YAMAHA

Magicstomp

EFFECT LIST

Effect Type List

EFFECT TYPE	Display	Description
Distortion	Distortion	Advanced distortion. Mainly used for direct connection to guitar amp's front input.
Digital Distortion	DigiDistortion	Distortion effect. Mainly used for direct connection to guitar amp's front input.
Amp Simulator	AmpSimulator	DG Series amp sound. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.
Chorus	Chorus	Chorus effect.
Symphonic	Symphonic	Symphonic effect.
Flange	Flan9e	Flange effect.
Vintage Flange	Vinta9eFlan9er	Flanger produced by utilizing VCM (Virtual Circuitry Modeling) tech- nology.
Phaser	Phaser	Maximum 16-stage phaser.
Mono Vintage Phaser	MonoUnta9Phaser	Monaural phaser produced by utilizing VCM (Virtual Circuitry Model- ing) technology.
Stereo Vintage Phaser	StreoVintPhaser	Stereo phaser produced by utilizing VCM (Virtual Circuitry Modeling) technology.
Tremolo	Tremolo	Tremolo effect.
Auto Pan	Auto Pan	Autopanner.
Rotary	Rotary	Rotary speaker simulator.
Ring Mod.	Rin9Mod.	Ring modulator.
Mod. Filter	Mod.Filter	Modulation filter.
Compressor	Compressor	Compressor.
M.Band Dyna.	MultiBandDyna.	3-band dynamics processor.
Dyna. Filter	Dyna.Filter	Filter effect. The effect changes according to input level.
Dyna. Flange	Dyna.Flan9e	Flanger effect. The effect changes according to input level.
Dyna. Phaser	Dyna.Phaser	Phaser effect. The effect changes according to input level.
Tape Echo	TapeEcho	Vintage tape echo.
Mono Delay	MonoDelay	Basic monaural delay.
Stereo Delay	StereoDelay	Basic stereo delay.
Mod. Delay	Mod.Delay	Basic repeat delay with modulation.
Delay LCR	DelayLCR	3-tap delay (left, center, right).
Echo	Echo	Stereo delay with crossed feedback loop.
8 Band Parallel Delay	8BandParaDelay	8-band modulation delay connected in parallel.
8 Band Series Delay	8BandSeriDelay	8-band modulation delay connected in series.
4 Band 2 Tap Mod. Delay	4Band2TapModD1y	4-band delay connected in parallel w/2 multi-tap modulation delays.
2 Band 4 Tap Mod. Delay	2Band4TapM.Dly	2-band delay connected in parallel w/4 multi-tap modulation delay.
8 Multi Tap Mod. Delay	8MultiTapM.Dly	8 Multi tap modulation delay.
2 Band Long + 4 Short Mod. Delay	2Ln94ShrtM.Dly	2 band parallel 2 multi tap + 4 band short modulation delay.
Short + Medium + Long Mod. Delay	S.M.L.ModDly	3 band multi tap delay w/3 delay times.
Reverb	Reverb	Hall, room, stage, and plate reverb simulations, all with gates.
Early Ref.	Early Ref.	Early reflections.

EFFECT TYPE	Display	Description
Gate Reverb	Gate Reverb	Early reflections with gate.
Reverse Gate	Reverse Gate	Early reflections with reverse gate.
Spring Reverb	Spring Reverb	Spring reverb simulation.
HQ. Pitch	HQ. Pitch	High-quality pitch shifter.
Dual Pitch	DualPitch	Pitch shifter.
3 Band Parametric EQ	3BandParaEQ	3-band parametric equalizer.
Multi Filter	MultiFilter	3-band multi-filter (24 dB/octave).
Reverb+Chorus	Reverb+Chorus	Reverb and chorus effects in parallel.
Reverb->Chorus	Reverb->Chorus	Reverb and chorus effects in series.
Reverb+Flange	Reverb+Flan9e	Reverb and flanger effects in parallel.
Reverb->Flange	Reverb->Flan9e	Reverb and flanger effects in series.
Reverb+Symphonic	Reverb+Sympho	Reverb and symphonic effects in parallel.
Reverb->Symphonic	Reverb->Sympho	Reverb and symphonic effects in series.
Reverb->Pan	Reverb->Pan	Reverb and autopan effects in series.
Delay+Early Ref.	Delay+E.Ref.	Delay and early reflections effects in parallel.
Delay->Early Ref.	Delay->E.Ref.	Delay and early reflections effects in series.
Delay+Reverb	Delay+Reverb	Delay and reverb effects in parallel.
Delay->Reverb	Delay->Reverb	Delay and reverb effects in series.
Distortion->Delay	Dist->Delay	Distortion and delay effects in series. Mainly used for direct connec- tion to guitar amp's front input.
Amp Multi (Chorus)	AmpMulti(Cho)	Multi effect consisting of Comp + Amp Simulator + Chorus + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.
Amp Multi (Flange)	AmeMulti(Flng)	Multi effect consisting of Comp + Amp Simulator + Flanger + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.
Amp Multi (Tremolo)	AmpMulti(Trem)	Multi effect consisting of Comp + Amp Simulator + Tremolo + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.
Amp Multi (Phaser)	AmpMulti(Phas)	Multi effect consisting of Comp + Amp Simulator + Phaser + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.
Distortion Multi (Chorus)	DistMulti (Cho)	Multi effect consisting of Comp + Distortion + Chorus + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.
Distortion Multi (Flange)	DistMulti(Fln9)	Multi effect consisting of Comp + Distortion + Flanger + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.
Distortion Multi (Tremolo)	DistMulti(Trem)	Multi effect consisting of Comp + Distortion + Tremolo + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.
Distortion Multi (Phaser)	DistMulti(Phas)	Multi effect consisting of Comp + Distortion + Phaser + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.
Acoustic Multi	AcousticMulti	Multi effect for electric-acoustic guitar.

Effect Parameters

Distortion

Advanced distortion. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
Туре	ТҮРЕ	Lead1, Lead2, Drive1, Drive2, Crunch1, Crunch2, Fuzz1, Fuzz2, Distortion1, Distortion2, Overdrive1, Overdrive2, Tube, Solidstate	Distortion type
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
EQ 1 Freq.	EQ1F	50.0 to 400 Hz	Specifies the post effect EQ1 frequency
EQ 1 Gain	EQ1G	-12.0 to 12.0 dB	Specifies the post effect EQ1 gain
EQ 1 Q	EQ1Q	0.100 to 20.0	Specifies the post effect EQ1 Q (bandwidth)
EQ 2 Freq.	EQ2F	200 to 1.60 kHz	Specifies the post effect EQ2 frequency
EQ 2 Gain	EQ2G	-12.0 to 12.0 dB	Specifies the post effect EQ2 gain
EQ 2 Q	EQ2Q	0.100 to 20.0	Specifies the post effect EQ2 Q (bandwidth)
EQ 3 Freq.	EQ3F	600 to 4.80 kHz	Specifies the post effect EQ3 frequency
EQ 3 Gain	EQ3G	-12.0 to 12.0 dB	Specifies the post effect EQ3 gain
EQ 3 Q	EQ3Q	0.100 to 20.0	Specifies the post effect EQ3 Q (bandwidth)
EQ 4 Freq.	EQ4F	2.00 k to 16.0 kHz	Specifies the post effect EQ4 frequency
EQ 4 Gain	EQ4G	-12.0 to 12.0 dB	Specifies the post effect EQ4 gain
EQ 4 Q	EQ4Q	0.100 to 20.0	Specifies the post effect EQ4 Q (bandwidth)
Pre EQ Level	PELV	0.0 to 10.0	Specifies the pre effect EQ level
Pre EQ 1 Freq.	PE1F	50.0 to 500 Hz	Specifies the pre effect EQ1 frequency
Pre EQ 1 Gain	PE1G	-12.0 to 12.0 dB	Specifies the pre effect EQ1 gain
Pre EQ 1 Q	PE1Q	0.100 to 20.0	Specifies the pre effect EQ1 Q (bandwidth)
Pre EQ 2 Freq.	PE2F	200 to 2.00 kHz	Specifies the pre effect EQ2 frequency
Pre EQ 2 Gain	PE2G	-12.0 to 12.0 dB	Specifies the pre effect EQ2 gain
Pre EQ 2 Q	PE2Q	0.100 to 20.0	Specifies the pre effect EQ2 Q (bandwidth)
Pre EQ 3 Freq.	PE3F	1.00 k to 10 kHz	Specifies the pre effect EQ3 frequency
Pre EQ 3 Gain	PE3G	-12.0 to 12.0 dB	Specifies the pre effect EQ3 gain
Pre EQ 3 Q	PE3Q	0.100 to 20.0	Specifies the pre effect EQ3 Q (bandwidth)
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
N. G. Decay	NGDC	6 to 44500 ms	Time required for the noise gate to close after signal goes below threshold

Digital Distortion

Distortion effect. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
Туре	TYPE	Distortion1, Distortion2, Overdrive1, Overdrive2, Crunch	Distortion type
Drive	DRV	0 to 100	Distortion drive
Master	MSTR	0 to 100	Master volume
Tone	TONE	–10 to +10	Tone
Noise Gate	NG	0 to 20	Noise reduction

Amp Simulator

DG Series amp sound. Mainly used for direct connection to power amp.

Speaker simulator allows direct recording.

Parameter	Display	Range	Description
Атр Туре	AMP	Heavy1, Heavy2, Lead1, Lead2, Drive1, Drive2, Crunch1, Crunch2, Clean1, Clean2, Solid	Amp type
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
Treble	TRE	0.0 to 10.0	Adjusts level of high range frequencies
High Middle	HMID	0.0 to 10.0	Adjusts level of upper mid frequencies
Low Middle	LMID	0.0 to 10.0	Adjusts level of lower mid frequencies
Bass	BASS	0.0 to 10.0	Adjusts level of low frequencies
Presence	PRE	0.0 to 10.0	Adjusts level of extremely high frequencies
Speaker Simulator	SP	Off, American 412, British 412, Modern 412, YAMAHA 412, Hybrid 412, American 212, British 212, Modern 212, YAMAHA 212, Hybrid 212, American 112, Modern 112, YAMAHA 112, Hybrid 112, 410, 210	When using a line connection to connect directly to a mixer, this can be used to simulate the natural characteristics of a speaker giving the tone a more natural sound
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
N. G. Decay	NGDC	6 to 44500 ms	Time required for the noise gate to close after signal goes below threshold

Chorus

Chorus effect.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
AM Depth	AMDP	0 to 100%	Amplitude modulation depth
PM Depth	PMDP	0 to 100%	Pitch modulation depth
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	–12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	-12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Symphonic

Symphonic effect.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPT	0 to 100%	Modulation depth
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	-12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	–12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Flange

Flange effect.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPT	0 to 100%	Modulation depth
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	-12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	–12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Vintage Flange

Flanger produced by utilizing VCM (Virtual Circuitry Modeling) technology.

