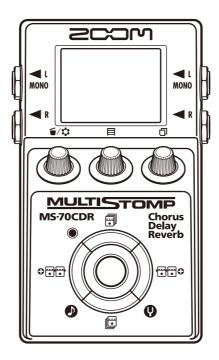
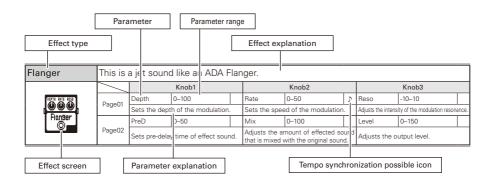


MS-70CDR Chorus/Delay/Reverb

Effect Types and Parameters



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■ Effect Types and Parameters

[CHORUS]

CoronaCho	This is	a model o	f tc electronic's	C(ORONA C	HORUS.				
			Knob1			Knob2			Knob3	
	D 04	SPEED	0-100		DEPTH	0-100		FxLVL	0-100	\Box
000	Page01	Sets modulat	ion speed.		Sets the dep	th of the modulation		Adjusts the v	olume of the effect.	
SPEED DEPTH FALLIL		TONE	0-100		DRY	OFF/ON				П
I (CoronaChō I We I	Page02	Adjusts the t	one.		effect sound	e original sound and are mixed and out en OFF, only the ef out.	tput			
Chorus	This eff	ect mixes	a shifted pitch	wi	vith the original sound to add			movemer	nt and thicknes	SS.
			Knob1			Knob2			Knob3	
		Depth	0-100		Rate	1–50		Mix	0-100	
CHORUS	Page01	Sets the dep	th of the modulation.		Sets the spee	ed of the modulation	i.		mount of effected so with the original sour	
	Page02	Tone	0-10		Level	0-150				
	1 ageuz	Adjusts the t	one.		Adjusts the o	utput level.				
VintageCE	This is	a simulatio	on of the BOSS	C	E-1.					
			Knob1			Knob2			Knob3	
		Comp	0–9		Rate	1–50		Mix	0-100	
UintaseCE	Page01	Sets the sens	itivity of the compres	sor.	Sets the spee	ed of the modulation	l.		mount of effected so with the original sour	
	Page02	Level	0-150							
	1 ageuz	Adjusts the c	utput level.							
ANA234Cho	This an	alog choru	s sound mode	ls t	he MXR N	Л234.				
			Knob1			Knob2			Knob3	
		LEVEL	0-100		RATE	0-100		DEPTH	0-100	
LEVEL RATE DEPTS	Page01	Adjusts am mixed with o	ount of effect sou riginal sound.	und	Sets the spee	ed of the modulation	i.	Sets the dept	th of the modulation	١.
ANA ANA		LOW	0-100		HIGH	0-100		Mode	MONO, STR	
234Chu	Page02	Adjusts volur	ne of low frequencie	s.	Adjusts volur	ne of high frequenci	es.	When stereo from L chann	o mono or stereo (S , effect sound is ou lel and unchanged i out from R channel.	utput

CE-Cho5	This ch	orus is a n	nodel of the BC	OSS	S CE-5.					
			Knob1			Knob2			Knob3	
		E.LVL	0-120		RATE	0–100		DEPTH	0–100	
ELIL PATE DEPTH	Page01		ount of effect sou riginal sound.	und	Sets the spe	ed of the modulation		Adjust the de	epth of the modulati	on.
CE-Cho5		LOW	0-100		HIGH	0–100		MODE	MONO, STR	
	Page02	Adjusts volur	me of low frequencie	s.	Adjusts volur	me of high frequenci	es.	When stered from L chann	to mono or stereo (\$ o, effect sound is ou nel and unchanged in ut from R channel.	utput
CloneCho	This an	alog choru	is sound mode	ls t	he Electro	-Harmonix Sm	allC	Clone.		
			Knob1			Knob2			Knob3	
DEPTH BATE	Page01	DEPTH	1, 2		RATE	0–100				
CLONE	1 ageo1	Sets the dep	th of the modulation.		Sets the spe	ed of the modulation				
CHORUS	Page02									
SuperCho	This m	odels the :	sound of a BOS	SS	CH-1 SUP	ER CHORUS.				
•			Knob1	_		Knob2	_		Knob3	
		E.LVL	0–120		Rate	0-100		Depth	0-100	
ELIL RATE DEPTH	Page01	Adjusts am	ount of effect souriginal sound.	und		ed of the modulation			epth of the modulati	on.
SuperCho		EQ	0-100		Mode	MONO, STR				П
	Page02					to mono or stereo (S o, effect sound is ou				
	1.0900	Adjusts effec	t tone.		from L chann	nel and unchanged in ut from R channel.				
MirageCho	This ch	orus shim	mers like a mir	age).					
			Knob1			Knob2			Knob3	
DEPTH RRITE HEX		Depth	0-100		Rate	0–100		Mix	0–100	
⊗ ⊕ Mirage 1	Page01	Sets the dep	th of the modulation.		Sets the spe	ed of the modulation			mount of effected s with the original sou	
© Chorus -		PreD	1-20		-			Level		
	Page 02		. 20		Tone	0–100		Level	0–150	
	Page02	Sets pre-dela	y time of effect sour	nd.	Adjusts the t	I.		Adjusts the o		
StereoCho		*			Adjusts the t	I.	_			
StereoCho		*	y time of effect sour		Adjusts the t	I.				
StereoCho	This is	*	y time of effect sour horus with a clo		Adjusts the t	one.			output level.	
StereoCho StereoCho Gercolho		a stereo c	y time of effect sour horus with a clo Knob1 0-100 th of the modulation.	ear	Adjusts the tone.	Knob2 1–50 ed of the modulation		Adjusts the o	output level. Knob3	
StereoCho GereoDho	This is	a stereo d Depth Sets the dep	y time of effect sour horus with a cloop the control of the modulation.	ear	Adjusts the tone. Rate Sets the spec	Knob2 1–50 ed of the modulation 0–150		Adjusts the o	Knob3 0-100 mount of effected s	
StereoCho StereoCho StereoCho	This is	Depth Sets the dep	y time of effect sour horus with a cloop the control of the modulation.	ear	Adjusts the tone. Rate Sets the specific contents to the specific cont	Knob2 1–50 ed of the modulation 0–150		Adjusts the o	Knob3 0-100 mount of effected s	
StereoCho StereoCho Grecotho CoronaTri	This is Page01 Page02	Depth Sets the dep Tone Adjusts the t	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. ft c electronic's	ear	Adjusts the tone. Rate Sets the specific Level Adjusts the c	Knob2 1–50 ed of the modulation 0–150 putput level.		Adjusts the o	Knob3 0-100 mount of effected s with the original soul	
Greecolyo	This is Page01 Page02	Depth Sets the dep Tone Adjusts the team a model o	y time of effect sour horus with a cla Knob1 0-100 th of the modulation. 0-10 one. f to electronic's Knob1	ear	Adjusts the tone. Rate Sets the spector Level Adjusts the coordinate of the coordin	Knob2 1–50 ed of the modulation 0–150 butput level. ri-Chorus. Knob2		Adjusts the o	Knob3 0–100 mount of effected s with the original soul	
	This is Page01 Page02 This is	Depth Sets the dep Tone Adjusts the t a model o	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. f tc electronic's Knob1 0-100	ear	Adjusts the totone. Rate Sets the specture Level Adjusts the coordinate of the coor	Knob2 1–50 ed of the modulation 0–150 putput level. ri-Chorus. Knob2 0–100		Adjusts the of Mix Adjusts the a that is mixed	Knob3 0–100 mount of effected s with the original soul Knob3 0–100	nd.
	This is Page01 Page02	a stereo c Depth Sets the dep Tone Adjusts the t a model o SPEED Sets modulat	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. f to electronic's Knob1 0-100 tion speed.	ear	Adjusts the tone. Rate Sets the specture of t	Knob2 1–50 ed of the modulatior 0–150 uutput level. ri-Chorus. Knob2 0–100 th of the modulation		Adjusts the of Mix Adjusts the a that is mixed	Knob3 0–100 mount of effected s with the original soul	nd.
CoronaTri	This is Page01 Page02 This is	Depth Sets the dep Tone Adjusts the t a model o	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. f tc electronic's Knob1 0-100	ear	Adjusts the tone. Rate Sets the special sets the sets the deput of the sets the deput of the sets the deput of the sets the	Knob2 1–50 ed of the modulation 0–150 putput level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON		Adjusts the of Mix Adjusts the a that is mixed	Knob3 0–100 mount of effected s with the original soul Knob3 0–100	nd.
	This is Page01 Page02 This is	a stereo c Depth Sets the dep Tone Adjusts the t a model o SPEED Sets modulat	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. f tc electronic's Knob1 0-100 ion speed. 0-100	ear	Adjusts the tone. Rate Sets the spector of the sp	Knob2 1–50 ed of the modulation 0–150 untiput level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON the original sound and are mixed and ou uen OFF, only the ele	the	Adjusts the of Mix Adjusts the a that is mixed	Knob3 0–100 mount of effected s with the original soul Knob3 0–100	nd.
CoronaTri	This is Page01 Page02 This is Page01	a stereo c Depth Sets the dep Tone Adjusts the t a model o SPEED Sets modulai TONE Adjusts the t	y time of effect sour horus with a cle Knob1 0-100 th of the modulation. 0-10 one. f tc electronic's Knob1 0-100 ion speed. 0-100	ear	Adjusts the tone. Rate Sets the specific tone. Adjusts the concept to the conc	Knob2 1–50 ed of the modulation 0–150 output level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON te original sound and are mixed and ou nen OFF, only the efout.	the	Adjusts the of Mix Adjusts the atthat is mixed FxLVL Adjusts the v	Knob3 0–100 mount of effected s with the original soul Knob3 0–100	nd.
CoronaTri	This is Page01 Page02 This is Page01	a stereo c Depth Sets the dep Tone Adjusts the t a model o SPEED Sets modulai TONE Adjusts the t	y time of effect sour horus with a cla Knob1 0-100 th of the modulation. 0-10 one. f to electronic's Knob1 0-100 tion speed. 0-100 one.	ear	Adjusts the tone. Rate Sets the specific tone. Adjusts the concept to the conc	Knob2 1–50 ed of the modulation 0–150 output level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON te original sound and are mixed and ou nen OFF, only the efout.	the	Adjusts the of Mix Adjusts the atthat is mixed FxLVL Adjusts the v	Knob3 0–100 mount of effected s with the original soul Knob3 0–100	nd.
CoronaTri	This is Page01 Page02 This is Page01	a stereo c Depth Sets the dep Tone Adjusts the t a model o SPEED Sets modulai TONE Adjusts the t	y time of effect sour horus with a classification of the modulation. 0-100 0-10 0-10 one. f tc electronic's Knob1 0-100 one	ear	Adjusts the tone. Rate Sets the specific tone. Adjusts the concept to the conc	Knob2 1–50 ed of the modulation 0–150 output level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON the original sound and are mixed and output nor OFF, only the elout. e-dimensional if	the	Adjusts the of Mix Adjusts the atthat is mixed FxLVL Adjusts the v	Knob3 0-100 mount of effected s with the original soul Knob3 0-100 Colume of the effect	nd.
CoronaTri	This is Page01 Page02 This is Page01	a stereo content of the content of t	y time of effect sour horus with a classification with a classific	ear S C	Adjusts the tone. Rate Sets the spectors of t	Knob2 1–50 ed of the modulation 0–150 butput level. ri-Chorus. Knob2 0–100 th of the modulation OFF/ON OFF/ON eo riginal sound and are mixed and ou nen OFF, only the efout. eo-dimensional rights.	the tput fect	Adjusts the of Mix Adjusts the a that is mixed FxLVL Adjusts the v /ement. Mix Adjusts the a	Knob3 0-100 mount of effected s with the original soul Knob3 0-100 olume of the effect Knob3 0-100 mount of effected s with the original soul	
CoronaTri	This is Page01 Page02 This is Page01 Page01	a stereo content of the content of t	y time of effect sour horus with a classification of the modulation. 0-100 0-100 0-10 0-10 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100 0-100	ear S C	Adjusts the tone. Rate Sets the spectors of t	Knob2 1–50 ed of the modulation 0–150 butput level. ri-Chorus. Knob2 0–100 th of the modulation 0FF/ON the original sound and are mixed and outlen OFF, only the efout. e-dimensional in Knob2 1–50	the tput fect	Adjusts the of Mix Adjusts the a that is mixed FxLVL Adjusts the v /ement. Mix Adjusts the a	Knob3 0-100 mount of effected s with the original soul Knob3 0-100 olume of the effect	

