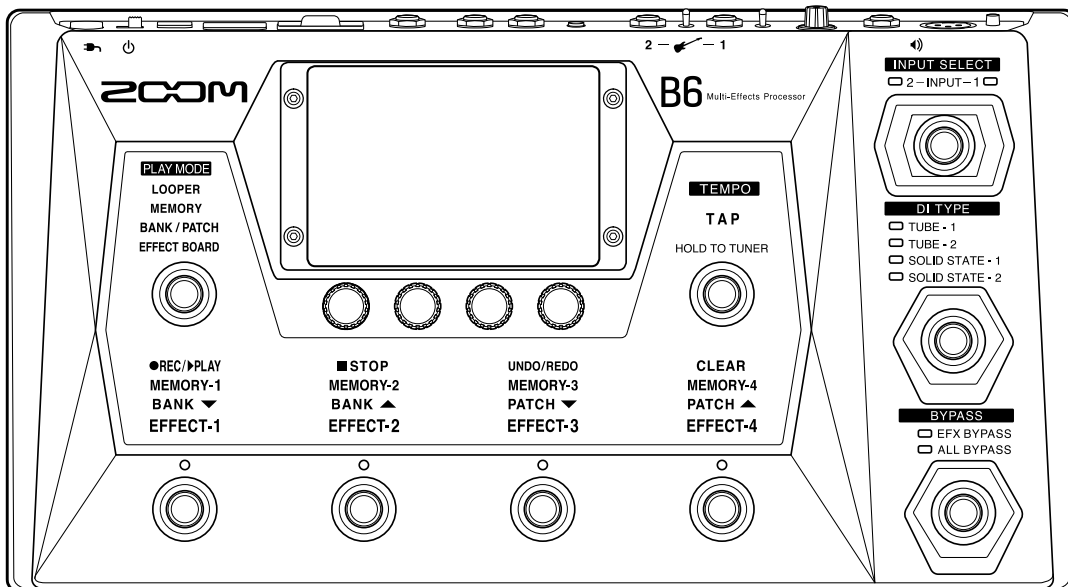


# B6

## Multi-Effects Processor




## Effect Types and Parameters

This document cannot be displayed properly on black-and-white displays.

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# 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.          |         |                       |  |                                     |  |
|  | <b>P</b> 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 ]

|   |  |   |                      |  |
|---|--|---|----------------------|--|
| <b>SlowATTCK</b>  | 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              |  |
| <b>ZNR</b>  | 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              |  |
| <b>OptComp</b>  | This is an optical compressor.   |   |                      |  |
|    | Drive  | Adjusts the depth of the compression.   | 0 – 10               |  |
|   | Lo   | Adjusts volume of low frequencies.  | 0 – 100              |  |
|   | Hi   | Adjusts volume of high frequencies.   | 0 – 100              |  |
|   | VOL  | Adjusts the volume.   | 0 – 100              |  |
| <b>BlackOpt</b>   | This is a simulation of the Demeter COMP-1 Compuator. 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              |  |
| <b>LMT-76</b>   | 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               |  |
| <b>160 Comp</b>   | 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              |  |
| <b>DualComp</b>   | 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              |  |
| <b>MB Comp</b>  | 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              |  |








[ DYNAMICS ]

|   |   |   |            |  |
|---|---|---|------------|--|
| <b>DYN Comp</b>   | 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    |  |
| <b>Glam Comp</b>  | This compressor becomes a glamorous tone as increasing the Shape parameter. Also, you can mix the original sound.         |   |            |  |
|  | Comp  | Adjusts the depth of the compression.         | 0 – 100    |  |
|   | Shape   | Emphasizes high and low frequencies.          | 0 – 10     |  |
|   | VOL   | Adjusts the volume.                           | 0 – 100    |  |
|   | DryMx   | Adjusts the volume of the unaffected sound.   | 0 – 100    |  |



[ FILTER ]

|   |   |   |                  |   |
|---|---|---|------------------|---|
| <b>SeqFLTR</b>  | 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           |   |
| <b>EG FLTR</b>  | This filter effect is controlled using the foot switch.                       |   |                  |   |
|  | FREQ1   | Sets the frequency when the foot switch is off.         | 0 – 100          |   |
|   | FREQ2   | Sets the frequency when the foot 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          |   |
| <b>Exciter</b>  | 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   |   |
| <b>BassA-Wah</b>  | 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          |   |
| <b>ZTron</b>  | 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          |   |






