



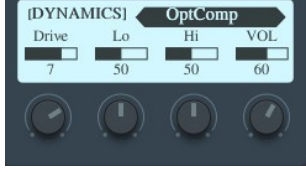





Effects included with the Zoom R20 multitrack recorder








by 64Guitars, September 9, 2022



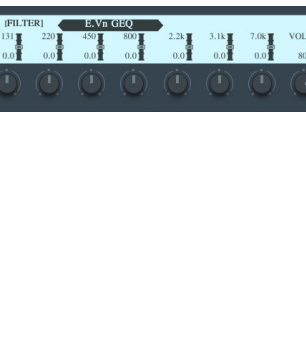

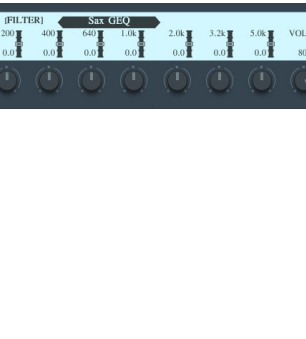
01 Bypass

DYNAMICS








02	GrayComp		<p>This models a ROSS Compressor. Added parameters allow you to adjust the tone.</p> <table border="1" data-bbox="656 296 1507 436"> <tbody> <tr> <td>SUSTN</td> <td>Adjusts the sustain.</td> </tr> <tr> <td>Lo</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Hi</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	SUSTN	Adjusts the sustain.	Lo	Adjusts volume of low frequencies.	Hi	Adjusts volume of high frequencies.	VOL	Adjusts the volume.
SUSTN	Adjusts the sustain.										
Lo	Adjusts volume of low frequencies.										
Hi	Adjusts volume of high frequencies.										
VOL	Adjusts the volume.										
03	Comp		<p>This compressor in the style of the MXR Dyna Comp.</p> <table border="1" data-bbox="656 527 1507 667"> <tbody> <tr> <td>Sense</td> <td>Adjusts the sensitivity of the effect.</td> </tr> <tr> <td>ATTCK</td> <td>Sets compressor attack speed to Fast or Slow.</td> </tr> <tr> <td>Tone</td> <td>Adjusts the tone.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	Sense	Adjusts the sensitivity of the effect.	ATTCK	Sets compressor attack speed to Fast or Slow.	Tone	Adjusts the tone.	VOL	Adjusts the volume.
Sense	Adjusts the sensitivity of the effect.										
ATTCK	Sets compressor attack speed to Fast or Slow.										
Tone	Adjusts the tone.										
VOL	Adjusts the volume.										
04	RackComp		<p>This compressor allows more detailed adjustment than Comp.</p> <table border="1" data-bbox="656 758 1507 898"> <tbody> <tr> <td>THRSH</td> <td>Sets the level that activates the compressor.</td> </tr> <tr> <td>Ratio</td> <td>Adjusts the compression ratio.</td> </tr> <tr> <td>ATTCK</td> <td>Sets compressor attack speed.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	THRSH	Sets the level that activates the compressor.	Ratio	Adjusts the compression ratio.	ATTCK	Sets compressor attack speed.	VOL	Adjusts the volume.
THRSH	Sets the level that activates the compressor.										
Ratio	Adjusts the compression ratio.										
ATTCK	Sets compressor attack speed.										
VOL	Adjusts the volume.										
05	NoiseGate		<p>This is a noise gate that cuts the sound during playing pauses.</p> <table border="1" data-bbox="656 989 1507 1129"> <tbody> <tr> <td>DETCT</td> <td>Sets control signal detection level to either GTRIN or EFXIN.</td> </tr> <tr> <td>Depth</td> <td>Sets the depth of noise reduction.</td> </tr> <tr> <td>THRSH</td> <td>Adjusts the effect sensitivity.</td> </tr> <tr> <td>Decay</td> <td>Adjust the envelope release.</td> </tr> </tbody> </table>	DETCT	Sets control signal detection level to either GTRIN or EFXIN.	Depth	Sets the depth of noise reduction.	THRSH	Adjusts the effect sensitivity.	Decay	Adjust the envelope release.
DETCT	Sets control signal detection level to either GTRIN or EFXIN.										
Depth	Sets the depth of noise reduction.										
THRSH	Adjusts the effect sensitivity.										
Decay	Adjust the envelope release.										
06	OptComp		<p>This is an optical compressor.</p> <table border="1" data-bbox="656 1220 1507 1360"> <tbody> <tr> <td>Drive</td> <td>Adjusts the depth of the compression.</td> </tr> <tr> <td>Lo</td> <td>Adjusts the volume of low frequencies.</td> </tr> <tr> <td>Hi</td> <td>Adjusts the volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	Drive	Adjusts the depth of the compression.	Lo	Adjusts the volume of low frequencies.	Hi	Adjusts the volume of high frequencies.	VOL	Adjusts the volume.
Drive	Adjusts the depth of the compression.										
Lo	Adjusts the volume of low frequencies.										
Hi	Adjusts the volume of high frequencies.										
VOL	Adjusts the volume.										
07	BlackOpt		<p>This is a simulation of the Demeter COMP-1 Compressor. Added parameters allow you to adjust the tone.</p> <table border="1" data-bbox="656 1451 1507 1591"> <tbody> <tr> <td>Comp</td> <td>Adjusts the depth of the compression.</td> </tr> <tr> <td>Lo</td> <td>Adjusts the volume of low frequencies.</td> </tr> <tr> <td>Hi</td> <td>Adjusts the volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	Comp	Adjusts the depth of the compression.	Lo	Adjusts the volume of low frequencies.	Hi	Adjusts the volume of high frequencies.	VOL	Adjusts the volume.
Comp	Adjusts the depth of the compression.										
Lo	Adjusts the volume of low frequencies.										
Hi	Adjusts the volume of high frequencies.										
VOL	Adjusts the volume.										
08	LMT-76		<p>This is a simulation of the UREI 1176LN.</p> <table border="1" data-bbox="656 1661 1507 1801"> <tbody> <tr> <td>Input</td> <td>Adjusts the input level.</td> </tr> <tr> <td>Ratio</td> <td>Adjusts the compression ratio.</td> </tr> <tr> <td>REL</td> <td>This is a limiter that suppresses signal peaks above a certain reference level.</td> </tr> <tr> <td>Output</td> <td>Adjusts the output level.</td> </tr> </tbody> </table>	Input	Adjusts the input level.	Ratio	Adjusts the compression ratio.	REL	This is a limiter that suppresses signal peaks above a certain reference level.	Output	Adjusts the output level.
Input	Adjusts the input level.										
Ratio	Adjusts the compression ratio.										
REL	This is a limiter that suppresses signal peaks above a certain reference level.										
Output	Adjusts the output level.										
09	160 Comp		<p>This compressor is in the style of the dbx 160A.</p> <table border="1" data-bbox="656 1850 1507 1990"> <tbody> <tr> <td>THRSH</td> <td>Adjusts the threshold that determines when the effect is activated.</td> </tr> <tr> <td>Ratio</td> <td>Adjusts the compression ratio.</td> </tr> <tr> <td>Knee</td> <td>Sets the type of knee.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	THRSH	Adjusts the threshold that determines when the effect is activated.	Ratio	Adjusts the compression ratio.	Knee	Sets the type of knee.	VOL	Adjusts the volume.
THRSH	Adjusts the threshold that determines when the effect is activated.										
Ratio	Adjusts the compression ratio.										
Knee	Sets the type of knee.										
VOL	Adjusts the volume.										

