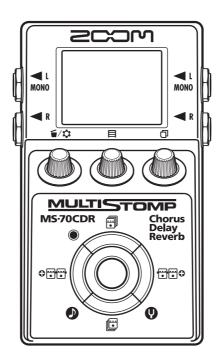


# MS-70CDR Chorus/Delay/Reverb

# **Effect Types and Parameters (Ver.2)**

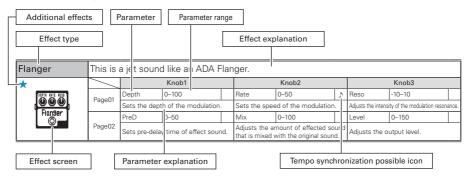


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#### **■** Effect explanation overview



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

#### [CHORUS]

Tremolo	This ef	ect varies	the volume at	a r	egular rate	).				
*			Knob1			Knob2			Knob3	
FERNI ANT LEGE	Page01	Depth	0-100		Rate	0-50	Þ	Level	0-150	
000	Pageui	Adjust the de	pth of the modulatio	n.	Adjusts the ra	ate of the modulation	٦.	Adjusts the o	utput level.	
Trenolo	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9							
		Sets the mod	ulation waveform.							
DuoTrem	This ef	ect combi	nes two tremo	los	5.					
			Knob1			Knob2			Knob3	
	Page01	RateA	0–50	Þ	RateB	0-50	Þ	Level	0-150	
	Pageui	Adjusts spee	d of LFO A modulation	on.	Adjusts spee	d of LFO B modulati	on.	Adjusts the o	utput level.	
Dua Tuesa CT		DPT_A	0–100		DPT_B	0-100		Link	Seri, Para, STR	
Duo-Trem  O ii i O RATEA RATEA LEVEL	Page02	Adjusts depth	of LFO A modulation	n.	Adjusts dept	n of LFO B modulation	on.	Sets how the nected.	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	dulation waveform	of	Sets the mo	odulation waveforn	n of			
Slicer	This ef	ect create	s a rhythmical	SO	und by cor	ntinuously slici	ng :	the input.		
*			Knob1			Knob2			Knob3	
71N 3780 ML		PTTRN	1–20		Speed	1–50	Þ	Bal	0–100	
# <u>\$</u>	Page01	Sets effect pa	ttern.		Sets modulat	ion speed.		Adjusts the b and effect so	alance between oriç unds.	ginal
<u>471 ⊚)UUU</u>	Page02	THRSH	0–50		Level	0-150				
	rayeuz	Adjusts effect	t threshold.		Adjusts the o	utput level.				
Phaser	This ef	ect adds a	phasing variat	ior	to the so	und.				
			Knob1			Knob2			Knob3	
ANTE CRUST LEHE.	Page01	Rate	1–50	٨	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
Phaser		Sets the spee	ed of the modulation		Sets the tone	of the effect type.		Adjusts the o	utput level.	
	Page02									

DuoPhase	This ef	fect combi	nes 2 phasers.			:				
*			Knob1			Knob2			Knob3	
Duo-Phase 🖂	Page01	RateA	1–50	Þ	RateB	1–50, SyncA, RvrsA		Level	0–150	
O H TO			d of LFO A modulation	on.		d of LFO B modulation	on.	Adjusts the o		
PRITE R PRITE D LEVEL	Page02	ResoA	0–10		ResoB	0–10		Link	Seri, Para, STR	Щ
		-	nce of LFO A modular	tion.		ance of LFO B modulat	ion.	Sets how 2 pl	nasers are connect	ed.
	Page03	DPT_A	1–100		DPT_B	1–100				
	1	Adjusts depth	of LFO A modulation	on.	Adjusts depth	n of LFO B modulation	n.			
WarpPhase	This ph	aser has a	one way effect	ct.						
SPEED RESO LEVEL			Knob1			Knob2			Knob3	
0 0 0 0	Page01	Speed	1–50	♪	Reso	0–10		Level	0–150	
WarpPhaser	-	Sets modulat		_	Sets effect re	sonance.		Adjusts the o	utput level.	
	Page02	DRCTN	Go, Back							$\perp$
		Sets direction	of warping.							
TheVibe	This vib	e sound fe	eatures unique	ur	dulations.					
			Knob1			Knob2			Knob3	
The Vibe	Page01	Speed	0–50		Depth	0–100		Bias	0–100	Щ
000		Sets modulat		_		th of the modulation.			f waveform modula	ition.
	Page02	Wave	0–100		Mode	VIBRT, CHORS		Level	0–150	$\perp$
			llation waveform.			vibrato or chorus.		Adjusts the o		
Chorus	This ef	fect mixes		Wi	th the orig	inal sound to a	dd	movemer		ess.
			Knob1			Knob2			Knob3	
	D 04	Depth	0–100		Rate	1–50		Mix	0–100	Щ
CHORUS	Page01	Sets the dept	h of the modulation		Sets the spee	ed of the modulation			mount of effected with the original sou	
	Page02	Tone	0–10		Level	0-150				
	1 ageuz	Adjusts the to	one.		Adjusts the o	utput level.				
Ba Chorus	You car	cut the lo	w frequencies	of t	his bass ch	norus effect sou	nd			
			Knob1			Knob2			Knob3	
COPTH RATE HIX		Depth	0–100		Rate	1–50		Mix	0-100	П
(Bass	Page01	Sets the dept	h of the modulation		Sets the spee	ed of the modulation			mount of effected with the original sou	
CHORUS		LoCut	OFF-800Hz		Level	0-150		PreD	OFF, ON	
	Page02	Specifies the for the effect	low-range cutoff p sound.	oint	Adjusts the o	utput level.		Turns pre-dela	ay OFF or ON.	
Detune						ch-shifted with		e original s	sound, this et	ffect
	type na	as a chorus		LIII	iuch sense	of modulation				
			Knob1			Knob2			Knob3	
	Page01	Cent	-25-25	<u> </u>	PreD	0-50		Mix	0-100	4
Detune	1 agco1		etuning in cents, whents of 1/100-semitor		sound.	delay time of the eff	ect		mount of effected with the original sou	
		Tone	0–10		Level	0-150				П
<u> </u>	Page02	Adjusts the to	one.		Adjusts the o	utput level.				
Ba Detune			I amount of the			d effect sound	wi	th the orig	inal sound, a	nat-
			Knob1			Knob2			Knob3	
STENT BYEN MIKE		Cent	-50-50		PreD	0–50		Mix	0–100	$\top$
Ø Ø Ø Bass	Page01		etuning in cents, wi nents of 1/100-semito		Sets the pre- sound.	delay time of the eff	ect		nount of effected with the original sou	
perune		Tone	0–10		Level	0-150		LoCut	OFF-800Hz	$\top$
	Page02	Adjusts the to	one.		Adjusts the o	utput level.			frequency in the	e low
								range of the	enect sound.	

VintageCE	This is	a simulation of the BOSS	CI	E-1.	<del>!                                    </del>			
		Knob1			Knob2		Knob3	
		Comp 0–9		Rate	1–50		Mix 0–100	
VintaseCE	Page01	Sets the sensitivity of the compress	sor.	Sets the spee	ed of the modulation.		Adjusts the amount of effected so that is mixed with the original soun	
	Page02	Level 0-150						
	I	Adjusts the output level.						_
StereoCho	This is	a stereo chorus with a cle	ear	tone.				
		Knob1			Knob2		Knob3	
DEPTH BATE MEX		Depth 0-100		Rate	1–50		Mix 0–100	
StereoCho	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		Adjusts the amount of effected so that is mixed with the original soun	
		Tone 0–10		Level	0-150			
	Page02	Adjusts the tone.		Adjusts the o	utput level.		·	
Ensemble	This is	a chorus ensemble that f	eat	ures three	e-dimensional m	١٥١	vement.	
		Knob1			Knob2		Knob3	
OFFTH RATE MEX.		Depth 0-100		Rate	1–50		Mix 0–100	
Ensemble 1	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		Adjusts the amount of effected so that is mixed with the original soun	
	Page02	Tone 0–10		Level	0-150			
	1 agcoz	Adjusts the tone.		Adjusts the o	utput level.			
Ba Ensmbl	This ba	ss chorus ensemble feat	ure	s a sense	of three-dimen	sic	onal movement.	
		Knob1			Knob2		Knob3	
		Depth 0-100		Rate	1–50		Mix 0–100	
Bass A	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		Adjusts the amount of effected so that is mixed with the original soun	
	Page02	Tone 0–10		Level	0–150			
	1 - 9	Adjusts the tone.		Adjusts the o	utput level.			
SuperCho	This m	odels the sound of a BOS	SS (	CH-1 SUP	ER CHORUS.			
		Knob1			Knob2		Knob3	
	Page01	E.LVL 0–120	لِب	Rate	0–100		Depth 0-100	
ELIL MITE DEFTIN	Pageui	Adjusts amount of effect sou mixed with original sound.	ınd	Sets the spee	ed of the modulation.		Adjust the depth of the modulation	on.
SuperCho		EQ 0-100		Mode	MONO, STR			
	Page02	Adjusts effect tone.		When stereo from L chann	o mono or stereo (ST , effect sound is outp lel and unchanged inp ut from R channel.	out		
VinFLNGR	This an	alog flanger sound is sim	ilar	r to an MX	R M-117R.			
*		Knob1			Knob2		Knob3	
OFFIN BATE RESU	Page01	Depth 0-100		Rate	0-50	٨	Reso -10-10	
Vinflingr	- ages	Sets the depth of the modulation.			ed of the modulation.		Adjusts the intensity of the modulation resona	ance.
0	Page02	PreD 0-50		Mix	0-100	_	Level 0-150	
	rageuz	Sets pre-delay time of effect soun	d.		mount of effected sou with the original sound		Adjusts the output level.	
Flanger	This is	a jet sound like an ADA F	lan	iger.				
		Knob1			Knob2		Knob3	
CEPTH PATE RESO		Depth 0-100		Rate	0–50	Þ	Reso -10-10	
12525251	Page01			Sets the snee	ed of the modulation.		Adjusts the intensity of the modulation i	reso-
Flandor		Sets the depth of the modulation.		Toolo trio opot			nance.	
Flanser		PreD 0–50		Mix	0–100		Level 0–150	П

