

# **MFX-10**

**GUITAR MODELING PROCESSOR**



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## **OWNER'S MANUAL**

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[www.nuxefx.com](http://www.nuxefx.com)

**【INTRODUCTION】**

Thank you for selecting the **mx** MX-10 guitar modeling processor! With many years of research we're proud to give you great guitar tones for your greatest music experience!

Please take the time to read this manual carefully to get the most out of the unit. We recommend that you keep the manual for future reference.

**【FEATURES:】**

- A total of 54 models; up to nine can be used simultaneously.
- 19 classic amp and pedal models with A/B channel switching.
- Vintage 3-band passive EQ modeling for every amp model.
- Parametric EQ with extra middle frequency sweep control for pedals.
- 12 cabinet models provide two different modes for guitar amplifier or mixer/PA input.
- Built-in drum machine with CD quality PCM sounds.
- Up to 20 seconds phrase loop with sound on sounds.
- The AUX IN jack makes it easy to practice along with MP3, CDs and other inputs.
- The expression pedal lets you adjust the volume or effects parameters in real time.
- Big backlit 160x128 TFT LCD for clear, easy viewing of the device's name, parameters, tuner display etc.
- A total of 72 presets, 36 factory + 36 user presets. The A/B switch allow you to use up to 144 presets.
- New generation 32-bit DSP, high Performance 24Bit 48kHz AD/DA converters.
- Latest TS/AC (True Simulation of Analog Circuits) Technology duplicates the distortion and tone shape of tube amps and vintage effect pedals.
- Editing parameters is made easy via 4 knobs with an analog feel.

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**Accuracy**

Whilst every effort has been made to ensure the accuracy and content of this manual, Cherub Technology Co. makes no representations or warranties regarding the contents.

**WARNING!-IMPORTANT SAFETY INSTRUCTIONS  
BEFORE CONNECTING, READ INSTRUCTIONS**

**WARNING:** To reduce the risk of fire or electric shock, do not expose this appliance to rain or moisture.

**CAUTION:** To reduce the risk of fire or electric shock, do not remove screws. No user-serviceable parts inside. Refer servicing to qualified service personnel.

**CAUTION:** This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.



The lightning symbol within a triangle means "electrical caution!" It indicates the presence of information about operating voltage and potential risks of electrical shock.



The exclamation point within a triangle means "caution!" Please read the information next to all caution signs.

1. Use only the supplied power supply or power cord. If you are not sure of the type of power available, consult your dealer or local power company.
2. Do not place near heat sources, such as radiators, heat registers, or appliances which produce heat.
3. Guard against objects or liquids entering the enclosure.
4. Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltage points or other risks. Refer all servicing to qualified service personnel.
5. Refer all servicing to qualified service personnel.  
Servicing is required when the apparatus has been damaged in any way, such as when the power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally or has been dropped.
6. The power supply cord should be unplugged when the unit is to be unused for long periods of time.
7. Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles and at the point where they exit from the apparatus.
8. Prolonged listening at high volume levels may cause irreparable hearing loss and/or damage. Always be sure to practice "safe listening."

*Follow all instructions and heed all warnings  
**KEEP THESE INSTRUCTIONS!***

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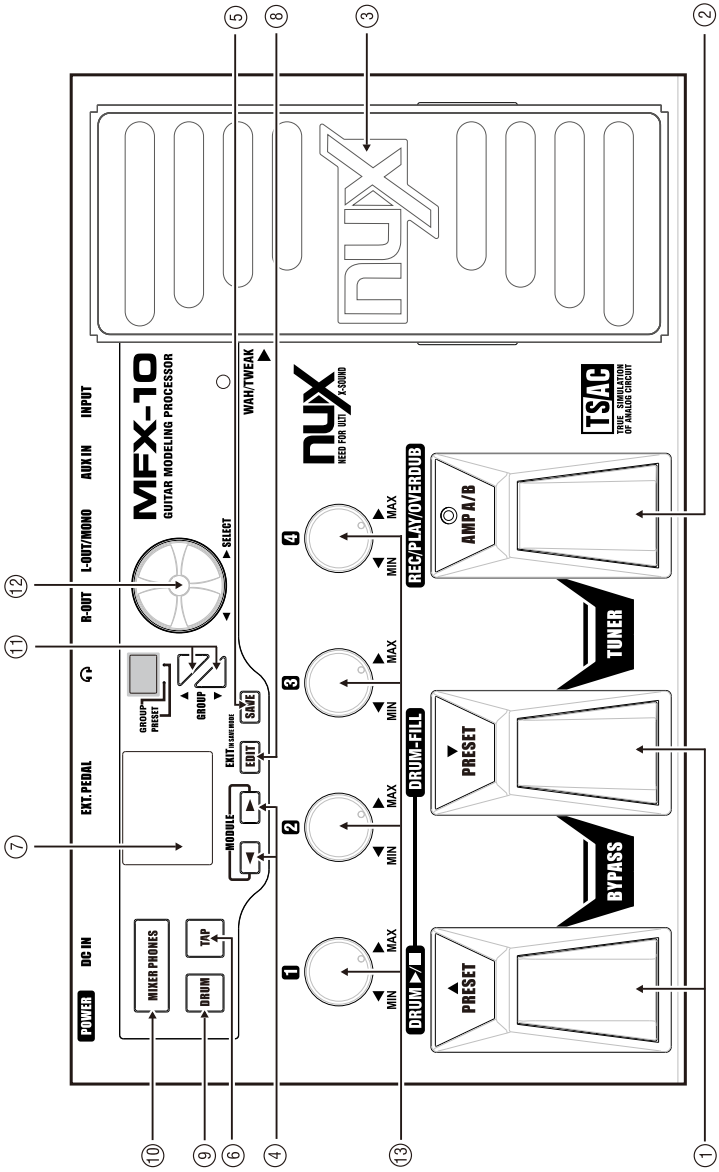
## 【Quick Start Guide】

*Are You Experienced or just starting out on your multi-FX adventure? No problem!* This guide will give you very brief description of its operation without any annoying engineering terms! But if you're going to use anything beyond the the power switch, please see the next chapter to learn about controls and connections.

1. Push the expression pedal heel down to zero.
2. Connect your lead from the L-OUT/MONO and R-OUT to your recorder or mixer's inputs, or plug the L-OUT/MONO into your guitar amp's input, or connect headphones to the PHONES jack.
3. Connect your guitar lead to the INPUT.
4. Connect the power adaptor to your MFX-10, and plug the other end into a wall outlet.
5. Flip the POWER switch to on. (Make sure your amp or mixer is off or turn down volume before you turn on the MFX-10! If you ignore this warning, you may damage your speaker system or hearing)
6. Now, press the expressional pedal toe down slowly.
7. When you power on the MFX-10, MIXER/PHONES setting is enabled. If you're connecting to a guitar amp, press MIXER/PHONES to turn off the cabinet models.
8. Browse the factory presets using the SELECT knob or by pressing PRESET▲ or PRESET▼. By pressing the AMP A/B, the preset tones will be switched between two channels of the AMP&DS module.
9. Select any module using MODULE ◀ and ▶ buttons. Set each of the four knobs below the LCD screen to get the sound you want.
10. Press EDIT if you want to select different models in every module.
11. Press DRUM to get into the drum and loop machine interface.

