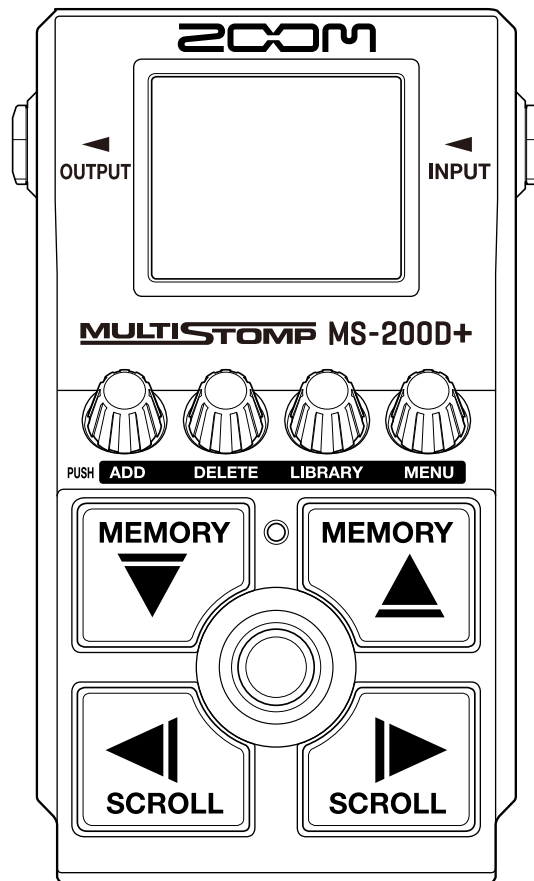


MS-200D+

MULTISTOMP



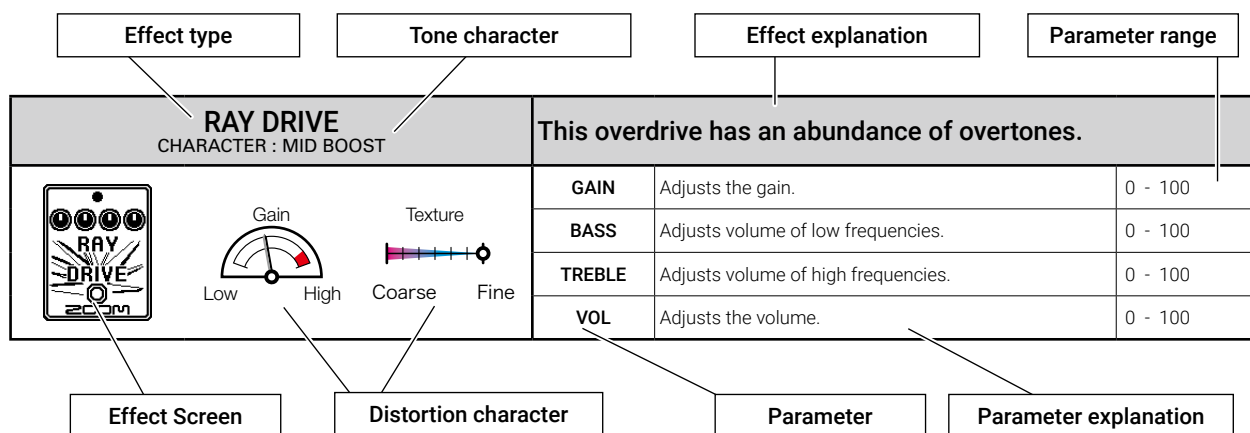
Effect Types and Parameters

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

© 2024 ZOOM CORPORATION


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.





