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## MEMO

- **MONO** This effect sound is mono.
- **STEREO** This effect sound is output with two channels.
- **MONO** **STEREO** These effects take a mono input and output it on two channels.

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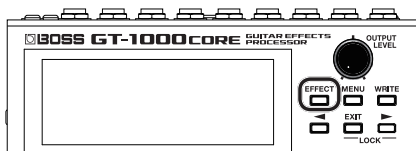
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# Basic Operation

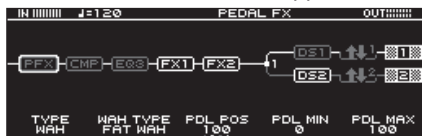
## Basic Procedure for Effect Editing

The edit screens show the block configuration (effect chain) of all effects provided by the GT-1000CORE, as well as the output and send/return. You can edit from this effect chain display by selecting the block that you want to edit.

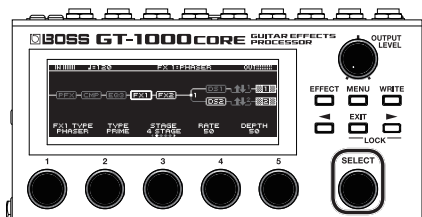
### 1. Press the [EFFECT] button.



The edit screen (effect chain) appears.



### 2. Turn knob [6] to select the block that you want to edit.



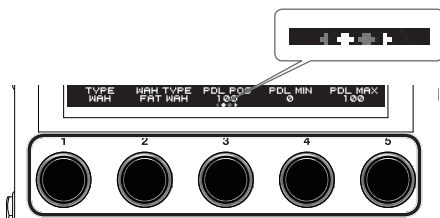
The selected block is enclosed by a thick frame.



\* By pressing knob [SELECT] you can turn the selected effect on/off. Effects that are off are shown in gray. When the effect is turned on, it is shown in white.



### 3. Use knobs [1]–[5] to adjust the parameters that are shown below the screen.



Use the PAGE [◀] [▶] buttons to switch between the parameters that you want to edit. The current page is indicated in the lower center of the screen.

\* To change a value in larger steps, turn a knob while pressing it.

\* The number of parameters and pages differs depending on the effect.

## Editing while viewing all parameters

From the edit screen, you can long-press knob [SELECT] to see a list of all parameters of the selected block. You can edit the parameters from this list.

| FX1 TYPE | TYPE    | STAGE    | RATE   | DEPTH    |
|----------|---------|----------|--------|----------|
| PHASER   | PRIME   | 4 STAGE  | 50     | 50       |
| RESO     | MANUAL  | WAVEFORM | STEP   | BI-PHASE |
| 0        | 50      | TRI      | OFF    | OFF      |
| SEPARATE | LO DAMP | HI DAMP  | LO CUT | HI CUT   |
| 0        | -50     | -50      | FLAT   | FLAT     |

### 1. Turn the [SELECT] knob to select the item that you want to set.

Turning the knob will move the selected item vertically.

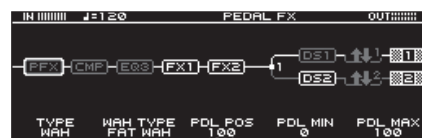
### 2. Turn knobs [1]–[6] to edit the value of the parameters shown in the screen.

Use the PAGE [K] [J] buttons to switch between lists of parameters.

| E LEVEL | DIR MIX |  |  | STOMPBOX |
|---------|---------|--|--|----------|
| 100     | 0       |  |  |          |
|         |         |  |  |          |
|         |         |  |  |          |
|         |         |  |  |          |

## Effect Placement

By moving blocks such as effects, output, and send/return, you can freely change the order in which the effects are placed, or arrange them in parallel.



## Changing the placement of effects etc.

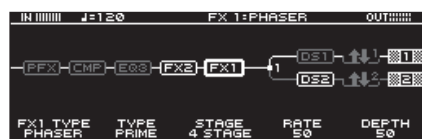
### 1. Press the [EFFECT] button.

The effect chain is shown.

### 2. Use knob [SELECT] to select the block that you want to move.

### 3. While pressing knob [SELECT], turn it left or right.

The selected block moves left or right.

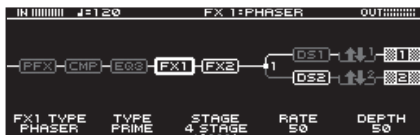


## Using STOMPBOX

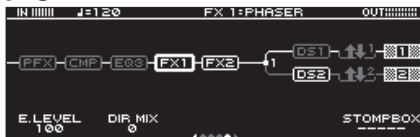
Your preferred settings for each effect can be saved as a “STOMPBOX.”

You can select these saved settings and use them to create your sound just as though you were connecting compact pedal effects. The STOMPBOX data is common to all patches; this means that all patches using the same STOMPBOX can be edited simultaneously.

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you're going to edit.



3. Use the PAGE [◀] [▶] buttons to move to the last page.



4. Press the [5] knob.

The STOMPBOX select window appears.

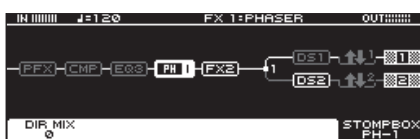
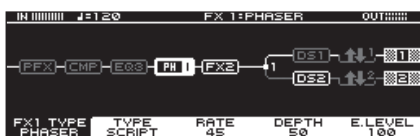


5. Turn knob [SELECT] to select the STOMPBOX type.
6. Press the [SELECT] knob.

## Editing the STOMPBOX

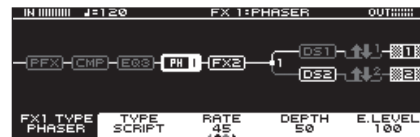
1. Turn knobs [1]–[5] to edit the parameter value that are shown in the screen.

Use the PAGE [◀] [▶] buttons to switch between lists of parameters.

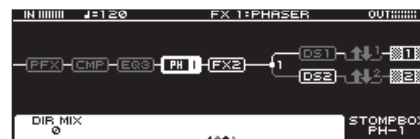


## Reading STOMPBOX Settings into a Patch

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you're going to edit.

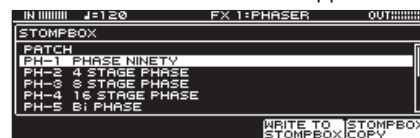


3. Use the PAGE [◀] [▶] buttons to move to the last page.



4. Press the [5] knob.

The STOMPBOX select window appears.



5. Turn knob [SELECT] to select the STOMPBOX type.
6. Press the [5] (STOMPBOX COPY) knob.

The contents of the STOMPBOX are recalled into the patch.

You can edit the patch without modifying the contents of the STOMPBOX.

## Writing Patch Settings into a STOMPBOX

1. Press the [EFFECT] button.
2. Use the [SELECT] knob to choose the effect you're going to save.



3. Use the PAGE [◀] [▶] buttons to move to the last page.



4. Press the [5] knob.

The STOMPBOX select window appears.



**5. Press the [4] (WRITE TO STOMPBOX) knob.**



**6. Turn knob [1] to select the writing-destination STOMPBOX.**

**7. Use knobs [3]–[5] and [SELECT] knob to name the STOMPBOX.**

You can turn the [SELECT] knob to move the cursor within the name.

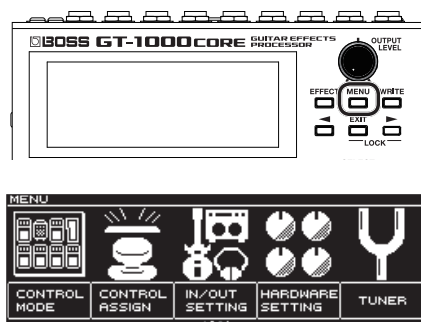
**Reference**

For details on naming the STOMPBOX, refer to “Editing a name” (p. 56).

## Basic MENU Operations

Here you can make settings that are common to the entire GT-1000CORE (system parameters).

**1. Press the [MENU] button.**



\* You can use the PAGE [◀] [▶] buttons to see additional items.

**2. Press a knob [1]–[5] to select the item that you want to edit.**

A sub-menu appears.



**3. Once again press a knob [1]–[5] to select the item that you want to edit.**

**4. Use knobs [1]–[5] and [SELECT] knob to select parameters or edit the values.**

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## COMPRESSOR

STEREO

This is an effect that produces a long sustain by evening out the volume level of the input signal.

| Parameter   | Value                   | Explanation                                                                                                                                                        |
|-------------|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF      | OFF, ON                 | Turns this effect on/off.                                                                                                                                          |
| TYPE        | BOSS CMP<br>(BOSS COMP) | This models a BOSS CS-3.                                                                                                                                           |
|             | X-COMP                  | This uses MDP (Multi-Dimensional Processing) to obtain a consistently natural playing feel and sound that responds to the pitch range and dynamics of your phrase. |
|             | D-COMP                  | This models a MXR DynaComp.                                                                                                                                        |
|             | ORANGE                  | This is modeled on the sound of the Dan Armstrong ORANGE SQUEEZER.                                                                                                 |
|             | STEREO                  | This selects a stereo compressor.                                                                                                                                  |
|             | X-BASS                  | This is a compressor for bass that uses MDP (Multi-Dimensional Processing).                                                                                        |
| THRESHLD *1 | 0–100                   | Adjust this as appropriate for the input signal. When the input signal level exceeds this threshold level, compression will be applied.                            |
| SUSTAIN *2  | 0–100                   | Adjusts the range (time) over which low-level signals are boosted. Larger values will result in longer sustain.                                                    |
| ATTACK      | 0–100                   | Adjusts the strength of the attack when picking.                                                                                                                   |
| LEVEL       | 0–100                   | Adjusts the volume.                                                                                                                                                |
| TONE        | -50–+50                 | Adjusts the tone.                                                                                                                                                  |
| RATIO       | 1:1–INF:1               | Selects the compression ratio.                                                                                                                                     |
| DIR MIX     | 0–100                   | Adjusts the volume of the direct sound.                                                                                                                            |

\*1 Setting available when TYPE is set to X-BASS.

\*2 Not shown if TYPE is set to X-BASS.

## DISTORTION 1, 2

MONO

This effect distorts the sound to create long sustain.

| Parameter                | Value                                  | Explanation                                                                                                                                                                               |
|--------------------------|----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF                   | OFF, ON                                | Turns this effect on/off.                                                                                                                                                                 |
| TYPE                     | Refer to "DISTORTION 1, 2 TYPE" (p. 6) |                                                                                                                                                                                           |
| DRIVE                    | 0–120                                  | Adjusts the depth of distortion.                                                                                                                                                          |
| TONE                     | -50–+50                                | Adjusts the tone.                                                                                                                                                                         |
| LEVEL                    | 0–100                                  | Adjusts the volume of the effect sound.                                                                                                                                                   |
| 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. |
| DIR MIX                  | 0–100                                  | Adjusts the volume of the direct sound.                                                                                                                                                   |
| SOLO SW                  | OFF, ON                                | The tone to one suitable for solos.                                                                                                                                                       |
| SOLO LVL<br>(SOLO LEVEL) | 0–100                                  | Adjusts the volume level when the SOLO SW is ON.                                                                                                                                          |

### DISTORTION 1, 2 TYPE

This is a list of distortion types that can be selected for DISTORTION 1, 2

| Type                     | Explanation                                                                                                                                    |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------|
| MID<br>(MID BOOST)       | This is a booster with unique characteristics in the midrange. Making the connection before the AIRD PREAMP produces sound suitable for solos. |
| CLEAN<br>(CLEAN BOOST)   | This not only functions as a booster, but also produces a clean tone that has punch even when used alone.                                      |
| TREBLE<br>(TREBLE BOOST) | This is a booster that has bright characteristics.                                                                                             |
| CRUNCH                   | A lustrous crunch sound with an added element of amp distortion.                                                                               |
| NATURAL<br>(NATURAL OD)  | This is an overdrive sound that provides distortion with a natural feeling.                                                                    |
| WARM OD                  | This is a warm overdrive.                                                                                                                      |
| FAT DS                   | A distortion sound with thick distortion.                                                                                                      |
| LEAD DS                  | Produces a distortion sound with both the smoothness of an overdrive along with a deep distortion.                                             |
| METAL DS                 | This is a distortion sound that is ideal for performances of heavy riffs.                                                                      |
| OCT FUZZ                 | A fuzz sound with rich harmonic content.                                                                                                       |
| A-DIST                   | This uses MDP technology to obtain ideal distortion in all ranges of the guitar, from low to high.                                             |
| X-OD                     | This is an overdrive that uses MDP to obtain the distortion that's most appropriate in each pitch range.                                       |
| X-DIST                   | This is a distortion that uses MDP to obtain the distortion that's most appropriate in each pitch range.                                       |
| BLUES OD                 | This is a crunch sound of the BOSS BD-2. This produces distortion that faithfully reproduces the nuances of picking.                           |
| OD-1                     | This models the sound of the BOSS OD-1. This produces sweet, mild distortion.                                                                  |
| T-SCREAM                 | This models an Ibanez TS-808.                                                                                                                  |
| TURBO OD                 | This is the high-gain overdrive sound of the BOSS OD-2.                                                                                        |
| DIST                     | This gives a basic, traditional distortion sound.                                                                                              |
| CENTA OD                 | This models a KLON CENTAUR.                                                                                                                    |
| RAT                      | This models a Proco RAT.                                                                                                                       |
| GUV DS                   | This models a Marshall GUV' NOR.                                                                                                               |
| DIST+                    | This models the sound of the MXR DISTORTION+.                                                                                                  |
| MTL ZONE<br>(METAL ZONE) | This models the sound of the BOSS MT-2. It produces a wide range of metal sounds, from old style to slash metal.                               |

| Type                     | Explanation                                                                                                                  |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------|
| HM-2                     | This models the sound of the BOSS HM-2.<br>It produces distinctive cranked-up distortion sound with compression.             |
| MTL CORE<br>(METAL CORE) | This is the sound of the BOSS ML-2 which is ideal for high speed metal riffs.                                                |
| 60S FUZZ                 | This models a FUZZFACE.<br>It produces a fat fuzz sound.                                                                     |
| MUFF FUZ<br>(MUFF FUZZ)  | This models an Electro-Harmonix Big Muff $\pi$ .                                                                             |
| BASS OD                  | Overdrive tuned especially for use with basses.                                                                              |
| BASS DS                  | Distortion tuned especially for use with basses.                                                                             |
| BASS MT                  | Wild, radical distortion sound.                                                                                              |
| BASS FUZZ                | Fuzz tuned especially for use with basses.                                                                                   |
| HI BAND                  | With this effect, distortion is applied only to the high frequency sounds, and not to the sounds in the low frequency range. |
| X-BASS                   | This effect uses MDP to provide ideal distortion in all pitch ranges of the bass, from low to high.                          |
| BASS DRV                 | This models a TECH21 SANSAMP BASS DRIVER DI.                                                                                 |
| BASS DI                  | This models a MXR Bass D.I.+.                                                                                                |

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## AIRD PREAMP 1, 2

MONO

This is an amp that uses BOSS's proprietary cutting-edge AIRD (Augmented Impulse Response Dynamics) technology to simulate every detail of a guitar amp as a unified instrument, including the response and operation of the guitar amp's circuit and the interactions between all parts that affect the sound.

| Parameter                | Value                                   | Explanation                                                                                                                                                                                                                                                                   |
|--------------------------|-----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF                   | OFF, ON                                 | Turns this effect on/off.                                                                                                                                                                                                                                                     |
| TYPE                     | Refer to "AIRD PREAMP TYPE List" (p. 8) |                                                                                                                                                                                                                                                                               |
| GAIN                     | 0–120                                   | Adjusts the distortion of the amp.                                                                                                                                                                                                                                            |
| SAG                      | -10→+10                                 | Adjusts the amount by which compression changes in response to the power amp.                                                                                                                                                                                                 |
| RESO<br>(RESONANCE)      | -10→+10                                 | Adjusts the amount by which dynamics is affected by the interaction between the power amp and the speaker transformer.                                                                                                                                                        |
| LEVEL                    | 0–100                                   | Adjusts the volume of the entire preamp.<br>* Be careful not to raise the Level setting too high.                                                                                                                                                                             |
| BASS                     | 0–100                                   | Adjusts the tone for the low frequency range.                                                                                                                                                                                                                                 |
| MIDDLE                   | 0–100                                   | Adjusts the tone for the middle frequency range.                                                                                                                                                                                                                              |
| TREBLE                   | 0–100                                   | Adjusts the tone for the high frequency range.                                                                                                                                                                                                                                |
| PRESENCE                 | 0–100                                   | Adjusts the tone for the ultra high frequency range.                                                                                                                                                                                                                          |
| BRIGHT                   | OFF, ON                                 | Turns the bright setting on/off.<br>* The BRIGHT setting is available only when certain AIRD PREAMP TYPE settings are selected.                                                                                                                                               |
| GAIN SW                  | LOW, MIDDLE, HIGH                       | Provides for selection from three levels of distortion: LOW, MIDDLE, and HIGH. Distortion will successively increase for settings of LOW, MIDDLE and HIGH.<br>* The sound of each Type is created on the basis that the Gain is set to MIDDLE. So, normally set it to MIDDLE. |
| SOLO SW                  | OFF, ON                                 | The tone to one suitable for solos.                                                                                                                                                                                                                                           |
| SOLO LVL<br>(SOLO LEVEL) | 0–100                                   | Adjusts the volume level when the SOLO SW is ON.                                                                                                                                                                                                                              |

## AIRD PREAMP TYPE List

| Category               | Type                       | Explanation                                                                                                                                             |
|------------------------|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE<br>(ADVANCED AMP) | TRNSPRNT<br>(TRANSPARENT)  | An amp with a broad frequency range and an extremely flat response. Good for acoustic guitar.                                                           |
|                        | NATURAL                    | An unembellished, clean sound that minimizes the amp's idiosyncrasies, such as its trebly character and boomy low end.                                  |
|                        | BOUTIQUE                   | Crunch sound that allows the nuances of your picking to be expressed even more faithfully than on conventional combo amps.                              |
|                        | SUPREME                    | Great-feeling crunch sound that responds to the nuances of your picking while taking advantage of the distinctive character of a 4x12" speaker cabinet. |
|                        | MAXIMUM                    | An amp that delivers the distinctively great response and tone of a vintage Marshall, while making it even higher gain.                                 |
|                        | JUGGERNT<br>(JUGGERNAUT)   | A large stack sound that has been tweaked extensively in the pursuit of the ultimate metal sound.                                                       |
|                        | X-CRUNCH                   | Crunch sound that uses MDP to deliver a crisp tone from all strings.                                                                                    |
|                        | X-HI GAIN                  | High-gain sound that uses MDP to obtain high-gain sound with a wide range and a great-feeling sense of separation.                                      |
| TYPE (CLASSICS)        | X-MODDED                   | Core sound that uses MDP to preserve the definition of the sound even with extreme gain.                                                                |
|                        | JC-120                     | This models the sound of the Roland JC-120.                                                                                                             |
|                        | TWIN<br>(TWIN COMBO)       | This models a Fender Twin Reverb.                                                                                                                       |
|                        | DELUXE<br>(DELUXE COMBO)   | This models a Fender Deluxe Reverb.                                                                                                                     |
|                        | TWEED<br>(TWEED COMBO)     | This models a Fender Bassman 4 x 10" Combo.                                                                                                             |
|                        | DIAMOND<br>(DIAMOND AMP)   | This models a VOX AC30.                                                                                                                                 |
|                        | BRIT STK<br>(BRIT STACK)   | This models a Marshall 1959.                                                                                                                            |
|                        | RECTI STK<br>(RECTI STACK) | Models the sound of the Channel 2 MODERN Mode on the MESA/Boogie DUAL Rectifier.                                                                        |
|                        | MATCH<br>(MATCH COMBO)     | This models the sound input to left input on a Matchless D/C-30.                                                                                        |
|                        | BG COMBO                   | This models the sound of the MESA/Boogie combo amp.                                                                                                     |
|                        | ORNG STK<br>(ORNG STACK)   | This models the dirty channel of an ORANGE ROCKERVERB.                                                                                                  |
|                        | BGNR UB<br>(BGNR UB METAL) | This models the sound that models the high-gain channel of a Bogner Uberschall.                                                                         |
| TYPE<br>(ADVANCED AMP) | NATRL BS<br>(NATURAL BASS) | Uncolored clean sound for bass.                                                                                                                         |
|                        | X-DRV BS<br>(X-DRIVE BASS) | High-gain sound for bass, using MDP to provide wide range and a good-sounding sense of separation.                                                      |
| TYPE (CLASSICS)        | CONCERT                    | This models the Ampeg SVT.                                                                                                                              |

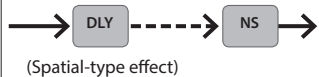
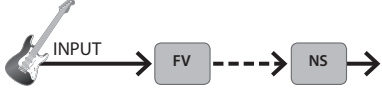
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## NOISE SUPPRESSOR 1, 2

STEREO

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.                                                                                                                                                                                                                                                                                                                                                                                       |
| THRESHLD<br>(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. Adjust this value until the decay of the guitar sound is as natural as possible.<br>* High settings for the threshold parameter may result in there being no sound when you play with your guitar volume turned down. |
| RELEASE                 | 0–100                                                                                           | Adjusts the time from when the noise suppressor begins to function until the noise level reaches "0."                                                                                                                                                                                                                                                                                                           |
| DETECT                  | This controls the noise suppressor based on the volume level for the point specified in Detect. |                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                         | INPUT                                                                                           | Input volume from input jack.<br>* Ordinarily, DETECT should be set to "INPUT."                                                                                                                                                                                                                                                                                                                                 |
|                         | NS INPUT                                                                                        | Noise suppressor input volume.<br>* When connected as illustrated below, and you want to prevent a spatial-type effects sound (such as a delay sound) from being eradicated by the NS, you should set DETECT to "NS INPUT."<br><br>(Spatial-type effect)                                                                   |
| DETECT                  | FV OUT                                                                                          | Volume after passing through Foot Volume.<br>* If you want to use FV (Foot Volume) in place of the guitar's volume control, you need to set DETECT to "FV OUT."<br><br>Foot Volume                                                                                                                                         |

## EQUALIZER 1–4

STEREO

Adjusts the tone.

| Parameter | Value                    | Explanation                                      |
|-----------|--------------------------|--------------------------------------------------|
| ON/OFF    | OFF, ON                  | Turns this effect on/off.                        |
| TYPE      | PARAMTRC<br>(PARAMETRIC) | You can adjust the tone character in four bands. |
|           | GRAPHIC                  | You can adjust the tone character in ten bands.  |

### PARAMETRIC

Adjusts the tonal quality. You can adjust the tone character in four bands.

| Parameter | Value                   | Explanation                                                                                                                                 |
|-----------|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| LO GAIN   | -20+20dB                | Adjusts the tone for the low frequency range.                                                                                               |
| HI GAIN   | -20+20dB                | Adjusts the tone for the high frequency range.                                                                                              |
| LEVEL     | -20+20dB                | Adjusts the overall volume level of the equalizer.                                                                                          |
| LM FREQ   | 20.0Hz–16.0kHz          | Specifies the center of the frequency range that will be adjusted by the LM GAIN.                                                           |
| LM Q      | 0.5–16                  | Adjusts the width of the area affected by the EQ centered at the LM FREQ. Higher values will narrow the area.                               |
| LM GAIN   | -20+20dB                | Adjusts the low-middle frequency range tone.                                                                                                |
| HM FREQ   | 20.0Hz–16.0kHz          | Specifies the center of the frequency range that will be adjusted by the HM GAIN.                                                           |
| HM Q      | 0.5–16                  | Adjusts the width of the area affected by the EQ centered at the HM FREQ. Higher values will narrow the area.                               |
| HM GAIN   | -20+20dB                | Adjusts the low-middle frequency range tone.                                                                                                |
| LO CUT    | FLAT,<br>20.0Hz–20.0kHz | 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.   |
| HI CUT    | 20.0Hz–20.0kHz<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. |

### GRAPHIC

Adjusts the tonal quality. You can adjust the tone character in ten bands.

| Parameter | Value    | Explanation                                        |
|-----------|----------|----------------------------------------------------|
| LEVEL     | -20+20dB | Adjusts the overall volume level of the equalizer. |
| 31.5Hz    | -20+20dB | Adjust the volume of each frequency band.          |
| 63Hz      |          |                                                    |
| 125Hz     |          |                                                    |
| 250 Hz    |          |                                                    |
| 500 Hz    |          |                                                    |
| 1 kHz     |          |                                                    |
| 2 kHz     |          |                                                    |
| 4 kHz     |          |                                                    |
| 8 kHz     |          |                                                    |
| 16 kHz    |          |                                                    |

## DELAY 1–4

STEREO

This is a delay with a maximum delay time of 2,000 ms. This effect is a useful way of adding depth to the sound.

| Parameter | Value                                                                                                   | Explanation                                                                                                                                                                                                                                                                                                                                                                                                |
|-----------|---------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON                                                                                                 | Turns this effect on/off.                                                                                                                                                                                                                                                                                                                                                                                  |
| TIME      | 1 ms–2000ms,<br>BPM  | Adjusts the delay time.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| FEEDBACK  | 0–100                                                                                                   | Adjusts the volume that is returned to the input. Higher settings will result in more delay repeats.                                                                                                                                                                                                                                                                                                       |
| HI CUT    | 20.0Hz–20.0kHz<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.                                                                                                                                                                                                                                                                |
| E.LEVEL   | 0–120                                                                                                   | Adjusts the volume of the delay sound.                                                                                                                                                                                                                                                                                                                                                                     |
| D.LEVEL   | 0–100                                                                                                   | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                    |
| BPM       | 40–250                                                                                                  | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”                         |

# MASTER DELAY



This produces a variety of delay sounds ranging from simple effects to richly idiosyncratic sounds.

| Parameter | Value                                                                                                                                                                                                                                                                                                                                                       | Explanation                                                                                                                                                                                                     |
|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON                                                                                                                                                                                                                                                                                                                                                     | Turns this effect on/off.                                                                                                                                                                                       |
| TYPE      | This selects which type of delay.<br>* If you switch patches with the Type set to DUAL and then begin to play immediately after the patches change, you may be unable to attain the intended effect in the first portion of what you perform.<br>* The stereo effect is cancelled if a mono effect or AIRD PREAMP is connected after a stereo delay effect. |                                                                                                                                                                                                                 |
|           | MONO                                                                                                                                                                                                                                                                                                                                                        | This is a simple mono delay.                                                                                                                                                                                    |
|           | PAN                                                                                                                                                                                                                                                                                                                                                         | This delay is specifically for stereo output. This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels.<br>                                            |
|           | STEREO 1                                                                                                                                                                                                                                                                                                                                                    | The direct sound is output from the left channel, and the effect sound is output from the right channel.                                                                                                        |
|           | STEREO2                                                                                                                                                                                                                                                                                                                                                     | This is a stereo-in/out delay.                                                                                                                                                                                  |
|           | ANALOG                                                                                                                                                                                                                                                                                                                                                      | This gives a mild analog delay sound. The delay time can be set within the range of 12 to 1,200 ms.                                                                                                             |
|           | ANALG ST                                                                                                                                                                                                                                                                                                                                                    | This gives a mild analog delay sound. The delay time can be set within the range of 12 to 1,200 ms.<br>The direct sound is output from the left channel, and the effect sound is output from the right channel. |
|           | TAPE                                                                                                                                                                                                                                                                                                                                                        | Provides the characteristic wavering sound of the tape echo.                                                                                                                                                    |
|           | REVERSE                                                                                                                                                                                                                                                                                                                                                     | This produces an effect where the sound is played back in reverse.                                                                                                                                              |
|           | SHIMMER                                                                                                                                                                                                                                                                                                                                                     | Delay with pitch-shifted sound mixed in.                                                                                                                                                                        |
|           | DUAL                                                                                                                                                                                                                                                                                                                                                        | A delay comprising two different delays connected either in series or in parallel.                                                                                                                              |
|           | WARP                                                                                                                                                                                                                                                                                                                                                        | Produces a dream-like sound.                                                                                                                                                                                    |
|           | TWIST                                                                                                                                                                                                                                                                                                                                                       | Produces an aggressive sense of rotation. Using this in conjunction with distortion will produce an even wilder sense of rotation.                                                                              |
|           | WARM                                                                                                                                                                                                                                                                                                                                                        | A digital delay that's not excessively clear-sounding, with a warm sound.                                                                                                                                       |
|           | GLITCH                                                                                                                                                                                                                                                                                                                                                      | Produces a machine-gun-like delay sound.                                                                                                                                                                        |
|           | SPACE EC                                                                                                                                                                                                                                                                                                                                                    | This models the sound of the Roland RE-201.                                                                                                                                                                     |
|           | ECHO PX                                                                                                                                                                                                                                                                                                                                                     | This models the sound of the Maestro Echoplex.                                                                                                                                                                  |
|           | BIN ECHO                                                                                                                                                                                                                                                                                                                                                    | This models the sound of the Binson Echorec2.                                                                                                                                                                   |
|           | SDE-3000                                                                                                                                                                                                                                                                                                                                                    | This models the sound of the Roland SDE-3000.                                                                                                                                                                   |
|           | DD-20STD                                                                                                                                                                                                                                                                                                                                                    | This models the STANDARD mode of the BOSS DD-20.                                                                                                                                                                |
|           | DD-20ALG                                                                                                                                                                                                                                                                                                                                                    | This models the ANALOG mode of the BOSS DD-20.                                                                                                                                                                  |

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## COMMON

\* The COMMON parameters are not shown if TYPE is set to TWIST.

| Parameter                  | Value                  | Explanation                                                                                                                                                                                                                                                                                                                                                                                                |
|----------------------------|------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TIME                       | 1ms–2000ms, BPM        | Adjusts the delay time.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| FEEDBACK                   | 0–100                  | This sets the amount of delay sound returned to the input. A higher value will increase the number of the delay repeats.                                                                                                                                                                                                                                                                                   |
| HI CUT                     | 20.0Hz–20.0kHz<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.                                                                                                                                                                                                                                                                |
| E.LEVEL                    | 0–120                  | Adjusts the volume of the delay sound.                                                                                                                                                                                                                                                                                                                                                                     |
| MOD RATE                   | 0–100                  | Adjusts the modulation rate of the delay sound.                                                                                                                                                                                                                                                                                                                                                            |
| MOD DEPT (MOD DEPTH)       | 0–100                  | Adjusts the modulation depth of the delay sound.                                                                                                                                                                                                                                                                                                                                                           |
| DUCK SENS (DUCK SENS)      | 0–100                  | Adjusts the sensitivity at which the volume is automatically adjusted according to the input. Higher values allow the adjustment to occur in response to lower volumes.                                                                                                                                                                                                                                    |
| DUCK PRE (DUCK PRE DEPTH)  | 0–100                  | The volume being "input" to the delay is automatically reduced when the input sound is loud. The amount of reduction increases as this setting approaches 100.                                                                                                                                                                                                                                             |
| DUCK PST (DUCK POST DEPTH) | 0–100                  | The volume being "output" to the delay is automatically reduced when the input sound is loud. The amount of reduction increases as this setting approaches 100.                                                                                                                                                                                                                                            |
| D.LEVEL                    | 0–100                  | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                    |
| BPM                        | 40–250                 | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                         |

## PAN

| Parameter | Value  | Explanation                                                                                                                                                 |
|-----------|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TAP TIME  | 0–100% | Adjusts the delay time of the right channel delay. This setting adjusts the R channel delay time relative to the L channel delay time (considered as 100%). |

## REVERSE

| Parameter | Value   | Explanation                                                                         |
|-----------|---------|-------------------------------------------------------------------------------------|
| AUTO TRIG | OFF, ON | When this is on, the start position for reverse playback is adjusted automatically. |

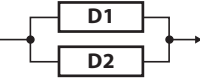
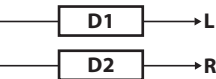
## TAPE

| Parameter | Value                   | Explanation                                                                                                                                  |
|-----------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| HEAD      | 1, 1+2, 1+3, 2+3, 1+2+3 | Selects the combination playback heads. Playback heads 2/3 provide delay times that are two times or three times as long as playback head 1. |

## SHIMMER

| Parameter | Value  | Explanation                                                                                          |
|-----------|--------|------------------------------------------------------------------------------------------------------|
| PITCH     | -24→24 | Lets you freely specify the amount of pitch shift for the delay.                                     |
| PITCH BL  | 0-100  | Adjusts the balance between the pitch-shifted sound that is input to the delay and the direct sound. |
| PITCH FB  | 0-100  | Adjusts the amount of feedback for the delay that is applied to the direct sound.                    |

## DUAL

| Parameter                    | Value                                                                                                  | Explanation                                                                                                                                                                                                                                        |
|------------------------------|--------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE                         | SERIES                                                                                                 | This is a delay comprising two different delays connected in series.<br>                                                                                          |
|                              | PARALLEL                                                                                               | This is a delay comprising two delays connected in parallel.<br>                                                                                                |
|                              | L/R                                                                                                    | This delay lets you specify the L and R channels independently.<br>                                                                                             |
| 1:TYPE<br>(D1 TYPE)          | MONO                                                                                                   | This is a simple mono delay.                                                                                                                                                                                                                       |
| 2:TYPE<br>(D2 TYPE)          | PAN                                                                                                    | This delay is specifically for stereo output. This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels.                                                                                   |
|                              | ANALOG                                                                                                 | This gives a mild analog delay sound.                                                                                                                                                                                                              |
|                              | TAPE                                                                                                   | This setting provides the characteristic wavering sound of the tape echo.                                                                                                                                                                          |
| 1:TIME<br>(D1 TIME)          | 1ms-2000ms,<br>BPM  | Adjusts the delay time.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song. |
| 2:TIME<br>(D2 TIME)          |                                                                                                        | * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.                                                                                               |
| 1:FEEDBK<br>(D1 FEEDBACK)    | 0-100                                                                                                  | Adjusts the amount of feedback of the DELAY 1 (or DELAY 2). A higher value will increase the number of the delay repeats.                                                                                                                          |
| 2:FEEDBK<br>(D2 FEEDBACK)    |                                                                                                        |                                                                                                                                                                                                                                                    |
| 1:HI CUT<br>(D1 HIGH CUT)    | 20.0Hz-20.0kHz,<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.                                                                                                        |
| 2:HI CUT<br>(D2 HIGH CUT)    |                                                                                                        |                                                                                                                                                                                                                                                    |
| 1:LEVEL<br>(D1 EFFECT LEVEL) | 0-120                                                                                                  | Adjusts the volume of the DELAY 1 (or DELAY 2).                                                                                                                                                                                                    |
| 2:LEVEL<br>(D2 EFFECT LEVEL) |                                                                                                        |                                                                                                                                                                                                                                                    |

## WARP

| Parameter | Value   | Explanation                                |
|-----------|---------|--------------------------------------------|
| TRIGGER   | OFF, ON | If this is ON, the WARP effect is applied. |
| LEVEL     | 0-100   | Adjusts the volume of the effect sound.    |

## TWIST

| Parameter    | Value                 | Explanation                                                                                          |
|--------------|-----------------------|------------------------------------------------------------------------------------------------------|
| MODE         | FALL<br>(RISE → FALL) | Rotation stops when you switch TRIGGER from ON to OFF.                                               |
|              | FADE<br>(RISE → FADE) | When you switch TRIGGER from ON to OFF, fade-out occurs while continuing the rotation.               |
| TRIGGER      | OFF, ON               | The TWIST effect is applied when you turn this ON.                                                   |
| RISE TIME    | 0-100                 | This parameter adjusts the amount of time it is to take for the effect to transition to the maximum. |
| FALL TIME *1 | 0-100                 | Adjusts the time for the rotation to stop when MODE is set to RISE → FALL.                           |
| FADE TIME *2 | 0-100                 | Adjusts the time to fade-out when MODE is set to RISE → FADE.                                        |
| LEVEL        | 0-100                 | Adjusts the volume of the effect sound.                                                              |

\*1 Setting available when MODE is set to RISE → FALL.

