

# Using BOSS TONE STUDIO for WAZA-AIR/ EV-1-WL Connection Guide

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03

This manual contains the explanations for “Using the BOSS Tone Studio for WAZA-AIR” (p. 4) and “Connecting the WAZA-AIR to the EV-1-WL (sold separately)” (p. 89).

## To edit values



Slide up or down to edit a parameter.

Long-press to enter a numeric value or choose from a list.

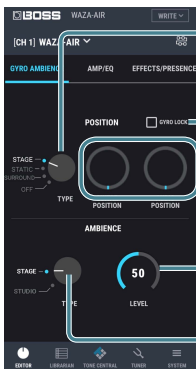
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# Editor Top Screen



## GYRO AMBIENCE



Selects the effect produced by the gyro sensor.

Use this to stabilize the movement of the gyro sensor (\*1).

Indicates the position of the sound.

Specifies the amount of reverberation.

Selects the type of reverberation.

You can automatically position the sound using the gyro sensor built into the WAZA-AIR, and adjust the ambience sound effect.

\*1 This is enabled when POSITION is set to "STATIC" or "STAGE."

# POSITION

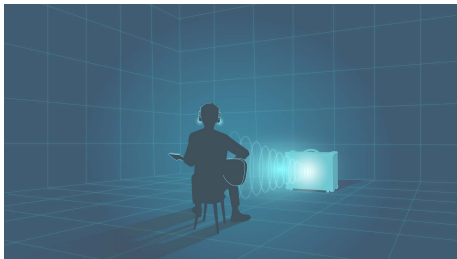
Selects the effect produced by the gyro sensor.

## OFF

The ambience effect is disabled (the guitar amp sound and the Bluetooth audio are heard in stereo).

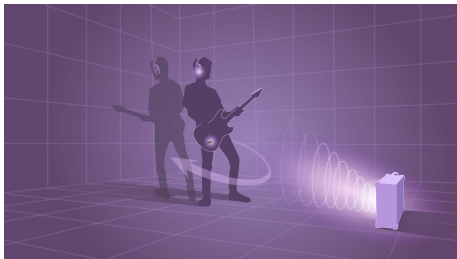
## SURROUND (\*1)

The guitar amp sound is always heard from the front.



## STATIC (\*1 \*2)

The guitar amp sound is heard from the front. Moving your head (changing the orientation of the WAZA-AIR unit) changes the direction from which the guitar amp sound is heard.

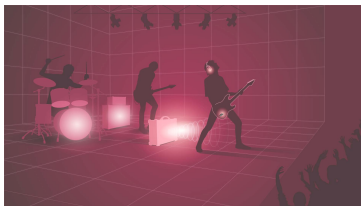


## STAGE (\*1)

The guitar amp sound and the Bluetooth audio are heard from behind.

This gives the impression of sound heard by a guitarist standing on stage.

Moving your head (changing the orientation of the WAZA-AIR unit) changes the direction from which the guitar amp sound and the Bluetooth audio are heard.



\*1 Bluetooth audio is played back in stereo.

- \*2 To reset the sound position to its default state, press the WAZA-AIR unit's up/down buttons simultaneously. The sound position is also reset to its default state when you change the POSITION's TYPE setting and when you switch patches.

| Parameter                   | Value    | Explanation                                                             |
|-----------------------------|----------|-------------------------------------------------------------------------|
| <b>GUITAR POSITION (*3)</b> | -180-180 | Indicates the position of the guitar sound that's connected wirelessly. |
| <b>AUDIO POSITION</b>       | -180-180 | Indicates the position of the Bluetooth audio sound.                    |

\*3 Position can be adjusted when TYPE is SURROUND.

## MEMO

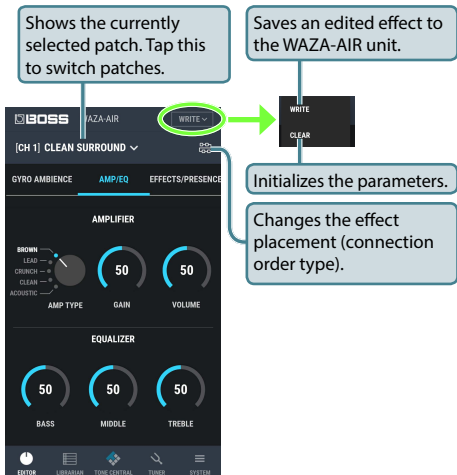
- If you move your head in any direction other than horizontal rotation (such as moving your head up and down), the position of the sound might drift. If this occurs, press the WAZA-AIR unit's up/down buttons simultaneously to reset the sound position to its default state.
- Do not move the WAZA-AIR unit immediately (approximately one second) after turning on its power. Observing this will improve the accuracy of the gyro sensor built into the WAZA-AIR unit, making it less likely that the position will drift.
- With the factory settings, the following patches are selected to POSITION TYPE.

| Patch      | POSITION TYPE |
|------------|---------------|
| CH 1, CH 2 | SURROUND      |
| CH 3, CH 4 | STATIC        |
| CH 5, CH 6 | STAGE         |

# AMBIENCE

| Parameter | Value                                                           | Explanation                                                  |
|-----------|-----------------------------------------------------------------|--------------------------------------------------------------|
| TYPE      | Lets you output sound corresponding to a selected size of room. |                                                              |
|           | STUDIO                                                          | Ambience settings typical of a recording studio.             |
|           | STAGE                                                           | Ambience settings typical of a large live performance stage. |
| LEVEL     | 0–100                                                           | Specifies the amount of reverberation.                       |

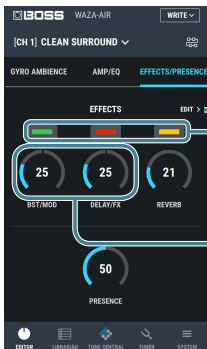
# AMP/EQ



## MEMO

For the detailed explanation of the effects, refer to "Effect Parameter List" (p. 37).

# EFFECTS/PRESENCE



Moves to the EFFECTS detail screen (p. 12) .

Each time you tap, the color alternates between green, red, and orange, and the setting changes.

The effect type changes depending on the position of the knob.

(Example)

DELAY  
depth



FX depth

With the factory settings, the following effects are assigned to each knob.

| Knob                                                                                               | Color  | BST         | MOD     |
|----------------------------------------------------------------------------------------------------|--------|-------------|---------|
| <b>BST/MOD</b><br> | Green  | BLUES DRIVE | CHORUS  |
|                                                                                                    | Red    | OVERDRIVE   | FLANGER |
|                                                                                                    | Orange | DISTORTION  | PHASER  |

| Knob                                                                                                | Color  | DELAY         | FX      |
|-----------------------------------------------------------------------------------------------------|--------|---------------|---------|
| <b>DELAY/FX</b><br> | Green  | DIGITAL DELAY | TREMOLO |
|                                                                                                     | Red    | ANALOG DELAY  | T.WAH   |
|                                                                                                     | Orange | TAPE ECHO     | OCTAVE  |

| Knob                                                                                              | Color  | REVERB        |
|---------------------------------------------------------------------------------------------------|--------|---------------|
| <b>REVERB</b><br> | Green  | PLATE REVERB  |
|                                                                                                   | Red    | SPRING REVERB |
|                                                                                                   | Orange | HALL REVERB   |

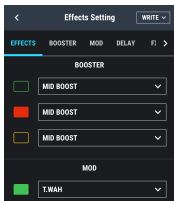
## MEMO

For the detailed explanation of the effects, refer to “Effect Parameter List” (p. 37).

# EFFECTS Detail Screen

## EFFECTS Tab

This screen assigns effects to the [BST/MOD] knob, [DELAY/FX] knob, and [REVERB] knob. For details, refer to “Using Effects” in the owner’s manual of the WAZA-AIR unit.



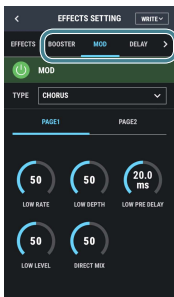
## [REVERB] knob settings

You can assign delay, reverb, or both to the [REVERB] knob.

| MODE    | Explanation                                                                       |
|---------|-----------------------------------------------------------------------------------|
| DELAY   | The delay selected by DELAY2 is assigned.                                         |
| DLY+REV | The delay selected by DELAY2 and the reverb selected by REVERB are both assigned. |
| REVERB  | The reverb selected by REVERB is assigned.                                        |

## Editing the Effects

Here's how to edit the effects you specified in the EFFECTS tab.



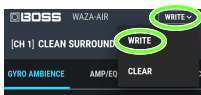
Slide left/right, and tap to edit each effect.

## EQ, NS

You can edit the EQ (PARAMETRIC EQUALIZER) and NS (NOISE SUPPRESSOR) parameters for each patch.

# Saving an Edited Effect in the WAZA-AIR Unit (WRITE)

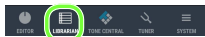
1. Tap the [WRITE] button, and then tap "WRITE" in the list.



2. Select a writing-destination, enter a name, and tap the [WRITE] button.

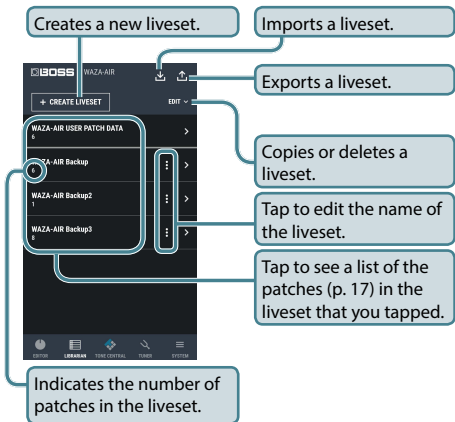
\* When you save the edited data, it overwrites the patch in the WAZA-AIR unit. The previous settings cannot be recovered. Select a patch that you don't mind overwriting.

