ZOOM

ZOOM B3n
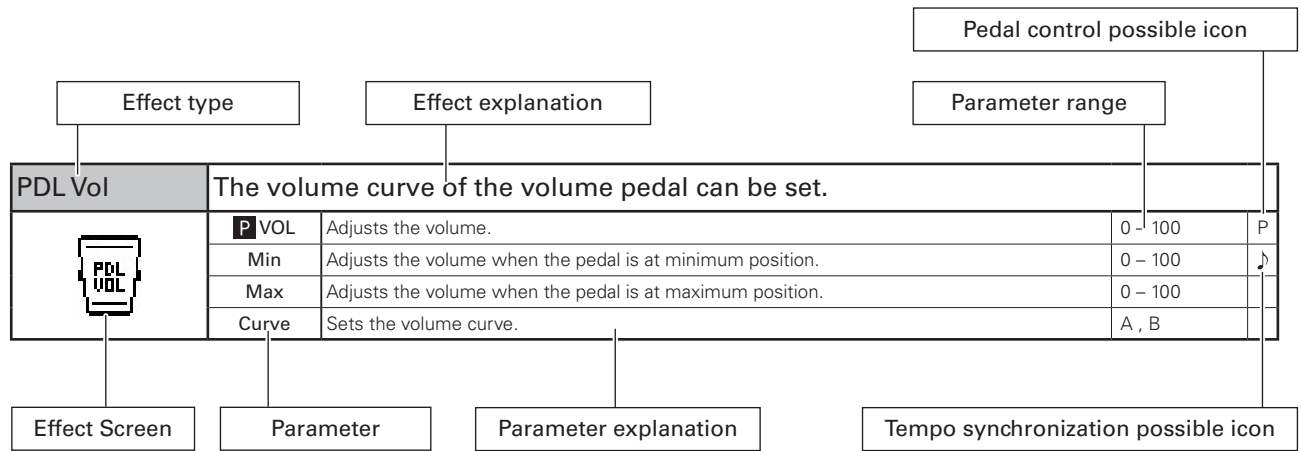Multi-Effects Processor

PUSH EDIT EFFECT

PUSH TO ENTER

MENU

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TYPE   TYPE   TYPE

FS 1   FS 2   FS 3

HOLD ▶ TUNER / TAP   EXIT

▼ BANK   ◀ SCROLL   ▲ BANK   SCROLL ▶   MEMORY / STOMP

B3n

Multi-Effects Processor

Effect Types and Parameters

Effect explanation overview

Effect type	Effect explanation		Parameter range	Pedal control possible icon

PDL Vol	The volume curve of the volume pedal can be set.			
Effect Screen	**P** VOL	Adjusts the volume.	0 – 100	P
	Min	Adjusts the volume when the pedal is at minimum position.	0 – 100	♪
	Max	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	Curve	Sets the volume curve.	A , B	

Effect Screen | Parameter | Parameter explanation | Tempo synchronization possible icon

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[DYNAMICS]

