

A1 FOUR/A1X FOUR

Multi-Effects Processor





Effect Types and Parameters

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Effect explanation overview



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[DYNAMICS]

Comp	This com	pressor in the style of the MXR Dyna Comp.		
<u> </u>	Sense	Adjusts the sensitivity of the effect.	0 –10	
0.0	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW, FAST	
COMP	Tone	Adjusts the tone.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
RackComp	This com	pressor allows more detailed adjustment than Comp.		
	THRSH	Sets the level that activates the compressor.	0 – 50	
	Ratio	Adjusts the compression ratio.	1 – 10	
	ATTCK	Sets compressor attack speed.	1 – 10	
	VOL	Adjusts the volume.	0 – 100	
SlowATTCK	This effe	ct slows the attack of each note, resulting in a violin-like perform	ance.	
*	Time	Adjusts the attack time.	1 – 50	
	Curve	Set the curve of volume change during attack.	0 - 10	
	Tone	Adjusts the tone.	0 - 100	
	VOL	Adjusts the volume.	0 – 100	
ZNR	ZOOM's the tone.	unique noise reduction cuts noise during pauses in playing with	nout affecti	ng
	DETCT	Sets control signal detection level.	GTRIN, EFXIN	
	Depth	Sets the depth of noise reduction.	0 - 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	Decay	Adjust the envelope release.	0 – 100	
MuteSW	This effe	ct allows you to mute the volume using the foot switch.		
*	Edge	Sets how smoothly the volume changes. As the parameter value increases, the change becomes smoother.	0 – 100	
	Speed	Adjust the recovery time from muting.	0 – 100	
	INVRT	Sets the foot switch control direction.	NORMAL, INVERT	
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH, TRGGR	
GrayComp	This mod	dels a ROSS Compressor. Added parameters allow you to adjust	the tone.	
*	SUSTN	Adjusts the sustain.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
NoiseGate	This is a	noise gate that cuts the sound during playing pauses.		
*	DETCT	Sets control signal detection level.	GTRIN, EFXIN	\square
	Depth	Sets the depth of noise reduction.	0 – 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	Decay	Adjust the envelope release.	0 – 100	
OptComp	This is a	n optical compressor.		
	Drive	Adjusts the depth of the compression.	0 – 10	
••	Lo	Adjusts volume of low frequencies.	0 – 100	
OPT COMP	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 - 100	

[DYNAMICS]

BlackOpt	This is a Added pa	simulation of the Demeter COMP-1 Compulator. arameters allow you to adjust the tone.		
*	Comp	Adjusts the depth of the compression.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
BLACK	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
LMT-76	This is a	simulation of the UREI 1176LN.		
*	Input	Adjusts the input level.	0 – 80	
	Ratio	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1	
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70	_
	Output	Adjusts the output level.	0 – 80	
160 Comp	This com	pressor is in the style of the dbx 160A.		
* ====	THRSH	Adjusts the threshold that determines when the effect is activated.	-60 - 0	
	Ratio	Adjusts the compression ratio.	1.0 – 10.0	
	Knee	Sets the type of knee.	SOFT, HARD	
	VOL	Adjusts the volume.	0 – 100	
DualComp	This is a frequenc	compressor which allows separate settings for the low freque y range.	ncy and hig	h
*	FREQ	Adjusts the crossover point between the high frequency and low frequency range.	300 – 1.5k	
	LoCMP	Adjusts the compression depth in the low frequency range.	0 – 50	
	HiCMP	Adjusts the compression depth in the high frequency range.	0 – 50	
	VOL	Adjusts the volume.	0 – 100	_
MB Comp	This is a	simulation of the MultiComp (MODE:MB).		
	Comp	Adjusts the depth of the compression.	0 – 100	
0 0		Adjusts the threshold that triggers the low-frequency effect.	0 - 100	
1 1 mg 1	LOTHR			
	Lothr	Adjusts the threshold that triggers the high-frequency effect.	0 - 100	
	LoTHR HiTHR VOL	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume.	0 - 100 0 - 100	_
DYN Comp	LoTHR HiTHR VOL This is a Added pa	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac	0 – 100 0 – 100 k speed.	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect.	0 - 100 0 - 100 k speed. 0 - 10	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the volume.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This corr Also, you	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter.	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100 0 - 100	
DYN Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100 0 - 100 0 - 100	
DYN Comp Comp Glam Comp	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL DryMx	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume. Adjusts the volume.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100	
DYN Comp DYN Comp Glam Comp Adv.NR	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL DryMx This nois	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attacc Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume. Adjusts the volume of the unaffected sound. Adjusts the volume of the unaffected sound.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100	
DYN Comp Comp Glam Comp Adv.NR	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL DryMx This nois THRSH	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the tore of the unaffected sound. Adjust the threshold that triggers the effect.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100	
DYN Comp DYN Comp Glam Comp Adv.NR	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL DryMx This nois THRSH ATTCK	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume. Adjusts the volume of the unaffected sound. adjusts the volume of the unaffected sound. Adjust the threshold that triggers the effect. Adjust the speed that it starts.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100	
DYN Comp DYN Comp Comp Glam Comp Adv.NR	LoTHR HiTHR VOL This is a Added pa Sense ATTCK Tone VOL This com Also, you Comp Shape VOL DryMx This nois THRSH ATTCK Hold	Adjusts the threshold that triggers the high-frequency effect. Adjusts the volume. simulation of the MXR Dyna Comp. arameters allow you to adjust the tone and the compressor attac Adjusts the sensitivity of the effect. Sets compressor attack speed to FAST or SLOW. Adjusts the tone. Adjusts the tone. Adjusts the volume. pressor becomes a glamorous tone as increasing the Shape par a can mix the original sound. Adjusts the depth of the compression. Emphasizes high and low frequencies. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjust the volume. Adjust the threshold that triggers the effect. Adjust the threshold that triggers the effect. Adjust the threshold that triggers the effect. Adjust the time that noise reduction continues to operate after the control signal goes below the threshold value.	0 - 100 0 - 100 k speed. 0 - 10 SLOW, FAST 0 - 100 0 - 100 ameter. 0 - 100 0 - 100	

AutoWah	This effe	ct varies wah in accordance with picking intensity.		
	Mode	Sets direction of movement of the filter.	DOWN, UP	
	Sense	Adjusts the sensitivity of the effect.	1 – 10	
	RESO	Sets effect resonance.	0 - 10	
	VOL	Adjusts the volume.	0 – 100	
Resonance	This effe	ct varies the resonance filter frequency according to picking inte	nsity.	
*	Mode	Sets direction of movement of the filter.	DOWN, UP	Γ
0 0	Sense	Adjusts the sensitivity of the effect.	1 – 10	
RESON	RESO	Sets effect resonance.	0 – 10	
(VOL	Adjusts the volume.	0 – 100	
Cry	This effe	ct varies the sound like a talking modulator.		
*	Range	Adjusts the frequency range processed by the effect.	1 – 10	Γ
99	RESO	Sets effect resonance.	0 - 10	
CRV	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
SeqFLTR	The sequ	ience filter has the flavor of a Z.Vex Seek-Wah.		
*	Step	Adjusts number of sequence steps.	2 – 8	Γ
	PTTRN	Sets effect pattern.	1 – 8	
	Speed	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 10	
Gt GEQ	This mor	no graphic equalizer has 6 bands that suit guitar frequencies.		
*	160	Adjust to boost or cut 160 Hz.	-12 – 12	Γ
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
(IIIII)	800	Adjust to boost or cut 800 Hz.	-12 – 12	
<u>11111</u>	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
GED.	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	12k	Adjust to boost or cut 12k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 - 100	
Gt GEQ7	This mor	no graphic equalizer has 7 bands that suit guitar frequencies.		
	100	Adjust to boost or cut 100 Hz.	-12 - 12	Γ
	200	Adjust to boost or cut 200 Hz.	-12 – 12	
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 – 12	
Gt GENO	1.6k	Adjust to boost or cut 1.6k Hz.	-12 – 12	
	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
St Gt GEQ	This ster	eo graphic equalizer has 6 bands that suit guitar frequencies.		
*	160	Adjust to boost or cut 160 Hz.	-12 – 12	Γ
	400	Adjust to boost or cut 400 Hz.	-12 – 12	
	800	Adjust to boost or cut 800 Hz.	-12 - 12	
<u> +++++ </u>	3.2k	Adjust to boost or cut 3.2k Hz.	-12 – 12	
5± 6± 6EQ	6.4k	Adjust to boost or cut 6.4k Hz.	-12 – 12	
	12k	Adjust to boost or cut 12k Hz.	-12 – 12	
	VOL	Adjusts the volume.	0 - 100	