***Are you ready to rock? Let's go to the next chapter!***

# 【Controls and Connections】 Front Panel



**1. PRESET▲and PRESET▼foot switches**

These two foot switches are used to select presets, or bypass the MFX-10. The foot switch on the right will select the next preset down, and the foot switch on the left will select the next preset up. Pressing both foot switches together will bypass the currently selected preset.

**2. AMPA/B foot switch**

This foot switch switches between two amp channels for the selected preset or to access the tuner. Each channel has individual gain settings. Pressing both PRESET ▼ and AMPA/B together will get into the tuner mode.

**3. Expression pedal**

The expression pedal provides real-time control of the MFX-10's volume, wah, or assigned effect parameter. The expression pedal is equipped with a switch that turns the wah feature on or off when you apply extra pressure to the toe. The expression pedal can adjust the sensitivity when you calibrate the pedal.

**4. MODULE buttons**

These buttons navigate to the effects module. Press one of these buttons to step through the modules, the display shows the effect sets of module.

**5. SAVE button**

By pressing the SAVE button, you can save your tone settings that you created using the panel knobs and pedals. Press SAVE, the first character of the preset name shows with a red background. At the same time, the currently selected group and preset flashes. Turn the SELECT knob to choose the character you like and press the MODULE knobs to choose the character you want to change. Press PRESET▲ and ▼ PRESET to choose group and preset you want to save. When everything is ok, press SAVE once more.

**6. TAP button**

Tapping this button sets the overall tempo, which allows you to sync the delay time to the tempo of the song. For modulation effects it sets the LFO's frequency. Tap tempo is the average of the first two taps up to the last ten. Tap tempo is always shown in beats per minute (BPM).

**7. Display**

The 160x128 TFT LCD provides information for different functions of the selected mode. In LIVE mode, the display will show the current selected preset name. In EDIT mode, the display will show the model name. Two 7 segments LEDs show the current group and preset number.

**8. EDIT/EXIT**

In SAVE mode, press this button to stop the save procedure, and return to the last mode. In LIVE and EDIT mode, press this button to switch between two modes.

**9. DRUM button**

The Drum button is used to turn on and off the MFX-10's built-in drum and loop machine interface.

**10. MIXER/PHONES button**

Press MIXER/PHONES and the MFX-10 enters the MIXER/PHONES mode. This is recommended when the MFX-10 is directly connected to a recorder, a hi-fi system, headphones or another audio device.

**11. GROUP buttons**

The group is switched each time when a GROUP button is pressed. The currently selected group number flashes in the LED Display. At this time, tones are not yet switched, you can switch among nine groups 1-9, factory presets or 1-9 user presets. While in this state, if you press any of the PRESET▲/▼ pedals, the tone instantly switches to the sound of the patch at the currently selected group and preset.

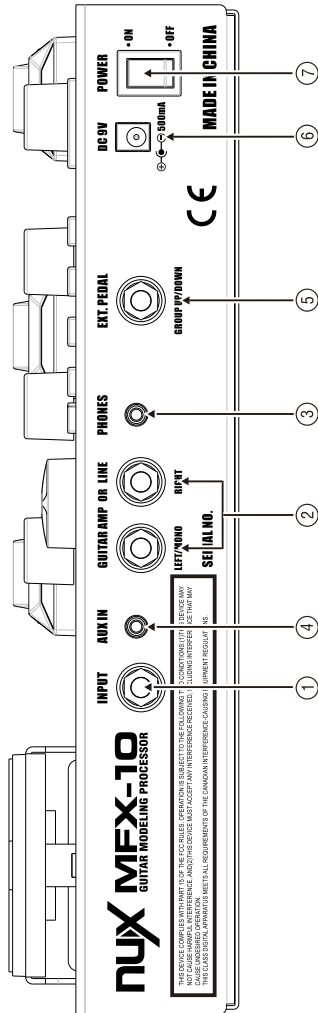
**12. SELECT knob**

This encoder allows you to choose effects for each module in live mode. In SAVE mode, this encoder is used to choose characters quickly. In DRUM mode, this encoder is used to enter the tempo.

**13. Knobs 1-4**

These four knobs adjust the parameters of effect in the module.

# Rear Panel





**1. INPUT**

Connect your instrument to this high-impedance input.

**2. LEFT/MONO and RIGHT outputs**

Connect the LEFT/MONO output to the input of guitar amplifier (or mixer input) for mono operation. Connect the LEFT/MONO and RIGHT outputs to the inputs of 2 amplifiers (or 2 mixer channels) for stereo operation.

**3. PHONES**

Connect stereo headphones to this 1/8 inch jack. For proper frequency response, make sure that MIXER/PHONES is enabled when using headphones.

**4. AUX IN**

Connect the headphone output of an MP3 or CD player to this jack. Adjust the output level of your playback device and the MFX-10's master Level knob for the proper volume balance.

**5. EXT. PEDAL**

Connect two external pedals to this jack to select a group.

**6. DC IN**

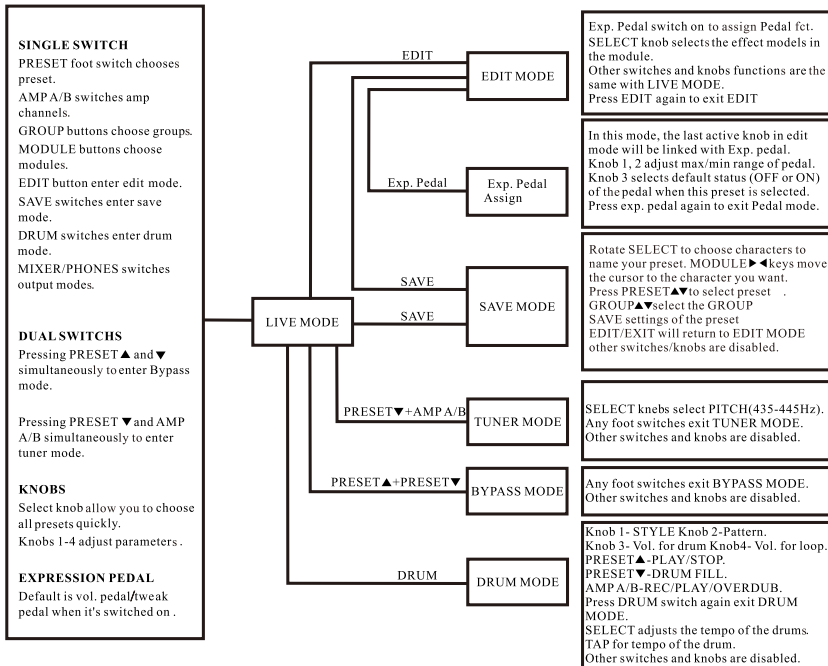
Connect the included DC9V negative tip power supply to this jack.

