REVPAD Effects List

The REVPAD Effects can be divided into seven different groups:
DRIVE, DYNAMIC, PITCH, MODULATION, FILTER, SPACE, and SPECIAL.
The first two parameters in every effect are the MIX & T-MIX parameters (except: the ACUST and DIBOX effects).
The MIX and T-MIX parameters act the same in all the effects and understanding them is one of the key aspects of using the REVPAD.

MIX – The mix of the chosen effect (dry/wet) when the user is not touching the touchpad. When set to: 0 = full dry signal, 100 = full wet signal, any other settings between 0-100 will result in a different blend of the dry and wet signals.

T-MIX – The T-MIX parameter acts the same as the MIX parameter, but only when the user touches the touchpad.

The user can switch between the MIX & T-MIX by touching and un-touching the touchpad.

Note: if FREEZE mode is on, the MIX will not be in use even when the user is not touching the touchpad, in this case only the T-MIX will be active until FREEZE mode is off.

PARAMETER	VALUES	X/Y
MIX	0-100	-
T-MIX	0-100	✓

- MIX parameter is not assignable to the X/Y axis, while the T-MIX is.

DRIVE	*DYNAMIC*	*PITCH*	*MOD*	*FILTER*	*SPACE*	*SPECIAL*
DIST	BOOST	PITCH	CHOR	WAH	DELAY	KL-SW
OVD	COMP	EZTAP	FLANG	WOW	RVERB	HOLD
FUZZ	GATE	HARM	VIBR	FILTR		ACUST
		SYMPH	TREM	TALKR		LOOP
		BOMB	SLIC4	EZTLK		DIBOX
		ARPEG		PHASR		
		EZARP		EQ		

1 DRIVE

*Only one effect in this group can be placed on a single patch.

1.1 DIST – Analog distortion

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	CLASI, WARM, TIGHT, RAW	Choose distortion type
GAIN	✓	0-100	Amount of distortion
LOW	✓	0-100	Low frequencies boost/cut
MID	✓	0-100	Mid frequencies boost/cut
HIGH	✓	0-100	High frequencies boost/cut
LEVEL	✓	0-100	DIST level

1.2 OVD – Analog overdrive

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	CLASI, WARM, TIGHT, RAW	Choose Overdrive type
GAIN	✓	0-100	Amount of Overdrive
LOW	✓	0-100	Low frequencies boost/cut
MID	✓	0-100	Mid frequencies boost/cut
HIGH	✓	0-100	High frequencies boost/cut
LEVEL	✓	0-100	OVD level

1.3 FUZZ

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	CLASI, WARM, TIGHT, RAW	Choose Fuzz type
GAIN	✓	0-100	Amount of Fuzz
LOW	✓	0-100	Low frequencies boost/cut
MID	✓	0-100	Mid frequencies boost/cut
HIGH	✓	0-100	High frequencies boost/cut
LEVEL	✓	0-100	FUZZ level

2 DYNAMIC

2.1 BOOST – Boost

PARAMETER	X / Y	VALUES	REMARK
GAIN	✓	0 - 100	Set boost gain (level)
LOW	✓	(+15) – (-15)	Low frequencies boost/cut (0 = flat)
MID	✓	(+15) – (-15)	Mid frequencies boost/cut (0 = flat)
HIGH	✓	(+15) – (-15)	High frequencies boost/cut (0 = flat)
FREQ	✓	0 - 100	Set the frequencies zone for the SHAPE parameter
SHAPE	✓	(+15) – (-15)	Boost/cut the frequencies zone chosen in the FREQ parameter (wide Q filter)

2.2 COMP – Compressor

PARAMETER	X / Y	VALUES	REMARK
GAIN	✓	0 – 100	Gain level entering the compressor
COMP	✓	0 – 100	Set amount of compression
ATTAC	✓	0 – 100	Set how fast the compressor reacts 0 time = fastest, 100 time = slowest
RELAS	✓	0 – 100	Set compressor release time 0 time = fastest, 100 time = slowest
LEVEL	✓	0 – 100	COMP level

2.3 GATE – Noise gate

PARAMETER	X / Y	VALUES	REMARK
TRHES	✓	0 – 100	Gate threshold
ATTAC	✓	0 – 100	Set how fast the noise gate reacts 0 time = fastest, 100 time = slowest
RLEAS	✓	0 – 100	Set noise gate release time 0 = fastest, 100 = slowest
LEVEL	✓	0 – 100	GATE level

3 PITCH

*Only one effect in this group can be placed on a single patch.