Parameter	Display	Range	Description
Туре	TYPE	1, 2, 3	Flanger type
Speed	SPD	0.0 to 10.0	Modulation speed
Depth	DPTH	0.0 to 10.0	Modulation depth
Manual	MANU	0.0 to 10.0	Adjusts flanger's delay time
Feedback	FB	0.0 to 10.0	Feedback gain
Spread	SPRD	0.0 to 10.0	Left and right flange spread (diffusion)
Mix	MIX	0.0 to 10.0	Mix level

Phaser

Maximum 16-stage phaser.

Parameter	Display	Range	Description
Stage	STAG	2, 4, 6, 8, 10, 12, 14, 16	Number of phase shift stages
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPT	0 to 100%	Modulation depth
FB. Gain	FB	-99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Offset	OFST	0 to 100	Lowest phase-shifted frequency offset
Phase	PHAS	0.00 to 354.38 degrees	Left and right modulation phase balance
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	–12.0 to +12.0 dB	Low shelving filter gain
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	–12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Mono Vintage Phaser

Monaural phaser produced by utilizing VCM (Virtual Circuitry Modeling) technology.

Parameter	Display	Range	Description
Stage	STAG	4, 6, 8, 10, 12, 16	Number of phase shift stages
Mode	MODE	1, 2	Phaser type
Speed	SPD	0.0 to 10.0	Modulation speed
Depth	DPTH	0.0 to 10.0	Modulation depth
Manual	MANU	0.0 to 10.0	Sets the manner in which the phaser acts
Feedback	FB	0.0 to 10.0	Feedback gain
Color	CLOR	0.0 to 10.0	Sets the phaser's tone

Stereo Vintage Phaser

Stereo phaser produced by utilizing VCM (Virtual Circuitry Modeling) technology.

Parameter	Display	Range	Description
Stage	STAG	4, 6, 8, 10	Number of phase shift stages
Mode	MODE	1, 2	Phaser type
Speed	SPD	0.0 to 10.0	Modulation speed
Depth	DPTH	0.0 to 10.0	Modulation depth
Manual	MANU	0.0 to 10.0	Sets the manner in which the phaser acts
Feedback	FB	0.0 to 10.0	Feedback gain
Color	CLOR	0.0 to 10.0	Sets the phaser's tone
Spread	SPRD	0.0 to 10.0	Left and right phaser spread (diffusion)

Tremolo

Tremolo effect.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle, Square	Modulation waveform
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPTH	0 to 100%	Modulation depth
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	-12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	-12.0 to +12.0 dB	High shelving filter gain

Auto Pan

Autopanner.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle, Square	Modulation waveform
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPTH	0 to 100%	Modulation depth
Direction	DIR	L<->R, L—>R, L<—R, Turn L, Turn R	Panning direction
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	-12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	-12.0 to +12.0 dB	High shelving filter gain

Rotary

Rotary speaker simulator.

Parameter	Display	Range	Description
Rotate	ROT	Stop, Start	Rotation stop, start
Slow	SLOW	0.05 to 10.00 Hz	Slow rotation speed
Fast	FAST	0.05 to 10.00 Hz	Fast rotation speed
Speed	SPD	Slow, Fast	Rotation speed (see Slow and Fast parameters)
Drive	DRV	0 to 100	Overdrive level
Accel	ACCL	0 to 10	Acceleration at speed changes
Low	LOW	0 to 100	Low-frequency filter
High	HIGH	0 to 100	High-frequency filter
Mix	MIX	0 to 100%	Mix level

Ring Mod.

Ring modulator.

Parameter	Display	Range	Description
Source	SRC	OSC, SELF	Modulation source: oscillator or input signal
OSC Freq.	OSC	0.0 to 5000.0 Hz	Oscillator frequency
FM Freq.	FM.F	0.05 to 40.00 Hz	Oscillator frequency modulation speed
FM Depth	FM.D	0 to 100%	Oscillator frequency modulation depth
Mix	MIX	0 to 100%	Mix level

Mod. Filter

Modulation filter.

Parameter	Display	Range	Description
Туре	TYPE	Low Pass Filter, High Pass Filter, Band Pass Filter	Filter type: low pass, high pass, band pass
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Depth	DPTH	0 to 100%	Modulation depth
Phase	PHAS	0.00 to 354.38 degrees	Left-channel modulation and right-channel modulation phase differ- ence
Offset	OFST	0 to 100	Filter frequency offset
Resonance	RESO	0 to 20	Filter resonance
Level	LEVL	0 to 100	Output level
Mix	MIX	0 to 100%	Mix level

Compressor

Compressor.

Parameter	Display	Range	Description
Comp. Threshold	THRE	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	RATI	1:1 to ∞:1	Compression ratio
Comp. Attack	ATAK	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	RELE	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	KNEE	Hard, 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	GAIN	0.0 to 18.0 dB	Output level

M.Band Dyna.

3-band dynamics processor, with individual solo and gain reduction metering for each band.

Parameter	Display	Range	Description
Slope	SLOP	–6, –12 dB	Filter slope
Low Gain	LO.G	–96.0 to +12.0 dB	Low band level
Mid Gain	MI.G	–96.0 to +12.0 dB	Mid band level
High Gain	HI.G	–96.0 to +12.0 dB	High band level
Lookup	LKUP	0.0 to 100.0 ms	Lookup delay
Ceiling	CEIL	–6.0 to 0.0 dB, Off	Specifies the maximum output level
L-M Xover	L-MX	21.2 Hz to 8.00 kHz	Low/mid crossover frequency
M–H Xover	M-HX	21.2 Hz to 8.00 kHz	Mid/high crossover frequency
Presence	PRE	-10 to +10	For positive values, the threshold of the high band is lowered and the threshold of the low band is increased. For negative values, the opposite will occur. When set to 0, all three bands are affected the same.
Comp. Bypass	COMP	Off, On	Compressor bypass
Comp. Threshold	CMPT	–24.0 to 0.0 dB	Compressor threshold
Comp. Ratio	CRAT	1:1 to 20:1	Compressor ratio
Comp. Attack	CATA	0 to 120 ms	Compressor attack
Comp. Release	CREL	6 to 11500 ms	Compressor release time
Comp. Knee	CKNE	0 to 5	Adjusts the width of the gain curve just above the compressor's threshold
Exp. Bypass	EXP	Off, On	Expander bypass
Exp. Threshold	EXPT	–54.0 to –24.0 dB	Expander threshold
Exp. Ratio	ERAT	1:1 to ∞:1	Expander ratio
Exp. Release	EREL	6 to 11500 ms	Expander release time
Lim. Bypass	LIM	Off, On	Limiter bypass
Lim. Threshold	LIMT	–12.0 to 0.0 dB	Limiter threshold
Lim. Attack	LATA	0 to 120 ms	Limiter attack
Lim. Release	LREL	6 to 11500 ms	Limiter release time
Lim. Knee	LKNE	0 to 5	Adjusts the width of the gain curve just above the limiter's threshold

Dyna. Filter

Filter effect. The effect changes according to input level.

Parameter	Display	Range	Description
Туре	TYPE	Low Pass Filter, High Pass Filter, Band Pass Filter	Filter type
Decay	DCY	6 to 46000 ms	Filter frequency change decay speed
Direction	DIR	Up, Down	Upward or downward frequency change
Sense	SENS	0 to 100	Sensitivity
Offset	OFST	0 to 100	Filter frequency offset
Resonance	RESO	0 to 20	Filter resonance
Level	LVL	0 to 100	Output level
Mix	MIX	0 to 100%	Mix level

Dyna. Flange

Flanger effect. The effect changes according to input level.

Parameter	Display	Range	Description
Decay	DCY	6 to 46000 ms	Decay speed
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Direction	DIR	Up, Down	Upward or downward frequency change
Sense	SENS	0 to 100	Sensitivity
Offset	OFST	0 to 100	Delay time offset
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	-12.0 to +12.0 dB	Low shelving filter gain
EQ Freq.	EQ.F	100 Hz to 8.00 kHz	EQ (peaking type) frequency
EQ Gain	EQ.G	-12.0 to +12.0 dB	EQ (peaking type) gain
EQ Q	EQ.Q	10.0 to 0.10	EQ (peaking type) bandwidth
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	-12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Dyna. Phaser

Phaser effect. The effect changes according to input level.

Parameter	Display	Range	Description
Decay	DCY	6 to 46000 ms	Decay speed
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Direction	DIR	Up, Down	Upward or downward frequency change
Sense	SENS	0 to 100	Sensitivity
Offset	OFST	0 to 100	Lowest phase-shifted frequency offset
Stage	STAG	2, 4, 6, 8, 10, 12, 14, 16	Number of phase shift stages
LSH Freq.	LSHF	21.2 Hz to 8.00 kHz	Low shelving filter frequency
LSH Gain	LSHG	–12.0 to +12.0 dB	Low shelving filter gain
HSH Freq.	HSHF	50.0 Hz to 16.0 kHz	High shelving filter frequency
HSH Gain	HSHG	–12.0 to +12.0 dB	High shelving filter gain
Mix	MIX	0 to 100%	Mix level

Tape Echo

Vintage tape echo.

Parameter	Display	Range	Description
Time	DT	0.0 to 10.0	Delay time
Feedback	FB	0.0 to 10.0	Delay feedback level
Level	LEVL	0.0 to 10.0	Delay level

Mono Delay

Basic repeat delay.

Parameter	Display	Range	Description
Delay	TIME	0.0 to 2730.0 ms	Delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Stereo Delay

Basic stereo delay.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1350.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1350.0 ms	Right channel delay time
FB. Gain L	FB.L	-99 to +99%	Left channel feedback (plus values for normal-phase feedback, minus values for reverse-phase feedback)
FB. Gain R	FB.R	-99 to +99%	Right channel feedback (plus values for normal-phase feedback, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Mod. Delay

Basic repeat delay with modulation.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Delay	TIME	0.0 to 2725.0 ms	Delay time
FB. Gain	FB	-99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
Depth	DPT	0 to 100%	Modulation depth
Mix	MIX	0 to 100%	Mix level

Delay LCR

3-tap delay (left, center, right).

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 2730.0 ms	Left channel delay time
Delay C	DT.C	0.0 to 2730.0 ms	Center channel delay time
Delay R	DT.R	0.0 to 2730.0 ms	Right channel delay time
Delay FB.	DTFB	0.0 to 2730.0 ms	Feedback delay time
Level L	LV.L	-100 to +100%	Left channel delay level
Level C	LV.C	–100 to +100%	Center channel delay level
Level R	LV.R	-100 to +100%	Right channel delay level
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Echo

Stereo delay with crossed feedback loop.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1350.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1350.0 ms	Right channel delay time
FB. Delay L	DTFL	0.0 to 1350.0 ms	Left channel feedback delay time
FB. Delay R	DTFR	0.0 to 1350.0 ms	Right channel feedback delay time
FB. Gain L	FB.L	–99 to +99%	Left channel feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
FB. Gain R	FB.R	-99 to +99%	Right channel feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
L->R FB. Gain	L->R	-99 to +99%	Left to right channel feedback gain (plus values for normal-phase feed- back, minus values for reverse-phase feedback)
R->L FB. Gain	R->L	-99 to +99%	Right to left channel feedback gain (plus values for normal-phase feed- back, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

8 Band Parallel Delay

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parameter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window pag	e no. cor	responds to delay band no.	
Time	DTn	0.1 to 696.0 ms	Delay time
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies
Feedback	FBn	0.0 to 10.0	Delay's feedback level
Wave	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

8-band modulation delay connected in parallel.

