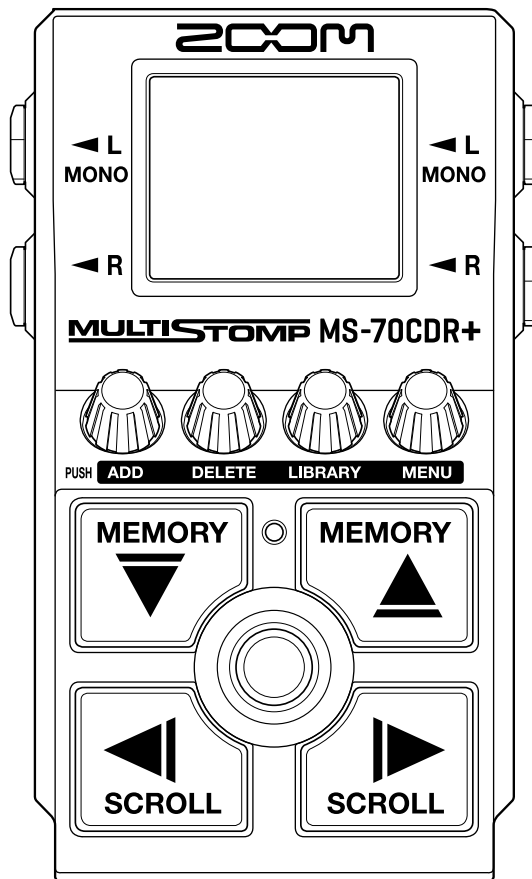# ZOOM

MS-70CDR+

MULTISTOMP

Effect Types and Parameters

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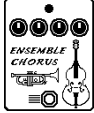
Effect explanation overview

Effect type	Effect explanation			Parameter range	Tempo synchronization possible icon

DELAY	This long delay has a maximum length of 4000 mS.		
	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, 🎼	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	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	

Effect Screen   Parameter   Parameter explanation

Contents

CHORUS		This effect moves the sound image cyclically left and right.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	1 - 50	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

CLONE CHORUS		This analog chorus sound models the Electro-Harmonix SmallClone.		
	DEPTH	Sets the depth of the modulation.	1 - 2	
	RATE	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	

CHORUS ONE		This models the sound of a BOSS CH-1 Super Chorus.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	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	
	OUTPUT	Sets output to mono or stereo. When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.	MONO, STEREO	

GREEN CHORUS		This is a model of TC Electronics's CORONA CHORUS.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	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	
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON	

TRI CHORUS		This is a model of TC Electronics's CORONA Tri-Chorus.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	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	
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON	

ANALOG CHORUS		This effect simulates an analog chorus.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets modulation speed.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	LO	Adjusts volume of low frequencies.	0 - 100	
	HI	Adjusts volume of high frequencies.	0 - 100	
	OUTPUT	Sets output to mono or stereo. When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.	MONO, STEREO	

VINTAGE CHORUS		This is a simulation of the BOSS CE-1.		
	COMP	Sets the sensitivity of the compressor.	0 - 9	
	RATE	Sets the speed of the modulation.	1 - 50	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

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CHORUS FIVE	This chorus is a model of the BOSS CE-5.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	0 - 100
	OUTPUT	Sets output to mono or stereo. When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.	MONO, STEREO
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 120
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100

BASS CHORUS	You can cut the low frequencies of this bass chorus effect sound.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	LOCUT	Specifies the low-range cutoff point for the effect sound.	OFF - 800Hz
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	PRE DLY	Turns pre-delay OFF or ON.	OFF, ON
	VOL	Adjusts the volume.	0 - 100

ENSEMBLE CHORUS	Ensemble This is a chorus ensemble that features three-dimensional movement.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100

BASS ENSEMBLE CHORUS	This bass chorus ensemble features a sense of three-dimensional movement.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100

STEREO CHORUS	This is a stereo chorus with a clear tone.		
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100

BEND CHORUS	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.		
	MODE	Sets direction of pitch bend.	UP, DOWN
	DEPTH	Sets the depth of the modulation.	0 - 100
	TIME	Sets time before effect starts.	0 - 50
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	TONE	Adjusts the tone.	0 - 10

MODULATION

SILKY CHORUS	This chorus effect combines 2 bands of detuning and chorus for precise control.
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 100	
	TONE	Adjusts the tone.	0 - 100	
	CHO MIX	Adjusts the amount of chorus in the mix.	0 - 100	
	LO-PIT	Adjusts the amount of pitch modulation for the low-frequency detuning.	-25 - 25	
	HI-PIT	Adjusts the amount of pitch modulation for the high-frequency detuning.	-25 - 25	
	LO MIX	Adjusts the amount of low-frequency detuning in the mix.	0 - 100	
	HI MIX	Adjusts the amount of high-frequency detuning in the mix.	0 - 100	
	PRE DLY	Sets pre-delay time of effect sound.	0 - 50	

MIRAGE CHORUS	This chorus shimmers like a mirage.
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	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	
	PRE DLY	Sets pre-delay time of effect sound.	1 - 20	
	VOL	Adjusts the volume.	0 - 100	

DETUNE	By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 - 25	
	PRE DLY	Sets the pre-delay time of the effect sound.	0 - 50	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

BASS DETUNE	By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-50 - 50	
	PRE DLY	Sets the pre-delay time of the effect sound.	0 - 50	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	LOCUT	Sets the cut frequency in the low range of the effect sound.	OFF - 800Hz	
	VOL	Adjusts the volume.	0 - 100	

TREMOLO	This effect varies the volume at a regular rate.
	WAVE	Sets the modulation waveform.	UP 0 - TRI 9	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	VOL	Adjusts the volume.	0 - 100	