BaFlanger					has an added p		hat allows you	ı to
		K	nob1		Knob2		Knob3	
		Depth 0-	100	Rate	0-50	Reso	-10–10	
	Page01		f the modulation.	Sets the spe	ed of the modulation.	Adjusts the ir resonance.	ntensity of the modul	lation
Rose		PreD 0-	50	Mix	0-100	Level	0-150	Ш
Flanger	Page02		me of effect sound.		mount of effected sour with the original sound.	Adjusts the o	output level.	
	D 00		F-800Hz					Ш
	Page03	Sets the cut-off t range of the effe	frequency in the lov ct sound.	/				
DynaFLNGR		lume of the c flanger.	effect sound	changes a	ccording to the	input sign	al level with t	this
*		K	nob1		Knob2		Knob3	
DEFTH RATE SENSE	Page01	Depth 0-	100	Rate	0-50	Sense	-101, 110	$\Box$
DynaFLNGR	1 ageo1	Sets the depth of	f the modulation.	Sets the spe	ed of the modulation.	Adjusts the s	sensitivity of the effe	ect.
<b>©</b>	Page02		)–10	Level	0-150			
	rageoz	Adjusts the intensity of	f the modulation resonance	. Adjusts the o	output level.			
Vibrato	This eff	ect automati	cally adds vibr	ato.				
			nob1		Knob2		Knob3	
DEPTH BATE BALL	Page01		f the modulation.	Rate Sets the spe	0–50 ed of the modulation.		0-100 palance between ori	iginal
<b>♪</b> ‱ <b>③</b>		Tone 0-		Level	0-150	and effect so	ounas.	$\forall$
	Page02	Adjusts the tone.		Adjusts the o	output level.			一
Octave	This eff	ect adds sou	ınd one octave	and two o	ctaves below th	e original s	ound.	
*		K	nob1		Knob2		Knob3	
		Oct1 0-	100	Oct2	0-100	Dry	0-100	$\Box$
Octave	Page01	Adjusts the leve octave below the	el of the sound one e effect sound.		level of the sound tw w the effect sound.	o Adjusts the v	volume of the unaffe	cted
	Page02	Chara 0-	100	Tone	0–10	Level	0-150	
	rageuz	Adjusts effect ch	aracter.	Adjusts the t	one.	Adjusts the o	output level.	
Ba Octave	This eff	ect adds sou	ınd one octave	below the	original sound.			
*		K	nob1		Knob2		Knob3	
DET 1007 TDNE		Oct 0-	100	Dry	0–100	Tone	0–10	
Bass	Page01	Adjusts the leve lower sound com	el of the one-octave nponent.	Adjusts the le	vel of the original sound		tonal quality of the sound component.	
500	Page02	Low 0-		Mid	0–10	Level	0–150	Щ
	- agooz	Adjusts the low f	requency level.	Adjusts the r	niddle frequency level.	Adjusts the o	output level.	
PitchSHFT	This eff		e pitch up or d	own.				
			nob1		Knob2		Knob3	
SHIFT TIME BALL	Page01		2–12 , 24 ift amount in semitones	Tone  Adjusts the t	0-10 one.	Adjusts the band effect so	0-100 palance between ori	iginal
PitchSHFT	$\vdash$		5–25	Level	0-150	and enect so	Julius.	$\dashv$
	Page02		stment of pitch shif				1	ᆜ
	1500		100 semitone) steps.	Adjusts the o	output level.			

	_						_			
MonoPitch	This is	a pitch shi	fter with little	sou	nd varianc	e for monopho	onic	s (single no	te) playing.	
*			Knob1			Knob2			Knob3	
SHIFT TIME BALL		Shift	-12 – 12 , 24		Tone	0–10		Bal	0–100	
MonoPitch	Page01		h shift amount in semito ives a detuning effect.	ones.	Adjusts the to			Adjusts the b and effect so	alance between o unds.	original
		Fine	-25 – 25		Level	0–150				
	Page02	Allows fine a amount in Cer	djustment of pitch it (1/100 semitone) ste	shift ps.	Adjusts the o	utput level.				
Ba Pitch	This pit range.	tch shifter	was designed	sp	ecifically fo	or playing sing	le r	notes in the	e bass frequ	ency
			Knob1			Knob2			Knob3	
SHIFT TIME BALL		Shift	-12–12, 24	Π	Tone	0–10	П	Bal	0-100	
Boss Pitch	Page01		itch shift amount in s g "0" gives a detuning ef		Adjusts the to	one.		Adjusts the b and effect so	alance between o	original
		Fine	-25-25		Level	0–150				
	Page02		djustment of pitch t (1/100 semitone) ste		Adjusts the o	utput level.				
HPS		telligent p nd key set	itch shifter out tings.	put	s the effe	ct sound with	the	e pitch shi	fted accordin	ng to
			Knob1			Knob2			Knob3	
HPS	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1)		Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B		Mix	0–100	
			ch of the pitch-shi to the original sound.	fted	Sets the tonic for pitch shiftir	(root) of the scale	used		mount of effected with the original so	
	Page02	Tone	0–10		Level	0–150				
		Adjusts the t	one.		Adjusts the o	utput level.				
BendCho	This effe	ct provides	pitch bending tha	t us	es the input	signal as trigger	and	processes e	each note sepa	rately.
*			Knob1			Knob2			Knob3	
DEPTH TIME HILL		Depth	0-100		Time	0–50		Bal	0-100	
RPOCHIE)	Page01	Adjusts the e	ffect depth.		Sets time bef	ore effect starts.		Adjusts the b and effect so	alance between o unds.	original
	Page02	Mode	Up, Down		Tone	0–10		Level	0–150	
	1 49002	Sets direction	n of pitch bend.		Adjusts the to	one.		Adjusts the o	utput level.	
MojoRolle	This ef	fect modu	lates the pitch	afte	er picking.					
*			Knob1			Knob2			Knob3	
(IEPTH SPEED RISE)		Depth	0-100	П	Speed	0-100	Þ	Rise	0-100	
MojoRoller	Page01	Sets the dep	th of the modulation	١.	Sets the spee	ed of the modulation	٦.		ne before the dulate the pitch.	effect
<b>√ √ ⊘ / / / / / / / / / /</b>		Mode	Up-Dn, Up, Down		Level	0-150				
	Page02	Sets the direct	tion of pitch modulat	ion.	Adjusts the o	utput level.			I	
RingMod		fect produ	ces a metallic sound charact	ring			e "F	req" parar	meter results	s in a
*			Knob1			Knob2			Knob3	
FREEL TUNE HAL		Freq	1–50		Tone	0–10	Γ	Bal	0–100	
RingMod	Page01	Sets the frequ	uency of the modulati	ion.	Adjusts the to	one.		Adjusts the b and effect so	alance between o unds.	original
	Page02	Level	0-150							
	- agooz	Adjusts the c	utput level.							
CE-Cho5	This ch	orus is a n	nodel of the B	oss	S CE-5.					
			Knob1			Knob2			Knob3	
		E.LVL	0–120		RATE	0–100	П	DEPTH	0–100	
	Page01		ount of effect so riginal sound.	und	Sets the spee	ed of the modulation	٦.	Adjust the de	pth of the modula	ation.
CE-Cho5		LOW	0-100		HIGH	0–100		MODE	MONO, STR	
	Page02	Adjusts volur	ne of low frequencie	es.	Adjusts volun	ne of high frequenc	ies.	When stereo from L chann	o mono or stereo , effect sound is el and unchange	output
								I souria is outpi	ut from R channel.	

CloneCho	This an	alog chorus sound model	s t	he Flectro	-Harmonix Sm:	alle	Clone	:
0.01100110	11113 011	Knob1	J (	2.100110	Knob2	411	Knob3	3
P (b)		DEPTH 1, 2		RATE	0-100			
OF ONE	Page01	Sets the depth of the modulation.			ed of the modulation.			
CHORUS								
	Page02							
StonePha	This ph	aser sound models the E	lec	ctro-Harmo	onix SmallStone	e.		
*		Knob1			Knob2		Knob3	3
COLOR PATE	Page01	COLOR 1, 2		RATE	0–100			
STONE		Sets the depth of the modulation.		Sets the spee	ed of the modulation.			
	Page02							
BF FLG 2	This mo	odels a BOSS BF-2 Flange	er.					
1		Knob1			Knob2		Knob3	1
MANUAL CEPTH RATE		MNI 0-100		DEPTH	0-100		BATE 0-100	<u> </u>
	Page01	Sets the delay time.			th of the modulation.		Sets the speed of the	modulation
BF FLG2	-	RES 0-100					and the speed of the	
	Page02	Adjusts the feedback amount.						
SilkyCho	This ch	orus effect combines 2 ba	and	ds of detu	ning and chorus	s fo	or precise contro	ol.
		Knob1			Knob2		Knob3	3
		LoMix 0-100		HiMix	0–100		ChMix 0-100	
S CONTO HARD CONTO	Page01	Adjusts the amount of low-frequer detuning in the mix.	псу	Adjusts the a	mount of high-frequent the mix.	en-	Adjusts the amount of mix.	of chorus in the
SILKY		LoPit -25-25		HiPit	-25-25		PreD 0-50	
© CHORUS	Page02	Adjusts the amount of pitch modution for the low-frequency detuning			mount of pitch modi		Sets pre-delay time of	f effect sound.
	Page03	Rate 0-100		Depth	0-100		Tone 0–100	
	rageus	Sets the speed of the modulation.		Sets the dep	th of the modulation.		Adjusts the tone.	
MirageCho	This ch	orus shimmers like a mira	age	€.				
		Knob1			Knob2		Knob3	3
DEPTH RRITE HEX		Depth 0-100		Rate	0–100		Mix 0-100	
Hirage 1	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		Adjusts the amount of that is mixed with the	
© Chorus™	Dogo02	PreD 1–20		Tone	0-100		Level 0-150	
	Page02	Sets pre-delay time of effect sound	d.	Adjusts the to	one.		Adjusts the output lev	rel.
CoronaCho	This is	a model of tc electronic's	C	ORONA C	HORUS.			
		Knob1			Knob2		Knob3	3
	Page01	SPEED 0-100		DEPTH	0–100		FxLVL 0-100	
OOO	goo	Sets modulation speed.			th of the modulation.		Adjusts the volume of	f the effect.
I CoronaCho I		TONE 0-100		DRY	OFF/ON			
	Page02	Adjusts the tone.		effect sound	e original sound and are mixed and out en OFF, only the eff out.	out		
ANA234Cho	This an	alog chorus sound model	s t	he MXR N	л234.			
		Knob1			Knob2		Knob3	<u> </u>
		LEVEL 0-100		RATE	0-100		DEPTH 0-100	
000	Page01	Adjusts amount of effect sou mixed with original sound.	nd	Sets the spee	ed of the modulation.		Sets the depth of the	modulation.
(ANA)		LOW 0-100		HIGH	0–100		Mode MONO,	, STR
( 234Cha )	Page02	Adjusts volume of low frequencies	6.	Adjusts volun	ne of high frequencie	s.	Sets output to mono when stereo, effect sfrom L channel and u	or stereo (STR). sound is output nchanged input
		ļ					sound is output from	K channel.

