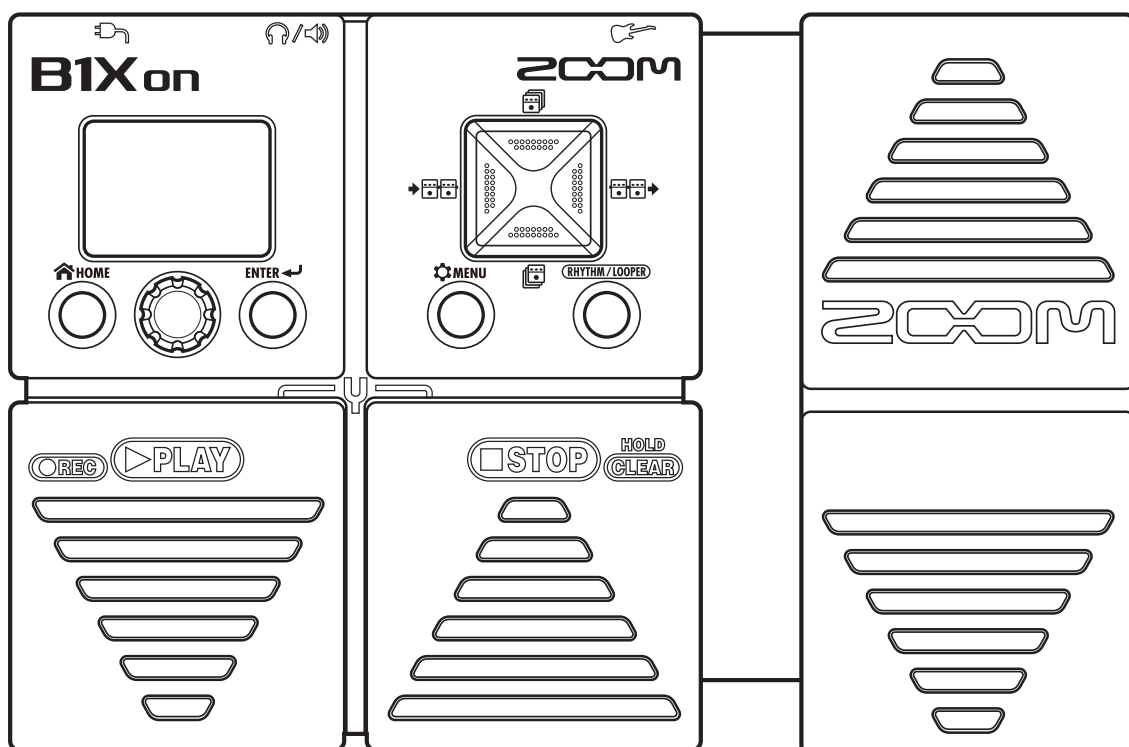


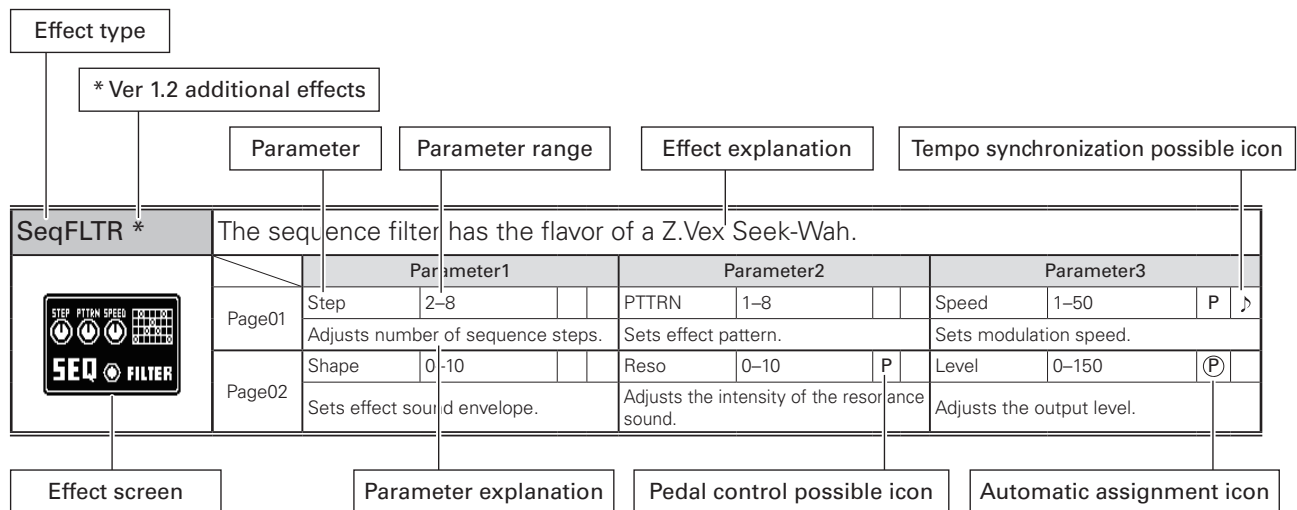
B1 on / B1X on

Bass Multi-Effects Processor

Effect Types and Parameters



Effect explanation overview




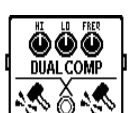





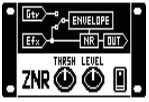





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DYNAMICS / FILTER

B1on / B1Xon



| | | | | | | | |
|-------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------------------------------------|------------|-----------------------------------------------------------|------------|---------------------------------------------------------------------------------|--------------|
| OptComp | | This compressor is in the style of an APHEX Punch FACTORY. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Drive | 0-10 | Tone | 0-100 | Level | 0-150 P |
| | Page02 | Adjusts the depth of the compression. | | Adjusts the tone. | | Adjusts the output level. | |
| D Comp | | This compressor in the style of the MXR Dyna Comp. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Sense | 0-10 P | Tone | 0-10 | Level | 0-150 P |
| | Page02 | Adjusts the effect sensitivity. | | Adjusts the tone. | | Adjusts the output level. | |
| | Page02 | ATTCK | Slow, Fast | | | | |
| | | Sets compressor attack speed to Fast or Slow. | | | | | |
| M Comp | | This compressor provides a more natural sound. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | THRSH | 0-50 P | Ratio | 1-10 | Level | 0-150 P |
| | Page02 | Sets the level that activates the compressor. | | Adjusts the compression ratio. | | Adjusts the output level. | |
| | Page02 | ATTCK | 1-10 | | | | |
| | | Adjusts the compressor attack rate. | | | | | |
| DualComp * | | This is a compressor which allows separate settings for the low frequency and high frequency range. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Hi | 0-50 P | Lo | 0-50 P | Freq | 300Hz-1.5kHz |
| | Page02 | Adjusts the compression depth in the high frequency range. | | Adjusts the compression depth in the low frequency range. | | Adjusts the crossover point between the high frequency and low frequency range. | |
| | Page02 | Level | 0-150 P | Tone | 0-10 | | |
| | | Adjusts the output level. | | Adjusts the tonal quality of the sound. | | | |
| 160 Comp | | This compressor is in the style of the dbx 160A. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | THRSH | -60 - 0 | Ratio | 1.0 - 10.0 | Gain | 0 - 20 |
| | Page02 | Adjusts the threshold that determines when the effect is activated. | | Adjusts the compression ratio. | | Adjusts the gain after compression. | |
| | Page02 | Knee | Hard, Soft | Level | 0 - 150 P | | |
| | | Sets the type of knee. | | Adjusts the output level. | | | |
| Limiter | | This is a limiter that suppresses signal peaks above a certain reference level. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | THRSH | 0-50 P | Ratio | 1-10 P | Level | 0-150 P |
| | Page02 | Adjusts the reference signal level for the limiter action. | | Adjusts the compression ratio of the limiter. | | Adjusts the output level. | |
| | Page02 | REL | 1-10 P | | | | |
| | | Adjusts the delay between the point where the signal level falls below the threshold level and the limiter release. | | | | | |
| SlowATTCK | | This effect slows the attack of each note, resulting in a violin-like performance. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Time | 1-50 P | Curve | 0-10 P | Level | 0-150 P |
| | Page02 | Adjusts the attack time. | | Set the curve of volume change during attack. | | Adjusts the output level. | |
| | Page02 | | | | | | |

| | | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------------------------------------|------------|---|--------------------------------------------------------|---------------------|---|--------------------------------------------------------------------------------|-------------|---|
| ZNR | | ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | THRSH | 1-25 | P | DETCT | GtrIn, EfxIn | | Level | 0-150 | P |
| | Page02 | Adjusts the effect sensitivity. | | | Sets control signal detection level. | | | Adjusts the output level. | | |
| Ba GEQ | | This 7-band graphic equalizer is suitable for the bass frequency range. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | 50Hz | -12-12 | | 120Hz | -12-12 | | 400Hz | -12-12 | |
| | Page02 | Adjusts the amount of boost/cut at 50 Hz. | | | Adjusts the amount of boost/cut at 120 Hz. | | | Adjusts the amount of boost/cut at 400 Hz. | | |
| | Page03 | 10kHz | -12-12 | | Level | 0-150 | P | | | |
| Ba PEQ | | This 2-band parametric equalizer is suitable for the bass frequency range. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Freq1 | 20Hz-20kHz | | Q1 | 0.5, 1, 2, 4, 8, 16 | | Gain1 | -20-20 | |
| | Page02 | Adjusts center frequency of EQ1. | | | Adjusts EQ1 Q. | | | Adjusts EQ1 gain. | | |
| | Page03 | Level | 0-150 | P | | | | | | |
| Splitter | | This effect divides the signal into two bands (high/low) and lets you freely adjust the mix ratio of the two bands. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Hi | 0-100 | P | Lo | 0-100 | P | Freq | 80Hz-2.5kHz | |
| | Page02 | Adjusts the mix ratio of the high frequency band. | | | Adjusts the mix ratio of the low frequency band. | | | Adjusts the crossover point between the high frequency and low frequency band. | | |
| Bottom B | | Emphasizes the low and high frequencies. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | 0-10 | | Trebl | 0-10 | | Level | 0-150 | P |
| | Page02 | Adjusts the amount of low-frequency boost. | | | Adjusts the amount of high-frequency boost. | | | Adjusts the output level. | | |
| Exciter | | This exciter is in the style of the BBE Sonic Maximizer. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | 0-100 | | Trebl | 0-100 | | Level | 0-150 | P |
| | Page02 | Adjusts the amount of low-frequency phase correction. | | | Adjusts the amount of high-frequency phase correction. | | | Adjusts the level of the signal after it has passed through the module. | | |

| | | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|------------------------------------------------------------------------------------------------------|--------------------------------------------|----------------------------------------------------------|--------------------------|---------------------------------------------------------------|-----------------------------------------------|------------|----------------|---|
| BaAutoWah | | You can adjust the mix of this bass guitar auto-wah with the original signal. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Sense | -10 - -1, 1-10 | P | Reso | 0-10 | Dry | 0-100 | | |
| | Page02 | Level | 0-150 | P | | | | | | |
| | | Adjusts the sensitivity of the effect. | | Adjusts the intensity of the resonance sound. | | Adjusts level of original sound. | | | | |
| | | Adjusts the output level. | | | | | | | | |
| ZTron * | | This is like a Q-Tron Envelope Filter in LP mode. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Sense | -10-1, 1-10 | P | Reso | 0-10 | Dry | 0-100 | | |
| | Page02 | Level | 0-150 | P | | | | | | |
| | | Adjusts the sensitivity of the effect. | | Adjusts the intensity of the resonance sound. | | Adjusts level of original sound. | | | | |
| | | Adjusts the output level. | | | | | | | | |
| M-Filter | | This envelope filter has the flavor of a MOOG MF-101 Low Pass Filter and can be set in a wide range. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Freq | 0-100 | P | Sense | 0-10 | Reso | 0-10 | | |
| | Page02 | Type | HPF, BPF, LPF | | Chara | 2Pole, 4Pole | VLCTY | Fast, Slow | | |
| | Page03 | Bal | 0-100 | P | Level | 0-150 | P | | | |
| | | | Sets minimum frequency of envelope filter. | | Sets effect sensitivity. | | Adjusts the intensity of the resonance sound. | | | |
| | | Sets filter type. | | Adjusts amount of filter applied. | | Sets speed of filter action. | | | | |
| | | Adjusts the balance between original and effect sounds. | | Adjusts the output level. | | | | | | |
| A-Filter | | This is a resonance filter with a sharp envelope. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Sense | 1-10 | P | Peak | 0-10 | Mode | Up, Down | | |
| | Page02 | Dry | 0-100 | | Level | 0-150 | P | | | |
| | | Adjusts the effect sensitivity. | | Adjusts the Q value of the filter. | | Selects whether the direction of filter change is up or down. | | | | |
| | | Adjusts level of original sound. | | Adjusts the output level. | | | | | | |
| Ba Cry | | This talking modulator is suitable for the bass frequency range. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Range | 1-10 | P | Reso | 0-10 | P | Sense | -10 - -1, 1-10 | P |
| | Page02 | Bal | 0-100 | | Level | 0-150 | P | | | |
| | | Adjusts the frequency range processed by the effect. | | Adjusts the intensity of the modulation resonance sound. | | Adjusts the sensitivity of the effect. | | | | |
| | | Adjusts the balance between original and effect sounds. | | Adjusts the output level. | | | | | | |
| Step * | | This special effect gives the sound a stepped quality. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Depth | 0-100 | | Rate | 0-50 | P | Reso | 0-10 | P |
| | Page02 | Shape | 0-10 | | Level | 0-150 | P | | | |
| | | Sets the depth of the modulation. | | Sets the speed of the modulation. | | Adjusts the intensity of the resonance sound. | | | | |
| | | Adjusts the effect envelope. | | Adjusts the output level. | | | | | | |







