

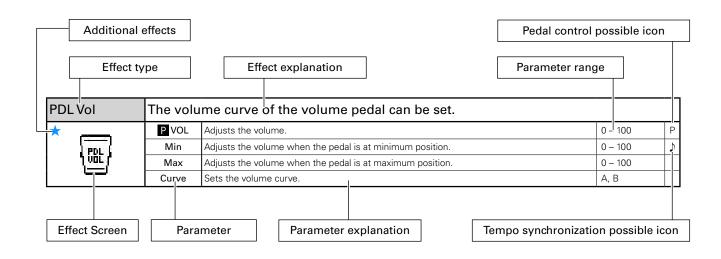
BBB Multi-Effects Processor

Effect Types and Parameters

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Effect explanation overview



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[DYNAMICS]

SlowATTCK	This effe	ct slows the attack of each note, resulting in a violin-like perf	ormance.	
	Time	Adjusts the attack time.	1 – 50	
	Curve	Set the curve of volume change during attack.	0 – 10	
ATTER	Tone	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
ZNR	ZOOM's the tone.	unique noise reduction cuts noise during pauses in playing	without affectin	ng
	DETCT	Sets control signal detection level.	GTRIN, EFXIN	
	Depth	Sets the depth of noise reduction.	0 – 100	
ZNR	THRSH	Adjusts the effect sensitivity.	0 – 100	
	Decay	Adjust the envelope release.	0 – 100	
OptComp	This is a	n optical compressor.		
*	Drive	Adjusts the depth of the compression.	0 – 10	
••	Lo	Adjusts volume of low frequencies.	0 – 100	
COMP	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BlackOpt		simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone.		
	Comp	Adjusts the depth of the compression.	0 – 100	
••	Lo	Adjusts volume of low frequencies.	0 – 100	
BLACK Opt	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
LMT-76	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	
LMT -76	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	
	Output	Adjusts the output level.	0 - 80	
160 Comp	This com	pressor 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	
160 COMP	Knee	Sets the type of knee.	SOFT, HARD	
	VOL	Adjusts the volume.	0 – 100	
DualComp	This is a frequence	compressor which allows separate settings for the low fre cy range.	quency and hig	gh
	FREQ	Adjusts the crossover point between the high frequency and low frequency range.	300 – 1.5k	
$\bigcirc \bigcirc$	LoCMP	Adjusts the compression depth in the low frequency range.	0 – 50	
DURL Comp	HiCMP	Adjusts the compression depth in the high frequency range.	0 – 50	
	VOL	Adjusts the volume.	0 – 100	
MB Comp	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	
- <u></u> -	VOL	Adjusts the volume.	0 – 100	

[DYNAMICS]

DYN Comp		simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac	k speed.	
	Sense	Adjusts the sensitivity of the effect.	0 – 10	
	ATTCK	Sets compressor attack speed to FAST or SLOW.	SLOW, FAST	
	Tone	Adjusts the tone.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

[FILTER]

SeqFLTR	The sequ	uence filter has the flavor of a Z.Vex Seek-Wah.		
	Step	Adjusts number of sequence steps.	2 – 8	
**	PTTRN	Sets effect pattern.	1 – 8	
5EQ.	Speed	Sets the speed of the modulation.	1 – 50	♪
(FLIN)	RESO	Sets effect resonance.	0 – 10	
EG FLTR	This filte	r effect is controlled using the control switch.		
	FREQ1	Sets the frequency when the control switch is off.	0 - 100	
	FREQ2	Sets the frequency when the control switch is on.	0 – 100	
	RESO	Sets effect resonance.	0 – 100	
EG FLTR	Туре	Sets filter type.	HPF2 – LPF4	
0 0	Speed	Sets the speed of the modulation.	0 – 100	
ON OFF CHTRL	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	CNTRL	Sets the control switch function.	LATCH, UnLATCH, TRGGR	
Exciter	This exci	ter 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	
ě ě excit	VOL	Adjusts the volume.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH	
BassA-Wah	You can	adjust the mix of this bass guitar auto-wah with the original s	signal.	
	Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10	
<u>0</u> 0	RESO	Sets effect resonance.	0 – 10	
BASS A-WAH	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
<u>(1 wing</u>	VOL	Adjusts the volume.	0 – 100	
ZTron	This is lil	ke a Q-Tron Envelope Filter in LP mode.		
	Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10	
	RESO	Sets effect resonance.	0 - 10	
C TRN	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
A-Filter	This is a	resonance filter with a sharp envelope.		
	Mode	Sets direction of movement of the filter.	UP, DOWN	
	Sense	Adjusts the sensitivity of the effect.	1 – 10	
R-FLT	Peak	Adjusts the Q value of the filter.	0 – 10	
<u> </u>	Dry	Adjusts the volume of the unaffected sound.	0 – 100	