*n = delay band no.

8 Band Series Delay

8-band modulation delay connected in series.

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parame-
Effect Laural	E11/1	0.0 += 10.0	Effect level
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window pag	e no. cor	responds to delay band no.	
Time	DTn	0.1 to 696.0 ms	Delay time
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies
Feedback	FBn	0.0 to 10.0	Delay's feedback level
Mayo	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected
wave			in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay
			loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

*n = delay band no.

4 Band 2 Tap Mod. Delay

4-band delay connected in parallel w/2 multi-tap modulation delays.

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parameter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window no.	correspo	nds to delay band no. and tap n	0.
Page1:Band1 Ta	p1, Page2	:Band1 Tap2, Page3:Band2 Tap1,	Page4:Band2 Tap2,
Page5:Band3 Ta	p1, Page6	:Band3 Tap2, Page7:Band4 Tap1,	Page8:Band4 Tap2
Time	DTn	0.1 to 1430.0 ms	Delay time (Page1, Page3, Page5, Page7)
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies (Page1, Page3, Page5, Page7)
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies (Page1, Page3, Page5, Page7)
Feedback	FBn	0.0 to 10.0	Delay's feedback level (Page1, Page3, Page5, Page7)
Wave	WAVn	Sine. Other	Modulation waveform. Sine wave or other ("other" is the wave selected
			in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

*n = delay band no.

2 Band 4 Tap Mod. Delay

2-band delay connected in parallel w/4 multi-tap modulation delay.

Parameter	Display	Range	Description
Wave Form	\// F	Triangle Saw Lin Saw Down	Selects the modulation waveform used for "other" in the Wave Parame-
waveronn	vv.1.		ter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window no.	correspo	nds to delay band no. and tap n	0.
Page1:Band1 Ta	p1, Page2	:Band1 Tap2, Page3:Band1 Tap3,	Page4:Band1 Tap4,
Page5:Band2 Ta	p1, Page6	:Band2 Tap2, Page7:Band2 Tap3,	Page8:Band2 Tap4
Time	DTn	0.2 to 2920.0 ms	Delay time (Page1, Page5 only)
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies (Page1, Page5 only)
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies (Page1, Page5 only)
Feedback	FBn	0.0 to 10.0	Delay's feedback level (Page1, Page5 only)
Maya	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected
wave			in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Tap TAPn	TΔPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay
	IAFII		loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with
speed	51011	SPDI1 0.0 to 10.0	another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
			Setting to synchronize the modulation of different bands (set to any
Sync	SYNn	SYNn 1 to 8	number other than the band number of the current band, it will syn-
			chronize with that band. If set to the same number as the current band,
			it will not synchronize.)

*n = delay band no.

8 Multi Tap Mod. Delay

8 Multi tap modulation delay.

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parameter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window pag	e no. cor	responds to tap no.	
Page1:Tap1, Pag	ge2:Tap2,	Page3:Tap3, Page4:Tap4, Page5:1	Fap5, Page6:Tap6, Page7:Tap7, Page8:Tap8
Time	DTn	0.5 to 5890.0 ms	Delay time (Page1 only)
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies (Page1 only)
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies (Page1 only)
Feedback	FBn	0.0 to 10.0	Delay's feedback level (Page1 only)
Wave	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

*n = delay band no.

2 Band Long + 4 Short Mod. Delay

2 band parallel 2 multi tap + 4 band short modulation delay.

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parameter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window no.	correspo	nds to delay band no. and tap n	10.
Page1:Band1 Ta Page5:Band3, Pa	p1, Page2 age6:Banc	:Band1 Tap2, Page3:Band2 Tap1, l4, Page7:Band5, Page8:Band6	Page4:Band2 Tap2,
Time	DTn	Band1, Band2: 0.1 to 1430.0 ms, Band3, Band4, Band5, Band6: 0.1 to 696.0 ms	Delay time (Page1, Page3, Page5 to Page8)
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies (Page1, Page3, Page5 to Page8)
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies (Page1, Page3, Page5 to Page8)
Feedback	FBn	0.0 to 10.0	Delay's feedback level (Page1, Page3, Page5 to Page8)
Wave	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

*n = delay band no.

Short + Medium + Long Mod. Delay

3 band multi tap delay w/3 delay times.

Parameter	Display	Range	Description
Wave Form	W.F.	Triangle, Saw Up, Saw Down	Selects the modulation waveform used for "other" in the Wave Parameter below.
Effect Level	ELVL	0.0 to 10.0	Effect level
Direct Level	DLVL	0.0 to 10.0	Level of direct sound
Direct Pan	DPAN	L10.0 to R10.0	Pan for direct sound
* Edit window no.	correspo	nds to delay band no. and tap n	10.
Page1:Band1 Ta Page5:Band3 Ta	p1, Page2 p1, Page6	:Band2 Tap1, Page3:Band2 Tap2, :Band3 Tap2, Page7:Band3 Tap3,	Page4:Band2 Tap3, Page8:Band3 Tap4
Time	DTn	Band1:0.1 to 696.0 ms, Band2:0.2 to 2180.0 ms, Band3:0.2 to 2920.0 ms	Delay time (Page1, Page2, Page5 only)
Low Cut Filter	LCFn	Off to 10.0	Filter cuts low frequencies (Page1, Page2, Page5 only)
High Cut Filter	HCFn	Off to 10.0	Filter cuts high frequencies (Page1, Page2, Page5 only)
Feedback	FBn	0.0 to 10.0	Delay's feedback level (Page1, Page2, Page5 only)
Wave	WAVn	Sine, Other	Modulation waveform. Sine wave or other ("other" is the wave selected in the Wave Form Parameter above).
Phase	PHSn	Normal, Reverse	Phase of the delay
Тар	TAPn	0 to 100 %	The output time of the delay sound in regard to the time of the delay loop (see page 31)
Speed	SPDn	0.0 to 10.0	Modulation speed (modulation phase if the band is synchronized with another band)
Depth	DPTn	0.0 to 10.0	Modulation depth
Pan	PANn	L10.0 to R10.0	Position in the stereo field of the delay sound.
Level	LVLn	0.0 to 10.0	Delay level
Sync	SYNn	1 to 8	Setting to synchronize the modulation of different bands (set to any number other than the band number of the current band, it will syn- chronize with that band. If set to the same number as the current band, it will not synchronize.)

*n = delay band no.

Reverb

Hall, room, stage, and plate reverb simulations, all with gates.

Parameter	Display	Range	Description
Reverb Type	TYPE	Hall, Room, Stage, Plate	Reverb type
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
ER/Rev Delay	ERDL	0.0 to 100.0 ms	Delay between early reflections and reverb
Reverb Time	TIME	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Low Ratio	LRAT	0.1 to 2.4	Low-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Reverb diffusion (left-right reverb spread)
Density	DNST	0 to 100%	Reverb density
ED/Dov Balanco	EDRI	0 to 100%	Balance of early reflections and reverb
ER/REV Dalalice	ERDL	0.00.100%	(0% = all reverb, 100% = all early reflections)
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Gate Level	GATE	Off, –60 to 0 dB	Level at which gate kicks in
Attack	ATCK	0 to 120 ms	Gate opening speed
Hold	HOLD	0.02 to 2040 ms	Gate open time
Decay	DCAY	6 to 44500 ms	Gate closing speed
Mix	MIX	0 to 100%	Mix level

Early Ref.

Early reflections.

Parameter	Display	Range	Description
Туре	TYPE	Small Hall, Large Hall, Random, Reverse, Plate, Spring	Type of early reflection simulation
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
FB. Gain	FB	–99 to +99%	Feedback gain
Room Size	SIZE	0.1 to 20.0	Reflection spacing
Liveness	LIVE	0 to 10	Early reflections decay characteristics (0 = dead, 10 = live)
Diffusion	DIFF	0 to 10	Reflection diffusion (left-right reflection spread)
Density	DNST	0 to 100%	Reflection density
ER Number	ERNO	1 to 19	Number of early reflections
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Gate Reverb

Early reflections with gate.

Parameter	Display	Range	Description
Туре	TYPE	Туре-А, Туре-В	Type of early reflection simulation
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
FB. Gain	FB	–99 to +99%	Feedback gain
Room Size	SIZE	0.1 to 20.0	Reflection spacing
Liveness	LIVE	0 to 10	Early reflections decay characteristics (0 = dead, 10 = live)
Diffusion	DIFF	0 to 10	Reflection diffusion (left-right reflection spread)
Density	DNST	0 to 100%	Reflection density
ER Number	ERNO	1 to 19	Number of early reflections
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Reverse Gate

Early reflections with reverse gate.

Parameter	Display	Range	Description
Туре	TYPE	Туре-А, Туре-В	Type of early reflection simulation
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
FB. Gain	FB	–99 to +99%	Feedback gain
Room Size	SIZE	0.1 to 20.0	Reflection spacing
Liveness	LIVE	0 to 10	Early reflections decay characteristics (0 = dead, 10 = live)
Diffusion	DIFF	0 to 10	Reflection diffusion (left-right reflection spread)
Density	DNST	0 to 100%	Reflection density
ER Number	ERNO	1 to 19	Number of early reflections
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Mix	MIX	0 to 100%	Mix level

Spring Reverb

Spring reverb simulation.

Parameter	Display	Range	Description
Reverb	REV	0.0 to 10.0	Reverb level

HQ. Pitch

High-quality pitch shifter.

Parameter	Display	Range	Description
Mode	MODE	1 to 10	Pitch shift precision
Delay	DT	0.0 to 1000.0 ms	Delay time
FB. Gain	FB	-99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Pitch	PIT	-12 to +12 semitones	Pitch shift
Fine	FINE	-50 to +50 cents	Pitch shift fine
Mix	MIX	0 to 100%	Mix level

Dual Pitch

Pitch shifter.