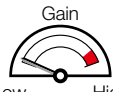
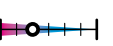
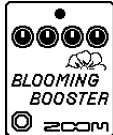



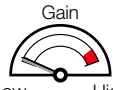
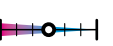

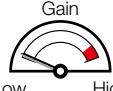
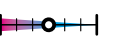


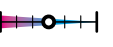

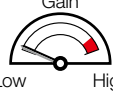
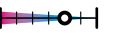
Effect explanation overview


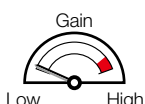
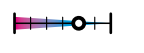
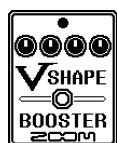
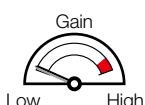
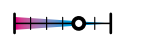

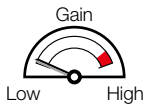
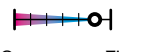

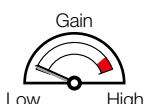
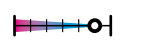

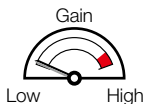
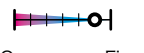

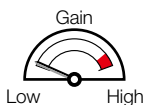
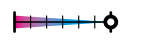

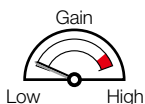
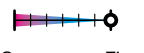



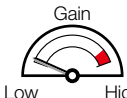
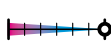
Contents


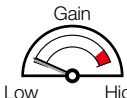
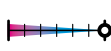
BOOSTER	3
OVERDRIVE	7
DISTORTION	16
FUZZ	25
PREAMP	32
TOOL	38


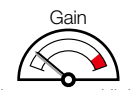
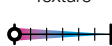

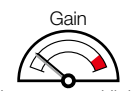
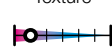







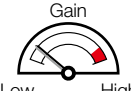


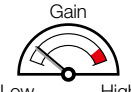
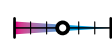

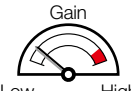

FAT BOOSTER CHARACTER : MID BOOST		This thick-sounding booster emphasizes the low mids.	
	<div>Gain</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><</div>		








SPORTY BOOSTER CHARACTER : BRIGHT		This booster cuts low frequencies and creates a penetrating sound.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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


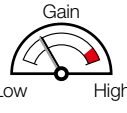
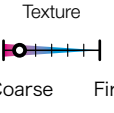

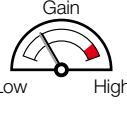
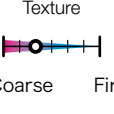


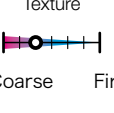

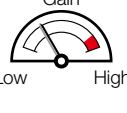
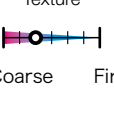

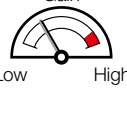
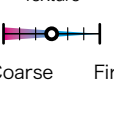

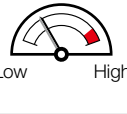
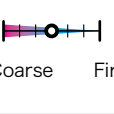

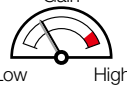

Z CLEAN BOOSTER CHARACTER : FAT		This even clean sound is a ZOOM original.	
			GAIN Adjusts the gain. 0 - 100
			BASS Adjusts volume of low frequencies. 0 - 100
			TREBLE Adjusts volume of high frequencies. 0 - 100
			VOL Adjusts the volume. 0 - 100
V SHAPE BOOSTER CHARACTER : MID SCOOP		This booster creates a sound with a mid scoop.	
			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.	
			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.	
			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.	
			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.	
			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.	
			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


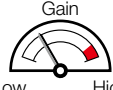








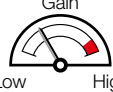


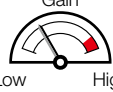


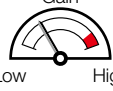

LUSH BOOSTER CHARACTER : FAT		This booster makes a powerful sound that emphasizes the middle frequencies.			
	 Low High	 Coarse Fine	GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
			TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100








SILKY BOOSTER CHARACTER : MID SCOOP		Smooth sounds can be achieved with this booster.			
	 Low High	 Coarse Fine	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


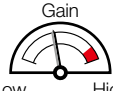
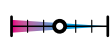

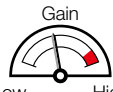
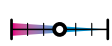


