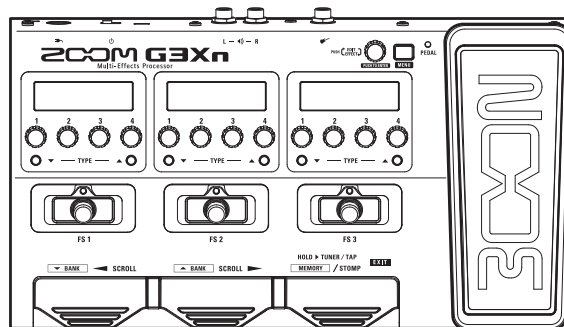
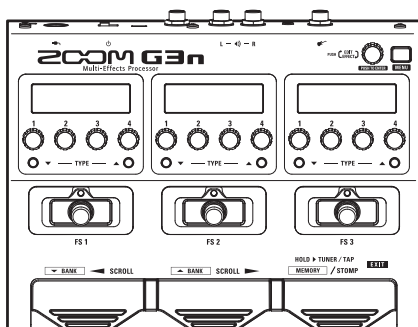


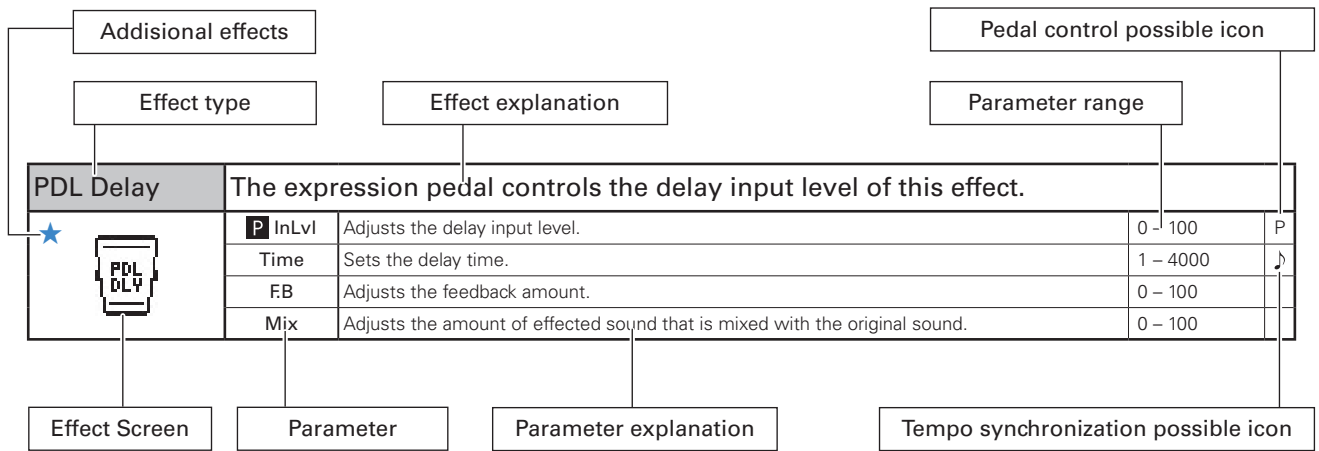
## G5n Multi-Effects Processor



## G3n / G3Xn Multi-Effects Processor

### Effect Types and Parameters

# Effect explanation overview










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



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[ DYNAMICS ]

<b>Comp</b>		This compressor in the style of the MXR Dyna Comp.		
	Sense	Adjusts the compressor sensitivity.	0 – 10	
	ATTCK	Sets compressor attack speed to Fast or Slow.	SLOW , FAST	
	Tone	Adjusts the tone.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>RackComp</b>		This compressor allows more detailed adjustment than Comp.		
	THRSH	Sets the level that activates the compressor.	0 – 50	
	Ratio	Adjusts the compression ratio.	1 – 10	
	ATTCK	Sets compressor attack speed.	1 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>SlowATTCK</b>		This effect slows the attack of each note, resulting in a violin-like performance.		
	Time	Adjusts the attack time.	1 – 50	
	Curve	Set the curve of volume change during attack.	0 – 10	
	Tone	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>ZNR</b>		ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.		
	DETCT	Sets control signal detection level.	GTRIN , EFXIN	
	Depth	Sets the depth of noise reduction.	0 – 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	Decay	Adjust the envelope release.	0 – 100	
<b>MuteSW</b>		This effect allows you to mute the volume using the foot switch.		
	Edge	Sets how smoothly the volume changes. As the parameter value increases, the change becomes smoother.	0 – 100	
	Speed	Adjust the recovery time from muting.	0 – 100	
	INVRT	Sets the foot switch control direction.	NORMAL , INVERT	
	ON/OFF	Sets the foot switch function.	LATCH , UnLATCH , TRGGR	
<b>GrayComp</b>		This models a ROSS Compressor. Added parameters allow you to adjust the tone.		
	SUSTN	Adjusts the sustain.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>NoiseGate</b>		This is a noise gate that cuts the sound during playing pauses.		
	DETCT	Sets control signal detection level.	GTRIN , EFXIN	
	Depth	Sets the depth of noise reduction.	0 – 100	
	THRSH	Adjusts the effect sensitivity.	0 – 100	
	Decay	Adjust the envelope release.	0 – 100	









