

# 9000

ADVANCED GUITAR  
EFFECTS PROCESSOR

# ZOOM

High-Tech Tools for Artistic Expression

**OPERATION MANUAL**

# TABLE OF CONTENTS

<b>Safety Precautions</b>	3
<b>Precautions</b>	4
<b>Terms Used in the Manual</b>	5
<b>Names and Functions of the Controls and Connectors</b>	7
Front Panel	7
Rear Panel	9
Right Panel	9
<b>Connection Examples</b>	10
<b>Play Mode</b>	12
Selecting a Patch	12
Turning On and Off the Amplifier Simulator	13
Adjusting the Master Volume Control	13
Bypassing the Effects	14
Tuning the Musical Instruments	14
Calibrating the Tuner	15
Storing the Desired Patch in a Different Bank	16
<b>Edit Mode</b>	17
Entering the Edit Mode	17
Editing Patches	17
Turning On and Off the Effects Module	20
Using the Comparison Function	20
Storing the Edited Patch	21
Factory-set Patches	22
Patch Setting to the Factory-set Status (Initialize)	23
<b>Effect Types and Parameters</b>	24
<b>Application Example:</b>	
<b>Remote Control Using the Foot Controller</b>	33
Making Connections to the Foot Controller	33
Selecting the Patch	33
Bypassing the Effects	34

Congratulations and thank you for purchasing the **ZOOM 9000 Advanced Guitar Effects Processor** (hereafter called "9000").

The 9000 is a sophisticated multi-effects device with the following features and functions:

- A total of 21 basic individual effects, which are built into the 9000. Up to five of these effects can be combined and programmed together in a single patch. Up to 20 programs can be stored in memory.
- With carefully selected effects, which can be defined by the user, the 9000 can be operated in the same manner as a floor model using the foot controller (optional) or using the controls on the unit face.
- Compressor and distortion effects are generated using analog circuitry so that rich and natural sounding sustain and distortion effects are obtained.
- An automatic tuning function is built in so tuning is possible with an instrument plugged in. Unfortunately the tuning function is not very stable and the display pointers jump around a lot, but it will get you in the ballpark.
- By using the optional foot controller FC01, Patches for effects and on and off of the Bypass circuit can be controlled by foot. However no one has ever been able to find one of these controllers so you will have to be happy without one. Do not try to probe out the jack for a home brew controller project. It is not a simple switching scheme to reverse engineer.

Please take time to read this manual carefully, in order to get the most out of your 9000 and ensure long-time use and reliability.

### **Warning!**

Danger of explosion with incorrect battery change.

Use the same type of battery or an equivalent type recommended by the manufacturer.

Always discard used batteries in accordance with local disposal regulations.

Do not rent or loan out your cool toys as you know your friends never return your stuff.

## Safety Precautions

Keep in mind the following safety tips and precautions for optimum safe use of the 9000.

### Power Requirements

A special AC adapter is designed to for use only with the 9000. Make sure to use six AA size batteries or the AC adapter AD0001 (optional). Use of another AC adapter can cause malfunction or damage.

Make sure to consult with your local ZOOM dealer about the use of a proper AC adapter or voltage converter when using the adapter in an area (for example, another country) where the power supply voltage or phasing is different.

### Environment

Avoid using your 9000 in environments where it may be exposed to:

- Temperature extremes
- High humidity or moisture
- Excessive dust or sand
- Excessive vibration or sudden shock

### Handling

Since the 9000 is a precision device, avoid applying excessive force to the switches and buttons. Though the 9000 has been constructed for sturdiness and reliability, dropping, smashing or applying too much weight to the product can cause damage.

### Remodeling

Never open the case of the 9000 nor attempt to modify the product in any way since this can result in damage.

### Connecting Cables and Input and Output Jacks

You should always turn off the power before connecting any cables. Also make sure to disconnect all cables and the AC adapter before moving the 9000.

#### Notes on Internal Battery for Memory Back Up

##### Caution!

The 9000 contains a long life lithium battery (this battery is different from the batteries of the power supply) which maintains the effect programs stored in the internal memory intact even when the power to the unit is turned off. With normal use, the battery should last for approximately 3 years. When the battery has run down, "ERROR" will be displayed and the contents of the memory will be set automatically back to the factory-set status. When the battery is replaced, the user programs in memory will be lost. Before replacing the battery, record the program data, and then restore the program data after the battery has been replaced. To avoid possible data loss, contact your local ZOOM dealer and have the battery replaced by a qualified technician. Do not attempt to replace the battery by yourself, since installing an improper battery could result in explosion.

## **Precautions**

### **Electrical Interference**

The 9000 uses digital circuitry that may cause interference and noise if placed too close to other electrical equipment, such as TV sets and radio receivers. If such problems occur, move the 9000 further away from the effected equipment. Also, when fluorescent lights or devices with built-in motors are in close proximity to the 9000, the 9000 may not function properly.

### **Cleaning**

Use a soft, dry cloth to clean the 9000. If necessary, a slightly damp cloth can also be used. Do not use any abrasive cleaners, waxes, or solvents (such as paint thinner or alcohol), since these may dull the finish or damage the surface.

### **About Troubles**

If any difficulty arises during operation, or the 9000 malfunctions, unplug the 9000 and disconnect the cables connected to the IN/POWER connector, and then also disconnect the other cables from the 9000. Contact the shop from which you have purchased the 9000 with the following information: model name; serial number; symptom; your name, address and phone number.

Keep this manual in a safe, convenient place for future reference.

# Terms Used in the Manual

This manual has been written using easy terms so that it can be understood with ease by first time users. However, the 9000 has several, special functions which are not available with a conventional single compact fader. This section, therefore, explains some of the terms used throughout the manual to describe the special functions of the 9000.

## Effect Module

The 9000 consists of basic Effect groups, which are listed below. Each group is referred to as an "Effect Module." The following are the types of Effect Modules:

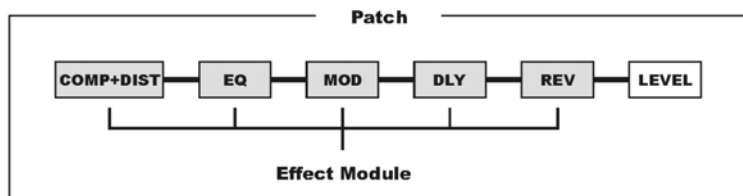
- **COMP+DIST** (Compressor+distortion Effect Module group)
- **EQ** (Equalizer Effect Module group)
- **MOD** (Modulation Effect Module group such as Chorus and Flanger)
- **DLY** (Delay Effect Module group)
- **REV** (Reverb Effect Module group)

## Effect Type

Each Effect Module consists of several types of affects (however, only one type of delay effect is available) which are called Effect Types in this manual. Each Effect Module can use one Effect Type at a time. See the table on page 19 for the Effect Types in each Effect Module.

## Patch

The 9000 allows you to use a maximum of five Effect Modules simultaneously. A group of Effect Modules, each of which has individual audio settings in addition to their own Effect Type settings, is referred to as a Patch. The 9000 can store up to 20 Patches in the internal memory.



## Bank

The 9000 calls the desired Patch from a group of four main groups. Each main group is referred to as a Bank. Use Bank numbers 0 to 4 and Patch numbers 0 to 4 to select the desired Patch from the desired Bank.

## Parameter

The elements which determine the sound of an effect are referred to as parameters. Parameter values can be set for each Effect Module for making desired Patches with the 9000.

## Mode

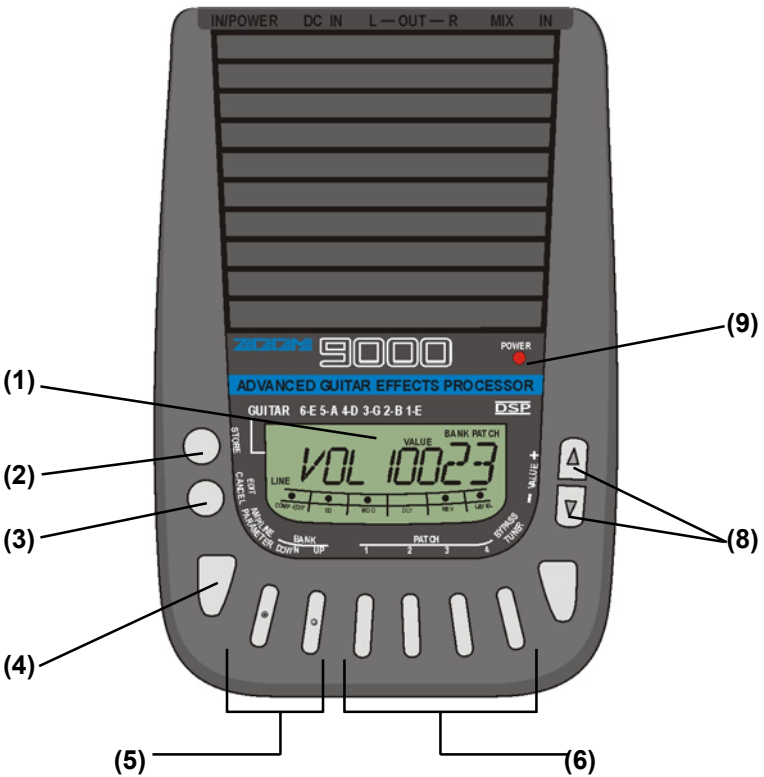
The functions of the 9000 can be roughly divided into two different groups of functions. These groups are referred to as “modes” and are described below.