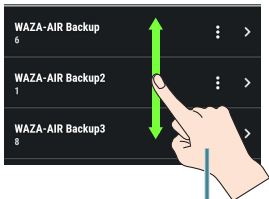
# LIBRARIAN Screen



## LIVESET LIST

Tap the [LIBRARIAN] button; the liveset list appears. There can be a maximum of 30 livesets.

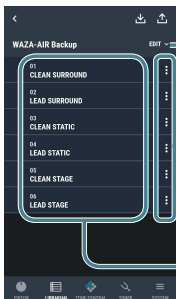




Drag to change the order.

# PATCH LIST

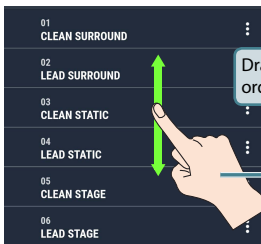
Up to 20 patches can be placed in one liveset.



Copies or deletes a patch.

Tap to edit the name of a patch.

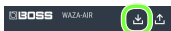
Tap to switch to the sound of the patch you tapped, letting you preview it.



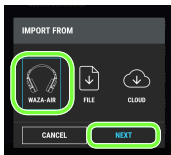
Drag to change the order.

# Importing Patches from the WAZA-AIR Unit into LIBRARIAN (IMPORT FROM WAZA-AIR)

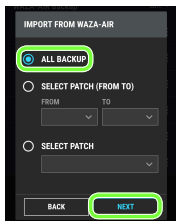
1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "WAZA-AIR," and then tap the [NEXT] button.



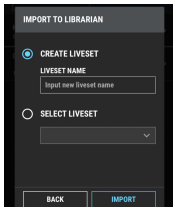
**4. Tap “ALL BACKUP,” and then tap the [NEXT] button.**



- \* “ALL BACKUP” saves all patches as a liveset.
- \* “SELECT PATCH (FROM TO)” saves the patches between “FROM” and “TO” as a liveset.
- \* “SELECT PATCH” saves only the selected patch as a liveset.

## Creating a new liveset

**5. Select “CREATE LIVESET,” enter a name in LIVESET NAME, and tap the [IMPORT] button.**



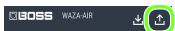
## Adding to an existing liveset

5. Tap “SELECT LIVESET,” select the liveset to which you want to add, and tap the [IMPORT] button.

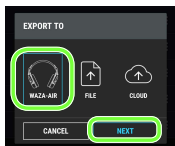
## Exporting a Liveset from LIBRARIAN into the WAZA-AIR Unit (EXPORT TO WAZA-AIR)

Here's how a saved liveset can be exported to patches in the WAZA-AIR unit.

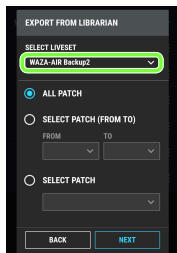
1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "WAZA-AIR," and then tap the [NEXT] button.



#### 4. Select the liveset that you want to export.



EXPORT FROM LIBRARIAN

SELECT LIVESET

WAZA-AIR Backup2

☒ ALL PATCH

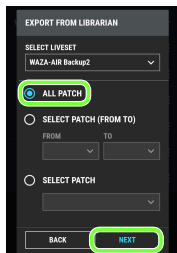
☐ SELECT PATCH (FROM TO)

FROM TO

☐ SELECT PATCH

BACK NEXT

#### 5. In the liveset area, tap “ALL PATCH,” then tap the [NEXT] button.



EXPORT FROM LIBRARIAN

SELECT LIVESET

WAZA-AIR Backup2

☒ ALL PATCH

☐ SELECT PATCH (FROM TO)

FROM TO

☐ SELECT PATCH

BACK NEXT

\* “ALL PATCH” exports all patches of the liveset to the WAZA-AIR unit.

- \* "SELECT PATCH (FROM TO)" exports the patches between "FROM" and "TO" to the WAZA-AIR unit.
- \* "SELECT PATCH" exports the selected patch to the WAZA-AIR unit.

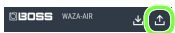
**6. Select the patch at which you want to start overwriting the data in the WAZA-AIR unit, and tap the [EXPORT] button.**



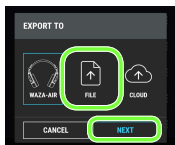
# Exporting a Liveset from LIBRARIAN to the Mobile Device (EXPORT TO FILE)

Here's how a liveset from LIBRARIAN can be converted into a liveset file and exported to the mobile device.

1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "FILE," and then tap the [NEXT] button.

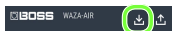


4. Select the liveset that you want to export, and tap the [EXPORT] button.
5. The data is exported to the mobile device.

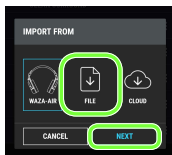
# Importing a File from the Mobile Device into LIBRARIAN (IMPORT FROM FILE)

Here's how a liveset file previously exported to the mobile device can be imported into LIBRARIAN.

1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "FILE," and then tap the [NEXT] button.

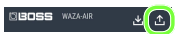


4. Select a liveset file that was exported to the mobile device.

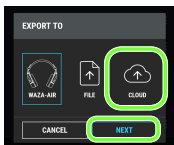
# Exporting a Liveset from LIBRARIAN to a Cloud Service (EXPORT TO CLOUD)

Here's how a liveset from LIBRARIAN can be converted to a liveset file and exported to a cloud service.

1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "CLOUD" and then tap the [NEXT] button.



- 4. Select the liveset that you want to export to a cloud service, and tap the [EXPORT] button.**
- 5. The Cloud screen appears, allowing you to export the file.**

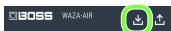
Choose iCloud Drive for an iOS device, or Google Drive for an Android device.

In some cases, your mobile device might support more than one cloud service. This app only supports operation using iCloud Drive on iOS devices and Google Drive on Android devices.

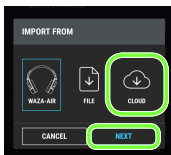
# Importing a File from a Cloud Service into LIBRARIAN (IMPORT FROM CLOUD)

Here's how a liveset file previously exported to a cloud service can be imported into LIBRARIAN.

1. Tap the [LIBRARIAN] button.
2. In the upper part of the screen, tap the  button.



3. Tap "CLOUD," and then tap the [NEXT] button.



4. Select a liveset file that was saved in the cloud.

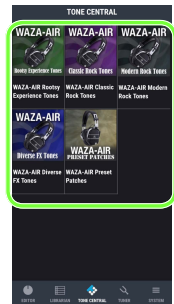
# Adding a Liveset from BOSS TONE CENTRAL to LIBRARIAN

Here's how a liveset available on BOSS TONE CENTRAL can be downloaded and used in the WAZA-AIR unit.

## 1. Tap the [TONE CENTRAL] button.



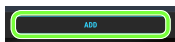
## 2. Tap one of the displayed livesets.



A description or an introductory video appears.

- \* You can preview a patch by tapping the patch list within the content.

### **3. In the upper part of the screen, tap "ADD."**



The liveset is downloaded and added to LIBRARIAN.

# Using the Tuner



Tap the [TUNER] button to start the tuner.

|       |                                 |
|-------|---------------------------------|
| PITCH | 435 Hz–445 Hz (default: 440 Hz) |
|-------|---------------------------------|

## MEMO

The WAZA-AIR unit's tuner function (simultaneously hold down the up/down buttons) cannot be used while the TUNER screen is shown.

# SYSTEM

## Bluetooth SETTING

Here you can edit the Bluetooth connection settings.

## HEADPHONES BATTERY CHECK

Here you can check the remaining amount of battery power for the WAZA-AIR unit.

## STANDBY SETTING

### AUTO STANDBY

The WAZA-AIR unit has a function that automatically switches to standby mode when you stop performing or operating the unit. Here you can specify the length of time after you stop performing until the unit automatically enters standby mode.

# TRANSMITTER'S STANDBY SENSING

| Value                 | Explanation                                                                                                                                                                                                                                                                                                                             |
|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MOTION SENSING</b> | <p>If the transmitter that's plugged into the guitar is powered-on, the unit automatically enters standby mode if no vibration is detected for a certain interval of time.</p> <p>In this case, the power automatically turns on when the transmitter detects vibration.</p>                                                            |
| <b>SOUND SENSING</b>  | <p>If the transmitter that's plugged into the guitar (instrument) is powered-on, the unit automatically enters standby mode if a silent state in which the guitar (instrument) is not played continues for a certain interval of time.</p> <p>In this case, the power automatically turns on when the transmitter detects a signal.</p> |

## MEMO

When you change the setting, plug the transmitter into the WAZA-AIR unit. AUTO WIRELESS CONNECTION will operate, enabling the setting.

# CABINET

## CABINET RESONANCE

Adds the resonance of a speaker cabinet.

| Value   | Explanation                                                |
|---------|------------------------------------------------------------|
| VINTAGE | The warm and sweet sound of a vintage cabinet.             |
| MODERN  | A modern cabinet sound notable for a tight low-end.        |
| DEEP    | Sound with powerful low-end as well as a distinctive edge. |

## GLOBAL EQ

Here you can place the GLOBAL EQ before or after the effect chain.