[ FILTER ]

<b>AutoWah</b>		This effect varies wah in accordance with picking intensity.		
	Mode	Sets direction of movement of the filter.	DOWN , UP	
	Sense	Adjusts the sensitivity of the effect.	1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>Resonance</b>		This effect varies the resonance filter frequency according to picking intensity.		
	Mode	Sets direction of movement of the filter.	DOWN , UP	
	Sense	Adjusts the sensitivity of the effect.	1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>Cry</b>		This effect varies the sound like a talking modulator.		
	Range	Adjusts the frequency range processed by the effect.	1 – 10	
	RESO	Sets effect resonance.	0 – 10	
	Sense	Adjusts the sensitivity of the effect.	-10 – -1 , 1 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>SeqFLTR</b>		The sequence filter has the flavor of a Z.Vex Seek-Wah.		
	Step	Adjusts number of sequence steps.	2 – 8	
	PTTRN	Sets effect pattern.	1 – 8	
	Speed	Sets the speed of the modulation.	1 – 50	
	RESO	Sets effect resonance.	0 – 10	
<b>Gt GEO</b>		This mono graphic equalizer has 6 bands that suit guitar frequencies.		
	160	Boosts or cuts the low (160 Hz) frequency band.	-12 – 12	
	400	Boosts or cuts the low (400 Hz) frequency band.	-12 – 12	
	800	Boosts or cuts the low (800 Hz) frequency band.	-12 – 12	
	3.2k	Boosts or cuts the low (3.2 kHz) frequency band.	-12 – 12	
	6.4k	Boosts or cuts the low (6.4 kHz) frequency band.	-12 – 12	
	12k	Boosts or cuts the low (12 kHz) frequency band.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
	CH SEL	Sets the control switch function.	LATCH , UnLATCH	
<b>Gt GEO7</b>		This mono graphic equalizer has 7 bands that suit guitar frequencies.		
	100	Boosts or cuts the low (100 Hz) frequency band.	-12 – 12	
	200	Boosts or cuts the low (200 Hz) frequency band.	-12 – 12	
	400	Boosts or cuts the low (400 Hz) frequency band.	-12 – 12	
	800	Boosts or cuts the low (800 Hz) frequency band.	-12 – 12	
	1.6k	Boosts or cuts the low (1.6 kHz) frequency band.	-12 – 12	
	3.2k	Boosts or cuts the low (3.2 kHz) frequency band.	-12 – 12	
	6.4k	Boosts or cuts the low (6.4 kHz) frequency band.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
<b>St Gt GEO</b>		This stereo graphic equalizer has 6 bands that suit guitar frequencies.		
	160	Boosts or cuts the low (160 Hz) frequency band.	-12 – 12	
	400	Boosts or cuts the low (400 Hz) frequency band.	-12 – 12	
	800	Boosts or cuts the low (800 Hz) frequency band.	-12 – 12	
	3.2k	Boosts or cuts the low (3.2 kHz) frequency band.	-12 – 12	
	6.4k	Boosts or cuts the low (6.4 kHz) frequency band.	-12 – 12	
	12k	Boosts or cuts the low (12 kHz) frequency band.	-12 – 12	
	VOL	Adjusts the volume.	0 – 100	
	CH SEL	Sets the control switch function.	LATCH , UnLATCH	








[ FILTER ]