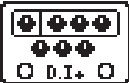| SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.		
	Time	Adjusts the attack time.	1 – 50
	Curve	Set the curve of volume change during attack.	0 – 10
	Tone	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100
ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.		
	DETCT	Sets control signal detection level.	GTRIN , EFXIN
	Depth	Sets the depth of noise reduction.	0 – 100
	THRSH	Adjusts the effect sensitivity.	0 – 100
	Decay	Adjust the envelope release.	0 – 100
BlackOpt	This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.		
	Comp	Adjusts the depth of the compression.	0 – 100
	Lo	Adjusts volume of low frequencies.	0 – 100
	Hi	Adjusts volume of high frequencies.	0 – 100
	VOL	Adjusts the volume.	0 – 100
LMT-76	This is a simulation of the UREI 1176LN.		
	Input	Adjusts the input level.	0 – 80
	Ratio	Adjusts the compression ratio.	4:1, 8:1, 12:1, 20:1
	REL	This is a limiter that suppresses signal peaks above a certain reference level.	10 – 70
	Output	Adjusts the output level.	0 – 80
160 Comp	This compressor is in the style of the dbx 160A.		
	THRSH	Adjusts the threshold that determines when the effect is activated.	-60 – 0
	Ratio	Adjusts the compression ratio.	1.0 – 10.0
	Knee	Sets the type of knee.	SOFT, HARD
	VOL	Adjusts the volume.	0 – 100
DualComp	This is a compressor which allows separate settings for the low frequency and high frequency range.		
	FREQ	Adjusts the crossover point between the high frequency and low frequency range.	300 – 1.5k
	LoCMP	Adjusts the compression depth in the low frequency range.	0 – 50
	HiCMP	Adjusts the compression depth in the high frequency range.	0 – 50
	VOL	Adjusts the volume.	0 – 100
MB Comp	This is a simulation of the MultiComp (MODE:MB).		
	Comp	Adjusts the depth of the compression.	0 – 100
	LoTHR	Adjusts the threshold that triggers the low-frequency effect.	0 – 100
	HiTHR	Adjusts the threshold that triggers the high-frequency effect.	0 – 100
	VOL	Adjusts the volume.	0 – 100
DYN Comp	This is a simulation of the MXR Dyna Comp. Added parameters allow you to adjust the tone and the compressor attack speed.		
	Sense	Adjusts the sensitivity of the effect.	0 – 10
	ATTCK	Sets compressor attack speed to FAST or SLOW.	SLOW, FAST
	Tone	Adjusts the tone.	0 – 100
	VOL	Adjusts the volume.	0 – 100

[FILTER]

SeqFLTR	The sequence filter has the flavor of a Z.Vex Seek-Wah.			
	Step	Adjusts number of sequence steps.	2 – 8	
	PTTRN	Sets effect pattern.	1 – 8	
	Speed	Sets the speed of the modulation.	1 – 50	♩
	RESO	Sets effect resonance.	0 – 10	
EG FLTR	This filter effect is controlled using the control switch.			
	FREQ1	Sets the frequency when the control switch is off.	0 – 100	
	FREQ2	Sets the frequency when the control switch is on.	0 – 100	
	RESO	Sets effect resonance.	0 – 100	
	Type	Sets filter type.	HPF2 – LPF4	
	Speed	Sets the speed of the modulation.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	CNTRL	Sets the control switch function.	LATCH , UnLATCH , TRGGR	
Exciter	This exciter enables flexible control.			
	Bass	Adjusts the amount of low-frequency phase correction.	0 – 100	
	Treble	Adjusts the amount of high-frequency phase correction.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	ON/OFF	Sets the foot switch function.	LATCH , UnLATCH	
BassA-Wah	You can adjust the mix of this bass guitar auto-wah with the original signal.			
	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
Z Tron	This is like a Q-Tron Envelope Filter in LP mode.			
	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
A-Filter	This is a resonance filter with a sharp envelope.			
	Mode	Sets direction of movement of the filter.	UP, DOWN	
	Sense	Adjusts the sensitivity of the effect.	1 – 10	
	Peak	Adjusts the Q value of the filter.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
Bass Cry	This talking modulator is suitable for the bass frequency range.			
	Range	Adjusts the frequency range processed by the effect.	1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Sense	Adjusts the sensitivity of the effect.	-10 – -1, 1 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

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[FILTER]

