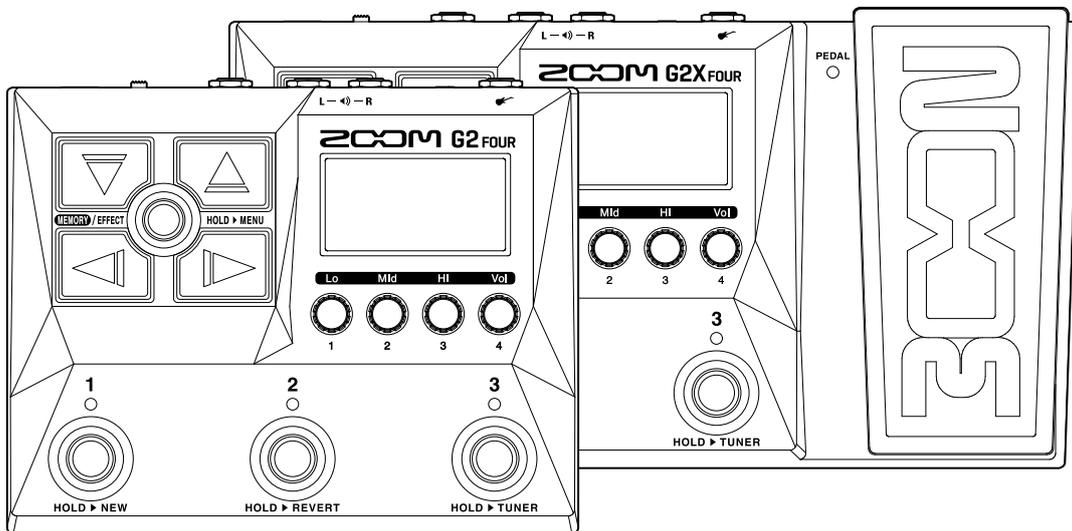


# G2 FOUR / G2X FOUR

## EFFECTS & AMP EMULATOR



## Effect Types and Parameters

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

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# Effect explanation overview

Effect type	Effect explanation	Parameter range	Tempo synchronization possible icon
<b>DELAY</b>	This long delay has a maximum length of 4000 ms.		
	<b>TIME</b>	Sets the delay time.	1 - 599, 600 - 4000, 
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 
	<b>REPEAT</b>	Adjusts the number of repeats.	0 - 100
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100
Effect Screen	Parameter	Parameter explanation	
Handy Guitar Lab additional effects			

Pedal control possible icon				
<b>PEDAL VOLUME</b>				
The volume curve of the volume pedal can be set.				
	<b>P VOL</b>	Adjusts the volume.	0 - 100	P
	<b>MIN</b>	Adjusts the volume when the pedal is at minimum position.	0 - 100	
	<b>MAX</b>	Adjusts the volume when the pedal is at maximum position.	0 - 100	
	<b>CURVE</b>	Sets the volume curve.	A, B	

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<b>COMPRESSOR</b>		<b>This compressor in the style of the MXR Dyna Comp.</b>		
	<b>SENSE</b>	Adjusts the sensitivity of the effect.	0 – 10	
	<b>ATTCK</b>	Sets compressor attack speed to Fast or Slow.	SLOW, FAST	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RACK COMPRESSOR</b>		<b>This compressor allows more detailed adjustment than Comp.</b>		
	<b>THRSH</b>	Sets the level that activates the compressor.	0 – 50	
	<b>RATIO</b>	Adjusts the compression ratio.	1 – 10	
	<b>ATTCK</b>	Sets compressor attack speed.	1 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>GRAY COMPRESSOR</b>		<b>This models a ROSS Compressor. Added parameters allow you to adjust the tone.</b>		
	<b>SUSTN</b>	Adjusts the sustain.	0 – 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>OPTICAL COMPRESSOR</b>		<b>This is an optical compressor.</b>		
	<b>DRIVE</b>	Adjusts the depth of the compression.	0 – 10	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>BLACK OPTICAL COMPRESSOR</b>		<b>This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.</b>		
	<b>COMP</b>	Adjusts the depth of the compression.	0 – 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>1176 LIMITER</b>		<b>This is a simulation of the UREI 1176LN.</b>		
	<b>INPUT</b>	Adjusts the input level.	0 – 80	
	<b>RATIO</b>	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1	
	<b>REL</b>	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	
	<b>OUTPUT</b>	Adjusts the output level.	0 – 80	
<b>ZOOM NOISE REDUCTION</b>		<b>ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.</b>		
	<b>DETCT</b>	Sets control signal detection level.	GTRIN, EFXIN	
	<b>DEPTH</b>	Sets the depth of noise reduction.	0 – 100	
	<b>THRSH</b>	Adjusts the effect sensitivity.	0 – 100	
	<b>DECAY</b>	Adjust the envelope release.	0 – 100	

<b>NOISE GATE</b>	<b>This is a noise gate that cuts the sound during playing pauses.</b>			
	<b>DETECT</b>	Sets control signal detection level.	GTRIN, EFXIN	
	<b>DEPTH</b>	Sets the depth of noise reduction.	0 – 100	
	<b>THRSH</b>	Adjusts the effect sensitivity.	0 – 100	
	<b>DECAY</b>	Adjust the envelope release.	0 – 100	
<b>SLOW ATTACK</b>	<b>This effect slows the attack of each note, resulting in a violin-like performance.</b>			
	<b>TIME</b>	Adjusts the attack time.	1 – 50	
	<b>CURVE</b>	Set the curve of volume change during attack.	0 – 10	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MUTE SWITCH</b>	<b>This effect allows you to mute the volume using the foot switch.</b>			
	<b>EDGE</b>	Sets how smoothly the volume changes. As the parameter value increases, the change becomes smoother.	0 – 100	
	<b>SPEED</b>	Adjust the recovery time from muting.	0 – 100	
	<b>INVERT</b>	Sets the foot switch control direction.	NORMAL, INVERT	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, UNLATCH, TRGGR	

