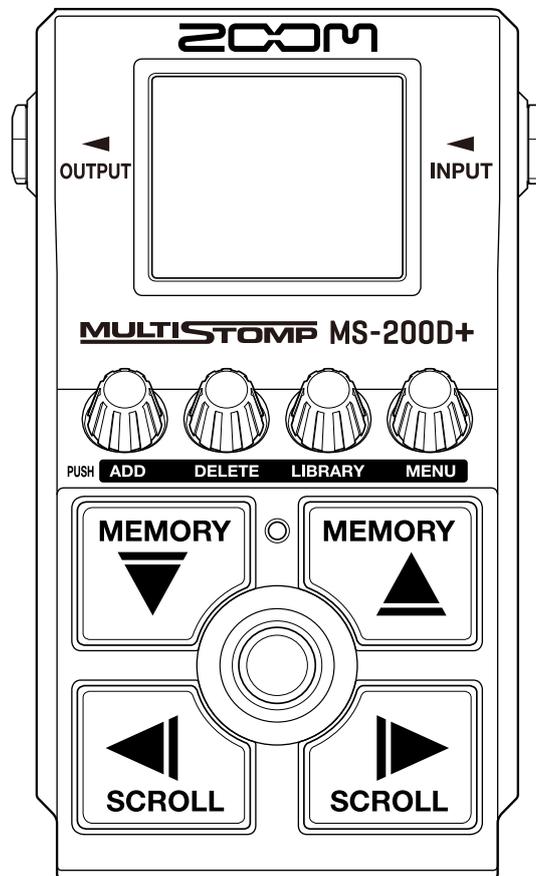


MS-200D+

MULTISTOMP



Effect Types and Parameters

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

© 2024 ZOOM CORPORATION

Copying or reprinting this manual in part or in whole without permission is prohibited.

Manufacturer names and product names are trademarks or registered trademarks of their respective owners. The names are used only to illustrate sonic characteristics and do not indicate any affiliation with the ZOOM CORPORATION.

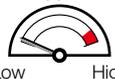
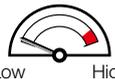
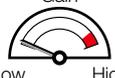
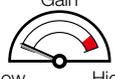
Effect explanation overview

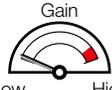
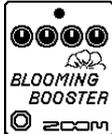
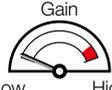
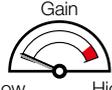
Effect type	Tone character	Effect explanation	Parameter range
RAY DRIVE CHARACTER : MID BOOST		This overdrive has an abundance of overtones.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Effect Screen	Distortion character	Parameter	Parameter explanation

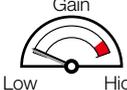
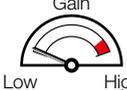
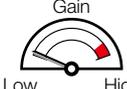
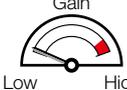
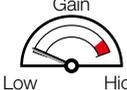
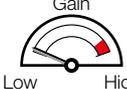
COMPRESSOR	This compressor in the style of the MXR Dyna Comp.		
	SENSE	Adjusts the sensitivity of the effect.	0 - 10
	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Handy Guitar Lab additional effects			

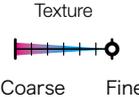
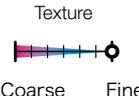
Contents

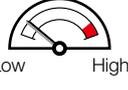
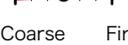
BOOSTER	3
OVERDRIVE	7
DISTORTION	16
FUZZ	25
PREAMP	32
TOOL	38

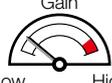
FAT BOOSTER CHARACTER : MID BOOST		This thick-sounding booster emphasizes the low mids.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GLITCH BOOSTER CHARACTER : BRIGHT		This booster has a gritty texture.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GRIND BOOSTER CHARACTER : FAT		Sounds with strong presence can be produced by this booster.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
THUNDER BOOSTER CHARACTER : MID SCOOP		This booster has an electrifying sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MID BOOSTER CHARACTER : MID BOOST		This booster can produce rich mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BAKED BOOSTER CHARACTER : MID SCOOP		The scorching sound of this booster seems about to catch fire.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
EP DRIVE CHARACTER : FLAT		This models the Maestro Echoplex preamp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	-10 - 10
	TREBLE	Adjusts volume of high frequencies.	-10 - 10
	VOL	Adjusts the volume.	0 - 100

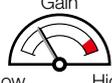
SPORTY BOOSTER CHARACTER : BRIGHT		This booster cuts low frequencies and creates a penetrating sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BOTTOM BOOSTER CHARACTER : FAT		This booster emphasizes the low end.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BLOOMING BOOSTER CHARACTER : MID SCOOP		This booster produces a gorgeous sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
RC DRIVE CHARACTER : FLAT		This booster covers sounds ranging from clean boosts to light drives.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MASSIVE BOOSTER CHARACTER : FAT		This booster adds low frequencies with punch.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CALIFORNIA BOOSTER CHARACTER : BRIGHT		This booster has a bright dry sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
G5n BOOSTER CHARACTER : MID BOOST		We improved the ZOOM G5n OUTPUT BOOSTER as an effect.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	RANGE	Adjusts the frequency range processed by the effect.	1 - 10
	BOOST	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100

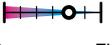
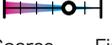
Z CLEAN BOOSTER CHARACTER : FAT		This even clean sound is a ZOOM original.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
V SHAPE BOOSTER CHARACTER : MID SCOOP		This booster creates a sound with a mid scoop.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z BOOSTER CHARACTER : BRIGHT		This booster provides a light sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BRIGHT BOOSTER CHARACTER : BRIGHT		This booster generates a sound that is like setting the BRIGHT switch on an amp to ON.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BOXY BOOSTER CHARACTER : FAT		This booster adds a heavy body tone.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SPOT BOOSTER CHARACTER : FLAT		This booster enables flexible control.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	BOOST	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	-10 - 10
	TREBLE	Adjusts volume of high frequencies.	-10 - 10
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH
LIGHT BOOSTER CHARACTER : BRIGHT		This booster can produce a gorgeous and bright sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