CoronaTri	This is	a model o	f tc electronic	's C	ORONA T	ri-Chorus.				-
			Knob1			Knob2			Knob3	
		SPEED	0-100	Т	DEPTH	0-100	Т	FxLVL	0-100	Т
(0)(0)(0)	Page01	Sets modula	tion speed.		Sets the dep	th of the modulation	١.	Adjusts the v	olume of the effect	t.
SPEED: EPTK FILUL		TONE	0-100		DRY	OFF/ON				
[CoronaTri] □	Page02	Adjusts the t	one.		effect sound	ne original sound and d are mixed and ou hen OFF, only the e put.	itput			
BitCrush	This ef	fect create	es a lo-fi sound	ł.						
*			Knob1			Knob2			Knob3	
BIT SYPLING BAL		Bit	4–16		SMPL	0-50		Bal	0-100	
Bit Crush	Page01	Sets bit dept	h.		Sets samplin	ng rate.		Adjusts the b and effect so	alance between or unds.	iginal
`	Page02	Tone	0–10		Level	0-150				
	rageuz	Adjusts the t	one.		Adjusts the o	output level.				
Bomber	This ef	fect produ	ces an explosi	ve s	sound who	en picking.				
*			Knob1			Knob2			Knob3	
		PTTRN	HndGn, Arm, Bomb, Thndr	Π	Decay	1–100		Bal	0-100	
<b>660</b>	Page01	Sets type of	effect sound.		Sets length of	of reverberations.		Adjusts the b	alance between or unds.	iginal
BOMBER	D 00	THRSH	0-50		Power	0-30	Т	Tone	0-10	
	Page02	Adjusts effect	t threshold.		Adjusts strer	ngth of explosive sou	und.	Adjusts the to	one.	
	Page03	Level	0-150							
	1 ageus	Adjusts the o	output level.							
MonoSynth *			pitch of the inp			honic (single-r	ote	playing) g	guitar synthes  Knob3	sizer
STATIS DRY LEVEL		Synth	0–100	Т	Dry	0-100	Т	Level	0-150	Т
<u>         </u>	Page01		hesizer sound level.			of original sound.		Adjusts the o	utput level.	_
MonoSanth	Page02	Wave	Sine, Tri, SawUp, SawDn		Tone	0-10		Speed	0-100	
		Sets wavefor	rm.		Adjusts the t	tone.		Adjusts smoo	thness of pitch chan	ige.
Z-Organ	This ef	fect simula	ates an organ :	sou	nd.					
· g - · ·			Knob1			Knob2			Knob3	
INSERTIONS IN		Upper	0-100	Т	Lower	0-100	Т	Dry	0-100	_
7-0-0-0	Page01		me of high frequenc	ies.		me of low frequenci	es.		of original sound.	
Z-orsan Wasuu		HPF	0–10	Ť	LPF	0–10	T	Level	0-150	
	Page02	Adjusts high-p	pass filter cutoff frequ	ency.	Adjusts low-p	ass filter cutoff freque	ency.	Adjusts the o	utput level.	
AutoPan	This ef	fect cyclic	ally moves the	naı	nina posi	tion of the sou	ınd.		,	
		1	Knob1	P	I	Knob2			Knob3	
		Rate	0-50	Ъ	Width	L50-R50	Т	Level	0-150	Т
	Page01	Sets the spe	ed of the modulation	n.		th of the panning.	_	Adjusts the o		
NITADAN		Depth	0–10	T	Clip	0–10	Т	,		
	D00		1		-		form			
	Page02	Sets the dep	th of the modulation	n.	clipping. His	amount of wavef gher values empha ning effect more.	size			
Rt Closet	1		y speaker.	n.	clipping. His		asize			
Rt Closet	1			n.	clipping. His	gher values empha	size		Knob3	
Rt Closet	1		y speaker.	n.	clipping. His	gher values empha ning effect more.	asize	Level	Knob3 0–150	
Rt Closet	1	tes a rotar Bal Adjusts the	Y speaker.  Knob1  0-100  balance between equencies) and the description of the control of the c	the	clipping. Higher the auto-pan	gher values empha ning effect more.  Knob2  Slow,Fast	asize	Level Adjusts the o	0–150	
Rt Closet	Simula	Bal Adjusts the	Y speaker.  Knob1  0-100  balance between equencies) and the description of the control of the c	the	clipping. Higher the auto-pan	gher values empha ning effect more.  Knob2  Slow,Fast	size		0–150	

# [DELAY]

Delay	This lor	ng delay ha	as a maximum	ı ler	ngth of 40	00 ms.				
			Knob1			Knob2			Knob3	
		Time	1-4000	Þ	F.B	0-100		Mix	0-100	
	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			amount of effected with the original so	
DELAY & &		HiDMP	0-10		P-P	MONO, P-P		Level	0-150	
<b></b> © © ©	Page02	delay sound.	reble attenuation o	f the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail	OFF/ON							
	Page03	even after eff	effect sound continued off. Volume off. Volume off. Volume off. Volume of off.	Vhen						
TapeEcho	This ef the ech		ates a tape ed	cho.	Changing	the "Time"	para	meter cha	inges the pito	ch of
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0–100		Mix	0-100	
TapeEcho	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected with the original so	
		HiDMP	0–10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation o	f the	Adjusts the o	output level.		even after et	effect sound cont ffect is turned off. sound stops right ed off.	When
ModDelay	This de	lay effect	allows the use	e of	modulatio	n.				
			Knob1			Knob2			Knob3	
	D01	Time	1–2000	♪	F.B	0–100		Mix	0–100	
* ModDelay *	Page01	Sets the dela				eedback amount.		that is mixed	mount of effected with the original so	
		Rate	1–50		Level	0-150		Tail	OFF/ON	
	Page02	Sets the spee	ed of the modulatio	n.	Adjusts the o	output level.		even after et	effect sound cont ffect is turned off. sound stops right ed off.	When
ModDelay2	You car	adjust th	e depth of this	s m	odulation (	<u> </u>				
			Knob1			Knob2			Knob3	
	Page01	Time	1–2000	♪	F.B	0–100		Mix	0–100	
	Pageui	Sets the dela	· 1			eedback amount.		that is mixed	mount of effected with the original so	
ModDela92	Page02	Rate	1–50		Level	0-150		Depth	0-100	
. O O O .		_	of the modulatio	n.	Adjusts the o	output level.	_	Adjust the de	epth of the modula	ition.
	Page03	even after eff	effect sound continued off. Volume of off. Volume off. Volume off. Volume of off. Volume off.	Vhen					1	
AnalogDly	This an	alog delay	simulation ha	s a	long delay	with a maxir	num	length of	4000 ms.	
			Knob1			Knob2			Knob3	
		Time	1–4000	♪	F.B	0–100		Mix	0–100	
TIME )	Page01	Sets the dela				eedback amount.		that is mixed	mount of effected with the original so	
	Pogo CO	HiDMP	0–10		P-P	MONO, P-P		Level	0–150	
Analog 🚇	Page02	delay sound.	reble attenuation o	f the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail	OFF/ON							
	Page03	even after eff	effect sound continued off. Volume off. Volume off. Volume off. Volume off.	Vhen						

ReverseDL	This rev	verse dela	y is a long dela	ay v	vith a max	imum length c	of 20	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	alance between or unds.	riginal
		HiDMP	0-10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation o	f the	Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ ound stops right \ ed off.	When
MultiTapD	This eff	ect produ	ces several de	lay	sounds w	ith different de	lay	times.		
			Knob1			Knob2			Knob3	
		Time	1–3000	♪	PTTRN	1–8		Mix	0-100	
Multi Tap Delay	Page01	Sets the dela	y time.			oattern, which varies random patterns.	from		mount of effected s with the original sou	
*******		Tone	0-10		Level	0–150		Tail	OFF/ON	
<u> </u>	Page02	Adjusts the to	one.		Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ ound stops right \ ed off.	When
DynaDelay	This dy	namic dela	y adjusts the v	olun	ne of the e	effect sound acc	corc	ling to the	input signal le	vel.
			Knob1			Knob2			Knob3	
		Time	1–2000	♪	Sense	-101, 1-10		Mix	0-100	
TIME SENSE MIX	Page01	Sets the dela	y time.		Adjusts the	effect sensitivity.			mount of effected s with the original sou	
		F.B	0-100		Level	0–150		Tail	OFF/ON	
Dyna Delay	Page02	Adjusts the fe	eedback amount.		Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ ound stops right \ ed off.	When
FilterDly	This eff	ect filters	a delayed sou	nd.						
			Knob1			Knob2			Knob3	
		Time	1–2000	♪	F.B	0–100		Mix	0–100	
	Page01	Sets the dela			Adjusts the f	eedback amount.			mount of effected s with the original sou	
	D 00	Rate	1–50		Depth	0–100		Reso	0–10	
Filter	Page02	Sets the spee	ed of the modulation	n.	Sets the dep	th of the modulation	١.	Adjusts the in resonance.	tensity of the modu	ulation
		Level	0–150		Tail	OFF/ON				
	Page03	Adjusts the o	utput level.		even after et	effect sound continued off. We sound stops right we adopt to a sound stops of the continued off.	/hen			
PitchDly	This eff	ect applies	pitch shift to	a de	layed sou	nd.				
			Knob1			Knob2			Knob3	
	D 04	Time	1–2000		Pitch	-12-12		Mix	0–100	
© Citch Colour ©	Page01	Sets the dela	y time.		Sets volume delayed sour		d to		mount of effected s with the original sou	
PitchDelay *	Page02	F.B	0–100		Tone	0–10		Level	0–150	
TIME HIDS MIX	-3-02		eedback amount.	_	Adjusts the t	one.	_	Adjusts the o	utput level.	_
	Page03	even after ef	OFF/ON effect sound continued off. We cound stops right word off.	/hen						