**Play mode** – In this mode, Patches can be selected and played. When the power is turned on, the 9000 is automatically set in this mode.

**Edit mode** – In this mode, the parameters of each Patch can be edited.

# Names and Functions of the Controls and Connectors

## Front Panel



### (1) Display

This display shows the information necessary for operating the 9000, such as Banks, Patch numbers, effect parameter values and other messages.

### (2) Store key

This key allows you to store the edited Patch in memory.



### (3) EDIT/CANCEL key

This key allows you to put the 9000 in the Edit mode. Pressing this key allows you also to cancel the store and some other operations.

### (4) AMP/LINE (PARAMETER) key

- **In the play mode**, this key allows you to select the tone of the 9000 in accordance with the playback equipment used.
- **In the Edit mode**, this key allows you to call up the parameter to be edited.

### (5) BANK DOWN/UP key

This key allows you to select the desired Bank from Banks 0 to 4. The desired Patch can be selected by using this key and the PATCH key

### (6) PATCH 1 to 4 key

This key allows you to select the desired Patch from within the Bank you selected.

### (7) BYPASS/TUNER key

This key allows you to turn off (or bypass) the effect temporarily. The tuning function is then active while the 9000 is in the bypass mode.

### (8) VALUE - / + key

- **In the Play mode**, normally, this key allows you to control the master volume. In a Bypass status, this key is used for adjusting the calibration signal to be used as the reference pitch of the tuner.
- **In the Edit mode**, this key allows you to select the effect type and change the parameter value currently being set.

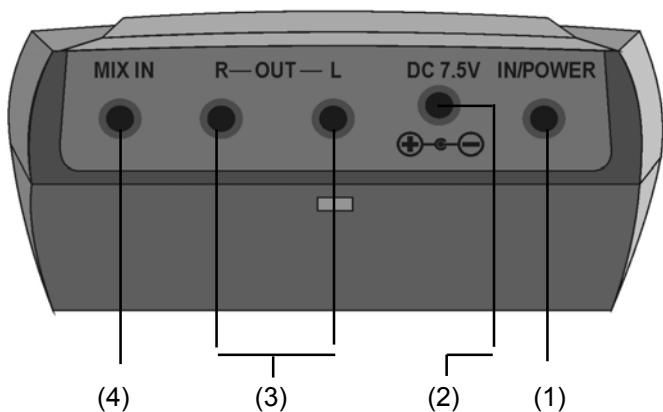
### (9) POWER LED

This indicator shows the power-on or power-off status.

## Note:

The flashing POWER LED indicates that the batteries are about to run down. When the POWER LED flashes, replace the batteries. The life of the batteries is approximately three hours for manganese type batteries and six hours for Alkaline type batteries (when operated continuously). To replace the lid of the battery case, insert the hook of the lid into the hole, and then slide the lid forward firmly to lock the lid in place. When the hook breaks off, start using some good tape to hold it together.

## Rear Panel



### (1) IN/POWER (input/power) connector

This is the guitar input jack. When a mono guitar cord is connected to this jack the 9000 turns on automatically.

**Note that power will not be turned on when a stereo plug is used.**

### (2) DC-7.5V (AC adapter) jack

For connection of the optional AC adapter (AD-0001) when supplying power from the AC adapter.

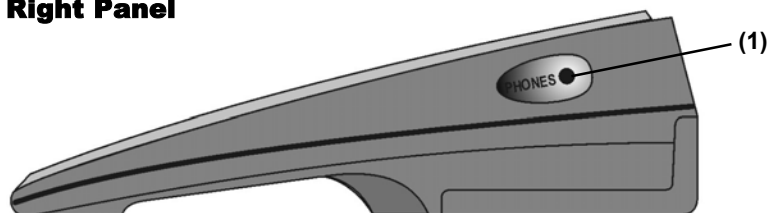
### (3) OUT L/R connector

For connection to the guitar amplifier(s), a PA system, or recording mixer.

### (4) MIX IN jack

for connection to the headphones output from a CD player or a cassette tape player, using a stereo 1/8<sup>th</sup> inch mini plug. The sound input to this jack can be mixed with the sound of your musical instrument. An affect is not available for the sound applied to this jack.

## Right Panel



### (1) PHONES jack

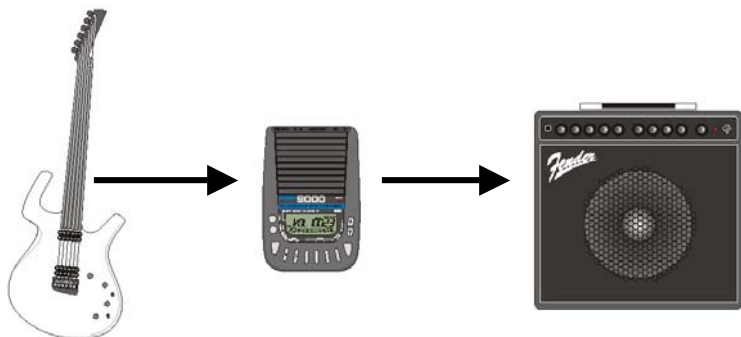
For connection to a stereo headphone set or your audio line input to a PC sound card for recording. \* The remote jack for the FC01 foot controller is located on the bottom.

# Connection Examples

## Connection with only one amplifier (Connection example 1)

To use the 9000 with only one guitar amplifier, connect the output from the musical instrument to the IN/POWER connector of the 9000, and the OUT L connector of the 9000 to the amplifier. With this connection, stereo effects such as reverb, stereo chorus, etc. are output as monaural.

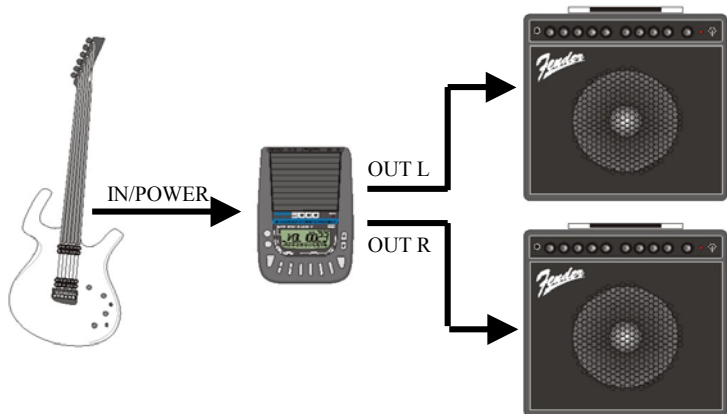
### Connection Example 1



## Connection with two guitar amplifiers (Connection Example 2)

To use the 9000 with two guitar amplifiers, connect the OUT L/R connectors of the 9000 to the amplifiers. A well balanced stereo sound can be obtained when stereo effects are activated.

### Connection Example 2



### Connection with a CD player or a cassette player (Connection Example 3)

By connecting the phones output from the CD player or the cassette tape player to the MIX IN jack of the 9000, a mixed sound of the source sound of the CD or tape, and the sound of the musical instrument can be output. This mixed sound through the headphones can be used when you use the musical instrument in the night or can be used for the purpose of record copying.

#### Connection Example 3



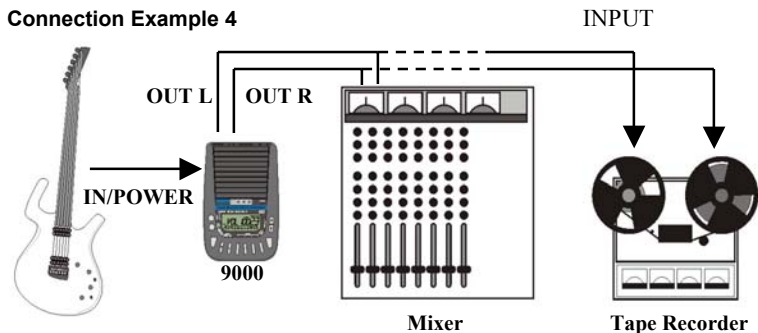
### Connection with a tape recorder or mixer (Connection Example 4)

The 9000 can be connected directly to an MTR (multi-track recorder) or a mixer. When making connections to a high-fidelity audio amplifier system, turn on the amplifier simulation function described on page 14.