## OWNER'S MANUAL

Here you can view the owner's manual for the unit or pages of this manual.

\* Your mobile device must be connected to the internet.

# GUITAR WIRELESS

Here you can view the reception status of the radio signal from the transmitter.

## WIRELESS PEDAL SETTING

You can use the EV-1-WL (Wireless MIDI Expression Pedal; sold separately) for wah and volume effects. See “EV-1-WL Connection Guide” (p. 89) for details.

## VERSION

Here you can view version information and license information for the BOSS TONE STUDIO for WAZA-AIR software.

# Effect Parameter List

---

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# BST (BOOSTER)

Various boosters and distortion effects can be selected.

## BOOSTER Type

| Type         | Explanation                                                                                                                                 |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| CLEAN BOOST  | This not only functions as a booster, but also produces a clean tone that has punch even when used alone.                                   |
| TREBLE BOOST | This is a booster that has bright characteristics.                                                                                          |
| MID BOOST    | This is a booster with unique characteristics in the midrange. Making the connection before the COSM amp produces sound suitable for solos. |
| CRUNCH OD    | A lustrous crunch sound with an added element of amp distortion.                                                                            |
| BLUES DRIVE  | This is a crunch sound of the BOSS BD-2. This produces distortion that faithfully reproduces the nuances of picking.                        |
| OVERDRIVE    | This models the sound of the BOSS OD-1. This produces sweet, mild distortion.                                                               |

| Type       | Explanation                                                                                                         |
|------------|---------------------------------------------------------------------------------------------------------------------|
| NATURAL OD | This is an overdrive sound that provides distortion with a natural feeling.                                         |
| WARM OD    | This is a warm overdrive.                                                                                           |
| TURBO OD   | This is the high-gain overdrive sound of the BOSS OD-2.                                                             |
| T-SCREAM   | This models an Ibanez TS-808.                                                                                       |
| DISTORTION | This gives a basic, traditional distortion sound.                                                                   |
| FAT DS     | A distortion sound with thick distortion.                                                                           |
| DST+       | This models a MXR DISTORTION+.                                                                                      |
| GUV DS     | This models a Marshall GUV'NOR.                                                                                     |
| RAT        | This models a Proco RAT.                                                                                            |
| METAL ZONE | This models the sound of the BOSS MT-2.<br>It produces a wide range of metal sounds, from old style to slash metal. |
| METAL DS   | This is distortion sound that is ideal for performances of heavy riffs.                                             |
| '60S FUZZ  | This models a FUZZFACE.<br>It produces a fat fuzz sound.                                                            |
| MUFF FUZZ  | This models an Electro-Harmonix Big Muff π.                                                                         |
| OCT FUZZ   | A fuzz sound with rich harmonic content.                                                                            |

## BOOSTER Parameters

| Parameter    | Value                 | Explanation                                                                                                                                                                               |
|--------------|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE         | Refer to BOOSTER Type |                                                                                                                                                                                           |
| DRIVE        | 0–120                 | Adjusts the depth of distortion.                                                                                                                                                          |
| TONE         | -50–+50               | Adjusts the tone.                                                                                                                                                                         |
| BOTTOM       | -50–+50               | Adjusts the tone for the low frequency range. Turning this to the left (counterclockwise) produces a sound with the low end cut; turning it to the right boosts the low end in the sound. |
| EFFECT LEVEL | 0–100                 | Adjusts the volume of the effect sound.                                                                                                                                                   |
| SOLO SW      | OFF, ON               | Switches to a tone that is suitable for solos.                                                                                                                                            |
| SOLO LEVEL   | 0–100                 | Adjusts the volume level when the Solo Sw is ON.                                                                                                                                          |
| DIRECT MIX   | 0–100                 | Adjusts the volume of the direct sound.                                                                                                                                                   |

# MOD/FX

With MOD and FX, you can select the effect to be used from the following. You can select the same effect for MOD and FX.

## MOD/FX Type

This is a list of the effects that can be selected for MOD/FX.

| Effect Name | Explanation                                                                                                                                                                            |
|-------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CHORUS      | Frequency band division is employed to produce two different choruses, one for low frequencies and one for higher frequencies. This allows you to achieve a more natural chorus sound. |
| FLANGER     | The flanging effect gives a twisting, jet-airplane-like character to the sound.                                                                                                        |
| PHASER      | By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound.                                                             |
| UNI-V       | This models a Uni-Vibe. Although this resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.                                        |

| Effect Name                                                                                          | Explanation                                                                                                                                                                                   |
|------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>TREMOLO</b>                                                                                       | Tremolo is an effect that creates a cyclic change in volume.                                                                                                                                  |
| <b>VIBRATO</b>                                                                                       | This effect creates vibrato by slightly modulating the pitch.                                                                                                                                 |
| <b>ROTARY</b>                                                                                        | This produces an effect like the sound of a rotary speaker.                                                                                                                                   |
| <b>RING MOD</b><br>(Ring Modulator)                                                                  | This creates a bell-like sound by ring-modulating the guitar sound with the signal from the internal oscillator. The sound can be unmusical and lack distinctive pitches.                     |
| <b>SLOW GEAR</b>                                                                                     | This produces a volume-swell effect ("violin-like" sound).                                                                                                                                    |
| <b>SLICER</b>                                                                                        | This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.                                                                                |
| <b>COMP</b><br>(Compressor)                                                                          | This is an effect that produces a long sustain by evening out the volume level of the input signal. You can also use it as a limiter to suppress only the sound peaks and prevent distortion. |
| <b>LIMITER</b>                                                                                       | The limiter attenuates loud input levels to prevent distortion.                                                                                                                               |
| <b>T. WAH</b><br>(Touch Wah)                                                                         | You can produce a wah effect with the filter changing in response to the guitar level.                                                                                                        |
| <b>AUTO WAH</b>                                                                                      | This changes the filtering over a periodic cycle, providing an automatic wah effect.                                                                                                          |
| <b>PEDAL WAH</b>  | This lets you produce a pedal wah effect.                                                                                                                                                     |
| <b>GRAPHIC EQ</b><br>(Graphic Equalizer)                                                             | Adjusts the tone. You can adjust the sound character in ten bands.                                                                                                                            |

| Effect Name                                         | Explanation                                                                                                                                                                                                  |
|-----------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>PARAMETRIC EQ</b><br>(Parametric Equalizer)      | Adjusts the tone. You can adjust the sound character in four bands.                                                                                                                                          |
| <b>GUITAR SIM</b><br>(Guitar Simulator)             | Simulation of the characteristics of particular guitar components such as pickups and different guitar bodies allows you to switch among a number of different guitar types all while using a single guitar. |
| <b>AC.GUITAR SIM</b><br>(Acoustic Guitar Simulator) | This transforms the sound of an electric guitar into the sound of an acoustic guitar.                                                                                                                        |
| <b>AC. PROCESSOR</b><br>(Acoustic Processor)        | This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar.          |
| <b>WAVE SYNTH</b>                                   | This is a synth sound that processes the guitar input signal.                                                                                                                                                |
| <b>OCTAVE</b>                                       | This adds a note one octave lower, creating a richer sound.                                                                                                                                                  |
| <b>PITCH SHIFTER</b>                                | This effect changes the pitch of the original sound (up or down) within a range of two octaves.                                                                                                              |
| <b>HARMONIST</b>                                    | Harmonist is an effect where the amount of shifting is adjusted according to an analysis of the guitar input, allowing you to create harmony based on diatonic scales.                                       |
| <b>HUMANIZER</b>                                    | This can create human vowel-like sounds.                                                                                                                                                                     |
| <b>PHASER 90E</b>                                   | This models an MXR EVH-90 Phase Shifter.                                                                                                                                                                     |

| Effect Name | Explanation                         |
|-------------|-------------------------------------|
| FLANGER117E | This models an MXR EVH-117 Flanger. |

## MOD/FX Effect Parameters

### CHORUS

Frequency band division is employed to produce two different choruses, one for low frequencies and one for higher frequencies. This allows you to achieve a more natural chorus sound.

| Parameter     | Value          | Explanation                                                                                                                                                |
|---------------|----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LOW RATE      | 0–100          | Adjust the speed of the chorus effect for the low frequency range.                                                                                         |
| LOW DEPTH     | 0–100          | Adjust the depth of the chorus effect for the low frequency range. If you wish to use this as a doubling effect, use a setting of 0.                       |
| LOW PRE DELAY | 0.0 ms–40.0 ms | Adjusts the delay of the effect sound in the low-frequency range. Extending the pre-delay will produce the sensation of multiple sounds (doubling effect). |
| LOW LEVEL     | 0–100          | Adjusts the volume of the effect sound in the low-frequency range.                                                                                         |

| Parameter                                    | Value           | Explanation                                                                                                                                                 |
|----------------------------------------------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>DIRECT MIX</b>                            | 0–100           | Adjusts the volume of the direct sound.                                                                                                                     |
| <b>HIGH RATE</b>                             | 0–100           | Adjust the speed of the chorus effect for the high frequency range.                                                                                         |
| <b>HIGH DEPTH</b>                            | 0–100           | Adjust the depth of the chorus effect for the high frequency range. If you wish to use this as a doubling effect, use a setting of 0.                       |
| <b>HIGH PRE DELAY</b>                        | 0.0 ms–40.0 ms  | Adjusts the delay of the effect sound in the high-frequency range. Extending the pre-delay will produce the sensation of multiple sounds (doubling effect). |
| <b>HIGH LEVEL</b>                            | 0–100           | Adjusts the volume of the effect sound in the high-frequency range.                                                                                         |
| <b>XOVER FREQUENCY (CROSSOVER FREQUENCY)</b> | 100 Hz–4.00 kHz | This sets the frequency dividing the low- and high-frequency ranges.                                                                                        |

