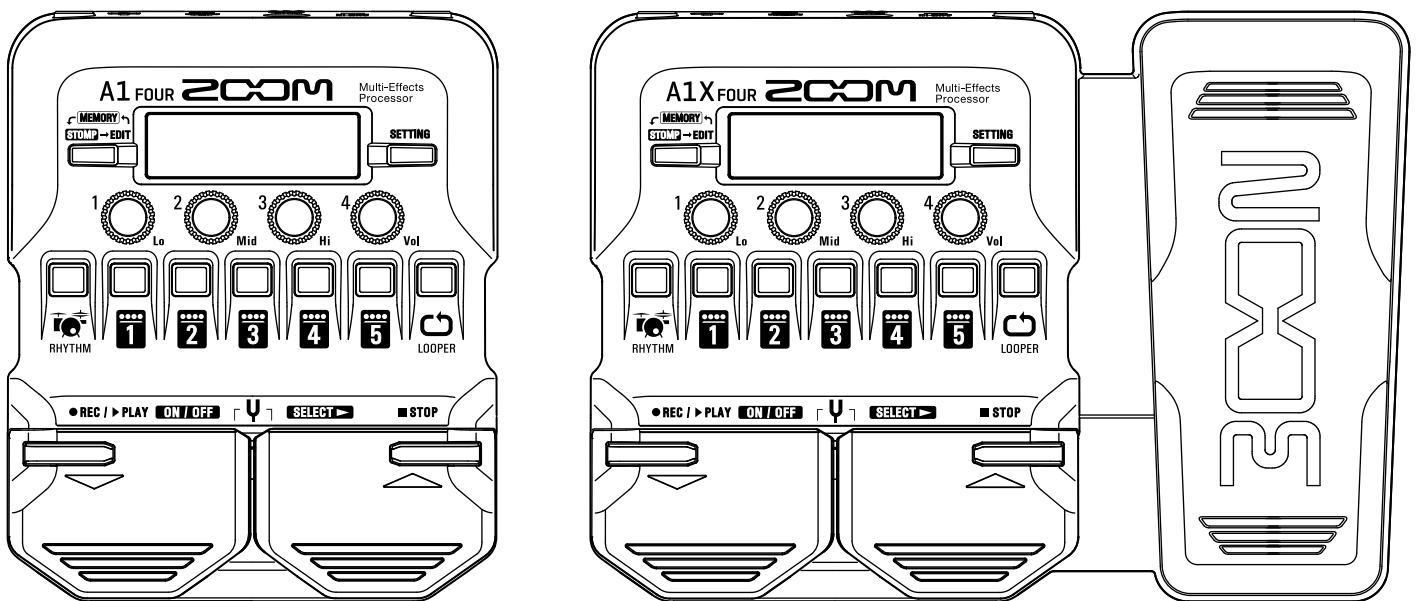


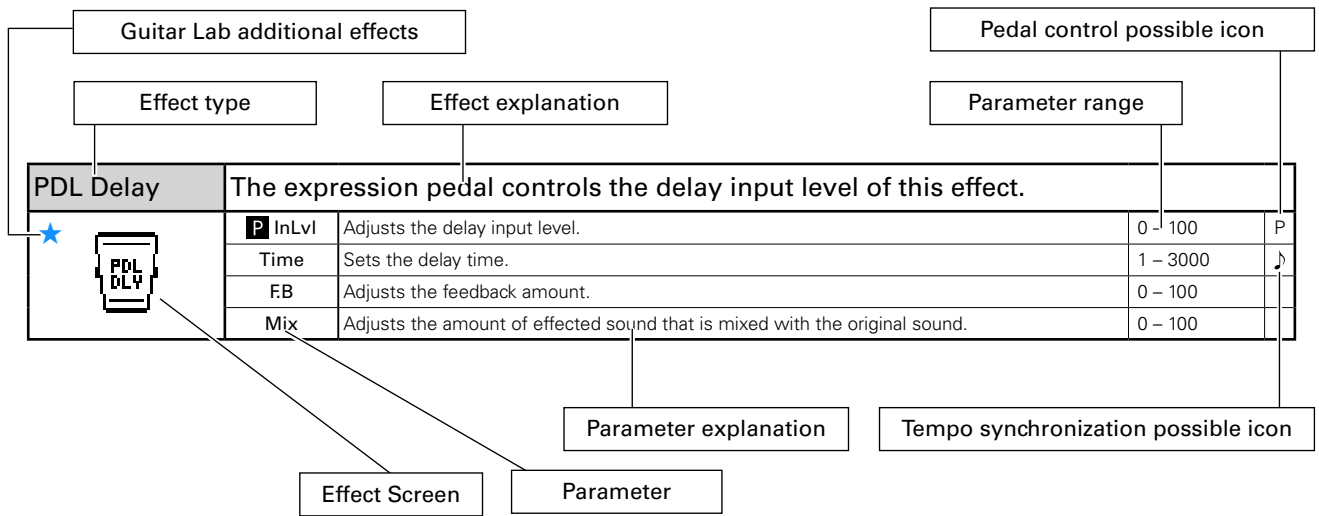
# A1 FOUR/A1X FOUR

## Multi-Effects Processor



## Effect Types and Parameters

# Effect explanation overview











## Contents

---









<b>DYNAMICS</b> .....	3
<b>FILTER</b> .....	5
<b>DRIVE</b> .....	11
<b>AMP</b> .....	12
<b>CABINET</b> .....	12
<b>MODULATION</b> .....	13
<b>SFX</b> .....	18
<b>DELAY</b> .....	20
<b>REVERB</b> .....	22
<b>PEDAL</b> .....	24
<b>AG MODEL</b> .....	26
<b>Additional tables</b> .....	30

---








[ DYNAMICS ]

<b>Comp</b>		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	
<b>RackComp</b>		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	
<b>SlowATTCK</b>		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	
<b>ZNR</b>		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	
<b>MuteSW</b>		This effect allows you to mute the volume using the foot switch.		
★ 	Edge	Sets how smoothly the volume changes. As the parameter value increases, the change becomes smoother.	0 – 100	
	Speed	Adjust the recovery time from muting.	0 – 100	
	INVRT	Sets the foot switch control direction.	NORMAL, INVERT	
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH, TRGGR	
<b>GrayComp</b>		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	
<b>NoiseGate</b>		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	
<b>OptComp</b>		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	