Parameter	Display	Range	Description
Mode	MODE	1 to 10	Pitch shift precision
Delay 1	DT1	0.0 to 1000.0 ms	Channel #1 delay time
FB. Gain 1	FB1	–99 to +99%	Channel #1 feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay 2	DT2	0.0 to 1000.0 ms	Channel #2 delay time
FB. Gain 2	FB2	-99 to +99%	Channel #2 feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Pitch 1	PIT1	-24 to +24 semitones	Channel #1 pitch shift
Fine 1	FIN1	-50 to +50 cents	Channel #1 pitch shift fine
Level 1	LVL1	–100 to +100%	Channel #1 level (plus values for normal phase, minus values for reverse phase)
Pan 1	PAN1	L63 to R63	Channel #1 pan
Pitch 2	PIT2	-24 to +24 semitones	Channel #2 pitch shift
Fine 2	FIN2	-50 to +50 cents	Channel #2 pitch shift fine
Level 2	LVL2	–100 to +100%	Channel #2 level (plus values for normal phase, minus values for reverse phase)
Pan 2	PAN2	L63 to R63	Channel #2 pan
Mix	MIX	0 to 100%	Mix level

3 Band Parametric EQ

3-band parametric equalizer.

Parameter	Display	Range	Description
EQ1 Freq.	EQ1F	20.0 Hz to 20.0 kHz	EQ1 frequency
EQ2 Freq.	EQ2F	20.0 Hz to 20.0 kHz	EQ2 frequency
EQ3 Freq.	EQ3F	20.0 Hz to 20.0 kHz	EQ3 frequency
EQ Level	LEVL	0.0 to 10.0	Overall level
EQ1 Gain	EQ1G	-12.0 to 12.0 dB	EQ1 gain
EQ2 Gain	EQ2G	-12.0 to 12.0 dB	EQ2 gain
EQ3 Gain	EQ3G	-12.0 to 12.0 dB	EQ3 gain
EQ1 Q	EQ1Q	0.100 to 20.0	EQ1 Q (bandwidth)
EQ2 Q	EQ2Q	0.100 to 20.0	EQ2 Q (bandwidth)
EQ3 Q	EQ3Q	0.100 to 20.0	EQ3 Q (bandwidth)

Multi Filter

3-band multi-filter (24 dB/octave).

Parameter	Display	Range	Description
Туре 1	TYP1	Low Pass Filter, High Pass Filter, Band Pass Filter	Filter 1 type: high pass, low pass, band pass
Freq. 1	FRQ1	28.0 Hz to 16.0 kHz	Filter 1 frequency
Level 1	LVL1	0 to 100	Filter 1 level
Resonance 1	RES1	0 to 20	Filter 1 resonance
Mix	MIX	0 to 100%	Mix level
Туре 2	TYP2	Low Pass Filter, High Pass Filter, Band Pass Filter	Filter 2 type: high pass, low pass, band pass
Freq. 2	FRQ2	28.0 Hz to 16.0 kHz	Filter 2 frequency
Level 2	LVL2	0 to 100	Filter 2 level
Resonance 2	RES2	0 to 20	Filter 2 resonance
Туре 3	TYP3	Low Pass Filter, High Pass Filter, Band Pass Filter	Filter 3 type: high pass, low pass, band pass
Freq. 3	FRQ3	28.0 Hz to 16.0 kHz	Filter 3 frequency
Level 3	LVL3	0 to 100	Filter 3 level
Resonance 3	RES3	0 to 20	Filter 3 resonance

Reverb+Chorus

Reverb and chorus effects in parallel.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb/Chorus	BAL	0 to 100%	Reverb and chorus balance (0% = all reverb, 100% = all chorus)
AM Depth	AMDP	0 to 100%	Amplitude modulation depth
PM Depth	PMDP	0 to 100%	Pitch modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb->Chorus

Reverb and chorus effects in series.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb Balance	BAL	0 to 100%	Reverb and chorused reverb balance (0% = all chorused reverb, 100% = all reverb)
AM Depth	AMDP	0 to 100%	Amplitude modulation depth
PM Depth	PMDP	0 to 100%	Pitch modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb+Flange

Reverb and flanger effects in parallel.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb/Flange	BAL	0 to 100%	Reverb and flange balance $(0\% = all reverb, 100\% = all flange)$
Depth	DPTH	0 to 100%	Modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb->Flange

Reverb and flanger effects in series.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb Balance	DAL	0 to 100%	Reverb and flanged reverb balance
	DAL		(0% = all flanged reverb, 100% = all reverb)
Depth	DPTH	0 to 100%	Modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb+Symphonic

Reverb and symphonic effects in parallel.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb/	RAI	BAL 0 to 100%	Reverb and symphonic balance
Symphonic	DAL		(0% = all reverb, 100% = all symphonic)
Depth	DPTH	0 to 100%	Modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb->Symphonic

Reverb and symphonic effects in series.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Mod. Delay	MDT	0.0 to 500.0 ms	Modulation delay time
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb Balance	BAL	0 to 100%	Reverb and symphonic reverb balance (0% = all symphonic reverb, 100% = all reverb)
Depth	DPTH	0 to 100%	Modulation depth
Mix	MIX	0 to 100%	Mix level

Reverb->Pan

Reverb and autopan effects in series.

Parameter	Display	Range	Description
Wave	WAVE	Sine, Triangle, Square	Modulation waveform
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Reverb Time	RT	0.3 to 99.0 s	Reverb time
High Ratio	HRAT	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Reverb Balance	BAL	0 to 100%	Reverb and panned reverb balance (0% = all panned reverb, 100% = all reverb)
Depth	DPTH	0 to 100%	Modulation depth
Direction	DIR	L<->R, L->R, L<-R, Turn L, Turn R	Panning direction
Mix	MIX	0 to 100%	Mix level

Delay+Early Ref.

Delay and early reflections effects in parallel.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1000.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1000.0 ms	Right channel delay time
FB. Delay	DTFB	0.0 to 1000.0 ms	Feedback delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Delay/ER	BAL	0 to 100%	Delay and early reflections balance (0% = all delay, 100% = all early reflections)
Mix	MIX	0 to 100%	Mix level
Туре	TYPE	Small Hall, Large Hall, Random, Reverse, Plate, Spring	Type of early reflection simulation
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Room Size	SIZE	0.2 to 20.0	Reflection spacing
Liveness	LIVE	0 to 10	Early reflections decay characteristics (0 = dead, 10 = live)
Diffusion	DIFF	0 to 10	Left and right early reflections spread
Density	DNST	0 to 100%	Reverb density
ER Number	ERNO	1 to 19	Number of early reflections

Delay->Early Ref.

Delay and early reflections effects in series.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1000.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1000.0 ms	Right channel delay time
FB. Delay	DTFB	0.0 to 1000.0 ms	Feedback delay time
FB. Gain	FB	-99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Delay Balance	BAL	0 to 100%	Delay and early reflected delay balance (0% = all early reflected delay, 100% = all delay)
Mix	MIX	0 to 100%	Mix level
Туре	TYPE	Small Hall, Large Hall, Random, Reverse, Plate, Spring	Type of early reflection simulation
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Room Size	SIZE	0.2 to 20.0	Reflection spacing
Liveness	LIVE	0 to 10	Early reflections decay characteristics (0 = dead, 10 = live)
Diffusion	DIFF	0 to 10	Left and right early reflections spread
Density	DNST	0 to 100%	Reverb density
ER Number	ERNO	1 to 19	Number of early reflections

Delay+Reverb

Delay and reverb effects in parallel.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1000.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1000.0 ms	Right channel delay time
FB. Delay	DTFB	0.0 to 1000.0 ms	Feedback delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	HRAT	0.1 to 1.0	Delay high-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Delay/Reverb	BAL	0 to 100%	Delay and reverb balance (0% = all delay, 100% = all reverb)
Mix	MIX	0 to 100%	Mix level
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density

Delay->Reverb

Delay and reverb effects in series.

Parameter	Display	Range	Description
Delay L	DT.L	0.0 to 1000.0 ms	Left channel delay time
Delay R	DT.R	0.0 to 1000.0 ms	Right channel delay time
FB. Delay	DTFB	0.0 to 1000.0 ms	Feedback delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	HRAT	0.1 to 1.0	Delay high-frequency feedback ratio
High Pass Filter	HPF	Thru, 21.2 Hz to 8.00 kHz	High-pass filter cutoff frequency
Low Pass Filter	LPF	50.0 Hz to 16.0 kHz, Thru	Low-pass filter cutoff frequency
Delay Balance	BAL	0 to 100%	Delay and delayed reverb balance (0% = all delayed reverb, 100% = all delay)
Mix	MIX	0 to 100%	Mix level
Initial Delay	IDLY	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0	High-frequency reverb time ratio
Diffusion	DIFF	0 to 10	Left and right reverb spread
Density	DNST	0 to 100%	Reverb density

Distortion->Delay

Distortion and delay effects in series. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
Туре	ТҮРЕ	Distortion1, Distortion2, Overdrive1, Overdrive2, Crunch	Distortion type
Delay	DT	0.0 to 2725.0 ms	Delay time
FB. Gain	FB	–99 to +99%	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Freq.	FREQ	0.05 to 40.00 Hz	Modulation speed
Drive	DRV	0 to 100	Distortion drive
Master	MSTR	0 to 100	Master volume
Tone	TONE	-10 to +10	Tone control
Noise Gate	NG	0 to 20	Noise reduction
High Ratio	HRAT	0.1 to 1.0	High-frequency feedback ratio
Depth	DPTH	0 to 100%	Modulation depth
Delay Balance	BAL	0 to 100%	Distortion and delay balance (0% = all distortion, 100% = all delayed distortion)

Amp Multi (Chorus)

Multi effect consisting of Comp + Amp Simulator + Chorus + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.

Parameter	Display	Range	Description
		Heavy1, Heavy2, Lead1, Lead2,	
Атр Туре	TYPE	Drive1, Drive2, Crunch1,	Amp type
		Crunch2, Clean1, Clean2, Solid	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
Treble	TRE	0.0 to 10.0	Adjusts level of high range frequencies
High Middle	HMID	0.0 to 10.0	Adjusts level of upper mid frequencies
Low Middle	LMID	0.0 to 10.0	Adjusts level of lower mid frequencies
Bass	BASS	0.0 to 10.0	Adjusts level of low frequencies
Presence	PRE	0.0 to 10.0	Adjusts level of extremely high frequencies
Speaker Simulator	SP	Off, American 412, British 412, Modern 412, YAMAHA 412, Hybrid 412, American 212, British 212, Modern 212, YAMAHA 212, Hybrid 212, American 112, Modern 112, YAMAHA 112, Hybrid 112, 410, 210	When using a line connection to connect directly to a mixer, this can be used to simulate the natural characteristics of a speaker giving the tone a more natural sound
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0.0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
N. G. Decay	NGDC	6 to 44500 ms	Time required for the noise gate to close after signal goes below threshold
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKNE	Hard, 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
Wave	WAVE	Sine, Triangle	Chorus modulation waveform
Chorus Delay	CHDT	0.0 to 30.0 ms	Chorus delay time
Chorus Speed	CHSP	0.0 to 10.0	Chorus speed
Chorus Depth	CHDP	0.0 to 10.0	Modulation depth
Chorus Level	CHLV	0.0 to 10.0	Chorus level
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Reverb level

Amp Multi (Flange)

Multi effect consisting of Comp + Amp Simulator + Flange + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.