[FILTER]

Bass Cry	This talk	ing modulator is suitable for the bass frequency range.	
<u> </u>	Range	Adjusts the frequency range processed by the effect.	1 – 10
	RESO	Sets effect resonance.	0 - 10
BASS CRV	Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
BassGEQ	This 7-ba	and graphic equalizer is suitable for the bass frequency range	е.
	50	Boosts or cuts the low (50 Hz) frequency band.	-12.0 - 12.0
	120	Boosts or cuts the low (120 Hz) frequency band.	-12.0 - 12.0
(<u></u>	400	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0
	500	Boosts or cuts the low (500 Hz) frequency band.	-12.0 - 12.0
BassGEQ	800	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
(<u> </u>	4.5k	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 - 12.0
	10k	Boosts or cuts the low (10 kHz) frequency band.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 – 100
St Ba GEQ	This ster	reo graphic equalizer has 7 bands that suit bass guitar freque	encies.
	50	Boosts or cuts the low (50 Hz) frequency band.	-12.0 - 12.0
	120	Boosts or cuts the low (120 Hz) frequency band.	-12.0 - 12.0
/	400	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0
	500	Boosts or cuts the low (500 Hz) frequency band.	-12.0 - 12.0
St B.GEQ	800	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
(<u>200.020</u>	4.5k	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 - 12.0
	10k	Boosts or cuts the low (10 kHz) frequency band.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 – 100
BassPEQ	This 1-ba	and parametric equalizer is suitable for the bass frequency ra	ange.
	FREQ	Sets the frequency of the equalizer.	20 – 20k
	٥	Adjusts equalizer Q.	0.5 – 16.0
BASS PED.	Gain	Adjusts the gain.	-20.0 - 20.0
[[[]]]	VOL	Adjusts the volume.	0 – 100
Splitter		ect divides the signal into two bands (high/low) and lets you o of the two bands.	ı freely adjust th
	FREQ	Adjusts the crossover point between the high frequency and low frequency band.	80 – 2.5k
	Lo	Adjusts the mix ratio of the low frequency band.	0 – 100
SPLIT	Hi	Adjusts the mix ratio of the high frequency band.	0 - 100
	VOL	Adjusts the volume.	0 – 100
Low EQ	Designe	d for low frequencies, this equalizer allows you to select the	type.
*	Туре	Sets filter type.	SHELF, HPF
	FREQ	Sets the frequency of the filter.	20 - 640
	Gain	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 – 12.0
	VOL		

[DRIVE]

EP Stomp	This mod	lels the Maestro Echoplex preamp.	
()	Gain	Adjusts the gain.	0 - 100
3.3	Bass	Adjusts volume of low frequencies.	-10 - 10
EP Stomp	Treble	Adjusts volume of high frequencies.	-10 - 10
(acamp)	VOL	Adjusts the volume.	0 - 100
RC Boost	This boo	ster covers sounds ranging from clean boosts to light driv	ves.
*	Gain	Adjusts the gain.	0 – 100
***	Bass	Adjusts volume of low frequencies.	0 - 100
RC BOOST	Treble	Adjusts volume of high frequencies.	0 - 100
<u></u>	VOL	Adjusts the volume.	0 - 100
NYC Muff		dels an Electro-Harmonix Big Muff Pi. An added param e balance of original sound and distortion.	neter allows you to
	SUSTN	Adjusts the gain.	0 - 100
•••	Tone	Adjusts the tone.	0 - 100
NYC MUFF	BAL	Adjusts the balance between original and effect sounds.	0 - 100
(<u></u>)	VOL	Adjusts the volume.	0 - 100
TS+Boost	This effe	ct combines TS Drive and Booster.	
*	Gain	Adjusts gain of TS Drive.	0 – 100
	Tone	Adjusts tone of TS Drive.	0 - 100
	VOL	Adjusts volume of TS Drive.	0 - 100
TS+Boost	Comp	Sets the clipping type of TS Drive.	0 – 2
ON-OFF BODST	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
	CONNECT	Set the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST
Bass DRV	This is a	simulation of the SansAmp BASS DRIVER DI.	
	Bass	Adjusts volume of low frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 - 100
	PRSNC	Adjusts volume of super-high frequencies.	0 - 100
00000	Blend	Adjusts the balance between the original sound and the effected sound.	0 - 100
BASS DRIVE O	Gain	Adjusts the gain.	0 - 100
<u>(08102 0</u>)	VOL	Adjusts the volume.	0 - 100
	MID-F	Adjusts the center frequency of the mid-range.	500, 1.0k
	MID	Adjusts the volume of middle frequencies.	0 – 100
D.I Plus	This is a channels.	simulation of the MXR Bass D.I.+, which has both cl	ean and distortio
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts the volume of middle frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 - 100
	Color	This turns the preset EQ ON or OFF for the clean channel.	OFF, ON
	CL VOL	Adjusts the volume of the clean channel.	0 - 100
	BLEND	Adjusts the balance between the original sound and the effected sound.	0 - 100
	GAIN	Adjusts the gain.	0 - 100
	DS VOL	Adjusts the volume of the distortion channel.	0 - 100