\*2 Setting available when MODE is set to RISE → FADE.

## GLITCH

| Parameter | Value              | Explanation                                                                                                                                                                                                                                                                                                                                                                                |
|-----------|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TIME      | 40-1600 ms,<br>BPM | Adjusts the delay time.<br>The GLITCH effect uses short delay sounds, and you can set the times at which these four delay sounds are heard.<br>* When set to BPM, the value of delay time will be set according to the value of the "MASTER BPM" specified for each patch. With the GLITCH effect, the delay time is set at 1/4th of the length, which is the time set based on the tempo. |
| TRIGGER   | OFF, ON            | The GLITCH effect is applied when you turn this ON.                                                                                                                                                                                                                                                                                                                                        |
| DUTY      | 0-100              | Adjusts the amount of GLITCH effect applied.                                                                                                                                                                                                                                                                                                                                               |

## SPACE EC (SPACE ECHO)

| Parameter                   | Value                   | Explanation                                                                                                                                  |
|-----------------------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| HEAD                        | 1, 1+2, 1+3, 2+3, 1+2+3 | Selects the combination playback heads. Playback heads 2/3 provide delay times that are two times or three times as long as playback head 1. |
| WOW&FLUT<br>(WOW & FLUTTER) | 0-100                   | Adjusts the wow & flutter.                                                                                                                   |

## ECHO PX (TAPE ECHO PX)

| Parameter                   | Value | Explanation                |
|-----------------------------|-------|----------------------------|
| WOW&FLUT<br>(WOW & FLUTTER) | 0–100 | Adjusts the wow & flutter. |

## BIN ECHO (BIN DRUM ECHO)

| Parameter                   | Value                                                               | Explanation                                                                                                           |
|-----------------------------|---------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
| HEAD                        | 1, 2, 3, 4, 1+2,<br>2+3, 3+4, 1+3,<br>2+4, 1+2+3,<br>2+3+4, 1+2+3+4 | Selects the combination playback heads.                                                                               |
| SELECTOR                    | ECHO, REPEAT,<br>SWELL                                              | Selects the operating mode of the delay. Depending on mode that's selected, the FEEDBACK will not work in some cases. |
| WOW&FLUT<br>(WOW & FLUTTER) | 0–100                                                               | Adjusts the wow & flutter.                                                                                            |

## SDE-3000

| Parameter                    | Value             | Explanation                                                                                                                                                                              |
|------------------------------|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FILTER                       | OFF, ON           | Turns the filter on/off that's used to cut the high frequencies.                                                                                                                         |
| TIMEx2                       | OFF, ON           | Sets whether to double the delay time by cutting the sampling frequency in half. When this is set to double (ON), you can set the delay time to a value within 1–4000 ms, or to the BPM. |
| DL PHASE<br>(DELAY PHASE)    | NORMAL,<br>INVERT | Specifies the phase of the delay sound. Selecting INVERT inverts the phase.                                                                                                              |
| FB PHASE<br>(FEEDBACK PHASE) | NORMAL,<br>INVERT | Specifies the phase of the delay sound feedback. Selecting INVERT inverts the phase.                                                                                                     |

## DD-20STD (DD-20 STANDARD)

| Parameter | Value | Explanation                                                                                                                                                                                                 |
|-----------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TONE      | 0–100 | Adjusts the tone. When the knob is in the center position, the response is flat. Turning the knob clockwise boosts the high-frequency range, and turning it counterclockwise cuts the high-frequency range. |

## DD-20ANG (DD-20 ANALOG)

| Parameter | Value | Explanation                                                                                                                                                                                                 |
|-----------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TONE      | 0–100 | Adjusts the tone. When the knob is in the center position, the response is flat. Turning the knob clockwise boosts the high-frequency range, and turning it counterclockwise cuts the high-frequency range. |

## CHORUS

MONO > STEREO MONO STEREO

In this effect, a slightly detuned sound is added to the original sound to add depth and breadth.

## COMMON

| Parameter               | Value                                                                                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF                  | OFF, ON                                                                                        | Turns this effect on/off.                                                                                                                                                                                                                                                                                                                                                                                                 |
| TYPE                    | Selection for the chorus mode.                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                           |
|                         | MONO        | This chorus effect outputs the same sound from both L channel and R channel.                                                                                                                                                                                                                                                                                                                                              |
|                         | STEREO 1    | This stereo chorus uses spatial synthesis, with the direct sound output in the L channel and the effect sound output in the R channel.                                                                                                                                                                                                                                                                                    |
|                         | STEREO2     | This is a stereo chorus effect that adds different chorus sounds to L channel and R channel.                                                                                                                                                                                                                                                                                                                              |
|                         | DUAL        | This lets you apply chorus independently to the L and R channels.                                                                                                                                                                                                                                                                                                                                                         |
| RATE                    | 0–100, BPM  | Adjusts the rate of the chorus effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH                   | 0–100                                                                                          | Adjusts the depth of the chorus effect.<br>* To use it for doubling effect, set the value to 0.                                                                                                                                                                                                                                                                                                                           |
| PRE-DELY<br>(PRE-DELAY) | 0.0ms–40.0ms                                                                                   | Adjusts the time needed for the effect sound to be output after the direct sound has been output. By setting a longer pre delay time, you can obtain an effect that sounds like more than one sound is being played at the same time (doubling effect).                                                                                                                                                                   |
| E.LEVEL                 | 0–100                                                                                          | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                   |
| WAVEFORM                | TRI       | Produces a typical chorus effect.                                                                                                                                                                                                                                                                                                                                                                                         |
|                         | SINE      | Produces a deeper sense of modulation.                                                                                                                                                                                                                                                                                                                                                                                    |
| LO CUT                  | FLAT,<br>20.0Hz–20.0kHz                                                                        | 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.                                                                                                                                                                                                                                                                                 |
| HI CUT                  | 20.0Hz–20.0kHz,<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.                                                                                                                                                                                                                                                                               |
| D.LEVEL                 | 0–100                                                                                          | Adjusts the volume of the direct sound. Setting this to 0 cuts the direct sound.                                                                                                                                                                                                                                                                                                                                          |
| BPM                     | 40–250                                                                                         | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                        |

## DUAL

| Parameter            | Value                                                                                           | Explanation                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------|-------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1:RATE<br>2:RATE     | 0–100,<br>BPM  | Adjusts the rate of the chorus effect.                                                                                                                                                                                                                                                                                                                                             |
| 1:DEPTH<br>2:DEPTH   | 0–100                                                                                           | Adjusts the depth of the chorus effect.<br>* To use it for doubling effect, set the value to 0.                                                                                                                                                                                                                                                                                    |
| 1:PRE-DL<br>2:PRE-DL | 0.0ms–40.0ms                                                                                    | Adjusts the time needed for the effect sound to be output after the direct sound has been output. By setting a longer pre delay time, you can obtain an effect that sounds like more than one sound is being played at the same time (doubling effect).                                                                                                                            |
| 1:LEVEL<br>2:LEVEL   | 0–100                                                                                           | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                            |
| 1:WAVE<br>2:WAVE     | TRI                                                                                             | Produces a typical chorus effect.<br>                                                                                                                                                                                                                                                             |
|                      | SINE                                                                                            | Produces a deeper sense of modulation.<br>                                                                                                                                                                                                                                                        |
| 1:LO CUT<br>2:LO CUT | FLAT,<br>20.0Hz–20.0kHz                                                                         | 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.                                                                                                                                                                                                                                          |
| 1:HI CUT<br>2:HI CUT | 20.0Hz–20.0kHz,<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.                                                                                                                                                                                                                                        |
| D.LEVEL              | 0–100                                                                                           | Adjusts the volume of the direct sound.<br>Setting this to 0 cuts the direct sound.                                                                                                                                                                                                                                                                                                |
| BPM                  | 40–250                                                                                          | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.” |
| OUTPUT               | MONO                                                                                            | This setting is appropriate for mono output.                                                                                                                                                                                                                                                                                                                                       |
|                      | STEREO                                                                                          | Produces a rich spaciousness when stereo output is used.                                                                                                                                                                                                                                                                                                                           |

## FX1–FX3

With FX1, FX2, and FX3, you can select the effect to be used from the following. You can select the same effect for FX1, FX2, and FX3.

| Parameter | Value                     | Explanation               |
|-----------|---------------------------|---------------------------|
| ON/OFF    | OFF, ON                   | Turns this effect on/off. |
| TYPE      | Refer to FX1/FX2/FX3 TYPE |                           |

## FX1/FX2/FX3 TYPE

This is a list of the effects that can be selected for FX1/FX2/FX3.

| Effect Name                  | Explanation                                                                                                                                                                                                |
|------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AC.G SIM<br>(AC GUITAR SIM)  | This effect simulates the tonal character of an acoustic guitar.                                                                                                                                           |
| AC RESO<br>(AC RESONANCE)    | 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.        |
| AUTO WAH                     | This changes the filtering over a periodic cycle, providing an automatic wah effect.                                                                                                                       |
| CHORUS                       | In this effect, a slightly detuned sound is added to the original sound to add depth and breadth.                                                                                                          |
| CHO BASS<br>(CHORUS BASS)    |                                                                                                                                                                                                            |
| C-VIBE<br>(CLASSIC-VIBE)     | Although this resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.                                                                                    |
| 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.              |
| DEFRETR<br>(DEFRETTER)       | This simulates a fretless guitar.                                                                                                                                                                          |
| DEFRET B<br>(DEFRETTER BASS) | This simulates a fretless bass.                                                                                                                                                                            |
| DIST<br>(DISTORTION)         | This effect distorts the sound to obtain long sustain.                                                                                                                                                     |
| FEEDBAKR<br>(FEEDBACKER)     | Generates feedback performance.                                                                                                                                                                            |
| FLANGER                      | The flanging effect gives a twisting, jet-airplane-like character to the sound.                                                                                                                            |
| FLANGR B<br>(FLANGER BASS)   |                                                                                                                                                                                                            |
| HARMONST<br>(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.                                     |
| HUMANIZR<br>(HUMANIZER)      | This can create human vowel-like sounds.                                                                                                                                                                   |
| MST.FX<br>(MASTERING FX)     | This effect can be used for full-fledged mastering, by raising the sound pressure levels and improving the clarity of the sound.                                                                           |
| OCTAVE                       | This adds a note one octave lower and a note two octaves lower, creating a richer sound.                                                                                                                   |
| OCT BASS<br>(OCTAVE BASS)    |                                                                                                                                                                                                            |
| OVERTONE                     | This effect uses MDP technology to add new harmonics to the sound, producing resonance and richness that was not present in the original sound.                                                            |
| PAN                          | With the volume level of the left and right sides alternately changing, when playing sound in stereo, you can get an effect that makes the guitar sound appear to fly back and forth between the speakers. |
| PHASER                       | By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound.                                                                                 |
| PITCH SFT<br>(PITCH SHIFTER) | This effect changes the pitch of the original sound (up or down) within a range of two octaves.                                                                                                            |
| RING MOD                     | 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.                                  |
| ROTARY                       | This produces an effect like the sound of a rotary speaker.                                                                                                                                                |
| SITAR SIM                    | This simulates the sound of the sitar.                                                                                                                                                                     |

| Effect Name                 | Explanation                                                                                                                                                                    |
|-----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SLICER                      | This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.                                                                 |
| SLW GEAR<br>(SLOW GEAR)     | This produces a volume-swell effect ("violin-like" sound).                                                                                                                     |
| SG BASS<br>(SLOW GEAR BASS) |                                                                                                                                                                                |
| SND HOLD<br>(SOUND HOLD)    | You can have sound played on the guitar be held continuously. This effect allows you to perform the melody in the upper registers while holding a note in the lower registers. |
| S-BEND                      | Applies intense bending.                                                                                                                                                       |
| TOUCH WH<br>(TOUCH WAH)     | You can produce a wah effect with the filter changing in response to the guitar level.                                                                                         |
| TW BASS<br>(TOUCH WAH BASS) | You can produce a wah effect with the filter changing in response to the bass level.                                                                                           |
| TREMOLO                     | Tremolo is an effect that creates a cyclic change in volume.                                                                                                                   |
| VIBRATO                     | This effect creates vibrato by slightly modulating the pitch.                                                                                                                  |

## AC.G SIM (AC. GUITAR SIMULATOR)

STEREO

This effect simulates the tonal character of an acoustic guitar.

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

## AC RESO (AC RESONANCE)

STEREO

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      | NATURAL | A natural and uncolored sound.                                                                                                   |
|           | WIDE    | Mellow sound that emphasizes the body resonance                                                                                  |
|           | BRIGHT  | Brilliant sound with an extended high-frequency range                                                                            |
| RESO      | 0–100   | Use this knob to adjust the balance between the body resonance effect of the acoustic guitar and the direct sound of the pickup. |
| TONE      | -50+50  | Adjusts the tone.                                                                                                                |
| LEVEL     | 0–100   | Specifies the volume of the effect.                                                                                              |

## AUTO WAH

STEREO

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

| Parameter | Value                                                                                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FILTER    | Selects the wah mode.                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|           | LPF                                                                                            | Low pass filter. Passes only the low-frequency region.                                                                                                                                                                                                                                                                                                                                                                          |
|           | HPF                                                                                            | High pass filter. Passes only the high-frequency region.                                                                                                                                                                                                                                                                                                                                                                        |
|           | BPF                                                                                            | Band pass filter. Passes only the specified frequency region.                                                                                                                                                                                                                                                                                                                                                                   |
| RATE      | 0–100, BPM  | Adjusts the frequency (speed) of the change.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH     | 0–100                                                                                          | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                                                                                                                                                |
| E.LEVEL   | 0–100                                                                                          | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                         |
| FREQ      | 0–100                                                                                          | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                                                                                                                                                                                                                 |
| RESO      | 0–100                                                                                          | Adjusts the way in which the wah effect applies to the area around the center frequency.                                                                                                                                                                                                                                                                                                                                        |
| WAVEFORM  | TRI, SINE                                                                                      | Selects a wave type.                                                                                                                                                                                                                                                                                                                                                                                                            |
| DIR MIX   | 0–100                                                                                          | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                         |
| BPM       | 40–250                                                                                         | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                              |

## CHORUS



In this effect, a slightly detuned sound is added to the original sound to add depth and breadth.

## COMMON

| Parameter   | Value                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF      | OFF, ON                        | Turns this effect on/off.                                                                                                                                                                                                                                                                                                                                                                                                 |
| TYPE        | Selection for the chorus mode. |                                                                                                                                                                                                                                                                                                                                                                                                                           |
|             | MONO                           | This chorus effect outputs the same sound from both L channel and R channel.                                                                                                                                                                                                                                                                                                                                              |
|             | STEREO 1                       | This stereo chorus uses spatial synthesis, with the direct sound output in the L channel and the effect sound output in the R channel.                                                                                                                                                                                                                                                                                    |
|             | STEREO2                        | This is a stereo chorus effect that adds different chorus sounds to L channel and R channel.                                                                                                                                                                                                                                                                                                                              |
|             | DUAL                           | This lets you apply chorus independently to the L and R channels.                                                                                                                                                                                                                                                                                                                                                         |
|             | PRIME                          | This is BOSS's proprietary chorus sound. It provides spaciousness and depth that were not previously obtainable.                                                                                                                                                                                                                                                                                                          |
|             | CE-1 CHO                       | The chorus sound of the CE-1.                                                                                                                                                                                                                                                                                                                                                                                             |
|             | CE-1 VIB                       | The vibrato sound of the CE-1.                                                                                                                                                                                                                                                                                                                                                                                            |
| RATE        | 0–100, BPM                     | Adjusts the rate of the chorus effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH       | 0–100                          | Adjusts the depth of the chorus effect.<br>* To use it for doubling effect, set the value to 0.                                                                                                                                                                                                                                                                                                                           |
| E.LEVEL     | 0–100                          | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                   |
| PRE-DELY *1 | 0.0ms–40.0ms                   | Adjusts the time needed for the effect sound to be output after the direct sound has been output. By setting a longer pre delay time, you can obtain an effect that sounds like more than one sound is being played at the same time (doubling effect).                                                                                                                                                                   |
| WAVEFORM *1 | TRI                            | Produces a typical chorus effect.<br>                                                                                                                                                                                                                                                                                                                                                                                     |
|             | SINE                           | Produces a deeper sense of modulation.<br>                                                                                                                                                                                                                                                                                                                                                                                |
| LO CUT *1   | FLAT, 20.0Hz–20.0kHz           | 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.                                                                                                                                                                                                                                                                                 |
| HI CUT *1   | 20.0Hz–20.0kHz, 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.                                                                                                                                                                                                                                                                               |
| D.LEVEL     | 0–100                          | Adjusts the volume of the direct sound. Setting this to 0 cuts the direct sound.                                                                                                                                                                                                                                                                                                                                          |

| Parameter | Value  | Explanation                                                                                                                                                                                                                                                                                                                                                                        |
|-----------|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BPM       | 40–250 | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL." |

\*1 Not shown if TYPE is set to CE-1 CHO or CE-1 VIB.

## DUAL

| Parameter            | Value                | Explanation                                                                                                                                                                                                                                                                                                                                                                                                               |
|----------------------|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1:RATE<br>2:RATE     | 0–100, BPM           | Adjusts the rate of the chorus effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| 1:DEPTH<br>2:DEPTH   | 0–100                | Adjusts the depth of the chorus effect.<br>* To use it for doubling effect, set the value to 0.                                                                                                                                                                                                                                                                                                                           |
| 1:PRE-DL<br>2:PRE-DL | 0.0ms–40.0ms         | Adjusts the time needed for the effect sound to be output after the direct sound has been output. By setting a longer pre delay time, you can obtain an effect that sounds like more than one sound is being played at the same time (doubling effect).                                                                                                                                                                   |
| 1:LEVEL<br>2:LEVEL   | 0–100                | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                   |
| 1:WAVE<br>2:WAVE     | TRI                  | Produces a typical chorus effect.<br>                                                                                                                                                                                                                                                                                                                                                                                     |
|                      | SINE                 | Produces a deeper sense of modulation.<br>                                                                                                                                                                                                                                                                                                                                                                                |
| 1:LO CUT<br>2:LO CUT | FLAT, 20.0Hz–20.0kHz | 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.                                                                                                                                                                                                                                                                                 |
| 1:HI CUT<br>2:HI CUT | 20.0Hz–20.0kHz, 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.                                                                                                                                                                                                                                                                               |
| D.LEVEL              | 0–100                | Adjusts the volume of the direct sound. Setting this to 0 cuts the direct sound.                                                                                                                                                                                                                                                                                                                                          |
| BPM                  | 40–250               | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                        |

## PRIME

| Parameter                      | Value  | Explanation                                              |
|--------------------------------|--------|----------------------------------------------------------|
| <b>SWEETNES</b><br>(SWEETNESS) | 0–100  | Higher values produce a more enveloping sound.           |
| <b>BELL</b>                    | 0–100  | Higher values produce a more brilliant sound.            |
| <b>OUTPUT</b>                  | MONO   | This setting is appropriate for mono output.             |
|                                | STEREO | Produces a rich spaciousness when stereo output is used. |

## CE-1 CHORUS, CE-1 VIBRATO

| Parameter                      | Value   | Explanation                                                                   |
|--------------------------------|---------|-------------------------------------------------------------------------------|
| <b>PREAMP</b><br>(PREAMP SW)   | OFF, ON | Specifies whether the CE-1's preamp is simulated (ON) or not simulated (OFF). |
| <b>GAIN</b><br>(PREAMP GAIN)   | 0–100   | Adjusts the gain of the preamp. Higher settings will produce distortion.      |
| <b>LEVEL</b><br>(PREAMP LEVEL) | 0–100   | Adjusts the volume of the preamp.                                             |

## CHO BASS (CHORUS BASS)

MONO ▶ STEREO

MONO

This is a chorus effect for bass.

| Parameter        | Value                                                                                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                               |
|------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>ON/OFF</b>    | OFF, ON                                                                                        | Turns this effect on/off.                                                                                                                                                                                                                                                                                                                                                                                                 |
| <b>TYPE</b>      | Selection for the chorus mode.                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                           |
|                  | MONO        | This chorus effect outputs the same sound from both L channel and R channel.                                                                                                                                                                                                                                                                                                                                              |
|                  | STEREO 1    | This stereo chorus uses spatial synthesis, with the direct sound output in the L channel and the effect sound output in the R channel.                                                                                                                                                                                                                                                                                    |
|                  | STEREO2     | This is a stereo chorus effect that adds different chorus sounds to L channel and R channel.                                                                                                                                                                                                                                                                                                                              |
| <b>RATE</b>      | 0–100, BPM  | Adjusts the rate of the chorus effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| <b>DEPTH</b>     | 0–100                                                                                          | Adjusts the depth of the chorus effect.<br>* To use it for doubling effect, set the value to 0.                                                                                                                                                                                                                                                                                                                           |
| <b>E.LEVEL</b>   | 0–100                                                                                          | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                   |
| <b>LO CUT *1</b> | FLAT, 20.0Hz–20.0kHz                                                                           | 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.                                                                                                                                                                                                                                                                                 |
| <b>HI CUT *1</b> | 20.0Hz–20.0kHz, 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.                                                                                                                                                                                                                                                                               |
| <b>BPM</b>       | 40–250                                                                                         | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                        |

## C-VIBE (CLASSIC VIBE)

STEREO

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

| Parameter | Value                                                                                        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                        |
|-----------|----------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE      | CHORUS                                                                                       | Direct sound and effect sound are mixed and output.                                                                                                                                                                                                                                                                                                                                                                |
|           | VIBRATO                                                                                      | Only effect sound is output.                                                                                                                                                                                                                                                                                                                                                                                       |
| RATE      | 0–100, BPM  | Adjusts the rate of the effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH     | 0–100                                                                                        | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                                                                                                                                   |
| E.LEVEL   | 0–100                                                                                        | Adjusts the tone.                                                                                                                                                                                                                                                                                                                                                                                                  |
| BPM       | 40–250                                                                                       | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                 |

## COMP (COMPRESSOR)

STEREO

This is an effect that produces a long sustain by evening out the volume level of the input signal.

| Parameter    | Value                                                                                           | Explanation                                                                                                                             |
|--------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF       | OFF, ON                                                                                         | Turns this effect on/off.                                                                                                               |
| TYPE         | BOSS COMP    | This models a BOSS CS-3.                                                                                                                |
|              | X-COMP       | This uses MDP to provide a consistently natural playing feel and sound that responds to the pitch range and dynamics of your phrases.   |
|              | D-COMP       | This models a MXR DynaComp.                                                                                                             |
|              | ORANGE       | This is modeled on the sound of the Dan Armstrong ORANGE SQUEEZER.                                                                      |
|              | STEREO COMP  | This selects a stereo compressor.                                                                                                       |
|              | X-BASS COMP  | This is a compressor for bass that uses MDP.                                                                                            |
| THRESHOLD *1 | 0–100                                                                                           | Adjust this as appropriate for the input signal. When the input signal level exceeds this threshold level, compression will be applied. |
| SUSTAIN *2   | 0–100                                                                                           | Adjusts the range (time) over which low-level signals are boosted. Larger values will result in longer sustain.                         |
| ATTACK       | 0–100                                                                                           | Adjusts the strength of the attack when picking.                                                                                        |
| LEVEL        | 0–100                                                                                           | Adjusts the volume.                                                                                                                     |
| TONE         | -50–+50                                                                                         | Adjusts the tone.                                                                                                                       |
| RATIO        | 1:1–INF:1                                                                                       | Selects the compression ratio.                                                                                                          |
| DIR MIX      | 0–100                                                                                           | Adjusts the volume of the direct sound.                                                                                                 |

\*1 Setting available when TYPE is set to X-BASS COM.

\*2 Not shown if TYPE is set to X-BASS COMP.

## DEFRETR (DEFRETTTER)

STEREO

This simulates a fretless guitar.

| Parameter | Value   | Explanation                                              |
|-----------|---------|----------------------------------------------------------|
| SENS      | 0–100   | This controls the input sensitivity of the defretter.    |
| DEPTH     | 0–100   | This controls the rate of the harmonics.                 |
| TONE      | -50–+50 | Adjusts the amount of blurring between the notes.        |
| E.LEVEL   | 0–100   | Adjusts the volume of the effect sound.                  |
| ATTACK    | 0–100   | Adjusts the attack of the picking sound.                 |
| RESO      | 0–100   | Adds a characteristically resonant quality to the sound. |
| DIR MIX   | 0–100   | Adjusts the volume of the direct sound.                  |

## DEFRET B (DEFRETTTER BASS)

STEREO

This simulates a fretless bass.

| Parameter | Value   | Explanation                                           |
|-----------|---------|-------------------------------------------------------|
| SENS      | 0–100   | This controls the input sensitivity of the defretter. |
| ATTACK    | 0–100   | Adjusts the attack of the picking sound.              |
| TONE      | -50–+50 | Adjusts the amount of blurring between the notes.     |
| E.LEVEL   | 0–100   | Adjusts the volume of the effect sound.               |
| DIR MIX   | 0–100   | Adjusts the volume of the direct sound.               |

## DIST (DISTORTION)

MONO

This effect distorts the sound to create long sustain.

| Parameter | Value                              | Explanation                                                                                                                                                                               |
|-----------|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON                            | Turns this effect on/off.                                                                                                                                                                 |
| TYPE      | Refer to "DISTORTION TYPE" (p. 17) |                                                                                                                                                                                           |
| DRIVE     | 0–120                              | Adjusts the depth of distortion.                                                                                                                                                          |
| TONE      | -50–+50                            | Adjusts the tone.                                                                                                                                                                         |
| LEVEL     | 0–100                              | Adjusts the volume of the effect sound.                                                                                                                                                   |
| 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. |
| DIR MIX   | 0–100                              | Adjusts the volume of the direct sound.                                                                                                                                                   |
| SOLO SW   | OFF, ON                            | The tone to one suitable for solos.                                                                                                                                                       |
| SOLO LVL  | 0–100                              | Adjusts the volume level when the SOLO SW is ON.                                                                                                                                          |

## DISTORTION TYPE

This is a list of distortion types that can be selected for DISTORTION.

| Type   | Explanation                                                                                                                                    |
|--------|------------------------------------------------------------------------------------------------------------------------------------------------|
| MID    | This is a booster with unique characteristics in the midrange. Making the connection before the AIRD PREAMP produces sound suitable for solos. |
| CLEAN  | This not only functions as a booster, but also produces a clean tone that has punch even when used alone.                                      |
| TREBLE | This is a booster that has bright characteristics.                                                                                             |
| CRUNCH | A lustrous crunch sound with an added element of amp distortion.                                                                               |

| Type     | Explanation                                                                                                                  |
|----------|------------------------------------------------------------------------------------------------------------------------------|
| NATURAL  | This is an overdrive sound that provides distortion with a natural feeling.                                                  |
| WARM OD  | This is a warm overdrive.                                                                                                    |
| FAT DS   | A distortion sound with thick distortion.                                                                                    |
| LEAD DS  | Produces a distortion sound with both the smoothness of an overdrive along with a deep distortion.                           |
| METAL DS | This is a distortion sound that is ideal for performances of heavy riffs.                                                    |
| OCT FUZZ | A fuzz sound with rich harmonic content.                                                                                     |
| A-DIST   | This uses MDP technology to obtain ideal distortion in all ranges of the guitar, from low to high.                           |
| X-OD     | This is an overdrive that uses MDP to obtain the distortion that's most appropriate in each pitch range.                     |
| X-DIST   | This is a distortion that uses MDP to obtain the distortion that's most appropriate in each pitch range.                     |
| BLUES OD | This is a crunch sound of the BOSS BD-2.<br>This produces distortion that faithfully reproduces the nuances of picking.      |
| OD-1     | This models the sound of the BOSS OD-1.<br>This produces sweet, mild distortion.                                             |
| T-SCREAM | This models an Ibanez TS-808.                                                                                                |
| TURBO OD | This is the high-gain overdrive sound of the BOSS OD-2.                                                                      |
| DIST     | This gives a basic, traditional distortion sound.                                                                            |
| CENTA OD | This models a KILON CENTAUR.                                                                                                 |
| RAT      | This models a Proco RAT.                                                                                                     |
| GUV DS   | This models a Marshall GUV' NOR.                                                                                             |
| DIST+    | This models the sound of the MXR DISTORTION+.                                                                                |
| MTL 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.          |
| HM-2     | This models the sound of the BOSS HM-2.<br>It produces distinctive cranked-up distortion sound with compression.             |
| MTL CORE | This is the sound of the BOSS ML-2 which is ideal for high speed metal riffs.                                                |
| 60S FUZZ | This models a FUZZFACE.<br>It produces a fat fuzz sound.                                                                     |
| MUFF FUZ | This models an Electro-Harmonix Big Muff π.                                                                                  |
| BASS OD  | Overdrive tuned especially for use with basses.                                                                              |
| BASS DS  | Distortion tuned especially for use with basses.                                                                             |
| BASS MT  | Wild, radical distortion sound.                                                                                              |
| BASS FUZ | Fuzz tuned especially for use with basses.                                                                                   |
| HI BAND  | With this effect, distortion is applied only to the high frequency sounds, and not to the sounds in the low frequency range. |
| X-BASS   | This effect uses MDP to provide ideal distortion in all pitch ranges of the bass, from low to high.                          |
| BASS DRV | This models a TECH21 SANSAMP BASS DRIVER DI.                                                                                 |
| BASS DI  | This models a MXR Bass D.I.+.                                                                                                |

\* Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

\* In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.

## FEEDBAKR (FEEDBACKER)

STEREO

Generates feedback performance.