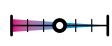




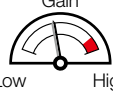


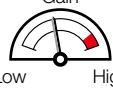
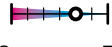



DESERT DRIVE CHARACTER : FAT		This is an overdrive with a gritty sound.	
	<div>Gain</div>  <div>Low High</div>	<div>Texture</div>  <div>Coarse Fine</div>	<div>GAIN</div> Adjusts the gain. <div>0 - 100</div>
			<div>BASS</div> Adjusts volume of low frequencies. <div>0 - 100</div>
			<div>TREBLE</div>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


TIGER DRIVE CHARACTER : MID BOOST		This overdrive has a forceful sound.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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


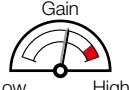


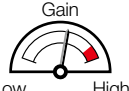


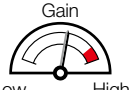
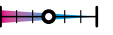

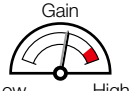
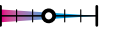

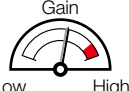


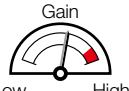


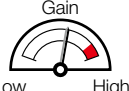

GARAGE DRIVE CHARACTER : FAT		A rough sound is produced by this overdrive.			
			GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
			TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100
BREAKER DRIVE CHARACTER : BRIGHT		This overdrive sound has punch.			
			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.			
			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.			
			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.			
			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.			
			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.			
			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






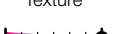


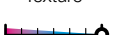






RIPPER DRIVE CHARACTER : MID SCOOP		A ripping sound is produced by this overdrive.	
 <div> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 0 - 100
		TREBLE	Adjusts volume of high frequencies. 0 - 100
		VOL	Adjusts the volume. 0 - 100
GOLD DRIVE CHARACTER : MID BOOST		This effect models a famous gold overdrive boutique pedal.	
 <div> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> Gain Low High </div> <div> Texture Coarse Fine </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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		TONE	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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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>Gain</div> <div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>		


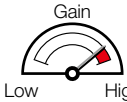

STACK DRIVE CHARACTER : MID BOOST		This overdrive has impact like a stack amp.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 0 - 100
		TREBLE	Adjusts volume of high frequencies. 0 - 100
		VOL	Adjusts the volume. 0 - 100
HAMMER DRIVE CHARACTER : MID SCOOP		This overdrive feels heavy like a hammer.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		tone	Adjusts the tone. 0 - 100
		MODE	Sets the sound style. COMBO, STACK
		VOL	Adjusts the volume. 0 - 100
BRONZE DRIVE CHARACTER : MID SCOOP		This overdrive is hard and heavy.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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


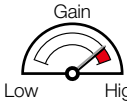

HEAVY DRIVE CHARACTER : MID SCOOP		This is a serious sounding overdrive.	
 <div> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 0 - 100
		TREBLE	Adjusts volume of high frequencies. 0 - 100
		VOL	Adjusts the volume. 0 - 100
ENERGY DRIVE CHARACTER : MID BOOST		This overdrive is energetic.	
 <div> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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> <div>Gain</div>  <div>Low High</div> </div> <div> <div>Texture</div>  <div>Coarse Fine</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


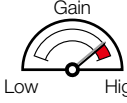
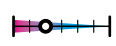
LEAD DISTORTION CHARACTER : FAT		This effect features a bright tone and even distortion.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		TONE	Adjusts the tone. 0 - 100
		DRYMIX	Adjusts the volume of the unaffected sound. 0 - 100
		VOL	Adjusts the volume. 0 - 100
CLASSIC DISTORTION CHARACTER : BRIGHT		This is a classic sounding distortion.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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


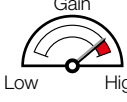
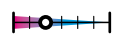
DEEP DISTORTION CHARACTER : FAT		This distortion is rich and deep.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 0 - 100
		TREBLE	Adjusts volume of high frequencies. 0 - 100
		VOL	Adjusts the volume. 0 - 100
METEOR DISTORTION CHARACTER : MID SCOOP		This is an impactful distortion.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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