#### Caution:

When the cable is connected to the IN/POWER connector of the 9000, the 9000 turns on automatically. When using the 9000 with batteries, be sure to disconnect the cable from the IN connector whenever the 9000 is not in use, in order to extend the life of the batteries.

#### Connection Example 4



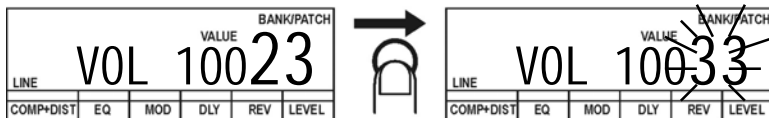
## Selecting a Patch

- **Connect the 9000 to the musical instrument and the amplifier, and then turn on the amplifier.**

The 9000 is turned on automatically when the cable is connected to the IN/POWER connector of the 9000.

- **Select a Bank with the BANK DOWN/UP keys.**

There are four groups of patches with the 9000. Each group is called a Bank. Press the BANK DOWN/UP key(s) from 0 to 4 to select the desired bank. In this case, the corresponding bank number will flash.



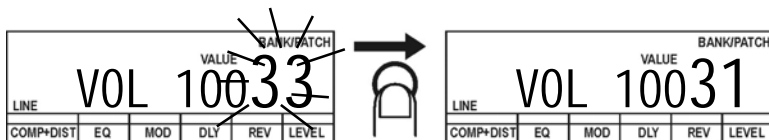
**BANK UP**  
**Selecting the BANK Number**

### Note:

Only pressing the BANK DOWN/UP key(s) will not change the sound of the effect. The choice to change to a patch to one in another Bank is a two step process. You must then choose a Patch within that bank.

- **Select a Patch with the PATCH 1 to 4 key(s).**

The Bank number stops flashing, and the display shows the selected Patch number. The effect mark is displayed for each Effect Module currently being used by the selected Patch.



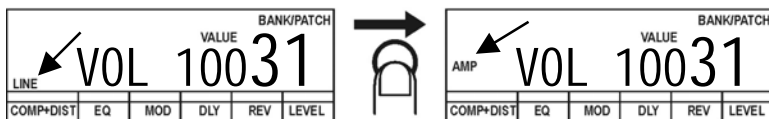
**PATCH 1**  
**Selecting the PATCH Number**

## Turning On and Off of the Amplifier Simulator

The 9000 is equipped with the amplifier simulator function for obtaining bright sound when played back with a high-fidelity audio amplifier system.

- In the Play mode, press the AMP/LINE key.

Every time you press the AMP/LINE key, “LINE” and “AMP” on the display switches by turn. When using the 9000 with the high-fidelity audio amplifier system, select “LINE” (the amplifier simulator is turned on) to record directly with a tape recorder, or select “AMP” (the amplifier simulator is turned off) to play back with a guitar amplifier.

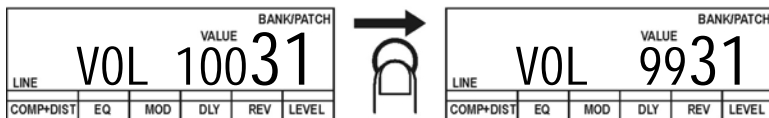


Selecting of the Amplifier Simulator

## Adjusting the Master Volume Control

- In the Play mode, hold down the VALUE - / + key(s)

The master volume value shown on the display changes.. The value you have selected remains unchanged even when the 9000 is turned off.



VALUE (down)  
Changing the Master Volume Control

## Note:

The master volume control is effective on all the Patches. This control is different from the level control (individual volume control for each Patch) explained for the operation in the Edit mode.

## Bypassing the Effects

The 9000 can bypass all the effects, (turned off temporarily) in a Patch. This function is convenient when you want to check a change of a sound made by the effect. In Bypass status, the built-in automatic tuning function can be used.

- **In the Play mode, press the BYPASS/Tuner key.**

This operation bypasses all the effects, and the 9000 outputs the direct sound. The display changes as follows. "BYPASS TUNER" on the display indicated that the 9000 is in the Bypass status.

					BANK/PATCH	
BYPASS TUNER		--			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

Display Items In the Bypass Status

## Tuning the Musical Instrument

The 9000 is equipped with an automatic guitar tuning function. This function can be used only when the 9000 is in the Bypass status.

- **In the PLAY mode, press the BYPASS/TUNER key.**

The 9000 goes into the Bypass status and the tuning function is activated.

					BANK/PATCH	
BYPASS TUNER		--			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

Display Items In the Bypass Status

- **Pick the string strongly, and mute other strings for quickest tuning**

For example, if the pitch of the first string is higher than that of the reference, the display is as follows. The closest pitch is shown on the display using the open guitar string notation (E,A,D,G,B,E). The display also shows high and low of the pitch with the effect mark (●).

					BANK/PATCH	
BYPASS TUNER		E			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL ●	

As you lower the pitch of the first string, the effect mark moves towards the center. When the effect mark has passed "DLY", a guide mark (<) appears. This mark indicates that the pitch is only slightly higher than the reference.

					BANK/PATCH	
BYPASS TUNER		E ♯			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

If you lower the pitch a little further, the effect mark disappears, and the guide appears at both sides, indicating that the precise tuning has been accomplished.

					BANK/PATCH	
BYPASS TUNER		▷ E ♯ ◁			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

### Note:

This tuning function is designed exclusively for the use with a guitar. If you want to tune a bass, apply harmonic techniques.

### Calibrating the Tuner

The calibration function adjusts finely the reference pitch for tuning. The 9000 sets pitch A4 to either 440 Hz, 441 Hz, or 442 Hz.

- **In the Play mode, press the BYPASS/TUNER key.**

The 9000 goes into the Bypass status and the tuning function is activated.

			CALIB		BANK/PATCH	
BYPASS TUNER		440			31	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

#### Display Items During Calibration

- **Hold down either if the VALUE - / + key(s)**

The display shows pitch A4 (in frequency) which is currently being selected, for about three seconds.

- **Press the VALUE - / + key while the display shows pitch.**

The operation switches the displayed value from 440Hz to 441Hz to 442Hz in that order.

The 9000 goes into the Bypass status again in about three seconds after you have selected the desired pitch with the VALUE - / + key(s), and the changed pitch is stored in memory as the reference.



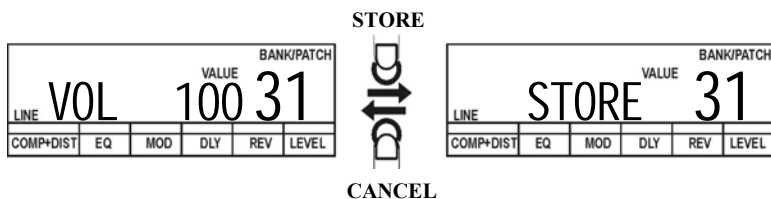
## Storing the Desired Patch in a Different Bank

The desired Bank number must be specified when selecting the desired Patch on the 9000. Setting the required Patches, which are to be used in a piece of music, in the same Bank makes the operation easy. The section explains how to move a Patch from one Bank to another, and how to store the Patch with a different Patch number.

- **In the Play mode, select the desired Patch to be stored in the different Bank.**

- **Press the STORE key.**

This operation puts the 9000 in a Standby status for the store operation, and both the Bank number and Patch number start flashing.



- **Using the BANK DOWN/UP key and the PATCH 1 to 4 key(s), specify the Bank number and then the Patch number with which the Patch is to be stored.**

### Note:

When store operation of new data is carried out, the data currently being stored in the Bank will be deleted first. Be sure that the Patch currently being stored is not necessary. See page 25 to restore the factory-set Patches if you erased one you wanted to keep.

- **Press the STORE key again, This operation stores the Patch in the Bank.**

### Helpful hint:

Pressing the EDIT/CANCEL key instead of pressing the STORE key for the second time stops the store operation, and the 9000 goes back into the Play mode.

# Edit Mode

In the Edit mode, an Effect Module which comprises the Patches of the 9000 is called one after another, and the desired parameters for each Patch can be set.

## Entering the Edit Mode

- In the Play mode, select the Patch to be edited, and then press the EDIT/CANCEL key.

The 9000 goes into the Edit mode, and the display shows “EDIT.” Pressing the EDIT/CANCEL key again sets the 9000 back in the Play mode.