<b>AUTO WAH</b>	<b>This effect varies wah in accordance with picking intensity.</b>			
	<b>MODE</b>	Sets direction of movement of the filter.	DOWN, UP	
	<b>SENSE</b>	Adjusts the sensitivity of the effect.	1 – 10	
	<b>RESO</b>	Sets effect resonance.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RESONANCE FILTER</b>	<b>This effect varies the resonance filter frequency according to picking intensity.</b>			
	<b>MODE</b>	Sets direction of movement of the filter.	DOWN, UP	
	<b>SENSE</b>	Adjusts the sensitivity of the effect.	1 – 10	
	<b>RESO</b>	Sets effect resonance.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>LOW-PASS FILTER</b>	<b>This effect varies the low pass filter frequency according to picking intensity.</b>			
	<b>FREQ</b>	Sets minimum frequency of low pass filter.	0 – 100	
	<b>SENSE</b>	Adjusts the sensitivity of the effect.	FST100 – SLW100	
	<b>RESO</b>	Sets effect resonance.	2P-10 – 4P-10	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
<b>CRY FILTER</b>	<b>This effect varies the sound like a talking modulator.</b>			
	<b>RANGE</b>	Adjusts the frequency range processed by the effect.	1 – 10	
	<b>RESO</b>	Sets effect resonance.	0 – 10	
	<b>SENSE</b>	Adjusts the sensitivity of the effect.	-10 – 10	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
<b>ENVELOPE GENERATOR FILTER</b>	<b>This filter effect is controlled using the foot switch.</b>			
	<b>FREQ1</b>	Sets the frequency when the foot switch is off.	0 – 100	
	<b>FREQ2</b>	Sets the frequency when the foot switch is on.	0 – 100	
	<b>RESO</b>	Sets effect resonance.	0 – 100	
	<b>TYPE</b>	Sets filter type.	HPF2 – LPF4	
	<b>SPEED</b>	Sets the speed of the modulation.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>LFO FILTER</b>	<b>This filter effect changes tone characteristics cyclically.</b>			
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	1 – 50	♪
	<b>RESO</b>	Sets effect resonance.	0 – 10	
	<b>WAVE</b>	Sets the modulation waveform.	SINE, TRI, SAWUP, SAWDOWN	
<b>SEQUENCE FILTER</b>	<b>The sequence filter has the flavor of a Z.Vex Seek-Wah.</b>			
	<b>STEP</b>	Adjusts number of sequence steps.	2 – 8	
	<b>PTTRN</b>	Sets effect pattern.	1 – 8	
	<b>SPEED</b>	Sets the speed of the modulation.	1 – 50	♪
	<b>RESO</b>	Sets effect resonance.	0 – 10	

<b>RANDOM FILTER</b>	<b>This filter effect changes character randomly.</b>			
	TYPE	Sets filter type.	HPF, BPF, LPF	
	SPEED	Sets the speed of the modulation.	1 – 50	♪
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>STEP FILTER</b>	<b>This special effect gives the sound a stepped quality.</b>			
	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>GUITAR GRAPHIC EQ</b>	<b>This mono graphic equalizer has 6 bands that suit guitar frequencies.</b>			
	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12.0 – 12.0	
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0	
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0	
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 – 12.0	
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 – 12.0	
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
<b>GUITAR GRAPHIC EQ7</b>	<b>This mono graphic equalizer has 7 bands that suit guitar frequencies.</b>			
	100Hz	Boosts or cuts the low (100 Hz) frequency band.	-12 – 12	
	200Hz	Boosts or cuts the low (200 Hz) frequency band.	-12 – 12	
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12 – 12	
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12 – 12	
	1.6kHz	Boosts or cuts the low (1.6 kHz) frequency band.	-12 – 12	
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12 – 12	
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>STEREO GUITAR GRAPHIC EQ</b>	<b>This stereo graphic equalizer has 6 bands that suit guitar frequencies.</b>			
	160Hz	Boosts or cuts the low (160 Hz) frequency band.	-12.0 – 12.0	
	400Hz	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0	
	800Hz	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0	
	3.2kHz	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 – 12.0	
	6.4kHz	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 – 12.0	
	12kHz	Boosts or cuts the low (12 kHz) frequency band.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	

<b>PARAMETRIC EQ</b>	<b>This is a 1-band parametric equalizer.</b>			
	<b>FREQ</b>	Sets the frequency of the equalizer.	20 Hz – 20 kHz	
	<b>Q</b>	Adjusts equalizer Q.	0.5 – 16	
	<b>GAIN</b>	Adjusts the gain.	-12 – 12	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>EXCITER</b>	<b>This exciter enables flexible control.</b>			
<span style="color: blue;">★</span> 	<b>BASS</b>	Adjusts the amount of low-frequency phase correction.	0 – 100	
	<b>TREBLE</b>	Adjusts the amount of high-frequency phase correction.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, UNLATCH	
<b>LOW EQ</b>	<b>Designed for low frequencies, this equalizer allows you to select the type.</b>			
<span style="color: blue;">★</span> 	<b>TYPE</b>	Sets filter type.	SHELF, HPF	
	<b>FREQ</b>	Sets the frequency of the filter.	20Hz – 640Hz	
	<b>GAIN</b>	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 – 12.0	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>HIGH EQ</b>	<b>Designed for high frequencies, this equalizer allows you to select the type.</b>			
<span style="color: blue;">★</span> 	<b>TYPE</b>	Sets filter type.	SHELF, LPF	
	<b>FREQ</b>	Sets the frequency of the filter.	500Hz – 20kHz	
	<b>GAIN</b>	Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	-12.0 – 12.0	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

<b>EP DRIVE</b>	<b>This models the Maestro Echoplex preamp.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	-10 – 10	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	-10 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RC DRIVE</b>	<b>This booster covers sounds ranging from clean boosts to light drives.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>TS DRIVE</b>	<b>Simulation of the Ibanez TS808.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BOOST</b>	Turns boost ON/OFF.	OFF, ON	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>GOLD DRIVE</b>	<b>This effect models a famous gold overdrive boutique pedal.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>SWEET DRIVE</b>	<b>This effect models a sweet sounding overdrive.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts volume of high frequencies	0 – 100	
	<b>FOCUS</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>ZEN O.DRIVE</b>	<b>This models the sound of a Hermida Audio Zendrive.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOICE</b>	Adjusts gain of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>BG GRID DRIVE</b>	<b>This models a Mesa Boogie GRID SLAMMER. An added parameter allows you to adjust the balance of original sound and overdrive.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>DYNAMIC DRIVE</b>	<b>This effect easily achieves the warm drive tone of a tube amp.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>MODE</b>	Sets the sound style.	COMBO, STACK	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

