Sound Laboratory

ZOOM®
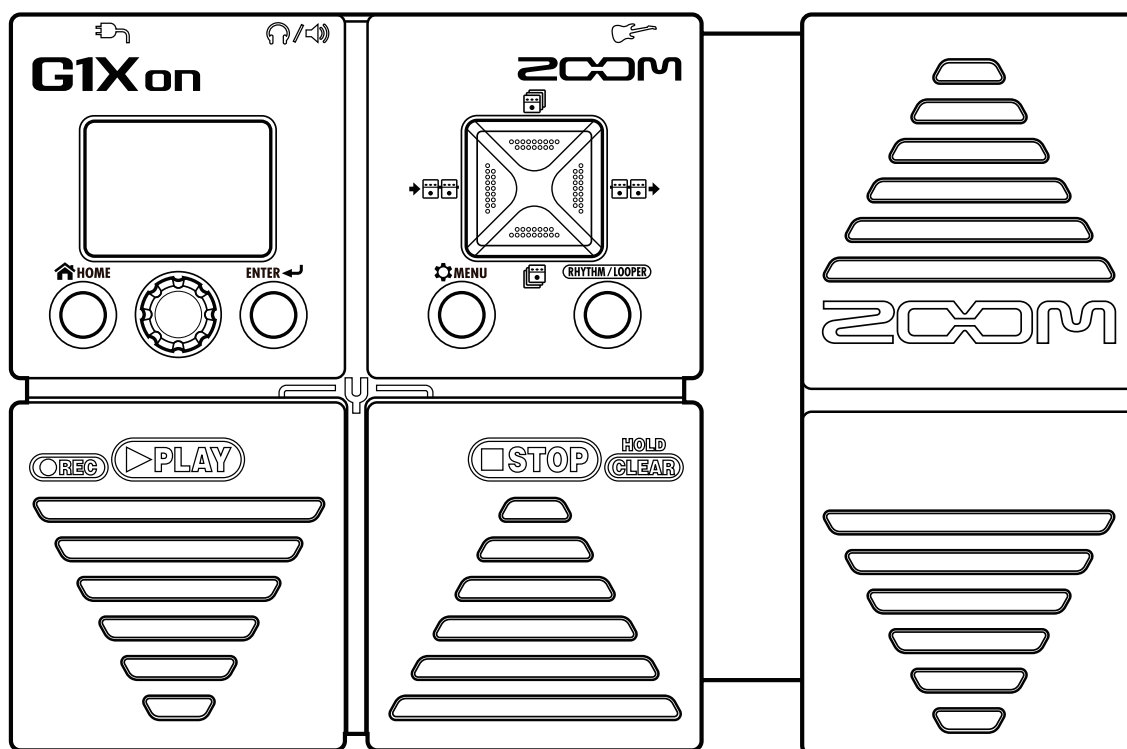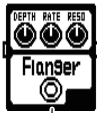
G1on / G1Xon

Guitar Multi-Effects Processor

Effect Types and Parameters

Effect explanation overview

Effect type

* Ver 1.2 additional effects

Parameter

Parameter range

Effect explanation

Pedal control possible icon

Flanger *	This is a jet sound like an ADA flanger.									
		Parameter1				Parameter2			Parameter3	
	Page01	Depth	0–100			Rate	0–50	♪	Reso	-10–10	P
		Sets the depth of the modulation.			Sets the speed of the modulation.			Adjusts the intensity of the resonance sound.		
	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

Automatic assignment icon

Contents

Comp	This compressor in the style of the MXR Dyna Comp.								
		Parameter1			Parameter2			Parameter3		
Page01	Sense	0–10	P	Tone	0–10		Level	0–150	P
	Adjusts the compressor sensitivity.			Adjusts the tone.			Adjusts the output level.		
Page02	ATTCK	Slow, Fast							
	Sets compressor attack speed to Fast or Slow.								

OptComp *	This compressor is in the style of an APHEX Punch FACTORY.								
		Parameter1			Parameter2			Parameter3		
Page01	Drive	0–10		Tone	0–100		Level	0–150	P
	Adjusts the depth of the compression.			Adjusts the tone.			Adjusts the output level.		
Page02									

160 Comp	This compressor is in the style of the dbx 160A.								
		Parameter1			Parameter2			Parameter3		
Page01	THRSH	-60 – 0		Ratio	1.0 – 10.0		Gain	0 – 20	
	Adjusts the threshold that determines when the effect is activated.			Adjusts the compression ratio.			Adjusts the gain after compression.		
Page02	Knee	Hard, Soft		Level	0 – 150	P			
	Sets the type of knee.			Adjusts the output level.					

SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.								
		Parameter1			Parameter2			Parameter3		
Page01	Time	1–50	P	Curve	0–10	P	Level	0–150	P
	Adjusts the attack time.			Set the curve of volume change during attack.			Adjusts the output level.		
Page02									

ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.								
		Parameter1			Parameter2			Parameter3		
Page01	THRSH	1–25	P	DETCT	GtrIn, EfxIn		Level	0–150	P
	Adjusts the effect sensitivity.			Sets control signal detection level.			Adjusts the output level.		
Page02									

NoiseGate	This is a noise gate that cuts the sound during playing pauses.								
		Parameter1			Parameter2			Parameter3		
Page01	THRSH	1–25	P	Level	0–150	P			
	Adjusts the effect sensitivity.			Adjusts the output level.					
Page02									

GraphicEQ	This unit has a 6 band equalizer.								
		Parameter1			Parameter2			Parameter3		
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	P						
	Adjusts the output level.								

ParaEQ	This is a 2-band parametric equalizer.								
		Parameter1			Parameter2			Parameter3		
	Page01	Freq1	20Hz–20kHz		Q1	0.5, 1, 2, 4, 8, 16		Gain1	-12–12	
		Adjusts center frequency of EQ1.			Adjusts EQ1 Q.			Adjusts EQ1 gain.		
	Page02	Freq2	20Hz–20kHz		Q2	0.5, 1, 2, 4, 8, 16		Gain2	-12–12	
		Adjusts center frequency of EQ2.			Adjusts EQ2 Q.			Adjusts EQ2 gain.		
	Page03	Level	0–150	P						
		Adjusts the output level.								

Exciter *	This exciter is in the style of the BBE Sonic Maximizer.								
		Parameter1			Parameter2			Parameter3		
	Page01	Bass	0–100		Trebl	0–100		Level	0–150	P
		Adjusts the amount of low-frequency phase correction.			Adjusts the amount of high-frequency phase correction.			Adjusts the level of the signal after it has passed through the module.		
	Page02									

AutoWah	This effect varies wah in accordance with picking intensity.								
		Parameter1			Parameter2			Parameter3		
	Page01	Sense	-10–1, 1–10	P	Reso	0–10	P	Level	0–150	P
		Adjusts the sensitivity of the effect.			Adjusts the intensity of the resonance sound.			Adjusts the output level.		
	Page02									

Cry	This effect varies the sound like a talking modulator.								
		Parameter1			Parameter2			Parameter3		
	Page01	Range	1–10	P	Reso	0–10	P	Sense	-10–1, 1–10	P
		Adjusts the frequency range processed by the effect.			Adjusts the intensity of the resonance sound.			Adjusts the sensitivity of the effect.		
	Page02	Bal	0–100	P	Level	0–150	P			
		Adjusts the balance between original and effect sounds.			Adjusts the output level.					

M-Filter	This envelope filter has the flavor of a MOOG MF-101 Low Pass Filter and can be set in a wide range.								
		Parameter1			Parameter2			Parameter3		
	Page01	Freq	0–100	P	Sense	0–10		Reso	0–10	P
		Sets minimum frequency of envelope filter.			Sets effect sensitivity.			Adjusts the intensity of the resonance sound.		
	Page02	Type	HPF, BPF, LPF		Chara	2Pole, 4Pole		VLCTY	Fast, Slow	
		Sets filter type.			Adjusts amount of filter applied.			Sets speed of filter action.		
	Page03	Bal	0–100	P	Level	0–150	P			
		Adjusts the balance between original and effect sounds.			Adjusts the output level.					

Step *	This special effect gives the sound a stepped quality.								
		Parameter1			Parameter2			Parameter3		
	Page01	Depth	0–100		Rate	0–50	P ♪	Reso	0–10	P
		Sets the depth of the modulation.			Sets the speed of the modulation.			Adjusts the intensity of the resonance sound.		
	Page02	Shape	0–10		Level	0–150	P			
		Adjusts the effect envelope.			Adjusts the output level.					