FILTER

<p>10 AutoWah</p>		<p>This effect varies wah in accordance with picking intensity.</p> <table border="1" data-bbox="657 168 1507 310"> <tr> <td>Mode</td> <td>Sets direction of movement of the filter.</td> </tr> <tr> <td>Sense</td> <td>Adjusts the sensitivity of the effect.</td> </tr> <tr> <td>RESO</td> <td>Sets effect resonance.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Mode	Sets direction of movement of the filter.	Sense	Adjusts the sensitivity of the effect.	RESO	Sets effect resonance.	VOL	Adjusts the volume.								
Mode	Sets direction of movement of the filter.																	
Sense	Adjusts the sensitivity of the effect.																	
RESO	Sets effect resonance.																	
VOL	Adjusts the volume.																	
<p>11 Gt GEQ</p>		<p>This mono graphic equalizer has 6 bands that suit guitar frequencies.</p> <table border="1" data-bbox="657 390 1507 642"> <tr> <td>160</td> <td>Boosts or cuts the low (160 Hz) frequency band.</td> </tr> <tr> <td>400</td> <td>Boosts or cuts the low (400 Hz) frequency band.</td> </tr> <tr> <td>800</td> <td>Boosts or cuts the low (800 Hz) frequency band.</td> </tr> <tr> <td>3.2k</td> <td>Boosts or cuts the low (3.2 kHz) frequency band.</td> </tr> <tr> <td>6.4k</td> <td>Boosts or cuts the low (6.4 kHz) frequency band.</td> </tr> <tr> <td>12k</td> <td>Boosts or cuts the low (12 kHz) frequency band.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	160	Boosts or cuts the low (160 Hz) frequency band.	400	Boosts or cuts the low (400 Hz) frequency band.	800	Boosts or cuts the low (800 Hz) frequency band.	3.2k	Boosts or cuts the low (3.2 kHz) frequency band.	6.4k	Boosts or cuts the low (6.4 kHz) frequency band.	12k	Boosts or cuts the low (12 kHz) frequency band.	VOL	Adjusts the volume.		
160	Boosts or cuts the low (160 Hz) frequency band.																	
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VOL	Adjusts the volume.																	
<p>12 ParaEQx2</p>		<p>This is a 2-band parametric equalizer.</p> <table border="1" data-bbox="657 695 1507 947"> <tr> <td>Freq1</td> <td>Adjust the center frequency of EQ 1.</td> </tr> <tr> <td>Q1</td> <td>Adjust the Q of EQ 1.</td> </tr> <tr> <td>Gain1</td> <td>Adjust the gain of EQ 1.</td> </tr> <tr> <td>Freq2</td> <td>Adjust the center frequency of EQ 2.</td> </tr> <tr> <td>Q2</td> <td>Adjust the Q of EQ 2.</td> </tr> <tr> <td>Gain2</td> <td>Adjust the gain of EQ 2.</td> </tr> <tr> <td>Level</td> <td>Adjust the volume.</td> </tr> </table>	Freq1	Adjust the center frequency of EQ 1.	Q1	Adjust the Q of EQ 1.	Gain1	Adjust the gain of EQ 1.	Freq2	Adjust the center frequency of EQ 2.	Q2	Adjust the Q of EQ 2.	Gain2	Adjust the gain of EQ 2.	Level	Adjust the volume.		
Freq1	Adjust the center frequency of EQ 1.																	
Q1	Adjust the Q of EQ 1.																	
Gain1	Adjust the gain of EQ 1.																	
Freq2	Adjust the center frequency of EQ 2.																	
Q2	Adjust the Q of EQ 2.																	
Gain2	Adjust the gain of EQ 2.																	
Level	Adjust the volume.																	
<p>13 Exciter</p>		<p>This exciter enables flexible control.</p> <table border="1" data-bbox="657 1014 1507 1157"> <tr> <td>Bass</td> <td>Adjusts the amount of low-frequency phase correction.</td> </tr> <tr> <td>Treble</td> <td>Adjusts the amount of high-frequency phase correction.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>ON/OFF</td> <td>Sets the foot switch function to either LATCH or UnLATCH.</td> </tr> </table>	Bass	Adjusts the amount of low-frequency phase correction.	Treble	Adjusts the amount of high-frequency phase correction.	VOL	Adjusts the volume.	ON/OFF	Sets the foot switch function to either LATCH or UnLATCH.								
Bass	Adjusts the amount of low-frequency phase correction.																	
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ON/OFF	Sets the foot switch function to either LATCH or UnLATCH.																	
<p>14 Bone EQ</p>		<p>This models the EQ of the Radial Tonebone PZ-Pre acoustic instrument preamplifier.</p> <table border="1" data-bbox="657 1241 1507 1524"> <tr> <td>Low</td> <td>Adjust the volume of low frequencies.</td> </tr> <tr> <td>Mid F</td> <td>Adjust the center frequency of the mid frequency equalization.</td> </tr> <tr> <td>Mid</td> <td>Adjust the gain of the mid frequency equalization.</td> </tr> <tr> <td>Hi</td> <td>Adjust the volume of high frequencies.</td> </tr> <tr> <td>Ntc Q</td> <td>Adjust the Q of the notch filter.</td> </tr> <tr> <td>Notch</td> <td>Adjust the center frequency of the notch filter.</td> </tr> <tr> <td>LoCut</td> <td>Set the frequency at which to cut low frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjust the volume.</td> </tr> </table>	Low	Adjust the volume of low frequencies.	Mid F	Adjust the center frequency of the mid frequency equalization.	Mid	Adjust the gain of the mid frequency equalization.	Hi	Adjust the volume of high frequencies.	Ntc Q	Adjust the Q of the notch filter.	Notch	Adjust the center frequency of the notch filter.	LoCut	Set the frequency at which to cut low frequencies.	VOL	Adjust the volume.
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VOL	Adjust the volume.																	
<p>15 Z Tron</p>		<p>This is like a Q-Tron Envelope Filter in LP mode.</p> <table border="1" data-bbox="657 1581 1507 1724"> <tr> <td>Sense</td> <td>Adjusts the sensitivity of the effect.</td> </tr> <tr> <td>RESO</td> <td>Sets effect resonance.</td> </tr> <tr> <td>Dry</td> <td>Adjusts the volume of the unaffected sound.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Sense	Adjusts the sensitivity of the effect.	RESO	Sets effect resonance.	Dry	Adjusts the volume of the unaffected sound.	VOL	Adjusts the volume.								
Sense	Adjusts the sensitivity of the effect.																	
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VOL	Adjusts the volume.																	
<p>16 BassPEQ</p>		<p>This 1-band parametric equalizer is suitable for the bass frequency range.</p> <table border="1" data-bbox="657 1854 1507 1997"> <tr> <td>FREQ</td> <td>Sets the frequency of the equalizer.</td> </tr> <tr> <td>Q</td> <td>Adjusts equalizer Q.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	FREQ	Sets the frequency of the equalizer.	Q	Adjusts equalizer Q.	Gain	Adjusts the gain.	VOL	Adjusts the volume.								
FREQ	Sets the frequency of the equalizer.																	
Q	Adjusts equalizer Q.																	
Gain	Adjusts the gain.																	
VOL	Adjusts the volume.																	