<b>PLUS DISTORTION</b>	<b>This models the sound of a MXR DISTORTION+.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>DRYMX</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>COMP</b>	Sets the clipping type of DIST Plus.	ORIGINAL, MODIFY1, MODIFY2	
<b>DISTORTION ONE</b>	<b>This models the sound of a BOSS DS-1 DISTORTION.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>COMP</b>	Sets the clipping type of DIST 1.	ORIGINAL, MODIFY	
<b>SQUEAK DISTORTION</b>	<b>This models a ProCo RAT. A parameter has been added that allows you to adjust the mix level of the original sound.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>FLTR</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
	<b>DRYMX</b>	Adjusts the volume of the unaffected sound.	0 – 100	
<b>RED CRUNCH DRIVE</b>	<b>Use this effect for the famous "brown sound."</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VIOLET DISTORTION</b>	<b>This models the sound of a SUHR Riot Reloaded.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOICE</b>	Sets the sound style.	0 – 2	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>TB MK1.5 FUZZ</b>	<b>This is a classic fuzz effect.</b>			
	<b>ATTCK</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>OCTAVE FUZZ</b>	<b>This fuzz effect adds an octave above.</b>			
	<b>BOOST</b>	Adjusts the gain.	0 – 100	
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

<b>NEW YORK MUFF FUZZ</b>	<b>This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.</b>			
	<b>SUSTN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>WAVE SHAPER DRIVE</b>	<b>This effect is another new kind of distortion effect that applies a new original algorithm to shape the waveform and create a unique sound.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>SHAPE</b>	Adjusts the distortion character.	0 – 100	
	<b>COMP</b>	Adjusts the depth of the compression.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>RAZOR DRIVE</b>	<b>This effect is a new-concept distortion effect that uses Comb filtering to simulate the gain parameter of the overdriven signal.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>EDGE</b>	Adjusts the distortion tone.	0 – 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>METAL WORLD DRIVE</b>	<b>Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>HG THROTTLE DRIVE</b>	<b>This models the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITCH:HI / BOOST:ON).</b>			
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>MDCUT</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>TS+BOOST DRIVE</b>	<b>This effect combines TS Drive and Booster.</b>			
	<b>GAIN</b>	Adjusts gain of TS Drive.	0 – 100	
	<b>TONE</b>	Adjusts tone of TS Drive.	0 – 100	
	<b>VOL</b>	Adjusts volume of TS Drive.	0 – 100	
	<b>COMP</b>	Sets the clipping type of TS Drive.	0 – 2	
	<b>BOOST</b>	Adjusts gain of Booster.	0 – 100	
	<b>BASS</b>	Adjusts low frequencies volume of booster.	0 – 100	
	<b>TREBLE</b>	Adjusts high frequencies volume of booster.	0 – 100	
	<b>ORDER</b>	Set the connection order of TS Drive and Booster.	BOOST-OD, OD-BOOST	

<b>RED CRUNCH DRIVE + BOOST</b>	<b>This effect combines RedCrunch and Booster.</b>			
	GAIN	Adjusts gain of RedCrunch.	0 – 100	
	TONE	Adjusts tone of RedCrunch.	0 – 100	
	PRESENC	Adjusts presence of RedCrunch.	0 – 100	
	VOL	Adjusts volume of RedCrunch.	0 – 100	
	COMP	Sets the clipping type of RedCrunch.	0 – 2	
	LO/HI	Sets the gain range.	LO, HI	
	BOOST	Adjusts gain of Booster.	0 – 100	
	ORDER	Set the connection order of RedCrunch and Booster.	BOOST-CR, CR-BOOST	
<b>SPOT BOOSTER</b>	<b>This booster enables flexible control.</b>			
	BOOST	Adjusts the gain.	0 – 100	
	BASS	Adjusts volume of low frequencies.	-10 – 10	
	TREBLE	Adjusts volume of high frequencies.	-10 – 10	
	ON/OFF	Sets the foot switch function.	LATCH, UNLATCH	
<b>UP OCTAVE BOOSTER</b>	<b>This effect adds an upper octave to the original sound. We recommend using the front guitar pickup.</b>			
	UOCT	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	DRYMX	Adjusts the volume of the unaffected sound.	0 – 100	
	BOTTOM	Adjusts volume of low frequencies.	0 – 100	
	PRESENC	Adjusts volume of super-high frequencies.	0 – 100	
<b>OUTPUT BOOSTER</b>	<b>We improved the ZOOM G5n OUTPUT BOOSTER as an effect.</b>			
	RANGE	Adjusts the frequency range processed by the effect.	1 – 10	
	BOOST	Adjusts the gain.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>ACOUSTIC SIMULATOR</b>	<b>This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.</b>			
	TOP	Adjusts the unique string tone of acoustic guitars.	0 – 100	
	BODY	Adjusts the body resonance of acoustic guitars.	0 – 100	
	TONE	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

<b>CHORUS</b>	<b>This effect mixes a shifted pitch with the original sound to add movement and thickness.</b>			
★ 	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>CLONE CHORUS</b>	<b>This analog chorus sound models the Electro-Harmonix SmallClone.</b>			
	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>CHORUS ONE</b>	<b>This models the sound of a BOSS CH-1 SUPER CHORUS.</b>			
	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>TRI CHORUS</b>	<b>This is a model of tc electronic's CORONA Tri-Chorus.</b>			
	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>ANALOG CHORUS</b>	<b>This effect simulates an analog chorus.</b>			
★ 	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>STEREO CHORUS</b>	<b>This is a stereo chorus with a clear tone.</b>			
	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>BEND CHORUS</b>	<b>This effect provides pitch bending that uses the input signal as trigger and processes each note separately.</b>			
★ 	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>DETUNE</b>	<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.</b>			
	CENT	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 – 25	
	PRE DLY	Sets the pre-delay time of the effect sound.	0 – 50	
	TONE	Adjusts the tone.	0 – 10	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