StereoDly	This ste	ereo delay	allows the left	an	d right del	ay times to be	se	t separate	ly.	
		, , , , , , , , , , , , , , , , , , ,	Knob1			Knob2			Knob3	
		TimeL	1–2000	Ъ	TimeR	1–2000	<b>D</b>	Mix	0-100	Т
	Page01	Adjusts dela delay.	y time of left char	nnel	Adjusts dela delay.	y time of right cha	nnel		mount of effected s with the original sou	
Finel lines MIX	D02	LchFB	0-100		RchFB	0-100		Level	0-150	
	Page02	Adjusts delay	feedback of left chan	nel.	Adjusts delay	feedback of right cha	nnel.	Adjusts the o	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 char	nnel.	even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When
PhaseDly	This eff	ect applies	a phaser to a	de	layed sour	nd.				
			Knob1			Knob2			Knob3	
		Time	1-2000	Þ	F.B	0–100		Mix	0–100	
	Page01	Sets the dela	/ time.		Adjusts the fe	eedback amount.			mount of effected s with the original sou	
Phase @ BDIY		Rate	1-50		Color	4 STG, 8 STG,		Level	0-150	
TIME AS MEX.	Page02	Sate the ence	d of the modulation		Sate the tone	inv 4, inv 8 of the effect type.		Adjusts the o	utput lovol	
<u></u>	-	Tail	OFF/ON		sets the tone	от пте епесттуре.	Т	AujustS tHE 0	utput level.	$\overline{}$
		-	ffect sound contin							
	Page03	even after eff	ect is turned off. Wo ound stops right w	hen						
TrgHldDly	This de	lay sample	s and holds us	sing	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	/ time.		Sets the tim hold sound is	e that the sample- produced.	and-		mount of effected s with the original sou	
│ <b>॑</b> ऀ॑॑॑॑॑॑॑॑॑		THRSH	0–30		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts effect	threshold.		Adjusts the o	utput level.		even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When
StompDly	By turn	ing the fee	dback up on t	his	stomp-sty	le delay, you d	can	make it se	elf-oscillate.	
			Knob1			Knob2			Knob3	
		E.LVL	0–120		F.B	0-100		Time	1-600	
	Page01	Adjusts amo mixed with or	ount of effect so iginal sound.	und	Adjusts the fe	eedback amount.		Sets the dela	y time.	
000		Sync	OFF, ♪- J×8	♪	Mode	MONO, STR		Tail	OFF/ON	
Stomp Dly	Page02	Activates tem	po sync.		When stereo from L chann	o mono or stereo (S , effect sound is ou el and unchanged i out from R channel.	itput	even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When
		HiDMP	0-10							
	Page03	Adjusts the to delay sound.	reble attenuation of	the						
TapeEcho3	This tap	pe echo ef	fect models th	e N	//AESTRO	ECHOPLEX E	P-3			
			Knob1			Knob2			Knob3	
		F.B	0-100		MIX	0-100		TIME	10-1000	
TAPE ECHOS	Page01	Adjusts the fe	edback amount.			amount of effect mixed with the ori		Sets the dela	y time.	
		RecLv	0-100		SYNC	OFF, ≯-Jx8	Þ	P-Amp	OFF, ON	
	Page02	Adjusts the vitape.	olume recorded to	the	Activates tem	npo sync.		affects the to is off. When output withou	r the TapeEcho3 pre ne when the echo of OFF, the input sou ut being changed. V mp affects the tone	effect ind is When

DualDigiD	This eff	ect combi	nes 2 delays a	nd	is based c	n the Eventide	Tir	meFactor I	DigitalDelay.	
			Knob1			Knob2			Knob3	
		TimeA	0-1990	Þ	TimeB	0-1990	Þ	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
IINES 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. A put to mono (M0–N –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 ans.	id B		e amount of effe mixed with the ori	
CarbonDly	This an	alog delay		de	of the M	XR Carbon Cop	y.			
			Knob1			Knob2			Knob3	
		DELAY	19–581		REGEN	0–100		MIX	0–100	
(0,00	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			e amount of effe	
Contraction (in the	Page02	MOD	OFF/ON		WIDTH	0–50		SPEED	0-50	
	1 agcoz	Turns modula	tion ON or OFF.		Adjusts the v	vidth of the modulati	on.	Sets modulat	tion speed.	
		Tail	OFF/ON		Sync	OFF, ≯-Jx8	♪			
	Page03	even after eff	ffect sound continued off. Wound stops right was off.	hen	Activates ten	npo sync.				
DriveEcho	This ec	ho effect t	hat can be driv	en/	is modele	ed on the LINE	6 N	19 TubeEch	no.	
			Knob1	_		Knob2	_		Knob3	
		DRIVE	0-100	Г	MIX	0-100	Г	TIME	20–1990	T >
	Page01		mount of distortion.		Adjusts the	e amount of effects mixed with the orig				,
		F.B	0-100		wow	0-100		DRY	DRIV/THRU	
	Page02	Adjusts the fe	eedback amount.		Adjusts the v	vow and flutter effec	t.	parameter a dry signal. So setting affect	or the DriveEcho Di iffects the tone of et to DRIVE, the D its the "dry" sound. e dry sound is ou g changed.	f the RIVE . Set
		Tail	OFF/ON		Mode	MONO, STR				
	Page03	even after effort sound also co tone as when	ffect sound continuent is turned off. The nation of the standard off. The offect was on. If ect sound stops in turned off.	dry ame	Sets output t	to mono or stereo (S'	TR).			
SlapBackD						e that is good SHBACK set fo				and
			Knob1			Knob2			Knob3	
		TIME	1–300	Þ	SubDv	J, J, ping-pong panning		F.B	0-100	
	Page01	Sets the dela	y time.		Set the not sound.	e length of the de	elay	Adjusts the fo	eedback amount.	1
		FxLVL	0-100		DRY	OFF/ON		Tail	OFF/ON	
SLAPBACKY DELAY ®	Page02	Adjusts the v	olume of the effect.		effect sound	ne original sound and d are mixed and our nen OFF, only the ef out.	tput	even after ef	effect sound continue ffect is turned off. V sound stops right v ed off.	Vhen
		Mode	MONO, STR							
	Page03	Sets outpu (STR).	t to mono or ste	reo						

SmoothDly	I nis wi	de delay is	modeled on t	he	BOSS DD	-20 in SMOOTH	l n	node.		
			Knob1			Knob2			Knob3	
		TIME	1–3000	Þ	F.B	0-100		E.LVL	0-100	
TIME FS ELUL	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts amo mixed with or	ount of effect so riginal sound.	und
SMOOTH DELAY		TONE	0-100		Tail	OFF/ON				
	Page02	Adjusts the to	one.		even after ef	effect sound continu fect is turned off. Wh ound stops right wh ed off.	en			
LO-FI Dly						de of the stryn and sampling ra				to
			Knob1			Knob2			Knob3	
		TIME	2–1900	<b>D</b>	F.B	0-100	_	MIX	0-100	Π
0.0.0	Page01	Sets the dela				eedback amount.		Adjusts the	amount of effect mixed with the orig	
U U U		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 sound	
		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 filt e effect sound.	er		that occurs randor 9, the noise occur delay output.	
SlwAtkDly	This eff	ect, which	gently brings o	n th	ne delay, is	modeled on the	LI	NE6 M9 A	uto-Volume Ech	ho.
			Knob1			Knob2			Knob3	
		TIME	1–1900	♪	F.B	0-100		MIX	0–100	
	D01							Adjusts the		
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			amount of effect mixed with the orig	
SLOW ATTACK DELAY	Page01	Sets the dela	y time. 0–100		Adjusts the fe	eedback amount.	_	sound that is		
SIOW HIDDOXOEUV PRINT FR NEE	Page01	DEPTH				1–50		sound that is sound. Mode Sets how the MONO for a I	mixed with the orig	ginal et to
		DEPTH	0–100		SWELL	1–50		sound that is sound. Mode Sets how the MONO for a I	MONO/STR effect is applied. Semono chorus effect.	ginal et to
		DEPTH  Sets the dept  Tail  When ON, eeven after eff	0–100  th of the modulation  OFF/ON  effect sound contin fect is turned off. W ound stops right w	ues hen	SWELL	1–50		sound that is sound. Mode Sets how the MONO for a I	MONO/STR effect is applied. Semono chorus effect.	ginal et to
SOURCE OF THE PROPERTY OF THE	Page02	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which	0–100 th of the modulation OFF/ON Iffect sound contin fect is turned off. W ound stops right w ad off.	ues hen hen	SWELL Adjusts the att	1–50		sound that is sound. Mode Sets how the MONO for a to STR for a s	mixed with the original MONO/STR  MONO/STR  effect is applied. Se mono chorus effect. Itereo vibrato effect.	et to Set
	Page02 Page03 This eff	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which	0–100 th of the modulation  OFF/ON  ffect sound contin fect is turned off. W  ound stops right w  ad off.	ues hen hen	SWELL Adjusts the att	1–50 ack time.		sound that is sound. Mode Sets how the MONO for a to STR for a s	mixed with the original MONO/STR  MONO/STR  effect is applied. Se mono chorus effect. Itereo vibrato effect.	et to Set
	Page02 Page03 This eff	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which	0-100  th of the modulation  OFF/ON  Iffect sound continient is turned off. Wound stops right weld off.  is based on the	ues hen hen	SWELL Adjusts the att	1-50   ack time.		sound that is sound. Mode Sets how the MONO for a to STR for a s	mixed with the orig	et to Set
	Page02 Page03 This eff	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which nd.	0-100  th of the modulation  OFF/ON  Iffect sound continiect is turned off. Wound stops right wad off.  is based on the  Knob1  60-1900	ues hen hen	SWELL Adjusts the att	1–50   lack time.	od	sound that is sound.  Mode Sets how the MONO for a it to STR for a s  e, adds a t  MIX Adjusts the	mixed with the original mixed	ginal ginal det to Set to de-
	Page02 Page03 This eff lay sour	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which nd.  TIME	0-100  th of the modulation  OFF/ON  Iffect sound continiect is turned off. Wound stops right wad off.  is based on the  Knob1  60-1900	ues hen hen	SWELL Adjusts the att	1–50 ack time.  1ELINE TREM m  Knob2  0–100	od	sound that is sound.  Mode Sets how the MONO for a is to STR for a s  e, adds a t  MIX Adjusts the sound that is sound that is	mixed with the original mixed	ginal ginal det to Set to de-
TremDelay	Page02 Page03 This eff lay sour	DEPTH  Sets the dept Tail  When ON, e even after eff OFF, effect s turne ect, which nd.  TIME  Sets the delar  LFO	0-100  th of the modulation  OFF/ON  Iffect sound continet is turned off. Wound stops right wad off.  is based on the  Knob1  60-1900  y time.  TRI, SQR, SIN,	ues shen hen	SWELL Adjusts the att	In-50   In-50	od	sound that is sound.  Mode Sets how the MONO for a I to STR for a s  e, adds a t  MIX Adjusts the sound that is sound.	mixed with the orig	ginal ginal det to Set to de-
TremDelay	Page02 Page03 This eff lay sour	DEPTH  Sets the dept  Tail  When ON, e even after eff OFF, effect s effect is turne ect, which d.  TIME  Sets the delar  LFO  Selects the	0-100  th of the modulation  OFF/ON  Iffect sound continet is turned off. Wound stops right weld off.  is based on the  Knob1  60-1900  y time.  TRI, SOR, SIN, RAMP, SAW	ues shen hen	SWELL Adjusts the att	1–50 ack time.  IELINE TREM m  Knob2 0–100 sedback amount.	od	sound that is sound.  Mode Sets how the MONO for a to STR for a s  e, adds a t  MIX  Adjusts the sound that is sound.  SPEED	mixed with the orig	ginal et to Set de-

