	0 - 100
Ecom Flight Goalse 1	VOL	Adjusts the volume.	0 - 100
RED CRUNCH DRIVE CHARACTER: MID BOOST	Use this	effect for the famous "brown sound".	
1 y 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	GAIN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
Low High Coarse Fine	PRESENC ne	Adjusts volume of super-high frequencies.	0 - 100
Thigh soulds I	VOL	Adjusts the volume.	0 - 100
Z MP1 DRIVE CHARACTER: BRIGHT		inal sound was created based on the MP-1 and a Marshall JCM800.	combination of
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE Low High Coarse F	ne TREBLE	Adjusts volume of high frequencies.	0 - 100
ECOM RIGHT COARSE T	VOL	Adjusts the volume.	0 - 100
SQUEAK DISTORTION CHARACTER: MID BOOST	A param	dels a ProCo RAT. eter has been added that allows you of the original sound.	u to adjust the
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	FLTR	Adjusts the tone.	0 - 100
DISTORTION Low High Coarse F	ne VOL	Adjusts the volume.	0 - 100
Eow Flight Godies 1	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
PLUS DISTORTION CHARACTER: BRIGHT	This mod	dels the sound of a MXR DISTORTION	<b>+</b> .
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
PLUS D	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
DISTORTION Low High Coarse Fine	ne COMP	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2

DEEP DISTORTION CHARACTER: FAT	This disto	ortion is rich and deep.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DEEP Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM (I)	VOL	Adjusts the volume.	0 - 100
METEOR DISTORTION CHARACTER: MID SCOOP	This is an	impactful distortion.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
LOW High Source Hills	VOL	Adjusts the volume.	0 - 100
RED CRUNCH DRIVE + BOOST CHARACTER: MID BOOST	This effec	ct combines RedCrunch and Booster.	
	GAIN	Adjusts gain of RedCrunch.	0 - 100
	TONE	Adjusts tone of RedCrunch.	0 - 100
77.32	PRESENC	Adjusts persence of RedCrunch.	0 - 100
Gain Texture  RED GRUNGH  DRIVE  **RODST**  Gain  Texture	VOL	Adjusts volume of RedCrunch.	0 - 100
	СОМР	Sets the clipping type of RedCrunch.	0 - 2
Low High Coarse Fine	LO/HI	Sets the gain range.	LO, HI
	BOOST	Adjusts the gain of Booster.	0 - 100
	ORDER	Sets the connection order of RedCrunch and Booster.	BOOST-CR, CR-BOOST
DISTORTION ONE CHARACTER: BRIGHT	This mod	els the sound of a BOSS DS-1 DISTORT	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
OHE	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	СОМР	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY
EDGE DISTORTION CHARACTER: MID SCOOP	This is a	sharp cutting distortion.	
Color Tarker	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
EDGE/ DISTORTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HOT DISTORTION CHARACTER: MID BOOST	This disto	ortion has the warmth of low mids.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM High Coalse Fine	VOL	Adjusts the volume.	0 - 100

FEATHER DISTORTION CHARACTER: BRIGHT	This is a	distortion with a bright and light sound.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture FEATHER DISTORTION Low High Coarse Fine	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM Q	VOL	Adjusts the volume.	0 - 100
BITING WOLF DISTORTION CHARACTER: FAT	This is a	distortion with a strong bite.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
EDW High Coarse Time	VOL	Adjusts the volume.	0 - 100
BRITISH DISTORTION CHARACTER: BRIGHT	This dist	ortion can provide the British sound of t	he 2000s.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Z BOTTOM DISTORTION CHARACTER: FAT	This high	gain sound emphasizes the low and mid	frequencies.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTRIBUTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM Trigit Codesc Trino	VOL	Adjusts the volume.	0 - 100
SILKY DISTORTION CHARACTER: MID BOOST	A delicate	e and smooth feel can be produced by th	is distortion.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION  O Manual High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCDM Fight Codes Find	VOL	Adjusts the volume.	0 - 100
SHINING DISTORTION CHARACTER: BRIGHT	This dist	ortion has a light and smooth feel.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
STEEL DISTORTION CHARACTER: MID SCOOP	This dist	ortion features high frequencies with a h	nard feel.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

RAZOR DRIVE CHARACTER: MID BOOST		ct is a new-concept distortion effec to simulate the gain parameter o	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	EDGE	Adjusts the distortion tone.	0 - 100
Low High Coarse Fine	LO	Adjusts volume of low frequencies.	0 - 100
ZCOM Plight Source Pline	VOL	Adjusts the volume.	0 - 100
WAVE SHAPER DRIVE CHARACTER: BRIGHT	applies a	ect is another new kind of disto new original algorithm to shape tl unique sound.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	SHAPE	Adjusts the distortion tone.	0 - 100
SHAPER DRIVE Low High Coarse Fine	COMP	Adjusts the depth of the compression.	0 - 100
ZCZMQ LOW Filgit Course Filic	VOL	Adjusts the volume.	0 - 100
CRISP DISTORTION CHARACTER: BRIGHT	This dist	ortion is clear with a sharp edge.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM (D)	VOL	Adjusts the volume.	0 - 100
GRUNGE DISTORTION CHARACTER: FAT	This is a	rough feeling distortion.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MACHINE DISTORTION CHARACTER: MID SCOOP	This distortion	ortion with a suppressed mid range	has an inorganic
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
MACHINE DISTORTION Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
VIOLET DISTORTION CHARACTER: MID BOOST	This mod	lels the sound of a Suhr Riot Reload	ed
CHARACTER: MID BOOST	This mod	lels the sound of a Suhr Riot Reload	0 - 100
CHARACTER: MID BOOST  Gain  Texture			
CHARACTER: MID BOOST  Gain  Texture	GAIN	Adjusts the gain.	0 - 100
CHARACTER: MID BOOST  Gain Texture	GAIN TONE	Adjusts the gain. Adjusts the tone.	0 - 100
CHARACTER: MID BOOST  Gain  Texture	GAIN TONE VOICE VOL	Adjusts the gain.  Adjusts the tone.  Sets the sound style.	0 - 100 0 - 100 0 - 2 0 - 100
CHARACTER: MID BOOST  Gain Texture  Low High Coarse Fine  NEBULA DISTORTION  CHARACTER: FAT	GAIN TONE VOICE VOL	Adjusts the gain.  Adjusts the tone.  Sets the sound style.  Adjusts the volume.	0 - 100 0 - 100 0 - 2 0 - 100
CHARACTER: MID BOOST  Gain Texture  WILET  DISTORTION  NEBULA DISTORTION	GAIN TONE VOICE VOL This disto	Adjusts the gain. Adjusts the tone. Sets the sound style. Adjusts the volume.  Portion features a smooth warm source.	0 - 100 0 - 100 0 - 2 0 - 100
Gain Texture  WILET  DISTORTION  NEBULA DISTORTION  CHARACTER: FAT	GAIN TONE VOICE VOL This diste	Adjusts the gain.  Adjusts the tone.  Sets the sound style.  Adjusts the volume.  Ortion features a smooth warm soul  Adjusts the gain.	0 - 100 0 - 100 0 - 2 0 - 100

Z DI	REAM DISTOR CHARACTER: FAT	TION		gain sound was designed for lea Boogie Road King Series II Lead c	
			GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
PREAM DISTORTION	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
200M	Low High	Coarse Tille	VOL	Adjusts the volume.	0 - 100
	PARK DISTORTI CHARACTER: BRIGH		The brigh	t sound of this distortion seems to	sparkle.
			GAIN	Adjusts the gain.	0 - 100
<b>○○○○</b> SPARK	Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100	
DISTORTION		Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZOM	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
	REME DISTOR		This dis	tortion is extremely high gain re sound.	and features an
			GAIN	Adjusts the gain.	0 - 100
0000	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
EXTREME		Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION ≥COM ●	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
	TAL WORLD DI			on of the BOSS Metal Zone, which	
		GAIN	Adjusts the gain.	0 - 100	
<b>◎◎◎◎</b> Metal World	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE			TREBLE	Adjusts volume of high frequencies.	0 - 100
	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
	GLE DISTORT CHARACTER: BRIGH		Open higl	n frequencies are a feature of this	distortion.
			GAIN	Adjusts the gain.	0 - 100
<b>0000</b>	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION		Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
≥com ®	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
	MSON DISTOR CHARACTER: BRIGH		Tones w	ith passion and depth can be p	roduced by this
			GAIN	Adjusts the gain.	0 - 100
	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION		<b></b>	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	Coarse Fine	VOL	Adjusts the volume.	0 - 100	
HG	THROTTLE DE	RIVE		dels the sound of the Mesa Bo N SWITCH:HI / BOOST:ON).	ogie THROTTLE
			GAIN	Adjusts the gain.	0 - 100
0000	Gain	Texture	TONE	Adjusts the tone.	0 - 100
THROTTLE DRIVE		<b>———</b>	MDCUT	Adjusts volume of middle frequencies.	0 - 100
	Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
				<del>\</del>	