<b>TREMOLO</b>	<b>This effect varies the volume at a regular rate.</b>			
	<b>WAVE</b>	Sets the modulation waveform.	TRI, TUBE, SQR	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	0 – 100	♪
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>PHASER</b>	<b>This effect adds a phasing variation to the sound.</b>			
	<b>COLOR</b>	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	1 – 50	♪
	<b>RESO</b>	Sets effect resonance.	0 – 100	
<b>STONE PHASER</b>	<b>This phaser sound models the Electro-Harmonix SmallStone.</b>			
	<b>COLOR</b>	Sets the sound color.	1, 2	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	0 – 100	
	<b>RESO</b>	Sets effect resonance.	0 – 100	
<b>WARP PHASER</b>	<b>This phaser has a one way effect.</b>			
★ 	<b>MODE</b>	Sets direction of warping.	GO, BACK	
	<b>SPEED</b>	Sets modulation speed.	1 – 50	♪
	<b>RESO</b>	Sets effect resonance.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>DUO PHASER</b>	<b>This effect combines two phasers.</b>			
★ 	<b>DEPTH A</b>	Sets the depth of LFO A modulation.	1 – 100	
	<b>RATE A</b>	Sets the speed of LFO A modulation.	1 – 50	♪
	<b>RESO A</b>	Sets the resonance of LFO A modulation.	0 – 10	
	<b>LINK</b>	Sets how 2 phasers are connected.	SERIAL, PARALLEL, STEREO	
	<b>DEPTH B</b>	Sets the depth of LFO B modulation.	1 – 100	
	<b>RATE B</b>	Sets the speed of LFO B modulation.	1 – 50, SYNCA, RVRSA	
	<b>RESO B</b>	Sets the resonance of LFO B modulation.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>THE VIBE</b>	<b>This vibe sound features unique undulations.</b>			
	<b>SPEED</b>	Sets the speed of the modulation.	0 – 50	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>MODE</b>	Sets effect to vibrato or chorus.	VIBRT, CHORS	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VINTAGE FLANGER</b>	<b>This analog flanger sound is similar to an MXR M-117R.</b>			
	<b>PRE DLY</b>	Sets pre-delay time of effect sound.	0 – 50	
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100	
	<b>RATE</b>	Sets the speed of the modulation.	0 – 50	♪
	<b>RESO</b>	Sets effect resonance.	-10 – 10	

<b>KICK FLANGER</b>	<b>This flanger is controlled using the foot switch.</b>			
	PRE DLY	Sets pre-delay time of effect sound.	0 – 100	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	RATE	Sets the speed of the modulation.	0 – 100	
	RESO	Sets effect resonance.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	RESET-F	Adjusts the LFO reset frequency.	0 – 100	
	ON/OFF	Sets the foot switch function.		LATCH, UNLATCH
<b>VIBRATO</b>	<b>This effect automatically adds vibrato.</b>			
	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>SWELL VIBRATO</b>	<b>This effect modulates the pitch after picking.</b>			
	DEPTH	Sets the depth of the modulation.	0 – 100	
	SPEED	Sets the speed of the modulation.	0 – 100	
	RISE	Sets the time before the effect begins to modulate the pitch.	0 – 100	
	VOL	Adjusts the output level.	0 – 100	
<b>OCTAVER</b>	<b>This effect adds sound one octave and two octaves below the original sound.</b>			
	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>PITCH SHIFT</b>	<b>This effect shifts the pitch up or down.</b>			
	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>MONO PITCH SHIFTER</b>	<b>This is a pitch shifter with little sound variance for monophonic (single note) playing.</b>			
	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>HARMONY PITCH SHIFTER</b>	<b>This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.</b>																												
	<b>SCALE</b>	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 ( See Table 1 )																										
	<b>KEY</b>	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B																										
	<b>TONE</b>	Adjusts the tone.	0 – 10																										
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100																										
<b>Table 1 [Scale Parameter]</b> <table border="1" style="margin: auto;"> <thead> <tr> <th>Setting</th> <th>Scale used</th> <th>Interval</th> </tr> </thead> <tbody> <tr> <td>-6</td> <td rowspan="4">Major</td> <td>6th down</td> </tr> <tr> <td>-5</td> <td>5th down</td> </tr> <tr> <td>-4</td> <td>4th down</td> </tr> <tr> <td>-3</td> <td>3rd down</td> </tr> <tr> <td>-m</td> <td rowspan="2">Minor</td> <td>3rd down</td> </tr> <tr> <td>m</td> <td>3rd up</td> </tr> <tr> <td>3</td> <td rowspan="4">Major</td> <td>3rd up</td> </tr> <tr> <td>4</td> <td>4th up</td> </tr> <tr> <td>5</td> <td>5th up</td> </tr> <tr> <td>6</td> <td>6th up</td> </tr> </tbody> </table>				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
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																											
<b>POLYPHONIC PITCH SHIFTER</b>	<b>This pitch shifter supports chord playing.</b>																												
	<b>SHIFT</b>	Adjusts the pitch shift amount in semitones.	-24 – 24																										
	<b>TONE</b>	Adjusts the tone.	0 – 100																										
	<b>WET</b>	Adjust the amount of the effect sound in the mix.	0 – 100																										
	<b>DRY</b>	Adjust the amount of the original sound in the mix.	0 – 100																										
<b>GEMINOS DOUBLER</b>	<b>This effect allows you to obtain doubling tracking in real time.</b>																												
	<b>TIGHT</b>	Adjusts the tightness of the doubling track king.	0 – 100																										
	<b>MODE</b>	Select Stereo / Mono and select the number of tracks.	MN-3, MN-2, MN-1, ST-1, ST-2, ST-3																										
	<b>WET</b>	Adjust the amount of the effect sound in the mix.	0 – 100																										
	<b>DRY</b>	Adjust the amount of the original sound in the mix.	0 – 100																										
<b>RING MODULATOR</b>	<b>This effect produces a metallic ringing sound. Adjusting the "FREQ" parameter results in a drastic change of sound character.</b>																												
	<b>FREQ</b>	Sets the frequency of the modulation.	1 – 50																										
	<b>TONE</b>	Adjusts the tone.	0 – 10																										
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100																										
	<b>VOL</b>	Adjusts the volume.	0 – 100																										
<b>SLICER</b>	<b>This effect creates a rhythmical sound by continuously slicing the input.</b>																												
	<b>PTRN</b>	Sets effect pattern.	1 – 20																										
	<b>SPEED</b>	Sets the speed of the modulation.	1 – 50																										
	<b>THRSH</b>	Adjusts effect threshold.	0 – 50																										
	<b>VOL</b>	Adjusts the volume.	0 – 100																										