LUSH BOOSTER CHARACTER : FAT		This booster makes a powerful sound that emphasizes the middle frequencies.	
  	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SILKY BOOSTER CHARACTER : MID SCOOP		Smooth sounds can be achieved with this booster.	
  	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

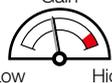
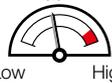
DESERT DRIVE CHARACTER : FAT		This is an overdrive with a gritty sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TWEED DRIVE CHARACTER : BRIGHT		This bright overdrive is inspired by the sound of a tweed amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ACID DRIVE CHARACTER : FAT		This overdrive features a fat and coarse distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
NEEDLE DRIVE CHARACTER : MID SCOOP		This overdrive produces a unique prickly feeling.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GREEN FIELD DRIVE CHARACTER : MID BOOST		A natural sound is produced by this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CRUNCH BAR DRIVE CHARACTER : FAT		A sweet crunchy sound characterizes this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SCOOP DRIVE CHARACTER : MID SCOOP		This overdrive cuts mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

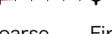
TIGER DRIVE CHARACTER : MID BOOST		This overdrive has a forceful sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SILVER BULLET DRIVE CHARACTER : BRIGHT		This bright overdrive has a strong attack.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TS DRIVE CHARACTER : MID BOOST		This effect models the Ibanez TS808.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BOOST	Turns boost ON/OFF.	OFF, ON
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
RETRO DRIVE CHARACTER : FAT		This is a warm retro overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MILKY DRIVE CHARACTER : MID BOOST		This overdrive has a mild sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ROCK BOX DRIVE CHARACTER : BRIGHT		This rock overdrive has powerful low frequencies and penetrating high frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GHOST DRIVE CHARACTER : MID SCOOP		This overdrive has a light distortion and cuts mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

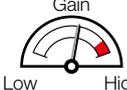
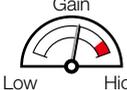
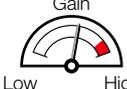
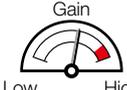
GARAGE DRIVE CHARACTER : FAT		A rough sound is produced by this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BREAKER DRIVE CHARACTER : BRIGHT		This overdrive sound has punch.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
STEAM DRIVE CHARACTER : FAT		This is an overdrive with a hot sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SHADOW DRIVE CHARACTER : MID SCOOP		The low end overlays like a shadow with this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
EMOTIONAL DRIVE CHARACTER : MID BOOST		This overdrive moves emotionally.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DIAMOND OVERDRIVE CHARACTER : BRIGHT		This overdrive has a hard and clear sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DULL EDGE DRIVE CHARACTER : FAT		The edge has been taken off the tone of this overdrive but it is still moderately rough.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

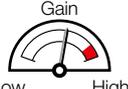
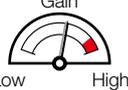
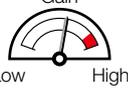
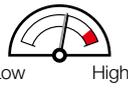
RIPPER DRIVE CHARACTER : MID SCOOP		A ripping sound is produced by this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GOLD DRIVE CHARACTER : MID BOOST		This effect models a famous gold overdrive boutique pedal.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SMALL BOX DRIVE CHARACTER : FAT		Focused on the mid range, this overdrive has a clean sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TS+BOOST DRIVE CHARACTER : MID BOOST		This effect combines TS Drive and Booster.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts gain of TS Drive.	0 - 100
	TONE	Adjusts tone of TS Drive.	0 - 100
	VOL	Adjusts volume of TS Drive.	0 - 100
	COMP	Sets the clipping type of TS Drive.	0 - 2
	BOOST	Adjusts gain of Booster.	0 - 100
	BASS	Adjusts low frequencies volume of booster.	0 - 100
	TREBLE	Adjusts high frequencies volume of booster.	0 - 100
	ORDER	Sets the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST
SHARP DRIVE CHARACTER : BRIGHT		This is an overdrive with a sharp sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DRY WOOD DRIVE CHARACTER : MID SCOOP		This overdrive has a dry sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

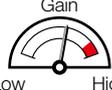
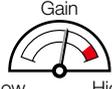
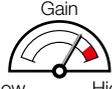
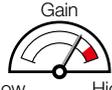
FIREBALL OVERDRIVE CHARACTER : BRIGHT		This is a bright and forceful overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MELLOW DRIVE CHARACTER : FAT		This is an overdrive with a mellow sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BG GRID DRIVE CHARACTER : MID BOOST		This models a Mesa Boogie GRID SLAMMER. An added parameter allows you to adjust the balance of original sound and overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	tone	Adjusts the tone.	0 - 100
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SKY OVERDRIVE CHARACTER : MID BOOST		This overdrive makes an open bright sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
FLASH DRIVE CHARACTER : FAT		The sound of this overdrive is heavy and stands out.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BURNING DRIVE CHARACTER : MID SCOOP		A burning sound is produced by this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CLASSIC OVERDRIVE CHARACTER : MID BOOST		This is an overdrive with a classic sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