[ FILTER ]

|   |   |  |                  |  |
|---|---|--|------------------|--|
| <b>A-Filter</b>   | 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          |  |
| <b>Bass Cry</b>   | 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          |  |
| <b>BassGEQ</b>  | 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          |  |
| <b>St Ba GEQ</b>  | 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          |  |
| <b>BassPEQ</b>  | 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          |  |
| <b>Splitter</b>   | 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          |  |
| <b>Low EQ</b>   | Designed for low frequencies, this equalizer allows you to select the type.   |  |                  |  |
|  | Type  | Sets filter type.  | SHELF, HPF       |  |
|   | FREQ  | Sets the frequency of the filter.  | 20 – 640         |  |
|   | Gain  | Adjusts the gain.<br>This setting is disabled when the Type parameter is set to HPF. | -12.0 – 12.0     |  |
|   | VOL   | Adjusts the volume.  | 0 – 100          |  |









[ FILTER ]

|   |  |  |              |  |
|---|--|--|--------------|--|
| <b>High EQ</b>  | Designed for high frequencies, this equalizer allows you to select the type. |  |              |  |
|  | Type   | Sets filter type.  | SHELF, LPF   |  |
|   | FREQ   | Sets the frequency of the filter.  | 500 – 20k    |  |
|   | Gain   | Adjusts the gain.<br>This setting is disabled when the Type parameter is set to LPF. | -12.0 – 12.0 |  |
|   | VOL  | Adjusts the volume.  | 0 – 100      |  |
| <b>EnvFilter</b>  | This models the MXR envelope filter.   |  |              |  |
|  | THRSH  | Adjusts the effect sensitivity.  | 0 – 100      |  |
|   | ATTCK  | Adjusts the attack speed.  | 0 – 100      |  |
|   | Mode   | Sets direction of movement of the filter.  | UP, DOWN     |  |
|   | VOL  | Adjusts the volume.  | 0 – 100      |  |







[ DRIVE ]

|   |  |   |                       |  |
|---|--|---|-----------------------|--|
| <b>EP Stomp</b>   | 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               |  |
| <b>RC Boost</b>   | This booster covers sounds ranging from clean boosts to light drives.  |   |                       |  |
|  | Gain   | Adjusts the gain.                                       | 0 – 100               |  |
|   | Bass   | Adjusts volume of low frequencies.                      | 0 – 100               |  |
|   | Treble   | Adjusts volume of high frequencies.                     | 0 – 100               |  |
|   | VOL  | Adjusts the volume.                                     | 0 – 100               |  |
| <b>NYC Muff</b>   | 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               |  |
| <b>TS+Boost</b>   | This effect combines TS Drive and Booster.   |   |                       |  |
|  | Gain   | Adjusts gain of TS Drive.                               | 0 – 100               |  |
|   | Tone   | Adjusts tone of TS Drive.                               | 0 – 100               |  |
|   | VOL  | Adjusts volume of TS Drive.                             | 0 – 100               |  |
|   | Comp   | Sets the clipping type of TS Drive.                     | 0 – 2                 |  |
|   | Boost  | Adjusts gain of Booster.                                | 0 – 100               |  |
|   | Bass   | Adjusts low frequencies volume of booster.              | 0 – 100               |  |
|   | Treble   | Adjusts high frequencies volume of booster.             | 0 – 100               |  |
|   | Order  | Set the connection order of TS Drive and Booster.       | BOOST-OD,<br>OD-BOOST |  |
| <b>Squeak</b>   | This models a ProCo RAT.<br>A parameter has been added that allows you to adjust the mix level of the original sound.              |   |                       |  |
|  | Gain   | Adjusts the gain.                                       | 0 – 100               |  |
|   | FLTR   | Adjusts the tone.                                       | 0 – 100               |  |
|   | VOL  | Adjusts the volume.                                     | 0 – 100               |  |
|   | DryMx  | Adjusts the volume of the unaffected sound.             | 0 – 100               |  |

[ DRIVE ]

|   |   |   |                  |  |
|---|---|---|------------------|--|
| <b>Bass OD</b>  | 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          |  |
| <b>BassTsDRV</b>  | 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          |  |
| <b>Dark OD</b>  | 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          |  |
| <b>BlueB BOD</b>  | 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          |  |
| <b>VooDoo-B</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          |  |
| <b>BaFzSmile</b>  | 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          |  |
| <b>BassMetal</b>  | 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          |  |
| <b>BassOctFZ</b>  | This fuzz effect adds an octave above.  |   |                  |  |
|  | Boost   | Adjusts the gain.                                       | 0 – 100          |  |
|   | Tone  | Adjusts the tone.                                       | 0 – 100          |  |
|   | Fuzz  | This adjusts the amount of fuzz in the mix.             | 0 – 100          |  |
|   | Dry   | Adjusts the volume of the unaffected sound.             | 0 – 100          |  |

