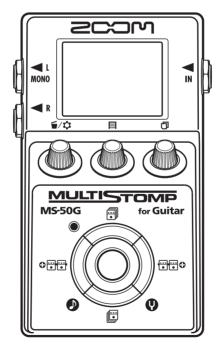


# MULTISTOMP MS-50G for Guitar

# **Effect Types and Parameters (Ver.3)**



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Additional effect	ts	Parameter	Parame	ter rang	je					
Effect type					Effect ex	planation	]			
SmoothDly	This wi	de delay is	s modeled o	on the	BOSS DL	)-20 in SMO	n HTO	node.		
<u></u>			Knoł 1			Knob2			Knob3	
		TINE	1–300ე	1	F.B	0-100		E.LVL	0-100	
TIME FA ELUL	Page01	Sets the dela	y time.		Adjusts the f	eedback amount			nount of effect so original sound.	und
SMOOTH DELAY		TONE	)–100		Tail	OFF/ON				$\Box$
	Page02	Adjusts the t	o ie.		even after e	effect sound co ffect is turned of sound stops right ed off.	f. When			
Effect screen	Pa	rameter ex	planation	Te	empo synch	ronization po	ssible i	con		

#### **■** Effect Types and Parameters

# [COMP]

Comp	This co	mpressor	in the style of	the	MXR Dyr	a Comp.				
			Knob1			Knob2			Knob3	
SENSE TIME LEVEL	Page01	Sense	0-10		Tone	0–10		Level	0–150	
000	Pageui	Adjusts the c	ompressor sensitivit	y.	Adjusts the to	one.		Adjusts the o	utput level.	
CUMP		ATTCK	Slow, Fast							
	Page02	Sets compre Fast or Slow.	essor attack speed	l to						
RackComp	This co	mpressor	allows more de	eta	iled adjust	ment than Con	np.			
			Knob1			Knob2			Knob3	
		THRSH	0-50		Ratio	1–10		Level	0–150	
ROCKCOMP THEN INTO LEIR.	Page01	Sets the lev compressor.	vel that activates	the	Adjusts the co	ompression ratio.		Adjusts the o	utput level.	
	D02	ATTCK	1–10							
	Page02	Adjusts the c	ompressor attack rat	e.						
SlowATTCK	This eff	ect slows	the attack of e	ach	note, res	ulting in a violir	n-li	ke perform	nance.	
			Knob1			Knob2			Knob3	
TIME CURIE LEIEL		Time	1–50		Curve	0–10		Level	0–150	
SION ATTCK	Page01	Adjusts the a	ttack time.		Set the curve attack.	of volume change du	ring	Adjusts the o	utput level.	
	Page02									
	- agooz									
ZNR	ZOOM'	s unique no	oise reduction cu	ıts	noise durin	g pauses in play	ing	without af	fecting the tone	Э.
			Knob1			Knob2			Knob3	
· Ety-	Page01	THRSH	1–25		DETCT	Gtrln, Efxln		Level	0–150	
THEN LEVEL	rageui	Adjusts the e	ffect sensitivity.		Sets control s	signal detection level		Adjusts the o	utput level.	
ZNR 🐠 🐠 📳	Page02									
	1 ageuz									
M Comp	This co	mpressor	provides a mor	re r	natural sou	nd.				
			Knob1			Knob2			Knob3	
THE PATH LINE		THRSH	0–50		Ratio	1–10		Level	0–150	
M Conp	Page01	Sets the lev compressor.	vel that activates	the	Adjusts the co	ompression ratio.		Adjusts the o	utput level.	
	Page02	ATTCK	1–10							
	1 ageuz	Adjusts the c	ompressor attack rat	e.						

OptComp	This co	mpressor	is in the style	of a	an APHEX	Punch FACTO	PRY.			
			Knob1			Knob2			Knob3	
OPT COMP (S)	Page01	Drive	0-10		Tone	0-100		Level	0–150	
© W	rageui	Adjusts the d	epth of the compress	ion.	Adjusts the to	one.		Adjusts the o	utput level.	
COMP	Page02									
NoiseGate	This is	a noise da	ate that cuts th	ne s	ound durir	ng plaving par	ISES			
140100 Gato	11110 10	1 110100 gc	Knob1	10 0		Knob2			Knob3	
THRESH LEUCL		THRSH	1–25	$\overline{}$	Level	0-150	$\top$		KIIODO	т
West State	Page01		effect sensitivity.		Adjusts the					_
Noise Gate	Page02	rajado tro		Т	rajuoto tiro i	Jacque 10701.	Т			
	Fage02									
DirtyGate	This vir	ntage styl	e gate features	sac	haracteris	tic way of clo	sing			
* 19309   FIEL			Knob1			Knob2			Knob3	
. 6	Page01	THRSH	1–25		Level	0-150				
DIRTH		Adjusts the e	ffect sensitivity.		Adjusts the	output level.				
O GAILE	Page02									
OrangeLim	This m	odels an (	DRANGE SQU	EEZ	ER.					
<u> </u>			Knob1			Knob2			Knob3	
ON OO	D01			Т			Т			Π
OrangeLim	Page01									
	Page02									
GrayComp	This m	odels a R	OSS Compres	sor.				l		
*			Knob1			Knob2			Knob3	
	D 04	SUSTN	0-100		OUT	0-100				
Grav P	Page01	Adjusts the	sustain.		Adjusts the	output level.				
Comp	Page02									
	1 49002									
[FILTER]										
LineSel	Sound i	nput into tl	ne LineSel effec	t is	sent directl	y to the OUTPI	JT ja	cks when C	FF and to the n	ext
Lillegei	effect ir	order whe	en ON.							
			Knob1			Knob2			Knob3	
NELL EN MI	D 04	EFX_L	0-150		OUT_L	0–150				
LieoSol	Page01	Adjusts leve	I sent to next effect		Adjusts lev outputs.	el sent directly t	o the			
cinesei				$\neg$		1				
	Page02					1		<b>†</b>		
GranbiaEO		it had a 6	hand aqualiza							
GraphicEQ		nit has a 6	-band equalize	r.						
GraphicEQ			Knob1	r.		Knob2			Knob3	
GraphicEQ	This ur	160Hz	Knob1 -12–12	T	400Hz	-12–12		800Hz	-12–12	
GraphicEQ		160Hz	Knob1	T		-12-12 uts the low-middle	(400		-12-12 ts the middle (800	Hz)
GraphicEQ	This ur	160Hz Boosts or cuts	Knob1 -12–12	T	Boosts or c	-12-12 uts the low-middle	: (400	Boosts or cu	-12-12 ts the middle (800	Hz)
GraphicEQ	This ur	160Hz Boosts or cuts band. 3.2kHz Boosts or c	Knob1 -12–12 s the low (160 Hz) freq	uency	Boosts or co Hz) frequence 6.4kHz Boosts or co	-12-12 uts the low-middle by band. -12-12 uts the extremely		Boosts or cu frequency bar 12kHz Boosts or cu	-12-12 ts the middle (800 nd. -12-12 uts the harmonics	
GraphicEQ	This ur	160Hz Boosts or cuts band. 3.2kHz	Knob1 -12–12 s the low (160 Hz) freq	uency	Boosts or co Hz) frequence 6.4kHz	-12-12 uts the low-middle by band. -12-12 uts the extremely		Boosts or cu frequency bar 12kHz	-12-12 ts the middle (800 nd. -12-12 uts the harmonics	

D 50	I	- ·		11		-	_		-	
ParaEQ	This is	a 2-band p	arametric equa	ĺΙΖ	er.					
			Knob1			Knob2			Knob3	
	Page01	Freq1	20Hz-20kHz		Q1	0.5, 1, 2, 4, 8, 16		Gain1	-12–12	
P. B	Pageul	Adjusts cente	er frequency of EQ1.		Adjusts EQ1	Q.		Adjusts EQ1	gain.	
FREO. A GAIN	D02	Freq2	20Hz-20kHz		Q2	0.5, 1, 2, 4, 8, 16		Gain2	-12–12	
	Page02	Adjusts cente	er frequency of EQ2.		Adjusts EQ2	Q.		Adjusts EQ2	gain.	
		Level	0-150							П
	Page03	Adjusts the o	utput level.							
AutoWah	This off	ect varies	wah in accorda	nn	e with nic	king intensity				
Autovvaii	11113 611	l cct varies		1110	i vitti pic			1		
			Knob1			Knob2			Knob3	$\overline{}$
	Page01	Sense	-101, 1-10		Reso	0-10		Level	0–150	
AutoWah	rageui	Adjusts the s	ensitivity of the effec	t.	Adjusts the ir sound.	ntensity of the resona	ance	Adjusts the o	utput level.	
										Т
	Page02					1	_			
Cm.	Thin of	io ot mario o	مالا لممسوم مط	۰. ۱	alliina na	di ilatar			-	
Cry	This en	ect varies	the sound like	a ı	aiking mo					
			Knob1			Knob2			Knob3	
HANGE REST SENSE		Range	1–10		Reso	0–10		Sense	-101, 1-10	
	Page01	Adjusts the fre by the effect.	equency range process	sed			ation	Adjusts the se	ensitivity of the effe	ect.
	-	Bal	0-100		resonance so	und. 0–150				
	Page02		alance between origi	nal		1				
	1 agcoz	and effect so		naı	Adjusts the o	output level.				
M-Filter	This on		has the flavor of	2 N	1000 N/E 10	11 low page filter	200	d can be co	t in a wide rang	^
IVI-FIILEI	THIS EHV	elope filler		d I	vioog ivir-it	· · · · · · · · · · · · · · · · · · ·	dill	u can be se		е.
			Knob1			Knob2			Knob3	
	D 04	Freq	0-100		Sense	0–10		Reso	0–10	
FREE SENSE REST	Page01	Sets minimur filter.	m frequency of envelo	ppe	Sets effect se	ensitivity.		Sets effect re	sonance.	
		Туре	HPF, BPF, LPF	_	Chara	2Pole, 4Pole		VLCTY	Fast, Slow	$\top$
M-Filter	Page02	Sets filter typ				unt of filter applied.	_	Sets speed of		
		Bal	0-100		Level	0–150	Г	octo specu o	micraction.	$\overline{}$
	Page03		alance between origi	nal			_			
		and effect so			Adjusts the c	output level.				
Step	This sn	ecial effec	t gives the sou	nd	a stenner	d quality				
- C.OP	-1110 Sp			. 10	Г				Vnoh2	
l	$\vdash$	Darah	Knob1		Data	Knob2		D	Knob3	
DEPTH (I)	Page01	Depth	0–100		Rate	0-50	D	Reso	0–10	
RATE (I)	1 ageur	Sets the dep	th of the modulation.		Sets the spe	ed of the modulation	١.	resonance sou	tensity of the modul and.	ation
(O. Un 1 see (D)		Shape	0-10		Level	0-150				П
	Page02		ffect envelope.		Adjusts the o		_			+
SogEl TP	The		er has the flavo	\r -			_	1		_
SeqFLTR	Title sec	quence IIII		л (	ı a ∠.vex					
			Knob1			Knob2			Knob3	
SER FILTER	Page01	Step	2–8		PTTRN	1–8		Speed	1–50	1
STEP PITIN SPEED			per of sequence steps	S.	Sets effect pa		_	Sets modulat		
	Page02	Shape	0-10		Reso	0–10		Level	0–150	
	1 1011	Sets effect so	ound envelope.		Sets effect re	esonance.		Adjusts the o	utput level.	
Exciter	Adjusts	the depth	of the compre	ess	ion.					
			Knob1			Knob2			Knob3	
[240] TODO   IDIO]		Bass	0-100		Trebl	0-100		Level	0-150	
666	Page01		mount of low-frequer	ncv		mount of high-freque	ency		evel of the signal af	ter it
Exciter		phase correc		.cy	phase correct		J. 10 y		rough the module.	tor it
	D- 00									П
	Page02									$\dashv$
	<del></del>					-	_			

CombFLTR	This ef		the comb filter	tha	at results	from fixing the	m	odulation o	f the flanger I	ike
			Knob1			Knob2			Knob3	
FREE RESU MID:		Freq	1-50		Reso	-10-0-10		Mix	0–100	
	Page01	This sets the	emphasized frequer	псу.	Adjusts the ir sound of the	ntensity of the resona effect.	nce		ount of effected so ith the original soun	
CombFLTR		HiDMP	0-10		Level	0-150				
	Page02	Adjusts the t effect sound.	reble attenuation of	the	Adjusts the o	output level.				
Resonance	This ef	fect varies		filt	ter freque	ncy according t	:0 p	icking inter		
			Knob1			Knob2			Knob3	
SENSE RESU LEVEL	D 04	Sense	-101, 1-10		Reso	0-10		Level	0–150	
ReSonance	Page01	Adjusts the s	ensitivity of the effe	ct.	Adjusts the ir sound.	ntensity of the resona	ince	Adjusts the ou	tput level.	
[@]	Page02									
RndmFLTR	This filt	ter effect o	hanges charac	ter	randomly.					
			Knob1			Knob2			Knob3	
	Page01	Speed	1–50	Þ	Range	0-100		Reso	0–10	
SPEED (II)	rageui	Sets modulat	ion speed.		Adjusts frequ	iency range affected		Sets effect res	onance.	
<b>○</b> Reinice		Туре	HPF, BPF, LPF		Chara	2Pole, 4Pole		Bal	0–100	
(inima) ®®®	Page02	Sets filter typ	e.		Adjusts amo	unt of filter applied.		Adjusts the ba and effect sou	lance between orig nds.	ginal
	Page03	Level	0-150							
	- agooo	Adjusts the o	utput level.							
fCycle	This filt	ter effect c	hanges tone c	har	acteristics	cyclically.				
			Knob1			Knob2			Knob3	
<b>€</b> OMTE	Page01	Rate	1–50	١	Wave	Sine, Tri, SawUp, SawDn		Level	0–150	
<b>★IC</b> 9 <u>Cle</u> ®™		<u> </u>	d of the modulation.			dulation waveform.	_	Adjusts the ou	tput level.	
<b>⊘</b> LEVEL	D 00	Depth	0-100		Reso	0-10				
	Page02	Sets the dep	th of the modulation		Adjusts the in resonance.	tensity of the modula	tion			
SlowFLTR	The fre	quency of	this filter effect	ct c	hanges, tr	iggered by pick	ing	J.		
*			Knob1			Knob2	_		Knob3	
		Time	1–50		Curve	0-10		Level	0–150	
<b>1</b>	Page01	Sets the tim sound.	e taken to change	the	Adjusts the c change.	urve of the sound		Adjusts the ou	tput level.	
TCT CU © THE		Reso	0–10		Chara	2Pole, 4Pole		DRCTN	Open, Close	
	Page02	Adjusts the ir modulation.	ntensity of the		Adjusts amo	unt of filter applied.		Sets the direct	ion of the change.	
St Gt GEQ	This ste	ereo graph	ic equalizer ha	s 6	bands tha	t suit guitar fre	que	encies.		
*			Knob1			Knob2			Knob3	
		160Hz	-12–12		400Hz	-12–12			12–12	
<b>#####</b>	Page01	Boosts or of frequency ba		Hz)	Boosts or cu Hz) frequenc	its the low-middle ( y band.	400	Boosts or cut frequency ban	s the middle (800 d.	Hz)
			1					Lawrence		1
主主主主主 Stereo Grifter GEQ		3.2kHz	-12-12		6.4kHz	-12–12			12–12	
State Guillange EQ	Page02		uts the high (3.2 k	(Hz)		uts the extremely h	nigh		ts the harmonics	(12
±±±±± Stereo Guitar GEQ	Page02	Boosts or c	uts the high (3.2 k	(Hz)	Boosts or co	uts the extremely h	nigh	Boosts or cu	ts the harmonics	(12