Z NEOS DRIVE CHARACTER : BRIGHT		The sound of a modified Class a British combo amp is the inspiration for this overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
WARM DRIVE CHARACTER : FAT		This overdrive is warm and heavy.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CHAINSAW DRIVE CHARACTER : MID SCOOP		This overdrive attacks like a chainsaw.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SWEET DRIVE CHARACTER : MID BOOST		This effect models a sweet sounding overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	TOPE	Adjusts volume of high frequencies.	0 - 100
	FOCUS	Adjusts volume of middle frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
EXPAND DRIVE CHARACTER : BRIGHT		The high-frequency range of this overdrive is wide.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SOLID DRIVE CHARACTER : FAT		This overdrive is solid and tight.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ICY DRIVE CHARACTER : MID SCOOP		This overdrive has a cool texture.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

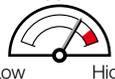
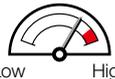
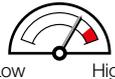
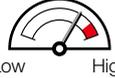
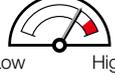
STICKY DRIVE CHARACTER : MID BOOST		This overdrive features a sticky mid range.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ZEN O.DRIVE CHARACTER : BRIGHT		This models the sound of a Hermida Audio Zendrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	STONE	Adjusts the tone.	0 - 100
	VOICE	Adjusts gain of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
THICK DRIVE CHARACTER : FAT		This overdrive has a thick sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MONOCHROME DRIVE CHARACTER : MID SCOOP		This is an overdrive with an inorganic sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
RAY DRIVE CHARACTER : MID BOOST		This overdrive has an abundance of overtones.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SMOOTH DRIVE CHARACTER : FAT		This is an overdrive with a smooth sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
IRON OVERDRIVE CHARACTER : MID SCOOP		This overdrive is heavy like iron.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

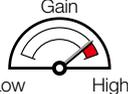
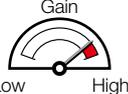
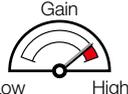
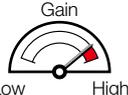
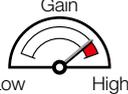
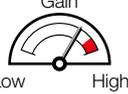
STACK DRIVE CHARACTER : MID BOOST		This overdrive has impact like a stack amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HAMMER DRIVE CHARACTER : MID SCOOP		This overdrive feels heavy like a hammer.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DYNAMIC DRIVE CHARACTER : FAT		This effect easily achieves the warm drive tone of a tube amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	MODE	Sets the sound style.	COMBO, STACK
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BRONZE DRIVE CHARACTER : MID SCOOP		This overdrive is hard and heavy.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SPLASH DRIVE CHARACTER : MID SCOOP		The sound of this overdrive seems to burst out.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z SCREAM DRIVE CHARACTER : MID BOOST		This original high-gain sound balances the frequencies from low to high.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z WILD DRIVE CHARACTER : FAT		The overdrive is boosted even more in this high-gain sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

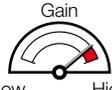
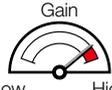
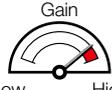
HEAVY DRIVE CHARACTER : MID SCOOP		This is a serious sounding overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ENERGY DRIVE CHARACTER : MID BOOST		This overdrive is energetic.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BLUE OVERDRIVE CHARACTER : BRIGHT		This is a bluesy overdrive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MONSTER DRIVE CHARACTER : FAT		This is an overdrive with a ferocious sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
LIGHTNING DRIVE CHARACTER : MID SCOOP		The sound of this overdrive is pointed like lightning.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

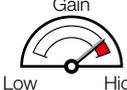
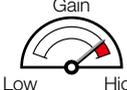
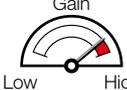
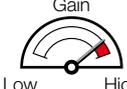
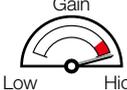
LEAD DISTORTION CHARACTER : FAT		This effect features a bright tone and even distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	DRYMIX	Adjusts the volume of the unaffected sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CLASSIC DISTORTION CHARACTER : BRIGHT		This is a classic sounding distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
RED CRUNCH DRIVE CHARACTER : MID BOOST		Use this effect for the famous "brown sound".	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	PRESENC	Adjusts volume of super-high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z MP1 DRIVE CHARACTER : BRIGHT		This original sound was created based on the combination of an ADA MP-1 and a Marshall JCM800.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SQUEAK DISTORTION CHARACTER : MID BOOST		This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	FLTR	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
PLUS DISTORTION CHARACTER : BRIGHT		This models the sound of a MXR DISTORTION+.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
	COMP	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2

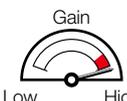
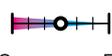
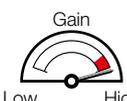
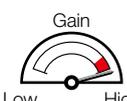
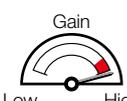
DEEP DISTORTION CHARACTER : FAT		This distortion is rich and deep.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
METEOR DISTORTION CHARACTER : MID SCOOP		This is an impactful distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
RED CRUNCH DRIVE + BOOST CHARACTER : MID BOOST		This effect combines RedCrunch and Booster.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts gain of RedCrunch.	0 - 100
	TONE	Adjusts tone of RedCrunch.	0 - 100
	PRESENC	Adjusts persence of RedCrunch.	0 - 100
	VOL	Adjusts volume of RedCrunch.	0 - 100
	COMP	Sets the clipping type of RedCrunch.	0 - 2
	LO/HI	Sets the gain range.	LO, HI
	BOOST	Adjusts the gain of Booster.	0 - 100
	ORDER	Sets the connection order of RedCrunch and Booster.	BOOST-CR, CR-BOOST
DISTORTION ONE CHARACTER : BRIGHT		This models the sound of a BOSS DS-1 DISTORTION.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	COMP	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY
EDGE DISTORTION CHARACTER : MID SCOOP		This is a sharp cutting distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HOT DISTORTION CHARACTER : MID BOOST		This distortion has the warmth of low mids.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