ParaEQ	This is a	1-band parametric equalizer.		
*	FREQ	Sets the frequency of the equalizer.	20 – 20k	
	٥	Adjusts equalizer Q.	0.5 – 16	
	Gain	Adjusts the gain.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
ParaEQx2	This is a	2-band parametric equalizer.		
	Freq1	Adjust the center frequency of EQ 1.	20 – 20k	
	Q1	Adjust the Q of EQ 1.	0.5 – 16	
	Gain1	Adjust the gain of EQ 1.	-12 – 12	
	Freq2	Adjust the center frequency of EQ 2.	20 – 20k	
	02	Adjust the Q of EQ 2.	0.5 - 16	
	Gain2	Adjust the gain of EQ 2.	-12 - 12	-
			0 - 100	<u> </u>
RNAMFLIR	I his filte	r eπect changes character randomly.	, 	
*	Туре	Sets filter type.	HPF, LPF	
	Speed	Sets the speed of the modulation.	1 – 50	♪
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
LowPassFL	This effe	ct varies the low pass filter frequency according to picking intens	sity.	
*	FREQ	Sets minimum frequency of low pass filter.	0 – 100	
88	Sense	Adjusts the sensitivity of the effect.	FST100 - SLW100	
	RESO	Sets effect resonance.	2P-10 – 4P-10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
Exciter	This exci	ter enables flexible control.		
	Bass	Adjusts the amount of low-frequency phase correction.	0 – 100	
	Treble	Adjusts the amount of high-frequency phase correction.	0 – 100	
EXCIT	VOL	Adjusts the volume.	0 – 100	
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH	
Step	This spea	cial effect gives the sound a stepped quality.		
*	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 50	♪
STEP	RESO	Sets effect resonance.	0 – 10	
	Shape	Adjusts the effect envelope.	0 – 10	
LFO FLTR	This filte	r effect changes tone characteristics cyclically.		
*	Depth	Sets the depth of the modulation.	0 – 100	
(Rate	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 - 10	
[FLTR]	Wave	Sets the modulation waveform.	SINE, TRI, SAWUP, SAWDN	
AG PU SEL	This effe	ct adjusts the tone according to the type of acoustic guitar picku	<u>ຼ</u> ຸ	
	Туре	Select the type of pickup used.	PIEZO, MAGNET	

BaDePiezo	This soft	ens the characteristic tone of bass piezo pickups.	
	Gain	Adjust the gain.	-6 - +6
	Mode	Change the tone compensation mode.	NORMAL, FAT
DE PZ	LoBst	Use to compensate for low frequencies, which are usually lacking when using piezo pickups.	0 – 100
	HiCut	This suppresses high frequencies, which tend to be unpleasant when using piezo pickups.	0 - 100
Fish EQ	This mod	dels the EQ of the Fishman ToneDEQ.	
8000003	Low	Adjust the volume of low frequencies.	-10 – 10
1715H8	Mid	Adjust the volume of middle frequencies.	-10 – 10
	Hi	Adjust the volume of high frequencies.	-10 - 10
<u> </u>	Vol	Adjust the volume.	0 - 100
Baggs EQ	This mod	lels the EQ of the L.R.Baggs Venue DI.	
	Bass	Adjust the volume of low frequencies.	-10 – 10
	LMidF	Adjust the center frequency of the low-mid frequency equalization.	100 – 500
	LoMid	Adjust the gain of the low-mid frequency equalization.	-10 - 10
BAGGS	HMidF	Adjust the center frequency of the high-mid frequency equalization.	500 – 2.50k
EU.	HiMid	Adjust the gain of the high-mid frequency equalization.	-10 - 10
	PRSNC	Adjust the volume of ultra-high frequencies.	-10 - 10
	TRBL	Adjust the volume of high frequencies.	-10 - 10
	VOL	Adjust the volume.	0 - 100
Bone EQ	This mod	lels the EQ of the Radial Tonebone PZ-Pre.	
	Bass	Adjust the volume of low frequencies.	-10 – 10
	Mid F	Adjust the center frequency of the mid frequency equalization.	103 – 6.10k
	Mid	Adjust the gain of the mid frequency equalization.	-10 - 10
	Hi	Adjust the volume of high frequencies.	-10 – 10
	Ntc Q	Adjust the Q of the notch filter.	BYPASS, NORM, DEEP
	Notch	Adjust the center frequency of the notch filter.	53 – 420
	LoCut	Set the frequency at which to cut low frequencies.	BYPASS, 80, 200
	Vol	Adjust the volume.	0 – 100
BassA-Wah	You can a	adjust the mix of this bass guitar auto-wah with the original sign	al.
(Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10
	RESO	Sets effect resonance.	0 – 10
	Dry	Adjusts the volume of the unaffected sound.	0 – 100
	VOL	Adjusts the volume.	0 – 100
ZTron	This is lik	ke a Q-Tron Envelope Filter in LP mode.	
*	Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10
22	RESO	Sets effect resonance.	0 - 10
ZTRN	Dry	Adjusts the volume of the unaffected sound.	0 – 100
	VOL	Adjusts the volume.	0 – 100
A-Filter	This is a	resonance filter with a sharp envelope.	
*	Mode	Sets direction of movement of the filter.	UP, DOWN
	Sense	Adjusts the sensitivity of the effect.	1 - 10
R-FLT	Peak	Adjusts the Q value of the filter.	0 - 10
	Dry	Adjusts the volume of the unaffected sound.	0 – 100

Bass Cry	This talk	ing modulator is suitable for the bass frequency range.	
*	Range	Adjusts the frequency range processed by the effect.	1 – 10
99	RESO	Sets effect resonance.	0 - 10
BR55	Sense	Adjusts the sensitivity of the effect.	-101, 1 - 10
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
BassGEQ	This 7-ba	and graphic equalizer is suitable for the bass frequency range.	
	50	Adjust to boost or cut 50 Hz.	-12.0 - 12.0
	120	Adjust to boost or cut 120 Hz.	-12.0 - 12.0
	400	Adjust to boost or cut 400 Hz.	-12.0 - 12.0
<u>+++++</u>	500	Adjust to boost or cut 500 Hz.	-12.0 – 12.0
BRSS GED	800	Adjust to boost or cut 800 Hz.	-12.0 – 12.0
	4.5k	Adjust to boost or cut 4.5k Hz.	-12.0 – 12.0
	10k	Adjust to boost or cut 10k Hz.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 – 100
St Ba GEQ	This ster	eo graphic equalizer has 7 bands that suit bass guitar frequer	icies.
*	50	Adjust to boost or cut 50 Hz.	-12.0 - 12.0
	120	Adjust to boost or cut 120 Hz.	-12.0 - 12.0
	400	Adjust to boost or cut 400 Hz.	-12.0 - 12.0
[+++++]	500	Adjust to boost or cut 500 Hz.	-12.0 - 12.0
StB.	800	Adjust to boost or cut 800 Hz.	-12.0 - 12.0
	4.5k	Adjust to boost or cut 4.5k Hz.	-12.0 - 12.0
	10k	Adjust to boost or cut 10k Hz.	-12.0 – 12.0
	VOL	Adjusts the volume	0 - 100
	101		0 100
BassPEQ	This 1-ba	and parametric equalizer is suitable for the bass frequency rar	nge.
BassPEQ	This 1-ba	and parametric equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer.	20 – 20k
BassPEQ	This 1-ba	And parametric equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer. Adjusts equalizer Q.	20 - 20k 0.5 - 16.0
BassPEQ ★	This 1-ba FREQ Q Gain	Adjusts the gain.	20 - 20k 0.5 - 16.0 -20.0 - 20.0
BassPEQ	This 1-ba FREQ Q Gain VOL	And parametric equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio	and parametric equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. ect divides the signal into two bands (high/low) and lets you of the two bands.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio	Adjusts the volume. Adjusts the gain. Adjusts the volume. Adjusts the volume. Adjusts the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo	Adjusts the volume. Adjusts the gain. Adjusts the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi	Adjusts the volume. Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi VOL	Adjusts the volume. Sets the frequency of the equalizer. Adjusts the gain. Adjusts the volume. Adjusts the volume. Adjusts the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the mix ratio of the high frequency band. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi VOL Designe	Adjusts the volume. Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi VOL Designe Type	Adjusts the volume. Adjusts the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Adjusts the volume. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the mix ratio of the low frequency band. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the volume. Adjusts the mix ratio of the high frequency band. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 SHELF, HPF
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi VOL Designer Type FREQ	And parametric equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. ect divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the wolume. d for low frequencies, this equalizer allows you to select the ty Sets filter type. Sets the frequency of the filter.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effer mix ratio FREQ Lo Hi VOL Designe Type FREQ Gain	Adjusts the volume. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Adjusts the volume. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the mix ratio of the high frequency band. Adjusts the routme. Adjusts the volume. Adjusts the two bands. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPE.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 10 - 100 10 - 100 10 - 100 10 - 100 10 - 100 10 - 100 10 - 100 10 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effe mix ratio FREQ Lo Hi VOL Designe Type FREQ Gain VOL	Adjusts the volume. Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100
BassPEQ	This 1-ba Gain Q Gain VOL This efference mix ratio FREQ Lo Hi VOL Designer Type FREQ Gain VOL	Adjusts the volume. Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the mix ratio of the high frequency band. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the volume. Adjusts the tract of the high frequency band. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. Adjusts the volume. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 12.0 - 12.0 0 - 100
BassPEQ	This 1-ba FREQ Q Gain VOL This effer mix ratio FREQ Lo Hi VOL Designe Type FREQ Gain VOL Designe Type FREQ Gain VOL	Adjusts the volume. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Adjusts the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the mix ratio of the low frequency band. Adjusts the mix ratio of the high frequency band. Adjusts the volume. Adjusts the frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to HPF. Adjusts the volume. Adjusts the volume. Adjusts the volume. Adjusts the volume.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ype. SHELF, HPF 20 - 640 -12.0 - 12.0 0 - 100 SHELF, LPF
BassPEQ	Vol This 1-ba FREQ Q Gain VOL This effer mix ratio FREQ Lo Hi VOL Designer FREQ Gain VOL Designer Type FREQ Gain VOL Designer Type FREQ FREQ	Adjusts the frequency of the equalizer is suitable for the bass frequency rar Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. ect divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the wolume. d for low frequencies, this equalizer allows you to select the type. Sets the frequency of the filter. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ype. SHELF, HPF 20 - 640 -12.0 - 12.0 0 - 100 SHELF, LPF SHELF, LPF 500 - 20k
BassPEQ	VOL This 1-ba FREQ Q Gain VOL This effer mix ratio FREQ Lo Hi VOL Designer Type FREQ Gain VOL Designer Type FREQ Gain VOL Designer Type FREQ Gain	Adjusts the volume. Sets the frequency of the equalizer. Adjusts equalizer Q. Adjusts the gain. Adjusts the volume. Set divides the signal into two bands (high/low) and lets you of the two bands. Adjusts the crossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. Adjusts the volume. Adjusts the rossover point between the high frequency and low frequency band. Adjusts the mix ratio of the low frequency band. Adjusts the volume. d for low frequencies, this equalizer allows you to select the type. Sets the frequency of the filter. Adjusts the volume. d for high frequencies, this equalizer allows you to select the type. Sets filter type. Sets the frequency of the filter. Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	20 - 20k 0.5 - 16.0 -20.0 - 20.0 0 - 100 freely adjust the 80 - 2.5k 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 ype. SHELF, HPF 20 - 640 -12.0 - 12.0 0 - 100 sype. SHELF, LPF 500 - 20k -12.0 - 12.0