[DRIVE]

Dark Pre	This is a	simulation of the Darkglass Electronics Microtubes B7K.		
	Bass	Adjusts volume of low frequencies.	0 - 100	
	L-MID	Adjusts the volume of lower middle frequencies.	0 - 100	
	H-MID	Adjusts the volume of higher middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 - 100	
DAŘK PRE O O	Blend	Adjusts the balance between the original sound and the effected sound.	0 - 100	
<u> </u>	Gain	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 – 100	
	BOOST	This sets the frequency bands boosted when the control switch is on.	LO, HI, LO+HI	
Bass BB	This is a	simulation of the Xotic Bass BB Preamp.		
	Gain	Adjusts the gain.	0 - 100	
	Bass	Adjusts volume of low frequencies.	-10 - 10	
BASS BB	Treble	Adjusts volume of high frequencies.	-10 - 10	
	VOL	Adjusts the volume.	0 - 100	
DI-5	This sim	ulates the AVALON DESIGN U5 preamp.		
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	OFF, 1 – 6	
DI-S	HiCut	Cuts high frequencies when ON.	OFF, ON	
	VOL	Adjusts the volume.	0 – 100	
Bass Pre	This is a	preamp model with a 3-band equalizer.		
	Bass	Adjusts volume of low frequencies.	0 - 10	
000	MID	Adjusts volume of middle frequencies.	-10 - 10	
BASS Pre	Treble	Adjusts volume of high frequencies.	0 – 10	
	VOL	Adjusts the volume.	0 - 100	
Bass OD	Simulate	es the ODB-3 overdrive bass machine from BOSS.		
	Gain	Adjusts the gain.	0 – 100	
•••	Tone	Adjusts the tone.	0 – 100	
BASS DD	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 - 100	
BassTsDRV		on of the Ibanez TS808. An added parameter allows you to a al sound and distortion.	djust the balan	ce
(A·A)	Gain	Adjusts the gain.	0 – 100	
•••	T	Adjusts the tone.	0 - 100	
BASS TS DRU	Tone		0 - 100	
ITS DRVI	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
(TS DRUJ				
	BAL VOL	Adjusts the balance between original and effect sounds.	0 – 100	
Dark OD	BAL VOL	Adjusts the balance between original and effect sounds. Adjusts the volume.	0 - 100 0 - 100 0 - 100	
Dark OD	BAL VOL	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K.	0 – 100 0 – 100	
Dark OD	BAL VOL This is a Gain	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain.	0 - 100 0 - 100 0 - 100 CUT, FLAT,	
Dark OD	BAL VOL This is a Gain ATTCK	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain. Adjusts volume of high frequencies.	0 – 100 0 – 100 0 – 100 CUT, FLAT, BOOST	
Dark OD	BAL VOL This is a Gain ATTCK Blend VOL This is a	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain. Adjusts volume of high frequencies. Adjusts the balance between original and effect sounds.	0 - 100 0 - 100 0 - 100 CUT, FLAT, BOOST 0 - 100 0 - 100 rdrive. An add	ed
Dark OD	BAL VOL This is a Gain ATTCK Blend VOL This is a	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain. Adjusts volume of high frequencies. Adjusts the balance between original and effect sounds. Adjusts the volume. a simulation of the MAD PROFESSOR Blueberry Bass Ove	0 - 100 0 - 100 0 - 100 CUT, FLAT, BOOST 0 - 100 0 - 100 rdrive. An add	ed
Dark OD	BAL VOL This is a Gain ATTCK Blend VOL This is a paramet	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain. Adjusts volume of high frequencies. Adjusts the balance between original and effect sounds. Adjusts the volume. a simulation of the MAD PROFESSOR Blueberry Bass Ove er allows you to adjust the balance of original sound and distance	0 – 100 0 – 100 0 – 100 CUT, FLAT, BOOST 0 – 100 0 – 100 0 – 100 rdrive. An addetortorion.	ed
Dark OD	BAL VOL This is a Gain ATTCK Blend VOL This is a paramet Gain	Adjusts the balance between original and effect sounds. Adjusts the volume. simulation of the Darkglass Electronics Microtubes B3K. Adjusts the gain. Adjusts volume of high frequencies. Adjusts the balance between original and effect sounds. Adjusts the volume. a simulation of the MAD PROFESSOR Blueberry Bass Ove er allows you to adjust the balance of original sound and dis Adjusts the gain.	0 - 100 0 - 100 CUT, FLAT, BOOST 0 - 100 0 - 100 rdrive. An addetortion. 0 - 100	ed

