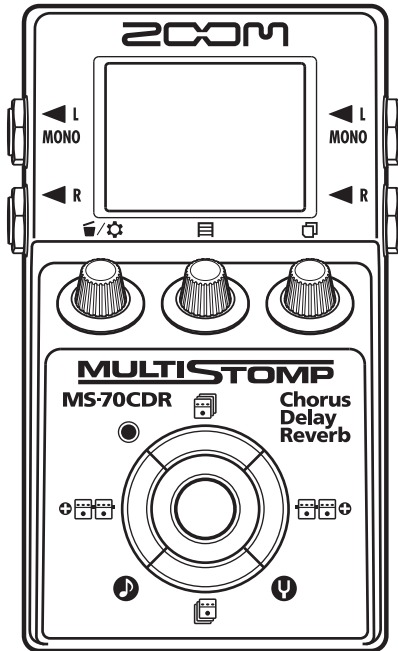


ZOOM®

MULTISTOMP

MS-70CDR Chorus / Delay / Reverb

Effect Types and Parameters (Ver.2)



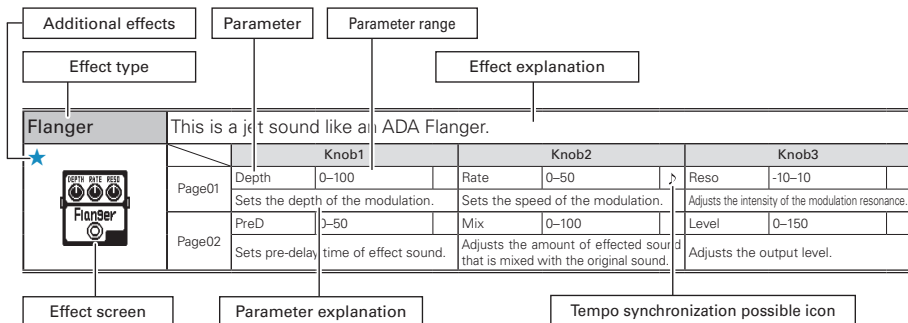
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Effect Types and Parameters

Effect explanation overview










Effect Types and Parameters








[CHORUS]

	This effect varies the volume at a regular rate.						
	Page01	Depth	0-100	Rate	0-50	Level	0-150
	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9				
DuoTrem		This effect combines two tremolos.					
	Page01	RateA	0-50	RateB	0-50	Level	0-150
	Page02	DPT_A	0-100	DPT_B	0-100	Link	Seri, Para, STR
	Page03	WaveA	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9	WaveB	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9		
Slicer		This effect creates a rhythmical sound by continuously slicing the input.					
	Page01	PTTRN	1-20	Speed	1-50	Bal	0-100
	Page02	THRSH	0-50	Level	0-150		
Phaser		This effect adds a phasing variation to the sound.					
	Page01	Rate	1-50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0-150
	Page02						







Effect Types and Parameters

DuoPhase		This effect combines 2 phasers.					
		Knob1		Knob2		Knob3	
	Page01	RateA	1-50	RateB	1-50, SyncA, RvrsA	Level	0-150
	Page02	ResoA	0-10	ResoB	0-10	Link	Seri, Para, STR
	Page03	DPT_A	1-100	DPT_B	1-100		
		Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.	
		Adjusts resonance of LFO A modulation.		Adjusts resonance of LFO B modulation.		Sets how 2 phasers are connected.	
		Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.			
WarpPhase		This phaser has a one way effect.					
		Knob1		Knob2		Knob3	
	Page01	Speed	1-50	Reso	0-10	Level	0-150
	Page02	DRCTN	Go, Back				
			Sets modulation speed.		Sets effect resonance.		Adjusts the output level.
		Sets direction of warping.					
TheVibe		This vibe sound features unique undulations.					
		Knob1		Knob2		Knob3	
	Page01	Speed	0-50	Depth	0-100	Bias	0-100
	Page02	Wave	0-100	Mode	VIBRT, CHORS	Level	0-150
			Sets modulation speed.		Sets the depth of the modulation.		Adjusts bias of waveform modulation.
		Adjusts modulation waveform.		Sets effect to vibrato or chorus.		Adjusts the output level.	
Chorus		This effect mixes a shifted pitch with the original sound to add movement and thickness.					
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	1-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
			Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.
		Adjusts the tone.		Adjusts the output level.			
Ba Chorus		You can cut the low frequencies of this bass chorus effect sound.					
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	1-50	Mix	0-100
	Page02	LoCut	OFF-800Hz	Level	0-150	PreD	OFF, ON
			Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.
		Specifies the low-range cutoff point for the effect sound.		Adjusts the output level.		Turns pre-delay OFF or ON.	
Detune		By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.					
		Knob1		Knob2		Knob3	
	Page01	Cent	-25-25	PreD	0-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
			Adjusts the detuning in cents, which are fine increments of 1/100-semitone.		Sets the pre-delay time of the effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.
		Adjusts the tone.		Adjusts the output level.			
Ba Detune		By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.					
		Knob1		Knob2		Knob3	
	Page01	Cent	-50-50	PreD	0-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150	LoCut	OFF-800Hz
			Adjusts the detuning in cents, which are fine increments of 1/100-semitone.		Sets the pre-delay time of the effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.
		Adjusts the tone.		Adjusts the output level.		Sets the cut frequency in the low range of the effect sound.	



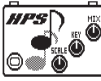




Effect Types and Parameters

	This is a simulation of the BOSS CE-1.						
	Page01	Knob1		Knob2		Knob3	
		Comp	0-9	Rate	1-50	Mix	0-100
Page02	Level	0-150					
<p>Sets the sensitivity of the compressor. Sets the speed of the modulation. Adjusts the amount of effected sound that is mixed with the original sound.</p> <p>Adjusts the output level.</p>							
	This is a stereo chorus with a clear tone.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
Page02	Tone	0-10	Level	0-150			
<p>Sets the depth of the modulation. Sets the speed of the modulation. Adjusts the amount of effected sound that is mixed with the original sound.</p> <p>Adjusts the tone. Adjusts the output level.</p>							
	This is a chorus ensemble that features three-dimensional movement.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
Page02	Tone	0-10	Level	0-150			
<p>Sets the depth of the modulation. Sets the speed of the modulation. Adjusts the amount of effected sound that is mixed with the original sound.</p> <p>Adjusts the tone. Adjusts the output level.</p>							
	This bass chorus ensemble features a sense of three-dimensional movement.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
Page02	Tone	0-10	Level	0-150			
<p>Sets the depth of the modulation. Sets the speed of the modulation. Adjusts the amount of effected sound that is mixed with the original sound.</p> <p>Adjusts the tone. Adjusts the output level.</p>							
	This models the sound of a BOSS CH-1 SUPER CHORUS.						
	Page01	Knob1		Knob2		Knob3	
		E.LVL	0-120	Rate	0-100	Depth	0-100
Page02	EQ	0-100	Mode	MONO, STR			
<p>Adjusts amount of effect sound mixed with original sound. Sets the speed of the modulation. Adjust the depth of the modulation.</p> <p>Adjusts effect tone. Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.</p>							
	This analog flanger sound is similar to an MXR M-117R.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Reso	-10-10
Page02	PreD	0-50	Mix	0-100	Level	0-150	
<p>Sets the depth of the modulation. Sets the speed of the modulation. Adjusts the intensity of the modulation resonance.</p> <p>Sets pre-delay time of effect sound. Adjusts the amount of effected sound that is mixed with the original sound. Adjusts the output level.</p>							
	This is a jet sound like an ADA Flanger.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Reso	-10-10
Page02	PreD	0-50	Mix	0-100	Level	0-150	
<p>Sets the depth of the modulation. Sets the speed of the modulation. Adjusts the intensity of the modulation resonance.</p> <p>Sets pre-delay time of effect sound. Adjusts the amount of effected sound that is mixed with the original sound. Adjusts the output level.</p>							