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SeqFLTR	The sequence filter has the flavor of a Z.Vex Seek-Wah.								
		Parameter1				Parameter2		Parameter3			
	Page01	Step	2–8			PTTRN	1–8			Speed	1–50	P	♪
		Adjusts number of sequence steps.				Sets effect pattern.			Sets modulation speed.			
	Page02	Shape	0–10			Reso	0–10	P		Level	0–150	P
		Sets effect sound envelope.				Adjusts the intensity of the resonance sound.			Adjusts the output level.			

RndmFLTR *	This filter effect changes character randomly.								
		Parameter1				Parameter2			Parameter3			
	Page01	Speed	1–50	P	♪	Range	0–100	P	Reso	0–10	P
		Sets modulation speed.				Adjusts frequency range affected.			Adjusts the intensity of the resonance sound.			
	Page02	Type	HPF, BPF, LPF			Chara	2Pole, 4Pole			Bal	0–100	P
		Sets filter type.				Adjusts amount of filter applied.			Adjusts the balance between original and effect sounds.			
	Page03	Level	0–150	P							
		Adjusts the output level.									

fCycle *	This filter effect changes tone characteristics cyclically.								
		Parameter1				Parameter2		Parameter3			
	Page01	Rate	1–50	P	♪	Wave	Sine, Tri, SawUp, SawDn			Level	0–150	P
		Sets the speed of the modulation.				Sets the modulation waveform.			Adjusts the output level.			
	Page02	Depth	0–100	P		Reso	0–10	P				
		Sets the depth of the modulation.				Adjusts the intensity of the resonance sound.						

Booster	The booster increases signal gain to make the sound more powerful.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

OverDrive	Simulation of the BOSS OD-1, the compact effect box that was the first to take the "overdrive" title.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

T Scream	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Governor	Simulation of the Guv'nor distortion effect from Marshall.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Dist+	Simulation of the MXR distortion+ effect that made distortion popular worldwide.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Dist 1 *	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Squeak	Simulation of the popular Pro Co RAT famous for its edgy distortion sound.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									
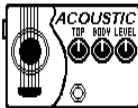
FuzzSmile	Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

GreatMuff	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

MetalWRLD *	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

HotBox *	Simulation of the compact MATCHLESS HOT BOX pre-amplifier with a built-in tube.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Z Clean	ZOOM original unadorned clean sound.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Z MP1 *	An original sound created by merging characteristics of an ADA MP1 and a Marshall JCM800.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Z Scream *	An original high gain sound balanced from low to high frequencies.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.		
	Page02									

Z Wild *	A high gain sound with even more overdrive boost.								
		Parameter1			Parameter2			Parameter3	
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Lead	Lead a bright and smooth distortion sound.								
		Parameter1			Parameter2			Parameter3	
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

ExtremeDS	This distortion effect boasts the highest gain in the world.								
		Parameter1			Parameter2			Parameter3	
	Page01	Gain	0–100	P	Tone	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Aco.Sim	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.								
		Parameter1			Parameter2			Parameter3	
	Page01	Top	0–100	P	Body	0–100		Level	0–150	P
		Adjusts the unique string tone of acoustic guitars.			Adjusts the body resonance of acoustic guitars.			Adjusts the output level.	
	Page02								

AMP SIMULATOR

FD COMBO	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

DELUXE-R	This models the sound of a Fender Deluxe Reverb made in 1965.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

FD VIBRO	Modeled sound of a '63 Fender Vibroverb.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

US BLUES	Crunch sound of a Fender Tweed Bassman.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

VX COMBO	Modeled sound of a British combo amplifier representing the 1960s Liverpool sound.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

VX JMI	This simulates the sound of an early model of a class-A British combo amp.								
		Parameter1			Parameter2			Parameter3		
Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P	
	Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
Page02	Trebl	0–100		Middl	0–100		Bass	0–100		
	Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.			