ORANGE TREMOLO	This effect varies the volume at a regular rate.
	WAVE	Sets the modulation waveform.	TRI, TUBE, SQR	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 100	♪
	VOL	Adjusts the volume.	0 - 100	

MODULATION

DUO TREMOLO	This effect combines two tremolos.			
	WAVE A	Sets the modulation waveform of Wave A.	UP 0 - TRI 9	
	WAVE B	Sets the modulation waveform of Wave B.	UP 0 - TRI 9	
	DEPTH A	Adjusts depth of Wave A modulation.	0 - 100	
	DEPTH B	Adjusts depth of Wave B modulation.	0 - 100	
	RATE A	Adjusts speed of Wave A modulation.	0 - 50	♪
	RATE B	Adjusts speed of Wave B modulation.	0 - 50	♪
	LINK	Sets how the two tremolos are connected.	SERI, PARA, STR	
	VOL	Adjusts the volume.	0 - 100	
PHASER	**This effect adds a phasing variation to the sound.**			
	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	♪
	RESO	Sets effect resonance.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
STONE PHASER	This phaser sound models the Electro-Harmonix SmallStone.			
	COLOR	Sets the sound color.	1 - 2	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 100	
	RESO	Sets effect resonance.	0 - 100	
WARP PHASER	This phaser has a one way effect.			
	MODE	Sets direction of warping.	GO, BACK	
	SPEED	Sets modulation speed.	1 - 50	♪
	RESO	Sets effect resonance.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
DUO PHASER	This effect combines two phasers.			
	DEPTH A	Sets the depth of LFO A modulation.	1 - 100	
	RATE A	Sets the speed of LFO A modulation.	1 - 50	♪
	RESO A	Sets the resonance of LFO A modulation.	0 - 10	
	LINK	Sets how 2 phasers are connected.	SERIAL, PARALLEL, STEREO	
	DEPTH B	Sets the depth of LFO B modulation.	1 - 100	
	RATE B	Sets the speed of LFO B modulation.	1 - 50, SYNCA, RVRSA	
	RESO B	Sets the resonance of LFO B modulation.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
THE VIBE	This vibe sound features unique undulations.			
	SPEED	Sets the speed of the modulation.	0 - 50	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	MODE	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	VOL	Adjusts the volume.	0 - 100	
	WAVE	Adjusts modulation waveform.	0 - 100	
	BIAS	Adjusts bias of waveform modulation.	0 - 100	

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FLANGER	This is a jet sound like an A/DA Flanger.		
	PRE DLY	Sets pre-delay time of effect sound.	0 - 50	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Adjusts the intensity of the modulation resonance.	-10 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

BASS FLANGER	Modeled after the A/DA Flanger, this effect has an added parameter that allows you to adjust the volume balance between the original and effected sounds.		
	PRE DLY	Sets pre-delay time of effect sound.	0 - 50	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Adjusts the intensity of the modulation resonance.	-10 - 10	
	LOCUT	Sets the cut-off frequency in the low range of the effect sound.	OFF - 800Hz	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

VINTAGE FLANGER	This analog flanger sound is similar to an MXR M-117R.		
	PRE DLY	Sets pre-delay time of effect sound.	0 - 50	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Sets effect resonance.	-10 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

BASS VINTAGE FLANGER	This analog flanger sound is similar to an MXR M-117R. A parameter has been added to cut low frequencies from the effect sound.		
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Sets effect resonance.	-10 - 10	
	LOCUT	Sets the cut-off frequency in the low range of the effect sound.	OFF - 800Hz	

BF FLANGER 2	This models a BOSS BF-2 Flanger.		
	PRE DLY	Sets pre-delay time of effect sound.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 100	
	RESO	Adjusts the intensity of the modulation resonance.	0 - 100	

KICK FLANGER	This flanger 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	
	RATE	Sets the speed of the modulation.	0 - 100	
	RESO	Sets the foot switch function.	0 - 100	
	MIX	Sets effect resonance.	0 - 100	
	RESET-F	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	ON/OFF	Adjusts the LFO reset frequency.	LATCH, UNLATCH	

DYNAMIC FLANGER	The volume of the effect sound changes according to the input signal level with this dynamic flanger.			
	SENSE	Adjusts the sensitivity of the effect.	-10 - 10	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Adjusts the intensity of the modulation resonance.	-10 - 10	
	VOL	Adjusts the volume.	0 - 100	
VIBRATO	This effect automatically adds vibrato.			
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	TONE	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
SWELL VIBRATO	This effect modulates the pitch after picking.			
	DEPTH	Sets the depth of the modulation.	0 - 100	
	SPEED	Sets the speed of the modulation.	0 - 100	♪
	RISE	Sets the time before the effect begins to modulate the pitch.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
OCTAVER	This effect adds sound one octave and two octaves below the original sound.			
	OCT1	Adjusts the level of the sound one octave below the effect sound.	0 - 100	
	OCT2	Adjusts the level of the sound two octaves below the effect sound.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
	CHARA	Adjusts effect character.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
BASS OCTAVER	This effect adds sound one octave below the original sound.			
	OCT	Adjusts the level of the one-octave lower sound component.	0 - 100	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
	LO	Adjusts volume of low frequencies.	0 - 10	
	MID	Adjusts volume of middle frequencies.	0 - 10	
	HI	Adjusts volume of high frequencies.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
BASS ANALOG OCTAVER	This simulates an analog octaver. Modulation can be applied to the octave below, adding depth to the sound.			
	OCT1	Adjusts the level of the sound one octave below the effect sound.	0 - 100	
	OCT2	Adjusts the level of the sound two octaves below the effect sound.	0 - 100	
	MOD	Sets how much the octave below sound is modulated.	0 - 100	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
POLYPHONIC OCTAVER	This octaver supports chord playing.			
	LO	Adjusts volume of low frequencies.	0 - 100	
	HI	Adjusts volume of high frequencies.	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	