BassGEQ	This 7-band graphic equalizer is suitable for the bass frequency range.			
	50	Boosts or cuts the low (50 Hz) frequency band.	-12.0 – 12.0	
	120	Boosts or cuts the low (120 Hz) frequency band.	-12.0 – 12.0	
	400	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0	
	500	Boosts or cuts the low (500 Hz) frequency band.	-12.0 – 12.0	
	800	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0	
	4.5k	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 – 12.0	
	10k	Boosts or cuts the low (10 kHz) frequency band.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
St Ba GEQ	This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.			
	50	Boosts or cuts the low (50 Hz) frequency band.	-12.0 – 12.0	
	120	Boosts or cuts the low (120 Hz) frequency band.	-12.0 – 12.0	
	400	Boosts or cuts the low (400 Hz) frequency band.	-12.0 – 12.0	
	500	Boosts or cuts the low (500 Hz) frequency band.	-12.0 – 12.0	
	800	Boosts or cuts the low (800 Hz) frequency band.	-12.0 – 12.0	
	4.5k	Boosts or cuts the low (4.5 kHz) frequency band.	-12.0 – 12.0	
	10k	Boosts or cuts the low (10 kHz) frequency band.	-12.0 – 12.0	
	VOL	Adjusts the volume.	0 – 100	
BassPEQ	This 1-band parametric equalizer is suitable for the bass frequency range.			
	FREQ	Sets the frequency of the equalizer.	20 – 20k	
	Q	Adjusts equalizer Q.	0.5 – 16.0	
	Gain	Adjusts the gain.	-20.0 – 20.0	
	VOL	Adjusts the volume.	0 – 100	
Splitter	This effect divides the signal into two bands (high/low) and lets you freely adjust the mix ratio of the two bands.			
	FREQ	Adjusts the crossover point between the high frequency and low frequency band.	80 – 2.5k	
	Lo	Adjusts the mix ratio of the low frequency band.	0 – 100	
	Hi	Adjusts the mix ratio of the high frequency band.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

[DRIVE]

EP Stomp	This models the Maestro Echoplex preamp.		
	Gain	Adjusts the gain.	0 – 100
	Bass	Adjusts volume of low frequencies.	-10 – 10
	Treble	Adjusts volume of high frequencies.	-10 – 10
	VOL	Adjusts the volume.	0 – 100

NYC Muff	This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.		
	SUSTN	Adjusts the gain.	0 – 100
	Tone	Adjusts the tone.	0 – 100
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100

Bass DRV	This is a simulation of the SansAmp BASS DRIVER DI.		
	Bass	Adjusts volume of low frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100
	Blend	Adjusts the balance between the original sound and the effected sound.	0 – 100
	Gain	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	MID-F	Adjusts the center frequency of the mid-range.	500, 1.0k
	MID	Adjusts the volume of middle frequencies.	0 – 100

D.I Plus	This is a simulation of the MXR Bass D.I.+, which has both clean and distortion channels.		
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts the volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
	Color	This turns the preset EQ ON or OFF for the clean channel.	OFF, ON
	CL VOL	Adjusts the volume of the clean channel.	0 – 100
	BLEND	Adjusts the balance between the original sound and the effected sound.	0 – 100
	GAIN	Adjusts the gain.	0 – 100
	DS VOL	Adjusts the volume of the distortion channel.	0 – 100

Dark Pre	This is a simulation of the Darkglass Electronics Microtubes B7K.		
	Bass	Adjusts volume of low frequencies.	0 – 100
	L-MID	Adjusts the volume of lower middle frequencies.	0 – 100
	H-MID	Adjusts the volume of higher middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
	Blend	Adjusts the balance between the original sound and the effected sound.	0 – 100
	Gain	Adjusts the gain.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	BOOST	This sets the frequency bands boosted when the control switch is on.	LO, HI, LO+HI

Bass BB	This is a simulation of the Xotic Bass BB Preamp.		
	Gain	Adjusts the gain.	0 – 100
	Bass	Adjusts volume of low frequencies.	-10 – 10
	Treble	Adjusts volume of high frequencies.	-10 – 10
	VOL	Adjusts the volume.	0 – 100

DI-5	This simulates the AVALON DESIGN U5 preamp.		
	Gain	Adjusts the gain.	0 – 100
	Tone	Adjusts the tone.	OFF, 1 – 6
	HiCut	Cuts high frequencies when ON.	OFF, ON
	VOL	Adjusts the volume.	0 – 100

[DRIVE]