AMP SIMULATOR

BG CRUNCH	Crunch sound of a Mesa Boogie MkIII combo amp.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

MATCH 30	Modeled sound of a DC-30 (channel 1), the Matchless flagship combo amp.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

CAR DRIVE	This models the sound of a Carr Mercury high-end small combo amp.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

TW ROCK	This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

TONE CITY	This models the sound of a Sound City 50 Plus Mark 2, a legendary British amplifier.									
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

AMP SIMULATOR   *G1*on / *G1X*on

HW STACK	Modeled sound of the legendary Hiwatt Custom 100 all-tube amplifier from the UK.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

TANGERINE	This models the Orange Graphic 120 with its unique design and sound.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

B-BREAKER	This models the sound of a Marshall 1962 Bluesbreaker combo amp.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

MS CRUNCH	The crunch sound of the Marshall 1959 that has given birth to many legends.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

MS 1959	This models the sound of a Marshall 1959 Plexi made in 1969.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

MS DRIVE	The high gain sound of a JCM2000 Marshall stack amp.								
		Parameter1			Parameter2			Parameter3		
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.		
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.		
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.		

BGN DRIVE	This simulates the lead sound from channel 3 of a Bogner Ecstasy.								
		Parameter1			**Parameter2**			**Parameter3**	
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.	
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.	

BG DRIVE	The high gain sound of the Mesa Boogie Dual Rectifier red channel (Vintage mode).								
		Parameter1			**Parameter2**			**Parameter3**	
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.	
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.	

DZ DRIVE	The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of three independent channels.								
		Parameter1			**Parameter2**			**Parameter3**	
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.	
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.	

ALIEN	This simulates the high-gain sound of the Engl Invader, which features a powerful low-end.								
		Parameter1			**Parameter2**			**Parameter3**	
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.	
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.	

REVO-1	This simulates the high-gain sound of a Krank Revolution 1 Plus.								
		Parameter1			**Parameter2**			**Parameter3**	
	Page01	Gain	0–100	P	Tube	0–100		Level	0–150	P
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.	
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 2	
		Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.	

Tremolo	This effect varies the volume at a regular rate.									
		Parameter1				Parameter2				Parameter3		
	Page01	Depth	0–100	P		Rate	0–50	P	♪	Level	0–150	P
		Adjust the depth of the modulation.				Adjusts the rate of the modulation.				Adjusts the output level.		
	Page02	Wave	UP 0–UP 9, DWN 0–DWN 9, TRI 0–TRI 9	P								
		Sets the modulation waveform.										

Slicer	This effect creates a rhythmical sound by continuously slicing the input.									
		Parameter1				Parameter2				Parameter3		
	Page01	PTTRN	1–20			Speed	1–50	P	♪	Bal	0–100	P
		Sets effect pattern.				Sets modulation speed.				Adjusts the balance between original and effect sounds.		
	Page02	THRSH	0–50			Level	0–150	P				
		Adjusts effect threshold.				Adjusts the output level.						

Phaser	This effect adds a phasing variation to the sound.									
		Parameter1				Parameter2				Parameter3		
	Page01	Rate	1–50	P	♪	Color	4 STG, 8 STG, inv 4, inv 8			Level	0–150	P
		Sets the speed of the modulation.				Sets the tone of the effect type.				Adjusts the output level.		
	Page02											

DuoPhase *	This effect combines 2 phasers.									
		Parameter1				Parameter2				Parameter3		
	Page01	RateA	1–50	P	♪	RateB	1–50, SyncA, RvrsA	P		Level	0–150	P
		Adjusts speed of LFO A modulation.				Adjusts speed of LFO B modulation.				Adjusts the output level.		
	Page02	ResoA	0–10	P		ResoB	0–10	P		Link	Seri, Para, STR	
		Adjusts resonance of LFO A modulation.				Adjusts resonance of LFO B modulation.				Sets how 2 phasers are connected.		
	Page03	DPT_A	1–100	P		DPT_B	1–100	P				
		Adjusts depth of LFO A modulation.				Adjusts depth of LFO B modulation.						

Vibrato	This effect automatically adds vibrato.									
		Parameter1				Parameter2				Parameter3		
	Page01	Depth	0–100			Rate	0–50	P	♪	Bal	0–100	P
		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	P				
		Adjusts the tone.				Adjusts the output level.						

TheVibe	This vibe sound features unique undulations.									
		Parameter1				Parameter2				Parameter3		
	Page01	Speed	0–50	P		Depth	0–100	P		Bias	0–100	P
		Sets modulation speed.				Sets the depth of the modulation.				Adjusts bias of waveform modulation.		
	Page02	Wave	0–100	P		Mode	VIBRT, CHORS			Level	0–150	P
		Adjusts modulation waveform.				Sets effect to vibrato or chorus.				Adjusts the output level.		