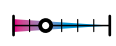
FEATHER DISTORTION CHARACTER : BRIGHT		This is a distortion with a bright and light sound.	
 <div> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </div> </div>		GAIN	Adjusts the gain. 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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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> Gain <div> <div></div> <div></div> <div></div> </div> <div> Low High </div> </div> <div> Texture <div> <div></div> <div></div> <div></div> </div> <div> Coarse Fine </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



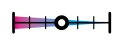
RAZOR DRIVE CHARACTER : MID BOOST		This effect is a new-concept distortion effect that uses Comb filtering to simulate the gain parameter of the overdriven signal.	
			
	Gain	Texture	
	Low High	Coarse Fine	
GAIN	Adjusts the gain.	0 - 100	
EDGE	Adjusts the distortion tone.	0 - 100	
LO	Adjusts volume of low frequencies.	0 - 100	
VOL	Adjusts the volume.	0 - 100	



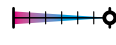
WAVE SHAPER DRIVE CHARACTER : BRIGHT		This effect is another new kind of distortion effect that applies a new original algorithm to shape the waveform and create a unique sound.	
			
	Gain	Texture	
	Low High	Coarse Fine	
GAIN	Adjusts the gain.	0 - 100	
SHAPE	Adjusts the distortion tone.	0 - 100	
COMP	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.	
			
	Gain	Texture	
	Low High	Coarse Fine	
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.	
			
	Gain	Texture	
	Low High	Coarse Fine	
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	


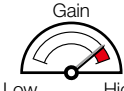
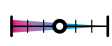

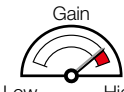
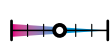


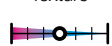




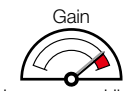
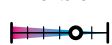

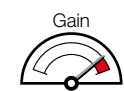
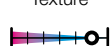

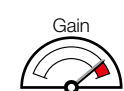

MACHINE DISTORTION CHARACTER : MID SCOOP		This distortion with a suppressed mid range has an inorganic feel.	
			
	Gain	Texture	
	Low High	Coarse Fine	
GAIN	Adjusts the gain.	0 - 100	
BASS	Adjusts volume of low frequencies.	0 - 100	
TREBLE	Adjusts volume of high frequencies.	0 - 100	
VOL	Adjusts the volume.	0 - 100	


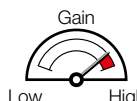
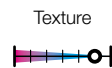

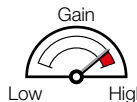
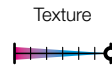

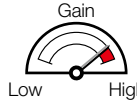
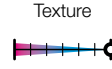


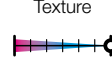

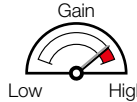
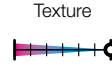


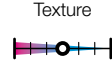
VIOLET DISTORTION CHARACTER : MID BOOST		This models the sound of a Suhr Riot Reloaded.	
			
	Gain	Texture	
	Low High	Coarse Fine	
GAIN	Adjusts the gain.	0 - 100	
tone	Adjusts the tone.	0 - 100	
VOICE	Sets the sound style.	0 - 2	
VOL	Adjusts the volume.	0 - 100	


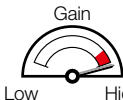
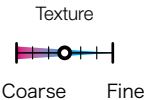

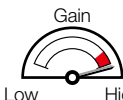
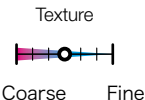


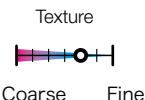

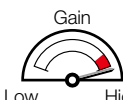
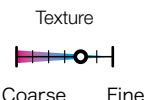

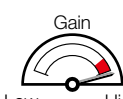
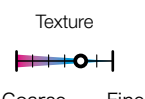
NEBULA DISTORTION CHARACTER : FAT		This distortion features a smooth warm sound.	
			