17	Low EQ		<p>Designed for low frequencies, this equalizer allows you to select the type.</p> <table border="1" data-bbox="654 111 1503 254"> <tr> <td>Type</td> <td>Sets filter type to either SHELF or HPF.</td> </tr> <tr> <td>FREQ</td> <td>Sets the frequency of the filter.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Type	Sets filter type to either SHELF or HPF.	FREQ	Sets the frequency of the filter.	Gain	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	VOL	Adjusts the volume.								
Type	Sets filter type to either SHELF or HPF.																		
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Gain	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.																		
VOL	Adjusts the volume.																		
18	Hm Bullet		<p>This effect changes the sound of a vocal mic to be like the sound of a bullet mic.</p> <table border="1" data-bbox="654 333 1503 476"> <tr> <td>Low</td> <td>Set the volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Set the volume of middle frequencies.</td> </tr> <tr> <td>Hi</td> <td>Set the volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Set the volume.</td> </tr> </table>	Low	Set the volume of low frequencies.	MID	Set the volume of middle frequencies.	Hi	Set the volume of high frequencies.	VOL	Set the volume.								
Low	Set the volume of low frequencies.																		
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Hi	Set the volume of high frequencies.																		
VOL	Set the volume.																		
19	E.Vn GEQ		<p>This is a seven-band equalizer for electric violin.</p> <table border="1" data-bbox="654 564 1503 852"> <tr> <td>131</td> <td>Adjust to boost or cut 131 Hz.</td> </tr> <tr> <td>220</td> <td>Adjust to boost or cut 220 Hz.</td> </tr> <tr> <td>450</td> <td>Adjust to boost or cut 450 Hz.</td> </tr> <tr> <td>800</td> <td>Adjust to boost or cut 800 Hz.</td> </tr> <tr> <td>2.2k</td> <td>Adjust to boost or cut 2.2k Hz.</td> </tr> <tr> <td>3.1k</td> <td>Adjust to boost or cut 3.1k Hz.</td> </tr> <tr> <td>7.0k</td> <td>Adjust to boost or cut 7.0k Hz.</td> </tr> <tr> <td>VOL</td> <td>Adjust the volume.</td> </tr> </table>	131	Adjust to boost or cut 131 Hz.	220	Adjust to boost or cut 220 Hz.	450	Adjust to boost or cut 450 Hz.	800	Adjust to boost or cut 800 Hz.	2.2k	Adjust to boost or cut 2.2k Hz.	3.1k	Adjust to boost or cut 3.1k Hz.	7.0k	Adjust to boost or cut 7.0k Hz.	VOL	Adjust the volume.
131	Adjust to boost or cut 131 Hz.																		
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VOL	Adjust the volume.																		
20	Tp GEQ		<p>This is a seven-band equalizer for trumpet.</p> <table border="1" data-bbox="654 913 1503 1201"> <tr> <td>200</td> <td>Adjust to boost or cut 200 Hz.</td> </tr> <tr> <td>350</td> <td>Adjust to boost or cut 350 Hz.</td> </tr> <tr> <td>700</td> <td>Adjust to boost or cut 700 Hz.</td> </tr> <tr> <td>1.0k</td> <td>Adjust to boost or cut 1.0k Hz.</td> </tr> <tr> <td>2.0k</td> <td>Adjust to boost or cut 2.0k Hz.</td> </tr> <tr> <td>4.0k</td> <td>Adjust to boost or cut 4.0k Hz.</td> </tr> <tr> <td>10.0k</td> <td>Adjust to boost or cut 10.0k Hz.</td> </tr> <tr> <td>VOL</td> <td>Adjust the volume.</td> </tr> </table>	200	Adjust to boost or cut 200 Hz.	350	Adjust to boost or cut 350 Hz.	700	Adjust to boost or cut 700 Hz.	1.0k	Adjust to boost or cut 1.0k Hz.	2.0k	Adjust to boost or cut 2.0k Hz.	4.0k	Adjust to boost or cut 4.0k Hz.	10.0k	Adjust to boost or cut 10.0k Hz.	VOL	Adjust the volume.
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VOL	Adjust the volume.																		
21	Sax GEQ		<p>This is a seven-band equalizer for saxophone.</p> <table border="1" data-bbox="654 1262 1503 1549"> <tr> <td>200</td> <td>Adjust to boost or cut 200 Hz.</td> </tr> <tr> <td>400</td> <td>Adjust to boost or cut 400 Hz.</td> </tr> <tr> <td>640</td> <td>Adjust to boost or cut 640 Hz.</td> </tr> <tr> <td>1.0k</td> <td>Adjust to boost or cut 1.0k Hz.</td> </tr> <tr> <td>2.0k</td> <td>Adjust to boost or cut 2.0k Hz.</td> </tr> <tr> <td>3.2k</td> <td>Adjust to boost or cut 3.2k Hz.</td> </tr> <tr> <td>5.0k</td> <td>Adjust to boost or cut 5.0k Hz.</td> </tr> <tr> <td>VOL</td> <td>Adjust the volume.</td> </tr> </table>	200	Adjust to boost or cut 200 Hz.	400	Adjust to boost or cut 400 Hz.	640	Adjust to boost or cut 640 Hz.	1.0k	Adjust to boost or cut 1.0k Hz.	2.0k	Adjust to boost or cut 2.0k Hz.	3.2k	Adjust to boost or cut 3.2k Hz.	5.0k	Adjust to boost or cut 5.0k Hz.	VOL	Adjust the volume.
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VOL	Adjust the volume.																		