Parameter	Display	Range	Description
		Heavy1, Heavy2, Lead1, Lead2,	
Amp Type	TYPE	Drive1, Drive2, Crunch1,	Amp type
		Crunch2, Clean1, Clean2, Solid	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
Treble	TRE	0.0 to 10.0	Adjusts level of high range frequencies
High Middle	HMID	0.0 to 10.0	Adjusts level of upper mid frequencies
Low Middle	lmid	0.0 to 10.0	Adjusts level of lower mid frequencies
Bass	BASS	0.0 to 10.0	Adjusts level of low frequencies
Presence	PRE	0.0 to 10.0	Adjusts level of extremely high frequencies
		Off, American 412, British 412,	
		Modern 412, YAMAHA 412, Hybrid	
Speaker		412, American 212, British 212,	When using a line connection to connect directly to a mixer, this can be
Simulator	SP	Modern 212, YAMAHA 212, Hybrid	used to simulate the natural characteristics of a speaker giving the tone
		212, American 112, Modern 112,	a more natural sound
		210	
N.C. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N.G. Attack	NGAT	0.0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N G Hold	NGHI	0.02 to 2040 ms	Time noise gate stays open
	TROTIL		Time required for the noise gate to close after signal goes below thresh-
N. G. Decay	NGDC	6 to 44500 ms	old
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKNE	Hard, 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
Wave	WAVE	Sine, Triangle	Modulation waveform
Flanger Delay	FLDT	0.0 to 10.0 ms	Flanger delay time
Flanger Speed	FLSP	0.0 to 10.0	Modulation speed
Flanger Depth	FLDP	0.0 to 10.0	Modulation depth
Flanger Feedback	FLFB	-99 to 99	Flanger feedback
Flanger Level	FLVL	0.0 to 10.0	Flanger level
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RIVI	0.0 to 10.0	Reverblevel

Amp Multi (Tremolo)

Multi effect consisting of Comp + Amp Simulator + Tremolo + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.

Parameter	Display	Range	Description
		Heavy1, Heavy2, Lead1, Lead2,	
Атр Туре	TYPE	Drive1, Drive2, Crunch1,	Amp type
	CAN	Crunch2, Clean1, Clean2, Solid	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	IVISTR	0.0 to 10.0	Adjusts the volume
Trable		0.0 to 10.0	Adjusts the tone
		0.0 to 10.0	Adjusts level of high range frequencies
		0.0 to 10.0	Adjusts level of upper mid frequencies
Low Middle		0.0 to 10.0	Adjusts level of lower mid frequencies
Dass	DASS	0.0 to 10.0	Adjusts level of low frequencies
Presence	PRE	Off American 412 Pritich 412	Adjusts level of extremely high frequencies
		Modern 412, VAMAHA 412, Hybrid	
		412 American 212 British 212	When using a line connection to connect directly to a mixer, this can be
Speaker	SP	Modern 212, YAMAHA 212, Hybrid	used to simulate the natural characteristics of a speaker giving the tone
Simulator		212, American 112, Modern 112,	a more natural sound
		YAMAHA 112, Hybrid 112, 410,	
		210	
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0.0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
N. G. Decay	NGDC	6 to 44500 ms	Time required for the noise gate to close after signal goes below threshold
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKNE	Hard, 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
Wave	WAVE	Sine, Triangle, Squre	Modulation waveform
Tremolo Speed	TRSP	0.0 to 10.0	Tremolo speed
Tremolo Depth	TRDP	0.0 to 10.0	Tremolo depth
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Reverb level

Amp Multi (Phaser)

Multi effect consisting of Comp + Amp Simulator + Phaser + Delay + Reverb. Mainly used for direct connection to power amp. Speaker simulator allows direct recording.

Parameter	Display	Range	Description
		Heavy1, Heavy2, Lead1, Lead2,	
Атр Туре	TYPE	Drive1, Drive2, Crunch1,	Amp type
		Crunch2, Clean1, Clean2, Solid	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
Treble	TRE	0.0 to 10.0	Adjusts level of high range frequencies
High Middle	HMID	0.0 to 10.0	Adjusts level of upper mid frequencies
Low Middle	LMID	0.0 to 10.0	Adjusts level of lower mid frequencies
Bass	BASS	0.0 to 10.0	Adjusts level of low frequencies
Presence	PRE	0.0 to 10.0	Adjusts level of extremely high frequencies
Speaker Simulator	SP	Off, American 412, British 412, Modern 412, YAMAHA 412, Hybrid 412, American 212, British 212, Modern 212, YAMAHA 212, Hybrid 212, American 112, Modern 112, YAMAHA 112, Hybrid 112, 410, 210	When using a line connection to connect directly to a mixer, this can be used to simulate the natural characteristics of a speaker giving the tone a more natural sound
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0.0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
N. G. Decay	NGDC	6 to 44500 ms	Time required for the noise gate to close after signal goes below threshold
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKNE	Hard, 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
Wave	WAVE	Sine, Triangle	Modulation waveform
Phaser Speed	PHSP	0.0 to 10.0	Modulation speed
Phaser Depth	PHDP	0.0 to 10.0	Modulation depth
Phaser Feedback	PHFB	-99 to 99	Phaser feedback
Phaser Level	PHLV	0.0 to 10.0	Phaser level
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Reverb level

Distortion Multi (Chorus)

Multi effect consisting of Comp + Distortion + Chorus + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.

