

Blackstar[®]
AMPLIFICATION



ID:X 50

ID:X 100

Effects Descriptions

the sound in your head

Designed and Engineered by
Blackstar Amplification UK 

Pre FX

Effect Name	Effect Description	Parameter	Parameter Description
VALVE BST	Based on the Blackstar Dept. 10 Valve Boost, known for its harmonically rich overtones.	BOOST	Controls the level of the clean boost, into subtle valve warmth.
		TONE	Shapes the brightness or darkness of the effect.
RED DRIVE	Based on the crunch channel of the Blackstar Dept. 10 Dual Drive.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
TS DRIVE	Based on the classic green box, heard on many classic recordings.	DRIVE	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
K DRIVE	Based on arguably the most famous and sought after drive pedal.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TREBLE	Shapes the brightness or darkness of the effect.
BLUE DRIVE	Based on the compact blues overdrive pedal.	GAIN	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
YEL DRIVE	Based on the classic yellow overdrive.	DRIVE	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
OG DIST	Based on the original orange distortion pedal from the 1970s.	DIST	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
RODENT	Based on a classic distortion pedal that was a huge part of the grunge movement in the 90s.	DIST	Amount of overdrive or distortion.
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
PIE FUZZ	Based on the classic 70s big box fuzz.	FUZZ	Amount of fuzz and saturation
		LEVEL	Overall output level of the effect.
		TONE	Shapes the brightness or darkness of the effect.
SMILE FUZZ	Based on the big round blue fuzz.	FUZZ	Amount of fuzz and saturation
		LEVEL	Overall output level of the effect.
OCT FUZZ	Based on the classic analogue octave fuzz pedal, great for lead and single note riffs.	BOOST	Amount of fuzz and saturation
		LEVEL	Overall output level of the effect.
COMPRESSOR	Based on the Blackstar St. James Plugin Compressor, Simple and effective.	SUSTAIN	Adjusts the compression intensity and how long notes are held.
RED SQUASH	Based on the infamous two knob red compressor, great for sustaining leads and rhythmic funk sounds.	AMT	Adjusts the compression intensity and how long notes are held.
		LEVEL	Overall output level of the effect.
ENV FILTER	Adaptive filter that reacts to your playing in real time.	GAIN	Sets input sensitivity, adjust for different guitar pickups.
		PEAK	Controls the peak frequency.
		TYPE	Changes the shape of the filter from Low Pass, Band Pass, to High Pass

Effect Name	Effect Description	Parameter	Parameter Description
CHORUS	Based on the classic compact triangle wave analogue chorus pedal.	RATE	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		WIDE	Controls stereo width or spaciousness.
FLANGER	Based on the St. James Plugin Flanger.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		RANGE	Adjusts the range of the delay time modulation
ECLT FLNGR	Based on a legendary 70s flanger.	RATE	Sets the speed of modulation or effect movement.
		RANGE	Adjusts the range of the delay time modulation
		COLOR	Controls the intensity of the effect.
PHASER	Based on the St. James Plugin Phaser.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		RES	Adjusts the feedback / resonance of the effect.
VINT PHASE	Based on the classic analogue phase shifter.	SPEED	Sets the speed of modulation or effect movement.
VIBE	Based on the 60s photocell phase / vibe circuit.	SPEED	Sets the speed of modulation or effect movement.
		DEPTH	Controls the intensity of the effect.
		LEVEL	Overall output level of the effect.
		TYPE	Selects either Chrous or Vibrato type
BIAS TREM	Based on a classic bias shifting amp tremolo, with sharp volume swells.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
HARM TREM	Based on the USA 'brown' era amp phase shifting tremolo.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
		XOVER	Adjusts the crossover frequency for high / low modulation.
OPTO TREM	Based on a classic opto amp tremolo, smooth sinewave like volume swells.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.
VIBRATO	Based on the famous analogue Japanese vibrato pedal.	SPEED	Sets the rate of modulation.
		DEPTH	Controls the intensity of the effect.

Effect Name	Effect Description	Parameter	Parameter Description
ANALOG DLY	Based on an analogue Japanese delay, with added mod circuit.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		TONE	Shapes the brightness or darkness of the effect.
DIGI DELAY	Based on the classic white digital delay pedal.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
TAPE ECHO	Based on a vintage tape echo, great for characterful repeats that modulate naturally.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		AGE	Changes the Tape Age between 'New' and 'Old' for different sonic characteristics
MULTI DLY	Based on an otherworldly green echo delay.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
SHIMMR DLY	Pitch shifting delay with a sparkling high octave.	MIX	Balance between dry and effected signal.
		FDBK	Controls the number of repeats or feedback.
		TIME	Adjusts the delay time.
		SHIM	Increases high octave shimmer amount.

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Effect Name	Effect Description	Parameter	Parameter Description
HALL	Based on a classic concert hall.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
PLATE	Based on a vintage electro-mechanical reverberation plate.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
SPRING	Based on a valve reverb tank from the early 1960s.	DECAY	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
		DRIP	Adjusts how much 'drip' or spring transients are in the reverb tail.
CHAMBER	Based on the Capitol Studios LA chamber.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.
CATHEDRAL	Based on the ambience of an historic cathedral.	SIZE	Increases the size of the space and length of decay.
		MIX	Balance between dry and effected signal.
		TONE	Shapes the brightness or darkness of the effect.

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For the latest information go to: www.blackstaramps.com

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