[DRIVE]

VooDoo-B		a simulation of the ROGER MAYER VOODOO-BASS. A point to adjust the balance of original sound and distortion	•
	Gain	Adjusts the gain.	0 – 100
	Tone	Adjusts the tone.	0 – 100
V00 D00-в	Blend	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100
BaFzSmile		dels a FUZZ FACE. An added parameter allows you to sound and distortion.	adjust the balance of
	Gain	Adjusts the gain.	0 – 100
B.FZ	Tone	Adjusts the tone.	0 – 100
(<u>ŝ</u> ŭt/	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BassMetal		dels a BOSS Metal Zone. An added parameter allov of original sound and distortion	vs you to adjust the
	Gain	Adjusts the gain.	0 – 100
	Tone	Adjusts the tone.	0 – 100
BASS Metal	BAL	Adjusts the balance between original and effect sounds.	0 – 100
[<u></u>]	VOL	Adjusts the volume.	0 – 100
BassOctFZ	This fuzz	effect adds an octave above.	
*	Boost	Adjusts the gain.	0 – 100
	Tone	Adjusts the tone.	0 – 100
BRSS Brss	Fuzz	This adjusts the amount of fuzz in the mix.	0 – 100
	Dry	Adjusts the volume of the unaffected sound.	0 - 100

[AMP]

AMPG SVT	This mod	lels the sound of the Ampeg SVT.		٦
	Bass	Adjusts volume of low frequencies.	-20.0 - 20.0	٦
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k	٦
	MID	Adjusts volume of middle frequencies.	-20.0 - 20.0	
	Treble	Adjusts volume of high frequencies.	-20.0 - 20.0	٦
	Gain	Adjusts the gain.	0 - 100	٦
	Ultra	Emphasizes high and low frequencies.	OFF, LOW, HI, BOTH, CUT	
	VOL	Adjusts the volume.	0 - 100	٦
	SOLO	Sets the volume when the control switch is on.	1 – 9	
BMAN100	This mod	lels the sound of the Fender Bassman 100.		
	Bass	Adjusts volume of low frequencies.	10 – 100	٦
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k	1
	MID	Adjusts volume of middle frequencies.	10 – 100	
80000	Treble	Adjusts volume of high frequencies.	10 – 100	
BMAN100	Gain	Adjusts the gain.	10 – 100	٦
6	Deep	Adjusts the low-frequency character.	OFF, ON	
	VOL	Adjusts the volume.	10 - 100	
	SOLO	Sets the volume when the control switch is on.	1 – 9	

[AMP]