METAL FREAK DISTORTION CHARACTER: MID SCOOP			This disto	ortion features a strong mid scoop.	
		_	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100		
	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION	LOW HIGH	Godi 3C Tille	VOL	Adjusts the volume.	0 - 100
	EAMY DISTORTHARACTER: MID BOO		This disto	ortion has a smooth and persistent sou	ınd.
•/4			GAIN	Adjusts the gain.	0 - 100
0000	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
CREAMY DISTORTION	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
SCOM (	LOW Tilgit	Course Time	VOL	Adjusts the volume.	0 - 100
	BALL DISTOR CHARACTER : BRIGH		This effec	ct produces distortion with impact.	
			GAIN	Adjusts the gain.	0 - 100
	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Q-zčom	LOW TIIGHT	Godi GC Tille	VOL	Adjusts the volume.	0 - 100
SH	IRED DISTORT CHARACTER: FAT	ION	A sharp b	ut fine distortion can be produced by t	his effect.
•_			GAIN	Adjusts the gain.	0 - 100
	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DISTORTION	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100
	DEMON DISTO		This extro	eme distortion features severe mid-so	coop and high
			GAIN	Adjusts the gain.	0 - 100
0000 SLASH>	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
DEMON	Law High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION 200M®	LOW HIGH	Godi 3C Tille	VOL	Adjusts the volume.	0 - 100
MEGA	STORM DISTO	ORTION IT	This extre	eme distortion is violent like a typhoon	
			GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
0000	Gain	Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
Metastory	Low	Coarse Fine	VOL	Adjusts the volume.	0 - 100
	Low High	Coarse Fille	MODE	Sets the noise gate mode.	GATE. REDUCTION
			THRSH	Adjusts the effect sensitivity.	0 - 100

EARTHQUAKE DISTORTION CHARACTER: FAT	This extr	eme distortion can generate a powerfu	l effect.		
	GAIN	Adjusts the gain.	0 - 100		
E 5 € 20	BASS	Adjusts volume of low frequencies.	0 - 100		
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100		
DISTORTION	VOL	Adjusts the volume.	0 - 100		
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION		
	THRSH	Adjusts the effect sensitivity.	0 - 100		
CHAOS DISTORTION CHARACTER: MID SCOOP	This is a	n extreme distortion with a chaotic sou	nd.		
	GAIN	Adjusts the gain.	0 - 100		
	BASS	Adjusts volume of low frequencies.	0 - 100		
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100		
CHAOS	VOL	Adjusts the volume.	0 - 100		
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION		
	THRSH	Adjusts the effect sensitivity.	0 - 100		
HYPER LEAD DISTORTION CHARACTER: MID BOOST	Thick lead tones can be generated by this extreme distortio				
	GAIN	Adjusts the gain.	0 - 100		
	BASS	Adjusts volume of low frequencies.	0 - 100		
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100		
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100		
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION		
	THRSH	Adjusts the effect sensitivity.	0 - 100		
WATERFALL DISTORTION CHARACTER: BRIGHT	This extr	eme distortion features crushed low fre	equencies.		
	GAIN	Adjusts the gain.	0 - 100		
• 168	BASS	Adjusts volume of low frequencies.	0 - 100		
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100		
DISTORTION  STEEL BY Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100		
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION		
	THRSH	Adjusts the effect sensitivity.	0 - 100		
HELL BOTTOM DISTORTION CHARACTER: FAT	Low freq	uencies are emphasized excessively ir n.	this extreme		
	GAIN	Adjusts the gain.	0 - 100		
	BASS	Adjusts volume of low frequencies.	0 - 100		
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100		
BOTTOM DISTORTION	VOL	Adjusts the volume.	0 - 100		
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION		
	THRSH	Adjusts the effect sensitivity.	0 - 100		

MONSTER DISTORTION CHARACTER: MID SCOOP	This extre	eme distortion is frighteningly powerful	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
GIANT DISTORTION CHARACTER: FAT	This is an	extreme distortion with a powerful imp	act.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORION	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SUPERNOVA DISTORTION CHARACTER: MID SCOOP	This extre	eme distortion produces a ton of overto	nes.
	GAIN	Adjusts the gain.	0 - 100
- <b>N</b> • · · ·	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
SUPER NOVA	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HEAVEN DISTORTION CHARACTER: MID BOOST	This is a mid range	n extremely smooth distortion with w e.	armth in the
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION STORE TO STORE THE PARTY OF THE P	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
FIREWALL DISTORTION CHARACTER: BRIGHT	This extre	eme distortion produces dense overton	es.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
FIREWALL DISTORTION Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

ROAR DISTORTION CHARACTER: FAT	This extre	eme distortion has a wild and rough sou	nd.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION Law High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
PHANTOM DISTORTION CHARACTER: MID SCOOP	This extr	reme distortion can produce massive eel.	gain and a
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
DISTORTION  Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