<b>ParaEQ</b>		This is a 1-band parametric equalizer.			
	FREQ	Sets the frequency of the equalizer.	20 – 20k		
	Q	Adjusts equalizer Q.	0.5 – 16		
	Gain	Adjusts the gain.	-12 – 12		
	VOL	Adjusts the volume.	0 – 100		
<b>EG FLTR</b>		This filter effect is controlled using the control switch.			
	FREQ1	Sets the frequency when the control switch is off.	0 – 100		
	FREQ2	Sets the frequency when the control switch is on.	0 – 100		
	RESO	Sets effect resonance.	0 – 100		
	Type	Sets filter type.	HPF2 – LPF4		
	Speed	Sets the speed of the modulation.	0 – 100		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
	<b>CNTRL</b>	Sets the control switch function.	LATCH , UnLATCH , TRGGR		
<b>RndmFLTR</b>		This filter effect changes character randomly.			
★		Type	Sets filter type.	HPF , LPF	
		Speed	Sets modulation speed.	1 – 50	♪
		BAL	Adjusts the balance between original and effect sounds.	0 – 100	
		VOL	Adjusts the output level.	0 – 100	
<b>LowPassFL</b>		This effect varies the low pass filter frequency according to picking intensity.			
★		FREQ	Sets minimum frequency of low pass filter.	0 – 100	
		Sense	Sets effect sensitivity.	FST100 – SLW100	
		RESO	Sets effect resonance.	2P-10 – 4P-10	
		BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>Exciter</b>		This exciter enables flexible control.			
★		Bass	Adjusts the amount of low-frequency phase correction.	0 – 100	
		Treble	Adjusts the amount of high-frequency phase correction.	0 – 100	
		VOL	Adjusts the volume.	0 – 100	
		<b>ON/OFF</b>	Sets the foot switch function.	LATCH , UnLATCH	






[ DRIVE ]

<b>TS Drive</b>	Simulation of the Ibanez TS808.			
	Gain	Adjusts the gain.	0 – 100	
	Boost	Turns boost ON/OFF.	OFF , ON	
	Tone	Adjusts the tone.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>EP Stomp</b>	This models the Maestro Echoplex preamp.			
	Gain	Adjusts the gain.	0 – 100	
	Bass	Adjusts volume of low frequencies.	-10 – 10	
	Treble	Adjusts volume of high frequencies.	-10 – 10	
	VOL	Adjusts the volume.	0 – 100	
<b>RC Boost</b>	This booster covers sounds ranging from clean boosts to light drives.			
	Gain	Adjusts the gain.	0 – 100	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>GoldDrive</b>	This effect models a famous gold overdrive boutique pedal.			
	Gain	Adjusts the gain.	0 – 100	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>SweetDrv</b>	This effect models a sweet sounding overdrive.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts volume of high frequencies	0 – 100	
	Focus	Adjusts volume of middle frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>DYN Drive</b>	This effect easily achieves the warm drive tone of a tube amp.			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	Mode	Sets the sound style.	COMBO , STACK	
	VOL	Adjusts the volume.	0 – 100	
<b>RedCrunch</b>	Use this effect for the famous "brown sound."			
	Gain	Adjusts the gain.	0 – 100	
	Tone	Adjusts the tone.	0 – 100	
	PRNC	Adjusts volume of super-high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>MetalWRLD</b>	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.			
	Gain	Adjusts the gain.	0 – 100	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

[ DRIVE ]






<b>TB MK1.5</b>		This is a classic fuzz effect.			
	ATTCK	Adjusts the gain.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	Color	Sets the sound color.	1, 2		
	VOL	Adjusts the volume.	0 – 100		
<b>OctFuzz</b>		This fuzz effect adds an octave above.			
	Boost	Adjusts the gain.	0 – 100		
	Color	Sets the sound color.	1, 2		
	Tone	Adjusts the tone.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>SpotBoost</b>		This booster enables flexible control.			
	Boost	Adjusts the gain.	0 – 100		
	Bass	Adjusts volume of low frequencies.	-10 – 10		
	Treble	Adjusts volume of high frequencies.	-10 – 10		
	ON/OFF	Sets the foot switch function.	LATCH, UnLATCH		
	<b>Aco.Sim</b>		This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.		
	Top	Adjusts the unique string tone of acoustic guitars.	0 – 100		
	Body	Adjusts the body resonance of acoustic guitars.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>NYC Muff</b>		This models an Electro-Harmonix Big Muff Pi. An added parameter allows you to adjust the balance of original sound and distortion.			
★ 	SUSTN	Adjusts the gain.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>HG THRTTL</b>		This models the sound of the Mesa Boogie THROTTLE BOX(GAIN SWITCH:HI / BOOST:ON).			
★ 	Gain	Adjusts the gain.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	MdCut	Adjusts volume of middle frequencies.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		
<b>BG GRID</b>		This models a Mesa Boogie GRID SLAMMER. An added parameter allows you to adjust the balance of original sound and overdrive.			
★ 	Gain	Adjusts the gain.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	BAL	Adjusts the balance between original and effect sounds.	0 – 100		
	VOL	Adjusts the volume.	0 – 100		