**7. POWER**

Turn the MFX-10 on or off.

# [Playing the MFX-10]

## Operation Guide Diagram



## Mode Introductions

### LIVE MODE

When you first apply power to the MFX-10, it powers up in LIVE mode. LIVE mode provides access to all of the presets within the MFX-10 via the PRESET▲ and PRESET▼ foot switches.

When you are in LIVE mode, the LCD displays the LIVE icon and the current preset name. The Amp A/B switch toggles between two amp channels for the selected preset. Module buttons allow you to navigate from module to module. The knobs below the LCD allow you to edit the effects. Knobs 1-4 adjust the effect parameters that are selected by the SELECT knob.



### EDIT MODE

EDIT mode enables you to change the various effect parameters. To edit or create a preset, first select the preset you wish to edit, and then press the EDIT/EXIT button. The dot matrix field of the LCD displays the current effect model's name. Press the module buttons to choose the effect module you want to edit. Use the SELECT knob to choose the effect in the current module. Use the knobs 1-4 to modify the effects' parameter settings.

In the EDIT mode, EDIT will show in the upper right corner of the LCD. This indicates that you can modify all the parameters, select models and assign pedals. Changing presets, or turning the power off before storing any changes, the MFX-10 will erase any changes and revert to the stored values for the preset.

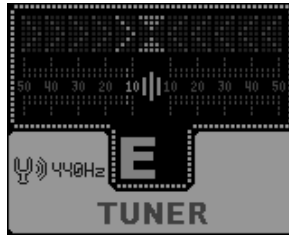


### BYPASS MODE

To bypass the MFX-10, press PRESET▲ and PRESET▼ foot switches simultaneously. The display reads BYPASS indicating the preset is bypassed. Press any foot switch to exit BYPASS and return the MFX-10 to the last preset used.

### TUNER MODE

The Tuner in the MFX-10 allows you to quickly tune or check the tuning of your guitar. Enter Tuner mode by pressing PRESET▼ and AMPA/B foot switches simultaneously. The display shows TUNER indicating that you are in tuner mode. The output is muted in tuner mode. Exit tuner mode by pressing any foot switch. In tuner mode, you can change your tuning reference. The default factory setting is A=440Hz (displayed as 440Hz). Rotating SELECT changes the tuning references.



**SAVE MODE**

The SAVE button is used to save your custom edits to the user presets. Press the SAVE button to enter the SAVE mode. Press the module buttons to select characters to name the preset. Press the group buttons to choose the group you want to save. Press the PRESET ▲ or PRESET ▼ to choose the preset you want to save. Press SAVE again to save your custom edits and exit SAVE mode and enter LIVE mode. Press EDIT/EXIT button to cancel the operation.



Anytime a stored value within a preset is changed, a warning character will appear when you want to return to the LIVE mode from EDIT mode. This indicates that you need to store the changes. Press SAVE to save your new settings or Press EDIT/EXIT again to return to LIVE mode.

**Storing/Copying/Naming a preset**

Once the preset has been modified to your liking, you may store your settings to any of the 36 User patch locations (presets 1A-9D). The following steps outline the procedure for storing changes to a preset or copying a preset to a different location:

1. Press the SAVE once. The first character in the display flashes, indicating that you can now name your custom creation.
2. Use the SELECT knob to select the alpha-numeric character and Module buttons to select the next or previous character location.
3. Select the User preset location where your new sound will reside using the GROUP buttons and PRESET ▲ and PRESET ▼ foot switches.
4. Press SAVE to save the changes.

The procedure for copying one preset to another preset location is the same. Use the group buttons and the foot switches to select the preset that you want to copy, then follow steps 1-4 for storing a preset as described above. Press either EDIT/EXIT at any time to cancel the save procedure.

When you adjust the setting under a factory preset, and press save, this setting will be saved into the user's preset rather than the factory one.

**DRUM & LOOP MACHINE MODE**

The DRUM button is used to turn on and off the MFX-10's built-in drum & loop machine. When the DRUM button is pressed, the drum and loop machine display shows the drum and loop machine on the LCD. Use Knobs 1-4 to change the style, pattern and level of the drum, and level of loop machine. Pressing the PRESET ▲ foot switch plays the selected drum pattern continuously, PRESET ▼ foot switch plays the fill of that drum pattern. Press again PRESET ▲ foot switch to stop play. Press AMP A/B to record/play/overdub the sound clip you are playing, double press this foot switch to stop the loop and clear the sound clip from the memory of the MFX-10.



**PEDAL MODE**

The MFX-10 provides an expression pedal so you can control not only wah or volume, but a wide variety of effect parameters. For each program, you can specify which effect will be controlled.

If you've assigned a parameter to the expression pedal, operating the pedal has the same result as using the knob to tweak the parameter.

Here's a very easy and convenient way to set the expression target. In LIVE mode, first select the preset you wish to edit. Press EDIT to enter edit mode. Press module ◀▶ to choose the effects module you want to edit. Use SELECT to select the effect in the current module. Use Knobs 1-4 to modify the effects' parameter settings. When editing the parameter that you are setting, apply extra pressure to the toe of the expression pedal to activate the pedal's switch. The current parameter you are setting has been linked to the expression pedal. The LCD will show the name of the parameter.

You can try it now:

- Rotate knob 1 to select the maximum value the assigned parameter will reach with the expression pedal in the toe down position.
- Rotate Knob 2 to select the minimum value the assigned parameter will reach with the expression pedal in the toe up position.
- Rotate knob 3 to select the control status of expression pedal. When set to "OFF" the expression pedal is switched on/off by your foot. With "ON" setting the expression pedal is automatically switched on when preset has been changed.
- Apply extra pressure to the toe of the expression pedal again to deactivate the pedal's switch.
- The expression pedal has been set.

In LIVE mode, you can use the pedal as a volume or a tweak pedal. Apply extra pressure to the toe of the expression pedal to activate the pedal's switch!



Pedal mode figure



Pedal linked at LIVE mode

**MIXER/PHONES function**

The MFX-10 has two algorithms that are switched according to the needs of the guitar amp or direct recording. For live performance, this is recommended when using the MFX-10 played through a guitar amplifier. By pressing MIXER/PHONES, the MFX-10 is set to the direct out mode. The default setting is this function. This is recommended when the MFX-10 is directly connected to a recorder, a hifi system, headp hones or other audio device.

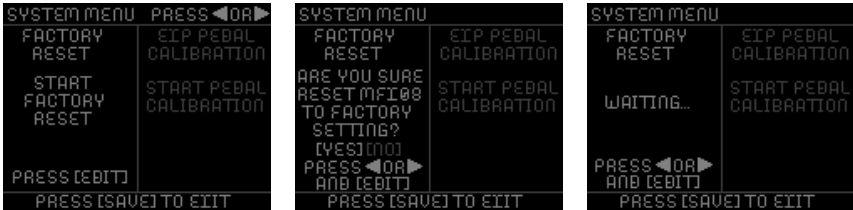
**Other Functions**

**Returning the MFX-10 to its factory settings**

This function resets the MFX-10 to its original factory settings. This procedure erases all custom user presets, and recalibrates the expression pedal.