FEATHER DISTORTION CHARACTER : BRIGHT		This is a distortion with a bright and light sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BITING WOLF DISTORTION CHARACTER : FAT		This is a distortion with a strong bite.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BRITISH DISTORTION CHARACTER : BRIGHT		This distortion can provide the British sound of the 2000s.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
Z BOTTOM DISTORTION CHARACTER : FAT		This high gain sound emphasizes the low and mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SILKY DISTORTION CHARACTER : MID BOOST		A delicate and smooth feel can be produced by this distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SHINING DISTORTION CHARACTER : BRIGHT		This distortion has a light and smooth feel.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
STEEL DISTORTION CHARACTER : MID SCOOP		This distortion features high frequencies with a hard feel.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

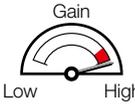
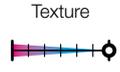
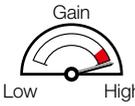
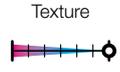
RAZOR DRIVE CHARACTER : MID BOOST		This effect is a new-concept distortion effect that uses Comb filtering to simulate the gain parameter of the overdriven signal.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	EDGE	Adjusts the distortion tone.	0 - 100
	LO	Adjusts volume of low frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
WAVE SHAPER DRIVE CHARACTER : BRIGHT		This effect is another new kind of distortion effect that applies a new original algorithm to shape the waveform and create a unique sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	SHAPE	Adjusts the distortion tone.	0 - 100
	COMP	Adjusts the depth of the compression.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CRISP DISTORTION CHARACTER : BRIGHT		This distortion is clear with a sharp edge.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GRUNGE DISTORTION CHARACTER : FAT		This is a rough feeling distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MACHINE DISTORTION CHARACTER : MID SCOOP		This distortion with a suppressed mid range has an inorganic feel.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
VIOLET DISTORTION CHARACTER : MID BOOST		This models the sound of a Suhr Riot Reloaded.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	STONE	Adjusts the tone.	0 - 100
	VOICE	Sets the sound style.	0 - 2
	VOL	Adjusts the volume.	0 - 100
NEBULA DISTORTION CHARACTER : FAT		This distortion features a smooth warm sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

Z DREAM DISTORTION CHARACTER : FAT		This high gain sound was designed for lead parts based on the Mesa Boogie Road King Series II Lead channel.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SPARK DISTORTION CHARACTER : BRIGHT		The bright sound of this distortion seems to sparkle.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
EXTREME DISTORTION CHARACTER : MID SCOOP		This distortion is extremely high gain and features an aggressive sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
METAL WORLD DRIVE CHARACTER : MID BOOST		Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
EAGLE DISTORTION CHARACTER : BRIGHT		Open high frequencies are a feature of this distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CRIMSON DISTORTION CHARACTER : BRIGHT		Tones with passion and depth can be produced by this distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HG THROTTLE DRIVE CHARACTER : FAT		This models the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITCH:HI / BOOST:ON).	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MDCUT	Adjusts volume of middle frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

METAL FREAK DISTORTION CHARACTER : MID SCOOP		This distortion features a strong mid scoop.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
CREAMY DISTORTION CHARACTER : MID BOOST		This distortion has a smooth and persistent sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
FIREBALL DISTORTION CHARACTER : BRIGHT		This effect produces distortion with impact.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SHRED DISTORTION CHARACTER : FAT		A sharp but fine distortion can be produced by this effect.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SLASH DEMON DISTORTION CHARACTER : MID SCOOP		This extreme distortion features severe mid-scoop and high gain.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MEGASTORM DISTORTION CHARACTER : BRIGHT		This extreme distortion is violent like a typhoon.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

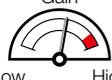
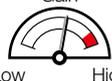
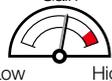
EARTHQUAKE DISTORTION CHARACTER : FAT		This extreme distortion can generate a powerful effect.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
CHAOS DISTORTION CHARACTER : MID SCOOP		This is an extreme distortion with a chaotic sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HYPER LEAD DISTORTION CHARACTER : MID BOOST		Thick lead tones can be generated by this extreme distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
WATERFALL DISTORTION CHARACTER : BRIGHT		This extreme distortion features crushed low frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HELL BOTTOM DISTORTION CHARACTER : FAT		Low frequencies are emphasized excessively in this extreme distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

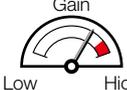
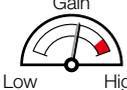
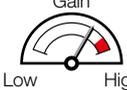
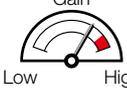
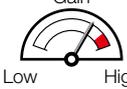
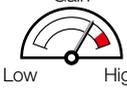
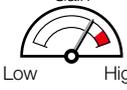
MONSTER DISTORTION CHARACTER : MID SCOOP		This extreme distortion is frighteningly powerful.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
GIANT DISTORTION CHARACTER : FAT		This is an extreme distortion with a powerful impact.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SUPERNOVA DISTORTION CHARACTER : MID SCOOP		This extreme distortion produces a ton of overtones.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HEAVEN DISTORTION CHARACTER : MID BOOST		This is an extremely smooth distortion with warmth in the mid range.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
FIREWALL DISTORTION CHARACTER : BRIGHT		This extreme distortion produces dense overtones.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

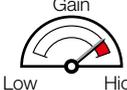
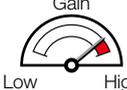
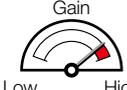
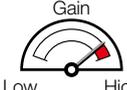
ROAR DISTORTION CHARACTER : FAT		This extreme distortion has a wild and rough sound.	
  	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
	PHANTOM DISTORTION CHARACTER : MID SCOOP		This extreme distortion can produce massive gain and a smooth feel.
  	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