3.1 PITCH – Pitch shifter

PARAMETER	X / Y	VALUES	REMARK
MIN	-	(-12.0) - (+24.0)	Set the minimum pitch shift
SHIFT	✓	(-12.0) - (+24.0)	Set the maximum range of pitch shift
TIGHT	✓	0 – 100	Set the 'tightness' of the pitch algorithm, 0 = low latency, less stability 100 = more stability
FLARE	✓	0 – 100	Set amount for extra color
SLIDE	✓	0 – 100	Set the pitch slide speed, 0 = the fastest
LEVEL	✓	0 – 100	PITCH level

3.2 EZTAP – EZ tapping

The touchpad can be split up to three individual zones. Each area can be assigned to a different pitch.
If one of the PIT parameters is set to OFF, the pad will split to two zones. If two PITs parameters are set to OFF, the division is cancelled.

PARAMETER	X / Y	VALUES	REMARK
PIT.1	-	(-12.0) - (+24.0)	Set first tapping zone pitch
PIT.2	-	(-12.0) - (+24.0) OFF	Set second tapping zone pitch
PIT.3	-	(-12.0) - (+24.0) OFF	Set third tapping area pitch
TIGHT	✓	0 – 100	Set the 'tightness' of the pitch, 0 = low latency, less stability 100 = more stability
LEVEL	✓	0 – 100	EZTAP level

3.3 HARM – Harmony

PARAMETER	X / Y	VALUES	REMARK
HARM1	-	(-12.0) - (+24.0)	Set first Harmony pitch
VOL.1	✓	0 – 100	Set first Harmony level
HARM2	-	(-12.0) - (+24.0)	Set second Harmony pitch
VOL.2	✓	0 – 100	Set second Harmony level
LEVEL	✓	0 – 100	HARM level

3.4 SYMPH – Symphony

PARAMETER	X / Y	VALUES	REMARK
FLARE	✓	0 – 100	Set amount for extra color
TIGHT	✓	0 – 100	Set the 'tightness' of the pitch, 0 = low latency, less stability 100 = more stability
LEVEL	✓	0 – 100	SYMPH level

3.5 BOMB – Bomb

Shift between two different pitches with different levels. Set one pitch and its volume when touching the touchpad and a second one while off the touchpad.

PARAMETER	X / Y	VALUES	REMARK
PTC.U	-	(-12.0) - (+24.0)	Set pitch when 'off' the touchpad (first pitch)
LVL.U	-	0 – 100	Set volume of the first pitch
PTC.T	-	(-12.0) - (+24.0)	Set pitch when touching the touchpad (second pitch)
LVL.T	-	0 – 100	Set volume of the second pitch
FAD_I	✓	0 – 100	Set shifting speed from pitch one to pitch two
FAS_O	✓	0 – 100	Set shifting speed from pitch two to pitch one

3.6 ARPEG – Arpeggiator

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30 – 300 Global	Set Arpeggiator sequence tempo (BPM)
SBDIV	-	*see SBDIV list	Set the TEMPO sub-division.
SCALE	-	*see ARPEG scale list	Set scale / arpeggio sequence
MODE	-	* see ARPEG mode list	Set the starting point of the sequence, ascending, descending
LEVEL	✓	0 – 100	ARPEG level

*ARPEG mode list: UP, DW, 2xUP, UP-DW, DW-UP.

*SBDIV list: OFF, 1/4D, 1/4, 1/8D, 1/4T, 1/8, 1/16D, 1/8T, 1/16, 1/32D, 1/16T, 1/32, 1/32T

3.7 EZARP– EZ Arpeggiator

The touchpad can split up to three individual zones. Each area can be assigned to a different scale/arpeggio sequences.
If one of the ARP parameter set to OFF, the pad will split into two zones. If two ARPs parameters are set to OFF, the division is cancelled.