**ATTENTION:** Performing this function will erase all user-programmed data. All such data will be lost forever! Be sure you want to erase the memory and start fresh before continuing with this procedure!

1. Press and hold the SAVE for three seconds, you will enter into the SETUP interface.
2. Follow the instructions on the LCD to restore your MFX-10 to factory settings!



**Expression Pedal Calibration**

MFx-10's expression pedal has been set for optimum operation at the factory, extended use and the operating environment can result in the pedal going out of adjustment.

If you encounter problems such as being unable to switch the PEDAL MODE SW on or off or fully cut off the sound with the volume pedal, you can use the following procedure to readjust the pedal.

1. Press and hold the SAVE button for three seconds. You will enter the SETUP interface. Then press MODULE ▶ to enter the PEDAL CALIBRATION MODE.



2. Follow the instructions on the LCD to restore your MFX-10 to factory settings !



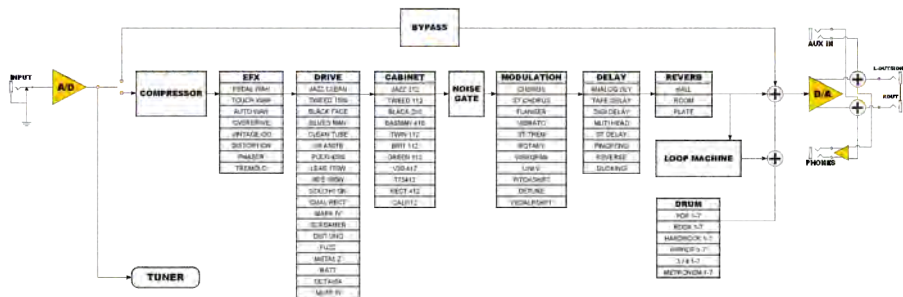
**Practicing along with CDs and MP3**

When playing CDs, MP3, connect the device to the AUX IN jack. AUX IN is a stereo mini jack, The audio is mixed with the guitar sounds in the MFX-10.

The volume level of the sound input from the AUX IN jack cannot be adjusted via the MFX-10. Adjust the volume on the external equipment.

## [Modules, Effects and Parameters]

The Amp and Effect modules are in order of optimum performance. The following diagram shows the order in which they are connected.



As shown in the illustration above, the MFX-10 can be thought of as a combination of several single effects. Each such effect is referred to as an effect module. Parameters such as effect intensity can be adjusted for each module individually, and modules can be switched on and off as desired.

Each Amp and Effect mode within the MFX-10 can be programmed to suit your personal taste. Understanding how these components alter the sound, and how each parameter alters the effect, will help you achieve the sound you are looking for. The following overview of the MFX-10's effects outlines what each effect and parameter does.

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### COMP Module

#### COMPRESSOR

A compressor is used to control the dynamic content of a signal. It can be used both for leveling out the signal's dynamics (thereby letting your guitar sound stand out clearer) and also for more radical, very recognizable effects.

The MFX-10 simulates a guitarist's favorite compressor. The attack parameter specifies how fast the attenuation is achieved. Use the gain parameter to compensate the overall loss of level that might result from compression.

##### ● SUST (Sustain)

The "sustain" parameter sets the sensitivity of the compressor. If this parameter is set to a higher value, lower level sounds will be boosted. With a higher Sensitivity, the overall volume level is higher. To adjust the final volume level, use the "Level" parameter.

##### ● ATTACK

Range: 0 to 99

The Attack time is the response time of the compressor. The shorter the attack time, the sooner the Compressor will reach the specified Ratio after the signal rises above the Threshold point.

##### ● LEVEL

Range: -12dB to +12dB

Use the Level parameter to compensate for the level changes caused by the applied compression.

### EFX Module

#### PEDAL WAH

With this effect type, you can create the same effect as with a dedicated wah pedal, which you can control manually. All you need to do is to assign an expression pedal to control the Sweep parameter.

**●TYPE (Wah Type)**

Range: CRYING, FILTER, MODERN

This parameter sets which frequency range is emphasized. Crying is a traditional sounding wah, filters are based on famous auto wah models. Modern wah sweeps a wider spectrum of audible frequencies than a vintage wah.

**●RANGE (Freq range)**

Range: 0 to 99

With an expression pedal set up to control this parameter, you have created a wah pedal.

**●LEVEL**

Range: -12dB to +12dB

Use the Level parameter to compensate for the level changes caused by the applied compression.

**TOUCH WAH**

The wah effect occurs when a relatively narrow frequency area is boosted and swept through a frequency range. The sweep is controlled by the input dynamics. This means: the harder you hit the strings, the higher the boosted frequency will be.

**●TYPE (Wah type)**

Range: CRYING, FILTER, MODERN

This parameter sets which frequency range is emphasized. Crying is a traditional sounding wah, filters are based on a famous auto wah models. Modern wah sweeps a wider spectrum of audible frequencies than a vintage wah.

**●DECAY**

Range: 0-99

This parameter determines the speed of the sweep.

**●SENSE (Sensitivity)**

Range: 0-99

Adjust the sensitivity according to the level present on the input. Be aware that changing any level parameter on devices prior to the Touch Wah effect will require a different sensitivity setting to get the same Touch Wah "feel".

**●DN/UP (Down/Up)**

Range: DOWN-UP

This parameter determines the direction in which the filter will change in response to the input.

**AUTO WAH**

The wah effect occurs when a relatively narrow frequency range is boosted and swept through a frequency range. The sweep is controlled by a low frequency oscillator (LFO).

**●TYPE (Wah Type)**

Range: CRYING, FILTER, MODERN

This parameter sets which frequency areas should primarily be emphasized. Crying is a traditional sounding wah, filters are based on a famous auto wah models. modern wah sweeps a wider spectrum of audible frequencies than a vintage wah.

**●SPEED**

Range: Beats per minute (bpm): 0.1Hz to 10Hz

This parameter sets the speed of the effect. when set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●RANGE (Frequency range)**

Range: 0 to 99

Adjusts the frequency range of the wah effect.

**●SHAPE**

Range: SINE, TRI, SQR1, SQR2, SAW1, SAW2

SINE: Sine wave      SQR1: Square wave 1      SAW1: Sawtooth wave 1

TRI: Triangle wave      SQR2: Square wave 2      SAW2: Sawtooth wave 2

Sets the shape of the frequency boost.

**OVERDRIVE**

This is modeled based on a basic op-amp equipped overdrive pedal.



**●DRIVE**

Range: 0-99

Sets the amount of distortion applied to the input signal of the effect.