#### [DRIVE]

Booster	The bo	oster incre	eases signal ga	ain t	o make th	ne sound more p	oov	verful.		
			Knob1			Knob2			Knob3	
GREN LEVEL	D01	Gain	0-100	Т	Tone	0-100		Level	0-150	
Booster	Page01	Adjusts the g	gain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02						4			
OverDrive		tion of th rive" title.	e BOSS OD-1	, th	ne compa	ct effect box th	nat	was the	first to take	the
			Knob1			Knob2			Knob3	
IREN • LEHEL	Page01	Gain	0-100	Т	Tone	0-100		Level	0-150	
DuerDrive	rageui	Adjusts the o	gain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02			_			-			
T Scream		tion of the d numerou		3, w	hich is lo	ved by many gu	iita	rists as a	booster and	l has
			Knob1			Knob2			Knob3	
SAEN TONE LEVEL		Gain	0-100	Т	Tone	0-100		Level	0-150	T
	Page01	Adjusts the			Adjusts the t		$\rightarrow$	Adjusts the or		
I Scream		.,	Ť T	Т	.,		1	.,		
	Page02						$\dashv$			
Dist+	Simula	tion of the	MXR distortion	n+	effect tha	t made distortio	n p	opular wo	orldwide.	
			Knob1			Knob2			Knob3	
GREEN LEHEL		Gain	0-100	Т	Tone	0-100		Level	0-150	
l (Cott	Page01	Adjusts the	gain.	_	Adjusts the t	one.	$\neg$	Adjusts the or	utput level.	
	Page02									
Dist 1	Simulat	<u>I</u> tion of the	BOSS DS-1 d	isto	rtion peda	al, which has be	<u> </u>	a long-sel	ler.	
			Knob1		<u>'</u>	Knob2			Knob3	
GEN TONE LEVEL		Gain	0-100	Т	Tone	0-100	7	Level	0-150	Т
	Page01	Adjusts the			Adjusts the t		$\rightarrow$	Adjusts the or		
DiSt 1		,	Ţ	Т	,		$\dashv$	,		Т
	Page02						$\dashv$			
Squeak	_									
	Simula	tion of the	popular Pro C	o R	at famous	for its edgy dis	tor	tion sound	d.	
	Simula	tion of the	e popular Pro C	o R	at famous	for its edgy dis	tor	tion sound	d. Knob3	
		tion of the	· ·	o R	at famous Tone			tion sound		
Squenk	Simular Page01		Knob1 0–100	o R		Knob2 0-100			Knob3 0–150	
Squeak ©		Gain	Knob1 0–100	o R	Tone	Knob2 0-100		Level	Knob3 0–150	
GreatMuff	Page01 Page02 Simular	Gain Adjusts the quantition of the	Knob1 0–100 gain.	onix	Tone Adjusts the t	Knob2 0-100		Level Adjusts the or	Knob3 0–150 utput level.	d the
GreatMuff	Page01 Page02 Simular	Gain Adjusts the quantition of the	Knob1 0-100 gain.  Electro-Harmo	onix	Tone Adjusts the t	Knob2 0–100 one.		Level Adjusts the or	Knob3 0–150 utput level.	d the
GAIN TONE LEVEL)	Page01 Page02 Simulat	Gain Adjusts the quantition of the	Knob1  0-100 gain.  e Electro-Harmosweet fuzz sou	onix	Tone Adjusts the t	Knob2  0-100  one.  , which is loved	by	Level Adjusts the or	Knob3 0-150 utput level. urtists around	d the
GIR TONE LEREL	Page01 Page02 Simular	Gain Adjusts the g  tion of the or its fat,	Knob1    0-100 gain.	onix	Tone Adjusts the t	Knob2   0-100   one.	by	Level Adjusts the or	Knob3 0-150 utput level.  urtists around Knob3 0-150	d the
GAIN TONE LEVEL)	Page01 Page02 Simulat	Gain Adjusts the g tion of the for its fat, s Gain	Knob1    0-100 gain.	onix	Tone Adjusts the t	Knob2   0-100   one.	by	Level Adjusts the or famous a	Knob3 0-150 utput level.  urtists around Knob3 0-150	d the
GIN TONE LEFEL	Page01 Page02 Simular world fr Page01 Page02 Simular	Gain Adjusts the gain tion of the or its fat, s Gain Adjusts the gain	Knob1    0-100   gain.     Electro-Harms     Sweet fuzz sou     Knob1     0-100     pain.     ne BOSS Met	onix onix und.	Tone Adjusts the t Big Muff Tone Adjusts the t	Knob2   0-100   one.	by	Level Adjusts the or famous a	Knob3 0–150 utput level.  Intists around Knob3 0–150 utput level.	
Great Muff	Page01 Page02 Simular world fr Page01 Page02 Simular	Gain Adjusts the gottion of the for its fat, single Gain Adjusts the gottion of the gain and the gottion of the gottion of the gottion of the gain and the gottion of th	Knob1    0-100   gain.     Electro-Harms     Sweet fuzz sou     Knob1     0-100     pain.     ne BOSS Met	onix onix und.	Tone Adjusts the t Big Muff Tone Adjusts the t	Knob2	by	Level Adjusts the or famous a	Knob3 0–150 utput level.  Intists around Knob3 0–150 utput level.	
Great Muff	Page01 Page02 Simular world f Page01 Page02 Simular powerf	Gain Adjusts the gottion of the for its fat, single Gain Adjusts the gottion of the gain and the gottion of the gottion of the gottion of the gain and the gottion of th	Knob1    0-100   gain.	onix onix und.	Tone Adjusts the t Big Muff Tone Adjusts the t	Knob2    0-100   one.	by	Level Adjusts the or famous a	Knob3 0-150 utput level.  urtists around Knob3 0-150 utput level.  g sustain a	
MetalWRLD	Page01 Page02 Simular world fr Page01 Page02 Simular	Gain Adjusts the of tion of theorits fat, s Gain Adjusts the of tion of theorits fat, s	Knob1    0-100     gain.     Electro-Harms     Sweet fuzz sou     Knob1     0-100     gain.     me BOSS Met     nidrange.     Knob1     0-100	onix onix und.	Tone Adjusts the telegraphic A	Knob2    0-100	by	Level Adjusts the or famous a  Level Adjusts the or	Knob3 0-150 urtput level.  urtists arounce Knob3 0-150 g sustain a Knob3 0-150	
Great Muff	Page01 Page02 Simular world f Page01 Page02 Simular powerf	Gain Adjusts the gain tion of the graph or its fat, single gain Adjusts the gain tion of the gain tion of the gain Gain Gain Gain Gain Gain	Knob1    0-100     gain.     Electro-Harms     Sweet fuzz sou     Knob1     0-100     gain.     me BOSS Met     nidrange.     Knob1     0-100	onix onix und.	Tone Adjusts the telegraph of telegraph of the telegraph of the telegraph of the telegraph of telegraph of the telegraph of the telegraph of the telegraph of telegraph of the telegraph of telegr	Knob2    0-100	by	Level Adjusts the or famous a Level Adjusts the or	Knob3 0-150 urtput level.  urtists arounce Knob3 0-150 g sustain a Knob3 0-150	

HotBox	Simula	tion of the	compact Mate	hle	es Hothox	pre-amplifier v	۸/it	h a huilt-in	tuhe	
HOLDOX	Sirridia	T T T T T T T T T T T T T T T T T T T	Knob1	) IIIC	10000	Knob2	/ / / 1		Knob3	
DAIN TONE LEVEL	$\vdash$	Gain	0-100		Tone	0-100		Level	0-150	
000	Page01	Adjusts the ga			Adjusts the to			Adjusts the o		
HotBox		Aujusts trie ga			Aujusts the to	nie.		Aujusts the 0	diput level.	
<u> </u>	Page02									
Z Clean	ZOOM	original un	adorned clean	so	und.	-				
			Knob1			Knob2			Knob3	
GAZIN TONE LEVEL	Page01	Gain	0-100		Tone	0-100		Level	0-150	
	rageui	Adjusts the ga	in.		Adjusts the to	one.		Adjusts the o	utput level.	
Z Clean 🖭	Page02									
	1 - 5					,				
ExtremeDS	This dis	stortion effe	ect boasts the	hiç	ghest gain	in the world.				
			Knob1			Knob2			Knob3	
AN AN TIME LEVEL	D01	Gain	0-100		Tone	0-100		Level	0-150	
EXTREME	Page01	Adjusts the ga	in.		Adjusts the to	one.		Adjusts the o	utput level.	
O DISTORTION	Page02									
	rageuz									
Aco.Sim	This ef	fect change	es the tone of	an	electric gu	iitar to make it	so	und like ar	n acoustic gu	uitar.
			Knob1			Knob2			Knob3	
ACOUSTIC		Тор	0–100		Body	0–100		Level	0–150	
	Page01	Adjusts the acoustic quita		of	Adjusts the bo quitars.	dy resonance of acou	stic	Adjusts the o	utput level.	
		l gant			9					$\top$
	Page02								1	_
Governor	Simula	tion of the	Guv'nor distor	tio	n effect fro	om Marshall.				
			Knob1			Knob2			Knob3	
	Page01		0-100		Tone	0–100		Level	0–150	
		Adjusts the ga	in.		Adjusts the to	one.		Adjusts the o	utput level.	
Governor	Page02									$\perp$
FuzzSmile		tion of the nashing sou		ich	has made	rock history w	ith	its humor	ous panel de	esign
			Knob1			Knob2			Knob3	
SHEN LINE	Doc-0*	Gain	0–100		Tone	0-100		Level	0-150	
( EuzzShile )	Page01	Adjusts the ga	in.		Adjusts the to	one.		Adjusts the o	utput level.	
	Page02									
Z MP1	An orig		d created by r	ne	rging char	acteristics of	an	ADA MP1	I and a Mar	shall
	JCM80	U.	Knob1			Knob2			Knob3	
GAIN TONE LEVEL	$\vdash$	Gain	0-100		Tone	0-100		Level	0-150	
	Page01	Adjusts the ga			Adjusts the to			Adjusts the o		
7 MP1 (⊚)		, 9-			,			,		$\top$
	Page02									
Z Bottom	A high	gain sound	that emphasi	zes	low and r	middle frequen	cie	s.		
TOTAL TENS LEUS			Knob1			Knob2			Knob3	
000	Page01	Gain	0–100		Tone	0–100		Level	0–150	
Boinian	rageor	Adjusts the ga	in.		Adjusts the to	one.		Adjusts the o	utput level.	
	Page02									
						,			1	

Z Dream	A high channe	gain sound for lead p	laying	based on the Mesa	Boogi	e Road King S	Series II Lead
		Knob1		Knob2		Kn	ob3
GAIN TONE LEVEL	Page01	Gain 0–100	$\Box$	Tone 0–100		Level 0-1	50
DREAM!	1 ageo1	Adjusts the gain.		Adjusts the tone.		Adjusts the output	level.
_⊚	Page02						
Z Scream	An orig	ginal high gain sound b	alance	ed from low to high fre	equer	cies.	
SAN TONE LINE		Knob1		Knob2			ob3
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	Page01	Gain 0–100		Tone 0–100		Level 0-1	
SCREAM	-	Adjusts the gain.		Adjusts the tone.		Adjusts the output	level.
	Page02						
Z Neos	A cruno	ch sound modeled on	the sc	ound of a modified Brit	ish cl	ass A combo	amplifier.
		Knob1		Knob2		Kn	ob3
SAN TONE LEVEL	Page01	Gain 0–100		Tone 0–100		Level 0-1	
Z Neos XXXX	rageor	Adjusts the gain.		Adjusts the tone.		Adjusts the output	level.
	Page02		$\bot$				
		<u> </u>					
ZWild	A high	gain sound with even	more	overdrive boost.			
( DATH TONE LEVEL)		Knob1		Knob2			ob3
000	Page01	Gain 0–100		Tone 0–100		Level 0-1	
Z Wild		Adjusts the gain.		Adjusts the tone.		Adjusts the output	i level.
	Page02						
Lead	Lead a	bright and smooth dis	stortio	n sound.			
Americani		Knob1		Knob2			ob3
	Page01	Gain 0–100		Tone 0–100		Level 0-1	
(LEAD)		Adjusts the gain.		Adjusts the tone.	_	Adjusts the output	t level.
Z00M 9002	Page02						
CentaGold	This ef	fect models a famous	gold o	verdrive boutique ped	lal.		
<b>+</b>		Knob1		Knob2		Kn	ob3
	Page01	GAIN 0-100	$\Box$	TRBL 0-100		OUT 0-10	00
CentaGold	1 ageo1	Adjusts the gain.		Adjusts volume of high freque	ncies.	Adjusts the output	level.
( O	Page02						
NYC Muff	This me	<u>I</u> odels an Electro-Harm	ionix E	I Big Muff Pi.			
<b>+</b>		Knob1		Knob2		Kn	ob3
	Page01	VOL 0-100		TONE 0-100		SUSTN 0-10	00
MYE MUFF	rageui	Adjusts the output level.		Adjusts the tone.		Adjusts the gain.	
o l	Page02						
TS Drive		tion of the Ibanez TS80	 8				
10 Dilve	Sirridial	Knob1	J.	Knob2		V	ob3
* 600	$\vdash$	O.DRV 0-100		TONE 0–100		LEVEL 0-10	
DAM TORE LEVEL	Page01	Adjusts the gain.		Adjusts the tone.		Adjusts the output	
	1	, iajaoto trio gairi.		, lajacio trio torio.		I, majasta tric output	. 10 + 01.
	Page02						

						_			_
BGTHROTTLE	This m	odels the sound of the	Mes	sa Boogie	THROTTLE B	OX.			
<b>*</b>		Knob1			Knob2			Knob3	
LEHEL LEVAL GATH	Page01	LEVEL 0-100		LO/HI	LO, HI		GAIN	0–100	
BG	rageui	Adjusts the output level.		Sets the gair	n range.		Adjusts the	gain.	
THROTTLE		MdCut 0-100		TONE	0-100		BOOST	OFF, ON	
	Page02	Adjusts volume of middle frequencies.		Adjusts the	tone.		Sets the low	frequency boost.	
OctFuzz	This fu	zz effect adds an octav	e ab	ove.					
*		Knob1			Knob2			Knob3	
	Page01	VOL 0-100		COLOR	1, 2		BOOST	0–100	
ONES	rageor	Adjusts the output volume.		Sets the sou	ind color.		Adjusts the	gain.	
O	Page02								
BG GRID	This m	odels a Mesa Boogie (	GRID	SLAMME	R.				
TEIGUTINE COTN		Knob1			Knob2			Knob3	
	Page01	LEVEL 0-100		TONE	0-100		GAIN	0–100	
BC GRID	- agoo:	Adjusts the output level.		Adjusts the	tone.		Adjusts the	gain.	
	Page02								
RED CRUNCH	Use thi	s effect for the famous	s "bro	own sound	l."				
<b>*</b>		Knob1			Knob2			Knob3	
(C) (S) (S)	Page01	VOL 0-100		LO/HI	LO, HI		GAIN	0–100	
PRED W		Adjusts the output volume.		Sets the gair	,		Adjusts the		
	Page02	PRES 0-100		COMP	1, 0, 2		TONE	0–100	
	1 ageoz	Adjusts volume of super-high frequencies.		Select the cl	ipping pattern.		Adjusts the	tone.	
TB MK1.5	This is	a classic fuzz effect.							
*		Knob1			Knob2			Knob3	
TB MK 1.5	Page01	LEVEL 0-100		COLOR	1, 2		ATTCK	0–100	
LEVEL G ATTHEX	rageor	Adjusts the output level.		Sets the sou	ind color.		Adjusts the	gain.	
(O)	Page02								
	1000								
Sweet Drive	This eff	ect models a sweet so	ound	ing overdr	ve.				
* Grune and A		Knob1			Knob2			Knob3	
00°=	Page01	VOL 0-100		FOCUS	0-100		DRIVE	0–100	
Sweet Drive	rageor	Adjusts the output level.		Adjusts the	tone.		Adjusts the	gain.	
FOF	Page02								
	1011								
RC Boost	This bo	oster covers sounds ra	angin	ig from cle	an boosts to	light	drives.		
*		Knob1			Knob2			Knob3	
SHIN TREALS SHESS	Page01	GAIN 0-100		TRBL	0-100		BASS	0–100	
RC -Boost	rageor	Adjusts the gain.		Adjusts volu	me of high frequer	ncies.	Adjusts volu	me of low frequenc	cies.
	Page02	VOL 0-100							
	1 - 5	Adjusts the output volume.							
DYNAMIC DRIVE	This eff	ect easily achieves the	e war	m drive to	ne of a tube a	amp.			
<b>*</b>		Knob1			Knob2			Knob3	
LEVEL TIME SAIN	DC1	LEVEL 0-100	T	TONE	0-100	T	GAIN	0-100	Т
DANIUWIC DDINE	Page01	Adjusts the output level.		Adjusts the	tone.		Adjusts the	gain.	
			_						
	Page02	MODE COMBO, STACE							

#### [AMP]

				_			_			
FD COMBO	Modele	d sound of	a Fender Twin	Re	verb ('65),	which is loved b	y g	uitarists in	various genres	S.
			Knob1			Knob2			Knob3	
	Page01	Gain	0-100		Tube	0-100		Level	0-150	T
BAIN THE LEVEL	1 ageo1	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the or	utput level.	
FD COMBO	Page02	Trebl	0-100		Middl	0-100		Bass	0–100	
44000000000000000000000000000000000000	1 ageuz	Adjusts volur	ne of high frequenci	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volum	ne of low frequencie	es.
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 3	
	1 ageos	Adjusts volume	of super-high frequen	cies.	Selects cabir	iet.		Selects type of	of connected device	е.
DELUXE-R	This m	odels the s	sound of a Fen	der	Deluxe R	everb made in	19	65.		
			Knob1	_		Knob2	_		Knob3	
		Gain	0-100	Г	Tube	0-100		Level	0-150	Т
DATA THE LEVEL	Page01	Adjusts the g	ain.	_	Adjusts tube	amp compression.	_	Adjusts the or	utput level.	
000		Trebl	0-100		Middl	0-100		Bass	0–100	Т
DELUXE-Kinner	Page02		ne of high frequenci	es.	Adiusts volun	ne of middle frequenc	ies.	Adiusts volum	ne of low frequencie	es.
***************************************		Prese	0-100	<u> </u>	CAB	See Table 1		OUT	See Table 3	T
	Page03		e of super-high frequen	cies.	Selects cabin	1		Selects type of	of connected device	Д е.
US BLUES	Crunch		a Fender Twee		aceman					
U3 BLUL3	Ciulicii	Souria or		u D	iassiliali.			ı	1/ 10	
		0.1	Knob1			Knob2			Knob3	-
DATH THE LEVEL	Page01	Gain	0–100		Tube	0–100		Level	0–150	$\perp$
000	-	Adjusts the g		_		amp compression.	_	Adjusts the or		_
US BLUES	Page02	Trebl	0-100		Middl	0-100	_	Bass	0–100	丄
			ne of high frequenci	es.		ne of middle frequenc	ies.	-	ne of low frequencie	es.
	Page03	Prese	0-100	Ļ	CAB	See Table 1		OUT	See Table 3	$\perp$
		Adjusts volume	of super-high frequen	cies.	Selects cabir	iet.	_	Selects type of	of connected device	э.
VX JMI	This sir	nulates th	e sound of an	ear	ly model c	of a class-A Brit	ish	combo ar	np.	
			Knob1			Knob2			Knob3	
	Dogo 01	Gain	0-100		Tube	0-100		Level	0-150	Т
EATH TUBE LEVEL	Page01	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the or	utput level.	
000	Page02	Trebl	0-100		Middl	0-100		Bass	0-100	Т
VX.JMI	rageuz	Adjusts volun	ne of high frequenci	es.	Adjusts volun	ne of middle frequenc	ies.	Adjusts volum	ne of low frequencie	es.
[ <u></u>		Prese	0-100		CAB	See Table 1		OUT	See Table 3	Т
	Page03		lume of super-h	igh	Selects cabin	net.		Selects type of	of connected device	e.
		frequencies.								_
TW ROCK				driv	e channe	l of a Two Ro	ck	Emerald 5	50, an Americ	can
	boutiqu	ue amplifie	r.							
			Knob1			Knob2			Knob3	
	Page01	Gain	0-100		Tube	0-100		Level	0–150	
0000	1 agco1	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the or	utput level.	
(1) (1) (1) (1) (1) (1) (1) (1) (1) (1)	Page02	Trebl	0-100		Middl	0-100		Bass	0–100	
TW ROCK	1 agcoz	Adjusts volur	ne of high frequenci	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volum	ne of low frequencie	es.
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 3	
	1 agcoo	Adjusts volume	of super-high frequen	cies.	Selects cabin	iet.		Selects type of	of connected device	е.
MS 1959	This m	odels the s	sound of a Mar	sh	all 1959 PI	exi made in 19	69.			
			Knob1			Knob2			Knob3	
		Gain	0-100	П	Tube	0-100		Level	0-150	т
MS 1959	Page01	Adjusts the g			1000	amp compression.	_	Adjusts the or		
MO 1309		Trebl	0–100		Middl	0-100	$\overline{}$	Bass	0–100	$\top$
GREN THE UNIT	Page02					ne of middle frequenc	ies		ne of low frequencie	L es
		I Adjusts volur								
			ne of high frequenci	es.	-			-		T
	Page03	Prese	0-100 of super-high frequence		CAB Selects cabir	See Table 1		OUT	See Table 3	