MODULATION

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HARMONY PITCH SHIFTER	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.			
	SCALE	Sets the pitch of the pitch-shifted sound added to the original sound.	-6 - 6 (See Table 1)	
	KEY	Sets the tonic (root) of the scale used for pitch shifting.	C - B	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
POLYPHONIC PITCH SHIFTER	This pitch shifter supports chord playing.			
	SHIFT	Adjusts the pitch shift amount in semitones.	-24 - 24	
	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	
GEMINOS DOUBLER	This effect allows you to obtain doubling tracking in real time.			
	TIGHT	Adjusts the tightness of the doubling track king.	0 - 100	
	MODE	Select Stereo / Mono and select the number of tracks.	MN-3, MN-2, MN-1, ST-1, ST-2, ST-3	
	WET	Adjust the amount of the effect sound in the mix.	0 - 100	
	DRY	ust the amount of the original sound in the mix.	0 - 100	
RING MODULATOR	This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.			
	FREQ	Sets the frequency of the modulation.	1 - 50	
	TONE	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
SLICER	This effect creates a rhythmical sound by continuously slicing the input.			
	PTTRN	Sets effect pattern.	1 - 20	
	SPEED	Sets the speed of the modulation.	1 - 50	♪
	THRSH	Adjusts effect threshold.	0 - 50	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

DELAY

DELAY	This long delay has a maximum length of 4000 mS.		
	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, 🎜	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	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	

ANALOG DELAY	This analog delay simulation has a long delay with a maximum length of 4000 mS.		
	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, 🎜	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	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	

TAPE ECHO	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.		
	TIME	Sets the delay time.	**1 - 2000**	♪
	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	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	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	

TAPE ECHO 3	This tape echo effect models the Maestro Echoplex EP-3.		
	TIME	Sets the delay time.	10 - 2900	♪
	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	
	GAIN	Adjusts the gain.	0 - 100	
	HI	Adjusts volume of high frequencies.	0 - 100	
	LO	Adjusts volume of low frequencies.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	P-AMP	Sets whether the TapeEcho3 preamp affects the tone when the echo effect is off. When OFF, the input sound is output without being changed. When ON, the preamp affects the tone.	OFF, ON	

AC TAPE ECHO	This tape echo sound has been tailored for acoustic instruments.			
	TIME	Set the delay time.	1 - 1000	♪
	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	Adjust the amount of effect sound mixed with the original sound.	0 - 100	
	TAIL	When ON, the effect sound is sustained even if the effect itself is turned off. When OFF, the effect sound also stops when the effect is turned off.	OFF, ON	

DUAL DELAY	This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.			
	TIMEA	Adjusts the delay time of Delay A.	0 - 1490	♪
	TIMEB	Adjusts the delay time of Delay B.	0 - 1490	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	TIME, ▯	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	REP A	Adjusts the number of Delay A repeats.	0 - 110	
	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	
	FLTR	Adjusts the tone.	-100 - 100	
	DEPTH	Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 - ST-50	
	SPEED	Sets modulation speed.	0 - 50	

MULTI TAP DELAY	This effect produces several delay sounds with different delay times.			
	TIME	Sets the delay time.	1 - 3000	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	Short, Long, ▯	
	PTTRN	Sets the tap pattern, which varies from rhythmical to random patterns.	1 - 8	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	VOL	Adjusts the volume.	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	

SOFT ECHO	This echo has a soft tone. This echo effect allows the use of modulation.			
	MOD	Turns modulation ON or OFF.	OFF, ON	
	TIME	Sets the delay time.	19 - 581	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	WIDTH	Adjusts the width of the modulation.	0 - 50	
	SPEED	Sets modulation speed.	0 - 50	
	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	

DELAY

SMOOTH DELAY		This wide delay is modeled on the BOSS DD-20 in SMOOTH mode.		
	TIME	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 - 3000	♪
	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	
	TONE	Adjusts the tone.	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	

SLAP BACK DELAY		This delay features a short delay time that is good for muted rhythm playing and rockabilly.		
	TIME	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 - 300, SYNC	♪
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	SUBDV	Set the note length of the delay sound. When P-P is chosen, L/R channels output delays in quarter/dotted eighth notes respectively.	♩ , P-P	
	OUTPUT	Sets output to mono or stereo.	MONO, STEREO	
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON	
	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	

STOMP DELAY		By turning the repeat up on this stomp-style delay, you can make it self-oscillate.		
	TIME	Sets the delay time.	1 - 600	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	TIME, 🎵	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts amount of effect sound mixed with original sound.	0 - 120	
	OUTPUT	Sets output to mono or stereo. When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.	MONO, STEREO	
	HI-DMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	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	

STEREO DELAY		This stereo delay allows the left and right delay times to be set separately.		
	TIME L	Adjusts delay time of left channel delay.	1 - 2000	♪
	TIME R	Adjusts delay time of right channel delay.	1 - 2000	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	Short, Long, 🎵	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	REP L	Adjusts the number of left channel delay repeats.	0 - 100	
	REP R	Adjusts the number of right channel delay repeats.	0 - 100	
	VOL L	Adjusts the volume of left channel.	0 - 100	
	VOL R	Adjusts the volume of right channel.	0 - 100	
	VOL	Adjusts the volume.	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	

DELAY

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PING PONG DELAY	This delay outputs the delay sound alternately left and right.		
	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, 🎼
	REPEAT	Adjusts the number of repeats.	0 - 100
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

REVERSE DELAY	This reverse delay is a long delay with a maximum length of 2000 mS.		
	TIME	Sets the delay time.	10 - 2000 ♪
	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
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10
	VOL	Adjusts the volume.	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