[ DYNAMICS ]

<b>BlackOpt</b>	This is a simulation of the Demeter COMP-1 Compressor. Added parameters allow you to adjust the tone.			
★ 	Comp	Adjusts the depth of the compression.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>LMT-76</b>	This is a simulation of the UREI 1176LN.			
★ 	Input	Adjusts the input level.	0 – 80	
	Ratio	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1	
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	
	Output	Adjusts the output level.	0 – 80	
<b>160 Comp</b>	This compressor is in the style of the dbx 160A.			
★ 	THRSH	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	
<b>DualComp</b>	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.	300 – 1.5k	
	LoCMP	Adjusts the compression depth in the low frequency range.	0 – 50	
	HiCMP	Adjusts the compression depth in the high frequency range.	0 – 50	
	VOL	Adjusts the volume.	0 – 100	
<b>MB Comp</b>	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	
<b>DYN Comp</b>	This is a simulation of the MXR Dyna Comp. Added parameters allow you to adjust the tone and the compressor attack speed.			
★ 	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 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>Glam Comp</b>	This compressor becomes a glamorous tone as increasing the Shape parameter. Also, you can mix the original sound.			
★ 	Comp	Adjusts the depth of the compression.	0 – 100	
	Shape	Emphasizes high and low frequencies.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
	DryMx	Adjusts the volume of the unaffected sound.	0 – 100	
<b>Adv.NR</b>	This noise reduction naturally suppresses noise when not playing.			
	THRSH	Adjust the threshold that triggers the effect.	0 – 100	
	ATTCK	Adjust the speed that it starts.	0 – 100	
	Hold	Adjust the time that noise reduction continues to operate after the control signal goes below the threshold value.	0 – 100	
	Decay	Adjust the decay time.	0 – 100	








[ FILTER ]

<b>AutoWah</b>	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	
<b>Resonance</b>	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	
<b>Cry</b>	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 – -1, 1 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>SeqFLTR</b>	The sequence filter has the flavor of a Z.Vex Seek-Wah.			
★ 	Step	Adjusts number of sequence steps.	2 – 8	
	PTRN	Sets effect pattern.	1 – 8	
	Speed	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 10	
<b>Gt GEO</b>	This mono graphic equalizer has 6 bands that suit guitar frequencies.			
★ 	160	Adjust to boost or cut 160 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 – 12	
	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	12k	Adjust to boost or cut 12k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>Gt GEO7</b>	This mono graphic equalizer has 7 bands that suit guitar frequencies.			
	100	Adjust to boost or cut 100 Hz.	-12 – 12	
	200	Adjust to boost or cut 200 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 – 12	
	1.6k	Adjust to boost or cut 1.6k Hz.	-12 – 12	
	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>St Gt GEO</b>	This stereo graphic equalizer has 6 bands that suit guitar frequencies.			
★ 	160	Adjust to boost or cut 160 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 – 12	
	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	12k	Adjust to boost or cut 12k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	








[ FILTER ]

<b>ParaEQ</b>		This is a 1-band parametric equalizer.		
★ 	FREQ	Sets the frequency of the equalizer.	20 – 20k	
	Q	Adjusts equalizer Q.	0.5 – 16	
	Gain	Adjusts the gain.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>ParaEQx2</b>		This is a 2-band parametric equalizer.		
	Freq1	Adjust the center frequency of EQ 1.	20 – 20k	
	Q1	Adjust the Q of EQ 1.	0.5 – 16	
	Gain1	Adjust the gain of EQ 1.	-12 – 12	
	Freq2	Adjust the center frequency of EQ 2.	20 – 20k	
	Q2	Adjust the Q of EQ 2.	0.5 – 16	
	Gain2	Adjust the gain of EQ 2.	-12 – 12	
	Level	Adjust the volume.	0 – 100	
<b>RndmFLTR</b>		This filter effect changes character randomly.		
★ 	Type	Sets filter type.	HPF, 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	
<b>LowPassFL</b>		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	
<b>Exciter</b>		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	
<b>Step</b>		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	
<b>LFO FLTR</b>		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, SAWDN	
<b>AG PU SEL</b>		This effect adjusts the tone according to the type of acoustic guitar pickup.		
	Type	Select the type of pickup used.	PIEZO, MAGNET	

[ FILTER ]

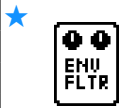






<b>BaDePiezo</b>		This softens the characteristic tone of bass piezo pickups.		
	Gain	Adjust the gain.	-6 – +6	
	Mode	Change the tone compensation mode.	NORMAL, FAT	
	LoBst	Use to compensate for low frequencies, which are usually lacking when using piezo pickups.	0 – 100	
	HiCut	This suppresses high frequencies, which tend to be unpleasant when using piezo pickups.	0 – 100	
<b>Fish EQ</b>		This models the EQ of the Fishman ToneDEQ.		
	Low	Adjust the volume of low frequencies.	-10 – 10	
	Mid	Adjust the volume of middle frequencies.	-10 – 10	
	Hi	Adjust the volume of high frequencies.	-10 – 10	
	Vol	Adjust the volume.	0 – 100	
<b>Baggs EQ</b>		This models the EQ of the L.R.Baggs Venue DI.		
	Bass	Adjust the volume of low frequencies.	-10 – 10	
	LMidF	Adjust the center frequency of the low-mid frequency equalization.	100 – 500	
	LoMid	Adjust the gain of the low-mid frequency equalization.	-10 – 10	
	HMidF	Adjust the center frequency of the high-mid frequency equalization.	500 – 2.50k	
	HiMid	Adjust the gain of the high-mid frequency equalization.	-10 – 10	
	PRSNc	Adjust the volume of ultra-high frequencies.	-10 – 10	
	TRBL	Adjust the volume of high frequencies.	-10 – 10	
	VOL	Adjust the volume.	0 – 100	
<b>Bone EQ</b>		This models the EQ of the Radial Tonebone PZ-Pre.		
	Bass	Adjust the volume of low frequencies.	-10 – 10	
	Mid F	Adjust the center frequency of the mid frequency equalization.	103 – 6.10k	
	Mid	Adjust the gain of the mid frequency equalization.	-10 – 10	
	Hi	Adjust the volume of high frequencies.	-10 – 10	
	Ntc Q	Adjust the Q of the notch filter.	BYPASS, NORM, DEEP	
	Notch	Adjust the center frequency of the notch filter.	53 – 420	
	LoCut	Set the frequency at which to cut low frequencies.	BYPASS, 80, 200	
	Vol	Adjust the volume.	0 – 100	
<b>BassA-Wah</b>		You can adjust the mix of this bass guitar auto-wah with the original signal.		
	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>ZTron</b>		This is like a Q-Tron Envelope Filter in LP mode.		
	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>A-Filter</b>		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	