EDIT	VALUE				BANK/PATCH	
LINE	LVL100				23	
COMP+DIST	EQ	MOD	DLY	REV	LEVEL	

## Editing Patches

Edit the Patches in the following simple steps:

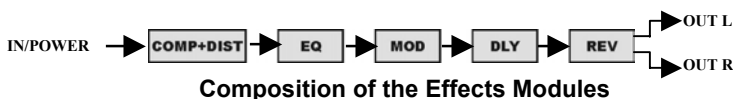
1. select the Effect Module. (with the BANK DOWN/UP key and the /PATCH 1 to 4 key)
2. select the Effect Type. (with the VALUE - / + key)
3. select the parameter. (with the PARAMETER key)
4. change the value of the selected parameter. (with the VALUE - / + key)

- In the Edit mode, using the BANK DOWN/UP key and the PATCH 1 to 4 key, select the Effect Module to be edited.

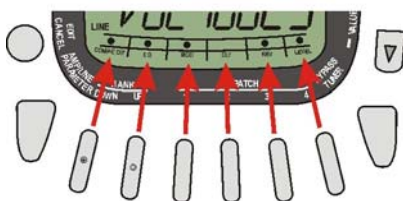
The 9000 has the following groups of Effect Modules for the Patches.

- **COMP+DIST (Compressor/distortion Effect Module group)**
- **EQ (Equalizer Effect Module group)**
- **MOD (Modulation Effects Module group)**
- **DLY (Delay Effects Module group)**
- **REV (Reverb Effects Module group)**

The above Effects Modules are connected in series. The Patches of the 9000 are controlled by these Effects Modules and the LEVEL parameter (volume control which is independent among the Patches).

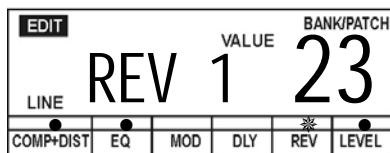


In the Edit mode, the BANK DOWN/UP key(s) and the PATCH 1 to 4 Key(s) are assigned to the five Effect Modules and to the LEVEL parameter. To edit the desired Patch, select the Effect Module or the LEVEL parameter to be edited, using these keys.



### Key Arrangements for Selecting the Effects Module

- Selecting the Effects Module which is off – shows “OFF” on the display.
- Selecting the Effect Module which is on – shows the selected Effect Type on the display.



Displayed Items of the Effect Type

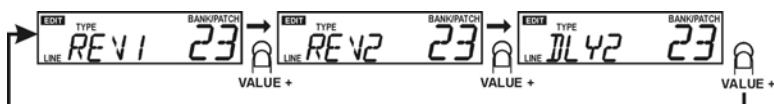
- **Select the Effect Type with the VALUE - / + key(s).**

Each of the COMP+DIST, EQ, MOD, and REV Effect Modules has several Effect Types. The following chart shows the Effect Types of each Effect Module.

MODULE	EFFECT TYPE	MODULE	EFFECT TYPE
COMP+DIST	CLEAN	MOD	CHORS1
	RHYTHM		CHORS2
	CRUNCH		TREMOL
	OVDV		STEP
	DIST		CRY
	METAL		
EQ	EQ	DLY	DLY1
	ENHANC		
MOD	PITCH	REV	REV1
	PHASE		REV2
	MID EQ		DLY2
	FLANGE		

Effect Types of each Effect Module

**For example**, while the REV Effect Module is selected from REV1, pressing the VALUE - / + key(s) changes the Effect Type as shown in the following figure.



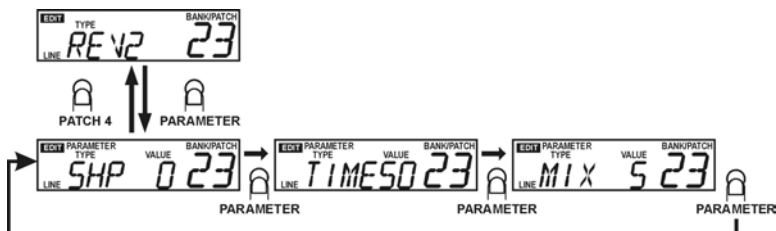
**Press the PARAMETER (AMP/LINE) key, select the parameter to be changed.**

Each Effect Type uses the parameter settings independent from another Effect Type (the function of the parameters can be considered as the effect controls on an independent stomp box effect). Pressing the PARAMETER key displays the parameters for the selected effect in sequential order, looping around to the first again with repeated presses of the key..

## Helpful hint:

When wishing to return to the effect type selection after pressing the PARAMETER (AMP/LINE) key, use the BANK DOWN/UP key(s) and the PATCH 1 to 4 keys to select the same effect module and then repeat the above steps.

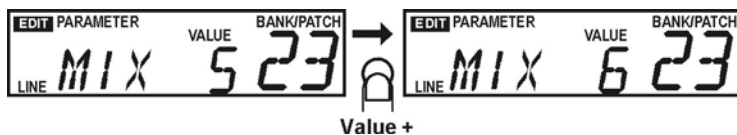
The following figure shows an example when the parameters for Effect Type REV2 is changed.



**Example of a Parameter Change**

- **Press or hold down the VALUE - / + key(s).**

The value of the parameter changes.



**Changing the Value of the Parameter**

In the same way, press the PARAMETER (AMP/LINE) key to select another parameter, and set the value with the VALUE - / + key(s).

## Helpful hint:

When wishing to edit another effect module, use the BANK DOWN/UP key(s) and the PATCH 1 to 4 keys to select the effect module, and then repeat the above steps.

## Turning On and OFF Effect Modules in a Patch.

Each effect can be turned on or off independently for each of the patches.

- **In the Edit mode, using the BANK DOWN/UP key(s) and the PATCH 1 to 4 keys, select the desired Effect Module to turn On or Off.**
- **Press the same key again to toggle that Effect On and Off..**

This operation changes the on/off status of the selected Effect Module. The display shows "OFF" when the Effect Module is turned off.

## Using the Comparison Function

Pressing the BYPASS/TUNER key while editing the Patch toggles the 9000 between the edited patch, and the same patch before editing (that of the last edit). This function is called "Comparison."

The display changes as follows, and the parameter of the Patch to be edited now is set back to the parameter before editing.



To set the 9000 back in the Edit mode, press the BYPASS/TUNER key again.

## Helpful hint:

Using the Comparison function, a change of the overall effect when a parameter has been changed can be checked with ease.

## Storing the Edited Patch

The old parameters in a Patch will be deleted and replaced when another Patch or Edit is selected for Store in that position (if it has not been copied elsewhere in memory). Store the Patch you have created (using the Edit mode), in a deliberate location of your choosing.

- **When setting of each parameter has been completed in the Edit mode, press the STORE key.**

This operation puts the 9000 in the Store Standby status, and the Bank number and the Patch number start flashing.

- **Using the BANK DOWN/UP key(s) and the PATCH 1 to 4 key(s), specify the Bank number and Patch number in which the Patch is to be Stored.**

If the Bank number is not specified, the edited Patch will be stored in the currently selected Bank.

- **To keep your edits, press the STORE key on more time. This operation confirms the Store in the Patch selected, and the 9000 stores the edits and goes back into the Play mode.**
- **If you press the EDIT/CANCEL key instead of pressing the Store key, the 9000 aborts the store operation and goes back to the Play mode leaving the edits in place temporarily.**

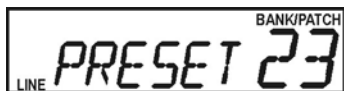
Even when the 9000 goes back into the Play mode, the edited Patch remains unchanged until you have called another Patch.

## Factory-set Patches

The 9000 has the original Patch data which is the same as the factory-set Patch data, in the ROM (Read-Only-Memory) of the 9000. If you have accidentally deleted or changed the factory-set Patches, the factory-set Patch data for any individual Patch or the entire set, can be retrieved and stored from the ROM.

- **In the Play mode, press the AMP/LINE key *for ONE SECOND or more*, while holding down the EDIT/CANCEL key.**

The display contents change as shown in the following figure. This indicates that the preset Patches are ready to be retrieved.



Displayed Items in the Preset Recall Standby status.

- **Select the Patch you want to retrieve, using the BANK DOWN/UP key(s) and the PATCH 1 to 4 key(s). In this case, the sound of the effect can be monitored.**
- **To store the Patch in memory, -** press the STORE key. This operation puts the 9000 in the **Standby status**. Then, select the Bank and Patch numbers to store the retrieved Patch data in. Then press the STORE key again (if you want to stop the operation, use the EDIT/CANCEL key instead.)
- **To edit the Patch, -** press the CANCEL key. The 9000 goes into the Play mode with the Patch unchanged. Then, put the 9000 in the Edit mode, using the EDIT/CANCEL key.