EnvFilter	This mo	dels the MXR envelope filter.	
*	THRSH	Adjusts the effect sensitivity.	0 – 100
00	ATTCK	Adjusts the attack speed.	0 - 100
	Mode	Sets direction of movement of the filter.	UP, DOWN
	VOL	Adjusts the volume.	0 – 100
Hm GEQ	This is a	seven-band equalizer for harmonica.	
	60	Adjust to boost or cut 60 Hz.	-12 – 12
	250	Adjust to boost or cut 250 Hz.	-12 – 12
	400	Adjust to boost or cut 400 Hz.	-12 – 12
	700	Adjust to boost or cut 700 Hz.	-12 – 12
GED.	1.0k	Adjust to boost or cut 1.0k Hz.	-12 – 12
	2.0k	Adjust to boost or cut 2.0k Hz.	-12 – 12
	4.0k	Adjust to boost or cut 4.0k Hz.	-12 – 12
	VOL	Adjust the volume.	0 – 100
Hm A.Wah	This is a	n auto wah for harmonica.	
	Sense	Adjust the sensitivity of the effect.	1 –10
	RESO	Set the amount of resonance.	0 –10
	Range	Adjust the frequency band affected.	0 –100
	BAL	Adjust the balance of the original and effect sounds.	0 –100
Hm Preamp	Preamp	for Hamonica.	
	Gain	Set the gain.	0 – 100
	Low	Set the volume of low frequencies.	-12 – 12
PRE	MID	Set the volume of middle frequencies.	-12 – 12
	Hi	Set the volume of high frequencies.	-12 – 12
Hm Bullet	This effe	ct changes the sound of a vocal mic to be like the sound of a bul	let mic.
	Low	Set the volume of low frequencies.	-12 – 12
	MID	Set the volume of middle frequencies.	-12 – 12
BULLET	Hi	Set the volume of high frequencies.	-12 – 12
	VOL	Set the volume.	0 – 100
A.Vn GEQ	This is a	seven-band equalizer for violin.	
	131	Adjust to boost or cut 131 Hz.	-12 - 12
	270	Adjust to boost or cut 270 Hz.	-18 – 18
	450	Adjust to boost or cut 450 Hz.	-12 – 12
@	524	Adjust to boost or cut 524 Hz.	-12 – 12
A.UN GED	1.4k	Adjust to boost or cut 1.4k Hz.	-12 – 12
(<u> </u>	3.0k	Adjust to boost or cut 3.0k Hz.	-12 – 12
	6.0k	Adjust to boost or cut 6.0k Hz.	-12 – 12
	VOL	Adjust the volume.	0 – 100
E.Vn GEQ	This is a	seven-band equalizer for electric violin.	
	131	Adjust to boost or cut 131 Hz.	-12 – 12
	220	Adjust to boost or cut 220 Hz.	-12 – 12
<u> </u>	450	4Adjust to boost or cut 450 Hz.	-12 - 12
🔊	800	Adjust to boost or cut 800 Hz.	-12 – 12
	2.2k	Adjust to boost or cut 2.2k Hz.	-12 - 12
	3.1k	Adjust to boost or cut 3.1k Hz.	-12 - 12
	7.0k	Adjust to boost or cut 7.0k Hz.	-12 - 12
	VOL	Adjust the volume.	0 – 100

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

SaxAtkFlt	This filte loud sou	r effect for saxophone emphasizes the movement of the filter. E nd and holding it, the filter will change from a completely open s	By inputting	j a
	Sense	Adjust the sensitivity of the effect.	1–10	
	RESO	Set the amount of resonance.	110	
	BAL	Adjust the balance of the original and effect sounds.	0 -100	
 	sw	Set the amount of time until filter operation changes.	FAST, SLOW, OFF	
11,37% ATK	Rate	Set the speed when the filter moves automatically.	1-50	♪
	Wave	Select the waveform when the filter moves automatically.	SINE, TRI, SAWUP, SAWDN	
	Range	Adjust the frequency band affected.	Low, High	
	VOL	Adjust the volume.	0 -100	
Anti FB	This fund	tion detects and cuts a frequency band that is causing feedback	to reduce if	t.
	FREQ	Set the cut frequency band. When AUTO is selected, the feedback frequency band will be automatically detected when the effect is on.	AUTO, 70 – 8000	

[DRIVE]

TS Drive	Simulatio	on of the Ibanez TS808.	
	Gain	Adjusts the gain.	0 – 100
• <u>.</u> •	Boost	Turns boost ON/OFF.	OFF, ON
TS DETUE	Tone	Adjusts the tone.	0 - 100
(JALOC)	VOL	Adjusts the volume.	0 - 100
RC Boost	This boo	ster covers sounds ranging from clean boosts to light drives.	
	Gain	Adjusts the gain.	0 - 100
•••	Bass	Adjusts volume of low frequencies.	0 - 100
RC BOOST	Treble	Adjusts volume of high frequencies.	0 - 100
	VOL	Adjusts the volume.	0 – 100
Vn DIST	This is a	distortion effect for violin.	
	Gain	Adjust the gain.	0 – 100
a	BAL	Adjust the balance of the original and effect sounds.	0 - 100
CT I	VOL	Adjust the volume.	0 - 100
DIST	Bass	Adjust the volume of low frequencies.	0 - 100
	MID	Adjust the volume of middle frequencies.	0 - 100
	Treble	Adjust the volume of high frequencies.	0 - 100

[AMP]

FD B-MAN	This mod	dels the sound of the Fender '59 Bassman.		
	Input	Selects the input channel.	NORMAL, BRIGHT	
FD-B MAN	Bass	Adjusts volume of low frequencies.	10 – 120	
	MID	Adjusts volume of middle frequencies.	10 – 120	
	Treble	Adjusts volume of high frequencies.	10 – 120	
	PRSNC	Adjusts volume of super-high frequencies.	10 – 120	
	Gain	Adjusts the gain.	10 – 120	
	VOL	Adjusts the volume.	10 – 120	
FD DLXR	This mod	dels the sound of the Fender '65 Deluxe Reverb.		
FD DLXR	This mod	dels the sound of the Fender '65 Deluxe Reverb. Selects the input channel.	NORMAL, VIBRATO	
FD DLXR	This mod Input Bass	dels the sound of the Fender '65 Deluxe Reverb. Selects the input channel. Adjusts volume of low frequencies.	NORMAL, VIBRATO 10 – 100	
FD DLXR	This mod Input Bass Treble	dels the sound of the Fender '65 Deluxe Reverb. Selects the input channel. Adjusts volume of low frequencies. Adjusts volume of high frequencies.	NORMAL, VIBRATO 10 – 100 10 – 100	
FD DLXR	This mod Input Bass Treble Gain	dels the sound of the Fender '65 Deluxe Reverb. Selects the input channel. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the gain.	NORMAL, VIBRATO 10 – 100 10 – 100 10 – 100	
FD DLXR	This mod Input Bass Treble Gain VOL	dels the sound of the Fender '65 Deluxe Reverb. Selects the input channel. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the gain. Adjusts the volume.	NORMAL, VIBRATO 10 – 100 10 – 100 10 – 100 10 – 100	
FD DLXR	This mod Input Bass Treble Gain VOL Depth	Selects the input channel. Adjusts volume of low frequencies. Adjusts volume of high frequencies. Adjusts the gain. Adjusts the olume. Sets the depth of the modulation.	NORMAL, VIBRATO 10 – 100 10 – 100 10 – 100 10 – 100 10 – 100	

