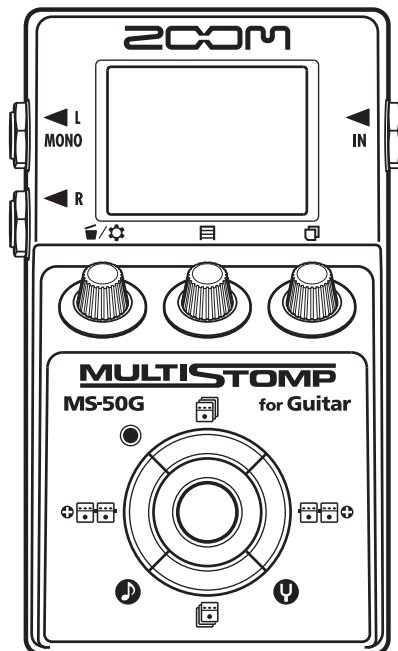


ZOOM®

MULTISTOMP

MS-50G for Guitar

Effect Types and Parameters (Ver.3)




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Effect Types and Parameters






Additional effects	Parameter	Parameter range	Effect explanation	
Effect type	SmoothDly			
	This wide delay is modeled on the BOSS DD-20 in SMOOTH mode.			
		Knob1	Knob2	Knob3
	Page01	TIME 1-3000 Sets the delay time.	FB 0-100 Adjusts the feedback amount.	E.LVL 0-100 Adjusts amount of effect sound mixed with original sound.
Page02	TONE >100 Adjusts the tone.	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.		
Effect screen	Parameter explanation	Tempo synchronization possible icon		

■ Effect Types and Parameters



[COMP]

Comp	This compressor in the style of the MXR Dyna Comp.			
		Knob1	Knob2	Knob3
	Page01	Sense 0-10 Adjusts the compressor sensitivity.	Tone 0-10 Adjusts the tone.	Level 0-150 Adjusts the output level.
	Page02	ATTCK Slow, Fast Sets compressor attack speed to Fast or Slow.		
RackComp	This compressor allows more detailed adjustment than Comp.			
		Knob1	Knob2	Knob3
	Page01	THRSH 0-50 Sets the level that activates the compressor.	Ratio 1-10 Adjusts the compression ratio.	Level 0-150 Adjusts the output level.
	Page02	ATTCK 1-10 Adjusts the compressor attack rate.		
SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.			
		Knob1	Knob2	Knob3
	Page01	Time 1-50 Adjusts the attack time.	Curve 0-10 Set the curve of volume change during attack.	Level 0-150 Adjusts the output level.
	Page02			
ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.			
		Knob1	Knob2	Knob3
	Page01	THRSH 1-25 Adjusts the effect sensitivity.	DETCT GtrIn, FxIn Sets control signal detection level.	Level 0-150 Adjusts the output level.
	Page02			
M Comp	This compressor provides a more natural sound.			
		Knob1	Knob2	Knob3
	Page01	THRSH 0-50 Sets the level that activates the compressor.	Ratio 1-10 Adjusts the compression ratio.	Level 0-150 Adjusts the output level.
	Page02	ATTCK 1-10 Adjusts the compressor attack rate.		








Effect Types and Parameters

OptComp		This compressor is in the style of an APHEX Punch FACTORY.					
		Knob1		Knob2		Knob3	
	Page01	Drive	0-10	Tone	0-100	Level	0-150
	Page02	Adjusts the depth of the compression.		Adjusts the tone.		Adjusts the output level.	
NoiseGate		This is a noise gate that cuts the sound during playing pauses.					
		Knob1		Knob2		Knob3	
	Page01	THRSH	1-25	Level	0-150		
	Page02	Adjusts the effect sensitivity.		Adjusts the output level.			
DirtyGate		This vintage style gate features a characteristic way of closing.					
		Knob1		Knob2		Knob3	
	Page01	THRSH	1-25	Level	0-150		
	Page02	Adjusts the effect sensitivity.		Adjusts the output level.			
OrangeLim		This models an ORANGE SQUEEZER.					
		Knob1		Knob2		Knob3	
	Page01						
	Page02						
GrayComp		This models a ROSS Compressor.					
		Knob1		Knob2		Knob3	
	Page01	SUSTN	0-100	OUT	0-100		
	Page02	Adjusts the sustain.		Adjusts the output level.			







[FILTER]

LineSel		Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.					
		Knob1		Knob2		Knob3	
	Page01	EFX_L	0-150	OUT_L	0-150		
	Page02	Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.			
GraphicEQ		This unit has a 6-band equalizer.					
		Knob1		Knob2		Knob3	
	Page01	160Hz	-12-12	400Hz	-12-12	800Hz	-12-12
	Page02	Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.	
	Page02	3.2kHz	-12-12	6.4kHz	-12-12	12kHz	-12-12
	Page03	Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.	
Page03	Level	0-150					
		Adjusts the output level.					

Effect Types and Parameters









ParaEQ		This is a 2-band parametric equalizer.					
	Knob1		Knob2		Knob3		
	Page01	Freq1	20Hz–20kHz	Q1	0.5, 1, 2, 4, 8, 16	Gain1	-12–12
	Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.		
	Page02	Freq2	20Hz–20kHz	Q2	0.5, 1, 2, 4, 8, 16	Gain2	-12–12
	Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.		
Page03	Level	0–150					
Adjusts the output level.							
AutoWah		This effect varies wah in accordance with picking intensity.					
	Knob1		Knob2		Knob3		
	Page01	Sense	-10–-1, 1–10	Reso	0–10	Level	0–150
	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.		
Page02							
Cry		This effect varies the sound like a talking modulator.					
	Knob1		Knob2		Knob3		
	Page01	Range	1–10	Reso	0–10	Sense	-10–-1, 1–10
	Adjusts the frequency range processed by the effect.		Adjusts the intensity of the modulation resonance sound.		Adjusts the sensitivity of the effect.		
	Page02	Bal	0–100	Level	0–150		
Adjusts the balance between original and effect sounds.		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.					
	Knob1		Knob2		Knob3		
	Page01	Freq	0–100	Sense	0–10	Reso	0–10
	Sets minimum frequency of envelope filter.		Sets effect sensitivity.		Sets effect resonance.		
	Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	VLCTY	Fast, Slow
	Sets filter type.		Adjusts amount of filter applied.		Sets speed of filter action.		
Page03	Bal	0–100	Level	0–150			
Adjusts the balance between original and effect sounds.		Adjusts the output level.					
Step		This special effect gives the sound a stepped quality.					
	Knob1		Knob2		Knob3		
	Page01	Depth	0–100	Rate	0–50	Reso	0–10
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance sound.		
Page02	Shape	0–10	Level	0–150			
Adjusts the effect envelope.		Adjusts the output level.					
SeqFLTR		The sequence filter has the flavor of a Z.Vex Seek-Wah.					
	Knob1		Knob2		Knob3		
	Page01	Step	2–8	PTRN	1–8	Speed	1–50
	Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.		
	Page02	Shape	0–10	Reso	0–10	Level	0–150
Sets effect sound envelope.		Sets effect resonance.		Adjusts the output level.			
Exciter		Adjusts the depth of the compression.					
	Knob1		Knob2		Knob3		
	Page01	Bass	0–100	Trebl	0–100	Level	0–150
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.			
Page02							