[ AMP ]







<b>MS 800</b>		This models the sound of the Marshall JCM800 2203.		
	Input	Adjusts the input gain.	LO , HI	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>FD TWNR</b>		This models the sound of the Fender '65Twin Reverb.		
	Bass	Adjusts volume of low frequencies.	10 – 100	
	MID	Adjusts volume of middle frequencies.	10 – 100	
	Treble	Adjusts volume of high frequencies.	10 – 100	
	BRGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF , ON	
	Gain	Adjusts the gain.	10 – 100	
	VOL	Adjusts the volume.	10 – 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	10 – 100	
	<b>SPEED</b>	Sets the speed of the modulation.	10 – 100	♪
<b>FD B-MAN</b>		This models the sound of the Fender '59 Bassman.		
	★ Input	Selects the input channel.	NORMAL , BRIGHT	
	Bass	Adjusts volume of low frequencies.	10 – 120	
	MID	Adjusts volume of middle frequencies.	10 – 120	
	Treble	Adjusts volume of high frequencies.	10 – 120	
	PRSNC	Adjusts volume of super-high frequencies.	10 – 120	
	Gain	Adjusts the gain.	10 – 120	
	VOL	Adjusts the volume.	10 – 120	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>FD DLXR</b>		This models the sound of the Fender '65 Deluxe Reverb.		
	★ Input	Selects the input channel.	NORMAL , VIBRATO	
	Bass	Adjusts volume of low frequencies.	10 – 100	
	Treble	Adjusts volume of high frequencies.	10 – 100	
	Gain	Adjusts the gain.	10 – 100	
	VOL	Adjusts the volume.	10 – 100	
	<b>DEPTH</b>	Sets the depth of the modulation.	10 – 100	
	<b>SPEED</b>	Sets the speed of the modulation.	10 – 100	♪
	<b>TRM VOL</b>	Sets the volume when the tremolo is on.	0 – 9	
<b>UK 30A</b>		This models the sound of an early class A British combo amp.		
	Bass	Adjusts volume of low frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	Cut	Adjusts the tone.	0 – 100	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	Depth	Sets the depth of the modulation.	0 – 100	
	Speed	Sets the speed of the modulation.	0 – 100	♪
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	







[ AMP ]

<b>BG MK3</b>		This models the sound of the Mesa Boogie Mark III combo amp.		
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	Gain1	Adjusts the gain of the first stage.	0 – 100	
	Gain2	Adjusts the gain of the second stage.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>XtasyBlue</b>		This models the sound of the Bogner Ecstasy Blue channel.		
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	STRCT	Selects the type and gain of the tone.	LO , HI	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>HW 100</b>		This models the sound of the Hiwatt Custom 100.		
	★ Input	Selects the input channel.	NORMAL , BRILL	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>Recti ORG</b>		This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.		
	★ Mode	Sets the tone of the character.	VNTG , MDRN	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	MID	Adjusts volume of middle frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	
<b>ORG120</b>		This models the sound of the Orange Graphic120.		
	★ Input	Selects the input channel.	LO , HI	
	Color	Sets the tone of the effect type.	1 – 6	
	Bass	Adjusts volume of low frequencies.	0 – 100	
	Treble	Adjusts volume of high frequencies.	0 – 100	
	PRSNC	Adjusts volume of super-high frequencies.	0 – 100	
	Gain	Adjusts the gain.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
	<b>SOLO</b>	Sets the volume when the control switch is on.	1 – 9	









[ CABINET ]

<b>MS4x12</b>		This models the sound of a Marshall 1960 A-type cabinet with four 12" Celestion speakers.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>FD2x12</b>		This models the sound of the Fender '65 Twin Reverb cabinet with two 12" Jensen speakers.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>FD-B4x10</b>		This models the sound of the Fender '59 Bassman cabinet with four 10" Jensen speakers.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>FD-DX1x12</b>		This models the sound of a Fender '65 Deluxe Reverb cabinet with one 12" Jensen C-12K Speaker.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>UK2x12</b>		This models the sound of an early British combo amp with two 12" Celestion Alnico speakers.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>MK3 1x12</b>		This models the sound of a Mesa Boogie Mark III cabinet with one 12" Celestion Black Shadow Speaker.		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	