	1 h b b 3-6	channal high	n dain sound o	f a Diozo	l Herbert, which	ie s	handma	de German qui	tar
DZ DRIVE		er that allow	s control of th		endent channels		i Hariuilla	de demian gui	Lai
			Knob1		Knob2			Knob3	
	Page01	Gain C	)–100	Tube	0–100		Level	0–150	
DZ DRIVE	ragoor	Adjusts the gai	n.	Adjusts to	be amp compression.		Adjusts the c	output level.	
EATH THE LEVEL	Page02	Trebl C	)–100	Middl	0–100		Bass	0–100	
	1 ageuz	Adjusts volume	of high frequencies	s. Adjusts vo	lume of middle frequer	cies.	Adjusts volur	me of low frequencie	es.
	Page03	Prese C	)–100	CAB	See Table 1		OUT	See Table 3	
	1 ageos	Adjusts volume of	f super-high frequencie	es. Selects c	abinet.		Selects type	of connected device	١.
ALIEN	This sir			d of the E	ingl Invader, whi	ch fe	atures a p		nd.
			Knob1		Knob2			Knob3	
	Page01	Gain C	)–100	Tube	0–100		Level	0–150	
-MHEN	ragcor	Adjusts the gai	n.	Adjusts to	be amp compression.		Adjusts the c	output level.	
TATE THE	Page02	Trebl C	)–100	Middl	0–100		Bass	0–100	
000	1 ageuz	Adjusts volume	of high frequencies	. Adjusts v	olume of middle frequer	ncies.	Adjusts volur	me of low frequencie	es.
	Page03	Prese C	)–100	CAB	See Table 1		OUT	See Table 3	
	rageus	Adjusts volume o	f super-high frequencie	es. Selects c	abinet.		Selects type	of connected device	١.
FD VIBRO	Modele	ed sound of	a '63 Fender \	/ibroverb.					
*			Knob1		Knob2			Knob3	
	D01	Gain C	)–100	Tube	0-100	Т	Level	0-150	
CACH THE LEVEL	Page01	Adjusts the gain	1.	Adjusts to	ibe amp compression.		Adjusts the c	output level.	
<u> </u>		Trebl C	)–100	Middl	0-100		Bass	0-100	
FDVIBRO	Page02	Adjusts volume	of high frequencies.	Adjusts vo	lume of middle frequenc	ies.	Adjusts volun	ne of low frequencies	5.
, 12200000000000000000000000000000000000		Prese C	)–100	CAB	See Table 1		OUT	See Table 3	
	Page03	Adjusts volume frequencies.	of super-high	Selects c	abinet.		Selects type	of connected device	
VX COMBO	Modele	· · · · · · · · · · · · · · · · · · ·	a British comb	oo amplifi	er representing	the '	1960s Live	erpool sound.	
*			Knob1		Knob2			Knob3	
*		-	)–100	Tube	0-100	Т	Level	0-150	П
FOTH THE LEHE	Page01	Adjusts the gain			ibe amp compression.		Adjusts the c		
888			)–100	Middl		_	Bass	0–100	П
ŶX COMBOXXX	Page02	Adjusts volume			10-100				
(XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX				Adjusts vo	0-100	ies			
		Proco C			lume of middle frequence	ies.	Adjusts volun	ne of low frequencies	5.
1	Page03	Adjusts volume	0-100	Adjusts vo	lume of middle frequence	ies.	Adjusts volun	ne of low frequencies See Table 3	
BG CRUNCH	ļ Š	Adjusts volume frequencies.	0–100 e of super-high	CAB Selects c	See Table 1	ies.	Adjusts volun	ne of low frequencies	
BG CRUNCH	ļ Š	Adjusts volume frequencies.	D-100   D-100	CAB Selects c	See Table 1 abinet.	ies.	Adjusts volun	ne of low frequencies See Table 3 of connected device	
BG CRUNCH ★	ļ Š	Adjusts volume frequencies.	D=100 e of super-high  Mesa Boogie  Knob1	CAB Selects c	Iume of middle frequence See Table 1 abinet.  hbo amp.  Knob2	ies.	Adjusts volun OUT Selects type	See Table 3 of connected device	
	ļ Š	Adjusts volume frequencies.  sound of a	D=100 D=100 De of super-high  Mesa Boogie  Knob1 D=100	CAB Selects c MkIII con Tube	lume of middle frequence   See Table 1     Sabinet.     Show the control of the c	ies.	Adjusts volun OUT Selects type Level	See Table 3 of connected device  Knob3 0–150	
	Crunch	Adjusts volume frequencies.  sound of a  Gain  Adjusts the gain	D-100	CAB Selects c MkIII con Tube Adjusts to	lume of middle frequence See Table 1 abinet.  bo amp.  Knob2 0–100 ube amp compression.	ies.	Adjusts volun OUT Selects type Level Adjusts the c	ne of low frequencies See Table 3 of connected device  Knob3 0–150 output level.	
*  GATH THE LEIEL	Crunch	Adjusts volume frequencies.  sound of a  Gain C  Adjusts the gain  Trebl C	D-100 D-100 D-100 D-100 D-100 D-100 D-100 D-100 D-100	CAB Selects c  MkIII con Tube Adjusts to Middl	lume of middle frequence See Table 1 abinet.  hbo amp.  Knob2 0-100 ube amp compression. 0-100		Adjusts volun OUT Selects type Level Adjusts the co	ne of low frequencies See Table 3 of connected device  Knob3 0-150 output level. 0-100	
	Crunch Page01	Adjusts volume frequencies.  sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume	D-100	CAB Selects c MkIII con Tube Adjusts to Middl Adjusts vo	lume of middle frequence See Table 1 abinet.  hbo amp.  Knob2 0-100 be amp compression. 0-100 lume of middle frequence		Adjusts volun OUT Selects type Level Adjusts the collass Adjusts volun	ne of low frequencies See Table 3 of connected device  Knob3 0-150  putput level. 0-100 ne of low frequencies	
*  GACH THE LEHEL †	Crunch Page01 Page02	Adjusts volume frequencies.  SOUND OF A Gain C Adjusts the gain Trebl C Adjusts volume Prese C	D-100	CAB Selects c  MkIII con Tube Adjusts to Middl	lume of middle frequence See Table 1 abinet.  hbo amp.  Knob2 0-100 ube amp compression. 0-100		Adjusts volun OUT Selects type Level Adjusts the co	ne of low frequencies See Table 3 of connected device  Knob3 0-150 output level. 0-100	
*  GATH THE LEIEL	Crunch Page01	Adjusts volume frequencies.  sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume	D-100	CAB Selects c MkIII con Tube Adjusts to Middl Adjusts vo	lume of middle frequence See Table 1 abinet.  hbo amp.  Knob2 0-100 ube amp compression. 0-100 lume of middle frequence See Table 1		Adjusts volun OUT Selects type Level Adjusts the common three common terms of the comm	ne of low frequencies See Table 3 of connected device  Knob3 0-150  putput level. 0-100 ne of low frequencies	6.
*  GACH THE LEHEL †	Crunch Page01 Page02 Page03	Adjusts volume frequencies.  Sound of a  Gain C  Adjusts the gaint C  Adjusts volume c  Prese C  Adjusts volume frequencies.	D-100	CAB Selects c MkIII con Tube Adjusts ti Middl Adjusts vc CAB Selects c	lume of middle frequence See Table 1 abinet.  hbo amp.  Knob2 0-100 ube amp compression. 0-100 lume of middle frequence See Table 1	ies.	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type	ne of low frequencies See Table 3 of connected device  Knob3  0-150 butput level.  0-100 ne of low frequencies See Table 3 of connected device	6.
* EBGRUICH:	Crunch Page01 Page02 Page03	Adjusts volume frequencies.  Sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume in Prese C  Adjusts volume frequencies.	D-100	CAB Selects c MkIII con Tube Adjusts ti Middl Adjusts vc CAB Selects c	llume of middle frequence   See Table 1	ies.	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type	ne of low frequencies See Table 3 of connected device  Knob3  0-150 butput level.  0-100 ne of low frequencies See Table 3 of connected device	6.
* EBGRUICH:	Page01 Page03 Modele	Adjusts volume frequencies.  Sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume w  Prese C  Adjusts volume frequencies.	Mesa Boogie  Knob1  D-100  D-1	CAB Selects c MkIII con Tube Adjusts ti Middl Adjusts vc CAB Selects c	lume of middle frequence   See Table 1	ies.	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type	ne of low frequencies See Table 3 of connected device  Knob3  0–150 butput level.  0–100 ne of low frequencies See Table 3 of connected device	6.
MATCH 30	Crunch Page01 Page02 Page03	Adjusts volume frequencies.  Sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume w  Prese C  Adjusts volume frequencies.	D-100	CAB Selects c MkIII con Tube Adjusts tt Middl Adjusts vc CAB Selects c nel 1), th	lume of middle frequence   See Table 1	ies.	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type Combo al	ne of low frequencies See Table 3 of connected device  Knob3  0–150  putput level.  0–100 ne of low frequencies See Table 3 of connected device  mp.  Knob3  0–150	6.
MATCH 30	Page01 Page02 Page03 Modele	Adjusts volume frequencies.  Sound of a  Gain C  Adjusts the gain  Trebl C  Adjusts volume  Prese C  Adjusts volume  frequencies.  ed Sound of  Gain C  Adjusts the gain	D-100	CAB Selects c MkIII con Tube Adjusts to Middl Adjusts vc CAB Selects c nel 1), th	lume of middle frequence   See Table 1	ies.	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type  COmbo at	ne of low frequencies See Table 3 of connected device  Knob3  0–150  putput level.  0–100 ne of low frequencies See Table 3 of connected device  mp.  Knob3  0–150	6.
MATCH 30	Page01 Page03 Modele	Adjusts volume frequencies.  Sound of a  Gain C Adjusts the gain  Trebl C Adjusts volume e  Prese C Adjusts volume frequencies.  ed Sound of  Gain C Adjusts the gain  Trebl C	D-100	CAB Selects c MkIII con Tube Adjusts tt Middl Adjusts vc CAB Selects c nel 1), th Tube Adjusts tt Middl	lume of middle frequence See Table 1 abinet.  Nob2 0-100 lube amp compression. 0-100 lume of middle frequence See Table 1 abinet.  Matchless flag Knob2 0-100 une of middle frequence See Table 1 abinet.	ship	Adjusts volun OUT Selects type Level Adjusts the c Bass Adjusts volun OUT Selects type Combo al Level Adjusts the c Bass	knob3  O-150  of connected device  Knob3  O-150  output level.  O-100  ne of low frequencies  See Table 3  of connected device  mp.  Knob3  O-150  utput level.  O-100  ne of low frequencies  See Table 3  of connected device  mp.  Knob3  O-150  output level.	
MATCH 30	Page01 Page02 Page03 Modele	Adjusts volume frequencies.  sound of a  Gain C  Adjusts the gain Trebl C  Gain C  Adjusts volume of the frequencies.  C  Adjusts volume of the frequencies.  C  Adjusts the gain C  Adjusts the gain C  Adjusts the gain C  Adjusts volume of the frequencies.	D-100	CAB Selects c MkIII con Tube Adjusts tt Middl Adjusts vc CAB Selects c nel 1), th Tube Adjusts tt Middl	lume of middle frequence   See Table 1     See Table 2     See Table 3     See Table 4     See Table 5     See Table 6     See Table 8     See Table 9     See	ship	Adjusts volun OUT Selects type Level Adjusts the c Bass Adjusts volun OUT Selects type Combo al Level Adjusts the c Bass	In of low frequencies  See Table 3  of connected device  Knob3  0–150  output level.  0–100  ne of low frequencies  See Table 3  of connected device  mp.  Knob3  0–150  utput level.  0–100	
MATCH 30	Page01 Page02 Page03 Modele	Adjusts volume frequencies.  sound of a  Gain C  Adjusts the gain Trebl C  Gain C  Adjusts volume of the frequencies.  C  Adjusts volume of the frequencies.  C  Adjusts the gain C  Adjusts the gain C  Adjusts the gain C  Adjusts volume of the frequencies.	D-100	CAB Selects c MkIII con Tube Adjusts tr Middl Adjusts vc CAB Selects c nel 1), th Tube Adjusts vc Middl Adjusts vc	lume of middle frequence   See Table 1	ship	Adjusts volun OUT Selects type  Level Adjusts the c Bass Adjusts volun OUT Selects type  Combo al  Level Adjusts the c Bass Adjusts volun OUT  Level Adjusts the c Bass Adjusts volun OUT	ne of low frequencies See Table 3 of connected device  Knob3  0–150 butput level.  0–100 ne of low frequencies See Table 3 of connected device  mp.  Knob3  0–150 butput level.  0–100 ne of low frequencies	1.

CAR DRIVE	This m	odels the sound of a Carr	Mei	rcury hig	h-end small cor	nb	o amp.	
*		Knob1			Knob2			Knob3
	Page01	Gain 0–100	Τι	ube	0-100		Level C	i–150
DATH THEE LEVEL	1 ageo1	Adjusts the gain.	А	Adjusts tube	amp compression.		Adjusts the out	put level.
	Page02	Trebl 0-100	N	∕liddl	0-100		Bass C	H100
CAR	1 agcoz	Adjusts volume of high frequencies.	A	djusts volum	e of middle frequencies	s.	Adjusts volume	of low frequencies.
400 DKIVL		Prese 0-100	С	CAB	See Table 1		OUT S	See Table 3
	Page03	Adjusts volume of super-high frequencies.	S	elects cabin	et.		Selects type of	connected device.
TONE CITY	This m	odels the sound of a Sour	nd C	City 50 Pl	us Mark 2, a leg	ger	ndary Britisl	n amplifier.
*		Knob1	$\perp$		Knob2			Knob3
	Page01	Gain 0–100	_	ube	0-100	_		L=150
TONE CITY	ragcor	Adjusts the gain.	А	Adjusts tube	amp compression.		Adjusts the out	put level.
[UNE CITY]	Page02	Trebl 0-100	N	∕liddl	0-100		Bass C	<b>⊢</b> 100
	ragcoz	Adjusts volume of high frequencies.	A	djusts volum	e of middle frequencies	S.	Adjusts volume	of low frequencies.
<u> </u>		Prese 0-100	С	CAB	See Table 1		OUT S	See Table 3
	Page03	Adjusts volume of super-high frequencies.	S	Selects cabin	et.		Selects type of	connected device.
HW STACK	Modele	ed sound of the legendary l	Hiwa	att Custo	m 100 all-tube a	mp	lifier from t	he UK.
*		Knob1			Knob2			Knob3
	D01	Gain 0–100	Ti	ube	0-100		Level C	L-150
THI OTHOU	Page01	Adjusts the gain.	A	Adjusts tube	amp compression.		Adjusts the out	put level.
·HW STACK·		Trebl 0-100	N	∕liddl	0-100		Bass C	H100
DAIN THE LEHEL	Page02	Adjusts volume of high frequencies.	A	djusts volum	e of middle frequencies	5.	Adjusts volume	of low frequencies.
( OOO )		Prese 0-100	С	CAB	See Table 1	$\neg$	OUT S	See Table 3
	Page03	Adjusts volume of super-high frequencies.	S	elects cabin	et.		Selects type of	connected device.
TANGERINE	This m	odels the Orange Graphic	120	) with its	unique design	an	d sound.	
<u> </u>		Knob1			Knob2			Knob3
*		Gain 0–100	Ti	ube	0-100	7		<b>⊢</b> 150
	Page01	Adjusts the gain.	_		amp compression.	$\dashv$	Adjusts the out	
TANGERINE		Trebl 0–100	_	∕liddl	0-100	$\dashv$		<b>⊢</b> 100
888	Page02	Adjusts volume of high frequencies.	- A	diusts volum	e of middle frequencies	5.		of low frequencies.
1.000.		Prese 0-100	_	CAB	See Table 1			See Table 3
	Page03	Adjusts volume of super-high	- 1	Selects cabin	1			connected device.
D DDE AKED	ITI-:-	frequencies.	-1"	I 1000 DI				
B-BREAKER	Inis m	odels the sound of a Mars	snall	1 1962 BI		מר		
*		Knob1	_		Knob2			Knob3
	Page01	Gain 0–100	_	ube	0-100	_		L=150
O O O		Adjusts the gain.	-		amp compression.	_	Adjusts the out	
B-BREAKER	Page02	Trebl 0-100	_	∕liddl	0-100			100
		Adjusts volume of high frequencies.	_		e of middle frequencies	$\rightarrow$		of low frequencies.
		Prese 0-100	C	CAB	See Table 1	_	OUT S	See Table 3
	Page03	Adjusts volume of super-high frequencies.	S	elects cabin	et.		Selects type of	connected device.
MS CRUNCH	The cru	ınch sound of the Marsha	all 19	959 that h	nas given birth t	1 0	many legen	ds.
*		Knob1			Knob2			Knob3
	D 04	Gain 0–100	Ti	ube	0-100		Level C	I <del>-</del> 150
NC OBMOT	Page01	Adjusts the gain.	А	Adjusts tube	amp compression.		Adjusts the out	put level.
MS CRUNCH		Trebl 0-100	-	/liddl	0-100	$\dashv$	Bass C	) <del>-</del> 100
DATH THE LEVEL			-			. +	A eli cese con locare	() (
	Page02	Adjusts volume of high frequencies.	A	kdjusts volum	e of middle frequencies	). I	Adjusts volume	of low frequencies.
	Page02	Adjusts volume of high frequencies.  Prese 0–100	_	Adjusts volum CAB	e of middle frequencies See Table 1	). 		of low frequencies. See Table 3
	Page02 Page03		С		See Table 1	). 	OUT S	