Effect Types and Parameters









CombFLTR	This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.						
		Knob1		Knob2		Knob3	
	Page01	Freq	1-50	Reso	-10-0-10	Mix	0-100
	Page02	HIDMP	0-10	Level	0-150		
		This sets the emphasized frequency.		Adjusts the intensity of the resonance sound of the effect.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the treble attenuation of the effect sound.		Adjusts the output level.			
Resonance	This effect varies the resonance filter frequency according to picking intensity.						
		Knob1		Knob2		Knob3	
	Page01	Sense	-10- -1, 1-10	Reso	0-10	Level	0-150
	Page02						
		Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.	
RndmFLTR	This filter effect changes character randomly.						
		Knob1		Knob2		Knob3	
	Page01	Speed	1-50	Range	0-100	Reso	0-10
	Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	Bal	0-100
	Page03	Level	0-150				
			Adjusts the output level.				
		Sets modulation speed.		Adjusts frequency range affected.		Sets effect resonance.	
		Sets filter type.		Adjusts amount of filter applied.		Adjusts the balance between original and effect sounds.	
fCycle	This filter effect changes tone characteristics cyclically.						
		Knob1		Knob2		Knob3	
	Page01	Rate	1-50	Wave	Sine, Tri, SawUp, SawDn	Level	0-150
	Page02	Depth	0-100	Reso	0-10		
		Sets the speed of the modulation.		Sets the modulation waveform.		Adjusts the output level.	
		Sets the depth of the modulation.		Adjusts the intensity of the modulation resonance.			
SlowFLTR	The frequency of this filter effect changes, triggered by picking.						
		Knob1		Knob2		Knob3	
	Page01	Time	1-50	Curve	0-10	Level	0-150
	Page02	Reso	0-10	Chara	2Pole, 4Pole	DRCTN	Open, Close
		Sets the time taken to change the sound.		Adjusts the curve of the sound change.		Adjusts the output level.	
		Adjusts the intensity of the modulation.		Adjusts amount of filter applied.		Sets the direction of the change.	
St Gt GEO	This stereo graphic equalizer has 6 bands that suit guitar frequencies.						
		Knob1		Knob2		Knob3	
	Page01	160Hz	-12-12	400Hz	-12-12	800Hz	-12-12
	Page02	3.2kHz	-12-12	6.4kHz	-12-12	12kHz	-12-12
	Page03	Level	0-150				
			Adjusts the output level.				
		Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.	
		Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.	

Effect Types and Parameters









[DRIVE]

Booster	The booster increases signal gain to make the sound more powerful.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
OverDrive	Simulation of the BOSS OD-1, the compact effect box that was the first to take the “overdrive” title.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
T Scream	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Dist+	Simulation of the MXR distortion+ effect that made distortion popular worldwide.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Dist 1	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Squeak	Simulation of the popular Pro Co Rat famous for its edgy distortion sound.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
GreatMuff	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
MetalWRLD	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0–100	Tone	0–100	Level	0–150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	


Effect Types and Parameters

HotBox		Simulation of the compact Matchless Hotbox pre-amplifier with a built-in tube.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Z Clean		ZOOM original unadorned clean sound.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
ExtremeDS		This distortion effect boasts the highest gain in the world.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Aco.Sim		This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.					
		Knob1		Knob2		Knob3	
	Page01	Top	0-100	Body	0-100	Level	0-150
	Page02	Adjusts the unique string tone of acoustic guitars.		Adjusts the body resonance of acoustic guitars.		Adjusts the output level.	
Governor		Simulation of the Guv'nor distortion effect from Marshall.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
FuzzSmile		Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Z MP1		An original sound created by merging characteristics of an ADA MP1 and a Marshall JCM800.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Z Bottom		A high gain sound that emphasizes low and middle frequencies.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	

Effect Types and Parameters







Z Dream	A high gain sound for lead playing based on the Mesa Boogie Road King Series II Lead channel.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							
Z Scream	An original high gain sound balanced from low to high frequencies.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							
Z Neos	A crunch sound modeled on the sound of a modified British class A combo amplifier.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							
Z Wild	A high gain sound with even more overdrive boost.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							
Lead	Lead a bright and smooth distortion sound.						
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							
CentaGold	This effect models a famous gold overdrive boutique pedal.						
		Knob1		Knob2		Knob3	
	Page01	GAIN	0-100	TRBL	0-100	OUT	0-100
		Adjusts the gain.		Adjusts volume of high frequencies.		Adjusts the output level.	
Page02							
NYC Muff	This models an Electro-Harmonix Big Muff Pi.						
		Knob1		Knob2		Knob3	
	Page01	VOL	0-100	TONE	0-100	SUSTN	0-100
		Adjusts the output level.		Adjusts the tone.		Adjusts the gain.	
Page02							
TS Drive	Simulation of the Ibanez TS808.						
		Knob1		Knob2		Knob3	
	Page01	O.DRV	0-100	TONE	0-100	LEVEL	0-100
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02							

Effect Types and Parameters







<p>BGTHROTTLE</p> 	This models the sound of the Mesa Boogie THROTTLE BOX.						
★		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	LO/HI	LO, HI	GAIN	0-100
	Page02	Adjusts the output level.		Sets the gain range.		Adjusts the gain.	
		MdCut	0-100	TONE	0-100	BOOST	OFF, ON
		Adjusts volume of middle frequencies.		Adjusts the tone.		Sets the low frequency boost.	
<p>OctFuzz</p> 	This fuzz effect adds an octave above.						
★		Knob1		Knob2		Knob3	
	Page01	VOL	0-100	COLOR	1, 2	BOOST	0-100
	Page02	Adjusts the output volume.		Sets the sound color.		Adjusts the gain.	
<p>BG GRID</p> 	This models a Mesa Boogie GRID SLAMMER.						
★		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	TONE	0-100	GAIN	0-100
	Page02	Adjusts the output level.		Adjusts the tone.		Adjusts the gain.	
<p>RED CRUNCH</p> 	Use this effect for the famous "brown sound."						
★		Knob1		Knob2		Knob3	
	Page01	VOL	0-100	LO/HI	LO, HI	GAIN	0-100
	Page02	Adjusts the output volume.		Sets the gain range.		Adjusts the gain.	
		PRES	0-100	COMP	1, 0, 2	TONE	0-100
		Adjusts volume of super-high frequencies.		Select the clipping pattern.		Adjusts the tone.	
<p>TB MK1.5</p> 	This is a classic fuzz effect.						
★		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	COLOR	1, 2	ATTCK	0-100
	Page02	Adjusts the output level.		Sets the sound color.		Adjusts the gain.	
<p>Sweet Drive</p> 	This effect models a sweet sounding overdrive.						
★		Knob1		Knob2		Knob3	
	Page01	VOL	0-100	FOCUS	0-100	DRIVE	0-100
	Page02	Adjusts the output level.		Adjusts the tone.		Adjusts the gain.	
<p>RC Boost</p> 	This booster covers sounds ranging from clean boosts to light drives.						
★		Knob1		Knob2		Knob3	
	Page01	GAIN	0-100	TRBL	0-100	BASS	0-100
	Page02	Adjusts the gain.		Adjusts volume of high frequencies.		Adjusts volume of low frequencies.	
		VOL	0-100				
		Adjusts the output volume.					
<p>DYNAMIC DRIVE</p> 	This effect easily achieves the warm drive tone of a tube amp.						
★		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	TONE	0-100	GAIN	0-100
	Page02	Adjusts the output level.		Adjusts the tone.		Adjusts the gain.	
		MODE	COMBO, STACK				
		Sets the sound style.					