GAIN Adjusts the gain. 0 - 100  STONE FUZZ CHARACTER: BRIGHT  Texture High Coarse Fine  Adjusts volume of high frequencies. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the volume of high frequencies. 0 - 100  Texture Fine  Adjusts volume of high frequencies. 0 - 100  Adjusts the pain. 0 - 100  Adjusts the volume. 0 - 100  Texture  Adjusts volume of high frequencies. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the gain. 0 - 100  Adjusts the volume. 0 - 100  TEXTEBLE Adjusts volume of high frequencies. 0 - 100  TEXTEBLE Adjusts volume of high frequencies. 0 - 100  TEXTEBLE Adjusts volume of high frequencies. 0 - 100  Adjusts the volume. 0 - 100	CI	SHAKER FUZZ HARACTER : MID BOO		This low-	gain fuzz adds a rough texture.	
Tribulation of the production	•	-		GAIN	Adjusts the gain.	0 - 100
Tresture  GRANITY FUZZ CHARACTER: AND SCOOP  High Coarse Fine  VOL Adjusts the volume.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts the volume.  O - 100  Tresture BASS Adjusts the volume.  O - 100  Tresture BASS Adjusts the gain.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts the volume.  O - 100  Tresture BASS Adjusts volume of high frequencies.  O - 100  Tresture BASS Adjusts the volume.  O - 100  Tresture BASS Adjusts the volume of high frequencies.  O - 100  Tresture BASS Adjusts the volume of high frequencies.  O - 100  Tresture BASS Adjusts volume of high freque	SHAKES OOOO	Gain	lexture	BASS	Adjusts volume of low frequencies.	0 - 100
STONE FUZZ CHARACTER: BRIGHT  Tischure  Gain  Texture  High Coarse Fine  Coarse Fine  Coarse Fine  Coarse Fine  Coarse Fine  Toxture  High Coarse Fine  Coarse Fi	FUZZ	Low High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
GRAVITY FUZZ CHARACTER: FAT  Texture  Gain Fexture  Coarse Fine  Coars		Low High	Codi 3C Tillic	VOL	Adjusts the volume.	0 - 100
Texture Low High Coarse Fine  C				This char	ming fuzz has just the right coarsene	ss.
TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  Adjusts the volume. 0 - 100  Treature  Trea	•			GAIN	Adjusts the gain.	0 - 100
LOW High Coarse Fine  VOL Adjusts the volume.  CHARACTER: MID BOOST  Texture  LOW High Coarse Fine  VOL Adjusts the gain.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high fre	OOOO	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
This is a low-fidelity fuzz sound.  This is a low-fidelity fuzz sound.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  GRAVITY FUZZ CHARACTER: FAIT  The deep low-end is appealing in this fuzz.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  Texture  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  The deep low-end is appealing in this fuzz.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  TEXTURE  COARSE Fine  TOUL Adjusts the volume.  O - 100  TEXTURE  GAIN Adjusts the volume.  O - 100  Adjusts the volume.  O - 100  TEXTURE  GAIN Adjusts the volume.  O - 100  Adjusts the sizzle of carbonated water.  TERBLE Adjusts volume of low frequencies.  O - 100  TEXTURE  GAIN Adjusts the gain.  O - 100  TEXTURE  GAIN Adjusts the volume.  O - 100  TEXTURE  GAIN Adjusts the volume of low frequencies.  O - 100  TEXTURE  GAIN Adjusts the gain.  O - 100  TEXTURE  GAIN Adjusts the gain.  O - 100  TEXTURE  GAIN Adjusts the gain.  O - 100  TEXTURE  GAIN Adjusts the volume.  O - 100  TEXTURE  TEXTURE  Adjusts volume of low frequencies.  O - 100  TEXTURE  Adjusts volume of low frequencies.  O - 100  TEXTURE  Adjusts volume of low frequencies.  O - 100  TEXTURE  Adjusts volume of low frequencies.  O - 100  TEXTURE  Adjusts the volume.  O - 100	FUZZ	Light High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
GRAVITY FUZZ CHARACTER: MID BOOST  GRAVITY FUZZ CHARACTER: FAIT  GAIN  Adjusts the gain.  BASS  Adjusts volume of high frequencies.  O - 100  Adjusts the volume.  O - 100  Texture  GRAVITY FUZZ CHARACTER: FAIT  The deep low-end is appealing in this fuzz.  GAIN  Adjusts the volume.  O - 100  Texture  GAIN  Adjusts the gain.  GAIN  Adjusts the gain.  GAIN  Adjusts the gain.  O - 100  BASS  Adjusts volume of high frequencies.  O - 100  Texture  VOL  Adjusts the volume.  O - 100  Texture  GAIN  Adjusts the gain.  GAIN  Adjusts the gain.  O - 100  Adjusts the volume.  O - 100  Texture  CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN  Adjusts the gain.  GAIN  Adjusts the gain.  O - 100  Texture  VOL  Adjusts the gain.  O - 100  Adjusts the volume.  O - 100  Texture  VOL  Adjusts the volume.  O - 100  Texture  OLOM  Texture  OLOM  Adjusts the gain.  O - 100  Adjusts the volume.  O - 100  Texture  OLOM  Adjusts the volume.  O - 100  OLOM  Adjusts the vo		Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
BASS Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  GRAVITY FUZZ CHARACTER: FAIT  Texture Fine  GRAVITY FUZZ CHARACTER: MID SCOOP  Texture  GAIN Adjusts the volume.  GAIN Adjusts the sizzle of carbonated water.  Texture  GAIN Adjusts the sizzle of carbonated water.  GAIN Adjusts the sizzle of carbonated water.  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts volume of low frequencies.  O - 100  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the volume.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain.  O - 100  O - 1	CI		OST	This is a	low-fidelity fuzz sound.	
TREBLE Adjusts volume of high frequencies. 0 - 100  GRAVITY FUZZ CHARACTER: FAT  Texture BASS Adjusts volume of high frequencies. 0 - 100  GRAVITY FUZZ CHARACTER: FAT  The deep low-end is appealing in this fuzz.  GAIN Adjusts the gain. 0 - 100  BASS Adjusts volume of low frequencies. 0 - 100  Texture BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  VOL Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  TREBLE Adjusts the volume. 0 - 100  Texture BASS Adjusts volume of low frequencies. 0 - 100  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts the volume. 0 - 100  GAIN Adjusts the volume. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts the volume. 0 - 100				GAIN	Adjusts the gain.	0 - 100
TREBLE Adjusts volume of high frequencies. 0 - 100  GRAVITY FUZZ CHARACTER: FAT  The deep low-end is appealing in this fuzz.  GAIN Adjusts the gain. 0 - 100  BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the volume. 0 - 100  SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain. 0 - 100  BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the volume. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the volume. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  TREBLE Adjusts the volume. 0 - 100  TREBLE Adjusts the volume. 0 - 100  TREBLE Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  TREBLE Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100  Adjusts the volume. 0 - 100		Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
GRAVITY FUZZ CHARACTER: FAT  The deep low-end is appealing in this fuzz.  GAIN Adjusts the gain.  GAIN Adjusts the gain.  GAIN Adjusts volume of low frequencies.  TEBLE Adjusts volume of high frequencies.  O - 100  SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain.  O - 100  SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain.  O - 100  TEBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume.  O - 100  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  O - 100  Adjusts the gain.  O - 100  Adjusts the gain.  O - 100	1 1 75		Ç	TREBLE	Adjusts volume of high frequencies.	0 - 100
Gain Texture Low High Coarse Fine  Gain Adjusts the gain.  Gain Adjusts the gain.  Gain Adjusts the gain.  Gain Adjusts the volume.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain.  O - 100		Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain. 0 - 100  BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  Adjusts the volume. 0 - 100  GRAINY FUZZ CHARACTER: BRIGHT  Tisture  GAIN Adjusts the gain. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of low frequencies. 0 - 100  Adjusts the volume. 0 - 100  GRAINY FUZZ CHARACTER: BRIGHT  GAIN Adjusts the gain. 0 - 100			Z	The deep	low-end is appealing in this fuzz.	
TREBLE Adjusts volume of low frequencies. 0 - 100  SODA POP FUZZ CHARACTER: MID SCOOP  Tis fuzz sounds like the sizzle of carbonated water.  Gain Texture Fine  Gain Adjusts the gain.  Gain Texture Fine  Gain Adjusts the gain.  Gain Texture Fine  Gain Adjusts the volume.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  Trebuse  GRAINY FUZZ CHARACTER: BRIGHT  Texture  GAIN Adjusts the gain.  O - 100  Adjusts the gain.  O - 100  O - 100  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  GAIN Adjusts the gain.  O - 100  O - 100				GAIN	Adjusts the gain.	0 - 100
SODA POP FUZZ CHARACTER: MID SCOOP  Texture High Coarse Fine  Vol. Adjusts the volume.  Gain Low High Coarse Fine  Vol. Adjusts the volume.  Gain Low High Coarse Fine  Vol. Adjusts the sizzle of carbonated water.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  Vol. Adjusts the volume.  O - 100  WARM FUZZ CHARACTER: MID BOOST  Texture BASS Adjusts volume of high frequencies.  O - 100  Vol. Adjusts the gain.  GAIN Adjusts the gain.  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  Adjusts the gain.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts the volume.  O - 100  TREBLE Adjusts the volume.  O - 100		Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
SODA POP FUZZ CHARACTER: MID SCOOP  This fuzz sounds like the sizzle of carbonated water.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  O - 100  WARM FUZZ CHARACTER: MID BOOST  Texture  BASS Adjusts the volume.  O - 100  VOL Adjusts the gain.  GAIN Adjusts the gain.  GAIN Adjusts the gain.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  Texture  BASS Adjusts volume of low frequencies.  O - 100  WARM FUZZ CHARACTER: MID BOOST  Texture  BASS Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain.  O - 100		Law High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
GAIN Adjusts the gain.  O - 100  WARM FUZZ CHARACTER: MID BOOST  Texture  Low High Coarse Fine  GAIN Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume.  O - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume.  O - 100  Adjusts the volume.  O - 100  Adjusts the volume.  O - 100  Adjusts the gain.  O - 100  Adjusts the gain.  O - 100  Adjusts the gain.  O - 100	<u> </u>	Low High	Codi 3C Tillic	VOL	Adjusts the volume.	0 - 100
BASS Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  O - 100  WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  O - 100  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  Texture  VOL Adjusts the volume.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  O - 100  Adjusts the volume.  O - 100  Adjusts the gain.  O - 100				This fuzz	sounds like the sizzle of carbonated	water.
RASS Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  O - 100  VOL Adjusts the volume.  O - 100  WARM FUZZ CHARACTER: MID BOOST  Texture FUZZ CHARACTER: Fine  GAIN Adjusts the gain.  O - 100  BASS Adjusts volume of low frequencies.  O - 100  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of low frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts the volume.  O - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain.  O - 100	•			GAIN	Adjusts the gain.	0 - 100
WARM FUZZ CHARACTER: MID BOOST  Texture High Coarse Fine  WOL Adjusts the volume.  O - 100  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  BASS Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts the volume.  O - 100  O - 100  Adjusts the volume.  O - 100	250DA 202°	Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
WARM FUZZ CHARACTER: MID BOOST  This is a warm-sounding fuzz.  GAIN Adjusts the gain.  GAIN Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  VOL Adjusts the volume.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  VOL Adjusts the volume.  O - 100  TREBLE Adjusts the volume.  O - 100  TREBLE Adjusts the volume.  O - 100  O - 100  Adjusts the volume.  O - 100	° FUZZ	Light High	Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
GRAINY FUZZ CHARACTER: BRIGHT  GAIN  Adjusts the gain.  GAIN  Adjusts the gain.  BASS  Adjusts volume of low frequencies.  TREBLE  Adjusts volume of high frequencies.  O - 100  TREBLE  VOL  Adjusts the volume.  O - 100  TREBLE  Adjusts the volume.  O - 100	<u>200</u> m 0	Low High	Coarse Tine	VOL	Adjusts the volume.	0 - 100
BASS Adjusts volume of low frequencies.  TREBLE Adjusts volume of high frequencies.  O - 100  TREBLE Adjusts volume of high frequencies.  O - 100  VOL Adjusts the volume.  O - 100  This bright fuzz has large grains.  Gain Texture  Gain Adjusts the gain.  O - 100  O - 100  O - 100	Cl		OST	This is a	warm-sounding fuzz.	
BASS Adjusts volume of low frequencies. 0 - 100  TREBLE Adjusts volume of high frequencies. 0 - 100  VOL Adjusts the volume. 0 - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain. 0 - 100				GAIN	Adjusts the gain.	0 - 100
Low High Coarse Fine VOL Adjusts the volume. 0 - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain. 0 - 100		Gain	Texture	BASS	Adjusts volume of low frequencies.	0 - 100
WOL Adjusts the volume. 0 - 100  GRAINY FUZZ CHARACTER: BRIGHT  This bright fuzz has large grains.  GAIN Adjusts the gain. 0 - 100	FÜZZ			TREBLE	Adjusts volume of high frequencies.	0 - 100
CHARACTER: BRIGHT  Gain		Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100
Gain Texture				This brigi	nt fuzz has large grains.	
MARAN Gain Texture	•			GAIN	Adjusts the gain.	0 - 100
	0000	Gain		BASS	Adjusts volume of low frequencies.	0 - 100
TREBLE Adjusts volume of high frequencies. 0 - 100	1 1		•	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine VOL Adjusts the volume. 0 - 100		Low High	Coarse Fine	VOL	Adjusts the volume.	0 - 100