[CABINET]

FD-B4x10	This models the sound of the Fender '59 Bassman cabinet with four 10" Jensen speakers.				
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF, ON		
FD-B 4X10	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100		
	Hi	Adjusts volume of high frequencies.	0 – 100		
	Lo	Adjusts volume of low frequencies.	0 – 100		
FD-DX1x12	This models the sound of a Fender '65 Deluxe Reverb cabinet with one 12" Jensen C-12K Speaker.				
	C-12K Sp	eaker.		CII	
	С-12К Sp міс	eaker. MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF, ON		
FDDX 1X12	C-12K Sp MIC D57:D421	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers. This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	OFF, ON 0 – 100		
FDDX 1X12	С-12К Sp міс D57:D421 Hi	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers. This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect. Adjusts volume of high frequencies.	OFF, ON 0 - 100 0 - 100		

Tremolo	This effe	ct varies the volume at a regular rate.		
600	Wave	Sets the modulation waveform.	TRI, TUBE, SQR	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 - 100	♪
	VOL	Adjusts the volume.	0 – 100	

Depth Sets the sepect of the modulation. 0 - 100 1 - 50 Rate Sets the sepect of the modulation. 0 - 100 1 - 50 1 StereoCho This is a stereo chorus with a clear tone. 0 - 100 1 StereoCho Depth Sets the depth of the modulation. 0 - 100 1 Image: State the speed of the modulation. 0 - 100 1 1 50 StereoCho This is a stereo chorus with a clear tone. 0 - 100 1 1 50 1 Image: State the speed of the modulation. 0 - 100 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 1 50 10 100 10	Cho	orus	This effe thickness	ect mixes a shifted pitch with the original sound to add mo s.	ovement a	nd
●●●● Ref Sets the speed of the modulation. 1 - 50 0 - 10 0 To no Adjusts the amount of effected sound that is mixed with the original sound. 0 - 100 0 StereoCho This is a stereo chorus with a clear tone. 0 - 100 0 Mix Adjusts the amount of effected sound that is mixed with the original sound. 0 - 100 0 To ne Adjusts the tone. 0 - 10 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0			Depth	Sets the depth of the modulation.	0 – 100	П
Hu Tone Adjusts the same of effected sound that is mixed with the original sound. 0 - 100 StereoCho This is a stereo chorus with a clear tone. 0 - 100 0 Image: Sets the depth of the modulation. 0 - 100 0 0 Image: Sets the depth of the modulation. 0 - 100 0 0 0 Image: Sets the speed of the modulation. 0 - 100 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0<		000	Rate	Sets the speed of the modulation.	1 – 50	
Mix Adjusts the amount of effected sound that is mixed with the original sound. 0 - 100 StereoCho This is a stereo chorus with a clear tone. 0 - 100 0 Rete Depth Sets the speed of the modulation. 0 - 100 0 Rate Sets the speed of the modulation. 0 - 100 0 0 This effect adds a phasing variation to the sound. 0 - 100 0 0 0 Phaser This effect adds a phasing variation to the sound. 0 - 100 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		CHO	Tone	Adjusts the tone.	0 - 10	
StereoCho This is a stereo chorus with a clear tone. Depth Sets the depth of the modulation. Depth Rate Sets the speed of the modulation. 0 - 100 Phaser This effect adds a phasing variation to the sound. 0 - 100 Phaser This effect adds a phasing variation to the sound. 0 - 100 Purser Color Sets the top of the modulation. 0 - 100 Purser This effect adds a phasing variation to the sound. 4 STG, 8 STG, 1 NV 4, 1 NV 8 Purser Color Sets the top of the effect type. 8 STG, 1 NV 4, 1 NV 8 Purser Depth Sets the depth of the modulation. 0 - 100 Rate Sets the depth of the modulation. 0 - 100 Rate Sets the depth of the modulation. 0 - 500 PreD Sets the depth of the modulation. 0 - 500 Ret Sets the depth of the modulation. 0 - 500 Ret Sets the depth of the modulation. 0 - 500 Ret Sets the depth of the modulation. 0 - 100 Neth Sets the depth of the modulation.			Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
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VOL Adjusts the volume. 0 – 100		RING	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
			VOL	Adjusts the volume.	0 - 100	

Detune	By mixir effect typ	By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.				
*	Cent	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 – 25			
000	PreD	Sets the pre-delay time of the effect sound.	0 - 50			
	Tone	Adjusts the tone.	0 – 10			
()	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
PitchSHFT	This effe	ct shifts the pitch up or down.				
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12–12, 24			
000	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25			
PITCH SHFT	Tone	Adjusts the tone.	0 - 10			
	BAL	Adjusts the balance between original and effect sounds.	0 – 100			
MonoPitch	This is a	pitch shifter with little sound variance for monophonic (single	note) playing.			
*	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12–12, 24			
000	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25			
PITCH	Tone	Adjusts the tone.	0 - 10			
	BAL	Adjusts the balance between original and effect sounds.	0 – 100			
HPS	This inte to scale	elligent pitch shifter outputs the effect sound with the pitch sh and key settings.	ifted accordin	g		
*	Scale	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (<u>See Table 1</u>)			
HPS	Кеу	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B			
	Tone	Adjusts the tone.	0 - 10			
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100			
Slicer	This effe	ct creates a rhythmical sound by continuously slicing the inpu	t.			
*	PTTRN	Sets effect pattern.	1 – 20			
	Speed	Sets the speed of the modulation.	1 – 50	♪		
	THRSH	Adjusts effect threshold.	0 - 50			
	VOL	Adjusts the volume.	0 - 100			
CloneCho	This ana	log chorus sound models the Electro-Harmonix SmallClone.	;;_	_		
*	Depth	Sets the depth of the modulation.	1, 2	_		
DQ ++	Rate	Sets the speed of the modulation.	0 - 100			
	Tone	Adjusts the tone.	0 - 100			
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100			
SuperCho	This mo	dels the sound of a BOSS CH-1 SUPER CHORUS.	<u>.</u>	-		
*	Depth	Sets the depth of the modulation.	0 - 100	_		
000	Rate	Sets the speed of the modulation.	0 - 100			
SUPER	Tone	Adjusts the tone.	0 - 100			
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100			
StonePha	This pha	ser sound models the Electro-Harmonix SmallStone.				
*	Color	Sets the sound color.	1, 2	_		
09 ++	Depth	Sets the depth of the modulation.	0 - 100			
STONE	Rate	Sets the speed of the modulation.	0 - 100			
	RESO	Sets effect resonance.	0 - 100			