Ites Leadil, Leadil, David, David, David, Tuzil, Fuzz, Distortion, Zuzz, Distortion, Zuzz, Distortion, Zuzz, Distortion, Zuber, Sudidstate, Bypass Gain GAIN 0.0 to 10.0 Adjusts the amount of distortion Master MSR 0.0 to 10.0 Adjusts the volume Tone TONE 0.0 to 10.0 Adjusts the volume For Ferg. EOI 5.0 to 10.0 Adjusts the volume For EOI For Specifies the post effect EO1 reguency FQ 1 Ferg. EOI 5.0 to 12.0 dB Specifies the post effect EO2 reguency FQ 2 Ferg. EO27 200 to 1.6 Miz Specifies the post effect EO2 reguency FQ 2 Gain EO22 0.10 to 20.0 Specifies the post effect EO2 (andwidth) EQ 3 Gain EO32 0.00 to 20.0 Specifies the post effect EO3 reguency EQ 3 Gain EO32 0.00 to 20.0 Specifies the post effect EO3 (andwidth) EQ 4 Ferg. EO34 20.0 to 1.6 Miz Specifies the post effect EO3 (andwidth) EQ 4 Ferg. EO34 20.0 to 1.6 Miz Specifies the post effect EO3 (andwidth) EQ 4 Cain PEG2 Teo20<	Parameter	Display	Range	Description
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EQ 4 GainEQ4C1-2.0 to 12.0 dBSpecifies the post effect EQ4 Q (bandwidth)Pre EQ 4 velPELV0.0 to 10.0Specifies the port effect EQ4 Q (bandwidth)Pre EQ 1 Freq.PEIF50.0 to 500 HzSpecifies the pre effect EQ1 gainPre EQ 1 GainPEIC - 12.0 to 12.0 dBSpecifies the pre effect EQ1 gainPre EQ 2 GainPEIQ - 12.0 to 12.0 dBSpecifies the pre effect EQ2 requencyPre EQ 2 GainPEIQ - 10.0 to 20.0Specifies the pre effect EQ2 gainPre EQ 2 Freq.PEZZ - 200 to 2.00 kHzSpecifies the pre effect EQ3 gainPre EQ 2 GainPE2G - 11.00 to 10.0 dBSpecifies the pre effect EQ3 qainPre EQ 3 CainPE3G - 1.00 to 10.0 dBSpecifies the pre effect EQ3 qainPre EQ 3 Q PE3Q 0.100 to 20.0Specifies the pre effect EQ3 Q (bandwidth)Comp. ThresholdCTHR - 54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT 1: 1 to $\approx:1$ Compression ratioComp. ReleaseCREL 6 to 11500 msTime required for compressor to peak after exceeding thresholdComp. ReleaseCREL 6 to 10.0 dBOutput levelN. G. AttackNGTH 0.0 to 10.0Level at which the noise gate activatesN. G. AttackNGTH 0.0 to 10.0Level at which the noise gate to open after signal exceeds thresholdComp. ReleaseCREL 0.00 to 10.0Level at which the noise gate to close after signal exceeds thresholdComp. CainCGAL 0.0.0 to 10.0Level at which the noise gate to close after signal exceeds thresholdN. G. AttackNGTH 0.0.0 to 10.0Chorus speed <th>EQ 4 Freq.</th> <th>EQ4F</th> <th>2.00 k to 16.0 kHz</th> <th>Specifies the post effect EQ4 frequency</th>	EQ 4 Freq.	EQ4F	2.00 k to 16.0 kHz	Specifies the post effect EQ4 frequency
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The EQ Level PELV 500 10.0 Specifies the prefetct EQ1 frequency Pre EQ 1 Gain PE1G -12.0 to 12.0 dB Specifies the prefetct EQ1 gain Pre EQ 1 Gain PE1G -12.0 to 12.0 dB Specifies the prefetct EQ1 gain Pre EQ 2 Gain PE2F 200 to 2.00 kHz Specifies the prefetct EQ2 (requency Pre EQ 2 Gain PE2G -12.0 to 12.0 dB Specifies the prefetct EQ2 (gain Pre EQ 2 Q PE2Q 0.100 to 20.0 Specifies the prefetct EQ2 (gain Pre EQ 3 Gain PE3G 1.0 to 10.0 kHz Specifies the prefetct EQ3 (requency Pre EQ 3 Q PE3Q 0.100 to 20.0 Specifies the prefetct EQ3 (gain Comp. Threshold CTHR -54.0 to 0.0 dB Specifies the prefetct EQ3 (gain and) Comp. Ratio CRRAT 0 to 120 ms Time required for compressor to terminate after going below threshold Comp. Ratic CATT 0 to 120 ms Time required for compressor to terminate after going below threshold Comp. Ratic N.G. Hard, 1.0.5 Adjusts the width of the gain curve just above the compressor's threshold Comp. Ratic N.G. Attack NGAT 0.0 to 18.0 dB Output level N.G. Attack <th>EQ 4 Q</th> <th>EQ4Q</th> <th>0.100 to 20.0</th> <th>Specifies the post effect EQ4 Q (bandwidth)</th>	EQ 4 Q	EQ4Q	0.100 to 20.0	Specifies the post effect EQ4 Q (bandwidth)
Tree Lq Tree, Pred Lq Tree, Pred Lq Specifies the pre effect EQI gain Pre EQ 1 Q PF1Q 0.100 to 20.0 Specifies the pre effect EQI (bandwidth) Pre EQ 2 Gain PF2Q 12.0 to 12.0 dB Specifies the pre effect EQ2 (pandwidth) Pre EQ 2 Gain PF2Q 12.0 to 12.0 dB Specifies the pre effect EQ2 (pandwidth) Pre EQ 3 Gain PF2Q 1.00 to 10.0 kHz Specifies the pre effect EQ3 (pandwidth) Pre EQ 3 Gain PF3Q 1.00 kto 10.0 kHz Specifies the pre effect EQ3 (pandwidth) Comp. Reado PF3Q 0.100 to 20.0 Specifies the pre effect EQ3 (pandwidth) Comp. Reado CRAT 1.1 to 0.0 dB Specifies the pre effect EQ3 (pandwidth) Comp. Reado CRAT 1.1 to ∞:1 Compressor activates Comp. Reado CRAT 1.1 to ∞:1 Compressor activates Comp. Reado CRAL 6 to 11500 ms Time required for compressor to terminate after going below threshold Comp. Reado NGATH 0.0 to 120 ms Time required for the noise gate to open after signal exceeds threshold Comp. Reado NGATH 0.0 to 120 ms Time required for the noise gate to open after signal exceeds threshold	Pre EQ Level	PLLV DF1E	50.0 to 500 Hz	Specifies the pre-effect EQ1 frequency
The Eq 1 fullIntegeIntegePice Bit 100Specifies the pre-effect EQ1 Q (bandwidth)Pre EQ 1 Feq.PE12F200 to 2.00 kHzSpecifies the pre-effect EQ1 PequencyPre EQ 2 GainPE2Z12.0 to 12.0 dBSpecifies the pre-effect EQ2 q (bandwidth)Pre EQ 2 QPE2Q0.100 to 20.0Specifies the pre-effect EQ2 Q (bandwidth)Pre EQ 3 GainPE3Z1.00 k to 10.0 kHzSpecifies the pre-effect EQ3 requencyPre EQ 3 QPE3Q0.100 to 20.0Specifies the pre-effect EQ3 gainPre EQ 3 QPE3Q0.100 to 20.0Specifies the pre-effect EQ3 Q (bandwidth)Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor to terminate after going below thresholdComp. ReleaseCRAT1.1 to ∞:1Compression ratioComp. ReleaseCRAT0.to 13.0 dBOutput levelN. G. AttackNGAT0.to 10.0Level at which the noise gate activatesN. G. AttackNGAT0.to 10.0Level at which the noise gate activatesN. G. AttackNGAT0.to 10.0Level at which the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime required for the noise gate to close after signal exceeds thresholdN. G. AttackNGAT0.to 10.0Chorus modulation waveformN. G. AttackNGAT0.to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Chorus speedChorus Depth <th>Pre EQ 1 Gain</th> <th>PE1C</th> <th>-12.0 to 12.0 dB</th> <th>Specifies the pre-effect EQ1 nequency</th>	Pre EQ 1 Gain	PE1C	-12.0 to 12.0 dB	Specifies the pre-effect EQ1 nequency
The EQTreeCarreg.DescriptionPre EQ 2 GainPE2Z200 to 2.00 kHzSpecifies the pre effect EQ2 gainPre EQ 2 GainPE2Z-1.20 to 12.0 dBSpecifies the pre effect EQ2 gainPre EQ 2 GainPE3F1.00 k to 10.0 kHzSpecifies the pre effect EQ2 gainPre EQ 3 GainPE3G-1.20 to 12.0 dBSpecifies the pre effect EQ3 gainPre EQ 3 GainPE3G-1.20 to 12.0 dBSpecifies the pre effect EQ3 gainPre EQ 3 GainPE3G-1.20 to 12.0 dBSpecifies the pre effect EQ3 Q (bandwidth)Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT1:1 to ∞:1Compression ratioComp. RatioCRAT1:1 to ∞:1Compression ratioComp. ReleaseCREL6 to 11500 msTime required for compressor to peak after exceeding thresholdComp. AnneCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. CainCGAI0.0 to 18.0 dBOutput levelN. G. AttackNGAT0.0 to 18.0 dBOutput levelN. G. AttackNGAT0.0 to 10.0Level at which the noise gate to open after signal exceeds thresholdN. G. DecayNCDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDP0.0 to 10.0Chorus speedChorus DelayCHDP0.0 to 10.0Chorus speed <th>Pre FO 1 O</th> <th>PE10</th> <th>0 100 to 20 0</th> <th>Specifies the pre-effect EQ1 guilt</th>	Pre FO 1 O	PE10	0 100 to 20 0	Specifies the pre-effect EQ1 guilt
Pre EQ 2 GainPE2G-12.0 to 12.0 dBSpecifies the pre effect EQ2 (and present the pres	Pre EO 2 Freg.	PE2F	200 to 2.00 kHz	Specifies the pre-effect EQ2 frequency
Pre EQ 2 QPE2Q0.100 to 20.0Specifies the pre effect EQ2 (bandwidth)Pre EQ 3 Freq.PE3F1.00 k to 10.0 kHzSpecifies the pre effect EQ3 frequencyPre EQ 3 GainPE3Q.12.0 to 12.0 dBSpecifies the pre effect EQ3 (bandwidth)Comp. ThresholdCTHR.54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT1:1 to ∞:1Compression ratioComp. ReleaseCREL6 to 11500 msTime required for compressor to peak after exceeding thresholdComp. KneeCKALHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. KneeCKALHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. KneeCKALHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdN. G., AttackNGTH0.0 to 10.0Level at which the noise gate activatesN. G., AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msChorus modulation waveformChorus DelayCHDT0.0 to 10.0Chorus speedChorus SpeedCHDF0.0 to 10.0Chorus speedChorus SpeedCHDF0.0 to 10.0Chorus speedChoru	Pre EO 2 Gain	PE2G	-12.0 to 12.0 dB	Specifies the pre effect EO2 gain
Pre EQ 3 Greq.PE3F1.00 k to 10.0 kHzSpecifies the pre effect EQ3 frequencyPre EQ 3 GainPE3G-12.0 to 12.0 dBSpecifies the pre effect EQ3 gainPre EQ 3 QPE3Q0.100 to 20.0Specifies the pre effect EQ3 Q (bandwidth)Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT11 to ∞:1Compression ratioComp. AttackCATT0 to 120 msTime required for compressor to peak after exceeding thresholdComp. KneeCREL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. KneeCCAL0.0 to 18.0 dBOutput levelN. G. ThresholdNCTH0.0 to 10.0Level at which the noise gate activatesN. G. ThresholdNCTH0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to close after signal goes below thresholdN. G. AttackNGAT0.0 to 30.0 msChorus begate stays openN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus begatChorus DepthCHDT0.0 to 30.0 msChorus begatChorus DepthCHDF0.0 to 10.0Chorus begatFB. DelayDTFB0.0 to 100.0Chorus begat <th>Pre EO 2 O</th> <th>PE2O</th> <th>0.100 to 20.0</th> <th>Specifies the pre effect EO2 O (bandwidth)</th>	Pre EO 2 O	PE2O	0.100 to 20.0	Specifies the pre effect EO2 O (bandwidth)
Pre EQ 3 GainPE3G-12.0 to 12.0 dBSpecifies the pre effect EQ3 gainPre EQ 3 QPE3Q0.100 to 20.0Specifies the pre effect EQ3 Q (bandwidth)Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. AttackCATT1 to x:1Compression ratioComp. ReleaseCREL6 to 11500 msTime required for compressor to peak after exceeding thresholdComp. ReleaseCREL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. AttackNGTH0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGTH0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGTH0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 10.0Modulation depthChorus DepthCHDP0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTR0.10 to 100.0Chorus speedFB. DelayDTR0.0 to 100.0Right channel delay o	Pre EQ 3 Freq.	PE3F	1.00 k to 10.0 kHz	Specifies the pre effect EQ3 frequency
Pre EQ 3 QPE3Q0.100 to 20.0Specifies the pre effect EQ3 Q (bandwidth)Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT1:1 to ∞ :1Compressor ratioComp. ReleaseCREL6 to 11500 msTime required for compressor to peak after exceeding thresholdComp. KneeCKEL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. KneeCKEL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. KneeCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 10.0Level at which the noise gate activatesN. G. ThresholdNGTH0.0 to 10.0Level at which the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDP0.0 to 10.0Chorus levelChorus DepthCHDP0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 10.0Chorus levelTap RDT.R0 to 10.0Chorus levelDelay HighD.HI	Pre EQ 3 Gain	PE3G	-12.0 to 12.0 dB	Specifies the pre effect EQ3 gain
Comp. ThresholdCTHR-54.0 to 0.0 dBLevel at which compressor activatesComp. RatioCRAT1:1 to ∞:1Compression ratioComp. AttackCATT0 to 120 msTime required for compressor to peak after exceeding thresholdComp. AttackCATT0 to 120 msTime required for compressor to terminate after going below thresholdComp. KaeeCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. ThresholdNGTH0.0 to 10.0Level at which the noise gate activatesN. G. ThresholdNGHL0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 10.0Chorus speedChorus SpeedCHDP0.0 to 10.0Chorus speedChorus LevelCHLV0.0 to 10.0Chorus speedChorus LevelDTFB0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 10.0Chorus levelFB. DelayDT.R0 to 100.0 msLoop delay timeTap RDT.R0 to 10.0Chorus levelFB. Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency f	Pre EQ 3 Q	PE3Q	0.100 to 20.0	Specifies the pre effect EQ3 Q (bandwidth)
Comp. RatioCRAT1:1 to ∞:1Compression ratioComp. AttackCATT0 to 120 msTime required for compressor to peak after exceeding thresholdComp. ReleaseCREL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. RateCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. AttackNGTH0.0 to 120 msTime required for the noise gate activatesN. G. AttackNGAL0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap LDT.L0 to 100 %Right channel delay output time (see page 31)Tap RD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass Filter <th>Comp. Threshold</th> <th>CTHR</th> <th>-54.0 to 0.0 dB</th> <th>Level at which compressor activates</th>	Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. AttackCATT0 to 120 msTime required for compressor to peak after exceeding thresholdComp. ReleaseCREL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. KneeCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. ThresholdNGTH0.0 to 120 msTime required for the noise gate activatesN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Chorus speedChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Right channel delay output time (see page 31)Tap RD.FB.99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay FB. GainD.FB.99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback) <th>Comp. Ratio</th> <th>CRAT</th> <th>1:1 to ∞:1</th> <th>Compression ratio</th>	Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. ReleaseCREL6 to 11500 msTime required for compressor to terminate after going below thresholdComp. KneeCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. ThresholdNGTH0.0 to 10.0Level at which the noise gate activatesN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 10.0Chorus delay timeChorus SpeedCHSP0.0 to 10.0Chorus levelChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap RDT.R0 to 100.0 msLoop delay output time (see page 31)Tap RD.F.B.99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 50.0Delay levelHigh Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff f	Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. KneeCKNEHard, 1 to 5Adjusts the width of the gain curve just above the compressor's thresholdComp. GainCGAI0.0 to 18.0 dBOutput levelN. G. ThresholdNGTH0.0 to 10.0Level at which the noise gate activatesN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. HoldNGL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus SpeedCHSP0.0 to 10.0Chorus speedChorus LevelCHLV0.0 to 10.0Chorus levelChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap RDT.L0 to 100 %Left channel delay output time (see page 31)Tap RD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh-Pass FilterDLVL0.0 to 10.0Delay levelHigh-Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass Filt	Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. GainCCAI0.0 to 18.0 dBOutput levelN. G. ThresholdNGTH0.0 to 10.0Level at which the noise gate activatesN. G. AttaackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. AttaackNGHL0.02 to 2040 msTime required for the noise gate to close after signal goes below thresholdN. G. HoldNGCC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus DepthCHDP0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Chorus speedChorus LevelCHLU0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 10.0Delay high-frequency feedback ratioDelay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh-Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass Filter<	Comp. Knee	CKNE	Hard, 1 to 5	Adjusts the width of the gain curve just above the compressor's threshold
N. C. ThresholdNGTT0.0 to 10.0Level at Which the hoise gate activatesN. G. AttackNGAT0.0 to 120 msTime required for the noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime noise gate stays openN. G. DecayNGDC6 to 44500 msTime required for the noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus DepthCHDP0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 50.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10 <t< th=""><th>Comp. Gain</th><th>CGAI</th><th>0.0 to 18.0 dB</th><th>Output level</th></t<>	Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
N. G. HudakNGHL0.0 to 120 msTime noise gate to open after signal exceeds thresholdN. G. HoldNGHL0.02 to 2040 msTime noise gate to close after signal goes below thresholdN. G. DecayNGDC6 to 44500 msTime noise gate to close after signal goes below thresholdWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus DepthCHDP0.0 to 10.0Chorus speedChorus LevelCHLV0.0 to 100.0Modulation depthChorus LevelCHLV0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Right channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. Delay RDL0.0 to 500.0 msInitial delay before reverb beginsReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 100Left and right reverb spread	N. G. Threshold		0.0 to 10.0	Level at which the noise gate activates
N. G. DecayNGDC6 to 44500 msTime required for the noise gate stays openWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus modulation waveformChorus SpeedCHSP0.0 to 10.0Chorus speedChorus LevelCHLV0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap LDT.L0 to 100%Right channel delay output time (see page 31)Tap RDT.R0 to 100%Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh-pass FilterDLVL0.0 to 500.0 msInitial delay before reverb beginsReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb HighR.HI0.1 to 1.0Delay leverbReverb HighR.HI0.1 to 1.0Initial delay before reverb beginsReverb DiffusionRDIF0 to 30.0 msInitial delay before reverb beginsReverb DiffusionRDIF0 to 10.0Left and right reverb spread	N. G. Hold	NCHI	0.02 to 2040 ms	Time noise gate stavs open
N. G. DecayNGDC6 to 44500 msInterculation of the holse gate to close after signal goes below thesh- oldWaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus SpeedCHSP0.0 to 10.0Chorus speedChorus LevelCHUV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 100.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh-pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb DiffusionRDIF0 to 1.0Left and right reverb spread	N. G. Hold	NOTIL	0.02 to 2040 ms	Time required for the noise gate to close after signal goes below thresh
WaveWAVESine, TriangleChorus modulation waveformChorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus SpeedCHSP0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh Pass FilterDHFFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb DiffusionRDIF0 to 10Left and right reverb spread	N. G. Decay	NGDC	6 to 44500 ms	old
Chorus DelayCHDT0.0 to 30.0 msChorus delay timeChorus SpeedCHSP0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 1000 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb DiffusionRDIF0 to 10Left and right reverb spread	Wave	WAVE	Sine, Triangle	Chorus modulation waveform
Chorus SpeedCHSP0.0 to 10.0Chorus speedChorus DepthCHDP0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Chorus Delay	CHDT	0.0 to 30.0 ms	Chorus delay time
Chorus DepthCHDP0.0 to 10.0Modulation depthChorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Chorus Speed	CHSP	0.0 to 10.0	Chorus speed
Chorus LevelCHLV0.0 to 10.0Chorus levelFB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Chorus Depth	CHDP	0.0 to 10.0	Modulation depth
FB. DelayDTFB0.0 to 1000.0 msLoop delay timeTap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Chorus Level	CHLV	0.0 to 10.0	Chorus level
Tap LDT.L0 to 100 %Left channel delay output time (see page 31)Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap RDT.R0 to 100 %Right channel delay output time (see page 31)Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Delay FB. GainD.FB-99 to 99Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay HighD.HI0.1 to 1.0Delay high-frequency feedback ratioDelay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay LevelDLVL0.0 to 10.0Delay levelHigh Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
High Pass FilterDHPFThru to 8.00 kHzHigh-pass filter cutoff frequency. For delay, reverbLow Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	Delay Level	DLVL	0.0 to 10.0	Delay level
Low Pass FilterDLPF50.0 Hz to ThruLow-pass filter cutoff frequency. For delay, reverbReverb Ini. DelayRIDL0.0 to 500.0 msInitial delay before reverb beginsReverb TimeRT0.3 to 99.0 sReverb timeReverb HighR.HI0.1 to 1.0 msHigh-frequency reverb time ratioReverb DiffusionRDIF0 to 10Left and right reverb spread	High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay KIDL 0.0 to 500.0 ms Initial delay before reverb begins Reverb Time RT 0.3 to 99.0 s Reverb time Reverb High R.HI 0.1 to 1.0 ms High-frequency reverb time ratio Reverb Diffusion RDIF 0 to 10 Left and right reverb spread	Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Time K1 U.3 to 99.0 s Reverb time Reverb High R.HI 0.1 to 1.0 ms High-frequency reverb time ratio Reverb Diffusion RDIF 0 to 10 Left and right reverb spread	Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Diffusion RDIF 0 to 10 Left and right reverb spread	Reverb Lime	KI DLU	0.5 to 99.0 s	Keverb time
	Reverb Diffusion			Ingli-inequency reverb time ratio
Reverb Density RDNS 0 to 100 Reverb density	Reverb Density		0 to 100	Reverb density
Reverb Level RLVL 0.0 to 10.0 Reverb level	Reverb Level	RLVL	0.0 to 10.0	Reverb level

