Sound Laboratory

ZOOM ®

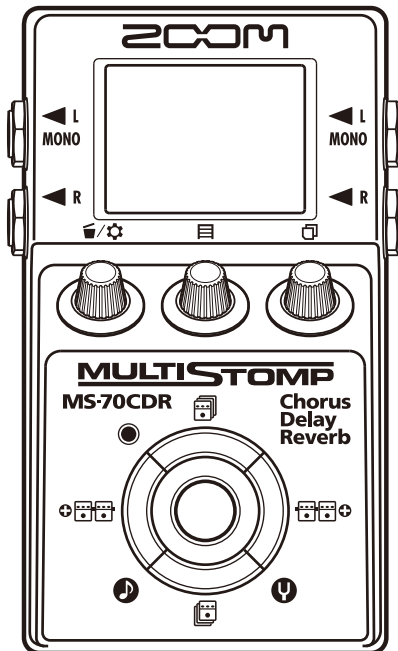# MULTISTOMP

MS-70CDR Chorus / Delay / Reverb

Effect Types and Parameters

Effect Types and Parameters

Parameter | Parameter range

Effect type | Effect explanation

Flanger	This is a jet sound like an ADA Flanger.					
		Knob1		**Knob2**		**Knob3**
	Page01	Depth	0–100	Rate	0–50 ♪	Reso	-10–10
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.
	Page02	PreD	0–50	Mix	0–100	Level	0–150
		Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.		Adjusts the output level.

Effect screen | Parameter explanation | Tempo synchronization possible icon

■ Effect Types and Parameters

[CHORUS]

CoronaCho	This is a model of tc electronic's CORONA CHORUS.					
		Knob1		**Knob2**		**Knob3**
	Page01	SPEED	0–100	DEPTH	0–100	FxLVL	0–100
		Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.
	Page02	TONE	0–100	DRY	OFF/ON		
		Adjusts the tone.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.		

Chorus	This effect mixes a shifted pitch with the original sound to add movement and thickness.					
		Knob1		**Knob2**		**Knob3**
	Page01	Depth	0–100	Rate	1–50	Mix	0–100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.		Adjusts the output level.		

VintageCE	This is a simulation of the BOSS CE-1.					
		Knob1		**Knob2**		**Knob3**
	Page01	Comp	0–9	Rate	1–50	Mix	0–100
		Sets the sensitivity of the compressor.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Level	0–150				
		Adjusts the output level.				

ANA234Cho	This analog chorus sound models the MXR M234.					
		Knob1		**Knob2**		**Knob3**
	Page01	LEVEL	0–100	RATE	0–100	DEPTH	0–100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Sets the depth of the modulation.
	Page02	LOW	0–100	HIGH	0–100	Mode	MONO, STR
		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.

Effect Types and Parameters

CE-Cho5

This chorus is a model of the BOSS CE-5.

		Knob1		Knob2		Knob3	
	Page01	E.LVL	0–120	RATE	0–100	DEPTH	0–100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.	
	Page02	LOW	0–100	HIGH	0–100	MODE	MONO, STR
		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.	

CloneCho

This analog chorus sound models the Electro-Harmonix SmallClone.

		Knob1		Knob2		Knob3	
	Page01	DEPTH	1, 2	RATE	0–100		
		Sets the depth of the modulation.		Sets the speed of the modulation.			
	Page02						

SuperCho

This models the sound of a BOSS CH-1 SUPER CHORUS.

		Knob1		Knob2		Knob3	
	Page01	E.LVL	0–120	Rate	0–100	Depth	0–100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.	
	Page02	EQ	0–100	Mode	MONO, STR		
		Adjusts effect tone.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.			

MirageCho

This chorus shimmers like a mirage.

		Knob1		Knob2		Knob3	
	Page01	Depth	0–100	Rate	0–100	Mix	0–100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1–20	Tone	0–100	Level	0–150
		Sets pre-delay time of effect sound.		Adjusts the tone.		Adjusts the output level.	

StereoCho

This is a stereo chorus with a clear tone.

		Knob1		Knob2		Knob3	
	Page01	Depth	0–100	Rate	1–50	Mix	0–100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.		Adjusts the output level.			

CoronaTri

This is a model of tc electronic's CORONA Tri-Chorus.

		Knob1		Knob2		Knob3	
	Page01	SPEED	0–100	DEPTH	0–100	FxLVL	0–100
		Sets modulation speed.		Sets the depth of the modulation.		Adjusts the volume of the effect.	
	Page02	TONE	0–100	DRY	OFF/ON		
		Adjusts the tone.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			

Ensemble

This is a chorus ensemble that features three-dimensional movement.

		Knob1		Knob2		Knob3	
	Page01	Depth	0–100	Rate	1–50	Mix	0–100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.		Adjusts the output level.			

Effect Types and Parameters

SilkyCho	This chorus effect combines 2 bands of detuning and chorus for precise control.		
		Knob1	Knob2	Knob3

SilkyCho	This chorus effect combines 2 bands of detuning and chorus for precise control.					
		Knob1		**Knob2**		**Knob3**
	Page01	LoMix	0–100	HiMix	0–100	ChMix	0–100
		Adjusts the amount of low-frequency detuning in the mix.	Adjusts the amount of high-frequency detuning in the mix.	Adjusts the amount of chorus in the mix.
	Page02	LoPit	-25–25	HiPit	-25–25	PreD	0–50
		Adjusts the amount of pitch modulation for the low-frequency detuning.	Adjusts the amount of pitch modulation for the high-frequency detuning.	Sets pre-delay time of effect sound.
	Page03	Rate	0–100	Depth	0–100	Tone	0–100
		Sets the speed of the modulation.	Sets the depth of the modulation.	Adjusts the tone.

Detune	By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.					
		Knob1		**Knob2**		**Knob3**
	Page01	Cent	-25–25	PreD	0–50	Mix	0–100
		Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	Sets the pre-delay time of the effect sound.	Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.	Adjusts the output level.	

Ba Chorus	You can cut the low frequencies of this bass chorus effect sound.					
		Knob1		**Knob2**		**Knob3**
	Page01	Depth	0–100	Rate	1–50	Mix	0–100
		Sets the depth of the modulation.	Sets the speed of the modulation.	Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	LoCut	OFF–800Hz	Level	0–150	PreD	OFF, ON
		Specifies the low-range cutoff point for the effect sound.	Adjusts the output level.	Turns pre-delay OFF or ON.

Ba Detune	By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.					
		Knob1		**Knob2**		**Knob3**
	Page01	Cent	-50–50	PreD	0–50	Mix	0–100
		Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	Sets the pre-delay time of the effect sound.	Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Tone	0–10	Level	0–150	LoCut	OFF–800Hz
		Adjusts the tone.	Adjusts the output level.	Sets the cut frequency in the low range of the effect sound.

Ba Ensmbl	This bass chorus ensemble features a sense of three-dimensional movement.					
		Knob1		**Knob2**		**Knob3**
	Page01	Depth	0–100	Rate	1–50	Mix	0–100
		Sets the depth of the modulation.	Sets the speed of the modulation.	Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.	Adjusts the output level.	

Flanger	This is a jet sound like an ADA Flanger.					
		Knob1		**Knob2**		**Knob3**
	Page01	Depth	0–100	Rate	0–50 ♪	Reso	-10–10
		Sets the depth of the modulation.	Sets the speed of the modulation.	Adjusts the intensity of the modulation resonance.
	Page02	PreD	0–50	Mix	0–100	Level	0–150
		Sets pre-delay time of effect sound.	Adjusts the amount of effected sound that is mixed with the original sound.	Adjusts the output level.

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Effect Types and Parameters

BaFlanger

Modeled after the ADA Flanger, this effect has an added parameter that allows you to adjust the volume balance between the original and effected sounds.

		Knob1		Knob2			Knob3	
Page01	Depth	0–100	Rate	0–50	♪	Reso	-10–10	
	Sets the depth of the modulation.		Sets the speed of the modulation.			Adjusts the intensity of the modulation resonance.		
Page02	PreD	0–50	Mix	0–100		Level	0–150	
	Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.			Adjusts the output level.		
Page03	LoCut	OFF–800Hz						
	Sets the cut-off frequency in the low range of the effect sound.							

Vibrato

This effect automatically adds vibrato.

		Knob1		Knob2			Knob3	
Page01	Depth	0–100	Rate	0–50	♪	Bal	0–100	
	Sets the depth of the modulation.		Sets the speed of the modulation.			Adjusts the balance between original and effect sounds.		
Page02	Tone	0–10	Level	0–150				
	Adjusts the tone.		Adjusts the output level.					

Phaser

This effect adds a phasing variation to the sound.

		Knob1		Knob2		Knob3	
Page01	Rate	1–50 ♪	Color	4 STG, 8 STG, inv 4, inv 8	Level	0–150	
	Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.		
Page02							

TheVibe

This vibe sound features unique undulations.

		Knob1		Knob2		Knob3	
Page01	Speed	0–50	Depth	0–100	Bias	0–100	
	Sets modulation speed.		Sets the depth of the modulation.		Adjusts bias of waveform modulation.		
Page02	Wave	0–100	Mode	VIBRT, CHORS	Level	0–150	
	Adjusts modulation waveform.		Sets effect to vibrato or chorus.		Adjusts the output level.		

PitchSHFT

This effect shifts the pitch up or down.

		Knob1		Knob2		Knob3	
Page01	Shift	-12–12 , 24	Tone	0–10	Bal	0–100	
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.		
Page02	Fine	-25–25	Level	0–150			
	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.				

HPS

This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.

		Knob1		Knob2		Knob3	
Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 1)	Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	Mix	0–100	
	Sets the pitch of the pitch-shifted sound added to the original sound.		Sets the tonic (root) of the scale used for pitch shifting.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	Tone	0–10	Level	0–150			
	Adjusts the tone.		Adjusts the output level.				

Ba Pitch

This pitch shifter was designed specifically for playing single notes in the bass frequency range.

		Knob1		Knob2		Knob3	
Page01	Shift	-12–12, 24	Tone	0–10	Bal	0–100	
	Adjusts the pitch shift amount in semi-tones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.		
Page02	Fine	-25–25	Level	0–150			
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.				

Effect Types and Parameters

DuoTrem	This effect combines two tremolos.								
		Knob1			Knob2			Knob3	
Page01		RateA	0–50	♪	RateB	0–50	♪	Level	0–150
		Adjusts speed of LFO A modulation.			Adjusts speed of LFO B modulation.			Adjusts the output level.	
Page02		DPT_A	0–100		DPT_B	0–100		Link	Seri, Para, STR
		Adjusts depth of LFO A modulation.			Adjusts depth of LFO B modulation.			Sets how the two tremolos are connected.	
Page03		WaveA	UP 0–UP 9 , DWN 0– DWN 9 , TRI 0–TRI 9		WaveB	UP 0–UP 9 , DWN 0– DWN 9 , TRI 0–TRI 9			
		Sets the modulation waveform of LFO A.			Sets the modulation waveform of LFO B.				

AutoPan	This effect cyclically moves the panning position of the sound.								
		Knob1			Knob2			Knob3	
Page01		Rate	0–50	♪	Width	L50–R50	♪	Level	0–150
		Sets the speed of the modulation.			Sets the width of the panning.			Adjusts the output level.	
Page02		Depth	0–10		Clip	0–10			
		Sets the depth of the modulation.			Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.				

Rt Closet	Simulates a rotary speaker.								
		Knob1			Knob2			Knob3	
Page01		Bal	0–100		Mode	Slow, Fast		Level	0–150
		Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).			Sets the rotary mode.			Adjusts the output level.	
Page02		Drive	0–100						
		Adjusts the amount of amplification from the preamp.							

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[DELAY]

DualDigiD	This effect combines 2 delays and is based on the Eventide TimeFactor DigitalDelay.							
		Knob1			Knob2		Knob3	
	Page01	TimeA	0–1990	♪	TimeB	0–1990 ♪	FdbkA	0–110
		Adjusts the delay time of Delay A.			Adjusts the delay time of Delay B.		Adjusts the Delay A feedback amount.	
	Page02	FdbkB	0–110		Depth	M-0–50, S-0–50	Speed	0–50
		Adjusts the Delay B feedback amount.			Adjusts the modulation depth. Also sets the output to mono (M0–M50) or stereo (S0–S50)		Sets modulation speed.	
	Page03	FLTR	-100–100		DlyMx	0–100	Mix	0–100
		Adjusts the tone.			Adjust the mix of the Delay A and B effect sounds.		Adjusts the amount of effected sound that is mixed with the original sound.	

Delay	This long delay has a maximum length of 4000 ms.							
		Knob1			Knob2		Knob3	
	Page01	Time	1–4000	♪	F.B	0–100	Mix	0–100
		Sets the delay time.			Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	HiDMP	0–10		P-P	MONO, P-P	Level	0–150
		Adjusts the treble attenuation of the delay sound.			Sets delay output to mono or ping-pong.		Adjusts the output level.	
	Page03	Tail	OFF/ON					
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.						

StompDly	By turning the feedback up on this stomp-style delay, you can make it self-oscillate.							
		Knob1			Knob2		Knob3	
	Page01	E.LVL	0–120		F.B	0–100	Time	1–600
		Adjusts amount of effect sound mixed with original sound.			Adjusts the feedback amount.		Sets the delay time.	
	Page02	Sync	OFF, ♪–♩x8	♪	Mode	MONO, STR	Tail	OFF/ON
		Activates tempo sync.			Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
	Page03	HiDMP	0–10					
		Adjusts the treble attenuation of the delay sound.						

StereoDly	This stereo delay allows the left and right delay times to be set separately.							
		Knob1			Knob2		Knob3	
	Page01	TimeL	1–2000	♪	TimeR	1–2000 ♪	Mix	0–100
		Adjusts delay time of left channel delay.			Adjusts delay time of right channel delay.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	LchFB	0–100		RchFB	0–100	Level	0–150
		Adjusts delay feedback of left channel.			Adjusts delay feedback of right channel.		Adjusts the output level.	
	Page03	LchLv	0–100		RchLv	0–100	Tail	OFF/ON
		Adjusts delay output of left channel.			Adjusts delay output of right channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Effect Types and Parameters

CarbonDly	This analog delay sound is a model of the MXR Carbon Copy.					
		Knob1		Knob2		Knob3
Page01	DELAY	19–581	REGEN	0–100	MIX	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	MOD	OFF/ON	WIDTH	0–50	SPEED	0–50
	Turns modulation ON or OFF.		Adjusts the width of the modulation.		Sets modulation speed.	
Page03	Tail	OFF/ON	Sync	OFF, ♪–♩x8 ♪		
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		Activates tempo sync.			

AnalogDly	This analog delay simulation has a long delay with a maximum length of 4000 ms.					
		Knob1		Knob2		Knob3
Page01	Time	1–4000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	HiDMP	0–10	P-P	MONO, P-P	Level	0–150
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		Adjusts the output level.	
Page03	Tail	OFF/ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.					
		Knob1		Knob2		Knob3
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	HiDMP	0–10	Level	0–150	Tail	OFF/ON
	Adjusts the treble attenuation of the delay sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

TapeEcho3	This tape echo effect models the MAESTRO ECHOPLEX EP-3.					
		Knob1		Knob2		Knob3
Page01	F.B	0–100	MIX	0–100	TIME	10–1000
	Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		Sets the delay time.	
Page02	RecLv	0–100	SYNC	OFF, ♪–♩x8 ♪	P-Amp	OFF, ON
	Adjusts the volume recorded to the tape.		Activates tempo sync.		Sets whether the TapeEcho3 preamp affects the tone when the echo effect is off. When OFF, the input sound is output without being changed. When ON, the preamp affects the tone.	

Effect Types and Parameters

DriveEcho

This echo effect that can be driven is modeled on the LINE6 M9 TubeEcho.

		Knob1		Knob2		Knob3	
Page01	DRIVE	0–100	MIX	0–100	TIME	20–1990	♪
	Adjusts the amount of distortion.		Adjusts the amount of effected sound that is mixed with the original sound.		Sets the delay time.		
Page02	F.B	0–100	WOW	0–100	DRY	DRIV/THRU	
	Adjusts the feedback amount.		Adjusts the wow and flutter effect.		Sets whether the DriveEcho DRIVE parameter affects the tone of the dry signal. Set to DRIVE, the DRIVE setting affects the "dry" sound. Set to THRU, the dry sound is output without being changed.		
Page03	Tail	OFF/ON	Mode	MONO, STR			
	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		Sets output to mono or stereo (STR).				

SlapBackD

This delay, which features a short delay time that is good for muted rhythm playing and rockabilly, is modeled on a tc electronic FLASHBACK set for SLAP delay.

		Knob1		Knob2		Knob3	
Page01	TIME	1–300	♪	SubDv	♩, ♪, ping-pong panning	F.B	0–100
	Sets the delay time.			Set the note length of the delay sound.		Adjusts the feedback amount.	
Page02	FxLVL	0–100	DRY	OFF/ON	Tail	OFF/ON	
	Adjusts the volume of the effect.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Page03	Mode	MONO, STR					
	Sets output to mono or stereo (STR).						

SmoothDly

This wide delay is modeled on the BOSS DD-20 in SMOOTH mode.

		Knob1		Knob2		Knob3
Page01	TIME	1–3000	♪	F.B	0–100	E.LVL	0–100
	Sets the delay time.			Adjusts the feedback amount.		Adjusts amount of effect sound mixed with original sound.
Page02	TONE	0–100	Tail	OFF/ON		
	Adjusts the tone.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			

MultiTapD

This effect produces several delay sounds with different delay times.

		Knob1		Knob2		Knob3
Page01	Time	1–3000	♪	PTTRN	1–8	Mix	0–100
	Sets the delay time.			Sets the tap pattern, which varies from rhythmical to random patterns.		Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Tone	0–10	Level	0–150	Tail	OFF/ON
	Adjusts the tone.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

ReverseDL

This reverse delay is a long delay with a maximum length of 2000 ms.

		Knob1		Knob2		Knob3
Page01	Time	10–2000	♪	F.B	0–100	Bal	0–100
	Sets the delay time.			Adjusts the feedback amount.		Adjusts the balance between original and effect sounds.
Page02	HiDMP	0–10	Level	0–150	Tail	OFF/ON
	Adjusts the treble attenuation of the delay sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Effect Types and Parameters

LO-FI Dly	This delay, which is based on the LO-FI mode of the strymon TIMELINE, allows you to degrade the sound quality using the bit rate and sampling rate parameters.					
		Knob1		**Knob2**		**Knob3**
	Page01	TIME	2–1900 ♪	F.B	0–100	MIX	0–100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	SMPL	1/128–1/1	BITS	4–32	BLEND	0–100
		Sets sampling rate.		Sets bit depth.		Adjusts the balance between the original sound and the lo-fi sound.
	Page03	DAMP	0–10	FLT	OFF, 1–8	VINYL	OFF, D:1–D:9, S:1–S:9
		Adjusts how the feedback sound decays.		Sets the character of the filter applied to the effect sound.		Adds noise that occurs randomly. With D:1-D:9, the noise occurs in time with the delay output.

SlwAtkDly	This effect, which gently brings on the delay, is modeled on the LINE6 M9 Auto-Volume Echo.					
		Knob1		**Knob2**		**Knob3**
	Page01	TIME	1–1900 ♪	F.B	0–100	MIX	0–100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	DEPTH	0–100	SWELL	1–50	Mode	MONO/STR
		Sets the depth of the modulation.		Adjusts the attack time.		Sets how the effect is applied. Set to MONO for a mono chorus effect. Set to STR for a stereo vibrato effect.
	Page03	Tail	OFF/ON				
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				

DynaDelay	This dynamic delay adjusts the volume of the effect sound according to the input signal level.					
		Knob1		**Knob2**		**Knob3**
	Page01	Time	1–2000 ♪	Sense	-10– -1, 1–10	Mix	0–100
		Sets the delay time.		Adjusts the effect sensitivity.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	F.B	0–100	Level	0–150	Tail	OFF/ON
		Adjusts the feedback amount.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.

TremDelay	This effect, which is based on the strymon TIMELINE TREM mode, adds a tremolo to the delay sound.					
		Knob1		**Knob2**		**Knob3**
	Page01	TIME	60–1900 ♪	F.B	0–100	MIX	0–100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	LFO	TRI, SQR, SIN, RAMP, SAW	DEPTH	0–100	SPEED	1/32–32/1
		Selects the tremolo modulation waveform.		Sets the depth of the modulation.		Sets modulation speed.
	Page03	DAMP	0–10	HPF	OFF, 20–900	GRIT	0–10
		Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.		Adjusts the distortion of the effect sound.

ModDelay	This delay effect allows the use of modulation.					
		Knob1		**Knob2**		**Knob3**
	Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.
	Page02	Rate	1–50	Level	0–150	Tail	OFF/ON
		Sets the speed of the modulation.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.

Effect Types and Parameters

TrgHldDly	This delay samples and holds using picking as the trigger.					
		Knob1		**Knob2**		**Knob3**
Page01	Time	10–1000	Duty	25–100	Mix	0–100
	Sets the delay time.		Sets the time that the sample-and-hold sound is produced.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	THRSH	0–30	Level	0–150	Tail	OFF/ON
	Adjusts effect threshold.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

FLTR PPD	Based on the Eventide TimeFactor FilterPong, this effect combines filter and delay effects.					
		Knob1		**Knob2**		**Knob3**
Page01	TimeA	0–1900 ♪	TimeB	0–1900 ♪	Mix	0–100
	Sets the delay time for Delay A.		Adjusts the delay time of Delay B.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	DlyMx	0–100	Fdbk	0–110	Slur	0–100
	Adjusts the mix of Delay A and Delay B effect sounds.		Adjusts the feedback amount.		Softens the attack of the feedback sound.	
Page03	FLTR	0–100	Depth	M-0–10, S-0–10	Wave	Sn1–16, Tr1–16, Sq1–16
	Adjusts the amount the filter is applied.		Adjusts the modulation depth. Also sets the output to mono (M-0–10) or stereo (S-0–10).		Sets the modulation wave type and speed of modulation.	

FilterDly	This effect filters a delayed sound.					
		Knob1		**Knob2**		**Knob3**
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Rate	1–50	Depth	0–100	Reso	0–10
	Sets the speed of the modulation.		Sets the depth of the modulation.		Adjusts the intensity of the modulation resonance.	
Page03	Level	0–150	Tail	OFF/ON		
	Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			

PhaseDly	This effect applies a phaser to a delayed sound.					
		Knob1		**Knob2**		**Knob3**
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Rate	1–50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0–150
	Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.	
Page03	Tail	OFF/ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

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Effect Types and Parameters

A-Pan DLY	This combines auto pan and delay to create the effect of the stereo image moving cyclically.					
		Knob1		Knob2		Knob3
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Rate	1/4, 1/2, 3/4, 1–50	Width	L50–R50	Depth	0–10
	Sets the speed of the sound movement.		Sets the width of the sound movement.		Sets the depth of the sound movement.	
Page03	Clip	0–10	Link	P-D, D-P	Level	0–200
	Adjusts the amount of waveform clipping.		Sets the order that the auto pan and delay are connected.		Adjusts the output level.	

PitchDly	This effect applies pitch shift to a delayed sound.					
		Knob1		Knob2		Knob3
Page01	Time	1–2000	Pitch	-12–12	Mix	0–100
	Sets the delay time.		Sets volume of pitch shift applied to delayed sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	F.B	0–100	Tone	0–10	Level	0–150
	Adjusts the feedback amount.		Adjusts the tone.		Adjusts the output level.	
Page03	Tail	OFF/ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

| ICE Delay	Based on the strymon TIMELINE ICE mode, this effect combines pitch shifting and delay.					
		Knob1		Knob2		Knob3
Page01	TIME	60–1300 ♪	F.B	0–100	MIX	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	INTVL	-Oct–2Oct	SLICE	SHORT, LONG	BLEND	0–20
	Sets the pitch modulation amount for the audio slices.		Adjusts the length of the slices.		Adjusts the balance between the dry and ICE signals.	
Page03	SMEAR	OFF, 1–20	DAMP	0–10	HPF	OFF, 20–900
	Adjusts the amount that the attack of the feedback sound is softened.		Adjusts how the feedback sound decays.		Adjusts the maximum range of the frequencies in the effect sound.	

ModDelay2	You can adjust the depth of this modulation delay effect.					
		Knob1		Knob2		Knob3
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Rate	1–50	Level	0–150	Depth	0–100
	Sets the speed of the modulation.		Adjusts the output level.		Adjust the depth of the modulation.	
Page03	Tail	OFF/ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

[REVERB]

HD Reverb	This is a high-definition reverb.		
	Knob1	**Knob2**	**Knob3**
Page01	Decay / 0–100	Tone / 0–10	Mix / 0–100
	Sets the duration of the reverberations.	Adjusts the tone.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	PreD / 1–200	HPF / 0–10	Level / 0–150
	Adjusts the delay between input of the original sound and start of the reverb sound.	Adjusts high-pass filter cutoff frequency.	Adjusts the output level.
Page03	Tail / OFF/ON		
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		

Spring	This reverb effect simulates a spring reverb.		
	Knob1	**Knob2**	**Knob3**
Page01	Decay / 1–30	Tone / 0–10	Mix / 0–100
	Sets the duration of the reverberations.	Adjusts the tone.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	PreD / 1–100	Level / 0–150	Tail / OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.	Adjusts the output level.	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.

Spring63	This spring reverb sound is modeled on a '63 Fender Reverb.		
	Knob1	**Knob2**	**Knob3**
Page01	DWELL / 0–100	MIXER / 0–100	TONE / 0–100
	Adjusts the amount of level that input to reverb.	Adjusts the mix of volume the effect sound.	Adjusts the tone.
Page02	Level / 0–150		
	Adjusts the output level.		

Plate	This simulates a plate reverb.		
	Knob1	**Knob2**	**Knob3**
Page01	PreD / 1–200	Decay / 0–100	Mix / 0–100
	Adjusts the delay between input of the original sound and start of the reverb sound.	Sets the duration of the reverberations.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Color / 0–100	LoDMP / 0–100	HiDMP / 0–100
	Adjusts the reverb time of the low frequencies.	Adjusts low frequency damping in reverb sound.	Adjusts high frequency damping in reverb sound.
Page03	Tail / OFF/ON	Level / 0–150	
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	Adjusts the output level.	

Room	This reverb effect simulates the acoustics of a room.		
	Knob1	**Knob2**	**Knob3**
Page01	Decay / 1–30	Tone / 0–10	Mix / 0–100
	Sets the duration of the reverberations.	Adjusts the tone.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	PreD / 1–100	Level / 0–150	Tail / OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.	Adjusts the output level.	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.

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Effect Types and Parameters

TiledRoom	This reverb effect simulates the acoustics of a tiled room.						
		Knob1		Knob2		Knob3	
	Page01	Decay	1–30	Tone	0–10	Mix	0–100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1–100	Level	0–150	Tail	OFF/ON
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Chamber	This effect simulates the reverberations of a chamber-sized room.						
		Knob1		Knob2		Knob3	
	Page01	Decay	0–100	Tone	0–100	Mix	0–100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	0–200	Tail	OFF/ON		
		Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			

LOFI Rev	This rough in-your-face reverb is modeled on the LOFI setting of the tc electronic HALL OF FAME.						
		Knob1		Knob2		Knob3	
	Page01	DECAY	0–100	TONE	0–100	FxLVL	0–100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the volume of the effect.	
	Page02	PreD	SHORT/LONG	Tail	OFF/ON	Dry	OFF/ON
		Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	

Hall	This reverb effect simulates the acoustics of a concert hall.						
		Knob1		Knob2		Knob3	
	Page01	Decay	1–30	Tone	0–10	Mix	0–100
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1–100	Level	0–150	Tail	OFF/ON
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

HD Hall	This is a dense hall reverb.						
		Knob1		Knob2		Knob3	
	Page01	PreD	1–200	Decay	0–100	Mix	0–100
		Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	LoDMP	0–100	HiDMP	0–100	Tail	OFF/ON
		Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Effect Types and Parameters

Church

This effect simulates the reverberations of a church.

	Knob1		Knob2		Knob3	
Page01	DECAY	0–100	PreD	0–200	MIX	0–100
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	TONE	0–100	HiDMP	0–100	Tail	OFF/ON
	Adjusts the tone.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	
Page03	Dry	OFF/ON				
	When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.					

Arena

This reverb effect simulates the acoustics of a large enclosure such as a sports arena.

	Knob1		Knob2		Knob3	
Page01	Decay	1–30	Tone	0–10	Mix	0–100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	PreD	1–100	Level	0–150	Tail	OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Cave

This effect simulates the reverberations of a cave.

	Knob1		Knob2		Knob3	
Page01	Decay	0–100	Tone	0–100	Mix	0–100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	PreD	0–200	Tail	OFF/ON		
	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			

Ambience

This effect adds a natural ambience (air) to the sound.

	Knob1		Knob2		Knob3	
Page01	DECAY	0–100	TONE	0–100	MIX	0–100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	PreD	0–200	Tail	OFF/ON	Dry	OFF/ON
	Adjusts the delay between input of the original sound and start of the reverb sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.	

Air

This effect reproduces the ambience of a room, to create spatial depth.

	Knob1		Knob2		Knob3	
Page01	Size	1–100	Tone	0–10	Mix	0–100
	Sets the size of the space.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Ref	0–10	Level	0–150	Tail	OFF/ON
	Adjusts the amount of reflection from the wall.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Effect Types and Parameters

EarlyRef	This effect reproduces only the early reflections of reverb.						
		Knob1		Knob2		Knob3	
	Page01	Decay	1–30	Shape	-10–10	Mix	0–100
		Adjusts the duration of the reverb.		Adjusts the effect envelope.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0–10	Level	0–150	Tail	OFF/ON
		Adjusts the tone.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

GateRev	This gate reverb, which is suited to percussive playing, is modeled on the DigiTech RV-7 (Lexicon) Gated setting.						
		Knob1		Knob2		Knob3	
	Page01	Level	0–100	Tone	0–100	Decay	0–100
		Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.	
	Page02	Tail	OFF/ON	Dry	OFF/ON		
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			

ReverseRv	This effect, which is modeled on the DigiTech RV-7 (Lexicon) Reverse setting, sounds like reverb in reverse.						
		Knob1		Knob2		Knob3	
	Page01	Level	0–100	Tone	0–100	Decay	0–100
		Adjusts amount of effect sound mixed with original sound.		Adjusts the tone.		Sets the duration of the reverberations.	
	Page02	Tail	OFF/ON	Dry	OFF/ON		
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.			

SlapBack	This reverb creates a repeating echo effect.						
		Knob1		Knob2		Knob3	
	Page01	Time	1–1000 ♪	Decay	1–30	Mix	0–100
		Sets the delay time.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	F.B	0–100	Tone	0–10	DRBal	
		Adjusts the feedback amount.		Adjusts the tone.		Sets the ratio of delay and reverb.	
	Page03	Level	0–150	Tail	OFF/ON		
		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			

Echo	This effect can generate gorgeous echoes.						
		Knob1		Knob2		Knob3	
	Page01	DECAY	0–100	TIME	0–200	TONE	0–100
		Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.	
	Page02	MIX	0–100	Tail	OFF/ON	Mode	MONO, STR
		Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.		Sets output to mono or stereo (STR).	