CoronaTri		This is a model of tc electronic's CORONA Tri-Chorus.			
*		Depth	Sets the depth of the modulation.	0 – 100	
	999	Speed	Sets the speed of the modulation.	0 - 100	
		Tone	Adjusts the tone.	0 – 100	
		Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
Ber	ndCho	This effe each note	ct provides pitch bending that uses the input signal as trigger a esparately.	nd process	es
*		Mode	Sets direction of pitch bend.	UP, DOWN	
	000	Depth	Sets the depth of the modulation.	0 - 100	
	BEND CHO	Time	Sets time before effect starts.	0 – 50	
	··	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
Ana	alogCho	This effe	ct simulates an analog chorus.		
*		Depth	Sets the depth of the modulation.	0 - 100	
	000	Rate	Sets modulation speed.	0 - 100	
	ANLG FHD	Tone	Adjusts the tone.	0 - 100	
		Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
Wa	rpPhase	This pha	ser has a one way effect.		
*		Mode	Sets direction of warping.	GO, BACK	
	[eee]	Speed	Sets modulation speed.	1 – 50	♪
	WARP	RESO	Sets effect resonance.	0 - 10	
	[]	VOL	Adjusts the volume.	0 - 100	
Duc	o Phase	This effe	ct combines two phasers.		
*		DPT A	Sets the depth of LFO A modulation.	1 – 100	
		RateA	Sets the speed of LFO A modulation.	1 – 50	♪
		ResoA	Sets the resonance of LFO A modulation.	0 - 10	
	e e e	Link	Sets how 2 phasers are connected.	SERI, PARA, STR	
	PHÄSE	DPT B	Sets the depth of LFO B modulation.	1 – 100	
		RateB	Sets the speed of LFO B modulation.	1 – 50, SyncA, RvrsA	
		ResoB	Sets the resonance of LFO B modulation.	0 - 10	
		VOL	Adjusts the volume.	0 - 100	
AG	Detune	This detu	ining effect tailored for acoustic guitar provides chorus with little	variation.	
		Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	0 – 25	
	000	PreD	Set the pre-delay for the effect sound.	0 – 50	
	AG DE TUNE	Tone	Adjust the tone.	0 – 100	
	<u> </u>	Mix	Adjust the amount of effect sound mixed with the original sound.	0 - 100	
AG	Chorus	This thre stereo, it	ee-pole chorus has been tailored for acoustic guitar. When a can provide a wide chorus effect.	connected	in
		Speed	Set the modulation speed.	0 – 100	
		Depth	Set the modulation depth.	0 - 100	
	AG CHO	Tone	Adjust the tone.	0 - 100	
		Mix	Adjust the amount of effect sound mixed with the original sound.	0 - 100	
Bas	sStCho	This ster	eo chorus for bass has a clear sound quality.		
*		Depth	Sets the depth of the modulation.	0 – 100	
		Rate	Sets the speed of the modulation.	1 – 50	
	BR55 StCHD	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
	(<u></u>)	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

Ba∨	/inFLNG	This ana to cut lo	log flanger sound is similar to an MXR M-117R. A paramete w frequencies from the effect sound.	r has been ado	led
*		Depth	Sets the depth of the modulation.	0 - 100	
	000	Rate	Sets the speed of the modulation.	0 - 50	>
	B.UIN	RESO	Sets effect resonance.	-10 - 10	
	[[[[]]]]	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
Ba (Octave	This effe	ct adds sound one octave below the original sound.		
*		Oct	Adjusts the level of the one-octave lower sound component.	0 - 100	Τ
		Lo	Adjusts volume of low frequencies.	0 - 10	
	BRSS	Hi	Adjusts volume of high frequencies.	0 - 10	
		Dry	Adjusts the volume of the unaffected sound.	0 – 100	
Ba I	Detune	By mixir natural b	ng a small amount of the pitch-shifted effect sound with the bass chorus effect is achieved.	original sound	1, а
	<u> </u>	Cent	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-50 – 50	
	000	PreD	Sets the pre-delay time of the effect sound.	0 – 50	
	B. DE Tune	Tone	Adjusts the tone.	0 – 10	
		Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BaN	InPitch	This pite frequence	ch shifter was designed specifically for playing single n cy range.	otes in the ba	ass
*		Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12 – 12, 24	
		Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	B. MN PITCH	Tone	Adjusts the tone.	0 - 10	
	<u>[</u>]	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
Bas	sPhase	This pha	ser is good for bass frequencies.	·	
*		Color	Sets the sound color.	1, 2	
	□● ++	Depth	Sets the depth of the modulation.	0 - 100	
	BASS PHASE	Rate	Sets the speed of the modulation.	0 - 100	
	()	RESO	Sets effect resonance.	0 - 100	
Hm	Chorus	This is a	detuned chorus effect for harmonica.		
		Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25	
		Depth	Adjust the pitch variation depth of the effect sound.	0 - 100	
		PreD	Set the pre-delay for the effect sound.	0 - 100	
	CHO	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12	
	••	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12	
		BAL	Adjust the balance of the original and effect sounds.	0 - 100	
VnQ	Chorus	This is a	detuned chorus effect for violin.		
		Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25	
	<u> </u>	Depth	Adjust the pitch variation depth of the effect sound.	0 - 100	
	Ø	PreD	Set the pre-delay for the effect sound.	0 - 100	
	CHO	LoCut	Set the frequency at which to cut low frequencies of the effect sound.	OFF, 100 – 1.2K	
		Hi	Adjust the volume of the effect sound high frequencies.	-12 - 12	
1		BAL	Adjust the balance of the original and effect sounds.	0 - 100	

TpChorus	This is a detuned chorus effect for trumpet.				
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25	Π	
	Depth	Adjust the pitch variation depth of the effect sound.	0 – 100		
	PreD	Set the pre-delay for the effect sound.	0 – 100		
СНО	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12	_	
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12		
	BAL	Adjust the balance of the original and effect sounds.	0 – 100		
SaxChorus	This is a	detuned chorus effect for saxophone.			
	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	-25 – 25		
	Depth	Adjust the pitch variation depth of the effect sound.	0 - 100		
	PreD	Set the pre-delay for the effect sound.	0 – 100		
	MID	Adjust the volume of the effect sound mid frequencies.	-12 – 12		
	Hi	Adjust the volume of the effect sound high frequencies.	-12 – 12	_	
	BAL	Adjust the balance of the original and effect sounds.	0 – 100		
Sax Growl	This effe	ct simulates using a growling technique, which muddies the sou	nd.	_	
	FREQ	Set the frequency of modulation.	1 – 100		
	Sense	Adjust the sensitivity of the effect.	1 – 10		
GROWL	Tone	Adjust the tone.	0 – 10	_	
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100		
PolyOctUp	This effe	ct adds a higher octave to the original sound. Chord input is also	possible.		
	Color	Select the effect sound type.	NORM, ACO		
	Tone	Adjusts the tone.	0 – 100		
i POLY I OCTUPI	Wet	Adjust the amount of the effect sound in the mix.	0 – 100		
	Dry	Adjust the amount of the original sound in the mix.	0 – 100		
PolyOctDw	This effe	ct adds a lower octave to the original sound. Chord input is also	possible.		
	Color	Select the effect sound type.	NORM, ACO		
	Tone	Adjusts the tone.	0 – 100		
I DETDH	Wet	Adjust the amount of the effect sound in the mix.	0 – 100		
	Dry	Adjust the amount of the original sound in the mix.	0 – 100	_	
DualPitch	This effe	ct combines two pitch shifters.			
	ShftA	Set the pitch shift in semitones for pitch shifter A. Set to "0" for a detuning effect.	-12 – 12, 24		
	ToneA	Adjust the tone of pitch shifter A.	-6 - 6		
600	VOL A	Adjust the volume of pitch shifter A.	0 – 100	_	
DUAL	ShftB	Set the pitch shift in semitones for pitch shifter A. Set to "0" for a detuning effect.	-12 – 12, 24		
	ToneB	Adjust the tone of pitch shifter B.	-6 - 6		
	VOL B	Adjust the volume of pitch shifter B.	0 – 100		
	Dry	Adjust the amount of the original sound in the mix.	0 – 100		
Ensemble	This is a performi	an eight-voice doubling effect. The effect sounds like mul ng the same phrase.	tiple peopl	е	
	Depth	Adjust the pitch variation depth of the effect sound.	0 - 100		
[000]	MID	Adjust the volume of the effect sound mid frequencies.	-6 - 6	-	
EMSE	Hi	Adjust the volume of the effect sound high frequencies.	-6 - 6	-	
[mere]	BAL	Adjust the balance of the original and effect sounds.	0 – 100	_	

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

[SFX]

Bomber	This effe	ct generates explosive sounds.		
*	Decay	Adjusts the length of the explosive sound.	1 – 100	
	Tone	Adjusts the tone.	0 - 10	
E D D D	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, TRGGR	
AutoPan	This effe	ct moves the sound image cyclically left and right.		
*	Rate	Sets the speed of the modulation.	0 – 50	♪
000	Width	Sets the width of the panning.	0 – 50	
	Clip	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
LoopRoll	This effe	ct allows you use the footswitch to sample and hold what you pl	ау.	
*	Time	Sets the loop time.	10 – 3000	♪
	Duty	Sets the time that the sample-and-hold sound is produced.	25 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH	
HotSpice	This effe	ct simulates a sitar tone.		
*	Bend	Adjust the depth of the pitch bend.	0 – 100	
000	Buzz	Adjust the buzzing tone.	0 – 100	
HOT	+1oct	Adjust the volume of one octave up.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
StdSyn	ZOOM o	riginal bass synthesizer sound.		
*	Sense	Adjusts the sensitivity for trigger detection.	0 – 100	
000	Sound	Selects a synthesizer variation.	1 – 4	
STD	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 - 100	

[SFX]