	Gain	Texture	
	Low High	Coarse Fine	
GAIN	Adjusts the gain.	0 - 100	
BASS	Adjusts volume of low frequencies.	0 - 100	
TREBLE	Adjusts volume of high frequencies.	0 - 100	
VOL	Adjusts the volume.	0 - 100	



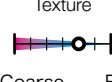


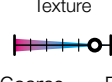

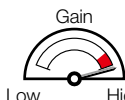
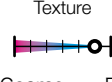

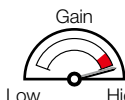
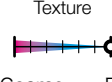

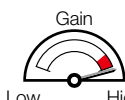
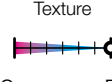
DISTORTION


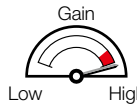
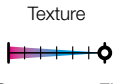

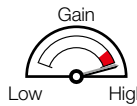
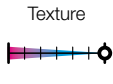
MULTISTOMP MS-200D+


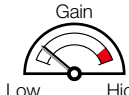


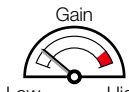
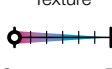
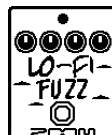
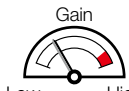
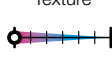

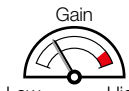
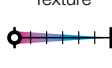

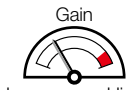
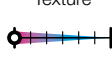

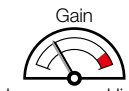


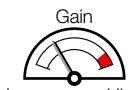

Z DREAM DISTORTION CHARACTER : FAT		This high gain sound was designed for lead parts based on the Mesa Boogie Road King Series II Lead channel.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</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.			
			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.			
			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.			
			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.			
			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.			
			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.			
			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


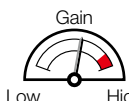
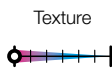

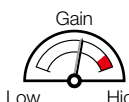
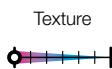

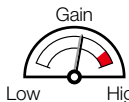
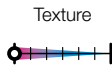

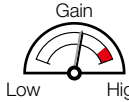
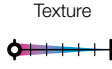


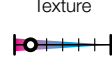

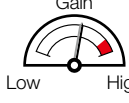
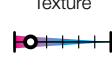

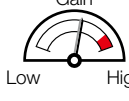

EARTHQUAKE DISTORTION CHARACTER : FAT		This extreme distortion can generate a powerful effect.		
  	GAIN	Adjusts the gain.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	MODE	Sets the noise gate mode.	GATE. REDUCTION	
	THRSH	Adjusts the effect sensitivity.	0 - 100	
CHAOS DISTORTION CHARACTER : MID SCOOP		This is an extreme distortion with a chaotic sound.		
  	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.		
  	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.		
  	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.		
  	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.			
			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.			
			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.			
			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.			
			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.			
			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


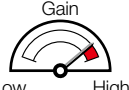


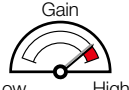











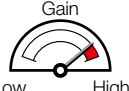

ROAR DISTORTION CHARACTER : FAT		This extreme distortion has a wild and rough sound.		
  	GAIN	Adjusts the gain.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	MODE	Sets the noise gate mode.	GATE. REDUCTION	
	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	


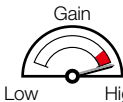
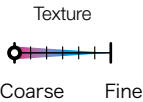

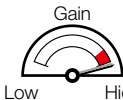
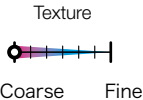