DRIVE

22	GoldDrive		<p>This effect models a famous gold overdrive boutique pedal.</p> <table border="1" data-bbox="651 163 1502 310"> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Gain	Adjusts the gain.	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	VOL	Adjusts the volume.								
Gain	Adjusts the gain.																		
Bass	Adjusts volume of low frequencies.																		
Treble	Adjusts volume of high frequencies.																		
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23	EP Stomp		<p>This models the Maestro Echoplex preamp.</p> <table border="1" data-bbox="651 390 1502 537"> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Gain	Adjusts the gain.	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	VOL	Adjusts the volume.								
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Bass	Adjusts volume of low frequencies.																		
Treble	Adjusts volume of high frequencies.																		
VOL	Adjusts the volume.																		
24	Aco.Sim		<p>This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.</p> <table border="1" data-bbox="651 594 1502 741"> <tr> <td>Top</td> <td>Adjusts the unique string tone of acoustic guitars.</td> </tr> <tr> <td>Body</td> <td>Adjusts the body resonance of acoustic guitars.</td> </tr> <tr> <td>Tone</td> <td>Adjusts the tone.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Top	Adjusts the unique string tone of acoustic guitars.	Body	Adjusts the body resonance of acoustic guitars.	Tone	Adjusts the tone.	VOL	Adjusts the volume.								
Top	Adjusts the unique string tone of acoustic guitars.																		
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Tone	Adjusts the tone.																		
VOL	Adjusts the volume.																		
25	DIST Plus		<p>This models the sound of a MXR DISTORTION+.</p> <table border="1" data-bbox="651 821 1502 968"> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>DryMx</td> <td>Adjusts the volume of the unaffected sound.</td> </tr> <tr> <td>Comp</td> <td>Sets the clipping type of DIST Plus to ORG, MOD1, or MOD2.</td> </tr> </table>	Gain	Adjusts the gain.	VOL	Adjusts the volume.	DryMx	Adjusts the volume of the unaffected sound.	Comp	Sets the clipping type of DIST Plus to ORG, MOD1, or MOD2.								
Gain	Adjusts the gain.																		
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DryMx	Adjusts the volume of the unaffected sound.																		
Comp	Sets the clipping type of DIST Plus to ORG, MOD1, or MOD2.																		
26	Bass DRV		<p>This is a simulation of the SansAmp BASS DRIVER DI.</p> <table border="1" data-bbox="651 1052 1502 1335"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNCR</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Blend</td> <td>Adjusts the balance between the original sound and the effected sound.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>MID-F</td> <td>Adjusts the center frequency of the mid-range.</td> </tr> <tr> <td>MID</td> <td>Adjusts the volume of middle frequencies.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	PRSNCR	Adjusts volume of super-high frequencies.	Blend	Adjusts the balance between the original sound and the effected sound.	Gain	Adjusts the gain.	VOL	Adjusts the volume.	MID-F	Adjusts the center frequency of the mid-range.	MID	Adjusts the volume of middle frequencies.
Bass	Adjusts volume of low frequencies.																		
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VOL	Adjusts the volume.																		
MID-F	Adjusts the center frequency of the mid-range.																		
MID	Adjusts the volume of middle frequencies.																		
27	D.I Plus		<p>This is a simulation of the MXR Bass D.I.+, which has both clean and distortion channels.</p> <table border="1" data-bbox="651 1398 1502 1545"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts the volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Color</td> <td>This turns the preset EQ ON or OFF for the clean channel.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID	Adjusts the volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	Color	This turns the preset EQ ON or OFF for the clean channel.								
Bass	Adjusts volume of low frequencies.																		
MID	Adjusts the volume of middle frequencies.																		
Treble	Adjusts volume of high frequencies.																		
Color	This turns the preset EQ ON or OFF for the clean channel.																		
28	Dark Pre		<p>This is a simulation of the Darkglass Electronics Microtubes B7K.</p> <table border="1" data-bbox="651 1627 1502 1911"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>L-MID</td> <td>Adjusts the volume of lower middle frequencies.</td> </tr> <tr> <td>H-MID</td> <td>Adjusts the volume of higher middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Blend</td> <td>Adjusts the balance between the original sound and the effected sound.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>Boost</td> <td>This sets the frequency bands boosted.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	L-MID	Adjusts the volume of lower middle frequencies.	H-MID	Adjusts the volume of higher middle frequencies.	Treble	Adjusts volume of high frequencies.	Blend	Adjusts the balance between the original sound and the effected sound.	Gain	Adjusts the gain.	VOL	Adjusts the volume.	Boost	This sets the frequency bands boosted.
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GUITAR AMPS









29	MS 800		<p>This models the sound of the Marshall JCM800 2203.</p> <table border="1" data-bbox="654 170 1502 422"> <tr> <td>Input</td> <td>Adjusts the input gain.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Input	Adjusts the input gain.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.
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VOL	Adjusts the volume.																
30	MS 1959		<p>This models the sound of the Marshall 1959 SUPER LEAD 100.</p> <table border="1" data-bbox="654 480 1502 737"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Input1</td> <td>Adjusts the gain of the input1.</td> </tr> <tr> <td>Input2</td> <td>Adjusts the gain of the input2.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Input1	Adjusts the gain of the input1.	Input2	Adjusts the gain of the input2.	VOL	Adjusts the volume.
Bass	Adjusts volume of low frequencies.																
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Input1	Adjusts the gain of the input1.																
Input2	Adjusts the gain of the input2.																
VOL	Adjusts the volume.																
31	FD B-MAN		<p>This models the sound of the Fender '59 Bassman.</p> <table border="1" data-bbox="654 795 1502 1052"> <tr> <td>Input</td> <td>Selects the input channel.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Input	Selects the input channel.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.
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Gain	Adjusts the gain.																
VOL	Adjusts the volume.																
32	FD DLXR		<p>This models the sound of the Fender '65 Deluxe Reverb.</p> <table border="1" data-bbox="654 1110 1502 1367"> <tr> <td>Input</td> <td>Selects the input channel.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>Depth</td> <td>Sets the depth of the modulation.</td> </tr> <tr> <td>Speed</td> <td>Sets the speed of the modulation.</td> </tr> </table>	Input	Selects the input channel.	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.	Depth	Sets the depth of the modulation.	Speed	Sets the speed of the modulation.
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VOL	Adjusts the volume.																
Depth	Sets the depth of the modulation.																
Speed	Sets the speed of the modulation.																
33	UK 30A		<p>This models the sound of an early class A British combo amp.</p> <table border="1" data-bbox="654 1425 1502 1682"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Cut</td> <td>Adjusts the tone.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>Depth</td> <td>Sets the depth of the modulation.</td> </tr> <tr> <td>Speed</td> <td>Sets the speed of the modulation.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	Cut	Adjusts the tone.	Gain	Adjusts the gain.	VOL	Adjusts the volume.	Depth	Sets the depth of the modulation.	Speed	Sets the speed of the modulation.
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Gain	Adjusts the gain.																
VOL	Adjusts the volume.																
Depth	Sets the depth of the modulation.																
Speed	Sets the speed of the modulation.																
34	HW 100		<p>This models the sound of the HIWATT Custom 100.</p> <table border="1" data-bbox="654 1740 1502 1976"> <tr> <td>Input</td> <td>Selects the input channel.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Input	Selects the input channel.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.
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Gain	Adjusts the gain.																
VOL	Adjusts the volume.																