<b>DELAY</b>	<b>This long delay has a maximum length of 4000 ms.</b>			
	<b>TIME</b>	Sets the delay time.	1 - 599, 600 - 4000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 - 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
<b>ANALOG DELAY</b>	<b>This analog delay simulation has a long delay with a maximum length of 4000 ms.</b>			
	<b>TIME</b>	Sets the delay time.	1 - 599, 600 - 4000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 - 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
<b>TAPE ECHO</b>	<b>This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.</b>			
	<b>TIME</b>	Sets the delay time.	1 - 599, 600 - 2000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 - 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
<b>TAPE ECHO 3</b>	<b>This tape echo effect models the MAESTRO ECHOPLEX EP-3.</b>			
	<b>TIME</b>	Sets the delay time.	10 - 599, 600 - 2900, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 - 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	<b>GAIN</b>	Adjusts the gain.	0 - 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 - 100	
	<b>LO</b>	Adjusts volume of low frequencies.	0 - 100	
<b>VOL</b>	Adjusts the volume.	0 - 100		
<b>DUAL DELAY</b>	<b>This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.</b>			
	<b>TIMEA</b>	Adjusts the delay time of Delay A.	0 - 1490, ♪	♪
	<b>TIMEB</b>	Adjusts the delay time of Delay B.	0 - 1490, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	TIME, 	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 - 100	
	<b>REP A</b>	Adjusts the number of Delay A repeats.	0 - 110	
	<b>REP B</b>	Adjusts the number of Delay B repeats.	0 - 110	
	<b>DLYMX</b>	Adjust the mix of the Delay A and B effect sounds.	0 - 100	
	<b>DEPTH</b>	Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 - ST-50	

<b>SOFT ECHO</b>	<b>This echo has a soft tone. This echo effect allows the use of modulation.</b>			
	<b>MOD</b>	Turns modulation ON or OFF.	OFF, ON	
	<b>TIME</b>	Sets the delay time.	19 – 581	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>SLAP BACK DELAY</b>	<b>This delay features a short delay time that is good for muted rhythm playing and rockabilly.</b>			
	<b>TIME</b>	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 – 300, SYNC	♪
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>SUBDV</b>	Set the note length of the delay sound. When P-P is chosen, L/R channels output delays in quarter/dotted eighth notes respectively.	♪, ♪, ♫, P-P	
<b>PING-PONG DELAY</b>	<b>This delay outputs the delay sound alternately left and right.</b>			
	<b>TIME</b>	Sets the delay time.	1 – 599, 600 – 4000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>REVERSE DELAY</b>	<b>This reverse delay is a long delay with a maximum length of 2000 ms.</b>			
	<b>TIME</b>	Sets the delay time.	10 – 599, 600 – 2000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
<b>MODULATION DELAY</b>	<b>This delay effect allows the use of modulation.</b>			
	<b>TIME</b>	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>FILTER DELAY</b>	<b>This effect filters a delayed sound.</b>			
	<b>TIME</b>	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	<b>MODE</b>	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	<b>REPEAT</b>	Adjusts the number of repeats.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

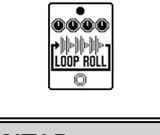
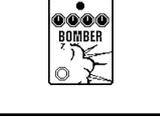
PITCH DELAY		This effect applies pitch shift to a delayed sound.		
★ 	PITCH	Sets volume of pitch shift applied to delayed sound.	-12 – 12	
	TIME	Sets the delay time.	1 – 2000	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
PHASE DELAY		This effect applies a phaser to a delayed sound.		
★ 	TIME	Sets the delay time.	1 – 599, 600 – 2000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	COLOR	Sets the tone of the effect type.	4 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	
AUTO PAN DELAY		This combines auto pan and delay to create the effect of the stereo image moving cyclically.		
★ 	TIME	Sets the delay time.	1 – 599, 600 – 1500, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	LINK	Sets the order that the auto pan and delay are connected.	PAN-DLY, DLY-PAN	
	CYCLE	Sets the speed of the sound movement.	1/4 – 50	
	WIDTH	Sets the width of the sound movement.	0 – 50	
	CLIP	Adjusts the amount of waveform clipping.	0 – 10	
SLOW ATTACK DELAY		This effect combines slow attack and delay.		
★ 	SWELL	Adjusts the attack time.	1 – 50	
	TIME	Sets the delay time.	1 – 599, 600 – 1900, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

ICE DELAY		This effect combines pitch shifting and delay.		
	INTVL	Sets the pitch modulation amount for the audio slices.	-OCT – 2 OCT	
	TIME	Sets the delay time.	60 – 1300	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	BLEND	Adjusts the balance between the dry and ICE signals.	0 – 20	
	SMEAR	Adjusts the amount that the attack of the feedback sound is softened.	OFF, 1 – 20	
	DAMP	Adjusts how the feedback sound decays.	0 – 10	
HOLD DELAY		This hold delay effect is controlled using the foot switch. When you press the foot switch, the effect turns on, and when you release it, the effect sound is held.		
<span style="color: blue;">★</span> 	TIME	Sets the delay time.	1 – 599, 600 – 4000, ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	HI-DMP	Adjusts the treble attenuation of the delay sound.	0 – 10	
	TONE	Adjusts the tone.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	P-P	Sets delay output to mono or Ping Pong.	MONO, P-P	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	

<b>ROOM REVERB</b>	<b>This reverb effect simulates the acoustics of a room.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>BRIGHT ROOM REVERB</b>	<b>This room reverb simulation can provide bright reverberations.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>SPRING REVERB</b>	<b>This reverb effect simulates a spring reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>FD SPRING REVERB</b>	<b>This simulates the spring reverb of the '65 Fender Twin Reverb.</b>			
	<b>COLOR</b>	Sets the tone of the effect type.	0, 1	
	<b>LO</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>HI</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>PLATE REVERB</b>	<b>This simulates a plate reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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 REVERB</b>	<b>This reverb effect simulates the acoustics of a concert hall.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>BRIGHT HALL REVERB</b>	<b>This hall reverb simulation can provide bright reverberations.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	<b>DECAY</b>	Sets the duration of the reverberations.	1 – 30	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