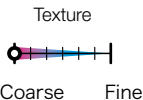


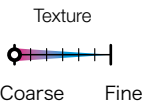

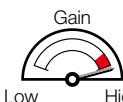
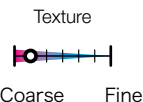
SHAKER FUZZ CHARACTER : MID BOOST		This low-gain fuzz adds a rough texture.			
			GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
			TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100
STONE FUZZ CHARACTER : BRIGHT		This charming fuzz has just the right coarseness.			
			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
LO-FI FUZZ CHARACTER : MID BOOST		This is a low-fidelity fuzz 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
GRAVITY FUZZ CHARACTER : FAT		The deep low-end is appealing in this fuzz.			
			GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
			TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100
SODA POP FUZZ CHARACTER : MID SCOOP		This fuzz sounds like the sizzle of carbonated water.			
			GAIN	Adjusts the gain.	0 - 100
			BASS	Adjusts volume of low frequencies.	0 - 100
			TREBLE	Adjusts volume of high frequencies.	0 - 100
			VOL	Adjusts the volume.	0 - 100
WARM FUZZ CHARACTER : MID BOOST		This is a warm-sounding 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
GRAINY FUZZ CHARACTER : BRIGHT		This bright fuzz has large grains.			
			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


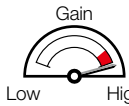
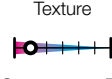

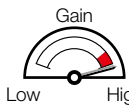
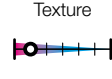

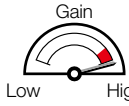
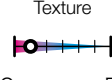

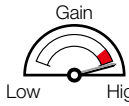
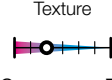

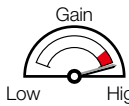
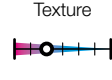
CLASSIC FUZZ CHARACTER : MID BOOST		This is a classic fuzz with rich mid frequencies.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</div> </div>		GAIN	Adjusts the gain. 0 - 100
		BASS	Adjusts volume of low frequencies. 0 - 100
		TREBLE	Adjusts volume of high frequencies. 0 - 100
		VOL	Adjusts the volume. 0 - 100
BROKEN RADIO FUZZ CHARACTER : BRIGHT		This fuzz sounds like a broken radio.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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





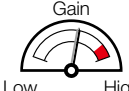



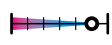

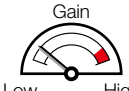
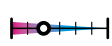
DUSTY FUZZ CHARACTER : MID BOOST		This is a solid low-fidelity fuzz sound.	
			GAIN Adjusts the gain. 0 - 100
			BASS Adjusts volume of low frequencies. 0 - 100
			TREBLE Adjusts volume of high frequencies. 0 - 100
			VOL Adjusts the volume. 0 - 100
BUZZY FUZZ CHARACTER : BRIGHT		This fuzz has a unique sound like the wings of flying insects.	
			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.	
			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.	
			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.	
			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.	
			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.	
			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






CRUMPLED FUZZ CHARACTER : MID BOOST		This fuzz has a thoroughly crushed sound.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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
DARK GREEN FUZZ CHARACTER : FAT		This fuzz has a rich low mid-range and a long sustain.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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
CRACKLE FUZZ CHARACTER : BRIGHT		This fuzz has a sound like cracking.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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
BURST FUZZ CHARACTER : MID SCOOP		This fuzz has an attack that sounds like it is exploding.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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
POPCORN FUZZ CHARACTER : MID BOOST		This fuzz is light like popcorn.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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
TB MK1.5 FUZZ CHARACTER : BRIGHT		This is a classic fuzz effect.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</div> </div>		ATTCK	Adjusts the gain. 0 - 100
		TONE	Adjusts the tone. 0 - 100
		COLOR	Sets the sound color. 1 - 2
		VOL	Adjusts the volume. 0 - 100
OCTAVE FUZZ CHARACTER : FAT		This fuzz effect adds an octave above.	
 <div> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</div> </div>		BOOST	Adjusts the gain. 0 - 100
		COLOR	Sets the sound color. 1 - 2
		TONE	Adjusts the tone. 0 - 100
		VOL	Adjusts the volume. 0 - 100