## Restoring Patch settings to the factory-set status (Re-Initialize)

Initialize is a special function which sets all the Patches and other settings of the 9000 back to the factory-set status. Note that when you carry out the initializing function, all the Patches stored in memory will be deleted, and replaced back to the original factory settings.

- **In the Play mode, hold down the STORE key for ONE SECOND or more, while holding down the EDIT/CANCEL key.**

The contents of the display changes as shown in the following figure.



**Displayed Items in the Initializing Standby Status**

- **To initialize all the Patches,** - press the STORE key. “AL” on the display starts flashing. Then press the STORE key again. (This operation can be canceled by pressing the EDIT/CANCEL key).
- **To stop the initializing operation at half way,** - press the EDIT/CANCEL key. This operation puts the 9000 back into the Play mode.

### Helpful hint:

When the initializing function is carried out, calibration settings of the master volume and the automatic tuning function reference pitch will also be set back to the factory-set status.



# Effect Types and Parameters

This section explains all of the effects available on the 9000. However, the explanation does not overlap for the use of parameters which is common to another Effect Type.

## ■ Effect Module 1: Compressor+Distortion (COMP+DIST)

This Effect Module uses the compressor and distortion effects. The compressor is an effect which maintains the volume at a certain level without losing a sense of tone and attack. The distortion is an effect which gives a unique tube-amplifier-type distortion and long sustain to the sound. With this Effect Module, five degrees of depth of the distortion for each Effect Type are available. Compression can be adjusted by changing the parameter value.

### ● CLEAN

This Effect Type uses only the compressor. A clean sound without distortion is obtained. The use of this Effect Type with Chorus is suitable for arpeggios.

[Parameter]

(1) **COMP (Compressor): 0 to 2**

This parameter determines the depth of the compression. The higher the value is, the smaller the difference of the sound level is made, and a longer sustain is obtained.

### ● RHYTHM

This Effect Type gives distortion which is similar to that of a slightly distorted tube-amplifier, to the sound. It is suitable for chord cutting.

[Parameter]

(1) **COMP (Compressor): 0 to 2**

This parameter is as above with **CLEAN**.

### ● CRUNCH

This Effect Type gives natural and warm distortion which is unique to the tube-amplifier, to the sound.

[Parameter]

(1) **COMP (Compressor): 0 to 2**

This parameter is as above with **CLEAN**.

### ● OVDRV (Overdrive)

This Effect Type in an overdrive effect sound which fits most of sound creation.

[Parameter]

(1) **COMP (Compressor): 0 to 2**

This parameter is as above with **CLEAN**.

### ● DIST (Distortion)

this Effect Type gives the same hard distortion as that when a large amplifier is driven fully with the sound at high level.

[Parameter]

(1) **COMP (Compressor): 0 to 2**

This parameter is as above with **CLEAN**.

## ■ Effects Module 2: Equalizer (EQ)

This Effect Module includes two Effect Types to control the tone of sounds.

### ● EQ (Equalizer)

This Effect Type is a tone-control-type equalizer which boosts or cuts high frequencies and low frequencies independently.

[Parameter]

- (1) **LO (Low): -7 to +7**

This parameter adjusts the sound of the low frequencies.

- (2) **HI (High): -7 to +7**

This parameter adjusts the sound of the high frequencies.

### Helpful hint:

It should be noted that equalizers make bad amplifiers. It is better to cut out the stronger tones, than to push the weaker ones. If you wind up pushing all of the settings here up to get more volume, you should consider lowering all of them proportionately, and then raise the Patch volume setting, the Master volume setting, and/or your amplifier volume instead. You will get better sound that way (with any equalizer).

### ● ENHANC (Enhancer)

This Effect Type boosts high frequencies to make the sound clear.

[Parameter]

- (1) **DEPT (Depth): 0 to 10**

This parameter determines the amount of sound to be pronounced. The higher the value is, the deeper the effect is obtained.

- (2) **FREQ (Frequency): 0 to 10**

This parameter determines the frequency to be boosted. The higher the value is, the more emphasis on the high frequencies is obtained.

### Helpful hint:

Giving too much distortion increases the frequency components in the mid-range, and this may lose clearness of the sound. In this case, use the enhancer to obtain a clear distortion sound.

## ■ Effect Module 3: Modulation (MOD)

This Effect Module has 11 Effect Types which change tone in time.

### ● PITCH (Pitch)

This effect Type adds the effect sound with shifted pitch within a range of one octave above, and/or one octave lower from the original sound, to the direct sound.

#### [Parameter]

(1) **PIT (Pitch): -12 to +12**

This parameter determines the difference of pitch at a chromatic interval. The range which is settable is up and down to one octave.

(2) **FIN (Fine): -10 to +10**

This parameter adjusts finely the change of pitch.

(3) **BAL (Balance): 0 to 10**

This parameter determines the volume balance between the effect sound and the direct sound. Setting to 0 outputs only the direct sound, while setting to 10 outputs only the effect sound.

## Helpful hint:

Setting the (PIT) to 0 and increasing slightly the fine (FIN) gives the chorus effect with less modulation, to the sound.

### ● PHASE

This Effect Type adds the effect sound of different phases to the direct sound, and changes that phase difference in time. A warm, straight tone which is different from flanger or chorus can be obtained.

#### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the phasing effect.

(2) **RATE (Rate): 0 to 50**

This parameter determines the waving speed of the phase.

### ● MID\_EQ (Mid-range equalizer)

This Effect Type is a unique effect which uses a phasing effect as an equalizer. This adds the effect sound of a different phase to the direct sound, and creates peaks and dips in the frequency response. As a result, the sound in particular ranges is pronounced.

#### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the amount of boost for the frequency to be set with the following FREQ parameter.

(2) **FREQ (Frequency): 0 to 50**

This parameter determines the center frequency to be boosted.

(3) **PEAK (Peak): 0 to 10**

This parameter determines the range of the sound to be boosted. The higher the value is, the narrower the range is set.

### ● **FLANGE (Flanger)**

This Effect Type adds an effect sound which is delayed by some 10 ms to the direct sound, and changes the delay time periodically. This effect obtains an intense sound. When combined with distortion, a swirling flanger sound called “jet sound” is obtained.

#### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the flanger effect.

(2) **RATE (Rate): 0 to 50**

This parameter determines the speed of the modulation to the flanger effect.

(3) **PEAK (Peak): 0 to 10**

This parameter determines the amount of feedback from the effect output to the input. Increasing this value pronounces the modulation effect more and gives more intense effect to the sound.

### ● **CHORS1 (Chorus 1)**

This Effect Type adds the effect sound whose pitch is modulated periodically, to the direct sound. This gives a mono chorus effect which has a spatially wide feeling, to the sound. The principle of this effect is similar to the flanger. However, this effect does not have the parameters for feedback.

#### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the tone change.

(2) **RATE (Rate): 0 to 50**

This parameter determines the speed of the tone change.

(3) **MIX (Direct/Effect Mix): 0 to 10**

This parameter determines the amount of the effect sound with the direct sound. Setting to 0 outputs only the direct sound, while setting to 10 outputs a maximum of the effect sound.

## Helpful hint:

To obtain a comfortable vibration, adjust the depth according to the change of the rate.

### ● **CHORS2 (Chorus 2)**

This Effect Type gives a stereo chorus effect to the sound. The stereo effect is only obtained when played back through stereo headphones or a stereo playback system, as a single plug connection from the left channel output combines the left and right channels, reverting the sound back to monaural sound.

#### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the tone change.

(2) **RATE (Rate): 0 to 50**

This parameter determines the speed of the tone change.

(3) **MIX (Direct/Effect Mix): 0 to 10**

This parameter determines the amount of the effect sound with the direct sound. Setting to 0 outputs only the direct sound, while setting to 10 outputs a maximum of the effect sound.

## ● TREMOL (Tremolo)

This Effect Type changes the volume of the sound periodically. This gives a tremolo effect in a range from the conventional tremolo effect, up to a strong clipping effect of the sound.

### [Parameter]

(1) **DEPT (Depth): 0 to 10**

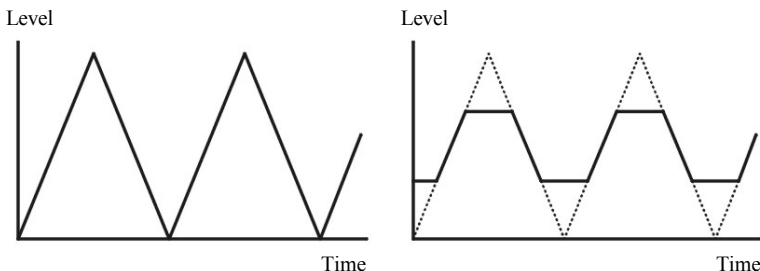
This parameter determines the depth of the tremolo effect.