FLTR PPD	Based (	on the Eve	ntide TimeFact	or l	FilterPong,	this effect cor	nbii	nes filter a	nd delay effect	ts.
			Knob1			Knob2			Knob3	
		TimeA	0-1900	Þ	TimeB	0-1900	D	Mix	0-100	
	Page01	Sets the dela	y time for Delay A.		Adjusts the delay time of Delay B.			Adjusts the amount of effected sound that is mixed with the original sound.		
		DlyMx	0-100		Fdbk	0-110		Slur	0–10	П
FILTER PP-DELAY	Page02	Adjusts the n B effect soun	nix of Delay A and Dods.	elay	Adjusts the fe	eedback amount.		Softens the sound.	attack of the feedl	oack
	Page03	FLTR	0–100		Depth	M-0–10, S-0–10		Wave	Sn1–16, Tr1–16, Sq1–16	
	1 ageus	Adjusts the applied.	amount the filte	r is		modulation depth. a out to mono (M-0–10 0).		Sets the mo speed of mod	dulation wave type dulation.	and
A-Pan DLY	This co	mbines aut	o pan and delay	y to	create the	e effect of the s	tere	eo image n	noving cyclically	y.
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0–100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			e amount of effect mixed with the ori	
AUTO PANDELAY	Page02	Rate	1/4, 1/2, 3/4, 1–50		Width	L50-R50		Depth	0–10	
	rayeuz	Sets the s movement.	peed of the sou	ınd	Sets the v movement.	vidth of the so	und	Sets the omovement.	depth of the so	und
		Clip	0–10		Link	P-D, D-P		Level	0–200	
	Page03	Adjusts the clipping.	amount of wavefo	orm	Sets the orded		and	Adjusts the c	output level.	
ICE Delay	Based o	on the stry	mon TIMELINE	: IC	E mode, th	nis effect comb	ine	s pitch shi	fting and delay.	
			Knob1			Knob2			Knob3	
		TIME	60–1300	Þ	F.B	0–100		MIX	0–100	
O O O	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			e amount of effect mixed with the ori	
TINE THE MILE		INTVL	-Oct-2Oct		SLICE	SHORT, LONG		BLEND	0–20	
(i)	Page02	Sets the pitch the audio slic	n modulation amount es.	t for	Adjusts the le	ength of the slices.		Adjusts the band ICE signa	palance between the als.	dry
		SMEAR	OFF, 1–20		DAMP	0–10		HPF	OFF, 20-900	
	Page03		mount that the attac sound is softened.	k of	Adjusts hov decays.	v the feedback so	und		maximum range of n the effect sound.	the

# [REVERB]

HD Hall	This is	is is a dense hall reverb.										
			Knob1			Knob2			Knob3			
		PreD	1–200		Decay	0–100		Mix	0-100			
HD Hall	Page01	Adjusts the of the original s reverb sound		ion of the reverberati	ons.		mount of effected so with the original sour					
FREE CLY DECAY PILX		LoDMP	0-100		HiDMP	0–100		Tail	OFF/ON			
	Page02	Adjusts low reverb sound	frequency damping	g in	Adjusts high reverb sound			even after eff	ound stops right w	/hen		

HD Reverb	This is a high-definition reverb.								
			Knob1			Knob2		Knob3	
		Decay	0-100		Tone	0-10	Mix	0-100	
	Page01		tion of the reverberation	ons.	Adjusts the to	one.		mount of effected so with the original soun	
• 400		PreD	1–200		HPF	0–10	Level	0–150	Ш
HD Reverb	Page02				Adjusts high-p	ass filter cutoff frequency.	Adjusts the o	output level.	
		Tail	OFF/ON						
	Page03	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	hen					
Hall	This rev	verb effect	simulates the	ac	oustics of	a concert hall.			
			Knob1			Knob2		Knob3	
		Decay	1–30		Tone	0-10	Mix	0-100	П
* HALL	Page01	Sets the durat	tion of the reverberation	ons.	Adjusts the to	one.		mount of effected so with the original soun	
THESH TIME MEX		PreD	1–100		Level	0-150	Tail	OFF/ON	
	Page02		delay between inpu sound and start of		Adjusts the o	utput level.	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	/hen
Room	This rev	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 durat	tion of the reverberation	ons.	Adjusts the to	one.		mount of effected so with the original soun	
		PreD	1–100		Level	0–150	Tail	OFF/ON	
	Page02		delay between inpu sound and start of		Adjusts the o	utput level.	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	/hen
TiledRoom	This rev	verb effect	simulates the	ac	oustics of	a tiled room.			
		Ì	Knob1			Knob2		Knob3	
		Decay	1–30		Tone	0-10	Mix	0-100	П
*Tiled Rm 🗀 🗸 *	Page01	Sets the durat	tion of the reverberation	ons.	Adjusts the to	one.		mount of effected so with the original soun	
D COCH TIME MIX		PreD	1–100		Level	0-150	Tail	OFF/ON	
	Page02		delay between inpu sound and start of		Adjusts the o	utput level.	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	/hen
Spring	This rev	verb effect	simulates a sp	orin	g reverb.		<u> </u>	<u> </u>	
			Knob1			Knob2		Knob3	
		Decay	1–30		Tone	0–10	Mix	0–100	
DECHY TENE MIX	Page01	Sets the durat	tion of the reverberation	ons.	Adjusts the to	one.		mount of effected so with the original soun	
Spring		PreD	1–100		Level	0–150	Tail	OFF/ON	
<u> </u>	Page02		delay between inpu sound and start of		Adjusts the o	utput level.	even after ef	effect sound contin fect is turned off. W sound stops right w	/hen

Arena	This re	verb effect	simulates the	ас	oustics of	a large enclos	ure	such as a	sports arena.	
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0-100	
* Arena Reverb *	Page01	Sets the durat	tion of the reverberat	ions.	Adjusts the t	one.			mount of effected s with the original sou	
TECHY TONE MIX		PreD	1-100		Level	0-150		Tail	OFF/ON	
	Page02		delay between inpu sound and start of		Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ sound stops right \ ed off.	When
EarlyRef	This ef	ect reproc	luces only the	ear	ly reflection	ons of reverb.				
			Knob1			Knob2			Knob3	
		Decay	1–30		Shape	-10-10		Mix	0-100	
DECHY SHIPE MIX	Page01	Adjusts the d	uration of the rever	٥.	Adjusts the e	effect envelope.			mount of effected s with the original sou	
Early Reflection		Tone	0-10		Level	0–150		Tail	OFF/ON	
[hii]	Page02	Adjusts the to	one.		Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ sound stops right \ ed off.	When
Air	This ef	ect reprod	luces the amb	ien	ce of a roo	om, to create s	pat	ial depth.		
			Knob1			Knob2			Knob3	
		Size	1-100		Tone	0–10		Mix	0–100	
• III.AIR IIII III	Page01	Sets the size	of the space.		Adjusts the t	one.			mount of effected s with the original sou	
		Ref	0-10		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the from the wall	amount of reflec	tion	Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. \ sound stops right \ ed off.	When
Plate	This sir	nulates a ¡	olate reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0–100		Mix	0–100	
	Page01		delay between inpu sound and start of		Sets the dura	tion of the reverberat	ions.		mount of effected s with the original sou	
* Plate :		Color	0-100		LoDMP	0-100		HiDMP	0-100	
PREDLY BECAY MIX	Page02	Adjusts the frequencies.	reverb time of the	low	Adjusts low reverb sound	frequency dampir I.	ıg in	Adjusts high reverb sound	frequency dampi	ing in
		Tail	OFF/ON		Level	0–150				
	Page03	even after ef	effect sound continued off. Wound stops right weed off.	/hen	Adjusts the o	output level.				
ModReverb	This re	verb gener	ates fluctuatir	ıg e	choes.					
			Knob1			Knob2			Knob3	
		Depth	0-100		Decay	1–30		Mix	0–100	
	Page01	Sets the dep	th of the modulation	١.	Adjusts the o	luration of the rever	b.		mount of effected s with the original sou	
MOD		Rate	1–50		Tone	0–10		PreD	1–100	
DEFIN DECH MIX	Page02		ed of the modulation	٦.	Adjusts the t				ay between input of the start of the reverb soun	
0000		Level	0–150		Tail	OFF/ON				
	Page03	Adjusts the o	utput level.		even after ef	effect sound conti- fect is turned off. V sound stops right v ed off.	/hen			