\* Note that the notes you want to apply feedback to must be played singly and cleanly.

| Parameter    | Value   | Explanation                                                                                                                                                                                                                                                                       |
|--------------|---------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         | NORMAL  | Analyzes the pitch of the guitar sound being input, and then creates a feedback sound.                                                                                                                                                                                            |
|              | OSC     | An artificial feedback sound will be created internally. When OSC is selected, the effect is activated after a single note is played and the note stabilizes. A feedback effect is created when the effect switches on; the feedback disappears when the OSC effect switches off. |
| TRIGGER      | OFF, ON | Feedback is applied if this is turned ON.                                                                                                                                                                                                                                         |
| DEPTH *1     | 0–100   | Adjusts the ease with which feedback will occur when the FEEDBACKER is on.                                                                                                                                                                                                        |
| RISE TIME *2 | 0–100   | This determines the time needed for the volume of the feedback sound to reach its maximum from the moment the effect is turned on.                                                                                                                                                |
| OCT RISE *2  | 0–100   | This determines the time needed for the volume of the one octave higher feedback sound to reach its maximum from the moment the effect is turned on.                                                                                                                              |
| FEEDBACK *2  | 0–100   | Adjusts the volume of the feedback sound.                                                                                                                                                                                                                                         |
| OCT FBK*2    | 0–100   | Adjusts the volume of the one octave higher feedback sound.                                                                                                                                                                                                                       |
| VIB RATE *2  | 0–100   | Adjusts the rate of the vibrato when the FEEDBACKER is on.                                                                                                                                                                                                                        |
| VIB DEPT *2  | 0–100   | Adjusts the depth of the vibrato when the FEEDBACKER is on.                                                                                                                                                                                                                       |

\*1 MODE=NORMAL only

\*2 MODE=OSC only

## FLANGER/FLANGR B (FLANGER B)



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

| Parameter | Value                                                   | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|-----------|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATE      | 0–100, BPM                                              | <p>This sets the rate of the flanging effect.</p> <ul style="list-style-type: none"> <li>When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.</li> <li>If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.</li> </ul> |
| DEPTH     | 0–100                                                   | Determines the depth of the flanging effect.                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| RESO      | 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.                                                                                                                                                                                                                                                                                                                                                                                                                            |
| TURBO     | OFF, ON                                                 | If this is “ON,” a more intense effect is produced.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| WAVEFORM  | TRI, SINE                                               | Selects the type of wave.                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| STEP      | OFF, 0–100, BPM                                         | Adjusts the rate of the step function which varies the rotation in a step-wise manner. Higher settings make the change occur in smaller steps. Turn this “OFF” if you don’t want to use the step function.                                                                                                                                                                                                                                                                            |
| SEPARATE  | 0, 15, 30, 45, 60, 75, 90, 105, 120, 135, 150, 165, 180 | Adjusts the diffusion. The diffusion increases as the value increases.                                                                                                                                                                                                                                                                                                                                                                                                                |
| E.LEVEL   | 0–100                                                   | Adjusts the volume of the flanger.                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| LO DAMP   | –100–0                                                  | Adjusts the amount of feedback for the low-frequency region.                                                                                                                                                                                                                                                                                                                                                                                                                          |
| HI DAMP   | –100–0                                                  | Adjusts the amount of feedback for the high-frequency region.                                                                                                                                                                                                                                                                                                                                                                                                                         |
| LO CUT    | FLAT, 20.0Hz–20.0kHz                                    | 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.                                                                                                                                                                                                                                                                                                                                             |
| HI CUT    | 20.0Hz–20.0kHz, 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.                                                                                                                                                                                                                                                                                                                                           |
| DIR MIX   | 0–100                                                   | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| BPM       | 40–250                                                  | <p>Adjusts the BPM value for each patch.</p> <ul style="list-style-type: none"> <li>BPM (beats per minute) indicates the number of quarter note beats that occur each minute</li> <li>When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”</li> </ul>                                            |

## HARMONST (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.
- When you are to play the next string while a certain sound is still playing, mute the previous sound and then play the next one with a clear attack. 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                | 1VOICE            | Selects the number of voices for the pitch shift sound.<br>One-voice pitch-shifted sound output in mono.                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                      | 2MONO             | Two-voice pitch-shifted sound (HR1, HR2) output in mono.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                      | 2STEREO           | Two-voice pitch-shifted sound (HR1, HR2) output through left and right channels.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| 1:HARMO<br>2:HARMO   | –2oct–+2oct, USER | <p>This determines the pitch of the sound added to the input sound, when you are making a harmony.</p> <p>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.</p>                                                                                                                                                                                                                                                                                            |
| KEY                  | C (Am)–B (G#m)    | <p>The key setting corresponds to the key of the song (#, b) as follows.</p> <p><b>Major</b> C F B<sup>b</sup> E<sup>b</sup> A<sup>b</sup> D<sup>b</sup></p> <p><b>Minor</b> A<sup>m</sup> D<sup>m</sup> G<sup>m</sup> C<sup>m</sup> F<sup>m</sup> B<sup>b</sup>m</p> <p><b>Major</b> C G D A E B F<sup>#</sup></p> <p><b>Minor</b> A<sup>m</sup> E<sup>m</sup> B<sup>m</sup> F<sup>#</sup>m C<sup>#</sup>m G<sup>#</sup>m D<sup>#</sup>m</p>                                                                                                                                  |
| 1:LEVEL<br>2:LEVEL   | 0–100             | Adjusts the volume of the harmony sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 1:PRE-DL<br>2:PRE-DL | 0–300ms, BPM      | <p>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.</p> <ul style="list-style-type: none"> <li>When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.</li> <li>If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.</li> </ul> |
| 1:FEEDBK             | 0–100             | Adjusts the feedback amount of the harmonist sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| D.LEVEL              | 0–100             | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| BPM                  | 40–250            | <p>Adjusts the BPM value for each patch.</p> <ul style="list-style-type: none"> <li>BPM (beats per minute) indicates the number of quarter note beats that occur each minute</li> <li>When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”</li> </ul>                                                                                                                                     |

## USER SCALE

\* Effective with USER selected for HARM parameter.

| Parameter      | Value                                                                              |
|----------------|------------------------------------------------------------------------------------|
| C              | ▼C-▼C-C-▲C-▲C                                                                      |
| D <sub>b</sub> | ▼D <sub>b</sub> -▼D <sub>b</sub> -D <sub>b</sub> -▲D <sub>b</sub> -▲D <sub>b</sub> |
| D              | ▼D-▼D-D-▲D-▲D                                                                      |
| E <sub>b</sub> | ▼E <sub>b</sub> -▼E <sub>b</sub> -E <sub>b</sub> -▲E <sub>b</sub> -▲E <sub>b</sub> |
| E              | ▼E-▼E-E-▲E-▲E                                                                      |
| F              | ▼F-▼F-F-▲F-▲F                                                                      |
| F <sub>‡</sub> | ▼F <sub>‡</sub> -▼F <sub>‡</sub> -F <sub>‡</sub> -▲F <sub>‡</sub> -▲F <sub>‡</sub> |
| G              | ▼G-▼G-G-▲G-▲G                                                                      |
| A <sub>b</sub> | ▼A <sub>b</sub> -▼A <sub>b</sub> -A <sub>b</sub> -▲A <sub>b</sub> -▲A <sub>b</sub> |
| A              | ▼A-▼A-A-▲A-▲A                                                                      |
| B <sub>b</sub> | ▼B <sub>b</sub> -▼B <sub>b</sub> -B <sub>b</sub> -▲B <sub>b</sub> -▲B <sub>b</sub> |
| B              | ▼B-▼B-B-▲B-▲B                                                                      |

Specify the note name of the output sound. The minus (-) and plus (+) symbols indicate sounds above or below the specified original note.

Triangles next to the note names indicate octaves.

One downward-pointing triangle indicates a note one octave below the note displayed; two triangles indicates a two-octave drop.

One upward-pointing triangle indicates a note one octave above the note displayed; two triangles indicates a two-octave rise.

## HUMANIZR (HUMANIZER)

STEREO

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.                                                                                                                                                                                                                                                                                                                                                                                                         |
| SENS *1   | 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.                                                                                                                        |
| RATE      | 0-100, BPM  | Adjusts the cycle for changing the two vowels.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH     | 0-100                                                                                          | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                                                                                                                                                  |
| MANUAL *2 | 0-100                                                                                          | This determines the point where the two vowels are switched. When it is set to 50, VOWEL 1 and VOWEL 2 are switched in the same length of time. 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.                                                                                                                                               |
| LEVEL     | 0-100                                                                                          | Adjusts the tone.                                                                                                                                                                                                                                                                                                                                                                                                                 |
| BPM       | 40-250                                                                                         | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                                |

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

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

## MST.FX (MASTERING FX)

STEREO

A general mastering effect that combines multiple effects including a multiband compressor, limiter, enhancer, equalizer and more.

When recording or playing back what you performed in the line-level environment, the overall volume needs to be brought down so that the loudest parts that you play can fit within the playback range. However, doing this may bring down the overall volume, making the performance sound lackluster.

Further, the level meters may peak out in the low frequency ranges that are harder for humans to hear, but the actual sound produced may seem quiet. For this reason, such an effect may get in the way of the impactful playback of your performance.

By using the mastering effect, you can avoid inconsistencies in volume when you play, and smooth out the low-frequency balance. This gives the effect of raising the sound pressure levels and improving the clarity of the sound.

We recommend that you use MST.FX after the SP.SIMULATOR in the signal chain.

| Parameter | Value                        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-----------|------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      | NAT.COMP<br>(NATURAL COMP)   | Makes excessive input levels sound more natural based on the nuances of your playing, reducing inconsistencies in volume during your performance.                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|           | MIXERCOMP<br>(MIXER COMP)    | Keeps down unwanted low and high frequencies, making the sound stand out clearly.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|           | LIVECOMP                     | Emphasizes the low and high frequencies to create a brilliant sound, like the sound of recording live.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|           | NAT.LIM<br>(NATURAL LIMITER) | A limiter is applied only to signals that are louder than the specified level, retaining a natural performance feel.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|           | HARD LIM<br>(HARD LIMITER)   | Inconsistencies in volume are smoothed out by applying stronger limits to the signal levels.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|           | SOLO                         | Makes the main sonic range you're playing in stand out more clearly, such as for melodies, solo parts and so on.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|           | METAL                        | Keeps down unwanted low frequencies, making the sound stand out clearly over a wide frequency range to deliver a sound with impact.                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|           | ACOUSTIC                     | Emphasizes the mid- to high-frequency ranges for a more delicate acoustic sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|           | ROCK                         | Produces a straight-out rock sound with impact.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|           | LOWBOOST                     | Emphasizes the low end.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|           | BRIGHTEN                     | Emphasizes the high end.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| DYNAMICS  | -20--+20                     | Adjusts the variation in volume between loud and soft passages in the performance.<br>Raising this setting will decrease the variation in volume. Although this is a convenient way to improve the overall loudness for your song, it will decrease the natural dynamics of the music.<br>Lowering this setting will increase the variation in volume; while this will make it difficult to obtain overall loudness for your song, the music will be closer to the natural dynamic variation of the original performance.<br>If this setting is at 0, the mastering effect will produce its standard effect. |
| TONE      | -6--+6                       | If you raise this setting, the lowfrequency and high-frequency ranges will be boosted, producing a more aggressive tone.<br>If you lower this setting, the lowfrequency and high-frequency ranges will not be boosted, and the tone will be mild.<br>If this setting is at 0, the mastering effect will produce its standard effect.                                                                                                                                                                                                                                                                         |
| NATURAL   | -50--+50                     | If you raise this setting, the mastering effect will be applied more gently, producing a more natural impression.<br>Since sudden peaks in volume will still be reproduced without modification, this will make it more difficult to boost the overall loudness.<br>If you lower this setting, the mastering effect will be applied more rapidly to sudden volume peaks, but the sense of naturalness will be impaired.<br>If this setting is at 0, the mastering effect will produce its standard effect.                                                                                                   |

## OCTAVE

MONO

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

| Parameter   | Value | Explanation                                                                                            |
|-------------|-------|--------------------------------------------------------------------------------------------------------|
| TYPE        | MONO  | Adds a note one octave lower and a note two octaves lower than the input.<br>This supports mono input. |
|             | POLY  | Adds a note one octave lower than the input.<br>This supports polyphonic input.                        |
| -2OCT *1    | 0-100 | Adjusts the volume of the sound two octave below.                                                      |
| -1OCT *1    | 0-100 | Adjusts the volume of the sound one octaves below.                                                     |
| D.LEVEL     | 0-100 | Adjusts the volume of the direct sound.                                                                |
| RANGE *2    | 0-100 | This selects the register to which the effect is applied.                                              |
| OC.LEVEL *2 | 0-100 | Adjusts the volume of the sound one octave below.                                                      |

\*1 Setting available when TYPE is set to MONO.

\*2 Setting available when TYPE is set to POLY.

## OCT BASS (OCTAVE BASS)

MONO

This is an OCTAVE effect for bass.

| Parameter | Value | Explanation                                        |
|-----------|-------|----------------------------------------------------|
| -2OCT     | 0-100 | Adjusts the volume of the sound two octave below.  |
| -1OCT     | 0-100 | Adjusts the volume of the sound one octaves below. |
| D.LEVEL   | 0-100 | Adjusts the volume of the direct sound.            |

## OVERTONE

MONO + STEREO MONO

This effect uses MDP technology to add new harmonics to the sound, producing resonance and richness that was not present in the original sound.

| Parameter | Value        | Explanation                                                                                     |
|-----------|--------------|-------------------------------------------------------------------------------------------------|
| LOWER     | 0-100        | Adjusts the volume of the harmonic one octave below.                                            |
| UPPER     | 0-100        | Adjusts the volume of the harmonic one octave above.                                            |
| UNISON    | 0-100        | Adjusts the volume of added sound whose pitch is slightly shifted relative to the direct sound. |
| D.LEVEL   | 0-100        | Adjusts the volume of the direct sound.                                                         |
| DETUNE    | 0-100        | Adjusts the amount of the detune effect that adds depth to the sound.                           |
| LO        | -50--+50     | Adjusts the tonal character of the low-frequency range.                                         |
| HI        | -50--+50     | Adjusts the tonal character of the high-frequency range.                                        |
| OUTPUT    | MONO, STEREO | Selects the type of output.                                                                     |

## PAN

STEREO

With the volume level of the left and right sides alternately changing, when playing sound in stereo, you can get an effect that makes the guitar sound appear to fly back and forth between the speakers.

| Parameter | Value                                                                                        | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------|----------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATE      | 0–100, BPM  | Adjusts the frequency (speed) of the change.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH     | 0–100                                                                                        | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                                                                                                                                                |
| WAVEFORM  | 0–100                                                                                        | Adjusts changes in volume level.<br>A higher value will steepen wave's shape.                                                                                                                                                                                                                                                                                                                                                   |
| E.LEVEL   | 0–100                                                                                        | Adjusts the volume.                                                                                                                                                                                                                                                                                                                                                                                                             |
| DIR MIX   | 0–100                                                                                        | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                         |
| BPM       | 40–250                                                                                       | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”                                              |

## PHASER

MONO  
STEREO

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 PHASER type.                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                             |
|           | PRIME                                                                                          | An original BOSS phaser. This provides modulation that is not obtainable from previous units.                                                                                                                                                                                                                                                                                                                               |
|           | SCRIPT                                                                                         | Models the MXR Phase 90 which was manufactured during the '70s.                                                                                                                                                                                                                                                                                                                                                             |
| STAGE *1  | 2, 4, 8, 16, 24STAGE                                                                           | Selects the number of stages that the phaser effect will use.                                                                                                                                                                                                                                                                                                                                                               |
| RATE      | 0–100, BPM  | This sets the rate of the phaser effect.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| DEPTH     | 0–100                                                                                          | Determines the depth of the phaser effect.                                                                                                                                                                                                                                                                                                                                                                                  |
| RESO *1   | 0–100                                                                                          | Determines the amount of resonance (feedback). Increasing the value will emphasize the effect, creating a more unusual sound.                                                                                                                                                                                                                                                                                               |
| MANUAL *1 | 0–100                                                                                          | Adjusts the center frequency of the phaser effect.                                                                                                                                                                                                                                                                                                                                                                          |

| Parameter   | Value                                                                                               | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|-------------|-----------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WAVEFORM *1 | TRI, SINE                                                                                           | Selects the type of wave.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| STEP *1     | OFF, 0–100, BPM  | 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.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| BI-PHASE *1 | OFF, ON                                                                                             | Specifies whether the two phase shift circuits are connected in series (ON) or not (OFF).                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| SEPARATE *1 | 0, 15, 30, 45, 60, 75, 90, 105, 120, 135, 150, 165, 180                                             | Adjusts the diffusion. The diffusion increases as the value increases.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| LO DAMP *1  | -100–0                                                                                              | Adjusts the amount of feedback for the low-frequency region.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| HI DAMP *1  | -100–0                                                                                              | Adjusts the amount of feedback for the high-frequency region.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| LO CUT *1   | FLAT, 20.0Hz–20.0kHz                                                                                | 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.                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| HI CUT *1   | 20.0Hz–20.0kHz, 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.                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| E.LEVEL     | 0–100                                                                                               | Adjusts the volume.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
| DIR MIX     | 0–100                                                                                               | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| BPM         | 40–250                                                                                              | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”                                                                                                                                                                                           |

\*1 Setting available when TYPE is set to PRIME.

\* Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.

\* In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.

## PITCH SFT (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.                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                      | 2MONO                                                   | Two-voice pitch-shifted sound (PS1, PS2) output in mono.                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                      | 2STEREO                                                 | Two-voice pitch-shifted sound (PS1, PS2) output through left and right channels.                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 1:PITCH<br>2:PITCH   | -24~+24                                                 | Adjusts the amount of pitch shift (the amount of interval) in semitone steps.                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| D.LEVEL              | 0-100                                                   | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 1:MODE<br>2:MODE     | Selection for the pitch shifter mode.                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
|                      | FAST, MEDIUM, 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).                                                                                                                                                                                                                                                                                                                                                              |
| 1:FINE<br>2: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.                                                                                                                                                                                                                                                                                                                                                                                                      |
| 1:PRE-DL<br>2:PRE-DL | 0ms~300ms, BPM                                          | 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.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| 1:LEVEL<br>2:LEVEL   | 0-100                                                   | Adjusts the volume of the pitch shifter.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| 1:FEEDBK             | 0-100                                                   | Adjusts the feedback amount of the pitch shift sound.                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| BPM                  | 40-250                                                  | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                                                                                                                         |

## RING MOD



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.

| Parameter | Value      | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|-----------|------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| INTELLI   | OFF, ON    | If this is ON, the oscillator frequency changes according to the pitch of the input sound, producing a pitched sound. In this case, the expected effect does not occur if the pitch of the guitar sound is not detected correctly. We recommend that you use this with single-note playing.                                                                                                                                                        |
| FREQ      | 0-100      | Adjusts the frequency of the internal oscillator.                                                                                                                                                                                                                                                                                                                                                                                                  |
| MOD RATE  | 0-100, BPM | Adjusts the rate at which the internal oscillator is modulated.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| MOD DEPT  | 0-100      | Adjusts the depth to which the internal oscillator is modulated.                                                                                                                                                                                                                                                                                                                                                                                   |
| E.LEVEL   | 0-100      | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                                            |
| DIR MIX   | 0-100      | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                                            |
| BPM       | 40-250     | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                                                 |

## ROTARY

MONO  
STEREO

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

| Parameter | Value                                                                                        | Explanation                                                                                                                                                                                                                                                                                                                                                                        |
|-----------|----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SPEED     | SLOW, FAST                                                                                   | This parameter changes the simulated speaker's rotating speed (SLOW or FAST).                                                                                                                                                                                                                                                                                                      |
| SLOW      | 0–100,  BPM | This parameter adjusts the SPEED SELECT of rotation when set to "SLOW."                                                                                                                                                                                                                                                                                                            |
| FAST      | 0–100,  BPM | This parameter adjusts the SPEED SELECT of rotation when set to "FAST."                                                                                                                                                                                                                                                                                                            |
| E.LEVEL   | 0–100                                                                                        | Adjusts the volume.                                                                                                                                                                                                                                                                                                                                                                |
| RISE TIME | 0–100                                                                                        | This parameter adjusts the time it takes for the rotation SPEED SELECT to change when switched from "SLOW" to "FAST."                                                                                                                                                                                                                                                              |
| FALL TIME | 0–100                                                                                        | This parameter adjusts the time it takes for the rotation SPEED SELECT to change when switched from "FAST" to "SLOW."                                                                                                                                                                                                                                                              |
| MIC DIST  | 0–100                                                                                        | Adjusts the distance between the horn/rotor and the mic.                                                                                                                                                                                                                                                                                                                           |
| ROT/HORN  | 100:0–0:100                                                                                  | Adjusts the volume balance between the horn and rotor.                                                                                                                                                                                                                                                                                                                             |
| DRIVE     | 0–100                                                                                        | Adjusts the amount of distortion in the preamp.                                                                                                                                                                                                                                                                                                                                    |
| DIR MIX   | 0–100                                                                                        | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                            |
| BPM       | 40–250                                                                                       | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL." |

## SITAR SIM.

STEREO

This simulates the sound of the sitar.

| Parameter | Value   | Explanation                                                                                                                                                                                                                                                                                 |
|-----------|---------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SENS      | 0–100   | Adjusts the sensitivity of the sitar. When it is set to a lower value, no effect of the sitar is obtained with weaker picking, while stronger picking produces the effect. When it is set to a higher value, the effect of the sitar can be obtained whether the picking is weak or strong. |
| DEPTH     | 0–100   | This adjusts the amount of effect applied.                                                                                                                                                                                                                                                  |
| TONE      | -50–+50 | This adjusts the tone. The high end is boosted as the value increases.                                                                                                                                                                                                                      |
| E.LEVEL   | 0–100   | Adjust the volume of the sitar sound.                                                                                                                                                                                                                                                       |
| RESO      | 0–100   | This adjusts the undulation of the resonance.                                                                                                                                                                                                                                               |
| BUZZ      | 0–100   | Adjusts the amount of characteristic buzz produced by the "buzz bridge" when the strings make contact with it.                                                                                                                                                                              |
| DIR MIX   | 0–100   | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                     |

## SLICER

STEREO

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,  BPM | Adjust the rate at which the sound will be cut.<br>* When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
| TRIGGER   | OFF, ON                                                                                       | When you switch this from OFF to ON, the rhythm pattern returns to its beginning.<br>• When the patch is written, the TRIGGER parameter is stored in the OFF state.                                                                                                                                                                                                                                                                |
| E.LEVEL   | 0–100                                                                                         | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                            |
| ATTACK    | 0–100                                                                                         | Adjusts the volume of the attacks for the slice pattern.                                                                                                                                                                                                                                                                                                                                                                           |
| DUTY      | 1–99                                                                                          | Adjusts the duration of the sound for the slice pattern.                                                                                                                                                                                                                                                                                                                                                                           |
| DIR MIX   | 0–100                                                                                         | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                            |
| BPM       | 40–250                                                                                        | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set "SYNC CLOCK" (p. 47) to "INTERNAL."                                                 |

## SLW GEAR (SLOW GEAR)/ SG BASS (SLOW GEAR BASS)

STEREO

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

| Parameter | Value | Explanation                                                                                                                                                                                                                                                                            |
|-----------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SENS      | 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. |
| RISE TIME | 0–100 | Adjusts the time needed for the volume to reach its maximum from the moment you begin picking.                                                                                                                                                                                         |
| LEVEL     | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                |

## SND HOLD (SOUND HOLD)

STEREO

You can have sound played on the guitar be held continuously. This effect allows you to perform the melody in the upper registers while holding a note in the lower registers.

\* This function will not work properly when two or more notes are played simultaneously.

| Parameter | Value   | Explanation                                                                                                                                                                                                                   |
|-----------|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TRIGGER   | OFF, ON | Switches the hold sound on and off. Normally, this is controlled with the CTL pedals.<br>• It is assumed that this parameter will be assigned to the footswitch.<br>• Patches are written with the HOLD parameter set to Off. |
| RISE TIME | 0–100   | Adjusts how rapidly the Sound Hold sound is produced.                                                                                                                                                                         |
| E.LEVEL   | 0–120   | Adjusts the volume of the hold sound.                                                                                                                                                                                         |

## S-BEND

MONO

Applies intense bending.

| Parameter | Value                                           | Explanation                                                                                                                         |
|-----------|-------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|
| TRIGGER   | OFF, ON                                         | The effect is applied when you switch this from OFF to ON.<br>When the patch is written, this parameter is stored in the OFF state. |
| PITCH     | -3oct, -2oct, -1oct, +1oct, +2oct, +3oct, +4oct | Adjusts the amount of pitch shift in octave steps.                                                                                  |
| RISE TIME | 0–100                                           | This parameter adjusts the amount of time it is to take for the effect to transition to the maximum.                                |
| FALL TIME | 0–100                                           | This parameter adjusts the amount of time it is to take for the effect to transition to the original.                               |

TOUCH WH (TOUCH WAH)/  
TW BASS (TOUCH WAH BASS)

STEREO

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

| Parameter | Value                                                                           | Explanation                                                                                                                                                                                                                            |
|-----------|---------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FILTER    | Selects the wah mode.                                                           |                                                                                                                                                                                                                                        |
|           | LPF                                                                             | Low pass filter. Passes only the low-frequency region.                                                                                                                                                                                 |
|           | HPF                                                                             | High pass filter. Passes only the high-frequency region.                                                                                                                                                                               |
|           | BPF                                                                             | Band pass filter. Passes only the specified frequency region.                                                                                                                                                                          |
| POLARITY  | 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 moves in the direction specified by the POLARITY setting.<br>Higher values will result in a stronger response. With a setting of 0, the strength of picking will have no effect.       |
| SENS      | 0–100                                                                           | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                        |
| FREQ      | 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. |
| DECAY     | 0–100                                                                           | Adjusts the rate at which the filter is moved.                                                                                                                                                                                         |
| E.LEVEL   | 0–100                                                                           | Adjusts the volume of the effect sound.                                                                                                                                                                                                |
| DIR MIX   | 0–100                                                                           | Adjusts the volume of the direct sound.                                                                                                                                                                                                |

## TREMOLO

STEREO

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

| Parameter | Value                                                                                          | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                     |
|-----------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATE      | 0–100, BPM  | Adjusts the frequency (speed) of the change.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
|           |                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| DEPTH     | 0–100                                                                                          | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                                                                                                                                                |
| WAVEFORM  | 0–100                                                                                          | Adjusts changes in volume level. A higher value will steepen wave's shape.                                                                                                                                                                                                                                                                                                                                                      |
| E.LEVEL   | 0–100                                                                                          | Adjusts the volume.                                                                                                                                                                                                                                                                                                                                                                                                             |
| TRIGGER   | OFF, ON                                                                                        | Turns the tremolo on/off.                                                                                                                                                                                                                                                                                                                                                                                                       |
| RISE TIME | 0–100                                                                                          | Specifies the time from when trigger turns on until the specified tremolo effect is obtained.                                                                                                                                                                                                                                                                                                                                   |
| DIR MIX   | 0–100                                                                                          | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                         |
| BPM       | 40–250                                                                                         | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”                                              |
|           |                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                 |

## VIBRATO

STEREO

This effect creates vibrato by slightly modulating the pitch.

| Parameter | Value                                                                                            | Explanation                                                                                                                                                                                                                                                                                                                                                                                                         |
|-----------|--------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RATE      | 0–100, BPM  | Adjusts the rate of the vibrato.<br>* When set to BPM, the value of each parameter will be set according to the value of the “MASTER BPM” specified for each patch. This makes it easier to achieve effect sound settings that match the tempo of the song.<br>* If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. |
|           |                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                     |
| DEPTH     | 0–100                                                                                            | Adjusts the depth of the vibrato.                                                                                                                                                                                                                                                                                                                                                                                   |
| COLOR     | 0–100                                                                                            | Higher settings produce a more complex modulation.                                                                                                                                                                                                                                                                                                                                                                  |
| E.LEVEL   | 0–100                                                                                            | Adjusts the volume.                                                                                                                                                                                                                                                                                                                                                                                                 |
| TRIGGER   | OFF, ON                                                                                          | This selects on/off of the vibrato.                                                                                                                                                                                                                                                                                                                                                                                 |
| RISE TIME | 0–100                                                                                            | This sets the time passing from the moment the Trigger is turned on until the set vibrato is obtained.                                                                                                                                                                                                                                                                                                              |
| DIR MIX   | 0–100                                                                                            | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                             |
| BPM       | 40–250                                                                                           | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute<br>* When you have an external MIDI device connected, the MASTER BPM synchronizes to the external MIDI devices tempo, making it impossible to set the MASTER BPM. To enable setting of the MASTER BPM, set “SYNC CLOCK” (p. 47) to “INTERNAL.”                                  |
|           |                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                     |

## REVERB



This effect adds reverberation to the sound.

| Parameter | Value                                                                             | Explanation                                                                                                                                                                                                                        |
|-----------|-----------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON                                                                           | Turns this effect on/off.                                                                                                                                                                                                          |
| TYPE      | This selects the reverb type. Various different simulations of space are offered. |                                                                                                                                                                                                                                    |
|           | HALL 1                                                                            | Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.                                                                                                                                         |
|           | HALL 2                                                                            | Simulates the reverberation in a concert hall. Provides mild reverberations.                                                                                                                                                       |
|           | PLATE                                                                             | Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range.                                                                                  |
|           | ROOM1                                                                             | Simulates the reverberation in a small room. Provides warm reverberations.                                                                                                                                                         |
|           | ROOM2                                                                             | Simulates the reverberation of a room larger than ROOM1.                                                                                                                                                                           |
|           | AMBIENCE                                                                          | Simulates an ambience mic (off-mic, placed at a distance from the sound source) used in recording and other applications. Rather than emphasizing the reverberation, this reverb is used to produce a sense of openness and depth. |
|           | SPRING                                                                            | This simulates the sound of a guitar amp's built-in spring reverb.                                                                                                                                                                 |
|           | SHIMMER                                                                           | Simulates reverberation with a distinctively sparkling high-frequency range.                                                                                                                                                       |
|           | DUAL                                                                              | Allows you to use two reverbs simultaneously.                                                                                                                                                                                      |
|           | TERA ECO                                                                          | This effect uses MDP technology to create a unique ambience and a spaciousness that changes according to your picking dynamics.                                                                                                    |

## COMMON

| Parameter   | Value                | Explanation                                                                                                                                                                                         |
|-------------|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TIME *1     | 0.1s–10.0s           | Adjusts the length (time) of reverberation.                                                                                                                                                         |
| TONE        | -50–0–+50            | Adjusts the tonal character of the reverb.                                                                                                                                                          |
| DENSITY *1  | 1–10                 | Adjusts the density of the reverb sound.                                                                                                                                                            |
| E.LEVEL     | 0–100                | Adjusts the volume of the reverb sound.                                                                                                                                                             |
| PRE-DELY *1 | 0ms–200ms            | Adjusts the time until the reverb sound appears.                                                                                                                                                    |
| LO CUT *1   | FLAT, 20.0Hz–20.0kHz | 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.                                                           |
| HI CUT *1   | 20.0Hz–20.0kHz, 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.                                                         |
| LO DAMP *1  | -50–0–+50            | Adjusts the amount of attenuation for the low frequency region.                                                                                                                                     |
| HI DAMP *1  | -50–0–+50            | Adjusts the amount of attenuation for the high frequency region.                                                                                                                                    |
| MOD RATE *1 | 0–100                | Adjusts the speed at which the reverb sound is modulated.                                                                                                                                           |
| MOD DEPT *1 | 0–100                | Adjusts the depth to which the reverb sound is modulated.                                                                                                                                           |
| DUCK SNS *1 | 0–100                | Adjusts the sensitivity at which the volume is automatically adjusted according to the input. Higher values allow the adjustment to occur in response to lower volumes.                             |
| DUCK PRE *1 | 0–100                | When the input sound is loud, this automatically reduces the volume that is being input to the reverb and delay. As this setting approaches 100, the input volume reduction is applied more deeply. |

| Parameter   | Value | Explanation                                                                                                                                                                                             |
|-------------|-------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| DUCK PST *1 | 0–100 | When the input sound is loud, this automatically reduces the volume that is being output from the reverb and delay. As this setting approaches 100, the output volume reduction is applied more deeply. |
| D.LEVEL     | 0–100 | Adjusts the volume of the direct sound.                                                                                                                                                                 |

\*1 This is not shown if TYPE is set to TERA ECHO.