SMR400	This mod	dels the sound of the SWR SM-400.	
	Bass	Adjusts volume of low frequencies.	-15.0 – 15.0
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k
	MID	Adjusts volume of middle frequencies.	-15.0 – 15.0
• • • • • • • •	Treble	Adjusts volume of high frequencies.	-15.0 – 15.0
. (311 3).	Gain	Adjusts the gain.	0 - 100
	ENHNC	This tone control changes the frequency and level according to the knob position.	0 - 100
	VOL	Adjusts the volume.	0 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9
AG 750	This mod	dels the sound of the Aguilar DB 750.	
	Bass	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 - 100
#aq750#	Gain	Adjusts the gain.	0 - 100
	BRGHT	Adjusts the high-frequency character.	OFF, ON
	Deep	Adjusts the low-frequency character.	OFF, ON
	VOL	Adjusts the volume.	0 - 100
	SOLO	Sets the volume when the control switch is on.	1 – 9
TE400SMX	This mod	dels the sound of the Trace Elliot AH400SMX.	<u> </u>
	Style	Three preset tones can be used to match the playing style.	PICK, SLAP, FINGER
	Bass	Adjusts volume of low frequencies.	-15.0 – 15.0
	MID	Adjusts volume of middle frequencies.	-15.0 – 15.0
* TE400 *	Treble	Adjusts volume of high frequencies.	-15.0 - 15.0
	Gain	Adjusts the gain.	0 – 100
	Shape	These presets boost low and high frequencies while cutting middle frequencies.	OFF, 1, 2
	VOL	Adjusts the volume.	0 - 100
	SOLO	Sets the volume when the control switch is on.	1 – 9
AC 370	This mod	dels the sound of the Acoustic 370 bass amplifier.	
*	Bass	Adjusts volume of low frequencies.	0 – 100
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k
<i></i>	MID	Adjusts volume of middle frequencies.	0 - 100
0000	Treble	Adjusts volume of high frequencies.	0 - 100
AC370	Gain	Adjusts the gain.	0 – 100
· · · ·	BRGHT	Adjusts the high-frequency character.	OFF, ON
	VOL	Adjusts the volume.	0 - 100
	SOLO	Sets the volume when the control switch is on.	1 – 9
Mini MkB	This mod	dels the sound of the Markbass MINIMARK 802 bass amplifi	er.
*	Gain	Adjusts the gain.	0 – 100
000	VNTG	Adjusts the tone.	0 - 100
Mini MkB	Shape	These filters boost low and high frequencies while cutting middle frequencies.	0 – 100
antik B	VOL	Adjusts the volume.	0 - 100

[CABINET]

DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN57 Adjusts volume of the Shure SM57. 0 - 100 Battom Adjusts volume of the Wither SM57. 0 - 100 BAL Adjusts wolume of the Shure SM57. 0 - 100 FD-B4x12 This models the sound of the Fender Bassman 100 cabinet with four 12" speakers. 0 - 100 DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN57 Adjusts volume of the Shure SM57. 0 - 100 Battom Adjusts volume of the Shure SM57. 0 - 100 BAL Adjusts volume of the Shure SM57. 0 - 100 BAL Adjusts volume of the Shure SM57. 0 - 100 BAL Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN20 Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 BAL Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 BAL Adjusts volume of the Electro-Voice RE-20. 0 - 100	SVT8x10	This mod	dels the sound of the Ampeg SVT-810E cabinet with eight 10" spe	eakers.
Bottom Adjusts volume of low frequencies. 0 - 100 BAL Adjusts the balance between original and effect sounds. 0 - 100 FD-B4x12 This models the sound of the Fender Bassman 100 cabinet with four 12" speakers. DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 Bottom Adjusts volume of the Shure SM57. 0 - 100 Bottom Adjusts volume of the Virequencies. 0 - 100 BAL Adjusts volume of the modeled sound captured from the tweeter. 0 - 100 SMR4x10TW This adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 DYN20 Adjusts volume of the requencies. 0 - 100 Bottom Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 Batt Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 Batt Adjusts volume of the modeled sound captured from the tweeter SM57. 0 - 100 Batt Adjusts volume of the modeled sound captured from the tweeter SM57. 0 - 100 Batt Adjusts volume of the Shure SM57.				· · · · · ·
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FD-B4x12 This models the sound of the Fender Bassman 100 cabinet with four 12" speakers. DYN20 Adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN57 Adjusts volume of the Shure SM57. 0 - 100 Batt Adjusts volume of low frequencies. 0 - 100 SMR4x10TW This models a SWR GOLIATH cabinet with four 10" speakers and a tweeter. 0 - 100 DYN57 This adjusts the balance between original and effect sounds. 0 - 100 DYN57 This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 DYN57 This adjusts volume of the Electro-Voice RE-20. 0 - 100 DYN57 This adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 Batt Adjusts volume of low frequencies. 0 - 100 BAL Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 MS00 Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 DYN20 Adjusts volume of the modeled sound captured from the tweeter by a Shure SM57. 0 - 100 Batt Adjusts volume of the Flextor-Voice RE-20. 0 - 100 DYN20 Adjusts volume of the Flextor-Voice RE-20. 0 - 10	8X10	Bottom	Adjusts volume of low frequencies.	0 – 100
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MkB2x8TW This models a Markbass MINIMARK 802 cabinet with two 8" speakers and a tweeter	1%18	Bottom	Adjusts volume of low frequencies.	0 – 100
		BAL	Adjusts the balance between original and effect sounds.	0 – 100
	MkB2x8TW	This mod	dels a Markbass MINIMARK 802 cabinet with two 8" speakers an	d a tweeter.
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BAL Adjusts the balance between original and effect sounds. 0 – 100		BAL	Adjusts the balance between original and effect sounds.	0 - 100