SilkyCho	This ch	orus effect combines 2 ba	inc	ds of detu	ning and chorus f	or precise	control.	
		Knob1			Knob2		Knob3	
		LoMix 0–100		HiMix	0-100	ChMix	0-100	
STORIX HOSE GAIXS	Page01	Adjusts the amount of low-frequen detuning in the mix.	су	Adjusts the a detuning in th	mount of high-frequency ne mix.	mix.	mount of chorus in	n the
SILKY		LoPit -25-25		HiPit	-25-25	PreD	0–50	Ш
© GHORUS	Page02	Adjusts the amount of pitch modu tion for the low-frequency detuning		tion for the hi	mount of pitch modula gh-frequency detuning.	Sets pre-dela	y time of effect sou	ınd.
	Page03	Rate 0-100		Depth	0–100	Tone	0–100	Щ
		Sets the speed of the modulation.		Sets the dep	th of the modulation.	Adjusts the t	one.	
Detune		ing an effect sound that is as a chorus effect without				e original :	sound, this ef	fect
		Knob1			Knob2		Knob3	
CENT PriO MIX		Cent -25-25		PreD	0-50	Mix	0-100	П
Detune	Page01	Adjusts the detuning in cents, whi are fine increments of 1/100-semitor		Sets the pre- sound.	delay time of the effec		mount of effected s with the original sou	
	Page02	Tone 0–10		Level	0-150			
	1 agcoz	Adjusts the tone.		Adjusts the o	utput level.			
Ba Chorus	You car	cut the low frequencies of	f tl	his bass ch	norus effect sound	d.		
		Knob1			Knob2		Knob3	
DEPTH RRITE MIX		Depth 0-100		Rate	1–50	Mix	0–100	
[000]	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		mount of effected s with the original sou	
CHORUS		LoCut OFF-800Hz		Level	0–150	PreD	OFF, ON	Ш
	Page02	Specifies the low-range cutoff poi for the effect sound.	int	Adjusts the o	utput level.	Turns pre-del	ay OFF or ON.	
Ba Detune		ing a small amount of th bass chorus effect is achie			ted effect sound	with the	original sound	d, a
		Knob1			Knob2		Knob3	
SCENT PYHO MIXS		Cent -50-50	П	PreD	0-50	Mix	0-100	П
Bass Botune	Page01	Adjusts the detuning in cents, whi are fine increments of 1/100-semitor		Sets the pre- sound.	delay time of the effec		mount of effected s with the original sou	
		Tone 0–10		Level	0-150	LoCut	OFF-800Hz	
	Page02	Adjusts the tone.		Adjusts the o	utput level.	Sets the cur range of the	frequency in the effect sound.	low
Ba Ensmbl	This ba	ss chorus ensemble featu	re	s a sense		onal move	ment.	
<u> </u>		Knob1			Knob2		Knob3	
		Depth 0-100		Rate	1–50	Mix	0–100	Ш
Ensemble D	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.		mount of effected s with the original sou	
	Page02	Tone 0–10		Level	0-150			Ш
	1 agcoz	Adjusts the tone.		Adjusts the o	utput level.			
Flanger	This is	a jet sound like an ADA Fl	an	ger.				
		Knob1			Knob2		Knob3	
DEPTH RATE RESD		Depth 0-100		Rate	0–50	Reso	-10–10	
Fignser	Page01	Sets the depth of the modulation.		Sets the spee	ed of the modulation.	Adjusts the inte nance.	nsity of the modulation	reso-
		PreD 0-50		Mix	0-100	Level	0–150	Ш
	Page02	Sets pre-delay time of effect sound	i.		mount of effected sound with the original sound.	Adjusts the c	utput level.	

BaFlanger						has an added inal and effecte			nat allows you	u to
			Knob1			Knob2			Knob3	
		Depth	0–100		Rate	0-50	Þ	Reso	-10-10	
GEFTH PATE PESS	Page01	Sets the dept	h of the modulation		Sets the spe	ed of the modulation	١.	Adjusts the in resonance.	itensity of the modu	latio
		PreD	0–50		Mix	0–100		Level	0–150	
Flanger	Page02	Sets pre-dela	y time of effect sour	nd.		mount of effected so with the original soun		Adjusts the o	output level.	
		LoCut	OFF-800Hz							
	Page03	Sets the cut- range of the	off frequency in the effect sound.	low						
Vibrato	This eff	fect autom	atically adds v	ibra	ato.					
			Knob1			Knob2			Knob3	
		Depth	0–100		Rate	0-50	Þ	Bal	0–100	
Vibrato	Page01	Sets the dept	h of the modulation		Sets the spe	ed of the modulation	١.	Adjusts the band effect so	palance between or ounds.	igina
	Page02	Tone	0–10		Level	0-150				
	rageuz	Adjusts the to	one.		Adjusts the o	output level.				
Phaser	This eff	fect adds a	phasing varia	tior	to the sc	und.				
			Knob1			Knob2			Knob3	
RATE COLOR LEVEL	Page01	Rate	1–50	Þ	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
Phaser		Sets the spee	ed of the modulation	١.	Sets the ton	e of the effect type.		Adjusts the o	output level.	
	Page02									
TheVibe	This vib	oe sound fe	eatures unique	ur	ndulations					
			Knob1			Knob2			Knob3	
The Uibe		Speed	0-50	П	Depth	0-100	П	Bias	0-100	Т
SPEED LEFTH LIMS	Page01	Sets modulat		_	-	th of the modulation			of waveform modula	tion.
		Wave	0-100		Mode	VIBRT, CHORS		Level	0-150	Ť
	Page02	Adjusts modu	ılation waveform.		Sets effect to	o vibrato or chorus.		Adjusts the o	output level.	
PitchSHFT	This eff	fect shifts	the pitch up or	dc	wn.					
			Knob1			Knob2			Knob3	
SUTET TIME DAI		Shift	-12-12 , 24	П	Tone	0–10		Bal	0-100	Т
000	Page01		n shift amount in semito ves a detuning effect.	nes.	Adjusts the t	one.		Adjusts the band effect so	palance between or ounds.	igina
		Fine	-25-25		Level	0-150				
	Page02		djustment of pitch : t (1/100 semitone) ste		Adjusts the o	output level.				
HPS		telligent pi nd key set		put	ts the effe	ect sound with	the	e pitch shi	fted according	g to
			Knob1			Knob2			Knob3	
HPS D		Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6		Key	C, C#, D, D#, E, F, F#, G, G#, A, A#,		Mix	0–100	
	Page01			fted		c (root) of the scale u	ısed			
			o the original sound.		for pitch shift	<u> </u>		that is mixed	with the original sou	ınd.
	Page02	Tone	0–10		Level	0-150				
		Adjusts the to			Adjusts the o					
Ba Pitch	This pit range.	tch shifter	was designed	sp	ecifically f	or playing sing	le r	notes in th	e bass freque	ncy
			Knob1			Knob2			Knob3	
((5)757 1405 411)		Shift	-12–12, 24		Tone	0–10		Bal	0–100	Т
<u> </u>	Page01	Adjusts the pi	tch shift amount in s y "0" gives a detuning ef		Adjusts the t			-	palance between or	igina
ouss Pitch		Fine	-25-25	T	Level	0-150	П	231000 00		Т
	Page02		djustment of pitch :	L shift			_		1	
	13.7		(1/100 semitone) step		Adjusts the o	output level.	_			

DuoTrem	This ef	effect combines two tremolos.								
			Knob1			Knob2			Knob3	
	D01	RateA	0-50	Þ	RateB	0-50	Þ	Level	0-150	П
	Page01	Adjusts spee	ed of LFO A modulati	ion.	Adjusts spee	d of LFO B modulati	on.	Adjusts the c	output level.	
Due Tuese Con		DPT_A	0–100		DPT_B	0-100		Link	Seri, Para, STR	П
Duo-Trem IIII	Page02	Adjusts dept	h of LFO A modulation	on.	Adjusts depth	n of LFO B modulation	on.	Sets how the nected.	e two tremolos are	con-
	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 m LFO A.	odulation waveforn	n of	Sets the mo	dulation waveforn	n of			
AutoPan	This ef	fect cyclic	ally moves the	pai	nning posi	tion of the sou	nd.			
			Knob1			Knob2			Knob3	
	Page01	Rate	0–50	♪	Width	L50-R50		Level	0-150	
PATE UZDTH LEVEL	rageor	Sets the spe	ed of the modulation	١.	Sets the width of the panning.			Adjusts the o	output level.	
		Depth	0–10		Clip	0–10				
	Page02	Sets the dep	th of the modulation		clipping. Hig	amount of wavefor ther values empha- ning effect more.				
Rt Closet	Simula	tes a rota	y speaker.							
			Knob1			Knob2			Knob3	
l		Bal	0-100	П	Mode	Slow,Fast		Level	0-150	П
Roto Closet	Page01	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).				ry mode.		Adjusts the o	output level.	
		Drive	0-100							
	Page02	Adjusts the from the pre	amount of amplifica	tion						

[DELAY]

No.01	DualDigiD	This eff	ect combi	nes 2 delays a	nd	is based c	n the Eventide	Tir	meFactor [DigitalDelay.	
Page01 Adjusts the delay time of Delay A. Adjusts the delay time of Delay B. Adjusts the Delay A feedback amount.				Knob1			Knob2			Knob3	
Adjusts the delay time of Delay A. Fidbk B 0-110 Depth N-0-50, Speed 0-50 Adjusts the Delay B feedback Sets the delay time of Delay B. Page02 Adjusts the Delay B feedback sets the modulation depth. Also sets the amount. FLTR -100-100 DlyMs 0-100 Mix 0-100 Page03 Adjusts the tone. Adjusts the mix of the Delay A and B Adjusts the amount of effected sound that is mixed with the original sound. This long delay has a maximum length of 4000 ms. Knob1 Knob2 Knob3 Filme 1-4000 p FB 0-100 Mix 0-100 Page01 Sets the delay time. Adjusts the feedback amount. HIDMP 0-10 PP MOND, PP Level 0-150 Page02 Adjusts the treble attenuation of the delay output to mone or ping Adjusts the amount of effected sound that is mixed with the original sound. Tall 0FF/ON When ON, effect sound continues were after effect is turned off. When OPF, effect sound stops right when delay sound. StompDly By turning the feedback up on this stomp-style delay, you can make it self-oscillate. Knob1 Knob2 ELVL 0-120 FB 0-100 Time 1-600 Adjusts the redease amount. Sync 0FF, 2-Jx8 J Mode MOND, STR Tall 0FF/ON Sets output to mone or stereo ISTR; When ON, effect sound continues with the original sound. Sync 0FF, 2-Jx8 J Mode MOND, STR Tall 0FF/ON Adjusts the redease amount. Sets the delay time. Sets output to mone or stereo ISTR; When ON, effect sound continues with the original sound. Sync 0FF, 2-Jx8 J Mode MOND, STR Tall 0FF/ON This stereo delay allows the left and right delay times to be set separately. Knob1 Knob2 Knob3 Fine 1-2000 J Mix 0-100 Page07 Adjusts the treble attenuation of the delay sound. Stereo Dly This stereo delay allows the left and right delay time of right channel delay. Level 0-150 Adjusts delay time of left channel Adjusts delay output of fight channel. Level 0-150 When 10 Adjusts delay time of left channel Adjusts delay to the original sound. When 10 Adjusts delay to the original sound. Level 0-150 When 10 Adjusts delay time of left channel Adjusts delay output of fight channel OFF, effect sound stop			TimeA	0-1990	Þ	TimeB	0-1990	Þ	FdbkA	0–110	
Page02 Adjusts the Delay B feedback anount. Page03 Adjusts the Delay B feedback anount and page and page04 Adjusts the Delay B feedback anount. Page03 Adjusts the tone. Adjusts the mix of the Delay A and B affect sounds anount of effected sound and that is mixed with the original sound. Page04 This long delay has a maximum length of 4000 ms. Knob1		Page01	Adjusts the d	lelay time of Delay A		Adjusts the o				e Delay A feedb	back
Adjusts the Delay B feedback amount. FLTR -100-100 DiyMx O-100 Mix O-100 Adjusts the amount of effected sound that is mixed with the original sound. This long delay has a maximum length of 4000 ms. Knob1 Knob2 Knob3 Mix O-100 O-100 Mix O-100 Mix O-100 Mix O-100 Mix O-100 O-100 Mix O-100 O	TIMES TIMES FORKS		FdbkB	0–110			S-0-50		Speed	0–50	Ш
Page03 Adjusts the tone. Adjust the mix of the Delay A and B effect sounds. Adjusts the amount of effected sound sound that is mixed with the original sound. This long delay has a maximum length of 4000 ms. Knob1 Time 1-4000 y FB 0-100 Mix 0-100 Page01 Sets the delay time. HiDMP 0-10 P-P MONO, P-P Level 0-150 Adjusts the amount of effected sound that is mixed with the original sound. Tail OFF/ON OFF, P-1 Sets delay output to mono or ping-pong. 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 Knob2 Knob3 Sets delay output to mono or ping-pong. Adjusts the output level. ELVL 0-120 FB 0-100 Time 1-800 Page01 Adjusts amount of effect sound adjusts the feedback amount. Sets the delay time. Sync OFF, P-1 x8 y Mode MONO, STR Tail OFF/ON Page02 Activates tempo sync. Sets output to mono or stereo (STR), When on ON, effect sound continues even after effect is turned off. When from 1. channel and unchanged input OFF, effect sound stops right when effect is turned off. StereoDly This stereo delay allows the left and right delay times to be set separately. Knob1 Knob2 Knob3 Time 1-2000 y Time 1-2000 y Mix 0-100 Adjusts the treble attenuation of the delay sound. Knob1 Knob2 Knob3 Time 1-2000 y Time 1-2000 y Mix 0-100 Adjusts delay time of left channel Adjusts delay time of right channel Adjusts the amount of effected sound distributed with original sound. CLohL 0-100 RohL 0-100 RohL 0-100 Level 0-150 When ON, effect sound continues even after effect is turned off. When on the original sound. Adjusts delay output of left channel Adjusts delay time of right channel Adjusts the output level 0-150 Adjusts delay time of left channel Adjusts delay time of right channel Adjusts the output level		Page02		e Delay B feedb	ack	sets the out	put to mono (M0-M		Sets modulati	ion speed.	
Adjusts the tone. Adjusts the more of the Delay A and a general sound that is mixed with the original sound. This long delay has a maximum length of 4000 ms. Knob1			FLTR	-100–100		DlyMx	0-100		Mix	0–100	
Time 1-4000 \$\frac{1}{2}\$ \$\frac{1}{2}		Page03	Adjusts the to	one.				d B	sound that is		
Time 1-4000 p FB 0-100 Mix 0-100 Adjusts the amount of effected sound that is mixed with the original sound. Page01 HiDMP 0-10 P-P MONO, P-P Level 0-150 Adjusts the treble attenuation of the gests delay output to mono or ping-pong. HiDMP O-10 P-P MONO, P-P Level 0-150 Adjusts the output level.	Delay	This lor	ng delay ha	as a maximum	ler	ngth of 40					
Page01 Sets the delay time. Adjusts the feedback amount. Adjusts the amount of effected sound that is mixed with the original sound.				Knob1						Knob3	
Sets the delay time. HiDMP 0-10 P-P MONO, P-P Level 0-150 Adjusts the treble attenuation of the delay output to mono or pinghong. Tail OFF/ON Men ON, effect sound continues even after effect is turned off. When OFF, effect sturned off. When offer effect is turned off. When offer effect is turned off. When offer effect e			Time	1–4000	Þ	F.B	0–100				
Page02 Adjusts the treble attenuation of the delay sound. Page03 adjusts the treble attenuation of the pong. StompDly By turning the feedback up on this stomp-style delay, you can make it self-oscillate. Knob1 Knob2 Knob3 E.I.VL 0-120 F.B 0-100 Time 1-600 Adjusts amount of effect sound Adjusts the feedback amount. Sets the delay time. Sets delay output to mono or ping-pong. Knob2 Knob3 E.I.VL 0-120 F.B 0-100 Time 1-600 Adjusts amount of effect sound Adjusts the feedback amount. Sets the delay time. Sync 0FF, P-J x8 P Mode MONO, STR Tail 0FF/ON Sets output to mono or stereo (STR). When one or stereo (STR). When stereo, effect sound is output from L-channel and unchanged into UGF, effect sound stops right when effect is turned off. HiDMP 0-10 Sound is output from R-channel. HiDMP 0-10 Sound is output from R-channel. StereoDly This stereo delay allows the left and right delay times to be set separately. Knob1 Knob2 Knob3 TimeL 1-2000 P Mix 0-100 Adjusts the treble attenuation of the delay time of right channel Adjusts the amount of effected sound delay. Page02 LohFB 0-100 RohFB 0-100 Adjusts delay feedback of left channel. Adjusts delay feedback of right channel. Adjusts the output level. LohV 0-100 RohLv 0-100 When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when even after effect is turned off. When OFF, effect sound stops right when CFF, effect soun		Page01	Sets the dela	y time.			eedback amount.				
Adjusts the output level.	DELAY & &					1			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. StompDly By turning the feedback up on this stomp-style delay, you can make it self-oscillate.		Page02	delay sound.		the		utput to mono or pi	ng-	Adjusts the or	utput level.	
Page03 Page04 Page05 Page05 Page064 Page07 Page07 Page07 Page07 Page07 Page08 Page0											Ш
Rob1 Rob2 Rob3		Page03	even after ef OFF, effect s	fect is turned off. W sound stops right w	hen						
ELVL D-120 FB D-100 Time 1-600 Adjusts amount of effect sound mixed with original sound. Sets the delay time.	StompDly	By turn	ing the fee	edback up on t	his	stomp-sty	rle delay, you ca	an	make it se	lf-oscillate.	
Page01 Adjusts amount of effect sound mixed with original sound. Sync OFF, Y - J x8 Y Mode MONO, STR Tail OFF/ON Sets output to mono or stereo (STR), When ON, effect sound continues even after effect is turned off. When stereo, effect sound is output from L channel and unchanged input sound is output from L channel and unchanged input sound is output from L channel and unchanged input sound is output from R channel. HiDMP 0-10				Knob1			Knob2			Knob3	
Adjusts the feedback amount. Sets the delay time. Tail OFF/ON Activates tempo sync. Sets output to mono or stereo (STR). When ON, effect sound continues when after offect is turned off. When from L channel and unchanged input sound stops right when setreo, effect sound is output from R channel. HiDMP 0-10 Page03 Adjusts the treble attenuation of the delay sound. This stereo delay allows the left and right delay times to be set separately. Knob1 Knob2 Knob3 TimeL 1-2000				-		F.B	0-100		Time	1–600	
Sets output to mono or stereo (STR). When ON, effect sound continues When stereo, effect sound is output even after effect is turned off. When from L channel and unchanged input sound is output from R channel. HiDMP		Page01			und	Adjusts the f	eedback amount.		Sets the delay	y time.	
Activates tempo sync. When stereo, effect sound is output even after effect is turned off. When from L channel and unchanged input sound is output from R channel. HiDMP	666		Sync	OFF, ♪- J x8	Þ	Mode	MONO, STR			- , -	Ш
Page03 Adjusts the treble attenuation of the delay sound. This stereo delay allows the left and right delay times to be set separately. Knob1 Knob2 Knob3 TimeL 1-2000 ↑ TimeR 1-2000 ↑ Mix 0-100 Page01 Adjusts delay time of left channel Adjusts delay time of right channel Adjusts the amount of effected sound delay. Page02 LchFB 0-100 RchFB 0-100 Level 0-150 LchLv 0-100 RchLv 0-100 Tail OFF/ON Page03 Adjusts delay output of left channel. Adjusts delay output of right channel. Adjusts the output level. Adjusts delay output of right channel. OFF-Fon When ON, effect sound continues even after effect is turned off. When	Stomp Dly	Page02	Activates ten	npo sync.		When stered from L chann	, effect sound is out nel and unchanged in	put	even after eff OFF, effect so	ect is turned off. V ound stops right v	Vhen
StereoDly This stereo delay allows the left and right delay times to be set separately. Nob1 Knob2 Knob3			HiDMP	0–10							
Name		Page03		reble attenuation of	the						
TimeL 1-2000 \(\frac{1}{2}\) TimeR 1-2000 \(\frac{1}{2}\) Mix 0-100 Adjusts delay time of left channel delay. Adjusts delay time of left channel delay. Adjusts delay time of right channel delay. Adjusts the amount of effected sound delay. Adjusts delay feedback of left channel. Adjusts delay feedback of left channel. Adjusts delay feedback of right channel. Adjusts the output level. LehLv 0-100 RchFB 0-100 Tail OFF/ON When ON, effect sound continues even after effect is turned off. When Adjusts delay output of right channel. Adjusts delay output of right channel. OFF, effect sound stops right when	StereoDly	This ste	ereo delay	allows the left	an	d right de	lay times to be	se	t separatel	y.	
Page01 Adjusts delay time of left channel Adjusts delay time of right channel Adjusts the amount of effected sound delay. Page02 Adjusts delay time of left channel Adjusts delay time of right channel Adjusts the amount of effected sound that is mixed with the original sound. RchFB 0-100 RchFB 0-100 Level 0-150 Adjusts delay feedback of right channel. Adjusts the output level. LchLv 0-100 RchLv 0-100 Tail OFF/ON When ON, effect sound continues even after effect is turned off. When Adjusts delay output of right channel. OFF-effect sound stops right when				Knob1			Knob2			Knob3	
delay. delay. 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. LchLv 0-100 RchLv 0-100 Tail OFF/ON Page03 Adjusts delay output of left channel. Adjusts delay output of right channel. OFF, effect sound continues even after effect is turned off. When								•			Ш
Page02 Adjusts delay feedback of left channel. Adjusts delay feedback of right channel. Adjusts the output level. LchLv 0-100 RchLv 0-100 Tail OFF/ON When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when OFF,		Page01		ay time of left char	nnel		y time of right chan	nel			
Adjusts delay feedback of left channel. Adjusts delay feedback of right channel. Adjusts the output level. LchLv		Page02	LchFB	0–100		RchFB	0–100		Level	0–150	Ш
Page03 Adjusts delay output of left channel. Adjusts delay output of right channel. OFF, effect sound stops right when		ragooz	Adjusts delay	feedback of left chan	nel.	Adjusts delay	feedback of right chan	nel.	Adjusts the or	utput level.	
Page03 Adjusts delay output of left channel. Adjusts delay output of right channel. even after effect is turned off. When OFF, effect sound stops right when	STEREO DELAY 👁		LchLv	0–100		RchLv	0-100			. , .	Ш
		Page03	Adjusts delay	output of left chann	el.	Adjusts delay	output of right chan	nel.	even after eff OFF, effect so	ect is turned off. V ound stops right v	Vhen

CarbonDly	This an	alog delay	sound is a mo	del	of the M	KR Carbon Cop	Dy.			
			Knob1			Knob2			Knob3	
		DELAY	19–581		REGEN	0–100		MIX	0–100	
000	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			amount of effect mixed with the ori	
(Garbon Delay)	Page02	MOD	OFF/ON		WIDTH	0–50		SPEED	0–50	
	1 agcoz	Turns modula	ation ON or OFF.		Adjusts the v	vidth of the modulat	ion.	Sets modulat	ion speed.	
		Tail	OFF/ON		Sync	OFF, ♪-Jx8	Þ			
	Page03	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	hen	Activates ten	npo sync.				
AnalogDly	This an	alog delay	simulation has	а	long delay	with a maxim	um	length of	4000 ms.	
			Knob1			Knob2			Knob3	
		Time	1–4000	Þ	F.B	0–100		Mix	0-100	
,	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			mount of effected so with the original sour	
		HiDMP	0–10		P-P	MONO, P-P		Level	0–150	
Analog 💆	Page02	delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono or p	ing-	Adjusts the o	utput level.	
		Tail	OFF/ON							
	Page03	even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	hen						
TapeEcho	This ef		ates a tape ecl	no.	Changing	the "Time" p	araı	meter cha	nges the pitch	n of
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0-100	П	Mix	0-100	Т
TapeEcho	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			mount of effected so with the original sour	
7 000		HiDMP	0-10		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the to delay sound.	creble attenuation of	the	Adjusts the o	utput level.		even after ef	effect sound continued off. Wound stops right weed off.	Vhen
TapeEcho3	This ta	be echo ef	fect models th	e N	//AESTRO	ECHOPLEX E	P-3	•		
			Knob1			Knob2			Knob3	
		F.B	0-100		MIX	0-100		TIME	10–1000	
TAPE ECHOS	Page01	Adjusts the f	eedback amount.			amount of effect mixed with the original		Sets the dela	y time.	
. O O 1775		RecLv	0–100		SYNC	OFF, ♪-Jx8	♪	P-Amp	OFF, ON	
	Page02	Adjusts the tape.	volume recorded to	the	Activates ten	npo sync.		affects the to is off. When output withou	r the TapeEcho3 pre ne when the echo e OFF, the input sour ut being changed. V mp affects the tone	effect nd is Vhen

DriveEcho	This ec	ho effect t	hat can be driv	/en	is modele	ed on the LINE	6 N	19 TubeEct	10.	
			Knob1			Knob2			Knob3	
		DRIVE	0–100		MIX	0–100		TIME	20-1990	Þ
	Page01	Adjusts the a	mount of distortion.			e amount of effe s mixed with the or		Sets the dela	y time.	
		F.B	0-100		WOW	0-100		DRY	DRIV/THRU	
	Page02	Adjusts the f	eedback amount.		Adjusts the v	vow and flutter effe	ct.	parameter a dry signal. Se setting affec	er the DriveEcho D iffects the tone of et to DRIVE, the D its the "dry" sound e dry sound is ou g changed.	f the RIVE I. Set
		Tail	OFF/ON		Mode	MONO, STR				
	Page03	even after eff sound also co tone as when	effect sound continued is turned off. The intinues to have the same the effect was on. If the effect sound stops in a turned off.	dry ame	Sets output	o mono or stereo (\$	STR).			
SlapBackD			features a sho eled on a to ele							and
			Knob1			Knob2			Knob3	
	Page01	TIME	1–300	Þ	SubDv	J,);, ping-pong panning		F.B	0–100	
	- agoor	Sets the dela			sound.	e length of the o	lelay		eedback amount.	
1111 SI SI 11		FxLVL	0–100		DRY	OFF/ON	<u> </u>	Tail	OFF/ON	Ш
[] SELAY]	Page02	Adjusts the v	olume of the effect.		effect sound	ne original sound and or If are mixed and or nen OFF, only the e out.	utput	even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When
		Mode	MONO, STR							
	Page03	Sets outpu (STR).	t to mono or ste	reo						
SmoothDly	This wi	de delay is	s modeled on t	he	BOSS DE	0-20 in SMOO	ΓH r	mode.		
			Knob1			Knob2			Knob3	
	Page01	TIME Sets the dela	1–3000	Þ	F.B	0–100 eedback amount.		E.LVL Adjusts am	0-100 ount of effect so	ound
TIME FX ELM				_			_	mixed with o	riginal sound.	
	Page02	Adjusts the t	0-100 one.		even after et	OFF/ON effect sound contifect is turned off. Visual stops right view off.	Vhen			
MultiTapD	This eff	ect produ	ces several del	ay	sounds w	ith different de	elay	times.		
			Knob1			Knob2			Knob3	
		Time	1–3000	Þ	PTTRN	1–8		Mix	0-100	П
Multi Tap Delay	Page01	Sets the dela	y time.			pattern, which varies random patterns.	from		mount of effected s with the original sou	
		Tone	0-10		Level	0–150		Tail	OFF/ON	
<u> </u>	Page02	Adjusts the t	one.		Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When
ReverseDL	This rev	verse dela	y is a long dela	уv	vith a max	imum length	of 2	000 ms.		
			Knob1			Knob2			Knob3	
		Time	10–2000	Þ	F.B	0–100		Bal	0–100	\top
Reverse Delay	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.		Adjusts the band effect so	palance between or ounds.	iginal
		HiDMP	0–10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Adjusts the o	output level.		even after ef	effect sound conti fect is turned off. V sound stops right v ed off.	When

LO-FI Dly						de of the stryn and sampling ra				ı to
			Knob1			Knob2			Knob3	
	Page01	TIME Sets the dela	2–1900 y time.	Þ	F.B Adjusts the f	0-100 eedback amount.		MIX Adjusts the sound that is sound.	0-100 amount of effect mixed with the ori	cted iginal
		SMPL	1/128–1/1	Т	BITS	4–32		BLEND	0-100	\top
LO-FI DELAY	Page02	Sets samplin	g rate.		Sets bit dept	h.		Adjusts the	balance between and the lo-fi sound	
		DAMP	0–10		FLT	OFF, 1–8		VINYL	OFF, D:1-D:9, S:1-S:9	
	Page03	Adjusts hov decays.	v the feedback so	und		haracter of the filt e effect sound.	ter		that occurs rando 9, the noise occur delay output.	
SlwAtkDly	This eff	ect, which	gently brings o	n th	ne delay, is	modeled on the	: LI	INE6 M9 A	uto-Volume Ec	cho.
			Knob1			Knob2			Knob3	
		TIME	1–1900	♪	F.B	0–100		MIX	0–100	
	Page01	Sets the dela				eedback amount.		sound that is sound.	amount of effect mixed with the ori	
SIOWITHOXICEUY		DEPTH	0-100		SWELL	1–50		Mode	MONO/STR	
	Page02	Sets the dep	th of the modulation	١.	Adjusts the at	tack time.		MONO for a I	effect is applied. S mono chorus effect tereo vibrato effect	t. Set
		Tail	OFF/ON							
	Page03	even after ef	effect sound contin fect is turned off. Wound stops right we ed off.	/hen						
DynaDelay	This dy	namic dela	y adjusts the vo	olur	ne of the e	effect sound acco	ord	ing to the i	input signal lev	æl.
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	Sense	-101, 1-10		Mix	0–100	
TIME SENSE MIX	Page01	Sets the dela			Adjusts the e	effect sensitivity.		that is mixed v	mount of effected so with the original sour	
<u> </u>		F.B	0–100		Level	0–150		Tail	OFF/ON	
(Dyna Delay)	Page02	Adjusts the fe	eedback amount.		Adjusts the o	output level.		even after eff	effect sound continued off. Wound stops right was off.	Vhen
TremDelay	This eff lay sour		is based on the	e st	trymon TIN	MELINE TREM m	od	le, adds a t	tremolo to the	de-
			Knob1			Knob2			Knob3	
		TIME	60–1900	♪	F.B	0–100		MIX	0–100	
TEUR ES MES	Page01	Sets the dela	,		Adjusts the f	eedback amount.			amount of effect mixed with the ori	
THEMOTOGENET	Page02	LFO	TRI, SQR, SIN, RAMP, SAW	L	DEPTH	0–100		SPEED	1/32–32/1	
		waveform.	tremolo modula	tion		n of the modulation.		Sets modulat		
	Page03	DAMP	0–10		HPF	OFF, 20–900		GRIT	0–10	
	rageus	Adjusts hov decays.	v the feedback so	und		maximum range of t n the effect sound.	he	Adjusts the opening sound.	distortion of the e	ffect
ModDelay	This de	lay effect	allows the use	of	modulatio	n.				
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0–100		Mix	0–100	
* ModDelay	Page01	Sets the dela			Adjusts the f	eedback amount.			mount of effected so with the original sour	
		Rate	1–50		Level	0-150		Tail	OFF/ON	
	Page02	Sets the spee	ed of the modulation	٦.	Adjusts the o	output level		even after eff	effect sound continued in the second sturned off. Wound stops right was second in the second second in the second second in the s	Vhen

TrgHldDly	This de	lay sample	es and holds u	sino	g picking a	s the trigger.				
			Knob1			Knob2			Knob3	
		Time	10-1000		Duty	25-100		Mix	0-100	
TRIGGER HOLD DELAY	Page01	Sets the dela	y time.		Sets the tim hold sound is	e that the sample-a produced.	nd-		mount of effected so with the original soun	
│ ॑ ॔॔॔॔॔॔॔॔॔॔॔॔॔		THRSH	0–30		Level	0-150		Tail	OFF/ON	Ш
	Page02	Adjusts effec	t threshold.		Adjusts the o	utput level.		even after eff	effect sound continued off. Wound stops right was off.	/hen
FLTR PPD	Based (on the Eve	ntide TimeFact	or l	FilterPong,	this effect com	nbir	nes filter a	nd delay effect	ts.
			Knob1			Knob2			Knob3	
		TimeA	0-1900	♪	TimeB	0-1900	Þ	Mix	0–100	Ш
[00-100-100-100]	Page01	Sets the dela	y time for Delay A.		Adjusts the d	elay time of Delay B.			amount of effect mixed with the orig	
		DlyMx	0-100		Fdbk	0-110		Slur	0–10	
FILTER PP-DELAY	Page02	Adjusts the n B effect soun	nix of Delay A and D ds.	elay	Adjusts the fe	eedback amount.		Softens the sound.	attack of the feedb	эаск
	D02	FLTR	0–100		Depth	M-0–10, S-0–10		Wave	Sn1–16, Tr1–16, Sq1–16	
	Page03	Adjusts the applied.	amount the filte	r is		modulation depth. A out to mono (M-0–10) 0).		Sets the mod speed of mod	dulation wave type lulation.	and
FilterDly	This eff	ect filters	a delayed sou	nd.						
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0–100		Mix	0–100	
	Page01	Sets the dela			Adjusts the fe	eedback amount.			mount of effected so with the original soun	
		Rate	1–50		Depth	0–100		Reso	0–10	Ш
Filter Dis	Page02	Sets the spee	ed of the modulation	١.	Sets the dep	th of the modulation.		Adjusts the in resonance.	tensity of the modula	ation
		Level	0-150		Tail	OFF/ON				
	Page03	Adjusts the o	utput level.		even after ef	effect sound continu fect is turned off. Who ound stops right whed off.	nen			
PhaseDly	This eff	ect applie	s a phaser to a	de	layed soul	nd.				
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0-100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.			mount of effected so with the original soun	
Phase oo so DIY	Page02	Rate	1–50		Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
.000		Sets the spee	ed of the modulation	١.	Sets the tone	of the effect type.		Adjusts the o	utput level.	
		Tail	OFF/ON							Ш
	Page03	even after ef	effect sound continued fect is turned off. Wound stops right word off.	/hen						

A-Pan DLY	This co	mbines aut	o pan and dela	y to	create the	e effect of the s	tere	eo image r	noving cyclical	ly.
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0-100		Mix	0-100	
AUTO PANDELAY	Page01	Sets the dela			Adjusts the f	eedback amount.			e amount of effe mixed with the or	
TIME ES MIX	Page02	Rate	1/4, 1/2, 3/4, 1–50		Width	L50-R50		Depth	0–10	
	1 49002	Sets the s movement.	peed of the so	und	Sets the v movement.	width of the sou	ınd	Sets the omovement.	depth of the so	ound
		Clip	0-10		Link	P-D, D-P		Level	0-200	
	Page03	Adjusts the clipping.	amount of wavef	orm	Sets the ordered	er that the auto pan nected.	and	Adjusts the o	output level.	
PitchDly	This eff	fect applies	s pitch shift to a	a de	layed sou	nd.				
			Knob1			Knob2			Knob3	
		Time	1-2000		Pitch	-12-12		Mix	0-100	
9 5'4-1-5-1 9	Page01	Sets the dela	y time.		Sets volume delayed sour	of pitch shift applied ad.	d to		mount of effected s with the original sou	
Pitch Delay	Page02	F.B	0-100		Tone	0–10		Level	0–150	
TIME HITCH MIX	1 ageuz	Adjusts the fe	eedback amount.		Adjusts the t	one.		Adjusts the o	output level.	
<u></u>		Tail	OFF/ON							
	Page03	even after ef	effect sound continued fect is turned off. Worder was to be some stops right word off.	/hen						
ICE Delay	Based	on the stry		IC	E mode, t	his effect comb	ine	s pitch shi		/.
			Knob1			Knob2	_		Knob3	
		TIME	60–1300	♪	F.B	0–100		MIX	0–100	
TINE FA MILE	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			amount of effe mixed with the or	
RIM ST BILLT		INTVL	-Oct-2Oct		SLICE	SHORT, LONG		BLEND	0–20	
(C)	Page02	Sets the pitch the audio slic	n modulation amoun	t for	Adjusts the le	ength of the slices.		Adjusts the band ICE signa	palance between th	e dry
		SMEAR	OFF, 1-20		DAMP	0–10		HPF	OFF, 20-900	
	Page03		mount that the attac sound is softened.	ck of	Adjusts how decays.	v the feedback so	und		maximum range on the effect sound.	f the
ModDelay2	You car	n adjust th	e depth of this	m	odulation (delay effect.				
			Knob1			Knob2			Knob3	
		Time	1–2000	Þ	F.B	0-100		Mix	0-100	
	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected s with the original sou	
* ModDelay2 *	Page02	Rate	1–50		Level	0–150		Depth	0-100	
° 5 5 5	Pageuz	Sets the spee	ed of the modulation	١.	Adjusts the o	output level.		Adjust the de	epth of the modulat	ion.
		Tail	OFF/ON							
	Page03	even after ef	effect sound continuent fect is turned off. Wound stops right wound off.	/hen						·

[REVERB]

HD Reverb	This is	a high-def	inition reverb.							
			Knob1			Knob2			Knob3	
		Decay	0-100		Tone	0-10		Mix	0-100	
	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the to	one.			mount of effected s with the original sou	
		PreD	1–200		HPF	0–10		Level	0-150	
HD Reverb	Page02		delay between inpu sound and start of		Adjusts high-p	ass filter cutoff freque	ncy.	Adjusts the o	utput level.	
		Tail	OFF/ON							
	Page03	even after ef	effect sound continum fect is turned off. Wound stops right would off.	/hen						
Spring	This rev	verb effect	simulates a s _l	prir	ig reverb.					
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0-10		Mix	0-100	
DECHY TINE MIX	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the to	one.			mount of effected s with the original sou	
Serins		PreD	1-100		Level	0-150		Tail	OFF/ON	
57/115	Page02		delay between inpu sound and start of		Adjusts the o	utput level.		even after ef	effect sound continue fect is turned off. Vound stops right vound stops right vound off.	Vhen
Spring63	This sp	ring revert	sound is mod	dele	ed on a '63	Fender Rever	b.			
			Knob1			Knob2			Knob3	
\mathbb{A} \mathbb{A} \mathbb{A} \mathbb{A} \mathbb{A} \mathbb{A}		DWELL	0-100		MIXER	0-100		TONE	0-100	
DOUGLE MIXES TONG	Page01	Adjusts the a to reverb.	mount of level that in	nput	Adjusts the r sound.	nix of volume the et	fect	Adjusts the to	one.	·
Spum	Page02	Level	0-150							
	rageuz	Adjusts the o	utput level.							
Plate	This sir	mulates a į	olate reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0–100		Mix	0–100	
	Page01		delay between inpu sound and start of		Sets the durat	ion of the reverberati	ons.		mount of effected s with the original sour	
• Plate:		Color	0-100		LoDMP	0-100		HiDMP	0-100	
	Page02	Adjusts the frequencies.	reverb time of the	low	Adjusts low reverb sound	frequency dampin	g in	Adjusts high reverb sound	frequency dampir	ng in
		Tail	OFF/ON		Level	0–150				
	Page03	even after ef	effect sound contin fect is turned off. W cound stops right w ed off.	hen/	Adjusts the o	utput level.				
Room	This rev	verb effect	simulates the	ас	oustics of	a room.				
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0-100	
* ROOM _ L	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the to	one.			mount of effected s with the original sou	
		PreD	1–100		Level	0-150		Tail	OFF/ON	
	Page02		delay between inpu sound and start of		Adjusts the o	utput level.		even after ef	effect sound continue fect is turned off. Vound stops right vond off.	Vhen