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ModReverb

This reverb generates fluctuating echoes.

		Knob1		Knob2		Knob3	
Page01	Depth	0–100	Decay	1–30	Mix	0–100	
	Sets the depth of the modulation.		Adjusts the duration of the reverb.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	Rate	1–50	Tone	0–10	PreD	1–100	
	Sets the speed of the modulation.		Adjusts the tone.		Adjusts the delay between input of the original sound and start of the reverb sound.		
Page03	Level	0–150	Tail	OFF/ON			
	Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				

TremoloRv

This effect adds tremolo to reverb and is based on the TREMOLO VERB setting of an Eventide SPACE.

		Knob1		Knob2		Knob3	
Page01	Decay	0–100	PDLY	0–500	Mix	0–100	
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	Speed	1.0–20.0 ♪	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR	Depth	MN0–MN99, ST0–ST99	
	Sets modulation speed.		Sets the modulation waveform.		Sets the depth of modulation. Also sets whether the modulation is mono (MN0–99) or stereo (ST0–99) .		
Page03	Size	0–100	Low	-100–100	High	-100–100	
	Adjusts the size of the reverb space.		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		

HolyFLERB

This effect combines reverb and flanger in a model of an Electro-Harmonix Holy Grail set to FLERB.

		Knob1		Knob2		Knob3	
Page01	RVRB	0–100	Tail	OFF/ON			
	Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
Page02							

DynaRev

This reverb, which is modeled on the tc electronic NOVA REVERB, changes volume according to the dynamics of the input sound.

		Knob1		Knob2		Knob3	
Page01	Decay	0–100	PreD	0–100	Color	0–100	
	Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the tone.		
Page02	Sense	-100– -1, OFF, 1–100	Mix	0–100	Tail	OFF/ON	
	Adjusts the sensitivity of the effect.		Adjusts the amount of effected sound that is mixed with the original sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		

ShimmerRv

Modeling the strymon blueSky in Shimmer mode, this effect adds pitch-shifting and delay to reverb.

		Knob1		Knob2		Knob3	
Page01	PreD	1–100	DECAY	0–100	MIX	0–100	
	Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	LoDMP	0–100	HiDMP	0–100	Tail	OFF/ON	
	Adjusts the amount that the low frequencies of the reverb sound are reduced.		Adjusts the amount that the high frequencies of the reverb sound are reduced.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		

Effect Types and Parameters

ParticleR	This unique complex reverb effect models the LINE6 M9 Particle Verb.						
		Knob1		Knob2		Knob3	
	Page01	DWELL	0–100	GAIN	0–100	MODE	STBL, CRTCL, HZD
		Sets the duration of the reverberations.		Adjusts the output gain of the reverb sound.		Sets how the reverb sound changes.	
	Page02	MIX	0–100	MONO	OFF/ON	Tail	OFF/ON
		Adjusts the amount of effected sound that is mixed with the original sound.		When OFF, the effect sound is output in stereo. When ON, the effect sound is output as a mono mix.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
SpaceHole	This effect, which is based on the Eventide SPACE BlackHole algorithm, combines delay and reverb.						
		Knob1		Knob2		Knob3	
	Page01	Decay	-100–100	PDLY	0–1000	Mix	0–100
		Sets the duration of the reverberations.		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	F.B	0–100	Depth	0–100	Speed	0–100
		Adjusts the feedback amount.		Sets the depth of the modulation.		Sets modulation speed.	
	Page03	Size	0–100	Low	-100–100	High	-100–100
		Adjusts the size of the reverb space.		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.	
MangledSp	Based on the Eventide SPACE MangledVerb algorithm, this reverb produces wild echoes.						
		Knob1		Knob2		Knob3	
	Page01	PDLY	0–500	Clip	0–100	Mix	0–100
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the amount of distortion.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Decay	0–100	Mod	0–100	Size	0–100
		Sets the duration of the reverberations.		Sets the depth of the modulation		Adjusts the size of the reverb space.	
	Page03	Low	-100–100	High	-100–100	Level	0–200
		Adjusts volume of low frequencies.		Adjusts volume of high frequencies.		Adjusts the output level.	
DualRev	Based on the Eventide SPACE DualVerb algorithm, this effect combines 2 reverbs.						
		Knob1		Knob2		Knob3	
	Page01	PDlyA	0–750	PDlyB	0–750	Mix	0–100
		Sets the pre-delay time of Reverb A.		Sets the pre-delay time of Reverb B.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	ABMix	A9 B0–A0 B9	DCY A	0–100	DCY B	0–100
		Adjust the mix of the Reverb A and B effect sounds.		Sets the reverberation length for Reverb A.		Sets the reverberation length for Reverb B.	
	Page03	Size	A1 B1–A9 B9	ToneA	-100–100	ToneB	-100–100
		Adjusts the size of the reverb.		Adjusts the tone of Reverb A.		Adjusts the tone of Reverb B.	