[MODULATION]

Tremolo	This effe	ct varies the volume at a regular rate.		
	Wave	Sets the modulation waveform.	TRI, TUBE, SQR	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 - 100	1
	VOL	Adjusts the volume.	0 – 100	
Phaser	This effe	ct adds a phasing variation to the sound.		
[]	Color	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
PHRSE	Depth	Sets the depth of the modulation.	0 - 100	
	Rate	Sets the speed of the modulation.	1 – 50	1
	RESO	Sets effect resonance.	0 - 100	
TheVibe	This vibe	e sound features unique undulations.	<u>_</u>	
*	Speed	Sets the speed of the modulation.	0 – 50	Τ
	Depth	Sets the depth of the modulation.	0 - 100	
THE	Mode	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	VOL	Adjusts the volume.	0 - 100	+
PitchSHFT	This effe	ct shifts the pitch up or down.	<u> </u>	
		· · · · · · · · · · · · · · · · · · ·	-12–12, 24	-
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		
	Shift Fine	Adjusts the pitch shift amount in semitones. Selecting U gives a detuning effect. Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	-
eee Pitch			,	
	Fine Tone BAL This inte	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds.	-25 - 25 0 - 10 0 - 100	ng
eee Pitch Shft	Fine Tone BAL This inte	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6	,
OOO PITCH SHFT	Fine Tone BAL This inte to scale a	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5,	,
PITCH SHFT HPS	Fine Tone BAL This inte to scale a Scale	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. elligent pitch shifter outputs the effect sound with the pitch and key settings. Sets the pitch of the pitch-shifted sound added to the original sound.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#,	,
PITCH SHFT HPS	Fine Tone BAL This inte to scale a Scale Key	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. Sets the pitch of the pitch-shifted sound added to the original sound. Sets the tonic (root) of the scale used for pitch shifting.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B	,
HPS	Fine Tone BAL This inter to scale Scale Key Tone Mix	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10	,
HPS	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10	,
HPS	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Eligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100	,
HPS	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets pre-delay time of effect sound.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100	,
PITCH SHFT HPS	Fine Tone BAL This inter to scale Scale Key Tone Mix This flan PreD Depth	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 - 100 0 - 100	,
PITCH PITCH HPS HPS Kick FLNG	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Eligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the speed of the modulation.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 LATCH,	,
HPS HPS Kick FLNG	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the speed of the modulation. Sets the foot switch function.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 LATCH, UnLATCH	,
PITCH PITCH HPS HPS Kick FLNG	Fine Tone BAL This inter to scale Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Eligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the speed of the modulation. Sets the foot switch function. Sets the foot switch function.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 - 100	,
PITCH PITCH HPS HPS Kick FLNG	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO Mix	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Eligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the speed of the modulation. Sets the foot switch function. Sets the foot switch function.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0	,
PITCH PITCH HPS HPS Kick FLNG Kick FLNG	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO Mix RST-F LFO	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the foot switch function. Sets the IFO reset frequency.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0	,
PITCH PITCH HPS HPS Kick FLNG Kick FLNG MOFF LFD	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO Mix RST-F LFO	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the foot switch function. Sets the function when the control switch is on.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0	,
PITCH PITCH HPS HPS Kick FLNG Kick FLNG MOREF LED SuperCho	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO Mix RST-F LFO	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the foot switch function. Sets the speed of the modulation. Sets the foot switch function. Sets the function when the control switch is on. dels the sound of a BOSS CH-1 SUPER CHORUS.	-25 - 25 0 - 10 0 - 100 shifted accordi c, c, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 - 100	,
PITCH PITCH HPS HPS Kick FLNG Kick FLNG DN-OFF LFD SuperCho	Fine Tone BAL This inter to scale a Scale Key Tone Mix This flan PreD Depth Rate ON/OFF RESO Mix RST-F LFO This mod	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. Adjusts the tone. Adjusts the balance between original and effect sounds. Elligent pitch shifter outputs the effect sound with the pitch and key settings. 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 tone. Adjusts the amount of effected sound that is mixed with the original sound. ger is controlled using the control switch. Sets the depth of the modulation. Sets the foot switch function. Sets the foot switch function. Sets the tore of effect sound that is mixed with the original sound. Adjusts the amount of effected sound. Sets the depth of the modulation. Sets the foot switch function. Sets the foot switch function. Sets effect resonance. Adjusts the LFO reset frequency. Sets the function when the control switch is on. dels the sound of a BOSS CH-1 SUPER CHORUS. Sets the depth of the modulation.	-25 - 25 0 - 10 0 - 100 shifted accordi -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1) C, C#, D, D#, E, F, F#, G, G#, A, A#, B 0 - 10 0 - 100 0 -	,