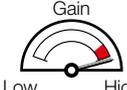
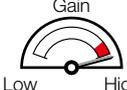
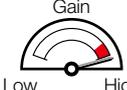
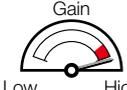
<p>SHAKER FUZZ CHARACTER : MID BOOST</p>		<p>This low-gain fuzz adds a rough texture.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>STONE FUZZ CHARACTER : BRIGHT</p>		<p>This charming fuzz has just the right coarseness.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>LO-FI FUZZ CHARACTER : MID BOOST</p>		<p>This is a low-fidelity fuzz sound.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>GRAVITY FUZZ CHARACTER : FAT</p>		<p>The deep low-end is appealing in this fuzz.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>SODA POP FUZZ CHARACTER : MID SCOOP</p>		<p>This fuzz sounds like the sizzle of carbonated water.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>WARM FUZZ CHARACTER : MID BOOST</p>		<p>This is a warm-sounding fuzz.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
<p>GRAINY FUZZ CHARACTER : BRIGHT</p>		<p>This bright fuzz has large grains.</p>	
 <p>Gain: [Low] [High] [Red needle]</p> <p>Texture: [Coarse] [Fine] [Slider]</p>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

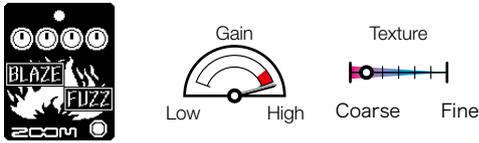
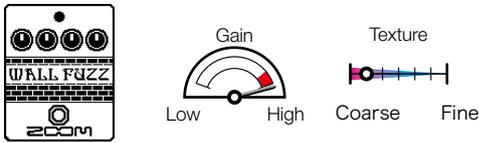
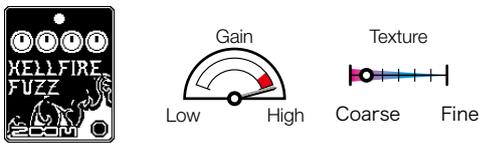
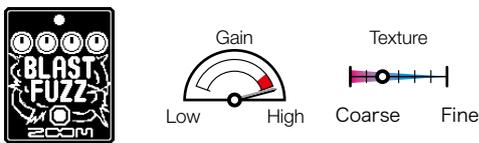
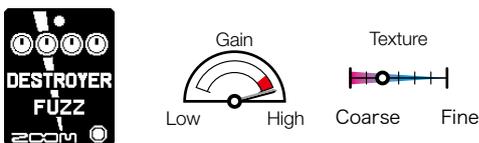
CLASSIC FUZZ CHARACTER : MID BOOST		This is a classic fuzz with rich mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BROKEN RADIO FUZZ CHARACTER : BRIGHT		This fuzz sounds like a broken radio.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MILD FUZZ CHARACTER : FAT		This fuzz has a soft and mild sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TRAIL FUZZ CHARACTER : MID SCOOP		Playing low strings produces low sounds like an octave added below with this fuzz.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GRIT FUZZ CHARACTER : MID BOOST		This fuzz has a tenacious sound with rich mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
UP OCTAVE BOOSTER CHARACTER : BRIGHT		This effect adds an upper octave to the original sound. We recommend using the front guitar pickup.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	UP OCT	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	DRYMX	Adjusts the volume of the unaffected sound.	0 - 100
	BOTTOM	Adjusts volume of low frequencies.	0 - 100
	PRESENC	Adjusts volume of super-high frequencies.	0 - 100
DUALITY FUZZ CHARACTER : MID SCOOP		This fuzz has both heavy growling low sounds and delicate high sounds.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

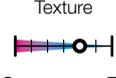
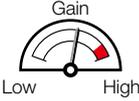
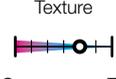
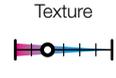
DUSTY FUZZ CHARACTER : MID BOOST		This is a solid low-fidelity fuzz sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BUZZY FUZZ CHARACTER : BRIGHT		This fuzz has a unique sound like the wings of flying insects.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TWISTER FUZZ CHARACTER : FAT		This fuzz has a heavy complex tone.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DEEP FUZZ CHARACTER : MID SCOOP		Deep low frequencies are a feature of this fuzz.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
VINTAGE FUZZ CHARACTER : BRIGHT		This sound is inspired by vintage fuzz effects.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BLEED FUZZ CHARACTER : FAT		The heavy sound of this fuzz is ideal for single note phrases.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
SHARP EDGE FUZZ CHARACTER : MID SCOOP		This is a sharp cutting fuzz.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