Bass Pre	This is a preamp model with a 3-band equalizer.			
	Bass	Adjusts volume of low frequencies.	0 – 10	
	MID	Adjusts volume of middle frequencies.	-10 – 10	
	Treble	Adjusts volume of high frequencies.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
Bass OD	Simulates the ODB-3 overdrive bass machine from BOSS.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BassTsDRV	Simulation of the Ibanez TS808. An added parameter allows you to adjust the balance of original sound and distortion.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
Dark OD	This is a simulation of the Darkglass Electronics Microtubes B3K.			
	Gain	Adjusts the gain.	0 – 100	
	ATTCK	Adjusts volume of high frequencies.	CUT, FLAT, BOOST	
	Blend	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BlueB BOD	This is a simulation of the MAD PROFESSOR Blueberry Bass Overdrive. An added parameter allows you to adjust the balance of original sound and distortion			
	Gain	Adjusts the gain.	0 – 100	
	Nature	Adjusts the tone.	0 – 100	
	Blend	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
VooDoo-B	This is a simulation of the ROGER MAYER VOODOO-BASS. An added parameter allows you to adjust the balance of original sound and distortion.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	Blend	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BaFzSmile	This models a FUZZ FACE. An added parameter allows you to adjust the balance of original sound and distortion.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
BassMetal	This models a BOSS Metal Zone. An added parameter allows you to adjust the balance of original sound and distortion			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

[AMP]

AMPG SVT	This models the sound of the Ampeg SVT.		
	Bass	Adjusts volume of low frequencies.	-20.0 – 20.0
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k
	MID	Adjusts volume of middle frequencies.	-20.0 – 20.0
	Treble	Adjusts volume of high frequencies.	-20.0 – 20.0
	Gain	Adjusts the gain.	0 – 100
	Ultra	Emphasizes high and low frequencies.	OFF, LOW, HI, BOTH, CUT
	VOL	Adjusts the volume.	0 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9

BMAN100	This models the sound of the Fender Bassman 100.		
	Bass	Adjusts volume of low frequencies.	10 – 100
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k
	MID	Adjusts volume of middle frequencies.	10 – 100
	Treble	Adjusts volume of high frequencies.	10 – 100
	Gain	Adjusts the gain.	10 – 100
	Deep	Adjusts the low-frequency character.	OFF, ON
	VOL	Adjusts the volume.	10 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9

SMR400	This models the sound of the SWR SM-400.		
	Bass	Adjusts volume of low frequencies.	-15.0 – 15.0
	MID-F	Adjusts the center frequency of the mid-range.	32 – 6.3k
	MID	Adjusts volume of middle frequencies.	-15.0 – 15.0
	Treble	Adjusts volume of high frequencies.	-15.0 – 15.0
	Gain	Adjusts the gain.	0 – 100
	ENHNC	This tone control changes the frequency and level according to the knob position.	0 – 100
	VOL	Adjusts the volume.	0 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9

AG 750	This models the sound of the Aguilar DB 750.		
	Bass	Adjusts volume of low frequencies.	0 – 100
	MID	Adjusts volume of middle frequencies.	0 – 100
	Treble	Adjusts volume of high frequencies.	0 – 100
	Gain	Adjusts the gain.	0 – 100
	BRGHT	Adjusts the high-frequency character.	OFF, ON
	Deep	Adjusts the low-frequency character.	OFF, ON
	VOL	Adjusts the volume.	0 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9

TE400SMX	This models the sound of the Trace Elliot AH400SMX.		
	Style	Three preset tones can be used to match the playing style.	PICK, SLAP, FINGER
	Bass	Adjusts volume of low frequencies.	-15.0 – 15.0
	MID	Adjusts volume of middle frequencies.	-15.0 – 15.0
	Treble	Adjusts volume of high frequencies.	-15.0 – 15.0
	Gain	Adjusts the gain.	0 – 100
	Shape	These presets boost low and high frequencies while cutting middle frequencies.	OFF, 1, 2
	VOL	Adjusts the volume.	0 – 100
	SOLO	Sets the volume when the control switch is on.	1 – 9

[CABINET]

SVT8x10	This models the sound of the Ampeg SVT-810E cabinet with eight 10" speakers.			
	DYN20	Adjusts volume of the Electro-Voice RE-20.	0 – 100	
	DYN57	Adjusts volume of the Shure SM57.	0 – 100	
	Bottom	Adjusts volume of low frequencies.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

FD-B4x12	This models the sound of the Fender Bassman 100 cabinet with four 12" speakers.			
	DYN20	Adjusts volume of the Electro-Voice RE-20.	0 – 100	
	DYN57	Adjusts volume of the Shure SM57.	0 – 100	
	Bottom	Adjusts volume of low frequencies.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