TiledRoom	This rev	verb effect simulates the acoustics of a tiled room.								
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0-100	
"Tiled Rm 🍱 👢 "	Page01	Sets the duration of the reverberations.		Adjusts the t	Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.			
		PreD	1–100		Level	0–150		Tail	OFF/ON	
	Page02		delay between input sound and start of d.		Adjusts the o	output level.		even after ef	effect sound continum fect is turned off. Wound stops right we ad off.	Vher
Chamber	This eff	fect simul	ates the reverbe	era	tions of a	chamber-sized	l ro	om.		
			Knob1			Knob2			Knob3	
		Decay	0-100		Tone	0–100	Τ	Mix	0-100	Τ
"CHAMBER Sales Miles	Page01	Sets the dura	ation of the reverberation	ns.	Adjusts the t	one.	•		amount of effect mixed with the ori	
. 🛮 🏵 🛈 🗓 .		PreD	0-200		Tail	OFF/ON				
	Page02		delay between input sound and start of d.		even after ef	effect sound continue fect is turned off. Visiound stops right vised off.	Vhen			
LOFI Rev	This ro		ur-face reverb is	m	nodeled or	n the LOFI se	tting	g of the to	electronic HA	ΆLL
			Knob1			Knob2			Knob3	
	Page01	DECAY	0-100		TONE	0–100		FxLVL	0-100	
	rageor	Sets the dura	ation of the reverberation	ns.	Adjusts the t	one.		Adjusts the v	olume of the effect.	
DECAY TONE FALUL		PreD	SHORT/LONG		Tail	OFF/ON		Dry	OFF/ON	
REVERB I	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			even after eff sound also co tone as when	effect sound continued is turned off. The intinues to have the street was on. effect sound stops is turned off.	e dry same	effect sound together. Wh	e original sound and are mixed and ou en OFF, only the e out.	ıtpu
Hall	This reverb effect simulates the acoustics of a concert hall.									
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10	Т	Mix	0-100	Т
* HALL	Page01	Sets the dura	ation of the reverberation	ns.	Adjusts the t	one.			mount of effected so with the original sour	
		PreD	1–100		Level	0-150		Tail	OFF/ON	
	Page02				When ON, effect sound continue even after effect is turned off. VOFF, effect sound stops right effect is turned off.				fect is turned off. Wound stops right w	Vher
HD Hall	This is	a dense h	all reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0–100		Mix	0–100	
HD Hall	Page01		delay between input sound and start of		Sets the dura	tion of the reverberat	ions.		mount of effected so with the original sour	
		LoDMP	0–100		HiDMP	0–100		Tail	OFF/ON	L
	Page02	Adjusts low reverb sound	r frequency damping d.	ı in	Adjusts high reverb sound	frequency dampir	ng in	even after ef	effect sound continuent fect is turned off. Wound stops right word off.	Vher

Church	This eff	ect simula	ites the reverb	era	tions of a	church.					
			Knob1			Knob2			Knob3		
		DECAY	0-100		PreD	0–200		MIX	0–100		
	Page01	Sets the durat	ion of the reverberation	ons.		delay between inpu sound and start of			amount of effe mixed with the or		
		TONE	0-100		HiDMP	0–100		Tail	OFF/ON		
CHURCH CH	Page02					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.		
		Dry	OFF/ON								
	Page03	effect sound	e original sound and are mixed and out en OFF, only the ef out.	put							
Arena	This rev	verb effect	simulates the	ac	oustics of	a large enclos	ıre	such as a	sports arena.		
			Knob1			Knob2			Knob3		
		Decay	1–30		Tone	0–10		Mix	0–100		
* Arena Reverb	Page01		ion of the reverberation	ons.	Adjusts the t				mount of effected s with the original sou		
		PreD	1–100		Level	0–150		Tail	OFF/ON	\perp	
	Page02			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 eff	ect simula	ites the reverb	era	tions of a	cave.					
			Knob1			Knob2			Knob3		
		Decay	0-100		Tone	0–100		Mix	0–100		
CAVE	Page01	Sets the durat	ion of the reverberation	ons.	Adjusts the t	one.			amount of effe mixed with the or		
		PreD	0–200		Tail	OFF/ON					
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			even after ef	effect sound contin fect is turned off. W sound stops right w ed off.	hen				
Ambience	This eff	ect adds a	natural ambie	nce	e (air) to th	ne sound.					
			Knob1			Knob2			Knob3		
		DECAY	0-100		TONE	0-100		MIX	0–100		
• ZMBIANGE •	Page01	Sets the durat	ion of the reverberation	ons.	Adjusts the to	one.			amount of effe mixed with the or		
IECHY IDNE MIX		PreD	0–200		Tail	OFF/ON		Dry	OFF/ON		
	Page02		delay between inpu sound and start of		even after eff sound also co tone as when	effect sound continued is turned off. The intinues to have the sith effect was on. If effect sound stops is turned off.	dry ame	effect sound	e original sound an are mixed and o en OFF, only the e ut.	utput	
Air	This eff	ect reproc	luces the ambi	en	ce of a roc	m, to create s	pat	ial depth.			
			Knob1			Knob2			Knob3		
		Size	1–100		Tone	0–10		Mix	0–100		
•	Page01	Sets the size			Adjusts the t			that is mixed v	mount of effected s with the original sou		
. 6666		Ref	0–10		Level	0–150		Tail	OFF/ON	Ш	
	Page02	Adjusts the from the wall	amount of reflect	ion	Adjusts the o	output level.		even after eff	ffect sound conti fect is turned off. Vound stops right ved ad off.	When	

EarlyRef	This eff	ect reprod	luces only the	ear	ly reflection	ons of reverb.	-			
			Knob1			Knob2			Knob3	
		Decay	1–30		Shape	-10-10		Mix	0-100	
DECHY SHIPE MIX	Page01	Adjusts the d	uration of the reverb).	Adjusts the e	ffect envelope.			mount of effected with the original so	
Early Reflection		Tone	0-10		Level	0–150		Tail	OFF/ON	
(.ll.)	Page02	Adjusts the to	one.		Adjusts the c	output level.		even after ef	effect sound cont fect is turned off.' sound stops right ed off.	When
GateRev	This gate reverb, which is suited to percussive playing, is modeled on the DigiTech F (Lexicon) Gated setting.									
			Knob1			Knob2			Knob3	
		Level	0-100		Tone	0-100		Decay	0-100	
000	Page01	Adjusts amo	ount of effect sor	und	Adjusts the t	one.		Sets the durat	tion of the reverbera	ations.
GATE REVERB		Tail	OFF/ON		Dry	OFF/ON				
	Page02	even after eff	effect sound continued fect is turned off. Wound stops right word off.	hen	effect sound		utput			
ReverseRv		fect, which in reverse.	is modeled or	n th	ne DigiTec	h RV-7 (Lexico	on) F	Reverse se	tting, sounds	like
			Knob1			Knob2			Knob3	
		Level	0-100		Tone	0–100		Decay	0-100	
,000	Page01	Adjusts amo	ount of effect so riginal sound.	und	Adjusts the t	one.		Sets the durat	tion of the reverbera	ations.
REVERSE REVERS		Tail	OFF/ON		Dry	OFF/ON				
	Page02	even after eff	effect sound continued fect is turned off. Wound stops right word off.	hen	effect sound	ne original sound and on I are mixed and on the off, only the out.	utput			
SlapBack	This rev	verb create	es a repeating	ech	o effect.					
			Knob1			Knob2			Knob3	
		Time	1–1000	♪	Decay	1–30		Mix	0–100	
"Slam Rook "	Page01	Sets the dela				tion of the reverbera	ations.	that is mixed	mount of effected with the original so	
Slap Back Reverb	Page02	F.B	0–100		Tone	0–10		DRBal	0–100	
TEME HEAT HEX			eedback amount.		Adjusts the t		_	Sets the ratio	of delay and reve	rb.
	Page03	Adjusts the o	0-150 utput level.		even after ef OFF, effect s	OFF/ON effect sound cont fect is turned off. sound stops right	When		1	
Echo	This eff	ect can ge	enerate gorgeo	us	effect is turne echoes.	ed off.				
	<u> </u>	1	Knob1			Knob2			Knob3	
		DECAY	0-100		TIME	0-200	Т	TONE	0-100	$\overline{}$
OM/GENOMO	Page01		ion of the reverberation	ons.	Adjusts the	delay between in sound and start of			1	
JECHY TONE TIME -		MIX	0-100		Tail	OFF/ON		Mode	MONO, STR	П
	Page02		amount of effec mixed with the orig		even after eff sound also co tone as when	effect sound cont eeff sturned off. The notinues to have the the effect was on.	ne dry same	Sets outpu (STR).	t to mono or s	tereo
	1				01100118					

ModReverb	This re	verb gene	rates fluctuatir	ng e	choes.					-
			Knob1			Knob2			Knob3	
		Depth	0-100	Π	Decay	1–30		Mix	0-100	
	Page01	Sets the dep	th of the modulation	١.	Adjusts the	duration of the rever	b.		mount of effected with the original so	
MOD		Rate	1–50		Tone	0–10		PreD	1–100	
OFFIN DECAY MIX	Page02	Sets the spe	ed of the modulation	n.	Adjusts the t	tone.			ay between input of the start of the reverb sour	
<u></u>		Level	0-150		Tail	OFF/ON				
	Page03	Adjusts the o	output level.		even after e	effect sound contir ffect is turned off. V sound stops right v ed off.	Vhen			
TremoloRv		fect adds de SPACE.	tremolo to re	verl	b and is b	pased on the T	RE	MOLO VE	RB setting o	of an
			Knob1			Knob2			Knob3	
		Decay	0-100	Τ	PDLY	0-500	Τ	Mix	0-100	
	Page01	Sets the dura	tion of the reverberat	ions.					e amount of effe mixed with the o	
THE MOTOL PLAYERS	Page02	Speed	1.0–20.0	٨	Shape	SINE, TRI, PEAK, RNDM, RAMP, SQR		Depth	MN0-MN99, ST0-ST99	
	1 ageo2	Sets modula	tion speed.		Sets the mo	dulation waveform.		sets whether	oth of modulation the modulation is stereo (ST0-99).	
	Page03	Size	0–100		Low	-100–100		High	-100–100	
	1 ageos	Adjusts the s	size of the reverb spa	ace.	Adjusts volu	me of low frequenci	es.	Adjusts volur	me of high frequen	ncies.
HolyFLERB	This ef to FLEI		ines reverb an	d fl	anger in a	model of an E	Elec	tro-Harmo	nix Holy Grai	il set
			Knob1			Knob2			Knob3	
		RVRB	0–100		Tail	OFF/ON				
	Page01		e amount of effected is mixed with the original		even after e	effect sound contir ffect is turned off. V sound stops right v ed off.	Vhen			
	Page02									
DynaRev			ch is modeled namics of the			ectronic NOVA	RE	VERB, cha	anges volume	e ac-
			Knob1	Knob2			Knob3			
		Decay	0–100	Т	PreD	0–100	П	Color	0–100	
ISCHY PRED COLOR	Page01	Sets the dura	tion of the reverberat		delay between inputsound and start of		Adjusts the t	one.		
DYNAMIC REVERB		Sense	-100– -1, OFF, 1–100		Mix	0–100		Tail	OFF/ON	
	Page02	Adjusts the s	sensitivity of the effe	ect.	Adjusts the sound that is sound.	e amount of effects mixed with the ori	cted ginal	even after ef	effect sound cont fect is turned off. sound stops right ed off.	When
ShimmerRv	Modeli lay to r		ymon blueSky	in	Shimmer	mode, this eff	fect	adds pitc	h-shifting and	d de-
			Knob1			Knob2			Knob3	
		PreD	1–100		DECAY	0–100		MIX	0–100	
PRED BESON MILE SCHEROLOGY	Page01				Sets the dura	ition of the reverberat	ions.		amount of effe mixed with the o	
REVERS		LoDMP	0-100		HiDMP	0-100		Tail	OFF/ON	
0 220	Page02		amount that the of the reverb sound			amount that the		even after ef	effect sound cont fect is turned off. sound stops right	When