MS DRIVE	The hig	h gain sound of a JCN	1200	0 Marsha	II stack amp.			
*		Knob1			Knob2		Knob3	
	Page01	Gain 0–100		Tube	0-100		Level 0-150	
440.000/5	Pageui	Adjusts the gain.		Adjusts tub	e amp compression.		Adjusts the output level.	
MS DRIVE	Page02	Trebl 0-100		Middl	0-100		Bass 0-100	
EATH THE LEHEL	Pageuz	Adjusts volume of high frequenci	es.	Adjusts volu	me of middle frequencies	S.	Adjusts volume of low frequenci	es.
1 000		Prese 0-100		CAB	See Table 1		OUT See Table 3	
	Page03	Adjusts volume of super-high frequencies.		Selects cal	pinet.		Selects type of connected device	ce.
BGN DRIVE	This sir	nulates the lead sound	fror	n channe	l 3 of a Bogner E	CS	tasy.	
*		Knob1			Knob2		Knob3	
	D01	Gain 0–100		Tube	0-100		Level 0-150	
	Page01	Adjusts the gain.		Adjusts tub	e amp compression.		Adjusts the output level.	
BGN DRV	Page02	Trebl 0-100	П	Middl	0-100		Bass 0-100	
EAIN THE LEVEL	Pageuz	Adjusts volume of high frequenci	es.	Adjusts volu	me of middle frequencies	S.	Adjusts volume of low frequenci	es.
[ 666 ]		Prese 0-100		CAB	See Table 1		OUT See Table 3	
	Page03	Adjusts volume of super-high frequencies.		Selects cal	pinet.		Selects type of connected device	ce.
BG DRIVE	The hig	h gain sound of the M	esa	Boogie D	ual Rectifier red o	cha	annel (Vintage mode).	
*		Knob1			Knob2		Knob3	
	Page01	Gain 0–100		Tube	0-100		Level 0-150	
<u>ymmny</u>	rageui	Adjusts the gain.		Adjusts tub	e amp compression.		Adjusts the output level.	
<u> </u>	D00	Trebl 0-100		Middl	0-100		Bass 0-100	
CATH THE LEVEL	Page02	Adjusts volume of high frequenci	es.	Adjusts volu	me of middle frequencies	S.	Adjusts volume of low frequenci	es.
, 000,		Prese 0-100		CAB	See Table 1		OUT See Table 3	
	Page03	Adjusts volume of super-high frequencies.		Selects cal	oinet.		Selects type of connected device	ce.
REVO-1	This sir	nulates the high-gain s	ound	d of a Kra	nk Revolution 1 F	Plu	IS.	
*		Knob1			Knob2		Knob3	
	D01	Gain 0–100		Tube	0-100		Level 0-150	
0000000	Page01	Adjusts the gain.		Adjusts tub	e amp compression.		Adjusts the output level.	
*REVO:15	D 00	Trebl 0-100		Middl	0-100		Bass 0-100	
EATH THE LEVEL	Page02	Adjusts volume of high frequenci	es.	Adjusts volu	me of middle frequencies	3.	Adjusts volume of low frequenci	es.
		Prese 0-100		CAB	See Table 1		OUT See Table 3	
	Page03	Adjusts volume of super-high frequencies.		Selects cal	pinet.		Selects type of connected device	ce.

#### [MOD]

т .	T			_						$\neg$
Tremolo	This eff	ect varies t	he volume at a	a re	egular rate					
			Knob1			Knob2			Knob3	
TEPTH RATE LEVEL	Page01	Depth	0–100		Rate	0–50	Þ	Level	0–150	
$\boxed{000}$	. ageor		th of the modulation	١.	Adjusts the ra	ate of the modulation	١.	Adjusts the or	utput level.	
Trenolo ©	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9							
		Sets the modu	lation waveform.							
Phaser	This eff	ect adds a	phasing variati	on	to the so					
			Knob1			Knob2			Knob3	
000	Page01	Rate	1–50	Þ	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
(Phaser)		Sets the speed	d of the modulation.		Sets the tone	of the effect type.		Adjusts the or	utput level.	,
	Page02			4						
				_						
TheVibe	This vib	e sound fe	atures unique	un	dulations.					
			Knob1			Knob2			Knob3	
The Vibe	Page01	-1	0–50	_	Depth	0-100		Bias	0–100	
		Sets modulation		_		h of the modulation.			f waveform modulat	ion.
	Page02		0–100	_	Mode	VIBRT, CHORS		Level	0–150	$\perp$
	_		ation waveform.	_		vibrato or chorus.		Adjusts the or		
Chorus	This eff	ect mixes	a shifted pitch v	wi.	th the orig	inal sound to a	dd	movemen		SS.
			Knob1			Knob2			Knob3	
	D01	Depth	0–100	_	Rate	1–50		Mix	0–100	
CHORUS	Page01	Sets the depth	of the modulation.		Sets the spee	ed of the modulation			mount of effected s with the original sou	
	Page02		0–10		Level	0-150				
	1 - 5 - 5 - 5	Adjusts the to	ne.		Adjusts the o	utput level.				
Detune						ch-shifted with of modulation		e original s	sound, this eff	fect
			Knob1			Knob2			Knob3	
CEHT Pro MIX		Cent -	-25–25		PreD	0-50		Mix	0–100	
Detune	Page01	Adjusts the de are fine increm	tuning in cents, whi ents of 1/100-semitor	ich ne.	Sets the pre- sound.	delay time of the eff	ect		mount of effected s with the original sou	
	Page02	Tone	0–10		Level	0-150				
	rageuz	Adjusts the to	ne.		Adjusts the o	utput level.				
StereoCho	This is	a stereo ch	orus with a cle	ar	tone.					
			Knob1			Knob2			Knob3	
DEFTH RATE MIX	D01	Depth	0–100	_	Rate	1–50		Mix	0–100	$\perp$
StereoCho	Page01	Sets the depth	of the modulation.		Sets the spee	ed of the modulation			mount of effected s with the original sour	
	Page02		0-10	_	Level	0-150				
	<u> </u>	Adjusts the to			Adjusts the o	<u> </u>				
SuperCho	This mo	odels the s	ound of a BOS	S (	CH-1 SUP					
			Knob1			Knob2			Knob3	
	Page01		0-120	0.01	Rate	0–100		Depth	0–100	Щ
O O O	rageUI	mixed with ori	9	nd		ed of the modulation		Adjust the de	pth of the modulati	ion.
SuperCho		EQ	0–100	_	Mode	MONO, STR				$\perp$
	Page02	Adjusts effect	tone.		When stereo from L chann	o mono or stereo (S <sup>*</sup> , effect sound is out el and unchanged in ut from R channel.	put			
	•			_	-					

Flanger	This is	a jet sound	like an ADA fla	nger.					
			Knob1	Ť	Knob2	_		Knob3	
CEPTH PATE RESU			0–100	Rate	0-50	Þ	Reso	-10–10	Т
<u>                                    </u>	Page01	Sets the depth	of the modulation.	Sets the spe	ed of the modulation		Adjusts the intensi	ty of the modulation resor	nance.
Hanser		PreD (	)–50	Mix	0-100		Level	0-150	
	Page02	Sets pre-delay	time of effect sound.		amount of effected so with the original soun		Adjusts the or	utput level.	
Vibrato	This eff	ect automa	tically adds vib	ato.					
			Knob1		Knob2			Knob3	
DETTI BITE BIL		Depth (	)–100	Rate	0-50	Þ	Bal	0–100	
Vibrato	Page01	Sets the depth	of the modulation.	Sets the spe	ed of the modulation		Adjusts the ba and effect sou	alance between ori unds.	iginal
(J^//// (I))	Page02		)–10	Level	0-150				
	1 - 9	Adjusts the ton	10.	Adjusts the	output level.				_
Octave	This eff	ect adds so	ound one octave	and two	octaves below	the	original so	ound.	
			Knob1		Knob2			Knob3	
			)–100	Oct2	0-100		Dry	0–100	Щ
Octave	Page01		vel of the sound on he effect sound.		level of the sound we the effect sound.	two	Adjusts the vo sound.	olume of the unaffe	ected
	Page02		)–100	Tone	0–10		Level	0–150	Щ
	1	Adjusts effect of	character.	Adjusts the t	tone.		Adjusts the or	utput level.	_
PitchSHFT	This eff	ect shifts th	ne pitch up or d	own.					
			Knob1		Knob2			Knob3	
SHIFT TONE ON	D01		12-12 , 24	Tone	0-10		Bal	0–100	Ц
Pitch SHF1	Page01	Selecting "0" give	shift amount in semitone es a detuning effect.	Adjusts the		_	Adjusts the ba	alance between ori unds.	iginal
	Page02		25–25	Level	0-150				Щ
	1 ageoz	amount in Cent (	ustment of pitch shi (1/100 semitone) steps.	Adjusts the	output level.				
MonoPitch	This is	a pitch shift	er with little so	und variand	ce for monopho	nic	(single no	te) playing.	
			Knob1		Knob2			Knob3	
SUFT TIME BAL			12 – 12 , 24	Tone	0–10		Bal	0–100	
HonoPitch	Page01		shift amount in semitone es a detuning effect.	Adjusts the t	tone.		Adjusts the based and effect sou	alance between ori unds.	iginal
	D 00		25 – 25	Level	0-150				Ш
	Page02	Allows fine adj amount in Cent (	justment of pitch shi (1/100 semitone) steps.	Adjusts the	output level.				
HPS		telligent pito nd key setti	ch shifter outpungs.	its the effe	ect sound with	the	pitch shif	fted according	g to
			Knob1		Knob2			Knob3	
WPSD 100		Scale 4	6, -5, -4, -3, -m, m, 3, 1, 5, 6	Key	C, C#, D, D#, E, F, F#, G, G#, A, A#,		Mix	0–100	
	Page01	Sets the pitch	See Table 2)  of the pitch-shifte the original sound.	d Sets the toni	B c (root) of the scale u	sed		nount of effected so vith the original sour	
			)–10	Level	0–150		triat is mixeu v	vitir trie original soul	Tiu.
	Page02	Adjusts the ton		Adjusts the					Н
Slicer	This eff		a rhythmical so			ng 1	the input.		
			Knob1		Knob2			Knob3	
\$6(CUCE	I	PTTRN 1	1–20	Speed	1–50	Þ	Bal	0-100	
	Page01	Sets effect patte	ern.	Sets modula	tion speed.		Adjusts the ba and effect sou	alance between ori unds.	iginal
	Page02		)–50	Level	0-150				
I	1 . 09002	Adjusts effect t	threshold.	Adjusts the	output level.				

DuoPhase	This ef	fect comb	ines 2 phasers							
			Knob1			Knob2			Knob3	
Duo-Phase 🖂	Page01	RateA	1–50	٥	RateB	1–50, SyncA, RvrsA		Level	0–150	
O II IO			ed of LFO A modulati	ion.		d of LFO B modulati	on.	Adjusts the o		
PATE A PATE A LEVEL	Page02	ResoA	0–10		ResoB	0-10		Link	Seri, Para, STR	
	5	-	ance of LFO A modula	tion.		ance of LFO B modula	tion.	Sets how 2 ph	nasers are connecte	d.
	Page03	DPT_A	1–100		DPT_B	1-100				
	5	Adjusts dept	h of LFO A modulati	on.	Adjusts dept	h of LFO B modulation	on.			
WarpPhase	This ph	aser has a	one way effe	ct.						
Contro sero inini			Knob1	_		Knob2			Knob3	
	Page01	Speed	1–50	♪	Reso	0-10		Level	0–150	
WarpPhaser		Sets modula		_	Sets effect re	esonance.	_	Adjusts the o	utput level.	_
-=-0-=-	Page02	DRCTN	Go, Back							
	1 - 5	Sets directio	n of warping.							
VintageCE	This is	a simulati	on of the BOS	S C	E-1.					
			Knob1			Knob2			Knob3	
		Comp	0–9		Rate	1–50		Mix	0-100	
UintaseCE i	Page01	Sets the sens	sitivity of the compres	sor.	Sets the spe	ed of the modulation			mount of effected so with the original sour	
	Page02	Level	0-150							
	1 agcoz	Adjusts the o	output level.							
Ensemble	This is	a chorus e	ensemble that	feat	tures three		no	vement.		
			Knob1			Knob2			Knob3	
		Depth	0–100		Rate	1–50		Mix	0–100	
Ensemble	Page01	· .	th of the modulation			ed of the modulation			mount of effected so with the original sour	
	Page02	Tone	0–10		Level	0-150				
	L ~	Adjusts the t	one.		Adjusts the c	utput level.				
VinFLNGR	This an	alog flang	er sound is sin	nila	r to an MX	(R M-117R.				
			Knob1			Knob2			Knob3	
OUT ME TO	D 04	Depth	0-100		Rate	0-50	Þ	Reso	-10-10	
000	Page01	Sets the dep	th of the modulation		Sets the spe	ed of the modulation		Adjusts the intens	ity of the modulation resor	nance.
(Vin FLNGR)		PreD	0-50		Mix	0-100		Level	0-150	
	Page02	Sets pre-dela	ay time of effect sou	nd.		mount of effected so with the original soun		Adjusts the o	utput level.	
DynaFLNGR		lume of t ic flanger.	he effect sour	nd	changes a	ccording to th	ie i	nput signa	al level with t	his
			Knob1			Knob2			Knob3	
DEFTH RATE SENSE		Depth	0-100	П	Rate	0–50	<b>D</b>	Sense	-101, 1-10	П
DUNGEL VOD	Page01		th of the modulation		Sets the spe	ed of the modulation			ensitivity of the effe	ect.
Dangelnek		Reso	-10-10	П	Level	0-150			,	П
	Page02		sity of the modulation reson	ance.		utput level.	_		I.	
BendCho	This effe	-	pitch bending tha	-	-		and	processes e	ach note separat	tely.
	$\overline{}$		Knob1			Knob2			Knob3	
			KIIODI							
GEFTH TIME BILL		Depth	0-100	Г	Time	0-50		Bal	0-100	
	Page01	Depth Adjusts the e	0–100			0-50 fore effect starts.			alance between ori	ginal
	Page01		0–100	L				Adjusts the b	alance between ori	ginal

MojoRolle	This eff	fect modu	lates the pitch	afte	er picking.					
-			Knob1			Knob2			Knob3	
(1000 000 000		Depth	0-100	Т	Speed	0-100	1	Rise	0-100	$\top$
MojoRoller	Page01		th of the modulation	١.		eed of the modulatio	÷	Sets the ti	me before the e	ffect
<b>\\</b> @\\\	Page02	Mode Sata the direct	Up-Dn, Up, Down	ion	Level Adjusts the	0-150				
RingMod		fect produ		ring		d. Adjusting the	e "F	req" para	meter results	in a
			Knob1			Knob2			Knob3	
FRED. TONE BILL		Freq	1–50	Т	Tone	0-10	Т	Bal	0-100	$\top$
RingMod	Page01		uency of the modulat	ion.	Adjusts the t	tone.	-	Adjusts the band effect so	palance between or ounds.	riginal
	Page02	Level	0-150							
	1 agcoz	Adjusts the o	output level.							
DuoTrem	This eff	fect comb	ines two tremo	olos	3.					
*			Knob1			Knob2			Knob3	
	Page01	RateA	0–50	Þ	RateB	0-50	Þ	Level	0–150	$\top$
	Pageui	Adjusts spee	d of LFO A modulat	ion.	Adjusts spee	ed of LFO B modulat	tion.	Adjusts the o	output level.	
Duo-Trem 💷		DPT_A	0-100		DPT_B	0-100		Link	Seri, Para, STR	
O II IO	Page02	Adjusts dept	h of LFO A modulati	ion.	Adjusts dept	th of LFO B modulat	ion.	Sets how the nected.	e two tremolos are	con-
	Page03	WaveA	UP 0-UP 9 , DWN 0- DWN 9 , TRI 0-TRI 9		WaveB	UP 0-UP 9 , DWN 0- DWN 9 , TRI 0-TRI 9				
		Sets the mo	odulation waveform	n of	Sets the m LFO B.	odulation wavefor	m of			
CE-Cho5	This ch	orus is a r	nodel of the B	OS:	S CE-5.					
*		E 13 //	Knob1	_	DATE	Knob2	_	DEDTU	Knob3	_
	Page01	E.LVL	0-120 ount of effect so	und	RATE	0–100		DEPTH	0–100	
ELIL BATE DEPTH	- agooi	mixed with o	riginal sound.	T		eed of the modulatio	n.		epth of the modular	tion.
CE-Cho5		LOW	0-100		HIGH	0–100		MODE	MONO, STR	(CTD)
	Page02	Adjusts volur	me of low frequencie	es.	Adjusts volu	me of high frequenc	ies.	When stered from L chann	to mono or stereo o, effect sound is one onel and unchanged ut from R channel.	output
CloneCho	This an	alog choru	is sound mode	els t	the Electro	o-Harmonix Sn	nall	Clone.		
*			Knob1			Knob2			Knob3	
DEPTH PATE	Page01	DEPTH	1, 2		RATE	0-100				$\perp$
CLONE		Sets the dep	th of the modulation	١.	Sets the spe	ed of the modulatio	n.			
CHORDS	Page02									
StonePha	This ph	aser soun	d models the	Elec	ctro-Harm	onix SmallStor	ne.			
*			Knob1			Knob2			Knob3	
CELOR PATE	Page01	COLOR Sets the den	1, 2 th of the modulation		RATE Sets the sne	0–100 eed of the modulatio	n			I
PHASE	Page02									$\Box$
BF FLG 2	This mo	odels a B0	DSS BF-2 Flang	ger.						
*			Knob1			Knob2			Knob3	
MANUAL CEPTH RATE		MNL	0-100	П	DEPTH	0-100	T	RATE	0–100	T
BFFLG2	Page01	Sets the dela	y time.		Sets the dep	oth of the modulation	n.	Sets the spe	ed of the modulation	on.
	Page02	RES	0-100				$\perp$			I
	1 ageuz	Adjusts the f	eedback amount.							