[ FILTER ]







<b>Bass Cry</b>	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 – -1, 1 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>BassGEO</b>	This 7-band graphic equalizer is suitable for the bass frequency range.			
	50	Adjust to boost or cut 50 Hz.	-12.0 – 12.0	
	120	Adjust to boost or cut 120 Hz.	-12.0 – 12.0	
	400	Adjust to boost or cut 400 Hz.	-12.0 – 12.0	
	500	Adjust to boost or cut 500 Hz.	-12.0 – 12.0	
	800	Adjust to boost or cut 800 Hz.	-12.0 – 12.0	
	4.5k	Adjust to boost or cut 4.5k Hz.	-12.0 – 12.0	
	10k	Adjust to boost or cut 10k Hz.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
<b>St Ba GEO</b>	This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.			
	50	Adjust to boost or cut 50 Hz.	-12.0 – 12.0	
	120	Adjust to boost or cut 120 Hz.	-12.0 – 12.0	
	400	Adjust to boost or cut 400 Hz.	-12.0 – 12.0	
	500	Adjust to boost or cut 500 Hz.	-12.0 – 12.0	
	800	Adjust to boost or cut 800 Hz.	-12.0 – 12.0	
	4.5k	Adjust to boost or cut 4.5k Hz.	-12.0 – 12.0	
	10k	Adjust to boost or cut 10k Hz.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
<b>BassPEQ</b>	This 1-band parametric equalizer is suitable for the bass frequency range.			
	FREQ	Sets the frequency of the equalizer.	20 – 20k	
	Q	Adjusts equalizer Q.	0.5 – 16.0	
	Gain	Adjusts the gain.	-20.0 – 20.0	
	VOL	Adjusts the volume.	0 – 100	
<b>Splitter</b>	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.	80 – 2.5k	
	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	
<b>Low EQ</b>	Designed for low frequencies, this equalizer allows you to select the type.			
	Type	Sets filter type.	SHELF, HPF	
	FREQ	Sets the frequency of the filter.	20 – 640	
	Gain	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
<b>High EQ</b>	Designed for high frequencies, this equalizer allows you to select the type.			
	Type	Sets filter type.	SHELF, LPF	
	FREQ	Sets the frequency of the filter.	500 – 20k	
	Gain	Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	






[ FILTER ]

<b>EnvFilter</b>	This models the MXR envelope filter.			
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	ATTCK	Adjusts the attack speed.	0 – 100	
	Mode	Sets direction of movement of the filter.	UP, DOWN	
	VOL	Adjusts the volume.	0 – 100	
<b>Hm GEO</b>	This is a seven-band equalizer for harmonica.			
	60	Adjust to boost or cut 60 Hz.	-12 – 12	
	250	Adjust to boost or cut 250 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	700	Adjust to boost or cut 700 Hz.	-12 – 12	
	1.0k	Adjust to boost or cut 1.0k Hz.	-12 – 12	
	2.0k	Adjust to boost or cut 2.0k Hz.	-12 – 12	
	4.0k	Adjust to boost or cut 4.0k Hz.	-12 – 12	
	VOL	Adjust the volume.	0 – 100	
<b>Hm A.Wah</b>	This is an auto wah for harmonica.			
	Sense	Adjust the sensitivity of the effect.	1 – 10	
	RESO	Set the amount of resonance.	0 – 10	
	Range	Adjust the frequency band affected.	0 – 100	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	
<b>Hm Preamp</b>	Preamp for Harmonica.			
	Gain	Set the gain.	0 – 100	
	Low	Set the volume of low frequencies.	-12 – 12	
	MID	Set the volume of middle frequencies.	-12 – 12	
	Hi	Set the volume of high frequencies.	-12 – 12	
<b>Hm Bullet</b>	This effect changes the sound of a vocal mic to be like the sound of a bullet mic.			
	Low	Set the volume of low frequencies.	-12 – 12	
	MID	Set the volume of middle frequencies.	-12 – 12	
	Hi	Set the volume of high frequencies.	-12 – 12	
	VOL	Set the volume.	0 – 100	
<b>A.Vn GEO</b>	This is a seven-band equalizer for violin.			
	131	Adjust to boost or cut 131 Hz.	-12 – 12	
	270	Adjust to boost or cut 270 Hz.	-18 – 18	
	450	Adjust to boost or cut 450 Hz.	-12 – 12	
	524	Adjust to boost or cut 524 Hz.	-12 – 12	
	1.4k	Adjust to boost or cut 1.4k Hz.	-12 – 12	
	3.0k	Adjust to boost or cut 3.0k Hz.	-12 – 12	
	6.0k	Adjust to boost or cut 6.0k Hz.	-12 – 12	
	VOL	Adjust the volume.	0 – 100	
<b>E.Vn GEO</b>	This is a seven-band equalizer for electric violin.			
	131	Adjust to boost or cut 131 Hz.	-12 – 12	
	220	Adjust to boost or cut 220 Hz.	-12 – 12	
	450	Adjust to boost or cut 450 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 – 12	
	2.2k	Adjust to boost or cut 2.2k Hz.	-12 – 12	
	3.1k	Adjust to boost or cut 3.1k Hz.	-12 – 12	
	7.0k	Adjust to boost or cut 7.0k Hz.	-12 – 12	
	VOL	Adjust the volume.	0 – 100	




[ FILTER ]