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.									
		Parameter1				Parameter2			Parameter3		
	Page01	Cent	-25–25			PreD	0–50		Mix	0–100	P
		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	P			
		Adjusts the tone.				Adjusts the output level.					

Chorus *	This effect mixes a shifted pitch with the original sound to add movement and thickness.									
		Parameter1				Parameter2			Parameter3		
	Page01	Depth	0–100			Rate	1–50	P	Mix	0–100	P
		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	P			
		Adjusts the tone.				Adjusts the output level.					

StereoCho	This is a stereo chorus with a clear tone.									
		Parameter1				Parameter2			Parameter3		
	Page01	Depth	0–100	P		Rate	1–50	P	Mix	0–100	P
		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	P			
		Adjusts the tone.				Adjusts the output level.					

Ensemble *	This is a chorus ensemble that features three-dimensional movement.									
		Parameter1				Parameter2			Parameter3		
	Page01	Depth	0–100			Rate	1–50	P	Mix	0–100	P
		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	P			
		Adjusts the tone.				Adjusts the output level.					

SuperCho	This models the sound of a BOSS CH-1 SUPER CHORUS.									
		Parameter1				Parameter2			Parameter3		
	Page01	E.LVL	0–120	P		Rate	0–100	P	Depth	0–100	P
		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.					

CoronaTri	This is a model of tc electronic's CORONA Tri-Chorus.									
		Parameter1				Parameter2			Parameter3		
	Page01	SPEED	0–100	P		DEPTH	0–100		FxLVL	0–100	P
		Sets modulation speed.				Sets the depth of the modulation.			Adjusts the volume of the effect.		
	Page02	TONE	0–100			DRY	OFF/ON	P			
		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.					

Flanger	This is a jet sound like an ADA Flanger.									
		Parameter1				Parameter2			Parameter3		
	Page01	Depth	0–100	P		Rate	0–50	P ♪	Reso	-10–10	P
		Sets the depth of the modulation.				Sets the speed of the modulation.			Adjusts the intensity of the resonance sound.		
	Page02	PreD	0–50	P		Mix	0–100	P	Level	0–150	P
		Sets pre-delay time of effect sound.				Adjusts the amount of effected sound that is mixed with the original sound.			Adjusts the output level.		

VinFLNGR *	This analog flanger sound is similar to an MXR M-117R.										
		Parameter1			Parameter2				Parameter3		
	Page01	Depth	0–100	P	Rate	0–50	P	♪	Reso	-10–10	P
		Sets the depth of the modulation.			Sets the speed of the modulation.				Adjusts the intensity of the resonance sound.		
	Page02	PreD	0–50	P	Mix	0–100	P		Level	0–150	P
		Sets pre-delay time of effect sound.			Adjusts the amount of effected sound that is mixed with the original sound.				Adjusts the output level.		

Octave	This effect adds sound one octave and two octaves below the original sound.									
		Parameter1			Parameter2			Parameter3		
	Page01	Oct1	0–100	P	Oct2	0–100	P	Dry	0–100	P
		Adjusts the level of the sound one octave below the effect sound.			Adjusts the level of the sound two octaves below the effect sound.			Adjusts the volume of the unaffected sound.		
	Page02	Chara	0–100		Tone	0–10		Level	0–150	P
		Adjusts effect character.			Adjusts the tone.			Adjusts the output level.		

PitchSHFT	This effect shifts the pitch up or down.									
		Parameter1			Parameter2			Parameter3		
	Page01	Shift	-12–12 , 24		Tone	0–10		Bal	0–100	P
		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	P			
		Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.			Adjusts the output level.					

MonoPitch	This is a pitch shifter with little sound variance for monophonic (single note) playing.									
		Parameter1			Parameter2			Parameter3		
	Page01	Shift	-12 – 12 , 24		Tone	0–10		Bal	0–100	P
		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	P			
		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.									
		Parameter1			Parameter2			Parameter3		
	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 3)		Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B		Mix	0–100	P
		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	P			
		Adjusts the tone.			Adjusts the output level.					

BendCho *	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.									
		Parameter1			Parameter2			Parameter3		
	Page01	Depth	0–100		Time	0–50	P	Bal	0–100	P
		Adjusts the effect depth.			Adjusts the pitch change time.			Adjusts the balance between original and effect sounds.		
	Page02	Mode	Up, Down		Tone	0–10		Level	0–150	P
		Sets direction of pitch bend.			Adjusts the tone.			Adjusts the output level.		