CLASSIC FUZZ CHARACTER: MID BOOST	This is a	classic fuzz with rich mid frequencies.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZOM High Godrac Hills	VOL	Adjusts the volume.	0 - 100
BROKEN RADIO FUZZ CHARACTER: BRIGHT	This fuzz	sounds like a broken radio.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture BROKEN	BASS	Adjusts volume of low frequencies.	0 - 100
RADIO FUZZ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MILD FUZZ CHARACTER: FAT	This fuzz	has a soft and mild sound.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM ©	VOL	Adjusts the volume.	0 - 100
TRAIL FUZZ CHARACTER: MID SCOOP	Playing I added be	ow strings produces low sounds like low with this fuzz.	an octave
•	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FUZZ_	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
GRIT FUZZ CHARACTER: MID BOOST	This fuzz	has a tenacious sound with rich mid free	quencies.
•	GAIN	Adjusts the gain.	0 - 100
GRIT FUZZ	BASS	Adjusts volume of low frequencies.	0 - 100
High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coalse Fille	VOL	Adjusts the volume.	0 - 100
UP OCTAVE BOOSTER CHARACTER: BRIGHT		ct adds an upper octave to the original nd using the front guitar pickup.	sound. We
	UP OCT	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
Gain Texture UP OCTAVE	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
BOOSTER	воттом	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	PRESENC	Adjusts volume of super-high frequencies.	0 - 100
DUALITY FUZZ CHARACTER: MID SCOOP	This fuzz	has both heavy growling low sounds aids.	and delicate
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
TUZZ POPULATOR TO THE POPULATION OF THE POPULATI	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

DUSTY FUZZ CHARACTER: MID BOOST	This is a	solid low-fidelity fuzz sound.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
BUZZY FUZZ CHARACTER: BRIGHT	This fuzz	has a unique sound like the wings of fly	ving insects.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM NIGHT COAISE TIME	VOL	Adjusts the volume.	0 - 100
TWISTER FUZZ CHARACTER: FAT	This fuzz	has a heavy complex tone.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
WISTER Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
DEEP FUZZ CHARACTER : MID SCOOP	Deep low	frequencies are a feature of this fuzz.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture  DEEP FUZZ	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
© ZCOM Fight Coarse Fine	VOL	Adjusts the volume.	0 - 100
VINTAGE FUZZ CHARACTER: BRIGHT	This sour	nd is inspired by vintage fuzz effects.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FUZZ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
BLEED FUZZ CHARACTER : FAT	The heav	y sound of this fuzz is ideal for single no	ote phrases.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FUZZ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
SHARP EDGE FUZZ CHARACTER: MID SCOOP	This is a	sharp cutting fuzz.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FIIZZ	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

CRUMPLED FUZZ CHARACTER: MID BOOST	This fuzz	has a thoroughly crushed sound.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZCOM ©	VOL	Adjusts the volume.	0 - 100
DARK GREEN FUZZ CHARACTER: FAT	This fuzz	has a rich low mid-range and a long su	stain.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Economic Low Flight Goda'se Fline	VOL	Adjusts the volume.	0 - 100
CRACKLE FUZZ CHARACTER: BRIGHT	This fuzz	has a sound like cracking.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
BURST FUZZ CHARACTER: MID SCOOP	This fuzz	has an attack that sounds like it is expl	oding.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FUZZ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
POPCORN FUZZ CHARACTER: MID BOOST	This fuzz	is light like popcorn.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
FUZZ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TB MK1.5 FUZZ CHARACTER: BRIGHT	This is a	classic fuzz effect.	
	ATTCK	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
FUZZ Low High Coarse Fine	COLOR	Sets the sound color.	1 - 2
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
OCTAVE FUZZ CHARACTER : FAT	This fuzz	effect adds an octave above.	
	BOOST	Adjusts the gain.	0 - 100
Gain Texture OCTRUE FUZZ	COLOR	Sets the sound color.	1 - 2
	TONE	Adjusts the tone.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

GRIND FUZZ CHARACTER: MID BOOST	The soun	d of this fuzz is harsh and aggressive.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ZDOM Piligh Course Pilic	VOL	Adjusts the volume.	0 - 100
TV FUZZ CHARACTER: BRIGHT	This fuzz	sounds like the noise of an untuned TV	signal.
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
O Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
O Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
ELEPHANT FUZZ CHARACTER : FAT	This is a f	rat high-gain fuzz.	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
ECOMO LOW FIIGH COURSE FINE	VOL	Adjusts the volume.	0 - 100
HYPER SCOOP FUZZ CHARACTER: MID SCOOP	This fuzz deeply cuts mid frequencies.		
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
SCOOP FUZZ/ Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
NEW YORK MUFF FUZZ CHARACTER: FAT	An added	els an Electro-Harmonix Big Muff Pi. d parameter allows you to adjust the ound and distortion.	balance of
	SUSTN	Adjusts the gain.	0 - 100
Gain Texture	TONE	Adjusts the tone.	0 - 100
MUFF Low High Coarse Fine	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DEVIL MUFF FUZZ CHARACTER: MID SCOOP	The thur frequenci	nderous sound of this fuzz has de es.	monic low
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100

TURBO FAT FUZZ CHARACTER: MID BOOST	This fuzz	has a heavy crushing sound with a boo	osted low-end.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SANDSTORM FUZZ CHARACTER : BRIGHT	This fuzz	is violent like a sweeping sandstorm.	·
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
FUZ	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
NOISEMAKER FUZZ CHARACTER: FAT	This fuzz	produces a discontinuous noisy soun	ıd.
	GAIN	Adjusts the gain.	0 - 100
E- そ• プリ	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
FUZZ	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SPLATTER FUZZ CHARACTER: MID SCOOP	This extr	eme fuzz has a rough feeling like spla	ttering.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
FUZZ	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
CRASH FUZZ CHARACTER: MID BOOST	This fuzz	can produce a balanced tone with extr	eme distortion.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

BLAZE FUZZ CHARACTER: BRIGHT	This extr	emely rough fuzz has a sharp feeling.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
BLAZE W. Connection of the Con	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
WALL FUZZ CHARACTER: FAT	A wall of	sound can be produced by this fuzz.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
WALL FUZZ	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HELLFIRE FUZZ CHARACTER: MID SCOOP	This fuzz	realizes an intense crushed sound.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
BLAST FUZZ CHARACTER: MID SCOOP	This fuzz	produces a powerful sound like an exp	olosion.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
DESTROYER FUZZ CHARACTER: MID SCOOP	This fuzz	makes a destructive thunderous sound	d.
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	TREBLE	Adjusts volume of high frequencies.	0 - 100
FUZZ  Low High Coarse Fine	VOL	Adjusts the volume.	0 - 100
Low High Coarse Fine	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