Distortion Multi (Flange)

Multi effect consisting of Comp + Distortion + Flange+ Delay + Reverb. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
	1 2	Lead1 Lead2 Drive1 Drive2	· · · · · ·
		Crunch1, Crunch2, Fuzz1,	
Туре	TYPE	Fuzz2, Distortion1, Distortion2,	Distortion type
		Overdrive1, Overdrive2, Tube,	
Cala	CAINI	Solidstate, Bypass	
Gain		0.0 to 10.0	Adjusts the amount of distortion
Topo		0.0 to 10.0	Adjusts the topo
FO 1 Erog	FOILE	50.0 to 400 Hz	Specifies the post effect EO1 frequency
EQ 1 Gain	FOIC	12.0 to 12.0 dB	Specifies the post effect EQ1 gain
	FOIO	0 100 to 20.0	Specifies the post effect EQ1 Q (bandwidth)
EQ 1 Q EQ 2 Ereq	FO2E	200 to 1.6 kHz	Specifies the post effect EQ1 g (bandwidth)
FO 2 Gain	FO2G	-12.0 to 12.0 dB	Specifies the post effect EQ2 requerey
FO 2 0	FO20	0.100 to 20.0	Specifies the post effect EQ2 Quilt Specifies the post effect EQ2 Q (bandwidth)
EO 3 Freg.	EQ2Q EO3F	600 to 4.80 kHz	Specifies the post effect EQ2 & (californial)
EO 3 Gain	EO3G	-12.0 to 12.0 dB	Specifies the post effect EQ3 gain
EO 3 O	EO3O	0.100 to 20.0	Specifies the post effect EO3 O (bandwidth)
EQ 4 Freq.	EQ4F	2.00 k to 16.0 kHz	Specifies the post effect EQ4 frequency
EQ 4 Gain	EQ4G	-12.0 to 12.0 dB	Specifies the post effect EQ4 gain
EQ 4 Q	EQ4Q	0.100 to 20.0	Specifies the post effect EQ4 Q (bandwidth)
Pre EQ Level	PELV	0.0 to 10.0	Specifies the pre effect EQ level
Pre EQ 1 Freq.	PE1F	50.0 to 500 Hz	Specifies the pre effect EQ1 frequency
Pre EQ 1 Gain	PE1G	-12.0 to 12.0 dB	Specifies the pre effect EQ1 gain
Pre EQ 1 Q	PE1Q	0.100 to 20.0	Specifies the pre effect EQ1 Q (bandwidth)
Pre EQ 2 Freq.	PE2F	200 to 2.00 kHz	Specifies the pre effect EQ2 frequency
Pre EQ 2 Gain	PE2G	-12.0 to 12.0 dB	Specifies the pre effect EQ2 gain
Pre EQ 2 Q	PE2Q	0.100 to 20.0	Specifies the pre effect EQ2 Q (bandwidth)
Pre EQ 3 Freq.	PE3F	1.00 k to 10.0 kHz	Specifies the pre effect EQ3 frequency
Pre EQ 3 Gain	PE3G	-12.0 to 12.0 dB	Specifies the pre effect EQ3 gain
Pre EQ 3 Q	PE3Q	0.100 to 20.0	Specifies the pre effect EQ3 Q (bandwidth)
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKNE	Hard, I to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAI	0.0 to 18.0 dB	Output level
N. G. Inreshold		0.0 to 10.0	Level at which the noise gate to open after signal avcords threshold
N. G. Hold	NGHI	0.02 to 2040 ms	Time noise gate stays open
N. G. 11010	NOTIL		Time required for the poise gate to close after signal goes below thresh-
N. G. Decay	NGDC	6 to 44500 ms	old
Wave	WAVE	Sine, Triangle	Modulation waveform
Flanger Delay	FLDT	0.0 to 10.0 ms	Flanger delay time
Flanger Speed	FLSP	0.0 to 10.0	Modulation speed
Flanger Depth	FLDP	0.0 to 10.0	Modulation depth
Flanger Feedback	FLFB	-99 to 99	Flanger feedback
Flanger Level	FLLV	0.0 to 10.0	Flanger level
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DI.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Reverb level

Distortion Multi (Tremolo)