<b>HD HALL REVERB</b>	<b>This is a dense hall reverb.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>CHURCH REVERB</b>	<b>This effect simulates the reverberations of a church.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>AMBIENCE REVERB</b>	<b>This effect adds a natural ambience (air) to the sound.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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 REVERB</b>	<b>This effect simulates the reverberations of a chamber-sized room.</b>			
	<b>PRE DLY</b>	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>AIR REVERB</b>	<b>This effect reproduces the ambience of a room, to create spatial depth.</b>			
	<b>SIZE</b>	Sets the size of the space.	1 – 100	
	<b>REFLECT</b>	Adjusts the amount of reflection from the wall.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>TAIL</b>	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>EARLY REFLECTION REVERB</b>	<b>This effect reproduces only the early reflections of reverb.</b>			
	<b>DECAY</b>	Adjusts the duration of the reverb.	1 – 30	
	<b>SHAPE</b>	Adjusts the effect envelope.	-10 – 10	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>GATE REVERB</b>	<b>This unique reverb is good for percussive playing.</b>			
	<b>COLOR</b>	Sets the sound color.	1 – 5	
	<b>DECAY</b>	Sets the duration of the reverberations.	0 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	

<b>HOLD REVERB</b>		<b>This hold reverb effect is controlled using the foot switch. When you press the foot switch, the effect turns on, and when you release it, the effect sound is held.</b>		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	DECAY	Sets the duration of the reverberations.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
	COLOR	Adjusts the reverb time of the low frequencies.	0 – 100	
	LO-DMP	Adjusts low frequency damping in reverb sound.	0 – 100	
	HI-DMP	Adjusts high frequency damping in reverb sound.	0 – 100	
<b>SPACE HOLE REVERB</b>		<b>This effect combines delay and reverb.</b>		
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 1000	
	DECAY	Sets the duration of the reverberations.	-100 – 100	
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	DEPTH	Sets the depth of the modulation.	0 – 100	
	SPEED	Sets the speed of the modulation.	0 – 100	
	SIZE	Adjusts the size of the reverb space.	0 – 100	
<b>PARTICLE REVERB</b>		<b>This is a unique complex reverb.</b>		
	MODE	Sets how the reverb sound changes.	STABLE, CRITICAL, HAZARD	
	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>AUTO PAN</b>	<b>This effect moves the sound image cyclically left and right.</b>			
	<b>RATE</b>	Sets the speed of the modulation.	0 – 50	
	<b>WIDTH</b>	Sets the width of the panning.	0 – 50	
	<b>CLIP</b>	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 – 10	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>LOOP ROLL</b>	<b>This effect allows you use the footswitch to sample and hold what you play.</b>			
	<b>TIME</b>	Sets the loop time.	10 – 4000	
	<b>DUTY</b>	Sets the time that the sample-and-hold sound is produced.	25 – 100	
	<b>BAL</b>	Adjusts the balance between original and effect sounds.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, UNLATCH	
<b>SITAR SIMULATOR</b>	<b>This effect simulates a sitar tone.</b>			
	<b>BEND</b>	Adjust the depth of the pitch bend.	0 – 100	
	<b>BUZZ</b>	Adjust the buzzing tone.	0 – 100	
	<b>+1OCT</b>	Adjust the volume of one octave up.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>BOMBER</b>	<b>This effect generates explosive sounds.</b>			
	<b>DECAY</b>	Adjusts the length of the explosive sound.	1 – 100	
	<b>TONE</b>	Adjusts the tone.	0 – 10	
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH, TRGGR	

<b>MS 45os</b>	<b>This models the sound of the Marshall JTM 45 Offset.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>INPUT1</b>	Adjusts the gain of the input1.	OFF – 100	
	<b>INPUT2</b>	Adjusts the gain of the input2.	OFF – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MS 1959</b>	<b>This models the sound of the Marshall 1959 SUPER LEAD 100.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>INPUT1</b>	Adjusts the gain of the input1.	OFF – 100	
	<b>INPUT2</b>	Adjusts the gain of the input2.	OFF – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MS 800</b>	<b>This models the sound of the Marshall JCM800 2203.</b>			
	<b>INPUT</b>	Adjusts the input gain.	LO, HI	
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>FD B-MAN</b>	<b>This models the sound of the Fender '59 Bassman.</b>			
	<b>INPUT</b>	Selects the input channel.	NORMAL, BRIGHT	
	<b>BASS</b>	Adjusts volume of low frequencies.	10 – 120	
	<b>MID</b>	Adjusts volume of middle frequencies.	10 – 120	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 – 120	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	10 – 120	
	<b>GAIN</b>	Adjusts the gain.	10 – 120	
	<b>VOL</b>	Adjusts the volume.	10 – 120	
<b>FD TWIN-R</b>	<b>This models the sound of the Fender '65 Twin Reverb.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	10 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	10 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	10 – 100	
	<b>BRGHT</b>	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF,ON	
	<b>GAIN</b>	Adjusts the gain.	10 – 100	
	<b>VOL</b>	Adjusts the volume.	10 – 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	10 – 100	
	<b>SPEED</b>	Sets the speed of the modulation.	10 – 100	♪