35	Recti ORG		<p>This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.</p> <table border="1"> <tr> <td>Mode</td> <td>Sets the tone of the character.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Mode	Sets the tone of the character.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.		
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PRSNC	Adjusts volume of super-high frequencies.																		
Gain	Adjusts the gain.																		
VOL	Adjusts the volume.																		
36	ORG120		<p>This models the sound of the Orange Graphic120.</p> <table border="1"> <tr> <td>Input</td> <td>Selects the input channel.</td> </tr> <tr> <td>Color</td> <td>Sets the tone of the effect type.</td> </tr> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Input	Selects the input channel.	Color	Sets the tone of the effect type.	Bass	Adjusts volume of low frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.		
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Gain	Adjusts the gain.																		
VOL	Adjusts the volume.																		
37	DZ DRV		<p>This models the sound of the Diezel Herbert Channel2.</p> <table border="1"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>PRSNC</td> <td>Adjusts volume of super-high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> <tr> <td>Deep</td> <td>Emphasizes low frequencies.</td> </tr> <tr> <td>MidCut</td> <td>Cuts middle frequencies.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	PRSNC	Adjusts volume of super-high frequencies.	Gain	Adjusts the gain.	VOL	Adjusts the volume.	Deep	Emphasizes low frequencies.	MidCut	Cuts middle frequencies.
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Deep	Emphasizes low frequencies.																		
MidCut	Cuts middle frequencies.																		
38	MATCH30		<p>This models the sound of the Matchless DC-30.</p> <table border="1"> <tr> <td>Gain1</td> <td>Adjusts the gain of channel 1.</td> </tr> <tr> <td>Bass1</td> <td>Adjusts the volume of low frequencies in channel 1.</td> </tr> <tr> <td>TRBL1</td> <td>Adjusts the volume of high frequencies in channel 1.</td> </tr> <tr> <td>Gain2</td> <td>Adjusts the gain of channel 2.</td> </tr> <tr> <td>Tone2</td> <td>Adjusts the tone of channel 2.</td> </tr> <tr> <td>Cut</td> <td>Adjusts the tone.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Gain1	Adjusts the gain of channel 1.	Bass1	Adjusts the volume of low frequencies in channel 1.	TRBL1	Adjusts the volume of high frequencies in channel 1.	Gain2	Adjusts the gain of channel 2.	Tone2	Adjusts the tone of channel 2.	Cut	Adjusts the tone.	VOL	Adjusts the volume.		
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Tone2	Adjusts the tone of channel 2.																		
Cut	Adjusts the tone.																		
VOL	Adjusts the volume.																		

BASS AMPS





39	AMPG SVT		<p>This models the sound of the Ampeg SVT.</p> <table border="1"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID-F</td> <td>Adjusts the center frequency of the mid-range.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>Ultra</td> <td>Emphasizes high and low frequencies.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID-F	Adjusts the center frequency of the mid-range.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	Gain	Adjusts the gain.	Ultra	Emphasizes high and low frequencies.	VOL	Adjusts the volume.
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VOL	Adjusts the volume.																
40	BMAN100		<p>This models the sound of the Fender Bassman 100.</p> <table border="1"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID-F</td> <td>Adjusts the center frequency of the mid-range.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>Deep</td> <td>Adjusts the low-frequency character.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID-F	Adjusts the center frequency of the mid-range.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	Gain	Adjusts the gain.	Deep	Adjusts the low-frequency character.	VOL	Adjusts the volume.
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VOL	Adjusts the volume.																
41	SMR400		<p>This models the sound of the SWR SM-400.</p> <table border="1"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID-F</td> <td>Adjusts the center frequency of the mid-range.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID-F	Adjusts the center frequency of the mid-range.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.						
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MID-F	Adjusts the center frequency of the mid-range.																
MID	Adjusts volume of middle frequencies.																
Treble	Adjusts volume of high frequencies.																
42	AG 750		<p>This models the sound of the Aguilar DB 750.</p> <table border="1"> <tr> <td>Bass</td> <td>Adjusts volume of low frequencies.</td> </tr> <tr> <td>MID</td> <td>Adjusts volume of middle frequencies.</td> </tr> <tr> <td>Treble</td> <td>Adjusts volume of high frequencies.</td> </tr> <tr> <td>Gain</td> <td>Adjusts the gain.</td> </tr> <tr> <td>BRGHT</td> <td>Adjusts the high-frequency character.</td> </tr> <tr> <td>Deep</td> <td>Adjusts the low-frequency character.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </table>	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.	Gain	Adjusts the gain.	BRGHT	Adjusts the high-frequency character.	Deep	Adjusts the low-frequency character.	VOL	Adjusts the volume.
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Gain	Adjusts the gain.																
BRGHT	Adjusts the high-frequency character.																
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VOL	Adjusts the volume.																

GUITAR CABINETS

43	MS4x12		<p>This models the sound of a Marshall 1960 A-type cabinet with four 12" Celestion speakers.</p> <table border="1" data-bbox="654 170 1500 315"> <tr> <td data-bbox="654 170 769 222">MIC</td> <td data-bbox="769 170 1500 222">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 222 769 275">D57:D421</td> <td data-bbox="769 222 1500 275">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 275 769 315">Hi</td> <td data-bbox="769 275 1500 315">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.								
Hi	Adjusts volume of high frequencies.								
44	MS4x12GB		<p>This models the sound of a Marshall 1960 B-type cabinet with four 12" Celestion G12M GreenBack speakers.</p> <table border="1" data-bbox="654 426 1500 571"> <tr> <td data-bbox="654 426 769 478">MIC</td> <td data-bbox="769 426 1500 478">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 478 769 531">D57:D421</td> <td data-bbox="769 478 1500 531">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 531 769 571">Hi</td> <td data-bbox="769 531 1500 571">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.								
Hi	Adjusts volume of high frequencies.								
45	FD-DX1x12		<p>This models the sound of a Fender '65 Deluxe Reverb cabinet with one 12" Jensen C-12K Speaker.</p> <table border="1" data-bbox="654 665 1500 810"> <tr> <td data-bbox="654 665 769 718">MIC</td> <td data-bbox="769 665 1500 718">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 718 769 770">D57:D421</td> <td data-bbox="769 718 1500 770">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 770 769 810">Hi</td> <td data-bbox="769 770 1500 810">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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46	FD-B4x10		<p>This models the sound of a Fender '59 Bassman cabinet with four 10" Jensen speakers.</p> <table border="1" data-bbox="654 875 1500 1020"> <tr> <td data-bbox="654 875 769 928">MIC</td> <td data-bbox="769 875 1500 928">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 928 769 980">D57:D421</td> <td data-bbox="769 928 1500 980">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 980 769 1020">Hi</td> <td data-bbox="769 980 1500 1020">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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Hi	Adjusts volume of high frequencies.								
47	UK2x12		<p>This models the sound of an early British combo amp with two 12" Celestion Alnico speakers.</p> <table border="1" data-bbox="654 1136 1500 1281"> <tr> <td data-bbox="654 1136 769 1188">MIC</td> <td data-bbox="769 1136 1500 1188">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 1188 769 1241">D57:D421</td> <td data-bbox="769 1188 1500 1241">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 1241 769 1281">Hi</td> <td data-bbox="769 1241 1500 1281">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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Hi	Adjusts volume of high frequencies.								
48	DZ4x12F		<p>This models the sound of a Diezel 412F cabinet with four 12" Celestion Vintage 30 speakers.</p> <table border="1" data-bbox="654 1371 1500 1516"> <tr> <td data-bbox="654 1371 769 1423">MIC</td> <td data-bbox="769 1371 1500 1423">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 1423 769 1476">D57:D421</td> <td data-bbox="769 1423 1500 1476">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 1476 769 1516">Hi</td> <td data-bbox="769 1476 1500 1516">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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49	HW4x12		<p>This models the sound of a Hiwatt SE-4123 cabinet with four 12" Fane speakers.</p> <table border="1" data-bbox="654 1581 1500 1726"> <tr> <td data-bbox="654 1581 769 1633">MIC</td> <td data-bbox="769 1581 1500 1633">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 1633 769 1686">D57:D421</td> <td data-bbox="769 1633 1500 1686">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 1686 769 1726">Hi</td> <td data-bbox="769 1686 1500 1726">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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Hi	Adjusts volume of high frequencies.								
50	RCT4x12		<p>This models the sound of a Mesa Boogie Recto Standard Slant Cabinet ARMOR with four 12" Celestion Vintage 30 speakers.</p> <table border="1" data-bbox="654 1841 1500 1986"> <tr> <td data-bbox="654 1841 769 1894">MIC</td> <td data-bbox="769 1841 1500 1894">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 1894 769 1946">D57:D421</td> <td data-bbox="769 1894 1500 1946">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 1946 769 1986">Hi</td> <td data-bbox="769 1946 1500 1986">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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Hi	Adjusts volume of high frequencies.								

