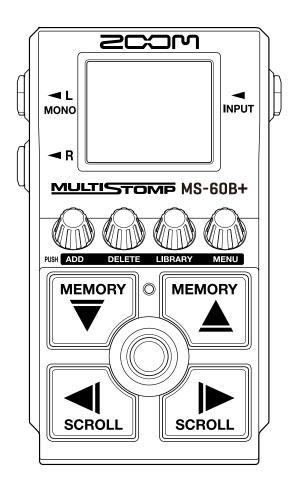


MS-60B+

MULTISTOMP



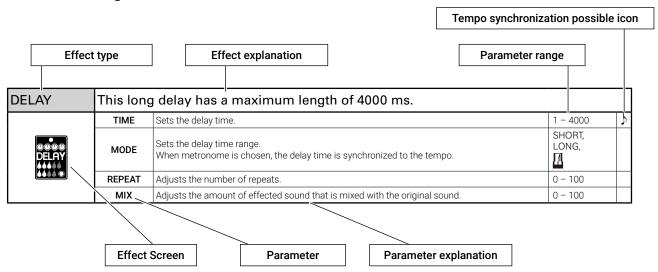
Effect Types and Parameters

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

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Effect explanation overview



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DYNAMIC COMPRESSOI		simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor	attack speed.
	SENSE	Adjusts the sensitivity of the effect.	0 - 10
0000	ATTACK	Sets compressor attack speed to FAST or SLOW.	SLOW, FAST
DYNAMIC COMPRESSOR	TONE	Adjusts the tone.	0 - 100
<u>/</u> 0	VOL	Adjusts the volume.	0 - 100
BLACK OPTICAL COMPRESSOI	This is a	simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone.	
	COMP	Adjusts the depth of the compression.	0 – 100
BLACK	LO	Adjusts volume of low frequencies.	0 – 100
COMPRESSOR	HI	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
OPTICAL COMPRESSOI	This is a	n optical compressor.	
•	DRIVE	Adjusts the depth of the compression.	0 – 10
OPTICAL COMPRESSOR	LO	Adjusts volume of low frequencies.	0 – 100
COMPRESSOR	н	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
DUAL COMPRESSOI		compressor which allows separate settings for the low fr by range.	equency and hig
•	FREQ	Adjusts the crossover point between the high frequency and low frequency range.	300 Hz - 1.5 kHz
O O O O DUAL COMPRESSOR	LOCOMP	Adjusts the compression depth in the low frequency range.	0 - 50
COMPRESSOR CO	HICOMP	Adjusts the compression depth in the high frequency range.	0 - 50
	VOL	Adjusts the volume.	0 - 100
MULTIBAND COMPRESSOI	This is a	simulation of the MultiComp (MODE:MB).	
	COMP	Adjusts the depth of the compression.	0 - 100
0000	LOTHR	Adjusts the threshold that triggers the low-frequency effect.	0 - 100
	HITHR	Adjusts the threshold that triggers the high-frequency effect.	0 - 100
	VOL	Adjusts the volume.	0 - 100
GLAM COMPRESSOI	_	npressor becomes a glamorous tone as increasing the Shap u can mix the original sound.	e parameter.
	COMP	Adjusts the depth of the compression.	0 - 100
0000 alam	SHAPE	Emphasizes high and low frequencies.	0 - 10
	VOL	Adjusts the volume.	0 – 100
	DRY	Adjusts the volume of the unaffected sound.	0 – 100
160 COMPRESSOI	This com	npressor is in the style of the dbx 160A.	
•	THRSHLD	Adjusts the threshold that determines when the effect is activated.	-60 - 0
0000	RATIO	Adjusts the compression ratio.	1.0 - 10.0
COMPRESSOR	KNEE	Sets the type of knee.	SOFT, HARD
. • .	VOL	Adjusts the volume.	0 - 100

1176 LIMITER	This is a	simulation of the UREI 1176LN.		
	INPUT	Adjusts the input level.	0 - 80	П
0000 1176 LMTFR	RATIO	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1	
	RELEASE	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	
	OUTPUT	Adjusts the output level.	0 - 80	
ZOOM NOISE REDUCTION	ZOOM's the tone.	unique noise reduction cuts noise during pauses in playing with	nout affectir	ng
0000	DETECT	Sets control signal detection level.	GTRIN, EFXIN	
ZOOM NOISE REDUCTION	DEPTH	Sets the depth of noise reduction.	0 - 100	
REDUCTION	THRSHLD	Adjusts the effect sensitivity.	0 - 100	
	DECAY	Adjust the envelope release.	0 - 100	
SLOW ATTACK	This effe	ct slows the attack of each note, resulting in a violin-like perform	ance.	
	TIME	Adjusts the attack time.	1 - 50	
SLOW	CURVE	Set the curve of volume change during attack.	0 - 10	
ATTÄČK	TONE	Adjusts the tone.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

BASS AUTO WAH	You can	adjust the mix of this bass guitar auto-wah with the original si	gnal.
	SENSE	Adjusts the sensitivity of the effect.	-101, 1 - 10
OOOO BASS	RESO	Sets effect resonance.	0 - 10
	DRY	Adjusts the volume of the unaffected sound.	0 - 100
1 4 O	VOL	Adjusts the volume.	0 - 100
ENVELOPE FILTER		dels the MXR envelope filter.	
	THRSHLD	Adjusts the effect sensitivity.	0 – 100
© © © © ENUELOPE	ATTACK	Adjusts the attack speed.	0 – 100
FILTER	MODE	Sets direction of movement of the filter.	UP, DOWN
	VOL	Adjusts the volume.	0 – 100
AUTO FILTER	This is a	resonance filter with a sharp envelope.	
	MODE	Sets direction of movement of the filter.	UP, DOWN
0000	SENSE	Adjusts the sensitivity of the effect.	1 – 10
AUTO FILTER	PEAK	Adjusts the Q value of the filter.	0 - 10
	DRY	Adjusts the volume of the unaffected sound.	0 - 100
ZTRON FILTER	This is lil	ke a Q-Tron Envelope Filter in LP mode.	
	SENSE	Adjusts the sensitivity of the effect.	-101, 1 - 10
ZTBON FILTER	RESO	Sets effect resonance.	0 - 10
	DRY	Adjusts the volume of the unaffected sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100
BASS CRY FILTER	This talki	ng modulator is suitable for the bass frequency range.	
	RANGE	Adjusts the frequency range processed by the effect.	1 – 10
0000	RESO	Sets effect resonance.	0 – 10
FILLER T	SENSE	Adjusts the sensitivity of the effect.	-101, 1 - 10
	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100
ENVELOPE GENERATOR FILTER		r effect is controlled using the foot switch.	
	FREQ1	Sets the frequency when the foot switch is off.	0 - 100
_	FREQ2	Sets the frequency when the foot switch is on.	0 - 100
0000	RESO .	Sets effect resonance.	0 - 100
ENVELOPE GENERATOR FILTER	TYPE	Sets filter type.	HPF2 - LPF4
	SPEED	Sets the speed of the modulation.	0 - 100
	BALANCE	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100
SEQUENCE FILTER	The sequ	ence filter has the flavor of a Z.Vex Seek-Wah.	
	STEP	Adjusts number of sequence steps.	2 - 8
©©©© SEQUENCE	PATTERN	Sets effect pattern.	1 – 8
PRIVER.	SPEED	Sets the speed of the modulation.	1 - 50
	RESO	Sets effect resonance.	0 - 10