<b>Vn A.Wah</b>		This is an auto wah for violin.		
	Sense	Adjust the sensitivity of the effect.	-10 – -1, 1 – 10	
	RESO	Set the amount of resonance.	0 – 10	
	LoMix	Adjust the mix of the low frequencies.	0 – 10	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	
<b>VnDePiezo</b>		This softens the characteristic tone of electric violin piezo pickups.		
	DePZ	Adjust the strength of the audio quality compensation.	0 – 10	
	Lo	Set the volume of low frequencies.	-12 – 12	
	Hi	Set the volume of high frequencies.	-12 – 12	
	VOL	Set the volume.	0 – 100	
<b>Tp GEQ</b>		This is a seven-band equalizer for trumpet.		
	200	Adjust to boost or cut 200 Hz.	-12 – 12	
	350	Adjust to boost or cut 350 Hz.	-12 – 12	
	700	Adjust to boost or cut 700 Hz.	-12 – 12	
	1.0k	Adjust to boost or cut 1.0k Hz.	-12 – 12	
	2.0k	Adjust to boost or cut 2.0k Hz.	-12 – 12	
	4.0k	Adjust to boost or cut 4.0k Hz.	-12 – 12	
	10.0k	Adjust to boost or cut 10.0k Hz.	-12 – 12	
	VOL	Adjust the volume.	0 – 100	
<b>Tp A.Wah</b>		This is an auto wah for trumpet.		
	Sense	Adjust the sensitivity of the effect.	1–10	
	RESO	Set the amount of resonance.	0 –10	
	BAL	Adjust the balance of the original and effect sounds.	0 –100	
	THRSH	Set the threshold for changing sensitivity.	0 –10	
	Peak	Set the amount of resonance when the filter is open.	0 –10	
	VOL	Adjust the volume.	0 –100	
<b>Sax GEQ</b>		This is a seven-band equalizer for saxophone.		
	200	Adjust to boost or cut 200 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	640	Adjust to boost or cut 640 Hz.	-12 – 12	
	1.0k	Adjust to boost or cut 1.0k Hz.	-12 – 12	
	2.0k	Adjust to boost or cut 2.0k Hz.	-12 – 12	
	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
	5.0k	Adjust to boost or cut 5.0k Hz.	-12 – 12	
	VOL	Adjust the volume.	0 – 100	
<b>Sax A.Wah</b>		This is an auto wah for saxophone.		
	Sense	Adjust the sensitivity of the effect.	1 – 10	
	RESO	Set the amount of resonance.	0 – 10	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	
	INST	Select the instrument used. TN/ALT: Tenor/alto sax SP: Soprano sax	TN/ALT, SP	




[ FILTER ]

<b>SaxAtkFlt</b>	This filter effect for saxophone emphasizes the movement of the filter. By inputting a loud sound and holding it, the filter will change from a completely open state.			
	Sense	Adjust the sensitivity of the effect.	1-10	
	RESO	Set the amount of resonance.	1-10	
	BAL	Adjust the balance of the original and effect sounds.	0-100	
	SW	Set the amount of time until filter operation changes.	FAST, SLOW, OFF	
	Rate	Set the speed when the filter moves automatically.	1-50	
	Wave	Select the waveform when the filter moves automatically.	SINE, TRI, SAWUP, SAWDN	
	Range	Adjust the frequency band affected.	Low, High	
	VOL	Adjust the volume.	0-100	
<b>Anti FB</b>	This function detects and cuts a frequency band that is causing feedback to reduce it.			
	FREQ	Set the cut frequency band. When AUTO is selected, the feedback frequency band will be automatically detected when the effect is on.	AUTO, 70-8000	



[ DRIVE ]

<b>TS Drive</b>	Simulation of the Ibanez TS808.			
	Gain	Adjusts the gain.	0-100	
	Boost	Turns boost ON/OFF.	OFF, ON	
	Tone	Adjusts the tone.	0-100	
	VOL	Adjusts the volume.	0-100	
<b>RC Boost</b>	This booster covers sounds ranging from clean boosts to light drives.			
	Gain	Adjusts the gain.	0-100	
	Bass	Adjusts volume of low frequencies.	0-100	
	Treble	Adjusts volume of high frequencies.	0-100	
	VOL	Adjusts the volume.	0-100	
<b>Vn DIST</b>	This is a distortion effect for violin.			
	Gain	Adjust the gain.	0-100	
	BAL	Adjust the balance of the original and effect sounds.	0-100	
	VOL	Adjust the volume.	0-100	
	Bass	Adjust the volume of low frequencies.	0-100	
	MID	Adjust the volume of middle frequencies.	0-100	
	Treble	Adjust the volume of high frequencies.	0-100	



[ AMP ]

<b>FD B-MAN</b>	This models the sound of the Fender '59 Bassman.			
	Input	Selects the input channel.	NORMAL, BRIGHT	
	Bass	Adjusts volume of low frequencies.	10 – 120	
	MID	Adjusts volume of middle frequencies.	10 – 120	
	Treble	Adjusts volume of high frequencies.	10 – 120	
	PRSNCR	Adjusts volume of super-high frequencies.	10 – 120	
	Gain	Adjusts the gain.	10 – 120	
	VOL	Adjusts the volume.	10 – 120	
<b>FD DLXR</b>	This models the sound of the Fender '65 Deluxe Reverb.			
	Input	Selects the input channel.	NORMAL, VIBRATO	
	Bass	Adjusts volume of low frequencies.	10 – 100	
	Treble	Adjusts volume of high frequencies.	10 – 100	
	Gain	Adjusts the gain.	10 – 100	
	VOL	Adjusts the volume.	10 – 100	
	Depth	Sets the depth of the modulation.	10 – 100	
	Speed	Sets the speed of the modulation.	10 – 100	









[ CABINET ]

<b>FD-B4x10</b>	This models the sound of the Fender '59 Bassman cabinet with four 10" Jensen speakers.			
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF, ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>FD-DX1x12</b>	This models the sound of a Fender '65 Deluxe Reverb cabinet with one 12" Jensen C-12K Speaker.			
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF, ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	










[ MODULATION ]

<b>Tremolo</b>	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 ]

<b>Chorus</b>		This effect mixes a shifted pitch with the original sound to add movement and thickness.			
	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		
<b>StereoCho</b>		This is a stereo chorus with a clear tone.			
<span style="color: blue;">★</span> 	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		
<b>Phaser</b>		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		
<b>VinFLNGR</b>		This analog flanger sound is similar to an MXR M-117R.			
	PreD	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		
<b>TheVibe</b>		This vibe sound features unique undulations.			
<span style="color: blue;">★</span> 	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		
<b>Vibrato</b>		This effect automatically adds vibrato.			
<span style="color: blue;">★</span> 	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		
<b>Octave</b>		This effect adds sound one octave and two octaves below the original sound.			
<span style="color: blue;">★</span> 	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		
<b>RingMod</b>		This effect produces a metallic ringing sound. Adjusting the "FREQ" parameter results in a drastic change of sound character.			
<span style="color: blue;">★</span> 	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		