# FLANGER

The flanging effect gives a twisting, jet-airplane-like character to the sound.

| Parameter           | Value                 | Explanation                                                                                                                                 |
|---------------------|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| RATE                | 0–100                 | This sets the rate of the flanging effect.                                                                                                  |
| DEPTH               | 0–100                 | Determines the depth of the flanging effect.                                                                                                |
| RESO<br>(RESONANCE) | 0–100                 | Determines the amount of resonance (feedback). Increasing the value will emphasize the effect, creating a more unusual sound.               |
| MANUAL              | 0–100                 | Adjusts the center frequency at which to apply the effect.                                                                                  |
| EFFECT LEVEL        | 0–100                 | Adjusts the volume of the flanger.                                                                                                          |
| LOW CUT             | FLAT,<br>55 Hz–800 Hz | This sets the frequency at which the low cut filter begins to take effect. When “FLAT” is selected, the low cut filter will have no effect. |
| DIRECT MIX          | 0–100                 | Adjusts the volume of the direct sound.                                                                                                     |

# PHASER

By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound.

| Parameter           | Value                                                         | Explanation                                                                                                                   |
|---------------------|---------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| TYPE                | Selects the number of stages that the phaser effect will use. |                                                                                                                               |
|                     | 4 STAGE                                                       | This is a four-phase effect. A light phaser effect is obtained.                                                               |
|                     | 8 STAGE                                                       | This is a eight-phase effect. It is a popular phaser effect.                                                                  |
|                     | 12 STAGE                                                      | This is a twelve-phase effect. A deep phase effect is obtained.                                                               |
|                     | BiPHASE                                                       | This is the phaser with two phase shift circuits connected in series.                                                         |
| RATE                | 0–100                                                         | This sets the rate of the phaser effect.                                                                                      |
| DEPTH               | 0–100                                                         | Determines the depth of the phaser effect.                                                                                    |
| RESO<br>(RESONANCE) | 0–100                                                         | Determines the amount of resonance (feedback). Increasing the value will emphasize the effect, creating a more unusual sound. |
| MANUAL              | 0–100                                                         | Adjusts the center frequency of the phaser effect.                                                                            |
| EFFECT LEVEL        | 0–100                                                         | Adjusts the volume of the phaser.                                                                                             |

| Parameter         | Value         | Explanation                                                                                                                                                                               |
|-------------------|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>STEP RATE</b>  | OFF,<br>0–100 | This sets the cycle of the step function that changes the rate and depth. When it is set to a higher value, the change will be finer. Set this to “OFF” when not using the Step function. |
| <b>DIRECT MIX</b> | 0–100         | Adjusts the volume of the direct sound.                                                                                                                                                   |

## UNI-V

This models a Uni-Vibe.

Although this resembles a phaser effect, it also provides a unique undulation that you can’t get with a regular phaser.

| Parameter    | Value | Explanation                            |
|--------------|-------|----------------------------------------|
| <b>RATE</b>  | 0–100 | Adjusts the rate of the UNI-V effect.  |
| <b>DEPTH</b> | 0–100 | Adjusts the depth of the UNI-V effect. |
| <b>LEVEL</b> | 0–100 | Adjusts the volume.                    |

# TREMOLO

Tremolo is an effect that creates a cyclic change in volume.

| Parameter  | Value | Explanation                                                                |
|------------|-------|----------------------------------------------------------------------------|
| WAVE SHAPE | 0–100 | Adjusts changes in volume level. A higher value will steepen wave's shape. |
| RATE       | 0–100 | Adjusts the frequency (speed) of the change.                               |
| DEPTH      | 0–100 | Adjusts the depth of the effect.                                           |
| LEVEL      | 0–100 | Adjusts the volume.                                                        |

# VIBRATO

This effect creates vibrato by slightly modulating the pitch.

| Parameter | Value | Explanation                       |
|-----------|-------|-----------------------------------|
| RATE      | 0–100 | Adjusts the rate of the vibrato.  |
| DEPTH     | 0–100 | Adjusts the depth of the vibrato. |
| LEVEL     | 0–100 | Adjusts the volume.               |

# ROTARY

This produces an effect like the sound of a rotary speaker.

| Parameter | Value | Explanation                                       |
|-----------|-------|---------------------------------------------------|
| RATE      | 0–100 | Adjusts the speed of the rotation.                |
| DEPTH     | 0–100 | Adjusts the amount of depth in the rotary effect. |
| LEVEL     | 0–100 | Adjusts the volume.                               |

# RING MOD

The sound can be unmusical and lack distinctive pitches.

| Parameter    | Value                                         | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------|-----------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         | This selects the mode for the ring modulator. |                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|              | NORMAL                                        | This is a normal ring modulator.                                                                                                                                                                                                                                                                                                                                                                                                   |
|              | INTELLIGENT                                   | By ring-modulating the input signal, a bell like sound is created. The intelligent ring modulator changes the oscillation frequency according to the pitch of the input sound and therefore produces a sound with the sense of pitch, which is quite different from NORMAL. This effect does not give a satisfactory result if the pitch of the guitar sound is not correctly detected. So, you must use single notes, not chords. |
| FREQUENCY    | 0–100                                         | Adjusts the frequency of the internal oscillator.                                                                                                                                                                                                                                                                                                                                                                                  |
| EFFECT LEVEL | 0–100                                         | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                            |
| DIRECT MIX   | 0–100                                         | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                            |

# SLOW GEAR

This produces a volume-swell effect (“violin-like” sound).

| Parameter        | Value | Explanation                                                                                                                                                                                                                                                                            |
|------------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SENS</b>      | 0–100 | Adjusts the sensitivity of the slow gear. When it is set to a lower value, the effect of the slow gear can be obtained only with a stronger picking, while no effect is obtained with a weaker picking. When the value is set higher, the effect is obtained even with a weak picking. |
| <b>RISE TIME</b> | 0–100 | Adjusts the time needed for the volume to reach its maximum from the moment you begin picking.                                                                                                                                                                                         |
| <b>LEVEL</b>     | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                |

# SLICER

This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.

| Parameter    | Value  | Explanation                                                                                                                                                                                                                                                                                                                                                                  |
|--------------|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PATTERN      | P1-P20 | Select the slice pattern that will be used to cut the sound.                                                                                                                                                                                                                                                                                                                 |
| RATE         | 0-100  | Adjust the rate at which the sound will be cut.                                                                                                                                                                                                                                                                                                                              |
| TRIGGER SENS | 0-100  | Adjust the sensitivity of triggering.<br>With low settings of this parameter, softly picked notes will not retrigger the phrase (i.e., the phrase will continue playing), but strongly picked notes will retrigger the phrase so that it will playback from the beginning. With high settings of this parameter, the phrase will be retriggered even by softly picked notes. |
| EFFECT LEVEL | 0-100  | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                      |
| DIRECT MIX   | 0-100  | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                      |

# COMP

This is an effect that produces a long sustain by evening out the volume level of the input signal. You can also use it as a limiter to suppress only the sound peaks and prevent distortion.

| Parameter | Value     | Explanation                                                                                                     |
|-----------|-----------|-----------------------------------------------------------------------------------------------------------------|
| TYPE      | BOSS COMP | This models a BOSS CS-3.                                                                                        |
|           | HI-BAND   | This is a compressor that adds an even stronger effect in the high end.                                         |
|           | LIGHT     | This is a compressor with a light effect.                                                                       |
|           | D-COMP    | This models a MXR DynaComp.                                                                                     |
|           | ORANGE    | This is modeled on the sound of the Dan Armstrong ORANGE SQUEEZER.                                              |
|           | FAT       | When applied heavily, this compressor effect provides a fat tone with a boosted midrange.                       |
|           | MILD      | When applied heavily, this compressor effect produces a sweet tone with the high end cut.                       |
| SUSTAIN   | 0–100     | Adjusts the range (time) over which low-level signals are boosted. Larger values will result in longer sustain. |

| Parameter     | Value   | Explanation                                                                                                                                              |
|---------------|---------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ATTACK</b> | 0–100   | Adjusts the strength of the picking attack when the strings are played. Higher values result in a sharper attack, creating a more clearly defined sound. |
| <b>LEVEL</b>  | 0–100   | Adjusts the volume.                                                                                                                                      |
| <b>tone</b>   | -50–+50 | Adjusts the tone.                                                                                                                                        |

# LIMITER

The limiter attenuates loud input levels to prevent distortion.

| Parameter | Value                          | Explanation                                                                                                                                              |
|-----------|--------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      | Selects the limiter type.      |                                                                                                                                                          |
|           | BOSS LIMITER                   | This selects a stereo limiter.                                                                                                                           |
|           | RACK 160D                      | This models a dbx 160X.                                                                                                                                  |
|           | VTG RACK U<br>(VINTAGE RACK U) | This models a UREI 1178.                                                                                                                                 |
| THRESHOLD | 0–100                          | Adjust this as appropriate for the input signal from your guitar. When the input signal level exceeds this threshold level, limiting will be applied.    |
| RATIO     | 1:1–INF:1                      | This selects the compression ratio used with signals in excess of the threshold level.                                                                   |
| ATTACK    | 0–100                          | Adjusts the strength of the picking attack when the strings are played. Higher values result in a sharper attack, creating a more clearly defined sound. |
| RELEASE   | 0–100                          | Adjusts the release time.                                                                                                                                |
| LEVEL     | 0–100                          | Adjusts the volume.                                                                                                                                      |