SynTlk	This effect produces a synthesizer sound similar to a talking modulator producing vowels.				
*	Decay	Adjusts the rate of sound change.	0 – 100		
	Туре	Selects a vowel variation.	IA, UE, UA, OA		
	Tone	Adjusts the tone.	0 – 10		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
Z-Syn	This base	s synthesizer sound adds analog synth fatness.			
*	FREQ	Sets the cut-off frequency of the lowpass filter.	0 – 10		
	Range	Adjusts the amount of cut-off frequency modulation.	0 – 20		
	Decay	Adjusts the speed of tone modulation.	0 – 100		
	RESO	Sets effect resonance.	0 – 20		
Z-54N	Wave	Selects the waveform.	SAW, SQR		
	Tone	Adjusts the tone.	0 – 10		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
Defret	Turns the	e sound from any bass guitar into a fretless bass sound.			
*	Sense	Adjusts the sensitivity of the effect.	0 – 30		
000	Color	Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.	1 – 10		
[FRET]	Tone	Adjusts the tone.	1 – 50		
	VOL	Adjusts the volume.	0 – 100		
PH+Dist	This effe	ct combines a phaser and distortion in the style of the Roland JE	T PHASER.		
*	Mode	Selects the jet sound mode.	1 – 4		
000	Rate	Sets the speed of the modulation.	0 – 50		
PH+	RESO	Sets effect resonance.	0 – 10		
	VOL	Adjusts the volume.	0 – 100		

[DELAY]

Delay	This long delay has a maximum length of 3000 ms.				
	Time	Sets the delay time.	1 – 3000	♪	
(♦♦♠)	F.B	Adjusts the feedback amount.	0 – 100		
DELAY	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON		
AnalogDly	This anal	og delay simulation has a long delay with a maximum length of	3000 ms.		
	Time	Sets the delay time.	1 – 3000	♪	
000	F.B	Adjusts the feedback amount.	0 – 100		
ANLG	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
UECHYJ	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON		
TapeEcho	This effect the echoe	ct simulates a tape echo. Changing the "Time" parameter change es.	es the pitch	of	
*	Time	Sets the delay time.	1 – 2000	Þ	
ାର୍ଭ	F.B	Adjusts the feedback amount.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON		

[DELAY]

ReverseDL	This reve	This reverse delay is a long delay with a maximum length of 1500 ms.				
*	Time	Sets the delay time.	10 – 1500	♪		
	F.B	Adjusts the feedback amount.	0 - 100			
REURS	BAL	Adjusts the balance between original and effect sounds.	0 - 100			
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON			
ModDelay	This dela	ay effect allows the use of modulation.				
*	Time	Sets the delay time.	1 – 2000	♪		
999	F.B	Adjusts the feedback amount.	0 – 100			
moo	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON			
P-P Delay	This dela	ay outputs the delay sound alternately left and right.				
	Time	Sets the delay time.	1 – 3000	♪		
(+++)	F.B	Adjusts the feedback amount.	0 – 100			
P-P	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound		+		
		stops right when effect is turned off.				
FilterDly	This effe	ct filters a delayed sound.				
*	Time	Sets the delay time.	1 – 2000	♪		
[[• • • •]	F.B	Adjusts the feedback amount.	0 – 100			
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON			
Dual DLY	This effe	ct combines 2 individual delays.				
*	TimeA	Adjusts the delay time of Delay A.	0 – 1490, J × 6	٦ ا		
	F.B A	Adjusts the Delay A feedback amount.	0 – 110			
	TimeB	Adjusts the delay time of Delay B.	0 – 1490, J x 6	\$		
DURL	F.B B	Adjusts the Delay B feedback amount.	0 – 110			
	DlyMx	Adjust the mix of the Delay A and B effect sounds.	0 - 100			
	BAL	Adjusts the balance between original and effect sounds.	0 – 100			
	Depth	Sets the depth of the modulation.	MN-0 – ST-50			
	Speed	Sets the speed of the modulation.	0 – 50			
Pitch DLY	This effe	ct applies pitch shift to a delayed sound.				
×	Pitch	Sets volume of pitch shift applied to delayed sound.	-12 – 12			
	Time	Sets the delay time.	1 – 2000			
DELRY	F.B	Adjusts the feedback amount.	0 - 100			
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100			
SlapBackD	This del rockabill	ay features a short delay time that is good for muted rhythm y.	playing a	nd		
*	Time	Sets the delay time. When Sync is chosen, the delay time is synchronized to the tempo.	1 – 300	Þ		
88	F.B	Adjusts the feedback amount.	0 – 100	+		
SLAP	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	1		
(in the second s	SubDv	Set the note length of the delay sound. When P-P is chosen, L/R channels output delays in guarter/dotted eighth notes respectively.	J, ♪, P-P			

[DELAY]

A-Pan DLY	This cor cyclicall	mbines auto pan and delay to create the effect of the stereo in y.	nage movi	ng
*	Time	Sets the delay time.	1 – 1500	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
A-PAN DEL AV	Link	Sets the order that the auto pan and delay are connected.	PAN-DLY, DLY-PAN	
	Cycle	Sets the speed of the sound movement.	1/4 – 50	
	Width	Sets the width of the sound movement.	0 – 50	
	Clip	Adjusts the amount of waveform clipping.	0 – 10	
PhaseDly	This effe	ect applies a phaser to a delayed sound.		
*	Time	Sets the delay time.	1 – 2000	♪
	F.B	Adjusts the feedback amount.	0 - 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
699	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
PHRSE Delry	Color	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
	Depth	Sets the depth of the modulation.	0 - 100	
	Rate	Sets the speed of the modulation.	1 – 50	♪
	Reso	Sets effect resonance.	0 – 100	
TapeEcho3	This tap	e echo effect models the MAESTRO ECHOPLEX EP-3.		
*	Gain	Adjusts the gain.	0 – 100	Τ
	Hi	Adjusts volume of high frequencies.	0 – 100	
677	Lo	Adjusts volume of low frequencies.	0 - 100	
88	VOL	Adjusts the volume.	0 - 100	
ECHD3	Time	Sets the delay time.	10 – 1000	♪
	F.B	Adjusts the feedback amount.	0 - 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	RecLv	Adjusts the volume recorded to the tape.	0 – 100	
ICE Delay	This effe	ect combines pitch shifting and delay.		
*	INTVL	Sets the pitch modulation amount for the audio slices.	-OCT – 2 OCT	
000	Time	Sets the delay time.	60 – 980	♪
	F.B	Adjusts the feedback amount.	0 – 100	
(VECNT)	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
SlwAtkDly	This effe	ect combines slow attack and delay.		
*	Swell	Adjusts the attack time.	1 – 50	Т
	Time	Sets the delay time.	1 – 1900	1
	F.B	Adjusts the feedback amount.	0 - 100	1
[DEL HY]	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	1
SoftEcho	This ech	o has a soft tone.This echo effect allows the use of modulation.	<u></u>	
*	MOD	Turns modulation ON or OFF.	OFF, ON	Τ
000	Time	Sets the delay time.	19 – 581	
<u>SDET</u>	F.B	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	

[DELAY]

AcTpEcho	This tape echo sound has been tailored for acoustic instruments.				
ାର୍ଡ୍ଡ	Time	Set the delay time.	10 – 1000	♪	
	F.B	Adjust the amount of feedback.	0 – 100		
AC TP	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100		
	Tail	When ON, the effect sound is sustained even if the effect itself is turned off. When OFF, the effect sound also stops when the effect is turned off.	OFF, ON		
PercusDly	This delay emphasizes the attack of the delay sound, keeping it distinct among the sounds of other instruments.				
	Time	Set the delay time.	1 – 3000	♪	
	F.B	Adjust the amount of feedback.	0 – 100		
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100		
000	Tone	Adjust the tone of the effect.	0 – 10		
PERC.	Sense	Set the sensitivity of the effect.	0 – 10		
	ATTCK	Adjust the amount of effect sound emphasis when the input is high.	0 – 10		
	Comp	Adjust the depth of compression on the effect sound.	0 – 100		
	Tail	When ON, the effect sound is sustained even if the effect itself is turned off. When OFF, the effect sound also stops when the effect is turned off.	OFF, ON		

[REVERB]

Air	This effect reproduces the ambience of a room, to create spatial depth.		
*	Size	Sets the size of the space.	1 – 100
	REF	Adjusts the amount of reflection from the wall.	0 – 10
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Room	This reverb effect simulates the acoustics of a room.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
Room	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Hall	This reve	erb effect simulates the acoustics of a concert hall.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
[eee]	Decay	Sets the duration of the reverberations.	1 – 30
HALL	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
HD Hall	This is a	dense hall reverb.	
*	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
HD	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Spring	This reve	erb effect simulates a spring reverb.	
*	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
SPRNG	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON

[REVERB]