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30 – 300 Global	Set Arpeggiator sequence tempo (BPM)
SBDIV	-	*see SBDIV list	Set TEMPO sub-division
ARP.1	-	*see ARPEG scale list	Set first scale / arpeggio sequence area
ARP.2	-	*see ARPEG scale list OFF	Set second scale / arpeggio sequence area
ARP.3	-	*see ARPEG scale list OFF	Set third scale / arpeggio sequence area
LEVEL	✓	0 – 100	EZARP level

*ARPEG Scale List:

MTr	Major triad
mTr	Minor triad
MPn	Major pentatonic
mPn	Minor pentatonic
BLs	Blues scale
Mjr	Major scale
Dor	Dorian

Fri	Phrygian
Lyd	Lydian
Mix	Mixolydian
Aol	Minor scale
Loc	Locrian
Har	Harmonic minor
Mel	Melodic minor

Chr	Chromatic scale
Wht	Whole tone scale
WHW	Whole – half
HWH	Half - whole

4 MODULATION:

4.1 CHOR – Chorus.

PARAMETER	X / Y	VALUES	REMARK
SPEED	✓	0 – 100	Set Chorus speed
WIDTH	✓	0 – 100	Set width
FDBCK	✓	0 – 100	Set feedback amount
WAVE	✓	0 – 100	Mix between the chorus wave forms, 0 = Triangle, 50 = sinus, 100 = saw
TYPE	-	Clasi, Dual1, Dual2, Trip1, Trip2, Trip3, Wobble,	Set chorus type
LEVEL	✓	0 – 100	CHOR level

4.2 FLANG - Flanger

PARAMETER	X / Y	VALUES	REMARK
SPEED	✓	0 – 100	Set Flanger speed
WIDTH	✓	0 – 100	Set width
FDBCK	✓	0 – 100	Mix between the Flanger wave forms, 0 = Triangle, 50 = sinus, 100 = saw
LEVEL	✓	0 – 100	FLANG level

4.3 VIBR- Vibrato

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30 – 300 Global	Set Vibrato Tempo (BPM)
SBDIV	-	*see SBDIV list	Set TEMPO sub-division
START	-	Off, On	When 'on', touching the touchpad will initiate the vibrato sequence
WIDTH	✓	0 – 100	Set width
WAVE	✓	0 – 100	Mix between the Vibrato wave forms, 0 = triangle, 50 = sinus, 100 = square
LEVEL	✓	0 – 100	VIBR level

*SBDIV list: OFF, 1/4D, 1/4, 1/8D, 1/4T, 1/8, 1/16D, 1/8T, 1/16, 1/32D, 1/16T, 1/32, 1/32T

4.4 TREM – Tremolo

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30 – 300 Global	Set Tremolo tempo (BPM)
SBDIV	-	*see SBDIV list	Set TEMPO sub-division
START	-	Off, On	When 'on', touching the touchpad will initiate the tremolo sequence
WAVE	✓	0 – 100	Mix between the Tremolo wave forms, 0 = triangle, 50 = sinus, 100 = square
LEVEL	✓	0 – 100	TREM level

*SBDIV list: OFF, 1/4D, 1/4, 1/8D, 1/4T, 1/8, 1/16D, 1/8T, 1/16, 1/32D, 1/16T, 1/32, 1/32T

4.5 SLIC4 – Slicer with 4 different slice patterns

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30 – 300 global	Set slice tempo (BPM)
BAR_1	-	1 – 32	Set number of slices for bar 1
BAR_2	-	1 – 32	Set number of slices for bar 2
BAR_3	-	1 – 32	Set number of slices for bar 3
BAR_4	-	1 – 32	Set number of slices for bar 4
LEVEL	✓	0 – 100	SLICE4 level

5 FILTERS

5.1 WAH - Wah filter

PARAMETER	X / Y	VALUES	REMARK
RANGE	✓	0 – 100	Set WAH filter range
LEVEL	✓	0 – 100	WAH level

5.2 WOW – Wow filter

PARAMETER	X / Y	VALUES	REMARK
SWEEP	✓	0 – 100	Set WOW filter range
RESO	✓	0 – 100	Set amount of filter resonance
LEVEL	✓	0 – 100	WOW level

5.3 FILTR – Includes different types of filters

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	*See FILTER list	Choose filter type
SWEEP	✓	0 – 100	Set the maximum filter range
RESON	✓	0 – 100	Set amount of filter resonance
MIN	-	0 – 100	Set minimum filter range
ENVLP	✓	0 – 100	Set envelop sensitivity 0 = off, 100 = most sensitive
LEVEL	✓	0 – 100	FILTR level

*FILTER list: LPF, HPF, PEAK, 2PEAK, BPF, LPF2, BPF2, HPF2, LO-HI, NOTCH, JET.