<b>FD DELUXE-R</b>					<b>This models the sound of the Fender '65 Deluxe Reverb.</b>				
	<b>INPUT</b>	Selects the input channel.			NORMAL, VIBRATO				
	<b>BASS</b>	Adjusts volume of low frequencies.			10 – 100				
	<b>TREBLE</b>	Adjusts volume of high frequencies.			10 – 100				
	<b>GAIN</b>	Adjusts the gain.			10 – 100				
	<b>VOL</b>	Adjusts the volume.			10 – 100				
	<b>DEPTH</b>	Sets the depth of the modulation.			10 – 100				
	<b>SPEED</b>	Sets the speed of the modulation.			10 – 100				♪
<b>FD MASTER</b>					<b>This models the sound of the Fender ToneMaster B channel.</b>				
	<b>BASS</b>	Adjusts volume of low frequencies.			10 – 100				
	<b>MID</b>	Adjusts volume of middle frequencies.			10 – 100				
	<b>TREBLE</b>	Adjusts volume of high frequencies.			10 – 100				
	<b>FAT</b>	Sets the sound style.			OFF, ON				
	<b>GAIN</b>	Adjusts the gain.			10 – 100				
	<b>VOL</b>	Adjusts the volume.			10 – 100				
<b>UK 30A</b>					<b>This models the sound of an early class A British combo amp.</b>				
	<b>BASS</b>	Adjusts volume of low frequencies.			0 – 100				
	<b>TREBLE</b>	Adjusts volume of high frequencies.			0 – 100				
	<b>GAIN</b>	Adjusts the gain.			0 – 100				
	<b>VOL</b>	Adjusts the volume.			0 – 100				
	<b>tone CUT</b>	Adjusts the tone.			0 – 100				
	<b>DEPTH</b>	Sets the depth of the modulation.			0 – 100				
	<b>SPEED</b>	Sets the speed of the modulation.			0 – 100				♪
<b>BG MARK1</b>					<b>This models the sound of the Mesa Boogie Mark I combo amp.</b>				
	<b>BASS</b>	Adjusts volume of low frequencies.			0 – 100				
	<b>MID</b>	Adjusts volume of middle frequencies.			0 – 100				
	<b>TREBLE</b>	Adjusts volume of high frequencies.			0 – 100				
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.			0 – 100				
	<b>GAIN1</b>	Adjusts the gain of the first stage.			0 – 100				
	<b>GAIN2</b>	Adjusts the gain of the second stage.			0 – 100				
	<b>VOL</b>	Adjusts the volume.			0 – 100				
<b>BG MARK3</b>					<b>This models the sound of the Mesa Boogie Mark III combo amp.</b>				
	<b>BASS</b>	Adjusts volume of low frequencies.			0 – 100				
	<b>MID</b>	Adjusts volume of middle frequencies.			0 – 100				
	<b>TREBLE</b>	Adjusts volume of high frequencies.			0 – 100				
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.			0 – 100				
	<b>GAIN1</b>	Adjusts the gain of the first stage.			0 – 100				
	<b>GAIN2</b>	Adjusts the gain of the second stage.			0 – 100				
	<b>VOL</b>	Adjusts the volume.			0 – 100				

<b>RECTI DUAL</b>	<b>This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.</b>		
	<b>MODE</b>	Sets the tone of the character.	VNTG, MDRN
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>XTACY BLUE</b>	<b>This models the sound of the Bogner Ecstasy Blue channel.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>STRUCT</b>	Selects the type and gain of the tone.	LO, HI
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>HW 100</b>	<b>This models the sound of the Hiwatt Custom 100.</b>		
	<b>INPUT</b>	Selects the input channel.	NORMAL, BRILL
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>ORG120</b>	<b>This models the sound of the Orange Graphic120.</b>		
	<b>INPUT</b>	Selects the input channel.	LO, HI
	<b>COLOR</b>	Sets the tone of the effect type.	1 – 6
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
<b>DZ HERB</b>	<b>This models the sound of the Diezel Herbert Channel2.</b>		
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100
	<b>GAIN</b>	Adjusts the gain.	0 – 100
	<b>VOL</b>	Adjusts the volume.	0 – 100
	<b>DEEP</b>	Emphasizes low frequencies.	0 – 100
<b>MID CUT</b>	Cuts middle frequencies.	0 – 100	

<b>MATCH30</b>	<b>This models the sound of the Matchless DC-30.</b>			
	<b>GAIN1</b>	Adjusts the gain of channel1.	OFF, 0 – 100	
	<b>BASS1</b>	Adjusts volume of low frequencies in the channel1.	0 – 100	
	<b>TRBL1</b>	Adjusts volume of high frequencies in the channel1.	0 – 100	
	<b>GAIN2</b>	Adjusts the gain of channel2.	OFF, 0 – 100	
	<b>TONE2</b>	Adjusts the tone of channel2.	0 – 5	
	<b>CUT</b>	Adjusts the tone.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100, OFF	
<b>KRAMPUS</b>	<b>Combines the solid low range of a modern high gain amplifier with the brightness of an 80's British amplifier.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>REDLOOM</b>	<b>Merges the simple tone of the early days of guitar amps with the rich overtones of a 60's small tube amp. Ideal for playing rhythm.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VELVET</b>	<b>Provides a smooth character amp that balances the dynamic response between the wound and plain strings, enabling you to play both lead and backing without switching tones.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>MUDDY</b>	<b>Delivers a vintage style amp sound processed with a clear measured tone with natural crunch. Perfect for blues and rock.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

<b>7 HEAVEN</b>	<b>Emphases on the sound for 7 and 8 string guitars by blending the dynamic response with a very tight low end. Expect a very powerful metal sound.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>POLLEX</b>	<b>With extreme drop-tuning, this amp delivers a heavy-metal Djent style of sound. Recommended for slap-playing as well.</b>			
	<b>BASS</b>	Adjusts volume of low frequencies.	0 – 100	
	<b>MID</b>	Adjusts volume of middle frequencies.	0 – 100	
	<b>TREBLE</b>	Adjusts volume of high frequencies.	0 – 100	
	<b>PRESENC</b>	Adjusts volume of super-high frequencies.	0 – 100	
	<b>GAIN</b>	Adjusts the gain.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	