FD Spring	This simulates the spring reverb of the '65 Fender Twin Reverb.		
*	Color	Sets the tone of the effect type.	0, 1
	Lo	Adjusts volume of low frequencies.	0 - 100
FD	Hi	Adjusts volume of high frequencies.	0 - 100
(ar wind)	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
Plate	This sim	ulates a plate reverb.	
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
EarlyRef	This effe	ct reproduces only the early reflections of reverb.	
	Decay	Adjusts the duration of the reverb.	1 – 30
000	Shape	Adjusts the effect envelope.	-10 – 10
	Tone	Adjusts the tone.	0 – 10
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
Church	This effe	ct simulates the reverberations of a church.	
*	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	OFF, ON
Chamber	This effe	ct simulates the reverberations of a chamber-sized room.	
*	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
Снят	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON
GateRev	This unic	que reverb is good for percussive playing.	·
*	Color	Sets the sound color.	1 – 5
000	Decay	Sets the duration of the reverberations.	0 - 100
	Tone	Adjusts the tone.	0 – 100
	BAL	Adjusts the balance between original and effect sounds.	0 - 100
ModReverb	This wid	e and thick reverb adds modulation to the reverberations.	
	Depth	Set the modulation depth.	0 – 100
000	Decay	Set the reverb duration.	1 – 30
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 - 100
	Tail	When ON, the effect sound is sustained even if the effect itself is turned off. When OFF, the effect sound also stops when the effect is turned off.	OFF, ON
DryPlate	This plat	e reverb simulation can provide clear reverberations.	
	PreD	Set the time between when the original sound is input and reverb starts.	1 – 200
000	Decay	Set the reverb duration.	0 – 100
	LoDMP	Adjust the damping of low frequencies in the reverb sound.	0 – 100
	Mix	Adjust the amount of effect sound mixed with the original sound.	0 – 100

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PDL Vol	The volu	me curve of the volume pedal can be set.		
	P VOL	Adjusts the volume.	0 - 100	Ρ
PDL	Min	Adjusts the volume when the pedal is at minimum position.	0 – 100	
<u> </u> volf <u> </u> (Max	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	Curve	Sets the volume curve.	А, В	
BlackWah	This ped	al wah effect simulates the Cry Baby.		
*	P FREQ	Adjusts the emphasized frequency.	0 – 100	Ρ
BLCK	Range	Adjusts the frequency range processed by the effect.	0 – 100	
10000 10000	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
ChromeWah	This sim	ulates a British wah pedal with a chrome finish.		
	P FREQ	Adjusts the emphasized frequency.	0 - 100	Р
JEHRON	Range	Adjusts the frequency range processed by the effect.	0 - 100	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 - 100	
WAH100	Simulate	es an Ibanez wah pedal.		
*	P FREQ	Adjusts the emphasized frequency.	0 - 50	Р
WAH L	Depth	Sets the depth of the wah.	0 - 100	
ן <u>100</u> ך	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
PDL Pitch	Use an e	xpression pedal to change the pitch in real time with this effect.		
	P Bend	Sets the amount of pitch shift.	0 – 100	Ρ
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <u>(See Table 2)</u>	
	Tone	Adjusts the tone.	0 - 10	
	Mode	Sets the sound style.	UP, DOWN	
PDL MnPit	This is a allows th	pitch shifter specially for monophonic sound (single-note plate pitch to be shifted in real time with the expression pedal.	aying), which	ch
*	P Bend	Sets the amount of pitch shift.	0 - 100	Ρ
PDL .	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <u>(See Table 2)</u>	
	Tone	Adjusts the tone.	0 - 10	
	Mode	Sets the sound style.	UP, DOWN	
PDL Vibe	This vibe	e sound features unique undulations.		
*	P Speed	Sets the speed of the modulation.	0 – 50	Ρ
	Depth	Sets the depth of the modulation.	0 – 100	
	Mode	Sets effect to vibrato or chorus.	VIBRAT, CHORS	
	VOL	Adjusts the volume.	0 – 100	
PDL Drive	The expr	ession pedal controls the gain of this drive effect.		
*	P Gain	Adjusts the gain.	0 - 100	Ρ
	Tone	Adjusts the tone.	0 - 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 - 100	

$\left[\mbox{ PEDAL } \right]$ Pedal effects are available to add only for $\mbox{ A1X FOUR}$.

[PEDAL]

PDL PHSR	The expression pedal controls the modulation frequency of this phaser.			
*	P Rate	Sets the speed of the modulation.	1 – 50	Ρ
	Depth	Sets the depth of the modulation.	0 - 100	
	RESO	Sets effect resonance.	0 - 100	
IPHŠR/	Color	Sets the tone of the effect type.	4 STG, 8 STG, INV 4, INV 8	
PDL Delay	The expr	ession pedal controls the delay input level of this effect.		
	P InLvI	Adjusts the delay input level.	0 - 100	Ρ
	Time	Sets the delay time.	1 – 3000	♪
<u><u>]oly</u>[</u>	F.B	Adjusts the feedback amount.	0 - 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
PDL Rev	The expr	ession pedal controls the reverb input level of this effect.		
	P InLvI	Adjusts the reverb input level.	0 - 100	Ρ
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
Į <u>treū</u> r	Decay	Sets the duration of the reverberations.	1 – 30	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
OSC Echo	The expr	ession pedal controls the delay oscillation of this effect.		
*	P OSC	Adjusts the delay time and feedback.	0 – 100	Ρ
	T-Min	Adjusts the delay time when the pedal is at minimum position.	19 – 500	
ТЕСНОГ	T-Max	Adjusts the delay time when the pedal is at maximum position.	19 – 500	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
VoiceWah	This effe	ct can make a guitar sound like a human voice.		
*	P Vowel	Adjusts the emphasized vowel.	0 - 100	Ρ
JUDICEL	PTTRN	Sets effect pattern.	A – C	
1 шан г	Voice	Adjusts the vowel sounds.	0 - 100	
	Mode	Sets the sound style.	STEP, SOFT	
PDL Roto	Simulate	es a rotary speaker.		
	P Mode	Sets the rotary mode.	SLOW, FAST	Ρ
	Drive	Adjusts the amount of amplification from the preamp.	0 - 100	
ן אמיסאר ו	BAL	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).	0 - 100	
	VOL	Adjusts the volume.	0 – 100	
P-BitCRSH	This effe	ct creates a lo-fi sound.		
*	P SMPL	Sets sampling rate.	0 – 50	Ρ
	Bit	Sets bit depth.	4 - 32	
<u>ר ראל ראל ראל ראל ראל ראל ראל ראל ראל רא</u>	Tone	Adjusts the tone.	0 - 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
PDL FLNGR	The expr	ession pedal controls the emphasized frequency of this flanger.		
*	P FREQ	This sets the emphasized frequency.	0 - 100	Ρ
PDL	RESO	Sets effect resonance.	-10 - 10	
<u> ří</u> ř	HiDMP	Adjusts the treble attenuation of the effect sound.	0 - 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
BassWah	This is a	pedal wah effect for bass guitar.		
*	P FREQ	Adjusts the emphasized frequency.	0 – 100	Ρ
Jeasel	Range	Adjusts the frequency range processed by the effect.	0 – 100	
<u>1 w ян ј</u>	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 – 100	

[PEDAL]

PDL Reso	Pedal wa	Pedal wah with a strong character.		
*	P FREQ	Adjusts the emphasized frequency.	1 – 50	Ρ
	RESO	Sets effect resonance.	0 - 10	
1RESO	Dry	Adjusts the volume of the unaffected sound.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
BaPDLPit	Use an e	xpression pedal to change the pitch in real time with this effect.		
*	P Bend	Sets the amount of pitch shift.	0 – 100	Ρ
B.PDL	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <u>(See Table 2)</u>	
	Tone	Adjusts the tone.	0 - 10	
	Mode	Sets the sound style.	UP, DOWN	
BaPDLMnP	This is a allows th	pitch shifter specially for monophonic sound (single-note pla e pitch to be shifted in real time with the expression pedal.	aying), whi	ch
*	P Bend	Sets the amount of pitch shift.	0 - 100	Ρ
B.PDL	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <u>(See Table 2)</u>	
	Tone	Adjusts the tone.	0 - 10	
	Mode	Sets the sound style.	UP, DOWN	
Tp P.Wah	This is a	pedal wah for trumpet.		
	P FREQ	Set the emphasized frequency.	0 - 50	Ρ
TP	Depth	Set the depth of the wah effect.	0 - 100	
<u>100ан</u> г	Peak	Set the amount of resonance when the filter is open.	0 - 10	
	VOL	Adjust the volume.	0 - 100	
Output VP	This cont is change	trols the product output level. This volume will be kept even whed.	ien the pat	ch
	_	_		