[MODULATION]

CoronaTri	This is a	model of tc electronic's CORONATri-Chorus.		
Coronann			0 100	-
	Depth	Sets the depth of the modulation.	0 - 100	
[eee]	Speed	Sets the speed of the modulation.	0 - 100	
	Tone	Adjusts the tone.	0 - 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BassStCho	This ster	eo chorus for bass has a clear sound quality.		
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	
BRSS StCHO	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BaVinFLNG		log flanger sound is similar to an MXR M-117R. A paramete w frequencies from the effect sound.		ed
<u> </u>	Depth	Sets the depth of the modulation.	0 – 100	
000	Rate	Sets the speed of the modulation.	0 – 50	♪
B.UIN FLNG	RESO	Sets effect resonance.	-10 - 10	
	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
Ba Octave	This effe	ct adds sound one octave below the original sound.		
	Oct	Adjusts the level of the one-octave lower sound component.	0 – 100	
000	Lo	Adjusts volume of low frequencies.	0 - 10	
BRSS DCT	Hi	Adjusts volume of high frequencies.	0 - 10	
<u> </u>	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
Ba Detune		ng a small amount of the pitch-shifted effect sound with the bass chorus effect is achieved.	original sound	, a
	Cent	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-50 – 50	
[eee]	PreD	Sets the pre-delay time of the effect sound.	0 – 50	
B. DE	Tone	Adjusts the tone.	0 – 10	
(TUNE)	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BaMnPitch		ch shifter was designed specifically for playing single r cy range.	otes in the ba	iss
<u> </u>	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12 – 12, 24	
000	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
B.MN Pitch	Tone	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
BassPhase	This pha	ser is good for bass frequencies.		
*	Color	Sets the sound color.	1, 2	
19 ++	Depth	Sets the depth of the modulation.	0 – 100	
BRSS	Rate	Sets the speed of the modulation.	0 - 100	
PHASE	nate		0 100	

[SFX]

Bomber	This effe	ct generates explosive sounds.		
	Decay	Adjusts the length of the explosive sound.	1 – 100	
	Tone	Adjusts the tone.	0 – 10	
BOMB	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<u> </u>	ON/OFF	Sets the foot switch function.	LATCH, TRGGR	
StdSyn	ZOOM original bass synthesizer sound.			
	Sense	Adjusts the sensitivity for trigger detection.	0 – 100	
	Sound	Selects a synthesizer variation.	1 – 4	
STD SVN	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
SynTlk	This effe vowels.	ect produces a synthesizer sound similar to a talking modulate	or producing	
	Decay	Adjusts the rate of sound change.	0 – 100	
SVN	Туре	Selects a vowel variation.	IA, UE, UA, OA	
[TLK]	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
Z-Syn	This base	s synthesizer sound adds analog synth fatness.		
	FREQ	Sets the cut-off frequency of the lowpass filter.	0 – 10	
	Range	Adjusts the amount of cut-off frequency modulation.	0 – 20	
	Decay	Adjusts the speed of tone modulation.	0 – 100	
PZ-Syn P	RESO	Sets effect resonance.	0 – 20	
	Wave	Selects the waveform.	SAW, SQR	
<u></u>	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
Defret	Turns the	Turns the sound from any bass guitar into a fretless bass sound.		
	Sense	Adjusts the sensitivity of the effect.	0 – 30	
000	Color	Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.	1 – 10	
DE FRET	Tone	Adjusts the tone.	1 – 50	
	VOL	Adjusts the volume.	0 – 100	
PH+Dist	This effe	ct combines a phaser and distortion in the style of the Roland JE	T PHASER.	
	Mode	Selects the jet sound mode.	1 – 4	
000	Rate	Sets the speed of the modulation.	0 – 50	
PH+ DIST	RESO	Sets effect resonance.	0 – 10	
[coar]	VOL	Adjusts the volume.	0 – 100	