SilkyCho	This ch	orus effect	combines 2 b	an	ds of detu	ning and chorus	s fo	or precise	control.	
*			Knob1			Knob2			Knob3	
		LoMix	0-100		HiMix	0-100		ChMix	0-100	
E LONG HARD CHIC	Page01	Adjusts the a detuning in th	mount of low-freque le mix.	ncy	Adjusts the a detuning in t	mount of high-freque ne mix.	ncy	Adjusts the a mix.	mount of chorus in	the
SĪLKŸ		LoPit	-25-25		HiPit	-25-25		PreD	0-50	
CHORUS	Page02		mount of pitch mod w-frequency detunin			amount of pitch mod igh-frequency detuni		Sets pre-dela	y time of effect sour	nd.
	Page03	Rate	0-100		Depth	0-100		Tone	0-100	
	rageus	Sets the spee	ed of the modulation		Sets the dep	th of the modulation.		Adjusts the to	one.	
MirageCho	This ch	orus shimr	mers like a mir	age	Э.					
*			Knob1			Knob2			Knob3	
CEPTH RATE HIX		Depth	0-100		Rate	0-100		Mix	0-100	
Hirage 1	Page01	Sets the dept	h of the modulation.		Sets the spe	ed of the modulation			mount of effected so with the original soun	
© Chorus -	Page02	PreD	1–20		Tone	0-100		Level	0–150	
	1 agcoz	Sets pre-dela	y time of effect soun	d.	Adjusts the t	one.		Adjusts the o	utput level.	
CoronaCho	This is	a model of	tc electronic's	С	ORONA C	HORUS.				
*			Knob1			Knob2			Knob3	
	Page01	SPEED	0–100		DEPTH	0-100		FxLVL	0–100	
000	ragcor	Sets modulat	ion speed.		Sets the dep	th of the modulation.		Adjusts the v	olume of the effect.	
[[CoronaCho]]		TONE	0-100		DRY	OFF/ON				
[ Solution of ]	Page02	Adjusts the to	one.		effect sound	ne original sound and If are mixed and out then OFF, only the effout.	put			
ANA234Cho	This an	alog choru	s sound mode	ls t	he MXR N	Л234.				
*			Knob1			Knob2			Knob3	
		LEVEL	0-100		RATE	0-100		DEPTH	0-100	
LEVEL RATE DEPTH	Page01	Adjusts amo	ount of effect sou riginal sound.	ınd	Sets the spe	ed of the modulation		Sets the dep	th of the modulation	
ANA P		LOW	0-100		HIGH	0-100		Mode	MONO, STR	
1 234Chu	Page02	Adjusts volun	ne of low frequencie	s.	Adjusts volui	me of high frequencie	es.	When stereo from L chann	o mono or stereo (S , effect sound is ou lel and unchanged in out from R channel.	tput
CoronaTri	This is	a model of	tc electronic's	С	ORONA Tr	i-Chorus.				
*			Knob1			Knob2			Knob3	
	Page01	SPEED	0-100		DEPTH	0-100		FxLVL	0-100	
000	rageui	Sets modulat	ion speed.		Sets the dep	th of the modulation.		Adjusts the v	olume of the effect.	
SPEEDEPHO FLU		TONE	0-100		DRY	OFF/ON				
[Corona∏ri] ⊚	Page02	Adjusts the to	one.		effect sound	ne original sound and d are mixed and out nen OFF, only the eff out.	put			

# [SFX]

Direct L	T-1 - 6			_						
BitCrush	This et	tect create	s a lo-fi sound							
			Knob1			Knob2			Knob3	
BIT SMPLING BAL	1	Bit	4–16		SMPL	0–50		Bal	0–100	
Bit Crush	Page01	Sets bit dept	h.		Sets samplin	ig rate.		Adjusts the band effect so	alance between or unds.	riginal
. <u> </u>	Page02	Tone	0-10		Level	0-150				
	1 agcoz	Adjusts the t	one.		Adjusts the o	output level.				
Bomber	This ef	fect produ	ces an explosi	ve s	ound whe	en picking.				
			Knob1			Knob2			Knob3	
(1000	Page01	PTTRN	HndGn, Arm, Bomb, Thndr		Decay	1–100		Bal	0–100	
000	ragoor	Sets type of	effect sound.		Sets length of	of reverberations.		Adjusts the band effect so	alance between or unds.	iginal
BOMBER	Page02	THRSH	0-50		Power	0-30		Tone	0–10	
	1 agcoz	Adjusts effec	t threshold.		Adjusts strer	ngth of explosive so	und.	Adjusts the to	one.	
	Page03	Level	0-150							
	1 agcoo	Adjusts the o	utput level.							
MonoSynth			ces the sound pitch of the inp			honic (single-r	ote	playing) (	guitar synthes	sizer
			Knob1			Knob2			Knob3	
SHITH DRY LEVEL	Page01	Synth	0-100		Dry	0-100		Level	0-150	
	rageui	Adjusts syntl	nesizer sound level.		Adjusts level	of original sound.		Adjusts the o	utput level.	
Monosanth Millional	Page02	Wave	Sine, Tri, SawUp, SawDn		Tone	0-10		Speed	0–100	
		Sets wavefor	m.		Adjusts the t	one.		Adjusts smoo	thness of pitch chan	ige.
Z-Organ	This ef	fect simula	ates an organ s	sou	nd.					
			Knob1			Knob2			Knob3	
000	Page01	Upper	0-100		Lower	0-100		Dry	0–100	
Z-Organ	1 ageoi	Adjusts volur	me of high frequenci	es.	Adjusts volur	me of low frequenci	es.	Adjusts level	of original sound.	
	Page02	HPF	0-10		LPF	0-10		Level	0-150	
	rageuz	Adjusts high-p	ass filter cutoff freque	ency.	Adjusts low-p	ass filter cutoff frequ	ency.	Adjusts the o	utput level.	
AutoPan	This ef	fect cyclic	ally moves the	par	nning posi	tion of the sou	ınd.			
			Knob1			Knob2			Knob3	
	D 04	Rate	0-50	Þ	Width	L50-R50		Level	0-150	
ME HIDTH LETEL AL	Page01	Sets the spe	ed of the modulation	١.	Sets the wid	th of the panning.		Adjusts the c	utput level.	
		Depth	0-10		Clip	0-10				
	Page02	Sets the dep	th of the modulation		clipping. Hig	amount of wave gher values empha ning effect more.				
Rt Closet	Simula	tes a rotar	y speaker.							
			Knob1			Knob2			Knob3	
		Bal	0-100		Mode	Slow,Fast		Level	0–150	
Noto Closet	Page01		balance between equencies) and the dicies).		Sets the rota	ry mode.		Adjusts the o	output level.	
		Drive	0–100	П			Т			Т
. on man about	Page02	Adjusts the from the prea	amount of amplifica amp.	ition		1			ı	

#### [DELAY]

Delay	This lor	ng delay h	as a maximum	ler	ngth of 40	00 ms.				
			Knob1			Knob2			Knob3	
		Time	1-4000	♪	F.B	0-100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected : with the original sou	
DELAY & &		HiDMP	0-10		P-P	MONO, P-P		Level	0–150	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail	OFF/ON							
	Page03	even after ef	effect sound continued off. Wound stops right would off.	/hen						
TapeEcho	This ef the ech		ates a tape ec	ho.	Changing	the "Time" p	oara	meter cha	nges the pitc	h of
			Knob1			Knob2			Knob3	
		Time	1–2000	♪	F.B	0-100	Т	Mix	0-100	$\top$
TapeEcho	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected : with the original sou	
22 000		HiDMP	0-10		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Adjusts the o	output level.		even after ef	effect sound cont fect is turned off. \ sound stops right ed off.	When
ModDelay	This de	lay effect	allows the use	of	modulatio					
			Knob1			Knob2			Knob3	
		Time	1–2000	♪	F.B	0-100		Mix	0–100	
* ModDeiay *	Page01	Sets the dela			Adjusts the f	eedback amount.			mount of effected with the original sou	
		Rate	1–50		Level	0-150		Tail	OFF/ON	$\perp$
	Page02	Sets the spe	ed of the modulation	۱.	Adjusts the o	output level.		even after ef	effect sound cont fect is turned off. I sound stops right ed off.	When
AnalogDly	This an	alog delay	simulation ha	s a	long delay	with a maxin	num	length of	4000 ms.	
			Knob1			Knob2			Knob3	
		Time	1-4000	♪	F.B	0-100		Mix	0-100	
1786	Page01	Sets the dela	y time.			eedback amount.			mount of effected : with the original sou	
		HiDMP	0-10		P-P	MONO, P-P		Level	0–150	
Analog ≜ • DLU	Page02	delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail	OFF/ON							
	Page03	even after ef	effect sound continum fect is turned off. Wo ound stops right wo ad off.	/hen						
ReverseDL	This re	verse dela	y is a long dela	iy v	vith a max	imum length	of 2	000 ms.		
			Knob1			Knob2			Knob3	
		Time	10-2000	Þ	F.B	0-100		Bal	0–100	
Reverse Delay	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.		Adjusts the band effect so	palance between or ounds.	riginal
		HiDMP	0-10		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Adjusts the o	output level.		even after ef	effect sound cont fect is turned off. \ sound stops right ed off.	When

Robin   Robi	StompDly	By turn	ing the fee	edback up on t	his	stomp-sty	rle delay, you	can	make it se	elf-oscillate.	
Adjusts the feedback amount.   Sets the delay time.				Knob1			Knob2			Knob3	
Sync   OFF, 2-1x8   x   Mode   MONO, STR   Tail   OFF,ON			E.LVL	0-120		F.B	0-100		Time	1-600	
Page02   Page02   Page02   Page02   Page02   Page03   Page04   Page05   P		Page01			und	Adjusts the f	eedback amount.		Sets the dela	y time.	
Page02   Activates tempo sync.   When stereo, effect sound is output from Lichannel and unchanged input OFF, effect sound stops right intom Lichannel and unchanged input OFF, effect sound stops right intom Lichannel and unchanged input OFF, effect sound stops right intom Lichannel and unchanged input OFF, effect sound stops right intom Lichannel.   Page03   Adjusts the treble attenuation of the dielays output from Richannel.   Milk   O-100   Page01   Time   1-3000   PTTRN   1-8   Milk   O-100   Page02   Sets the delay time.   Sets the tap pattern, which varies from Adjusts the amount of effected intom the difference of the input size in the page02   Adjusts the tone.   Adjusts the output level.   OFF, offect sound stops right effect is turned off.   OFF, effect sound stops right intom the page02   Adjusts the feedback amount.   Adjusts the output level.   OFF, effect sound stops right intom the page03   Adjusts the feedback amount.   Adjusts the effect sound stops right effect is turned off.   OFF, effect sound stops right intom the page03   Adjusts the feedback amount.   Adjusts the effect sound stops right effect is turned off.   OFF, effect sound stops right intom the page03   Adjusts the feedback amount.   Adjusts the effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, effect sound stops right effect is turned off.   OFF, e	000		Sync	OFF, ♪-Jx8	♪	Mode	MONO, STR		Tail	OFF/ON	
MultiTapD	Stomp Dly	Page02	Activates tem	ipo sync.		When stered from L chann	), effect sound is or nel and unchanged	utput	even after ef OFF, effect s	fect is turned off. V sound stops right v	When
Nauli Tap Delay		Page03	Adjusts the t		the						
Time 1-3000 ] PTRN 1-8   Mix 0-100   Adjusts the amount of effected the investment of the configuration of the con	MultiTapD	This eff	ect produc	ces several de	lay	sounds w	ith different de	elay	times.		
Page01   Sets the delay time.   Sets the tap pattern, which varies from hythmical to random patterns.   Tone   0-10   Level   0-150   Tail   OFF/ON   Tail   OFF/ON   Tail   OFF/ON   Tail   OFF/ON   Tail   OFF/ON   Tail   OFF/ON   OFF, effect sound stops right effect is turned off.				Knob1			Knob2			Knob3	
Sets the delay time.  Tone   0-10   Level   0-150   Tail   OFF/ON    Page02   Adjusts the tone.   Adjusts the output level.   OFF, effect sound stops right effect is turned off.    DynaDelay   This dynamic delay adjusts the volume of the effect sound according to the input si level.      This dynamic delay adjusts the volume of the effect sound according to the input si level.      This dynamic delay adjusts the volume of the effect sound according to the input si level.      Knob1			Time	1–3000	Þ	PTTRN	1–8	Т	Mix	0–100	П
Page02  Adjusts the tone.  Adjusts the output level.  Adjusts the output level.  DynaDelay  This dynamic delay adjusts the volume of the effect sound according to the input si level.    Nob1	Multi Tap Delay	Page01	Sets the dela	y time.				from			
Page02 Adjusts the tone.  Adjusts the output level.  DynaDelay  This dynamic delay adjusts the volume of the effect sound according to the input si level.    Nob1			Tone	0–10		Level	0-150		Tail	OFF/ON	
Rob1   Sense   10-1, 1-10   Mix   D-100   Adjusts the amount of effected that is mixed with the original sound continues even after effect is turned off.		Page02	Adjusts the to	one.		Adjusts the o	output level.		even after ef OFF, effect s	fect is turned off. V sound stops right v	When
Time 1-2000 ) Sense -101, 1-10   Mix   0-100   Adjusts the amount of effected that is mixed with the original sour office to sum of the table to the companies of the modulation.  FilterDly This effect filters a delayed sound.  FilterDly This effect sound sound sops right when effect sound stops right when effect is turned off.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift to a delayed sound.  FilterDly This effect applies pitch shift applied to delayed sound.  FilterDly This effect applies pitch shift applied to Adjusts the amount of effected and delayed sound.  FilterDly This effect about the delayed sound.  FilterDly This effect applies pitch shift applied to Adjusts the amount of effected and delayed sound.  FilterDly This effect about the this this mixed with the original sound.  FilterDly This effect applies pitch shift applied to Adjusts	DynaDelay		namic del	ay adjusts the	VO	lume of th	ne effect soun	d a	ccording to	o the input sig	gnal
Page01 Sets the delay time.  FB 0-100				Knob1			Knob2			Knob3	
FilterDly   Filt			Time	1–2000	Þ	Sense	-101, 1-10		Mix	0–100	
Page02 Adjusts the feedback amount. Adjusts the output level. When ON, effect sound conteven after effect is turned off. OFF, effect sound stops right effect is turned off.  When ON, effect sound stops right effect is turned off.  FilterDly  This effect filters a delayed sound.    Nabl	TIME SENSE HIX	Page01		,		· .			that is mixed	with the original sou	
Page02 Adjusts the feedback amount. Adjusts the output level. even after effect is turned off. OFF, effect sound stops right effect is turned off.    FilterDly   This effect filters a delayed sound.	2X^1 10		F.B	0–100		Level	0-150				
Rate   1-50   Depth   0-100   Adjusts the amount of effected that is mixed with the original sor effect sound stops right when effect sound stops right when effect is turned off.    Page01	(Dyna Delay)	Page02	Adjusts the fe	eedback amount.		Adjusts the o	output level.		even after ef OFF, effect s	fect is turned off. V sound stops right v	When
Page02  Page02  Rate 1–50  Depth 0–100  Mix 0–100  Adjusts the amount of effected that is mixed with the original sou feet of the modulation.  Sets the delay time.  Page02  Rate 1–50  Depth 0–100  Reso 0–10  Adjusts the intensity of the modulation.  Sets the depth of the modulation.  Page03  Adjusts the intensity of the modulation.  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  PitchDly  This effect applies pitch shift to a delayed sound.    Name	FilterDly	This eff	ect filters		nd.						
Page01  Sets the delay time.  Adjusts the feedback amount.  Adjusts the amount of effected that is mixed with the original so:  Page02  Sets the speed of the modulation.  Sets the depth of the modulation.  Adjusts the intensity of the modulation.  Adjusts the intensity of the modulation.  Adjusts the intensity of the modulation.  Page03  Adjusts the output level.  PitchDly  This effect applies pitch shift to a delayed sound.   Knob1  Knob2  Knob3  Time 1-2000  Page01  Sets the delay time.  Sets volume of pitch shift applied to Adjusts the amount of effected that is mixed with the original so:  Adjusts the output level.  Page02  Adjusts the output level.  Adjusts the output level.  Adjusts the feedback amount.  Adjusts the output level.				1				_			
Rate 1–50 Depth 0–100 Reso 0–10 Adjusts the feedback amount.  Page02 Fitter Page03  Rate 1–50 Depth 0–100 Reso 0–10 Adjusts the intensity of the modulation.  Sets the depth of the modulation. Sets the depth of the modulation.  Page03  Adjusts the output level.  Page03  This effect applies pitch shift to a delayed sound.  FitchDly  This effect applies pitch shift to a delayed sound.  FitchDly  This effect applies pitch shift to a delayed sound.  FitchDly  FitchDly  FitchDly  FitchDly  FitchDly  FitchDly  This effect applies pitch shift to a delayed sound.  FitchDly  FitchDly  FitchDly  FitchDly  Adjusts the output level.  Adjusts the feedback amount.  Adjusts the feedback amount.  Adjusts the feedback amount.  Adjusts the output level.		Dogo01	Time	1–2000	Þ	F.B	0–100			1	بلــ
Page02 Sets the speed of the modulation.  Level 0-150 Tail OFF/ON  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  PitchDly  This effect applies pitch shift to a delayed sound.    Name		rageui							that is mixed	with the original sou	
Sets the speed of the modulation.   Sets the depth of the modulation.   Page03   Level   0-150   Tail   OFF/ON     When ON, effect sound continues even after effect is turned off.   When OFF, effect sound stops right when effect is turned off.		Page02	Rate	1–50		Depth	0-100			10 10	.latiaa
Page03 Adjusts the output level. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  PitchDly This effect applies pitch shift to a delayed sound.    Name	Filter Dis	1 agcoz			۱.			n.		itensity of the modu	ilation
Rob1   Knob2   Knob3   Time   1-2000   Pitch   -12-12   Mix   O-100		Page03				When ON, e even after ef OFF, effect s	effect sound conti fect is turned off. V cound stops right v	Vhen			
Richard   Knob2   Knob3   Knob3   Time   1–2000   Pitch   -12–12   Mix   0–100   Pitch   -12–12   Mix   0–100   Sets the delay time.   Sets volume of pitch shift applied to delayed sound.   Adjusts the amount of effected that is mixed with the original south of the page of the pa	PitchDlv	This eff	ect applies	pitch shift to a	a de	laved sour	nd.				
Page01 Time 1-2000 Pitch -12-12 Mix 0-100 Sets the delay time. Sets volume of pitch shift applied to Adjusts the amount of effected that is mixed with the original south of the page02 Adjusts the feedback amount. Adjusts the tone. Adjusts the output level.	,					,				Knob3	
Page01 Sets the delay time. Sets volume of pitch shift applied to Adjusts the amount of effected that is mixed with the original south of the page02 Adjusts the feedback amount. Adjusts the tone. Adjusts the output level.		$\overline{}$	Time	r		Pitch	1	Т	Mix		$\top$
Page02 Adjusts the feedback amount. Adjusts the tone. Adjusts the output level.		Page01	Sets the dela	y time.				ed to			
Adjusts the feedback amount. Adjusts the tone. Adjusts the output level.		D00	F.B	0-100				Т			T
Tail Officer		Page02	Adjusts the fe	edback amount.		Adjusts the t	one.	_	Adjusts the c	output level.	
lali OFF/ON			Tail	OFF/ON							
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		Page03	even after eff OFF, effect s	ect is turned off. Wound stops right w	/hen						