[ MODULATION ]

<b>Detune</b>		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	
	PreD	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	
<b>PitchSHFT</b>		This effect shifts the pitch up or down.		
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12-12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>MonoPitch</b>		This is a pitch shifter with little sound variance for monophonic (single note) playing.		
★ 	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12-12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>HPS</b>		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, -5, -4, -3, -m, m, 3, 4, 5, 6 <a href="#">( See Table 1 )</a>	
	Key	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>Slicer</b>		This effect creates a rhythmical sound by continuously slicing the input.		
★ 	PTRN	Sets effect pattern.	1 – 20	
	Speed	Sets the speed of the modulation.	1 – 50	
	THRSH	Adjusts effect threshold.	0 – 50	
	VOL	Adjusts the volume.	0 – 100	
<b>CloneCho</b>		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	
<b>SuperCho</b>		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	
<b>StonePha</b>		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	

[ MODULATION ]








<b>CoronaTri</b>		This is a model of tc electronic'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	
<b>BendCho</b>		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	
<b>AnalogCho</b>		This effect simulates an analog chorus.		
★ 	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets modulation speed.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>WarpPhase</b>		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	
<b>Duo Phase</b>		This effect combines two phasers.		
★ 	DPT A	Sets the depth of LFO A modulation.	1 – 100	
	RateA	Sets the speed of LFO A modulation.	1 – 50	♪
	ResoA	Sets the resonance of LFO A modulation.	0 – 10	
	Link	Sets how 2 phasers are connected.	SERI, PARA, STR	
	DPT B	Sets the depth of LFO B modulation.	1 – 100	
	RateB	Sets the speed of LFO B modulation.	1 – 50, SyncA, RvrsA	
	ResoB	Sets the resonance of LFO B modulation.	0 – 10	
VOL	Adjusts the volume.	0 – 100		
<b>AG Detune</b>		This detuning effect tailored for acoustic guitar provides chorus with little variation.		
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	0 – 25	
	PreD	Set the pre-delay for the effect sound.	0 – 50	
	Tone	Adjust the tone.	0 – 100	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100	
<b>AG Chorus</b>		This three-pole chorus has been tailored for acoustic guitar. When connected in stereo, it can provide a wide chorus effect.		
	Speed	Set the modulation speed.	0 – 100	
	Depth	Set the modulation depth.	0 – 100	
	Tone	Adjust the tone.	0 – 100	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100	
<b>BassStCho</b>		This stereo chorus for bass has a clear sound quality.		
★ 	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	
	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

[ MODULATION ]



<b>BaVinFLNG</b>		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, 60 – 800		
<b>Ba Octave</b>		This effect adds sound one octave below the original sound.			
★ 	Oct	Adjusts the level of the one-octave lower sound component.	0 – 100		
	Lo	Adjusts volume of low frequencies.	0 – 10		
	Hi	Adjusts volume of high frequencies.	0 – 10		
	Dry	Adjusts the volume of the unaffected sound.	0 – 100		
<b>Ba Detune</b>		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		
	PreD	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		
<b>BaMnPitch</b>		This pitch shifter was designed specifically for playing single notes in the bass frequency range.			
★ 	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12 – 12, 24		
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25		
	Tone	Adjusts the tone.	0 – 10		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
<b>BassPhase</b>		This phaser is good for bass frequencies.			
★ 	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		
<b>HmChorus</b>		This is a detuned chorus effect for harmonica.			
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25		
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100		
	PreD	Set the pre-delay for the effect sound.	0 – 100		
	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12		
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12		
	BAL	Adjust the balance of the original and effect sounds.	0 – 100		
<b>VnChorus</b>		This is a detuned chorus effect for violin.			
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25		
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100		
	PreD	Set the pre-delay for the effect sound.	0 – 100		
	LoCut	Set the frequency at which to cut low frequencies of the effect sound.	OFF, 100 – 1.2K		
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12		
	BAL	Adjust the balance of the original and effect sounds.	0 – 100		










[ MODULATION ]

<b>TpChorus</b>		This is a detuned chorus effect for trumpet.		
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25	
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100	
	PreD	Set the pre-delay for the effect sound.	0 – 100	
	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12	
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	
<b>SaxChorus</b>		This is a detuned chorus effect for saxophone.		
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25	
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100	
	PreD	Set the pre-delay for the effect sound.	0 – 100	
	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12	
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	
<b>Sax Growl</b>		This effect simulates using a growling technique, which muddies the sound.		
	FREQ	Set the frequency of modulation.	1 – 100	
	Sense	Adjust the sensitivity of the effect.	1 – 10	
	Tone	Adjust the tone.	0 – 10	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100	
<b>PolyOctUp</b>		This effect adds a higher octave to the original sound. Chord input is also possible.		
	Color	Select the effect sound type.	NORM, ACO	
	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	
<b>PolyOctDw</b>		This effect adds a lower octave to the original sound. Chord input is also possible.		
	Color	Select the effect sound type.	NORM, ACO	
	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	
<b>DualPitch</b>		This effect combines two pitch shifters.		
	ShftA	Set the pitch shift in semitones for pitch shifter A. Set to "0" for a detuning effect.	-12 – 12, 24	
	ToneA	Adjust the tone of pitch shifter A.	-6 – 6	
	VOL A	Adjust the volume of pitch shifter A.	0 – 100	
	ShftB	Set the pitch shift in semitones for pitch shifter B. Set to "0" for a detuning effect.	-12 – 12, 24	
	ToneB	Adjust the tone of pitch shifter B.	-6 – 6	
	VOL B	Adjust the volume of pitch shifter B.	0 – 100	
	Dry	Adjust the amount of the original sound in the mix.	0 – 100	
<b>Ensemble</b>		This is an eight-voice doubling effect. The effect sounds like multiple people performing the same phrase.		
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100	
	MID	Adjust the volume of the effect sound mid frequencies.	-6 – 6	
	Hi	Adjust the volume of the effect sound high frequencies.	-6 – 6	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100	