## SHIMMER

| Parameter          | Value   | Explanation                              |
|--------------------|---------|------------------------------------------|
| 1:PITCH<br>2:PITCH | -24–+24 | Adjusts the amount of pitch shift.       |
| 1:LEVEL<br>2:LEVEL | 0–100   | Adjusts the volume of the pitch shifter. |

## DUAL

| Parameter            | Value                | Explanation                                                                                                                                 |
|----------------------|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| 1:TYPE<br>2:TYPE     | HALL, PLATE, ROOM    | This selects the reverb type.                                                                                                               |
| 1:TIME<br>2:TIME     | 0.1–10.0s            | Adjusts the length (time) of reverberation.                                                                                                 |
| 1:TONE<br>2:TONE     | -50–+50              | Adjusts the tonal character of the reverb.                                                                                                  |
| 1:LEVEL<br>2:LEVEL   | 0–100                | Adjusts the volume of the reverb sound.                                                                                                     |
| 1:DENSTY<br>2:DENSTY | 1–10                 | Adjusts the density of the reverb sound.                                                                                                    |
| 1:PRE-DL<br>2:PRE-DL | 0ms–200ms            | Adjusts the time until the reverb sound appears.                                                                                            |
| 1:LO CUT<br>2:LO CUT | FLAT, 20.0Hz–20.0kHz | 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.   |
| 1:HI CUT<br>2:HI CUT | 20.0Hz–20.0kHz, 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. |

## TERA ECHO

| Parameter | Value                                 | Explanation                                                                                                                                          |
|-----------|---------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE      | Selects the mode of the effect sound. |                                                                                                                                                      |
|           | MONO                                  | The L and R channels will both output the same sound.                                                                                                |
|           | STEREO 1  STEREO2                     | The R channel outputs the direct sound, and the L channel outputs the effect sound.                                                                  |
| SPREAD    | 0–100                                 | Adjusts the length of the effect sound.                                                                                                              |
| FEEDBACK  | 0–100                                 | Adjusts the decay of the effect sound.                                                                                                               |
| E.LEVEL   | 0–100                                 | Adjusts the volume of the effect sound.                                                                                                              |
| TONE      | -50–+50                               | Adjusts the tone.                                                                                                                                    |
| D.LEVEL   | 0–100                                 | Adjusts the volume of the direct sound.                                                                                                              |
| TRIGGER   | OFF, ON                               | The effect sound is held when you turn this on. <ul style="list-style-type: none"> <li>Patches are written with the parameter set to Off.</li> </ul> |

## PEDAL FX

MONO STEREO

You can control the wah effect or get a pitch bend effect in real time by adjusting the GT-1000CORE's expression pedal or the expression pedal connected to the CTL 2, 3/EXP 1 jack or CTL 4, 5/EXP 2 jack.

| Parameter | Value    | Explanation                                                                                                                                                                      |
|-----------|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON  | Turns this effect on/off.                                                                                                                                                        |
| TYPE      | PDL BEND | This lets you use the pedal to get a pitch bend effect.<br>* Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played.       |
|           | WAH      | You can control the wah effect in real time by adjusting the GT-1000CORE's expression pedal or the expression pedal connected to the CTL 2, 3/EXP 1 jack or CTL 4, 5/EXP 2 jack. |

## PEDAL BEND

MONO

| Parameter | Value    | Explanation                                                                                                                              |
|-----------|----------|------------------------------------------------------------------------------------------------------------------------------------------|
| PITCH MIN | -24--+24 | Specifies the pitch when the pedal is returned.                                                                                          |
| PITCH MAX | -24--+24 | This sets the pitch at the point where the EXP Pedal is all the way down.                                                                |
| PDL POS   | 0-100    | Adjusts the pedal position for pedal bend. This parameter is used after it's been assigned to an expression pedal or similar controller. |
| E.LEVEL   | 0-100    | Adjusts the volume of the pitch bend sound.                                                                                              |
| DIR MIX   | 0-100    | Adjusts the volume of the direct sound.                                                                                                  |

## WAH

STEREO

| Parameter | Value                    | Explanation                                                                                                                                                                           |
|-----------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WAH TYPE  | Selects the type of wah. |                                                                                                                                                                                       |
|           | 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.                                                                |
|           | BASS WAH                 | This wah has been specially adapted for use in the bass registers. Inclusion of the low-frequency range in the wah sound produces a robust wah effect, with no dilution of the sound. |
| PDL POS   | 0-100                    | Adjusts the position of the wah pedal.<br>* This parameter is used after it's been assigned to an expression pedal or similar controller.                                             |
| PDL MIN   | 0-100                    | Selects the tone produced when the heel of the EXP Pedal is depressed.                                                                                                                |
| PDL MAX   | 0-100                    | Selects the tone produced when the toe of the EXP Pedal is depressed.                                                                                                                 |
| E.LEVEL   | 0-100                    | Adjusts the volume of the effect sound.                                                                                                                                               |
| DIR MIX   | 0-100                    | Adjusts the volume of the direct sound.                                                                                                                                               |

## FOOT VOLUME

STEREO

This is a volume control effect.

This is controlled with the expression pedal connected to the CTL 2, 3/EXP 1 jack or CTL 4, 5/EXP 2 jack.

| Parameter | Value                      | Explanation                                                                                                                                                                                |
|-----------|----------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PDL POS   | 0-100                      | Adjusts the volume.                                                                                                                                                                        |
| VOL MIN   | 0-100                      | Sets the volume when the heel of the EXP Pedal is depressed.                                                                                                                               |
| VOL MAX   | 0-100                      | Selects the volume when the toe of the EXP Pedal is depressed.                                                                                                                             |
| CURVE     | SLOW1, SLOW2, NORMAL, FAST | <p>You can select how the actual volume changes relative to the amount the pedal is pressed.</p> <p>Volume</p> <p>When the pedal is fully raised      When the pedal is fully advanced</p> |

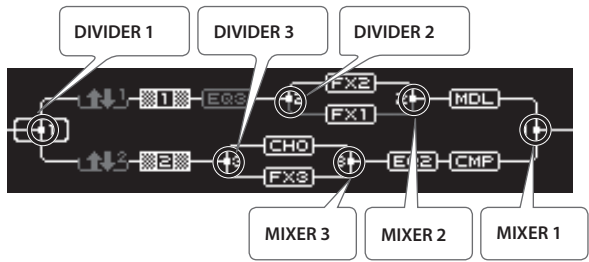
DIVIDER 1–3

STEREO

Within the effect chain, the point where the signal is split into channels “A” and “B” is called the “divider,” and the point where the two signals are recombined is called the “mixer.”

You can use the divider to switch between channels “A” and “B,” to assign strongly picked notes and softly picked notes to different channels, or to assign different frequency bands of your guitar sound to different channels.

The mixer lets you adjust the volume balance of channels “A” and “B,” place them in the stereo field, or slightly delay the sound of channel “B” to produce a spacious sound.



| Parameter                  | Value                                                                                                                                                          | Explanation                                                                                                                                                            |
|----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE                       | SINGLE                                                                                                                                                         | Use only one channel, either “A” or “B.”                                                                                                                               |
|                            | DUAL                                                                                                                                                           | Use the two channels “A” and “B.”                                                                                                                                      |
| ROUTING *1                 | Assigning the divider to the front of the chain allows you to switch between handling the input signal as a stereo signal or as either a left or right signal. |                                                                                                                                                                        |
|                            | STEREO                                                                                                                                                         | Inputs the INPUT L, R signals as a stereo signal in the chain.                                                                                                         |
|                            | SELECTOR                                                                                                                                                       | If the plug is inserted into INPUT R only, the same signal passes through L and R.                                                                                     |
| CHANNEL *2                 | A, B                                                                                                                                                           | Inputs either the INPUT L or INPUT R signal by following the CHANNEL setting. This lets you plug different guitars into each of the two jacks and select which to use. |
| A:DYNAMC *3<br>B:DYNAMC *3 | OFF                                                                                                                                                            | DYNAMIC will not be used.                                                                                                                                              |
|                            | POLAR+                                                                                                                                                         | Only notes picked more strongly than the SENS setting will be output.                                                                                                  |
|                            | POLAR-                                                                                                                                                         | Only notes picked more softly than the SENS setting will be output.                                                                                                    |
| A:SENS *3<br>B:SENS *3     | 0–100                                                                                                                                                          | Specifies the picking sensitivity.                                                                                                                                     |
| A:FILTER *3<br>B:FILTER *3 | OFF                                                                                                                                                            | The filter will not be used.                                                                                                                                           |
|                            | LPF                                                                                                                                                            | Only the region below the cutoff frequency will be output.                                                                                                             |
|                            | HPF                                                                                                                                                            | Only the region above the cutoff frequency will be output.                                                                                                             |
| A:CUTOFF *3<br>B:CUTOFF *3 | 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1.00kHz, 1.25kHz, 1.60kHz, 2.00kHz, 2.50kHz, 3.15kHz, 4.00kHz                            | Cutoff frequency                                                                                                                                                       |

\*1 You can only select this when a divider is placed at the front of the chain.  
\*2 Setting available when MODE is set to SINGLE.  
\*3 Setting available when MODE is set to DUAL.

Exchanging the preamp settings between channels

Here’s how to exchange the preamp settings between channels A and B.

1. Press the [EFFECT] button.
2. Turn knob [SELECT] to select the DIVIDER that you want to edit.
3. Press the [4] knob.

MIXER 1–3

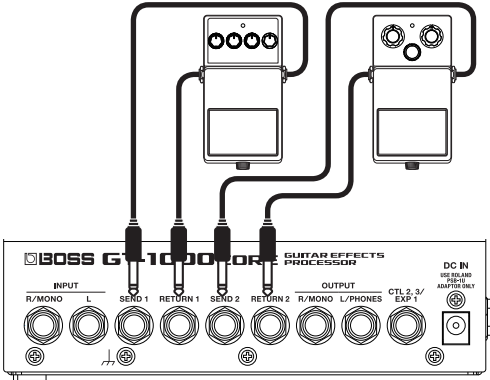
STEREO

| Parameter          | Value       | Explanation                                                                                                                         |
|--------------------|-------------|-------------------------------------------------------------------------------------------------------------------------------------|
| MODE               | STEREO      | Channels “A” and “B” will be mixed and output in stereo.                                                                            |
|                    | PAN L/R     | Channels “A” and “B” will be assigned respectively to the L and R OUTPUT jacks.                                                     |
| A:LEVEL<br>B:LEVEL | 0–100       | Adjusts the volume of the channel.                                                                                                  |
| A/B BAL            | 100:0–0:100 | Adjusts the volume balance of channels “A” and “B.”<br>* This is shown only if DIVIDER MODE is set to “DUAL.”                       |
| SPREAD             | 0–100       | Slightly delays the sound of channel “B” to make the sound more spacious.<br>* This is shown only if DIVIDER MODE is set to “DUAL.” |

# SEND/RETURN 1, 2

MONO

You can connect an external effects processor between the SEND jack and RETURN jack, and use it as one of the GT-1000CORE's effects processors.



The sound that is input to SEND/RETURN within the effect chain will be output to the SEND jack. The sound that is input via the RETURN jack will be input to SEND/RETURN within the effect chain.

| Parameter | Value      | Explanation                                                                                                                                                                                                                                                                                                                                                               |
|-----------|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON    | Turns the SEND/RETURN on/off.                                                                                                                                                                                                                                                                                                                                             |
| ST LINK   | OFF, ON    | If this is on, you can use the two sets of SEND and RETURN jacks to connect a stereo effect unit.                                                                                                                                                                                                                                                                         |
| MODE      | NORMAL     | <p>The input to SEND/RETURN within the effect chain will be output to the SEND jack, and the input from the RETURN jack will be output following SEND/RETURN.</p> <p>Use this setting if you want to connect an external effects processor in series within the GT-1000CORE's effect chain.</p>                                                                           |
|           | DIRECT MIX | <p>The input to SEND/RETURN within the effect chain will be output to the SEND jack, and the input from the RETURN jack and the input to SEND/RETURN (the direct sound) will be mixed and output following SEND/RETURN.</p> <p>Use this when you want to mix the GT-1000CORE's effects sounds together with the sound with the external effects device applied to it.</p> |
|           | BRANCH OUT | <p>The input to SEND/RETURN within the effect chain will be output to the SEND jack. The input from the RETURN jack will be ignored.</p> <p>For example, by placing SEND/RETURN in the GT-1000CORE's effect chain in front of reverb or delay, this allows you to use the SEND jack as a dry out.</p>                                                                     |
| SEND      | 0-200      | Adjusts the volume of the output to the external effects device.                                                                                                                                                                                                                                                                                                          |
| RETURN    | 0-200      | <p>Adjusts the volume of the input from the external effects device.</p> <p>* You can adjust this if the MODE parameter is set to NORMAL or DIRECT MIX.</p>                                                                                                                                                                                                               |

| Parameter | Value | Explanation                                                                                                                                                                                                             |
|-----------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ADJUST    | 0-100 | <p>Adjusts the phase between the GT-1000CORE's internal processing and an external effect unit connected to the SEND/RETURN jacks.</p> <p>You can adjust this if the MODE parameter is set to NORMAL or DIRECT MIX.</p> |

\* The SEND/RETURN function is disabled if the SEND1 SETTING and SEND2 SETTING for MENU → HARDWARE SETTING → OTHER are not set to "SEND."

## OUTPUT SP.SIMULATOR L, OUTPUT SP.SIMULATOR R, SUB OUT SP.SIMULATOR L, SUB OUT SP.SIMULATOR R

| Parameter                 | Value                    | Explanation                                                                                                                                                                                                                                              |
|---------------------------|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ST LINK                   | OFF, ON                  | If this is OFF, L and R can be independently positioned in the chain; if this is ON, they are positioned as a set (stereo).                                                                                                                              |
| L:SP TYPE<br>R:SP TYPE *1 | Select the speaker type. |                                                                                                                                                                                                                                                          |
|                           | OFF                      | This turns off the speaker simulator.                                                                                                                                                                                                                    |
|                           | ORIGINAL                 | This is the built-in speaker of the amp you selected with AIRD PREAMP TYPE.                                                                                                                                                                              |
|                           | 1x8"                     | This is a compact open-back speaker cabinet with one 8-inch speaker.                                                                                                                                                                                     |
|                           | 1x10"                    | This is a compact open-back speaker cabinet with one 10-inch speaker.                                                                                                                                                                                    |
|                           | 1x12"                    | This is a compact open-back speaker cabinet with one standard 12-inch speaker.                                                                                                                                                                           |
|                           | 1x12" 2                  | A Fender Deluxe Reverb cabinet. This is an open-back speaker cabinet with one Jensen C12K (12-inch) speaker.                                                                                                                                             |
|                           | 2x12"                    | This is a general open-back speaker cabinet with two standard 12-inch speakers.                                                                                                                                                                          |
|                           | 2x12" 2                  | A Roland JC-120 cabinet. This is an open-back speaker cabinet with two JC-120 original (12-inch) speakers.                                                                                                                                               |
|                           | 2x12" 3                  | A Fender Twin Reverb cabinet. This is an open-back speaker cabinet with two Jensen C12K (12-inch) speakers.                                                                                                                                              |
|                           | 2x12" 4                  | A VOX AC30 cabinet. This is an open-back speaker cabinet with two Celestion G12M Greenback (12-inch) speakers.                                                                                                                                           |
|                           | 2x12" 5                  | A Matchless D/C-30 cabinet. This is an open-back speaker cabinet with two Matchless custom Celestion (12-inch) speakers.                                                                                                                                 |
|                           | 4x10"                    | This is an optimal speaker cabinet for a large open-back with four standard 10-inch speakers.                                                                                                                                                            |
|                           | 4x10" 2                  | A Fender Bassman cabinet. This is an open-back speaker cabinet with four Jensen P10R (10-inch) speakers.                                                                                                                                                 |
|                           | 4x12"                    | This is an optimal speaker cabinet for a large enclosed amp with four standard 12-inch speakers.                                                                                                                                                         |
|                           | 4x12" 2                  | A Marshall 1960B cabinet. This is an enclosed amp speaker cabinet with four Celestion G12T-75 (12-inch) speakers.                                                                                                                                        |
|                           | 4x12" 3                  | A Mesa Boogie Recto cabinet. This is an enclosed amp speaker cabinet with four Celestion Vintage 30 (12-inch) speakers.                                                                                                                                  |
|                           | 4x12" 4                  | A ORANGE PPC412 cabinet. This is an enclosed amp speaker cabinet with four Celestion Vintage 30 (12-inch) speakers.                                                                                                                                      |
|                           | 4x12" 5                  | A Bogner Ubercab cabinet. This is an enclosed amp speaker cabinet with four Celestion G12M Greenback (12-inch) speakers.                                                                                                                                 |
|                           | 8x12"                    | This is a double stack of two cabinets, each with four 12-inch speakers.                                                                                                                                                                                 |
|                           | B1x15"                   | This is a compact open-back speaker cabinet with one 15-inch speaker.                                                                                                                                                                                    |
|                           | B1x18"                   | This is a compact open-back speaker cabinet with one 18-inch speaker.                                                                                                                                                                                    |
|                           | B2x15"                   | This is a general open-back speaker cabinet with two 15-inch speakers.                                                                                                                                                                                   |
|                           | B4x10"                   | This is an optimal speaker cabinet for a large enclosed amp with four 10-inch speakers.                                                                                                                                                                  |
|                           | B8x10"                   | This is a double stack of two cabinets, each with four 10-inch speakers.                                                                                                                                                                                 |
|                           | USER1-16                 | You can create an original SP TYPE by using a dedicated tool to load IR (Impulse Response) data into the GT-1000CORE.<br>Download the dedicated tool from the BOSS website.<br><a href="http://www.boss.info/support/">http://www.boss.info/support/</a> |

| Parameter                 | Value                                        | Explanation                                                                                                                                        |
|---------------------------|----------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
| L:MIC TYP<br>R:MIC TYP *2 | This setting selects the simulated mic type. |                                                                                                                                                    |
|                           | DYN57                                        | This is the sound of the SHURE SM-57. General dynamic mic used for instruments and vocals. Optimal for use in miking guitar amps.                  |
|                           | DYN421                                       | This is the sound of the SENNHEISER MD-421. Dynamic mic with extended low end.                                                                     |
|                           | CND451                                       | This is the sound of the AKG C451B. Small condenser mic for use with instruments.                                                                  |
|                           | CND87                                        | This is the sound of the NEUMANN U87. Condenser mic with flat response.                                                                            |
|                           | RBN121                                       | Simulates the sound of the ROYER R-121. Warm and natural ribbon mic sound.                                                                         |
|                           | BLEND A                                      | Simulates the blended sound of the SHURE SM57 and ROYER R-121, with the SM57 mixed at a higher level.                                              |
|                           | BLEND B                                      | Simulates the blended sound of the SHURE SM57 and ROYER R-121, with the mics mixed at equal levels.                                                |
|                           | BLEND C                                      | Simulates the blended sound of the SHURE SM57 and ROYER R-121, with the R-121 mixed at a higher level.                                             |
|                           | FLAT                                         | Simulates a mic with perfectly flat response. Produces a sonic image close to that of listening to the sound directly from the speakers (on site). |
|                           | L:MIC DST<br>R:MIC DST *2                    | SHORT, MEDIUM, LONG<br>The distance from the speakers is farther in the order of SHORT<MEDIUM<LONG.                                                |
| L:MIC POS<br>R:MIC POS *2 | This simulates the mic position.             |                                                                                                                                                    |
|                           | CENTER                                       | Simulates the condition that the mic is set in the middle of the speaker cone.                                                                     |
|                           | 1cm-10cm                                     | Simulates the condition that the mic is moved away from the center of the speaker cone.                                                            |
| L:MIC LVL<br>R:MIC LVL *2 | 0-100                                        | Adjusts the volume of the mic.                                                                                                                     |
| L:DIR MIX<br>R:DIR MIX *2 | 0-100                                        | Adjusts the volume of the direct sound.                                                                                                            |

\*1 This is shown only if OUTPUT SELECT is set to "RECORDING."

\*2 This is shown only if OUTPUT SELECT is set to "LINE/PHONES" or "RECORDING."

## MASTER

These settings are applied to the overall patch.

| Parameter            | Value              | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|----------------------|--------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PATCH LV             | 0–200              | Adjusts the volume of the patch.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| BPM                  | 40–250             | Adjusts the BPM value for each patch.<br>* BPM (beats per minute) indicates the number of quarter note beats that occur each minute                                                                                                                                                                                                                                                                                                                                                                                                                             |
| KEY                  | C (Am)–<br>B (G#m) | This sets the key for the FX HARMONIST.<br><b>Major</b> C F B <sup>b</sup> E <sup>b</sup> A <sup>b</sup> D <sup>b</sup><br><br><b>Minor</b> A <sup>m</sup> D <sup>m</sup> G <sup>m</sup> C <sup>m</sup> F <sup>m</sup> B <sup>b</sup> <sup>m</sup><br><b>Major</b> C G D A E B F <sup>#</sup><br><br><b>Minor</b> A <sup>m</sup> E <sup>m</sup> B <sup>m</sup> F <sup>#</sup> <sup>m</sup> C <sup>#</sup> <sup>m</sup> G <sup>#</sup> <sup>m</sup> D <sup>#</sup> <sup>m</sup>                                                                                  |
| AMP CTL1<br>AMP CTL2 |                    | By connecting your guitar amp's channel switching jack to the GT-1000CORE's CTL 4, CTL 5 jacks, you can then use CTL 4, CTL 5 to switch the amp channel. This combining of the GT-1000CORE and the amp channels allows you to get an even wider variety of distortion sounds.<br><br>* To control a guitar amp or other external device, set the MENU → HARDWARE SETTING → OTHER → CTL 4, 5 SETTING to AMP CTL.<br>* The on/off state of the CTL jack is saved as an effect parameter for each patch, and you can switch the guitar amp channel for each patch. |
|                      | OFF                | <b>Guitar Amplifier</b><br>(Channel switching jack)<br><br><b>GT-1000CORE</b><br>(AMP CONTROL jack)                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                      | ON                 | <b>Guitar Amplifier</b><br>(Channel switching jack)<br><br><b>GT-1000CORE</b><br>(AMP CONTROL jack)                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| CARRYOVR             | OFF, ON            | You can specify whether the effect sound is carried-over when you switch patches.                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

| Parameter | Value        | Explanation                                                                                                                                                                                                         |
|-----------|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BS MODE   | OFF, ON      | If this is ON, effects that affect the pitch are optimized for bass.                                                                                                                                                |
| INPUT     | SYSTEM, 1–10 | Selects the guitar (input level) that is connected to the INPUT jack.<br>This lets you specify for each patch the guitar that will be connected.<br>If you select SYSTEM, the settings of "INPUT" (p. 44) are used. |

## CONTROL MODE

The control mode setting lets you choose how you want to operate the effects.

| Parameter                      | Explanation                                                                                                                                                                                                                                                                                                                    |
|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MEMORY</b><br>(Memory mode) | <p>This mode lets you recall and use the patches that are saved in the unit.</p> <p>Use [▼][▲] switches to switch patches.</p> <ul style="list-style-type: none"> <li>* Press the [▲] and [CTL1] switches together to switch to manual mode.</li> <li>* Press the [▼] and [▲] switches together to start the tuner.</li> </ul> |
| <b>MANUAL</b><br>(Manual mode) | <p>This mode lets you use [▼][▲] switches to operate the functions that are assigned to them by each patch or by the settings for the entire system.</p> <p>When you select manual mode, a portion of the PLAY screen changes.</p>            |

## CONTROL ASSIGN

### CONTROL FUNCTION

Here you can specify the parameters that are controlled by all of the top panel footswitches, and expression pedals or footswitches that are connected to the rear panel CTL2, 3/EXP1 jack and the side panel CTL4, 5/EXP2 jack.

FUNCTION ([▼] switch, [▲] switch, [CTL1] switch, , CTL2–5, MAN▼, MAN▲)

| Value       | Explanation                                                                     |
|-------------|---------------------------------------------------------------------------------|
| OFF         | No assignment.                                                                  |
| PATCH +1    | *1 Switches to the next patch number.                                           |
| PATCH -1    | *1 Switches to the previous patch number.                                       |
| LEVEL +10   | Increases the patch volume level by 10 units.                                   |
| LEVEL +20   | Increases the patch volume level by 20 units.                                   |
| LEVEL -10   | Decreases the patch volume level by 10 units.                                   |
| LEVEL -20   | Decreases the patch volume level by 20 units.                                   |
| BPM TAP     | Used for tap input of the MASTER BPM.                                           |
| DLY1 TAP    | Used for tap input of the DELAY 1.                                              |
| DLY2 TAP    | Used for tap input of the DELAY 2.                                              |
| DLY3 TAP    | Used for tap input of the DELAY 3.                                              |
| DLY4 TAP    | Used for tap input of the DELAY 4.                                              |
| MST DLY TAP | Used for tap input of the MASTER DELAY.                                         |
| TUNER       | Switches the TUNER on and off.                                                  |
| MANUAL      | Switches the MANUAL on and off.                                                 |
| TUNE/MAN    | Turns TUNER on/off when briefly pressed; turns MANUAL on/off when long-pressed. |
| MAN/TUNE    | Turns MANUAL on/off when briefly pressed; turns TUNER on/off when long-pressed. |
| AMP CTL 1   | *2 Switches the AMP CTL 1 on and off.                                           |
| AMP CTL 2   | *2 Switches the AMP CTL 2 on and off.                                           |
| CMP         | Switches the COMPRESSOR on and off.                                             |
| DS1         | Switches the DISTORTION 1 on and off.                                           |
| DS1 SOLO    | Switches the DISTORTION 1 SOLO on and off.                                      |
| DS2         | Switches the DISTORTION 2 on and off.                                           |
| DS2 SOLO    | Switches the DISTORTION 2 SOLO on and off.                                      |
| AMP1        | Switches the AIRD PREAMP 1 on and off.                                          |
| AMP1SOLO    | Switches the AIRD PREAMP 1 SOLO on and off.                                     |
| AMP2        | Switches the AIRD PREAMP 2 on and off.                                          |
| AMP2SOLO    | Switches the AIRD PREAMP 2 SOLO on and off.                                     |
| NS 1        | Switches the NOISE SUPPRESSOR 1 on and off.                                     |
| NS 2        | Switches the NOISE SUPPRESSOR 2 on and off.                                     |
| EQ 1        | Switches the EQUALIZER 1 on and off.                                            |
| EQ 2        | Switches the EQUALIZER 2 on and off.                                            |
| EQ 3        | Switches the EQUALIZER 3 on and off.                                            |
| EQ 4        | Switches the EQUALIZER 4 on and off.                                            |
| DLY1        | Switches the DELAY 1 on and off.                                                |
| DLY2        | Switches the DELAY 2 on and off.                                                |
| DLY3        | Switches the DELAY 3 on and off.                                                |
| DLY4        | Switches the DELAY 4 on and off.                                                |
| MST DLY     | Switches the MASTER DELAY on and off.                                           |
| CHO         | Switches the CHORUS on and off.                                                 |
| FX1         | Switches the FX1 on and off.                                                    |
| FX2         | Switches the FX2 on and off.                                                    |
| FX3         | Switches the FX3 on and off.                                                    |
| FX1 TRIGGER | Switches the FX1 TRIGGER on and off.                                            |
| FX2 TRIGGER | Switches the FX2 TRIGGER on and off.                                            |
| FX3 TRIGGER | Switches the FX3 TRIGGER on and off.                                            |

| Value      | Explanation                                                                           |
|------------|---------------------------------------------------------------------------------------|
| MDLY TRIG  | Turns the trigger on/off when the MASTER DELAY's TYPE is WARP or TWIST.               |
| REV        | Switches the REVERB on and off.                                                       |
| PFX        | Switches the PEDAL FX on and off.                                                     |
| DIV1 CH    | Switches the DIVIDER 1 channel select.                                                |
| DIV2 CH    | Switches the DIVIDER 2 channel select.                                                |
| DIV3 CH    | Switches the DIVIDER 3 channel select.                                                |
| S/R1       | Switches the SEND/RETURN 1 on and off.                                                |
| S/R2       | Switches the SEND/RETURN 2 on and off.                                                |
| LOOPER     | Controls the looper.<br>For details on operation, refer to "Looper" (owner's manual). |
| LP STOP    | Stops the phrase.                                                                     |
| LP CLEAR   | Clears the phrase                                                                     |
| METRO      | Turns the metronome on/off.                                                           |
| MIDI START | Controls the Start/Stop of external MIDI devices (such as sequencers).                |
| MMC PLAY   | Controls the Play/Stop of external MIDI devices (such as hard disk recorders).        |

\*1 Not shown in "CUR NUM" and "MANUAL 1-5."

\*2 When using AMP CTL, set the MENU → HARDWARE SETTING → OTHER → CTL 4, 5 SETTING to AMP CTL.

## FUNCTION (EXP1, EXP 2)

| Value    | Explanation                                                                                                                   |
|----------|-------------------------------------------------------------------------------------------------------------------------------|
| OFF      | No assignment.                                                                                                                |
| FOOT VOL | Foot volume will be assigned.                                                                                                 |
| PEDAL FX | PEDAL FX will be assigned.<br>According to the pedal effect setting, this operates as wah or as pedal bend.                   |
| FV/PD FX | PEDAL FX and foot volume will be assigned.                                                                                    |
| FV+TUNER | Foot volume will be assigned.<br>TUNER is displayed if the pedal is returned all the way.                                     |
| FVTU/PFX | PEDAL FX and foot volume will be assigned.<br>TUNER is displayed if the pedal is returned all the way when using foot volume. |

## MODE

| Value  | Explanation                                                                                                         |
|--------|---------------------------------------------------------------------------------------------------------------------|
| TOGGLE | The setting is toggled On (maximum value) or Off (minimum value) with each press of the footswitch.                 |
| MOMENT | The normal state is Off (minimum value), with the switch On (maximum value) only while the footswitch is depressed. |

## PREFERENCE

| Value  | Explanation                                                  |
|--------|--------------------------------------------------------------|
| PATCH  | Different settings can be made independently for each patch. |
| SYSTEM | The same settings will be shared by all patches.             |

## ASSIGN SETTING

### ASSIGN 1-16

For each parameter, you can specify, in detail, which controller will control which parameter. You can create 16 sets of such assignments.

| Parameter | Value          | Explanation                                                                                                                                              |
|-----------|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| SW        | OFF, ON        | Turns the ASSIGN 1-16 on/off.                                                                                                                            |
| TARGET    | TARGET         | This selects the parameter to be changed.<br>Refer to "TARGET list" (p. 35).                                                                             |
|           | MIN            | This sets the minimum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter. |
|           | MAX            | This sets the maximum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter. |
| SOURCE    | ▼, ▲, CTL1     | Assigns the GT-1000CORE's footswitch.                                                                                                                    |
|           | CTL2, CTL3     | Assigns the external footswitch connected to the CTL 2, 3/ EXP 1 jack.                                                                                   |
|           | CTL4, CTL5     | Assigns the external footswitch connected to the CTL 4, 5/ EXP 2 jack.                                                                                   |
|           | EXP1           | Assigns the external expression pedal connected to the CTL 2, 3/ EXP 1 jack.                                                                             |
|           | EXP2           | Assigns the external expression pedal connected to the CTL 4, 5/ EXP 2 jack.                                                                             |
|           | INT PEDAL      | Assigns the internal pedal.                                                                                                                              |
|           | WAVE PDL       | Assigns the wave pedal.                                                                                                                                  |
|           | INPUT          | The assigned target parameter will change according to the input level.                                                                                  |
|           | CC#1-31, 64-95 | Control Change messages from an external MIDI device.                                                                                                    |
|           | MODE           | MOMENT                                                                                                                                                   |
|           |                | TOGGLE                                                                                                                                                   |
|           | ACT LOW        | 0-126                                                                                                                                                    |
|           | ACT HIGH       | 1-127                                                                                                                                                    |
| INPUT     | SENS           | 0-100                                                                                                                                                    |

| Parameter          | Value      | Explanation                                                                                    |
|--------------------|------------|------------------------------------------------------------------------------------------------|
| INTERNAL PEDAL     | TRIGGER *1 | PATCH                                                                                          |
|                    |            | ▼, ▲, CTL1                                                                                     |
|                    |            | EXP1                                                                                           |
|                    |            | EXP2                                                                                           |
|                    |            | CTL2, CTL3                                                                                     |
|                    |            | CTL4, CTL5                                                                                     |
|                    |            | CC#1–31, 64–95                                                                                 |
|                    | TIME *1    | 0–100                                                                                          |
|                    | CURVE *1   | LINEAR                                                                                         |
|                    |            | SLOW RISE                                                                                      |
|                    |            | FAST RISE                                                                                      |
| WAVE PEDAL         | FORM *2    | SAW                                                                                            |
|                    |            | TRI                                                                                            |
|                    |            | SINE                                                                                           |
|                    | RATE *2    | 0–100, BPM  |
| MIDI               | CH *3 *4   | SYSTEM                                                                                         |
|                    |            | 1–16                                                                                           |
| TARGET MIDI CC# *3 | CC#        | 0–127                                                                                          |
|                    | MIN        | 0–127                                                                                          |
|                    | MAX        | 0–127                                                                                          |
| TARGET MIDI PC# *4 | PC#        | 1–128                                                                                          |
|                    | MSB        | OFF, 0–127                                                                                     |
|                    | LSB        | OFF, 0–127                                                                                     |

\*1 The INTERNAL PEDAL TRIGGER, INTERNAL PEDAL TIME, and INTERNAL PEDAL CURVE parameters are enabled when the SOURCE parameter is set to INT PEDAL.