MODULATION DELAY	This delay effect allows the use of modulation.		
	TIME	Sets the delay time.	1 - 2000 ♪
	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
	RATE	Sets the speed of the modulation.	1 - 50
	VOL	Adjusts the volume.	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

MODULATION DELAY 2	You can adjust the depth of this modulation delay effect.		
	TIME	Sets the delay time.	1 - 2000 ♪
	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
	DEPTH	Adjust the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	VOL	Adjusts the volume.	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

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FILTER DELAY		This effect filters a delayed sound.		
	TIME	Sets the delay time.	1 - 2000	♪
	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	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	1 - 50	
	RESO	Adjusts the intensity of the modulation resonance.	0 - 10	
	VOL	Adjusts the volume.	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	

FILTER PING PONG DELAY		This effect combines a filter with delay like the FilterPong preset of the Eventide TimeFactor.		
	TIME A	Sets the delay time for Delay A.	0 - 1900	♪
	TIME B	Adjusts the delay time of Delay B.	0 - 1900	♪
	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 - 110	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	DLY MIX	Adjusts the mix of Delay A and Delay B effect sounds.	0 - 100	
	SLUR	Softens the attack of the repeat sound.	0 - 10	
	FILTER	Adjusts the amount the filter is applied.	0 - 100	
	DEPTH	Adjusts the modulation depth. Also sets the output to mono (M-0–10) or stereo (S-0–10).	M-0 - S-10	
	WAVE	Sets the modulation wave type and speed of modulation.	SN1 - SQ16	

LO-FI DELAY		This delay, which is like the Strymon TimeLine LO-FI setting, reduces the audio quality of the effect using bit depth and sample rate parameters.		
	TIME	Sets the delay time.	2 - 1900	♪
	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	
	SAMPLE	Sets sampling rate.	1/128 - 1/1	
	BIT	Sets bit depth.	4 - 32	
	BLEND	Adjusts the balance between the original sound and the lo-fi sound.	0 - 100	
	DAMP	Adjusts how the repaet sound decays.	0 - 10	
	FILTER	Sets the character of the filter applied to the effect sound.	OFF - 8	
	VINYL	Adds noise that occurs randomly. With D:1-D:9, the noise occurs in time with the delay output.	OFF - S:9	

DELAY

PITCH DELAY	This effect applies pitch shift to a delayed sound.			
	PITCH	Sets volume of pitch shift applied to delayed sound.	-12 - 12	
	TIME	Sets the delay time.	1 - 2000	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	VOL	Adjusts the volume.	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	

TREMOLO DELAY	This effect combines a delay sound with tremolo like the Strymon TimeLine TREM setting.			
	TIME	Sets the delay time.	60 - 1900	♪
	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	
	WAVE	Selects the tremolo modulation waveform.	TRI, SQR, SINE, SAWUP, SAWDN	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	SPEED	Sets modulation speed.	1/32 - 32/1	
	DAMP	Adjusts how the repeat sound decays.	0 - 10	
	HPF	Adjusts the maximum range of the frequencies in the effect sound.	OFF - 900	
	GRIT	Adjusts the distortion of the effect sound.	0 - 10	

PHASE DELAY	This effect applies a phaser to a delayed sound.			
	TIME	Sets the delay time.	1 - 2000	♪
	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	
	COLOR	Sets the tone of the effect type.	4 SIG - INV 8	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	1 - 50	♪
	RESO	Sets effect resonance.	0 - 100	
	VOL	Adjusts the volume.	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	

DRIVE ECHO	This echo effect is inspired by Maestro Echoplex EP-1 and can add drive to the sound.		
	TIME	Sets the delay time.	20 - 1990	♪
	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	
	DRIVE	Adjusts the amount of distortion.	0 - 100	
	WOW	Adjusts the wow and flutter effect.	0 - 100	
	DRY	Sets whether the DriveEcho DRIVE parameter affects the tone of the dry signal. Set to DRIVE, the DRIVE setting affects the "dry" sound. Set to THRU, the dry sound is output without being changed.	DRIVE, THRU	
	OUTPUT	Sets output to mono or stereo.	MONO, STEREO	
	TAIL	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.	OFF, ON	
AUTO PAN DELAY	This combines auto pan and delay to create the effect of the stereo image moving cyclically.		
	TIME	Sets the delay time.	1 - 1500	♪
	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	
	LINK	Sets the order that the auto pan and delay are connected.	PAN-DLY, DLY-PAN	
	CYCLE	Sets the speed of the sound movement.	1/4 - 50	
	WIDTH	Sets the width of the sound movement.	L50 - R50	
	DEPTH	Sets the depth of the sound movement.	0 - 10	
	CLIP	Adjusts the amount of waveform clipping.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
SLOW ATTACK DELAY	This effect combines slow attack and delay.		
	SWELL	Adjusts the attack time.	1 - 50	
	TIME	Sets the delay time.	1 - 1900	♪
	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	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	OUTPUT	Sets how the effect is applied. Set to MONO for a mono chorus effect. Set to STEREO for a stereo vibrato effect.	MONO, STEREO	
	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	

DYNAMIC DELAY	This dynamic delay adjusts the volume of the effect sound according to the input signal level.			
	TIME	Sets the delay time.	1 - 2000	♪
	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	
	SENSE	Adjusts the effect sensitivity.	-10 - 10	
	VOL	Adjusts the volume.	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	
ICE DELAY	This effect combines pitch shifting and delay.			
	INTVL	Sets the pitch modulation amount for the audio slices.	-OCT - 2 OCT	
	TIME	Sets the delay time.	60 - 1300	♪
	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	
	BLEND	Adjusts the balance between the dry and ICE signals.	0 - 20	
	SMEAR	Adjusts the amount that the attack of the repeat sound is softened.	OFF - 20	
	DAMP	Adjusts how the repeat sound decays.	0 - 10	
	HPF	Adjusts the maximum range of the frequencies in the effect sound.	OFF - 900	
	SLICE	Adjusts the length of the slices.	SHORT, LONG	
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, 🎵	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	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	
TRIGGER HOLD DELAY	This delay samples and holds using picking as the trigger.			
	TIME	Sets the delay time.	10 - 1000	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	Short, Long, 🎵	
	DUTY	Sets the time that the sample-andhold sound is produced.	25 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	SENSE	Adjusts the effect sensitivity.	0 - 30	
	VOL	Adjusts the volume.	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	