GRIND FUZZ CHARACTER : MID BOOST		The sound of this fuzz is harsh and aggressive.	
 <div> Gain  Low High Texture  Coarse Fine </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> Gain  Low High Texture  Coarse Fine </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> Gain  Low High Texture  Coarse Fine </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> Gain  Low High Texture  Coarse Fine </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> Gain  Low High Texture  Coarse Fine </div>		SUSTN	Adjusts the gain. 0 - 100
		STONE	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> Gain  Low High Texture  Coarse Fine </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




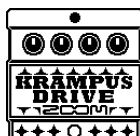
TURBO FAT FUZZ CHARACTER : MID BOOST		This fuzz has a heavy crushing sound with a boosted low-end.		
  	GAIN	Adjusts the gain.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	MODE	Sets the noise gate mode.	GATE. REDUCTION	
	THRSH	Adjusts the effect sensitivity.	0 - 100	
SANDSTORM FUZZ CHARACTER : BRIGHT		This fuzz is violent like a sweeping sandstorm.		
  	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.		
  	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.		
  	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.		
  	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


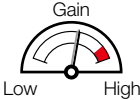
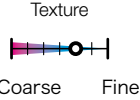
MS450S DRIVE CHARACTER : BRIGHT		This models the sound of the Marshall JTM 45 Offset. This sound is designed for connecting to an amp.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		IN1	Adjusts the gain of the input1. OFF - 100
		IN2	Adjusts the gain of the input2. 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
MS1959 DRIVE CHARACTER : BRIGHT		This models the sound of the Marshall 1959 SUPER LEAD 100. This sound is designed for connecting to an amp.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		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
MS800 DRIVE CHARACTER : BRIGHT		This models the sound of the Marshall JCM800 2203. This sound is designed for connecting to an amp.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		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
FD B-MAN DRIVE CHARACTER : FAT		This models the sound of the Fender '59 Bassman. This sound is designed for connecting to an amp.	
 <div> <div>Gain</div>  <div>Texture</div>  <div>Low High Coarse Fine</div> </div>		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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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> <div>Gain</div> <div>Low High</div> </div> <div> <div>Texture</div> <div>Coarse Fine</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


BG MARK3 DRIVE CHARACTER : FAT		This models the sound of the Mesa Boogie Mark III combo amp. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</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
RECTI DUAL DRIVE CHARACTER : FAT		This models the sound of the Mesa Boogie Dual Rectifier Orange Channel. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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
XTACY BLUE DRIVE CHARACTER : MID BOOST		This models the sound of the Bogner Ecstasy Blue channel. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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
HW 100 DRIVE CHARACTER : BRIGHT		This models the sound of the Hiwatt Custom 100. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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

ORG120 DRIVE CHARACTER : BRIGHT		This models the sound of the Orange Graphic120. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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
DZ DRIVE CHARACTER : MID SCOOP		This models the sound of the Diezel Herbert Channel2. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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	
MATCH30 DRIVE CHARACTER : BRIGHT		This models the sound of the Matchless DC-30. This sound is designed for connecting to an amp.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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
KRAMPUS DRIVE CHARACTER : MID SCOOP		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.	
 <div><div>Gain</div><div>Low High</div></div> <div><div>Texture</div><div>Coarse Fine</div></div>	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

REDLOOM DRIVE CHARACTER : MID BOOST		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.	
 <div><div>Gain</div><div>LowHigh</div><div>Texture</div><div>CoarseFine</div></div>	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
VELVET DRIVE CHARACTER : FAT		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.	
 <div><div>Gain</div><div>LowHigh</div><div>Texture</div><div>CoarseFine</div></div>	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
MUDDY DRIVE CHARACTER : MID BOOST		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.	
 <div><div>Gain</div><div>LowHigh</div><div>Texture</div><div>CoarseFine</div></div>	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
7 HEAVEN DRIVE CHARACTER : MID SCOOP		Emphases 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.	
 <div><div>Gain</div><div>LowHigh</div><div>Texture</div><div>CoarseFine</div></div>	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

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