[ MODULATION ]

<b>EnvPhaser</b>	This phaser changes the modulation period in response to the input volume.			
	Color	Select the effect sound type.	4 STG, 8 STG, INV 4, INV 8	
	Depth	Set the modulation depth.	0 – 100	
	RESO	Set the amount of resonance.	0 – 100	
	Sense	Set the sensitivity of the effect.	1 – 10	
	RateL	Set the minimum speed of the effect.	0.2 – 2	
	RateH	Set the maximum speed of the effect.	3 – 30	
	Curve	Set the effect-to-input-volume change curve.	LINEAR, SHARP	
<b>RndPhaser</b>	This is a phaser effect with randomly changing modulation speed.			
	Color	Select the effect sound type.	4 STG, 8 STG, INV 4, INV 8	
	Depth	Set the modulation depth.	0 – 100	
	RESO	Set the amount of resonance.	0 – 100	
	Range	Set the range of the modulation speed.	1 – 50	
	INTVL	Set the modulation speed change interval.	1 – 5	







[ SFX ]

<b>Bomber</b>	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	
	ON/OFF	Sets the foot switch function.	LATCH, TRGGR	
<b>AutoPan</b>	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.	0 – 50	
	Clip	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>LoopRoll</b>	This effect allows you use the footswitch to sample and hold what you play.			
	Time	Sets the loop time.	10 – 3000	
	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	
<b>HotSpice</b>	This effect simulates a sitar tone.			
	Bend	Adjust the depth of the pitch bend.	0 – 100	
	Buzz	Adjust the buzzing tone.	0 – 100	
	+1oct	Adjust the volume of one octave up.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>StdSyn</b>	ZOOM original bass synthesizer sound.			
	Sense	Adjusts the sensitivity for trigger detection.	0 – 100	
	Sound	Selects a synthesizer variation.	1 – 4	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	















[ SFX ]

<b>SynTlk</b>		This effect produces a synthesizer sound similar to a talking modulator producing vowels.		
★ 	Decay	Adjusts the rate of sound change.	0 – 100	
	Type	Selects a vowel variation.	IA, UE, UA, OA	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>Z-Syn</b>		This bass synthesizer sound adds analog synth fatness.		
★ 	FREQ	Sets the cut-off frequency of the lowpass filter.	0 – 10	
	Range	Adjusts the amount of cut-off frequency modulation.	0 – 20	
	Decay	Adjusts the speed of tone modulation.	0 – 100	
	RESO	Sets effect resonance.	0 – 20	
	Wave	Selects the waveform.	SAW, SQR	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>Defret</b>		Turns the sound from any bass guitar into a fretless bass sound.		
★ 	Sense	Adjusts the sensitivity of the effect.	0 – 30	
	Color	Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.	1 – 10	
	Tone	Adjusts the tone.	1 – 50	
	VOL	Adjusts the volume.	0 – 100	
<b>PH+Dist</b>		This effect combines a phaser and distortion in the style of the Roland JET PHASER.		
★ 	Mode	Selects the jet sound mode.	1 – 4	
	Rate	Sets the speed of the modulation.	0 – 50	
	RESO	Sets effect resonance.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	













[ DELAY ]

<b>Delay</b>		This long delay has a maximum length of 3000 ms.		
	Time	Sets the delay time.	1 – 3000	
	FB	Adjusts the feedback amount.	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	
<b>AnalogDly</b>		This analog delay simulation has a long delay with a maximum length of 3000 ms.		
	Time	Sets the delay time.	1 – 3000	
	FB	Adjusts the feedback amount.	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	
<b>TapeEcho</b>		This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.		
★ 	Time	Sets the delay time.	1 – 2000	
	FB	Adjusts the feedback amount.	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	





[ DELAY ]

<b>ReverseDL</b>		This reverse delay is a long delay with a maximum length of 1500 ms.		
★ 	Time	Sets the delay time.	10 – 1500	
	FB	Adjusts the feedback amount.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	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	
<b>ModDelay</b>		This delay effect allows the use of modulation.		
★ 	Time	Sets the delay time.	1 – 2000	
	FB	Adjusts the feedback amount.	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	
<b>P-P Delay</b>		This delay outputs the delay sound alternately left and right.		
	Time	Sets the delay time.	1 – 3000	
	FB	Adjusts the feedback amount.	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	
<b>FilterDly</b>		This effect filters a delayed sound.		
★ 	Time	Sets the delay time.	1 – 2000	
	FB	Adjusts the feedback amount.	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	
<b>Dual DLY</b>		This effect combines 2 individual delays.		
★ 	TimeA	Adjusts the delay time of Delay A.	0 – 1490, J x 6	
	FB A	Adjusts the Delay A feedback amount.	0 – 110	
	TimeB	Adjusts the delay time of Delay B.	0 – 1490, J x 6	
	FB B	Adjusts the Delay B feedback amount.	0 – 110	
	DlyMx	Adjust the mix of the Delay A and B effect sounds.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	Depth	Sets the depth of the modulation.	MN-0 – ST-50	
	Speed	Sets the speed of the modulation.	0 – 50	
<b>Pitch DLY</b>		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	
	FB	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>SlapBackD</b>		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	
	FB	Adjusts the feedback amount.	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.	J, .J, P-P	






[ DELAY ]

<b>A-Pan DLY</b>		This combines auto pan and delay to create the effect of the stereo image moving cyclically.			
★ 	Time	Sets the delay time.	1 – 1500		
	FB	Adjusts the feedback amount.	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.	0 – 50		
	Clip	Adjusts the amount of waveform clipping.	0 – 10		
<b>PhaseDly</b>		This effect applies a phaser to a delayed sound.			
★ 	Time	Sets the delay time.	1 – 2000		
	FB	Adjusts the feedback amount.	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	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			
<b>TapeEcho3</b>		This tape echo effect models the MAESTRO ECHOPLEX EP-3.			
★ 	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		
	Time	Sets the delay time.	10 – 1000		
	FB	Adjusts the feedback amount.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
	RecLv	Adjusts the volume recorded to the tape.	0 – 100		
<b>ICE Delay</b>		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 – 980		
	FB	Adjusts the feedback amount.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
<b>SlwAtkDly</b>		This effect combines slow attack and delay.			
★ 	Swell	Adjusts the attack time.	1 – 50		
	Time	Sets the delay time.	1 – 1900		
	FB	Adjusts the feedback amount.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
<b>SoftEcho</b>		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		
	FB	Adjusts the feedback amount.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		