BASS GRAPHIC EQ	This 7-ba	and graphic equalizer is suitable for the bass frequency range.	
	50Hz	Boosts or cuts the low (50 Hz) frequency band.	-12.0 - 12.0
	120Hz	Boosts or cuts the low (120 Hz) frequency band.	-12.0 - 12.0
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0
BASS	500Hz	Boosts or cuts the low (500 Hz) frequency band.	-12.0 - 12.0
GRAPHIC EQ	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
	4.5kHz	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 - 12.0
	10kHz	Boosts or cuts the low (10 kHz) frequency band.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 – 100
STEREO BASS GRAPHIC EQ	This ster	eo graphic equalizer has 7 bands that suit bass guitar frequenc	cies.
	50Hz	Boosts or cuts the low (50 Hz) frequency band.	-12.0 - 12.0
	120Hz	Boosts or cuts the low (120 Hz) frequency band.	-12.0 - 12.0
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0
STEREO BASS GRAPHIC ED	500Hz	Boosts or cuts the low (500 Hz) frequency band.	-12.0 - 12.0
GRAPHIC EQ	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
	4.5kHz	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 - 12.0
	10kHz	Boosts or cuts the low (10 kHz) frequency band.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 – 100
EQ	FREQ	Sets the frequency of the equalizer.	20 Hz -
0000			20 kHz
BASS A	Q	Adjusts equalizer Q.	20 kHz 0.5 - 16.0
PARAMETRICEQ	Q GAIN	Adjusts the gain.	0.5 - 16.0 -20.0 - 20.0
PARSNETRIC EQ			0.5 - 16.0
LOW EQ	GAIN VOL	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty	0.5 - 16.0 -20.0 - 20.0 0 - 100
LOW EQ	GAIN VOL	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type.	0.5 - 16.0 -20.0 - 20.0 0 - 100
LOW EQ	GAIN VOL Designe	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe.
	GAIN VOL Designed	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF
0000	GAIN VOL Designed TYPE FREQ	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz
© © © © I DOW EQ	GAIN VOL Designer TYPE FREQ GAIN VOL	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100
© © © © I DOW EQ	GAIN VOL Designer TYPE FREQ GAIN VOL	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF
HIGH EQ	GAIN VOL Designed TYPE FREQ GAIN VOL Designed	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 ype.
HIGH EQ.	GAIN VOL Designer TYPE FREQ GAIN VOL Designer TYPE	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type sets filter type.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF 500 Hz -
HIGH EQ	GAIN VOL Designer TYPE FREQ GAIN VOL Designer TYPE FREQ	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF 500 Hz - 20 kHz
HIGH EQ	GAIN VOL Designer TYPE FREQ GAIN VOL Designer TYPE FREQ GAIN VOL THIS effer	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF 500 Hz - 20 kHz -12.0 - 12.0 0 - 100
HIGH EQ SPLITTER	GAIN VOL Designer TYPE FREQ GAIN VOL Designer TYPE FREQ GAIN VOL THIS effer	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type sets filter type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to LPF. Adjusts the volume. act divides the signal into two bands (high/low) and lets you feather than the type parameter is set to LPF.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF 500 Hz - 20 kHz -12.0 - 12.0 0 - 100
HIGH EQ SPLITTER	GAIN VOL Designed TYPE FREQ GAIN VOL Designed TYPE FREQ GAIN VOL This effermix ratio	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type sets filter type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to LPF. Adjusts the volume. act divides the signal into two bands (high/low) and lets you for the two bands.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 /pe. SHELF, LPF 500 Hz - 20 kHz -12.0 - 12.0 0 - 100 reely adjust the
HIGH EQ	GAIN VOL Designed TYPE FREQ GAIN VOL Designed TYPE FREQ GAIN VOL This effermix ratio	Adjusts the gain. Adjusts the volume. d for low frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. d for high frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to LPF. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you for the two bands. Adjusts the crossover point between the high frequency and low frequency band.	0.5 - 16.0 -20.0 - 20.0 0 - 100 pe. SHELF, HPF 20 Hz - 640 Hz -12.0 - 12.0 0 - 100 ype. SHELF, LPF 500 Hz - 20 kHz -12.0 - 12.0 0 - 100 reely adjust the

EXCITER	This exci	This exciter enables flexible control.			
	BASS	Adjusts the amount of low-frequency phase correction.	0 - 100		
0000	TREBLE	Adjusts the amount of high-frequency phase correction.	0 - 100		
(EXCITER)	VOL	Adjusts the volume.	0 - 100		
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH		