DYNAMICS / FILTER

B1on / B1Xon

| SeqFLTR | | The sequence filter has the flavor of a Z.Vex Seek-Wah. | | | | | | | | | |
|-----------------------------------------------------------------------------------|-----------------------------|---------------------------------------------------------|---------------|-----------------------------------------------|-----------------------------------|--------------|---------------------------|---------------------------------------------------------|-------|------|---|
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Step | 2-8 | | PTTRN | 1-8 | | Speed | 1-50 | P | ♪ |
| | | Adjusts number of sequence steps. | | | Sets effect pattern. | | | Sets modulation speed. | | | |
| | Page02 | Shape | 0-10 | | Reso | 0-10 | P | Level | 0-150 | P | |
| | Sets effect sound envelope. | | | Adjusts the intensity of the resonance sound. | | | Adjusts the output level. | | | | |
| RndmFLTR * | | This filter effect changes character randomly. | | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Speed | 1-50 | P | ♪ | Range | 0-100 | P | Reso | 0-10 | P |
| | | Sets modulation speed. | | | Adjusts frequency range affected. | | | Adjusts the intensity of the resonance sound. | | | |
| | Page02 | Type | HPF, BPF, LPF | | Chara | 2Pole, 4Pole | | Bal | 0-100 | P | |
| | | Sets filter type. | | | Adjusts amount of filter applied. | | | Adjusts the balance between original and effect sounds. | | | |
| Page03 | Level | 0-150 | P | | | | | | | | |
| | Adjusts the output level. | | | | | | | | | | |





OVERDRIVE / DISTORTION

B1on / B1Xon

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| Ba Boost | This is a simulation of the Xotic EP Booster, which is warm and firm. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Bass | -10-10 | | | Trebl | -10-10 | | |
| | Adjusts the gain. | | | | Adjusts the low frequency level. | | | | Adjusts the high frequency level. | | | | |
| | Page02 | Level | 0-150 | P | | | | | | | | | |
| Adjusts the output level. | | | | | | | | | | | | | |
| Bass OD | Simulates the ODB-3 overdrive bass machine from BOSS. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Tone | 0-100 | | | Level | 0-150 | P | |
| | Adjusts the gain. | | | | Adjusts the tone. | | | | Adjusts the output level. | | | | |
| | Page02 | Bal | 0-100 | P | | | | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | | | | |
| Bass Muff | This is a simulation of the Electro-Harmonix Bass Big Muff. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Tone | 0-100 | | | Level | 0-150 | P | |
| | Adjusts the gain. | | | | Adjusts the tone. | | | | Adjusts the output level. | | | | |
| | Page02 | Mode | NORM, BsBST | | | Bal | 0-100 | P | | | | | |
| Selects the distortion mode. | | | | Adjusts the balance between the original sound and the effected sound. | | | | | | | | | |
| TS+DRY * | This Ibanez TS808 emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Tone | 0-100 | | | Level | 0-150 | P | |
| | Adjusts the gain. | | | | Adjusts the tone. | | | | Adjusts the output level. | | | | |
| | Page02 | Bal | 0-100 | P | | | | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | | | | |
| Ba Dist 1 | This BOSS DS-1 emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Tone | 0-100 | | | Level | 0-150 | P | |
| | Adjusts the gain. | | | | Adjusts the tone. | | | | Adjusts the output level. | | | | |
| | Page02 | Bal | 0-100 | P | | | | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | | | | |
| Ba Squeak * | This ProCo RAT emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds. | | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Gain | 0-100 | P | | Tone | 0-100 | | | Level | 0-150 | P | |
| | Adjusts the gain. | | | | Adjusts the tone. | | | | Adjusts the output level. | | | | |
| | Page02 | Bal | 0-100 | P | | | | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | | | | |



OVERDRIVE / DISTORTION

B1on / B1Xon

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|-------------------------------------------------------------------------------------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------|-------------------------------------|------------------------------------------------------------------------|-----------|-----------------------------------------|---------------------------|--------|---|
| BaFzSmile * | | This FUZZ FACE emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Gain | 0-100 | P | Tone | 0-100 | | Level | 0-150 | P |
| | Adjusts the gain. | | | Adjusts the tone. | | | Adjusts the output level. | | | |
| | Page02 | Bal | 0-100 | P | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | |
| Ba Metal | | This BOSS Metal Zone emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Gain | 0-100 | P | Tone | 0-100 | | Level | 0-150 | P |
| | Adjusts the gain. | | | Adjusts the tone. | | | Adjusts the output level. | | | |
| | Page02 | Bal | 0-100 | P | | | | | | |
| Adjusts the balance between the original sound and the effected sound. | | | | | | | | | | |
| BassDrive | | Simulation of the SansAmp BASS DRIVER DI, highly popular among bass players. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Bass | -10-10 | | Trebl | -10-10 | | Prese | -10-10 | |
| | Adjusts the low frequency level. | | | Adjusts the high frequency level. | | | Adjusts the super-high frequency level. | | | |
| | Page02 | Gain | 0-100 | P | Blend | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the gain. | | | Adjusts the balance between the original sound and the effected sound. | | | Adjusts the output level. | | |
| | Page03 | Mid | -10-10 | | | | | | | |
| Adjusts the middle frequency level. | | | | | | | | | | |
| D.I Plus | | This is a simulation of the MXR Bass D.I.+, which has both clean and distortion channels. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Gain | 0-100 | P | Blend | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the gain. | | | Adjusts the balance between the original sound and the effected sound. | | | Adjusts the output level. | | |
| | Page03 | Color | OFF, ON | | CHAN | CLN, DIST | | | | |
| Turns preset EQ OFF or ON. | | | Switches between clean and distortion channels. | | | | | | | |
| Bass BB | | This is a simulation of the Xotic Bass BB Preamp, which has a tube-like, thick sound. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Gain | 0-100 | P | Bass | -10-10 | | Trebl | -10-10 | |
| | Adjusts the gain. | | | Adjusts the low frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Blend | 0-100 | P | Level | 0-150 | P | | | |
| Adjusts the balance between the original sound and the effected sound. | | | Adjusts the output level. | | | | | | | |
| DI5 | | This simulates the AVALON DESIGN U5 preamp. | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | | Gain | 0-100 | P | Tone | OFF, 1-6 | | Level | 0-150 | P |
| | Adjusts the gain. | | | Adjusts the tone. | | | Adjusts the output level. | | | |
| Page02 | HiCut | OFF, ON | | | | | | | | |
| Cuts high frequencies when ON. | | | | | | | | | | |





OVERDRIVE / DISTORTION

B1on / B1Xon

| Bass Pre | | This is a preamp model with a semi-parametric equalizer for the mid-range. | | | | | | | | | | |
|-----------------------------------------------------------------------------------|-------------------------------------|----------------------------------------------------------------------------|--------|------------------------------------------------|--------------------------------------|--------------|-----------------------------------|-------------------------------------|---------------|---|--|--|
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | Page01 | Bass | 0-10 | | Trebl | 0-10 | | Level | 0-150 | P | | |
| | | Adjusts the low frequency level. | | | Adjusts the high frequency level. | | | Adjusts the output level. | | | | |
| | Page02 | Mid | -10-10 | | Freq | 100Hz-4.5kHz | | | | | | |
| | Adjusts the middle frequency level. | | | Adjusts the center frequency of the mid-range. | | | | | | | | |
| AC Bs Pre | | This is a preamp model with a graphic equalizer. | | | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | Page01 | Gain | 0-100 | P | Depth | 0-10 | | Level | 0-150 | P | | |
| | | Adjusts the gain. | | | Adjusts the low frequency level. | | | Adjusts the output level. | | | | |
| | Page02 | Bass | -10-10 | | L-Mid | -10-10 | | LM_F | 32Hz - 6.3kHz | | | |
| | | Adjusts the low frequency level. | | | Adjusts the low mid frequency level. | | | Adjusts the L-Mid center frequency. | | | | |
| | Page03 | Mid | -10-10 | | H-Mid | -10-10 | | Trebl | -10-10 | | | |
| | Adjusts the middle frequency level. | | | Adjusts the high mid frequency level. | | | Adjusts the high frequency level. | | | | | |