# T. WAH

You can produce a wah effect with the filter changing in response to the guitar level.

| Parameter | Value                                                                           | Explanation                                                                                                                                                                                                                                                    |
|-----------|---------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE      | Selects the wah mode.                                                           |                                                                                                                                                                                                                                                                |
|           | LPF                                                                             | Low pass filter. This provides a wah effect over a wide frequency range.                                                                                                                                                                                       |
|           | BPF                                                                             | Band pass filter. This provides a wah effect in a narrow frequency range.                                                                                                                                                                                      |
| POLAR     | Selects the direction in which the filter will change in response to the input. |                                                                                                                                                                                                                                                                |
|           | DOWN                                                                            | The frequency of the filter will fall.                                                                                                                                                                                                                         |
|           | UP                                                                              | The frequency of the filter will rise.                                                                                                                                                                                                                         |
| SENS      | 0–100                                                                           | Specifies the sensitivity with which the filter changes in the direction specified by the POLAR setting.<br>Higher values will produce a stronger tone which emphasizes the wah effect more. With a setting of 0, the strength of picking will have no effect. |
| FREQ      | 0–100                                                                           | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                                                |

| Parameter    | Value | Explanation                                                                                                                                                                                                                         |
|--------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PEAK         | 0–100 | Adjusts the way in which the wah effect applies to the area around the center frequency. Higher values will produce a stronger tone which emphasizes the wah effect more. With a value of 50 a standard wah sound will be produced. |
| EFFECT LEVEL | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                             |
| DIRECT MIX   | 0–100 | Adjusts the volume of the direct sound.                                                                                                                                                                                             |

# AUTO WAH

This changes the filtering over a periodic cycle, providing an automatic wah effect.

| Parameter    | Value                 | Explanation                                                                                                                                                                                                                            |
|--------------|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         | Selects the wah mode. |                                                                                                                                                                                                                                        |
|              | LPF                   | Low pass filter. This provides a wah effect over a wide frequency range.                                                                                                                                                               |
|              | BPF                   | Band pass filter. This provides a wah effect in a narrow frequency range.                                                                                                                                                              |
| RATE         | 0–100                 | Adjusts the frequency (speed) of the change.                                                                                                                                                                                           |
| DEPTH        | 0–100                 | Adjusts the depth of the effect.                                                                                                                                                                                                       |
| FREQ         | 0–100                 | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                        |
| PEAK         | 0–100                 | Adjusts the way in which the wah effect applies to the area around the center frequency.<br>Higher values will produce a stronger tone which emphasizes the wah effect more. With a value of 50 a standard wah sound will be produced. |
| EFFECT LEVEL | 0–100                 | Adjusts the volume of the effect sound.                                                                                                                                                                                                |
| DIRECT MIX   | 0–100                 | Adjusts the volume of the direct sound.                                                                                                                                                                                                |

# PEDAL WAH

This lets you produce a pedal wah effect.

| Parameter      | Value                 | Explanation                                                                                                            |
|----------------|-----------------------|------------------------------------------------------------------------------------------------------------------------|
| TYPE           | Selects the wah mode. |                                                                                                                        |
|                | CRY WAH               | This models the sound of the CRY BABY wah pedal popular in the '70s.                                                   |
|                | VO WAH                | This models the sound of the VOX V846.                                                                                 |
|                | FAT WAH               | This is a wah sound featuring a bold tone.                                                                             |
|                | LIGHT WAH             | This wah has a refined sound with no unusual characteristics.                                                          |
|                | 7STRING WAH           | This expanded wah features a variable range compatible with seven-string and baritone guitars.                         |
|                | RESO WAH              | This completely original effect offers enhancements on the characteristic resonances produced by analog synth filters. |
| PEDAL POSITION | 0–100                 | Adjusts the position of the wah pedal.                                                                                 |

| Parameter    | Value | Explanation                                                        |
|--------------|-------|--------------------------------------------------------------------|
| PEDAL MIN    | 0–100 | Selects the tone produced when the heel of the pedal is depressed. |
| PEDAL MAX    | 0–100 | Selects the tone produced when the toe of the pedal is depressed.  |
| EFFECT LEVEL | 0–100 | Adjusts the volume of the effect sound.                            |
| DIRECT MIX   | 0–100 | Adjusts the volume of the direct sound.                            |

# GRAPHIC EQ

This adjusts the tone. You can adjust the sound character in ten bands.

| Parameter | Value      |
|-----------|------------|
| 31 Hz     | -20–+20 dB |
| 62 Hz     |            |
| 125 Hz    |            |
| 250 Hz    |            |
| 500 Hz    |            |
| 1 kHz     |            |
| 2 kHz     |            |
| 4 kHz     |            |
| 8 kHz     |            |
| 16 kHz    |            |
| LEVEL     | -20–+20 dB |

# PARAMETRIC EQ

This adjusts the tone. You can adjust the sound character in four bands.

| Parameter          | Value          | Explanation                                                                                                        |
|--------------------|----------------|--------------------------------------------------------------------------------------------------------------------|
| LOW GAIN           | -20--+20 dB    | Adjusts the low frequency range tone.                                                                              |
| LOW-MID GAIN       | -20--+20 dB    | Adjusts the low-middle frequency range tone.                                                                       |
| HIGH-MID GAIN      | -20--+20 dB    | Adjusts the high-middle frequency range tone.                                                                      |
| HIGH GAIN          | -20--+20 dB    | Adjusts the high frequency range tone.                                                                             |
| LEVEL              | -20--+20 dB    | Adjusts the overall volume level of the equalizer.                                                                 |
| LOW-MID FREQUENCY  | 20 Hz–10.0 kHz | Specifies the center of the frequency range that will be adjusted by the LOW-MID GAIN.                             |
| LOW-MID Q          | 0.5–16         | Adjusts the width of the area affected by the EQ centered at the LOW-MID FREQ. Higher values will narrow the area. |
| HIGH-MID FREQUENCY | 20 Hz–10.0 kHz | Specifies the center of the frequency range that will be adjusted by the HIGH-MID GAIN.                            |

| Parameter  | Value                 | Explanation                                                                                                                                   |
|------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| HIGH-MID Q | 0.5–16                | Adjusts the width of the area affected by the EQ centered at the HIGH-MID FREQ. Higher values will narrow the area.                           |
| LOW CUT    | FLAT, 20 Hz–800 Hz    | This sets the frequency at which the low cut filter begins to take effect. When “FLAT” is selected, the low cut filter will have no effect.   |
| HIGH CUT   | 630 Hz–12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |

# GUITAR SIM

Simulation of the characteristics of particular guitar components such as pickups and different guitar bodies allows you to switch among a number of different guitar types all while using a single guitar.

| Parameter | Value                                     | Explanation                                                                            |
|-----------|-------------------------------------------|----------------------------------------------------------------------------------------|
| TYPE      | Selects the type of the guitar simulator. |                                                                                        |
|           | S → H                                     | Changes from a single-coil pickup tone to a humbucking pickup tone.                    |
|           | H → S                                     | Changes from a humbucking pickup tone to a single-coil pickup tone.                    |
|           | H → HF<br>(HALF TONE)                     | Changes from a humbucking pickup tone to a single-coil pickup half tone.               |
|           | S → HOLLOW                                | Changes a single-coil pickup tone to a hollow body tone with the body resonance added. |
|           | H → HOLLOW                                | Changes a humbucking pickup tone to a hollow body tone with the body resonance added.  |
|           | S → AC<br>(ACOUSTIC)                      | Changes a single-coil pickup tone to an acoustic guitar tone.                          |
|           | H → AC<br>(ACOUSTIC)                      | Changes a humbucking pickup tone to an acoustic guitar tone.                           |

| Parameter | Value                           | Explanation                                                                                                                                                                                                                    |
|-----------|---------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      | P → AC<br>(PIEZO<br>→ ACOUSTIC) | Changes a piezo pickup tone to an acoustic guitar tone.                                                                                                                                                                        |
| LOW       | -50–+50                         | Adjusts the low frequency range tone.                                                                                                                                                                                          |
| HIGH      | -50–+50                         | Adjusts the high frequency range tone.                                                                                                                                                                                         |
| BODY      | 0–100                           | Adjusts the way the body sounds when TYPE is set to S → HOLLOW, H → HOLLOW, S → AC, H → AC or P → AC. The body sound increases as the value is raised; reducing the value produces a tone similar to that from a piezo pickup. |
| LEVEL     | 0–100                           | Adjusts the volume of the effect sound.                                                                                                                                                                                        |

## AC. GUITAR SIM

This effect simulates the tonal character of an acoustic guitar.

| Parameter | Value   | Explanation                                                 |
|-----------|---------|-------------------------------------------------------------|
| BODY      | 0–100   | Adjusts the body resonance.                                 |
| LOW       | -50–+50 | Specifies the sense of volume for the low-frequency range.  |
| HIGH      | -50–+50 | Specifies the sense of volume for the high-frequency range. |
| LEVEL     | 0–100   | Specifies the volume of the effect.                         |

# AC. PROCESSOR

This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar.

| Parameter   | Value                      | Explanation                                               |
|-------------|----------------------------|-----------------------------------------------------------|
| TYPE        | Selects the modeling type. |                                                           |
|             | SMALL                      | This is the sound of a small-bodied acoustic guitar.      |
|             | MEDIUM                     | This is a standard, unadorned acoustic guitar sound.      |
|             | BRIGHT                     | This is a bright acoustic guitar sound.                   |
|             | POWER                      | This is a powerful acoustic guitar sound.                 |
| BASS        | -50—+50                    | Adjusts the tone for the low frequency range.             |
| MIDDLE      | -50—+50                    | Adjusts the midrange balance.                             |
| TREBLE      | -50—+50                    | Adjusts the tone for the high frequency range.            |
| PRESENCE    | -50—+50                    | Adjusts the balance in the extended upper range.          |
| LEVEL       | 0–100                      | Adjusts the volume.                                       |
| MIDDLE FREQ | 20.0 Hz–10.0 kHz           | Specifies the frequency range to be adjusted with MIDDLE. |

# WAVE SYNTH

This is a synth sound that processes the guitar input signal.