StereoDly	This ste	ereo delay	allows the left	an	d right de	lay times to b	e se	t separate	ly.	
			Knob1			Knob2			Knob3	
		TimeL	1–2000	Þ	TimeR	1–2000	Þ	Mix	0–100	
	Page01	Adjusts dela delay.	y time of left chan	nel	Adjusts dela delay.	y time of right d	nannel		mount of effected s with the original sou	
	Page02	LchFB	0-100		RchFB	0–100		Level	0–150	
	- ugooz	Adjusts delay	feedback of left chann	nel.	Adjusts delay	feedback of right d	nannel.	Adjusts the c	utput level.	
STEREO DELAY 💿		LchLv	0-100		RchLv	0–100		Tail	OFF/ON	
	Page03	Adjusts delay	output of left chann	el.	Adjusts delay	output of right ch	annel.	even after ef	effect sound continued off. Visioned stops right visioned stops right visioned off.	Vhen
PhaseDly	This eff	ect applie	s a phaser to a	de	layed sou	nd.				
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0-100		Mix	0-100	Т
	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected s with the original sou	
Phase @ DIU	Page02	Rate	1–50		Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
.000.		_	ed of the modulation		Sets the tone	of the effect type	Э.	Adjusts the c	utput level.	_
		Tail	OFF/ON							$\perp$
	Page03	even after eff	effect sound contine fect is turned off. Wo ound stops right wo and off.	hen						
TrgHldDly	This de	lay sample	es and holds us	sino	g picking a	s the trigger.				
			Knob1			Knob2			Knob3	
		Time	10–1000		Duty	25–100		Mix	0–100	
TRIGGER HOLD DELAY	Page01	Sets the dela	y time.		Sets the tim hold sound is	e that the samples produced.	e-and-		mount of effected s with the original sou	
		THRSH	0-30		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts effect	t threshold.		Adjusts the c	output level.		even after ef	effect sound continued off. Visioned stops right visioned stops right visioned off.	Vhen
TapeEcho3	This tap	oe echo ef	fect models th	e N	//AESTRO	ECHOPLEX	EP-3			
*			Knob1			Knob2			Knob3	
		F.B	0-100		MIX	0-100		TIME	10-1000	
TAPE ECHOS	Page01	Adjusts the fe	eedback amount.			e amount of eff s mixed with the o		Sets the dela	y time.	
		RecLv	0-100		SYNC	OFF, ≯-Jx8	Þ	P-Amp	OFF, ON	
	Page02	Adjusts the v	volume recorded to	the	Activates ten	npo sync.		affects the to is off. When output witho	r the TapeEcho3 pre ne when the echo e OFF, the input sou ut being changed. V mp affects the tone	effect nd is Vhen
DualDigiD	This eff	ect combi	nes 2 delays aı	nd	is based c	n the Eventi	de Tir	meFactor I	DigitalDelay.	
*			Knob1			Knob2			Knob3	
		TimeA	0-1990	Þ	TimeB	0-1990	٨	FdbkA	0–110	
	Page01	Adjusts the d	elay time of Delay A		Adjusts the o	delay time of Delay	/ B.	Adjusts th amount.	e Delay A feedb	back
TIMES TIMES FORKS		FdbkB	0–110		Depth	M-0-50, S-0-50		Speed	0–50	
DUAL DIGITAL DELAY	Page02	Adjusts the amount.	e Delay B feedb	ack		modulation depth put to mono (M0 -S50).		Sets modulat	tion speed.	
		FLTR	-100–100		DlyMx	0-100		Mix	0-100	
	Page03	Adjusts the to	one.		Adjust the meffect sounds	nix of the Delay A	and B		amount of effer mixed with the ori	

CarbonDly	This an	alog delay	sound is a mo	ode	of the M	XR Carbon Co	ру.			
*			Knob1			Knob2			Knob3	
		DELAY	19–581		REGEN	0-100		MIX	0–100	
<b>(000)</b>	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			amount of effe mixed with the o	
(Carbon Delay)	Page02	MOD	OFF/ON		WIDTH	0-50		SPEED	0–50	
	1 agcoz	Turns modula	tion ON or OFF.		Adjusts the v	vidth of the modula	ition.	Sets modulat	tion speed.	
		Tail	OFF/ON		Sync	OFF, ≯-Jx8	1			
	Page03	even after ef	effect sound continued off. Wound stops right word off.	/hen	Activates ten	npo sync.				
DriveEcho	This ed	ho effect t	hat can be driv	ven	is modele	ed on the LINE	6 N	19 TubeEct	10.	
*			Knob1			Knob2			Knob3	
		DRIVE	0-100		MIX	0-100		TIME	20-1990	Þ
	Page01	Adjusts the a	mount of distortion.			e amount of effe mixed with the or			y time.	
		F.B	0-100		WOW	0-100		DRY	DRIV/THRU	
ORWECHO  ORIGINAL MIX TIME	Page02	Adjusts the fe	eedback amount.		Adjusts the v	vow and flutter effe	ct.	parameter a dry signal. So setting affec	er the DriveEcho I iffects the tone of et to DRIVE, the I ts the "dry" sound e dry sound is of g changed.	of the DRIVE d. Set
		Tail	OFF/ON		Mode	MONO, STR	T			
	Page03	even after eff sound also co tone as when	effect sound continect is turned off. The ntinues to have the sthe effect was on. effect sound stops a turned off.	dry ame	Sets output t	to mono or stereo (	STR).			
SlapBackD			features a sh eled on a tc el							and
*			Knob1			Knob2			Knob3	
	Page01	TIME	1–300	٥	SubDv	」, た, ping-pong panning		F.B	0–100	
		Sets the dela	y time.		Set the not sound.	e length of the o	delay	Adjusts the fe	eedback amount.	
T 1000//		FxLVL	0-100		DRY	OFF/ON		Tail	OFF/ON	
[ © ]	Page02	Adjusts the v	olume of the effect.		effect sound	ne original sound and or are mixed and or nen OFF, only the or out.	utput	even after ef	effect sound cont fect is turned off. ' sound stops right ed off.	When
		Mode	MONO, STR							
	Page03	Sets outpu (STR).	t to mono or ste	ereo						
SmoothDly	This wi	de delay is	modeled on	the	BOSS DE	0-20 in SMOO	TH r	node.		
*			Knob1			Knob2			Knob3	
		TIME	1–3000	Þ	F.B	0-100		E.LVL	0–100	
TIME F. ELUL	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			ount of effect s riginal sound.	ound
SMOOTH DELKY		TONE	0–100		Tail	OFF/ON				
	Page02	Adjusts the to	one.		even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	Vhen			

LO-FI Dly			is based on t							u to
_			Knob1	,		Knob2	-	 	Knob3	
*		TIME	2–1900	<b>D</b>	F.B	0-100		MIX	0-100	$\top$
	Page01	Sets the dela	y time.	-	Adjusts the fe	eedback amount.			amount of effe mixed with the or	
		SMPL	1/128–1/1		BITS	4-32		BLEND	0-100	
LO-FI DELAY	Page02	Sets sampling	g rate.		Sets bit dept	h.			balance between and the lo-fi soun	
	D 00	DAMP	0–10		FLT	OFF, 1–8		VINYL	OFF, D:1–D:9, S:1–S:9	
	Page03	Adjusts how decays.	the feedback so	und		naracter of the fi e effect sound.	lter		that occurs rando 9, the noise occu delay output.	
SlwAtkDly	This eff	ect, which	gently brings o	n th	ne delay, is	modeled on th	e L	INE6 M9 A	uto-Volume Ed	cho.
*			Knob1			Knob2			Knob3	
		TIME	1-1900	Þ	F.B	0-100		MIX	0–100	
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			amount of effe mixed with the or	
SLOW HTTHEK DELAY		DEPTH	0-100		SWELL	1–50		Mode	MONO/STR	
	Page02	Sets the dept	th of the modulation		Adjusts the att	ack time.		MONO for a	effect is applied. S mono chorus effect stereo vibrato effec	t. Set
		Tail	OFF/ON							
	Page03	even after eff	effect sound continued fect is turned off. Wound stops right wound off.	hen						
TremDelay	This eff lay sour		is based on the	e st	rymon TIN	1ELINE TREM r	noc	le, adds a t	tremolo to the	de-
*			Knob1			Knob2			Knob3	
		TIME	60–1900	Þ	F.B	0–100		MIX	0–100	
000	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			amount of effe mixed with the or	
THE OTO DEALS	Page02	LFO	TRI, SQR, SIN, RAMP, SAW		DEPTH	0–100		SPEED	1/32–32/1	
	5	waveform.	tremolo modulat	tion		of the modulation.		Sets modulat		
	Page03	DAMP	0-10		HPF	OFF, 20–900	41	GRIT	0-10	
		decays.	the feedback so		frequencies i	maximum range of n the effect sound.	_	sound.	distortion of the e	
FLTR PPD	Based	on the Eve	ntide TimeFact	or l	-ılterPong,		nbii	nes filter a		ts.
*			Knob1			Knob2			Knob3	
		TimeA	0–1900	Þ	TimeB	0–1900	♪	Mix	0–100	
	Page01	Sets the dela	y time for Delay A.		Adjusts the d	elay time of Delay E			amount of effe mixed with the or	
TIME I TIME I MIX	D00	DlyMx	0–100		Fdbk	0–110		Slur	0–10	
FILTER PP-DELAY	Page02	Adjusts the n B effect soun	nix of Delay A and D ds.	elay	Adjusts the fe	eedback amount.		Softens the sound.	attack of the feed	dback
	Page03	FLTR	0–100		Depth	M-0–10, S-0–10		Wave	Sn1–16, Tr1–16, Sq1–16	
	i-ageu3	Adjusts the applied.	amount the filte	ris		modulation depth. A but to mono (M-0–10 0).		Sets the mod speed of mod	dulation wave type	e and

A-Pan DLY	This co	mbines aut	o pan and dela	y to	create the	e effect of the st	tere	eo image n	noving cyclically	y.	
*			Knob1			Knob2		Knob3			
		Time	1–2000	Þ	F.B	0-100		Mix	0-100	П	
	Page01	Sets the delay time.			Adjusts the f	eedback amount.			amount of effect mixed with the orio		
AUTO PANDELAY	Page02	Rate	1/4, 1/2, 3/4, 1–50		Width	L50-R50		Depth	0–10		
	rageuz	Sets the s movement.	peed of the sou	ınd	Sets the v movement.	vidth of the sou	ınd	Sets the omovement.	lepth of the so	und	
		Clip	0-10		Link	P-D, D-P		Level	0-200		
	Page03	Adjusts the clipping.	Adjusts the amount of waveform lipping.			er that the auto pan nected.	and	Adjusts the o	utput level.		
ICE Delay	Based o	on the stry	mon TIMELINE	IC	E mode, tl	nis effect comb	ine	s pitch shi	fting and delay.		
*			Knob1		Knob2			Knob3			
		TIME	60-1300	Þ	F.B	0-100		MIX	0-100	П	
<b>. . . .</b>	Page01	Sets the dela	y time.		Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.			
		INTVL	-Oct-2Oct		SLICE	SHORT, LONG		BLEND	0–20		
(S)	Page02	Sets the pitch modulation amount for the audio slices.			Adjusts the length of the slices.			Adjusts the balance between the dry and ICE signals.			
		SMEAR	OFF, 1-20		DAMP	0-10		HPF	OFF, 20-900		
	Page03	Adjusts the amount that the attack of			Adjusts hov decays.	v the feedback sou	und	Adjusts the maximum range of the frequencies in the effect sound.			