GAIN Adjusts the gain. BASS Adjusts volume of low frequencies. VOL Adjusts the volume. GAIN Adjusts the volume of high frequencies. VOL Adjusts the volume. GAIN Adjusts the pain. GAIN Adjusts the volume. GAIN Adjusts where of high frequencies. O-100 BASS Adjusts volume of high frequencies. O-100 GAIN Adjusts the volume. GAIN Adjusts where of high frequencies. O-100 TREBLE Adjusts volume of high frequencies. O-100 TREBLE Adjusts volume of high frequencies. O-100 GAIN Adjusts the volume. GAIN Adjusts the pain. TONE Adjusts the pain. O-100 BASS OVERDRIVE GAIN Adjusts the pain. TONE Adjusts the tone. BALANCE Adjusts the balance between original and effect sounds. VOL Adjusts the volume. GAIN Adjusts the pain. TONE Adjusts the tone. BALANCE Adjusts the balance of original and effect sounds. VOL Adjusts the volume. GAIN Adjusts the pain. TONE Adjusts the tone. BALANCE Adjusts the balance between original and effect sounds. VOL Adjusts the volume. GAIN Adjusts the volume. GAIN Adjusts the pain. TONE Adjusts the tone. BALANCE Adjusts the balance between original and effect sounds. VOL Adjusts the volume. GAIN Adjusts the pain. TONE Adjusts the balance between original and effect sounds. VOL Adjusts the volume. GAIN Adjusts the balance between original and effect sounds. VOL Adjusts the volume. DARK OVERDRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. TONE Adjusts the volume. D-100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. CUT, FLAT. BOOST OVERDRIVE GAIN Adjusts the pain. O-100 This is a simulation of the Darkglass Electronics Microtubes B3K. CUT, FLAT. BOOST Adjusts the volume. O-100					
BASS Adjusts volume of low frequencies10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10 - 10 10	EP DRIVE	This mod	dels the Maestro Echoplex preamp.		
TREBLE Adjusts volume of high frequencies. NO Adjusts the volume. GAIN Adjusts the gain. GAIN Adjusts the volume. GAIN Adjusts the volume of high frequencies. BELEND Adjusts the volume of high frequencies. BELEND Adjusts the volume of high frequencies. BELEND Adjusts the volume of high frequencies. GAIN Adjusts the volume. GAIN Adjusts the balance between original and effect sounds. OUL Adjusts the volume. OUL Adjusts the volume of high frequencies. BELEND Adjusts the volume of high frequencies. GAIN Adjusts the bolame between origi		GAIN	Adjusts the gain.	0 - 100	
Vol. Adjusts the volume 0 - 100	0000	BASS	Adjusts volume of low frequencies.	-10 - 10	
RC DRIVE This booster covers sounds ranging from clean boosts to light drives.	DRIVE	TREBLE	Adjusts volume of high frequencies.	-10 - 10	
GAIN Adjusts the gain. BASS TREBLE Adjusts volume of low frequencies. VOL Adjusts the volume. GAIN Adjusts the volume of low frequencies. O - 100 DRIVE Of original sound and distortion. GAIN Adjusts the balance between original and effect sounds. OVERDRIVE GAIN Adjusts the pain. TONE Adjusts the balance between original and effect sounds. O - 100 BASS OVERDRIVE GAIN Adjusts the pain. TONE Adjusts the tone. BALANCE Adjusts the balance between original and effect sounds. O - 100 BASS OVERDRIVE GAIN Adjusts the pain. TONE Adjusts the balance between original and effect sounds. O - 100 DARK OVERDRIVE DARK OVERDRIVE GAIN Adjusts the balance between original and effect sounds. O - 100 DARK OVERDRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the pain. O - 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. OVERDRIVE TONE Adjusts the balance between original and effect sounds. O - 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. OVERDRIVE GAIN Adjusts the balance between original and effect sounds. O - 100		VOL	Adjusts the volume.	0 – 100	
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TREBLE Adjusts volume of high frequencies. 0 - 100 0 - 100 0 - 100 0 0 - 100 0 0 0 0 0 0 0 0 0		GAIN	Adjusts the gain.	0 – 100	Т
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BALANCE Adjusts the balance between original and effect sounds. O 100 VOL Adjusts the volume. GAIN Adjusts the gain. TONE Adjusts the volume original and effect sounds. O 100 BLUEBERRY DRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance between original and effect sounds. O 100 GAIN Adjusts the gain. TONE Adjusts the volume. O 100 BLUEBERRY DRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the volume. O 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the gain. ATTACK Adjusts the balance between original and effect sounds. O 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the balance between original and effect sounds. O 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the balance between original and effect sounds. O 100	•	GAIN	Adjusts the gain.	0 - 100	
Note Adjusts the volume. 0 - 100		TONE	Adjusts the tone.	0 – 100	
BASS OVERDRIVE Simulates the ODB-3 overdrive bass machine from BOSS. GAIN TONE Adjusts the gain. TONE Adjusts the balance between original and effect sounds. O-100 BLUEBERRY DRIVE GAIN Adjusts the volume. BLUEBERRY DRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the balance between original and effect sounds. O-100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the balance between original and effect sounds. O-100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the gain. TONE Adjusts the volume. O-100 ADARK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. FILTER Adjusts the volume. O-100 DRY Adjusts the volume. O-100 DRY Adjusts the volume. O-100 This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the balance between original and effect sound and distortion. FILTER Adjusts the volume of the unaffected sound. O-100 DRY Adjusts the volume of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the balance between original and effect sounds. O-100 TONE Adjusts the balance between original and effect sounds. O-100 DRY Adjusts the balance between original and effect sounds. O-100 DRY Adjusts the tone. O-100 O-100 DRY Adjusts the balance between original and effect sounds. O-100 DRY Adjusts the balance between original and effect sounds. O-100 DRY Adjusts the balance between original and effect sounds. O-100 O-100 DRY Adjusts the balance between original and effect sounds. O-100 O-	TS DRIVE	BALANCE	Adjusts the balance between original and effect sounds.	0 – 100	
OVERDRIVE GAIN Adjusts the balance between original and effect sounds. O - 100 BALANCE Adjusts the volume. O - 100 Vol. Adjusts the volume. O - 100 BLUEBERRY This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 Vol. Adjusts the balance between original and effect sounds. O - 100 Vol. Adjusts the balance between original and effect sounds. O - 100 This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the pain. O - 100 Adjusts the volume. O - 100 Adjusts the volume of high frequencies. BOOST BLEND Adjusts the volume. O - 100 Vol. Adjusts the volume. O - 100 FILTER Adjusts the volume. O - 100 DRY Adjusts the volume. O - 100 VOL Adjusts the volume of the unaffected sound. O - 100 VOL Adjusts the volume of the unaffected sound. O - 100 This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100 TONE Adjusts the balance between original and effect		VOL	Adjusts the volume.	0 - 100	
TONE Adjusts the tone. BALANCE Adjusts the balance between original and effect sounds. VOL Adjusts the volume. DRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. O - 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the gain. ATTACK Adjusts volume of high frequencies. BLEND Adjusts the balance between original and effect sounds. O - 100 Adjusts the balance between original and effect sounds. O - 100 SQUEAK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. GAIN Adjusts the volume. O - 100 SQUEAK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. FILTER Adjusts the volume. O - 100 This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the one. DRY Adjusts the pain. O - 100 This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. O - 100 This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. O - 100 TONE Adjusts the tone. O - 100	BASS OVERDRIVE	Simulate	es the ODB-3 overdrive bass machine from BOSS.		
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BLUEBERRY DRIVE Parameter allows you to adjust the balance of original sound and distortion. Continue	ROSS	TONE	Adjusts the tone.	0 - 100	
BLUEBERRY DRIVE This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. 0 - 100 0 0 - 100 0 0 0 0 0 0 0 0 0 0 0	ÖVERDRIVE	BALANCE	Adjusts the balance between original and effect sounds.	0 – 100	
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BLEND Adjusts the balance between original and effect sounds. VOL Adjusts the volume. O - 100 DARK OVERDRIVE This is a simulation of the Darkglass Electronics Microtubes B3K. GAIN Adjusts the gain. ATTACK Adjusts volume of high frequencies. BLEND Adjusts the balance between original and effect sounds. VOL Adjusts the volume. O - 100 VOL Adjusts the volume. O - 100 SOUEAK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. GAIN Adjusts the gain. FILTER Adjusts the tone. VOL Adjusts the volume. DRY Adjusts the volume of the unaffected sound. O - 100 VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. O - 100 TONE Adjusts the balance between original and effect sounds. O - 100		TONE	Adjusts the tone.	0 - 100	
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OVERDRIVE Inis is a simulation of the Darkglass Electronics Microtubes B3K. GAIN		VOL	Adjusts the volume.	0 - 100	
ATTACK Adjusts volume of high frequencies. BLEND Adjusts the balance between original and effect sounds. VOL Adjusts the volume. O - 100 SQUEAK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. GAIN Adjusts the gain. FILTER Adjusts the tone. VOL Adjusts the volume. DRY Adjusts the volume of the unaffected sound. VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. O - 100	DARK OVERDRIVE	This is a	simulation of the Darkglass Electronics Microtubes B3K.		
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SQUEAK DISTORTION This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound. GAIN Adjusts the gain. FILTER Adjusts the tone. VOL Adjusts the volume. DRY Adjusts the volume of the unaffected sound. VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. O - 100	OVERDRIVE (C)	BLEND	Adjusts the balance between original and effect sounds.	0 - 100	
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FILTER Adjusts the tone. VOL Adjusts the volume. DRY Adjusts the volume of the unaffected sound. VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100	SQUEAK DISTORTION			the original sour	nd.
VOL Adjusts the volume. DRY Adjusts the volume of the unaffected sound. VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds.		GAIN	Adjusts the gain.		
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VOODOO-B DISTORTION This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. 0 - 100 0 - 100		VOL	-	0 – 100	
Adjusts the balance of original sound and distortion. GAIN Adjusts the gain. TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds.		DRY	Adjusts the volume of the unaffected sound.	0 - 100	
TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. 0 - 100 0 - 100	VOODOO-B DISTORTION			added paramet	ter
TONE Adjusts the tone. BLEND Adjusts the balance between original and effect sounds. 0 - 100 0 - 100		GAIN	Adjusts the gain.	0 - 100	
BLEND Adjusts the balance between original and effect sounds. 0 – 100	0000 V0000-8			0 - 100	
			-	0 - 100	
		VOL	Adjusts the volume.	0 - 100	