MS450S DRIVE CHARACTER: BRIGHT		els the sound of the Marshall JTM 45 designed for connecting to an amp.	Offset. This
	IN1	Adjusts the gain of the input1.	OFF - 100
	IN2	Adjusts the gain of the input2.	OFF - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
MS 4508	BASS	Adjusts volume of low frequencies.	0 - 100
DRIVE Low High Coarse Fine	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 CHARACTER: BRIGHT		els the sound of the Marshall 1959 sound is designed for connecting to a	
	IN1	Adjusts the gain of the input1.	OFF - 100
	IN2	Adjusts the gain of the input2.	OFF - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
M81959	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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 CHARACTER: BRIGHT		els the sound of the Marshall JCM80 designed for connecting to an amp.	0 2203. This
	INPUT	A discrete also sisses at socio	LO, HI
		Adjusts the input gain.	LO, I II
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	GAIN VOL		,
Gain Texture		Adjusts the gain.	0 - 100
I II	VOL	Adjusts the gain. Adjusts the volume.	0 - 100
MS 800 DRIVE	VOL BASS	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100
MS 800 DRIVE	VOL BASS MID	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.	0 - 100 0 - 100 0 - 100 0 - 100
MS 800 DRIVE	VOL BASS MID TREBLE PRESENCE This mod	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
High Coarse Fine	VOL BASS MID TREBLE PRESENCE This mod	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
High Coarse Fine	VOL  BASS  MID  TREBLE  PRESENCE  This mod sound is compared to the compared t	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ssman. This
High Coarse Fine	VOL  BASS  MID  TREBLE  PRESENCE  This mod sound is cound is count is count in the count in	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Bels the sound of the Fender '59 Badesigned for connecting to an amp.  Selects the input channel.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ssman. This
FD B-MAN DRIVE CHARACTER: FAT  Gain Texture	VOL BASS MID TREBLE PRESENCE This mod sound is cound is cound is cound.	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Iels the sound of the Fender '59 Balesigned for connecting to an amp.  Selects the input channel.  Adjusts the gain.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ssman. This
FD B-MAN DRIVE CHARACTER: FAT	VOL  BASS  MID  TREBLE  PRESENCE  This mod sound is companied to the s	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Iels the sound of the Fender '59 Badesigned for connecting to an amp.  Selects the input channel.  Adjusts the gain.  Adjusts the volume.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ssman. This NORMAL, BRIGHT 10 - 120 10 - 120
FD B-MAN DRIVE CHARACTER: FAT  Gain Texture  FD B-MAN DRIVE  CHARACTER: FAT	VOL  BASS  MID  TREBLE  PRESENCE  This mod sound is of the control	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of middle frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of of the Fender '59 Balesigned for connecting to an amp.  Selects the input channel.  Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ssman. This NORMAL, BRIGHT 10 - 120 10 - 120 10 - 120

FD TWIN-R DRIVE CHARACTER: MID BOOST		lels the sound of the Fender '65 Twin F designed for connecting to an amp.	Reverb. This
	BRIGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF, ON
	GAIN	Adjusts the gain.	10 - 100
Gain Texture	VOL	Adjusts the volume.	10 - 100
FOTWIN-R Low High Coarse Fine	BASS	Adjusts volume of low frequencies.	10 - 100
O Low Flight Goalse Tille	MID	Adjusts volume of middle frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
FD DELUXE-R DRIVE CHARACTER: MID BOOST		els the sound of the Fender '65 Deluxe I designed for connecting to an amp.	Reverb. This
	INPUT	Selects the input channel.	NORMAL, VIBRATO
Gain Texture	GAIN	Adjusts the gain.	10 - 100
FODELIXER	VOL	Adjusts the volume.	10 - 100
O Low High Coarse Fine	BASS	Adjusts volume of low frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
FD MASTER DRIVE CHARACTER: MID BOOST		els the sound of the Fender ToneMaste nd is designed for connecting to an amp.	
	GAIN	Adjusts the gain.	10 - 100
•	VOL	Adjusts the volume.	10 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	10 - 100
DRIVE High Coarse Fine	MID	Adjusts volume of middle frequencies.	10 - 100
O Low High Seales Fine	TREBLE	Adjusts volume of high frequencies.	10 - 100
	FAT	Sets the sound style.	OFF, ON
UK 30A DRIVE CHARACTER: BRIGHT		dels the sound of an early class A Bri s sound is designed for connecting to an	
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
UK30A FOHH	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	TONE CUT	Adjusts the tone.	0 - 100
BG MARK1 DRIVE CHARACTER: FAT		dels the sound of the Mesa Boogie Massound is designed for connecting to an	
	GAIN1	Adjusts the gain of the first stage.	0 - 100
	GAIN2	Adjusts the gain of the second stage.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
BG MARK1	BASS	Adjusts volume of low frequencies.	0 - 100
O Low High Coarse Fine	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 CHARACTER: FAT		els the sound of the Mesa Boogie Ma s sound is designed for connecting to ar	
	GAIN1	Adjusts the gain of the first stage.	0 - 100
	GAIN2	Adjusts the gain of the second stage.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
BGMARK3 POPUL	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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 CHARACTER: FAT		lels the sound of the Mesa Boogie Di hannel. This sound is designed for conr	
	MODE	Sets the tone of the character.	VNTG, MDRN
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
RECTI DUAL DRIVE	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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
XTACY BLUE DRIVE CHARACTER: MID BOOST		els the sound of the Bogner Ecstasy B id is designed for connecting to an amp	
	STRUCT	Selects the type and gain of the tone.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
IXTACY BLUE	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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 CHARACTER: BRIGHT		els the sound of the Hiwatt Custom 100 ed for connecting to an amp.	. This sound
	INPUT	Selects the input channel.	NORMAL, BRILL
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
HW100.	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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 CHARACTER: BRIGHT		els the sound of the Orange Graphic120ed for connecting to an amp.	. This sound
	INPUT	Selects the input channel.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
Gain Texture	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Low High Coarse Fine	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 CHARACTER: MID SCOOP		els the sound of the Diezel Herbert Ch designed for connecting to an amp.	annel2. This
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
Gain Texture	MID	Adjusts volume of middle frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
<b>3330333</b> Low High Source Hills	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	DEEP	Emphasizes low frequencies.	0 - 100
	MDCUT	Cuts middle frequencies.	0 - 100
MATCH30 DRIVE CHARACTER: BRIGHT		els the sound of the Matchless DC-30. T for connecting to an amp.	his sound is
	GAIN1	Adjusts the gain of channel1.	OFF - 100
	BASS1	Adjusts volume of low frequencies in the channel1.	0 - 100
Gain Texture	TREBLE1	Adjusts volume of high frequencies in the channel1.	0 - 100
MATCH30 DRIVE	GAIN2	Adjusts the gain of channel2.	OFF - 100
O Low High Coarse Fine	TONE2	Adjusts the tone of channel2.	0 - 5
	сит	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - OFF
KRAMPUS DRIVE CHARACTER: MID SCOOP	provides	-gain sound, which uses a ZOOM orig both heavy low frequencies and brigl designed for connecting to an amp.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
BRAMPUS DRIVE VICKOMITY Low High Coarse Fine	MID	Adjusts volume of middle frequencies.	0 - 100
+++O+++	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100