**●TONE**

Range: 0-99

Adjusts boost or cut of the high frequencies in the stomp effect.

**●LEVEL**

Range: 0-99

Sets the input level for the effect.

**VINTAGE OD**

A model of a classic overdrive stomp effect.

**●DRIVE**

Range: 0-99

Sets the amount of distortion applied to the input signal of the effect.

**●TONE**

Range: 0-99

Adjusts boost or cut of the high frequencies in the stomp effect.

**●LEVEL**

Range: 0-99

Sets the input level for the effect.

**DISTORTION**

This effect is the most versatile distortion. From subtle crunch to complete roar.

**●DRIVE**

Range: 0-99

Sets the amount of distortion applied to the input signal of the effect.

**●TONE**

Range: 0-99

Adjusts boost or cut of the high frequencies in the stomp effect.

**●LEVEL**

Range: 0-99

Sets the input level for the effect.

**PHASER**

A phaser splits the incoming signal into two paths: one path changes the phase of the original signal, the other is the original signal. The continuously out of phase signal is then mixed back in with the original signal. As the phasing changes, different frequencies get canceled resulting in a sort of swirling sound.

**●SPEED**

Range: Beats per minute (bpm); 0.1Hz to 10Hz

This parameter sets the speed of the effect, when set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●FEEDBACK**

Range: 0-99

This parameter controls the amount of feedback of the phased signal that causes the stronger phase effect.

**●DEPTH**

Range: 0 to 99

This parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**TREMOLO**

A Tremolo is basically a change of the signal level controlled by an LFO.

**●SPEED**

Range: Beats per minute (bpm); 0.1Hz to 10Hz

This parameter sets the speed of the effect, when set to bpm, the MFX-10's global tempo is subdivided

according to this setting.

● **WAVE**

Range: (SINE, TRI, SQR1, SQR2, SAW1, SAW2)

Six waveforms are available as modulation sources for the Tremolo effect. Setting this parameter to soft or hard to fit your style. Listen and choose the appropriate option.

● **DEPTH**

Range: 0-99

The DEPTH parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**AMP & DS module**

AMP & DS Module includes several popular modern and vintage amps and effect pedals. Note: You can select different amp models and/or modify amp settings for each amp channel (Amp A and Amp B), press the Channel A/B foot switch to select a channel.

**AMP&DS models based on:**

Model's name	AMP A/B	Descriptions
DRIVE OFF	AMP A channel	No effect
	AMP B channel	No effect
JAZZ CLEAN	AMP A channel	Based on Roland's JC-120 NORMAL channel
	AMP B channel	Based Roland's JC-120 BRIGHT channel
TWEED 15W	AMP A channel	Based on Fender's TWEED DELUX channel 1
	AMP B channel	Based on Fender's TWEED DELUX channel 2
BLACK FACE	AMP A channel	Based on Fender's BLACK FACE NORMAL channel
	AMP B channel	Based on Fender's BLACK FACE BRIGHT channel
BLUES MAN	AMP A channel	Based on Fender 59 BASSMAN NORMAL channel
	AMP B channel	Based on Fender 59 BASSMAN BRIGHT channel
CLEAN TUBE	AMP A channel	Based on Fender's TWIN DELUX NORMAL channel
	AMP B channel	Based on Trainwreck Express
UK A30TB	AMP A channel	Based on VOX's AC30 Top booster NORMAL channel
	AMP B channel	Based on VOX's AC30 Top booster BRILLIANT channel
PLEXI 45W	AMP A channel	Based on MARSHALL JTM45 2 channel
	AMP B channel	Based on MARSHALL JTM45 1 channel
LEAD 100W	AMP A channel	Based on MARSHALL Super Lead 2 channel
	AMP B channel	Based on MARSHALL Super Lead 1 channel
80'S 100W	AMP A channel	Based on MARSHALL JCM800 HIGH channel
	AMP B channel	Based on MARSHALL JCM900 HIGH GAIN channel
SOLO HI GN	AMP A channel	Based on SOLDANO SLO100 CRUNCH channel
	AMP B channel	Based on SOLDANO SLO100 LEAD channel
DUAL RECT	AMP A channel	Based on MESA BOOGIE Dual Rectifier CRUNCH channel
	AMP B channel	Based on MESA BOOGIE Dual Rectifier LEAD channel
MARK IV	AMP A channel	Based on MESA BOOGIE Mark IV CRUNCH channel
	AMP B channel	Based on MESA BOOGIE Mark IV LEAD channel

SCREAMER	AMP A channel	Based on IBANEZ's TS-9
	AMP B channel	Modified TS-9
DIST UNO	AMP A channel	Based on BOSS DS-1
	AMP B channel	Based on BOSS DS-1
FUZZ	AMP A channel	Modern FUZZ tone
	AMP B channel	Based on a vintage FUZZ FACE
METAL Z	AMP A channel	Based on BOSS's MT-2
	AMP B channel	Based on BOSS's MT-2 with modified mid freq. sweep of pre dist
RATT	AMP A channel	Based on RAT
	AMP B channel	Based on RAT
OCTAVIA	AMP A channel	nuX Octavia effect
	AMP B channel	nuX vintage Octavia effect
MUFF PI	AMP A channel	Based EH's MUFF PI
	AMP B channel	Based EH's MUFF PI

### DRIVE OFF

Sets the AMP&DS off. You can control the volume of The MFX-10 with knob 4.

#### ●MASTER

Range: 0-99

This parameter adjusts the master volume of The MFX-10

### JAZZ CLEAN

This Amp Model is modeled after the classic Roland JC-120. When using the Jazz Clean Amp Model, try turning up the Treble for a shimmering clean sound that is perfect for that 80's "new wave" sound. Alternatively, try backing off the Treble and turn up the Bass and Mids for a darker jazz tone. It'll give you an essentially flat response, providing a balanced tone across the fret board for jazz chord melodies or single-line phrasing.

#### ●VOLI

Range: 0-99

This knob is the volume control of the normal channel.

#### ●VOL II

Range: 0-99

This knob is the volume control of the bright channel.

#### ●BRIGHT

Range: 0-99

This knob is the bright control of the bright channel.

#### ●MASTER

Range: 0-99

This parameter adjusts the master volume of the MFX-10

### TWEED 15W

This is based on a Tweed Deluxe, This 15 Watt, 1x12, all-tube combo is the very essence of simplicity. It only had a single tone control named TONE! The TWEED 15W tone control affects the high frequencies in a very different way than a "regular" treble control. Tweak it and find what you want to do with it!

Just as the original, The TWEED 15W produces a relatively clean sound when clean, but starts to crunch when pushed into overdrive, otherwise by turning TONE, The treble and overdrive of the tone will be changed at the same time.

#### ●VOLI

Range: 0-99

This knob is for the volume control of the normal channel.

**●VOL II**

Range: 0-99

This knob is for the volume control of the bright channel.

**●TONE**

Range: 0-99

This knob is for tone control of the two channels.