SlapBack	This re	verb creat	es a repeating	ech	no effect.		-	-		
			Knob1			Knob2			Knob3	
		Time	1-1000	Þ	Decay	1–30		Mix	0-100	
****	Page01	Sets the del	ay time.		Sets the dura	tion of the reverb	erations.		mount of effected with the original so	
Slap Back W. Reverb	Page02	F.B	0-100		Tone	0–10		DRBal	0-100	
TIME IESH HIX	rageuz	Adjusts the	feedback amount.		Adjusts the t	one.		Sets the ratio	o of delay and reve	erb.
		Level	0-150		Tail	OFF/ON				
	Page03	Adjusts the	output level.		even after ef	effect sound co fect is turned o sound stops rigiled off.	ff. When			
Spring63	This sp	ring rever	b sound is mod	dele	ed on a '63	3 Fender Re	verb.			
			Knob1			Knob2			Knob3	
& O . O O .		DWELL	0-100		MIXER	0-100		TONE	0-100	
SULUMBER TIME	Page01	Adjusts the to reverb.	amount of level that is	nput	Adjusts the r sound.	mix of volume th	ne effect	Adjusts the t	one.	
5pm/	Page02	Level	0-150							
	rageuz	Adjusts the	output level.							
Chamber	This ef	fect simul	ates the reverb	era	itions of a	chamber-siz	zed roo	om.		
			Knob1			Knob2			Knob3	
		Decay	0-100		Tone	0-100		Mix	0-100	
*CHAMBER   1	Page01	Sets the dura	ation of the reverberati	ons.	Adjusts the t	one.			e amount of eff s mixed with the	
.000.		PreD	0–200		Tail	OFF/ON				
	Page02	the original reverb soun	-:	the	even after ef OFF, effect s effect is turn		ff. When			
LOFI Rev	This ro		ur-face reverb is	s n	nodeled oi	n the LOFI	setting	g of the to	electronic H	HALL
			Knob1			Knob2			Knob3	
	Page01	DECAY	0-100		TONE	0–100		FxLVL	0–100	
	1 ageor	Sets the dura	ation of the reverberati	ons.	Adjusts the t	one.		Adjusts the v	volume of the effe	ct.
IECHY TONE FALUL		PreD	SHORT/LONG		Tail	OFF/ON		Dry	OFF/ON	
EVERBE I	Page02	Adjusts the the original reverb sound	delay between inpu sound and start of d.	it of the	even after eff sound also co tone as when	effect sound co fect is turned off entinues to have to the effect was co effect sound sto is turned off.	The dry he same n.	effect sound together. Wh	ne original sound a d are mixed and nen OFF, only the put.	output
Church	This ef	fect simul	ates the reverb	era	itions of a	church.				
			Knob1			Knob2			Knob3	
		DECAY	0-100		PreD	0-200		MIX	0-100	
	Page01	Sets the dura	ation of the reverberati	ons.		delay between sound and star l.			e amount of eff s mixed with the	
		TONE	0-100		HiDMP	0-100		Tail	OFF/ON	
CHURCH CHURCH CHURCH	Page02	Adjusts the	tone.		Adjusts high reverb sound	n frequency dar I.	nping in	even after eff sound also co tone as when	effect sound con fect is turned off. I ontinues to have the the effect was on. effect sound stop is turned off.	he dry e same
1		Dry	OFF/ON							
	Page03	effect soun	he original sound and d are mixed and ou hen OFF, only the ef put.	tput		,				

Cave	This eff	ect simulates the reverbera	tions of a cave.	
		Knob1	Knob2	Knob3
		Decay 0-100	Tone 0–100	Mix 0–100
CAVE	Page01	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	
	Page02	Adjusts the delay 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.	
Ambience	This eff	ect adds a natural ambienc	e (air) to the sound.	
		Knob1	Knob2	Knob3
		DECAY 0-100	TONE 0-100	MIX 0-100
• ZMPTENOS •	Page01	Sets the duration of the reverberations.	Adjusts the tone.	Adjusts the amount of effected sound that is mixed with the original sound.
HEAT TONE MIX		PreD 0-200	Tail OFF/ON	Dry OFF/ON
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.	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.	effect sound are mixed and output together. When OFF, only the effect
GateRev		te reverb, which is suited t n) Gated setting.	o percussive playing, is mo	deled on the DigiTech RV-7
		Knob1	Knob2	Knob3
		Level 0-100	Tone 0–100	Decay 0-100
(EDEL TONE DEEM)	Page01	Adjusts amount of effect sound mixed with original sound.	Adjusts the tone.	Sets the duration of the reverberations.
GATE REVERB		Tail OFF/ON	Dry OFF/ON	
	Page02	When ON, effect sound continues even after effect is turned off. 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 sound is output.	
ReverseRv		ect, which is modeled on the reverse.	ne DigiTech RV-7 (Lexicon) F	Reverse setting, sounds like
		Knob1	Knob2	Knob3
		Level 0-100	Tone 0–100	Decay 0-100
000	Page01	Adjusts amount of effect sound mixed with original sound.	Adjusts the tone.	Sets the duration of the reverberations.
REVERSE REVERS		Tail OFF/ON	Dry OFF/ON	
	Page02	When ON, effect sound continues even after effect is turned off. 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 sound is output.	
Echo	This eff	ect can generate gorgeous	echoes.	
		Knob1	Knob2	Knob3
		DECAY 0-100	TIME 0-200	TONE 0-100
	Page01	Sets the duration of the reverberations.	Adjusts the delay between input of the original sound and start of the reverb sound.	
TECH TIDE TIME		MIX 0-100	Tail OFF/ON	Mode MONO, STR
	Page02	Adjusts the amount of effected sound that is mixed with the original sound.	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 stereo (STR).

TremoloRv		fect adds de SPACE.	tremolo to re	verl	b and is b	ased on the TI	RE	MOLO VE	RB setting of	fan
			Knob1			Knob2			Knob3	
		Decay	0-100	Т	PDLY	0-500		Mix	0-100	Т
	Page01	Sets the durat	ion of the reverberati	ions.		delay between inpu sound and start of			amount of effe mixed with the ori	
DECAY SPEED MEX	D 00	Speed	1.0-20.0	Þ	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR		Depth	MN0-MN99, ST0-ST99	
	Page02	Sets modulat	ion 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 agcoo	Adjusts the s	ize of the reverb spa	ace.	Adjusts volur	ne of low frequencie	S.	Adjusts volun	ne of high frequenc	cies.
HolyFLERB	This ef		ines reverb and	d fl	anger in a	model of an E	ec	tro-Harmo	nix Holy Grail	set
			Knob1			Knob2			Knob3	
		RVRB	0-100		Tail	OFF/ON				
	Page01		amount of effect mixed with the ori		even after ef	effect sound conting fect is turned off. Who sound stops right wheel off.	nen			
	D 00									T
	Page02		'	_						
DynaRev			h is modeled namics of the			ctronic NOVA	RE	VERB, cha	nges volume	ac-
			Knob1			Knob2			Knob3	
		Decay	0-100		PreD	0–100		Color	0–100	
DECAY PRED COLOR	Page01	Sets the durat	tion of the reverberati	ions.		delay between inpu sound and start of l.		Adjusts the to	one.	
DYNAMIC REVERB		Sense	-100– -1, OFF, 1–100		Mix	0–100		Tail	OFF/ON	
	Page02	Adjusts the s	ensitivity of the effe	ect.		amount of effec mixed with the orig		even after eff	ffect sound conti- fect is turned off. V ound stops right v ed off.	When
ShimmerRv	Modeli lay to r		ymon blueSky	in	Shimmer	mode, this effe	ect	adds pitch	n-shifting and	de-
			Knob1			Knob2			Knob3	
		PreD	1-100		DECAY	0-100		MIX	0-100	Т
REI HEUH MIT	Page01				Sets the dura	tion of the reverberation	ns.		amount of effe mixed with the or	
REVERS		LoDMP	0-100		HiDMP	0-100		Tail	OFF/ON	T
	Page02		amount that the of the reverb sound			amount that the h of the reverb sound		even after eff	ffect sound continued is turned off. Vound stops right ved off.	When
ParticleR	This un	ique comp	olex reverb effe	ect	models the	e LINE6 M9 Pa	rtic	le Verb.		
			Knob1			Knob2			Knob3	
	Page01	DWELL	0–100		GAIN	0–100		MODE	STBL, CRTCL, HZD	
PARTICLE REVERB	1 ageut		ion of the reverberati	ions.	sound.	output gain of the rev	erb		reverb sound chan	ıges.
Fig.		MIX	0–100		MONO	OFF/ON		Tail	OFF/ON	
100	1					ne effect sound is out		When ON, e	ffect sound conti	nues

SpaceHole	This effect, which is based on the Eventide SPACE BlackHole algorand reverb.						algorithm	, combines de	elay	
			Knob1			Knob2			Knob3	
		Decay	-100–100		PDLY	0-1000		Mix	0-100	Т
ICCAY POLY HIX	Page01	Sets the durat	ion of the reverberati	ons.		delay between inpu sound and start of				
SPREE HOLE	Page02	F.B	0-100		Depth	0–100		Speed	0-100	
	rageuz	Adjusts the fe	eedback amount.		Sets the dep	h of the modulation.		Sets modulat	ion speed.	
	D02	Size	0-100		Low	-100–100		High	-100–100	
	Page03	Adjusts the s	ize of the reverb spa	ce.	Adjusts volun	ne of low frequencie	s.	Adjusts volun	ne of high frequenci	ies.
MangledSp	Based	on the Eve	ntide SPACE N	/lar	gledVerb a	algorithm, this	rev	erb produc	ces wild echoe	s.
			Knob1			Knob2			Knob3	
		PDLY	0-500		Clip	0–100		Mix	0-100	
OCLAY CLIP MIX	Page01		delay between inpu sound and start of		Adjusts the a	mount of distortion.			amount of effect mixed with the orig	
MRNGLED SPRCE	D 00	Decay	0-100		Mod	0-100		Size	0-100	Т
	Page02	Sets the durat	ion of the reverberati	ons.	Sets the dep	h of the modulation.		Adjusts the s	ize of the reverb spa	ace.
	D 00	Low	-100–100		High	-100–100		Level	0–200	Т
	Page03	Adjusts volur	ne of low frequencie	S.	Adjusts volun	ne of high frequenci	es.	Adjusts the o	utput level.	
DualRev	Based	on the Eve	ntide SPACE D	)ua	lVerb algor	ithm, this effec	ct c	ombines 2	reverbs.	
			Knob1			Knob2			Knob3	
		PDIyA	0-750		PDlyB	0-750		Mix	0-100	П
ICH OFF HID	Page01	Sets the pre-	delay time of Reverb	Α.	Sets the pre-	delay time of Reverb	В.		amount of effect mixed with the original	
DURL REVERB		ABMix	A9 B0-A0 B9		DCY A	0-100		DCY B	0-100	Т
	Page02	Adjust the m effect sounds		nd B	Sets the rev Reverb A.	verberation length	for	Sets the rev Reverb B.	verberation length	for
	D00	Size	A1 B1-A9 B9		ToneA	-100–100		ToneB	-100–100	T
	Page03	Adjusts the s	ize of the reverb.	_	Adjusts the to	one of Reverb A.		Adjusts the to	one of Reverb B.	