ROOM REVERB	This reverb 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
	DECAY	Sets the duration of the reverberations.	1 - 30
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	TONE	Adjusts the tone.	0 - 10
	VOL	Adjusts the volume.	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
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

TILED ROOM REVERB	This reverb effect simulates the acoustics of a tiled room.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	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

SPRING REVERB	This reverb effect simulates a spring reverb.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	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

SPRING REVERB 63	This spring reverb sound is modeled on a '63 Fender Reverb.		
	DWELL	Adjusts the amount of level that input to reverb.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MIX	Adjusts the mix of volume the effect sound.	0 - 100
	VOL	Adjusts the volume.	0 - 100

FD SPRING REVERB	This simulates the spring reverb of the '65 Fender Twin Reverb.		
	COLOR	Sets the tone of the effect type.	0 - 1
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100

REVERB

PLATE REVERB	This simulates a plate reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 200	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	COLOR	Adjusts the reverb time of the low frequencies.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	LODMP	Adjusts low frequency damping in reverb sound.	0 - 100	
	HIDMP	Adjusts high frequency damping in reverb sound.	0 - 100	
	VOL	Adjusts the volume.	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	

HALL REVERB	This simulates a plate reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100	
	DECAY	Sets the duration of the reverberations.	1 - 30	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	VOL	Adjusts the volume.	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	
	DECAY	Sets the duration of the reverberations.	1 - 30	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

HD HALL REVERB	This is a dense hall reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 200	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	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	
	LODMP	Adjusts low frequency damping in reverb sound.	0 - 100	
	HIDMP	Adjusts high frequency damping in reverb sound.	0 - 100	

CHURCH REVERB	This effect simulates the reverberations of a church.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 200	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	TONE	Adjusts the tone.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts high frequency damping in reverb sound.	0 - 100	
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON	
	TAIL	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.	OFF, ON	

ARENA REVERB	This reverb effect simulates the acoustics of a large enclosure such as a sports arena.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Sets the duration of the reverberations.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	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

AMBIENCE REVERB	This effect adds a natural ambience (air) to the sound.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 200
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON
	TAIL	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.	OFF, ON

CHAMBER REVERB	This effect simulates the reverberations of a chamber-sized room.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 200
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	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

AIR REVERB	This effect reproduces the ambience of a room, to create spatial depth.		
	SIZE	Sets the size of the space.	1 - 100
	REFLECT	Adjusts the amount of reflection from the wall.	0 - 10
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	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

EARLY REFLECTION REVERB	This effect reproduces only the early reflections of reverb.		
	DECAY	Adjusts the duration of the reverb.	1 - 30
	SHAPE	Adjusts the effect envelope.	-10 - 10
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	VOL	Adjusts the volume.	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

REVERB

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SLAP BACK REVERB	This reverb creates a repeating echo effect.			
	DECAY	Sets the duration of the reverberations.	1 - 30	
	TIME	Sets the delay time.	1 - 1000	♪
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	D-R BAL	Sets the ratio of delay and reverb.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	VOL	Adjusts the volume.	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	

GATE REVERB	This unique reverb is good for percussive playing.			
	COLOR	Sets the sound color.	1 - 5	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	TONE	Adjusts the tone.	0 - 100	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	TAIL	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON	

HOLD REVERB	This hold reverb 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.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 200	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	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	
	COLOR	Adjusts the reverb time of the low frequencies.	0 - 100	
	LO-DMP	Adjusts low frequency damping in reverb sound.	0 - 100	
	HI-DMP	Adjusts high frequency damping in reverb sound.	0 - 100	

SPACE HOLE REVERB	This effect combines delay and reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 1000	
	DECAY	Sets the duration of the reverberations.	-100 - 100	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	SPEED	Sets the speed of the modulation.	0 - 100	
	LOW	Adjusts volume of low frequencies.	-100 - 100	
	HIGH	Adjusts volume of high frequencies.	-100 - 100	
	SIZE	Adjusts the size of the reverb space.	0 - 100	

PARTICLE REVERB	This is a unique complex reverb.			
	MODE	Sets how the reverb sound changes.	STABLE, CRITICAL, HAZARD	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	GAIN	Adjusts the output gain of the reverb sound.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	MONO	When OFF, the effect sound is output in stereo. When ON, the effect sound is output as a mono mix.	OFF, ON	
	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	
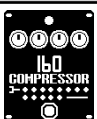
MODULATION REVERB	This reverb generates fluctuating echoes.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100
	DECAY	Adjusts the duration of the reverb.	1 - 30
	TONE	Adjusts the tone.	0 - 10
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	DEPTH	Sets the depth of the modulation.	0 - 100
	RATE	Sets the speed of the modulation.	1 - 50
	VOL	Adjusts the volume.	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

LO-FI REVERB	This rough in-your-face reverb is modeled on the LOFI setting of the TC Electronic HALL OF FAME.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	SHORT, LONG
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MIX	Adjusts the volume of the effect.	0 - 100
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON
	TAIL	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.	OFF, ON

CAVE REVERB	This effect simulates the reverberations of a cave.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 200
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	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

REVERSE REVERB	This effect, which is modeled on the DigiTech RV-7 (Lexicon) Reverse setting, sounds like reverb in reverse.		
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	DRY	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	OFF, ON
	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