**●MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

**BLACK FACE**

This amp model is modeled on the normal and bright channels of a Fender deluxe reverb. With single coil pickups guitar, BLACK FACE is capable of producing classic blues tone.

**●NORMAL**

Range: 0-99

This knob is for the volume control of the normal channel.

**●BRIGHT**

Range: 0-99

This knob is for the volume control of the bright channel.

**●POWER**

Range: 0-99

Add power tube distortion ! This knob is for the power control of two channels.

**●MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

**BLUES MAN**

This models the sound of a Fender BASSMAN, the classic, vintage tube amp. It has the fat bottom end you'd expect from a bass amp, but also has the Fender twang on the top. It is also very sensitive and responsive to both picking strength and the volume setting on your guitar.

e Fender twang on the top. It is also very sensitive and responsive to both picking strength and the volume setting on your guitar.

**●NORMAL**

Range: 0-99

This knob is for the volume control of the normal channel.

**●BRIGHT**

Range: 0-99

This knob is for the volume control of the bright channel.

**●POWER**

Range: 0-99

Add power tube distortion ! This knob is the power control of two channels.

**●MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

**CLEAN TUBE**

This amp model is modeled on normal channel of a Fender twin amp. The twin has a lot of tonal flexibility for everyone using it, from jazz and country players to serious rockers. As a real thing, channel A is difficult to crunch so we model channel B with an extra gain stage .

**●NORMAL**

Range: 0-99

This knob is for the volume control of the normal channel.

**●BOOST**

Range: 0-99

This knob is the drive control of the B channel.

**●LEVEL**

Range: 0-99

This knob is the post gain control of the B channel.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MPX-10.

**UK A30TB**

This Amp Model is modeled on VOX AC 30TB. The unique character of the sound can be attributed to the fact that Class A amps overdrive in a very different way than Class AB.

● **NORMAL**

Range: 0-99

This knob is the volume control of the normal channel.

● **BRIGHT**

Range: 0-99

This knob is the volume control of bright channel.

● **POWER**

Range: 0-99

Add power tube distortion ! This knob is the power control of the two channels.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MPX-10.

**PLEXI 45W**

This model is based on a MARSHALL original design JTM45. The JTM45 is inspired by the early FENDER BASSMAN. So if you like a bassman you'll also want to check out PLEXI 45W. This amp model has more gain than the bluesman. It's very suitable to make SRV style blues sounds.

● **NORMAL**

Range: 0-99

This knob is the volume control of the normal channel.

● **BRIGHT**

Range: 0-99

This knob is the volume control of the bright channel.

● **POWER**

Range: 0-99

Add power tube distortion ! This knob is the power control of the two channels.

● **MASTER**

Range: 0-99

This parameter adjusts master volume of the MPX-10.

**LEAD 100W**

This is based on the channel 1 and 2 of a Marshall Super Lead 100W. This amp has incredibly rich and warm tones. You can turn the GAIN control all the way up and get an organic overdrive.

● **NORMAL**

Range: 0-99

This knob is the volume control of the normal channel.

● **BRIGHT**

Range: 0-99

This knob is the volume control of the bright channel.

● **POWER**

Range: 0-99

Add power tube distortion ! This knob is the power control of the two channels.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MPX-10

**80's 100W**

Channel A is modeled on the high input of MARSHALL JCM800 and channel B is modeled on a MARSHALL

JCM900. This amp was responsible for the fat, roaring sound that dominated 80's hard rock and heavy metal. As the JCM900, when switched to AMP B, the NORMAL knob determines pre gain and the GAIN knob determines post gain.

● **NORMAL**

Range: 0-99

This knob adjusts parameters of two channels, gain control for AMP A and pre gain control for AMP B.

● **GAIN**

Range: 0-99

This knob adjusts post gain of AMP B

● **POWER**

Range: 0-99

Add power tube distortion ! This knob is the power control of two channels.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

### **SOLO HIGH**

This is modeled on the crunch and lead channel of a SOLDANO SLO100. It's capable of a powerful, heavily saturated sound that combines an open low-end with compressed mids and highs. The result is a tone that remains focused and well defined at even the most extreme gain settings.

● **CRUNCH**

Range: 0-99

This knob is the gain control of the crunch channel.

● **LEAD**

Range: 0-99

This knob is the gain control of the lead channel.

● **LEVEL**

Range: 0-99

Add power tube distortion ! This knob is the power control of two channels.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

### **DUAL RECT**

This model is based on the Mesa Boogie Dual Rectifier Solo Head. Ultra high gain and deep lowend has made this all tube amp a mainstream for many modern, big metal sounds. It's tone controls have more influence at high gain settings, so you can scoop the mids and increase the bottom end that nu-metal likes .

● **CRUNCH**

Range: 0-99

This knob is the gain control of the crunch channel.

● **LEAD**

Range: 0-99

This knob is the gain control of the lead channel.

● **LEVEL**

Range: 0-99

Add power tube distortion ! This knob is the power control of the two channels.

● **MASTER**

Range: 0-99

This parameter adjusts the master volume of the MFX-10.

### **MARK IV**

This is based on a Mesa Boogie Mark IV. It's basically an amp that adds master volumes and more gain stages to amps with Fender-style circuitry. You can hear the Fender style tone but with more "punch" in the mids.

● **CRUNCH**

Range: 0-99

This knob is the gain control of the crunch channel.

● **LEAD**

Range: 0-99

This knob is the gain control of the lead channel.

● **LEVEL**

Range: 0-99

Add power tube distortion ! This knob is the power control of the two channels.

● **MASTER**

Range: 0-99

This parameter adjusts master volume of the MFX-10.

## **SCREAMER**

This is a model of a classic overdrive pedal which has become the signature sound of some of the most influential guitar players. We model AMP B as a modified version which has more gain and fat bottom.

● **DRIVE**

Range: 0-99

This knob increases the amount of overdrive.

● **MODIFY**

This knob increases the drive of AMP B.

● **TONE**

Range: 0-99

Adjusts high frequency boost or cut.

● **LEVEL**

Range: 0-99

Sets the output level of the MFX-10.

## **DIST UNO**

This is a model based on Boss DS1 distortion pedal. It is one of the most versatile distortion boxes ever made.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.

● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B.

● **TONE**

Range: 0-99

Adjusts high frequency boost or cut.

● **LEVEL**

Range: 0-99

Sets the output level of the MFX-10.

## **FUZZ**

This effect, based on the fuzz pedal, can be heard on countless early rock sound!

AMP A is modeled as a modern style fuzz sound, AMP B is modeled as a vintage style fuzz sound.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.

● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B.

● **TONE**

Range: 0-99

Adjusts high frequency boost or cut.

● **LEVEL**

Range: 0-99

Sets the output level of the MXF-10.

### **METAL Z**

This effect is based on one of the favorite pedals of heavy metal bands. This unit is perfect for extreme gain and sustain.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.

● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B.