[ DELAY ]

<b>AcTpEcho</b>		This tape echo sound has been tailored for acoustic instruments.		
	Time	Set the delay time.	10 – 1000	
	FB	Adjust the amount of feedback.	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	
<b>PercusDly</b>		This delay emphasizes the attack of the delay sound, keeping it distinct among the sounds of other instruments.		
	Time	Set the delay time.	1 – 3000	
	FB	Adjust the amount of feedback.	0 – 100	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100	
	Tone	Adjust the tone of the effect.	0 – 10	
	Sense	Set the sensitivity of the effect.	0 – 10	
	ATTCK	Adjust the amount of effect sound emphasis when the input is high.	0 – 10	
	Comp	Adjust the depth of compression on the effect 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	









[ REVERB ]

<b>Air</b>		This effect reproduces the ambience of a room, to create spatial depth.		
	Size	Sets the size of the space.	1 – 100	
	REF	Adjusts the amount of reflection from the wall.	0 – 10	
	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	
<b>Room</b>		This reverb effect simulates the acoustics of a room.		
	PreD	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	
	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	
<b>Hall</b>		This reverb effect simulates the acoustics of a concert hall.		
	PreD	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	
	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	
<b>HD Hall</b>		This is a dense hall reverb.		
	PreD	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	
<b>Spring</b>		This reverb effect simulates a spring reverb.		
	PreD	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	
	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 ]










<b>FD Spring</b>		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	
<b>Plate</b>		This simulates a plate reverb.		
	PreD	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	
<b>EarlyRef</b>		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	
<b>Church</b>		This effect simulates the reverberations of a church.		
★ 	PreD	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	
	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. 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	
<b>Chamber</b>		This effect simulates the reverberations of a chamber-sized room.		
★ 	PreD	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	
	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	
<b>GateRev</b>		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	
<b>ModReverb</b>		This wide and thick reverb adds modulation to the reverberations.		
	Depth	Set the modulation depth.	0 – 100	
	Decay	Set the reverb duration.	1 – 30	
	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	
<b>DryPlate</b>		This plate reverb simulation can provide clear reverberations.		
	PreD	Set the time between when the original sound is input and reverb starts.	1 – 200	
	Decay	Set the reverb duration.	0 – 100	
	LoDMP	Adjust the damping of low frequencies in the reverb sound.	0 – 100	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100	

[ **PEDAL** ] Pedal effects are available to add only for A1X FOUR.






<b>PDL Vol</b>		The volume curve of the volume pedal can be set.			
	<b>P</b> VOL	Adjusts the volume.	0 – 100	P	
	Min	Adjusts the volume when the pedal is at minimum position.	0 – 100		
	Max	Adjusts the volume when the pedal is at maximum position.	0 – 100		
	Curve	Sets the volume curve.	A, B		
<b>BlackWah</b>		This pedal wah effect simulates the Cry Baby.			
★ 	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 100	P	
	Range	Adjusts the frequency range processed by the effect.	0 – 100		
	Dry	Adjusts the volume of the unaffected sound.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>ChromeWah</b>		This simulates a British wah pedal with a chrome finish.			
	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 100	P	
	Range	Adjusts the frequency range processed by the effect.	0 – 100		
	Dry	Adjusts the volume of the unaffected sound.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>WAH100</b>		Simulates an Ibanez wah pedal.			
★ 	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 50	P	
	Depth	Sets the depth of the wah.	0 – 100		
	Dry	Adjusts the volume of the unaffected sound.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>PDL Pitch</b>		Use an expression pedal to change the pitch in real time with this effect.			
	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P	
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>		
	Tone	Adjusts the tone.	0 – 10		
	Mode	Sets the sound style.	UP, DOWN		
<b>PDL MnPit</b>		This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.			
★ 	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P	
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>		
	Tone	Adjusts the tone.	0 – 10		
	Mode	Sets the sound style.	UP, DOWN		
<b>PDL Vibe</b>		This vibe sound features unique undulations.			
★ 	<b>P</b> Speed	Sets the speed of the modulation.	0 – 50	P	
	Depth	Sets the depth of the modulation.	0 – 100		
	Mode	Sets effect to vibrato or chorus.	VIBRAT, CHORS		
	VOL	Adjusts the volume.	0 – 100		
<b>PDL Drive</b>		The expression pedal controls the gain of this drive effect.			
★ 	<b>P</b> Gain	Adjusts the gain.	0 – 100	P	
	Tone	Adjusts the tone.	0 – 100		
	PRSN	Adjusts volume of super-high frequencies.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		







[ PEDAL ]

<b>PDL PHSR</b>					The expression pedal controls the modulation frequency of this phaser.				
★ 	<b>P</b> Rate	Sets the speed of the modulation.			1 – 50	P			
	Depth	Sets the depth of the modulation.			0 – 100				
	RESO	Sets effect resonance.			0 – 100				
	Color	Sets the tone of the effect type.			4 STG, 8 STG, INV 4, INV 8				
<b>PDL Delay</b>					The expression pedal controls the delay input level of this effect.				
	<b>P</b> InLvl	Adjusts the delay input level.			0 – 100	P			
	Time	Sets the delay time.			1 – 3000		♪		
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
<b>PDL Rev</b>					The expression pedal controls the reverb input level of this effect.				
	<b>P</b> InLvl	Adjusts the reverb input level.			0 – 100	P			
	PreD	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				
<b>OSC Echo</b>					The expression pedal controls the delay oscillation of this effect.				
★ 	<b>P</b> OSC	Adjusts the delay time and feedback.			0 – 100	P			
	T-Min	Adjusts the delay time when the pedal is at minimum position.			19 – 500				
	T-Max	Adjusts the delay time when the pedal is at maximum position.			19 – 500				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
<b>VoiceWah</b>					This effect can make a guitar sound like a human voice.				
★ 	<b>P</b> Vowel	Adjusts the emphasized vowel.			0 – 100	P			
	PTTRN	Sets effect pattern.			A – C				
	Voice	Adjusts the vowel sounds.			0 – 100				
	Mode	Sets the sound style.			STEP, SOFT				
<b>PDL Roto</b>					Simulates a rotary speaker.				
	<b>P</b> Mode	Sets the rotary mode.			SLOW, FAST	P			
	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				
<b>P-BitCRSH</b>					This effect creates a lo-fi sound.				
★ 	<b>P</b> SMPL	Sets sampling rate.			0 – 50	P			
	Bit	Sets bit depth.			4 – 32				
	Tone	Adjusts the tone.			0 – 10				
	BAL	Adjusts the balance between original and effect sounds.			0 – 100				
<b>PDL FLNGR</b>					The expression pedal controls the emphasized frequency of this flanger.				
★ 	<b>P</b> FREQ	This sets the emphasized frequency.			0 – 100	P			
	RESO	Sets effect resonance.			-10 – 10				
	HiDMP	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				
<b>BassWah</b>					This is a pedal wah effect for bass guitar.				
★ 	<b>P</b> FREQ	Adjusts the emphasized frequency.			0 – 100	P			
	Range	Adjusts the frequency range processed by the effect.			0 – 100				
	Dry	Adjusts the volume of the unaffected sound.			0 – 100				
	VOL	Adjusts the volume.			0 – 100				