<b>OUTPUT VOLUME PEDAL</b>	This controls the product output level. This volume will be kept even when the patch memory is changed.			
	-		-	
<b>PEDAL VOLUME</b>	The volume curve of the volume pedal can be set.			
	<b>P VOL</b>	Adjusts the volume.	0 – 100	P
	<b>MIN</b>	Adjusts the volume when the pedal is at minimum position.	0 – 100	
	<b>MAX</b>	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	<b>CURVE</b>	Sets the volume curve.	A, B	
<b>BLACK WAH</b>	This pedal wah effect simulates the Cry Baby.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 100	P
	<b>RANGE</b>	Adjusts the frequency range processed by the effect.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>CHROME WAH</b>	This simulates a British wah pedal with a chrome finish.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 100	P
	<b>RANGE</b>	Adjusts the frequency range processed by the effect.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>WAH100</b>	Simulates an Ibanez wah pedal.			
	<b>P FREQ</b>	Adjusts the emphasized frequency.	0 – 50	P
	<b>DEPTH</b>	Sets the depth of the wah.	0 – 100	
	<b>DRY</b>	Adjusts the volume of the unaffected sound.	0 – 100	
	<b>VOL</b>	Adjusts the volume.	0 – 100	
<b>VOICE WAH</b>	This effect can make a guitar sound like a human voice.			
	<b>P VOWEL</b>	Adjusts the emphasized vowel.	0 – 100	P
	<b>PTRN</b>	Sets effect pattern.	A – C	
	<b>VOICE</b>	Adjusts the vowel sounds.	0 – 100	
	<b>MODE</b>	Sets the sound style.	STEP, SOFT	

<b>PEDAL PITCH</b>	<b>Use an expression pedal to change the pitch in real time with this effect.</b>																																	
	<b>P BEND</b>	Sets the amount of pitch shift.	0 – 100	P																														
	<b>COLOR</b>	Sets the type of pitch change control with the expression pedal.	+1 OCT – DWN/OCT ( See Table 2 )																															
	<b>TONE</b>	Adjusts the tone.	0 – 10																															
	<b>MODE</b>	Sets the sound style.	UP, DOWN																															
<b>PEDAL MONO PITCH</b>	<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>																																	
	<b>P BEND</b>	Sets the amount of pitch shift.	0 – 100	P																														
	<b>COLOR</b>	Sets the type of pitch change control with the expression pedal.	+1 OCT – DWN/OCT ( See Table 2 )																															
	<b>TONE</b>	Adjusts the tone.	0 – 10																															
	<b>MODE</b>	Sets the sound style.	UP, DOWN																															
<b>Table 2 [Color Parameter]</b> <table border="1" style="margin: auto;"> <thead> <tr> <th>Color</th> <th> Pedal min</th> <th> Pedal max</th> </tr> </thead> <tbody> <tr> <td>+1 OCT</td> <td>0 cent</td> <td>+1 octave</td> </tr> <tr> <td>+2 OCT</td> <td>0 cent</td> <td>+2 octave</td> </tr> <tr> <td>-1 SEMI</td> <td>0 cent</td> <td>- 100 cent</td> </tr> <tr> <td>-2 OCT</td> <td>0 cent</td> <td>- 2 octave</td> </tr> <tr> <td>DOWN</td> <td>0 cent</td> <td>-∞</td> </tr> <tr> <td>-/+ OCT</td> <td>- 1 octave +original</td> <td>+1 octave +original</td> </tr> <tr> <td>-5/+4TH</td> <td>- 700 cent +original</td> <td>+500 cent +original</td> </tr> <tr> <td>DETUNE</td> <td>Doubling</td> <td>Detuned +original</td> </tr> <tr> <td>DWN/OCT</td> <td>-∞ (0 Hz) +original</td> <td>+1 octave +original</td> </tr> </tbody> </table>					Color	 Pedal min	 Pedal max	+1 OCT	0 cent	+1 octave	+2 OCT	0 cent	+2 octave	-1 SEMI	0 cent	- 100 cent	-2 OCT	0 cent	- 2 octave	DOWN	0 cent	-∞	-/+ OCT	- 1 octave +original	+1 octave +original	-5/+4TH	- 700 cent +original	+500 cent +original	DETUNE	Doubling	Detuned +original	DWN/OCT	-∞ (0 Hz) +original	+1 octave +original
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<b>PEDAL ROTARY</b>	<b>Simulates a rotary speaker.</b>																																	
	<b>P MODE</b>	Sets the rotary mode.	SLOW, FAST	P																														
	<b>DRIVE</b>	Adjusts the amount of amplification from the preamp.	0 – 100																															
	<b>BAL</b>	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).	0 – 100																															
	<b>VOL</b>	Adjusts the volume.	0 – 100																															
<b>PEDAL FLANGER</b>	<b>The expression pedal controls the emphasized frequency of this flanger.</b>																																	
	<b>P FREQ</b>	This sets the emphasized frequency.	0 – 100	P																														
	<b>RESO</b>	Sets effect resonance.	-10 – 10																															
	<b>Hi-DMP</b>	Adjusts the treble attenuation of the effect sound.	0 – 10																															
	<b>MIX</b>	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100																															
<b>PEDAL VIBE</b>	<b>This vibe sound features unique undulations.</b>																																	
	<b>P SPEED</b>	Sets the speed of the modulation.	0 – 50	P																														
	<b>DEPTH</b>	Sets the depth of the modulation.	0 – 100																															
	<b>MODE</b>	Sets effect to vibrato or chorus.	VIBRT, CHORS																															
	<b>VOL</b>	Adjusts the volume.	0 – 100																															

<b>PEDAL DRIVE</b>	<b>The expression pedal controls the gain of this drive effect.</b>			
★ 	<b>P</b> GAIN	Adjusts the gain.	0 – 100	P
	TONE	Adjusts the tone.	0 – 100	
	PRESENC	Adjusts volume of super-high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>PEDAL PHASER</b>	<b>The expression pedal controls the modulation frequency of this phaser.</b>			
★ 	<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>PEDAL DELAY</b>	<b>The expression pedal controls the delay input level of this effect.</b>			
★ 	<b>P</b> IN LVL	Adjusts the delay input level.	0 – 100	P
	TIME	Sets the delay time.	1 – 4000	♪
	REPEAT	Adjusts the number of repeats.	0 – 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>OSCILLATOR ECHO PEDAL</b>	<b>The expression pedal controls the delay oscillation of this effect.</b>			
★ 	<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>PEDAL REVERB</b>	<b>The expression pedal controls the reverb input level of this effect.</b>			
★ 	<b>P</b> IN LVL	Adjusts the reverb input level.	0 – 100	P
	PRE DLY	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	DECAY	Sets the duration of the reverberations.	1 – 30	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>PEDAL RESONANCE</b>	<b>Pedal wah with a strong character.</b>			
★ 	<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>PEDAL BIT CRUSHER</b>	<b>This effect creates a lo-fi sound.</b>			
★ 	<b>P</b> SAMPLE	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	