[ CABINET ]

<b>BGN4x12</b>		<b>This models the sound of the Bogner Ecstasy cabinet with four 12" Celestion speakers.</b>		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>HW4x12</b>		<b>This models the sound of a Hiwatt SE-4123 cabinet with four 12" Fane speakers.</b>		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>RCT4x12</b>		<b>This models the sound of a Mesa Boogie Recto Standard Slant Cabinet ARMOR with four 12" Celestion Vintage 30 speakers.</b>		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	
<b>ORG4x12</b>		<b>This models the sound of an Orange PPC412 cabinet with four 12" Celestion Vintage 30 speakers.</b>		
	MIC	MIC=OFF: This tone is optimized for using amp modeling with a guitar amp. MIC=ON: This tone is optimized for using amp modeling with headphones or monitor speakers.	OFF , ON	
	D57:D421	This adjusts the volume balance between the Shure SM57 and the Sennheiser MD421. When the MIC parameter is set to OFF, this setting has no effect.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Lo	Adjusts volume of low frequencies.	0 – 100	






[ MODULATION ]

<b>Tremolo</b>	This effect varies the volume at a regular rate.			
	Wave	Sets the modulation waveform.	TRI , TUBE , SQR	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 100	♪
	VOL	Adjusts the volume.	0 – 100	
<b>Chorus</b>	This effect mixes a shifted pitch with the original sound to add movement and thickness.			
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>StereoCho</b>	This is a stereo chorus with a clear tone.			
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>Phaser</b>	This effect adds a phasing variation to the sound.			
	Color	Sets the tone of the effect type.	4 STG , 8 STG , INV 4 , INV 8	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	1 – 50	♪
	RESO	Sets effect resonance.	0 – 100	
<b>VinFLNGR</b>	This analog flanger sound is similar to an MXR M-117R.			
	PreD	Sets pre-delay time of effect sound.	0 – 50	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 50	♪
	RESO	Sets effect resonance.	-10 – 10	
<b>TheVibe</b>	This vibe sound features unique undulations.			
	Speed	Sets the speed of the modulation.	0 – 50	
	Depth	Sets the depth of the modulation.	0 – 100	
	Mode	Sets effect to vibrato or chorus.	VIBRT , CHORS	
	VOL	Adjusts the volume.	0 – 100	
<b>Vibrato</b>	This effect automatically adds vibrato.			
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 50	♪
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
<b>Octave</b>	This effect adds sound one octave and two octaves below the original sound.			
	OCT1	Adjusts the level of the sound one octave below the effect sound.	0 – 100	
	OCT2	Adjusts the level of the sound two octaves below the effect sound.	0 – 100	
	Tone	Adjusts the tone.	0 – 10	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	



[ MODULATION ]

RingMod	This effect produces a metallic ringing sound. Adjusting the "FREQ" parameter results in a drastic change of sound character.			
	FREQ	Sets the frequency of the modulation.	1 – 50	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
Detune	By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.			
	Cent	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.	-25 – 25	
	PreD	Sets the pre-delay time of the effect sound.	0 – 50	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
PitchSHFT	This effect shifts the pitch up or down.			
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12–12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
MonoPitch	This is a pitch shifter with little sound variance for monophonic (single note) playing.			
	Shift	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.	-12–12, 24	
	Fine	Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.	-25 – 25	
	Tone	Adjusts the tone.	0 – 10	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
HPS	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.			
	Scale	Sets the pitch of the pitch-shifted sound added to the original sound.	-6, -5, -4, -3, -m, m,3, 4, 5, 6 <a href="#">( See Table 1 )</a>	
	Key	Sets the tonic (root) of the scale used for pitch shifting.	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
Kick FLNG	This flanger is controlled using the control switch.			
	PreD	Sets pre-delay time of effect sound.	0 – 100	
	Depth	Sets the depth of the modulation.	0 – 100	
	Rate	Sets the speed of the modulation.	0 – 100	
	<b>ON/OFF</b>	Sets the foot switch function.	LATCH , UnLATCH	
	RESO	Sets effect resonance.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	RST-F	Adjusts the LFO reset frequency.	0 – 100	
	<b>LFO</b>	Sets the function when the control switch is on.	RESET , STOP	











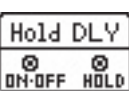



[ MODULATION ]