BASS OCTAVE FUZZ	This fuzz	effect adds an octave above.		
	BOOST	Adjusts the gain.	0 - 100	П
0000 2288	TONE	Adjusts the tone.	0 - 100	
OCT AUE. FUZZ	FUZZ	This adjusts the amount of fuzz in the mix.	0 - 100	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
NEW YORK MUFF FUZZ		dels an Electro-Harmonix Big Muff Pi. An added parameter a e balance of original sound and distortion.	llows you	to
	SUSTAIN	Adjusts the gain.	0 - 100	
@@@@ NEWYDRK	TONE	Adjusts the tone.	0 - 100	
MUFF	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 – 100	
BASS FUZZ SMILE		dels a FUZZ FACE. An added parameter allows you to adjust the sound and distortion.	ne balance	of
	GAIN	Adjusts the gain.	0 - 100	П
0000 Bass	TONE	Adjusts the tone.	0 - 100	
FUZZ SPILLE	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	
<u> </u>	VOL	Adjusts the volume.	0 - 100	
BASS METAL DRIVE		dels a BOSS Metal Zone. An added parameter allows you to original sound and distortion.	to adjust t	he
•	GAIN	Adjusts the gain.	0 - 100	
BASS	TONE	Adjusts the tone.	0 - 100	
METAL DRIVE	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
TS+BOOST DRIVE	This effe	ct combines TS Drive and Booster.		
	GAIN	Adjusts gain of TS Drive.	0 - 100	П
	TONE	Adjusts tone of TS Drive.	0 - 100	\prod
	VOL	Adjusts volume of TS Drive.	0 - 100	
0000	COMP	Sets the clipping type of TS Drive.	0 - 2	
TS+B00ST DRIVE	BOOST	Adjusts gain of Booster.	0 - 100	П
	BASS	Adjusts low frequencies volume of booster.	0 - 100	
	TREBLE	Adjusts high frequencies volume of booster.	0 - 100	
	ORDER	Set the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST	

DRIVER PREAMP	This is a	simulation of the SansAmp BASS DRIVER DI.	
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENC	Adjusts volume of super-high frequencies.	0 - 100
0000	BLEND	Adjusts the balance between the original sound and the effected sound.	0 - 100
BASS DRIVER	GAIN	Adjusts the gain.	0 - 100
PREAMP	VOL	Adjusts the volume.	0 - 100
	MID-FREQ	Adjusts the center frequency of the mid-range.	500 Hz, 1.0 kHz
	MID	Adjusts the volume of middle frequencies.	0 – 100
D.I PLUS PREAMP	channels		,
	BASS	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts the volume of middle frequencies.	0 – 100
	TREBLE	Adjusts volume of high frequencies.	0 – 100
0000	COLOR	This turns the preset EQ ON or OFF for the clean channel.	OFF, ON
DIPLUS	CHANNEL	Switches between clean and distortion channels.	CLEAN, DIST
	BLEND	Adjusts the balance between the original sound and the effected sound for the distortion channel.	0 – 100
	GAIN	Adjusts the gain of the distortion channel.	0 – 100
	VOL	Adjusts the volume.	0 – 100
DARK PREAMP	This is a	simulation of the Darkglass Electronics Microtubes B7K.	
I ILLAMI			
TILAWII	BASS	Adjusts volume of low frequencies.	0 - 100
I ILAWII			0 – 100 0 – 100
ITALAWII	BASS	Adjusts volume of low frequencies.	
0000	BASS LO-MID	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies.	0 - 100
	BASS LO-MID HI-MID	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies.	0 - 100 0 - 100
0000	BASS LO-MID HI-MID TREBLE	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100
0000	BASS LO-MID HI-MID TREBLE BLEND	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound.	0 - 100 0 - 100 0 - 100 0 - 100
0000	BASS LO-MID HI-MID TREBLE BLEND GAIN	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
0000	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear exed with the original sound, a clear distortion without phase intered.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI r phase EQ. erference can
O O O O O O O O O O O O O O O O O O O	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear ixed with the original sound, a clear distortion without phase into	0-100 0-100 0-100 0-100 0-100 0-100 0-100 OFF, LO, HI LO+HI
O O O O O O O O O O O O O O O O O O O	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear exed with the original sound, a clear distortion without phase intered.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI r phase EQ. erference can
CLEAR DRIVER PREAMP	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi be achiev BASS	Adjusts volume of low frequencies. Adjusts the volume of higher middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear xed with the original sound, a clear distortion without phase into yed. Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI r phase EQ. erference can
CLEAR DRIVER PREAMP	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi be achiev BASS MID-FREQ	Adjusts volume of low frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear ixed with the original sound, a clear distortion without phase intered. Adjusts volume of low frequencies. Adjusts the center frequency of the mid-range.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI T phase EQ. erference can
CLEAR DRIVER PREAMP	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi be achiev BASS MID-FREQ MID	Adjusts volume of low frequencies. Adjusts the volume of lower middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear xed with the original sound, a clear distortion without phase interved. Adjusts volume of low frequencies. Adjusts the center frequency of the mid-range. Adjusts the volume of middle frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI r phase EQ. erference can 0 - 100 100 Hz - 1.0 kHz 0 - 100
CLEAR DRIVER PREAMP	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi be achiev BASS MID-FREQ MID TREBLE	Adjusts volume of low frequencies. Adjusts the volume of higher middle frequencies. Adjusts the volume of high frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linear xed with the original sound, a clear distortion without phase into yed. Adjusts volume of low frequencies. Adjusts the center frequency of the mid-range. Adjusts the volume of middle frequencies. Adjusts volume of high frequencies.	0-100 0-100 0-100 0-100 0-100 0-100 0FF, LO, HI LO+HI r phase EQ. erference can 0-100 100 Hz - 1.0 kHz 0-100 0-100
CLEAR DRIVER PREAMP	BASS LO-MID HI-MID TREBLE BLEND GAIN VOL BOOST This ori When mi be achiev BASS MID-FREQ MID TREBLE PRESENC	Adjusts volume of low frequencies. Adjusts the volume of higher middle frequencies. Adjusts the volume of higher middle frequencies. Adjusts volume of high frequencies. Adjusts the balance between the original sound and the effected sound. Adjusts the gain. Adjusts the volume. This sets the frequency bands boosted. ginal preamp model with distinct distortion uses linearized with the original sound, a clear distortion without phase interved. Adjusts volume of low frequencies. Adjusts the center frequency of the mid-range. Adjusts the volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of super-high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 OFF, LO, HI LO+HI r phase EQ. erference can 0 - 100 100 Hz - 1.0 kHz 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100