Effect Types and Parameters

<p>BaFlanger</p> 	<p>Modeled after the ADA Flanger, this effect has an added parameter that allows you to adjust the volume balance between the original and effected sounds.</p>					
<p>Page01</p>	<p>Knob1 Depth 0-100</p>		<p>Knob2 Rate 0-50</p>		<p>Knob3 Reso -10-10</p>	
<p>Page02</p>	<p>PreD 0-50</p>		<p>Mix 0-100</p>		<p>Level 0-150</p>	
<p>Page03</p>	<p>LoCut OFF-800Hz</p>					
<p>DynaFLNGR</p> 	<p>The volume of the effect sound changes according to the input signal level with this dynamic flanger.</p>					
<p>Page01</p>	<p>Knob1 Depth 0-100</p>		<p>Knob2 Rate 0-50</p>		<p>Knob3 Sense -10--1, 1-10</p>	
<p>Page02</p>	<p>Reso -10-10</p>		<p>Level 0-150</p>			
<p>Vibrato</p> 	<p>This effect automatically adds vibrato.</p>					
<p>Page01</p>	<p>Knob1 Depth 0-100</p>		<p>Knob2 Rate 0-50</p>		<p>Knob3 Bal 0-100</p>	
<p>Page02</p>	<p>Tone 0-10</p>		<p>Level 0-150</p>			
<p>Octave</p> 	<p>This effect adds sound one octave and two octaves below the original sound.</p>					
<p>Page01</p>	<p>Knob1 Oct1 0-100</p>		<p>Knob2 Oct2 0-100</p>		<p>Knob3 Dry 0-100</p>	
<p>Page02</p>	<p>Chara 0-100</p>		<p>Tone 0-10</p>		<p>Level 0-150</p>	
<p>Ba Octave</p> 	<p>This effect adds sound one octave below the original sound.</p>					
<p>Page01</p>	<p>Knob1 Oct 0-100</p>		<p>Knob2 Dry 0-100</p>		<p>Knob3 Tone 0-10</p>	
<p>Page02</p>	<p>Low 0-10</p>		<p>Mid 0-10</p>		<p>Level 0-150</p>	
<p>PitchSHFT</p> 	<p>This effect shifts the pitch up or down.</p>					
<p>Page01</p>	<p>Knob1 Shift -12-12, 24</p>		<p>Knob2 Tone 0-10</p>		<p>Knob3 Bal 0-100</p>	
<p>Page02</p>	<p>Fine -25-25</p>		<p>Level 0-150</p>			








Effect Types and Parameters

MonoPitch		This is a pitch shifter with little sound variance for monophonic (single note) playing.					
★ 		Knob1		Knob2		Knob3	
	Page01	Shift	-12 -12 , 24	Tone	0-10	Bal	0-100
		Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
	Page02	Fine	-25 - 25	Level	0-150		
	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.				
Ba Pitch		This pitch shifter was designed specifically for playing single notes in the bass frequency range.					
		Knob1		Knob2		Knob3	
	Page01	Shift	-12-12, 24	Tone	0-10	Bal	0-100
		Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
	Page02	Fine	-25-25	Level	0-150		
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.				
HPS		This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.					
		Knob1		Knob2		Knob3	
	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1)	Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	Mix	0-100
		Sets the pitch of the pitch-shifted sound added to the original sound.		Sets the tonic (root) of the scale used for pitch shifting.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0-10	Level	0-150		
	Adjusts the tone.		Adjusts the output level.				
BendCho		This effect provides pitch bending that uses the input signal as trigger and processes each note separately.					
★ 		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Time	0-50	Bal	0-100
		Adjusts the effect depth.		Sets time before effect starts.		Adjusts the balance between original and effect sounds.	
	Page02	Mode	Up, Down	Tone	0-10	Level	0-150
	Sets direction of pitch bend.		Adjusts the tone.		Adjusts the output level.		
MojoRolle		This effect modulates the pitch after picking.					
★ 		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Speed	0-100	Rise	0-100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Sets the time before the effect begins to modulate the pitch.	
	Page02	Mode	Up-Dn, Up, Down	Level	0-150		
	Sets the direction of pitch modulation.		Adjusts the output level.				
RingMod		This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.					
★ 		Knob1		Knob2		Knob3	
	Page01	Freq	1-50	Tone	0-10	Bal	0-100
		Sets the frequency of the modulation.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
	Page02	Level	0-150				
	Adjusts the output level.						
CE-Cho5		This chorus is a model of the BOSS CE-5.					
		Knob1		Knob2		Knob3	
	Page01	E.LVL	0-120	RATE	0-100	DEPTH	0-100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.	
	Page02	LOW	0-100	HIGH	0-100	MODE	MONO, STR
	Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		