[ PREAMP ]



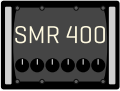
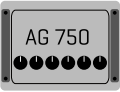

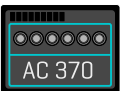
|   |   |   |                      |  |
|---|---|---|----------------------|--|
| <b>Bass DRV</b>   | This is a simulation of the SansAmp BASS DRIVER DI.                                       |   |                      |  |
|    | Bass  | Adjusts volume of low frequencies.  | 0 – 100              |  |
|   | 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              |  |
| <b>D.I Plus</b>   | 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              |  |
|   | CHAN  | Switches between clean and distortion channels.   | CLN, DIST            |  |
|   | Blend   | Adjusts the balance between the original sound and the effected sound for the distortion channel. | 0 – 100              |  |
|   | Gain  | Adjusts the gain of the distortion channel.   | 0 – 100              |  |
| VOL   | Adjusts the volume.   | 0 – 100   |                      |  |
| <b>Dark Pre</b>   | 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.  | OFF, LO, HI<br>LO+HI |  |
| <b>Bass BB</b>  | 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              |  |
| <b>DI-5</b>   | 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              |  |
| <b>Bass Pre</b>   | 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              |  |






[ PREAMP ]

|   |  |  |              |  |
|---|--|--|--------------|--|
| <b>Pre1073</b>  | This sound models a vintage mic preamp characterized by its transformers.  |  |              |  |
|    | Gain   | Adjusts the gain.  | 20 – 50      |  |
|   | Bass-F   | Adjusts the center frequency of the low-range.                         | 55, 220      |  |
|   | Bass   | Adjusts the volume of low frequencies.                                 | -50 – 50     |  |
|   | MID-F  | Adjusts the center frequency of the mid-range.                         | 350 – 3.2K   |  |
|   | MID  | Adjusts the volume of middle frequencies.                              | -50 – 50     |  |
|   | TRBL-F   | Adjusts the center frequency of the high-range.                        | 10K, 16K     |  |
|   | Treble   | Adjusts the volume of high frequencies.                                | -50 – 50     |  |
|   | Vol  | Adjusts the volume.  | 0 – 100      |  |
| <b>SolidPre</b>   | This models a solid-state mic preamp made by a console manufacturer. Control of harmonics is a feature.  |  |              |  |
|    | Gain   | Adjusts the gain.  | 0 – 100      |  |
|   | HMNCS  | Use to adjust the amount of harmonics.                                 | 0 – 100      |  |
|   | LoType   | Sets filter type of the low-range.                                     | SHELF, PEQ   |  |
|   | LoFREQ   | Adjusts the center frequency of the low-range.                         | 40 – 600     |  |
|   | Lo   | Adjusts the volume of low frequencies.                                 | -50 – 50     |  |
|   | HiFREQ   | Adjusts the center frequency of the high-range.                        | 1.5K – 22.0K |  |
|   | Hi   | Adjusts the volume of high frequencies.                                | -50 – 50     |  |
|   | Vol  | Adjusts the volume.  | 0 – 100      |  |
| <b>Clear DRV</b>  | This original preamp model with distinct distortion uses linear phase EQ. When mixed with the original sound, a clear distortion without phase interference can be achieved. |  |              |  |
|  | Bass   | Adjusts volume of low frequencies.                                     | 0 – 100      |  |
|   | MID-F  | Adjusts the center frequency of the mid-range.                         | 100 – 1.0K   |  |
|   | MID  | Adjusts the volume of middle frequencies.                              | 0 – 100      |  |
|   | Treble   | Adjusts volume of high frequencies.                                    | 0 – 100      |  |
|   | PRSNCR   | 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      |  |
| <b>SpLoPre</b>  | This original amp model achieves extremely low frequencies.  |  |              |  |
|  | Gain   | Adjusts the gain. Changes the ENHNC effect.                            | 0 – 100      |  |
|   | ENHNC  | Emphasizes low frequencies.  | 0 – 100      |  |
|   | SUB  | Adjust the volume of one octave down.                                  | 0 – 100      |  |
|   | Lo   | Adjusts volume of low frequencies.                                     | 0 – 100      |  |
|   | Mid  | Adjusts the volume of middle frequencies.                              | 0 – 100      |  |
|   | Hi   | Adjusts volume of high frequencies.                                    | 0 – 100      |  |
|   | BAL  | Adjusts the balance between the original sound and the effected sound. | 0 – 100      |  |
|   | VOL  | Adjusts the volume.  | 0 – 100      |  |
| <b>DjentPre</b>   | This original amp model combines a distortion-free low end with an extremely distorted high end. This is perfect for Djent sounds using basses with 5 or more strings.       |  |              |  |
|  | 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      |  |
|   | Hi Bst   | Turns boost ON/OFF in the high frequencies.                            | OFF, ON      |  |
|   | LoCut  | Sets the cut-off frequency in the low range.                           | OFF – 120    |  |
|   | Gain   | Adjusts the gain.  | 0 – 100      |  |
|   | VOL  | Adjusts the volume.  | 0 – 100      |  |