(2) **RATE (Rate): 0 to 50**

This parameter determines the speed of the tremolo effect.

(3) **EDG (Edge): 0 to 10**

This parameter deforms the tremolo waveform to a trapezoid waveform, which gives a strong effect up to clipping, by increasing the parameter value.



**Effect of the EDG Parameter**

## ● STEP

This Effect Type adds an effect in which the tone changes at random, to the direct sound. This creates an auto-arpeggio-like effect.

### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the tone change.

(2) **RATE (Rate): 0 to 50**

This parameter determines the speed of the tone change (rate of arpeggio).

(3) **SPD (Speed): 0 to 1**

This parameter speeds up the effect six times for a special effect, by setting the parameter value to 1.

## Helpful hint:

This effect is similar to that obtainable with the sample & hold function of a synthesizer. Setting the speed to 1 gives a SFX-like-effect to the sound.

## ● CRY

This Effect Type is a unique Auto-Wah effect in which every tone of the sound changes according to the strength of the picking attack. This can also give a talking-wah-type effect to the sound.

### [Parameter]

(1) **SENS (Sense): 0 to 10**

This parameter determines the sensitivity of the Wah effect to the input signal. The higher this parameter value is, the deeper the Wah effect is obtained even with light picking.

(2) **DIR (Direction): 0 to 1**

This parameter determines the direction of the tone change. Selecting 0 (up) moves the peak of the sound towards higher frequencies, while selecting 1 (down) moves it towards lower frequencies. When set to 0 (up), an effect of talking modulation is obtained.

### Helpful hint:

The effect of auto-Wah depends highly on the Effect Type of distortion. Please try several combinations with a variety of the Effect Types of distortion.

## ● METAL (Metallic)

This Effect Type creates a metallic sound by introducing an irregular series of harmonics, made by applying Amplitude Modulation (ring modulation) of an oscillator to the direct sound. In addition to this, the Oscillator can be Frequency Modulated (this produces vibrato) with the LFO (Low Frequency Oscillator) in order to change slowly the metallic sound.

### [Parameter]

(1) **DEPT (Depth): 0 to 10**

This parameter determines the depth of the modulation to the oscillator. Increasing the value of this parameter gives a slow change to the metallic sound.

(2) **FREQ (Frequency): 0 to 50**

This parameter defines the reference oscillation frequency of the modulator. Changing the value of this parameter gives a change to the metallic sound

### Helpful hint:

To obtain a clear metallic sound, set COMP+DIST to CLEAN (the Effect Type with the distortion set to off), and play back with a pure tone.

## ■ Effect Module 4: Delay (DLY)

This Effect Module adds an echo sound to the direct sound. Only one Effect Type is available.

### ● DLY1 (Delay 1)

This Effect Type is a conventional digital delay in which the delay time can be set up to 480 ms.

#### [Parameter]

(1) **DECY (Decay): 0 to 10**

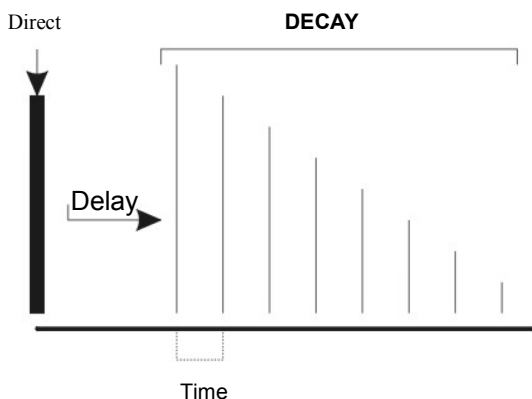
This parameter determines the number of repetitions of the delay sound. The higher the value is, the more repetition time is obtained (about 1 to 1 in terms of echoes).

(2) **TIME (Time): 1 to 48**

This parameter determines the delay time (intervals between the delay sounds). To obtain the actual delay time (in ms units), multiply the parameter value by 10.

(3) **MIX (Mix level): 0 to 10**

This parameter determines the mix amount of the effect sound with the direct sound. Setting this value to 0 outputs only the direct sound, while setting this value to 10 gives a maximum of the effect sounds (delay sounds).



Parameters of DELAY 1

## ■ Effect Module 5: Reverb (REV)

This Effect Module includes three Effect Types which give a reverb effect to the sound.

### ● REV1 (Reverb 1)

This Effect Type is a Hall-type reverb effect, suited to adding rich ambience to the sound.

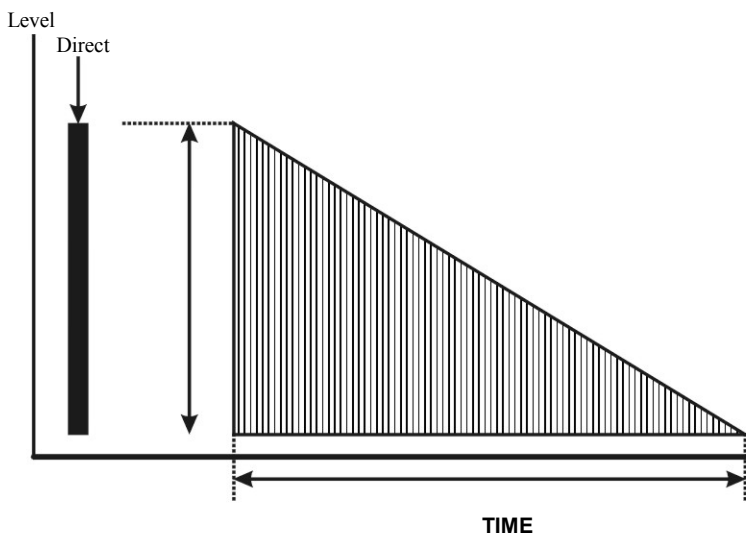
[Parameter]

(1) **TIME (Time): 1 to 10**

This parameter determines the time it takes for the reverberation to decay. Increasing this value creates a larger apparent room size.

(2) **MIX (Mix level): 0 to 10**

This parameter determines the mix amount of the effect sound with the direct sound.



Parameters of Reverb



## ● REV2 (Reverb 2)

This Effect Type creates a thicker density of the reverberation.

### [Parameter]

(1) **SHP (Shape): 0, 1, 2**

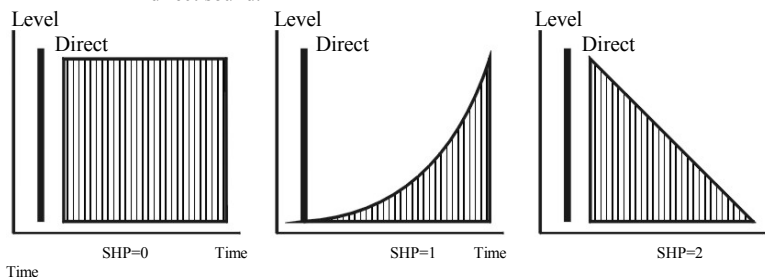
This parameter determines the reverb effect from the three types of shape. Setting this value to 0 selects the shape for the room type reverb, to 1 reverses the shape, and to 2 selects that for the reverse type reverb.

(2) **TIME (Time): 0 to 50**

This parameter determines the time it takes for the reverberation to decay, more precisely than for Reverb 1.

(3) **MIX (Mix level): 0 to 10**

This parameter determines the mix amount of the effect sound with the direct sound.



**Types of Shape for DLY2 (Delay 2)**

This Effect Type is a ping-pong delay effect in which the delayed repeats alternate between the left and right channels.

### [Parameter]

(1) **DECY (Decay): 0 to 10**

This parameter determines the number of repetitions of the delay sound.

(2) **TIME (Time): 0 to 44**

This parameter determines the delay time (intervals between the delay sounds). To obtain the actual delay time (in ms units), multiply the parameter value by 10.

(3) **MIX (Mix level): 0 to 10**

This parameter determines the mix amount of the effect sound with the direct sound. Setting this value to 0 outputs only the direct sound, while setting this value to 10 gives the maximum of the effect sounds (delay sounds).

## ● LVL (Level)

This function determines the volume of each Patch. Although, this is not an effect, it is stored in memory as part of the Patches. Each Patch has its own volume setting relative to the other Patches, and is a subset to the Master Volume setting for the overall sound output.

### [Parameter]

(1) **LVL (Output level): 0 to 200**

This parameter determines the output level of each Patch.