#### [REVERB]

HD Hall	This is	a dense h	all reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0-100		Mix	0-100	T
* HD Hall	Page01				Sets the dura	tion of the reverberation	ons.		mount of effected s with the original sou	
FREDLY BECAY PILX		LoDMP	0-100		HiDMP	0-100		Tail	OFF/ON	
	Page02	Adjusts low frequency damping in reverb sound.						even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	Vhen
Hall	This re	This reverb effect simulates the acoustics of a concert hall.								
			Knob1			Knob2			Knob3	
		Decay	1-30		Tone	0-10		Mix	0-100	
* HALL	Page01	Sets the duration of the reverberations.			Adjusts the to	one.			mount of effected s with the original sou	
BECHT TIME MIX		PreD	1-100		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Room	This re	verb effect	simulates the	ac	oustics of	a room.				
			Knob1			Knob2			Knob3	
		Decay	1-30		Tone	0-10		Mix	0–100	
ROOM	Page01	Sets the dura	tion of the reverberation	ons.	Adjusts the to	one.		Adjusts the amount of effected sound that is mixed with the original sound.		
		PreD	1-100		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		

Page   Carry   1-30   Carry   Carr	Spring	This rev	verb effect	simulates a s	prir	g reverb.						
Page02 Sets the duration of the reverberations. Adjusts the tone. that move with the original sound.  Page02 I 1-100				Knob1			Knob2			Knob3		
Sets the duration of the reverbearcines. Adjusts the tone.    Pege02			Decay	1–30		Tone	0-10					
Page02   Adjusts the delay between input of the original sound and start of the reverb sound.   Adjusts the output level.   When ON, effect sound stops right when effect is turned off.   Non-bit start off the reverb sound.   Adjusts the amount of effected sound stops right when effect is turned off.   Non-bit start off the reverb sound.   Adjusts the amount of effected sound stops right when effect is turned off.   Non-bit start off the reverb sound.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the computation of the reverb sound.   Adjusts the sound start of the reverb sound.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the sound continues even after effect is turned off.   Adjusts the delay between input of the original sound and start of the reverb sound.   Adjusts the sound continues even after effect is sturned off.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the sound continues even after effect is sturned off.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the sound continues even after effect is sturned off.   Adjusts the amount of effected sound start of the reverb sound.   Adjusts the sound continues even after effect sound continues even after effect is sturned off.   Adjusts the delay between input of the adjusts the sound start of the reverb sound.   Adjusts the sound continues even after effect sound stops right when effect sound continues even after effect	DECAY TENE MIX	Page01	Sets the durati	on of the reverberat	ions.	Adjusts the t	one.					
Page 20 Adjusts the dealy between input of the horizon sound and start of the reverbes outside. OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound start of the reverbes and off. When OFF, effect sound start of the reverbes and what is made with the original sound start off the reverbes and off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound start off the reverbes and when off the reverbes and off.  TitledRoom  TitledRoom  This reverb effect simulates the acoustics of a titled room.    Name OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. W	Sprins		PreD	1-100		Level	0-150			. , .		
Nob1   Nob2   Nob3   Nob2   Nob3   Nob2		o majasto the asiay between input of the				Adjusts the o	Adjusts the output level.			even after effect is turned off. When OFF, effect sound stops right when		
Page01   Decay   0-100   Tone   0-10   Mix   0-100   Decay   D	HD Reverb	This is	a high-defi	nition reverb.								
Page01   Sets the duration of the reverbeations   Adjusts the tone.				Knob1			Knob2			Knob3		
Sets the duration of the reverberations. Adjusts the tone. that is mixed with the original sound. This reverb offect sumed off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound continues even after effect is turn			Decay	0-100	Т	Tone	0-10		Mix	0-100	T	
Page02 Adjusts the delay between input of the original sound and start of the reverb sound. Tail OFFON   Page03   When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound start of the reverberations. Adjusts the tone.    PreD		Page01	Sets the durati	on of the reverberat	ions.	Adjusts the t	one.					
Adjusts the delay between input of the organisation and acts of the reverbound continues over after effect is turned off. When OFF, effect sound stops right when effect is turned off.  TiledRoom  This reverb effect simulates the acoustics of a tiled room.    Name OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off.   Page01	HD Reverb		PreD	1-200		HPF	0-10		Level	0-150		
When ON, effect sound continues each ear effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect is cound stops right when effect is turned off. When OFF, effect is cound stops	.0001.	Page02				Adjusts high-p	ass filter cutoff freque	ncy.	Adjusts the o	output level.		
Page02												
Nob1   Nob2   Nob3   Nob3   Nob2   Nob3		Page03	even after eff OFF, effect so	ect is turned off. V ound stops right v	Vhen							
Page01  Decay 1-30   Tone 0-10   Mix   0-100   Adjusts the mount of effected sound that is mixed with the original sound.  Prep 1-100   Level 0-150   Tail   OFF/ON    When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  Adjusts the duration of the reverb.  Adjusts the output level.  Page01  Adjusts the duration of the reverb.  Adjusts the output level.  Page02  Adjusts the duration of the reverb.  Adjusts the output level.  Page03  Adjusts the amount of effected sound that is mixed with the original sound.  After This effect reproduces the ambience of a room, to create spatial depth.  Ref	TiledRoom	This rev	s reverb effect simulates the acoustics of a tiled room.									
Page01 Sets the duration of the reverberations. Adjusts the tone.  PreD 1-100   Level   0-150   Tail   OFF/ON   Adjusts the delay between input of the original sound and start of the reverb sound.  Adjusts the output level.  Page02 Adjusts the delay between input of the original sound and start of the reverb sound.  Adjusts the output level.  Page01  This reverb effect simulates the acoustics of a large enclosure such as a sports arena.  Knob1   Knob2   Knob3    Becay 1-30   Tone   0-10   Mix   0-100    Page02 Adjusts the delay between input of the original sound and start of the reverberations. Adjusts the tone.  PreD 1-100   Level   0-150   Tail   OFF/ON    Adjusts the delay between input of the original sound and start of the reverb sound.  Page01  This effect reproduces only the early reflections of reverb.  Knob2   Knob3    When ON, effect sound ontinues even after affect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect sound stops right when effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect				Knob1			Knob2			Knob3		
Sets the duration of the reverberations. Adjusts the tone. that is mixed with the original sound.  PreD 1-100 Level 0-150 Tail OFF/ON Delta diguists the delay between input of the original sound and start of the reverb sound. Adjusts the output level. OFF, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound stops right when effect is turned off.  This reverb effect simulates the acoustics of a large enclosure such as a sports arena.			Decay	1–30		Tone	0-10					
Page02 Adjusts the delay between input of the original sound and start of the reverb sound.  Arena This reverb effect simulates the acoustics of a large enclosure such as a sports arena.    Namble   Na	Tiled Rm 🖂 🖜	Page01		on of the reverberat	ions.	Adjusts the t	one.					
Arena  This reverb effect simulates the acoustics of a large enclosure such as a sports arena.    Name	. 8 8 8 8 .		PreD	1-100		Level	0-150					
Ref   Q-10   Level   Q-150   Tail   Q-170   Mix   Q-100   Q-10		Page02				Adjusts the o	output level.		even after effect is turned off. Who OFF, effect sound stops right who effect is turned off.			
Page01   Decay   1-30   Tone   0-10   Mix   0-100   Decay	Arena	This rev	verb effect	simulates the	e ac	oustics of	a large enclos	ure	such as a	sports arena.		
Page01   Sets the duration of the reverberations.   Adjusts the tone.   Adjusts the amount of effected sound that is mixed with the original sound.				Knob1			Knob2			Knob3		
Sets the duration of the reverberations. Adjusts the tone. that is mixed with the original sound.  PreD 1-100   Level   O-150   Tail   OFF/ON    When ON, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off.  **This effect reproduces only the early reflections of reverb.**    Adjusts the duration of the reverb sound.   Adjusts the output level.			Decay	1–30		Tone	0-10		Mix	0–100		
Page02 Adjusts the delay between input of the original sound and start of the reverb sound.    Adjusts the output level.   When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	* Arena Reverb	Page01	Sets the durati	on of the reverberat	ions.	Adjusts the t	one.			with the original sou		
Adjusts the delay between input of the original sound and start of the reverb sound. Adjusts the output level.    Page02			PreD	1-100		Level	0-150					
Name		Page02				Adjusts the output level.			even after effect is turned off. When OFF, effect sound stops right when			
Page01 Decay 1-30 Shape -10-10 Mix 0-100  Page01 Adjusts the duration of the reverb. Adjusts the effect envelope.  Tone 0-10 Level 0-150 Tail OFF/ON  Adjusts the tone.  Adjusts the output level.  This effect reproduces the ambience of a room, to create spatial depth.  Size 1-100 Tone 0-10 Mix 0-100  Sets the size of the space.  Adjusts the tone.  Adjusts the output level.  Adjusts the amount of effected sound tontinues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  Ali This effect reproduces the ambience of a room, to create spatial depth.  Air Ali This effect reproduces the ambience of a room, to create spatial depth.  Ali Children Adjusts the amount of effected sound that is mixed with the original sound.  Adjusts the amount of effected sound that is mixed with the original sound.  Adjusts the amount of reflection Adjusts the output level.  Page02 Adjusts the amount of reflection Adjusts the output level.  Adjusts the amount of effect is turned off. When OFF, effect sound stops right when off.	EarlyRef	This eff	ect reprod	uces only the	ear	ly reflection	ons of reverb.					
Page01 Adjusts the duration of the reverb. Adjusts the effect envelope. Adjusts the amount of effected sound that is mixed with the original sound.  Tone				Knob1			Knob2			Knob3		
Adjusts the duration of the reverb.  Adjusts the effect envelope.  Tone   0-10   Level   0-150   Tail   OFF/ON    When ON, effect sound stops right when effect is turned off.  Adjusts the tone.  Adjusts the output level.  Adjusts the output level.  This effect reproduces the ambience of a room, to create spatial depth.    Name			Decay	1–30		Shape	-10-10		Mix	0–100	$\Box$	
Tone   0-10   Level   0-150   Tail   OFF/ON   When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  Adjusts the tone.  Adjusts the output level.  Adjusts the space.  Adjusts the output level.  Adjusts the amount of effected sound that is mixed with the original sound. Tail OFF/ON    Page02  Adjusts the amount of reflection   Adjusts the amount of reflection   Adjusts the output level.  Adjusts the output level.  Adjusts the output level.  Adjusts the amount of effect sound continues even after effect is turned off. When OFF, effect sound stops right when even after effect is turned off. When OFF, effect sound stops right when even after effect is turned off. When off the page of	DECAY SHIPE MIX	Page01	Adjusts the du		b.	Adjusts the e				with the original sou		
Adjusts the tone.  Adjusts the output level.  Adjusts the amount of a felection adjusts the output level.  Adjusts the amount of reflection adjusts the output level.  Adjusts the amount of reflect sound continues even after effect is turned off. When OFF, effect sound stops right when office the output level.  Adjusts the amount of reflection adjusts the output level.  Adjusts the output level.  Adjusts the amount of reflection adjusts the output level.  Adjusts the amount of reflection office the output level.  Adjusts the output level.  Adjusts the output level.  Adjusts the output level.  Adjusts the amount of reflection office the output level.  Adjusts the amount of reflection office the output level.  Adjusts the amount of reflection office the output level.  Adjusts the output level.	Early Reflection		Tone	0-10		Level	0-150					
Name	.lli:	Page02	Adjusts the to	ne.		Adjusts the o	output level.		even after effect is turned off. When OFF, effect sound stops right when			
Page01 Size 1-100 Tone 0-10 Mix 0-100 Sets the size of the space. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound.  Ref 0-10 Level 0-150 Tail OFF/ON When ON, effect sound continues even after effect is turned off. When from the wall.  Page02 Adjusts the amount of reflection Adjusts the output level. OFF, effect sound stops right when	Air	This eff	This effect reproduces the ambience of a room, to create spatial depth.									
Page01 Sets the size of the space. Adjusts the tone. Adjusts the amount of effected sound that is mixed with the original sound.  Ref 0-10 Level 0-150 Tail OFF/ON  Page02 Adjusts the amount of reflection from the wall.  Adjusts the output level. OFF, effect sound stops right when				Knob1			Knob2			Knob3		
Sets the size of the space. Adjusts the tone. that is mixed with the original sound.  Ref 0-10 Level 0-150 Tail OFF/ON  Page02 Adjusts the amount of reflection from the wall.  Adjusts the output level. OFF, effect sound stops right when			Size	1-100		Tone	0-10		Mix	0–100		
Page02 Adjusts the amount of reflection from the wall.  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when	•        AIR            •	Page01	Sets the size	of the space.		Adjusts the t	one.					
Page02 Adjusts the amount of reflection from the wall.  Adjusts the output level. even after effect is turned off. When OFF, effect sound stops right when			Ref	0–10		Level	0-150			. , .		
		Page02	Adjusts the amount of reflection						even after effect is turned off. When OFF, effect sound stops right when			

Repet	Plate	This sir	nulates a plate reverb		-					
Page01   Adjusts the delay between input of the reverberations in the original sound and start of the foreign of the original sound and start of the reverberations.   Adjusts the amount of effected sound reverbes sound.	*		Knob1			Knob2			Knob3	
the original sound and start of the Sets the duration of the reverbearisons. Adjusts the tweeth sound.  Color   0-100   LobMP   0-100   HiDMP   0-100   Adjusts in mixed with the original sound.  Page02   Mixen ON, effect sound continues of the low effect is turned off.  Winen ON, effect sound continues of the seventh of the low effect is sured off. When offer is sound disposingly when effect is turned off.  ModReverb   This reverb generates fluctuating echoes.    Name ON, effect sound disposingly when effect is turned off. When offer is sound disposingly when effect is turned off.    Page01   Sets the depth of the modulation. Adjusts the duration of the reverb. Adjusts the amount of effected sound that is mixed with the original sound.    Page02   Sets the speed of the modulation. Adjusts the tone.					Decay	0–100		Mix	0–100	
Page02 Adjusts the reverb time of the low Adjusts low frequency damping in Adjusts high frequency damping in reverb sound.  Tail OFF/ON Level 0-150   1   1   1   1   1   1   1   1   1		Page01	the original sound and start	Sets the duration of the reverberations.						
Frequencies   Tever b sound   Frequencies   Tail   OFF/ON   Level   0-150	Plate:									
Note	PREDLY DECAY MIX	Page02	frequencies.	the low	reverb sound.				frequency dampi	ng in
Page03   even after effect is turned off. When offs. effect sound stops right when effect is turned off.			1 7 7	ntinuos	Level	0-150				$\perp$
Nob1   Nob2   Nob3   Nob2   Nob3   Nob2   Nob3   Nob3   Nob5		Page03	even after effect is turned of OFF, effect sound stops righ	Adjusts the c	output level.					
Depth   D-100   Decay   1-30   Mix   D-100   Adjusts the depth of the modulation.   Adjusts the duration of the reverb.   Adjusts the amount of effected sound that is mixed with the original sound.   Page02   Sets the speed of the modulation.   Adjusts the tone.   Adjusts the amount of effected sound that is mixed with the original sound.   Adjusts the tone.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the dealy between input of the original sound.   Adjusts the tone.   Adjusts the original sound.   Adjusts the amount of effected sound stops right when effect s	ModReverb	This rev	reverb generates fluctuating echoes.							
Page01   Sets the depth of the modulation.   Adjusts the duration of the reverb.   Adjusts the amount of effected sound that is mixed with the original sound.	<b>+</b>					Knob2	_		Knob3	
Rate   1-50   Tone   0-10   PreD   1-100    Page02   Sets the depth of the modulation. Adjusts the duration of the reverb. Sets the speed of the modulation. Adjusts the tone. Adjusts the delay between input of the original sound. Adjusts the speed of the modulation. Adjusts the tone. Adjusts the delay between input of the original sound and start of the reverb sound. When OR, effect is turned off. When OFF, effect sound stops right when effect is turned off. When OFF, effect sound stops right when effect is turned off.    Slap Back	^		Depth 0-100	Т	Decay	1–30	П	Mix	0–100	П
Page02  Sets the speed of the modulation.  Adjusts the tone.  Adjusts the done.  Adjusts the done.  Adjusts the done.  Adjusts the doley between input of the original sound and start of the reverb sound.  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  This reverb creates a repeating echo effect.  Knob1  Knob2  Knob2  Knob3  Time 1-1000   Decay 1-30   Mix 0-100  Page01  Sets the delay time.  Sets the duration of the reverberations.  Sets the duration of the reverberations.  Adjusts the amount of effected sound that is mixed with the original sound.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound continues even after effect is turned off.  Spring63  This spring reverb sound is modeled on a '63 Fender Reverb.  Knob1  Knob2  Knob3  DWELL 0-100   MIXER 0-100  TONE 0-100  Adjusts the amount of level that input Adjusts the mix of volume the effect sound.  MIXER 0-100  TONE 0-100  Adjusts the tone.  Chamber  This effect simulates the reverberations of a chamber-sized room.  Knob1   Knob2   Knob3  Decay 0-100  Tone 0-100  Mix 0-100  Adjusts the amount of effected sound that is mixed with the original sound.  Adjusts the amount of effected sound that is mixed with the original sound.  Page01  Sets the duration of the reverberations.  Adjusts the one.  Adjusts the amount of effected sound that is mixed with the original sound.  When ON, effect sound continues even after effect is turned off. When offected sound that is mixed with the original sound.  Adjusts the amount of effected sound that is mixed with the original sound.  Page02  Page02  Page02  Page03  Adjusts the delay between input of the everber sound continues even after effect is turned off. When ever even after effect is turned off. When ever even after effect is turned off. When even after effect is turned off. When ever after effect is turned off. When ever after effect is t		Page01	Sets the depth of the modula	tion.	Adjusts the o	duration of the reverb	).			
Sets the speed of the modulation.  Level	MOD		Rate 1–50		Tone	0-10		PreD	1–100	
Page03  Adjusts the output level.  SlapBack  This reverb creates a repeating echo effect.  Knob2  Knob2  Knob3  Time 1-1000 b Decay 1-30 Mix 0-100  Sets the delay time.  Sets the delay time.  Sets the duration of the reverberations.  Adjusts the amount of effected sound that is mixed with the original sound.  Sets the reverb.  Fig. 0-100  Adjusts the feedback amount.  Adjusts the tone.  Sets the ratio of delay and reverb.  When ON, effect sound continues even after effect is turned off.  When ON, effect sound stops right when effect is turned off.  When ON, effect sound continues even after effect is turned off.  Spring63  This spring reverb sound is modeled on a '63 Fender Reverb.  Knob1  Knob2  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  Spring63  This spring reverb sound is modeled on a '63 Fender Reverb.  Knob1  Knob2  Knob3  DWELL 0-100  Adjusts the amount of level that input Adjusts the mix of volume the effect to reverb.  Adjusts the amount of level that input Adjusts the mix of volume the effect Adjusts the tone.  Chamber  This effect simulates the reverberations of a chamber-sized room.  Knob1  Nob2  Knob3  Decay 1-30  Mix P-100  Adjusts the amount of level that input Adjusts the mix of volume the effect Adjusts the tone.  Sets the duration of the reverberations of a chamber-sized room.  Knob1  Decay 1-30  Mix P-100  Adjusts the amount of effected sound.  Adjusts the amount of effected sound that is mixed with the original sound.  Page01  Sets the duration of the reverberations.  Adjusts the amount of effected sound.  When ON, effect sound continues even after effect is turned off. When on, effect is turned off. When even after effect is turned off. When even after effect is turned off. When even effect the time of the when e	O O O	Page02		ition.	Adjusts the t					
Page03   Adjusts the output level.   OFF. effect is surned off. When off.	В СССТВ		Level 0–150		1 71					
Revert   Page01   Time   1-1000   Decay   1-30   Mix   0-100   Adjusts the amount of effected sound that is mixed with the original sound.		Page03	Adjusts the output level.	even after ef OFF, effect s	fect is turned off. Wo sound stops right w	hen				
Time	SlapBack	This rev	verb creates a repeating echo effect.							
Page01 Sets the delay time.  Sets the duration of the reverberations.  Adjusts the amount of effected sound that is mixed with the original sound.  Page02 Adjusts the delay time.  FB	*									
Sets the delay time.  Sets the duration of the reverberations. It is mixed with the original sound.  Page02    Page02   Page03		Pago01	Time 1–1000	1	Decay	1–30				Ц.
Adjusts the feedback amount.  Adjusts the tone.  Sets the ratio of delay and reverb.  Level		i ageoi	Sets the delay time.		Sets the dura	tion of the reverberati	ons.			
Adjusts the feedback amount.    Level	Slap Back	Page02	F.B 0-100		Tone	0-10		DRBal	0–100	
Page03 Adjusts the output level.  When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  Knob1  Knob2  Knob3  DWELL  D-100  MIXER  D-100  TONE  D-100  Adjusts the amount of level that input Adjusts the mix of volume the effect to reverb.  Level  D-150  Adjusts the output level.  Chamber  This effect simulates the reverberations of a chamber-sized room.  Knob1  Knob2  Knob3  D-200  Tone  Adjusts the output level.  Chamber  This effect simulates the reverberations of a chamber-sized room.  Adjusts the amount of effected sound that is mixed with the original sound.  Page01  Adjusts the duration of the reverberations.  Adjusts the tone.  Page02  Adjusts the duration of the reverberations.  Adjusts the tone.  When ON, effect sound continues even after effect is turned off. When officer is turned o		1 ageuz			Adjusts the t			Sets the ratio	of delay and rever	b.
Page03 Adjusts the output level. even after effect is turned off. When OFF, effect sound stops right when effect is turned off.  Spring63 This spring reverb sound is modeled on a '63 Fender Reverb.    Nob1			Level 0-150							
Nob1   Nob2   Nob3		Page03	Adjusts the output level.	even after effect is turned off. When OFF, effect sound stops right when						
DWELL 0-100 MIXER 0-100 TONE 0-100  Adjusts the amount of level that input sound.  Page01 Level 0-150 Adjusts the output level.  Chamber This effect simulates the reverberations of a chamber-sized room.  Knob1 Knob2 Knob3 Decay 0-100 Tone 0-100 Mix 0-100  Adjusts the amount of effected sound that is mixed with the original sound that is mixed with the original sound and start of	Spring63	This sp	ring reverb sound is n	nodele	ed on a '63	Fender Rever	b.			
Page01 Adjusts the amount of level that input sound.  Page02 Level   0–150   Adjusts the output level.  Chamber This effect simulates the reverberations of a chamber-sized room.  ***  **Rob1   Knob2   Knob3    Decay   0–100   Tone   0–100   Mix   0–100    Page01 Sets the duration of the reverberations. Adjusts the one.  Sets the duration of the reverberations. Adjusts the tone.  Page01   Adjusts the amount of effected sound that is mixed with the original sound.  Page02   PreD   0–200   Tail   OFF/ON    Page03   When ON, effect sound continues even after effect is turned off. When	*		Knob1			Knob2			Knob3	
to reverb.  Page02 Level 0-150   Adjusts the tone.  Chamber This effect simulates the reverberations of a chamber-sized room.  Knob1 Knob2 Knob3  Decay 0-100 Tone 0-100 Mix 0-100  Adjusts the amount of effected sound that is mixed with the original sound.  Page01 Sets the duration of the reverberations. Adjusts the tone.  PreD 0-200 Tail OFF/ON  Adjusts the delay between input of the original sound and start original sound and start of the original sound and start of the or	A(O) (O)		DWELL 0-100		MIXER	0-100		TONE	0–100	
Adjusts the output level.  Chamber  This effect simulates the reverberations of a chamber-sized room.  Knob1  Knob2  Knob3  Decay	WIELL HIMES TIME	Page01		at input		mix of volume the et	fect	Adjusts the to	ne.	
Chamber  This effect simulates the reverberations of a chamber-sized room.    Knob1   Knob2   Knob3	5/2/4///	Page02								
Nob1   Knob2   Knob3							_			
Decay 0-100 Tone 0-100 Mix 0-100  Page01 Sets the duration of the reverberations. Adjusts the tone.  PreD 0-200 Tail OFF/ON  Page02 Adjusts the delay between input of the criginal sound and start of the criginal sound and	Chamber									
Page 01 Sets the duration of the reverberations. Adjusts the tone.  Adjusts the amount of effected sound that is mixed with the original sound.  PreD 0–200 Tail OFF/ON  Adjusts the delay between input of the original sound and start of the original sound	*									
Sets the duration of the reverberations. Adjusts the tone.  Sound that is mixed with the original sound.  PreD 0–200 Tail OFF/ON  Adjusts the delay between input of the original sound and start of the original sound.			Decay 0-100		Tone	0–100				-44
Page02 Adjusts the delay between input of even after effect is turned off. When	*CHAMBER   > 1 *	Page01	Sets the duration of the reverbe	erations.	Adjusts the tone.			sound that is mixed with the original		
Page02 Adjusts the dealy between input of the original sound and start of the principal sound and start of the even after effect is turned off. When			PreD 0-200							
reverb sound.  Orr, effect sound stops right when effect is turned off.		Page02	the original sound and start		even after effect is turned off. When OFF, effect sound stops right when					