[ PEDAL ]

<b>PDL Reso</b>		Pedal wah with a strong character.			
★ 	<b>P</b> FREQ	Adjusts the emphasized frequency.	1 – 50	P	
	RESO	Sets effect resonance.	0 – 10		
	Dry	Adjusts the volume of the unaffected sound.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>BaPDLpit</b>		Use an expression pedal to change the pitch in real time with this effect.			
★ 	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P	
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>		
	Tone	Adjusts the tone.	0 – 10		
	Mode	Sets the sound style.	UP, DOWN		
<b>BaPDLmnp</b>		This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.			
★ 	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P	
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>		
	Tone	Adjusts the tone.	0 – 10		
	Mode	Sets the sound style.	UP, DOWN		
<b>TP P.Wah</b>		This is a pedal wah for trumpet.			
	<b>P</b> FREQ	Set the emphasized frequency.	0 – 50	P	
	Depth	Set the depth of the wah effect.	0 – 100		
	Peak	Set the amount of resonance when the filter is open.	0 – 10		
	VOL	Adjust the volume.	0 – 100		
<b>Output VP</b>		This controls the product output level. This volume will be kept even when the patch is changed.			
	–		–		










[ AG MODEL ]

<b>D-28</b>		Body characteristics of a Martin D-28, which is a standard acoustic guitar style.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>D-18</b>		Body characteristics of a Martin D-18, which features a clear tone.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>D-45</b>		Body characteristics of a Martin D-45, which features rich harmonics and deep bass.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>000-28</b>		Body characteristics of a Martin 000-28, which features beautiful treble.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		







[ AG MODEL ]

000-18		Body characteristics of a Martin 000-18, which features clear bass.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
OM-28		Body characteristics of a Martin OM-28, which features full high frequencies and just the right amount of volume.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
OM-18		Body characteristics of a Martin OM-18, which features a tone with a fast response.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
OM-42		Body characteristics of a Martin OM-42, which features rich harmonics and a tight low end.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
00-21		Body characteristics of a Martin 00-21, which features a clear tone typical of jacaranda.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
00-18		Body characteristics of a Martin 00-18, which features a balanced tone from a small body.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
J-45		Body characteristics of a Gibson J-45, which features a dry tone that is perfect for strumming.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
Adv.Jumbo		Body characteristics of a Gibson J-45 Advanced Jumbo, which uses a rosewood back to add rich bass to the J-45 sound.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
J-160E		Body characteristics of a Gibson J-160E, which is famous as a pioneering acoustic-electric guitar.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		

[ AG MODEL ]

<b>HumBird</b>		Body characteristics of a Gibson Hummingbird, which is loved by pop and rock artists.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>Dove</b>		Body characteristics of a Gibson Dove, which features a solid bass tone from its maple sides and back.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>SJ-200</b>		Body characteristics of a Gibson SJ-200, which is known as the king of flattop guitars.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>F-55</b>		Body characteristics of a Guild F-55, which has deep bass and bell-like high frequencies thanks to its large body.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>LG-2</b>		Body characteristics of a Gibson LG-2, which is a small-bodied guitar loved by blues musicians.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>LG-0</b>		Body characteristics of a Gibson LG-0, which has a down-home sound thanks to its ladder bracing.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>314ce</b>		Body characteristics of a Taylor 314ce, which is popular because of its great playability and balanced tone.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>LL36</b>		Body characteristics of a YAMAHA LL36, which features a thick solid sound with a balanced tone.			
★ 	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		
<b>LL66</b>		Body characteristics of a YAMAHA LL66, which has a transparent sound with a good balance of all the strings.			
	Gain	Adjusts the gain.	-12 – 12		
	Bass	Adjusts volume of low frequencies.	0 – 100		
	MID	Adjusts volume of middle frequencies.	0 – 100		
	Treble	Adjusts volume of high frequencies.	0 – 100		

[ AG MODEL ]

<b>Adamas</b>	Body characteristics of an Ovation Adamas, which was created to have ideal vibration traits by using a unique top material.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
<b>Legend</b>	Body characteristics of an Ovation Legend, which features a round back and a large sound hole.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
<b>Nylon</b>	Body characteristics of a nylon guitar used in bossa nova, jazz and other genres.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
<b>12Strings</b>	Body characteristics of a Guild 12-string guitar, which features the unique wide sound of doubled strings.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
<b>Resonator</b>	Body characteristics of a Dobro resonator guitar, which has a spider cone resonator in a wood body.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
<b>UprightBa</b>	Body characteristics of a 3/4 upright bass, which has soft highs and rich lows.			
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	



## Additional tables

---

**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 [Color Parameter]**

Color	 Pedal min	 Pedal max
1	0 cent	+1 octave
2	0 cent	+2 octave
3	0 cent	- 100 cent
4	0 cent	- 2 octave
5	0 cent	-∞
6	- 1 octave +original	+1 octave +original
7	- 700 cent +original	+500 cent +original
8	Doubling	Detuned +original
9	-∞ (0 Hz) +original	+1 octave +original