<b>Slicer</b>		This effect creates a rhythmical sound by continuously slicing the input.			
★ 	PTRN	Sets effect pattern.	1 – 20		
	Speed	Sets modulation speed.	1 – 50		♪
	THRSH	Adjusts effect threshold.	0 – 50		
	VOL	Adjusts the output level.	0 – 100		
<b>CloneCho</b>		This analog chorus sound models the Electro-Harmonix SmallClone.			
★ 	Depth	Sets the depth of the modulation.	1, 2		
	Rate	Sets the speed of the modulation.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
<b>SuperCho</b>		This models the sound of a BOSS CH-1 SUPER CHORUS.			
★ 	Depth	Sets the depth of the modulation.	0 – 100		
	Rate	Sets the speed of the modulation.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
<b>StonePha</b>		This phaser sound models the Electro-Harmonix SmallStone.			
★ 	Color	Sets the sound color.	1, 2		
	Depth	Sets the depth of the modulation.	0 – 100		
	Rate	Sets the speed of the modulation.	0 – 100		
	RESO	Sets effect resonance.	0 – 100		
<b>CoronaTri</b>		This is a model of tc electronic's CORONA Tri-Chorus.			
★ 	Depth	Sets the depth of the modulation.	0 – 100		
	Speed	Sets modulation speed.	0 – 100		
	Tone	Adjusts the tone.	0 – 100		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		


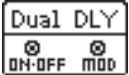
[ SFX ]

<b>Bomber</b>		This effect generates explosive sounds.			
	Decay	Adjusts the length of the explosive sound.	1 – 100		
	Tone	Adjusts the tone.	0 – 10		
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100		
	<input type="checkbox"/> ON/OFF	Sets the foot switch function.		LATCH , TRGGR	
<b>AutoPan</b>		This effect moves the sound image cyclically left and right.			
★ 	Rate	Sets the speed of the modulation.	0 – 50		♪
	Width	Sets the width of the panning.	0 – 50		
	Clip	Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.	0 – 10		
	VOL	Adjusts the volume.	0 – 100		






[ DELAY ]

<b>Delay</b>					This long delay has a maximum length of 4000 ms.				
	Time	Sets the delay time.			1 – 4000				
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
<b>AnalogDly</b>					This analog delay simulation has a long delay with a maximum length of 4000 ms.				
	Time	Sets the delay time.			1 – 4000				
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
<b>TapeEcho</b>					This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.				
	Time	Sets the delay time.			1 – 2000				
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
<b>ReverseDL</b>					This reverse delay is a long delay with a maximum length of 2000 ms.				
	Time	Sets the delay time.			10 – 2000				
	FB	Adjusts the feedback amount.			0 – 100				
	BAL	Adjusts the balance between original and effect sounds.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
<b>ModDelay</b>					This delay effect allows the use of modulation.				
	Time	Sets the delay time.			1 – 2000				
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
<b>Hold DLY</b>					This hold delay effect is controlled using the control switch.				
	Time	Sets the delay time.			1 – 4000				
	FB	Adjusts the feedback amount.			0 – 100				
	HiDMP	Adjusts the treble attenuation of the delay sound.			0 – 10				
	Tone	Adjusts the tone.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	P-P	Sets delay output to mono or Ping Pong.			MONO , P-P				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				
	Hold	Sets the control switch function.			LATCH , UnLATCH				
<b>P-P Delay</b>					This delay outputs the delay sound alternately left and right.				
	Time	Sets the delay time.			1 – 4000				
	FB	Adjusts the feedback amount.			0 – 100				
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.			0 – 100				
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			OFF , ON				

[ DELAY ]






<b>FilterDly</b>	This effect filters a delayed sound.			
	Time	Sets the delay time.	1 – 2000	♪
	FB	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
<b>Dual DLY</b>	This effect combines 2 individual delays.			
	TimeA	Adjusts the delay time of Delay A.	0 – 1990, J x 8	♪
	FB A	Adjusts the Delay A feedback amount.	0 – 110	
	TimeB	Adjusts the delay time of Delay B.	0 – 1990, J x 8	♪
	FB B	Adjusts the Delay B feedback amount.	0 – 110	
	DlyMx	Adjust the mix of the Delay A and B effect sounds.	0 – 100	
	BAL	Adjusts the balance between original and effect sounds.	0 – 100	
	Depth	Adjusts the modulation depth. Also sets the output to mono (M0.M50) or stereo (S0.S50).	MN-0 – ST-50	
	Speed	Sets modulation speed.	0 – 50	

[ REVERB ]