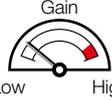
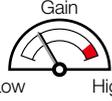
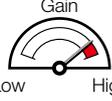
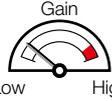
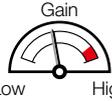
<p>CRUMPLED FUZZ CHARACTER : MID BOOST</p>	<p>This fuzz has a thoroughly crushed sound.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>BASS Adjusts volume of low frequencies.</p>	<p>0 - 100</p>	
	<p>TREBLE Adjusts volume of high frequencies.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>DARK GREEN FUZZ CHARACTER : FAT</p>	<p>This fuzz has a rich low mid-range and a long sustain.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>BASS Adjusts volume of low frequencies.</p>	<p>0 - 100</p>	
	<p>TREBLE Adjusts volume of high frequencies.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>CRACKLE FUZZ CHARACTER : BRIGHT</p>	<p>This fuzz has a sound like cracking.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>BASS Adjusts volume of low frequencies.</p>	<p>0 - 100</p>	
	<p>TREBLE Adjusts volume of high frequencies.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>BURST FUZZ CHARACTER : MID SCOOP</p>	<p>This fuzz has an attack that sounds like it is exploding.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>BASS Adjusts volume of low frequencies.</p>	<p>0 - 100</p>	
	<p>TREBLE Adjusts volume of high frequencies.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>POPCORN FUZZ CHARACTER : MID BOOST</p>	<p>This fuzz is light like popcorn.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>BASS Adjusts volume of low frequencies.</p>	<p>0 - 100</p>	
	<p>TREBLE Adjusts volume of high frequencies.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>TB MK1.5 FUZZ CHARACTER : BRIGHT</p>	<p>This is a classic fuzz effect.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>ATTCK Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>TONE Adjusts the tone.</p>	<p>0 - 100</p>	
	<p>COLOR Sets the sound color.</p>	<p>1 - 2</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	
<p>OCTAVE FUZZ CHARACTER : FAT</p>	<p>This fuzz effect adds an octave above.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>BOOST Adjusts the gain.</p>	<p>0 - 100</p>	
	<p>COLOR Sets the sound color.</p>	<p>1 - 2</p>	
	<p>TONE Adjusts the tone.</p>	<p>0 - 100</p>	
	<p>VOL Adjusts the volume.</p>	<p>0 - 100</p>	

GRIND FUZZ CHARACTER : MID BOOST		The sound of this fuzz is harsh and aggressive.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
TV FUZZ CHARACTER : BRIGHT		This fuzz sounds like the noise of an untuned TV signal.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
ELEPHANT FUZZ CHARACTER : FAT		This is a fat high-gain fuzz.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
HYPER SCOOP FUZZ CHARACTER : MID SCOOP		This fuzz deeply cuts mid frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
NEW YORK MUFF FUZZ CHARACTER : FAT		This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	SUSTN	Adjusts the gain.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100
DEVIL MUFF FUZZ CHARACTER : MID SCOOP		The thunderous sound of this fuzz has demonic low frequencies.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

TURBO FAT FUZZ CHARACTER : MID BOOST		This fuzz has a heavy crushing sound with a boosted low-end.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SANDSTORM FUZZ CHARACTER : BRIGHT		This fuzz is violent like a sweeping sandstorm.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
NOISEMAKER FUZZ CHARACTER : FAT		This fuzz produces a discontinuous noisy sound.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
SPLATTER FUZZ CHARACTER : MID SCOOP		This extreme fuzz has a rough feeling like splattering.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
CRASH FUZZ CHARACTER : MID BOOST		This fuzz can produce a balanced tone with extreme distortion.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

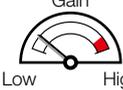
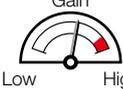
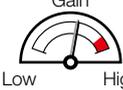
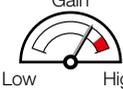
BLAZE FUZZ CHARACTER : BRIGHT		This extremely rough fuzz has a sharp feeling.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
WALL FUZZ CHARACTER : FAT		A wall of sound can be produced by this fuzz.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
HELLFIRE FUZZ CHARACTER : MID SCOOP		This fuzz realizes an intense crushed sound.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
BLAST FUZZ CHARACTER : MID SCOOP		This fuzz produces a powerful sound like an explosion.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100
DESTROYER FUZZ CHARACTER : MID SCOOP		This fuzz makes a destructive thunderous sound.	
	GAIN	Adjusts the gain.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	MODE	Sets the noise gate mode.	GATE. REDUCTION
	THRSH	Adjusts the effect sensitivity.	0 - 100

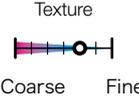
<p>MS450S DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Marshall JTM 45 Offset. This sound is designed for connecting to an amp.</p>	
  	IN1	Adjusts the gain of the input1.	OFF - 100
	IN2	Adjusts the gain of the input2.	OFF - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	<p>MS1959 DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Marshall 1959 SUPER LEAD 100. This sound is designed for connecting to an amp.</p>
  	IN1	Adjusts the gain of the input1.	OFF - 100
	IN2	Adjusts the gain of the input2.	OFF - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	<p>MS800 DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Marshall JCM800 2203. This sound is designed for connecting to an amp.</p>
  	INPUT	Adjusts the input gain.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	<p>FD B-MAN DRIVE CHARACTER : FAT</p>		<p>This models the sound of the Fender '59 Bassman. This sound is designed for connecting to an amp.</p>
  	INPUT	Selects the input channel.	NORMAL, BRIGHT
	GAIN	Adjusts the gain.	10 - 120
	VOL	Adjusts the volume.	10 - 120
	BASS	Adjusts volume of low frequencies.	10 - 120
	MID	Adjusts volume of middle frequencies.	10 - 120
	TREBLE	Adjusts volume of high frequencies.	10 - 120
	PRESENCE	Adjusts volume of super-high frequencies.	10 - 120

FD TWIN-R DRIVE CHARACTER : MID BOOST		This models the sound of the Fender '65 Twin Reverb. This sound is designed for connecting to an amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	BRIGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF, ON
	GAIN	Adjusts the gain.	10 - 100
	VOL	Adjusts the volume.	10 - 100
	BASS	Adjusts volume of low frequencies.	10 - 100
	MID	Adjusts volume of middle frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
FD DELUXE-R DRIVE CHARACTER : MID BOOST		This models the sound of the Fender '65 Deluxe Reverb. This sound is designed for connecting to an amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	INPUT	Selects the input channel.	NORMAL, VIBRATO
	GAIN	Adjusts the gain.	10 - 100
	VOL	Adjusts the volume.	10 - 100
	BASS	Adjusts volume of low frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
FD MASTER DRIVE CHARACTER : MID BOOST		This models the sound of the Fender ToneMaster B channel. This sound is designed for connecting to an amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	10 - 100
	VOL	Adjusts the volume.	10 - 100
	BASS	Adjusts volume of low frequencies.	10 - 100
	MID	Adjusts volume of middle frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
	FAT	Sets the sound style.	OFF, ON
UK 30A DRIVE CHARACTER : BRIGHT		This models the sound of an early class A British combo amp. This sound is designed for connecting to an amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	TONE CUT	Adjusts the tone.	0 - 100
BG MARK1 DRIVE CHARACTER : FAT		This models the sound of the Mesa Boogie Mark I combo amp. This sound is designed for connecting to an amp.	
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	GAIN1	Adjusts the gain of the first stage.	0 - 100
	GAIN2	Adjusts the gain of the second stage.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100