Effect Types and Parameters






CloneCho		This analog chorus sound models the Electro-Harmonix SmallClone.					
		Knob1		Knob2		Knob3	
	Page01	DEPTH	1, 2	RATE	0-100		
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.			
StonePha		This phaser sound models the Electro-Harmonix SmallStone.					
		Knob1		Knob2		Knob3	
	Page01	COLOR	1, 2	RATE	0-100		
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.			
BF FLG 2		This models a BOSS BF-2 Flanger.					
		Knob1		Knob2		Knob3	
	Page01	MNL	0-100	DEPTH	0-100	RATE	0-100
	Page02	Sets the delay time.		Sets the depth of the modulation.		Sets the speed of the modulation.	
SilkyCho		This chorus effect combines 2 bands of detuning and chorus for precise control.					
		Knob1		Knob2		Knob3	
	Page01	LoMix	0-100	HiMix	0-100	ChMix	0-100
	Page02	Adjusts the amount of low-frequency detuning in the mix.		Adjusts the amount of high-frequency detuning in the mix.		Adjusts the amount of chorus in the mix.	
	Page03	LoPit	-25-25	HiPit	-25-25	PreD	0-50
	Page03	Adjusts the amount of pitch modulation for the low-frequency detuning.		Adjusts the amount of pitch modulation for the high-frequency detuning.		Sets pre-delay time of effect sound.	
MirageCho		This chorus shimmers like a mirage.					
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	0-100	Mix	0-100
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
CoronaCho		This is a model of tc electronic's CORONA CHORUS.					
		Knob1		Knob2		Knob3	
	Page01	SPEED	0-100	DEPTH	0-100	FxLVL	0-100
	Page02	Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.	
ANA234Cho		This analog chorus sound models the MXR M234.					
		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	RATE	0-100	DEPTH	0-100
	Page02	Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Sets the depth of the modulation.	
ANA234Cho		Knob1		Knob2		Knob3	
Page02	LOW	0-100	HIGH	0-100	Mode	MONO, STR	
Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.			

Effect Types and Parameters






CoronaTri		This is a model of tc electronic's CORONA Tri-Chorus.					
		Knob1		Knob2		Knob3	
	Page01	SPEED	0-100	DEPTH	0-100	FxLVL	0-100
	Page02	Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.	
	Page01	DRY	0-100	DRY	OFF/ON		
	Page02	Adjusts the tone.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			
BitCrush		This effect creates a lo-fi sound.					
		Knob1		Knob2		Knob3	
	Page01	Bit	4-16	SMPL	0-50	Bal	0-100
	Page02	Sets bit depth.		Sets sampling rate.		Adjusts the balance between original and effect sounds.	
	Page01	Tone	0-10	Level	0-150		
	Page02	Adjusts the tone.		Adjusts the output level.			
Bomber		This effect produces an explosive sound when picking.					
		Knob1		Knob2		Knob3	
	Page01	PTRN	HndGn, Arm, Bomb, Thndr	Decay	1-100	Bal	0-100
	Page02	Sets type of effect sound.		Sets length of reverberations.		Adjusts the balance between original and effect sounds.	
	Page01	THRSH	0-50	Power	0-30	Tone	0-10
	Page02	Adjusts effect threshold.		Adjusts strength of explosive sound.		Adjusts the tone.	
	Page03	Level	0-150				
	Page03	Adjusts the output level.					
MonoSynth		This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.					
		Knob1		Knob2		Knob3	
	Page01	Synth	0-100	Dry	0-100	Level	0-150
	Page02	Adjusts synthesizer sound level.		Adjusts level of original sound.		Adjusts the output level.	
	Page01	Wave	Sine, Tri, SawUp, SawDn	Tone	0-10	Speed	0-100
	Page02	Sets waveform.		Adjusts the tone.		Adjusts smoothness of pitch change.	
Z-Organ		This effect simulates an organ sound.					
		Knob1		Knob2		Knob3	
	Page01	Upper	0-100	Lower	0-100	Dry	0-100
	Page02	Adjusts volume of high frequencies.		Adjusts volume of low frequencies.		Adjusts level of original sound.	
	Page01	HPF	0-10	LPF	0-10	Level	0-150
	Page02	Adjusts high-pass filter cutoff frequency.		Adjusts low-pass filter cutoff frequency.		Adjusts the output level.	
AutoPan		This effect cyclically moves the panning position of the sound.					
		Knob1		Knob2		Knob3	
	Page01	Rate	0-50	Width	L50-R50	Level	0-150
	Page02	Sets the speed of the modulation.		Sets the width of the panning.		Adjusts the output level.	
	Page01	Depth	0-10	Clip	0-10		
	Page02	Sets the depth of the modulation.		Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.			
Rt Closet		Simulates a rotary speaker.					
		Knob1		Knob2		Knob3	
	Page01	Bal	0-100	Mode	Slow, Fast	Level	0-150
	Page02	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).		Sets the rotary mode.		Adjusts the output level.	
	Page01	Drive	0-100				
	Page02	Adjusts the amount of amplification from the preamp.					

Effect Types and Parameters






[DELAY]

Delay		This long delay has a maximum length of 4000 ms.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-4000	↗	FB	0-100	Mix	0-100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.			
	Page02	HIDMP	0-10	P-P	MONO, P-P	Level	0-150	
Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		Adjusts the output level.				
Page03	Tail	OFF/ON						
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.								
TapeEcho		This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	↗	FB	0-100	Mix	0-100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.			
	Page02	HIDMP	0-10	Level	0-150	Tail	OFF/ON	
Adjusts the treble attenuation of the delay sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
ModDelay		This delay effect allows the use of modulation.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	↗	FB	0-100	Mix	0-100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.			
	Page02	Rate	1-50	Level	0-150	Tail	OFF/ON	
Sets the speed of the modulation.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
ModDelay2		You can adjust the depth of this modulation delay effect.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	↗	FB	0-100	Mix	0-100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.			
	Page02	Rate	1-50	Level	0-150	Depth	0-100	
Sets the speed of the modulation.		Adjusts the output level.		Adjust the depth of the modulation.				
Page03	Tail	OFF/ON						
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.								
AnalogDly		This analog delay simulation has a long delay with a maximum length of 4000 ms.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-4000	↗	FB	0-100	Mix	0-100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.			
	Page02	HIDMP	0-10	P-P	MONO, P-P	Level	0-150	
Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		Adjusts the output level.				
Page03	Tail	OFF/ON						
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.								





Effect Types and Parameters

ReverseDL		This reverse delay is a long delay with a maximum length of 2000 ms.					
		Knob1		Knob2		Knob3	
	Page01	Time	10-2000	FB	0-100	Bal	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the balance between original and effect sounds.	
	Page02	HiDMP	0-10	Level	0-150	Tail	OFF/ON
	Adjusts the treble attenuation of the delay sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
MultiTapD		This effect produces several delay sounds with different delay times.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-3000	PTRN	1-8	Mix	0-100
		Sets the delay time.		Sets the tap pattern, which varies from rhythmical to random patterns.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0-10	Level	0-150	Tail	OFF/ON
	Adjusts the tone.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
DynaDelay		This dynamic delay adjusts the volume of the effect sound according to the input signal level.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	Sense	-10- -1, 1-10	Mix	0-100
		Sets the delay time.		Adjusts the effect sensitivity.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	FB	0-100	Level	0-150	Tail	OFF/ON
	Adjusts the feedback amount.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
FilterDly		This effect filters a delayed sound.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Rate	1-50	Depth	0-100	Reso	0-10
		Sets the speed of the modulation.		Sets the depth of the modulation.		Adjusts the intensity of the modulation resonance.	
	Page03	Level	0-150	Tail	OFF/ON		
	Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
PitchDly		This effect applies pitch shift to a delayed sound.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	Pitch	-12-12	Mix	0-100
		Sets the delay time.		Sets volume of pitch shift applied to delayed sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	FB	0-100	Tone	0-10	Level	0-150
		Adjusts the feedback amount.		Adjusts the tone.		Adjusts the output level.	
Page03	Tail	OFF/ON					
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						