● **SWEEP**

Range: 0-99

Adjusts mid frequency sweep before clipping circuit. This knob is available only for AMP B.

● **LEVEL**

Range: 0-99

Sets the output level of the MXF-10.

### **RATT**

This model is based on a very high gain distortion boxes. This pedal has been a classic ever since its release in the early 80's.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.

● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B

● **CUT**

Range: 0-99

Adjusts the timbre of the effect

● **LEVEL**

Range: 0-99

Sets the output level of the MXF-10

### **OCTAVIA**

This effect is a fuzz box with frequency-doubling circuitry that produces an octave above the fundamental note.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.

● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B.

● **CUT**

Range: 0-99

Adjusts the timbre of the effect.

● **LEVEL**

Range: 0-99

Sets the output level of the MXF-10.

### **MUFF PI**

This model is based on smooth sustain & compression. This effect is perfect for all different styles of metal.

● **GAIN A**

Range: 0-99

Controls the amount of distortion of AMP A.



● **GAIN B**

Range: 0-99

Controls the amount of distortion of AMP B.

● **TONE**

Range: 0-99

Adjusts boost or cut of high frequencies.

● **LEVEL**

Range:0-99

Sets the output level of the MFX-10.

### EQ & CAB module

EQ&CAB Module includes eleven cabinet models and EQ for each AMP&DS model.

NO CAB	No cabinet model
JAZZ212	Based on Roland's 2x12 JC-120
TWEED112	Based on a 1x12 Fender Tweed Deluxe
BLACK210	Based on a 2x10 Fender Blackface Deluxe Reverb
BSMAN410	Based on a 4x10 Fender Bassman
TWIN112	Based on a 1x12 Fender Blackface Twin Reverb
BRIT212	Based on a 2x12 Vox AC30 Top Boost
GREEN112	Based on a 4x12 Straight with Celestion Green backs
V30 412	Based on a 4x12 Slant with Celestion Vintage 30's
T75 412	Based on a 4x12 Slant with Celestion T75s
RECT 412	Based on a 4x12 Mesaboogie Rectifier
CALI112	Based on a 1x12 Mesaboogie Mark IV

The MFX-10's EQ helps further modify your tone. There are two types of EQ curves used in MFX-10. One is passive EQ used in amp models and another is an active EQ used in distortion pedals. By choosing different AMP&DS models, specified EQ models will be used.

For "AMP" model, the MFX-10 uses passive EQ curves, knobs 1-4:

● **BASS**

Range: 0-99

Adjusts the amount of low frequency level.

● **MID**

Range: 0-99

Adjusts the amount of midrange level.

● **TREBLE**

Range: 0-99

Adjusts the amount of high frequency level.

● **PRES.(presence)**

Range: 0-99

Adjusts boost the upper mid-range frequencies.

For "DS" models, the MFX-10 use active parametric EQ curve, knobs 1-4:

● **LOW**

Range:-12dB- +12dB

Adjusts boost or cut of low frequencies.

● **MID**

Range:-12dB- +12dB

Adjusts boost or cut of midrange frequencies.

● **MID. FQ (middle frequency)**

Range: 300Hz-3000Hz

This parameter selects the frequency that the MID parameter adjusts.

**●HIGH**

Range: -12dB- +12dB

Adjusts boost or cut of the high frequencies.

**NGATE module****NOISE GATE**

A noise gate is used to attenuate the signal when you are not playing your guitar. This way you can mute all that hiss, hum and other noise.

**●THRE(threshold)**

Range: 0-99

The Threshold point determines at what point the Noise Gate should start dampening the signal.

To set this parameter, turn up the volume using your guitar's volume potentiometer, but do not play. Then turn up the Threshold value from 0 to the point when the desired dampening is actually achieved.

If you configure the Noise Gate this way, you will need to set the Max Damping parameter (see below) to a value other than 99, as 99 means "no damping".

**●DAMP(damping)**

Range: 0-99

This parameter determines how hard the signal should be attenuated when the signal level falls below the set Threshold.

Now you might think that you should always go for maximum damping. However, consider the fact that you should also strive for a smooth transition from the "gated/attenuated" stage to the "open" stage. The more signal must be released when opening the Gate, the more obvious the effect becomes. This means that you will have to experiment to fine-tune the Noise Gate to your sounds. There is no one-size-fits-all setting.

**MODFX module****CHORUS**

A Chorus adds a short delay to your signal. The delayed signal is modulated in and out of tune and then mixed back with the original signal to create a thicker sound.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0 to 99

The Depth parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**●MIX**

Range: 0 to 99

This parameter sets the relationship between the dry signal and the level of the effect in this effect block.

**●PREDLY(pre delay)**

Range: 0.3-30ms

As described earlier, a Chorus/Flanger is basically a Delay that is modulated by an LFO. This parameter allows you to change the length of that Delay. A typical Chorus uses Delays at approximately 10ms.

**ST CHORUS (stereo chorus)**

A Chorus with setting phase of the processed signal reverses in the right and left channel. This gives a very wide stereo effect.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0 to 99

The Depth parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**●MIX**

Range: 0 to 99

This parameter sets the relationship between the dry signal and the level of the effect in this effect block.

**●PREDELAY (pre delay)**

Range: 0.3-30ms

As described earlier, a Chorus/Flanger is basically a Delay being modulated by an LFO. This parameter allows you to change the length of that Delay. A typical Chorus uses Delays of approximately 10ms.

**FLANGER**

A flanger uses the same principle as a Chorus but uses a shorter delay time and adds regeneration(or repeats) to the modulating delay. This results in an exaggerated up and down sweeping motion to the effect.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0 to 99

The Depth parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**●WIDTH**

Range: 0 to 99

Adjusts the center frequency of the flanger effect.

**●FDBACK (feedback)**

Range: 0-99

This parameter controls the amount of feedback of the short modulated delay that causes the Flanging effect.

**VIBRATO**

The vibrato effect modulates the pitch of the incoming signal. The result is similar to the vibrato technique used by vocalists. In contrast to a Chorus or Flanger effect, no direct signal is combined with the pitch-modulated signal.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0 to 99

The Depth parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**ST TREM (stereo tremolo)**

A stereo tremolo is basically a change of the signal level controlled by an LFO.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●WIDTH**

Range: 0 to 99

This parameter sets the tremolo width of stereo field.

**●MIX**

Range: 0 to 99

The mix parameter specifies the intensity of the effect. The value represents the amplitude of the modulating waveform.

**●WAVE**

Range: (SINE, TRI, SQR1, SQR2, SAW1, SAW2)

Six waveforms are available as modulation sources for the Tremolo effect. Setting this parameter to soft or hard to fit your style. Listen and choose the appropriate option.

**ROTARY (rotary speaker)**

The rotary speaker emulates a device that includes a spinning horn and woofer. The rotation of these two speakers produces an interesting combination of the sounds panning from side to side. This produces a slight pitch change due to the speed of the sound coming towards, and then going away from the listener.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0-99

Controls the depth of the effect.