D-28	Body characteristics of a Martin D-28, which is a standard acoustic guitar style.		
	Gain	Adjusts the gain.	-12 – 12
∣ / <mark>≣</mark> 0¦	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
D-18	Body cha	aracteristics of a Martin D-18, which features a clear tone.	
A	Gain	Adjusts the gain.	-12 – 12
▏▕▎▋゙▋	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 - 100
D-45	Body cha	aracteristics of a Martin D-45, which features rich harmonics and	deep bass.
D-45 ★ a≣n	Body cha _{Gain}	aracteristics of a Martin D-45, which features rich harmonics and Adjusts the gain.	deep bass. -12 – 12
D-45	Body cha Gain Bass	Adjusts the gain. Adjusts volume of low frequencies.	deep bass. -12 – 12 0 – 100
D-45	Body cha Gain Bass MID	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies.	deep bass. -12 - 12 0 - 100 0 - 100
D-45	Body cha Gain Bass MID Treble	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies.	deep bass. -12 - 12 0 - 100 0 - 100 0 - 100 0 - 100
D-45 D-45 000-28	Body cha Gain Bass MID Treble Body cha	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of a Martin 000-28, which features beautiful treble.	deep bass. -12 - 12 0 - 100 0 - 100 0 - 100
D-45 D-45 000-28	Body cha Gain Bass MID Treble Body cha Gain	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the gain.	deep bass. -12 - 12 0 - 100 0 - 100 0 - 100 -12 - 12
D-45	Body cha Gain Bass MID Treble Body cha Gain Bass	Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the gain. Adjusts volume of low frequencies.	deep bass. -12 - 12 0 - 100 0 - 100 0 - 100 -12 - 12 0 - 100
D-45	Body cha Gain Bass MID Treble Body cha Gain Bass MID	Adjusts the gain. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts volume of a Martin 000-28, which features beautiful treble. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of low frequencies.	deep bass. -12 - 12 0 - 100 0 - 100 0 - 100 -12 - 12 0 - 100 0 - 100

000-18	Body cha	aracteristics of a Martin 000-18, which features clear bass.		
_ 	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
<u> <u>uu-ip</u></u>	Treble	Adjusts volume of high frequencies.	0 – 100	
OM-28	Body characteristics of a Martin OM-28, which features full high frequencies and just the right amount of volume.			
* _	Gain	Adjusts the gain.	-12 - 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
<u>um-sa</u>	Treble	Adjusts volume of high frequencies.	0 – 100	
OM-18	Body cha	aracteristics of a Martin OM-18, which features a tone with a fast	response.	_
*	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
OM-42	Body cha end.	aracteristics of a Martin OM-42, which features rich harmonics an	nd a tight lo	Š
*	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 - 100	
00-21	Body cha	racteristics of a Martin 00-21, which features a clear tone typical	of jacarand	a.
	Gain	Adjusts the gain.	-12 - 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
00-18	Body cha body.	aracteristics of a Martin 00-18, which features a balanced tone	from a sma	all
	Gain	Adjusts the gain.	-12 – 12	
l Sēv	Bass	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	Treble	Adjusts volume of high frequencies.	0 - 100	
J-45	Body cha	aracteristics of a Gibson J-45, which features a dry tone that	is perfect for	or
	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
0245	Treble	Adjusts volume of high frequencies.	0 – 100	
Adv.Jumbo	Body cha to add rid	aracteristics of a Gibson J-45 Advanced Jumbo, which uses a ro	sewood ba	ck
*	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
J-160E	Body cha	aracteristics of a Gibson J-160E, which is famous as a pioneer juitar.	ing acousti	c-
*	Gain	Adjusts the gain.	-12 – 12	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	Treble	Adjusts volume of high frequencies.	0 - 100	
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HumBird	Body cha	aracteristics of a Gibson Hummingbird, which is loved by pop	and rock artists.
	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 – 100
8° <u>–</u> ≪9 H∎ BIBD	MID	Adjusts volume of middle frequencies.	0 – 100
· · · · · · · · · · · · · · · · · · ·	Treble	Adjusts volume of high frequencies.	0 - 100
Dove	Body cha	aracteristics of a Gibson Dove, which features a solid bass to d back.	ne from its maple
	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 - 100
SJ-200	Body cha	aracteristics of a Gibson SJ-200, which is known as the king c	of flattop guitars.
/////	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 - 100
%c=3% 51-200	MID	Adjusts volume of middle frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 – 100
F-55	Body ch	naracteristics of a Guild F-55, which has deep bass an sies thanks to its large body.	d bell-like high
* ~~	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 – 100
E. EE	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
LG-2	Body cha musiciar	aracteristics of a Gibson LG-2, which is a small-bodied guitans.	ar loved by blues
	Gain	Adjusts the gain.	-12 – 12
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
4	Treble	Adjusts volume of high frequencies.	0 – 100
LG-0	Body cha	aracteristics of a Gibson LG-0, which has a down-home so racing.	und thanks to its
	Gain	Adjusts the gain.	-12 – 12
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
314ce	Body cha and bala	aracteristics of a Taylor 314ce, which is popular because of its need tone.	great playability
	Gain	Adjusts the gain.	-12 - 12
(5)7	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 - 100
LL36	Body ch balanced	aracteristics of a YAMAHA LL36, which features a thick so tone.	lid sound with a
*	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	Treble	Adjusts volume of high frequencies.	0 - 100
LL66	Body cha	aracteristics of a YAMAHA LL66, which has a transparent so of all the strings.	und with a good
	Gain	Adjusts the gain.	-12 - 12
	Bass	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100

Adamas	Body cha traits by	Body characteristics of an Ovation Adamas, which was created to have ideal vibration traits by using a unique top material.			
/ 7	Gain	Adjusts the gain.	-12 - 12		
	Bass	Adjusts volume of low frequencies.	0 - 100		
	MID	Adjusts volume of middle frequencies.	0 - 100		
	Treble	Adjusts volume of high frequencies.	0 - 100		
Legend	Body cha sound ho	aracteristics of an Ovation Legend, which features a round ba ole.	ck and a larg		
* 👝	Gain	Adjusts the gain.	-12 - 12		
5∰{	Bass	Adjusts volume of low frequencies.	0 - 100		
	MID	Adjusts volume of middle frequencies.	0 - 100		
	Treble	Adjusts volume of high frequencies.	0 - 100		
Nylon	Body cha	aracteristics of a nylon guitar used in bossa nova, jazz and other	genres.		
	Gain	Adjusts the gain.	-12 - 12		
\@\	Bass	Adjusts volume of low frequencies.	0 - 100		
	MID	Adjusts volume of middle frequencies.	0 - 100		
	Treble	Adjusts volume of high frequencies.	0 - 100		
12Strings	Body cha	aracteristics of a Guild 12-string guitar, which features the uniqued strings.	le wide sound		
	Gain	Adjusts the gain.	-12 - 12		
		Adjusta valuma of law fraguancias	0 100		
	Bass	Adjusts volume of low frequencies.	0 - 100		
	MID	Adjusts volume of middle frequencies.	0 - 100		
	MID Treble	Adjusts volume of now nequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100		
Resonator	Bass MID Treble Body cha a wood k	Adjusts volume of now nequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor pody.	0 - 100 0 - 100 0 - 100 ie resonator in		
Resonator	Bass MID Treble Body cha a wood b Gain	Adjusts volume of now nequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor pody. Adjusts the gain.	0 - 100 0 - 100 0 - 100 1e resonator in		
Resonator	Bass MID Treble Body cha a wood b Gain Bass	Adjusts volume of now frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor pody. Adjusts the gain. Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100 1e resonator in -12 - 12 0 - 100		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID	Adjusts volume of now frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor body. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies.	0 - 100 0 - 100 0 - 100 1e resonator in -12 - 12 0 - 100 0 - 100		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID Treble	Adjusts volume of how frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts of a Dobro resonator guitar, which has a spider cor body. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100 0 - 100 0 - 12 - 12 0 - 100 0 - 100 0 - 100 0 - 100		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID Treble Body cha	Adjusts volume of now frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider corpody. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID Treble Body cha Gain	Adjusts volume of now frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor body. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the gain.	0 - 100 0 - 100 0 - 100 1e resonator in -12 - 12 0 - 100 0 - 100 0 - 100 10ws. -12 - 12		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID Treble Body cha Gain Bass	Adjusts volume of now frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor body. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of middle frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. Adjusts the gain. Adjusts the gain. Adjusts the gain. Adjusts volume of low frequencies.	0 - 100 0 - 100 0 - 100 1e resonator in -12 - 12 0 - 100 0 - 100 0 - 100 1ows. -12 - 12 0 - 100		
Resonator	Bass MID Treble Body cha a wood b Gain Bass MID Treble Body cha Gain Bass MID	Adjusts volume of how frequencies. Adjusts volume of high frequencies. Adjusts volume of high frequencies. aracteristics of a Dobro resonator guitar, which has a spider cor body. Adjusts the gain. Adjusts volume of low frequencies. Adjusts volume of high frequencies.	0 - 100 0 - 100 0 - 100 1e resonator in -12 - 12 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100 0 - 100		

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

Table 1 [Scale Parameter]

Table 2 [Color Parameter]

Color	A Pedal min	🚝 Pedal max
1	0 cent	+1 octave
2	0 cent	+2 octave
3	0 cent	- 100 cent
4	0 cent	- 2 octave
5	0 cent	-00
6	- 1 octave +original	+1 octave +original
7	- 700 cent +original	+500 cent +original
8	Doubling	Detuned +original
9	-∞ (0 Hz) +original	+1 octave +original