<p>BG MARK3 DRIVE CHARACTER : FAT</p>		<p>This models the sound of the Mesa Boogie Mark III combo amp. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	GAIN1	Adjusts the gain of the first stage.	0 - 100
	GAIN2	Adjusts the gain of the second stage.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
<p>RECTI DUAL DRIVE CHARACTER : FAT</p>		<p>This models the sound of the Mesa Boogie Dual Rectifier Orange Channel. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	MODE	Sets the tone of the character.	VNTG, MDRN
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
<p>XTACY BLUE DRIVE CHARACTER : MID BOOST</p>		<p>This models the sound of the Bogner Ecstasy Blue channel. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	STRUCT	Selects the type and gain of the tone.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
<p>HW 100 DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Hiwatt Custom 100. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	INPUT	Selects the input channel.	NORMAL, BRILL
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100

<p>ORG120 DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Orange Graphic120. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	INPUT	Selects the input channel.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	COLOR	Sets the tone of the effect type.	1 - 6
<p>DZ DRIVE CHARACTER : MID SCOOP</p>		<p>This models the sound of the Diezel Herbert Channel2. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	DEEP	Emphasizes low frequencies.	0 - 100
MDCUT	Cuts middle frequencies.	0 - 100	
<p>MATCH30 DRIVE CHARACTER : BRIGHT</p>		<p>This models the sound of the Matchless DC-30. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	GAIN1	Adjusts the gain of channel1.	OFF - 100
	BASS1	Adjusts volume of low frequencies in the channel1.	0 - 100
	TREBLE1	Adjusts volume of high frequencies in the channel1.	0 - 100
	GAIN2	Adjusts the gain of channel2.	OFF - 100
	TONE2	Adjusts the tone of channel2.	0 - 5
	CUT	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - OFF
<p>KRAMPUS DRIVE CHARACTER : MID SCOOP</p>		<p>This high-gain sound, which uses a ZOOM original preamp, provides both heavy low frequencies and brightness. This sound is designed for connecting to an amp.</p>	
 <p>Gain Low High</p> <p>Texture Coarse Fine</p>	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

<p>REDLOOM DRIVE CHARACTER : MID BOOST</p>	<p>Merges the simple tone of the early days of guitar amps with the rich overtones of a 60's small tube amp. Ideal for playing rhythm. This sound is designed for connecting to an amp.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN</p>	<p>Adjusts the gain.</p>	<p>0 - 100</p>
	<p>VOL</p>	<p>Adjusts the volume.</p>	<p>0 - 100</p>
	<p>BASS</p>	<p>Adjusts volume of low frequencies.</p>	<p>0 - 100</p>
	<p>MID</p>	<p>Adjusts volume of middle frequencies.</p>	<p>0 - 100</p>
	<p>TREBLE</p>	<p>Adjusts volume of high frequencies.</p>	<p>0 - 100</p>
	<p>PRESENCE</p>	<p>Adjusts volume of super-high frequencies.</p>	<p>0 - 100</p>
<p>VELVET DRIVE CHARACTER : FAT</p>	<p>Provides a smooth character amp that balances the dynamic response between the wound and plain strings, enabling you to play both lead and backing without switching tones. This sound is designed for connecting to an amp.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN</p>	<p>Adjusts the gain.</p>	<p>0 - 100</p>
	<p>VOL</p>	<p>Adjusts the volume.</p>	<p>0 - 100</p>
	<p>BASS</p>	<p>Adjusts volume of low frequencies.</p>	<p>0 - 100</p>
	<p>MID</p>	<p>Adjusts volume of middle frequencies.</p>	<p>0 - 100</p>
	<p>TREBLE</p>	<p>Adjusts volume of high frequencies.</p>	<p>0 - 100</p>
	<p>PRESENCE</p>	<p>Adjusts volume of super-high frequencies.</p>	<p>0 - 100</p>
<p>MUDDY DRIVE CHARACTER : MID BOOST</p>	<p>Delivers a vintage style amp sound processed with a clear measured tone with natural crunch. Perfect for blues and rock. This sound is designed for connecting to an amp.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN</p>	<p>Adjusts the gain.</p>	<p>0 - 100</p>
	<p>VOL</p>	<p>Adjusts the volume.</p>	<p>0 - 100</p>
	<p>BASS</p>	<p>Adjusts volume of low frequencies.</p>	<p>0 - 100</p>
	<p>MID</p>	<p>Adjusts volume of middle frequencies.</p>	<p>0 - 100</p>
	<p>TREBLE</p>	<p>Adjusts volume of high frequencies.</p>	<p>0 - 100</p>
	<p>PRESENCE</p>	<p>Adjusts volume of super-high frequencies.</p>	<p>0 - 100</p>
<p>7 HEAVEN DRIVE CHARACTER : MID SCOOP</p>	<p>Emphasizes on the sound for 7 and 8 string guitars by blending the dynamic response with a very tight low end. Expect a very powerful metal sound. This sound is designed for connecting to an amp.</p>		
 <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;"> <p>Gain</p>  <p>Low High</p> </div> <div style="text-align: center;"> <p>Texture</p>  <p>Coarse Fine</p> </div> </div>	<p>GAIN</p>	<p>Adjusts the gain.</p>	<p>0 - 100</p>
	<p>VOL</p>	<p>Adjusts the volume.</p>	<p>0 - 100</p>
	<p>BASS</p>	<p>Adjusts volume of low frequencies.</p>	<p>0 - 100</p>
	<p>MID</p>	<p>Adjusts volume of middle frequencies.</p>	<p>0 - 100</p>
	<p>TREBLE</p>	<p>Adjusts volume of high frequencies.</p>	<p>0 - 100</p>
	<p>PRESENCE</p>	<p>Adjusts volume of super-high frequencies.</p>	<p>0 - 100</p>