Effect Types and Parameters

StereoDly		This stereo delay allows the left and right delay times to be set separately.					
		Knob1		Knob2		Knob3	
	Page01	TimeL	1-2000	TimeR	1-2000	Mix	0-100
	Page02	LchFB	0-100	RchFB	0-100	Level	0-150
	Page03	LchLv	0-100	RchLv	0-100	Tail	OFF/ON
		Adjusts delay time of left channel delay.		Adjusts delay time of right channel delay.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts delay feedback of left channel.		Adjusts delay feedback of right channel.		Adjusts the output level.	
		Adjusts delay output of left channel.		Adjusts delay output of right channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
PhaseDly		This effect applies a phaser to a delayed sound.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
	Page02	Rate	1-50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0-150
	Page03	Tail	OFF/ON				
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
TrgHldDly		This delay samples and holds using picking as the trigger.					
		Knob1		Knob2		Knob3	
	Page01	Time	10-1000	Duty	25-100	Mix	0-100
	Page02	THRSH	0-30	Level	0-150	Tail	OFF/ON
			Adjusts effect threshold.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
		Sets the delay time.		Sets the time that the sample-and-hold sound is produced.		Adjusts the amount of effected sound that is mixed with the original sound.	
StompDly		By turning the feedback up on this stomp-style delay, you can make it self-oscillate.					
		Knob1		Knob2		Knob3	
	Page01	E.LVL	0-120	FB	0-100	Time	1-600
	Page02	Sync	OFF, 1-8x	Mode	MONO, STR	Tail	OFF/ON
	Page03	HiDMP	0-10				
		Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
		Activates tempo sync.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
		Adjusts the treble attenuation of the delay sound.					
TapeEcho3		This tape echo effect models the MAESTRO ECHOPLEX EP-3.					
		Knob1		Knob2		Knob3	
	Page01	FB	0-100	MIX	0-100	TIME	10-1000
	Page02	Reclv	0-100	SYNC	OFF, 1-8x	P-Amp	OFF, ON
			Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		Sets the delay time.
		Adjusts the volume recorded to the tape.		Activates tempo sync.		Sets whether the TapeEcho3 preamp affects the tone when the echo effect is off. When OFF, the input sound is output without being changed. When ON, the preamp affects the tone.	




Effect Types and Parameters

DualDigiD	This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.									
		Knob1			Knob2			Knob3		
	Page01	TimeA	0-1990	♪	TimeB	0-1990	♪	FdbkA	0-110	
		Adjusts the delay time of Delay A.			Adjusts the delay time of Delay B.			Adjusts the Delay A feedback amount.		
	Page02	FdbkB	0-110		Depth	M-0-50, S-0-50		Speed	0-50	
		Adjusts the Delay B feedback amount.			Adjusts the modulation depth. Also sets the output to mono (M0-M50) or stereo (S0-S50).			Sets modulation speed.		
	Page03	FLTR	-100-100		DlyMx	0-100		Mix	0-100	
	Adjusts the tone.			Adjust the mix of the Delay A and B effect sounds.			Adjusts the amount of effected sound that is mixed with the original sound.			
CarbonDly	This analog delay sound is a model of the MXR Carbon Copy.									
		Knob1			Knob2			Knob3		
	Page01	DELAY	19-581		REGEN	0-100		MIX	0-100	
		Sets the delay time.			Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	MOD	OFF/ON		WIDTH	0-50		SPEED	0-50	
		Turns modulation ON or OFF.			Adjusts the width of the modulation.			Sets modulation speed.		
	Page03	Tail	OFF/ON		Sync	OFF, ♪ - J x8	♪			
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			Activates tempo sync.						
DriveEcho	This echo effect that can be driven is modeled on the LINE6 M9 TubeEcho.									
		Knob1			Knob2			Knob3		
	Page01	DRIVE	0-100		MIX	0-100		TIME	20-1990	♪
		Adjusts the amount of distortion.			Adjusts the amount of effected sound that is mixed with the original sound.			Sets the delay time.		
	Page02	FB	0-100		WOW	0-100		DRY	DRIV/THRU	
		Adjusts the feedback amount.			Adjusts the wow and flutter effect.			Sets whether the DriveEcho DRIVE parameter affects the tone of the dry signal. Set to DRIVE, the DRIVE setting affects the "dry" sound. Set to THRU, the dry sound is output without being changed.		
	Page03	Tail	OFF/ON		Mode	MONO, STR				
	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.			Sets output to mono or stereo (STR).						
SlapBackD	This delay, which features a short delay time that is good for muted rhythm playing and rockabilly, is modeled on a tc electronic FLASHBACK set for SLAP delay.									
		Knob1			Knob2			Knob3		
	Page01	TIME	1-300	♪	SubDv	J, ♪, ping-pong panning		FB	0-100	
		Sets the delay time.			Set the note length of the delay sound.			Adjusts the feedback amount.		
	Page02	FxlVL	0-100		DRY	OFF/ON		Tail	OFF/ON	
		Adjusts the volume of the effect.			When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
	Page03	Mode	MONO, STR							
	Sets output to mono or stereo (STR).									


Effect Types and Parameters

SmoothDly		This wide delay is modeled on the BOSS DD-20 in SMOOTH mode.					
		Knob1		Knob2		Knob3	
	Page01	TIME	1-3000	FB	0-100	E.LVL	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts amount of effect sound mixed with original sound.	
	Page02	TONE	0-100	Tail	OFF/ON		
	Adjusts the tone.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
LO-FI Dly		This delay, which is based on the LO-FI mode of the strymon TIMELINE, allows you to degrade the sound quality using the bit rate and sampling rate parameters.					
		Knob1		Knob2		Knob3	
	Page01	TIME	2-1900	FB	0-100	MIX	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	SMPL	1/128-1/1	BITS	4-32	BLEND	0-100
		Sets sampling rate.		Sets bit depth.		Adjusts the balance between the original sound and the lo-fi sound.	
	Page03	DAMP	0-10	FLT	OFF; 1-8	VINYL	OFF; D:1-D:9, S:1-S:9
	Adjusts how the feedback sound decays.		Sets the character of the filter applied to the effect sound.		Adds noise that occurs randomly. With D:1-D:9, the noise occurs in time with the delay output.		
SlwAtkDly		This effect, which gently brings on the delay, is modeled on the LINE6 M9 Auto-Volume Echo.					
		Knob1		Knob2		Knob3	
	Page01	TIME	1-1900	FB	0-100	MIX	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	DEPTH	0-100	SWELL	1-50	Mode	MONO/STR
		Sets the depth of the modulation.		Adjusts the attack time.		Sets how the effect is applied. Set to MONO for a mono chorus effect. Set to STR for a stereo vibrato effect.	
	Page03	Tail	OFF/ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						
TremDelay		This effect, which is based on the strymon TIMELINE TREM mode, adds a tremolo to the delay sound.					
		Knob1		Knob2		Knob3	
	Page01	TIME	60-1900	FB	0-100	MIX	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	LFO	TRI, SQR, SIN, RAMP SAW	DEPTH	0-100	SPEED	1/32-32/1
		Selects the tremolo modulation waveform.		Sets the depth of the modulation.		Sets modulation speed.	
	Page03	DAMP	0-10	HPF	OFF; 20-900	GRIT	0-10
	Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.		Adjusts the distortion of the effect sound.		