\*2 The WAVE PEDAL FORM and WAVE PEDAL RATE parameters are enabled when the Source parameter is set to WAVE PEDAL.

\*3 The MIDI CH, TARGET MIDI CC# parameters are enabled when the TARGET is set to MIDI CC.

\*4 The MIDI CH, TARGET MIDI PC# parameters are enabled when the TARGET is set to MIDI PC.

## TARGET list

| CATEGORY                                       | TARGET     | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------------|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| COMP (COMPRESSOR)                              | ON/OFF     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                                                | TYPE       | BOSS CMP (BOSS COMP),<br>X-COMP, D-COMP,<br>ORANGE,<br>STEREO (STEREO COMP),<br>X-BASS (X-BASS COMP)                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                | SUSTAIN    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | ATTACK     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | RATIO      | 1:1, 1.2:1, 1.4:1, 1.6:1,<br>1.8:1, 2:1, 2.3:1, 2.6:1, 3:1,<br>3.5:1, 4:1, 5:1, 6:1, 8:1,<br>10:1, 12:1, 20:1, INF:1                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                | TONE       | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                | LEVEL      | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | DIRECT MIX | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| CMP:BASS<br>(COMPRESSOR BASS)                  | THRESHOLD  | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| DIST 1 (DISTORTION 1)<br>DIST 2 (DISTORTION 2) | ON/OFF     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                                                | TYPE       | MID (MID BOOST),<br>CLEAN (CLEAN BOOST),<br>TREBLE (TREBLE BOOST),<br>CRUNCH,<br>NATURAL (NATURAL OD),<br>WARM OD, FAT DS,<br>LEAD DS, METAL DS,<br>OCT FUZZ, A-DIST,<br>X-OD, X-DIST, BLUES OD,<br>OD-1, T-SCREAM,<br>TURBO OD, DIST,<br>CENTA OD, RAT,<br>GUV DS, DIST+,<br>MTL ZONE (METAL ZONE),<br>HM-2,<br>,<br>60S FUZZ ('60S FUZZ),<br>MUFF FUZ (MUFF FUZZ),<br>BASS OD, BASS DS,<br>BASS MT,<br>BASS FUZ (BASS FUZZ),<br>HI BAND (HI BAND DRIVE),<br>X-BASS (X-BASS OD),<br>BASS DRV, BASS DI |
|                                                | DRIVE      | 0–120                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | TONE       | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                | E.LEVEL    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | BOTTOM     | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                | DIR MIX    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                | SOLO SW    | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                                                | SOLO LEVEL | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

| CATEGORY                                                                                                                                         | TARGET     | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|--------------------------------------------------------------------------------------------------------------------------------------------------|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PREAMP 1 (AIRD PREAMP 1)<br>PREAMP 2 (AIRD PREAMP 2)                                                                                             | ON/OFF     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                                                                                                                                                  | TYPE       | TRNSPRNT (TRANSPARENT),<br>NATURAL, BOUTIQUE,<br>SUPREME, MAXIMUM,<br>JUGGERNT (JUGGERNAUT),<br>X-CRUNCH, X-HI GAIN,<br>X-MODDED, JC-120,<br>TWIN (TWIN COMBO),<br>DELUXE (DELUXE COMBO),<br>TWEED (TWEED COMBO),<br>DIAMOND (DIAMOND<br>AMP),<br>BRIT STK (BRIT STACK),<br>RECTI STK (RECTI STACK),<br>MATCH (MATCH COMBO),<br>BG COMBO,<br>ORNG STK (ORNG STACK),<br>BGNR UB (BGNR UB<br>METAL),<br>NATRL BS (NATURAL BASS),<br>X-DRV BS (X-DRIVE BASS),<br>CONCERT |
|                                                                                                                                                  | GAIN       | 0–120                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | SAG        | -10–0–+10                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                                                                                                                                                  | RESONANCE  | -10–0–+10                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
|                                                                                                                                                  | BASS       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | MIDDLE     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | TREBLE     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | PRESENCE   | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | BRIGHT     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                                                                                                                                                  | GAIN SW    | LOW, MIDDLE, HIGH                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                                                  | LEVEL      | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | SOLO SW    | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                                                                                                                                                  | SOLO LEVEL | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| NS 1 (NOISE SUPPRESSOR 1)<br>NS 2 (NOISE SUPPRESSOR 2)                                                                                           | ON/OFF     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|                                                                                                                                                  | THRESHOLD  | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | RELEASE    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                                                                                                                                  | DETECT     | INPUT, NS INPUT, FV<br>OUT                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| EQ 1 (EQUALIZER 1)<br>EQ 2 (EQUALIZER 2)<br>EQ 3 (EQUALIZER 3)<br>EQ 4 (EQUALIZER 4)                                                             | ON/OFF     | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| PEQ 1<br>(EQUALIZER 1 PARAMETRIC)<br>PEQ 2<br>(EQUALIZER 2 PARAMETRIC)<br>PEQ 3<br>(EQUALIZER 3 PARAMETRIC)<br>PEQ 4<br>(EQUALIZER 4 PARAMETRIC) | TYPE       | PARAMTRC<br>(PARAMETRIC), GRAPHIC                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                                                  | LO GAIN    | -20dB – 0dB – +20dB                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | LM FREQ    | 20.0Hz – 16.0kHz                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|                                                                                                                                                  | LM Q       | 0.5, 1, 2, 4, 8, 16                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | LM GAIN    | -20dB – 0dB – +20dB                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | HM FREQ    | 20.0Hz – 16.0kHz                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|                                                                                                                                                  | HM Q       | 0.5, 1, 2, 4, 8, 16                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | HM GAIN    | -20dB – 0dB – +20dB                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | HI GAIN    | -20dB – 0dB – +20dB                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | LEVEL      | -20dB – 0dB – +20dB                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                                                                                                                                  | LO CUT     | FLAT, 20.0Hz – 20.0kHz                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                                                                                                                                                  | HI CUT     | 20.0Hz – 20.0kHz, FLAT                                                                                                                                                                                                                                                                                                                                                                                                                                                |

| CATEGORY                                                                                                                             | TARGET          | Value                                                                                                                                                                                                                                                                                               |
|--------------------------------------------------------------------------------------------------------------------------------------|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| GEQ 1<br>(EQUALIZER 1 GRAPHIC)<br>GEQ 2<br>(EQUALIZER 2 GRAPHIC)<br>GEQ 3<br>(EQUALIZER 3 GRAPHIC)<br>GEQ 4<br>(EQUALIZER 4 GRAPHIC) | 31.5Hz          | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 63Hz            | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 125Hz           | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 250Hz           | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 500Hz           | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 1kHz            | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 2kHz            | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 4kHz            | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
| DELAY 1<br>DELAY 2<br>DELAY 3<br>DELAY 4                                                                                             | 8kHz            | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | 16kHz           | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | LEVEL           | -20dB -0dB--+20dB                                                                                                                                                                                                                                                                                   |
|                                                                                                                                      | ON/OFF          | OFF, ON                                                                                                                                                                                                                                                                                             |
|                                                                                                                                      | TIME            | 1ms-2000ms,<br>BPM $\frac{1}{4}$ - $\frac{1}{2}$                                                                                                                                                                                                                                                    |
|                                                                                                                                      | FEEDBACK        | 0-100                                                                                                                                                                                                                                                                                               |
| MDLY (MASTER DELAY)                                                                                                                  | HI CUT          | 20.0Hz-20.0kHz, FLAT                                                                                                                                                                                                                                                                                |
|                                                                                                                                      | E.LEVEL         | 0-120                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | D.LEVEL         | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | ON/OFF          | OFF, ON                                                                                                                                                                                                                                                                                             |
|                                                                                                                                      | TYPE            | MONO, PAN, STEREO1,<br>STEREO2, ANALOG,<br>ANALG ST (ANALOG ST),<br>TAPE, REVERSE,<br>SHIMMER, DUAL, WARP,<br>TWIST, WARM, GLITCH,<br>SPACE EC (SPACE ECHO),<br>ECHO PX (TAPE ECHO PX),<br>BIN ECHO (BIN DRUM<br>ECHO),<br>SDE-3000,<br>DD-20STD (DD-20<br>STANDARD),<br>DD-20ANG (DD-20<br>ANALOG) |
|                                                                                                                                      | TIME            | 1ms-2000ms,<br>BPM $\frac{1}{4}$ - $\frac{1}{2}$                                                                                                                                                                                                                                                    |
|                                                                                                                                      | FEEDBACK        | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | HI CUT          | 20.0Hz-20.0kHz, FLAT                                                                                                                                                                                                                                                                                |
|                                                                                                                                      | E.LEVEL         | 0-120                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | D.LEVEL         | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | MOD RATE        | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | MOD DEPTH       | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | DUCK SENS       | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | DUCK PRE DEPTH  | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | DUCK POST DEPTH | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | PAN TAP TIME    | 0%-100%                                                                                                                                                                                                                                                                                             |
|                                                                                                                                      | TRIGGER         | OFF, ON                                                                                                                                                                                                                                                                                             |
|                                                                                                                                      | LEVEL           | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | AUTO TRIG       | OFF, ON                                                                                                                                                                                                                                                                                             |
| MDLY:TAPE<br>(MASTER DELAY:TAPE)                                                                                                     | HEAD            | 1, 1+2, 1+3, 2+3, 1+2+3                                                                                                                                                                                                                                                                             |
| MDLY:SHIMR<br>(MASTER DELAY:SHIMMER)                                                                                                 | PITCH           | -24 -0--+24                                                                                                                                                                                                                                                                                         |
|                                                                                                                                      | PITCH BAL       | 0-100                                                                                                                                                                                                                                                                                               |
|                                                                                                                                      | PITCH FBK       | 0-100                                                                                                                                                                                                                                                                                               |

| CATEGORY                            | TARGET                        | Value                                                            |
|-------------------------------------|-------------------------------|------------------------------------------------------------------|
| MDLY:DUAL<br>(MASTER DELAY:DUAL)    | MODE                          | SERIES, PARALLEL, L/R                                            |
|                                     | 1:TYPE                        | MONO, PAN, ANALOG,<br>TAPE                                       |
|                                     | 2:TYPE                        |                                                                  |
|                                     | 1:TIME                        | 1ms-2000ms,<br>BPM $\frac{1}{4}$ - $\frac{1}{2}$                 |
|                                     | 2:TIME                        |                                                                  |
|                                     | 1:FEEDBK (1:FEEDBACK)         | 0-100                                                            |
|                                     | 2:FEEDBK (2:FEEDBACK)         |                                                                  |
|                                     | 1:HI CUT (1:HIGH CUT)         | 20.0Hz-20.0kHz, FLAT                                             |
| MDLY:TWIST<br>(MASTER DELAY:TWIST)  | 2:HI CUT (2:HIGH CUT)         |                                                                  |
|                                     | 1:E.LEVEL<br>(1:EFFECT LEVEL) | 0-120                                                            |
|                                     | 2:E.LEVEL<br>(2:EFFECT LEVEL) |                                                                  |
|                                     | MODE                          | FALL (RISE->FALL),<br>FADE (RISE->FADE)                          |
| MDLY:GLT<br>(MASTER DELAY:CLITCH)   | RISE TIME                     | 0-100                                                            |
|                                     | FALL TIME                     | 0-100                                                            |
|                                     | FADE TIME                     | 0-100                                                            |
|                                     | DUTY                          | 0-100                                                            |
| M-DLY:ECHO<br>(MASTER DELAY ECHO)   | WOW & FLUTTER                 | 0-100                                                            |
|                                     | SPACE HEAD                    | 1, 1+2, 1+3, 2+3, 1+2+3                                          |
|                                     | BINDRM HEAD<br>(BINDRUM HEAD) | 1, 2, 3, 4, 1+2, 2+3, 3+4,<br>1+3, 2+4, 1+2+3, 2+3+4,<br>1+2+3+4 |
|                                     | SELECTOR                      | ECHO, REPEAT, SWELL                                              |
| MDLY:SDE<br>(MASTER DELAY:SDE-3000) | FIL (FILTER)                  | OFF, ON                                                          |
|                                     | TIME2 (TIMEx2)                | OFF, ON                                                          |
|                                     | DL PH (DELAY PHASE)           | NORMAL, INVERT                                                   |
|                                     | FB PH (FEEDBACK PHASE)        | NORMAL, INVERT                                                   |
| MDLY:DD20<br>(MASTER DELAY:DD-20)   | TONE                          | 0-100                                                            |
| CHORUS                              | ON/OFF                        | OFF, ON                                                          |
|                                     | TYPE                          | MONO, STEREO 1,<br>STEREO 2, DUAL                                |
|                                     | RATE                          | 0-100,<br>BPM $\frac{1}{4}$ - $\frac{1}{2}$                      |
|                                     | DEPTH                         | 0-100                                                            |
|                                     | PRE-DELAY                     | 0.0ms-40.0ms                                                     |
|                                     | WAVEFORM                      | TRI, SINE                                                        |
|                                     | E.LEVEL                       | 0-100                                                            |
|                                     | D.LEVEL                       | 0-100                                                            |
|                                     | LO CUT                        | FLAT,<br>20.0Hz-20.0kHz                                          |
|                                     | HI CUT                        | 20.0Hz-20.0kHz,<br>FLAT                                          |
| CHO:DUAL (CHORUS: DUAL)             | 1:RATE                        | 0-100,<br>BPM $\frac{1}{4}$ - $\frac{1}{2}$                      |
|                                     | 2:RATE                        |                                                                  |
|                                     | 1:DEPTH                       | 0-100                                                            |
|                                     | 2:DEPTH                       |                                                                  |
|                                     | 1:PRE-DLY (1:PRE-DELAY)       | 0.0ms-40.0ms                                                     |
|                                     | 2:PRE-DLY (2:PRE-DELAY)       |                                                                  |
|                                     | 1:WAVEFORM                    | TRI, SINE                                                        |
|                                     | 2:WAVEFORM                    |                                                                  |
|                                     | 1:E.LEVEL<br>(1:EFFECT LEVEL) | 0-100                                                            |
|                                     | 2:E.LEVEL<br>(2:EFFECT LEVEL) |                                                                  |
|                                     | 1:LO CUT (1:LOW CUT)          | FLAT,<br>20.0Hz-20.0kHz                                          |
|                                     | 2:LO CUT (2:LOW CUT)          |                                                                  |
|                                     | 1:HI CUT (1:HIGH CUT)         | 20.0Hz-20.0kHz,<br>FLAT                                          |
|                                     | 2:HI CUT (2:HIGH CUT)         |                                                                  |
|                                     | OUTPUT (OUTPUT MODE)          | MONO, STEREO                                                     |

| CATEGORY                                                                                                                               | TARGET      | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----------------------------------------------------------------------------------------------------------------------------------------|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FX1<br>FX2<br>FX3                                                                                                                      | ON/OFF      | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|                                                                                                                                        | TYPE        | AC.G SIM (AC GUITAR SIM),<br>AC RESO (AC RESONANCE),<br>AUTO WAH, CHORUS,<br>CHO BASS (CHORUS BASS),<br>C-VIBE (CLASSIC-VIBE),<br>COMP (COMPRESSOR),<br>DEFRETR (DEFRETTER),<br>DEFRET B (DEFRETTER<br>BASS),<br>DIST (DISTORTION),<br>FEEDBAKR (FEEDBACKER),<br>FLANGER,<br>FLANGR B (FLANGER BASS),<br>HARMONST (HARMONIST),<br>HUMANIZR (HUMANIZER),<br>MST.FX (MASTERING FX),<br>OCTAVE,<br>OCT BASS (OCTAVE BASS),<br>OVERTONE, PAN,<br>PHASER,<br>PITCH SFT (PITCH SHIFTER),<br>RING MOD, ROTARY,<br>SITAR SIM, SLICER,<br>SLW GEAR (SLOW GEAR),<br>SG BASS (SLOW GEAR BASS),<br>SND HOLD (SOUND HOLD),<br>S-BEND,<br>TOUCH WH (TOUCH WAH),<br>TW BASS (TOUCH WAH<br>BASS),<br>TREMLOLO, VIBRATO |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                                        |             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| FX1:AcGTR SIM<br>(FX1:AC.GUITAR SIMULATOR)<br>FX2:AcGTR SIM<br>(FX2:AC.GUITAR SIMULATOR)<br>FX3:AcGTR SIM<br>(FX3:AC.GUITAR SIMULATOR) | BODY        | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | LO          | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                                                                                                        | HI          | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| FX1:AcRESO<br>(FX1:AC RESONANCE)<br>FX2:AcRESO<br>(FX2:AC RESONANCE)<br>FX3:AcRESO<br>(FX3:AC RESONANCE)                               | LEVEL       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | TYPE        | NATURAL, WIDE, BRIGHT                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | RESO        | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
| FX1:AW (FX1:AUTO WAH)<br>FX2:AW (FX1:AUTO WAH)<br>FX3:AW (FX1:AUTO WAH)                                                                | TONE        | -50–0–+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                                                                                                        | LEVEL       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | FILTER MODE | LPF, BPF, HPF                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|                                                                                                                                        | RATE        | 0–100,<br>BPM                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                                        | DEPTH       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | E.LEVEL     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | FREQUENCY   | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | RESONANCE   | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|                                                                                                                                        | WAVEFORM    | TRI, SINE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
|                                                                                                                                        | DIR MIX     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

| CATEGORY                                                                                                 | TARGET                                                             | Value                                                                                               |
|----------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| FX1:CHO (FX1:CHORUS)<br>FX2:CHO (FX2:CHORUS)<br>FX3:CHO (FX3:CHORUS)                                     | TYPE                                                               | MONO, STEREO 1,<br>STEREO 2, DUAL, PRIME,<br>CE-1 CHO, CE-1 VIB                                     |
|                                                                                                          | RATE                                                               | 0–100,<br>BPM    |
|                                                                                                          | DEPTH                                                              | 0–100                                                                                               |
|                                                                                                          | PRE-DELAY                                                          | 0.0ms–40.0ms                                                                                        |
|                                                                                                          | WAVEFORM                                                           | TRI, SINE                                                                                           |
|                                                                                                          | E.LEVEL                                                            | 0–100                                                                                               |
|                                                                                                          | D.LEVEL                                                            | 0–100                                                                                               |
|                                                                                                          | LO CUT                                                             | FLAT,<br>20.0Hz–20.0kHz                                                                             |
|                                                                                                          | HI CUT                                                             | 20.0Hz–20.0kHz,<br>FLAT                                                                             |
|                                                                                                          | OUTPUT MODE                                                        | MONO, STEREO                                                                                        |
|                                                                                                          | DUAL 1:RATE<br>DUAL 2:RATE                                         | 0–100,<br>BPM    |
|                                                                                                          | DUAL 1:DEPT (1:DEPTH)<br>DUAL 2:DEPT (2:DEPTH)                     | 0–100                                                                                               |
|                                                                                                          | DUAL 1:PrDL (1:PRE-<br>DELAY)<br>DUAL 2:PrDL (2:PRE-<br>DELAY)     | 0.0ms–40.0ms                                                                                        |
|                                                                                                          | DUAL 1:WAVE<br>(1:WAVEFORM)<br>DUAL 2:WAVE<br>(2:WAVEFORM)         | TRI, SINE                                                                                           |
|                                                                                                          | DUAL 1:E.LV<br>(1:EFFECT LEVEL)<br>DUAL 2:E.LV<br>(2:EFFECT LEVEL) | 0–100                                                                                               |
|                                                                                                          | DUAL 1:L.CUT<br>(1:LOW CUT)<br>DUAL 2:L.CUT<br>(2:LOW CUT)         | FLAT,<br>20.0Hz–20.0kHz                                                                             |
|                                                                                                          | DUAL 1:H.CUT<br>(1:HIGH CUT)<br>DUAL 2:H.CUT<br>(2:HIGH CUT)       | 20.0Hz–20.0kHz,<br>FLAT                                                                             |
|                                                                                                          | PRIME SWEETNESS                                                    | 0–100                                                                                               |
|                                                                                                          | PRIME BELL                                                         | 0–100                                                                                               |
|                                                                                                          | CE1 PREAMP<br>(CE-1 PREAMP SW)                                     | OFF, ON                                                                                             |
|                                                                                                          | CE1 PrA GAIN<br>(CE-1 PREAMP GAIN)                                 | 0–100                                                                                               |
|                                                                                                          | CE1 PrA LVL<br>(CE-1 PREAMP LEVEL)                                 | 0–100                                                                                               |
| FX1:CHO BS<br>(FX1:CHORUS BASS)<br>FX2:CHO BS<br>(FX2:CHORUS BASS)<br>FX3:CHO BS<br>(FX3:CHORUS BASS)    | TYPE                                                               | MONO, STEREO 1,<br>STEREO 2                                                                         |
|                                                                                                          | RATE                                                               | 0–100,<br>BPM  |
|                                                                                                          | DEPTH                                                              | 0–100                                                                                               |
|                                                                                                          | E.LEVEL                                                            | 0–100                                                                                               |
|                                                                                                          | LO CUT                                                             | FLAT,<br>20.0Hz–20.0kHz                                                                             |
| FX1:C-VIBE<br>(FX1:CLASSIC-VIBE)<br>FX2:C-VIBE<br>(FX2:CLASSIC-VIBE)<br>FX3:C-VIBE<br>(FX3:CLASSIC-VIBE) | HI CUT                                                             | 20.0Hz–20.0kHz,<br>FLAT                                                                             |
|                                                                                                          | MODE                                                               | CHORUS, VIBRATO                                                                                     |
|                                                                                                          | RATE                                                               | 0–100,<br>BPM  |
|                                                                                                          | DEPTH                                                              | 0–100                                                                                               |
|                                                                                                          | E.LEVEL                                                            | 0–100                                                                                               |

| CATEGORY                                                                                                             | TARGET     | Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| FX1:COMP (COMPRESSOR)<br>FX2:COMP (COMPRESSOR)<br>FX3:COMP (COMPRESSOR)<br>FX4:COMP (COMPRESSOR)                     | TYPE       | BOSS CMP (BOSS COMP),<br>X-COMP, D-COMP,<br>ORANGE,<br>STEREO (STEREO COMP),<br>X-BASS (X-BASS COMP)                                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                      | SUSTAIN    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | ATTACK     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | RATIO      | 1:1, 1.2:1, 1.4:1, 1.6:1,<br>1.8:1, 2:1, 2.3:1, 2.6:1, 3:1,<br>3.5:1, 4:1, 5:1, 6:1, 8:1,<br>10:1, 12:1, 20:1, INF:1                                                                                                                                                                                                                                                                                                                                                                                                        |
|                                                                                                                      | TONE       | -50—+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                      | LEVEL      | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | DIR MIX    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| FX1:COMP BS<br>(FX1:COMPRESSOR BASS)<br>FX2:COMP BS<br>(FX2:COMPRESSOR BASS)<br>FX3:COMP BS<br>(FX3:COMPRESSOR BASS) | THRESHOLD  | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| FX1:DEFRET<br>(FX1:DEFRETTER)<br>FX2:DEFRET<br>(FX2:DEFRETTER)<br>FX3:DEFRET<br>(FX3:DEFRETTER)                      | SENS       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | DEPTH      | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | ATTACK     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | RESONANCE  | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | TONE       | -50—+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                      | E.LEVEL    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| FX1:DFRET B<br>(FX1:DEFRETTER BASS)<br>FX2:DFRET B<br>(FX2:DEFRETTER BASS)<br>FX3:DFRET B<br>(FX3:DEFRETTER BASS)    | DIR MIX    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | SENS       | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | ATTACK     | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | TONE       | -50—+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| FX1:DIST (FX1:DISTORTION)<br>FX2:DIST (FX2:DISTORTION)<br>FX3:DIST (FX3:DISTORTION)                                  | TYPE       | MID (MID BOOST),<br>CLEAN (CLEAN BOOST),<br>TREBLE (TREBLE BOOST),<br>CRUNCH,<br>NATURAL (NATURAL OD),<br>WARM OD, FAT DS, LEAD<br>DS, METAL DS, OCT<br>FUZZ, A-DIST, X-OD,<br>X-DIST, BLUES OD,<br>OD-1, T-Scream,<br>TURBO OD, DIST,<br>CENTA OD, RAT,<br>GUV DS, DIST+,<br>MTL ZONE (METAL ZONE),<br>HM-2,<br>MTL CORE (METAL CORE),<br>60S FUZZ ('60S FUZZ),<br>MUFF FUZ (MUFF FUZZ),<br>BASS OD, BASS DS,<br>BASS MT,<br>BASS FUZ (BASS FUZZ),<br>HI BAND (HI BAND DRIVE),<br>X-BASS (X-BASS OD),<br>BASS DRV, BASS DI |
|                                                                                                                      | DRIVE      | 0–120                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | TONE       | -50—+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                      | E.LEVEL    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | BOTTOM     | -50—+50                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                      | DIR MIX    | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                                                                                                      | SOLO SW    | OFF, ON                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|                                                                                                                      | SOLO LEVEL | 0–100                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

| CATEGORY                                                                                                 | TARGET                         | Value                                                                                               |
|----------------------------------------------------------------------------------------------------------|--------------------------------|-----------------------------------------------------------------------------------------------------|
| FX1:FEEDBK<br>(FX1:FEEDBACKER)<br>FX2:FEEDBK<br>(FX2:FEEDBACKER)<br>FX3:FEEDBK<br>(FX3:FEEDBACKER)       | MODE                           | NORMAL, OSC                                                                                         |
|                                                                                                          | TRIGGER                        | OFF, ON                                                                                             |
|                                                                                                          | DEPTH                          | 0–100                                                                                               |
|                                                                                                          | RISE TIME                      | 0–100                                                                                               |
|                                                                                                          | OCT RISE<br>(OCTAVE RISE TIME) | 0–100                                                                                               |
|                                                                                                          | FEEDBK (FEEDBACK)              | 0–100                                                                                               |
|                                                                                                          | OCT FBK<br>(OCTAVE FEEDBACK)   | 0–100                                                                                               |
|                                                                                                          | VIB RATE (VIBRATO RATE)        | 0–100                                                                                               |
| FX1:FLANG (FX1:FLANGER)<br>FX2:FLANG (FX2:FLANGER)<br>FX3:FLANG (FX3:FLANGER)                            | VIB DEPT<br>(VIBRATO DEPTH)    | 0–100                                                                                               |
|                                                                                                          | RATE                           | 0–100,<br>BPM    |
|                                                                                                          | DEPTH                          | 0–100                                                                                               |
|                                                                                                          | RESONANCE                      | 0–100                                                                                               |
|                                                                                                          | MANUAL                         | 0–100                                                                                               |
|                                                                                                          | TURBO                          | OFF, ON                                                                                             |
|                                                                                                          | WAVEFORM                       | TRI, SINE                                                                                           |
|                                                                                                          | STEPRATE                       | 0–100,<br>BPM    |
|                                                                                                          | SEPARATION                     | 0–180                                                                                               |
|                                                                                                          | E.LEVEL                        | 0–100                                                                                               |
|                                                                                                          | LO DAMP                        | -100–0                                                                                              |
|                                                                                                          | HI DAMP                        | -100–0                                                                                              |
|                                                                                                          | LO CUT                         | FLAT,<br>20.0Hz–20.0kHz                                                                             |
|                                                                                                          | HI CUT                         | 20.0Hz–20.0kHz,<br>FLAT                                                                             |
|                                                                                                          | DIR MIX                        | 0–100                                                                                               |
| FX1:FLNG B (FX1:FLANGER<br>BASS)<br>FX2:FLNG B (FX2:FLANGER<br>BASS)<br>FX3:FLNG B (FX3:FLANGER<br>BASS) | RATE                           | 0–100,<br>BPM  |
|                                                                                                          | DEPTH                          | 0–100                                                                                               |
|                                                                                                          | RESONANCE                      | 0–100                                                                                               |
|                                                                                                          | MANUAL                         | 0–100                                                                                               |
|                                                                                                          | TURBO                          | OFF, ON                                                                                             |
|                                                                                                          | WAVEFORM                       | TRI, SINE                                                                                           |
|                                                                                                          | STEPRATE                       | 0–100,<br>BPM  |
|                                                                                                          | SEPARATION                     | 0–180                                                                                               |
|                                                                                                          | E.LEVEL                        | 0–100                                                                                               |
|                                                                                                          | LOW DAMP                       | -100–0                                                                                              |
|                                                                                                          | HIGH DAMP                      | -100–0                                                                                              |
|                                                                                                          | LO CUT                         | FLAT,<br>20.0Hz–20.0kHz                                                                             |
|                                                                                                          | HI CUT                         | 20.0Hz–20.0kHz,<br>FLAT                                                                             |
|                                                                                                          | DIR MIX                        | 0–100                                                                                               |

| CATEGORY                                                                                                                      | TARGET                                             | Value                                                                                                                                                                                                                      |
|-------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>FX1:HARMO</b><br>(FX1:HARMONIST)<br><b>FX2:HARMO</b><br>(FX2:HARMONIST)<br><b>FX3:HARMO</b><br>(FX3:HARMONIST)             | VOICE                                              | 1VOICE, 2MONO,<br>2STEREO                                                                                                                                                                                                  |
|                                                                                                                               | 1:HARMO (1:HARMONY)<br>2:HARMO (2:HARMONY)         | -2oct, -14th, -13th,<br>-12th, -11th, -10th, -9th,<br>-1oct, -7th, -6th, -5th,<br>-4th, -3rd, -2nd, UNISON,<br>+2nd, +3rd, +4th, +5th,<br>+6th, +7th, +1oct, +9th,<br>+10th, +11th, +12th,<br>+13th, +14th, +2oct,<br>USER |
|                                                                                                                               | 1:PRE-DLY (1:PRE-DELAY)<br>2:PRE-DLY (2:PRE-DELAY) | 0–300ms,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$                                                                                                                                                                             |
|                                                                                                                               | 1:FEEDBK (1:FEEDBACK)<br>2:FEEDBK (2:FEEDBACK)     | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | 1:LEVEL<br>2:LEVEL                                 | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | D.LEVEL                                            | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               |                                                    |                                                                                                                                                                                                                            |
| <b>FX1:HUMAN</b><br>(FX1:HUMANIZER)<br><b>FX2:HUMAN</b><br>(FX2:HUMANIZER)<br><b>FX3:HUMAN</b><br>(FX3:HUMANIZER)             | MODE                                               | PICKING, AUTO                                                                                                                                                                                                              |
|                                                                                                                               | VOWEL1                                             | a, e, i, o, u                                                                                                                                                                                                              |
|                                                                                                                               | VOWEL2                                             | a, e, i, o, u                                                                                                                                                                                                              |
|                                                                                                                               | SENS                                               | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | RATE                                               | 0–100,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$                                                                                                                                                                               |
|                                                                                                                               | DEPTH                                              | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | MANUAL                                             | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | LEVEL                                              | 0–100                                                                                                                                                                                                                      |
| <b>FX1:MST.FX</b><br>(FX1:MASTERING FX)<br><b>FX2:MST.FX</b><br>(FX2:MASTERING FX)<br><b>FX3:MST.FX</b><br>(FX3:MASTERING FX) | TYPE                                               | NAT.COMP (NATURAL<br>COMP),<br>MIXERCMP (MIXER<br>COMP),<br>LIVECOMP,<br>NAT.LIM (NATURAL<br>LIMITER),<br>HARD LIM (HARD<br>LIMITER),<br>SOLO, METAL,<br>ACOUSTIC, ROCK,<br>LOWBOOST, BRIGHTEN                             |
|                                                                                                                               | DYNAMICS                                           | -20–+20                                                                                                                                                                                                                    |
|                                                                                                                               | TONE                                               | -6–+6                                                                                                                                                                                                                      |
|                                                                                                                               | NATURAL                                            | -50–+50                                                                                                                                                                                                                    |
| <b>FX1:OCTAVE</b><br><b>FX2:OCTAVE</b><br><b>FX3:OCTAVE</b>                                                                   | TYPE                                               | MONO, POLY                                                                                                                                                                                                                 |
|                                                                                                                               | -2OCT                                              | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | -1OCT                                              | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | D.LEVEL                                            | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | RANGE                                              | 0–100                                                                                                                                                                                                                      |
| <b>FX1:OCT BS</b><br>(FX1:OCTAVE BASS)<br><b>FX2:OCT BS</b><br>(FX2:OCTAVE BASS)<br><b>FX3:OCT BS</b><br>(FX3:OCTAVE BASS)    | POLY OCT<br>(POLY OCTAVE LEVEL)                    | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | 2-Oct                                              | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | 1-Oct                                              | 0–100                                                                                                                                                                                                                      |
| <b>FX1:OVERTON</b><br>(FX1:OVERTONE)<br><b>FX2:OVERTON</b><br>(FX2:OVERTONE)<br><b>FX3:OVERTON</b><br>(FX3:OVERTONE)          | D.LEVEL                                            | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | LOWER LEVEL                                        | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | UPPER LEVEL                                        | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | UNISON LEVEL                                       | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | D.LEVEL                                            | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | DETUNE                                             | 0–100                                                                                                                                                                                                                      |
|                                                                                                                               | LO                                                 | -50–+50                                                                                                                                                                                                                    |
|                                                                                                                               | HI                                                 | -50–+50                                                                                                                                                                                                                    |
|                                                                                                                               | OUTPUT                                             | MONO, STEREO                                                                                                                                                                                                               |