Effect Types and Parameters







[AMP]

FD COMBO		Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
DELUXE-R		This models the sound of a Fender Deluxe Reverb made in 1965.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
US BLUES		Crunch sound of a Fender Tweed Bassman.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
VX JMI		This simulates the sound of an early model of a class-A British combo amp.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
TW ROCK		This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
MS 1959		This models the sound of a Marshall 1959 Plexi made in 1969.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
		Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	





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DZ DRIVE	The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of three independent channels.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
	Page03	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.		
		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				
ALIEN	This simulates the high-gain sound of the Engl Invader, which features a powerful low-end.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
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		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				
FD VIBRO	Modeled sound of a '63 Fender Vibroverb.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
	Page03	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.		
		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				
VX COMBO	Modeled sound of a British combo amplifier representing the 1960s Liverpool sound.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
	Page03	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.		
		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				
BG CRUNCH	Crunch sound of a Mesa Boogie MkIII combo amp.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
	Page03	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.		
		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				
MATCH 30	Modeled sound of a DC-30 (channel 1), the Matchless flagship combo amp.							
	Page01	Knob1		Knob2		Knob3		
		Gain	0–100	Tube	0–100	Level	0–150	
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.		
		Trebl	0–100	Middl	0–100	Bass	0–100	
	Page03	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.		
		Prese	0–100	CAB	See Table 1	OUT	See Table 3	
Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.				

Effect Types and Parameters








<p>CAR DRIVE</p> <p>★</p> 	<p>This models the sound of a Carr Mercury high-end small combo amp.</p>																		
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<p>TONE CITY</p> <p>★</p> 	<p>This models the sound of a Sound City 50 Plus Mark 2, a legendary British amplifier.</p>																		
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<p>HW STACK</p> <p>★</p> 	<p>Modeled sound of the legendary Hiwatt Custom 100 all-tube amplifier from the UK.</p>																		
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<p>TANGERINE</p> <p>★</p> 	<p>This models the Orange Graphic 120 with its unique design and sound.</p>																		
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<p>B-BREAKER</p> <p>★</p> 	<p>This models the sound of a Marshall 1962 Bluesbreaker combo amp.</p>																		
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<p>MS CRUNCH</p> <p>★</p> 	<p>The crunch sound of the Marshall 1959 that has given birth to many legends.</p>																		
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Effect Types and Parameters








MS DRIVE		The high gain sound of a JCM2000 Marshall stack amp.					
★ 		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
BGN DRIVE		This simulates the lead sound from channel 3 of a Bogner Ecstasy.					
★ 		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
BG DRIVE		The high gain sound of the Mesa Boogie Dual Rectifier red channel (Vintage mode).					
★ 		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
REVO-1		This simulates the high-gain sound of a Krank Revolution 1 Plus.					
★ 		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		

Effect Types and Parameters








[MOD]

Tremolo		This effect varies the volume at a regular rate.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Level	0-150
	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				
		Sets the modulation waveform.					
Phaser		This effect adds a phasing variation to the sound.					
	Page01	Knob1		Knob2		Knob3	
		Rate	1-50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0-150
	Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.		
	Page02						
TheVibe		This vibe sound features unique undulations.					
	Page01	Knob1		Knob2		Knob3	
		Speed	0-50	Depth	0-100	Bias	0-100
	Sets modulation speed.		Sets the depth of the modulation.		Adjusts bias of waveform modulation.		
	Page02	Wave	0-100	Mode	VIBRT, CHORS	Level	0-150
		Adjusts modulation waveform.		Sets effect to vibrato or chorus.		Adjusts the output level.	
Chorus		This effect mixes a shifted pitch with the original sound to add movement and thickness.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
	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		
		Adjusts the tone.		Adjusts the output level.			
Detune		By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.					
	Page01	Knob1		Knob2		Knob3	
		Cent	-25-25	PreD	0-50	Mix	0-100
	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		
		Adjusts the tone.		Adjusts the output level.			
StereoCho		This is a stereo chorus with a clear tone.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
	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		
		Adjusts the tone.		Adjusts the output level.			
SuperCho		This models the sound of a BOSS CH-1 SUPER CHORUS.					
	Page01	Knob1		Knob2		Knob3	
		E.LVL	0-120	Rate	0-100	Depth	0-100
	Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.		
	Page02	EQ	0-100	Mode	MONO, STR		
		Adjusts effect tone.		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.			








Effect Types and Parameters

	This is a jet sound like an ADA flanger.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Reso	0-10-10
Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.		
	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.			
	This effect automatically adds vibrato.						
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Bal	0-100
Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the balance between original and effect sounds.		
	Tone	0-10	Level	0-150			
Adjusts the tone.		Adjusts the output level.					
	This effect adds sound one octave and two octaves below the original sound.						
	Page01	Knob1		Knob2		Knob3	
		Oct1	0-100	Oct2	0-100	Dry	0-100
Page02	Adjusts the level of the sound one octave below the effect sound.		Adjusts the level of the sound two octaves below the effect sound.		Adjusts the volume of the unaffected sound.		
	Chara	0-100	Tone	0-10	Level	0-150	
Adjusts effect character.		Adjusts the tone.		Adjusts the output level.			
	This effect shifts the pitch up or down.						
	Page01	Knob1		Knob2		Knob3	
		Shift	-12-12, 24	Tone	0-10	Bal	0-100
Page02	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.		
	Fine	-25-25	Level	0-150			
Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.					
	This is a pitch shifter with little sound variance for monophonic (single note) playing.						
	Page01	Knob1		Knob2		Knob3	
		Shift	-12 - 12, 24	Tone	0-10	Bal	0-100
Page02	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.		
	Fine	-25 - 25	Level	0-150			
Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.					
	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.						
	Page01	Knob1		Knob2		Knob3	
		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
Page02	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.		
	Tone	0-10	Level	0-150			
Adjusts the tone.		Adjusts the output level.					
	This effect creates a rhythmical sound by continuously slicing the input.						
	Page01	Knob1		Knob2		Knob3	
		PTRN	1-20	Speed	1-50	Bal	0-100
Page02	Sets effect pattern.		Sets modulation speed.		Adjusts the balance between original and effect sounds.		
	THRSH	0-50	Level	0-150			
Adjusts effect threshold.		Adjusts the output level.					






Effect Types and Parameters

DuoPhase	This effect combines 2 phasers.						
		Knob1		Knob2		Knob3	
	Page01	RateA	1-50	RateB	1-50, SyncA, RvrsA	Level	0-150
	Page02	Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.	
		ResoA	0-10	ResoB	0-10	Link	Seri, Para, STR
Page03	Adjusts resonance of LFO A modulation.		Adjusts resonance of LFO B modulation.		Sets how 2 phasers are connected.		
	DPT_A	1-100	DPT_B	1-100			
	Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.				
WarpPhase	This phaser has a one way effect.						
		Knob1		Knob2		Knob3	
	Page01	Speed	1-50	Reso	0-10	Level	0-150
	Page02	Sets modulation speed.		Sets effect resonance.		Adjusts the output level.	
DRECTN		Go, Back					
	Sets direction of warping.						
VintageCE	This is a simulation of the BOSS CE-1.						
		Knob1		Knob2		Knob3	
	Page01	Comp	0-9	Rate	1-50	Mix	0-100
	Page02	Sets the sensitivity of the compressor.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
Level		0-150					
	Adjusts the output level.						
Ensemble	This is a chorus ensemble that features three-dimensional movement.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	1-50	Mix	0-100
	Page02	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.	
Tone		0-10	Level	0-150			
	Adjusts the tone.		Adjusts the output level.				
VinFLNGR	This analog flanger sound is similar to an MXR M-117R.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	0-50	Reso	-10-10
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.	
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.		
DynaFLNGR	The volume of the effect sound changes according to the input signal level with this dynamic flanger.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	0-50	Sense	-10- -1, 1-10
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the sensitivity of the effect.	
Reso		-10-10	Level	0-150			
	Adjusts the intensity of the modulation resonance.		Adjusts the output level.				
BendCho	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Time	0-50	Bal	0-100
	Page02	Adjusts the effect depth.		Sets time before effect starts.		Adjusts the balance between original and effect sounds.	
Mode		Up, Down	Tone	0-10	Level	0-150	
	Sets direction of pitch bend.		Adjusts the tone.		Adjusts the output level.		

Effect Types and Parameters







MojoRolle		This effect modulates the pitch after picking.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Speed	0-100	Rise	0-100
	Page02	Mode	Up-Dn, Up, Down	Level	0-150		
		Sets the depth of modulation.		Sets the speed of the modulation.		Sets the time before the effect begins to modulate the pitch.	
		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	Knob1		Knob2		Knob3	
		Freq	1-50	Tone	0-10	Bal	0-100
	Page02	Level	0-150				
		Adjusts the frequency of the modulation.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
		Adjusts the output level.					
DuoTrem		This effect combines two tremolos.					
	Page01	Knob1		Knob2		Knob3	
		RateA	0-50	RateB	0-50	Level	0-150
	Page02	DPT_A	0-100	DPT_B	0-100	Link	Seri, Para, STR
	Page03	WaveA	UP 0-UP 9 , DWN 0- DWN 9 , TRI 0-TRI 9	WaveB	UP 0-UP 9 , DWN 0- DWN 9 , TRI 0-TRI 9		
		Sets the modulation waveform of LFO A.		Sets the modulation waveform of LFO B.		Sets how the two tremolos are connected.	
CE-Cho5		This chorus is a model of the BOSS CE-5.					
	Page01	Knob1		Knob2		Knob3	
		E.LVL	0-120	RATE	0-100	DEPTH	0-100
	Page02	LOW	0-100	HIGH	0-100	MODE	MONO, STR
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.	
		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		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.	
CloneCho		This analog chorus sound models the Electro-Harmonix SmallClone.					
	Page01	Knob1		Knob2		Knob3	
		DEPTH	1, 2	RATE	0-100		
	Page02						
		Sets the depth of the modulation.		Sets the speed of the modulation.			
StonePha		This phaser sound models the Electro-Harmonix SmallStone.					
	Page01	Knob1		Knob2		Knob3	
		COLOR	1, 2	RATE	0-100		
	Page02						
		Sets the depth of the modulation.		Sets the speed of the modulation.			
BF FLG 2		This models a BOSS BF-2 Flanger.					
	Page01	Knob1		Knob2		Knob3	
		MNL	0-100	DEPTH	0-100	RATE	0-100
	Page02	RES	0-100				
		Sets the delay time.		Sets the depth of the modulation.		Sets the speed of the modulation.	
		Adjusts the feedback amount.					

Effect Types and Parameters

SilkyCho		This chorus effect combines 2 bands of detuning and chorus for precise control.					
★ 		Knob1		Knob2		Knob3	
	Page01	LoMix	0-100	HiMix	0-100	ChMix	0-100
		Adjusts the amount of low-frequency detuning in the mix.		Adjusts the amount of high-frequency detuning in the mix.		Adjusts the amount of chorus in the mix.	
	Page02	LoPit	-25-25	HiPit	-25-25	PreD	0-50
		Adjusts the amount of pitch modulation for the low-frequency detuning.		Adjusts the amount of pitch modulation for the high-frequency detuning.		Sets pre-delay time of effect sound.	
Page03	Rate	0-100	Depth	0-100	Tone	0-100	
	Sets the speed of the modulation.		Sets the depth of the modulation.		Adjusts the tone.		
MirageCho		This chorus shimmers like a mirage.					
★ 		Knob1		Knob2		Knob3	
	Page01	Depth	0-100	Rate	0-100	Mix	0-100
		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	PreD	1-20	Tone	0-100	Level	0-150
	Sets pre-delay time of effect sound.		Adjusts the tone.		Adjusts the output level.		
CoronaCho		This is a model of tc electronic's CORONA CHORUS.					
★ 		Knob1		Knob2		Knob3	
	Page01	SPEED	0-100	DEPTH	0-100	FxLVL	0-100
		Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.	
	Page02	TONE	0-100	DRY	OFF/ON		
	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.				
ANA234Cho		This analog chorus sound models the MXR M234.					
★ 		Knob1		Knob2		Knob3	
	Page01	LEVEL	0-100	RATE	0-100	DEPTH	0-100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Sets the depth of the modulation.	
	Page02	LOW	0-100	HIGH	0-100	Mode	MONO, STR
	Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		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.		
CoronaTri		This is a model of tc electronic's CORONA Tri-Chorus.					
★ 		Knob1		Knob2		Knob3	
	Page01	SPEED	0-100	DEPTH	0-100	FxLVL	0-100
		Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.	
	Page02	TONE	0-100	DRY	OFF/ON		
	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.				






Effect Types and Parameters

[SFX]






BitCrush	This effect creates a lo-fi sound.								
		Knob1			Knob2			Knob3	
	Page01	Bit	4–16	SMPL	0–50	Bal	0–100		
		Sets bit depth.			Sets sampling rate.			Adjusts the balance between original and effect sounds.	
	Page02	Tone	0–10	Level	0–150				
		Adjusts the tone.			Adjusts the output level.				
Bomber	This effect produces an explosive sound when picking.								
		Knob1			Knob2			Knob3	
	Page01	PTTRN	HndGn, Arm, Bomb, Thndr	Decay	1–100	Bal	0–100		
		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						
		Adjusts the output level.							
MonoSynth	This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.								
		Knob1			Knob2			Knob3	
	Page01	Synth	0–100	Dry	0–100	Level	0–150		
		Adjusts synthesizer sound level.			Adjusts level of original sound.			Adjusts the output level.	
	Page02	Wave	Sine, Tri, SawUp, SawDn	Tone	0–10	Speed	0–100		
	Sets waveform.			Adjusts the tone.			Adjusts smoothness of pitch change.		
Z-Organ	This effect simulates an organ sound.								
		Knob1			Knob2			Knob3	
	Page01	Upper	0–100	Lower	0–100	Dry	0–100		
		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		
	Adjusts high-pass filter cutoff frequency.			Adjusts low-pass filter cutoff frequency.			Adjusts the output level.		
AutoPan	This effect cyclically moves the panning position of the sound.								
		Knob1			Knob2			Knob3	
	Page01	Rate	0–50	Width	L50–R50	Level	0–150		
		Sets the speed of the modulation.			Sets the width of the panning.			Adjusts the output level.	
	Page02	Depth	0–10	Clip	0–10				
	Sets the depth of the modulation.			Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.					
Rt Closet	Simulates a rotary speaker.								
		Knob1			Knob2			Knob3	
	Page01	Bal	0–100	Mode	Slow, Fast	Level	0–150		
		Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).			Sets the rotary mode.			Adjusts the output level.	
Page02	Drive	0–100							
	Adjusts the amount of amplification from the preamp.								

Effect Types and Parameters






[DELAY]

Delay		This long delay has a maximum length of 4000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	1–4000	♪	F.B	0–100	Mix	0–100
		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
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.				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.						
		Knob1		Knob2		Knob3		
	Page01	Time	1–2000	♪	F.B	0–100	Mix	0–100
		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	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.	
ModDelay		This delay effect allows the use of modulation.						
		Knob1		Knob2		Knob3		
	Page01	Time	1–2000	♪	F.B	0–100	Mix	0–100
		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		Level	0–150	Tail	OFF/ON
	Sets the speed of the modulation.		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.	
AnalogDly		This analog delay simulation has a long delay with a maximum length of 4000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	1–4000	♪	F.B	0–100	Mix	0–100
		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
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.				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.						
ReverseDL		This reverse delay is a long delay with a maximum length of 2000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	10–2000	♪	F.B	0–100	Bal	0–100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the balance between original and effect sounds.		
	Page02	HiDMP	0–10		Level	0–150	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.	





Effect Types and Parameters

StompDly		By turning the feedback up on this stomp-style delay, you can make it self-oscillate.					
		Knob1		Knob2		Knob3	
	Page01	E.LVL	0-120	FB	0-100	Time	1-600
	Page02	Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
		Sync	OFF, ♪-♪x8	Mode	MONO, STR	Tail	OFF/ON
Page03	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.			
		HiDMP	0-10				
		Adjusts the treble attenuation of the delay sound.					
MultiTapD		This effect produces several delay sounds with different delay times.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-3000	PTRN	1-8	Mix	0-100
	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	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.	
DynaDelay		This dynamic delay adjusts the volume of the effect sound according to the input signal level.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	Sense	-10--1, 1-10	Mix	0-100
	Page02	Sets the delay time.		Adjusts the effect sensitivity.		Adjusts the amount of effected sound that is mixed with the original sound.	
		FB	0-100	Level	0-150	Tail	OFF/ON
		Adjusts the feedback amount.		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.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
	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	Depth	0-100	Reso	0-10
Page03	Sets the speed of the modulation.		Sets the depth of the modulation.		Adjusts the intensity of the modulation resonance.		
		Level	0-150	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.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	Pitch	-12-12	Mix	0-100
	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	Tone	0-10	Level	0-150
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.					





Effect Types and Parameters

StereoDly		This stereo delay allows the left and right delay times to be set separately.						
	Page01	Knob1		Knob2		Knob3		
		TimeL	1-2000	▷	TimeR	1-2000	▷	Mix
	Page02	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.		
		LchFB	0-100		RchFB	0-100		Level
Page03	Adjusts delay feedback of left channel.		Adjusts delay feedback of right channel.		Adjusts the output level.			
	LchLv	0-100		RchLv	0-100		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.		
PhaseDly		This effect applies a phaser to a delayed sound.						
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	▷	FB	0-100		Mix
	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		Color	4 STG, 8 STG, inv 4, inv 8		Level
Page03	Sets the speed of the modulation.		Sets the tone of the effect type.		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	Knob1		Knob2		Knob3		
		Time	10-1000		Duty	25-100		Mix
	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		Tail
Page03	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.			
TapeEcho3		This tape echo effect models the MAESTRO ECHOPLEX EP-3.						
	Page01	Knob1		Knob2		Knob3		
		FB	0-100		MIX	0-100		TIME
	Page02	Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		Sets the delay time.		
		Reclv	0-100		SYNC	OFF, ▷-▷x8	▷	P-Amp
		Adjusts the volume recorded to the tape.		Activates tempo sync.		Sets whether the TapeEcho3 preamp affects the tone when the echo effect is off. When OFF, the input sound is output without being changed. When ON, the preamp affects the tone.		
DualDigiD		This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.						
	Page01	Knob1		Knob2		Knob3		
		TimeA	0-1990	▷	TimeB	0-1990	▷	FdbkA
	Page02	Adjusts the delay time of Delay A.		Adjusts the delay time of Delay B.		Adjusts the Delay A feedback amount.		
		FdbkB	0-110		Depth	M-0-50, S-0-50		Speed
Page03	Adjusts the Delay B feedback amount.		Adjusts the modulation depth. Also sets the output to mono (M0-M50) or stereo (S0-S50).		Sets modulation speed.			
	FLTR	-100-100		DlyMx	0-100		Mix	0-100
		Adjusts the tone.		Adjust the mix of the Delay A and B effect sounds.		Adjusts the amount of effected sound that is mixed with the original sound.		






Effect Types and Parameters

CarbonDly	This analog delay sound is a model of the MXR Carbon Copy.											
<div style="display: flex; align-items: center;"> ★  </div>	Knob1		Knob2			Knob3						
Page01	DELAY	19–581	REGEN	0–100	MIX	0–100	Adjusts the amount of effected sound that is mixed with the original sound.					
Sets the delay time.		Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.							
Page02	MOD	OFF/ON	WIDTH	0–50	SPEED	0–50	Sets modulation speed.					
Turns modulation ON or OFF.		Adjusts the width of the modulation.										
Page03	Tail	OFF/ON	Sync	OFF, ↗ x8	↗							
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		Activates tempo sync.										
DriveEcho	This echo effect that can be driven is modeled on the LINE6 M9 TubeEcho.											
<div style="display: flex; align-items: center;"> ★  </div>	Knob1		Knob2			Knob3						
Page01	DRIVE	0–100	MIX	0–100	TIME	20–1990	↗	Adjusts the amount of effected sound that is mixed with the original sound.				
Adjusts the amount of distortion.		Adjusts the amount of effected sound that is mixed with the original sound.			Sets the delay time.							
Page02	FB	0–100	WOW	0–100	DRY	DRIV/THRU	Sets whether the DriveEcho DRIVE parameter affects the tone of the dry signal. Set to DRIVE, the DRIVE setting affects the "dry" sound. Set to THRU, the dry sound is output without being changed.					
Adjusts the feedback amount.		Adjusts the wow and flutter effect.										
Page03	Tail	OFF/ON	Mode	MONO, STR								
When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		Sets output to mono or stereo (STR).										
SlapBackD	This delay, which features a short delay time that is good for muted rhythm playing and rockabilly, is modeled on a tc electronic FLASHBACK set for SLAP delay.											
<div style="display: flex; align-items: center;"> ★  </div>	Knob1		Knob2			Knob3						
Page01	TIME	1–300	SubDv	J, L, ping-pong panning	FB	0–100	Adjusts the feedback amount.					
Sets the delay time.		Set the note length of the delay sound.			Adjusts the feedback amount.							
Page02	FxLVL	0–100	DRY	OFF/ON	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.					
Adjusts the volume of the effect.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.										
Page03	Mode	MONO, STR										
Sets output to mono or stereo (STR).												
SmoothDly	This wide delay is modeled on the BOSS DD-20 in SMOOTH mode.											
<div style="display: flex; align-items: center;"> ★  </div>	Knob1		Knob2			Knob3						
Page01	TIME	1–3000	FB	0–100	E.LVL	0–100	Adjusts amount of effect sound mixed with original sound.					
Sets the delay time.		Adjusts the feedback amount.			Adjusts amount of effect sound mixed with original sound.							
Page02	TONE	0–100	Tail	OFF/ON								
Adjusts the tone.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.										







Effect Types and Parameters

LO-Fi Dly	This delay, which is based on the LO-FI mode of the strymon TIMELINE, allows you to degrade the sound quality using the bit rate and sampling rate parameters.							
		Knob1		Knob2		Knob3		
Page01	TIME	2-1900	FB	0-100	Sets the delay time.	Adjusts the feedback amount.	Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	SMPL	1/128-1/1	BITS	4-32	Sets sampling rate.	Sets bit depth.	Adjusts the balance between the original sound and the lo-fi sound.	
Page03	DAMP	0-10	FLT	OFF; 1-8	Adjusts how the feedback sound decays.	Sets the character of the filter applied to the effect sound.	VINYL OFF; D:1-D:9, S:1-S:9 Adds noise that occurs randomly. With D:1-D:9, the noise occurs in time with the delay output.	
SlwAtkDly	This effect, which gently brings on the delay, is modeled on the LINE6 M9 Auto-Volume Echo.							
		Knob1		Knob2		Knob3		
Page01	TIME	1-1900	FB	0-100	Sets the delay time.	Adjusts the feedback amount.	Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	DEPTH	0-100	SWELL	1-50	Sets the depth of the modulation.	Adjusts the attack time.	Sets how the effect is applied. Set to MONO for a mono chorus effect. Set to STR for a stereo vibrato effect.	
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.			
TremDelay	This effect, which is based on the strymon TIMELINE TREM mode, adds a tremolo to the delay sound.							
		Knob1		Knob2		Knob3		
Page01	TIME	60-1900	FB	0-100	Sets the delay time.	Adjusts the feedback amount.	Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	LFO	TRI, SQR, SIN, RAMP, SAW	DEPTH	0-100	Selects the tremolo modulation waveform.	Sets the depth of the modulation.	Sets modulation speed.	
Page03	DAMP	0-10	HPF	OFF; 20-900	Adjusts how the feedback sound decays.	Adjusts the maximum range of the frequencies in the effect sound.	GRIT 0-10 Adjusts the distortion of the effect sound.	
FLTR PPD	Based on the Eventide TimeFactor FilterPong, this effect combines filter and delay effects.							
		Knob1		Knob2		Knob3		
Page01	TimeA	0-1900	TimeB	0-1900	Sets the delay time for Delay A.	Adjusts the delay time of Delay B.	Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	DlyMx	0-100	Fdbk	0-110	Adjusts the mix of Delay A and Delay B effect sounds.	Adjusts the feedback amount.	Slur 0-10 Softens the attack of the feedback sound.	
Page03	FLTR	0-100	Depth	M-0-10, S-0-10	Adjusts the amount the filter is applied.	Adjusts the modulation depth. Also sets the output to mono (M-0-10) or stereo (S-0-10).	Wave Sn1-16, Tr1-16, Sq1-16 Sets the modulation wave type and speed of modulation.	






Effect Types and Parameters

A-Pan DLY		This combines auto pan and delay to create the effect of the stereo image moving cyclically.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
	Page02	Rate	1/4, 1/2, 3/4, 1-50	Width	L50-R50	Depth	0-10
	Page03	Clip	0-10	Link	P-D, D-P	Level	0-200
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Sets the speed of the sound movement.		Sets the width of the sound movement.		Sets the depth of the sound movement.	
		Adjusts the amount of waveform clipping.		Sets the order that the auto pan and delay are connected.		Adjusts the output level.	
ICE Delay		Based on the strymon TIMELINE ICE mode, this effect combines pitch shifting and delay.					
		Knob1		Knob2		Knob3	
	Page01	TIME	60-1300	FB	0-100	MIX	0-100
	Page02	INTVL	-Oct-2Oct	SLICE	SHORT, LONG	BLEND	0-20
	Page03	SMEAR	OFF, 1-20	DAMP	0-10	HPF	OFF, 20-900
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Sets the pitch modulation amount for the audio slices.		Adjusts the length of the slices.		Adjusts the balance between the dry and ICE signals.	
		Adjusts the amount that the attack of the feedback sound is softened.		Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.	
[REVERB]							
HD Hall		This is a dense hall reverb.					
		Knob1		Knob2		Knob3	
	Page01	PreD	1-200	Decay	0-100	Mix	0-100
Page02	LoDMP	0-100	HIDMP	0-100	Tail	OFF/ON	
		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.	
		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.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
Page02	PreD	1-100	Level	0-150	Tail	OFF/ON	
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.	