Effect Types and Parameters

FLTR PPD		Based on the Eventide TimeFactor FilterPong, this effect combines filter and delay effects.					
		Knob1		Knob2		Knob3	
	Page01	TimeA	0-1900	TimeB	0-1900	Mix	0-100
		Sets the delay time for Delay A.		Adjusts the delay time of Delay B.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	DlyMx	0-100	Fdbk	0-110	Slur	0-10
		Adjusts the mix of Delay A and Delay B effect sounds.		Adjusts the feedback amount.		Softens the attack of the feedback sound.	
Page03		FLTR	0-100	Depth	M-0-10, S-0-10	Wave	Sn1-16, Tr1-16, Sq1-16
		Adjusts the amount the filter is applied.		Adjusts the modulation depth. Also sets the output to mono (M-0-10) or stereo (S-0-10).		Sets the modulation wave type and speed of modulation.	
A-Pan DLY		This combines auto pan and delay to create the effect of the stereo image moving cyclically.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Rate	1/4, 1/2, 3/4, 1-50	Width	L50-R50	Depth	0-10
		Sets the speed of the sound movement.		Sets the width of the sound movement.		Sets the depth of the sound movement.	
Page03	Clip	0-10	Link	P-D, D-P	Level	0-200	
		Adjusts the amount of waveform clipping.		Sets the order that the auto pan and delay are connected.		Adjusts the output level.	
ICE Delay		Based on the strymon TIMELINE ICE mode, this effect combines pitch shifting and delay.					
		Knob1		Knob2		Knob3	
	Page01	TIME	60-1300	FB	0-100	MIX	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	INTVL	-Oct-2Oct	SLICE	SHORT, LONG	BLEND	0-20
		Sets the pitch modulation amount for the audio slices.		Adjusts the length of the slices.		Adjusts the balance between the dry and ICE signals.	
Page03	SMEAR	OFF, 1-20	DAMP	0-10	HPF	OFF, 20-900	
		Adjusts the amount that the attack of the feedback sound is softened.		Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.	






[REVERB]

HD Hall		This is a dense hall reverb.					
		Knob1		Knob2		Knob3	
	Page01	PreD	1-200	Decay	0-100	Mix	0-100
		Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	LoDMP	0-100	HiDMP	0-100	Tail	OFF/ON	
		Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	






Effect Types and Parameters

HD Reverb		This is a high-definition reverb.						
		Knob1		Knob2		Knob3		
	Page01	Decay	0-100	Tone	0-10	Mix	0-100	
	Page02	PreD	1-200	HPF	0-10	Level	0-150	
Page03	Tail	OFF/ON						
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						
Hall		This reverb effect simulates the acoustics of a concert hall.						
		Knob1		Knob2		Knob3		
	Page01	Decay	1-30	Tone	0-10	Mix	0-100	
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						
Room		This reverb effect simulates the acoustics of a room.						
		Knob1		Knob2		Knob3		
	Page01	Decay	1-30	Tone	0-10	Mix	0-100	
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						
TiledRoom		This reverb effect simulates the acoustics of a tiled room.						
		Knob1		Knob2		Knob3		
	Page01	Decay	1-30	Tone	0-10	Mix	0-100	
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						
Spring		This reverb effect simulates a spring reverb.						
		Knob1		Knob2		Knob3		
	Page01	Decay	1-30	Tone	0-10	Mix	0-100	
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						






Effect Types and Parameters

Arena	This reverb effect simulates the acoustics of a large enclosure such as a sports arena.						
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
EarlyRef	This effect reproduces only the early reflections of reverb.						
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Shape	-10-10	Mix	0-100
		Adjusts the duration of the reverb.		Adjusts the effect envelope.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0-10	Level	0-150	Tail	OFF/ON
	Adjusts the tone.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Air	This effect reproduces the ambience of a room, to create spatial depth.						
		Knob1		Knob2		Knob3	
	Page01	Size	1-100	Tone	0-10	Mix	0-100
		Sets the size of the space.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Ref	0-10	Level	0-150	Tail	OFF/ON
	Adjusts the amount of reflection from the wall.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Plate	This simulates a plate reverb.						
		Knob1		Knob2		Knob3	
	Page01	PreD	1-200	Decay	0-100	Mix	0-100
		Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Color	0-100	LoDMP	0-100	HiDMP	0-100
		Adjusts the reverb time of the low frequencies.		Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.	
	Page03	Tail	OFF/ON	Level	0-150		
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		Adjusts the output level.				
ModReverb	This reverb generates fluctuating echoes.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Decay	1-30	Mix	0-100
		Sets the depth of the modulation.		Adjusts the duration of the reverb.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Rate	1-50	Tone	0-10	PreD	1-100
		Sets the speed of the modulation.		Adjusts the tone.		Adjusts the delay between input of the original sound and start of the reverb sound.	
	Page03	Level	0-150	Tail	OFF/ON		
	Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				






Effect Types and Parameters

SlapBack		This reverb creates a repeating echo effect.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-1000	Decay	1-30	Mix	0-100
	Page02	FB	0-100	Tone	0-10	DRBal	0-100
	Page01	Sets the delay time.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Adjusts the feedback amount.		Adjusts the tone.		Sets the ratio of delay and reverb.	
	Page03	Level	0-150	Tail	OFF/ON		
	Page03	Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			
Spring63		This spring reverb sound is modeled on a '63 Fender Reverb.					
		Knob1		Knob2		Knob3	
	Page01	DWELL	0-100	MIXER	0-100	TONE	0-100
	Page02	Level	0-150				
	Page01	Adjusts the amount of level that input to reverb.		Adjusts the mix of volume the effect sound.		Adjusts the tone.	
	Page02	Adjusts the output level.					
Chamber		This effect simulates the reverberations of a chamber-sized room.					
		Knob1		Knob2		Knob3	
	Page01	Decay	0-100	Tone	0-100	Mix	0-100
	Page02	PreD	0-200	Tail	OFF/ON		
	Page01	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			
LOFI Rev		This rough in-your-face reverb is modeled on the LOFI setting of the tc electronic HALL OF FAME.					
		Knob1		Knob2		Knob3	
	Page01	DECAY	0-100	TONE	0-100	FxLVL	0-100
	Page02	PreD	SHORT/LONG	Tail	OFF/ON	Dry	OFF/ON
	Page01	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the volume of the effect.	
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	
Church		This effect simulates the reverberations of a church.					
		Knob1		Knob2		Knob3	
	Page01	DECAY	0-100	PreD	0-200	MIX	0-100
	Page02	TONE	0-100	HiDMP	0-100	Tail	OFF/ON
	Page01	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Adjusts the tone.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	
	Page03	Dry	OFF/ON				
	Page03	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.					