1073 PREAMP	This sou	nd models a vintage mic preamp characterized by its transforme	ers.
	GAIN	Adjusts the gain.	20 - 50
	BASS-F	Adjusts the center frequency of the low-range.	55 Hz, 220 Hz
	BASS	Adjusts the volume of low frequencies.	-50 - 50
0000 1073 PREAMP	MID-F	Adjusts the center frequency of the mid-range.	350 Hz – 3.2 kHz
PREAMP	MID	Adjusts the volume of middle frequencies.	-50 - 50
	TRBL-F	Adjusts the center frequency of the high-range.	10 kHz, 16 kHz
	TREBLE	Adjusts the volume of high frequencies.	-50 - 50
	VOL	Adjusts the volume.	0 - 100
SOLID PREAMP		dels a solid-state mic preamp made by a console manufactur cs is a feature.	er. Control of
	GAIN	Adjusts the gain.	0 - 100
	HARMNIC	Use to adjust the amount of harmonics.	0 - 100
	LOTYPE	Sets filter type of the low-range.	SHELF, PEQ
\$ SOLID \$	LO-FREQ	Adjusts the center frequency of the low-range.	40 Hz - 600 Hz
PREAMP;	LO	Adjusts the volume of low frequencies.	-50 - 50
	HI-FREQ	Adjusts the center frequency of the high-range.	1.5 kHz – 22.0 kHz
	HI	Adjusts the volume of high frequencies.	-50 - 50
	VOL	Adjusts the volume.	0 - 100
DI-5 PREAMP	This sim	ulates the AVALON DESIGN U5 preamp.	
[○ • ○]	GAIN	Adjusts the gain.	0 - 100
0000 DI-51	TONE	Adjusts the tone.	OFF, 1 – 6
РРЕДМР • © •	HICUT	Cuts high frequencies when ON.	OFF, ON
	VOL	Adjusts the volume.	0 - 100
SB PREAMP 1		preamp model with a 3-band equalizer.	
	BASS	Adjusts volume of low frequencies.	0 - 10
OOOO SRPREMP1	MID	Adjusts volume of middle frequencies.	-10 - 10
0	TREBLE	Adjusts volume of high frequencies.	0 - 10
	VOL	Adjusts the volume.	0 – 100
BBB PREAMP	This is a	simulation of the Xotic Bass BB Preamp.	
	GAIN	Adjusts the gain.	0 - 100
9000 <i>BBB</i>	BASS	Adjusts volume of low frequencies.	-10 - 10
PREAMP	TREBLE	Adjusts volume of high frequencies.	-10 - 10
	VOL	Adjusts the volume.	0 - 100
SUPER LOW PREAMP	This orig	inal amp model achieves extremely low frequencies.	
	GAIN	Adjusts the gain. Changes the ENHNC effect.	0 - 100
	ENHANCE	Emphasizes low frequencies.	0 - 100
	SUB	Adjust the volume of one octave down.	0 - 100
©©©© SUPERTOW	LO	Adjusts volume of low frequencies.	0 – 100
PREAMP	MID	Adjusts the volume of middle frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	BALANCE	Adjusts the balance between the original sound and the effected sound.	0 – 100
	VOL	Adjusts the volume.	0 - 100

DJENT PREAMP		This original amp model combines a distortion-free low end with an extremely distorted high end. This is perfect for Djent sounds using basses with 5 or more strings.				
	BASS	Adjusts volume of low frequencies.	0 - 100			
	LO-MID	Adjusts the volume of lower middle frequencies.	0 - 100			
	HI-MID	Adjusts the volume of higher middle frequencies.	0 - 100			
0000	TREBLE	Adjusts volume of high frequencies.	0 - 100			
DIENT	HIBOOST	Turns boost ON/OFF in the high frequencies.	OFF, ON			
O Prennp	LOCUT	Sets the cut-off frequency in the low range.	OFF, 20 Hz - 120 Hz			
	GAIN	Adjusts the gain.	0 - 100			
	VOL	Adjusts the volume.	0 - 100			