[ BASS AMP ]

|   |        |   |                         |  |
|---|--------|---|-------------------------|--|
| <b>AMPG SVT</b>   |        | 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                 |  |
| <b>BMAN100</b>  |        | 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                |  |
| <b>SMR400</b>   |        | 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                 |  |
| <b>AG 750</b>   |        | 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                 |  |
| <b>TE400SMX</b>   |        | 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                 |  |
| <b>AC 370</b>   |        | This models the sound of the Acoustic 370 bass amplifier.                         |                         |  |
|  | Bass   | Adjusts volume of low frequencies.  | 0 – 100                 |  |
|   | MID-F  | Adjusts the center frequency of the mid-range.                                    | 32 – 6.3k               |  |
|   | 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                 |  |
|   | VOL    | Adjusts the volume.   | 0 – 100                 |  |




[ BASS AMP ]

|   |  |  |                      |  |
|---|--|--|----------------------|--|
| <b>Mini MkB</b>   | This models the sound of the Markbass MINIMARK 802 bass amplifier.       |  |                      |  |
|    | Gain   | Adjusts the gain.  | 0 – 100              |  |
|   | VNTG   | Adjusts the tone.  | 0 – 100              |  |
|   | Shape  | These filters boost low and high frequencies while cutting middle frequencies. | 0 – 100              |  |
|   | VOL  | Adjusts the volume.  | 0 – 100              |  |
| <b>EBH360</b>   | This models the sound of the EBS HD360 bass amplifier.                   |  |                      |  |
|    | Bass   | Adjusts volume of low frequencies.   | -10.0 – 10.0         |  |
|   | MID-F  | Adjusts the center frequency of the mid-range.                                 | 32 – 6.3k            |  |
|   | MID  | Adjusts volume of middle frequencies.  | -10.0 – 10.0         |  |
|   | Treble   | Adjusts volume of high frequencies.  | -10.0 – 10.0         |  |
|   | BRGHT  | Adjusts the high-frequency character.  | 0 – 100              |  |
|   | Drive  | Adjusts the gain.  | 0 – 100              |  |
|   | VOL  | Adjusts the volume.  | 0 – 100              |  |
|   | CHARA  | Emphasizes high and low frequencies.   | OFF, ON              |  |
| <b>FlipTop</b>  | This models the sound of the Ampeg B-15N bass amplifier.                 |  |                      |  |
|   | BRGHT  | Adjusts the high-frequency character.  | OFF, ON              |  |
|   | Treble   | Adjusts volume of high frequencies.  | -20.0 – 20.0         |  |
|   | MID  | Adjusts volume of middle frequencies.  | -20.0 – 20.0         |  |
|   | Bass   | Adjusts volume of low frequencies.   | -20.0 – 20.0         |  |
|   | Gain   | Adjusts the gain.  | 0 – 100              |  |
|   | Ultra  | Emphasizes high and low frequencies.   | OFF, HI, LOW, BOTH   |  |
|   | VOL  | Adjusts the volume.  | 0 – 100              |  |
| <b>SUN CB</b>   | This models the sound of a vintage solid-state amp from the 70s.         |  |                      |  |
|  | Input  | Selects the input channel.   | NORMAL, BRIGHT       |  |
|   | Bass   | Adjusts volume of low frequencies.   | 0 – 100              |  |
|   | MID  | Adjusts volume of middle frequencies.  | 0 – 100              |  |
|   | Treble   | Adjusts volume of high frequencies.  | 0 – 100              |  |
|   | Dist   | Adjusts the gain. Set this to OFF to switch to a clean channel.                | OFF – 100            |  |
|   | Color  | Adjusts the high-frequency character.  | OFF – 100            |  |
|   | Hi Bst   | Turns boost ON/OFF in the high frequencies.                                    | OFF, ON              |  |
|   | VOL  | Adjusts the volume.  | 0 – 100              |  |
| <b>Monotone</b>   | This models the sound of a solid-state combo amp that is great for jazz. |  |                      |  |
|  | Bass   | Adjusts volume of low frequencies.   | 0 – 100              |  |
|   | MID  | Adjusts volume of middle frequencies.  | 0 – 100              |  |
|   | Treble   | Adjusts volume of high frequencies.  | 0 – 100              |  |
|   | PRSNCR   | Adjusts volume of super-high frequencies                                       | 0 – 100              |  |
|   | MODE   | Sets the tone of the character   | DARK, NORMAL, BRIGHT |  |
|   | VOL  | Adjusts the volume.  | 0 – 100              |  |