#### [DYN/FLTR]

Comp	This co	mpressor	in the style of	the	MXR Dyr	na Comp.				
*			Knob1			Knob2			Knob3	
SENSE TONE LEVEL	D01	Sense	0–10		Tone	0-10		Level	0-150	
	Page01	Adjusts the c	ompressor sensitivit	y.	Adjusts the to	one.		Adjusts the o	utput level.	
COMP		ATTCK	Slow, Fast							
	Page02	Sets compre Fast or Slow.	essor attack speed	d to						
RackComp	This co	mpressor	allows more d	eta	iled adjust	ment than Cor	mp			
*			Knob1			Knob2			Knob3	
		THRSH	0–50		Ratio	1–10		Level	0-150	
RackConp	Page01	Sets the lev compressor.	vel that activates	the	Adjusts the c	ompression ratio.		Adjusts the o	utput level.	
	Page02	ATTCK	1–10							П
	rageuz	Adjusts the c	ompressor attack rat	te.						
M Comp	This co	mpressor	provides a mo	re r	natural sou	ınd.				
*			Knob1			Knob2			Knob3	
THRESH RATED LEVEL		THRSH	0–50		Ratio	1–10		Level	0-150	
M Conp	Page01	Sets the lev compressor.	rel that activates	the	Adjusts the c	ompression ratio.		Adjusts the o	utput level.	
	Page02	ATTCK	1–10							
	rageuz	Adjusts the c	ne compressor attack rate.							

OptComp	This co	mpressor	is in the style	e of a	an APHEX	Punch FAC	TORY.			
*			Knob1			Knob2			Knob3	
( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( (	Page01	Drive	0–10		Tone	0–100		Level	0–150	
DRINE CONT	rageor	Adjusts the d	epth of the compres	ssion.	Adjusts the to	one.		Adjusts the	output level.	
COMP	Page02									
160 Comp	This co	mpressor	is in the style	e of t	the dbx 16	i0A.				
*			Knob1			Knob2			Knob3	
		THRSH	-60-0	Т	Ratio	1.0-10.0		Gain	0–20	
160 COMP	Page01		hreshold that dete ect is activated.	rmines	Adjusts the	compression rati	0.	Adjusts the	gain after compre	ession.
	D 00	Knee	Hard, Soft		Level	0-150				
	Page02	Sets the typ	e of knee.		Adjusts the	output level.			· ·	
Limiter	This is	a limiter t	hat suppress	es si	gnal peaks	above a ce	rtain r	eference	level.	
*			Knob1			Knob2			Knob3	
		THRSH	0-50		Ratio	1–10		Level	0-150	
Limiter	Page01	Adjusts the the limiter ac	reference signal le	vel for	Adjusts the limiter.	compression rat	io of the	Adjusts the	output level.	
.000		REL	1–10							
	Page02	where the si	delay between the gnal level falls beli el and the limiter re	ow the						
SlowATTCK	This ef	fect slows	the attack of	eacl	n note, res	sulting in a v	/iolin-li	ke perfor	mance.	
*			Knob1			Knob2			Knob3	
TIME CURVE LEVEL		Time	1–50		Curve	0–10		Level	0-150	
SION ATTCK	Page01	Adjusts the a	attack time.		Set the curve attack.	of volume chang	ge during	Adjusts the	output level.	
	Page02									
ZNR	ZOOM'	s unique n	oise reduction	cuts	noise durir	ng pauses in	playing	without	affecting the to	one.
			Knob1			Knob2			Knob3	
• Etv - ENVELOPE	Page01	THRSH	1–25		DETCT	Gtrln, Efxln		Level	0-150	
FFE NR DIT	Pageui	Adjusts the	effect sensitivity.		Sets control	signal detection	level.	Adjusts the	output level.	
ZNR 🏵 🏵 📱	Page02									
NoiseGate	This is	a noise ga	ate that cuts t	the s	ound durir	ng playing p	auses.			
<u> </u>			Knob1			Knob2			Knob3	
THRESH LEUEL		THRSH	1–25	Т	Level	0-150			1	
Noise Cote	Page01	Adjusts the	effect sensitivity.		Adjusts the	output level.				
Noise Bute		,,	1		.,	I				
	Page02									
DirtyGate	This vir	ntage style	e gate feature	es a c	haracteris	tic way of c	losing			
THEFT LEUE			Knob1			Knob2			Knob3	
<b>.</b>	Page01	THRSH	1–25		Level	0-150				
DIRTU		Adjusts the e	ffect sensitivity.		Adjusts the	output level.				
G:1/-	Page02									
OrangeLim	This m	odels an C	DRANGE SQL	JEEZ	ER.		-			
*			Knob1			Knob2			Knob3	
° III O °	Page01									
: OrangeLim				_		1				
lo of	Page02	1		- 1	1		- 1			

GrayComp	This m	odels a ROSS Cor	mpressor.						
*		Knob1			Knob2		Knot	3	
00	D01	SUSTN 0-100		OUT	0-100				$\Box$
4 Gray	Page01	Adjusts the sustain.		Adjusts the	output level.				
Comp	Page02								
	1 agcoz								
DualComp		a compressor was range.	hich allov	vs separa	te settings for	th	e low frequen	cy and h	nigh
*		Knob1			Knob2		Knob	3	
KE LE FREE		Hi 0-50		Lo	0-50		Freq 300H	z–1.5kHz	
DUALCOMP	Page01	Adjusts the compress the high frequency rang		the low freq		h in	Adjusts the crossover high frequency and lov		
120 0 120	D02	Level 0-150		Tone	0–10	Ļ			Щ
	Page02	Adjusts the output leve	l.	Adjusts the sound.	e tonal quality of	the			
LineSel		nput into the LineSo order when ON.	el effect is :	sent direct	y to the OUTPU	Гја	cks when OFF ar	nd to the i	next
		Knob1			Knob2		Knot	3	
		EFX_L 0-150		OUT_L	0–150				
LineSel	Page01	Adjusts level sent to ne	xt effect.	Adjusts lev outputs.	el sent directly to	the			
	Page02								
GraphicEQ	This un	it has a 6-band ed	qualizer.						
*		Knob1			Knob2		Knot	3	
	D 04	160Hz -12-12		400Hz	-12-12		800Hz -12-12		Ш
<b> </b>	Page01	Boosts or cuts the low (16 band.	0 Hz) frequency	Hz) frequenc	y band.	400	Boosts or cuts the frequency band.		0 Hz)
0-49-00	Page02	3.2kHz -12-12		6.4kHz	-12-12	L	12kHz -12-12		
(estimos 6)	1 ageoz	Boosts or cuts the h frequency band.	igh (3.2 kHz)		uts the extremely bluency band.	nigh	Boosts or cuts the kHz) frequency band		s (12
	Page03	Level 0-150							
	rageus	Adjusts the output leve	l.						
Ba GEQ	This 7-l	oand graphic equa	alizer is sui	table for t	he bass freque	nc	y range.		
*		Knob1			Knob2		Knob	3	
		50Hz -12-12		120Hz	-12-12		400Hz -12-12	2	
IIIIIII	Page01	Adjusts the amount of b Hz.	oost/cut at 50	Adjusts the 120 Hz.	amount of boost/cu	t at	Adjusts the amoun 400 Hz.	t of boost/c	ut at
	D 00	500Hz -12–12		800Hz	-12-12		4.5kHz -12-12		Ш
[Bass Graphic EQ]	Page02	Adjusts the amount of 500 Hz.	f boost/cut at	800 Hz.	amount of boost/cu	it at	Adjusts the amoun 4.5 kHz.	t of boost/c	ut at
	Page03	10kHz -12-12		Level	0–150				$\perp$
	1 ageos	Adjusts the amount of 10 kHz.	DOOST/CUT AT	Adjusts the	output level.				
ParaEQ	This is	a 2-band paramet	ric equaliz	er.					
*		Knob1			Knob2		Knok	3	
	Page01	Freq1 20Hz-20	kHz	Q1	0.5, 1, 2, 4, 8, 16		Gain1 -12-12	2	
Para m	1 ageul	Adjusts center frequent		Adjusts EQ1	Q.		Adjusts EQ1 gain.		]
FREG A GAIN	Page02	Freq2 20Hz-20		Q2	0.5, 1, 2, 4, 8, 16		Gain2 -12-12	2	Ш
	-5-52	Adjusts center frequent	cy of EQ2.	Adjusts EQ2	Q.	_	Adjusts EQ2 gain.		
	Page03	Level 0–150							Щ
		Adjusts the output leve	l.						