CLONE				
CHORUS	This anal	log chorus sound models the Electro-Harmonix SmallClone.		
	DEPTH	Sets the depth of the modulation.	1, 2	
0000	RATE	Sets the speed of the modulation.	0 - 100	
CLONE CHORUS	TONE	Adjusts the tone.	0 - 100	
	МІХ	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
CHORUS ONE	This mod	dels the sound of a BOSS CH-1 SUPER CHORUS.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
©©©© CHORUS ONE	RATE	Sets the speed of the modulation.	0 - 100	
ONE √(Ô)⊪	TONE	Adjusts the tone.	0 - 100	
TH SH	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
TRI CHORUS	This is a	model of tc electronic's CORONATri-Chorus.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
O O O O TRICHORUS	SPEED	Sets the speed of the modulation.	0 - 100	
₹₹ ©	TONE	Adjusts the tone.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
BASS STEREO CHORUS	This ster	eo chorus for bass has a clear sound quality.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
0000	RATE	Sets the speed of the modulation.	1 - 50	
SHEED CHORUS	LOCUT	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 Hz – 800 Hz	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
BASS VINTAGE FLANGER		log flanger sound is similar to an MXR M-117R. A parameter have frequencies from the effect sound.	as been add	ed
	DEPTH	Sets the depth of the modulation.	0 - 100	
0000	RATE	Sets the speed of the modulation.	0 - 50	Þ
VINTAGE FLANGER	RESO	Sets effect resonance.	-10 - 10	
•	LOCUT	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 Hz – 800 Hz	
KICK FLANGER	This flan	ger is controlled using the foot switch.		
	PRE DLY	Sets pre-delay time of effect sound.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
0000	RATE	Sets the speed of the modulation.	0 - 100	
KICK FLANGER	RESO	Sets effect resonance.	0 - 100	
Is the state of	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	RESET-F	Adjusts the LFO reset frequency.	0 - 100	Ш
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
BASS DETUNE		g a small amount of the pitch-shifted effect sound with the ori ass chorus effect is achieved.	ginal sound	, a
	1			
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-50 - 50	
0000 5/A@@	CENT PRE DLY	Adjusts the detuning in cents, which are fine increments of 1/100-semitone. Sets the pre-delay time of the effect sound.	-50 - 50 0 - 50	
OOOO BASS DETUNE				
OOO BASS DETUIE O	PRE DLY	Sets the pre-delay time of the effect sound.	0 - 50	

ORANGE TREMOLO	This effect varies the volume at a regular rate.				
0000	WAVE	Sets the modulation waveform.	TRIANGLE, TUBE, SQUARE		
ORANGE TREMOLO	DEPTH	Sets the depth of the modulation.	0 - 100		
•	RATE	Sets the speed of the modulation.	0 - 100	♪	
	VOL	Adjusts the volume.	0 - 100		
PHASER	This effe	ct adds a phasing variation to the sound.			
OOOO PHATER	COLOR	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8		
	DEPTH	Sets the depth of the modulation.	0 - 100		
	RATE	Sets the speed of the modulation.	1 - 50	Þ	
	RESO	Sets effect resonance.	0 - 100		
BASS PHASER	This pha	ser is good for bass frequencies.			
	COLOR	Sets the sound color.	1, 2		
OOOO BRSS PHRSER	DEPTH	Sets the depth of the modulation.	0 - 100		
(O)	RATE	Sets the speed of the modulation.	0 - 100		
	RESO	Sets effect resonance.	0 - 100		
THE VIBE	This vibe	sound features unique undulations.			
	SPEED	Sets the speed of the modulation.	0 - 50		
0000	DEPTH	Sets the depth of the modulation.	0 - 100		
THE VIBE ●	MODE	Sets effect to vibrato or chorus.	VIBRT, CHORS		
	VOL	Adjusts the volume.	0 - 100		

BASS ANALOG	LO A	Adjusts the level of the one-				
BASS	HI A		-octave lower sound co	mponent.	0 - 100	T
ASS		Adjusts volume of low frequ		<u> </u>	0 - 10	
ASS		Adjusts volume of high freq	luencies.		0 - 10	
	DRY A	Adjusts the volume of the u			0 - 100	
OCTAVER		llates an analog opth to the sound.	octaver. Modul	ation can be applied t	o the octave belo	יכ
	OCT1	Adjusts the level of the sou	nd one octave below the	e effect sound.	0 - 100	
BASS AHALOG	OCT2	Adjusts the level of the soul	nd two octaves below th	ne effect sound.	0 - 100	
OCTAVER	MOD S	Sets how much the octave	below sound is modula	ted.	0 - 100	
	DRY A	Adjusts the volume of the u	naffected sound.		0 - 100	
OLYPHONIC CTAVER	This octav	er supports chord	d playing.			
	LO A	Adjusts volume of low frequ	uencies.		0 - 100	
O O O O	HI A	Adjusts volume of high freq	luencies.		0 - 100	
O OCTAVER	WET A	Adjust the amount of the ef	fect sound in the mix		0 - 100	
BASS MONO PITCH SHIFTER	This pitch frequency	range. Adjusts the pitch shift amo	riginal sound in the mix. signed specific unt in semitones. Select	ally for playing singl	-12 - 12, 24	a
BASS MONO PITCH SHIFTER	This pitch frequency	n shifter was des range.	riginal sound in the mix. signed specific unt in semitones. Select	ting "0" gives a detuning effect.	e notes in the ba	a
BASS MONO PITCH SHIFTER	This pitch frequency SHIFT A FINE A TONE A	n shifter was des range. Adjusts the pitch shift amou	riginal sound in the mix. signed specific unt in semitones. Select	ting "0" gives a detuning effect. nt (1/100 semitone) steps.	e notes in the ba	a
BASS MONO PITCH SHIFTER PROPERTY OF THE PROPE	This pitch frequency SHIFT A FINE A TONE A BALANCE A This intelli	n shifter was des range. Adjusts the pitch shift amount of particular adjustment of particular the tone. Adjusts the balance between	signed specific unt in semitones. Select itch shift amount in Cer	ting "0" gives a detuning effect. nt (1/100 semitone) steps.	-12 - 12, 24 -25 - 25 0 - 10 0 - 100	
BASS MONO PITCH SHIFTER	This pitch frequency SHIFT A FINE A TONE A BALANCE A This intellito scale ar	n shifter was des range. Adjusts the pitch shift amout allows fine adjustment of particular that a pa	signed specific unt in semitones. Select itch shift amount in Cer en original and effect so outputs the ef	ting "0" gives a detuning effect. Int (1/100 semitone) steps. unds. fect sound with the pit	-12 - 12, 24 -25 - 25 0 - 10 0 - 100	i,
BASS MONO OTTCH CHIFTER OFFICE UNCONNECTED SHIFTER IARMONY OTTCH	This pitch frequency SHIFT A FINE A TONE A BALANCE A This intellito scale ar SCALE S	Adjusts the pitch shift amount of particular the balance between the balance between the balance settings.	signed specific unt in semitones. Select intch shift amount in Cer en original and effect so routputs the ef	ting "0" gives a detuning effect. Int (1/100 semitone) steps. Int (1/100	e notes in the bands of the ban	i,
ASS MONO ITCH HIFTER PARMONY ITCH HIFTER	This pitch frequency SHIFT A FINE A TONE A BALANCE A This intellito scale ar SCALE S KEY S	n shifter was des range. Adjusts the pitch shift amount allows fine adjustment of public states the tone. Adjusts the balance between the pitch shifter and key settings. Sets the pitch of the pitch-sets and sets the pitch of the pitch-sets and sets and sets are sets and sets and sets and sets are sets are sets and sets are sets are sets and sets are sets and sets are sets and sets are sets are sets and sets are sets are sets and sets are sets are sets are sets are sets and sets are sets are sets are sets and sets are sets are sets are sets and sets are sets are sets are sets are sets and sets are sets are sets are sets and sets are sets are sets are sets are sets and sets are sets are sets are sets and sets are	signed specific unt in semitones. Select intch shift amount in Cer en original and effect so routputs the ef	ting "0" gives a detuning effect. Int (1/100 semitone) steps. Int (1/100	e notes in the barrier of the state of the s	i,