5.4 TALKR – Talker.

PARAMETER	X / Y	VALUES	REMARK
TALKER	-	*See TALK list	Choose vowels type
SWEEP	✓	0 – 100	Set Talker range
RESON	✓	0 – 100	Set amount of Talker resonance
ENVLP	✓	0 – 100	Set envelop sensitivity 0 = off, 100 = most sensitive
LEVEL	✓	0 – 100	TALKR level

*TALK list: A-E, A-I, A-O, A-U, E-A, E-I, E-O, E-U, I-A, I-E, I-O, I-U, O-A, O-E, O-I, O-U, U-A, U-E, U-I, U-O.

5.5 PHASR – Phaser

There are two types of phasers. Please note that the DEPTH parameter applies only to type 2.

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	1, 2	Choose Phaser type
SPEED	✓	0 – 100	Set Phaser speed
DEPTH	✓		Set Phaser 2 depth
LEVEL	✓		PHASR level

5.6 EQ – Six band equalizer

EQ bands are set from -15db to +15db, when set to 0 = flat.

PARAMETER	X / Y	VALUES	REMARK
LOW	✓	(-15) – (+15)	Low frequencies boost/cut (0 = flat)
M.LOW	✓	(-15) – (+15)	Low mid frequencies boost/cut (0 = flat)
MID	✓	(-15) – (+15)	Mid frequencies boost/cut (0 = flat)
H.MID	✓	(-15) – (+15)	High mid frequencies boost/cut (0 = flat)
HIGH	✓	(-15) – (+15)	High frequencies boost/cut (0 = flat)
ULTRA	✓	(-15) – (+15)	Ultra-high frequencies boost/cut (0 = flat)

6 SPACE

6.1 DELAY

PARAMETER	X / Y	VALUES	REMARK
TEMPO	✓	30-300 global	Set delay tempo (BPM)
SBDIV	-	*see SBDIV list	Set the sub-division for the TEMPO
FDBCK	✓	0 – 100	Set feedback amount
TYPE	-	*See DELAY types list	Choose delay type
EXTRA	✓	0 – 100	Add different colors to the feedback, depends on delay type
LEVEL	✓	0 – 100	DELAY level

*SBDIV list: OFF, 1/4D, 1/4, 1/8D, 1/4T, 1/8, 1/16D, 1/8T, 1/16, 1/32D, 1/16T, 1/32, 1/32T

6.1.1 DELAY types list:

CLASI	Classic delay
DIGTL	Digital delay
D-MOD	Digital with modulation
D-VNT	Digital to vintage
BUCKT	Bucket delay
ANALG	Analog dark
TAPE	Tape delay

DG-AN	Digital to analog
AN-TP	Analog to tape
DG-TP	Digital to tape
SPACE	Delay with reverb and modulation.
ECHOS	Delay with reverb and modulation.
DUAL1	Pattern delay 1
DUAL2	Pattern delay 2

PIXEL	Delay with pixelated feedback.
D-TRM	Delay with tremolo
REVERS	Reverse delay
Fat	Rich tone delay
DIRTY	Delay with drive

6.2 RVERB:

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	*see REVERB types list	Choose Reverb type
SIZE	✓	0 – 100	Set Reverb size
TONE	✓	0 – 100	Set Reverb tone, 0 = darker 100 = brighter
SHIM	-	OFF, ON	Turn ON to add a shimmer (LUSH type only)
SHMIX	✓	0 – 100	Set amount of shimmer (LUSH type only)
LEVEL	✓	0 – 100	RVERB level

6.2.1 Reverb types list:

LUSH	Lush Reverb
SPRNG	Spring Reverb
PLATE	Plate Reverb
HALL	Hall Reverb
ROOM	Room Reverb

7 SPECIAL EFFECTS

7.1 KL-SW – Dynamic Kill switch.

Use the touchpad to 'kill' the signal to create a virtual 'KILL SWITCH'. Set the MIX parameter to 100 to get a full signal while off the pad and set T-MIX to 100 to mute the signal when touching the pad.