REDLOOM DRIVE CHARACTER: MID BOOST	the rich o	ne simple tone of the early days of guita vertones of a 60's small tube amp. Idea his sound is designed for connecting to	l for playing
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
REDLOOM DRIVE	MID	Adjusts volume of middle frequencies.	0 - 100
Low High Coarse Fine	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
VELVET DRIVE CHARACTER: FAT	response to play bo	a smooth character amp that balances between the wound and plain strings, o oth lead and backing without switching designed for connecting to an amp.	enabling you
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Gain Texture	BASS	Adjusts volume of low frequencies.	0 - 100
VELVET Low High Coarse Fine	MID	Adjusts volume of middle frequencies.	0 - 100
O Low High Source Hills	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	l .	, , ,	
MUDDY DRIVE CHARACTER: MID BOOST	measured	a vintage style amp sound processed d tone with natural crunch. Perfect fo sound is designed for connecting to an	with a clear or blues and
	measured	a vintage style amp sound processed d tone with natural crunch. Perfect fo	with a clear or blues and
CHARACTER: MID BOOST	measured rock. This	a vintage style amp sound processed d tone with natural crunch. Perfect for sound is designed for connecting to an	with a clear or blues and amp.
	measured rock. This	a vintage style amp sound processed tone with natural crunch. Perfect for sound is designed for connecting to an Adjusts the gain.	with a clear or blues and amp.
CHARACTER: MID BOOST  Gain  Texture	measured rock. This GAIN VOL	a vintage style amp sound processed tone with natural crunch. Perfect for sound is designed for connecting to an Adjusts the gain.  Adjusts the volume.	with a clear or blues and amp. 0 - 100
CHARACTER: MID BOOST	measured rock. This GAIN VOL BASS	a vintage style amp sound processed tone with natural crunch. Perfect for sound is designed for connecting to an Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.	with a clear or blues and amp. 0 - 100 0 - 100
CHARACTER: MID BOOST  Gain  Texture	measured rock. This GAIN VOL BASS MID	Adjusts the volume.  Adjusts volume of low frequencies.	with a clear or blues and amp. 0 - 100 0 - 100 0 - 100
CHARACTER: MID BOOST  Gain  Texture	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynanics	Adjusts the volume.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Son the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  s by blending expect a very
Gain Texture Low High Coarse Fine  7 HEAVEN DRIVE	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynan powerful	Adjusts the volume.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Son the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  s by blending expect a very
Gain Texture  Low High Coarse Fine  7 HEAVEN DRIVE CHARACTER: MID SCOOP	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynam powerful to an amp	Adjusts the gain.  Adjusts the volume.  Adjusts volume of low frequencies.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  s on the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for the sound for the sound is designed for the sound.	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  s by blending expect a very or connecting
Gain Texture Low High Coarse Fine  7 HEAVEN DRIVE CHARACTER: MID SCOOP	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynan powerful to an amp	Adjusts the gain.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Son the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for tone with a designed for the sound. This sound is designed for the sound.	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  stypect a very or connecting
CHARACTER: MID BOOST  Gain Texture High Coarse Fine  7 HEAVEN DRIVE CHARACTER: MID SCOOP	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynam powerful to an amp  GAIN  VOL	Adjusts the gain.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Son the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for the sound for the sound for the sound is designed for the sound. Adjusts the gain.  Adjusts the yolume of super-high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Adjusts the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for the sound is designed for	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  sty blending expect a very or connecting  0 - 100  0 - 100  0 - 100  0 - 100
Gain Texture Low High Coarse Fine  7 HEAVEN DRIVE CHARACTER: MID SCOOP	measured rock. This GAIN  VOL  BASS  MID  TREBLE  PRESENCE  Emphases the dynam powerful to an amp  GAIN  VOL  BASS	Adjusts the gain.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Son the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for adjusts the gain.  Adjusts volume of high frequencies.  Adjusts volume of super-high frequencies.  Adjusts volume of super-high frequencies.  Adjusts the sound for 7 and 8 string guitars nic response with a very tight low end. Emetal sound. This sound is designed for adjusts the gain.  Adjusts the yolume.  Adjusts volume of low frequencies.	with a clear or blues and amp.  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  s by blending expect a very or connecting  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100  0 - 100

POLLEX DRIVE CHARACTER: MID BOOST			With extreme drop-tuning, this amp delivers a heavy-metal Djent style of sound. Recommended for slap-playing as well. This sound is designed for connecting to an amp.		
			GAIN	Adjusts the gain.	0 - 100
POLLEX DRIVE		Texture  Texture  Texture	VOL	Adjusts the volume.	0 - 100
	Gain Low High		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

NOISE GATE	This is a noise gate that cuts the sound during playing pauses.		
©©©© NOISE GATE	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	Adjusts the envelope release.	0 - 100
		unique noise reduction cuts noise during pauses in pla g the tone.	ying without
	DETCT	Sets control signal detection level.	GTRIN, EFXIN
0000 zoom	DEPTH	Sets the depth of noise reduction.	0 - 100
NOISE REDUCTION	THRSH	Adjusts the effect sensitivity.	0 - 100
	DECAY	Adjust the envelope release.	0 - 100
GUITAR GRAPHIC EQ	This mo	ono graphic equalizer has 6 bands that suit guitar freque	ncies.
	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12 - 12
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12 - 12
0000	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12 - 12
GUITAR Graphic Eq	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12 - 12
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12 - 12
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12 - 12
	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
©©©© GUITAR	800Hz	Adjust to boost or cut 800 Hz.	-12 - 12
GRÄPHIC EQ7	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
PARAMETRIC EQ	This is a	a 1-band parametric equalizer.	
•	FREQ	Sets the frequency of the equalizer.	20 Hz - 20k Hz
PARAMETRIC	Q	Adjusts equalizer Q.	0.5 - 16
EQ	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
LOW EQ			
	Designe	ed for low frequencies, this equalizer allows you to select	t tne type.
	Designe TYPE	ed for low frequencies, this equalizer allows you to select Sets filter type.	SHELF, HPF
0000			SHELF, HPF 20 Hz -
O O O	TYPE	Sets filter type.	SHELF, HPF