<b>Air</b>	This effect reproduces the ambience of a room, to create spatial depth.			
	Size	Sets the size of the space.	1 – 100	
	REF	Adjusts the amount of reflection from the wall.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
<b>Room</b>	This reverb effect simulates the acoustics of a room.			
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	Decay	Sets the duration of the reverberations.	1 – 30	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
<b>Hall</b>	This reverb effect simulates the acoustics of a concert hall.			
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	Decay	Sets the duration of the reverberations.	1 – 30	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
<b>HD Hall</b>	This is a dense hall reverb.			
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	Decay	Sets the duration of the reverberations.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	
<b>Spring</b>	This reverb effect simulates a spring reverb.			
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 100	
	Decay	Sets the duration of the reverberations.	1 – 30	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF , ON	









[ REVERB ]

<b>FD Spring</b>	This simulates the spring reverb of the '65 Fender Twin Reverb.			
	Color	Sets the tone of the effect type.	0, 1	
	Lo	Adjusts volume of low frequencies.	0 – 100	
	Hi	Adjusts volume of high frequencies.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>Plate</b>	This simulates a plate reverb.			
	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	1 – 200	
	Decay	Sets the duration of the reverberations.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>EarlyRef</b>	This effect reproduces only the early reflections of reverb.			
★ 	Decay	Adjusts the duration of the reverb.	1 – 30	
	Shape	Adjusts the effect envelope.	-10 – 10	
	Tone	Adjusts the tone.	0 – 10	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>Church</b>	This effect simulates the reverberations of a church.			
★ 	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	Decay	Sets the duration of the reverberations.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	OFF, ON	
<b>Ambience</b>	This effect adds a natural ambience (air) to the sound.			
★ 	PreD	Adjusts the delay between input of the original sound and start of the reverb sound.	0 – 200	
	Decay	Sets the duration of the reverberations.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
	Tail	When ON, effect sound continues even after effect is turned off. The dry sound also continues to have the same tone as when the effect was on. When OFF, effect sound stops right when effect is turned off.	OFF, ON	

[ PEDAL ]

<b>PDL Vol</b>	The volume curve of the volume pedal can be set.			
	<b>P</b> VOL	Adjusts the volume.	0 – 100	P
	Min	Adjusts the volume when the pedal is at minimum position.	0 – 100	
	Max	Adjusts the volume when the pedal is at maximum position.	0 – 100	
	Curve	Sets the volume curve.	A , B	
<b>BlackWah</b>	This pedal wah effect simulates the Cry Baby.			
	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 100	P
	Range	Adjusts the frequency range processed by the effect.	0 – 100	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>ChromeWah</b>	This simulates a British wah pedal with a chrome finish.			
	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 100	P
	Range	Adjusts the frequency range processed by the effect.	0 – 100	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>WAH100</b>	Simulates an Ibanez wah pedal.			
	<b>P</b> FREQ	Adjusts the emphasized frequency.	0 – 50	P
	Depth	Sets the depth of the wah.	0 – 100	
	Dry	Adjusts the volume of the unaffected sound.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	
<b>PDL Pitch</b>	Use an expression pedal to change the pitch in real time with this effect.			
	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>	
	Tone	Adjusts the tone.	0 – 10	
	Mode	Sets the sound style.	UP , DOWN	
<b>PDL MnPit</b>	This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.			
	<b>P</b> Bend	Sets the amount of pitch shift.	0 – 100	P
	Color	Sets the type of pitch change control with the expression pedal.	1 – 9 <a href="#">( See Table 2 )</a>	
	Tone	Adjusts the tone.	0 – 10	
	Mode	Sets the sound style.	UP , DOWN	
<b>PDL Vibe</b>	This vibe sound features unique undulations.			
	<b>P</b> Speed	Sets the speed of the modulation.	0 – 50	P
	Depth	Sets the depth of the modulation.	0 – 100	
	Mode	Sets effect to vibrato or chorus.	VIBRAT , CHORS	
	VOL	Adjusts the volume.	0 – 100	
<b>PDL Drive</b>	The expression pedal controls the gain of this drive effect.			
	<b>P</b> Gain	Adjusts the gain.	0 – 100	P
	Tone	Adjusts the tone.	0 – 100	
	PRSN	Adjusts volume of super-high frequencies.	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

[ PEDAL ]