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

NOISE GATE		This is a noise gate that cuts the sound during playing pauses.	
	DETCT	Sets control signal detection level.	GTRIN, EFXIN
	DEPTH	Sets the depth of noise reduction.	0 - 100
	THRSH	Adjusts the effect sensitivity.	0 - 100
	DECAY	Adjusts the envelope release.	0 - 100
ZOOM NOISE REDUCTION		ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.	
	DETCT	Sets control signal detection level.	GTRIN, EFXIN
	DEPTH	Sets the depth of noise reduction.	0 - 100
	THRSH	Adjusts the effect sensitivity.	0 - 100
	DECAY	Adjust the envelope release.	0 - 100
GUITAR GRAPHIC EQ		This mono graphic equalizer has 6 bands that suit guitar frequencies.	
	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12 - 12
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12 - 12
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12 - 12
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12 - 12
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12 - 12
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12 - 12
	VOL	Adjusts the volume.	0 - 100
GUITAR GRAPHIC EQ7		This mono graphic equalizer has 7 bands that suit guitar frequencies.	
	100Hz	Adjust to boost or cut 100 Hz.	-12 - 12
	200Hz	Adjust to boost or cut 200 Hz.	-12 - 12
	400Hz	Adjust to boost or cut 400 Hz.	-12 - 12
	800Hz	Adjust to boost or cut 800 Hz.	-12 - 12
	1.6kHz	Adjust to boost or cut 1.6 kHz.	-12 - 12
	3.2kHz	Adjust to boost or cut 3.2 kHz.	-12 - 12
	6.4kHz	Adjust to boost or cut 6.4 kHz.	-12 - 12
	VOL	Adjusts the volume.	0 - 100
PARAMETRIC EQ		This is a 1-band parametric equalizer.	
	FREQ	Sets the frequency of the equalizer.	20 Hz - 20k Hz
	Q	Adjusts equalizer Q.	0.5 - 16
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
LOW EQ		Designed for low frequencies, this equalizer allows you to select the type.	
	TYPE	Sets filter type.	SHELF, HPF
	FREQ	Sets the frequency of the filter.	20 Hz - 640 Hz
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100

HIGH EQ		Designed for high frequencies, this equalizer allows you to select the type.	
	TYPE	Sets filter type.	SHELF, LPF
	FREQ	Sets the frequency of the filter.	500 Hz - 20k Hz
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100
COMPRESSOR		This compressor in the style of the MXR Dyna Comp.	
★ 	SENSE	Adjusts the sensitivity of the effect.	0 - 10
	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST
	TONE	Adjusts the tone.	0 - 10
	VOL	Adjusts the volume.	0 - 100
RACK COMPRESSOR		This compressor allows more detailed adjustment than Comp.	
★ 	THRSH	Sets the level that activates the compressor.	0 - 50
	RATIO	Adjusts the compression ratio.	1 - 10
	ATTCK	Sets compressor attack speed.	1 - 10
	VOL	Adjusts the volume.	0 - 100
GRAY COMPRESSOR		This models a ROSS Compressor. Added parameters allow you to adjust the tone.	
★ 	SUSTN	Adjusts the sustain.	0 - 100
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
OPTICAL COMPRESSOR		This is an optical compressor.	
★ 	DRIVE	Adjusts the depth of the compression.	0 - 10
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BLACK OPTICAL COMPRESSOR		This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.	
★ 	COMP	Adjusts the depth of the compression.	0 - 100
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100
MULTIBAND COMPRESSOR		This is a simulation of the MultiComp (MODE:MB).	
★ 	COMP	Adjusts the depth of the compression.	0 - 100
	LOTHR	Adjusts the threshold that triggers the low-frequency effect.	0 - 100
	HITHR	Adjusts the threshold that triggers the high-frequency effect.	0 - 100
	VOL	Adjusts the volume.	0 - 100

160 COMPRESSOR		This compressor is in the style of the dbx 160A.	
★ 	THRSH	Adjusts the threshold that determines when the effect is activated.	-60 - 0
	RATIO	Adjusts the compression ratio.	1.0 - 10.0
	KNEE	Sets the type of knee.	SOFT, HARD
	VOL	Adjusts the volume.	0 - 100
1176 LIMITER		This is a simulation of the UREI 1176LN.	
★ 	INPUT	Adjusts the input level.	0 - 80
	RATIO	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 - 70
	OUTPUT	Adjusts the output level.	0 - 80
ORANGE LIMITER		This models an ORANGE SQUEEZER.	
★ 	VOL	Adjusts the volume.	0 - 100
EXCITER		This exciter enables flexible control.	
★ 	BASS	Adjusts the amount of low-frequency phase correction.	0 - 100
	TREBLE	Adjusts the amount of high-frequency phase correction.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH