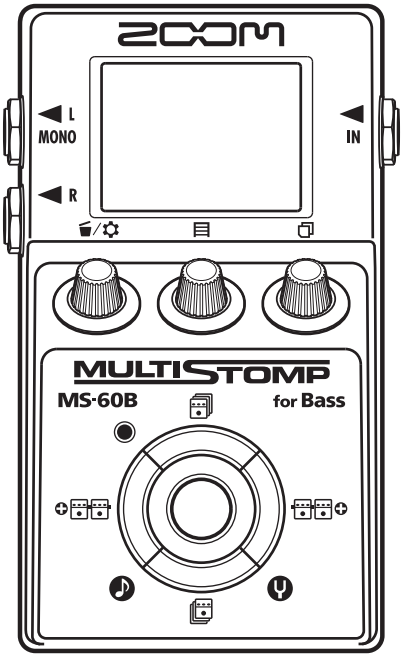
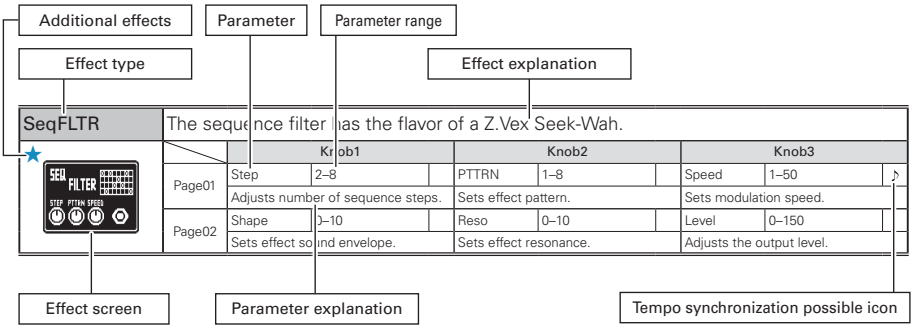
MULTI STOMP
MS-60B for Bass

Effect Types and Parameters (Ver.2)



Effect Types and Parameters

■ Effect explanation overview



SeqFLTR	The sequence filter has the flavor of a Z.Vex Seek-Wah.							
★		Knob1		Knob2		Knob3		
	Page01	Step	2–8	PTTRN	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.	

■ Effect Types and Parameters

[DYN/FLTR]

RackComp	This compressor allows more detailed adjustment than Comp.						
★		Knob1		Knob2		Knob3	
	Page01	THRSH	0–50	Ratio	1–10	Level	0–150
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
	Page02	ATTCK	1–10				
		Adjusts the compressor attack rate.					

D Comp	This compressor in the style of the MXR Dyna Comp.						
		Knob1		Knob2		Knob3	
	Page01	Sense	0–10	Tone	0–10	Level	0–150
		Adjusts the effect sensitivity.		Adjusts the tone.		Adjusts the output level.	
	Page02	ATTCK	Slow, Fast				
		Sets compressor attack speed to Fast or Slow.					

M Comp	This compressor provides a more natural sound.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	0–50	Ratio	1–10	Level	0–150
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
	Page02	ATTCK	1–10				
		Adjusts the compressor attack rate.					

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
		Adjusts the depth of the compression.		Adjusts the tone.		Adjusts the output level.	
	Page02						

160 Comp	This compressor is in the style of the dbx 160A.						
		Knob1		Knob2		Knob3	
	Page01	THRSH	-60–0	Ratio	1.0–10.0	Gain	0–20
		Adjusts the threshold that determines when the effect is activated.		Adjusts the compression ratio.		Adjusts the gain after compression.	
	Page02	Knee	Hard, Soft	Level	0–150		
		Sets the type of knee.		Adjusts the output level.			

Effect Types and Parameters

Limiter

This is a limiter that suppresses signal peaks above a certain reference level.

	Knob1		Knob2		Knob3	
Page01	THRSH	0–50	Ratio	1–10	Level	0–150
	Adjusts the reference signal level for the limiter action.		Adjusts the compression ratio of the limiter.		Adjusts the output level.	
Page02	REL	1–10				
	Adjusts the delay between the point where the signal level falls below the threshold level and the limiter release.					

SlowATTCK

This effect slows the attack of each note, resulting in a violin-like performance.

	Knob1		Knob2		Knob3	
Page01	Time	1–50	Curve	0–10	Level	0–150
	Adjusts the attack time.		Set the curve of volume change during attack.		Adjusts the output level.	
Page02						

ZNR

ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.

	Knob1		Knob2		Knob3	
Page01	THRSH	1–25	DETCT	GtrIn, EfxIn	Level	0–150
	Adjusts the threshold that determines when the effect is activated.		Sets control signal detected.		Adjusts the output level.	
Page02						

NoiseGate

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	Knob1		Knob2		Knob3	
Page01	THRSH	1–25	Level	0–150		
	Adjusts the effect sensitivity.		Adjusts the output level.			
Page02						

DirtyGate

★

	Knob1		Knob2		Knob3	
Page01	THRSH	1–25	Level	0–150		
	Adjusts the effect sensitivity.		Adjusts the output level.			
Page02						

OrangeLim

This models an ORANGE SQUEEZER.

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	Knob1		Knob2		Knob3	
Page01						
Page02						

GrayComp

This models a ROSS Compressor.

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	Knob1		Knob2		Knob3	
Page01	SUSTN	0–100	OUT	0–100		
	Adjusts the sustain.		Adjusts the output level.			
Page02						

DualComp

This is a compressor which allows separate settings for the low frequency and high frequency range.

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	Knob1		Knob2		Knob3	
Page01	Hi	0–50	Lo	0–50	Freq	300Hz–1.5kHz
	Adjusts the compression depth in the high frequency range.		Adjusts the compression depth in the low frequency range.		Adjusts the crossover point between the high frequency and low frequency range.	
Page02	Level	0–150	Tone	0–10		
	Adjusts the output level.		Adjusts the tonal quality of the sound.			

Effect Types and Parameters

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		
	Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.			
Page02						

Ba GEQ

This 7-band graphic equalizer is suitable for the bass frequency range.

	Knob1		Knob2		Knob3	
Page01	50Hz	-12–12	120Hz	-12–12	400Hz	-12–12
	Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.	
Page02	500Hz	-12–12	800Hz	-12–12	4.5kHz	-12–12
	Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.	
Page03	10kHz	-12–12	Level	0–150		
	Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.			

Ba PEQ

This 2-band parametric equalizer is suitable for the bass frequency range.

	Knob1		Knob2		Knob3	
Page01	Freq1	20Hz–20kHz	Q1	0.5, 1, 2, 4, 8, 16	Gain1	-20–20
	Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.	
Page02	Freq2	20Hz–20kHz	Q2	0.5, 1, 2, 4, 8, 16	Gain2	-20–20
	Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.	
Page03	Level	0–150				
	Adjusts the output level.					

Splitter

This effect divides the signal into two bands (high/low) and lets you freely adjust the mix ratio of the two bands.

	Knob1		Knob2		Knob3	
Page01	Hi	0–100	Lo	0–100	Freq	80Hz–2.5kHz
	Adjusts the mix ratio of the high frequency band.		Adjusts the mix ratio of the low frequency band.		Adjusts the crossover point between the high frequency and low frequency band.	
Page02	Level	0–150				
	Adjusts the output level.					

Bottom B

Emphasizes the low and high frequencies.

	Knob1		Knob2		Knob3	
Page01	Bass	0–10	Trebl	0–10	Level	0–150
	Adjusts the amount of low-frequency boost.		Adjusts the amount of high-frequency boost.		Adjusts the output level.	
Page02						

Exciter

This exciter is in the style of the BBE Sonic Maximizer.

	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 output level.	
Page02						

BaAutoWah

You can adjust the mix of this bass guitar auto-wah with the original signal.

	Knob1		Knob2		Knob3	
Page01	Sense	-10– -1, 1–10	Reso	0–10	Dry	0–100
	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts level of original sound.	
Page02	Level	0–150				
	Adjusts the output level.					

Effect Types and Parameters

ZTron

This is like a Q-Tron Envelope Filter in LP mode.

	Knob1	Knob2	Knob3
Page01	Sense -10– -1, 1–10	Reso 0–10	Dry 0–100
	Adjusts the sensitivity of the effect.	Adjusts the intensity of the resonance sound.	Adjusts level of original sound.
Page02	Level 0–150		
	Adjusts the output level.		

M-Filter

This envelope filter with Moog MF-101 Low Pass Filter favor 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.	

A-Filter

This is a resonance filter with a sharp envelope.

	Knob1	Knob2	Knob3
Page01	Sense 1–10	Peak 0–10	Mode Up, Down
	Adjusts the effect sensitivity.	Adjusts the Q value of the filter.	Selects whether the direction of filter change is up or down.
Page02	Dry 0–100	Level 0–150	
	Adjusts level of original sound.	Adjusts the output level.	

Ba Cry

This talking modulator is suitable for the bass frequency range.

	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.	

SeqFLTR

The sequence filter has the flavor of a Z.Vex Seek-Wah.

	Knob1	Knob2	Knob3
Page01	Step 2–8	PTTRN 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.

RndmFLTR

This filter effect changes character randomly.

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	Knob1	Knob2	Knob3
Page01	Speed 1–50 ♪	Range 0–100	Reso 0–10
	Sets modulation speed.	Adjusts frequency range affected.	Adjusts the intensity of the resonance sound.
Page02	Type HPF, BPF, LPF	Chara 2Pole, 4Pole	Bal 0–100
	Sets filter type.	Adjusts amount of filter applied.	Adjusts the balance between original and effect sounds.
Page03	Level 0–150		
	Adjusts the output level.		

fCycle

This filter effect changes tone characteristics cyclically.

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	Knob1	Knob2	Knob3
Page01	Rate 1–50 ♪	Wave Sine, Tri, SawUp, SawDn	Level 0 – 150
	Sets the speed of the modulation.	Sets the modulation waveform.	Adjusts the output level.
Page02	Depth 0 – 100	Reso 0 – 10	
	Sets the depth of the modulation.	Adjusts the intensity of the resonance sound.	

St Bs GEQ

This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.

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	Knob1		Knob2		Knob3	
Page01	50Hz	-12–12	120Hz	-12–12	400Hz	-12–12
	Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.	
Page02	500Hz	-12–12	800Hz	-12–12	4.5kHz	-12–12
	Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.	
Page03	10kHz	-12–12	Level	0–150		
	Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.			

[OD/DIST]

Ba Boost

This is a simulation of the Xotic EP Booster, which is warm and firm.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Bass	-10–10	Trebl	-10–10
	Adjusts the gain.		Adjusts the low frequency level.		Adjusts the high frequency level.	
Page02	Level	0–150				
	Adjusts the output level.					

Bass OD

Simulates the ODB-3 overdrive bass machine from BOSS.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

Bass Muff

This is a simulation of the Electro-Harmonix Bass Big Muff.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Mode	NORM, BsBST	Bal	0–100		
	Selects the distortion mode.		Adjusts the balance between the original sound and the effected sound.			

Ba Dist 1

This BOSS DS-1 emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

Ba Metal

This BOSS Metal Zone emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

Effect Types and Parameters

TS+DRY

This Ibanez TS808 emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

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	Knob1		Knob2		Knob3	
Page01	Gain	0 – 100	Tone	0 – 100	Level	0 – 150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0 – 100				
	Adjusts the balance between the original sound and the effected sound.					

Ba Squeak

This ProCo RAT emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

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	Knob1		Knob2		Knob3	
Page01	Gain	0 – 100	Tone	0 – 100	Level	0 – 150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0 – 100				
	Adjusts the balance between the original sound and the effected sound.					

BaFzSmile

This FUZZ FACE emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

★

	Knob1		Knob2		Knob3	
Page01	Gain	0 – 100	Tone	0 – 100	Level	0 – 150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0 – 100				
	Adjusts the balance between the original sound and the effected sound.					

BassDrive

Simulation of the SansAmp BASS DRIVER DI, highly popular among bass players.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Trebl	-10–10	Prese	-10–10
	Adjusts the low frequency level.		Adjusts the high frequency level.		Adjusts the super-high frequency level.	
Page02	Gain	0–100	Blend	0–100	Level	0–150
	Adjusts the gain.		Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.	
Page03	Mid	-10–10				
	Adjusts the middle frequency level.					

D.I Plus

This is a simulation of the MXR Bass D.I.+, which has both clean and distortion channels.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Gain	0–100	Blend	0–100	Level	0–150
	Adjusts the gain.		Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.	
Page03	Color	OFF, ON	CHAN	CLN, DIST		
	Turns preset EQ OFF or ON.		Switches between clean and distortion channels.			

Bass BB

This is a simulation of the Xotic Bass BB Preamp, which has a tube-like, thick sound.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Bass	-10–10	Trebl	-10–10
	Adjusts the gain.		Adjusts the low frequency level.		Adjusts the high frequency level.	
Page02	Blend	0–100	Level	0–150		
	Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.			

Effect Types and Parameters

DI5	This simulates the AVALON DESIGN U5 preamp.								
		Knob1		Knob2			Knob3		
	Page01	Gain	0–100	Tone	OFF, 1–6		Level	0–150	
		Adjusts the gain.		Adjusts the tone.			Adjusts the output level.		
	Page02	HiCut	OFF, ON						
		Cuts high frequencies when ON.							

Bass Pre	This is a preamp model with a semi-parametric equalizer for the mid-range.								
		Knob1		Knob2			Knob3		
	Page01	Bass	0–10	Trebl	0–10		Level	0–150	
		Adjusts the low frequency level.		Adjusts the high frequency level.			Adjusts the output level.		
	Page02	Mid	-10–10	Freq	100Hz–4.5kHz				
		Adjusts the middle frequency level.		Adjusts the center frequency of the mid-range.					

AC Bs Pre	This is a preamp model with a graphic equalizer.								
		Knob1		Knob2			Knob3		
	Page01	Gain	0–100	Depth	0–10		Level	0–150	
		Adjusts the gain.		Adjusts the low frequency level.			Adjusts the output level.		
	Page02	Bass	-10–10	L-Mid	-10–10		LM_F	32Hz–6.3kHz	
		Adjusts the low frequency level.		Adjusts the low mid frequency level.			Adjusts the L-Mid center frequency.		
	Page03	Mid	-10–10	H-Mid	-10–10		Trebl	-10–10	
		Adjusts the middle frequency level.		Adjusts the high mid frequency level.			Adjusts the high frequency level.		

[AMP]

SVT	Simulation of the ultimate rock bass amp, the Ampeg SVT.								
		Knob1		Knob2			Knob3		
	Page01	Bass	-10–10	Mid	-10–10		Trebl	-10–10	
		Adjusts the low frequency level.		Adjusts the middle frequency level.			Adjusts the high frequency level.		
	Page02	Mid_F	32Hz–6.3kHz	Gain	0–100		Level	0–150	
		Adjusts the center frequency of the mid-range.		Adjusts the gain.			Adjusts the output level.		
	Page03	Ultra	OFF, Low, Hi, Both, Cut	CAB	See Table 1		Mix	0–100	
		Emphasizes high and low frequencies.		Selects the cabinet.			Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.		

B-Man	Simulation of the Fender BASSMAN 100.								
		Knob1		Knob2			Knob3		
	Page01	Bass	-10–10	Mid	-10–10		Trebl	-10–10	
		Adjusts the low frequency level.		Adjusts the middle frequency level.			Adjusts the high frequency level.		
	Page02	Mid_F	32Hz–6.3kHz	Gain	0–100		Level	0–150	
		Adjusts the center frequency of the mid-range.		Adjusts the gain.			Adjusts the output level.		
	Page03	Deep	OFF, ON	CAB	See Table 1		Mix	0–100	
		Adjusts the low-frequency character.		Selects the cabinet.			Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.		

HRT3500	Simulation of the Hartke HA3500 famous for its aluminum cone.								
		Knob1		Knob2			Knob3		
	Page01	Bass	-10–10	Mid	-10–10		Trebl	-10–10	
		Adjusts the low frequency level.		Adjusts the middle frequency level.			Adjusts the high frequency level.		
	Page02	Mid_F	32Hz–6.3kHz	Tube	0–100		Level	0–150	
		Adjusts the center frequency of the mid-range.		Adjusts the mix of tube and transistor type sounds.			Adjusts the output level.		
	Page03	Comp	OFF,1–10	CAB	See Table 1		Mix	0–100	
		Adjusts the amount of compression.		Selects the cabinet.			Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.		

Effect Types and Parameters

acoustic

Simulation of the acoustic 360 well known for its gutsy midrange.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Bright	OFF, ON	CAB	See Table 1	Mix	0–100
	Emphasizes high frequencies when ON.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Ag Amp

Simulation of the Aguilar DB750 famous for its powerful sound.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Char	OFF, Deep, Brght, Both	CAB	See Table 1	Mix	0–100
	Selects one of 4 types of preset tones.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Mark B

This simulates the Italian Markbass Little Mark III.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Color	0–6	CAB	See Table 1	Mix	0–100
	Adjusts low and high frequencies.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

SMR

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	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	ENHNC	0 – 10	CAB	See Table 1	Mix	0 – 100
	This tone control changes the frequency and level according to the knob position.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Flip Top

Simulation of the Ampeg B-15 made famous by the Motown sound of the 1960s.

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	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Ultra	Off, Low, Hi, Both	CAB	See Table 1	Mix	0 – 100
	Emphasizes high and low frequencies.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Effect Types and Parameters

Monotone

Simulation of the POLYTONE MINI-BRUTE III with its distinct midrange, often used by Jazz musicians.

	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Char	Dark, Brght, Flat	CAB	See Table 1	Mix	0 – 100
	Selects one of 3 types of preset tones.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

SuperB

Simulation of the Marshall Super Bass that made rock history.

	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Prese	0 – 10	CAB	See Table 1	Mix	0 – 100
	Adjusts the super-high frequency level.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

G-Krueger

Simulation of the famous metal bass amp Gallien-Krueger 800RB from the eighties.

	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Color	Off, Low, Mid, Hi	CAB	See Table 1	Mix	0 – 100
	Adjusts the preset tone.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Heaven

This simulation of the Eden WT-800 can be used with a wide variety of playing styles.

	Knob1		Knob2		Knob3	
Page01	Bass	-10 – 10	Mid	-10 – 10	Trebl	-10 – 10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz – 6.3kHz	Gain	0 – 100	Level	0 – 150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	ENHNC	0 – 10	CAB	See Table 1	Mix	0 – 100
	This tone control changes the frequency and level according to the knob position.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

[MOD/SFX]

Tremolo

This effect varies the volume at a regular rate.

	Knob1		Knob2		Knob3	
Page01	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.					

DuoTrem

This effect combines two tremolos.

★

	Knob1		Knob2		Knob3	
Page01	RateA	0–50 ♪	RateB	0–50 ♪	Level	0–150
	Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.	
Page02	DPT_A	0–100	DPT_B	0–100	Link	Seri, Para, STR
	Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.		Sets how the two tremolos are connected.	
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.			

Phaser

This effect adds a phasing variation to the sound.

	Knob1		Knob2		Knob3	
Page01	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						

DuoPhase

This effect combines 2 phasers.

★

	Knob1		Knob2		Knob3	
Page01	RateA	1–50 ♪	RateB	1–50, SyncA, RvrsA	Level	0–150
	Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.	
Page02	ResoA	0–10	ResoB	0–10	Link	Seri, Para, STR
	Adjusts resonance of LFO A modulation.		Adjusts resonance of LFO B modulation.		Sets how 2 phasers are connected.	
Page03	DPT_A	1–100	DPT_B	1–100		
	Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.			

WarpPhase

This phaser has a one way effect.

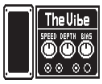
★

	Knob1		Knob2		Knob3	
Page01	Speed	1–50 ♪	Reso	0–10	Level	0–150
	Sets modulation speed.		Sets effect resonance.		Adjusts the output level.	
Page02	DRCTN	Go, Back				
	Sets direction of warping.					

TheVibe

This vibe sound features unique undulations.

★



	Knob1		Knob2		Knob3	
Page01	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.	

Effect Types and Parameters

Ba Chorus

You can cut the low frequencies of this bass chorus effect sound.

	Knob1		Knob2		Knob3	
Page01	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	LoCut	OFF–800Hz	Level	0–150	PreD	OFF, ON
	Specifies the low-range cutoff point for the effect sound.		Adjusts the output level.		Turns pre-delay OFF or ON.	

Ba Detune

By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.

	Knob1		Knob2		Knob3	
Page01	Cent	-50–50	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	LoCut	OFF–800Hz
	Adjusts the tone.		Adjusts the output level.		Sets the cut frequency in the low range of the effect sound.	

VintageCE

★

	Knob1		Knob2		Knob3	
Page01	Comp	0–9	Rate	1–50	Mix	0–100
	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.	
Page02	Level	0–150				
	Adjusts the output level.					

StereoCho

★

	Knob1		Knob2		Knob3	
Page01	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.			

Ba Ensmbl

	Knob1		Knob2		Knob3	
Page01	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

★

	Knob1		Knob2		Knob3	
Page01	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.			

VinFLNGR

★

	Knob1		Knob2		Knob3	
Page01	Depth	0–100	Rate	0–50 ♪	Reso	-10–10
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.	
Page02	PreD	0–50	Mix	0–100	Level	0–150
	Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.		Adjusts the output level.	

BaFlanger

Modeled after the ADA Flanger, this effect has an added parameter that allows you to adjust the volume balance between the original and effected sounds.

	Knob1		Knob2		Knob3	
Page01	Depth	0–100	Rate	0–50 ♪	Reso	-10–10
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.	
Page02	PreD	0–50	Mix	0–100	Level	0–150
	Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.		Adjusts the output level.	
Page03	LoCut	OFF–800Hz				
	Sets the cut-off frequency in the low range of the effect sound.					

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
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the sensitivity of the effect.	
Page02	Reso	-10–10	Level	0–150		
	Adjusts the intensity of the modulation resonance.		Adjusts the output level.			

Vibrato

This effect automatically adds vibrato.

★

	Knob1		Knob2		Knob3	
Page01	Depth	0–100	Rate	0–50 ♪	Bal	0–100
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the balance between original and effect sounds.	
Page02	Tone	0–10	Level	0–150		
	Adjusts the tone.		Adjusts the output level.			

Ba Octave

This effect adds sound one octave below the original sound.

	Knob1		Knob2		Knob3	
Page01	Oct	0–100	Dry	0–100	Tone	0–10
	Adjusts the level of the one-octave lower sound component.		Adjusts the level of the original sound.		Adjusts the tonal quality of the one-octave lower sound component.	
Page02	Low	0–10	Mid	0–10	Level	0–150
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the output level.	

PitchSHFT

This effect shifts the pitch up or down.

	Knob1		Knob2		Knob3	
Page01	Shift	-12–12, 24	Tone	0–10	Bal	0–100
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
Page02	Fine	-25–25	Level	0–150		
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.			

Ba Pitch

This pitch shifter was designed specifically for playing single notes in the bass frequency range.

	Knob1		Knob2		Knob3	
Page01	Shift	-12–12, 24	Tone	0–10	Bal	0–100
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
Page02	Fine	-25–25	Level	0–150		
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.			

Effect Types and Parameters

RingMod

This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.

★

	Knob1		Knob2		Knob3	
Page01	Freq	1–50	Tone	0–10	Bal	0–100
	Sets the frequency of the modulation.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
Page02	Level	0–150				
	Adjusts the output level.					

CE-Cho5

This chorus is a model of the BOSS CE-5.

★

	Knob1		Knob2		Knob3	
Page01	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	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.	

CloneCho

This analog chorus sound models the Electro-Harmonix SmallClone.

★

	Knob1		Knob2		Knob3	
Page01	DEPTH	1, 2	RATE	0–100		
	Sets the depth of the modulation.		Sets the speed of the modulation.			
Page02						

StonePha

This phaser sound models the Electro-Harmonix SmallStone.

★

	Knob1		Knob2		Knob3	
Page01	COLOR	1, 2	RATE	0–100		
	Sets the depth of the modulation.		Sets the speed of the modulation.			
Page02						

BF FLG 2

This models a BOSS BF-2 Flanger.

★

	Knob1		Knob2		Knob3	
Page01	MNL	0–100	DEPTH	0–100	RATE	0–100
	Sets the delay time.		Sets the depth of the modulation.		Sets the speed of the modulation.	
Page02	RES	0–100				
	Adjusts the feedback amount.					

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.	

Effect Types and Parameters

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.	

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.		

Ba Synth

This effect produces the sound of a monophonic (single-note playing) bass synthesizer that detects the pitch of the input signal.

	Knob1	Knob2	Knob3
Page01	Decay 0–100	Wave Saw, Pulse, PWM	Reso 0–10
	Adjusts the rate of sound change.	Sets the waveform type to "Saw" (sawtooth), "Pulse" (square wave), or PWM (pulse width modulation resulting in fatter sound).	Adjusts the intensity of the effect character.
Page02	Synth 0–100	Dry 0–100	Level 0–150
	Adjusts level of synthesizer sound.	Adjusts level of original sound.	Adjusts the output level.

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.	

Effect Types and Parameters

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.					

StdSyn

ZOOM original bass synthesizer sound.

	Knob1		Knob2		Knob3	
Page01	Sense	0–100	Sound	1–4	Tone	0–10
	Adjusts the sensitivity for trigger detection.		Selects a synthesizer variation.		Adjusts the tonal quality of the sound.	
Page02	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

SynTlk

This effect produces a synthesizer sound similar to a talking modulator producing vowels.

	Knob1		Knob2		Knob3	
Page01	Decay	0–100	Type	iA, UE, UA, oA	Tone	0–10
	Adjusts the rate of sound change.		Selects a vowel variation.		Adjusts the tonal quality of the sound.	
Page02	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

Z-Syn

This bass synthesizer sound adds analog synth fatness.

	Knob1		Knob2		Knob3	
Page01	Wave	Saw, Sqr	Decay	0–100	Tone	0–10
	Selects the waveform.		Adjusts the speed of tone modulation.		Adjusts the tone.	
Page02	Freq	0–10	Range	0–20	Reso	0–20
	Sets the cut-off frequency of the low-pass filter.		Adjusts the amount of cut-off frequency modulation.		Adjusts the intensity of the filter resonance.	
Page03	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

Defret

Turns the sound from any bass guitar into a fretless bass sound.

	Knob1		Knob2		Knob3	
Page01	Sense	0–30	Color	1–10	Level	0–150
	Adjusts the effect sensitivity.		Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.		Adjusts the output level.	
Page02	Tone	1–50				
	Adjusts the tonal quality of the sound.					

V-Syn

This effect produces a vintage bass synthesizer sound.

★

	Knob1		Knob2		Knob3	
Page01	Decay	0 – 100	Sense	0 – 30	Range	-10 – 10
	Adjusts the rate of sound change.		Adjusts the sensitivity for trigger detection.		Adjusts the filter shift range.	
Page02	Synth	0 – 100	Dry	0 – 100	Level	0 – 150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

4VoiceSyn

This effect type adds synthesizer harmony components to single notes played on the bass. The harmony components are determined by the Mode and Scale parameters.

★

	Knob1		Knob2		Knob3	
Page01	ATTCK	0 – 10	Mode	1–9	Scale	1, 2
	Adjusts the attack rate of the synthesizer sound.		Selects a harmony type from 1 - 9. (See Table 2)		Selects a harmony variation. Two variations are available for each of the 1-9 modes. (See Table 2)	
Page02	Synth	0 – 100	Dry	0 – 100	Level	0 – 150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

Effect Types and Parameters

[DLY/REV]

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.	

ModDelay2 — You can adjust the depth of this modulation delay effect.

	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	Depth	0–100
	Sets the speed of the modulation.		Adjusts the output level.		Adjust the depth of the modulation.	
Page03	Tail	OFF, ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

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.					

Effect Types and Parameters

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.

MultiTapD

This effect produces several delay sounds with different delay times.

★

	Knob1	Knob2	Knob3
Page01	Time 1–3000 ♪	PTTRN 1–8	Mix 0–100
	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.
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.

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
	Sets the delay time.	Adjusts the effect sensitivity.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	F.B 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 ♪	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	Depth 0–100	Reso 0–10
	Sets the speed of the modulation.	Sets the depth of the modulation.	Adjusts the intensity of the modulation resonance.
Page03	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
	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.
Page02	F.B 0–100	Tone 0–10	Level 0–150
	Adjusts the feedback amount.	Adjusts the tone.	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.		

Effect Types and Parameters

StereoDly

This stereo delay allows the left and right delay times to be set separately.

★

	Knob1		Knob2		Knob3	
Page01	TimeL	1–2000 ♪	TimeR	1–2000 ♪	Mix	0–100
	Adjusts delay time of left channel delay.		Adjusts delay time of right channel delay.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	LchFB	0–100	RchFB	0–100	Level	0–150
	Adjusts delay feedback of left channel.		Adjusts delay feedback of right channel.		Adjusts the output level.	
Page03	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.

★

	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	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.	
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.					

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	F.B	0–100	Time	1–600
	Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
Page02	Sync	OFF, ♪ – ♩x8 ♪	Mode	MONO, STR	Tail	OFF, ON
	Activates tempo sync.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
Page03	HiDMP	0–10				
	Adjusts the treble attenuation of the delay sound.					

TapeEcho3

This tape echo effect models the MAESTRO ECHOPLEX EP-3.

★

	Knob1		Knob2		Knob3	
Page01	F.B	0–100	MIX	0–100	TIME	10–1000
	Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		Sets the delay time.	
Page02	RecLv	0–100	SYNC	OFF, ♪ – ♩x8 ♪	P-Amp	OFF, ON
	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.

★

	Knob1		Knob2		Knob3	
Page01	TimeA	0–1990 ♪	TimeB	0–1990 ♪	FdbkA	0–110
	Adjusts the delay time of Delay A.		Adjusts the delay time of Delay B.		Adjusts the Delay A feedback amount.	
Page02	FdbkB	0–110	Depth	M-0–50, S-0–50	Speed	0–50
	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.	
Page03	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.

★

	Knob1	Knob2	Knob3
Page01	DELAY 19–581 Sets the delay time.	REGEN 0–100 Adjusts the feedback amount.	MIX 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	MOD OFF/ON Turns modulation ON or OFF.	WIDTH 0–50 Adjusts the width of the modulation.	SPEED 0–50 Sets modulation speed.
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.	Sync OFF, ♪ – ♩x8 ♪ Activates tempo sync.	

DriveEcho

This echo effect that can be driven is modeled on the LINE6 M9 TubeEcho.

★

	Knob1	Knob2	Knob3
Page01	DRIVE 0–100 Adjusts the amount of distortion.	MIX 0–100 Adjusts the amount of effected sound that is mixed with the original sound.	TIME 20–1990 ♪ Sets the delay time.
Page02	F.B 0–100 Adjusts the feedback amount.	WOW 0–100 Adjusts the wow and flutter effect.	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.
Page03	Tail OFF/ON 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.	Mode MONO, STR 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.

★

	Knob1	Knob2	Knob3
Page01	TIME 1–300 ♪ Sets the delay time.	SubDv ♪, ♪♪, ping-pong panning Set the note length of the delay sound.	F.B 0–100 Adjusts the feedback amount.
Page02	FxLVL 0–100 Adjusts the volume of the effect.	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.	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.
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.

★

	Knob1	Knob2	Knob3
Page01	TIME 1–3000 ♪ Sets the delay time.	F.B 0–100 Adjusts the feedback amount.	E.LVL 0–100 Adjusts amount of effect sound mixed with original sound.
Page02	TONE 0–100 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 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 ♪	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	SMPL	1/128–1/1	BITS	4–32	BLEND	0–100
	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	VINYL	OFF, D:1–D:9, S:1–S:9
	Adjusts how the feedback sound decays.		Sets the character of the filter applied to the effect sound.		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 ♪	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	DEPTH	0–100	SWELL	1–50	Mode	MONO/STR
	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 ♪	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	LFO	TRI, SQR, SIN, RAMP, SAW	DEPTH	0–100	SPEED	1/32–32/1
	Selects the tremolo modulation waveform.		Sets the depth of the modulation.		Sets modulation speed.	
Page03	DAMP	0–10	HPF	OFF, 20–900	GRIT	0–10
	Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.		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 ♪	Mix	0–100
	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	Slur	0–10
	Adjusts the mix of Delay A and Delay B effect sounds.		Adjusts the feedback amount.		Softens the attack of the feedback sound.	
Page03	FLTR	0–100	Depth	M-0–10, S-0–10	Wave	Sn1–16, Tr1–16, Sq1–16
	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).		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 ♪ Sets the delay time.	F.B 0–100 Adjusts the feedback amount.	Mix 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Rate 1/4, 1/2, 3/4, 1–50 Sets the speed of the sound movement.	Width L50–R50 Sets the width of the sound movement.	Depth 0–10 Sets the depth of the sound movement.
Page03	Clip 0–10 Adjusts the amount of waveform clipping.	Link P-D, D-P Sets the order that the auto pan and delay are connected.	Level 0–200 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 ♪ Sets the delay time.	F.B 0–100 Adjusts the feedback amount.	MIX 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	INTVL -Oct–2Oct Sets the pitch modulation amount for the audio slices.	SLICE SHORT, LONG Adjusts the length of the slices.	BLEND 0–20 Adjusts the balance between the dry and ICE signals.
Page03	SMEAR OFF, 1–20 Adjusts the amount that the attack of the feedback sound is softened.	DAMP 0–10 Adjusts how the feedback sound decays.	HPF OFF, 20–900 Adjusts the maximum range of the frequencies in the effect sound.