Major

3rd up

4th up

5th up 6th up

3

4

5

POLYPHONIC PITCH SHIFTER		n shifter supports chord playing.	
	SHIFT	Adjusts the pitch shift amount in semitones.	-24 - 24
POLYPHONIC	TONE	Adjusts the tone.	0 - 100
	WET	Adjust the amount of the effect sound in the mix.	0 - 100
	DRY	Adjust the amount of the original sound in the mix.	0 – 100

BASS SYNTHESIZER	ZOOM o	riginal bass synthesizer sound.	
	MODE	Sets direction of movement of the filter.	UP, DOWN
	SENSE	Adjusts the sensitivity for trigger detection.	0 – 100
	ATTACK	Adjusts the attack speed.	0 – 100
0000 BUSS (C)	RANGE	Adjusts the amount of cut-off frequency modulation.	0 – 100
SYNTHESIZEÑ	RESO	Sets effect resonance.	0 – 100
	ОСТ	Adjusts the level of the one-octave lower sound component.	0 - 100
	BALANCE	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 - 100
Z-SYNTHESIZER	This bass	s synthesizer sound adds analog synth fatness.	
	FREQ	Sets the cut-off frequency of the lowpass filter.	0 – 10
	RANGE	Adjusts the amount of cut-off frequency modulation.	0 – 20
	DECAY	Adjusts the speed of tone modulation.	0 – 100
0000	RESO	Sets effect resonance.	0 – 20
Z P SYNTHESIZER WWW.	WAVE	Selects the waveform.	SAW, SQUARE
	TONE	Adjusts the tone.	0 – 10
	BALANCE	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100
BASSTALK SYNTHESIZER		ect for bass produces a synthesizer sound similar to a talking vowels.	
	TYPE	Selects a vowel variation.	IA, UE, UA, OA
	SENSE	Adjusts the sensitivity for trigger detection.	0 – 100
	ATTACK	Adjusts the attack speed.	0 – 100
BASS TALK SYNTHESIZER	RESO	Sets effect resonance.	0 – 100
	TONE	Adjusts the tone.	0 - 10
	ост	Adjusts the level of the one-octave lower sound component.	0 - 100
	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100
	VOL	Adjusts the volume.	0 - 100

DELAY	This long	g delay has a maximum length of 4000 ms.		
	TIME	Sets the delay time.	1 - 4000	J
0000 DELAY	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
ANALOG DELAY	This ana	log delay simulation has a long delay with a maximum length o	of 4000 ms	1
	TIME	Sets the delay time.	1 - 4000	D
O O O O	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
DELAY	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
TAPE ECHO	the echo			h of
	TIME	Sets the delay time.	1 - 2000	_\rac{1}{2}
OOOO TAPE ECHO	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
DUAL DELAY	This effe	ct combines 2 delays and is based on the Eventide TimeFactor [DigitalDela	y.
	TIMEA	Adjusts the delay time of Delay A.	0 - 1490	1
	TIMEB	Adjusts the delay time of Delay B.	0 - 1490	1
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	time, 🛚	
0000	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	
DUAL DELAY	REP A	Adjusts the number of Delay A repeats.	0 - 110	
0	REP B	Adjusts the number of Delay B repeats.	0 - 110	
	DLYMX	Adjust the mix of the Delay A and B effect sounds.	0 - 100	
	DEPTH	Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 - ST-50	
REVERSE DELAY	This reve	erse delay is a long delay with a maximum length of 2000 ms.		
	TIME	Sets the delay time.	10 - 2000	\
©©©© REVERSE DELAY	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
***	REPEAT	Adjusts the number of repeats.	0 - 100	\top
	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	\top
MODULATION DELAY	This dela	ay effect allows the use of modulation.	<u> </u>	
	TIME	Sets the delay time.	1 - 2000)
OOO HOUTAN	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,	
DELAY (©	REPEAT	Adjusts the number of repeats.	0 - 100	
ı	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
				-

HOLD DELAY	This hold delay effect is controlled using the foot switch. When you press the foot switch, the effect turns on, and when you release it, the effect sound is held.						
	TIME	Sets the delay time.	1 - 4000)			
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG,				
0000	REPEAT	Adjusts the number of repeats.	0 - 100				
HOLD DELAY	HI-DMP	Adjusts the treble attenuation of the delay sound.	0 - 10				
	TONE	Adjusts the tone.	0 - 100				
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
	P-P	Sets delay output to mono or Ping Pong.	MONO, P-P				
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON				

ROOM REVERB	This reve	erb effect simulates the acoustics of a room.					
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100				
0000	DECAY	Sets the duration of the reverberations.	1 - 30				
REVER B	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
*	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON				
BRIGHT ROOM REVERB	This room reverb simulation can provide bright reverberations.						
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100				
©©©© BRIGHT ROOM	DECAY	Sets the duration of the reverberations.	1 – 30				
REVERB	TONE	Adjusts the tone.	0 - 10				
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
SPRING REVERB	This reve	erb effect simulates a spring reverb.					
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100				
0000	DECAY	Sets the duration of the reverberations.	1 - 30				
SPRING	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
C	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON				
HALL REVERB	This reve	erb effect simulates the acoustics of a concert hall.					
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100				
0000	DECAY	Sets the duration of the reverberations.	1 – 30				
HALL REVERB	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON				
BRIGHT HALL REVERB	This hall	reverb simulation can provide bright reverberations.					
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100				
©©©© Bright Hall	DECAY	Sets the duration of the reverberations.	1 - 30				
REVERB	TONE	Adjusts the tone.	0 - 10				
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
AIR REVERB	This effe	ct reproduces the ambience of a room, to create spatial depth.					
	SIZE	Sets the size of the space.	1 – 100				
0000	REFLECT	Adjusts the amount of reflection from the wall.	0 - 10				
(((<i>AIR</i>))) REVERR	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100				
<u> </u>	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON				