Effect Types and Parameters

Cave		This effect simulates the reverberations of a cave.					
		Knob1		Knob2		Knob3	
	Page01	Decay	0-100	Tone	0-100	Mix	0-100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	0-200	Tail	OFF/ON		
	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
Ambience		This effect adds a natural ambience (air) to the sound.					
		Knob1		Knob2		Knob3	
	Page01	DECAY	0-100	TONE	0-100	MIX	0-100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	0-200	Tail	OFF/ON	Dry	OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.		
GateRev		This gate reverb, which is suited to percussive playing, is modeled on the DigiTech RV-7 (Lexicon) Gated setting.					
		Knob1		Knob2		Knob3	
	Page01	Level	0-100	Tone	0-100	Decay	0-100
		Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.	
	Page02	Tail	OFF/ON	Dry	OFF/ON		
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.				
ReverseRv		This effect, which is modeled on the DigiTech RV-7 (Lexicon) Reverse setting, sounds like reverb in reverse.					
		Knob1		Knob2		Knob3	
	Page01	Level	0-100	Tone	0-100	Decay	0-100
		Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.	
	Page02	Tail	OFF/ON	Dry	OFF/ON		
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.				
Echo		This effect can generate gorgeous echoes.					
		Knob1		Knob2		Knob3	
	Page01	DECAY	0-100	TIME	0-200	TONE	0-100
		Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.	
	Page02	MIX	0-100	Tail	OFF/ON	Mode	MONO, STR
	Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		Sets output to mono or stereo (STR).		




Effect Types and Parameters

TremoloRv		This effect adds tremolo to reverb and is based on the TREMOLO VERB setting of an Eventide SPACE.					
	Knob1		Knob2		Knob3		
	Page01	Decay	0-100	PDLY	0-500	Mix	0-100
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	Speed	1.0-20.0	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR	Depth	MN0-MN99, ST0-ST99
Sets modulation speed.		Sets the modulation waveform.		Sets the depth of modulation. Also sets whether the modulation is mono (MN0-99) or stereo (ST0-99).			
Page03	Size	0-100	Low	-100-100	High	-100-100	
Adjusts the size of the reverb space.		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.			
HolyFLERB		This effect combines reverb and flanger in a model of an Electro-Harmonix Holy Grail set to FLERB.					
	Knob1		Knob2		Knob3		
	Page01	RVRB	0-100	Tail	OFF/ON		
Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
Page02							
DynaRev		This reverb, which is modeled on the tc electronic NOVA REVERB, changes volume according to the dynamics of the input sound.					
	Knob1		Knob2		Knob3		
	Page01	Decay	0-100	PreD	0-100	Color	0-100
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.		
	Page02	Sense	-100--1, OFF; 1-100	Mix	0-100	Tail	OFF/ON
Adjusts the sensitivity of the effect.		Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			
ShimmerRv		Modeling the strymon blueSky in Shimmer mode, this effect adds pitch-shifting and delay to reverb.					
	Knob1		Knob2		Knob3		
	Page01	PreD	1-100	DECAY	0-100	MIX	0-100
	Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	LoDMP	0-100	HiDMP	0-100	Tail	OFF/ON
Adjusts the amount that the low frequencies of the reverb sound are reduced.		Adjusts the amount that the high frequencies of the reverb sound are reduced.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			
ParticleR		This unique complex reverb effect models the LINE6 M9 Particle Verb.					
	Knob1		Knob2		Knob3		
	Page01	DWELL	0-100	GAIN	0-100	MODE	STBL, CRTCL, HZD
	Sets the duration of the reverberations.		Adjusts the output gain of the reverb sound.		Sets how the reverb sound changes.		
	Page02	MIX	0-100	MONO	OFF/ON	Tail	OFF/ON
Adjusts the amount of effected sound that is mixed with the original sound.		When OFF, the effect sound is output in stereo. When ON, the effect sound is output as a mono mix.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			





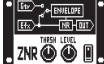



Effect Types and Parameters

SpaceHole		This effect, which is based on the Eventide SPACE BlackHole algorithm, combines delay and reverb.					
		Knob1		Knob2		Knob3	
	Page01	Decay	-100-100	PDLY	0-1000	Mix	0-100
	Page02	FB	0-100	Depth	0-100	Speed	0-100
	Page03	Size	0-100	Low	-100-100	High	-100-100
		Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the feedback amount.		Sets the depth of the modulation.		Sets modulation speed.	
		Adjusts the size of the reverb space.		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.	
MangledSp		Based on the Eventide SPACE MangledVerb algorithm, this reverb produces wild echoes.					
		Knob1		Knob2		Knob3	
	Page01	PDLY	0-500	Clip	0-100	Mix	0-100
	Page02	Decay	0-100	Mod	0-100	Size	0-100
	Page03	Low	-100-100	High	-100-100	Level	0-200
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of distortion.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Sets the duration of the reverberations.		Sets the depth of the modulation.		Adjusts the size of the reverb space.	
		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Adjusts the output level.	
DualRev		Based on the Eventide SPACE DualVerb algorithm, this effect combines 2 reverbs.					
		Knob1		Knob2		Knob3	
	Page01	PDlyA	0-750	PDlyB	0-750	Mix	0-100
	Page02	ABMix	A9 B0-A0 B9	DCY A	0-100	DCY B	0-100
	Page03	Size	A1 B1-A9 B9	ToneA	-100-100	ToneB	-100-100
		Sets the pre-delay time of Reverb A.		Sets the pre-delay time of Reverb B.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjust the mix of the Reverb A and B effect sounds.		Sets the reverberation length for Reverb A.		Sets the reverberation length for Reverb B.	
		Adjusts the size of the reverb.		Adjusts the tone of Reverb A.		Adjusts the tone of Reverb B.	