[DYN/FLTR]

ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.					
		Knob1		Knob2		Knob3
	Page01	THRSH	1–25	DETCT	Gtrln, Efxln	Level	0–150
		Adjusts the effect sensitivity.		Sets control signal detection level.		Adjusts the output level.
	Page02					

St Gt GEQ	This stereo graphic equalizer has 6 bands that suit guitar frequencies.					
		Knob1		Knob2		Knob3
	Page01	160Hz	-12–12	400Hz	-12–12	800Hz	-12–12
		Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.
	Page02	3.2kHz	-12–12	6.4kHz	-12–12	12kHz	-12–12
		Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.
	Page03	Level	0–150			
		Adjusts the output level.				

St Bs GEQ	This stereo graphic equalizer has 7 bands that suit bass guitar frequencies.					
		Knob1		Knob2		Knob3
	Page01	50Hz	-12–12	120Hz	-12–12	400Hz	-12–12
		Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.
	Page02	500Hz	-12–12	800Hz	-12–12	4.5kHz	-12–12
		Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.
	Page03	10kHz	-12–12	Level	0–150	
		Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.		

LineSel	Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.					
		Knob1		Knob2		Knob3
	Page01	EFX_L	0–150	OUT_L	0–150	
		Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.		
	Page02					

■ Table 1 Scale Parameter

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

Z2I-1714-01

MULTISTOMP® MS-70CDR Chorus / Delay / Reverb

MS-70CDR Patch Memory List

No.	NAME	COMMENT
1	C-D-R	This sound combines chorus, delay and reverb for depth and width.
2	63SpringRv	A '63 Fender Reverb model and tremolo are combined in this vintage surf sound.
3	Deep Blue	This patch evokes the deep ocean.
4	CarbonLong	This summons the long delay sound is a model of MXR Carbon Copy.
5	69s Vibe	Unique undulations create this distinctive vintage wave sound.
6	Mangle Ice	A combination of effects like the strymon TIMELINE ICE and Eventide SPACE MangledVerb produces this faded sepia tone.
7	LOFI Noise	This is a dark spatial sound with the LO-FI noise like the strymon TIMELINE effect.
8	SmallMooth	This is a useful clean sound that models the Electro-Harmonix SmallClone.
9	stairway	This four-note sound uses two Pitch Delay effects.
10	PhaseRooM	This phaser sound is perfect for playing funk with either guitar and bass.
11	DualVerb	This reverb sound emulates the Eventide SPACE DualVerb setting for a layered feeling.
12	Rotary	This simulates a rotary speaker.
13	EP-3 Eric	This Eric Johnson style sound uses an effect like the MAESTRO ECHOPLEX EP-3 and a dense reverb.
14	Filter Pad	A synth pad sound can be created with a guitar with this pleasant enveloping effect.
15	CoronaCHO	The AUSTIN CHORUS setting of a modeled tc electronic CORONA CHORUS is used.
16	Vibrato	This vibrato sound should come in handy.
17	M-M234	An MXR M234-like effect is used in this patch with an 80s chorus sound.
18	JetFlanger	This is a jet flanger sound like an ADA Flanger.
19	SmallClone	An Electro-Harmonix SmallClone model is used in this general-purpose chorus sound.
20	Trem-Pan	This practical AM modulation sound has a tremolo effect when set to mono and an auto-pan effect when set to stereo.
21	CoronaTRI	The Tri-Chorus setting of a tc electronic CORONA CHORUS model is used in this elegant chorus sound that seems to have little modulation.
22	SmoothDLY	This useful delay sound has a reverb feeling even though only delay is used.
23	Rockabilly	The model of the tc electronic FLASHBACK SLAP setting is used in this practical delay sound.
24	CarbonSTND	This standard delay setting emulates the MXR Carbon Copy.
25	drunkship	This delay sound uses Filter Delay for psychedelic modulation.
26	Chamber RM	The reverberations of a chamber are simulated by this patch.
27	Church	This patch simulates the wide reverb of a church.
28	ShimmerPAD	Modeling the strymon blueSky in Shimmer mode, this sounds like the reverb of a string pad.
29	Long Plate	This plate reverb sound is enchanting.
30	Gt Strings	Plate reverb makes your guitar sound like a string ensemble.
31	PadGuitar	This keyboard-style pad sound is good for finger-playing with a light touch.
32	Reverse	Use this patch to add immediate accent to your guitar or bass solos.
33	DLY&DLY	This tricky delay sound has longish feedback and combines both long and short sounds like the Eventide TimeFactor effect.
34	voicerev	This ambient sound has a reverse effect like a human voice.
35	Hollywood	A model of the LINE 6 M9 ParticleVerb is used to create a majestic sound like a movie special effect.
36	Monument	This sound evokes a solemn ruin like the Eventide SPACE TremoloVerb.
37	Adamski	This Adamski-style UFO attack sounds like the future of yesterday.
38	RingNoise	This noisy ring modulation generates sounds feeling musical intervals.
39	Eraserhead	The combination of strymon TIMELINE ICE and Eventide SPACE Blackhole model effect makes a sound like a mysterious dream.
40	SoundEFX	This special effect sound adds tone an octave below to strymon blueSky Shimmer model.

Section labels (left margin): DEMO (1–14), Chorus / Modulation (15–21), Delay / Reverb (22–29), SFX (30–40)

*Patches 41-50 are empty by default.