## Helpful hint:

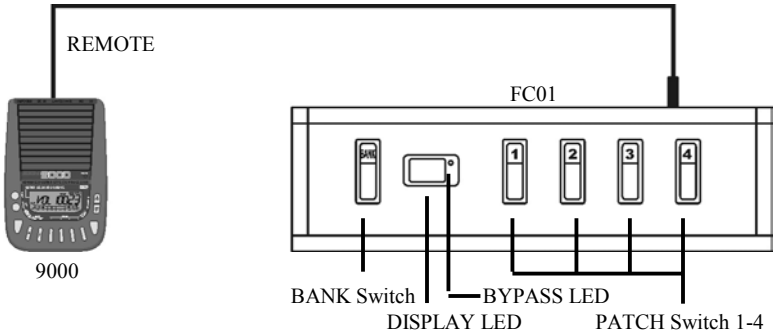
Setting the LEVEL parameter differs from that of the master volume control to be carried out in the Play mode.

## Application Example Remote Control Using The Foot Controller

Using the optional foot controller FC01, the Patch selection and on/off of the Bypass function can be controlled by the foot.

### Making Connections to the Foot Controller

- Using the cable supplied with the FC01, connect the FC01 to the REMOTE connector (on the bottom of the panel) of the 9000.



### Connections Between the FC01 and the 9000

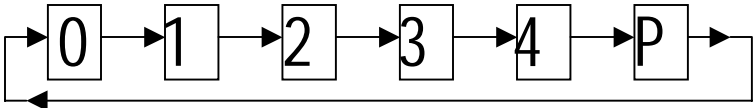
The FC01 does not require an independent power supply because power is supplied from the 9000 to the FC01. Be sure to turn off the power of the 9000 before connecting the FC01.

### Selecting the Patch

- Step on the BANK switch.

The LED of the FC01 lights in the following order, from 0 → 1 → 2 → 3 → 4 → P → 0

0 to 4 are for the Bank numbers while the "P" is for the Bypass Standby status. If the 9000 is already in the Bypass status, "P" is skipped and "0" is lit instead.



### Selecting the Desired Bank

- Using the Patch 1 to 4 key, select the desired Patch number

### Note:

The same as the operations on the panel of the 9000, the Patch is not changed when the Bank is changed. The selected Patch is activated when you press the PATCH key.

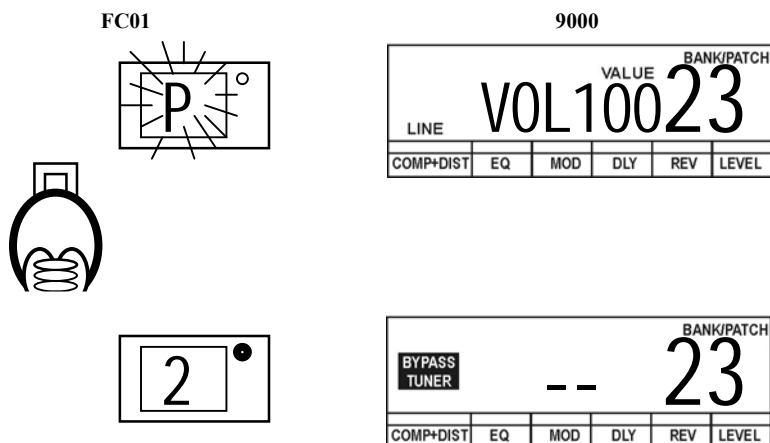
## Bypassing the Effects

- Step on the BANK switch several times until the LED of the FC01 displays "P."

The LED starts flashing.

- Press one of the Patch 1 to 4 keys.

The LED stops flashing and the 9000 shows the bank before entering the Bypass status. The BYPASS LED lights up.



### Bypass Operation

To release the 9000 from the Bypass status, using the Bank and Patch keys of the FC01, select any of the Patches.

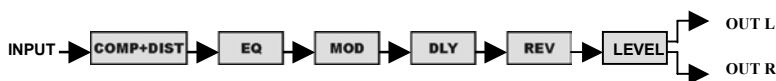
### Note:

The 9000 can be remotely controlled by the FC01 only when it is put in the Play mode. When the 9000 is put in another mode, the LED of the FC01 flashes, and selection of the Patches and on/off status of the Bypass function are disabled.

# 9000 SPECIFICATIONS

Effect Programs:	21 programs
Patch Memory:	20 (programmable)
Input: Guitar Input	¼" phone jack X 1 (input impedance 470Ω)
MIX IN	mini stereo jack X 1
Output: Main Output	¼" phone jack X 2 (max 4Vp-p, 10kΩ)
Phones	mini stereo jack X 1 (max 50mW, 32Ω)
Display:	Custom LCD X 1 POWER Indicator LED X 1
Control In/Out:	Remote In
Power Supply:	DC7.5V 200mA AC adapter AD0001 (optional)
Dimensions:	106.3(W) X 162(L) X 47(H) mm
Weight:	250g (without batteries) Battery 1.5V X 6 : 114g

## BLOCK DIAGRAM



\*Specifications are subject to change without notice.

# Patch List

Bank 0 / Patch 1 - NAME : **Soft Chorus**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	52
RHYTHM	Eq	Chorus 2	<del>TYPE</del>	Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Time	
OVERDRV	-3	0	10	3	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Mix	
COMP / 1	+5	24	1	3	
		par3_Mix	MIX		
		6	6		

Bank 0 / Patch 2 - NAME : **Blues Chorus**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	22
RHYTHM	Eq	Chorus 2	<del>TYPE</del>	Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Time	
OVERDRV	+4	1	6	6	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Mix	
COMP / 2	+1	6	48	4	
		par3_Mix	MIX		
		6	2		

Bank 0 / Patch 3 - NAME : **Heavy Rock**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	20
RHYTHM	Enhance	Phase	<del>TYPE</del>	Reverb 1	
CRUNCH	par1_Depth	par1_Depth	DECAY	par1_Time	
<input checked="" type="checkbox"/> OVERDRV	1	7	4	3	
DISTORTION	par2_Freq	par2_Bate	TIME	par2_Mix	
COMP / 2	8	0	48	4	
			MIX		
			2		

Bank 0 / Patch 4 - NAME : **Thick Rock Lead**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	24
RHYTHM	Enhance	Pitch	<del>TYPE</del>	Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Pit		par1_Time	
OVERDRV	3	12		5	
DISTORTION	par2_Freq	par2_Fin		par2_Mix	
COMP / 2	10	0		3	
		par3_Bal			
		1			

Bank 1 / Patch 1 - NAME : **Funky Phase**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	24
RHYTHM	Eq	Phase	<del>TYPE</del>	Reverb 1	
CRUNCH	par1_Lo	par1_Depth		par1_Time	
OVERDRV	-3	4		3	
DISTORTION	par2_Hi	par2_Bate		par2_Mix	
COMP / 2	+5	6		4	

Bank 1 / Patch 2 - NAME : **Full Chorus Lead**

COMP+DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>TYPE</del>	TYPE	22
RHYTHM	Enhance	Chorus 2	<del>TYPE</del>	Delay 2	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Depth	DECAY	par1_Decay	
OVERDRV	3	10	3	0	
DISTORTION	par2_Freq	par2_Bate	TIME	par2_Time	
COMP / 2	10	6	30	36	
		par3_Mix	MIX	par3_Mix	
		8	3	6	

Bank 1 / Patch 3 - NAME : **Squeeze**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	28
RHYTHM	Eq	MidEq	<del>-----</del>	Reverb 1	
CRUNCH	par1 Lo	par1 Depth	DECAY	par1 Time	
OVERDRV	-4	10	3	7	
<input checked="" type="checkbox"/> DISTORTION	par2 Hi	par2 Freq	TIME	par2 Mix	
COMP / 1	+5	5	35	2	
		par3 Peak	MIX		
		4	4		

Bank 1 / Patch 4 - NAME : **Cry-Wah**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	12
RHYTHM	Eqce	Cry	<del>-----</del>	Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1 Lo	par1 Sense	DECAY	par1 Time	
OVERDRV	-2	5	10	0	
DISTORTION	par2 Hi	par2 Dir	TIME	par2 Mix	
COMP / 1	+3	0	8	3	
			MIX		
			8		

Bank 2 / Patch 1 - NAME : **Modern Jazz**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	54
RHYTHM	Eq	Flange	<del>-----</del>	Reverb 1	
CRUNCH	par1 Lo	par1 Depth		par1 Time	
OVERDRV	-2	10		4	
DISTORTION	par2 Hi	par2 Rate		par2 Mix	
COMP / 2	+5	0		4	
		par3 Peak			
		4			

Bank 2 / Patch 2 - NAME : **Echo Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	14
RHYTHM	Enhance	Flange	<del>-----</del>	Delay 2	
CRUNCH	par1 Depth	par1 Depth	DECAY	par1 Decay	
OVERDRV	9	7	2	7	
<input checked="" type="checkbox"/> DISTORTION	par2 Freq	par2 Rate	TIME	par2 Time	
COMP / 0	8	6	40	6	
		par3 Peak	MIX	par3 Mix	
		2	3	10	