[DYN/FLTR]

Comp		This compressor in the style of the MXR Dyna Comp.					
		Knob1		Knob2		Knob3	
	Page01	Sense	0-10	Tone	0-10	Level	0-150
	Page02	ATTCK	Slow, Fast				
		Adjusts the compressor sensitivity.		Adjusts the tone.		Adjusts the output level.	
		Sets compressor attack speed to Fast or Slow.					
RackComp		This compressor allows more detailed adjustment than Comp.					
		Knob1		Knob2		Knob3	
	Page01	THRSH	0-50	Ratio	1-10	Level	0-150
	Page02	ATTCK	1-10				
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
		Adjusts the compressor attack rate.					
M Comp		This compressor provides a more natural sound.					
		Knob1		Knob2		Knob3	
	Page01	THRSH	0-50	Ratio	1-10	Level	0-150
	Page02	ATTCK	1-10				
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
		Adjusts the compressor attack rate.					








Effect Types and Parameters

OptComp 	This compressor is in the style of an APHEX Punch FACTORY.						
		Knob1		Knob2		Knob3	
	Page01	Drive	0-10	Tone	0-100	Level	0-150
Page02	Adjusts the depth of the compression.		Adjusts the tone.		Adjusts the output level.		
160 Comp							
	This compressor is in the style of the dbx 160A.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	-60-0	Ratio	1-10.0	Gain	0-20
Page02	Adjusts the threshold that determines when the effect is activated.		Adjusts the compression ratio.		Adjusts the gain after compression.		
Page02	Knee	Hard, Soft	Level	0-150			
Page02	Sets the type of knee.		Adjusts the output level.				
Limiter							
	This is a limiter that suppresses signal peaks above a certain reference level.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	0-50	Ratio	1-10	Level	0-150
Page02	Adjusts the reference signal level for the limiter action.		Adjusts the compression ratio of the limiter.		Adjusts the output level.		
Page02	REL	1-10					
Page02	Adjusts the delay between the point where the signal level falls below the threshold level and the limiter release.						
SlowATTCK							
	This effect slows the attack of each note, resulting in a violin-like performance.						
		Knob1		Knob2		Knob3	
	Page01	Time	1-50	Curve	1-10	Level	0-150
Page02	Adjusts the attack time.		Set the curve of volume change during attack.		Adjusts the output level.		
Page02							
ZNR							
	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	1-25	DETECT	GtrIn, EfxIn	Level	0-150
Page02	Adjusts the effect sensitivity.		Sets control signal detection level.		Adjusts the output level.		
Page02							
NoiseGate							
	This is a noise gate that cuts the sound during playing pauses.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	1-25	Level	0-150		
Page02	Adjusts the effect sensitivity.		Adjusts the output level.				
Page02							
DirtyGate							
	This vintage style gate features a characteristic way of closing.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	1-25	Level	0-150		
Page02	Adjusts the effect sensitivity.		Adjusts the output level.				
Page02							
OrangeLim							
	This models an ORANGE SQUEEZER.						
		Knob1		Knob2		Knob3	
	Page01						
Page02							








Effect Types and Parameters

<p>GrayComp</p> <p>★</p> 	This models a ROSS Compressor.					
<p>Page01</p>	<p>Knob1</p> <p>SUSTN 0-100</p>		<p>Knob2</p> <p>OUT 0-100</p>		<p>Knob3</p>	
<p>Page02</p>	Adjusts the sustain.		Adjusts the output level.			
<p>DualComp</p> <p>★</p> 						
This is a compressor which allows separate settings for the low frequency and high frequency range.						
<p>Page01</p>	<p>Knob1</p> <p>Hi 0-50</p>		<p>Knob2</p> <p>Lo 0-50</p>		<p>Knob3</p> <p>Freq 300Hz-1.5kHz</p>	
<p>Page02</p>	Adjusts the compression depth in the high frequency range.		Adjusts the compression depth in the low frequency range.		Adjusts the crossover point between the high frequency and low frequency range.	
	Level 0-150		Tone 0-10			
	Adjusts the output level.		Adjusts the tonal quality of the sound.			
<p>LineSel</p> 						
Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.						
<p>Page01</p>	<p>Knob1</p> <p>EFX_L 0-150</p>		<p>Knob2</p> <p>OUT_L 0-150</p>		<p>Knob3</p>	
<p>Page02</p>	Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.			
<p>GraphicEQ</p> <p>★</p> 						
This unit has a 6-band equalizer.						
<p>Page01</p>	<p>Knob1</p> <p>160Hz -12-12</p>		<p>Knob2</p> <p>400Hz -12-12</p>		<p>Knob3</p> <p>800Hz -12-12</p>	
<p>Page02</p>	Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.	
	3.2kHz -12-12		6.4kHz -12-12		12kHz -12-12	
	Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.	
<p>Page03</p>	Level 0-150					
	Adjusts the output level.					
<p>Ba GEO</p> <p>★</p> 						
This 7-band graphic equalizer is suitable for the bass frequency range.						
<p>Page01</p>	<p>Knob1</p> <p>50Hz -12-12</p>		<p>Knob2</p> <p>120Hz -12-12</p>		<p>Knob3</p> <p>400Hz -12-12</p>	
<p>Page02</p>	Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.	
	500Hz -12-12		800Hz -12-12		4.5kHz -12-12	
	Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.	
<p>Page03</p>	10kHz -12-12		Level 0-150			
	Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.			
<p>ParaEQ</p> <p>★</p> 						
This is a 2-band parametric equalizer.						
<p>Page01</p>	<p>Knob1</p> <p>Freq1 20Hz-20kHz</p>		<p>Knob2</p> <p>Q1 0.5, 1, 2, 4, 8, 16</p>		<p>Knob3</p> <p>Gain1 -12-12</p>	
<p>Page02</p>	Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.	
	Freq2 20Hz-20kHz		Q2 0.5, 1, 2, 4, 8, 16		Gain2 -12-12	
	Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.	
<p>Page03</p>	Level 0-150					
	Adjusts the output level.					