51	ORG4x12		<p>This models the sound of an Orange PPC412 cabinet with four 12" Celestion Vintage 30 speakers.</p> <table border="1" data-bbox="654 138 1507 289"> <tr> <td data-bbox="654 138 768 195">MIC</td> <td data-bbox="776 138 1507 195">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 201 768 258">D57:D421</td> <td data-bbox="776 201 1507 258">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 264 768 289">Hi</td> <td data-bbox="776 264 1507 289">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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52	MA2x12		<p>This models the sound of a Matchless DC-30 cabinet with 12" Customized Celestion G12H30 and 12" Celestion G12M Greenback speakers.</p> <table border="1" data-bbox="654 380 1507 531"> <tr> <td data-bbox="654 380 768 436">MIC</td> <td data-bbox="776 380 1507 436">MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.</td> </tr> <tr> <td data-bbox="654 443 768 499">D57:D421</td> <td data-bbox="776 443 1507 499">This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.</td> </tr> <tr> <td data-bbox="654 506 768 531">Hi</td> <td data-bbox="776 506 1507 531">Adjusts volume of high frequencies.</td> </tr> </table>	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	Hi	Adjusts volume of high frequencies.
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BASS CABINETS

53	SVT8x10		<p>This models the sound of the Ampeg SVT-810E cabinet with eight 10" speakers.</p> <table border="1" data-bbox="654 737 1507 888"> <tr> <td data-bbox="654 737 768 772">DYN20</td> <td data-bbox="776 737 1507 772">Adjusts volume of the Electro-Voice RE-20.</td> </tr> <tr> <td data-bbox="654 779 768 814">DYN57</td> <td data-bbox="776 779 1507 814">Adjusts volume of the Shure SM57.</td> </tr> <tr> <td data-bbox="654 821 768 856">Bottom</td> <td data-bbox="776 821 1507 856">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 863 768 888">BAL</td> <td data-bbox="776 863 1507 888">Adjusts the balance between original and effect sounds.</td> </tr> </table>	DYN20	Adjusts volume of the Electro-Voice RE-20.	DYN57	Adjusts volume of the Shure SM57.	Bottom	Adjusts volume of low frequencies.	BAL	Adjusts the balance between original and effect sounds.
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54	FD-B4x12		<p>This models the sound of the Fender Bassman 100 cabinet with four 12" speakers.</p> <table border="1" data-bbox="654 968 1507 1119"> <tr> <td data-bbox="654 968 768 1003">DYN20</td> <td data-bbox="776 968 1507 1003">Adjusts volume of the Electro-Voice RE-20.</td> </tr> <tr> <td data-bbox="654 1010 768 1045">DYN57</td> <td data-bbox="776 1010 1507 1045">Adjusts volume of the Shure SM57.</td> </tr> <tr> <td data-bbox="654 1052 768 1087">Bottom</td> <td data-bbox="776 1052 1507 1087">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 1094 768 1119">BAL</td> <td data-bbox="776 1094 1507 1119">Adjusts the balance between original and effect sounds.</td> </tr> </table>	DYN20	Adjusts volume of the Electro-Voice RE-20.	DYN57	Adjusts volume of the Shure SM57.	Bottom	Adjusts volume of low frequencies.	BAL	Adjusts the balance between original and effect sounds.
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BAL	Adjusts the balance between original and effect sounds.										
55	SMR4x10TW		<p>This models a SWR GOLIATH cabinet with four 10" speakers and a tweeter.</p> <table border="1" data-bbox="654 1199 1507 1350"> <tr> <td data-bbox="654 1199 768 1234">DYN20</td> <td data-bbox="776 1199 1507 1234">Adjusts volume of the Electro-Voice RE-20.</td> </tr> <tr> <td data-bbox="654 1241 768 1276">DYN57</td> <td data-bbox="776 1241 1507 1276">This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.</td> </tr> <tr> <td data-bbox="654 1283 768 1318">Bottom</td> <td data-bbox="776 1283 1507 1318">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 1325 768 1350">BAL</td> <td data-bbox="776 1325 1507 1350">Adjusts the balance between original and effect sounds.</td> </tr> </table>	DYN20	Adjusts volume of the Electro-Voice RE-20.	DYN57	This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.	Bottom	Adjusts volume of low frequencies.	BAL	Adjusts the balance between original and effect sounds.
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DYN57	This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.										
Bottom	Adjusts volume of low frequencies.										
BAL	Adjusts the balance between original and effect sounds.										
56	AG4x10TW		<p>This models an Aguilar GS410 cabinet with four 10" speakers and a tweeter.</p> <table border="1" data-bbox="654 1430 1507 1581"> <tr> <td data-bbox="654 1430 768 1465">DYN20</td> <td data-bbox="776 1430 1507 1465">Adjusts volume of the Electro-Voice RE-20.</td> </tr> <tr> <td data-bbox="654 1472 768 1507">DYN57</td> <td data-bbox="776 1472 1507 1507">This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.</td> </tr> <tr> <td data-bbox="654 1514 768 1549">Bottom</td> <td data-bbox="776 1514 1507 1549">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 1556 768 1581">BAL</td> <td data-bbox="776 1556 1507 1581">Adjusts the balance between original and effect sounds.</td> </tr> </table>	DYN20	Adjusts volume of the Electro-Voice RE-20.	DYN57	This adjusts the volume of the modeled sound captured from the tweeter by a Shure SM57.	Bottom	Adjusts volume of low frequencies.	BAL	Adjusts the balance between original and effect sounds.
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MODULATION