RingMod	This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.									
		Parameter1			Parameter2			Parameter3		
	Page01	Freq	1–50	P	Tone	0–10		Bal	0–100	P
		Sets the frequency of the modulation.			Adjusts the tone.			Adjusts the balance between original and effect sounds.		
	Page02	Level	0–150	P						
		Adjusts the output level.								

Rt Closet	Simulates a rotary speaker.								
		Parameter1			Parameter2			Parameter3		
Page01	Bal	0–100	P	Mode	Slow,Fast	P	Level	0–150	P
Page01	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							
Page02	Adjusts the amount of amplification from the preamp.								

BitCrush *	This effect creates a lo-fi sound.								
		Parameter1			Parameter2			Parameter3		
Page01	Bit	4–16		SMPL	0–50	P	Bal	0–100	P
Page01	Sets bit depth.			Sets sampling rate.			Adjusts the balance between original and effect sounds.		
Page02	Tone	0–10		Level	0–150	P			
Page02	Adjusts the tone.			Adjusts the output level.					

Bomber *	This effect produces an explosive sound when picking.								
		Parameter1			Parameter2			Parameter3		
Page01	PTTRN	HndGn, Arm, Bomb, Thndr		Decay	1–100	P	Bal	0–100	P
Page01	Sets type of effect sound.			Sets length of reverberations.			Adjusts the balance between original and effect sounds.		
Page02	THRSH	0–50		Power	0–30		Tone	0–10	
Page02	Adjusts effect threshold.			Adjusts strength of explosive sound.			Adjusts the tone.		
Page03	Level	0–150	P						
Page03	Adjusts the output level.								

Z-Organ *	This effect simulates an organ sound.								
		Parameter1			Parameter2			Parameter3		
Page01	Upper	0–100	P	Lower	0–100	P	Dry	0–100	P
Page01	Adjusts volume of high frequencies.			Adjusts volume of low frequencies.			Adjusts level of original sound.		
Page02	HPF	0–10		LPF	0–10		Level	0–150	P
Page02	Adjusts high-pass filter cutoff frequency.			Adjusts low-pass filter cutoff frequency.			Adjusts the output level.		

Delay	This long delay has a maximum length of 4000 ms.						
		Parameter1			Parameter2		Parameter3	
Page01	Time	1–4000		♪	F.B	0–100	P	Mix	0–100	P
	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	P
	Adjusts the treble attenuation of the delay sound.				Sets delay output to mono or pingpong.			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.							

CarbonDly	This analog delay sound is a model of the MXR Carbon Copy.						
		Parameter1			Parameter2		Parameter3	
Page01	DELAY	19 – 581	P		REGEN	0 –100	P	MIX	0 –100	P
	Sets the delay time. The DELAY setting has no effect if Sync is not set to OFF.				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	P
	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.			

StompDly *	By turning the feedback up on this stomp-style delay, you can make it self-oscillate.						
		Parameter1			Parameter2		Parameter3	
Page01	E.LVL	0–120	P		F.B	0–100	P	Time	1–600	P
	Adjusts amount of effect sound mixed with original sound.				Adjusts the feedback amount.			Sets the delay time. The Time setting has no effect if Sync is not set to OFF.
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.							

TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.						
		Parameter1			Parameter2		Parameter3	
Page01	Time	1–2000	P	♪	F.B	0–100	P	Mix	0–100	P
	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	P	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.

ReverseDL	This reverse delay is a long delay with a maximum length of 2000 ms.						
		Parameter1			Parameter2		Parameter3	
Page01	Time	10–2000		♪	F.B	0–100	P	Bal	0–100	P
	Sets the delay time.				Adjusts the feedback amount.			Adjusts the balance between original and effect sounds.
Page02	HiDMP	0–10			Level	0–150	P	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.

MultiTapD *

This effect produces several delay sounds with different delay times.

		Parameter1			Parameter2			Parameter3		
Page01	Time	1–3000		♪	PTTRN	1–8		Mix	0–100	P
	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	P	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.		

FilterDly

This effect filters a delayed sound.

		Parameter1			Parameter2			Parameter3		
Page01	Time	1–2000		♪	F.B	0–100	P	Mix	0–100	P
	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	P		Depth	0–100	P	Reso	0–10	P
	Sets the speed of the modulation.				Sets the depth of the modulation.			Adjusts the intensity of the resonance sound.		
Page03	Level	0–150	P		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.					