Effect Types and Parameters

<p>Ba PEQ</p> <p>★</p> 	<p>This 2-band parametric equalizer is suitable for the bass frequency range.</p> <table border="1"> <thead> <tr> <th></th> <th colspan="2">Knob1</th> <th colspan="2">Knob2</th> <th colspan="2">Knob3</th> </tr> </thead> <tbody> <tr> <td>Page01</td> <td>Freq1</td> <td>20Hz~20kHz</td> <td>Q1</td> <td>0.5, 1, 2, 4, 8, 16</td> <td>Gain1</td> <td>-20~20</td> </tr> <tr> <td></td> <td colspan="2">Adjusts center frequency of EQ1.</td> <td colspan="2">Adjusts EQ1 Q.</td> <td colspan="2">Adjusts EQ1 gain.</td> </tr> <tr> <td>Page02</td> <td>Freq2</td> <td>20Hz~20kHz</td> <td>Q2</td> <td>0.5, 1, 2, 4, 8, 16</td> <td>Gain2</td> <td>-20~20</td> </tr> <tr> <td></td> <td colspan="2">Adjusts center frequency of EQ2.</td> <td colspan="2">Adjusts EQ2 Q.</td> <td colspan="2">Adjusts EQ2 gain.</td> </tr> <tr> <td>Page03</td> <td>Level</td> <td>0~150</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td colspan="6">Adjusts the output level.</td> </tr> </tbody> </table>		Knob1		Knob2		Knob3		Page01	Freq1	20Hz~20kHz	Q1	0.5, 1, 2, 4, 8, 16	Gain1	-20~20		Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.		Page02	Freq2	20Hz~20kHz	Q2	0.5, 1, 2, 4, 8, 16	Gain2	-20~20		Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.		Page03	Level	0~150						Adjusts the output level.					
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<p>BaAutoWah</p> <p>★</p> 	<p>You can adjust the mix of this bass guitar auto-wah with the original signal.</p> <table border="1"> <thead> <tr> <th></th> <th colspan="2">Knob1</th> <th colspan="2">Knob2</th> <th colspan="2">Knob3</th> </tr> </thead> <tbody> <tr> <td>Page01</td> <td>Sense</td> <td>-10~ -1, 1~10</td> <td>Reso</td> <td>0~10</td> <td>Dry</td> <td>0~100</td> </tr> <tr> <td></td> <td colspan="2">Adjusts the sensitivity of the effect.</td> <td colspan="2">Adjusts the intensity of the resonance sound.</td> <td colspan="2">Adjusts level of original sound.</td> </tr> <tr> <td>Page02</td> <td>Level</td> <td>0~150</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td></td> <td colspan="6">Adjusts the output level.</td> </tr> </tbody> </table>		Knob1		Knob2		Knob3		Page01	Sense	-10~ -1, 1~10	Reso	0~10	Dry	0~100		Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts level of original sound.		Page02	Level	0~150						Adjusts the output level.																			
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Effect Types and Parameters

Resonance		This effect varies the resonance filter frequency according to picking intensity.					
★ 		Knob1		Knob2		Knob3	
	Page01	Sense	-10- -1, 1-10	Reso	0-10	Level	0-150
	Page02	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.	
Cry		This effect varies the sound like a talking modulator.					
★ 		Knob1		Knob2		Knob3	
	Page01	Range	1-10	Reso	0-10	Sense	-10--1, 1-10
	Page02	Adjusts the frequency range processed by the effect.		Adjusts the intensity of the modulation resonance sound.		Adjusts the sensitivity of the effect.	
SlowFLTR		The frequency of this filter effect changes, triggered by picking.					
★ 		Knob1		Knob2		Knob3	
	Page01	Time	1-50	Curve	0-10	Level	0-150
	Page02	Sets the time taken to change the sound.		Adjusts the curve of the sound change.		Adjusts the output level.	
Z Tron		This is like a Q-Tron Envelope Filter in LP mode.					
★ 		Knob1		Knob2		Knob3	
	Page01	Sense	-10- -1, 1-10	Reso	0-10	Dry	0-100
	Page02	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts level of original sound.	
M-Filter		This envelope filter with Moog MF-101 Low Pass Filter favor can be set in a wide range.					
★ 		Knob1		Knob2		Knob3	
	Page01	Freq	0-100	Sense	0-10	Reso	0-10
	Page02	Sets minimum frequency of envelope filter.		Sets effect sensitivity.		Sets effect resonance.	
	Page03	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	VLCTY	Fast, Slow
A-Filter		This is a resonance filter with a sharp envelope.					
★ 		Knob1		Knob2		Knob3	
	Page01	Sense	1-10	Peak	0-10	Mode	Up, Down
	Page02	Adjusts the effect sensitivity.		Adjusts the Q value of the filter.		Selects whether the direction of filter change is up or down.	
Ba Cry		This talking modulator is suitable for the bass frequency range.					
★ 		Knob1		Knob2		Knob3	
	Page01	Range	1-10	Reso	0-10	Sense	-10--1, 1-10
	Page02	Adjusts the frequency range processed by the effect.		Adjusts the intensity of the modulation resonance sound.		Adjusts the sensitivity of the effect.	

Effect Types and Parameters

Step		This special effect gives the sound a stepped quality.							
★ 		Knob1		Knob2		Knob3			
	Page01	Depth	0-100	Rate	0-50	↳	Reso	0-10	
	Page02	Shape	0-10	Level	0-150				
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance sound.			
		Adjusts the effect envelope.		Adjusts the output level.					
SeqFLTR		The sequence filter has the flavor of a Z.Vex Seek-Wah.							
★ 		Knob1		Knob2		Knob3			
	Page01	Step	2-8	PTRN	1-8		Speed	1-50	↳
	Page02	Shape	0-10	Reso	0-10		Level	0-150	
		Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.			
		Sets effect sound envelope.		Sets effect resonance.		Adjusts the output level.			
RndmFLTR		This filter effect changes character randomly.							
★ 		Knob1		Knob2		Knob3			
	Page01	Speed	1-50	↳	Range	0-100	Reso	0-10	
	Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole		Bal	0-100	
		Sets modulation speed.		Adjusts frequency range affected.		Adjusts the intensity of the resonance sound.			
		Sets filter type.		Adjusts amount of filter applied.		Adjusts the balance between original and effect sounds.			
	Page03	Level	0-150						
		Adjusts the output level.							
fCycle		This filter effect changes tone characteristics cyclically.							
★ 		Knob1		Knob2		Knob3			
	Page01	Rate	1-50	↳	Wave	Sine, Tri, SawUp, SawDn	Level	0-150	
	Page02	Depth	0-100		Reso	0-10			
		Sets the speed of the modulation.		Sets the modulation waveform.		Adjusts the output level.			
		Sets the depth of the modulation.		Adjusts the intensity of the resonance sound.					
St Gt GEQ		This stereo graphic equalizer has 6 bands that suit guitar frequencies.							
		Knob1		Knob2		Knob3			
	Page01	160Hz	-12-12	400Hz	-12-12	800Hz	-12-12		
	Page02	3.2kHz	-12-12	6.4kHz	-12-12	12kHz	-12-12		
		Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.			
		Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.			
	Page03	Level	0-150						
		Adjusts the output level.							
St Bs GEQ		This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.							
		Knob1		Knob2		Knob3			
	Page01	50Hz	-12-12	120Hz	-12-12	400Hz	-12-12		
	Page02	500Hz	-12-12	800Hz	-12-12	4.5kHz	-12-12		
		Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.			
		Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.			
	Page03	10kHz	-12-12	Level	0-150				
		Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.					

Effect Types and Parameters

■ **Table 1 Scale Parameter**

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