ECHO REVERB	This effect can generate gorgeous echoes.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 200
	DECAY	Sets the duration of the reverberations.	0 - 100
	TONE	Adjusts the tone.	0 - 100
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
	OUTPUT	Sets output to mono or stereo.	MONO, STEREO
	TAIL	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.	OFF, ON

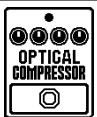| TREMOLO REVERB	This effect combines tremolo with just the reverb sound like the Eventide Space TremoloVerb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 500	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	SIZE	Adjusts the size of the reverb space.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	WAVE	Sets the modulation waveform.	SINE, TRI, PEAK, RNDM, RAMP, SQR	
	DEPTH	Sets the depth of modulation. Also sets whether the modulation is mono (MN0–99) or stereo (ST0–99) .	MN0 - ST99	
	RATE	Sets modulation speed.	1.0 - 20.0	♪
	LO	Adjusts volume of low frequencies.	-100 - 100	
	HI	Adjusts volume of high frequencies.	-100 - 100	
HOLY REVERB	This effect combines reverb and flanger in a model of an Electro-Harmonix Holy Grail set to FLERB.			
	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	
DYNAMIC REVERB	This reverb, which is modeled on the TC Electronic NOVA REVERB, changes volume according to the dynamics of the input sound.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 100	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	SENSE	Adjusts the sensitivity of the effect.	-100 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	COLOR	Adjusts the tone.	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	
SHIMMER REVERB	Modeling the Strymon blueSky in Shimmer mode, this effect adds pitch-shifting and delay to reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 100	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	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	
	LO-DMP	Adjusts the amount that the low frequencies of the reverb sound are reduced.	0 - 100	
	HI-DMP	Adjusts the amount that the high frequencies of the reverb sound are reduced.	0 - 100	
SHIMMER REVERB+	The pitch of the reverberation sound rises continuously in this magical reverb.			
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 - 200	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	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	
	LO-DMP	Adjusts the amount that the low frequencies of the reverb sound are reduced.	0 - 100	
	HI-DMP	Adjusts the amount that the high frequencies of the reverb sound are reduced.	0 - 100	
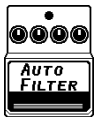
MANGLED SPACE REVERB	This reverb has wild echoes like the Eventide Space MangledVerb.		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 - 500	
	DECAY	Sets the duration of the reverberations.	0 - 100	
	SIZE	Adjusts the size of the reverb space.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	CLIP	Adjusts the amount of distortion.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	LO	Adjusts volume of low frequencies.	-100 - 100	
	HI	Adjusts volume of high frequencies.	-100 - 100	
	VOL	Adjusts the volume.	0 - 200	
DUAL REVERB	This effect can combine two reverbs like the Eventide Space DualVerb.		
	PRE DLY A	Sets the pre-delay time of Reverb A.	0 - 750	
	PRE DLY B	Sets the pre-delay time of Reverb B.	0 - 750	
	A-B MIX	Adjust the mix of the Reverb A and B effect sounds.	A9B0 - A0B9	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	DECAY A	Sets the reverberation length for Reverb A.	0 - 100	
	DECAY B	Sets the reverberation length for Reverb B.	0 - 100	
	TONE A	Adjusts the tone of Reverb A.	-100 - 100	
	TONE B	Adjusts the tone of Reverb B.	-100 - 100	
	SIZE	Adjusts the size of the reverb.	A1B1 ~ A9B1 ~ A9B9 ~ A1B9 ~ A1B1	

SFX

AUTO PAN	This effect moves the sound image cyclically left and right.		
	RATE	Sets the speed of the modulation.	0 - 50	♪
	WIDTH	Sets the width of the panning.	L50 - R50	
	CLIP	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 - 10	
	DEPTH	Sets the depth of the modulation.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	

LOOP ROLL	This effect allows you use the footswitch to sample and hold what you play.		
	TIME	Sets the loop time.	10 - 4000	♪
	DUTY	Sets the time that the sample-and-hold sound is produced.	25 - 100	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	

BOMBER	This effect generates explosive sounds.		
	DECAY	Adjusts the length of the explosive sound.	1 - 100	
	TONE	Adjusts the tone.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	TRGGR	This sets the trigger for the bomb sound.	INPUT, FOOT SW	

BIT CRUSHER	This effect creates a lo-fi sound.		
	BIT	Sets bit depth.	4 - 16	
	SAMPLE	Sets sampling rate.	0 - 50	
	TONE	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

MONO SYNTH	This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.		
	WAVE	Sets waveform.	SINE, TRI, SAWUP, SAWDN	
	SPEED	Adjusts smoothness of pitch change.	0 - 100	
	TONE	Adjusts the tone.	0 - 10	
	SYNTH	Adjusts synthesizer sound level.	0 - 100	
	DRY	Adjusts level of original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

Z-ORGAN	This effect simulates an organ sound.		
	HPF	Adjusts high-pass filter cutoff frequency.	0 - 10	
	LPF	Adjusts low-pass filter cutoff frequency.	0 - 10	
	UPPER	Adjusts volume of high frequencies.	0 - 100	
	LOWER	Adjusts volume of low frequencies.	0 - 100	
	DRY	Adjusts level of original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

ROTO CLOSET	Simulates a rotary speaker.		
	MODE	Sets the rotary mode.	SLOW, FAST	
	DRIVE	Adjusts the amount of amplification from the preamp.	0 - 100	
	BAL	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

LINE SELECTOR	Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON. (See Table 2)			
	EFX LVL	Adjusts level sent to next effect.	0 - 150	
	OUT LVL	Adjusts level sent directly to the outputs.	0 - 150	