Ba PEQ	This 2-l	pand parametric equalizer is	s suitable for the bass frequency	uency range.
*		Knob1	Knob2	Knob3
		Freq1 20Hz-20kHz	Q1 0.5, 1, 2, 4, 8, 16	Gain1 -20-20
/ • ♠ Bass mi\	Page01	Adjusts center frequency of EQ1.	Adjusts EQ1 Q.	Adjusts EQ1 gain.
FREA A SAN	Page02	Freq2 20Hz-20kHz	Q2 0.5, 1, 2, 4, 8, 16	Gain2 -20-20
	rageuz	Adjusts center frequency of EQ2.	Adjusts EQ2 Q.	Adjusts EQ2 gain.
	Page03	Level 0–150		
	ragooo	Adjusts the output level.		
Splitter		fect divides the signal into the two bands.	two bands (high/low) and I	ets you freely adjust the mix
*		Knob1	Knob2	Knob3
		Hi 0–100	Lo 0–100	Freq 80Hz-2.5kHz
	Page01	Adjusts the mix ratio of the high frequency band.	Adjusts the mix ratio of the lo frequency band.	w Adjusts the crossover point between the high frequency and low frequency band.
Similar	Page02	Level 0–150 Adjusts the output level.		
Bottom B	Empha	sizes the low and high freq	uencies.	
*		Knob1	Knob2	Knob3
INSS TREAL LERE	Page01	Bass 0–10 Adjusts the amount of low-frequency	Trebl 0–10 Adjusts the amount of high-frequence	Level 0–150  CY Adjusts the output level.
$\mathcal{B}^{\circ t^{\circ m}}_{\bullet}\mathcal{B}$		boost.	boost.	Aujusts the output level.
	Page02			
Exciter	This ex	citer is in the style of the B		
<b>*</b>		Knob1	Knob2	Knob3
	Page01	Bass 0–100	Trebl 0–100	Level 0-150
Exciter	rageor	Adjusts the amount of low-frequency phase correction.	Adjusts the amount of high-frequent phase correction.	Adjusts the level of the signal after it has passed through the module.
	Page02			
CombFLTR	This eff		at results from fixing the r	modulation of the flanger like
*		Knob1	Knob2	Knob3
FREE RESD MIDE		Freq 1–50	Reso -10-10	Mix 0-100
	Page01	This sets the emphasized frequency.	Adjusts the intensity of the resonand sound of the effect.	de Adjusts the amount of effected sound that is mixed with the original sound.
[CombFLTR]		HiDMP 0–10	Level 0–150	
	Page02	Adjusts the treble attenuation of the effect sound.	Adjusts the output level.	
AutoWah	This eff	ect varies wah in accordan	ce with picking intensity.	
<b>*</b>		Knob1	Knob2	Knob3
SENSE RESO LEVEL	Page01	Sense -101, 1-10  Adjusts the sensitivity of the effect.	Reso 0-10 Adjusts the intensity of the resonance	Level 0–150  De Adjusts the output level.
Autowah	Page02	A signate the constantly of the check.	sound.	rajusto trio odipat ioroi.
	raye02			
BaAutoWah	You car	adjust the mix of this bass		
<b>*</b>		Knob1	Knob2	Knob3
SENSE RESO DEV	D- ^	Sense -101, 1-10	Reso 0–10	Dry 0–100
BassAutoVah	Page01	Adjusts the sensitivity of the effect.	Adjusts the intensity of the resonand sound.	Adjusts level of original sound.
	Page02	Level 0-150		
		Adjusts the output level.		

							_			_
Resonance	This effect varies the resonance filter frequency according to picking intensity.							ensity.	_	
*			Knob1			Knob2			Knob3	
Seriel Resilites  (II) (III) (III)  (III) (III) (III)  (III) (III) (III)  (III) (III) (III)  (III) (III) (III)  (III) (III) (III) (III)  (III) (III) (III) (III)  (III) (III) (III) (III) (III)  (III) (IIII) (III		Sense	-101, 110		Reso	0–10		Level	0–150	
	Page01	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.				
	Page02									
Cry	This ef	This effect varies the sound like a talking modulator.								
*			Knob1			Knob2	_		Knob3	
000	Page01	Range 1–10 Adjusts the frequency range processed by the effect.			Reso 0–10  Adjusts the intensity of the modulation resonance sound.			Sense -101, 1-10  Adjusts the sensitivity of the effect.		
		Bal	0-100	Т	Level	0-150	П			П
	Page02	Adjusts the band effect so	palance between or unds.	iginal	Adjusts the o	output level.				
SlowFLTR	The frequency of this filter effect changes, triggered by picking.									
*			Knob1			Knob2			Knob3	
	D 04	Time	1–50		Curve	0–10		Level	0–150	
	Page01	sound.			Adjusts the curve of the sound change.			Adjusts the output level.		
Trigi Orien	Page02	Reso	0-10		Chara	2Pole, 4Pole		DRCTN	Open, Close	
		Adjusts the intensity of the modulation.			Adjusts amount of filter applied.			Sets the direction of the change.		
ZTron	This is	like a Q-Tr	on Envelope F	ilte	r in LP mo	de.				
*			Knob1			Knob2			Knob3	
SEMSE RESO DRY	Page01	Sense	-101, 1-10		Reso	0–10		Dry	0–100	
Zam		<u> </u>	ensitivity of the eff	ect.	Adjusts the ir sound.	ntensity of the reson	ance	Adjusts level of	of original sound.	
	Page02	Level Adjusts the o	0-150 output level.							
M-Filter	This en	velope filt	er with Moog	MF	-101 Low F	Pass Filter favo	r ca	an be set i	n a wide range	
*			Knob1			Knob2			Knob3	
FFEL SENSE FEST	Page01		0-100 m frequency of env	elope	Sense Sets effect s	0–10		Reso Sets effect re	0–10	
<b>900</b>		filter.	LIDE DDE LDE	_			_			
N-Filter	Page02	Type Sets filter typ	HPF, BPF, LPF		Chara	2Pole, 4Pole unt of filter applied.		VLCTY Sets speed o	Fast, Slow	
[		Bal	0–100	Т	Level	0-150		oots speed 0	mer action.	П
	Page03			Adjusts the output level.				<u>I</u>		
A-Filter	This is	This is a resonance filter with a sharp envelope.								
+			Knob1			Knob2	_		Knob3	
SSHEE PEH MOSE  OOO	Page01	Sense	1–10	Т	Peak	0–10	Т	Mode	Up, Down	П
		Adjusts the e	effect sensitivity.		Adjusts the (	2 value of the filter.			ether the direction is up or down.	n of
	Page02	Dry Adjusts level	0–100 of original sound.		Level Adjusts the o	0-150 output level.				
Ba Cry									_	
,	11113 tal	This talking modulator is suitable for the bass frequency range.							Knob3	
<b>*</b>		Danga	Knob1 1–10	_	Reso	Knob2 0–10	_	Sense	-101, 1-10	
Bass A	Page01	Adjusts the fre by the effect.	equency range proc	essed		ntensity of the modul	ation		ensitivity of the effe	ct.
	Page02						_	-		_
<b>(©)</b>		Bal	0-100	Т	Level	0-150				

Step	This sp	ecial effec	t gives the sou	ınd	a stepped	d quality.					
*		Knob1		Knob2			Knob3				
O O O		Depth	0-100		Rate	0-50	Þ	Reso	0-10		
	Page01	Sets the depth of the modulation.			Sets the speed of the modulation.			Adjusts the intensity of the modulation resonance sound.			
<u>(ചր⊚տը</u> )	Page02	Shape	0–10		Level	0-150					
	rageuz	Adjusts the et	ffect envelope.		Adjusts the o	utput level.					
SeqFLTR	The se	quence filt	er has the flav	or o	of a Z.Vex	Seek-Wah.					
*			Knob1			Knob2			Knob3		
000	Page01	Step	2–8		PTTRN	1–8		Speed	1–50	٨	
	rageor	Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.					
5EQ  ● FILTER	Page02	Shape	0–10		Reso	0–10		Level	0–150		
	ragcoz	Sets effect so	und envelope.		Sets effect re	esonance.	Adjusts the output level.				
RndmFLTR	This filt	his filter effect changes character randomly.									
*			Knob1			Knob2	_		Knob3		
		Speed	1–50	Þ	Range	0–100		Reso	0–10		
$\odot$	Page01	Sets modulation speed.			Adjusts frequency range affected.			Adjusts the intensity of the resonance sound.			
RANDON .		Туре	HPF, BPF, LPF		Chara	2Pole, 4Pole		Bal	0–100		
面影形	Page02	Sets filter type.						Adjusts the balance between original and effect sounds.			
	Page03	Level	0–150								
	5	Adjusts the o	utput level.								
fCycle	This filt	ter effect changes tone characteristics cyclically.									
*			Knob1			Knob2	_		Knob3		
	Page01	Rate	1–50	١	Wave	Sine, Tri, SawUp, SawDn		Level	0 – 150	Ш	
(FC)		Sets the speed of the modulation.				ulation waveform.	_	Adjusts the o	utput level.	,	
		Depth	0 – 100		Reso	0 – 10					
	Page02	Sets the dept	h of the modulation		Adjusts the resonance so	ne intensity of ound.	the				
St Gt GEQ	This ste	This stereo graphic equalizer has 6 bands that suit g					·				
			Knob1			Knob2			Knob3	,	
	Page01	160Hz	-12–12		400Hz	-12–12		800Hz	-12–12		
IIIII		Boosts or cuts the low (160 Hz) frequency band.			Hz) frequency band.			Boosts or cuts the middle (800 Hz) frequency band.			
Streeteringer	D 00	3.2kHz	-12–12		6.4kHz	-12–12		12kHz	-12–12		
	Page02	frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.			Boosts or cuts the harmonics (12 kHz) frequency band.				
	Page03	Level	0–150								
		Adjusts the output level.									
St Bs GEQ	This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.										
			Knob1			Knob2			Knob3		
	D01	50Hz	-12–12		120Hz	-12-12		400Hz	-12-12		
	Page01	Adjusts the amount of boost/cut at 50 Hz.			120 Hz.			400 Hz.			
	Page02	500Hz	-12–12		800Hz	-12–12		4.5kHz	-12–12	Щ	
Simo Bus (HQ		500 Hz.	mount of boost/cu	ıt at	800 Hz.	amount of boost/cu	t at	Adjusts the a 4.5 kHz.	amount of boost/co	ut at	
		10kHz	-12–12		Level	0–150					
	Page03	Adjusts the a 10 kHz.	mount of boost/cu	ıt at	Adjusts the o	output level.					

#### ■ Table 1 Scale Parameter

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

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