[ CABINET ]

|   |   |   |         |  |
|---|---|---|---------|--|
| <b>SVT8x10</b>  | 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 |  |
| <b>SVT4x10TW</b>  | This models a SVT-410HLF 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 |  |
| <b>FD-B4x12</b>   | 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 |  |
| <b>SMR4x10TW</b>  | 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 |  |
| <b>AG4x10TW</b>   | 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 |  |
| <b>TE4x10</b>   | 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 |  |
| <b>AC1x18</b>   | This models an Acoustic 301 cabinet with one 18" speaker.                       |   |         |  |
|  | 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 |  |
| <b>MkB2x8TW</b>   | This models a Markbass MINIMARK 802 cabinet with two 8" 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 |  |
| <b>EB4x10TW</b>   | This models an EBS ProLine 410 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 |  |








[ CABINET ]

|   |  |   |         |  |
|---|--|---|---------|--|
| <b>AM1x15</b>   | This models an Ampeg B-15N cabinet with one 15" speaker.   |   |         |  |
|  | 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 |  |
| <b>SN2x15</b>   | This models the sound of a vintage 70s solid-state amp cabinet with two 15" 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 |  |
| <b>MT1x15</b>   | This models the sound of a solid-state combo amp cabinet with one 15" speaker and is great for jazz. |   |         |  |
|  | 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 ]

|   |  |   |                            |   |
|---|--|---|----------------------------|---|
| <b>Tremolo</b>  | 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                    |   |
| <b>Phaser</b>   | 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                    |   |
| <b>TheVibe</b>  | This vibe sound features unique undulations.       |   |                            |   |
|  | Speed  | Sets the speed of the modulation.   | 0 – 50                     |   |
|   | Depth  | Sets the depth of the modulation.   | 0 – 100                    |   |
|   | Mode   | Sets effect to vibrato or chorus.   | VIBRT, CHORS               |   |
|   | VOL  | Adjusts the volume.   | 0 – 100                    |   |
| <b>PitchSHFT</b>  | 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                    |   |









[ MODULATION ]

|   |        |   |  |   |
|---|--------|---|--|---|
| <b>HPS</b>  |        | 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<br><a href="#">( See Table 1 )</a> |   |
|   | 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  |   |
| <b>Kick FLNG</b>  |        | This flanger is controlled using the foot 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  |   |
| <b>CloneCho</b>   |        | This analog chorus sound models the Electro-Harmonix SmallClone.  |  |   |
|  | Depth  | Sets the depth of the modulation.   | 1, 2   |   |
|   | Rate   | Sets the speed of the modulation.   | 0 – 100  |   |
|   | Tone   | Adjusts the tone.   | 0 – 100  |   |
|   | Mix    | Adjusts the amount of effected sound that is mixed with the original sound.   | 0 – 100  |   |
| <b>SuperCho</b>   |        | This models the sound of a BOSS CH-1 SUPER CHORUS.  |  |   |
|  | Depth  | Sets the depth of the modulation.   | 0 – 100  |   |
|   | Rate   | Sets the speed of the modulation.   | 0 – 100  |   |
|   | Tone   | Adjusts the tone.   | 0 – 100  |   |
|   | Mix    | Adjusts the amount of effected sound that is mixed with the original sound.   | 0 – 100  |   |
| <b>CoronaTri</b>  |        | This is a model of tc electronic's CORONA Tri-Chorus.   |  |   |
|  | Depth  | Sets the depth of the modulation.   | 0 – 100  |   |
|   | Speed  | Sets the speed of the modulation.   | 0 – 100  |   |
|   | Tone   | Adjusts the tone.   | 0 – 100  |   |
|   | Mix    | Adjusts the amount of effected sound that is mixed with the original sound.   | 0 – 100  |   |
| <b>BassStCho</b>  |        | 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  |   |
| <b>BaVinFLNG</b>  |        | 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  |   |