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

RACK COMPRESSOR	This compressor allows more detailed adjustment than Comp.		
	THRSH	Sets the level that activates the compressor.	0 - 50
	RATIO	Adjusts the compression ratio.	1 - 10
	ATTCK	Sets compressor attack speed	1 - 10
	VOL	Adjusts the volume.	0 - 100

GRAY COMPRESSOR	This models a ROSS Compressor. Added parameters allow you to adjust the tone.		
	SUSTN	Adjusts the sustain.	0 - 100
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

OPTICAL COMPRESSOR	This is an optical compressor.		
	DRIVE	Adjusts the depth of the compression.	0 - 10
	LO	Adjusts volume of low frequencies.	0 - 100
	HI	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 - 100

160 COMPRESSOR	This compressor is in the style of the dbx 160A.		
	THRSHLD	Adjusts the threshold that determines when the effect is activated.	-60 - 0
	RATIO	Adjusts the compression ratio.	1.0 - 10.0
	KNEE	Sets the type of knee.	SOFT, HARD
	VOL	Adjusts the volume.	0 - 100

DUAL COMPRESSOR	This is a compressor which allows separate settings for the low frequency and high frequency range.		
	FREQ	Adjusts the crossover point between the high frequency and low frequency range.	300Hz - 1.5kHz
	LOCOMP	Adjusts the compression depth in the low frequency range.	0 - 50
	HICOMP	Adjusts the compression depth in the high frequency range.	0 - 50
	VOL	Adjusts the volume.	0 - 100

MULTIBAND COMPRESSOR	This is a simulation of the MultiComp (MODE:MB).		
	COMP	Adjusts the depth of the compression.	0 - 100
	LOTHR	Adjusts the threshold that triggers the low-frequency effect.	0 - 100
	HITHR	Adjusts the threshold that triggers the high-frequency effect.	0 - 100
	VOL	Adjusts the volume.	0 - 100

LIMITER	This is a limiter that suppresses signal peaks above a certain reference level.		
	THRSH	Adjusts the effect sensitivity.	0 - 50
	RATIO	Adjusts the compression ratio.	1 - 10
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	1 - 10
	VOL	Adjusts the volume.	0 - 100

ORANGE LIMITER	This models an ORANGE SQUEEZER.			
	VOL	Adjusts the volume.	0 - 100	

ZOOM NOISE REDUCTION	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.			
	DETCT	Sets control signal detection level.	GTRIN, EFXIN	
	DEPTH	Sets the depth of noise reduction.	0 - 100	
	THRSH	Adjusts the effect sensitivity.	0 - 100	
	DECAY	Adjust the envelope release.	0 - 100	

NOISE GATE	This is a noise gate that cuts the sound during playing pauses.			
	DETCT	Sets control signal detection level.	GTRIN, EFXIN	
	DEPTH	Sets the depth of noise reduction.	0 - 100	
	THRSH	Adjusts the effect sensitivity.	0 - 100	
	DECAY	Adjust the envelope release.	0 - 100	

DIRTY GATE	This vintage style gate features a characteristic way of closing.			
	THRSH	Adjusts the effect sensitivity.	1 - 25	
	VOL	Adjusts the volume.	0 - 100	

SLOW ATTACK	This effect slows the attack of each note, resulting in a violin-like performance.			
	TIME	Adjusts the attack time.	1 - 50	
	CURVE	Set the curve of volume change during attack.	0 - 10	
	TONE	Adjusts the tone.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

AUTO WAH	This effect varies wah in accordance with picking intensity.			
	MODE	Sets direction of movement of the filter.	DOWN, UP	
	SENSE	Adjusts the sensitivity of the effect.	1 - 10	
	RESO	Sets effect resonance.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	

RESONANCE FILTER	This effect varies the resonance filter frequency according to picking intensity.			
	MODE	Sets direction of movement of the filter.	DOWN, UP	
	SENSE	Adjusts the sensitivity of the effect.	1 - 10	
	RESO	Sets effect resonance.	0 - 10	
	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	
	SENSE	Adjusts the sensitivity of the effect.	1 - 10	
	PEAK	Adjusts the Q value of the filter.	0 - 10	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	

Z TRON FILTER	This is like a Q-Tron Envelope Filter in LP mode.			
	SENSE	Adjusts the sensitivity of the effect.	-10 - 10	
	RESO	Sets effect resonance.	0 - 10	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

LOW PASS FILTER	This effect varies the low pass filter frequency according to picking intensity.			
	FREQ	Sets minimum frequency of low pass filter.	0 - 100	
	SENSE	Adjusts the sensitivity of the effect.	FST100 - SLW100	
	RESO	Sets effect resonance.	2P-10 - 4P-10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

BASS AUTO WAH	You can adjust the mix of this bass guitar auto-wah with the original signal.			
	SENSE	Adjusts the sensitivity of the effect.	-10 - 10	
	RESO	Sets effect resonance.	0 - 10	
	DRY	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

CRY FILTER	This effect varies the sound like a talking modulator.			
	RANGE	Adjusts the frequency range processed by the effect.	1 - 10	
	RESO	Sets effect resonance.	0 - 10	
	SENSE	Adjusts the sensitivity of the effect.	-10 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

BASS CRY FILTER	This talking modulator is suitable for the bass frequency range.			
	RANGE	Adjusts the frequency range processed by the effect.	1 - 10	
	RESO	Sets effect resonance.	0 - 10	
	SENSE	Adjusts the sensitivity of the effect.	-10 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

FILTER

MULTISTOMP MS-70CDR+

LFO FILTER	This filter effect changes tone characteristics cyclically.			
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	1 - 50	♪
	RESO	Sets effect resonance.	0 - 10	
	WAVE	Sets the modulation waveform.	SINE, TRI, SAWUP, SAWDOWN	