Multi effect consisting of Comp + Distortion + Tremolo + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
		Lead1 Lead2 Drive1 Drive2	
		Crunch1. Crunch2. Fuzz1.	
Туре	TYPE	Fuzz2, Distortion1, Distortion2,	Distortion type
		Overdrive1, Overdrive2, Tube,	
		Solidstate, Bypass	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
EQ 1 Freq.	EQ1F	50.0 to 400 Hz	Specifies the post effect EQ1 frequency
EQ 1 Gain	EQ1G	-12.0 to 12.0 dB	Specifies the post effect EQ1 gain
EQ1Q	EQ1Q	0.100 to 20.0	Specifies the post effect EQ1 Q (bandwidth)
EQ 2 Freq.	EQ2F	200 to 1.6 kHz	Specifies the post effect EQ2 frequency
EQ 2 Gain	EQ2G	-12.0 to 12.0 dB	Specifies the post effect EQ2 gain
EQ 2 Q	EQ2Q	0.100 to 20.0	Specifies the post effect EQ2 Q (bandwidth)
EQ 3 Freq.	EQ3F	600 to 4.80 kHz	Specifies the post effect EQ3 frequency
EQ 3 Gain	EQ3G	-12.0 to 12.0 dB	Specifies the post effect EQ3 gain
EQ3Q	EQ3Q	0.100 to 20.0	Specifies the post effect EQ3 Q (bandwidth)
EQ 4 Freq.	EQ4F	2.00 k to 16.0 kHz	Specifies the post effect EQ4 frequency
EQ 4 Gain	EQ4G	-12.0 to 12.0 dB	Specifies the post effect EQ4 gain
	EQ4Q	0.100 to 20.0	Specifies the post effect EQ4 Q (bandwidth)
Pre EQ Level	PELV	0.0 to 10.0	Specifies the pre-effect EQ level
Pre EQ 1 Freq.	PEIF	12 0 to 500 HZ	Specifies the grap effect EQT frequency
Pre EQ 1 Gain	PEIG	-12.0 to 12.0 dB	Specifies the pre-effect EQT gain
Pre EQ T Q	PEIQ	0.100 to 20.0	Specifies the graph officer EQT Q (bandwidth)
Pre EQ 2 Freq.	PEZE	200 to 2.00 kHz	Specifies the pre-effect EQ2 frequency
Pre EQ 2 Gain	PEZG	-12.0 to 12.0 dB	Specifies the gradient EQ2 gain
Pre EQ 2 Q	PEZQ	0.100 to 20.0	Specifies the pre-effect EQ2 Q (bandwidth)
Pre EQ 3 Freq.		12.0 to 12.0 dP	Specifies the pre-effect EQ3 frequency
Pre EQ 3 Galli	PE3O	0 100 to 20 0	Specifies the pre-effect EQ3 Q (bandwidth)
Comp Threshold	СТНР	54 0 to 0 0 dB	Level at which compressor activates
Comp. Patio		1.1 to x.1	Compression ratio
Comp. Attack		0 to 120 ms	Time required for compressor to neak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to peak arter exceeding threshold
Comp. Knee		Hard 1 to 5	Adjusts the width of the gain curve just above the threshold
Comp. Gain	CGAL	0.0 to 18.0 dB	Output level
N. G. Threshold	NGTH	0.0 to 10.0	Level at which the noise gate activates
N. G. Attack	NGAT	0.0 to 120 ms	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGHL	0.02 to 2040 ms	Time noise gate stays open
			Time required for the noise gate to close after signal goes below thresh-
N. G. Decay	NGDC	6 to 44500 ms	old
Wave	WAVE	Sine, Triangle, Squre	Modulation waveform
Tremolo Speed	TRSP	0.0 to 10.0	Tremolo speed
Tremolo Depth	TRDP	0.0 to 10.0	Tremolo depth
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB Gain	D FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for
Delay I D. Guill	0.10		reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	KI N I	0.3 to 99.0 s	Reverb time
Reverb High	K.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion			Left and right reverb spread
Reverb Density	RDNS	U to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Keverb level

Distortion Multi (Phaser)

Multi effect consisting of Comp + Distortion + Phaser + Delay + Reverb. Mainly used for direct connection to guitar amp's front input.

Parameter	Display	Range	Description
		Lead1 Lead2 Drive1 Drive2	
		Crunch1, Crunch2, Fuzz1,	
Туре	TYPE	Fuzz2, Distortion1, Distortion2,	Distortion type
		Overdrive1, Overdrive2, Tube,	
		Solidstate, Bypass	
Gain	GAIN	0.0 to 10.0	Adjusts the amount of distortion
Master	MSTR	0.0 to 10.0	Adjusts the volume
Tone	TONE	0.0 to 10.0	Adjusts the tone
EQ T Freq.	EQIF	50.0 to 400 Hz	Specifies the post effect EQT frequency
EQ I Gain	EQIG	-12.0 to 12.0 dB	Specifies the post effect EQT gain
	EQIQ	0.100 to 20.0	Specifies the post effect EQ1 ((bandwidth)
EQ 2 Freq.	EQ2F	12 0 to 12 0 dB	Specifies the post effect EQ2 requercy
	EQ20	0.100 to 20.0	Specifies the post effect EQ2 gain S_{Dec}
FO 3 Freq.	FO3F	600 to 4.80 kHz	Specifies the post effect EQ2 & (buildwidth)
FO 3 Gain	FO3G	-12.0 to 12.0 dB	Specifies the post effect EQ3 medicines
EO 3 O	EO3O	0.100 to 20.0	Specifies the post effect EQ3 Q (bandwidth)
EO 4 Freg.	EO4F	2.00 k to 16.0 kHz	Specifies the post effect EO4 frequency
EO 4 Gain	EO4G	-12.0 to 12.0 dB	Specifies the post effect EQ4 gain
EQ 4 Q	EQ4Q	0.100 to 20.0	Specifies the post effect EQ4 Q (bandwidth)
Pre EQ Level	PELV	0.0 to 10.0	Specifies the pre effect EQ level
Pre EQ 1 Freq.	PE1F	50.0 to 500 Hz	Specifies the pre effect EQ1 frequency
Pre EQ 1 Gain	PE1G	-12.0 to 12.0 dB	Specifies the pre effect EQ1 gain
Pre EQ 1 Q	PE1Q	0.100 to 20.0	Specifies the pre effect EQ1 Q (bandwidth)
Pre EQ 2 Freq.	PE2F	200 to 2.00 kHz	Specifies the pre effect EQ2 frequency
Pre EQ 2 Gain	PE2G	-12.0 to 12.0 dB	Specifies the pre effect EQ2 gain
Pre EQ 2 Q	PE2Q	0.100 to 20.0	Specifies the pre effect EQ2 Q (bandwidth)
Pre EQ 3 Freq.	PE3F	1.00 k to 10.0 kHz	Specifies the pre effect EQ3 frequency
Pre EQ 3 Gain	PE3G	-12.0 to 12.0 dB	Specifies the pre effect EQ3 gain
Pre EQ 3 Q	PE3Q	0.100 to 20.0	Specifies the pre effect EQ3 Q (bandwidth)
Comp. Threshold	CTHR	-54.0 to 0.0 dB	Level at which compressor activates
Comp. Ratio	CRAT	1:1 to ∞:1	Compression ratio
Comp. Attack	CATT	0 to 120 ms	Time required for compressor to peak after exceeding threshold
Comp. Release	CREL	6 to 11500 ms	Time required for compressor to terminate after going below threshold
Comp. Knee	CKINE		Adjusts the width of the gain curve just above the threshold
Comp. Gain		0.0 to 18.0 dB	Output level
N. G. Mreshold		0.0 to 10.0	Time required for the noise gate to open after signal exceeds threshold
N. G. Hold	NGAI	0.02 to 2040 ms	Time noise gate stavs open
N. G. 11010	NOTIL		Time required for the poise gate to close after signal goes below thresh-
N. G. Decay	NGDC	6 to 44500 ms	old
Wave	WAVE	Sine, Triangle	Modulation waveform
Phaser Speed	PHSP	0.0 to 10.0	Modulation speed
Phaser Depth	PHDP	0.0 to 10.0	Modulation depth
Phaser Feedback	PHFB	-99 to 99	Phaser feedback
Phaser Level	PHLV	0.0 to 10.0	Phaser level
FB. Delay	DTFB	0.0 to 1000.0 ms	Loop delay time
Tap L	DT.L	0 to 100 %	Left channel delay output time (see page 31)
Tap R	DT.R	0 to 100 %	Right channel delay output time (see page 31)
Delay FB. Gain	D.FB	-99 to 99	Feedback gain (plus values for normal-phase feedback, minus values for reverse-phase feedback)
Delay High	D.HI	0.1 to 1.0	Delay high-frequency feedback ratio
Delay Level	DLVL	0.0 to 10.0	Delay level
High Pass Filter	DHPF	Thru to 8.00 kHz	High-pass filter cutoff frequency. For delay, reverb
Low Pass Filter	DLPF	50.0 Hz to Thru	Low-pass filter cutoff frequency. For delay, reverb
Reverb Ini. Delay	RIDL	0.0 to 500.0 ms	Initial delay before reverb begins
Reverb Time	RT	0.3 to 99.0 s	Reverb time
Reverb High	R.HI	0.1 to 1.0 ms	High-frequency reverb time ratio
Reverb Diffusion	RDIF	0 to 10	Left and right reverb spread
Reverb Density	RDNS	0 to 100	Reverb density
Reverb Level	RLVL	0.0 to 10.0	Reverb level

Acoustic Multi

Multi effect for electric-acoustic guitar.

Parameter	Display	Range	Description
Міс Туре	ТҮРЕ	Condenser1, Condenser2, Dynamic1, Dynamic2, Tube1, Tube2, Nylon String1, Nylon String2	Microphone simulator type
Blend	BLND	0.0 to 10.0	Balance between mic simulator and direct sounds
Bass	BASS	-12.0 to 12.0 dB	Low frequency level
Middle	MID	-12.0 to 12.0 dB	Mid frequency level
Treble	TRE	-12.0 to 12.0 dB	High frequency level
Presence	PRE	-12.0 to 12.0 dB	Extremely high frequency level
Volume	VOL	0.0 to 10.0	Volume
Stereo	STE	0.0 to 10.0	Setting for stereo mic effect
Bass Freq.	BASF	50 Hz to 400 Hz	Frequency for low frequency EQ
Middle Freq.	MIDF	200 Hz to 1.60 kHz	Frequency for mid frequency EQ
Treble Freq.	TREF	600 Hz to 4.80 kHz	Frequency for high frequency EQ
Presence Freq.	PREF	2.00 k to 16.0 kHz	Frequency for extremely high frequency EQ
Limiter	LMSW	Off, On	Limiter switch
Chorus/Delay	ETYP	Off, Chorus, Delay	Effect type
Reverb Type	RTYP	Off, Hall, Room, Plate	Reverb type
Limiter Level	LIM	0.0 to 10.0	Limiter level
Speed/Time	SP/T	0.0 to 10.0	Chorus effect speed/delay time
Depth/FB.	D/FB	0.0 to 10.0	Chorus effect depth/delay feedback
Effect Level	ELVL	0.0 to 10.0	Effect level
Reverb	RLVL	0.0 to 10.0	Reverb level

What is TAP?

The "Tap" parameter found in delay effects is the timing at which the delay sound is taken out of the delay loop. To illustrate this function, the delay shown below is using a delay time setting of 360msec. However, with the "Tap" parameter set to 60, the first delay sound will be heard at 216msec. This happens for the first delay sound only. If the Feedback (FB.) level is increased, all subsequent delay sounds will be heard at 360msec. intervals.