SMR4x10TW	This models a SWR GOLIATH cabinet with four 10" speakers and a tweeter.			
	DYN20	Adjusts volume of the Electro-Voice RE-20.	0 – 100	
	DYN57	This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.	0 – 100	
	Bottom	Adjusts volume of low frequencies.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

AG4x10TW	This models an Aguilar GS410 cabinet with four 10" speakers and a tweeter.			
	DYN20	Adjusts volume of the Electro-Voice RE-20.	0 – 100	
	DYN57	This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.	0 – 100	
	Bottom	Adjusts volume of low frequencies.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

TE4x10	This models the sound of the TRACE ELLIOT 1048 cabinet with four 10" speakers.			
	DYN20	Adjusts volume of the Electro-Voice RE-20.	0 – 100	
	DYN57	Adjusts volume of the Shure SM57.	0 – 100	
	Bottom	Adjusts volume of low frequencies.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

[MODULATION]

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

Phaser		This effect adds a phasing variation to the sound.		
	Color	Sets the tone of the effect type.	4 STG , 8 STG , INV 4 , INV 8	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 100	

PitchSHFT		This effect shifts the pitch up or down.		
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12–12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

HPS		This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.		
	Scale	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m,3, 4, 5, 6 (See Table 1)	
	Key	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E,F, F#, G, G#, A, A#, B	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

Kick FLNG		This flanger is controlled using the control switch.		
	PreD	Sets pre-delay time of effect sound.	0 – 100	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 100	
	ON/OFF	Sets the foot switch function.	LATCH , UnLATCH	
	RESO	Sets effect resonance.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	RST-F	Adjusts the LFO reset frequency.	0 – 100	
	LFO	Sets the function when the control switch is on.	RESET , STOP	

CoronaTri		This is a model of tc electronic's CORONA Tri-Chorus.		
	Depth	Sets the depth of the modulation.	0 – 100	
	Speed	Sets modulation speed.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	

[MODULATION]

BassStCho	This stereo chorus for bass has a clear sound quality.			
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	
	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BaVinFLNG	This analog flanger sound is similar to an MXR M-117R. A parameter has been added to cut low frequencies from the effect sound.			
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 50	♪
	RESO	Sets effect resonance.	-10 – 10	
	LoCut	Sets the cut-off frequency in the low range of the effect sound.	OFF, 60 – 800	
Ba Octave	This effect adds sound one octave below the original sound.			
	Oct	Adjusts the level of the one-octave lower sound component.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 10	
	Hi	Adjusts volume of high frequencies.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
Ba Detune	By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.			
	Cent	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-50 – 50	
	PreD	Sets the pre-delay time of the effect sound.	0 – 50	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
BaMnPitch	This pitch shifter was designed specifically for playing single notes in the bass frequency range.			
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12 – 12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	

[SFX]

Bomber	This effect generates explosive sounds.		
	Decay	Adjusts the length of the explosive sound.	1 – 100
	Tone	Adjusts the tone.	0 – 10
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	ON/OFF	Sets the foot switch function.	LATCH , TRGGR

StdSyn	ZOOM original bass synthesizer sound.		
	Sense	Adjusts the sensitivity for trigger detection.	0 – 100
	Sound	Selects a synthesizer variation.	1 – 4
	Tone	Adjusts the tone.	0 – 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100

SynTlk	This effect produces a synthesizer sound similar to a talking modulator producing vowels.		
	Decay	Adjusts the rate of sound change.	0 – 100
	Type	Selects a vowel variation.	IA, UE, UA, OA
	Tone	Adjusts the tone.	0 – 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100

Z-Syn	This bass synthesizer sound adds analog synth fatness.		
	FREQ	Sets the cut-off frequency of the lowpass filter.	0 – 10
	Range	Adjusts the amount of cut-off frequency modulation.	0 – 20
	Decay	Adjusts the speed of tone modulation.	0 – 100
	RESO	Sets effect resonance.	0 – 20
	Wave	Selects the waveform.	SAW, SQR
	Tone	Adjusts the tone.	0 – 10
	BAL	Adjusts the balance between original and effect sounds.	0 – 100
	VOL	Adjusts the volume.	0 – 100