AMP SIMULATOR

B1on / B1Xon

| SVT | | Simulation of the ultimate rock bass amp, the Ampeg SVT. | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|-----------------------------------------------------------------------------------|-------------------------|--|-----------------------------------------------------|-----------------------------|---|-------------------------------------------------------------------------------------------|--------|---|
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
|  | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | Ultra | OFF, Low, Hi, Both, Cut | | CAB | See Table 1 | | Mix | 0-100 | P |
| | | Emphasizes high and low frequencies. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | |
| B-Man | | Simulation of the Fender BASSMAN 100. | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
|  | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | Deep | OFF, ON | | CAB | See Table 1 | | Mix | 0-100 | P |
| | | Adjusts the low-frequency character. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | |
| HRT3500 | | Simulation of the Hartke HA3500 famous for its aluminum cone. | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
|  | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Tube | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the mix of tube and transistor type sounds. | | | Adjusts the output level. | | |
| | Page03 | Comp | OFF, 1-10 | | CAB | See Table 1 | | Mix | 0-100 | P |
| | | Adjusts the amount of compression. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | |
| SMR | | Simulation of the SWR SM-900, famous for its hi-fi sound. | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
|  | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | ENHNC | 0-10 | | CAB | See Table 1 | | Mix | 0-100 | P |
| | | This tone control changes the frequency and level according to the knob position. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | |





AMP SIMULATOR

B1on / B1Xon

| Flip Top | | Simulation of the Ampeg B-15 made famous by the Motown sound of the 1960s. | | | | | | | | | |
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|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P | |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | | |
| | Page03 | Ultra | Off, Low, Hi, Both | | CAB | See Table 1 | | Mix | 0-100 | P | |
| | Emphasizes high and low frequencies. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | | |
| acoustic | | Simulation of the acoustic 360 well known for its gutsy midrange. | | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P | |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | | |
| | Page03 | BRGHT | OFF, ON | | CAB | See Table 1 | | Mix | 0-100 | P | |
| | Emphasizes high frequencies when ON. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | | |
| Ag Amp | | Simulation of the Aguilar DB750 famous for its powerful sound. | | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P | |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | | |
| | Page03 | Char | OFF, Deep, Brght, Both | | CAB | See Table 1 | | Mix | 0-100 | P | |
| | Selects one of 4 types of preset tones. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | | |
| Monotone | | Simulation of the POLYTONE MINI-BRUTE III with its distinct midrange, often used by Jazz musicians. | | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P | |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | | |
| | Page03 | Char | Dark, Brght, Flat | | CAB | See Table 1 | | Mix | 0-100 | P | |
| | Selects one of 3 types of preset tones. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | | |







AMP SIMULATOR

B1on / B1Xon

| SuperB | | Simulation of the Marshall Super Bass that made rock history. | | | | | | | | |
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|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | Prese | 0-10 | | CAB | See Table 1 | | Mix | 0-100 | P |
| | Adjusts the super-high frequency level. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | |
| G-Krueger | | Simulation of the famous metal bass amp Gallien-Krueger 800RB from the eighties. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | Color | Off, Low, Mid, Hi | | CAB | See Table 1 | | Mix | 0-100 | P |
| | Adjusts the preset tone. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | |
| Heaven | | This simulation of the Eden WT-800 can be used with a wide variety of playing styles. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | ENHNC | 0-10 | | CAB | See Table 1 | | Mix | 0-100 | P |
| | This tone control changes the frequency and level according to the knob position. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | |
| Mark B | | This simulates the Italian Markbass Little Mark III. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Bass | -10-10 | | Mid | -10-10 | | Trebl | -10-10 | |
| | | Adjusts the low frequency level. | | | Adjusts the middle frequency level. | | | Adjusts the high frequency level. | | |
| | Page02 | Mid_F | 32Hz-6.3kHz | | Gain | 0-100 | P | Level | 0-150 | P |
| | | Adjusts the center frequency of the mid-range. | | | Adjusts the gain. | | | Adjusts the output level. | | |
| | Page03 | Color | 0-6 | | CAB | See Table 1 | | Mix | 0-100 | P |
| | Adjusts low and high frequencies. | | | Selects the cabinet. | | | Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet. | | | |





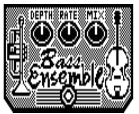

MODULATION / SFX

B1on / B1Xon

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| Tremolo | | This effect varies the volume at a regular rate. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Depth | 0-100 | P | | Rate | 0-50 | P | ↗ | Level | 0-150 | P | |
| | Adjust the depth of the modulation. | | | | Adjusts the rate of the modulation. | | | | Adjusts the output level. | | | | |
| | Page02 | Wave | UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9 | P | | | | | | | | | |
| Sets the modulation waveform. | | | | | | | | | | | | | |
| Slicer | | This effect creates a rhythmical sound by continuously slicing the input. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | PTRN | 1-20 | | | Speed | 1-50 | P | ↗ | Bal | 0-100 | P | |
| | Sets effect pattern. | | | | Sets modulation speed. | | | | Adjusts the balance between original and effect sounds. | | | | |
| | Page02 | THRSH | 0-50 | | | Level | 0-150 | P | | | | | |
| Adjusts effect threshold. | | | | Adjusts the output level. | | | | | | | | | |
| Phaser | | This effect adds a phasing variation to the sound. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Rate | 1-50 | P | ↗ | Color | 4 STG, 8 STG, inv 4, inv 8 | | | Level | 0-150 | | P |
| | Sets the speed of the modulation. | | | | Sets the tone of the effect type. | | | | Adjusts the output level. | | | | |
| | Page02 | | | | | | | | | | | | |
| DuoPhase | | This effect combines 2 phasers. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | RateA | 1-50 | P | ↗ | RateB | 1-50, SyncA, RvrsA | P | | Level | 0-150 | | P |
| | Adjusts speed of LFO A modulation. | | | | Adjusts speed of LFO B modulation. | | | | Adjusts the output level. | | | | |
| | Page02 | ResoA | 0-10 | P | | ResoB | 0-10 | P | | Link | Seri, Para, STR | | |
| | Adjusts resonance of LFO A modulation. | | | | Adjusts resonance of LFO B modulation. | | | | Sets how 2 phasers are connected. | | | | |
| | Page03 | DPT_A | 1-100 | P | | DPT_B | 1-100 | P | | | | | |
| Adjusts depth of LFO A modulation. | | | | Adjusts depth of LFO B modulation. | | | | | | | | | |
| WarpPhase * | | This phaser has a one way effect. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Speed | 1-50 | P | ↗ | Reso | 0-10 | P | | Level | 0-150 | | P |
| | Sets modulation speed. | | | | Sets effect resonance. | | | | Adjusts the output level. | | | | |
| | Page02 | DRCTN | Go, Back | | | | | | | | | | |
| Sets direction of warping. | | | | | | | | | | | | | |
| Vibrato | | This effect automatically adds vibrato. | | | | | | | | | | | |
|  | Page01 | Parameter1 | | | | Parameter2 | | | | Parameter3 | | | |
| | | Depth | 0-100 | | | Rate | 0-50 | P | ↗ | Bal | 0-100 | | P |
| | Sets the depth of the modulation. | | | | Sets the speed of the modulation. | | | | Adjusts the balance between original and effect sounds. | | | | |
| | Page02 | Tone | 0-10 | | | Level | 0-150 | P | | | | | |
| Adjusts the tone. | | | | Adjusts the output level. | | | | | | | | | |