PitchDly *

This effect applies pitch shift to a delayed sound.

		Parameter1			Parameter2			Parameter3		
Page01	Time	1–2000			Pitch	-12–12	P	Mix	0–100	P
	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	P		Tone	0–10		Level	0–150	P
	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.									

StereoDly

This stereo delay allows the left and right delay times to be set separately.

		Parameter1			Parameter2			Parameter3		
Page01	TimeL	1–2000		♪	TimeR	1–2000	♪	Mix	0–100	P
	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	P		RchFB	0–100	P	Level	0–150	P
	Adjusts delay feedback of left channel.				Adjusts delay feedback of right channel.			Adjusts the output level.		
Page03	LchLv	0–100	P		RchLv	0–100	P	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.		

HD Hall

This is a dense hall reverb.

		Parameter1			Parameter2			Parameter3		
Page01	PreD	1–200			Decay	0–100	P	Mix	0–100	P
	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	P		HiDMP	0–100	P	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.		

Hall	This reverb effect simulates the acoustics of a concert hall.								
		Parameter1			Parameter2			Parameter3	
	Page01	Decay	1–30	P	Tone	0–10		Mix	0–100	P
		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	P	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.	

Room	This reverb effect simulates the acoustics of a room.								
		Parameter1			Parameter2			Parameter3	
	Page01	Decay	1–30	P	Tone	0–10		Mix	0–100	P
		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	P	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.	

TiledRoom *	This reverb effect simulates the acoustics of a tiled room.								
		Parameter1			Parameter2			Parameter3	
	Page01	Decay	1–30	P	Tone	0–10		Mix	0–100	P
		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	P	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.	

Arena *	This reverb effect simulates the acoustics of a large enclosure such as a sports arena.								
		Parameter1			Parameter2			Parameter3	
	Page01	Decay	1–30	P	Tone	0–10		Mix	0–100	P
		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	P	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.	

Plate	This simulates a plate reverb.								
		Parameter1			Parameter2			Parameter3	
	Page01	PreD	1 – 200		Decay	0 –100	P	Mix	0 –100	P
		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	P	LoDMP	0 –100	P	HiDMP	0 –100	P
		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	P			
		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.				

Spring63	This spring reverb sound is modeled on a '63 Fender Reverb.								
		Parameter1			Parameter2			Parameter3		
Page01	DWELL	0 –100	P	MIXER	0 –100	P	TONE	0 –100	
Page01	Adjusts the amount of level that input to reverb.			Adjusts the mix of volume the effect sound.			Adjusts the tone.		
Page02	LEVEL	0 –150	P						
Page02	Adjusts the output level.								

Air	This effect reproduces the ambience of a room, to create spatial depth.								
		Parameter1			Parameter2			Parameter3		
Page01	Size	1–100		Tone	0–10		Mix	0–100	P
Page01	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	P	Level	0–150	P	Tail	OFF/ON	
Page02	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.		

EarlyRef *	This effect reproduces only the early reflections of reverb.								
		Parameter1			Parameter2			Parameter3		
Page01	Decay	1–30		Shape	-10–10	P	Mix	0–100	P
Page01	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	P	Tail	OFF/ON	
Page02	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.		

ModReverb	This reverb generates fluctuating echoes.								
		Parameter1			Parameter2			Parameter3		
Page01	Depth	0 – 100		Decay	1 – 30	P	Mix	0 – 100	P
Page01	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	P	Tone	0 – 10		PreD	1 – 100	
Page02	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	P	Tail	OFF/ON				
Page03	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.					

ParticleR	This unique complex reverb effect models the LINE6 M9 Particle Verb.								
		Parameter1			Parameter2			Parameter3		
Page01	DWELL	0 – 100	P	GAIN	0 – 100	P	MODE	STBL, CRTCL, HZD	
Page01	Sets the duration of the reverberations.			Adjusts the output gain of the reverb sound.			Sets how the reverb sound changes.		
Page02	MIX	0 – 100	P	MONO	OFF/ON		Tail	OFF/ON	
Page02	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.		