- \* When you use a wave synthesizer, observe the following points.
  - Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played. Be sure to mute all the other strings and play only one note at a time.
  - If the unit cannot detect the attack, it may not sound correctly. If the unit cannot detect the attack, it may not sound correctly.
  - The sensitivity may vary according to the guitar's TONE knob and pickup type.

| Parameter | Value                                               | Explanation                                                                                                                             |
|-----------|-----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| WAVE      | Selects a wave type which the synth sound is based. |                                                                                                                                         |
|           | SAW                                                 | Creates a synth sound with a saw waveform (  ).      |
|           | SQUARE                                              | Creates a synth sound with the square waveform (  ). |
| CUTOFF    | 0-100                                               | Adjusts the frequency where the harmonics contents of the sound are cut off.                                                            |

| Parameter           | Value | Explanation                                                                                                                                           |
|---------------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>RESONANCE</b>    | 0–100 | Adjusts the amount of resonance (and the tone coloration) in the synth sound. The higher the value, the more the synth tone coloration is emphasized. |
| <b>SYNTH LEVEL</b>  | 0–100 | Adjusts the volume of the synth sound.                                                                                                                |
| <b>FILTER SENS</b>  | 0–100 | Adjusts the amount of filtering applied in response to the input.                                                                                     |
| <b>FILTER DECAY</b> | 0–100 | This sets the time needed for the filter to finish its sweep.                                                                                         |
| <b>FILTER DEPTH</b> | 0–100 | Adjusts the depth of the filter. When the value is higher, the filter will change more drastically.                                                   |
| <b>DIRECT MIX</b>   | 0–100 | Adjusts the volume of the direct sound.                                                                                                               |

# OCTAVE

This adds a note one octave lower, creating a richer sound.

| Parameter    | Value                                                     | Explanation                                                                                                       |
|--------------|-----------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| RANGE        | This selects the register to which the effect is applied. |                                                                                                                   |
|              | RANGE 1<br>(B1–E6)                                        | B1 (corresponds to the sound of an open 7th string) to E6 (corresponds to the 1st string played at the 24th fret) |
|              | RANGE 2<br>(B1–E5)                                        | B1 (corresponds to the sound of an open 7th string) to E5 (corresponds to the 1st string played at the 12th fret) |
|              | RANGE 3<br>(B1–E4)                                        | B1 (corresponds to the sound of an open 7th string) to E4 (corresponds to the sound of an open 1st string)        |
|              | RANGE 4<br>(B1–E3)                                        | B1 (corresponds to the sound of an open 7th string) to E3 (corresponds to the 4th string played at the 2nd fret)  |
| EFFECT LEVEL | 0–100                                                     | Adjusts the volume of the sound one octave below.                                                                 |
| DIRECT MIX   | 0–100                                                     | Adjusts the volume of the direct sound.                                                                           |

# PITCH SHIFTER

This effect changes the pitch of the original sound (up or down) within a range of two octaves.

| Parameter              | Value                                                   | Explanation                                                                                                                                                   |
|------------------------|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| VOICE                  | Selects the number of voices for the pitch shift sound. |                                                                                                                                                               |
|                        | 1VOICE                                                  | One-voice pitch-shifted sound output in mono.                                                                                                                 |
|                        | 2VOICE                                                  | Two-voice pitch-shifted sound (PS1, PS2) output in mono.                                                                                                      |
| PS1:PITCH<br>PS2:PITCH | -24+24                                                  | Adjusts the amount of pitch shift (the amount of interval) in semitone steps.                                                                                 |
| PS1:LEVEL<br>PS2:LEVEL | 0-100                                                   | Adjusts the volume of the pitch shifter.                                                                                                                      |
| DIRECT MIX             | 0-100                                                   | Adjusts the volume of the direct sound.                                                                                                                       |
| PS1:MODE<br>PS2:MODE   | Selection for the pitch shifter mode.                   |                                                                                                                                                               |
|                        | FAST,<br>MEDIUM,<br>SLOW                                | The response is slower in the order of FAST, MEDIUM and SLOW, but the modulation is lessened in the same order.                                               |
|                        | MONO                                                    | MONO is used for inputting single notes.<br>* You may be unable to produce the intended effect when playing chords (two or more notes played simultaneously). |

| Parameter                            | Value          | Explanation                                                                                                                             |
|--------------------------------------|----------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| PS1:FINE<br>PS2:FINE                 | -50—+50        | Make fine adjustments to the interval. The amount of the change in the Fine 100 is equivalent to that of the Pitch 1.                   |
| PS1:PRE<br>DELAY<br>PS2:PRE<br>DELAY | 0 ms–300<br>ms | Adjusts the time from when the direct sound is heard until the pitch shifted sounds are heard. Normally you can leave this set at 0 ms. |
| PS1:FEEDBACK                         | 0–100          | Adjusts the feedback amount of the pitch shift sound.                                                                                   |

# HARMONIST

Harmonist is an effect where the amount of shifting is adjusted according to an analysis of the guitar input, allowing you to create harmony based on diatonic scales.

- \* Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played. Be sure to mute all the other strings and play only one note at a time.
- \* If the unit cannot detect the attack, it may not sound correctly. If the unit cannot detect the attack, it may not sound correctly.
- \* The sensitivity may vary according to the guitar's TONE knob and pickup type.

| Parameter | Value  | Explanation                                             |
|-----------|--------|---------------------------------------------------------|
| VOICE     |        | Selects the number of voices for the pitch shift sound. |
|           | 1VOICE | One pitch-shifted voice is output in mono.              |
|           | 2VOICE | Two pitch-shifted voices are output in mono.            |

| Parameter                      | Value              | Explanation                                                                                                                                                                                                                                                           |
|--------------------------------|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| HR1:HARMONY<br>HR2:HARMONY     | -2 oct+2 oct, USER | This determines the pitch of the sound added to the input sound, when you are making a harmony. It allows you to set it by up to 2 octaves higher or lower than the input sound. When the scale is set to USER, this parameter sets the user scale number to be used. |
| MASTER KEY                     | C (Am)–B (G#m)     | The key of the song you're performing is shown as described in *1 according to the key signature (#, b) of the musical notation.                                                                                                                                      |
| DIR.MIX<br>(DIRECT MIX)        | 0–100              | Adjusts the volume of the direct sound.                                                                                                                                                                                                                               |
| HR1:PRE DELAY<br>HR2:PRE DELAY | 0 ms–300 ms,       | Adjusts the time from when the direct sound is heard until the harmonist sounds are heard. Normally you can leave this set at 0 ms.                                                                                                                                   |
| HR1:FEEDBACK                   | 0–100              | Adjusts the feedback amount of the harmonist sound.                                                                                                                                                                                                                   |

**Major** C F B<sup>b</sup> E<sup>b</sup> A<sup>b</sup> D<sup>b</sup>



**Minor** Am Dm Gm Cm Fm B<sup>b</sup>m

\*1

**Major** C G D A E B F<sup>#</sup>



**Minor** Am Em Bm F<sup>#</sup>m C<sup>#</sup>m G<sup>#</sup>m D<sup>#</sup>m

| Parameter              |    | Value                                           | Explanation                                                                       |
|------------------------|----|-------------------------------------------------|-----------------------------------------------------------------------------------|
| HR1:LEVEL<br>HR2:LEVEL |    | 0–100                                           | Adjusts the volume of the harmony sound.                                          |
| USER SCALE<br>*2 *3    | C  | -24▼C<br>--+24▲C                                | You can specify a pitch in the range two octaves above or below the direct sound. |
|                        | Db | -24▼D <sub>b</sub><br>--+24▲D <sub>b</sub>      |                                                                                   |
|                        | D  | -24▼D<br>--+24▲D                                |                                                                                   |
|                        | Eb | -24▼E <sub>b</sub><br>--+24▲E <sub>b</sub>      |                                                                                   |
|                        | E  | -24▼E<br>--+24▲E                                |                                                                                   |
|                        | F  | -24▼F<br>--+24▲F                                |                                                                                   |
|                        | F# | -24▼F <sub>#</sub><br>--+24▲F <sub>#</sub>      |                                                                                   |
|                        | G  | -24▼G<br>--+24▲G                                |                                                                                   |
|                        | Ab | -24▼A <sub>b</sub><br>--+24▲A <sub>b</sub>      |                                                                                   |
|                        | A  | -24▼A<br>--+24▲A                                |                                                                                   |
|                        | Bb | -24▼B <sub>b</sub><br>--+24-▲<br>B <sub>b</sub> |                                                                                   |
|                        | B  | -24▼B<br>--+24▲B                                |                                                                                   |

\*2 This can be specified if HR1:HARMONY or HR2:HARMONY is "USER."