Effect Types and Parameters

Spring		This reverb effect simulates a spring reverb.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
		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	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.		
HD Reverb		This is a high-definition reverb.					
		Knob1		Knob2		Knob3	
	Page01	Decay	0-100	Tone	0-10	Mix	0-100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1-200	HPF	0-10	Level	0-150
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts high-pass filter cutoff frequency.		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.						
TiledRoom		This reverb effect simulates the acoustics of a tiled room.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
		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	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.		
Arena		This reverb effect simulates the acoustics of a large enclosure such as a sports arena.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
		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	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.		
EarlyRef		This effect reproduces only the early reflections of reverb.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Shape	-10-10	Mix	0-100
		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	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.		
Air		This effect reproduces the ambience of a room, to create spatial depth.					
		Knob1		Knob2		Knob3	
	Page01	Size	1-100	Tone	0-10	Mix	0-100
		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	Level	0-150	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.		






Effect Types and Parameters

Plate		This simulates a plate reverb.					
★ 		Knob1		Knob2		Knob3	
	Page01	PreD	1–200	Decay	0–100	Mix	0–100
	Page02	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.	
	Page03	Color	0–100	LoDMP	0–100	HiDMP	0–100
	Page02	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		
	Page03	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.			
ModReverb		This reverb generates fluctuating echoes.					
★ 		Knob1		Knob2		Knob3	
	Page01	Depth	0–100	Decay	1–30	Mix	0–100
	Page02	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.	
	Page03	Rate	1–50	Tone	0–10	PreD	1–100
	Page02	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	Tail	OFF/ON		
	Page03	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.			
SlapBack		This reverb creates a repeating echo effect.					
★ 		Knob1		Knob2		Knob3	
	Page01	Time	1–1000	Decay	1–30	Mix	0–100
	Page02	Sets the delay time.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page03	FB	0–100	Tone	0–10	DRBal	0–100
	Page02	Adjusts the feedback amount.		Adjusts the tone.		Sets the ratio of delay and reverb.	
	Page03	Level	0–150	Tail	OFF/ON		
	Page03	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.			
Spring63		This spring reverb sound is modeled on a '63 Fender Reverb.					
★ 		Knob1		Knob2		Knob3	
	Page01	DWELL	0–100	MIXER	0–100	TONE	0–100
	Page02	Adjusts the amount of level that input to reverb.		Adjusts the mix of volume the effect sound.		Adjusts the tone.	
	Page02	Level	0–150				
	Page02	Adjusts the output level.					
Chamber		This effect simulates the reverberations of a chamber-sized room.					
★ 		Knob1		Knob2		Knob3	
	Page01	Decay	0–100	Tone	0–100	Mix	0–100
	Page02	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	0–200	Tail	OFF/ON		
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			






Effect Types and Parameters

LOFI Rev	This rough in-your-face reverb is modeled on the LOFI setting of the tc electronic HALL OF FAME.						
★ 			Knob1		Knob2		Knob3
	Page01	DECAY	0-100	TONE	0-100	FxLVL	0-100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the volume of the effect.		
Page02	PreD	SHORT/LONG	Tail	OFF/ON	Dry	OFF/ON	
Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			
Church	This effect simulates the reverberations of a church.						
★ 			Knob1		Knob2		Knob3
	Page01	DECAY	0-100	PreD	0-200	MIX	0-100
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	TONE	0-100	HiDMP	0-100	Tail	OFF/ON	
Adjusts the tone.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.			
Page03	Dry	OFF/ON					
When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.							
Cave	This effect simulates the reverberations of a cave.						
★ 			Knob1		Knob2		Knob3
	Page01	Decay	0-100	Tone	0-100	Mix	0-100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	PreD	0-200	Tail	OFF/ON			
Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
Ambience	This effect adds a natural ambience (air) to the sound.						
★ 			Knob1		Knob2		Knob3
	Page01	DECAY	0-100	TONE	0-100	MIX	0-100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	PreD	0-200	Tail	OFF/ON	Dry	OFF/ON	
Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			
GateRev	This gate reverb, which is suited to percussive playing, is modeled on the DigiTech RV-7 (Lexicon) Gated setting.						
★ 			Knob1		Knob2		Knob3
	Page01	Level	0-100	Tone	0-100	Decay	0-100
	Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.		
Page02	Tail	OFF/ON	Dry	OFF/ON			
When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.					