Defret	Turns the sound from any bass guitar into a fretless bass sound.		
	Sense	Adjusts the effect sensitivity.	0 – 30
	Color	Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.	1 – 10
	Tone	Adjusts the tone.	1 – 50
	VOL	Adjusts the volume.	0 – 100

PH+Dist	This effect combines a phaser and distortion in the style of the Roland JET PHASER.		
	Mode	Selects the jet sound mode.	1 – 4
	Rate	Adjusts the modulation rate.	0 – 50
	RESO	Sets effect resonance.	0 – 10
	VOL	Adjusts the volume.	0 – 100

[DELAY]

Delay	This long delay has a maximum length of 4000 ms.			
	Time	Sets the delay time.	1 – 4000	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	

AnalogDly	This analog delay simulation has a long delay with a maximum length of 4000 ms.			
	Time	Sets the delay time.	1 – 4000	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	

TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.			
	Time	Sets the delay time.	1 – 2000	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	

ReverseDL	This reverse delay is a long delay with a maximum length of 2000 ms.			
	Time	Sets the delay time.	10 – 2000	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	

Hold DLY	This hold delay effect is controlled using the control switch.			
	Time	Sets the delay time.	1 – 4000	♪
	F.B	Adjusts the feedback amount.	0 – 100	
	HiDMP	Adjusts the treble attenuation of the delay sound.	0 – 10	
	Tone	Adjusts the tone.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	P-P	Sets delay output to mono or Ping Pong.	MONO , P-P	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
	Hold	Sets the control switch function.	LATCH , UnLATCH	

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[REVERB]

Air	This effect reproduces the ambience of a room, to create spatial depth.		
	Size	Sets the size of the space.	1 – 100
	REF	Adjusts the amount of reflection from the wall.	0 – 10
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

Room	This reverb effect simulates the acoustics of a room.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

Hall	This reverb effect simulates the acoustics of a concert hall.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

HD Hall	This is a dense hall reverb.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

Spring	This reverb effect simulates a spring reverb.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100
	Decay	Sets the duration of the reverberations.	1 – 30
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

Plate	This simulates a plate reverb.		
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200
	Decay	Sets the duration of the reverberations.	0 – 100
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON

[PEDAL]

PDL Vol	The volume curve of the volume pedal can be set.		
	P VOL — Adjusts the volume.	0 – 100	P
	Min — Adjusts the volume when the pedal is at minimum position.	0 – 100	
	Max — Adjusts the volume when the pedal is at maximum position.	0 – 100	
	Curve — Sets the volume curve.	A , B	
BassWah	This is a pedal wah effect for bass guitar.		
	P FREQ — Adjusts the emphasized frequency.	0 – 100	P
	Range — Adjusts the frequency range processed by the effect.	0 – 100	
	Dry — Adjusts the volume of the unaffected sound.	0 – 100	
	VOL — Adjusts the volume.	0 – 100	
PDL Reso	Pedal wah with a strong character.		
	P FREQ — Adjusts the emphasized frequency.	1 – 50	P
	RESO — Sets effect resonance.	0 – 10	
	Dry — Adjusts the volume of the unaffected sound.	0 – 100	
	VOL — Adjusts the volume.	0 – 100	
BaPDLPit	Use an expression pedal to change the pitch in real time with this effect.		
	P Bend — Sets the amount of pitch shift.	0 – 100	P
	Color — Sets the type of pitch change control with the expression pedal.	1 – 9 (See Table 2)	
	Tone — Adjusts the tone.	0 – 10	
	Mode — Sets the sound style.	UP, DOWN	
BaPDLMnP	This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.		
	P Bend — Sets the amount of pitch shift.	0 – 100	P
	Color — Sets the type of pitch change control with the expression pedal.	1 – 9 (See Table 2)	
	Tone — Adjusts the tone.	0 – 10	
	Mode — Sets the sound style.	UP, DOWN	

Additional tables

Table 1 [Scale Parameter]

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

Table 2 [Color Parameter]

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