57	Chorus		<p>This effect mixes a shifted pitch with the original sound to add movement and thickness.</p> <table border="1"> <tbody> <tr> <td>Depth</td> <td>Sets the depth of the modulation.</td> </tr> <tr> <td>Rate</td> <td>Sets the speed of the modulation.</td> </tr> <tr> <td>Tone</td> <td>Adjusts the tone.</td> </tr> <tr> <td>Mix</td> <td>Adjusts the amount of effected sound that is mixed with the original sound.</td> </tr> </tbody> </table>	Depth	Sets the depth of the modulation.	Rate	Sets the speed of the modulation.	Tone	Adjusts the tone.	Mix	Adjusts the amount of effected sound that is mixed with the original sound.				
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Mix	Adjusts the amount of effected sound that is mixed with the original sound.														
58	Phaser		<p>This effect adds a phasing variation to the sound.</p> <table border="1"> <tbody> <tr> <td>Color</td> <td>Sets the tone of the effect type (4 STG, 8 STG, INV 4, INV 8).</td> </tr> <tr> <td>Depth</td> <td>Sets the depth of the modulation.</td> </tr> <tr> <td>Rate</td> <td>Sets the speed of the modulation.</td> </tr> <tr> <td>RESO</td> <td>Sets effect resonance.</td> </tr> </tbody> </table>	Color	Sets the tone of the effect type (4 STG, 8 STG, INV 4, INV 8).	Depth	Sets the depth of the modulation.	Rate	Sets the speed of the modulation.	RESO	Sets effect resonance.				
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59	TheVibe		<p>The vibe sound features unique undulations.</p> <table border="1"> <tbody> <tr> <td>Speed</td> <td>Sets the speed of the modulation.</td> </tr> <tr> <td>Depth</td> <td>Sets the depth of the modulation.</td> </tr> <tr> <td>Mode</td> <td>Sets effect to vibrato or chorus.</td> </tr> <tr> <td>VOL</td> <td>Adjusts the volume.</td> </tr> </tbody> </table>	Speed	Sets the speed of the modulation.	Depth	Sets the depth of the modulation.	Mode	Sets effect to vibrato or chorus.	VOL	Adjusts the volume.				
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60	GEMINOS		<p>This effect allows you to obtain double tracking in real time.</p> <table border="1"> <tbody> <tr> <td>Tight</td> <td>Adjusts the tightness of the double tracking.</td> </tr> <tr> <td>Mode</td> <td>Select Stereo/Mono and select the number of tracks.</td> </tr> <tr> <td>Wet</td> <td>Adjust the amount of the effect sound in the mix.</td> </tr> <tr> <td>Dry</td> <td>Adjust the amount of the original sound in the mix.</td> </tr> </tbody> </table>	Tight	Adjusts the tightness of the double tracking.	Mode	Select Stereo/Mono and select the number of tracks.	Wet	Adjust the amount of the effect sound in the mix.	Dry	Adjust the amount of the original sound in the mix.				
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61	Tp Chorus		<p>This is a detuned chorus effect for trumpet.</p> <table border="1"> <tbody> <tr> <td>Cent</td> <td>Adjust the amount of detuning precisely in cents (1/100 semitone).</td> </tr> <tr> <td>Depth</td> <td>Adjust the pitch variation depth of the effect sound.</td> </tr> <tr> <td>PreD</td> <td>Set the pre-delay for the effect sound.</td> </tr> <tr> <td>MID</td> <td>Adjust the volume of the effect sound mid frequencies.</td> </tr> <tr> <td>Hi</td> <td>Adjust the volume of the effect sound high frequencies.</td> </tr> <tr> <td>BAL</td> <td>Adjust the balance of the original and effect sounds.</td> </tr> </tbody> </table>	Cent	Adjust the amount of detuning precisely in cents (1/100 semitone).	Depth	Adjust the pitch variation depth of the effect sound.	PreD	Set the pre-delay for the effect sound.	MID	Adjust the volume of the effect sound mid frequencies.	Hi	Adjust the volume of the effect sound high frequencies.	BAL	Adjust the balance of the original and effect sounds.
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62	PolyOctDw		<p>This effect adds a lower octave to the original sound. Chord input is also possible.</p> <table border="1"> <tbody> <tr> <td>Color</td> <td>Select the effect sound type.</td> </tr> <tr> <td>Tone</td> <td>Adjusts the tone.</td> </tr> <tr> <td>Wet</td> <td>Adjust the amount of the effect sound in the mix.</td> </tr> <tr> <td>Dry</td> <td>Adjust the amount of the original sound in the mix.</td> </tr> </tbody> </table>	Color	Select the effect sound type.	Tone	Adjusts the tone.	Wet	Adjust the amount of the effect sound in the mix.	Dry	Adjust the amount of the original sound in the mix.				
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63	Ensemble		<p>This is an eight-voice doubling effect. The effect sounds like multiple people performing the same phrase.</p> <table border="1"> <tbody> <tr> <td>Depth</td> <td>Adjust the pitch variation depth of the effect sound.</td> </tr> <tr> <td>MID</td> <td>Adjust the volume of the effect sound mid frequencies.</td> </tr> <tr> <td>Hi</td> <td>Adjust the volume of the effect sound high frequencies.</td> </tr> <tr> <td>BAL</td> <td>Adjust the balance of the original and effect sounds.</td> </tr> </tbody> </table>	Depth	Adjust the pitch variation depth of the effect sound.	MID	Adjust the volume of the effect sound mid frequencies.	Hi	Adjust the volume of the effect sound high frequencies.	BAL	Adjust the balance of the original and effect sounds.				
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DELAY

<p>64 Delay</p>		<p>This long delay has a maximum length of 3000 mS.</p> <table border="1"> <tr> <td>Time</td> <td>Sets the delay time.</td> </tr> <tr> <td>F.B</td> <td>Adjusts the feedback amount.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </table>	Time	Sets the delay time.	F.B	Adjusts the feedback amount.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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<p>65 AnalogDly</p>		<p>This analog delay simulation has a long delay with a maximum length of 3000 mS.</p> <table border="1"> <tr> <td>Time</td> <td>Sets the delay time.</td> </tr> <tr> <td>F.B</td> <td>Adjusts the feedback amount.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </table>	Time	Sets the delay time.	F.B	Adjusts the feedback amount.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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<p>66 TapeEcho</p>		<p>This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.</p> <table border="1"> <tr> <td>Time</td> <td>Sets the delay time.</td> </tr> <tr> <td>F.B</td> <td>Adjusts the feedback amount.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </table>	Time	Sets the delay time.	F.B	Adjusts the feedback amount.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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<p>67 ModDelay</p>		<p>This delay effect allows the use of modulation.</p> <table border="1"> <tr> <td>Time</td> <td>Sets the delay time.</td> </tr> <tr> <td>F.B</td> <td>Adjusts the feedback amount.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </table>	Time	Sets the delay time.	F.B	Adjusts the feedback amount.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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<p>68 P-P Delay</p>		<p>This delay outputs the delay sound alternately left and right.</p> <table border="1"> <tr> <td>Time</td> <td>Sets the delay time.</td> </tr> <tr> <td>F.B</td> <td>Adjusts the feedback amount.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </table>	Time	Sets the delay time.	F.B	Adjusts the feedback amount.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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REVERB