PEDAL (G1Xon Only)   G1on / G1Xon

PedalVx	This simulates a vintage british wah pedal.								
		Parameter1			Parameter2			Parameter3	
	Page01	Freq	1–50	Ⓟ	DryMX	0–100	P	Level	0–150	P
		Adjusts the emphasized frequency.			Adjusts the mix with the unaffected sound.			Adjusts the output level.	
	Page02								

PedalCry	This simulates a vintage CRYBABY wah pedal.								
		Parameter1			Parameter2			Parameter3	
	Page01	Freq	1–50	Ⓟ	DryMX	0–100	P	Level	0–150	P
		Adjusts the emphasized frequency.			Adjusts the mix with the unaffected sound.			Adjusts the output level.	
	Page02								

WAH100	Simulates an Ibanez wah pedal.								
		Parameter1			Parameter2			Parameter3	
	Page01	Freq	0–50	Ⓟ	Depth	0–100	P	Level	0–150	P
		Adjusts the emphasized frequency.			Sets the depth of the modulation.			Adjusts the output level.	
	Page02								

PDL Pitch	Use an expression pedal to change the pitch in real time with this effect.								
		Parameter1			Parameter2			Parameter3	
	Page01	Color	1–9 (See Table 4)		Tone	0–10		Bend	0–100	Ⓟ
		Sets the type of pitch change control with the expression pedal.			Adjusts the tone.			Sets the amount of pitch shift.	
	Page02	Mode	Up, Down		Level	0–150	P		
		Sets the direction of the pitch change to Up or Down.			Adjusts the output level.				

PDL MnPit	This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.								
		Parameter1			Parameter2			Parameter3	
	Page01	Color	1–9 (See Table 4)		Tone	0–10		Bend	0–100	Ⓟ
		Sets the type of pitch change control with the expression pedal.			Adjusts the tone.			Sets the amount of pitch shift.	
	Page02	Mode	Up, Down		Level	0–150	P		
		Sets the direction of the pitch change to Up or Down.			Adjusts the output level.				

Additional tables

Table 1 [CAB Parameter]

Type	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers.
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker.
FD VIBRO 2x10	Fender Vibroverb ('63) cabinet with 2x10-inch Jensen speakers.
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers.
VX COMBO 2x12	British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
BG CRUNCH 1x12	Mesa Boogie MkIII cabinet with 1x12-inch Electro Voice speaker.
MATCH 30 2x12	Matchless DC30 cabinet with 2x12-inch Celestion speakers.
CAR DRIVE 1x12	Carr Mercury cabinet with 1x12-inch Eminence speaker.
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker.
TONE CITY 4x12	Cabinet with 4x12-inch Fane speakers.
HW STACK 4x12	Hiwatt Custom 100 cabinet with 4x12-inch Fane speakers.
TANGERINE 4x12	Orange Graphic 120 cabinet with 4x12-inch Celestion speakers.
B-BRKR 2x12	Marshall Bluesbreaker cabinet with 2x12-inch Celestion speakers.
MS CRUNCH 4x12	Marshall 1959 cabinet with 4x12-inch Celestion speakers.
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers.
MS DRIVE 4x12	Marshall JCM2000 cabinet with 4x12-inch Celestion speakers.
BGN DRIVE 4x12	Bogner Ecstasy cabinet with 4x12-inch Celestion speakers.
BG DRIVE 4x12	Mesa Boogie Dual Rectifier cabinet with 4x12-inch Celestion speakers.
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers.
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers.
REVO-1 4x12	Krank Revolution 1 Plus cabinet with 4x12-inch Eminence speakers.
OFF	No cabinet used.

Table 2 [OUT Parameter]

Parameter value	Meaning
LINE	Use when connected to headphones, speakers or line level inputs.
COMBO FRONT	Use when connected to an ordinary combo amp input.
STACK FRONT	Use when connected to an ordinary stack amp input.
COMBO POWER AMP	Use when connected to an ordinary combo amp return.
STACK POWER AMP	Use when connected to an ordinary stack amp return.

Table 3 [Scale Parameter]

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

Table 4 [Color Parameter]

Color	Pedal min	Pedal max
1	0cent	+1 octave
2	0cent	+2 octaves
3	0cent	-100 cents
4	0cent	-2 octave
5	0cent	−∞

Color	Pedal min	Pedal max
6	-1 octave + original	+1 octave + original
7	-700 cents + original	+500 cents + original
8	Doubling	Detuned + original
9	-∞ (0 Hz) + original	+1 octave + original