TYPE   Sets filter type:		HIGH EQ	Designed for high frequencies, this equalizer allows you to select the type.			
Sets to the requency of the filter.   200k Hz			TYPE	Sets filter type.	SHELF, LPF	
COMPRESSOR  This controls disabled when the Type parameter is set to HPF.  Vol. Adjusts the volume.  Sense Adjusts the sonarity of the effect.  ATTCK Sets compressor attack speed to Fast or Slow.  SLOW, FAST TONE Adjusts the tone.  Vol. Adjusts the volume.  RACK COMPRESSOR  This compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  Adjusts the volume.  O- 100  GRAY COMPRESSOR  This models a ROSS Compressor.  Added parameters allow you to adjust the tone.  SUSTIN Adjusts the sustain.  LO Adjusts volume of ligh frequencies.  Uol. Adjusts the volume.  OPTICAL COMPRESSOR  This is an optical compressor.  Adjusts the volume.  O- 100  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts the depth of the compression.  O- 100  OPTICAL COMPRESSOR  This is an optical compressor.  Adjusts volume of ligh frequencies.  Uol. Adjusts volume of ligh frequencies.  O- 100  OPTICAL COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  COMP Adjusts the volume.  O- 100  MULTIBAND  COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMPRESSOR  COMP Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the low-frequency effect.  O- 100  HITHR Adjusts the threshold that triggers the low-frequency effect.  O- 100		FREQ	Sets the frequency of the filter.			
This compressor in the style of the MXR Dyna Comp.  SENSE Adjusts the sensitivity of the effect.  ATTCK Sets compressor attack speed to Fast or Slow SLOW, FAST TOW Adjusts the vone.  Vol. Adjusts the vone.  Vol. Adjusts the vone.  This compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  RACK COMPRESSOR This compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  RATIO Adjusts the volume.  O - 100  ATTCK Sets compressor attack speed.  1 - 10  ADJUST Sets compressor.  Added parameters allow you to adjust the tone.  SUSTN Adjusts the sustain.  O - 100  ADJUST volume of low frequencies.  HI Adjusts volume of low frequencies.  O - 100  OPTICAL COMPRESSOR  This is an optical compressor.  Adjusts volume of low frequencies.  DATION Adjusts volume of low frequencies.  DATION Adjusts volume of low frequencies.  O - 100  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts volume of low frequencies.  O - 100  DRIVE SIDE Adjusts the depth of the compression.  O - 100  DRIVE SIDE Adjusts the depth of the compression.  O - 100  DRIVE SIDE Adjusts the depth of the compression.  O - 100  DRIVE SIDE SIDE SIDE SIDE SIDE SIDE SIDE SID		GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF	-12.0 - 12.0		
SENSE Adjusts the sensitivity of the effect.  ATTCK Sets compressor attack speed to Fast or Slow.  RACK COMPRESSOR  This compressor allows more detailed adjustment than Comp.  THRSN Sets the level that activates the compressor.  Adjusts the volume.  O - 100  THRSN Adjusts the level that activates the compressor.  O - 50  RATIO Adjusts the volume.  O - 100  Adjusts the volume of low frequencies.  This models a ROSS Compressor.  Added parameters allow you to adjust the tone.  SUSTIN Adjusts the sustain.  O - 100  OPTICAL COMPRESSOR  DRIVE Adjusts the volume.  OPTICAL COMPRESSOR  Adjusts the depth of the compression.  DRIVE Adjusts the depth of the compression.  Uo Adjusts the depth of the compression.  O - 100  BLACK OPTICAL COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  **  O - 100  BLACK OPTICAL COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  **  O - 100  BLACK OPTICAL COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  **  O - 100  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  **  O - 100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  **  O - 100  LO Hadjusts volume.  O - 100  LOTHR Adjusts the depth of the compression.  O - 100  LOTHR Adjusts the volume.  O - 100			VOL		0 - 100	
ATTCK Sets compressor attack speed to Fast or Slow.  TONE Adjusts the tone.  Vol. Adjusts the volume.  THRSH Sets the level that activates the compressor.  PATIO Adjusts the volume.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor attack speed.  Tol. Adjusts the volume.  O - 100  GRAY COMPRESSOR  This models a ROSS Compressor.  Added parameters allow you to adjust the tone.  SUSTN Adjusts volume of low frequencies.  HI Adjusts volume of low frequencies.  Uo. Adjusts the volume.  O - 100  OPTICAL COMPRESSOR  This is an optical compressor.  Adjust volume of low frequencies.  O - 100  OPTICAL COMPRESSOR  This is an optical compressor.  Adjusts volume of low frequencies.  O - 100  DRIVE Adjusts the depth of the compression.  O - 100  OPTICAL COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Adjusts volume of high frequencies.  O - 100  BLACK OPTICAL  COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  *  OOM  Adjusts the volume.  OOM  Adjusts the depth of the compression.  O - 100  Uo. Adjusts the depth of the Compression.  O - 100  O - 100  This is a simulation of the Demeter COMP-1 Compulator.  Added parameters allow you to adjust the tone.  *  OOM  Adjusts the depth of the Compression.  O - 100  O - 100  This is a simulation of the Demeter COMP-1 Compulator.  Adjusts volume of high frequencies.  O - 100  O - 100  This is a simulation of the Demeter COMP-1 Compulator.  Adjusts volume of high frequencies.  O - 100  O - 100  This is a simulation of the Demeter COMP-1 Compulator.  Adjusts the depth of the compression.  O - 100  O	(	COMPRESSOR	This co	mpressor in the style of the MXR Dyna Comp.		
ATTCK Sets compressor attack speed to Fast or Slow.  TONE Adjusts the tone.  Vol. Adjusts the volume.  PACK COMPRESSOR  This compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor ratio.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  ATTCK Sets compressor ratio.  ATTCK Sets compressor ratio.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  Adjusts the compressor ratio.  ATTCK Sets compressor ratio.  ATTCK Sets compressor allows more detailed adjustment than Comp.  THRSH Sets the level that activates the compressor.  Adjusts the compressor ratio.  Adjusts the compressor.  This models a ROSS Compressor.  Added parameters allow you to adjust the tone.  SUSTN Adjusts the sustain.  1 O - 100  Adjusts volume of low frequencies.  1 O - 100  OPTICAL COMPRESSOR  This is an optical compressor.  DEIVE Adjusts volume of low frequencies.  1 D Adjusts volume of low frequencies.  1 D Adjusts volume of low frequencies.  1 D Adjusts volume of low frequencies.  2 O - 100  DEIVE Adjusts the volume.  3 D - 100  DEIVE Adjusts the volume of low frequencies.  3 D - 100  DEIVE Adjusts the volume of low frequencies.  4 D - 100  Adjusts volume of low frequencies.  3 D - 100  DEIVE Adjusts the depth of the compression.  4 D - 100  DEIVE Adjusts the volume of low frequencies.  3 D - 100  DEIVE Adjusts the depth of the compression.  4 D - 100  DEIVE Adjusts the depth of the compression.  5 D - 100  DEIVE Adjusts volume of low frequencies.  7 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adjusts volume of low frequencies.  9 D - 100  DEIVE Adju		•	SENSE	Adjusts the sensitivity of the effect.	0 - 10	
TONE Adjusts the tone.  Vol. Adjusts the volume.  RACK COMPRESSOR  This compressor allows more detailed adjustment than Comp.  **  THRSH Sets the level that activates the compressor.  RATIO Adjusts the compressor ratio.  ATTCK Sets compressor stack speed.  Vol. Adjusts the volume.  O-100  GRAY COMPRESSOR  This models a ROSS Compressor. Added parameters allow you to adjust the tone.  SUSTN Adjusts the sustain.  LO Adjusts the sustain.  UO Adjusts the volume.  O-100  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts the depth of the compression.  LO Adjusts volume of low frequencies.  D-100  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts volume of low frequencies.  D-100  Adjusts volume of low frequencies.  D-100  DPTICAL  DAJUSTS volume of low frequencies.  D-100  Adjusts volume of high frequencies.  D-100  Adjusts volume of high frequencies.  D-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.  D-100  Adjusts volume of low frequencies.  D-100  MULTIBAND  COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the volume.  O-100  Adjusts the volume.  O-100  HI Adjusts volume of high frequencies.  D-100  Adjusts the volume.  O-100  Adjusts the volume.  O-100  Adjusts the volume of high frequencies.  O-100  Adjusts the volume of high frequencies.  O-100  D-100  MULTIBAND  COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).	*		ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST	
RACK COMPRESSOR  This compressor allows more detailed adjustment than Comp.  THRSH Set the level that activates the compressor.  ATTOK Sets compressor attack speed.  1-10 ATTOK Sets compressor.  Adjusts the volume.  GRAY COMPRESSOR  This models a ROSS Compressor.  Added parameters allow you to adjust the tone.  SUSTN Adjusts volume of low frequencies.  H Adjusts volume of high frequencies.  VOL Adjusts the volume.  DPTICAL COMPRESSOR  This is an optical compressor.  Adjusts volume of low frequencies.  DRIVE Adjusts volume of low frequencies.  D-100  DPTICAL COMPRESSOR  This is an optical compressor.  Adjusts volume of low frequencies.  U. Adjusts volume of low frequencies.  D-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  D-100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the volume.  COMP Adjusts the volume.  COMP Adjusts the volume.  COMP Adjusts the volume.  D-100  D-100  D-100  D-100  Adjusts the volume of low frequencies.  D-100  D-100  Adjusts the depth of the compression.  COMP Adjusts the volume.  D-100  D-100		₹	TONE	Adjusts the tone.	0 - 10	
THRSH Adjusts the level that activates the compressor.  RATIO Adjusts the compressor natio.  ATTCK Sets compressor attack speed.  1 - 1 10  ATTCK Sets compressor attack speed.  7 - 1 10  ATTCK Sets compressor attack speed.  1 - 1 10  ATTCK Sets compressor attack speed.  7 - 1 10  ATTCK Sets compressor attack speed.  7 - 1 10  ATTCK Sets compressor.  Added parameters allow you to adjust the tone.  SUSTIN Adjusts the sustain.  1 - 1 10  Adjusts the sustain.  1 - 1 10  Adjusts volume of low frequencies.  1 - 1 10  Adjusts the volume.  OPTICAL COMPRESSOR  This is an optical compressor.  BRAY Adjusts the depth of the compression.  1 - 1 10  Adjusts volume of low frequencies.  1 - 1 10  Adjusts volume of high frequencies.  1 - 1 10  Adjusts volume of high frequencies.  1 - 1 10  Adjusts the volume.  BLACK OPTICAL COMPRESSOR  Adjusts the volume.  COMP Adjusts the volume.  COMP Adjusts the volume.  COMP Adjusts the depth of the Compression.  1 - 1 10  Adjusts volume of high frequencies.  2 - 1 100  Adjusts volume of low frequencies.  3 - 1 100  Adjusts the volume.  COMP Adjusts the volume.  COMP Adjusts the volume.  1 - 1 10  Adjusts the volume of high frequencies.  1 - 1 10  Adjusts the volume of high frequencies.  2 - 1 100  Adjusts the volume of high frequencies.  3 - 1 100  Adjusts the volume of high frequencies.  4 - 1 1 - 1 10  Adjusts the volume of high frequencies.  1 - 1 100  Adjusts the volume of high frequencies.  2 - 1 100  Adjusts the volume of high frequencies.  3 - 1 100  Adjusts the volume of high frequencies.  4 - 1 100  Adjusts the threshold that triggers the low-frequency effect.  1 - 1 100  Adjusts the threshold that triggers the low-frequency effect.  1 - 1 100  1			VOL	Adjusts the volume.	0 - 100	