HD Hall

This is a dense hall reverb.

	Knob1	Knob2	Knob3
Page01	PreD 1–200 Adjusts the delay between input of the original sound and start of the reverb sound.	Decay 0–100 Sets the duration of the reverberations.	Mix 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	LoDMP 0–100 Adjusts low frequency damping in reverb sound.	HiDMP 0–100 Adjusts high frequency damping in reverb sound.	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.

HD Reverb

This is a high-definition reverb.

	Knob1	Knob2	Knob3
Page01	Decay 0–100 Sets the duration of the reverberations.	Tone 0–10 Adjusts the tone.	Mix 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	PreD 1–200 Adjusts the delay between input of the original sound and start of the reverb sound.	HPF 0–10 Adjusts high-pass filter cutoff frequency.	Level 0–150 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.		

Hall

This reverb effect simulates the acoustics of a concert hall.

	Knob1	Knob2	Knob3
Page01	Decay 1–30 Sets the duration of the reverberations.	Tone 0–10 Adjusts the tone.	Mix 0–100 Adjusts the amount of effected sound that is mixed with the original sound.
Page02	PreD 1–100 Adjusts the delay between input of the original sound and start of the reverb sound.	Level 0–150 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

Room

This reverb effect simulates the acoustics of a 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.	

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.	

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.	

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
	Adjusts the delay between input of the original sound and start of the reverb sound.	Sets the duration of the reverberations.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Color 0–100	LoDMP 0–100	HiDMP 0–100
	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	
	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
	Sets the depth of the modulation.	Adjusts the duration of the reverb.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Rate 1–50	Tone 0–10	PreD 1–100
	Sets the speed of the modulation.	Adjusts the tone.	Adjusts the delay between input of the original sound and start of the reverb sound.
Page03	Level 0–150	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.	

SlapBack

This reverb creates a repeating echo effect.

	Knob1	Knob2	Knob3
Page01	Time 1–1000 ♪	Decay 1–30	Mix 0–100
	Sets the delay time.	Sets the duration of the reverberations.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	F.B 0–100	Tone 0–10	DRBal 0–100
	Adjusts the feedback amount.	Adjusts the tone.	Sets the ratio of delay and reverb.
Page03	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.	

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
	Adjusts the amount of level that input to reverb.	Adjusts the mix of volume the effect sound.	Adjusts the tone.
Page02	Level 0–150		
	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
	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.	

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	
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.			

Echo

This effect can generate gorgeous echoes.

	Knob1		Knob2		Knob3	
Page01	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.	
Page02	MIX	0–100	Tail	OFF/ON	Mode	MONO, STR
	Adjusts the amount of effected sound that is mixed with the original 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.		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	
Page01	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.	
Page02	Speed	1.0–20.0 ♪	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR	Depth	MN0–MN99, ST0–ST99
	Sets modulation speed.		Sets the modulation waveform.		Sets the depth of modulation. Also sets whether the modulation is mono (MN0–99) or stereo (ST0–99) .	
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.	

HolyFLERB

This effect combines reverb and flanger in a model of an Electro-Harmonix Holy Grail set to FLERB.

	Knob1		Knob2		Knob3	
Page01	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.			
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	
Page01	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.	
Page02	Sense	-100– -1, OFF, 1–100	Mix	0–100	Tail	OFF/ON
	Adjusts the sensitivity of the effect.		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.	

■Table 1 CAB Parameter

Type	Modeled cabinet and speakers
AG 8x10	Ampeg 810E simulation.
BM 4x12	Fender BASSMAN simulation.
HA 4x10	Hartke 4.5XL simulation.
AC 1x18	acoustic 301 simulation.
AL 4X10	Aguilar GS410 simulation.
MB 1x12	Markbass 12-inch combo amp cabinet simulation.
SWR 4x10	SWR GOLIATH simulation.
AG 1x15	AMPEG B-15 combo amp cabinet simulation.
PT 1x15	POLYTONE MINI BRUTE III combo amp cabinet simulation.
SB 4x12	MARSHALL 1935A simulation.
GK 4x10	GALLIEN KRUEGER 410RBH simulation.
E 4x10	EDEN D410XLT simulation.
OFF	No cabinet used.

■ Table 2 [Mode Parameter and Scale Parameter]