| CATEGORY                                                                                                                               | TARGET                                         | Value                                               |
|----------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------|-----------------------------------------------------|
| <b>FX1:PAN</b><br><b>FX2:PAN</b><br><b>FX3:PAN</b>                                                                                     | RATE                                           | 0–100,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$        |
|                                                                                                                                        | DEPTH                                          | 0–100                                               |
|                                                                                                                                        | WAVEFORM                                       | 0–100                                               |
|                                                                                                                                        | E.LEVEL                                        | 0–100                                               |
|                                                                                                                                        | DIR MIX                                        | 0–100                                               |
| <b>FX1:PHASER</b><br><b>FX2:PHASER</b><br><b>FX3:PHASER</b>                                                                            | TYPE                                           | PRIME, SCRIPT                                       |
|                                                                                                                                        | STAGE                                          | 2 STAGE, 4 STAGE, 8<br>STAGE, 16 STAGE, 24<br>STAGE |
|                                                                                                                                        | RATE                                           | 0–100,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$        |
|                                                                                                                                        | DEPTH                                          | 0–100                                               |
|                                                                                                                                        | RESO (RESONANCE)                               | 0–100                                               |
|                                                                                                                                        | MANUAL                                         | 0–100                                               |
|                                                                                                                                        | LO DAMP                                        | 0–100                                               |
|                                                                                                                                        | HI DAMP                                        | 0–100                                               |
|                                                                                                                                        | LO CUT                                         | FLAT,<br>20.0Hz–20.0kHz                             |
|                                                                                                                                        | HI CUT                                         | 20.0Hz–20.0kHz,<br>FLAT                             |
|                                                                                                                                        | BI-PHASE                                       | OFF, ON                                             |
|                                                                                                                                        | WAVE (WAVEFORM)                                | TRI, SINE                                           |
|                                                                                                                                        | STEP (STEP RATE)                               | OFF, 0–100,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$   |
|                                                                                                                                        | SEPARAT (SEPARATION)                           | 0–180                                               |
|                                                                                                                                        | E.LEVEL                                        | 0–100                                               |
|                                                                                                                                        | DIR MIX                                        | 0–100                                               |
| <b>FX1:P-SHIF</b><br>(FX1:PITCH SHIFTER)<br><b>FX2:P-SHIF</b><br>(FX2:PITCH SHIFTER)<br><b>FX3:P-SHIF</b><br>(FX3:PITCH SHIFTER)       | VOICE                                          | 1VOICE, 2MONO,<br>2STEREO                           |
|                                                                                                                                        | 1:PITCH<br>2:PITCH                             | -24–+24                                             |
|                                                                                                                                        | 1:FINE (1:PITCH FINE)<br>2:FINE (2:PITCH FINE) | -50–+50                                             |
|                                                                                                                                        | 1:FBK (1:FEEDBACK)                             | 0–100                                               |
|                                                                                                                                        | 1:PrDLY (1:PRE-DELAY)<br>2:PrDLY (2:PRE-DELAY) | 0ms–300ms,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$    |
|                                                                                                                                        | 1:LEVEL<br>2:LEVEL                             | 0–100                                               |
|                                                                                                                                        | 1:MODE<br>2:MODE                               | FAST,<br>MEDIUM,<br>SLOW,<br>MONO                   |
|                                                                                                                                        | D.LEVEL                                        | 0–100                                               |
| <b>FX1:RNG MOD</b><br>(FX1:RING MODULATOR)<br><b>FX2:RNG MOD</b><br>(FX2:RING MODULATOR)<br><b>FX3:RNG MOD</b><br>(FX3:RING MODULATOR) | INTELLI (INTELLIGENT)                          | OFF, ON                                             |
|                                                                                                                                        | FREQ (FREQUENCY)                               | 0–100                                               |
|                                                                                                                                        | ModRATE<br>(FREQUENCY MOD RATE)                | 0–100,<br>BPM $\frac{1}{16}$ – $\frac{1}{4}$        |
|                                                                                                                                        | ModDEPT<br>(FREQUENCY MOD DEPTH)               | 0–100                                               |
|                                                                                                                                        | E.LEVEL<br>DIR MIX                             | 0–100<br>0–100                                      |

| CATEGORY                                                                                                 | TARGET                       | Value                                                                                    |
|----------------------------------------------------------------------------------------------------------|------------------------------|------------------------------------------------------------------------------------------|
| FX1:ROTARY<br>FX2:ROTARY<br>FX3:ROTARY                                                                   | SPEED                        | SLOW, FAST                                                                               |
|                                                                                                          | SLOW RT (SLOW RATE)          | 0–100,  |
|                                                                                                          | FAST RT (FAST RATE)          | 0–100,  |
|                                                                                                          | RISE TM (RISE TIME)          | 0–100                                                                                    |
|                                                                                                          | FALL TM (FALL TIME)          | 0–100                                                                                    |
|                                                                                                          | MIC DIST (MIC DISTANCE)      | 0–100                                                                                    |
|                                                                                                          | ROT/HRN (ROTOR/HORN BALANCE) | 100:0–0:100                                                                              |
|                                                                                                          | DRIVE                        | 0–100                                                                                    |
|                                                                                                          | E.LEVEL                      | 0–100                                                                                    |
|                                                                                                          | DIR MIX                      | 0–100                                                                                    |
| FX1:SITAR (FX1:SITAR SIMULATOR)<br>FX2:SITAR (FX1:SITAR SIMULATOR)<br>FX3:SITAR (FX1:SITAR SIMULATOR)    | SENS                         | 0–100                                                                                    |
|                                                                                                          | DEPTH                        | 0–100                                                                                    |
|                                                                                                          | tone                         | -50+50                                                                                   |
|                                                                                                          | E.LEVEL                      | 0–100                                                                                    |
|                                                                                                          | RESONANCE                    | 0–100                                                                                    |
|                                                                                                          | BUZZ                         | 0–100                                                                                    |
| FX1:SLICER<br>FX2:SLICER<br>FX3:SLICER                                                                   | DIR MIX                      | 0–100                                                                                    |
|                                                                                                          | PATTERN                      | P1–P20                                                                                   |
|                                                                                                          | RATE                         | 0–100,  |
|                                                                                                          | ATTACK                       | 0–100                                                                                    |
|                                                                                                          | DUTY                         | 1–99                                                                                     |
|                                                                                                          | TRIGGER                      | OFF, ON                                                                                  |
| FX1:SG (FX1:SLOW GEAR)<br>FX2:SG (FX2:SLOW GEAR)<br>FX3:SG (FX3:SLOW GEAR)                               | E.LEVEL                      | 0–100                                                                                    |
|                                                                                                          | DIR MIX                      | 0–100                                                                                    |
|                                                                                                          | SENS                         | 0–100                                                                                    |
| FX1:SG BASS (FX1:SLOW GEAR BASS)<br>FX2:SG BASS (FX2:SLOW GEAR BASS)<br>FX3:SG BASS (FX3:SLOW GEAR BASS) | RISE TIME                    | 0–100                                                                                    |
|                                                                                                          | LEVEL                        | 0–100                                                                                    |
|                                                                                                          | RISE TM (RISE TIME)          | 0–100                                                                                    |
| FX1:S-HOLD (FX1:SOUND HOLD)<br>FX2:S-HOLD (FX2:SOUND HOLD)<br>FX3:S-HOLD (FX3:SOUND HOLD)                | LEVEL                        | 0–100                                                                                    |
|                                                                                                          | TRIGGER                      | OFF, ON                                                                                  |
|                                                                                                          | RISE TIME                    | 0–100                                                                                    |
| FX1:S-BEND<br>FX2:S-BEND<br>FX3:S-BEND                                                                   | E.LEVEL                      | 0–100                                                                                    |
|                                                                                                          | PITCH                        | -3oct, -2oct, -1oct, +1oct, +2oct, +3oct, +4oct                                          |
|                                                                                                          | RISE TM (RISE TIME)          | 0–100                                                                                    |
|                                                                                                          | FALL TM (FALL TIME)          | 0–100                                                                                    |
| FX1:TW (FX1:TOUCH WAH)<br>FX1:TW (FX1:TOUCH WAH)<br>FX1:TW (FX1:TOUCH WAH)                               | FILTER MODE                  | LPF, BPF, HPF                                                                            |
|                                                                                                          | POLARITY                     | DOWN, UP                                                                                 |
|                                                                                                          | SENS                         | 0–100                                                                                    |
|                                                                                                          | FREQUENCY                    | 0–100                                                                                    |
|                                                                                                          | RESONANCE                    | 0–100                                                                                    |
|                                                                                                          | DECAY                        | 0–100                                                                                    |
|                                                                                                          | E.LEVEL                      | 0–100                                                                                    |
|                                                                                                          | DIR MIX                      | 0–100                                                                                    |

| CATEGORY                                                                                           | TARGET                            | Value                                                                                      |
|----------------------------------------------------------------------------------------------------|-----------------------------------|--------------------------------------------------------------------------------------------|
| FX1:TW BS (FX1:TOUCH WAH BASS)<br>FX2:TW BS (FX2:TOUCH WAH BASS)<br>FX3:TW BS (FX3:TOUCH WAH BASS) | FILTER MODE                       | LPF, BPF, HPF                                                                              |
|                                                                                                    | POLARITY                          | DOWN, UP                                                                                   |
|                                                                                                    | SENS                              | 0–100                                                                                      |
|                                                                                                    | FREQUENCY                         | 0–100                                                                                      |
|                                                                                                    | RESONANCE                         | 0–100                                                                                      |
|                                                                                                    | DECAY                             | 0–100                                                                                      |
|                                                                                                    | E.LEVEL                           | 0–100                                                                                      |
|                                                                                                    | DIR MIX                           | 0–100                                                                                      |
| FX1:TREMOLO<br>FX2:TREMOLO<br>FX3:TREMOLO                                                          | RATE                              | 0–100,  |
|                                                                                                    | DEPTH                             | 0–100                                                                                      |
|                                                                                                    | WAVEFORM                          | 0–100                                                                                      |
|                                                                                                    | TRIGGER                           | 0–100                                                                                      |
|                                                                                                    | RISE TIME                         | 0–100                                                                                      |
|                                                                                                    | E.LEVEL                           | 0–100                                                                                      |
|                                                                                                    | DIR MIX                           | 0–100                                                                                      |
| FX1:VIB (FX1:VIBRATO)<br>FX2:VIB (FX2:VIBRATO)<br>FX3:VIB (FX3:VIBRATO)                            | RATE                              | 0–100,  |
|                                                                                                    | DEPTH                             | 0–100                                                                                      |
|                                                                                                    | COLOR                             | 0–100                                                                                      |
|                                                                                                    | TRIGGER                           | OFF, ON                                                                                    |
|                                                                                                    | RISE TIME                         | 0–100                                                                                      |
|                                                                                                    | E.LEVEL                           | 0–100                                                                                      |
|                                                                                                    | DIR MIX                           | 0–100                                                                                      |
| REVERB                                                                                             | ON/OFF                            | OFF, ON                                                                                    |
|                                                                                                    | TYPE                              | HALL1, HALL2, PLATE, ROOM1, ROOM2, AMBIENCE, SPRING, SHIMMER, DUAL, TERA ECO (TERA ECHO)   |
|                                                                                                    | TIME                              | 0.1s–10.0s                                                                                 |
|                                                                                                    | DENSITY                           | 1–10                                                                                       |
|                                                                                                    | PRE DELAY                         | 0ms–200ms                                                                                  |
|                                                                                                    | tone                              | -50+50                                                                                     |
|                                                                                                    | E.LEVEL                           | 0–100                                                                                      |
|                                                                                                    | D.LEVEL                           | 0–100                                                                                      |
|                                                                                                    | LO CUT                            | FLAT, 20.0Hz–20.0kHz                                                                       |
|                                                                                                    | HI CUT                            | 20.0Hz–20.0kHz, FLAT                                                                       |
|                                                                                                    | LO DAMP                           | -50+50                                                                                     |
|                                                                                                    | HI DAMP                           | -50+50                                                                                     |
|                                                                                                    | MOD RATE                          | 0–100                                                                                      |
|                                                                                                    | MOD DEPTH                         | 0–100                                                                                      |
|                                                                                                    | DUCK SENS                         | 0–100                                                                                      |
|                                                                                                    | DUCK PRE DPT (DUCKING PRE DEPTH)  | 0–100                                                                                      |
|                                                                                                    | DUCK PST DPT (DUCKING POST DEPTH) | 0–100                                                                                      |
| REVERB: SHIMMER                                                                                    | 1:PITCH                           | -24+24                                                                                     |
|                                                                                                    | 2:PITCH                           |                                                                                            |
|                                                                                                    | 1:LEVEL<br>2:LEVEL                | 0–100                                                                                      |

| CATEGORY                                                 | TARGET                                                                           | Value                                                                                    |
|----------------------------------------------------------|----------------------------------------------------------------------------------|------------------------------------------------------------------------------------------|
| REVERB: DUAL                                             | 1:TYPE<br>2:TYPE                                                                 | HALL, PLATE, ROOM                                                                        |
|                                                          | 1:TIME<br>2:TIME                                                                 | 0.1–10.0s                                                                                |
|                                                          | 1:PRE-DLY (1:PRE-DELAY)<br>2:PRE-DLY (2:PRE-DELAY)                               | 0ms–200ms                                                                                |
|                                                          | 1:DENSITY<br>2:DENSITY                                                           | 1–10                                                                                     |
|                                                          | 1:TONE<br>2:TONE                                                                 | –50–+50                                                                                  |
|                                                          | 1:E.LEVEL<br>(1:EFFECT LEVEL)<br>2:E.LEVEL<br>(2:EFFECT LEVEL)                   | 0–100                                                                                    |
|                                                          | 1:LO CUT (1:LOW CUT)<br>2:LO CUT (2:LOW CUT)                                     | FLAT,<br>20.0Hz–20.0kHz                                                                  |
|                                                          | 1:HI CUT (1:HIG CUT)<br>2:HI CUT (2:HIG CUT)                                     | 20.0Hz–20.0kHz,<br>FLAT                                                                  |
| REVERB: TERA ECHO                                        | MODE                                                                             | MONO, STEREO1,<br>STEREO2                                                                |
|                                                          | STIME (S-TIME)                                                                   | 0–100                                                                                    |
|                                                          | FBK (FEEDBACK)                                                                   | 0–100                                                                                    |
|                                                          | TRIG (TRIGGER)                                                                   | OFF, ON                                                                                  |
| PEDAL FX                                                 | ON/OFF                                                                           | OFF, ON                                                                                  |
|                                                          | TYPE                                                                             | PDL BEND (PEDAL BEND),<br>WAH                                                            |
|                                                          | E.LEVEL                                                                          | 0–100                                                                                    |
|                                                          | DIR MIX                                                                          | 0–100                                                                                    |
| PEDAL BEND                                               | PITCH MIN                                                                        | PITCH MIN                                                                                |
|                                                          | PITCH MAX                                                                        | PITCH MAX                                                                                |
|                                                          | PEDAL POS (PEDAL<br>POSITION)                                                    | 0–100                                                                                    |
| PEDAL WAH                                                | TYPE                                                                             | CRY WAH, VO WAH,<br>FAT WAH, LIGHT WAH,<br>7STR WAH (7STRING WAH),<br>RESO WAH, BASS WAH |
|                                                          | PEDAL POS (PEDAL<br>POSITION)                                                    | 0–100                                                                                    |
|                                                          | PEDAL MIN                                                                        | 0–100                                                                                    |
|                                                          | PEDAL MAX                                                                        | 0–100                                                                                    |
| FOOT VOLUME                                              | PEDAL POS (PEDAL<br>POSITION)                                                    | 0–100                                                                                    |
|                                                          | VOLUME MIN                                                                       | 0–100                                                                                    |
|                                                          | VOLUME MAX                                                                       | 0–100                                                                                    |
|                                                          | VOLUME CURVE                                                                     | SLOW1, SLOW2,<br>NORMAL, FAST                                                            |
| DIV1 (DIVIDER 1)<br>DIV2 (DIVIDER 2)<br>DIV3 (DIVIDER 3) | MODE                                                                             | SINGLE, DUAL                                                                             |
|                                                          | CH SELECT                                                                        | A, B                                                                                     |
|                                                          | Ch.A DYNAMIC<br>Ch.B DYNAMIC                                                     | OFF,<br>POLAR+ (POLARITY +),<br>POLAR- (POLARITY -)                                      |
|                                                          | Ch.A DYNA SENS (Ch.A<br>DYNAMIC SENS)<br>Ch.B DYNA SENS (Ch.B<br>DYNAMIC SENS)   | 0–100                                                                                    |
|                                                          | Ch.A FILTER<br>Ch.B FILTER                                                       | OFF, LPF, HPF                                                                            |
|                                                          | Ch.A CUTOFF (Ch.A<br>CUTOFF REUQUENCY)<br>Ch.B CUTOFF (Ch.B<br>CUTOFF REUQUENCY) | 100Hz–4.00kHz                                                                            |

| CATEGORY                                              | TARGET         | Value                                                   |
|-------------------------------------------------------|----------------|---------------------------------------------------------|
| MIX 1 (MIXER 1)<br>MIX 2 (MIXER 2)<br>MIX 3 (MIXER 3) | MODE           | STEREO, PAN L/R                                         |
|                                                       | Ch.A LEVEL     | 0–100                                                   |
|                                                       | Ch.B LEVEL     |                                                         |
|                                                       | Ch.A/B BALANCE | 100:0–0:100                                             |
| S/R 1 (SEND/RETURN 1)<br>S/R 2 (SEND/RETURN 2)        | SPREAD         | 0–100                                                   |
|                                                       | ON/OFF         | OFF, ON                                                 |
|                                                       | MODE           | NORMAL,<br>DIR MIX (DIRECT MIX),<br>BRANCH (BRANCH OUT) |
|                                                       | SEND LEVEL     | 0–200                                                   |
|                                                       | RETURN LEVEL   | 0–200                                                   |
| LOOPER                                                | ADJUST         | 0–100                                                   |
|                                                       | PLAY LEVEL     | 0–100                                                   |
| AMP CTL (AMP CONTROL)                                 | CTL 1 *1       | OFF, ON                                                 |
|                                                       | CTL 2 *1       | OFF, ON                                                 |
| MASTER                                                | PATCH LEVEL    | 0–200                                                   |
|                                                       | BPM            | 40–250                                                  |
|                                                       | KEY            | C (Am)–B (G#m)                                          |
|                                                       | BASS MODE      | OFF, ON                                                 |
| MIDI                                                  | MIDI CC#       | –                                                       |
|                                                       | MIDI PC#       | –                                                       |
| TUNER                                                 | ON/OFF         | OFF, ON                                                 |

\*1 This is enabled when CTL 4, 5 SETTING is set to AMP CTL.

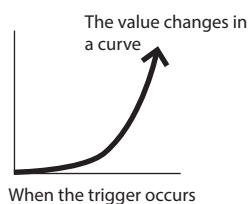
## Virtual Expression Pedal (Internal Pedal / Wave Pedal)

By assigning a desired parameter to the virtual expression pedal, you can produce an effect as though you were operating a physical expression pedal to change the volume or tone quality in real time.

The virtual expression pedal system provides the following two types of functions, and you can use the SOURCE setting for ASSIGN 1–16 to choose the desired type.

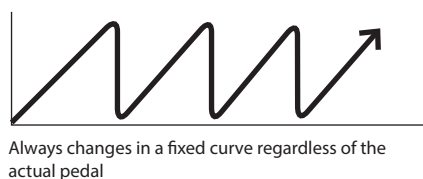
### Internal pedal

If SOURCE is set to "INT PEDAL," the virtual expression pedal will begin operating when started by the specified trigger (TRIGGER), modifying the parameter specified by "TARGET."



### Wave pedal

If SOURCE is set to "WAVE PEDAL," the virtual expression pedal will cyclically modify the parameter specified by TARGET in a fixed wave form.



## INPUT (Input Level)

The parameter set as the target changes in response to the input level.

### MEMO

If you want to adjust the input sensitivity, set the INPUT SENS.

## INPUT SENS (Input Sens)

| Parameter  | Value | Explanation                                                                 |
|------------|-------|-----------------------------------------------------------------------------|
| INPUT SENS | 0–100 | This adjusts the input sensitivity when INPUT LEVEL is selected for SOURCE. |

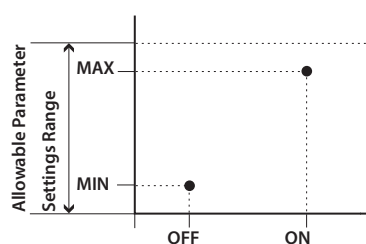
## About the Range of a Target's Change

The value of the parameter selected as the target changes within the range defined by "Min" and "Max," as set on the GT-1000CORE.

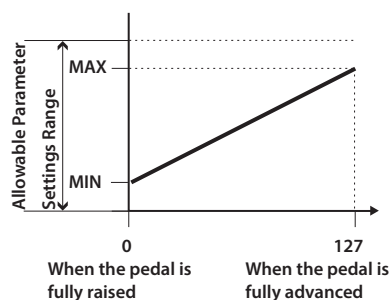
When using an external footswitch, or other controller that acts as an on/off switch, "Min" is selected with Off (CLOSED), and "Max" is selected with On (OPEN).

When using an external expression pedal or other controller that generates a consecutive change in the value, the value of the setting changes accordingly, within the range set by the minimum and maximum values. Also, when the target is of an on/off type, the median value of the received data is used as the dividing line in determining whether to switch it on or off.

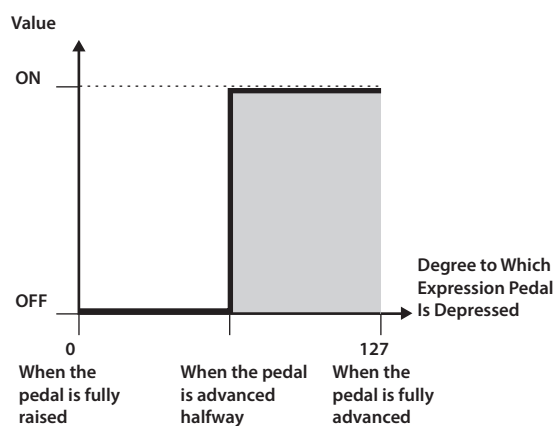
When using the footswitch:



When using the expression pedal:



When controlling the On/Off target with the expression pedal:

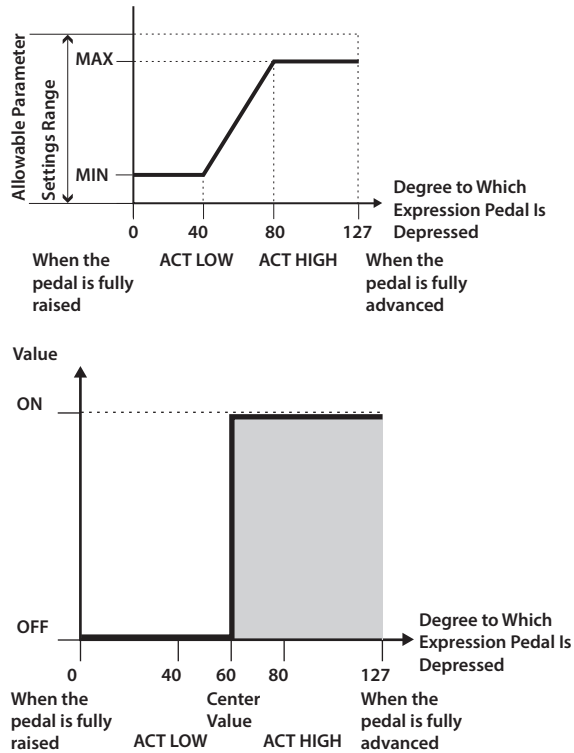


- \* The range that can be selected changes according to the target setting.
- \* When the "minimum" is set to a higher value than the "maximum," the change in the parameter is reversed.
- \* The values of settings can change if the target is changed after the "minimum" and "maximum" settings have been made. If you've changed the target, be sure to recheck the "minimum" and "maximum" settings.

## About the Range of a Controller's Change

This sets the operational range within which the value of the setting changes when an expression pedal or other controller that changes the value consecutively is used as the source. If the controller is moved outside the operational range, the value does not change, it stops at "minimum" or "maximum."

(Example) With ACT LOW: 40, ACT HIGH: 80



\* When using a footswitch or other on/off switching controller as the source, leave these at "ACT LOW: 0" and "ACT HIGH: 127." With certain settings, the value may not change.

| Parameter                                  | Value      | Explanation                                                                                                                  |
|--------------------------------------------|------------|------------------------------------------------------------------------------------------------------------------------------|
| CC1#<br>CC2#                               | OFF, 0–127 | Specifies whether a control change is transmitted when you switch patches. If this is OFF, no control change is transmitted. |
| CC1 VAL (CC1 VALUE)<br>CC2 VAL (CC2 VALUE) | 0–127      | Specifies the value of the control change.                                                                                   |

## LED COLOR

You can specify the color of the LED for each footswitch.

[▼] switch, [▲] switch, [CTL1] switch

| Value                                                                                                       | Explanation                                                                                                                                                                 |
|-------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| OFF                                                                                                         | The LED is not lit.                                                                                                                                                         |
| RED<br>BLUE<br>L.BLUE (LIGHT BLUE)<br>GREEN<br>YELLOW<br>WHITE<br>PURPLE                                    | Specify the color of LED illumination.                                                                                                                                      |
| AUTO                                                                                                        | The illumination behavior and color that are appropriate for the footswitch function will be specified. If "ON" is set to AUTO, the OFF setting is ignored.                 |
| AUTO RED<br>AUTO BLUE<br>AUTO L.BLUE (LIGHT BLUE)<br>AUTO GREEN<br>AUTO YELLOW<br>AUTO WHITE<br>AUTO PURPLE | The illumination behavior that is appropriate for the footswitch function will be specified. You can specify the color. If "ON" is set to AUTO, the OFF setting is ignored. |

## PATCH MIDI

When you change patches, a program number and bank select messages are transmitted to an external MIDI device.

PATCH MIDI 1, 2, 3, 4

| Parameter            | Value      | Explanation                                                                                                                                                                                                                                                                                         |
|----------------------|------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CH                   | OFF, 1–16  | Specifies the transmit channel for MIDI messages. If this is OFF, no MIDI message is transmitted.                                                                                                                                                                                                   |
| PC#                  | OFF, 1–128 | Specifies whether a program number is transmitted when you switch patches. If this is OFF, no program number is transmitted.                                                                                                                                                                        |
| BANK MSB<br>BANK LSB | OFF, 0–127 | Specifies whether bank select messages are transmitted when you switch patches.<br>* It is not possible to transmit only BANK LSB.<br>* Not transmitted if PC# is OFF.<br>* It is not possible to transmit only bank select. Bank select is always transmitted in conjunction with program numbers. |

## TEMPO HOLD

| Parameter  | Value   | Explanation                                                                         |
|------------|---------|-------------------------------------------------------------------------------------|
| TEMPO HOLD | OFF, ON | Specifies whether the tempo (BPM) changes or is maintained when you switch patches. |

## IN/OUT SETTING

### INPUT

Adjust the input level according to the output level of the guitar that you've connected.

| Parameter   | Value     | Explanation                     |
|-------------|-----------|---------------------------------|
| INPUT LEVEL | -20~+20dB | Adjusts the guitar input level. |

### OUTPUT, SUB OUT

Specify the device (amp) that's connected to the OUTPUT, SEND jacks.

#### OUTPUT SELECT

| Parameter                        |                                                                                                                                                                                                    |
|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AIRD OUTPUT SELECT               |                                                                                                                                                                                                    |
| Value                            | Explanation                                                                                                                                                                                        |
| LINE/PHONES                      | Choose this setting if you're using headphones, or if the GT-1000CORE is connected to a keyboard amp, mixer, or digital recorder.<br>The speaker type for the preamp is fixed (original).          |
| RECORDING                        | Choose this setting if you're using headphones, or if the GT-1000CORE is connected to a keyboard amp, mixer, or digital recorder.<br>This setting lets you freely select the speaker type.         |
| JC-120 RETURN                    | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the Roland JC-120 guitar amp.                                                                                            |
| JC-120 INPUT                     | Choose this setting if the GT-1000CORE is connected to the guitar input of a JC-120 guitar amp.                                                                                                    |
| Blues Cube Tour410 RETURN        | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the Roland Blues Cube Tour guitar amp.<br>This assumes that the connected speaker cabinet is the Blues Cube Cabinet 410. |
| Blues Cube Tour410 INPUT         | Choose this setting if the GT-1000CORE is connected to the guitar input of a Roland Blues Cube Tour guitar amp.<br>This assumes that the connected speaker cabinet is the Blues Cube Cabinet 410.  |
| Blues Cube Artist212 RETURN      | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the Roland Blues Cube Artist212 guitar amp.                                                                              |
| Blues Cube Artist212 INPUT       | Choose this setting if the GT-1000CORE is connected to the guitar input of a Roland Blues Cube Artist212 guitar amp.                                                                               |
| WAZA Amp 412 RETURN              | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the BOSS WAZA Amp Head guitar amp.<br>This assumes that the connected speaker cabinet is the WAZA Amp Cabinet 412.       |
| WAZA Amp 412 INPUT               | Choose this setting if the GT-1000CORE is connected to the guitar input of a BOSS WAZA Amp Head guitar amp.<br>This assumes that the connected speaker cabinet is the WAZA Amp Cabinet 412.        |
| WAZA Amp 212 RETURN              | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the BOSS WAZA Amp Head guitar amp.<br>This assumes that the connected speaker cabinet is the WAZA Amp Cabinet 212.       |
| WAZA Amp 212 INPUT               | Choose this setting if the GT-1000CORE is connected to the guitar input of a BOSS WAZA Amp Head guitar amp.<br>This assumes that the connected speaker cabinet is the WAZA Amp Cabinet 412.        |
| KATANA-100/212 MkII POWER AMP IN | Choose this setting if the GT-1000CORE is connected to the POWER AMP IN of a Boss KATANA-100/212 MkII guitar amp.                                                                                  |
| KATANA-100 MkII POWER AMP IN     | Choose this setting if the GT-1000CORE is connected to the POWER AMP IN of a Boss KATANA-100 MkII guitar amp.                                                                                      |

| Value                       | Explanation                                                                                                                                                                                                                                               |
|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| KATANA-50 MkII POWER AMP IN | Choose this setting if the GT-1000CORE is connected to the POWER AMP IN of a Boss KATANA-50 MkII guitar amp.                                                                                                                                              |
| KATANA-100/212 RETURN       | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the KATANA-100/212 guitar amp.                                                                                                                                                  |
| KATANA-100/212 INPUT        | Choose this setting if the GT-1000CORE is connected to the guitar input of a KATANA-100/212 guitar amp.                                                                                                                                                   |
| KATANA-100 RETURN           | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the KATANA-100 guitar amp.                                                                                                                                                      |
| KATANA-100 INPUT            | Choose this setting if the GT-1000CORE is connected to the guitar input of a KATANA-100 guitar amp.                                                                                                                                                       |
| KATANA-50 INPUT             | Choose this setting if the GT-1000CORE is connected to the guitar input of a KATANA-50 guitar amp.                                                                                                                                                        |
| TUBE COMBO 212 RETURN       | This setting is for cases other than the above when connecting to the RETURN of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with two 12" speakers.                                                              |
| TUBE COMBO 212 INPUT        | This setting is for cases other than the above when connecting to the INPUT of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with two 12" speakers.                                                               |
| TUBE COMBO 112 RETURN       | This setting is for cases other than the above when connecting to the RETURN of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with one 12" speaker.                                                               |
| TUBE COMBO 112 INPUT        | This setting is for cases other than the above when connecting to the INPUT of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with one 12" speaker.                                                                |
| TUBE STACK 412 RETURN       | This setting is for cases other than the above when connecting to the RETURN of a vacuum tube stack guitar amp (in which the amp and speakers are separate units).<br>This assumes that the connected speaker cabinet is equipped with four 12" speakers. |
| TUBE STACK 412 INPUT        | This setting is for cases other than the above when connecting to the INPUT of a vacuum tube stack guitar amp (in which the amp and speaker are separate units).<br>This assumes that the connected speaker cabinet is equipped with four 12" speakers.   |
| NEXTONE-Artist RETURN       | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the NEXTONE-Artist guitar amp.<br>This assumes that the POWER AMP SELECT is set to EL34.                                                                                        |
| NEXTONE-Stage RETURN        | Choose this setting if the GT-1000CORE is connected to the RETURN jack of the NEXTONE-Stage guitar amp.<br>This assumes that the POWER AMP SELECT is set to EL34.                                                                                         |
| MUSTANG 212 RETURN          | A setting for the connection to the RETURN jack of the Fender MUSTANG guitar amp.<br>This assumes that the connected speaker cabinet is equipped with two 12" speakers.                                                                                   |
| Hot Rod Deluxe RETURN       | A setting for the connection to the RETURN jack of the Fender Hot Rod Deluxe guitar amp.                                                                                                                                                                  |
| Twin Reverb INPUT           | A setting for the connection to the guitar input of the Fender Twin Reverb guitar amp.                                                                                                                                                                    |
| AC30 INPUT                  | A setting for the connection to the guitar input of the VOX AC30 guitar amp.                                                                                                                                                                              |
| JCM2000 412 RETURN          | A setting for the connection to the RETURN jack of the Marshall JCM2000 guitar amp.<br>The connected cabinet is assumed to be a Marshall cabinet with four 12" speakers.                                                                                  |
| JVM410H 412 RETURN          | A setting for the connection to the RETURN jack of the Marshall JVM410H guitar amp.<br>The connected cabinet is assumed to be a Marshall cabinet with four 12" speakers.                                                                                  |
| Rectifier 412 RETURN        | A setting for the connection to the RETURN jack of the MESA/Boogie Rectifier guitar amp.<br>The connected cabinet is assumed to be a MESA/Boogie cabinet with four 12" speakers.                                                                          |
| TriAmp 412 RETURN           | A setting for the connection to the RETURN jack of the Hughes & Kettner TriAmp guitar amp.<br>The connected cabinet is assumed to be a Hughes & Kettner cabinet with four 12" speakers.                                                                   |
| BASS AMP WITH TWEETER       | Use this setting when connecting to a bass amp that has no tweeter.                                                                                                                                                                                       |
| BASS AMP NO TWEETER         | Use this setting when connecting to a tweeter-equipped bass amp.                                                                                                                                                                                          |

| Value        | Explanation                                                                                                                                                                                                                                 |
|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| USER1, USER2 | You can use a dedicated tool to download settings from the Boss website and add them to USER1 and USER2.<br>Download the dedicated tool from the BOSS website.<br><a href="http://www.boss.info/support/">http://www.boss.info/support/</a> |

- \* Company names and product names appearing in this document are registered trademarks or trademarks of their respective owners.
- \* In this manual, company names and product names of the respective owners are used because it is the most practical way of describing the sounds that are emulated using DSP technology.