PARAMETER	X / Y	VALUES	REMARK
FADE-I	✓	0 – 100	Set fade-in speed 0 = fastest 100 = slowest
FADE-O	✓	0 – 100	Set fade-out speed 0 = fastest 100 = slowest
SLOP	-	LIN,EXP,LOG	Choose fades slop type
LEVEL	✓	0 – 100	KL-SW level

7.2 HOLD (SUSTAIN):

Hold (Sustain) the signal until replaced by another signal or stopped by touching the DEACTIVATE zone on the pad. A signal can be sustained while playing over it

PARAMETER	X / Y	VALUES	REMARK
SPLIT	-	0 – 100	Set ratio between the left & right zones of the touchpad split. This parameter only applies to SWTCH mode
ACTIV	-	LEFT, RIGHT	Set touchpad side that activates the HOLD function. This only applies to SWTCH and LATCH mode
MODE	-	*See HOLD mode list	Set HOLD operation mode
FXVOL	✓	0 – 100	Sustained signal level
LEVEL	✓	0 – 100	HOLD level

7.2.1 HOLD MODES:

TOUCH	The HOLD will be activated only while touching the touchpad. Play a chord, touch the touchpad. The chord will be sustained until your finger is off the touchpad.
SWTCH	One side of the touchpad activates the HOLD while the other side deactivates it. Use ACTIV parameter to choose the side activating the 'HOLD'. Use SPLIT parameter to set the ratio between activate-deactivate sides, if SPLIT is set to 50 = both sides are equal.
LATCH	This mode is similar to SWTCH mode, but in this mode, every time the user has touched the ACTIVE side, the HOLD will restart and sustain the current signal (in this mode the SPLIT parameter is disabled).

7.3 ACUST – Acoustic D.I BOX

When using an acoustic guitar with the REVPAD, the ACUST will perform as a designated acoustic D.I box.

PARAMETER	X / Y	VALUES	REMARK
LOW	✓	(-15) – (+15)	Low frequencies boost/cut (0 = flat)
FRQ.1	✓	0 – 100	Frequencies area of MID.1
MID.1	✓	(-15) – (+15)	Mid frequencies boost/cut (0 = flat)
FRQ.2	✓	0 – 100	Frequencies area of MID.2
MID.2	✓	(-15) – (+15)	Mid frequencies boost/cut (0 = flat)
HIGH	✓	(-15) – (+15)	High frequencies boost/cut (0 = flat)
ULTRA	✓	(-15) – (+15)	Ultra-high frequencies boost/cut (0 = flat)

7.4 LOOP

When using external effects with the REVPAD through its effects loop, the LOOP effect must be switched ON. Use the MIX & T-MIX parameters to control the mix of the external effects in use.
When using external effect with an expression jack the touchpad can be used as an "expression pedal" by connecting it to the 'expression out' port of the REVPAD (must use a ¼ inch stereo cable).

PARAMETER	X / Y	VALUES	REMARK
RANGE	✓	0 – 100	Set maximum range of the external effect
AUTO	-	OFF, 1 – 4	Set different automation modes for the RANGE. Using this will cancel the x/y touchpad control
TIME	✓	0 – 100	Set AUTO mode speed
LEVEL	✓	0 – 100	LOOP level

7.5 DIBOX – D.I BOX

Use when connecting the REVPAD directly to a P.A system, mixer, console, etc.
Use the 'line/amp' switch located in the back panel of the REVPAD for the required output mode.
At: SYS -> DEVICE UTILITES there is a global on/off function for the 'DIBOX'. If set to OFF every DIBOX function will be bypassed in all patches involving DIBOX.

PARAMETER	X / Y	VALUES	REMARK
TYPE	-	*See DI types list.	Choose D.I BOX type
LOW	✓	(-15) – (+15)	Low frequencies boost/cut (0 = flat)
MID	✓	(-15) – (+15)	Low frequencies boost/cut (0 = flat)
HIGH	✓	(-15) – (+15)	Low frequencies boost/cut (0 = flat)
FREQ	✓	0 - 100	Frequencies zone for the SHAPE parameter
SHAPE	✓	(+15) – (-15)	Boost/cut the freq. zone chosen in the FREQ parameter (wide Q filter)
LEVEL	✓	0 – 100	DIBOX level

7.5.1 DI types list:

CLASI	A classic style D.I-BOX
VINT 1-3	vintage style D.I-BOX (three types)
MDRN 1-2	Modern style D.I-BOX (two types)
BASS	D.I-BOX for bass guitar.