	OP ROLL	This effe	ct allows you use the footswitch to sample and hold what you pl	ay.	
		TIME	Sets the loop time.	10 - 4000	J
	0000	DUTY	Sets the time that the sample-and-hold sound is produced.	25 - 100	
	LOOP ROLL	BALANCE	Adjusts the balance between original and effect sounds.	0 - 100	
		ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
	ASER+ TORTION	This effe	ct combines a phaser and distortion in the style of the Roland JE	T PHASEI	R.
		MODE	Selects the jet sound mode.	1 – 4	
	0000	RATE	Sets the speed of the modulation.	0 - 50	
	PHASER DISTORTION	RESO	Sets effect resonance.	0 - 10	
	0	VOL	Adjusts the volume.	0 - 100	
	TLESS IULATOR	Turns the	e sound from any bass guitar into a fretless bass sound.		
		SENSE	Adjusts the sensitivity of the effect.	0 - 30	
	RETLESS SIMULATOR	COLOR	Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.	1 – 10	
		TONE	Adjusts the tone.	1 - 50	
		VOL	Adjusts the volume.	0 - 100	
BOI	MBER	This effe	ct generates explosive sounds.		
		DECAY	Adjusts the length of the explosive sound.	1 – 100	
	0000	TONE	Adjusts the tone.	0 - 10	
ı	BÔMBÉR	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
		ON/OFF	Sets the foot switch function.	LATCH, TRIGGER	
			E SELECTOR sets whether the input signal is sent to the next jacks. (See Table 2)	effect or	the
LINI SEL	ECTOR.	OUTPUT	Jucks. (dec lable 2)		
	ECTOR O O O O O O O O O O O O O O O O O O	EFX LVL	This adjusts the level sent to the next effect when set to NEXT EFFECT.	0 - 150	

OUTPUT ◀

OFF (OUTPUT)

LINE SELECTOR

- INPUT

FLIPTOP	This mod	dels the sound of the Ampeg B-15N bass amplifier.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100
6000 FL/P70P	ULTRA	Emphasizes high and low frequencies.	OFF, HI, LOW, BOTH
	BRIGHT	Adjusts the high-frequency character.	OFF, ON
	BASS	Adjusts volume of low frequencies.	-20.0 - 20.0
	MID	Adjusts volume of middle frequencies.	-20.0 - 20.0
	TREBLE	Adjusts volume of high frequencies.	-20.0 - 20.0
AMPG SVT	This mod	dels the sound of the Ampeg SVT.	
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100
6000	ULTRA	Emphasizes high and low frequencies.	OFF, LOW, HI, BOTH, CUT
[OKO]	BASS	Adjusts volume of low frequencies.	-20.0 - 20.0
	MID-FREQ	Adjusts the center frequency of the mid-range.	32 Hz - 6.3 kHz
	MID	Adjusts volume of middle frequencies.	-20.0 - 20.0
	TREBLE	Adjusts volume of high frequencies.	-20.0 - 20.0
AG 750	This mod	dels the sound of the Aguilar DB 750.	
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 – 100
0000	DEEP	Adjusts the low-frequency character.	OFF, ON
(C75U)	BRIGHT	Adjusts the high-frequency character.	OFF, ON
	BASS	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	TREBLE	Adjusts volume of high frequencies.	0 – 100
SMR400	This mod	dels the sound of the SWR SM-400.	
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
(CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 – 100
0000	ENHANCE	This tone control changes the frequency and level according to the knob position.	0 – 100
: (()) :	BASS	Adjusts volume of low frequencies.	-15.0 - 15.0
· W.D. ·	MID-FREQ	Adjusts the center frequency of the mid-range.	32 Hz <i>-</i> 6.3 kHz
	MID	Adjusts volume of middle frequencies.	-15.0 – 15.0
	TREBLE	Adjusts volume of high frequencies.	-15.0 - 15.0
EBH360	This mod	dels the sound of the EBS HD360 bass amplifier.	
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
·@@@*	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 – 100
◎◎◎◎ <i>EBH350</i>	CHARA	Emphasizes high and low frequencies.	OFF, ON
	BASS	Adjusts volume of low frequencies.	-10.0 - 10.0
	MID	Adjusts volume of middle frequencies.	-10.0 - 10.0
	TREBLE	Adjusts volume of high frequencies.	-10.0 - 10.0
	BRIGHT	Adjusts the high-frequency character.	0 - 100

MINI MARK-B	This mod	dels the sound of the Markbass MINIMARK 802 bass amplifier	
	GAIN	Adjusts the gain.	0 - 100
0000	VOL	Adjusts the volume.	0 - 100
MINI	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100
e [e]	SHAPE	These filters boost low and high frequencies while cutting middle frequencies.	0 - 100
	VINTAGE	Adjusts the tone.	0 - 100
TE400SMX	This mod	dels the sound of the Trace Elliot AH400SMX.	
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100
(1111111111111111111111111111111111111	STYLE	Three preset tones can be used to match the playing style.	PICK, SLAP, FINGER
	SHAPE	These presets boost low and high frequencies while cutting middle frequencies.	OFF, 1, 2
The self-	BASS	Adjusts volume of low frequencies.	-15.0 - 15.0
	MID	Adjusts volume of middle frequencies.	-15.0 - 15.0
	TREBLE	Adjusts volume of high frequencies.	-15.0 – 15.0
B-MAN100	This mod	dels the sound of the Fender Bassman 100.	
	GAIN	Adjusts the gain.	10 – 100
	VOL	Adjusts the volume.	10 – 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	10 – 100
0000	DEEP	Adjusts the low-frequency character.	OFF, ON
B.1100	BASS	Adjusts volume of low frequencies.	10 - 100
	MID-FREQ	Adjusts the center frequency of the mid-range.	32 Hz - 6.3 kHz"
	MID	Adjusts volume of middle frequencies.	10 – 100
	TREBLE	Adjusts volume of high frequencies.	10 – 100
AC 370	This mod	dels the sound of the Acoustic 370 bass amplifier.	
	GAIN	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 - 100
2	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100
0000	BRIGHT	Adjusts the high-frequency character.	OFF, ON
(HCF370)	BASS	Adjusts volume of low frequencies.	0 - 100
	MID-FREQ	Adjusts the center frequency of the mid-range.	32 Hz <i>-</i> 6.3 kHz
	MID	Adjusts volume of middle frequencies.	0 – 100
	TREBLE	Adjusts volume of high frequencies.	0 – 100
SUN CB	This mod	dels the sound of a vintage solid-state amp from the 70s.	
	DIST	Adjusts the gain. Set this to OFF to switch to a clean channel.	OFF - 100
	VOL	Adjusts the volume.	0 - 100
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 – 100
0000	INPUT	Selects the input channel.	NORMAL, BRIGHT
SUNCE	HIBOOST	Turns boost ON/OFF in the high frequencies.	OFF, ON
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100

MONOTONE	This models the sound of a solid-state combo amp that is great for jazz.					
	VOL	Adjusts the volume.	0 - 100			
	CABINET	Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	0 - 100			
-XXXXXXXX (A) (B) (B) (B) (B) (B) (B) (B) (B) (B) (B	MODE	Sets the tone of the character.	DARK, NORMAL, BRIGHT			
	BASS	Adjusts volume of low frequencies.	0 – 100			
	MID	Adjusts volume of middle frequencies.	0 - 100			
	TREBLE	Adjusts volume of high frequencies.	0 - 100			
	PRESENC	Adjusts volume of super-high frequencies.	0 - 100			