\*3 The correspondence between the note names and the parameters of PAGE 3–6 differs depending on the specified KEY.

This is the tonic (root note) of the KEY specified by the MASTER KEY parameter of PAGE 1. The table shows the example of when KEY is set to C (Am).

## HUMANIZER

This can create human vowel-like sounds.

| Parameter | Value                                        | Explanation                                                                                                         |
|-----------|----------------------------------------------|---------------------------------------------------------------------------------------------------------------------|
| MODE      | This sets the mode that switches the vowels. |                                                                                                                     |
|           | PICKING                                      | It changes from VOWEL 1 to VOWEL 2 along with the picking. The time spent for the change is adjusted with the rate. |
|           | AUTO                                         | By adjusting the rate and depth, two vowels (VOWEL 1 and VOWEL 2) can be switched automatically.                    |
| VOWEL 1   | a, e, i, o, u                                | Selects the first vowel.                                                                                            |
| VOWEL 2   | a, e, i, o, u                                | Selects the second vowel.                                                                                           |
| RATE      | 0–100                                        | Adjusts the cycle for changing the two vowels.                                                                      |
| DEPTH     | 0–100                                        | Adjusts the depth of the effect.                                                                                    |
| LEVEL     | 0–100                                        | Adjusts the volume.                                                                                                 |

| Parameter        | Value | Explanation                                                                                                                                                                                                                                                                                                |
|------------------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>SENS *1</b>   | 0–100 | Adjusts the sensitivity of the humanizer.<br>When it is set to a lower value, no effect of the humanizer is obtained with weaker picking, while stronger picking produces the effect. When it is set to a higher value, the effect of the humanizer can be obtained whether the picking is weak or strong. |
| <b>MANUAL *2</b> | 0–100 | Adjusts the cycle for changing the two vowels. When it is set to lower than 50, the time for VOWEL 1 is shorter. When it is set to higher than 50, the time for VOWEL 1 is longer.                                                                                                                         |

\*1 Setting available when MODE is set to PICKING.

\*2 Setting available when MODE is set to AUTO.

# PHASER 90E

This models an MXR EVH-90 Phase Shifter.

| Parameter | Value   | Explanation                                                         |
|-----------|---------|---------------------------------------------------------------------|
| SCRIPT    | OFF, ON | Switches the character of the phaser.<br>OFF: Modern<br>ON: Vintage |
| SPEED     | 0–100   | Sets the rate and the depth of the phaser effect.                   |

# FLANGER117E

This models an MXR EVH-117 Flanger.

| Parameter | Value | Explanation                                                                                                       |
|-----------|-------|-------------------------------------------------------------------------------------------------------------------|
| MANUAL    | 0–100 | Adjusts the center frequency at which to apply the effect.                                                        |
| WIDTH     | 0–100 | Determines the depth of the flanging effect.                                                                      |
| SPEED     | 0–100 | This sets the rate of the flanging effect.                                                                        |
| REGEN.    | 0–100 | Determines the amount of feedback. Increasing the value will emphasize the effect, creating a more unusual sound. |

# DELAY/DELAY 2

This effect adds delayed sound to the direct sound, giving more body to the sound or creating special effects.

## DELAY Type

| TYPE      | Explanation                                                               |
|-----------|---------------------------------------------------------------------------|
| DIGITAL   | This is a simple mono delay.                                              |
| ANALOG    | This gives a mild analog delay sound.                                     |
| TAPE ECHO | This setting provides the characteristic wavering sound of the tape echo. |
| REVERSE   | This produces an effect where the sound is played back in reverse.        |
| MODULATE  | This delay adds a pleasant wavering effect to the sound.                  |
| SDE-3000  | This models the sound of the Roland SDE-3000.                             |

# DELAY Parameters

| Parameter        | Value                 | Explanation                                                                                                                                   |
|------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE             | Refer to DELAY Type   |                                                                                                                                               |
| DELAY TIME       | 1 ms–2000 ms          | Adjusts the delay time.                                                                                                                       |
| FEEDBACK         | 0–100                 | Adjusts the volume that is returned to the input. A higher value will increase the number of the delay repeats.                               |
| HIGH CUT         | 630 Hz–12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |
| EFFECT LEVEL     | 0–120                 | Adjusts the volume of the delay sound.                                                                                                        |
| DIRECT MIX       | 0–100                 | Adjusts the volume of the direct sound.                                                                                                       |
| MODULATION RATE  | 0–100                 | Adjusts the modulation rate of the delay sound.<br>* Only when TYPE is MODULATE or SDE-3000.                                                  |
| MODULATION DEPTH | 0–100                 | Adjusts the modulation depth of the delay sound<br>* Only when TYPE is MODULATE or SDE-3000.                                                  |
| MODULATION SW    | OFF, ON               | Turns the modulation on/off.<br>* Only when TYPE is SDE-3000.                                                                                 |

| Parameter             | Value           | Explanation                                                                                                                                                       |
|-----------------------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FILTER</b>         | OFF, ON         | <p>Turns the filter on/off. If this is on, a natural-sounding effect is obtained when you're using the delay as an echo.</p> <p>* Only when TYPE is SDE-3000.</p> |
| <b>RANGE</b>          | 8 kHz, 17 kHz   | <p>Models the way in which the SDE-3000's frequency response is affected by the delay range.</p> <p>* Only when TYPE is SDE-3000.</p>                             |
| <b>DELAY PHASE</b>    | NORMAL, INVERSE | <p>Specifies the phase of the delay sound. Selecting INVERSE inverts the phase.</p> <p>* Only when TYPE is SDE-3000.</p>                                          |
| <b>FEEDBACK PHASE</b> | NORMAL, INVERSE | <p>Specifies the phase of the delay sound feedback. Selecting INVERSE inverts the phase.</p> <p>* Only when TYPE is SDE-3000.</p>                                 |

# REVERB

This effect adds reverberation to the sound.

## REVERB Type

| TYPE     | Explanation                                                                                                                                       |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| PLATE    | Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range. |
| ROOM     | Simulates the reverberation in a small room. Provides warm reverberations.                                                                        |
| HALL 1   | Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.                                                        |
| SPRING   | This simulates the sound of a guitar amp's built-in spring reverb.                                                                                |
| MODULATE | This reverb adds the wavering sound found in hall reverb to provide an extremely pleasant reverb sound.                                           |

# REVERB Parameters

| Parameter                              | Value                        | Explanation                                                                                                                                   |
|----------------------------------------|------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE                                   | Refer to REVERB Type         |                                                                                                                                               |
| REVERB TIME                            | 0.1 s–10.0 s                 | Adjusts the length (time) of reverberation.                                                                                                   |
| PRE DELAY                              | 0 ms–500 ms                  | Adjusts the time until the reverb sound appears.                                                                                              |
| EFFECT LEVEL                           | 0–100                        | Adjusts the volume of the reverb sound.                                                                                                       |
| DIRECT MIX                             | 0–100                        | Adjusts the volume of the direct sound.                                                                                                       |
| LOW CUT                                | FLAT,<br>20 Hz–800 Hz        | This sets the frequency at which the low cut filter begins to take effect. When “Flat” is selected, the low cut filter will have no effect.   |
| HIGH CUT                               | 630 Hz–<br>12.5 kHz,<br>FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |
| DENSITY                                | 0–10                         | Adjusts the density of the reverb sound.                                                                                                      |
| SPRING SENS<br>(TYPE =<br>SPRING only) | 0–100                        | Adjusts the sensitivity of the spring effect. When the value is set higher, the effect is obtained even with a weak picking.                  |

# EQ (PARAMETRIC EQ)

This adjusts the tone. You can adjust the sound character in four bands.

| Parameter         | Value          | Explanation                                                                                                        |
|-------------------|----------------|--------------------------------------------------------------------------------------------------------------------|
| ON/OFF            | OFF, ON        | Turns this effect on/off.                                                                                          |
| LOW GAIN          | -20–+20 dB     | Adjusts the low frequency range tone.                                                                              |
| LOW-MID GAIN      | -20–+20 dB     | Adjusts the low-middle frequency range tone.                                                                       |
| HIGH-MID GAIN     | -20–+20 dB     | Adjusts the high-middle frequency range tone.                                                                      |
| HIGH GAIN         | -20–+20 dB     | Adjusts the high frequency range tone.                                                                             |
| LEVEL             | -20–+20 dB     | Adjusts the overall volume level of the equalizer.                                                                 |
| LOW-MID FREQUENCY | 20 Hz–10.0 kHz | Specifies the center of the frequency range that will be adjusted by the LOW-MID GAIN.                             |
| LOW-MID Q         | 0.5–16         | Adjusts the width of the area affected by the EQ centered at the LOW-MID FREQ. Higher values will narrow the area. |

| Parameter          | Value                 | Explanation                                                                                                                                   |
|--------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| HIGH-MID FREQUENCY | 20 Hz–10.0 kHz        | Specifies the center of the frequency range that will be adjusted by the HIGH-MID GAIN.                                                       |
| HIGH-MID Q         | 0.5–16                | Adjusts the width of the area affected by the EQ centered at the HIGH-MID FREQ. Higher values will narrow the area.                           |
| LOW CUT            | FLAT, 20 Hz–800 Hz    | This sets the frequency at which the low cut filter begins to take effect. When “FLAT” is selected, the low cut filter will have no effect.   |
| HIGH CUT           | 630 Hz–12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |
| POSITION           | AMP IN, AMP OUT       | This lets you place the EQ before (AMP IN) or after (AMP OUT) the AMP EQ block.                                                               |

## NS

This effect reduces the noise and hum picked up by guitar pickups. Since it suppresses the noise in synchronization with the envelope of the guitar sound (the way in which the guitar sound decays over time), it has very little effect on the guitar sound, and does not harm the natural character of the sound.

| Parameter | Value   | Explanation                                                                                                                                                                                                                                                                                                                    |
|-----------|---------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON | Turns this effect on/off.                                                                                                                                                                                                                                                                                                      |
| THRESHOLD | 0–100   | Adjust this parameter as appropriate for the volume of the noise. If the noise level is high, a higher setting is appropriate. If the noise level is low, a lower setting is appropriate.<br>* High settings for the threshold parameter may result in there being no sound when you play with your guitar volume turned down. |

| Parameter | Value | Explanation                                                                                           |
|-----------|-------|-------------------------------------------------------------------------------------------------------|
| RELEASE   | 0–100 | Adjusts the time from when the noise suppressor begins to function until the noise level reaches "0." |

# EV-1-WL Connection Guide

---

This explains how to use BLE MIDI to pair (connect) the EV-1-WL to the WAZA-AIR over a wireless connection.