SEQUENCE FILTER	The sequence filter has the flavor of a Z.Vex Seek-Wah.			
	STEP	Adjusts number of sequence steps.	2 - 8	
	PTTRN	Sets effect pattern.	1 - 8	
	SPEED	Sets the speed of the modulation.	1 - 50	♪
	RESO	Sets effect resonance.	0 - 10	

RANDOM FILTER	This filter effect changes character randomly.			
	TYPE	Sets filter type.	HPF, BPF, LPF	
	SPEED	Sets the speed of the modulation.	1 - 50	♪
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

STEP FILTER	This special effect gives the sound a stepped quality.			
	DEPTH	Sets the depth of the modulation.	0 - 100	
	RATE	Sets the speed of the modulation.	0 - 50	♪
	RESO	Sets effect resonance.	0 - 10	
	SHAPE	Adjusts the effect envelope.	0 - 10	

COMB FILTER	This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.			
	FREQ	This sets the emphasized frequency.	1 - 50	
	RESO	Adjusts the intensity of the resonance sound of the effect.	-10 - 10	
	HI-DMP	Adjusts the treble attenuation of the effect sound.	0 - 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

SLOW FILTER	The filter frequency of this effect changes, triggered by picking.			
	TIME	Sets the time taken to change the sound.	1 - 50	
	CURVE	Adjusts the curve of the sound change.	0 - 10	
	RESO	Adjusts the intensity of the modulation.	0 - 10	
	TYPE	Adjusts amount of filter applied.	2POLE, 4POLE	
	MODE	Sets direction of movement of the filter.	UP, DOWN	
	VOL	Adjusts the volume.	0 - 100	

GUITAR GRAPHIC EQ	This mono graphic equalizer has 6 bands that suit guitar frequencies.			
	160HZ	Boosts or cuts the low (160 Hz) frequency band.	-12.0 - 12.0	
	400HZ	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0	
	800HZ	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0	
	3.2KHZ	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 - 12.0	
	6.4KHZ	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 - 12.0	
	12KHZ	Boosts or cuts the low (12 kHz) frequency band.	-12.0 - 12.0	
	VOL	Adjusts the volume.	0 - 100	

STEREO GUITAR GRAPHIC EQ	This stereo graphic equalizer has 6 bands that suit guitar frequencies.			
	160HZ	Boosts or cuts the low (160 Hz) frequency band.	-12.0 - 12.0	
	400HZ	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0	
	800HZ	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0	
	3.2KHZ	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 - 12.0	
	6.4KHZ	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 - 12.0	
	12KHZ	Boosts or cuts the low (12 kHz) frequency band.	-12.0 - 12.0	
	VOL	Adjusts the volume.	0 - 100	
PARAMETRIC EQ	This is a 1-band parametric equalizer.			
	FREQ	Sets the frequency of the equalizer.	20Hz - 20kHz	
	Q	Adjusts equalizer Q.	0.5 - 16.0	
	GAIN	Adjusts the gain.	-12.0 - 12.0	
	VOL	Adjusts the volume.	0 - 100	
BASS GRAPHIC EQ	This 7-band graphic equalizer is suitable for the bass frequency range.			
	50HZ	Adjust to boost or cut 50Hz.	-12.0 - 12.0	
	120HZ	Adjust to boost or cut 120Hz.	-12.0 - 12.0	
	400HZ	Adjust to boost or cut 400Hz.	-12.0 - 12.0	
	500HZ	Adjust to boost or cut 500Hz.	-12.0 - 12.0	
	800HZ	Adjust to boost or cut 800Hz.	-12.0 - 12.0	
	4.5KHZ	Adjust to boost or cut 4.5kHz.	-12.0 - 12.0	
	10KHZ	Adjust to boost or cut 10kHz.	-12.0 - 12.0	
	VOL	Adjusts the volume.	0 - 100	
STEREO BASS GRAPHIC EQ	This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.			
	50HZ	Adjust to boost or cut 50Hz.	-12.0 - 12.0	
	120HZ	Adjust to boost or cut 120Hz.	-12.0 - 12.0	
	400HZ	Adjust to boost or cut 400Hz.	-12.0 - 12.0	
	500HZ	Adjust to boost or cut 500Hz.	-12.0 - 12.0	
	800HZ	Adjust to boost or cut 800Hz.	-12.0 - 12.0	
	4.5KHZ	Adjust to boost or cut 4.5kHz.	-12.0 - 12.0	
	10KHZ	Adjust to boost or cut 10kHz.	-12.0 - 12.0	
	VOL	Adjusts the volume.	0 - 100	
BASS PARAMETRIC EQ	This 1-band parametric equalizer is suitable for the bass frequency range.			
	FREQ	Sets the frequency of the equalizer.	20Hz - 20kHz	
	Q	Adjusts equalizer Q.	0.5 - 16.0	
	GAIN	Adjusts the gain.	-20.0 - 20.0	
	VOL	Adjusts the volume.	0 - 100	

EXCITER	This exciter enables flexible control.			
	BASS	Adjusts the amount of low-frequency phase correction.	0 - 100	
	TREBLE	Adjusts the amount of high-frequency phase correction.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
BOTTOM UP	This brings out low and high sounds.			
	BASS	Adjusts the amount of low-frequency boost.	0 - 10	
	TREBLE	Adjusts the amount of high-frequency boost.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
SPLITTER	This effect divides the signal into two bands (high/low) and lets you freely adjust the mix ratio of the two bands.			
	FREQ	Adjusts the crossover point between the high frequency and low frequency band.	80Hz - 2.5kHz	
	LO	Adjusts the mix ratio of the low frequency band.	0 - 100	
	HI	Adjusts the mix ratio of the high frequency band.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	

Table 1 [Scale Parameter]

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

Table 2 [LINE SELECTOR Signal Flow]

ON (NEXT EFFECT)	
OFF (OUTPUT)	