[ MODULATION ]














|   |   |   |              |  |
|---|---|---|--------------|--|
| <b>Ba Octave</b>  | 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      |  |
| <b>Ba AnaOct</b>  | This simulates an analog octaver. Modulation can be applied to the octave below, adding depth to the sound.                   |   |              |  |
|    | OCT1  | Adjusts the level of the sound one octave below the effect sound.                   | 0 – 100      |  |
|   | OCT2  | Adjusts the level of the sound two octaves below the effect sound.                  | 0 – 100      |  |
|   | MOD   | Sets how much the octave below sound is modulated.                                  | 0 – 100      |  |
|   | Dry   | Adjusts the volume of the unaffected sound.   | 0 – 100      |  |
| <b>Ba Detune</b>  | 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      |  |
| <b>BaMnPitch</b>  | 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      |  |
| <b>BaPIShift</b>  | This pitch shifter for bass supports chord playing.   |   |              |  |
|  | Shift   | Adjusts the pitch shift amount in semitones.  | -24 – 12     |  |
|   | Tone  | Adjusts the tone.   | 0 – 100      |  |
|   | Wet   | Adjust the amount of the effect sound in the mix.                                   | 0 – 100      |  |
|   | Dry   | Adjust the amount of the original sound in the mix.                                 | 0 – 100      |  |
| <b>BassPhase</b>  | This phaser is good for bass frequencies.   |   |              |  |
|  | Color   | Sets the sound color.   | 1, 2         |  |
|   | Depth   | Sets the depth of the modulation.   | 0 – 100      |  |
|   | Rate  | Sets the speed of the modulation.   | 0 – 100      |  |
|   | RESO  | Sets effect resonance.  | 0 – 100      |  |

[ SFX ]









|   |  |   |                |   |
|---|--|---|----------------|---|
| <b>Bomber</b>   | 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   |   |
| <b>LoopRoll</b>   | This effect allows you use the footswitch to sample and hold what you play.                        |   |                |   |
|    | Time   | Sets the loop time.   | 10 – 4000      |  |
|   | Duty   | Sets the time that the sample-and-hold sound is produced.   | 25 – 100       |   |
|   | BAL  | Adjusts the balance between original and effect sounds.   | 0 – 100        |   |
|   | ON/OFF   | Sets the foot switch function.  | LATCH, UnLATCH |   |
| <b>BaStdSyn</b>   | ZOOM original bass synthesizer sound.  |   |                |   |
|    | Mode   | Sets direction of movement of the filter.   | UP, DOWN       |   |
|   | Sense  | Adjusts the sensitivity for trigger detection.  | 0 – 100        |   |
|   | ATTCK  | Adjusts the attack speed.   | 0 – 100        |   |
|   | Range  | Adjusts the amount of cut-off frequency modulation.   | 0 – 100        |   |
|   | RESO   | Sets effect resonance.  | 0 – 100        |   |
|   | Oct  | Adjusts the level of the one-octave lower sound component.  | 0 – 100        |   |
|   | BAL  | Adjusts the balance between original and effect sounds.   | 0 – 100        |   |
|   | VOL  | Adjusts the volume.   | 0 – 100        |   |
| <b>BaSynTlk</b>   | This effect for bass produces a synthesizer sound similar to a talking modulator producing vowels. |   |                |   |
|  | Type   | Selects a vowel variation.  | IA, UE, UA, OA |   |
|   | Sense  | Adjusts the sensitivity for trigger detection.  | 0 – 100        |   |
|   | ATTCK  | Adjusts the attack speed.   | 0 – 100        |   |
|   | RESO   | Sets effect resonance.  | 0 – 100        |   |
|   | Tone   | Adjusts the tone.   | 0 – 10         |   |
|   | Oct  | Adjusts the level of the one-octave lower sound component.  | 0 – 100        |   |
|   | BAL  | Adjusts the balance between original and effect sounds.   | 0 – 100        |   |
|   | VOL  | Adjusts the volume.   | 0 – 100        |   |
| <b>Z-Syn</b>  | 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        |   |
| <b>Defret</b>   | Turns the sound from any bass guitar into a fretless bass sound.                                   |   |                |   |
|  | Sense  | Adjusts the sensitivity of the effect.  | 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        |   |
| <b>PH+Dist</b>  | This effect combines a phaser and distortion in the style of the Roland JET PHASER.                |   |                |   |
|  | Mode   | Selects the jet sound mode.   | 1 – 4          |   |
|   | Rate   | Sets the speed of the modulation.   | 0 – 50         |   |
|   | RESO   | Sets effect resonance.  | 0 – 10         |   |
|   | VOL  | Adjusts the volume.   | 0 – 100        |   |