- \* To use the EV-1-WL, you must upgrade the WAZA-AIR to Ver. 1.20 or later.

**<https://www.boss.info/support/>**

What is “**BLE MIDI**”?

“BLE MIDI” is the technology used to transmit and receive MIDI messages wirelessly via **Bluetooth®** LE standard.

This is officially known as “MIDI over Bluetooth Low Energy.”

# Connecting the WAZA-AIR, EV-1-WL and the BOSS TONE STUDIO for WAZA-AIR at the same time

Follow these steps to connect.

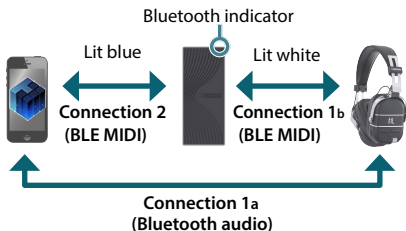
To prepare: delete the registration of the mobile device  
(if the WAZA-AIR is registered to the mobile device)



Connection 1: connect the EV-1-WL to the WAZA-AIR



Connection 2: connect the EV-1-WL to BOSS TONE STUDIO for WAZA-AIR



# To prepare: delete the registration of the mobile device

## Android

1. Turn on the Bluetooth switch of your mobile device.
2. Tap the gear icon in "WAZA-AIR Audio," "WAZA-AIR MIDI" and tap "Delete."
3. Switch the Bluetooth function on your mobile device from OFF to ON.

## iOS

1. Turn on the Bluetooth switch of your mobile device.
2. Tap the "i" for "WAZA-AIR Audio," "WAZA-AIR MIDI," and tap "Forget This Device."
3. Switch the Bluetooth function on your mobile device from OFF to ON.

# Connection 1: Connect the WAZA-AIR to the EV-1-WL

Connect the WAZA-AIR to your mobile device via Bluetooth audio, and then connect the WAZA-AIR to the EV-1-WL via BLE MIDI.

- 1. Turn the WAZA-AIR on.**
- 2. Long-press the Bluetooth multi-function button on the WAZA-AIR (for at least three seconds).**



The Bluetooth indicator blinks (blue) rapidly.

- 3. Turn on the Bluetooth switch of your mobile device.**
- 4. In the Bluetooth screen of your mobile device, tap "WAZA-AIR Audio."**

Your mobile device is paired with the WAZA-AIR.

**5. Turn the EV-1-WL on and bring it close to the WAZA-AIR.**

**6. Make sure that the Bluetooth indicator on the EV-1-WL is blinking white.**

If the indicator is blinking blue or is lit up white, operate the device as shown below to make the indicator blink white.

|                      |                                                                                                                                                         |
|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Blinking blue</b> | Quickly press the [Bluetooth] button twice on the EV-1-WL.                                                                                              |
| <b>Lit white</b>     | The unit is connected to a different device (product).<br>Long-press the [Bluetooth] button on the EV-1-WL, and unpair the device (product) connection. |

**7. Press the [Bluetooth] button on the EV-1-WL.**

The Bluetooth indicator on the EV-1-WL rapidly blinks white, and pairing begins.

The Bluetooth indicators on both units stop blinking and remain lit when pairing is finished, and now the WAZA-AIR and EV-1-WL are paired.

## Connection 2: connect the EV-1-WL to BOSS TONE STUDIO for WAZA-AIR

Pair the EV-1-WL to BOSS TONE STUDIO for WAZA-AIR via BLE MIDI.

- 1. Quickly press the [Bluetooth] button on the EV-1-WL twice to change the Bluetooth indicator to blink blue.**

If the indicator remains lit in blue, the unit is already paired to another mobile device. Long-press the [Bluetooth] button on the EV-1-WL to delete the pairing with your mobile device. The button blinks blue.

- 2. Press the [Bluetooth] button on the EV-1-WL.**

The unit enters pairing mode, and the Bluetooth indicator on the EV-1-WL rapidly blinks blue.

- 3. On the BOSS TONE STUDIO for WAZA-AIR app, select “EV-1-WL+.”**

The Bluetooth indicator on the EV-1-WL stops blinking and remains lit when pairing is finished. If connected correctly, it will be in the following state.

|                                           |                     |
|-------------------------------------------|---------------------|
| WAZA-AIR Bluetooth indicator              | Lit blue            |
| EV-1-WL Bluetooth indicator (*1)          | Lit white, lit Blue |
| BOSS TONE STUDIO for WAZA-AIR device name | EV-1-WL+            |

- \*1 To make sure the EV-1-WL Bluetooth indicator is lit both white and blue, quickly press Bluetooth button twice. This switches the colors.

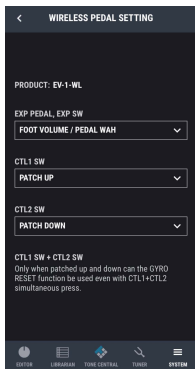
## **4. Setting the parameters to control via the EV-1-WL (p. 96).**

### **NOTE**

- You cannot use the BOSS TONE STUDIO for WAZA-AIR and the EV-1-WL Editor at the same time.
- The WAZA-AIR and EV-1-WL are connected automatically next time they are restarted. To connect the BOSS TONE STUDIO for WAZA-AIR you must perform "Connection 2" each time.
- If the devices do not pair after one minute has passed, pairing mode is automatically canceled.
- The EV-1-WL remembers the information for the last Bluetooth device to which it was connected. When connecting to a different device after connecting to the WAZA-AIR, or when turning off the power while the Bluetooth indicator is blinking white (not connected), or when doing a factory reset of the EV-1-WL, the unit does not pair automatically. In this case, you must start from "Connection 1" to configure the settings.

# Setting the Parameters to Control via the EV-1-WL

1. Access the WIRELESS PEDAL SETTING screen from the BOSS TONE STUDIO for WAZA-AIR's SYSTEM.



2. Set the parameters to control via the EV-1-WL.

## EXP PEDAL, EXP SW

These parameters set how the EV-1-WL pedal and EXP SW operate.

| Value                             | Explanation                                                                                                                               |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b>PEDAL WAH:<br/>OFF/ON</b>      | Assigns PEDAL WAH.<br>Use EXP SW to turn PEDAL WAH on/off.                                                                                |
| <b>FOOT VOLUME:<br/>OFF/ON</b>    | Assigns the foot volume.<br>Use the EXP SW to turn the foot volume on/off.                                                                |
| <b>FOOT VOLUME/<br/>PEDAL WAH</b> | Assigns both foot volume and PEDAL WAH.<br>When EXP SW is on, PEDAL WAH is assigned; and when the EXP SW is off, foot volume is assigned. |

## CTL1 SW, CTL2 SW

These parameters configure how the footswitch (FS-5U, FS-6, FS-7, sold separately) that is connected to the EV-1-WL operates.

| Value                  | Explanation                            |
|------------------------|----------------------------------------|
| <b>PATCH UP</b>        | Switches to the next patch number.     |
| <b>PATCH DOWN</b>      | Switches to the previous patch number. |
| <b>BST/MOD ON/OFF</b>  | Turns the BST/MOD on/off.              |
| <b>DELAY/FX ON/OFF</b> | Turns the DELAY/FX on/off.             |

| Value         | Explanation                                                                                                                                                                                                                              |
|---------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| REVERB ON/OFF | Turns the REVERB on/off.                                                                                                                                                                                                                 |
| EQ ON/OFF     | Turns the EQ on/off.                                                                                                                                                                                                                     |
| GYRO RESET    | <p>The orientation is restored to the default setting.</p> <p>* When you set CTL1 SW and CTL2 SW to "PATCH UP" and "PATCH DOWN," you can restore this setting by pressing both the CTL1 switch and the CTL2 switch at the same time.</p> |

### 3. When PEDAL WAH is assigned in step 2, this assigns PEDAL WAH (p. 61) to MOD or FX as well.

- \* When PEDAL WAH is assigned to both MOD and FX, the MOD settings are given priority.
- \* The MIDI data for EXP PEDAL, EXP SW, CTL1 SW and CTL2 SW that is received by the EV-1-WL is initially configured with the EV-1-WL factory settings. Check the EV-1-WL Editor for the MIDI settings.

#### MEMO

For details on assigning effects, see "EFFECTS Detail Screen" (p. 12).