[DELAY]

Delay	This long delay has a maximum length of 4000 ms.			
	Time	Sets the delay time.	1 – 4000	♪
≜ ♦ ♦	F.B	Adjusts the feedback amount.	0 – 100	
DELBY	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
AnalogDly	This analog delay simulation has a long delay with a maximum length of 4000 ms.			
	Time	Sets the delay time.	1 – 4000	1
	F.B	Adjusts the feedback amount.	0 – 100	
ANLG	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
DELAY	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.			
	Time	Sets the delay time.	1 – 2000	♪
ା ଡେଡା	F.B	Adjusts the feedback amount.	0 – 100	
TRPE	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
ECHD	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
ReverseDL	This reverse delay is a long delay with a maximum length of 2000 ms.			
	Time	Sets the delay time.	10 – 2000	♪
999	F.B	Adjusts the feedback amount.	0 – 100	
REVRS	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<u>(DELAY</u>)	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
Hold DLY	This hold	delay effect is controlled using the control switch.		
	Time	Sets the delay time.	1 – 4000	₽
	F.B	Adjusts the feedback amount.	0 – 100	
	HiDMP	Adjusts the treble attenuation of the delay sound.	0 – 10	\top
	Tone	Adjusts the tone.	0 – 100	
Hold DLY	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	\square
ON OFF HOLD	P-P	Sets delay output to mono or Ping Pong.	MONO, P-P	\square
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
	Hold	Sets the control switch function.	LATCH, UnLATCH	

[REVERB]

Air	This effe	ct reproduces the ambience of a room, to create spatial depth.	
	Size	Sets the size of the space.	1 – 100
	REF	Adjusts the amount of reflection from the wall.	0 - 10
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Room	This reve	erb effect simulates the acoustics of a room.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
6 • • •	Decay	Sets the duration of the reverberations.	1 – 30
ROOM	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Hall	This reve	erb effect simulates the acoustics of a concert hall.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
600	Decay	Sets the duration of the reverberations.	1 – 30
HALL	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
HD Hall	This is a	dense hall reverb.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
HD	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
(HALL)	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Spring	This reve	erb effect simulates a spring reverb.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
SPRNG	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Plate	This sim	ulates a plate reverb.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
PLATE	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

[PEDAL]

PDL Vol	The volu	me curve of the volume nedal can be set		
	The volume curve of the volume pedal can be set.			
	P VOL	Adjusts the volume.	0 - 100	Ρ
POL	Min	Adjusts the volume when the pedal is at minimum position.	0 - 100	
1000	Max	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	Curve	Sets the volume curve.	А, В	
BassWah	This is a pedal wah effect for bass guitar.			
	P FREQ	Adjusts the emphasized frequency.	0 - 100	Ρ
JERSSL	Range	Adjusts the frequency range processed by the effect.	0 - 100	
ן <u>אשו</u> ר	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
PDL Reso	Pedal wah with a strong character.			
	P FREQ	Adjusts the emphasized frequency.	1 – 50	Ρ
J PDL	RESO	Sets effect resonance.	0 - 10	
IRESO	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BaPDLPit	Use an expression pedal to change the pitch in real time with this effect.			
	P Bend	Sets the amount of pitch shift.	0 - 100	Р
B.PDL	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 (<u>See Table 2)</u>	
	Tone	Adjusts the tone.	0 – 10	\square
	Mode	Sets the sound style.	UP, DOWN	
BaPDLMnP	This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.			ich
JB.PDL	P Bend	Sets the amount of pitch shift.	0 - 100	Ρ
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <u>(See Table 2)</u>	
	Tone	Adjusts the tone.	0 - 10	
	Mode	Sets the sound style.	UP, DOWN	1

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

Table 1 [Scale Parameter]

Table 2 [Color Parameter]

Color	Pedal min	Pedal max
1	0 cent	+1 octave
2	0 cent	+2 octave
3	0 cent	- 100 cent
4	0 cent	- 2 octave
5	0 cent	-∞
6	- 1 octave +original	+1 octave +original
7	- 700 cent +original	+500 cent +original
8	Doubling	Detuned +original
9	-∞ (0 Hz) +original	+1 octave +original