Effect Types and Parameters

ReverseRv	This effect, which is modeled on the DigiTech RV-7 (Lexicon) Reverse setting, sounds like reverb in reverse.																		
	★	Knob1	Knob2	Knob3	<table border="1"> <thead> <tr> <th>Level</th> <th>0-100</th> <th>Tone</th> <th>0-100</th> <th>Decay</th> <th>0-100</th> </tr> </thead> <tbody> <tr> <td colspan="2">Adjusts amount of effect sound mixed with original sound.</td> <td colspan="2">Adjusts the tone.</td> <td colspan="2">Sets the duration of the reverberations.</td> </tr> </tbody> </table>			Level	0-100	Tone	0-100	Decay	0-100	Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.	
Level	0-100	Tone	0-100	Decay	0-100														
Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.															
Page01	Tail	Dry		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.															
Page02	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.																		
Echo	This effect can generate gorgeous echoes.																		
	★	Knob1	Knob2	Knob3	<table border="1"> <thead> <tr> <th>DECAY</th> <th>0-100</th> <th>TIME</th> <th>0-200</th> <th>TONE</th> <th>0-100</th> </tr> </thead> <tbody> <tr> <td colspan="2">Sets the duration of the reverberations.</td> <td colspan="2">Adjusts the delay between input of the original sound and start of the reverb sound.</td> <td colspan="2">Adjusts the tone.</td> </tr> </tbody> </table>			DECAY	0-100	TIME	0-200	TONE	0-100	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.	
DECAY	0-100	TIME	0-200	TONE	0-100														
Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.															
Page01	MIX	Tail	Mode	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.															
Page02	Adjusts the amount of effected sound that is mixed with the original sound.		Sets output to mono or stereo (STR).																
TremoloRv	This effect adds tremolo to reverb and is based on the TREMOLO VERB setting of an Eventide SPACE.																		
	★	Knob1	Knob2	Knob3	<table border="1"> <thead> <tr> <th>Decay</th> <th>0-100</th> <th>PDLY</th> <th>0-500</th> <th>Mix</th> <th>0-100</th> </tr> </thead> <tbody> <tr> <td colspan="2">Sets the duration of the reverberations.</td> <td colspan="2">Adjusts the delay between input of the original sound and start of the reverb sound.</td> <td colspan="2">Adjusts the amount of effected sound that is mixed with the original sound.</td> </tr> </tbody> </table>			Decay	0-100	PDLY	0-500	Mix	0-100	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
Decay	0-100	PDLY	0-500	Mix	0-100														
Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.															
Page01	Speed	Shape	Depth	Sets the modulation speed.															
Page02	Sets modulation speed.		Sets the modulation waveform.		Sets the depth of modulation. Also sets whether the modulation is mono (MNO-99) or stereo (ST0-99).														
Page03	Size	Low	High	Adjusts the size of the reverb space.															
HolyFLERB	This effect combines reverb and flanger in a model of an Electro-Harmonix Holy Grail set to FLERB.																		
	★	Knob1	Knob2	Knob3	<table border="1"> <thead> <tr> <th>RVRB</th> <th>0-100</th> <th>Tail</th> <th>OFF/ON</th> <td></td> <td></td> </tr> </thead> <tbody> <tr> <td colspan="2">Adjusts the amount of effected sound that is mixed with the original sound.</td> <td colspan="4">When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>			RVRB	0-100	Tail	OFF/ON			Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			
RVRB	0-100	Tail	OFF/ON																
Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.																	
Page01																			
Page02																			
DynaRev	This reverb, which is modeled on the tc electronic NOVA REVERB, changes volume according to the dynamics of the input sound.																		
	★	Knob1	Knob2	Knob3	<table border="1"> <thead> <tr> <th>Decay</th> <th>0-100</th> <th>PreD</th> <th>0-100</th> <th>Color</th> <th>0-100</th> </tr> </thead> <tbody> <tr> <td colspan="2">Sets the duration of the reverberations.</td> <td colspan="2">Adjusts the delay between input of the original sound and start of the reverb sound.</td> <td colspan="2">Adjusts the tone.</td> </tr> </tbody> </table>			Decay	0-100	PreD	0-100	Color	0-100	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.	
Decay	0-100	PreD	0-100	Color	0-100														
Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.															
Page01	Sense	Mix	Tail	Adjusts the sensitivity of the effect.															
Page02	Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.																

Effect Types and Parameters

<p>ShimmerRv</p> <p>★</p> 	Modeling the strymon blueSky in Shimmer mode, this effect adds pitch-shifting and delay to reverb.						
	Page01	Knob1 PreD 1–100		Knob2 DECAY 0–100		Knob3 MIX 0–100	
		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		HiDMP 0–100		Tail OFF/ON	
		Adjusts the amount that the low frequencies of the reverb sound are reduced.		Adjusts the amount that the high frequencies of the reverb sound are reduced.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
<p>ParticleR</p> <p>★</p> 	This unique complex reverb effect models the LINE6 M9 Particle Verb.						
	Page01	Knob1 DWELL 0–100		Knob2 GAIN 0–100		Knob3 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		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.	
<p>SpaceHole</p> <p>★</p> 	This effect, which is based on the Eventide SPACE BlackHole algorithm, combines delay and reverb.						
	Page01	Knob1 Decay -100–100		Knob2 PDLY 0–1000		Knob3 Mix 0–100	
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	FB 0–100		Depth 0–100		Speed 0–100	
	Adjusts the feedback amount.		Sets the depth of the modulation.		Sets modulation speed.		
	Page03	Size 0–100		Low -100–100		High -100–100	
Adjusts the size of the reverb space.		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.			
<p>MangledSp</p> <p>★</p> 	Based on the Eventide SPACE MangledVerb algorithm, this reverb produces wild echoes.						
	Page01	Knob1 PDLY 0–500		Knob2 Clip 0–100		Knob3 Mix 0–100	
	Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of distortion.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	Decay 0–100		Mod 0–100		Size 0–100	
	Sets the duration of the reverberations.		Sets the depth of the modulation.		Adjusts the size of the reverb space.		
Page03	Low -100–100		High -100–100		Level 0–200		
Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Adjusts the output level.			
<p>DualRev</p> <p>★</p> 	Based on the Eventide SPACE DualVerb algorithm, this effect combines 2 reverbs.						
	Page01	Knob1 PDlyA 0–750		Knob2 PDlyB 0–750		Knob3 Mix 0–100	
	Sets the pre-delay time of Reverb A.		Sets the pre-delay time of Reverb B.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	ABMix A9 B0–A0 B9		DCY A 0–100		DCY B 0–100	
	Adjust the mix of the Reverb A and B effect sounds.		Sets the reverberation length for Reverb A.		Sets the reverberation length for Reverb B.		
Page03	Size A1 B1–A9 B9		ToneA -100–100		ToneB -100–100		
Adjusts the size of the reverb.		Adjusts the tone of Reverb A.		Adjusts the tone of Reverb B.			

Effect Types and Parameters

■ **Table 1 CAB Parameter**

Type	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers.
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker.
FD VIBRO 2x10	Fender Vibroverb ('63) cabinet with 2x10-inch Jensen speakers.
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers.
VX COMBO 2x12	British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
BG CRUNCH 1x12	Mesa Boogie MkIII cabinet with 1x12-inch Electro Voice speaker.
MATCH 30 2x12	Matchless DC30 cabinet with 2x12-inch Celestion speakers.
CAR DRIVE 1x12	Carr Mercury cabinet with 1x12-inch Eminence speaker.
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker.
STONE CITY 4x12	Cabinet with 4x12-inch Fane speakers.
HW STACK 4x12	Hiwatt Custom 100 cabinet with 4x12-inch Fane speakers.
TANGERINE 4x12	Orange Graphic 120 cabinet with 4x12-inch Celestion speakers.
B-BRKR 2x12	Marshall Bluesbreaker cabinet with 2x12-inch Celestion speakers.
MS CRUNCH 4x12	Marshall 1959 cabinet with 4x12-inch Celestion speakers.
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers.
MS DRIVE 4x12	Marshall JCM2000 cabinet with 4x12-inch Celestion speakers.
BGN DRIVE 4x12	Bogner Ecstasy cabinet with 4x12-inch Celestion speakers.
BG DRIVE 4x12	Mesa Boogie Dual Rectifier cabinet with 4x12-inch Celestion speakers.
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers.
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers.
REVO-1 4x12	Krank Revolution 1 Plus cabinet with 4x12-inch Eminence speakers.
OFF	No cabinet used.

■ **Table 2 Scale Parameter**

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

■ **Table 3 OUT Parameter**

Parameter value	Meaning
LINE	Use when connected to headphones, speakers or line level inputs.
COMBO FRONT	Use when connected to an ordinary combo amp input.
STACK FRONT	Use when connected to an ordinary stack amp input.
COMBO POWER AMP	Use when connected to an ordinary combo amp return.
STACK POWER AMP	Use when connected to an ordinary stack amp return.