69	Room	 <p>The control panel for the Room reverb effect features four knobs: PreD (set to 5), Decay (set to 10), BAL (set to 30), and Tail (set to OFF). The panel is labeled '[REVERB] Room'.</p>	<p>This reverb effect simulates the acoustics of a room.</p> <table border="1" data-bbox="651 170 1507 331"> <tbody> <tr> <td>PreD</td> <td>Adjusts the delay between input of the original sound and start of the reverb sound.</td> </tr> <tr> <td>Decay</td> <td>Sets the duration of the reverberations.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	Decay	Sets the duration of the reverberations.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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70	Hall	 <p>The control panel for the Hall reverb effect features four knobs: PreD (set to 49), Decay (set to 10), BAL (set to 23), and Tail (set to OFF). The panel is labeled '[REVERB] Hall'.</p>	<p>This reverb effect simulates the acoustics of a concert hall.</p> <table border="1" data-bbox="651 401 1507 562"> <tbody> <tr> <td>PreD</td> <td>Adjusts the delay between input of the original sound and start of the reverb sound.</td> </tr> <tr> <td>Decay</td> <td>Sets the duration of the reverberations.</td> </tr> <tr> <td>BAL</td> <td>Adjusts the balance between original and effect sounds.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	Decay	Sets the duration of the reverberations.	BAL	Adjusts the balance between original and effect sounds.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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71	HD Hall	 <p>The control panel for the HD Hall reverb effect features four knobs: PreD (set to 81), Decay (set to 45), Mix (set to 62), and Tail (set to OFF). The panel is labeled '[REVERB] HD Hall'.</p>	<p>This is a dense hall reverb.</p> <table border="1" data-bbox="651 632 1507 793"> <tbody> <tr> <td>PreD</td> <td>Adjusts the delay between input of the original sound and start of the reverb sound.</td> </tr> <tr> <td>Decay</td> <td>Sets the duration of the reverberations.</td> </tr> <tr> <td>Mix</td> <td>Adjusts the amount of effected sound that is mixed with the original sound.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	Decay	Sets the duration of the reverberations.	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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72	Plate	 <p>The control panel for the Plate reverb effect features four knobs: PreD (set to 9), Decay (set to 52), Mix (set to 44), and Tail (set to OFF). The panel is labeled '[REVERB] Plate'.</p>	<p>This simulates a plate reverb.</p> <table border="1" data-bbox="651 863 1507 1024"> <tbody> <tr> <td>PreD</td> <td>Adjusts the delay between input of the original sound and start of the reverb sound.</td> </tr> <tr> <td>Decay</td> <td>Sets the duration of the reverberations.</td> </tr> <tr> <td>Mix</td> <td>Adjusts the amount of effected sound that is mixed with the original sound.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	Decay	Sets the duration of the reverberations.	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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73	DryPlate	 <p>The control panel for the DryPlate reverb effect features four knobs: PreD (set to 80), Decay (set to 34), LoDMP (set to 94), and Mix (set to 20). The panel is labeled '[REVERB] DryPlate'.</p>	<p>This plate reverb simulation can provide clear reverberations.</p> <table border="1" data-bbox="651 1094 1507 1255"> <tbody> <tr> <td>PreD</td> <td>Set the time between when the original sound is input and reverb starts.</td> </tr> <tr> <td>Decay</td> <td>Set the reverb duration.</td> </tr> <tr> <td>LoDMP</td> <td>Adjust the damping of low frequencies in the reverb sound.</td> </tr> <tr> <td>Mix</td> <td>Adjust the amount of effect sound mixed with the original sound.</td> </tr> </tbody> </table>	PreD	Set the time between when the original sound is input and reverb starts.	Decay	Set the reverb duration.	LoDMP	Adjust the damping of low frequencies in the reverb sound.	Mix	Adjust the amount of effect sound mixed with the original sound.
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Mix	Adjust the amount of effect sound mixed with the original sound.										
74	Chamber	 <p>The control panel for the Chamber reverb effect features four knobs: PreD (set to 24), Decay (set to 50), Mix (set to 48), and Tail (set to ON). The panel is labeled '[REVERB] Chamber'.</p>	<p>This effect simulates the reverberations of a chamber-sized room.</p> <table border="1" data-bbox="651 1367 1507 1528"> <tbody> <tr> <td>PreD</td> <td>Adjusts the delay between input of the original sound and start of the reverb sound.</td> </tr> <tr> <td>Decay</td> <td>Sets the duration of the reverberations.</td> </tr> <tr> <td>Mix</td> <td>Adjusts the amount of effected sound that is mixed with the original sound.</td> </tr> <tr> <td>Tail</td> <td>When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.</td> </tr> </tbody> </table>	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	Decay	Sets the duration of the reverberations.	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.
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AG MODEL - Acoustic guitar models

75	D-28		<p>Body characteristics of a Martin D-28, which is a standard acoustic guitar style.</p> <table border="1" data-bbox="654 170 1503 310"> <tr> <td data-bbox="654 170 781 201">Gain</td> <td data-bbox="787 170 1503 201">Adjusts the gain.</td> </tr> <tr> <td data-bbox="654 205 781 237">Bass</td> <td data-bbox="787 205 1503 237">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 241 781 273">MID</td> <td data-bbox="787 241 1503 273">Adjusts volume of middle frequencies</td> </tr> <tr> <td data-bbox="654 277 781 308">Treble</td> <td data-bbox="787 277 1503 308">Adjusts volume of high frequencies.</td> </tr> </table>	Gain	Adjusts the gain.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies	Treble	Adjusts volume of high frequencies.
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76	J-45		<p>Body characteristics of a Gibson J-45, which features a dry tone that is perfect for strumming.</p> <table border="1" data-bbox="654 401 1503 541"> <tr> <td data-bbox="654 401 781 432">Gain</td> <td data-bbox="787 401 1503 432">Adjusts the gain.</td> </tr> <tr> <td data-bbox="654 436 781 468">Bass</td> <td data-bbox="787 436 1503 468">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 472 781 504">MID</td> <td data-bbox="787 472 1503 504">Adjusts volume of middle frequencies.</td> </tr> <tr> <td data-bbox="654 508 781 539">Treble</td> <td data-bbox="787 508 1503 539">Adjusts volume of high frequencies.</td> </tr> </table>	Gain	Adjusts the gain.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.
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77	314ce		<p>Body characteristics of a Taylor 314ce, which is popular because of its great playability and balanced tone.</p> <table border="1" data-bbox="654 632 1503 772"> <tr> <td data-bbox="654 632 781 663">Gain</td> <td data-bbox="787 632 1503 663">Adjusts the gain.</td> </tr> <tr> <td data-bbox="654 667 781 699">Bass</td> <td data-bbox="787 667 1503 699">Adjusts volume of low frequencies.</td> </tr> <tr> <td data-bbox="654 703 781 735">MID</td> <td data-bbox="787 703 1503 735">Adjusts volume of middle frequencies.</td> </tr> <tr> <td data-bbox="654 739 781 770">Treble</td> <td data-bbox="787 739 1503 770">Adjusts volume of high frequencies.</td> </tr> </table>	Gain	Adjusts the gain.	Bass	Adjusts volume of low frequencies.	MID	Adjusts volume of middle frequencies.	Treble	Adjusts volume of high frequencies.
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