ParticleR	This un	ique comp	lex reverb effe	ct r	models the	e LINE6 M9 Pa	rtic	le Verb.		
			Knob1			Knob2			Knob3	
	Page01	DWELL	0–100		GAIN	0–100		MODE	STBL, CRTCL, HZD	
PARTICLE REVERB	rageor	Sets the dura	ion of the reverberation	ns.	Adjusts the o sound.	output gain of the rev	/erb	Sets how the	reverb sound chan	ges.
		MIX	0–100		MONO	OFF/ON		Tail	OFF/ON	
	Page02	sound that is mixed with the original i			in stereo. V			even after eff	ffect sound continued off. Volume off. Volume stops right volume off.	Vhen
SpaceHole	This eff	,	n is based on t	he	Eventide	SPACE BlackH	ole	algorithm,	combines de	elay
			Knob1			Knob2			Knob3	
		Decay	-100–100		PDLY	0-1000		Mix	0–100	П
DECEM POLY MIX SPRICE HOLE	Page01	Sets the duration of the reverberations. Ith			the original :	Adjusts the delay between input of the original sound and start of the reverb sound.				
(S)	Page02	F.B	0-100		Depth	0–100		Speed	0-100	
	1 ageuz	Adjusts the fe	eedback amount.		Sets the dep	th of the modulation		Sets modulati	on speed.	
	Page03	Size	0-100		Low	-100–100		High	-100–100	
	rageus	Adjusts the s	ize of the reverb space	ce.	Adjusts volur	ne of low frequencie	s.	Adjusts volum	ne of high frequenc	ies.
MangledSp	Based	on the Eve	ntide SPACE IV	gledVerb a	algorithm, this	rev	erb produc	es wild echoe	es.	
			Knob1			Knob2			Knob3	
		PDLY	0–500		Clip	0–100		Mix	0–100	
MRNGLED SPRCE	Page01	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.		
(C)	Page02	Decay	0-100		Mod	0-100		Size	0-100	П
	rageuz	Sets the durat	ion of the reverberation	ns.	Sets the dept	th of the modulation		Adjusts the si	ze of the reverb sp	ace.
	Page03	Low	-100–100		High	-100–100		Level	0–200	
	rageus	Adjusts volur	ne of low frequencies	S.	Adjusts volur	ne of high frequenci	es.	Adjusts the output level.		
DualRev	Based	on the Eve	ntide SPACE D	ua	Verb algor	rithm, this effe	ct c	ombines 2	reverbs.	
			Knob1			Knob2			Knob3	
		PDIyA	0–750		PDlyB	0-750		Mix	0–100	
TOTAL STEEL	Page01	Sets the pre-	delay time of Reverb	Α.	Sets the pre-	delay time of Reverb	В.		amount of effermixed with the ori	
DURL REVERB		ABMix	A9 B0-A0 B9		DCY A	0–100		DCY B	0–100	
	Page02	Adjust the m effect sounds	x of the Reverb A an	d B	Sets the rev Reverb A.	verberation length	for	Sets the reverberation length for Reverb B.		
	Dogo02	Size	A1 B1-A9 B9		ToneA	-100–100		ToneB	-100–100	
	Page03		ize of the reverb.		A -15	one of Reverb A.		Adjusts the te	ne of Reverb B.	

[DYN/FLTR]

ZNR	ZOOM's	s unique no	oise reduction cu	uts	noise durin	g pauses in play	/ing	without at	fecting the tone) .
			Knob1			Knob2			Knob3	
• Etv - ENIELDEE	D01	THRSH	1–25		DETCT	Gtrln, Efxln		Level	0-150	
THEN LEGEL	Page01	Adjusts the e	ffect sensitivity.		Sets control:	signal detection leve	l.	Adjusts the c	utput level.	
ZNR 🛈 🛈 📱	Page02									
	rageoz									
St Gt GEQ	This ste	ereo graph	ic equalizer has	s 6	bands tha	t suit guitar fre	que	encies.		
			Knob1			Knob2			Knob3	
		160Hz	-12–12		400Hz	-12–12		800Hz	-12–12	П
IIIII	Page01	Boosts or of frequency ba	uts the low (160 nd.	Hz)	Boosts or cu Hz) frequenc		400	Boosts or cu frequency ba		Hz)
StereoGulturGEO		3.2kHz	-12-12		6.4kHz	-12-12		12kHz	-12-12	
	Page02	Boosts or c frequency ba	uts the high (3.2 k nd.	Hz)	Boosts or co (6.4 kHz) fred		nigh	Boosts or c kHz) frequen	uts the harmonics cy band.	(12
	Page03	Level	0-150							
	rageus	Adjusts the c	utput level.							
St Bs GEQ	This ste	ereo graph	ic equalizer has	s 7	bands tha	t suit bass guit	ar 1	frequencie	s.	
			Knob1			Knob2			Knob3	
		50Hz	-12–12		120Hz	-12–12		400Hz	-12–12	Ш
	Page01	Adjusts the 50 Hz.	amount of boost/cu	it at	Adjusts the 120 Hz.	amount of boost/cu	it at	Adjusts the 400 Hz.	amount of boost/cu	ıt at
		500Hz	-12–12		800Hz	-12–12		4.5kHz	-12–12	
Street Bass (GEQ)	Page02	Adjusts the 500 Hz.	amount of boost/cu	it at	Adjusts the amount of boost/cut at 800 Hz.			Adjusts the amount of boost/cut a 4.5 kHz.		
		10kHz	-12–12		Level	0-150				
	Page03	Adjusts the 10 kHz.	amount of boost/cu	it at	Adjusts the o	output level.				
LineSel		nput into the order whe	e LineSel effect n ON.	is s	sent directl	y to the OUTPU	Гја	cks when C	OFF and to the n	ext
			Knob1			Knob2			Knob3	
NEI E W		EFX_L	0-150		OUT_L	0-150				
METEL . O. O.	Page01	Adjusts level	sent to next effect.		Adjusts leve outputs.	el sent directly to	the			
rivezei	Page02									П

■ Table 1 Scale Parameter

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

Setting	Scale used	Interval
3		3rd up
4	Maia a	4th up
5	Major	5th up
6		6th up

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MULTISTOMP® MS-70CDR Chorus/Delay/Reverb

MS-70CDR Patch Memory List

	No.	NAME	COMMENT
\overline{A}	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.
0	7	LOFI Noise	This is a dark spatial sound with the LO-FI noise like the strymon TIMELINE effect.
DEMO	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.
On	15	CoronaCHO	The AUSTIN CHORUS setting of a modeled to electronic CORONA CHORUS is used.
Chorus / Modulation	16	Vibrato	This vibrato sound should come in handy.
agn	17	M-M234	An MXR M234-like effect is used in this patch with an 80s chorus sound.
Ĭ	18	JetFlanger	This is a jet flanger sound like an ADA Flanger.
ns/	19	SmallClone	An Electro-Harmonix SmallClone model is used in this general-purpose chorus sound.
hor	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.
ठ	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.
d	23	Rockabilly	The model of the tc electronic FLASHBACK SLAP setting is used in this practical delay sound.
Reverb	24	CarbonSTND	This standard delay setting emulates the MXR Carbon Copy.
W.	25	drunkship	This delay sound uses Filter Delay for psychedelic modulation.
X	26	Chamber RM	The reverberations of a chamber are simulated by this patch.
ela	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.
ЙX	34	voicerev	This ambient sound has a reverse effect like a human voice.
S	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.

^{*}Patches 41-50 are empty by default.