[ DELAY ]

|   |   |  |              |   |
|---|---|--|--------------|---|
| <b>Delay</b>  | This long delay has a maximum length of 4000 ms.  |  |              |   |
|    | Time  | Sets the delay time.   | 1 – 4000     |    |
|   | FB  | 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      |   |
| <b>AnalogDly</b>  | This analog delay simulation has a long delay with a maximum length of 4000 ms.   |  |              |   |
|    | Time  | Sets the delay time.   | 1 – 4000     |    |
|   | FB  | 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      |   |
| <b>TapeEcho</b>   | This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.   |  |              |   |
|    | Time  | Sets the delay time.   | 1 – 2000     |    |
|   | FB  | 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      |   |
| <b>ReverseDL</b>  | This reverse delay is a long delay with a maximum length of 2000 ms.  |  |              |   |
|  | Time  | Sets the delay time.   | 10 – 2000    |  |
|   | FB  | 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      |   |
| <b>ModDelay</b>   | This delay effect allows the use of modulation.   |  |              |   |
|  | Time  | Sets the delay time.   | 1 – 2000     |  |
|   | FB  | 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      |   |
| <b>Hold DLY</b>   | This hold delay effect is controlled using the foot switch. When you press the foot switch, the effect turns on, and when you release it, the effect sound is held. |  |              |   |
|  | Time  | Sets the delay time.   | 1 – 4000     |  |
|   | FB  | 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      |   |
| <b>Dual DLY</b>   | This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.   |  |              |   |
|  | TimeA   | Adjusts the delay time of Delay A.   | 0 – 1490     |  |
|   | FB A  | Adjusts the Delay A feedback amount.   | 0 – 110      |   |
|   | TimeB   | Adjusts the delay time of Delay B.   | 0 – 1490     |  |
|   | FB B  | Adjusts the Delay B feedback amount.   | 0 – 110      |   |
|   | DlyMx   | Adjust the mix of the Delay A and B effect sounds.   | 0 – 100      |   |
|   | BAL   | Adjusts the balance between original and effect sounds.  | 0 – 100      |   |
|   | Depth   | Sets the depth of the modulation. Also sets the output to mono (M0.M50) or stereo (S0.S50).                                    | MN-0 – ST-50 |   |
|   | Speed   | Sets the speed of the modulation.  | 0 – 50       |   |




[ REVERB ]