MODULATION / SFX

B1on / B1Xon

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| TheVibe | | This vibe sound features unique undulations. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Speed | 0-50 | P | Depth | 0-100 | P | Bias | 0-100 | P |
| | | Sets modulation speed. | | | Sets the depth of the modulation. | | Adjusts bias of waveform modulation. | | | |
| | Page02 | Wave | 0-100 | P | Mode | VIBRT, CHORS | Level | 0-150 | P | |
| | | Adjusts modulation waveform. | | | Sets effect to vibrato or chorus. | | Adjusts the output level. | | | |
| Ba Chorus | | You can cut the low frequencies of this bass chorus effect sound. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Depth | 0-100 | | Rate | 1-50 | P | Mix | 0-100 | P |
| | | Sets the depth of the modulation. | | | Sets the speed of the modulation. | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | LoCut | OFF-800Hz | | Level | 0-150 | P | PreD | OFF, ON | |
| | | Specifies the low-range cutoff point for the effect sound. | | | Adjusts the output level. | | Turns pre-delay OFF or ON. | | | |
| Ba Detune | | By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Cent | -50-50 | P | PreD | 0-50 | | Mix | 0-100 | P |
| | | Adjusts the detuning in cents, which are fine increments of 1/100-semitone. | | | Sets the pre-delay time of the effect sound. | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | Tone | 0-10 | | Level | 0-150 | P | LoCut | OFF-800Hz | |
| | | Adjusts the tone. | | | Adjusts the output level. | | Sets the cut frequency in the low range of the effect sound. | | | |
| StereoCho * | | This is a stereo chorus with a clear tone. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Depth | 0-100 | P | Rate | 1-50 | P | Mix | 0-100 | P |
| | | Sets the depth of the modulation. | | | Sets the speed of the modulation. | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | Tone | 0-10 | | Level | 0-150 | P | | | |
| | | Adjusts the tone. | | | Adjusts the output level. | | | | | |
| Ba Ensmbl | | This bass chorus ensemble features a sense of three-dimensional movement. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | Depth | 0-100 | | Rate | 1-50 | | Mix | 0-100 | P |
| | | Sets the depth of the modulation. | | | Sets the speed of the modulation. | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | Tone | 0-10 | | Level | 0-150 | P | | | |
| | | Adjusts the tone. | | | Adjusts the output level. | | | | | |
| CoronaTri | | This is a model of tc electronic's CORONA Tri-Chorus. | | | | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | | | | |
| | Page01 | SPEED | 0-100 | P | DEPTH | 0-100 | | FxLVL | 0-100 | P |
| | | Sets modulation speed. | | | Sets the depth of the modulation. | | Adjusts the volume of the effect. | | | |
| | Page02 | TONE | 0-100 | | DRY | OFF/ON | P | | | |
| | | Adjusts the tone. | | | When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output. | | | | | |





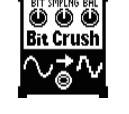

MODULATION / SFX





B1on / B1Xon

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| BaFlanger | | This is a flanger like the ADA Flanger with an added low-frequency cut for the effect sound. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Depth | 0-100 | Rate | 0-50 | Reso | -10-10 |
| | Sets the depth of the modulation. | | Sets the speed of the modulation. | | Adjusts the intensity of the modulation resonance. | | |
| | Page02 | PreD | 0-50 | Mix | 0-100 | Level | 0-150 |
| Sets pre-delay time of effect sound. | | Adjusts the amount of effected sound that is mixed with the original sound. | | Adjusts the output level. | | | |
| Page03 | LoCut | OFF-800Hz | | | | | |
| Sets the cut-off frequency in the low range of the effect sound. | | | | | | | |
| VinFLNGR * | | This analog flanger sound is similar to an MXR M-117R. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Depth | 0-100 | Rate | 0-50 | Reso | -10-10 |
| | Sets the depth of the modulation. | | Sets the speed of the modulation. | | Adjusts the intensity of the resonance sound. | | |
| | Page02 | PreD | 0-50 | Mix | 0-100 | Level | 0-150 |
| Sets pre-delay time of effect sound. | | Adjusts the amount of effected sound that is mixed with the original sound. | | Adjusts the output level. | | | |
| Ba Octave | | This effect adds sound one octave below the original sound. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Oct | 0-100 | Dry | 0-100 | Tone | 0-10 |
| | Adjusts the level of the one-octave lower sound component. | | Adjusts the level of the original sound. | | Adjusts the tonal quality of the oneoctave lower sound component. | | |
| | Page02 | Low | 0-10 | Mid | 0-10 | Level | 0-150 |
| Adjusts the low frequency level. | | Adjusts the middle frequency level. | | Adjusts the output level. | | | |
| PitchSHFT | | This effect shifts the pitch up or down. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Shift | -12-12, 24 | Tone | 0-10 | Bal | 0-100 |
| | Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect. | | Adjusts the tone. | | Adjusts the balance between original and effect sounds. | | |
| | Page02 | Fine | -25-25 | Level | 0-150 | | |
| Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps. | | Adjusts the output level. | | | | | |
| Ba Pitch | | This pitch shifter was designed specifically for playing single notes in the bass frequency range. | | | | | |
|  | | Parameter1 | | Parameter2 | | Parameter3 | |
| | Page01 | Shift | -12-12, 24 | Tone | 0-10 | Bal | 0-100 |
| | Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect. | | Adjusts the tone. | | Adjusts the balance between original and effect sounds. | | |
| | Page02 | Fine | -25-25 | Level | 0-150 | | |
| Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps. | | Adjusts the output level. | | | | | |