<b>PDL PHSR</b>		The expression pedal controls the modulation frequency of this phaser.		
	<b>P</b> Rate	Sets the speed of the modulation.	1 – 50	P
	Depth	Sets the depth of the modulation.	0 – 100	
	RESO	Sets effect resonance.	0 – 100	
	Color	Sets the tone of the effect type.	4 STG , 8 STG , INV 4 , INV 8	
<b>PDL Delay</b>		The expression pedal controls the delay input level of this effect.		
	<b>P</b> InLvl	Adjusts the delay input level.	0 – 100	P
	Time	Sets the delay time.	1 – 4000	♪
	FB	Adjusts the feedback amount.	0 – 100	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>PDL Rev</b>		The expression pedal controls the reverb input level of this effect.		
	<b>P</b> InLvl	Adjusts the reverb input level.	0 – 100	P
	PreD	Sets the pre-delay time of the effect sound.	1 – 100	
	Decay	Sets the duration of the reverberations.	1 – 30	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>OSC Echo</b>		The expression pedal controls the delay oscillation of this effect.		
	<b>P</b> OSC	Adjusts the delay time and feedback.	0 – 100	P
	T-Min	Adjusts the delay time when the pedal is at minimum position.	19 – 500	
	T-Max	Adjusts the delay time when the pedal is at maximum position.	19 – 500	
	Mix	Adjusts the amount of effected sound that is mixed with the original sound.	0 – 100	
<b>VoiceWah</b>		This effect can make a guitar sound like a human voice.		
	<b>P</b> Vowel	Adjusts the emphasized vowel.	0 – 100	P
	PTRN	Sets effect pattern.	A – C	
	Voice	Adjusts the vowel sounds.	0 – 100	
	Mode	Sets the sound style.	STEP , SOFT	
<b>PDL Roto</b>		Simulates a rotary speaker.		
	<b>P</b> Mode	Sets the rotary mode.	SLOW , FAST	P
	Drive	Adjusts the amount of amplification from the preamp.	0 – 100	
	BAL	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).	0 – 100	
	VOL	Adjusts the volume.	0 – 100	

## Additional tables

**Table 1 [Scale Parameter]**

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

**Table 2 [Color Parameter]**

Color	 Pedal min	 Pedal max
1	0 cent	+1 octave
2	0 cent	+2 octave
3	0 cent	- 100 cent
4	0 cent	- 2 octave
5	0 cent	-∞
6	- 1 octave +original	+1 octave +original
7	- 700 cent +original	+500 cent +original
8	Doubling	Detuned +original
9	-∞ (0 Hz) +original	+1 octave +original

**Table 3 [PATTERN Parameter]**

No.	PatternName	TimSig
1	GUIDE	4/4
2	8Beats1	4/4
3	8Beats2	4/4
4	8Beats3	4/4
5	16Beats1	4/4
6	16Beats2	4/4
7	16Beats3	4/4
8	Rock1	4/4
9	Rock2	4/4
10	Rock3	4/4
11	ROCKABLY	4/4
12	R'n'R	4/4
13	HardRock	4/4
14	HeavyMtl	4/4
15	MtlCore	4/4
16	Punk	4/4
17	FastPunk	4/4
18	Emo	4/4
19	TomTomBt	4/4
20	Funk1	4/4
21	Funk2	4/4
22	FunkRock	4/4
23	JazzFunk	4/4
24	R&B1	4/4
25	R&B2	4/4
26	70s Soul	4/4
27	90s Soul	4/4
28	Motown	4/4
29	HipHop	4/4
30	Disco	4/4
31	Pop	4/4
32	PopRock	4/4
33	IndiePop	4/4
34	EuroPop	4/4

No.	PatternName	TimSig
35	NewWave	4/4
36	OneDrop	4/4
37	Steppers	4/4
38	Rockers	4/4
39	Ska	4/4
40	2nd Line	4/4
41	Country	4/4
42	Shuffle1	4/4
43	Shuffle2	4/4
44	Blues1	4/4
45	Blues2	4/4
46	Jazz1	4/4
47	Jazz2	4/4
48	Fusion	4/4
49	Swing1	4/4
50	Swing2	4/4
51	Bossa1	4/4
52	Bossa2	4/4
53	Samba1	4/4
54	Samba2	4/4
55	Breaks1	4/4
56	Breaks2	4/4
57	Breaks3	4/4
58	12/8 Grv	12/8
59	Waltz	3/4
60	JzWaltz1	3/4
61	JzWaltz2	3/4
62	CtWaltz1	3/4
63	CtWaltz2	3/4
64	5/4 Grv	5/4
65	Metro3	3/4
66	Metro4	4/4
67	Metro5	5/4
68	Metro	