RATIO Adjusts the compression ratio.  ATTCK Sets compressor attack speed.  Vol. Adjusts the volume.  CRAY COMPRESSOR  This models a ROSS Compressor. Added parameters allow you to adjust the tone.  SUSTN Adjusts the sustain.  LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  Vol. Adjusts the volume.  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts the depth of the compression.  LO Adjusts volume of high frequencies.  UOL Adjusts volume of high frequencies.  O-100  PTICAL 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.  O-100  MULTIBAND COMPRESSOR  This is a simulation of the Demeter COMP-1 Compulator. Adjusts volume of high frequencies.  O-100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O-100  LOTHR Adjusts the depth of the compression.  O-100  O-100  O-100  Adjusts the depth of the compression.  O-100	RAC	CK COMPRESSOR	This compressor allows more detailed adjustment than Comp.			
RATIO Adjusts the compression ratio. 1-10  ATTCK Sets compressor attack speed. 1-10  VOL Adjusts the volume. 0-100  This models a ROSS Compressor. Added parameters allow you to adjust the tone.  SUSTIN Adjusts the sustain. 0-100  HI Adjusts volume of low frequencies. 0-100  OPTICAL COMPRESSOR This is an optical compressor.  DRIVE Adjusts the depth of the compression. 0-100  OPTICAL COMPRESSOR This is an optical compressor.  DRIVE Adjusts volume of low frequencies. 0-100  UOL Adjusts volume of high frequencies. 0-100  DPTICAL COMPRESSOR This is an optical compressor. 0-100  DRIVE Adjusts volume of low frequencies. 0-100  DRIVE Adjusts volume of high frequencies. 0-100  DO Adjusts volume of high frequencies. 0-100  WOL Adjusts volume of high frequencies. 0-100  DO Adjusts volume of high frequencies. 0-100  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  MULTIBAND COMPRESSOR This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0-100  This is a simulation of the MultiComp (MODE:MB).	<b>+</b>	•	THRSH	Sets the level that activates the compressor.	0 - 50	
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  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts the depth of the compression. 0-100  LO Adjusts volume of high frequencies. 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  WOL Adjusts the volume. 0-100  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  WOL Adjusts the volume. 0-100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0-100  LOTHR Adjusts the depth of the compression. 0-100  LOTHR Adjusts the depth of the compression. 0-100  LOTHR Adjusts the threshold that triggers the low-frequency effect. 0-100  HITH Adjusts the threshold that triggers the low-frequency effect. 0-100			RATIO	Adjusts the compression ratio.	1 - 10	
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  OPTICAL COMPRESSOR This is an optical compressor.  DRIVE Adjusts volume of low frequencies. 0 - 100  EVOL Adjusts volume of low frequencies. 0 - 100  DRIVE Adjusts volume of low frequencies. 0 - 100  EVOL Adjusts volume of low frequencies. 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 volume of low frequencies. 0 - 100  EVOL Adjusts volume of low frequencies. 0 - 100  This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.  COMP Adjusts volume of low frequencies. 0 - 100  HI Adjusts volume of low frequencies. 0 - 100  Adjusts volume of high frequencies. 0 - 100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the volume. 0 - 100  LO 100  Adjusts the threshold that triggers the low-frequency effect. 0 - 100  HITHR Adjusts the threshold that triggers the low-frequency effect. 0 - 100			ATTCK	Sets compressor attack speed.	1 - 10	
Added parameters allow you to adjust the tone.    SUSTN   Adjusts the sustain.   0 - 100			VOL	Adjusts the volume.	0 - 100	
LO Adjusts volume of low frequencies.  D-100  OPTICAL COMPRESSOR  This is an optical compressor.  DRIVE Adjusts the depth of the compression.  LO Adjusts volume of high frequencies.  DRIVE Adjusts the depth of the compression.  UOL Adjusts volume of high frequencies.  DRIVE Adjusts the depth of the compression.  UOL Adjusts volume of high frequencies.  UOL Adjusts volume of high frequencies.  UOL Adjusts the volume.  D-100  D-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.  UOL Adjusts volume of high frequencies.  UOL Adjusts volume of high frequencies.  UOL Adjusts volume of high frequencies.  UOL Adjusts the volume.  D-100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  UOL Adjusts the volume.  O-100  D-100  Adjusts the volume.  O-100  D-100  Adjusts the depth of the compression.  UOL Adjusts the volume.  O-100  D-100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).	GRA					
LO Adjusts volume of low frequencies. 0 - 100  HI Adjusts volume. 0 - 100  OPTICAL COMPRESSOR This is an optical compressor.  DRIVE Adjusts the depth of the compression. 0 - 100  LO Adjusts volume of high frequencies. 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  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  MULTIBAND COMPRESSOR This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0 - 100  MULTIBAND COMPRESSOR This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0 - 100  LO THIS is a simulation of the MultiComp (MODE:MB).	<u> </u>	•	SUSTN	Adjusts the sustain.	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  VOL Adjusts volume of high frequencies. 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  MULTIBAND COMPRESSOR This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0 - 100  MULTIBAND COMPRESSOR This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression. 0 - 100  LOTHR Adjusts the threshold that triggers the low-frequency effect. 0 - 100  HITHR Adjusts the threshold that triggers the high-frequency effect. 0 - 100			LO	Adjusts volume of low frequencies.	0 - 100	
VOL       Adjusts the volume.       0 - 100         OPTICAL COMPRESSOR         DRIVE       Adjusts the depth of the compression.       0 - 10         LO       Adjusts volume of low frequencies.       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         MULTIBAND COMPRESSOR       This is a simulation of the MultiComp (MODE:MB).         MULTIBAND COMPRESSOR       This is a simulation of the MultiComp (MODE:MB).         COMP       Adjusts the depth of the compression.       0 - 100         LOTHR       Adjusts the depth of the compression.       0 - 100         HITHR       Adjusts the threshold that triggers the low-frequency effect.       0 - 100         HITHR       Adjusts the threshold that triggers the high-frequency effect.       0 - 100	GOMP <u>r</u> essor	GOMP <u>r</u> essor	Н	Adjusts volume of high frequencies.	0 - 100	
DRIVE Adjusts the depth of the compression.  LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  VOL Adjusts the volume.  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.  LO Adjusts volume of low frequencies.  O-100  LO Adjusts volume of low frequencies.  O-100  HI Adjusts volume of low frequencies.  O-100  WOL Adjusts the volume.  O-100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O-100  LO Adjusts the depth of the compression.  O-100  WOL Adjusts the volume.  O-100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).			VOL	Adjusts the volume.	0 - 100	
LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  VOL Adjusts the volume.  O-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.  O-100  LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  O-100  VOL Adjusts volume of high frequencies.  O-100  WOL Adjusts the volume.  O-100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O-100  HITHR Adjusts the threshold that triggers the low-frequency effect.  O-100  HITHR Adjusts the threshold that triggers the high-frequency effect.  O-100	OPTI	CAL COMPRESSOR	This is	an optical compressor.		
LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  VOL Adjusts the volume.  O - 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.  LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  O - 100  VOL Adjusts volume of high frequencies.  O - 100  WOL Adjusts the volume.  O - 100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O - 100  LO THIS Adjusts the depth of the compression.  O - 100  HITHR Adjusts the threshold that triggers the low-frequency effect.  O - 100  HITHR Adjusts the threshold that triggers the high-frequency effect.  O - 100	*	•	DRIVE	Adjusts the depth of the compression.	0 - 10	
VOL Adjusts the volume.    Volume   Vol			LO	Adjusts volume of low frequencies.	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.  LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  VOL Adjusts the volume.  O - 100  HI Adjusts the volume.  O - 100  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O - 100  LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100			н	Adjusts volume of high frequencies.	0 - 100	
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    MULTIBAND COMPRESSOR   This is a simulation of the MultiComp (MODE:MB).    COMP   Adjusts the depth of the compression.   0 - 100    LOTHR   Adjusts the threshold that triggers the low-frequency effect.   0 - 100    HITHR   Adjusts the threshold that triggers the high-frequency effect.   0 - 100			VOL	Adjusts the volume.	0 - 100	
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LO Adjusts volume of low frequencies.  HI Adjusts volume of high frequencies.  VOL Adjusts the volume.  O - 100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  O - 100  LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  0 - 100  0 - 100	*		СОМР	Adjusts the depth of the compression.	0 - 100	
VOL Adjusts the volume.  O - 100  MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  NOTION TO THE STORE THE STOR		<b>OOO</b> O Black	LO	Adjusts volume of low frequencies.	0 - 100	
MULTIBAND COMPRESSOR  This is a simulation of the MultiComp (MODE:MB).  COMP Adjusts the depth of the compression.  LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  0 - 100	OPTICAL COMPRESSOR	н	Adjusts volume of high frequencies.	0 - 100		
COMPRESSOR  COMP Adjusts the depth of the compression.  COMP Adjusts the depth of the compression.  COMP Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  0 - 100		VOL	Adjusts the volume.	0 - 100		
LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  0 - 100	(		This is	a simulation of the MultiComp (MODE:MB).		
LOTHR Adjusts the threshold that triggers the low-frequency effect.  HITHR Adjusts the threshold that triggers the high-frequency effect.  0 - 100  0 - 100	MILLTIBAND COMPRESSOR		СОМР	Adjusts the depth of the compression.	0 - 100	
		LOTHR	Adjusts the threshold that triggers the low-frequency effect.	0 - 100		
VOL Adjusts the volume. 0 - 100		COMPRESSOR	HITHR	Adjusts the threshold that triggers the high-frequency effect.	0 - 100	
			VOL	Adjusts the volume.	0 - 100	

160 COMPRESSOR	This co	mpressor is in the style of the dbx 160A.		
	THRSH	Adjusts the threshold that determines when the effect is activated.	-60 - 0	
	RATIO	Adjusts the compression ratio.	1.0 - 10.0	
	KNEE	Sets the type of knee.	SOFT, HARD	
	VOL	Adjusts the volume.	0 - 100	
1176 LIMITER	This is a	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	
	ОИТРИТ	Adjusts the output level.	0 - 80	
ORANGE LIMITER	This mo	This models an ORANGE SQUEEZER.		
OFF DRANGE LIMITER	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	
(ÉXCITER)	VOL	Adjusts the volume.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	