MODULATION / SFX




B1on / B1Xon

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| HPS * | | This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | Scale | -6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 2) | | | Key | C, C#, D, D#, E, F, F#, G, G#, A, A#, B | | | Mix | 0-100 | P |
| | Sets the pitch of the pitch-shifted sound added to the original sound. | | | Sets the tonic (root) of the scale used for pitch shifting. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | | | |
| | Page02 | Tone | 0-10 | | | Level | 0-150 | P | | | | |
| Adjusts the tone. | | | Adjusts the output level. | | | | | | | | | |
| BendCho * | | This effect provides pitch bending that uses the input signal as trigger and processes each note separately. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | Depth | 0-100 | | | Time | 0-50 | P | Bal | 0-100 | P | |
| | Adjusts the effect depth. | | | Adjusts the pitch change time. | | | Adjusts the balance between original and effect sounds. | | | | | |
| | Page02 | Mode | Up, Down | | | Tone | 0-10 | | | Level | 0-150 | P |
| Sets direction of pitch bend. | | | Adjusts the tone. | | | Adjusts the output level. | | | | | | |
| MojoRolle * | | This effect modulates the pitch after picking. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | Depth | 0-100 | P | | Speed | 0-100 | P | ↗ | Rise | 0-100 | P |
| | Sets the depth of the modulation. | | | Sets the speed of the modulation. | | | Sets the time before the effect begins to modulate the pitch. | | | | | |
| | Page02 | Mode | Up-Down, Up, Down | | | Level | 0-150 | P | | | | |
| Sets the direction of pitch modulation. | | | Adjusts the output level. | | | | | | | | | |
| RingMod * | | This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | Freq | 1-50 | P | | Tone | 0-10 | | | Bal | 0-100 | P |
| | Sets the frequency of the modulation. | | | Adjusts the tone. | | | Adjusts the balance between original and effect sounds. | | | | | |
| | Page02 | Level | 0-150 | P | | | | | | | | |
| Adjusts the output level. | | | | | | | | | | | | |
| BitCrush | | This effect creates a lo-fi sound. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | Bit | 4-16 | | | SMPL | 0-50 | P | Bal | 0-100 | P | |
| | Sets bit depth. | | | Sets sampling rate. | | | Adjusts the balance between original and effect sounds. | | | | | |
| | Page02 | Tone | 0-10 | | | Level | 0-150 | P | | | | |
| Adjusts the tone. | | | Adjusts the output level. | | | | | | | | | |
| Bomber | | This effect produces an explosive sound when picking. | | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | | |
| | | PTTRN | HndGn, Arm, Bomb, Thndr | | | Decay | 1-100 | P | Bal | 0-100 | P | |
| | Sets type of effect sound. | | | Sets length of reverberations. | | | Adjusts the balance between original and effect sounds. | | | | | |
| | Page02 | THRSH | 0-50 | | | Power | 0-30 | | | Tone | 0-10 | |
| | Adjusts effect threshold. | | | Adjusts strength of explosive sound. | | | Adjusts the tone. | | | | | |
| Page03 | Level | 0-150 | P | | | | | | | | | |
| Adjusts the output level. | | | | | | | | | | | | |

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| AutoPan * | | This effect cyclically moves the panning position of the sound. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Rate | 0-50 | P | Width | L50-R50 | P | Level | 0-150 | P |
| | | Sets the speed of the modulation. | | | Sets the width of the panning. | | | Adjusts the output level. | | |
| | Page02 | Depth | 0-10 | P | Clip | 0-10 | | | | |
| | | Sets the depth of the modulation. | | | Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more. | | | | | |
| Ba Synth | | This effect produces the sound of a monophonic (single-note playing) bass synthesizer that detects the pitch of the input signal. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Decay | 0-100 | P | Wave | Saw, Pulse, PWM | | Reso | 0-10 | |
| | | Adjusts the rate of sound change. | | | Sets the waveform type to "Saw" (sawtooth), "Pulse" (square wave), or PWM (pulse width modulation resulting in fatter sound). | | | Adjusts the intensity of the effect character. | | |
| | Page02 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | |
| StdSyn | | ZOOM original bass synthesizer sound. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Sense | 0-100 | P | Sound | 1-4 | | Tone | 0-10 | |
| | | Adjusts the sensitivity for trigger detection. | | | Selects a synthesizer variation. | | | Adjusts the tonal quality of the sound. | | |
| | Page02 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | |
| SynTlk | | This effect produces a synthesizer sound similar to a talking modulator producing vowels. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Decay | 0-100 | P | Type | iA, UE, UA, oA | | Tone | 0-10 | |
| | | Adjusts the rate of sound change. | | | Selects a vowel variation. | | | Adjusts the tonal quality of the sound. | | |
| | Page02 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | |
| V-Syn * | | This effect produces a vintage bass synthesizer sound. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Decay | 0-100 | P | Sense | 0-30 | | Range | -10-10 | |
| | | Adjusts the rate of sound change. | | | Adjusts the sensitivity for trigger detection. | | | Adjusts the filter shift range. | | |
| | Page02 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | |
| 4VoiceSyn * | | This effect type adds synthesizer harmony components to single notes played on the bass. The harmony components are determined by the Mode and Scale parameters. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | ATTCK | 0-10 | P | Mode | 1-9 | | Scale | 1, 2 | |
| | | Adjusts the attack rate of the synthesizer sound. | | | Selects a harmony type from 1 - 9. (See Table 3) | | | Selects a harmony variation. Two variations are available for each of the 1-9 modes. (See Table 3) | | |
| | Page02 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | |





MODULATION / SFX

B1on / B1Xon

| Z-Syn | | This bass synthesizer sound adds analog synth fatness. | | | | | | | | |
|------------------------------------------------------------------------------------|--------------------------------------------|------------------------------------------------------------------|----------|-------------------------------------------|---------------------------------------------------------------------------------------------------------|-------|---------------------------|------------------------------------------------|-------|---|
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Wave | Saw, Sqr | | Decay | 0-100 | P | Tone | 0-10 | |
| | | Selects the waveform. | | | Adjusts the speed of tone modulation. | | | Adjusts the tone. | | |
| | Page02 | Freq | 0-10 | | Range | 0-20 | | Reso | 0-20 | |
| | | Sets the cut-off frequency of the lowpass filter. | | | Adjusts the amount of cut-off frequency modulation. | | | Adjusts the intensity of the filter resonance. | | |
| | Page03 | Synth | 0-100 | P | Dry | 0-100 | P | Level | 0-150 | P |
| | Adjusts level of synthesizer sound. | | | Adjusts level of original sound. | | | Adjusts the output level. | | | |
| Z-Organ * | | This effect simulates an organ sound. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Upper | 0-100 | P | Lower | 0-100 | P | Dry | 0-100 | P |
| | | Adjusts volume of high frequencies. | | | Adjusts volume of low frequencies. | | | Adjusts level of original sound. | | |
| | Page02 | HPF | 0-10 | | LPF | 0-10 | | Level | 0-150 | P |
| | Adjusts high-pass filter cutoff frequency. | | | Adjusts low-pass filter cutoff frequency. | | | Adjusts the output level. | | | |
| Defret | | Turns the sound from any bass guitar into a fretless bass sound. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Sense | 0-30 | P | Color | 1-10 | P | Level | 0-150 | P |
| | | Adjusts the effect sensitivity. | | | Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character. | | | Adjusts the output level. | | |
| Page02 | Tone | 1-50 | | | | | | | | |
| | Adjusts the tonal quality of the sound. | | | | | | | | | |