|   |  |  |         |  |
|---|--|--|---------|--|
| <b>Air</b>  | <b>This effect reproduces the ambience of a room, to create spatial depth.</b> |  |         |  |
|    | 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 |  |
| <b>Room</b>   | <b>This reverb effect simulates the acoustics of a room.</b>                   |  |         |  |
|    | 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 |  |
| <b>BrghtRoom</b>  | <b>This room reverb simulation can provide bright reverberations.</b>          |  |         |  |
|    | 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  |  |
|   | Tone   | Adjusts the tone.  | 0 – 10  |  |
|   | Mix  | Adjusts the amount of effected sound that is mixed with the original sound.  | 0 – 100 |  |
| <b>Hall</b>   | <b>This reverb effect simulates the acoustics of a concert hall.</b>           |  |         |  |
|  | 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 |  |
| <b>BrghtHall</b>  | <b>This hall reverb simulation can provide bright reverberations.</b>          |  |         |  |
|  | 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  |  |
|   | Tone   | Adjusts the tone.  | 0 – 10  |  |
|   | Mix  | Adjusts the amount of effected sound that is mixed with the original sound.  | 0 – 100 |  |
| <b>HD Hall</b>  | <b>This is a dense hall reverb.</b>  |  |         |  |
|  | 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 |  |
| <b>Spring</b>   | <b>This reverb effect simulates a spring reverb.</b>                           |  |         |  |
|  | 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 |  |
| <b>Plate</b>  | <b>This simulates a plate reverb.</b>  |  |         |  |
|  | 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.   |   |   |
|    | <b>P</b> 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.  |   |   |
|    | <b>P</b> 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.   |   |   |
|    | <b>P</b> 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   |   |
| Ba PDLpit   |               | Use an expression pedal to change the pitch in real time with this effect.   |   |   |
|   | <b>P</b> Bend | Sets the amount of pitch shift.  | 0 – 100   | P |
|   | Color         | Sets the type of pitch change control with the expression pedal.   | +1 OCT - DWN/OCT<br><a href="#">( See Table 2 )</a> |   |
|   | Tone          | Adjusts the tone.  | 0 – 10  |   |
|   | Mode          | Sets the sound style.  | UP, DOWN  |   |
| Ba PDLmNP   |               | 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. |   |   |
|  | <b>P</b> Bend | Sets the amount of pitch shift.  | 0 – 100   | P |
|   | Color         | Sets the type of pitch change control with the expression pedal.   | +1 OCT - DWN/OCT<br><a href="#">( See Table 2 )</a> |   |
|   | Tone          | Adjusts the tone.  | 0 – 10  |   |
|   | Mode          | Sets the sound style.  | UP, DOWN  |   |
| Output VP   |               | This controls the product output level. This volume will be kept even when the patch is changed.   |   |   |
|  | -             |  | -   |   |

[ SND-RTN ]

|   |  |  |                |  |
|---|--|--|----------------|--|
| <b>FxLoop</b>   | A signal is sent from the SEND jack and a signal is returned to the RETURN jack. |  |                |  |
|  | Send   | Adjusts the SEND jack output level.  | 0 – 100        |  |
|   | Return   | Adjusts the RETURN jack input level.   | 0 – 100        |  |
|   | Dry  | Adjusts the volume of the unaffected sound.  | 0 – 100        |  |
|   | Vol  | Adjusts the volume.  | 0 – 100        |  |
| <b>Send</b>   | A signal will be sent from the SEND jack.  |  |                |  |
|  | Send   | Adjusts the SEND jack output level.  | 0 – 100        |  |
|   | Dry  | Adjusts the volume of the unaffected sound.  | 0 – 100        |  |
|   | Mode   | Chooses the function assigned to SEND. When it is set to SUBOUT, the patch level and master volume are applied to the output signal to SEND. | SEND, SUBOUT   |  |
|   | ON/OFF   | Sets the foot switch function.   | LATCH, UnLATCH |  |
| <b>Return</b>   | A signal will be returned to the RETURN jack.                                    |  |                |  |
|  | Return   | Adjusts the RETURN jack input level.   | 0 – 100        |  |
|   | Phase  | Set the phase of the RETURN jack input signal.   | NORM, INV      |  |
|   | Dry  | Adjusts the volume of the unaffected sound.  | 0 – 100        |  |
|   | Vol  | Adjusts the volume.  | 0 – 100        |  |

[ IR ]

|   |   |  |             |  |
|---|---|--|-------------|--|
| <b>IR</b>   | Impulse responses capture the acoustic characteristics of spaces and quantify them as data. |  |             |  |
|  | LO  | Adjusts volume of low frequencies.   | 0 – 100     |  |
|   | HI  | Adjusts volume of high frequencies.  | 0 – 100     |  |
|   | BAL   | Adjusts the balance between original and effect sounds. When it is set between -100 to -1, the polarity of effect sound is reversed. | -100 – 100  |  |
|   | VOL   | Adjusts the volume.  | -60.0 – 6.0 |  |



## Additional tables

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**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 OCT  | 0 cent  | +1 octave   |
| +2 OCT  | 0 cent  | +2 octave   |
| -1 SEMI | 0 cent  | - 100 cent  |
| -2 OCT  | 0 cent  | - 2 octave  |
| DOWN    | 0 cent  | -∞  |
| -/+ OCT | - 1 octave +original  | +1 octave +original   |
| -5/+4TH | - 700 cent +original  | +500 cent +original   |
| DETUNE  | Doubling  | Detuned +original   |
| DWN/OCT | -∞ (0 Hz) +original   | +1 octave +original   |