## GLOBAL EQ

This adjusts the tone of the OUTPUT regardless of the equalizer on/off settings of individual patches.

- \* If the STEREO LINK is ON, the L settings are also applied to R.

| Parameter                                                               | Value                   | Explanation                                                                                                                                 |
|-------------------------------------------------------------------------|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| ST LINK (STEREO LINK)                                                   | OFF, ON                 | If this is ON, the L and R settings are made at the same time.                                                                              |
| LO GAIN (LOW GAIN)<br>L:LO GAIN (L:LOW GAIN)<br>R:LO GAIN (R:LOW GAIN)  | -20+20dB                | Adjusts the tone for the low frequency range.                                                                                               |
| MID GAIN<br>L:MID GAIN<br>R:MID GAIN                                    | -20+20dB                | Adjusts the tone for the middle frequency range.                                                                                            |
| MID FREQ<br>L:MID FREQ<br>R:MID FREQ                                    | 20.0Hz-16.0kHz          | Specifies the center of the frequency range that will be adjusted by the MID GAIN.                                                          |
| MID Q<br>L:MID Q<br>R:MID Q                                             | 0.5-16                  | Adjusts the width of the area affected by the EQ centered at the MID FREQ. Higher values will narrow the area.                              |
| HI GAIN (HIGH GAIN)<br>L:HI GAIN (L:HIG GAIN)<br>R:HI GAIN (R:HIG GAIN) | -20+20dB                | Adjusts the tone for the high frequency range.                                                                                              |
| LO CUT (LOW CUT)<br>L:LO CUT (L:LOW CUT)<br>R:LO CUT (R:LOW CUT)        | FLAT,<br>20.0Hz-20.0kHz | 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.   |
| HI CUT (HIGH CUT)<br>L:HI CUT (L:HIG CUT)<br>R:HI CUT (R:HIG CUT)       | 20.0Hz-20.0kHz<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. |

- \* GLOBAL EQ of SUB OUT is enabled only when SEND1 SETTING and SEND2 SETTING are set to SUB OUT.

## OUTPUT LEVEL (SUB OUT)

| Parameter    | Value | Explanation                              |
|--------------|-------|------------------------------------------|
| OUTPUT LEVEL | 0-100 | Adjusts the output level (SUB OUT only). |

- \* This is only enabled when SEND1 SETTING and SEND2 SETTING are set to SUB OUT.

## TOTAL

These parameters control the threshold level of the noise suppressor used by each patch, the overall reverb level, and the overall output. They do not affect the settings of each patch.

| Parameter                     | Value               | Explanation                                                                                                                                                                                                                                                                                                                                                 |
|-------------------------------|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| NS THRESHLD<br>(NS THRESHOLD) | -20dB-0dB-<br>+20dB | Control the threshold level of the noise suppressor used by each patch.<br>It is effective to adjust this when you switch to connecting a different guitar, or according to the amount of noise in the performance venue. This does not affect the settings of each patch.<br>* If you want to use the settings specified for each patch, set this to 0 dB. |
| REVERB LEVEL                  | 0%-200%             | Adjusts the reverb level specified for each patch.<br>It is useful to adjust the reverb level appropriately for the space in which you're performing. This does not affect the settings of each patch.<br>* If you want to use the settings specified for each patch, set this to 100%.                                                                     |

# USB-Related Settings

Here you can make USB-related settings for when the GT-1000CORE is connected to a computer via USB.

## USB audio flow

GT-1000CORE provides three USB audio outputs: "OUTPUT", "SUB OUT" and "DRY."

OUTPUT outputs the effect sound from OUTPUT; the return from the computer is mixed with the guitar's performance at the final stage of OUTPUT.

SUB OUT outputs the effect sound from SUB OUT; the return from the computer is mixed with the guitar's performance at the final stage of SUB OUT.

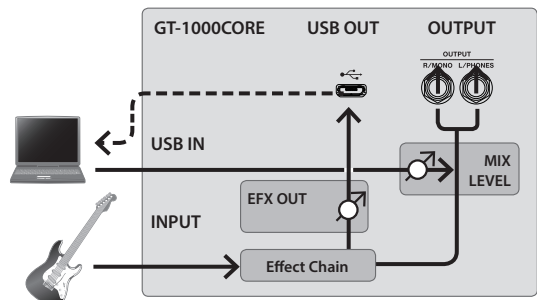
DRY always outputs the dry sound regardless of the GT-1000CORE unit's settings; the return from the computer is always returned to the beginning of the effect chain.

Since the GT-1000CORE is outputting to the computer from each of OUTPUT, SUB OUT, and DRY, you can provide three tracks for guitar and simultaneously record the dry sound, the effect sound from OUTPUT, and the effect sound from SUB OUT.

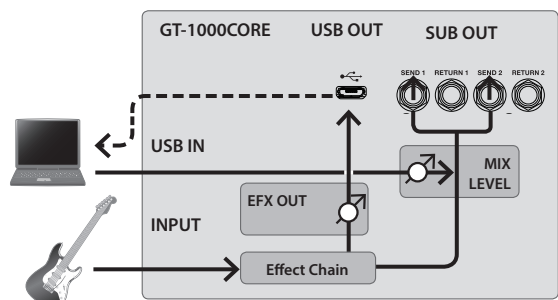
If you are not satisfied with the effect sound from MAIN OUT or SUB OUT, you can play back the dry sound that was simultaneously recorded from DRY, and pass it through the effect chain of the GT-1000CORE to remake the sound.

\* SUB OUT is enabled only when SEND1 SETTING and SEND2 SETTING are set to SUB OUT.

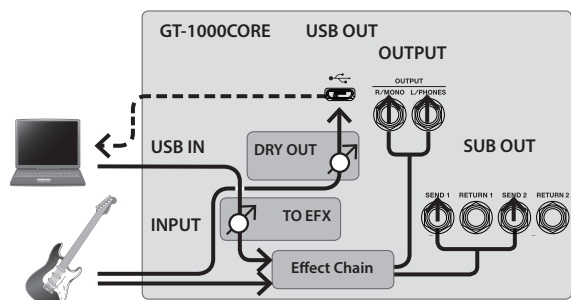
### OUTPUT



### SUB OUT



### DRY



## OUTPUT

| Parameter | Value                                                                                                                                                      | Explanation                                                                                                                                                                                                       |
|-----------|------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MIX LEVEL | 0–200%                                                                                                                                                     | Adjusts the level of the input sound from the computer. At this time, the input sound from the computer is mixed at the final stage of the GT-1000CORE's OUTPUT.                                                  |
| EFX OUT   | 0–200%                                                                                                                                                     | Adjusts the level of the sound that is output to the computer from OUTPUT after passing through the GT-1000CORE's effects.                                                                                        |
| DIR MON   | Selects whether the sound of the GT-1000CORE, is output to the OUTPUT jacks.<br>* This setting cannot be saved. It will be ON when the unit is powered-on. |                                                                                                                                                                                                                   |
|           | OFF                                                                                                                                                        | Turn this off if the audio data is being passed through within the computer.<br>In this case, you won't hear the sound unless the computer is set to through.                                                     |
|           | ON                                                                                                                                                         | The sound of the GT-1000CORE, is output directly. Turn this on if you're using the GT-1000CORE, by itself without connecting to a computer. (If this is off, only the sound that is input to USB will be output.) |

## SUB OUT

| Parameter | Value                                                                                                                                                                             | Explanation                                                                                                                                                                                                       |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MIX LEVEL | 0–200%                                                                                                                                                                            | Adjusts the level of the sound that is input from the computer. In this case, the input sound from the computer is mixed at the final stage of the GT-1000CORE's SUB OUT.                                         |
| EFX OUT   | 0–200%                                                                                                                                                                            | Adjusts the level of the sound that is output to the computer from SUB OUT after passing through the GT-1000CORE's effects.                                                                                       |
| DIR MON   | Selects whether the sound of the GT-1000CORE, is output to the PHONES jack or the SUB OUTPUT jacks.<br>* This setting cannot be saved. It will be ON when the unit is powered-on. |                                                                                                                                                                                                                   |
|           | OFF                                                                                                                                                                               | Turn this off if the audio data is being passed through within the computer.<br>In this case, you won't hear the sound unless the computer is set to through.                                                     |
|           | ON                                                                                                                                                                                | The sound of the GT-1000CORE, is output directly. Turn this on if you're using the GT-1000CORE, by itself without connecting to a computer. (If this is off, only the sound that is input to USB will be output.) |

\* SUB OUT is enabled only when SEND1 SETTING and SEND2 SETTING are set to SUB OUT.

## DRY

| Parameter | Value  | Explanation                                                                                                              |
|-----------|--------|--------------------------------------------------------------------------------------------------------------------------|
| OUT       | 0–200% | The guitar sound that is input to the GT-1000CORE, is output without change (DRY sound); it is not processed by effects. |
| TO EFX    | 0–200% | Adjusts the input level from the computer to the GT-1000CORE's effects.                                                  |

## PLAY OPTION

Here you can specify how the pedals will work during performance.

| Parameter              | Value                                                       | Explanation                                                                    |
|------------------------|-------------------------------------------------------------|--------------------------------------------------------------------------------|
| PATCH EXTENT MIN       | U001–P250,                                                  | Sets the lower limit for the banks.                                            |
| PATCH EXTENT MAX       | U001–P250,                                                  | Sets the upper limit for the banks.                                            |
| PHRASE LOOP MODE       | MONO                                                        | Mixes the L/R signals for mono operation.<br>The recording time is 38 seconds. |
|                        | STEREO                                                      | Operate in stereo.<br>The recording time is 19 seconds.                        |
| PHRASE LOOP REC ACTION | Specifies how the looper operates when you press the pedal. |                                                                                |
|                        | REC → PLAY → DUB                                            | Operation switches in the order of record → play → overdub.                    |
|                        | REC → DUB → PLAY                                            | Operation switches in the order of record → overdub → play.                    |

## MIDI

Here you can make settings for using the GT-1000CORE connected with an external MIDI device or with a second GT-1000CORE unit.

### Reference

For more about MIDI, refer to “Connecting External MIDI Devices” in the owner’s manual.

## MIDI SETTING

| Parameter                | Value                                                                                                                                                                                                                                                                                                                                                                                                | Explanation                                                                                                                                                                                                                      |
|--------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| RX CH (RX CHANNEL)       | This sets the MIDI channel used for receiving MIDI messages.                                                                                                                                                                                                                                                                                                                                         |                                                                                                                                                                                                                                  |
|                          | Ch. 1– Ch. 16                                                                                                                                                                                                                                                                                                                                                                                        | Specifies the receive channel.                                                                                                                                                                                                   |
| OMNI MODE                | This makes the settings for the channels used for MIDI information.                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                  |
|                          | OFF                                                                                                                                                                                                                                                                                                                                                                                                  | Information is received on the channel specified by the RX CHANNEL setting.                                                                                                                                                      |
|                          | ON                                                                                                                                                                                                                                                                                                                                                                                                   | Messages are received on all channels, regardless of the MIDI channel settings.                                                                                                                                                  |
| TX CH (TX CHANNEL)       | Sets the MIDI channel used for transmitting MIDI messages.                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                  |
|                          | Ch. 1– Ch. 16.                                                                                                                                                                                                                                                                                                                                                                                       | Specifies the transmit channel.                                                                                                                                                                                                  |
|                          | RX                                                                                                                                                                                                                                                                                                                                                                                                   | Transmits on the same channel as the RX CHANNEL.                                                                                                                                                                                 |
| DEVICE ID                | This sets the MIDI Device ID used for transmitting and receiving Exclusive messages.                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                  |
|                          | 1–32                                                                                                                                                                                                                                                                                                                                                                                                 | Sets the MIDI Device ID.                                                                                                                                                                                                         |
| MIDI THRU (MIDI IN THRU) | This specifies the connector from which to output the MIDI messages that are received at the MIDI IN connector.                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                  |
|                          | OFF                                                                                                                                                                                                                                                                                                                                                                                                  | MIDI messages are not transmitted.                                                                                                                                                                                               |
|                          | MIDI OUT                                                                                                                                                                                                                                                                                                                                                                                             | Messages are transmitted from the MIDI OUT connector.                                                                                                                                                                            |
|                          | USB OUT                                                                                                                                                                                                                                                                                                                                                                                              | Messages are transmitted from the USB port.                                                                                                                                                                                      |
|                          | USB/MIDI                                                                                                                                                                                                                                                                                                                                                                                             | Messages are transmitted from the USB port and the MIDI OUT connector.                                                                                                                                                           |
| USB THRU (USB IN THRU)   | This specifies the connector from which to output the MIDI messages that are received at the USB port.                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                  |
|                          | OFF                                                                                                                                                                                                                                                                                                                                                                                                  | MIDI messages are not transmitted.                                                                                                                                                                                               |
|                          | MIDI OUT                                                                                                                                                                                                                                                                                                                                                                                             | Messages are transmitted from the MIDI OUT connector.                                                                                                                                                                            |
|                          | USB OUT                                                                                                                                                                                                                                                                                                                                                                                              | Messages are transmitted from the USB port.                                                                                                                                                                                      |
|                          | USB/MIDI                                                                                                                                                                                                                                                                                                                                                                                             | Messages are transmitted from the USB port and the MIDI OUT connector.                                                                                                                                                           |
| SYNC CLK (SYNC CLOCK)    | This setting determines the basis used for synchronizing the timing for effect modulation rates and other time-based parameters.                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                  |
|                          | * When you have an external MIDI device connected, the MASTER BPM is then synchronized to the external MIDI device’s tempo, thus disabling the MASTER BPM setting. To enable setting of the MASTER BPM, set to “INTERNAL.”<br>* When synchronizing performances to the MIDI Clock signal from an external MIDI device, timing problems in the performance may occur due to errors in the MIDI Clock. |                                                                                                                                                                                                                                  |
|                          | AUTO                                                                                                                                                                                                                                                                                                                                                                                                 | Operations are synchronized to MIDI clock messages received via MIDI or USB. However, operations are automatically synchronized to the GT-1000CORE’s internal clock if the GT-1000CORE, is unable to receive the external Clock. |
|                          | INTERNAL                                                                                                                                                                                                                                                                                                                                                                                             | Operations are synchronized to the GT-1000CORE’s internal Clock.                                                                                                                                                                 |
|                          | MIDI (AUTO)                                                                                                                                                                                                                                                                                                                                                                                          | Operations are synchronized to the MIDI Clock received via MIDI. However, operations are automatically synchronized to the GT-1000CORE’s internal Clock if the GT-1000CORE is unable to receive the external Clock.              |
|                          | USB (AUTO)                                                                                                                                                                                                                                                                                                                                                                                           | Operations are synchronized to the USB Clock received via USB. However, operations are automatically synchronized to the GT-1000CORE’s internal Clock if the GT-1000CORE is unable to receive the external Clock.                |

| Parameter            | Value | Explanation                                                                                                                                                                                              |
|----------------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CLK OUT (CLOCK OUT)  |       | Specifies whether MIDI clock will be output from the GT-1000CORE.                                                                                                                                        |
|                      | OFF   | MIDI clock is not output.                                                                                                                                                                                |
|                      | ON    | MIDI clock is output.                                                                                                                                                                                    |
| MAP SEL (MAP SELECT) |       | Specifies whether program change messages received by the GT-1000CORE, will switch patches according to the settings of the program change map or will switch patches according to the default settings. |
|                      | FIX   | This deactivates the Program Change Map. Switches to the patches according to the default settings.                                                                                                      |
|                      | PROG  | This activates the Program Change Map. Switches to the patches according to the Program Change Map.                                                                                                      |
| ▼ CC#                |       | Pedal operations are transmitted using the specified controller number.                                                                                                                                  |
| ▲ CC#                |       |                                                                                                                                                                                                          |
| CTL1 CC#             |       |                                                                                                                                                                                                          |
| CTL2 CC#             |       |                                                                                                                                                                                                          |
| CTL3 CC#             |       |                                                                                                                                                                                                          |
| CTL4 CC#             |       |                                                                                                                                                                                                          |
| CTL5 CC#             |       |                                                                                                                                                                                                          |
| EXP1 CC#             |       |                                                                                                                                                                                                          |
| EXP2 CC#             |       |                                                                                                                                                                                                          |

## PROGRAM MAP BANK1–BANK4

When switching patches using Program Change messages transmitted by an external MIDI device, you can freely set the correspondence between Program Change messages received by the GT-1000CORE and the patches to be switched to in the “Program Change Map.”

| Parameter   | Value                | Explanation                                                                                    |
|-------------|----------------------|------------------------------------------------------------------------------------------------|
| PC#1–PC#128 | U001–U250, P001–P250 | This sets the patch number (U001–U250, P001–P250) for the corresponding Program Change number. |

## BULK DUMP

You can use Exclusive messages to provide another GT-1000CORE with identical settings, and save effect settings on a MIDI sequencer or other device.

| Parameter  | Value     | Explanation                                       |
|------------|-----------|---------------------------------------------------|
| FROM<br>TO | SYSTEM    | System parameter settings                         |
|            | U001–U250 | Settings for Patch Number U001 through U250       |
|            | STOMPBOX  | Stomp box settings                                |
|            | TEMP      | Settings for the patch that is currently selected |

## HARDWARE SETTING

### KNOB

Here you can assign the desired parameters to knobs [1]–[6] in the Play Screen.

\* The settings you make here are only for the knobs in the Play Screen.

| Parameter                                                                            |                       |
|--------------------------------------------------------------------------------------|-----------------------|
| KNOB 1–KNOB 5                                                                        |                       |
| Value (Category)                                                                     | Value (Target)        |
| COMP (COMPRESSOR)                                                                    | ON/OFF                |
|                                                                                      | TYPE                  |
|                                                                                      | SUSTAIN               |
|                                                                                      | ATTACK                |
|                                                                                      | RATIO                 |
|                                                                                      | tone                  |
|                                                                                      | LEVEL                 |
|                                                                                      | DIR MIX               |
| CMP:BASS (COMPRESSOR:BASS)                                                           | THRESHLD (THRESHOLD)  |
| DIST 1 (DISTORTION 1)<br>DIST 2 (DISTORTION 2)                                       | ON/OFF                |
|                                                                                      | TYPE                  |
|                                                                                      | DRIVE                 |
|                                                                                      | tone                  |
|                                                                                      | LEVEL                 |
|                                                                                      | BOTTOM                |
|                                                                                      | DIR MIX               |
|                                                                                      | SOLO SW               |
|                                                                                      | SOLO LEVEL            |
| PREAMP 1 (AIRD PREAMP 1)<br>PREAMP 2 (AIRD PREAMP 2)                                 | ON/OFF                |
|                                                                                      | TYPE                  |
|                                                                                      | GAIN                  |
|                                                                                      | SAG                   |
|                                                                                      | RESO (RESONANCE)      |
|                                                                                      | BASS                  |
|                                                                                      | MIDDLE                |
|                                                                                      | TREBLE                |
|                                                                                      | PRESENCE              |
|                                                                                      | BRIGHT                |
|                                                                                      | LEVEL                 |
|                                                                                      | GAIN SW               |
|                                                                                      | SOLO SW               |
|                                                                                      | SOLO LVL (SOLO LEVEL) |
| NS 1 (NOISE SUPPRESSOR 1)<br>NS 2 (NOISE SUPPRESSOR 2)                               | ON/OFF                |
|                                                                                      | THRESHOLD             |
|                                                                                      | RELEASE               |
|                                                                                      | DETECT                |
| EQ 1 (EQUALIZER 1)<br>EQ 2 (EQUALIZER 2)<br>EQ 3 (EQUALIZER 3)<br>EQ 4 (EQUALIZER 4) | ON/OFF                |
|                                                                                      | TYPE                  |

| Value (Category)                                                                                                                                     | Value (Target)           |
|------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| EQ 1: PEQ (EQUALIZER 1 PARAMETRIC)<br>EQ 2: PEQ (EQUALIZER 2 PARAMETRIC)<br>EQ 3: PEQ (EQUALIZER 3 PARAMETRIC)<br>EQ 4: PEQ (EQUALIZER 4 PARAMETRIC) | LO GAIN                  |
|                                                                                                                                                      | LM FREQ                  |
|                                                                                                                                                      | LM Q                     |
|                                                                                                                                                      | LM GAIN                  |
|                                                                                                                                                      | HM FREQ                  |
|                                                                                                                                                      | HM Q                     |
|                                                                                                                                                      | HM GAIN                  |
|                                                                                                                                                      | HI GAIN                  |
|                                                                                                                                                      | LEVEL                    |
|                                                                                                                                                      | LO CUT                   |
| EQ1: GEQ (EQUALIZER 1 GRAPHIC)<br>EQ2: GEQ (EQUALIZER 2 GRAPHIC)<br>EQ3: GEQ (EQUALIZER 3 GRAPHIC)<br>EQ4: GEQ (EQUALIZER 4 GRAPHIC)                 | 31.5Hz                   |
|                                                                                                                                                      | 63Hz                     |
|                                                                                                                                                      | 125Hz                    |
|                                                                                                                                                      | 250Hz                    |
|                                                                                                                                                      | 500Hz                    |
|                                                                                                                                                      | 1kHz                     |
|                                                                                                                                                      | 2kHz                     |
|                                                                                                                                                      | 4kHz                     |
|                                                                                                                                                      | 8kHz                     |
|                                                                                                                                                      | 16kHz                    |
| DELAY 1<br>DELAY 2<br>DELAY 3<br>DELAY 4                                                                                                             | LEVEL                    |
|                                                                                                                                                      | ON/OFF                   |
|                                                                                                                                                      | TIME                     |
|                                                                                                                                                      | FEEDBACK                 |
|                                                                                                                                                      | HI CUT                   |
| MST DELY (MASTER DELAY)                                                                                                                              | E.LEVEL                  |
|                                                                                                                                                      | D.LEVEL                  |
|                                                                                                                                                      | ON/OFF                   |
|                                                                                                                                                      | TYPE                     |
|                                                                                                                                                      | TIME                     |
|                                                                                                                                                      | FEEDBACK                 |
|                                                                                                                                                      | HI CUT                   |
|                                                                                                                                                      | E.LEVEL                  |
|                                                                                                                                                      | D.LEVEL                  |
|                                                                                                                                                      | MOD RATE                 |
|                                                                                                                                                      | MOD DEPTH                |
|                                                                                                                                                      | DUCK SENS                |
|                                                                                                                                                      | DUCK PRE DPT             |
|                                                                                                                                                      | DUCK POST DPT            |
|                                                                                                                                                      | TAP TIME                 |
|                                                                                                                                                      | TRIGGER                  |
|                                                                                                                                                      | LEVEL                    |
|                                                                                                                                                      | AUTO TRIG (AUTO TRIGGER) |
| M.DL:TAPE (MASTER DELAY:TAPE)                                                                                                                        | HEAD                     |
| M.DL:SHMR (MASTER DELAY:SHIMMER)                                                                                                                     | PITCH                    |
|                                                                                                                                                      | PITCH BAL                |
|                                                                                                                                                      | PITCH FBK                |
| M.DL:DUAL (MASTER DELAY:DUAL)                                                                                                                        | MODE                     |
|                                                                                                                                                      | 1:TYPE                   |
|                                                                                                                                                      | 1:TIME                   |
|                                                                                                                                                      | 1:FEEDBK (1:FEEDBACK)    |
|                                                                                                                                                      | 1:HI CUT (1:HIGH CUT)    |
|                                                                                                                                                      | 1:LEVEL (1:EFFECT LEVEL) |
|                                                                                                                                                      | 2:TYPE                   |
|                                                                                                                                                      | 2:TIME                   |
|                                                                                                                                                      | 2:FEEDBK (2:FEEDBACK)    |
|                                                                                                                                                      | 2:HI CUT (2 HIGH CUT)    |
|                                                                                                                                                      | 2:LEVEL (2:EFFECT LEVEL) |

| Value (Category)                                                                                | Value (Target)           |
|-------------------------------------------------------------------------------------------------|--------------------------|
| M.DL:TWST (MASTER DELAY:TWIST)                                                                  | MODE                     |
|                                                                                                 | RISE TIME                |
|                                                                                                 | FALL TIME                |
|                                                                                                 | FADE TIME                |
| M.DL:GLT (MASTER DELAY:CLITCH)                                                                  | DUTY                     |
| M.DL:ECHO (MASTER DELAY:ECHO)                                                                   | WOW&FLUT (WOW & FLUTTER) |
|                                                                                                 | SP HEAD (SPACE HEAD)     |
|                                                                                                 | BIN HEAD (BINDRUM HEAD)  |
|                                                                                                 | SELECTOR                 |
| M.DL:SDE (MASTER DELAY:SDE-3000)                                                                | FIL (FILTER)             |
|                                                                                                 | TIME2 (TIMEx2)           |
|                                                                                                 | DL PH (DELAY PHASE)      |
|                                                                                                 | FB PH (FEEDBACK PHASE)   |
| M.DL:DD20 (MASTER DELAY:DD-20)                                                                  | TONE                     |
| CHORUS                                                                                          | ON/OFF                   |
|                                                                                                 | TYPE                     |
|                                                                                                 | RATE                     |
|                                                                                                 | DEPTH                    |
|                                                                                                 | PRE-DELY (PRE-DELAY)     |
|                                                                                                 | WAVEFORM                 |
|                                                                                                 | E.LEVEL                  |
|                                                                                                 | D.LEVEL                  |
|                                                                                                 | LO CUT                   |
|                                                                                                 | HI CUT                   |
| CHO:DUAL (CHORUS:DUAL)                                                                          | 1:RATE                   |
|                                                                                                 | 1:DEPTH                  |
|                                                                                                 | 1:PRE-DLY                |
|                                                                                                 | 1:WAVE (1:WAVEFORM)      |
|                                                                                                 | 1:LEVEL                  |
|                                                                                                 | 1:LO CUT                 |
|                                                                                                 | 1:HI CUT                 |
|                                                                                                 | 2:RATE                   |
|                                                                                                 | 2:DEPTH                  |
|                                                                                                 | 2:PRE-DLY                |
|                                                                                                 | 2:WAVE (2:WAVEFORM)      |
|                                                                                                 | 2:LEVEL                  |
|                                                                                                 | 2:LO CUT                 |
|                                                                                                 | 2:HI CUT                 |
|                                                                                                 | OUTPUT (OUTPUT MODE)     |
| FX1                                                                                             | ON/OFF                   |
| FX2                                                                                             |                          |
| FX3                                                                                             | TYPE                     |
| 1:ACG SIM (FX1:AC GUITAR SIM)<br>2:ACG SIM (FX2:AC GUITAR SIM)<br>3:ACG SIM (FX3:AC GUITAR SIM) | BODY                     |
|                                                                                                 | LO                       |
|                                                                                                 | HI                       |
|                                                                                                 | LEVEL                    |
| 1:AC RES (FX1:AC RESONANCE)<br>2:AC RES (FX2:AC RESONANCE)<br>3:AC RES (FX3:AC RESONANCE)       | TYPE                     |
|                                                                                                 | RESO (RESONANCE)         |
|                                                                                                 | TONE                     |
|                                                                                                 | LEVEL                    |
| 1:AUTO WH (FX1:AUTO WAH)<br>2:AUTO WH (FX2:AUTO WAH)<br>3:AUTO WH (FX3:AUTO WAH)                | FILTER MODE              |
|                                                                                                 | RATE                     |
|                                                                                                 | DEPTH                    |
|                                                                                                 | FREQ (FREQUENCY)         |
|                                                                                                 | RESO (RESONANCE)         |
|                                                                                                 | WAVEFORM                 |
|                                                                                                 | E.LEVEL                  |
|                                                                                                 | DIR MIX                  |

| Value (Category)                                                                                      | Value (Target)         |
|-------------------------------------------------------------------------------------------------------|------------------------|
| 1:CHORUS (FX1:CHORUS)<br>2:CHORUS (FX2:CHORUS)<br>3:CHORUS (FX3:CHORUS)                               | TYPE                   |
|                                                                                                       | RATE                   |
|                                                                                                       | DEPTH                  |
|                                                                                                       | PRE-DELY (PRE-DELAY)   |
|                                                                                                       | WAVEFORM               |
|                                                                                                       | E.LEVEL                |
|                                                                                                       | D.LEVEL                |
| 1:CH DUAL (FX1:CHORUS DUAL)<br>2:CH DUAL (FX2:CHORUS DUAL)<br>3:CH DUAL (FX3:CHORUS DUAL)             | LO CUT                 |
|                                                                                                       | HI CUT                 |
|                                                                                                       | 1:RATE                 |
|                                                                                                       | 1:DEPTH                |
|                                                                                                       | 1:PRE-DL (1:PRE-DELAY) |
|                                                                                                       | 1:WAVE (1:WAVEFORM)    |
|                                                                                                       | 1:LEVEL                |
|                                                                                                       | 1:LO CUT               |
|                                                                                                       | 1:HI CUT               |
|                                                                                                       | 2:RATE                 |
|                                                                                                       | 2:DEPTH                |
|                                                                                                       | 2:PRE-DL (2:PRE-DELAY) |
|                                                                                                       | 2:WAVE (2:WAVEFORM)    |
|                                                                                                       | 2:LEVEL                |
|                                                                                                       | 2:LO CUT               |
|                                                                                                       | 2:HI CUT               |
| 1:CH PRIM (FX1:CHORUS PRIME)<br>2:CH PRIM (FX2:CHORUS PRIME)<br>3:CH PRIM (FX3:CHORUS PRIME)          | SWEETNES (SWEETNESS)   |
|                                                                                                       | BELL                   |
| 1:CHO CE1 (FX1:CHORUS CE-1)<br>2:CHO CE1 (FX2:CHORUS CE-1)<br>3:CHO CE1 (FX3:CHORUS CE-1)             | PREAMP (PREAMP SW)     |
|                                                                                                       | GAIN (PREAMP GAIN)     |
|                                                                                                       | LEVEL (PREAMP LEVEL)   |
| 1:CHO BS (FX1:CHORUS BASS)<br>2:CHO BS (FX2:CHORUS BASS)<br>3:CHO BS (FX3:CHORUS BASS)                | TYPE                   |
|                                                                                                       | RATE                   |
|                                                                                                       | DEPTH                  |
|                                                                                                       | E.LEVEL                |
|                                                                                                       | LO CUT                 |
|                                                                                                       | HI CUT                 |
| 1:C-VIBE (FX1:CLASSIC-VIBE)<br>2:C-VIBE (FX2:CLASSIC-VIBE)<br>3:C-VIBE (FX3:CLASSIC-VIBE)             | MODE                   |
|                                                                                                       | RATE                   |
|                                                                                                       | DEPTH                  |
|                                                                                                       | E.LEVEL                |
| 1:COMP (FX1:COMPRESSOR)<br>2:COMP (FX2:COMPRESSOR)<br>3:COMP (FX3:COMPRESSOR)                         | TYPE                   |
|                                                                                                       | SUSTAIN                |
|                                                                                                       | ATTACK                 |
|                                                                                                       | RATIO                  |
|                                                                                                       | TONE                   |
|                                                                                                       | LEVEL                  |
| 1:COMP BS (FX1:COMPRESSOR BASS)<br>2:COMP BS (FX2:COMPRESSOR BASS)<br>3:COMP BS (FX3:COMPRESSOR BASS) | DIR MIX                |
|                                                                                                       | THRESHLD (THRESHOLD)   |
| 1:DEFRET (FX1:DEFRETTER)<br>2:DEFRET (FX2:DEFRETTER)<br>3:DEFRET (FX3:DEFRETTER)                      | SENS                   |
|                                                                                                       | DEPTH                  |
|                                                                                                       | ATTACK                 |
|                                                                                                       | RESO (RESONANCE)       |
|                                                                                                       | TONE                   |
|                                                                                                       | E.LEVEL                |
|                                                                                                       | DIR MIX                |