DELAY/REVERB

B1on / B1Xon

| | | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------|--------------|-----|---------------------------------------------------------------------------------------------------------------------------------------------|-----------|---|--------------------------------------------------------------------------------------------------------------------------------|--------|---|
| Delay | | This long delay has a maximum length of 4000 ms. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Time | 1-4000 | ▷ | FB | 0-100 | P | Mix | 0-100 | P |
| | | Sets the delay time. | | | Adjusts the feedback amount. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | HiDMP | 0-10 | | P-P | MONO, P-P | | Level | 0-150 | P |
| | | Adjusts the treble attenuation of the delay sound. | | | Sets delay output to mono or pingpong. | | | Adjusts the output level. | | |
| Page03 | Tail | OFF/ON | | | | | | | | |
| | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | | | |
| TapeEcho * | | This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Time | 1-2000 | P ▷ | FB | 0-100 | P | Mix | 0-100 | P |
| | | Sets the delay time. | | | Adjusts the feedback amount. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | HiDMP | 0-10 | | Level | 0-150 | P | Tail | OFF/ON | |
| | | Adjusts the treble attenuation of the delay sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | |
| StompDly | | By turning the feedback up on this stomp-style delay, you can make it self-oscillate. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | E.LVL | 0-120 | P | FB | 0-100 | P | Time | 1-600 | P |
| | | Adjusts amount of effect sound mixed with original sound. | | | Adjusts the feedback amount. | | | Sets the delay time. The Time setting has no effect if Sync is not set to OFF. | | |
| | Page02 | Sync | OFF, ♪ - ♪x8 | ▷ | Mode | MONO, STR | | Tail | OFF/ON | |
| | | Activates tempo sync. | | | Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | |
| Page03 | HiDMP | 0-10 | | | | | | | | |
| | | Adjusts the treble attenuation of the delay sound. | | | | | | | | |
| ModDelay2 | | You can adjust the depth of this modulation delay effect. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Time | 1-2000 | ▷ | FB | 0-100 | P | Mix | 0-100 | P |
| | | Sets the delay time. | | | Adjusts the feedback amount. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | Rate | 1-50 | P | Level | 0-150 | P | Depth | 0-100 | |
| | | Sets the speed of the modulation. | | | Adjusts the output level. | | | Adjust the depth of the modulation. | | |
| Page03 | Tail | OFF/ON | | | | | | | | |
| | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | | | |






DELAY/REVERB

B1on / B1Xon

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|-------------------------------------------------------------------------------------|------------------------------|--------------------------------------------------------------------------------------------------------------------------------|---------|-------------------|--------------------------------------------------------------------------------------------------------------------------------|--------|---------------------------|--------------------------------------------------------------------------------------------------------------------------------|--------|---|--|
| ReverseDL | | This reverse delay is a long delay with a maximum length of 2000 ms. | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | | Time | 10-2000 | | FB | 0-100 | P | Bal | 0-100 | P | |
| | Page02 | Sets the delay time. | | | Adjusts the feedback amount. | | | Adjusts the balance between original and effect sounds. | | | |
| | | HiDMP | 0-10 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts the treble attenuation of the delay sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| MultiTapD * | | This effect produces several delay sounds with different delay times. | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | | Time | 1-3000 | | PTTRN | 1-8 | | Mix | 0-100 | P | |
| | Page02 | Sets the delay time. | | | Sets the tap pattern, which varies from rhythmical to random patterns. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | | Tone | 0-10 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts the tone. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| FilterDly | | This effect filters a delayed sound. | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | | Time | 1-2000 | | FB | 0-100 | P | Mix | 0-100 | P | |
| | Page02 | Sets the delay time. | | | Adjusts the feedback amount. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | | Rate | 1-50 | P | Depth | 0-100 | P | Reso | 0-10 | P | |
| | Page03 | Sets the speed of the modulation. | | | Sets the depth of the modulation. | | | Adjusts the intensity of the resonance sound. | | | |
| | | Level | 0-150 | P | Tail | OFF/ON | | | | | |
| | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | |
| PitchDly * | | This effect applies pitch shift to a delayed sound. | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | | Time | 1-2000 | | Pitch | -12-12 | P | Mix | 0-100 | P | |
| | Page02 | Sets the delay time. | | | Sets volume of pitch shift applied to delayed sound. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | | FB | 0-100 | P | Tone | 0-10 | | Level | 0-150 | P | |
| Page03 | Adjusts the feedback amount. | | | Adjusts the tone. | | | Adjusts the output level. | | | | |
| | Tail | OFF/ON | | | | | | | | | |
| | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | | | | |
| TrgHldDly * | | This delay samples and holds using picking as the trigger. | | | | | | | | | |
|  | Page01 | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
| | | Time | 10-1000 | | Duty | 25-100 | | Mix | 0-100 | P | |
| | Page02 | Sets the delay time. | | | Sets the time that the sample-and-hold sound is produced. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | | THRSH | 0-30 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts effect threshold. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |






DELAY/REVERB

B1on / B1Xon

| StereoDly | | This stereo delay allows the left and right delay times to be set separately. | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|--------------------------------------------------------------------------------------|--------|---|-------------------------------------------------|--------|---|--------------------------------------------------------------------------------------------------------------------------------|--------|---|--|
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
|  | Page01 | TimeL | 1-2000 | | TimeR | 1-2000 | | Mix | 0-100 | P | |
| | | Adjusts delay time of left channel delay. | | | Adjusts delay time of right channel delay. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | LchFB | 0-100 | P | RchFB | 0-100 | P | Level | 0-150 | P | |
| | | Adjusts delay feedback of left channel. | | | Adjusts delay feedback of right channel. | | | Adjusts the output level. | | | |
| | Page03 | LchLv | 0-100 | P | RchLv | 0-100 | P | Tail | OFF/ON | | |
| | | Adjusts delay output of left channel. | | | Adjusts delay output of right channel. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| HD Hall | | This is a dense hall reverb. | | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
|  | Page01 | PreD | 1-200 | | Decay | 0-100 | P | Mix | 0-100 | P | |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Sets the duration of the reverberations. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | LoDMP | 0-100 | P | HiDMP | 0-100 | P | Tail | OFF/ON | | |
| | | Adjusts low frequency damping in reverb sound. | | | Adjusts high frequency damping in reverb sound. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| Hall | | This reverb effect simulates the acoustics of a concert hall. | | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
|  | Page01 | Decay | 1-30 | P | Tone | 0-10 | | Mix | 0-100 | P | |
| | | Sets the duration of the reverberations. | | | Adjusts the tone. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | PreD | 1-100 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| Room | | This reverb effect simulates the acoustics of a room. | | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
|  | Page01 | Decay | 1-30 | P | Tone | 0-10 | | Mix | 0-100 | P | |
| | | Sets the duration of the reverberations. | | | Adjusts the tone. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | PreD | 1-100 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| TiledRoom * | | This reverb effect simulates the acoustics of a tiled room. | | | | | | | | | |
| | | Parameter1 | | | Parameter2 | | | Parameter3 | | | |
|  | Page01 | Decay | 1-30 | P | Tone | 0-10 | | Mix | 0-100 | P | |
| | | Sets the duration of the reverberations. | | | Adjusts the tone. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | | |
| | Page02 | PreD | 1-100 | | Level | 0-150 | P | Tail | OFF/ON | | |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |



DELAY/REVERB

B1on / B1Xon

| | | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-------|--------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|--------|--------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|--------|---|
| Arena * | | This reverb effect simulates the acoustics of a large enclosure such as a sports arena. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Decay | 1-30 | P | Tone | 0-10 | | Mix | 0-100 | P |
| | | Sets the duration of the reverberations. | | | Adjusts the tone. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | PreD | 1-100 | | Level | 0-150 | P | Tail | OFF/ON | |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | |
| Plate | | This simulates a plate reverb. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | PreD | 1-200 | | Decay | 0-100 | P | Mix | 0-100 | P |
| | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | Sets the duration of the reverberations. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | Color | 0-100 | P | LoDMP | 0-100 | P | HiDMP | 0-100 | P |
| | Adjusts the reverb time of the low frequencies. | | | Adjusts low frequency damping in reverb sound. | | | Adjusts high frequency damping in reverb sound. | | | |
| Page03 | Tail | OFF/ON | | Level | 0-150 | P | | | | |
| | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | Adjusts the output level. | | | | | | |
| Air * | | This effect reproduces the ambience of a room, to create spatial depth. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Size | 1-100 | | Tone | 0-10 | | Mix | 0-100 | P |
| | | Sets the size of the space. | | | Adjusts the tone. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | Ref | 0-10 | P | Level | 0-150 | P | Tail | OFF/ON | |
| | Adjusts the amount of reflection from the wall. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| EarlyRef | | This effect reproduces only the early reflections of reverb. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Decay | 1-30 | | Shape | -10-10 | P | Mix | 0-100 | P |
| | | Adjusts the duration of the reverb. | | | Adjusts the effect envelope. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | Tone | 0-10 | | Level | 0-150 | P | Tail | OFF/ON | |
| | Adjusts the tone. | | | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |
| ModReverb | | This reverb generates fluctuating echoes. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Depth | 0-100 | | Decay | 1-30 | P | Mix | 0-100 | P |
| | | Sets the depth of the modulation. | | | Adjusts the duration of the reverb. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | Rate | 1-50 | P | Tone | 0-10 | | PreD | 1-100 | |
| | Sets the speed of the modulation. | | | Adjusts the tone. | | | Adjusts the delay between input of the original sound and start of the reverb sound. | | | |
| Page03 | Level | 0-150 | P | Tail | OFF/ON | | | | | |
| | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | |




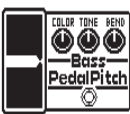

DELAY/REVERB

B1on / B1Xon

| SlapBack | | This reverb creates a repeating echo effect. | | | | | | | | |
|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------|---------|--------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------|---------|--------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|------------------|---|
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Time | 1-1000 | | Decay | 1-30 | P | Mix | 0-100 | P |
| | | Sets the delay time. | | | Sets the duration of the reverberations. | | | Adjusts the amount of effected sound that is mixed with the original sound. | | |
| | Page02 | FB | 0-100 | P | Tone | 0-10 | | DRBal | 0-100 | P |
| | | Adjusts the feedback amount. | | | Adjusts the tone. | | | Sets the ratio of delay and reverb. | | |
| | Page03 | Level | 0-150 | P | Tail | OFF/ON | | | | |
| | Adjusts the output level. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | | | | |
| ParticleR | | This unique complex reverb effect models the LINE6 M9 Particle Verb. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | DWELL | 0 - 100 | P | GAIN | 0 - 100 | P | MODE | STBL, CRTCL, HZD | |
| | | Sets the duration of the reverberations. | | | Adjusts the output gain of the reverb sound. | | | Sets how the reverb sound changes. | | |
| | Page02 | MIX | 0 - 100 | P | MONO | OFF/ON | | Tail | OFF/ON | |
| | Adjusts the amount of effected sound that is mixed with the original sound. | | | When OFF, the effect sound is output in stereo. When ON, the effect sound is output as a mono mix. | | | When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off. | | | |

PEDAL (B1Xon Only)

B1on / B1Xon

| | | | | | | | | | | |
|-------------------------------------------------------------------------------------|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------|-----|------------------------------------------------|-------|---|---------------------------------|-------|-----|
| PedalVx | | This simulates a vintage british wah pedal. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Freq | 1-50 | (P) | DryMX | 0-100 | P | Level | 0-150 | P |
| | Page02 | Adjusts the emphasized frequency. | | | Adjusts the mix with the unaffected sound. | | | Adjusts the output level. | | |
| PedalWah | | This is a pedal wah effect for bass guitar. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Freq | 1-50 | (P) | DryMX | 0-100 | P | Level | 0-150 | P |
| | Page02 | Adjusts the emphasized frequency. | | | Adjusts the mix with the unaffected sound. | | | Adjusts the output level. | | |
| PDL Reso | | Pedal wah with a strong character. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Freq | 1-50 | (P) | Reso | 0-10 | P | Level | 0-150 | P |
| | Page02 | Adjusts the emphasized frequency. | | | Adjusts the intensity of the effect character. | | | Adjusts the output level. | | |
| BaPDLMPit | | Use an expression pedal to change the pitch in real time with this effect. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Color | 1-9 (See Table 4) | | Tone | 0-10 | | Bend | 0-100 | (P) |
| | Page02 | Sets the type of pitch change control with the expression pedal. | | | Adjusts the tone. | | | Sets the amount of pitch shift. | | |
| BaPDLMPnP | | 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. | | | | | | | | |
|  | | Parameter1 | | | Parameter2 | | | Parameter3 | | |
| | Page01 | Color | 1-9 (See Table 4) | | Tone | 0-10 | | Bend | 0-100 | (P) |
| | Page02 | Sets the type of pitch change control with the expression pedal. | | | Adjusts the tone. | | | Sets the amount of pitch shift. | | |

Additional tables

B1on / B1Xon

Table 1 [CAB Parameter]

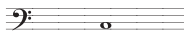
| Type | Modeled cabinet and speakers |
|-------|-------------------------------------------------------|
| SVT | AMPEG 810E simulation. |
| Sp B | MARSHALL 1935A simulation. |
| B-Man | FENDER BASSMAN simulation. |
| H3500 | HARTKE 4.5XL simulation. |
| SMR | SWR GOLIATH simulation. |
| AgAmp | AGUILAR GS410 simulation. |
| GK | GALLIEN KRUEGER 410RBH simulation. |
| Hvn | EDEN D410XLT simulation. |
| acstc | ACOUSTIC 301 simulation. |
| Mono | POLYTONE MINI BRUTE III combo amp cabinet simulation. |
| FLIP | AMPEG B-15 combo amp cabinet simulation. |
| MarkB | Markbass 12-inch combo amp cabinet simulation. |
| OFF | No cabinet used. |

Table 2 [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 |

| Setting | Scale used | Interval |
|---------|------------|----------|
| 3 | Major | 3rd up |
| 4 | | 4th up |
| 5 | | 5th up |
| 6 | | 6th up |

Table 3 [Mode Parameter and Scale Parameter]

Note played on bass  (Example : C)























| Scale 1 | | Scale 2 | | Scale 1 | | Scale 2 | | Scale 1 | | Scale 2 | |
|---------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|---------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|--|---------|--|
| Mode 1 |  |  | Mode 4 |  |  | Mode 7 |  |  | | | |
| | C | Cm | | FonC | FonC | | C7 | F7 | | | |
| Mode 2 |  |  | Mode 5 |  |  | Mode 8 |  |  | | | |
| | C7 (omit 5) | Cm7 (omit 5) | | C | C | | CMaj7 | FMaj7 | | | |
| Mode 3 |  |  | Mode 6 |  |  | Mode 9 |  |  | | | |
| | CMaj7 (omit 5) | CmMaj7 (omit 5) | | Cdim | E ^b dim | | Csus4 | Cadd9 | | | |

Table 4 [OUT Parameter]

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