**VIBROPAN (vibrato & panner)**

A vibrato is an effect that modulates the pitch of the incoming signal. This will take the whole signal slightly in and out of tune at a steady pace. Then the MFX-10 incorporates an automatic pan with the vibrato effect that creates a lush chorus-like sound.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0-99

Adjusts the amount of pitch change.

**●VIBPAN**

Range: 0-99

Adjusts the amount of panning incorporated with the vibrato effect. When set at 0, this effect is a standard vibrato. As the parameter is turned up, the phase difference of the vibrato signal sent to the two channels is changed until a full stereo image is obtained at 99

**UNI V**

This resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.

**●SPEED**

Range: bpm, 0.1Hz to 10Hz

This parameter sets the speed of the effect. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●DEPTH**

Range: 0-99

Controls the DEPTH of the effect.

**●CHRVIB (chorus/vibrato)**

Range: CHR(chorus), VIB(vibrato)

Selects either the chorus or vibrato effect. Turn counter-clockwise for vibrato, or clockwise for chorus.

**PITCH SHIFT**

A pitch shifter copies the incoming signal, then shifts the pitch of the copy to a different note. The shifted note is then mixed back with the original signal, sounding as if two guitars were playing different notes.

**●SHIFT**

Range: -12 to +12

Selects the interval of the shifted pitch.

**●MODE**

Range: FAST, NORMAL, SLOW

Selection for the pitch shifter mode. The response is slower in the order of FAST, NORMAL, SLOW, but the modulation effect is lessened in the same order.

**●MIX**

Range: 0-99

Controls the mix level of the shifted pitch.

**PEDAL PSHFT (pedal pitchshift)**

Pedal pitch shift allows you to control the pitch of an added signal with an external expression pedal.

**●SHIFT**

Range: -12 to 12

This parameter sets the amount of pitch shift relative to the Range setting. A connected pedal adjusts this parameter.

**●MODE**

Range: FAST, NORMAL, SLOW

Selection for the pitch shifter mode. The response is slower in the order of FAST, NORMAL, SLOW, but the modulation effect is lessened in the same order.

**●OCTAVE**

Range: Up-Down

This parameter determines whether the attached Expression pedal should increase or decrease pitch when moved in either direction.

Default, Pitch is up when the pedal is at "toe down position", i.e. This is the "Up" position.

**DELAY Module**

Delay is an effect that records a portion of the incoming signal, and then plays it back a short time later. The recording can repeat just once or several times.

**ANALOG DLY (analog delay)**

This models an analog delay that used a bucket-brigade device(BBD) instead of a tape mechanism and was known for its compactness and reliability. It is characterized by a warmly distorted sound.

**●TIME**

Range: bpm, 40ms-2000ms

This parameter sets the time between the delay repeats. This is also known as the "length" of the delay. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●REPEAT**

Range: 0 to 99

This parameter sets the amount of feedback from the output of the effect back to its input. Use the Feedback parameter to set how many repeats of the signal you would like to have.

**●MIX**

Range: 0-99

Adjusts the mix amount of the delay sound.

**●TONE**

Range: 0-99

Adjust the tone of the delay sound.

**TAPE DELAY (tape delay)**

This models a tape-based echo device, gives you classic tape echo warmth. The high end will deteriorate with each repeat.

**●TIME**

Range: bpm, 40ms-2000ms

This parameter sets the time between the delay repeats. This is also known as the "length" of the delay. When set to bpm, the MFX-10's global tempo is subdivided according to this setting.

**●REPEAT**

Range: 0 to 99

This parameter sets the amount of feedback from the output of the effect back to its input. Use the Feedback parameter to set how many repeats of the signal you would like to have.

**●MIX**

Range: 0-99

Adjusts the mix amount of the delay sound.

**●TONE**

Range: 0-99

## **REVERB Module**

The MFX-10 features three different Reverb classics. All types have the same editable parameters, but the Reverbs' characteristics vary.

### **HALL**

The hall algorithm simulates a rather large hall and preserves the natural characteristics of the source material. Excellent when you strive for a discrete Reverb with medium to long Decay times.

### **ROOM**

The living room type simulates a relatively small, well furnished room. In such a room, many reflections are absorbed by soft materials, and the source signal is reflected and sustained mainly from the walls.

### **PLATE**

Travel back before the digital era. Reverberating springs or metal plates were used to create reverb. Plate reverbs sound diffuse and bright. They can be used to make the processed signal "stand out", rather than blend naturally.

These brief introductions should only give you a hint in terms of choosing the right one for a given application. Take some time to listen to the different types, experiment and don't be afraid to be innovative!

#### ● **DECAY**

Range 0-99

The Decay parameter determines the length of the Reverb Diffuse Field. The length is defined as the time it takes for the Diffuse Field to decay approximately by 60dB.

#### ● **DAMP (damping)**

Range: 0-99

This parameter defines the reverb coloration from dark to light.

#### ● **PREDLY (pre delay)**

Range: 0-140ms

This parameter defines a short delay placed between the direct signal and the Reverb Diffuse Field. Use Pre Delay to keep the source material clear and undisturbed from the more diffuse Reverb Diffuse Field arriving shortly after.

#### ● **MIX**

Range: 0-99

This parameter sets the relationship between the dry signal and the level of the effect in this Effect Block.

**[Specifications]**

<b>Effect types</b>	55
<b>Effect modules</b>	Max. 8 simultaneous modules
<b>Preset memory</b>	User setting: 4 Preset (A-D) x 9 (1-9) groups = 36 Factory setting: 4 Preset (A-D) x 9 (1.-9.) groups = 36 Total 72 presets ( up to 144 presets with AMPA/B switch)
<b>Sampling Frequency</b>	44.1 kHz
<b>A/D/A converter</b>	24bit
<b>Signal processing</b>	32bit
<b>Frequency response</b>	20Hz-20000Hz $\pm$ 1dB
<b>THD+N</b>	<0.01%
<b>Display</b>	160x128 TFT LCD 2-digit 7-segment LED
<b>INPUT</b>	-20dBV@1M $\Omega$
<b>OUTPUT</b>	-10dBV (Output load impedance of 10k or more)
<b>AUX IN</b>	-10dBV @ 10k or more
<b>PHONES</b>	20mW+20mW (into 32-ohm load)
<b>POWER requirements</b>	9V DC, 500mA (pin negative)
<b>Dimension</b>	330(L)x202(W)x72(H)mm
<b>Weight</b>	2.65kg
<b>Accessory</b>	Owner's Manual, Power Adaptor

★Perchlorate Material-special Handling May Apply.

**THE FCC REGULATION  
WARNING (for U.S.A.)**

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**CE mark for European  
Harmonized Standards**

CE Mark which is attached to our company's products of Battery mains the product is in fully conformity with the harmonized standard(s) EN 61000-6-3:2007+A1:2011 & EN 61000-6-1:2007 Under the Council Directive 2004/108/ EC on Electromagnetic Compatibility.