| Value (Category)                                                                                                                                                           | Value (Target)           |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------|
| 1:DEF BS (FX1:DEFRETTER BASS)<br>2:DEF BS (FX2:DEFRETTER BASS)<br>3:DEF BS (FX3:DEFRETTER BASS)                                                                            | SENS                     |
|                                                                                                                                                                            | ATTACK                   |
|                                                                                                                                                                            | TONE                     |
|                                                                                                                                                                            | E.LEVEL                  |
|                                                                                                                                                                            | DIR MIX                  |
| 1:DIST (FX1:DISTORTION)<br>2:DIST (FX2:DISTORTION)<br>3:DIST (FX3:DISTORTION)                                                                                              | TYPE                     |
|                                                                                                                                                                            | DRIVE                    |
|                                                                                                                                                                            | TONE                     |
|                                                                                                                                                                            | BOTTOM                   |
|                                                                                                                                                                            | E.LEVEL                  |
|                                                                                                                                                                            | DIR MIX                  |
|                                                                                                                                                                            | SOLO SW                  |
| 1:FEDBAK (FX1:FEEDBACKER)<br>2:FEDBAK (FX2:FEEDBACKER)<br>3:FEDBAK (FX3:FEEDBACKER)                                                                                        | SOLO LVL (SOLO LEVEL)    |
|                                                                                                                                                                            | MODE                     |
|                                                                                                                                                                            | TRIGGER                  |
|                                                                                                                                                                            | DEPTH                    |
|                                                                                                                                                                            | RISE TIME                |
|                                                                                                                                                                            | OCT RISE (OCT RISE TIME) |
|                                                                                                                                                                            | FEEDBACK                 |
|                                                                                                                                                                            | OCT FBK (OCT FEEDBACK)   |
|                                                                                                                                                                            | VIB RATE                 |
| 1:FLANGR (FX1:FLANGER)<br>2:FLANGR (FX2:FLANGER)<br>3:FLANGR (FX3:FLANGER)<br>1:FL BASS (FX1:FLANGER BASS)<br>2:FL BASS (FX2:FLANGER BASS)<br>3:FL BASS (FX3:FLANGER BASS) | VIB DEPT (VIB DEPTH)     |
|                                                                                                                                                                            | RATE                     |
|                                                                                                                                                                            | DEPTH                    |
|                                                                                                                                                                            | RESO (RESONANCE)         |
|                                                                                                                                                                            | MANUAL                   |
|                                                                                                                                                                            | TURBO                    |
|                                                                                                                                                                            | WAVEFORM                 |
|                                                                                                                                                                            | STEP (STEP RATE)         |
|                                                                                                                                                                            | SEPARATE (SEPARATION)    |
|                                                                                                                                                                            | E.LEVEL                  |
|                                                                                                                                                                            | LO DAMP                  |
|                                                                                                                                                                            | HI DAMP                  |
|                                                                                                                                                                            | LO CUT                   |
| 1:HARMO (FX1:HARMONIST)<br>2:HARMO (FX2:HARMONIST)<br>3:HARMO (FX3:HARMONIST)                                                                                              | HI CUT                   |
|                                                                                                                                                                            | DIR MIX                  |
|                                                                                                                                                                            | VOICE                    |
|                                                                                                                                                                            | 1:HARMO (1:HARMONY)      |
|                                                                                                                                                                            | 1:PRE-DL (1:PRE-DELAY)   |
|                                                                                                                                                                            | 1:FEEDBK (1:FEEDBACK)    |
|                                                                                                                                                                            | 1:LEVEL                  |
|                                                                                                                                                                            | 2:HARMO (2:HARMONY)      |
| 1:HUMAN (FX1:HUMANIZER)<br>2:HUMAN (FX2:HUMANIZER)<br>3:HUMAN (FX3:HUMANIZER)                                                                                              | 2:PRE-DL (2:PRE-DELAY)   |
|                                                                                                                                                                            | 2:LEVEL                  |
|                                                                                                                                                                            | D.LEVEL                  |
|                                                                                                                                                                            | MODE                     |
|                                                                                                                                                                            | VOWEL1                   |
|                                                                                                                                                                            | VOWEL2                   |
|                                                                                                                                                                            | SENS                     |
|                                                                                                                                                                            | RATE                     |
|                                                                                                                                                                            | DEPTH                    |
| 1:MST.FX (FX1:MASTERING FX)<br>2:MST.FX (FX2:MASTERING FX)<br>3:MST.FX (FX3:MASTERING FX)                                                                                  | MANUAL                   |
|                                                                                                                                                                            | LEVEL                    |
|                                                                                                                                                                            | TYPE                     |
|                                                                                                                                                                            | DYNAMICS                 |
|                                                                                                                                                                            | TONE                     |
|                                                                                                                                                                            | NATURAL                  |

| Value (Category)                                                                          | Value (Target)               |
|-------------------------------------------------------------------------------------------|------------------------------|
| 1:OCTAVE (FX1:OCTAVE)<br>2:OCTAVE (FX2:OCTAVE)<br>3:OCTAVE (FX3:OCTAVE)                   | TYPE                         |
|                                                                                           | -2OCT                        |
|                                                                                           | -1OCT                        |
|                                                                                           | D.LEVEL                      |
|                                                                                           | RANGE                        |
| 1:OC BASS (FX1:OCTAVE BASS)<br>2:OC BASS (FX2:OCTAVE BASS)<br>3:OC BASS (FX3:OCTAVE BASS) | OC.LEVEL (POLY OCTAVE LEVEL) |
|                                                                                           | 2-Oct                        |
|                                                                                           | 1-Oct                        |
|                                                                                           | D.LEVEL                      |
| 1:OVRTON (FX1:OVERTONE)<br>2:OVRTON (FX2:OVERTONE)<br>3:OVRTON (FX3:OVERTONE)             | LOWER (LOWER LEVEL)          |
|                                                                                           | UPPER (UPPER LEVEL)          |
|                                                                                           | UNISON (UNISON LEVEL)        |
|                                                                                           | D.LEVEL                      |
|                                                                                           | DETUNE                       |
|                                                                                           | LO                           |
|                                                                                           | HI                           |
| 1:PAN (FX1:PAN)<br>2:PAN (FX2:PAN)<br>3:PAN (FX3:PAN)                                     | OUTPUT (OUTPUT MODE)         |
|                                                                                           | RATE                         |
|                                                                                           | DEPTH                        |
|                                                                                           | WAVEFORM                     |
|                                                                                           | E.LEVEL                      |
| 1:PHASER (FX1:PHASER)<br>2:PHASER (FX2:PHASER)<br>3:PHASER (FX3:PHASER)                   | DIR MIX                      |
|                                                                                           | TYPE                         |
|                                                                                           | STAGE                        |
|                                                                                           | RATE                         |
|                                                                                           | DEPTH                        |
|                                                                                           | RESO (RESONANCE)             |
|                                                                                           | MANUAL                       |
|                                                                                           | LO DAMP                      |
|                                                                                           | HI DAMP                      |
|                                                                                           | LO CUT                       |
|                                                                                           | HI CUT                       |
|                                                                                           | BI-PHASE                     |
|                                                                                           | WAVEFORM                     |
|                                                                                           | STEP (STEP RATE)             |
|                                                                                           | SEPARATE (SEPARATION)        |
| 1:P.SHIFT (FX1:PITCH SHIFT)<br>2:P.SHIFT (FX2:PITCH SHIFT)<br>3:P.SHIFT (FX3:PITCH SHIFT) | E.LEVEL                      |
|                                                                                           | DIR MIX                      |
|                                                                                           | VOICE                        |
|                                                                                           | 1:PITCH                      |
|                                                                                           | 1:FINE (1:PITCH FINE)        |
|                                                                                           | 1:FEEDBK (1:FEEDBACK)        |
|                                                                                           | 1:PRE-DL (1:PRE-DELAY)       |
|                                                                                           | 1:LEVEL                      |
|                                                                                           | 1:MODE                       |
|                                                                                           | 2:PITCH                      |
|                                                                                           | 2:FINE (2:PITCH FINE)        |
|                                                                                           | 2:PRE-DL (2:PRE-DELAY)       |
|                                                                                           | 2:LEVEL                      |
|                                                                                           | 2:MODE                       |
|                                                                                           | 2:MODE                       |
|                                                                                           | D.LEVEL                      |

| Value (Category)                                                                                   | Value (Target)                 |
|----------------------------------------------------------------------------------------------------|--------------------------------|
| 1:RNG MOD (FX1:RING MOD)<br>2:RNG MOD (FX2:RING MOD)<br>3:RNG MOD (FX3:RING MOD)                   | INTELLI (INTELLIGENT)          |
|                                                                                                    | FREQ (FREQUENCY)               |
|                                                                                                    | MOD RATE (FREQUENCY MOD RATE)  |
|                                                                                                    | MOD DEPT (FREQUENCY MOD DEPTH) |
|                                                                                                    | E.LEVEL                        |
|                                                                                                    | DIR MIX                        |
| 1:ROTARY (FX1:ROTARY)<br>2:ROTARY (FX2:ROTARY)<br>3:ROTARY (FX3:ROTARY)                            | SPEED (SPEED SELECT)           |
|                                                                                                    | SLOW (SLOW RATE)               |
|                                                                                                    | FAST (FAST RATE)               |
|                                                                                                    | RISE TIME                      |
|                                                                                                    | FALL TIME                      |
|                                                                                                    | MIC DIST (MIC DISTANCE)        |
|                                                                                                    | ROT/HORN (ROTOR/HORN BALANCE)  |
|                                                                                                    | DRIVE                          |
|                                                                                                    | E.LEVEL                        |
|                                                                                                    | DIR MIX                        |
| 1:SITAR (FX1:SITAR SIM)<br>2:SITAR (FX2:SITAR SIM)<br>3:SITAR (FX3:SITAR SIM)                      | SENS                           |
|                                                                                                    | DEPTH                          |
|                                                                                                    | RESO                           |
|                                                                                                    | BUZZ                           |
|                                                                                                    | TONE                           |
|                                                                                                    | E.LEVEL                        |
| 1:SLICER (FX1:SLICER)<br>2:SLICER (FX2:SLICER)<br>3:SLICER (FX3:SLICER)                            | DIR MIX                        |
|                                                                                                    | PATTERN                        |
|                                                                                                    | RATE                           |
|                                                                                                    | ATTACK                         |
|                                                                                                    | DUTY                           |
|                                                                                                    | TRIGGER                        |
| 1:SL GEAR (FX1:SLOW GEAR)<br>2:SL GEAR (FX2:SLOW GEAR)<br>3:SL GEAR (FX3:SLOW GEAR)                | E.LEVEL                        |
|                                                                                                    | DIR MIX                        |
|                                                                                                    | SENS                           |
| 1:SG BASS (FX1:SLOW GEAR BASS)<br>2:SG BASS (FX2:SLOW GEAR BASS)<br>3:SG BASS (FX3:SLOW GEAR BASS) | RISE TIME                      |
|                                                                                                    | LEVEL                          |
|                                                                                                    | SENS                           |
| 1:S-HOLD (FX1:SOUND HOLD)<br>2:S-HOLD (FX2:SOUND HOLD)<br>3:S-HOLD (FX3:SOUND HOLD)                | RISE TIME                      |
|                                                                                                    | LEVEL                          |
|                                                                                                    | TRIGGER                        |
| 1:S-BEND (FX1:S-BEND)<br>2:S-BEND (FX2:S-BEND)<br>3:S-BEND (FX3:S-BEND)                            | PITCH                          |
|                                                                                                    | RISE TIME                      |
|                                                                                                    | FALL TIME                      |
|                                                                                                    | TRIGGER                        |
| 1:TCH WAH (FX1:TOUCH WAH)<br>2:TCH WAH (FX2:TOUCH WAH)<br>3:TCH WAH (FX3:TOUCH WAH)                | FILTER (FILTER MODE)           |
|                                                                                                    | POLARITY                       |
|                                                                                                    | SENS                           |
|                                                                                                    | FREQ (FREQUENCY)               |
|                                                                                                    | RESO (RESONANCE)               |
|                                                                                                    | DECAY                          |
|                                                                                                    | E.LEVEL                        |
|                                                                                                    | DIR MIX                        |
|                                                                                                    |                                |

| Value (Category)                                                                                   | Value (Target)             |
|----------------------------------------------------------------------------------------------------|----------------------------|
| 1:TW BASS (FX1:TOUCH WAH BASS)<br>2:TW BASS (FX2:TOUCH WAH BASS)<br>3:TW BASS (FX3:TOUCH WAH BASS) | FILTER (FILTER MODE)       |
|                                                                                                    | POLARITY                   |
|                                                                                                    | SENS                       |
|                                                                                                    | FREQ (FREQUENCY)           |
|                                                                                                    | RESO (RESONANCE)           |
|                                                                                                    | DECAY                      |
|                                                                                                    | E.LEVEL                    |
| 1:TREM (FX1:TREMOLO)<br>2:TREM (FX2:TREMOLO)<br>3:TREM (FX3:TREMOLO)                               | DIR MIX                    |
|                                                                                                    | RATE                       |
|                                                                                                    | DEPTH                      |
|                                                                                                    | WAVEFORM                   |
|                                                                                                    | TRIGGER                    |
|                                                                                                    | RISE TIME                  |
|                                                                                                    | E.LEVEL                    |
| 1:VIBRAT (FX1:VIBRATO)<br>2:VIBRAT (FX2:VIBRATO)<br>3:VIBRAT (FX3:VIBRATO)                         | DIR MIX                    |
|                                                                                                    | RATE                       |
|                                                                                                    | DEPTH                      |
|                                                                                                    | COLOR                      |
|                                                                                                    | TRIGGER                    |
| REVERB                                                                                             | RISE TIME                  |
|                                                                                                    | E.LEVEL                    |
|                                                                                                    | DIR MIX                    |
|                                                                                                    | ON/OFF                     |
|                                                                                                    | TYPE                       |
|                                                                                                    | TIME                       |
|                                                                                                    | DENSITY                    |
|                                                                                                    | PRE-DELY (PRE-DELAY)       |
|                                                                                                    | TONE                       |
|                                                                                                    | E.LEVEL                    |
|                                                                                                    | D.LEVEL                    |
|                                                                                                    | LO CUT                     |
|                                                                                                    | HI CUT                     |
|                                                                                                    | LO DAMP                    |
| REV SHIMR (REVERB SHIMMER)                                                                         | HI DAMP                    |
|                                                                                                    | MOD RATE                   |
|                                                                                                    | MOD DEPT (MOD DEPTH)       |
|                                                                                                    | DUCK SENS                  |
|                                                                                                    | DUCK PRE (DUCK PRE DEPTH)  |
|                                                                                                    | DUCK PST (DUCK POST DEPTH) |
| REV DUAL (REVERB DUAL)                                                                             | 1:PITCH                    |
|                                                                                                    | 1:LEVEL                    |
|                                                                                                    | 2:PITCH                    |
|                                                                                                    | 2:LEVEL                    |
|                                                                                                    | 1:TYPE                     |
|                                                                                                    | 1:TIME                     |
|                                                                                                    | 1:PRE-DL (1:PRE-DELAY)     |
|                                                                                                    | 1:DENSTY (1:DENSITY)       |
|                                                                                                    | 1:TONE                     |
|                                                                                                    | 1:LEVEL                    |
|                                                                                                    | 1:LO CUT                   |
|                                                                                                    | 1:HI CUT                   |
|                                                                                                    | 2:TYPE                     |
|                                                                                                    | 2:TIME                     |
|                                                                                                    | 2:PRE-DL (2:PRE-DELAY)     |
|                                                                                                    | 2:DENSTY (2:DENSITY)       |
|                                                                                                    | 2:TONE                     |
|                                                                                                    | 2:LEVEL                    |
|                                                                                                    | 2:LO CUT                   |
|                                                                                                    | 2:HI CUT                   |

| Value (Category)                                     | Value (Target)                |
|------------------------------------------------------|-------------------------------|
| REV TECO (REVERB TERA ECHO)                          | MODE                          |
|                                                      | SPREAD (SPREAD TIME)          |
|                                                      | FEEDBACK                      |
|                                                      | TRIGGER                       |
| PEDAL FX                                             | ON/OFF                        |
|                                                      | TYPE                          |
|                                                      | E.LEVEL                       |
|                                                      | DIR MIX                       |
| PDL BEND (PEDAL BEND)                                | PITCHMIN (PITCH MIN)          |
|                                                      | PITCHMAX (PITCH MAX)          |
|                                                      | PDL POS (PEDAL POSITION)      |
| PDL WAH (PEDAL WAH)                                  | WAH TYPE                      |
|                                                      | PDL POS (PEDAL POSITION)      |
|                                                      | PDL MIN (PEDAL MIN)           |
|                                                      | PDL MAX (PEDAL MAX)           |
| FOOT VOL (FOOT VOLUME)                               | VOL MIN (VOLUME MIN)          |
|                                                      | VOL MAX (VOLUME MAX)          |
|                                                      | CURVE (VOLUME CURVE)          |
|                                                      | PDL POS (PEDAL POSITION)      |
| DIVIDER 1<br>DIVIDER 2<br>DIVIDER 3                  | MODE                          |
|                                                      | CHANNEL (CHANNEL SELECT)      |
|                                                      | A:DYNAMIC (A:DYNAMIC)         |
|                                                      | A:SENS (A:DYNAMIC SENS)       |
|                                                      | A:FILTER                      |
|                                                      | A:CUTOFF (A:CUTOFF FREQUENCY) |
|                                                      | B:DYNAMIC (B:DYNAMIC)         |
|                                                      | B:SENS (B:DYNAMIC SENS)       |
|                                                      | B:FILTER                      |
|                                                      | B:CUTOFF (B:CUTOFF FREQUENCY) |
| MIXER 1<br>MIXER 2<br>MIXER 3                        | MODE                          |
|                                                      | A:LEVEL                       |
|                                                      | B:LEVEL                       |
|                                                      | A/B BAL (A/B BALANCE)         |
|                                                      | SPREAD                        |
|                                                      | ST LINK (STEREO LINK)         |
| SND/RET1 (SEND/RETURN 1)<br>SND/RET2 (SEND/RETURN 2) | ON/OFF                        |
|                                                      | MODE                          |
|                                                      | SEND (SEND LEVEL)             |
|                                                      | RETURN (RETURN LEVEL)         |
| LOOPER                                               | ADJUST                        |
|                                                      | PLAY LVL (PLAY LEVEL)         |
| AMP CTL (AMP CONTROL)                                | AMP CTL 1                     |
|                                                      | AMP CTL 2                     |
| MASTER                                               | PATCH LV (PATCH LEVEL)        |
|                                                      | BPM                           |
|                                                      | KEY                           |
|                                                      | CARRYOVR (CARRYOVER)          |
|                                                      | BS MODE (BASS MODE)           |
| SUB OUT                                              | LEVEL (OUTPUT LEVEL)          |
| TUNER                                                | ON                            |
| PATCH                                                | PATCH (PATCH SELECT)          |
| USB AUDIO                                            | OUT MIXLV (OUTPUT MIX LEVEL)  |
|                                                      | SUB MIXLV (SUB OUT MIX LEVEL) |
| OUT GEQ L (OUTPUT GLOBAL EQ L) *1                    | LO GAIN                       |
| OUT GEQ R (OUTPUT GLOBAL EQ R) *1                    | MID GAIN                      |
| SUB GEQ L (SUB OUT GLOBAL EQ L) *1                   | HI GAIN                       |
| SUB GEQ R (SUB OUT GLOBAL EQ R) *1                   | LEVEL                         |

| Value (Category)        | Value (Target) |
|-------------------------|----------------|
| PREAMP *2               | TYPE           |
|                         | GAIN           |
|                         | BASS           |
|                         | MIDDLE         |
|                         | TREBLE         |
| TOTAL RV (TOTAL REVERB) | LEVEL          |
|                         | THRESHLD       |
| INPUT                   | INPUT L        |
|                         | INPUT R        |

\*1 Operates as stereo if STEREO LINK is ON.

\*2 Lets you control the AIRD PREAMP of the channel that is enabled by the divider. If multiple channels are enabled, AIRD PREAMP 1 takes priority.

| Parameter | Value   | Explanation                                                                                          |
|-----------|---------|------------------------------------------------------------------------------------------------------|
| KNOB LOCK | OFF, ON | Specifies whether knob operations will be disabled. If this is ON, knob operations will be disabled. |

\* You can also press both the [EXIT] and [A] buttons together to disable knob operations. To enable, press the [EXIT] and [A] buttons together once more.

## AMP CONTROL

| Parameter            | Value  | Explanation                                                                                                                           |
|----------------------|--------|---------------------------------------------------------------------------------------------------------------------------------------|
| AMP CTL1<br>AMP CTL2 |        | Specifies the operation of the AMP CTL 1, 2 jacks.                                                                                    |
|                      | LATCH  | Latch operation                                                                                                                       |
|                      | PULSE  | Send a pulse when changing patches.<br><b>PULSE</b>  |
|                      | INVERT | <b>INVERT</b>                                        |

\* This is enabled when CTL 4, 5 SETTING is set to AMP CTL.

## EXP HOLD

| Parameter                            | Value | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|--------------------------------------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| EXP1 (EXP1 HOLD)<br>EXP2 (EXP2 HOLD) | OFF   | The operational status of the EXP PEDAL 1/2's FUNCTION (p. 33) is not carried over when patches are switched.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                                      | ON    | If the EXP PEDAL 1/2's FUNC (p. 33) are the same between 2 patches, the operational status is carried over when patches are switched.<br><br>For example, if EXP PEDAL FUNCTION is set to FOOT VOLUME in both patches, the one before and the one after the change, the volume corresponding to the position the pedal is in (angle) at the time of the patch change will be maintained after the patch change. On the other hand, if the patch being changed to is set to WAH, the volume will be in accordance with the value set within the patch, and you'll obtain a wah effect that is in accordance with a value that reflects the current position (angle) of the pedal. |

## GROUND LIFT

| Parameter | Value | Explanation                                                                                                                                                                                          |
|-----------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MAIN      |       | In some cases, hum noise might occur if an amp or other effect unit is connected. If so, you might be able to reduce the noise by disconnecting the ground connector from the GT-1000CORE's chassis. |
|           | GND   | The ground of the OUTPUT L, R jacks is connected to the chassis (no ground lift).                                                                                                                    |
|           | LIFT  | The ground of the OUTPUT jacks is disconnected from the chassis.                                                                                                                                     |
| SUB       |       | Specifies whether the ground of the SEND 1, 2 jacks and the RETURN 1, 2 jacks are connected to the GT-1000CORE's chassis or disconnected.                                                            |
|           | TYPE1 | The ground of the SEND 1, 2 jacks and the RETURN 1, 2 jacks is connected to the chassis (no ground lift).                                                                                            |
|           | TYPE2 | The ground of the SEND 1 jack is disconnected from the chassis, and the ground of the RETURN 1, 2 jacks is connected to the chassis (no ground lift).                                                |
|           | TYPE3 | The ground of the SEND 1, 2 jacks is connected to the chassis (no ground lift), and the ground of the RETURN 1, 2 jacks is disconnected from the chassis.                                            |

\* When SEND1 SETTING and SEND2 SETTING are used as SEND and the sound doesn't seem right, change the SEND RETURN setting to TYPE 1.

## OTHER

| Parameter                       | Value             | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|---------------------------------|-------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| AUTO OFF                        |                   | The GT-1000CORE can turn off its power automatically. The power will turn off automatically when 10 hours have passed since you last played or operated the unit. The display will show a message approximately 15 minutes before the power turns off.<br><br>With the factory settings, this function is turned "ON" (power-off in 10 hours). If you want to have the power remain on all the time, turn it "OFF".<br><br>* When the power is turned off, any settings you were editing will be lost. You must save settings that you want to keep. |
|                                 | OFF               | The power will not turn off automatically.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
|                                 | ON                | The power will automatically turn off when 10 hours have passed since you last played or operated the GT-1000CORE.                                                                                                                                                                                                                                                                                                                                                                                                                                   |
|                                 |                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| LCD CONTRAST                    |                   | Here you can adjust the brightness of the characters in the display.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|                                 | 1-10              | Higher values increase the brightness.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
| SEND1 SETTING,<br>SEND2 SETTING |                   | This sets how the SEND and RETURN jacks are used.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                                 | SEND              | The jacks are used as SEND and RETURN jacks. You can connect an external effects processor between the SEND jack and RETURN jack, and use it as one of the GT-1000CORE's effects processors.                                                                                                                                                                                                                                                                                                                                                         |
|                                 | SUB OUT           | The SEND jack is used as a SUB OUT jack. You can send a signal separate from the OUTPUT jack to a PA system or other equipment.<br><br>In this case, the RETURN jack works as an AUX IN jack. The input signal is output from the OUTPUT jack along with the sound going through the GT-1000CORE effects.<br><br>* Be aware that if a plug is not plugged into the RETURN jack, the signal sent to SUB OUT is also output to OUTPUT.                                                                                                                 |
|                                 | SUB OUT, AUX MUTE | SUB OUT, AUX MUTE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|                                 |                   |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| CTL 4,5 SETTING                 |                   | This sets how the CTL 4, 5/EXP 2 jack is used.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                                 | CTL IN            | Operates as the CTL 4, 5/EXP 2 jack. You can control the various parameters by plugging in a footswitch or expression pedal.                                                                                                                                                                                                                                                                                                                                                                                                                         |
|                                 | AMP CTL           | Operates as the AMP CLT 1, 2 jack. If you connect this to the channel switch jack of a guitar amp, you can use the GT-1000CORE to switch channels.                                                                                                                                                                                                                                                                                                                                                                                                   |

\* When SEND1 SETTING and SEND2 SETTING are used as SEND and the sound doesn't seem right, change the SEND RETURN setting to TYPE 1.

## FACTORY RESET

Initializes the GT-1000CORE to its factory-set condition.

| Parameter | Value     | Explanation                             |
|-----------|-----------|-----------------------------------------|
| FROM, TO  | SYSTEM    | System parameter settings               |
|           | U001–U250 | Settings for Patch Numbers<br>U001–U250 |
|           | STOMPBOX  | Settings for STOMPBOX                   |

## TUNER

Here you can make settings for the TUNER.

| Parameter         | Value                                                                                                                 | Explanation                                                                                                                  |
|-------------------|-----------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| MODE (TUNER MODE) | NORMAL, STREAM                                                                                                        | Specifies the meter display method for the monophonic tuner.                                                                 |
| PITCH             | 435–445 Hz (default: 440 Hz)                                                                                          | Specifies the reference pitch.                                                                                               |
| OUTPUT            | MUTE                                                                                                                  | Sound will not be output while tuning.                                                                                       |
|                   | BYPASS                                                                                                                | While tuning, the sound of the guitar being input to the GT-1000CORE will be output without change. All effects will be off. |
|                   | THRU                                                                                                                  | Allows you to tune while hearing the current effect sound.<br>* Only for monophonic tuner.                                   |
| TYPE              | 6-REG (6-REGULAR),<br>6-DROP D,<br>7-REG (7-REGULAR),<br>7-DROP A,<br>4-B REG (4-B REGULAR),<br>5-B REG (5-B REGULAR) | Selects the type of tuning for the polyphonic tuner.                                                                         |
| OFFSET            | -5--1, ---                                                                                                            | Adjusts the reference pitch of the polyphonic tuner in semitone units relative to standard tuning.                           |

## METRONOME

Here you can make settings for the METRONOME.

- \* You can select the output destination of the metronome sound.
- \* By pressing knob 1 you can set the metronome's BPM to the master BPM value.

| Parameter | Value                                 | Explanation                                |
|-----------|---------------------------------------|--------------------------------------------|
| BPM       | 20–250                                | Specifies the tempo.                       |
| BEAT      | 1/1–8/1, 1/2–8/2,<br>1/4–8/4, 1/8–8/8 | Selects the time signature.                |
| OFF/ON    | OFF, ON                               | Turns the metronome on/off.                |
| LEVEL     | 0–100                                 | Adjusts the volume of the metronome sound. |

# Saving a Sound (WRITE)

## Saving a Patch (PATCH WRITE)

When you want to save a patch you have created, save it as a user patch by following the procedure below. If you do not save the patch, the edited settings will be lost when you turn off the power or switch to another patch.

### 1. Press the [WRITE] button.



### 2. Press knob [1] to select "WRITE" (PATCH WRITE).



### 3. Use knob [1] to select the save-destination (U001–U250).

You can use knobs [3]–[5] and [SELECT] knob to edit the name.

## Editing a name

To edit the patch name, use knob [SELECT] to move the cursor and use knob [5] to change the character.

| Controller             | Operation                      |
|------------------------|--------------------------------|
| Turn the [3] knob      | Selects the type of characters |
| Press the [3] knob     | Delete one character (delete)  |
| Turn the [4] knob      | Switch uppercase/lowercase     |
| Press the [4] knob     | Insert one space (insert)      |
| Turn the [5] knob      | Changes the character          |
| Turn the [SELECT] knob | Moves the cursor               |

### 4. Press the [WRITE] button once again.



The patch is written.

## Exchanging Patches (PATCH EXCHANGE)

On the GT-1000CORE, you can "swap" or exchange the positions of two User patches.

### 1. Select the exchange source patch.

### 2. Press the [WRITE] button.

### 3. Press knob [2] to select "EXCHANGE" (PATCH EXCHANGE).

### 4. Use knob [1] to select the other user patch that you want to exchange.

\* If you decide to cancel without exchanging, press the [EXIT] button a several times. You'll be returned to the Play screen.



### 5. Press the [WRITE] button once again.

A confirmation message appears.



### 6. Press the [5] knob.



The patches will be exchanged. If you decide to cancel the exchange operation, press knob [4].

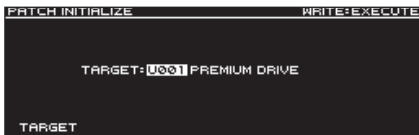
## Initializing Patches (PATCH INITIALIZE)

You can return (initialize) a User patch to its original factory settings. This is convenient when you want to create a new patch from scratch.

### NOTE

Any tone settings you've stored in a patch are lost once the initialization is executed.

1. Press the [WRITE] button.
2. Press knob [3] to select "INITIALIZE" (PATCH INITIALIZE).



3. Use knob [1] to select the user patch that you want to initialize.

\* If you decide to cancel without initializing, press the [EXIT] button a several times. You'll be returned to the Play screen.

4. Press the [WRITE] button once again.

A confirmation message appears.



5. Press the [5] knob.



The patch will be initialized. If you decide to cancel the initialize operation, press knob [4].

## Inserting a Patch (PATCH INSERT)

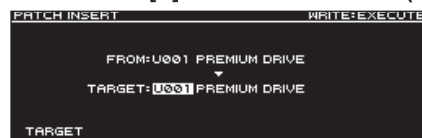
You can insert a patch into any position of the user patches.

For example, if you insert patch U001 at U002, patch U002 and subsequent patches are shifted (renumbered) backward by one. (Patch U002 becomes U003.)

### NOTE

When you execute the insert operation, the last user patch (U250) is deleted.

1. Press the [WRITE] button.
2. Press knob [4] to select "INSERT" (PATCH INSERT).



3. Use knob [1] to select the insert-destination user patch.

\* If you decide to cancel without inserting, press the [EXIT] button a several times. You'll be returned to the Play screen.

4. Press the [WRITE] button once again.

A confirmation message appears.



5. Press the [5] knob.

The patch is inserted at the specified position. If you decide to choose the insert operation, press knob [4].