LOFI Rev	This ro		ur-face reverb is	s m	nodeled or	n the LOFI set	ting	of the to	electronic l	HALL	
+			Knob1			Knob2			Knob3		
		DECAY	0-100		TONE	0-100		FxLVL	0-100	$\top$	
0.00	Page01	Sets the dura	tion of the reverberati	ons.	Adjusts the tone.		Adjusts the v	olume of the effe	ct.		
		PreD	SHORT/LONG		Tail	OFF/ON		Dry	OFF/ON	$\Box$	
LOFI REVERS ! ( )	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			even after eff sound also co tone as when	ect is turned off. The intinues to have the set the effect was on. effect sound stops is turned off.	effect sound	e original sound a l are mixed and len OFF, only the out.	output		
Church	This ef	fect simul	ates the reverb	era	tions of a	church.					
*			Knob1			Knob2			Knob3		
		DECAY	0-100		PreD	0-200		MIX	0–100		
	Page01	Sets the dura	tion of the reverberation	ons.	Adjusts the the original reverb sound	delay between inpu sound and start of	t of the		amount of ef mixed with the		
		TONE	0-100		HiDMP	0-100		Tail	OFF/ON		
CHURCH CHURCH	Page02	Adjusts the t	one.		Adjusts high reverb sound	frequency dampin	g in	even after eff sound also co tone as when	offect sound corect is turned off." ntinues to have the effect was one offect sound stops turned off.	The dry e same	
		Dry	OFF/ON								
	Page03	effect sound	ne original sound and d are mixed and out nen OFF, only the ef out.	tput					,		
Cave	This ef	ffect simulates the reverberations of a cave.									
<b>+</b>			Knob1			Knob2			Knob3		
		Decay	0-100		Tone	0-100		Mix	0-100		
CAVE	Page01	Sets the dura	tion of the reverberati	ons.	Adjusts the t	one.			amount of ef mixed with the		
		PreD	0-200		Tail	OFF/ON					
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.		even after ef	effect sound contin fect is turned off. W sound stops right w ed off.						
Ambience	This ef	fect adds	a natural ambie	nce	e (air) to th	ne sound.					
*			Knob1			Knob2			Knob3		
		DECAY	0-100		TONE	0-100		MIX	0-100		
■ Ambienge ■	Page01	Sets the dura	tion of the reverberati	ons.	Adjusts the t	one.			amount of ef mixed with the		
IESTY TONE MEX IN		PreD	0–200		Tail	OFF/ON	L	Dry	OFF/ON		
.0001.	Page02		delay between inpu sound and start of I.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.			When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect			
GateRev		ite reverb, n) Gated s	which is suite setting.	d t	o percussi	ive playing, is r	no	deled on t	he DigiTech	RV-7	
*			Knob1			Knob2			Knob3		
	Page01		0-100 rount of effect so original sound.	und	Tone Adjusts the t	0–100 one.		Decay Sets the durat	0-100 tion of the reverbe	rations.	
GATE REVERB		Tail	OFF/ON		Drv	OFF/ON				$\neg \neg$	
	Page02	When ON, even after et OFF, effect s	effect sound contin ffect is turned off. W sound stops right w	hen	When ON, the effect sound together. Wh	e original sound and I are mixed and out en OFF, only the ef	put		I		
	1	effect is turn	ea off.		sound is outp	out.		<u> </u>			

ReverseRv		ect, which		n th	ne DigiTec	h RV-7 (Lexicor	i) F	Reverse se	tting, sounds	like
_			Knob1	_		Knob2			Knob3	
^		Level	0-100	Г	Tone	0-100		Decay	0–100	Т
	Page01	Adjusts am	ount of effect so	und	Adjusts the t	Adjusts the tone.		Sets the durat	ion of the reverbera	tions.
REVERSE REVERS		Tail	OFF/ON		Dry	OFF/ON				$\top$
	Page02	When ON, e even after eff OFF, effect s	ffect sound contin ect is turned off. Wound stops right w	hen	When ON, the effect sound together. Wh	ne original sound and I are mixed and out then OFF, only the eff	put		I	
Echo	This eff	effect is turne ect can ge	enerate gorgeo	us	sound is outpechoes.					
*			Knob1			Knob2			Knob3	
^		DECAY	0-100	П	TIME	0–200		TONE	0–100	Т
OMECHIMO	Page01	Sets the durat	ion of the reverberati	ons.		delay between input sound and start of l.		Adjusts the to	one.	-
DECAY TONE TONE		MIX	0-100		Tail	OFF/ON		Mode	MONO, STR	
	Page02	sound that is sound.	amount of effect mixed with the orig	even after eff sound also co tone as when When OFF, e when effect is	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.			Sets output to mono or stered		
TremoloRv		ect adds tremolo to reverb and is based on the TRE e SPACE.					RE	MOLO VE		f an
*			Knob1			Knob2			Knob3	
		Decay	0–100		PDLY	0-500		Mix	0–100	
444	Page01	Sets the durat	ion of the reverberati	ons.					amount of effe mixed with the or	
TREMOTO REVERS	Page02	Speed	1.0-20.0	Þ	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR		Depth	MN0-MN99, ST0-ST99	
	1 ageuz	Sets modulation speed.			Sets the mod	dulation waveform.		sets whether	th of modulation. the modulation is r stereo (ST0-99).	
	Page03	Size	0-100		Low	-100–100		High	-100–100	
	1 ageos	Adjusts the s	ze of the reverb spa	ce.	Adjusts volume of low frequencies.		Adjusts volume of high frequencies.			
HolyFLERB	This eff to FLEF		nes reverb and	d fla	anger in a	model of an El	ec	tro-Harmo	nix Holy Grail	set
*			Knob1			Knob2			Knob3	
		RVRB	0–100		Tail	OFF/ON				
	Page01		amount of effect mixed with the orig		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
	Page02									
DynaRev			h is modeled namics of the			ctronic NOVA	RE	VERB, cha	inges volume	ac-
*			Knob1			Knob2			Knob3	
		Decay	0-100		PreD	0-100		Color	0–100	
DECEM PRED COLOR	Page01	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.						
DYNAMIC REVERB		Sense	-100– -1, OFF, 1–100		Mix	0-100		Tail	OFF/ON	
	Page02	Adjusts the s	ensitivity of the effe	ct.		e amount of effect mixed with the orig		even after ef	effect sound conti fect is turned off. Vound stops right vertically	When

ShimmerRv	Modeli lay to re		ymon blueSky	in	Shimmer	mode, this e	ffect	adds pitcl	h-shifting and	de-	
*			Knob1			Knob2			Knob3		
		PreD	1-100		DECAY	0-100		MIX	0-100	Т	
PRED DECAY MILE SHIMMER	Page01		delay between inpu sound and start of		Sets the durat	tion of the reverbera	itions.		amount of effe mixed with the ori		
RIVERS		LoDMP	0-100		HiDMP	0-100		Tail	OFF/ON		
	Page02					amount that the of the reverb sour	even after ef	effect sound continued off. Visioned stops right visioned stops right visioned off.	Vhen		
ParticleR	This un	ique comp	lex reverb effe	ct i	nodels the	e LINE6 M9 F	artic	cle Verb.			
*			Knob1			Knob2			Knob3		
		DWELL	0-100		GAIN	0-100	Τ	MODE	STBL, CRTCL, HZD	Т	
PURTICLE REVERB	Page01	Sets the durat	ion of the reverberation	ons.	Adjusts the o	output gain of the r	everb	Sets how the	reverb sound chan	ges.	
		MIX	0-100		MONO	OFF/ON		Tail	OFF/ON		
<u>                                   </u>	Page02		amount of effec mixed with the orig		in stereo. V	ne effect sound is o When ON, the e out as a mono mix.		even after ef	effect sound continued off. Visioned stops right visit off.	Vhen	
SpaceHole	This ef		n is based on t	he	Eventide	SPACE Black	Hole	algorithm	, combines de	elay	
*			Knob1			Knob2			Knob3		
		Decay	-100–100		PDLY	0-1000		Mix	0–100		
SPREE HOLE	Page01	Sets the durat	tion of the reverberation	ons.		delay between inp sound and start o			amount of effe mixed with the ori		
3PALE HULE	Page02	F.B 0-100			Depth	0-100		Speed	0–100		
	rageuz	Adjusts the feedback amount.		Sets the dept	th of the modulation	n.	Sets modulat	tion speed.			
	Page03	Size	0-100		Low	-100–100		High	-100–100		
	1 ageos	Adjusts the s	ize of the reverb spa	ce.	Adjusts volur	ne of low frequenc	ies.	Adjusts volun	ne of high frequenc	ies.	
MangledSp	Based	on the Eve	ntide SPACE N	1ar	gledVerb a	algorithm, this	s rev	erb produc	ces wild echoe	es.	
*			Knob1			Knob2			Knob3	,	
		PDLY	0-500		Clip	0–100		Mix	0–100		
MRNGLED SPRCE	Page01	Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the a	mount of distortion	٦.		amount of effe mixed with the ori			
0	Page02	Decay	0-100		Mod	0–100		Size	0–100		
			ion of the reverberation	ons.		th of the modulation	n.		ize of the reverb sp	ace.	
	Page03	Low	-100–100		High	-100–100		Level	0–200		
	10000	Adjusts volur	ne of low frequencie	S.	Adjusts volur	ne of high frequen	cies.	Adjusts the o	utput level.		
DualRev	Based on the Eventide SPACE DualVerb algorithm, this effect combines 2 reverbs										
*			Knob1			Knob2			Knob3		
		PDIyA	0-750		PDlyB	0-750		Mix	0–100		
I CA JULI III	Page01	Sets the pre-delay time of Reverb A.		Sets the pre-delay time of Reverb B.		Adjusts the amount of effe sound that is mixed with the or sound.					
OURL REVERB		ABMix	A9 B0-A0 B9		DCY A	0-100		DCY B	0–100		
	Page02			Sets the reverberation length for Reverb A.			Reverb B.				
	Page03	Size	A1 B1-A9 B9		ToneA	-100–100		ToneB	-100–100		
	1 ageus	Adjusts the s	ize of the reverb.		Adjusts the to	one of Reverb A.		Adjusts the to	one of Reverb B.		

#### ■ Table 1 CAB Parameter

Type	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers.
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker.
FD VIBRO 2x10	Fender Vibroverb ('63) cabinet with 2x10-inch Jensen speakers.
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers.
VX COMBO 2x12	British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
BG CRUNCH 1x12	Mesa Boogie MkIII cabinet with 1x12-inch Electro Voice speaker.
MATCH 30 2x12	Matchless DC30 cabinet with 2x12-inch Celestion speakers.
CAR DRIVE 1x12	Carr Mercury cabinet with 1x12-inch Eminence speaker.
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker.
TONE CITY 4x12	Cabinet with 4x12-inch Fane speakers.
HW STACK 4x12	Hiwatt Custom 100 cabinet with 4x12-inch Fane speakers.
TANGERINE 4x12	Orange Graphic 120 cabinet with 4x12-inch Celestion speakers.
B-BRKR 2x12	Marshall Bluesbreaker cabinet with 2x12-inch Celestion speakers.
MS CRUNCH 4x12	Marshall 1959 cabinet with 4x12-inch Celestion speakers.
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers.
MS DRIVE 4x12	Marshall JCM2000 cabinet with 4x12-inch Celestion speakers.
BGN DRIVE 4x12	Bogner Ecstasy cabinet with 4x12-inch Celestion speakers.
BG DRIVE 4x12	Mesa Boogie Dual Rectifier cabinet with 4x12-inch Celestion speakers.
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers.
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers.
REVO-1 4x12	Krank Revolution 1 Plus cabinet with 4x12-inch Eminence speakers.
OFF	No cabinet used.

#### ■ Table 2 Scale Parameter

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

#### ■ Table 3 OUT Parameter

Parameter value	Meaning						
LINE	Use when connected to headphones, speakers or line level inputs.						
COMBO FRONT	Use when connected to an ordinary combo amp input.						
STACK FRONT	Use when connected to an ordinary stack amp input.						
COMBO POWER AMP	Use when connected to an ordinary combo amp return.						
STACK POWER AMP	Use when connected to an ordinary stack amp return.						