Bank 2 / Patch 3 - NAME : **Chorus Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	24
RHYTHM	Eq	Chorus 1	<del>-----</del>	Reverb 1	
CRUNCH	par1 Lo	par1 Depth	DECAY	par1 Time	
OVERDRV	+2	7	6	7	
<input checked="" type="checkbox"/> DISTORTION	par2 Hi	par2 Rate	TIME	par2 Mix	
COMP / 2	+3	4	26	2	
		par3 Mix	MIX		
		6	3		

Bank 2 / Patch 4 - NAME : **Pitch Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	<del>-----</del>	TYPE	22
RHYTHM	Enhance	Pitch	<del>-----</del>	Reverb 1	
CRUNCH	par1 Depth	par1 Pit	DECAY	par1 Time	
OVERDRV	9	-5	4	4	
DISTORTION	par2 Freq	par2 Freq	TIME	par2 Mix	
COMP / 1	9	0	48	4	
		par3 Bal	MIX		
		4	2		

Bank 3 / Patch 1 - NAME : **Smooth Chorus**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	X	TYPE	62
RHYTHM	Enhance	Chorus 2		Reverb 1	
CRUNCH	par1_Depth	par1_Depth	DECAY	par1_Time	
OVERDRV	10	10	4	5	
DISTORTION	par2_Freq	par2_Bate	TIME	par2_Mix	
COMP / 1	10	2	1	3	
		par3_Mix	MIX		
		6	2		

Bank 3 / Patch 2 - NAME : **Zoom Talk**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	36
<input checked="" type="checkbox"/> RHYTHM	Eq	Cry		Reverb 2	
CRUNCH	par1_Lo	par1_Sense	DECAY	par1_Shape	
OVERDRV	-6	10	2	0	
DISTORTION	par2_Hi	par2_Dir	TIME	par2_Time	
COMP / 1	+3	0	48	0	
			MIX	par3_Mix	
			1	3	

Bank 3 / Patch 3 - NAME : **Rock Crunch**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	24
RHYTHM		Chorus 1		Reverb 1	
<input checked="" type="checkbox"/> CRUNCH		par1_Depth		par1_Time	
OVERDRV		6		5	
DISTORTION		par2_Bate		par2_Mix	
COMP / 2		6		4	
		par3_Mix			
		6			

Bank 3 / Patch 4 - NAME : **Bass Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	26
RHYTHM	Enhance	Pitch		Reverb 2	
CRUNCH	par1_Depth	par1_Pit		par1_Shape	
OVERDRV	2	-12		0	
<input checked="" type="checkbox"/> DISTORTION	par2_Freq	par2_Freq		par2_Time	
COMP / 2	5	0		10	
		par3_Bal		par3_Mix	
		5		7	

Bank 4 / Patch 1 - NAME : **Rhythm Flange**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	110
RHYTHM	Eq	Flange		Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Time	
<input checked="" type="checkbox"/> OVERDRV	-6	5	6	7	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Mix	
COMP / 1	+4	10	40	2	
		par3_Peak	MIX		
		2	1		

Bank 4 / Patch 2 - NAME : **Multi-Delay**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	20
RHYTHM	Eq	Phase		Delay 2	
<input checked="" type="checkbox"/> CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Decay	
OVERDRV	+2	7	0	0	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Time	
COMP / 2	+3	1	48	6	
			MIX	par3_Mix	
			3	3	

Bank 4 / Patch 3 - NAME : **Honky Tonk Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	34
RHYTHM	Eq	MidEq		Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DELAY	par1_Time	
OVERDRV	-6	10	3	6	
<input checked="" type="checkbox"/> DISTORTION	par2_Hi	par2_Freq	TIME	par2_Mix	
COMP / 2	+4	5	35	3	
		par3_Peak	MIX		
		4	2		

Bank 4 / Patch 4 - NAME : **Classic Tremolo**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE		TYPE	42
RHYTHM	Eq	Tremolo		Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DELAY	par1_Time	
OVERDRV	-4	4	4	3	
DISTORTION	par2_Hi	par2_Rate	TIME	par2_Mix	
COMP / 2	+4	18	1	4	
		par3_Edge	MIX		

Bank ? / Patch ? - NAME : **Full Clean Chorus**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE		TYPE	52
RHYTHM	Enhance	Chorus 2		Reverb 1	
CRUNCH	par1_Depth	par1_Depth	par1_Time		
OVERDRV	7	1	7		
DISTORTION	par2_Freq	par2_Rate	par2_Mix		
COMP / 2	10	30	2		
		par3_Mix			
		6			

Bank ? / Patch ? - NAME : **Fat Delay Chorus**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE		TYPE	52
RHYTHM	Eq	Pitch		Reverb 1	
CRUNCH	par1_Lo	par1_Pit	DELAY	par1_Time	
OVERDRV	0	0	5	6	
DISTORTION	par2_Hi	par2_Fin	TIME	par2_Mix	
COMP / 2	+7	-4	46	2	
		par3_Bal	MIX		
		5	5		

Bank ? / Patch ? - NAME : **Stereo Rhythm**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE		TYPE	40
RHYTHM	Eq	Pitch			
CRUNCH	par1_Lo	par1_Pit			
OVERDRV	-2	10			
DISTORTION	par2_Hi	par2_Fin			
COMP / 2	+7	0			
		par3_Bal			
		10			

Bank ? / Patch ? - NAME : **Heavy Chorus + Distortion**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	34
RHYTHM	Enhance	Chorus 2			
CRUNCH	par1_Depth	par1_Depth			
OVERDRV	7	2			
<input checked="" type="checkbox"/> DISTORTION	par2_Freq	par2_Rate			
COMP / 1	10	17			
		par3_Mix			
		6			



Bank ? / Patch ? - NAME : **Heavy Distortion + Delay**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	24
RHYTHM	Enhance			Delay 2	
CRUNCH	par1_Depth		DECAY	par1_Decay	
OVERDRV	6		0	0	
<input checked="" type="checkbox"/> DISTORTION	par2_Freq		TIME	par2_Time	
COMP / 1	10		48	44	
			MIX	par3_Mix	
			8	2	

Bank ? / Patch ? - NAME : **Slow Clean Phase**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	46
<input checked="" type="checkbox"/> RHYTHM	Eq	Phase		Reverb 1	
CRUNCH	par1_Lo	par1_Depth		par1_Time	
OVERDRV	+5	6		0	
DISTORTION	par2_Hi	par2_Rate		par2_Mix	
COMP / 1	+5	1		2	

Bank ? / Patch ? - NAME : **Clean Blues Lead**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	X	TYPE	40
RHYTHM	Eq			Reverb 1	
CRUNCH	par1_Lo		DECAY	par1_Time	
OVERDRV	-3		0	0	
DISTORTION	par2_Hi		TIME	par2_Mix	
COMP / 1	+7		8	2	
			MIX		
			8		

Bank ? / Patch ? - NAME : **Rhythm Crunch**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	28
RHYTHM	Enhance			Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth		DECAY	par1_Time	
OVERDRV	5		0	0	
DISTORTION	par2_Freq		TIME	par2_Mix	
COMP / 1	10		9	3	
			MIX		
			8		

Bank ? / Patch ? - NAME : **Metal Robot**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	24
RHYTHM	Enhance	Metal		Delay 2	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Depth		par1_Decay	
OVERDRV	8	0		10	
DISTORTION	par2_Freq	par2_Rate		par2_Time	
COMP / 0	10	0		1	
				par3_Mix	
				1	

Bank ? / Patch ? - NAME : **Compressed Funk**

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	X	TYPE	52
RHYTHM	Eq	Chorus 2		Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Time	
OVERDRV	0	3	0	1	
DISTORTION	par2_Hi	par2_Rate	TIME	par2_Mix	
COMP / 2	+4	7	28	1	
		par3_Mix	MIX		
		6	1		

Bank ? / Patch ? - NAME : **Funk Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	X	TYPE	52
RHYTHM	Eq	Chorus 2		Reverb 2	
CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Shape	
OVERDRV	-3	7	0	0	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Time	
COMP / 2	+7	0	24	20	
		par3_Mix	MIX	par3_Mix	
		1	1	10	

Bank ? / Patch ? - NAME : **Mild Chorus Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	26
RHYTHM	Enhance	Chorus 1		Reverb 2	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Depth		par1_Shape	
OVERDRV	10	7		0	
DISTORTION	par2_Freq	par2_Bate		par2_Time	
COMP / 0	8	7		20	
		par3_Mix		par3_Mix	
		7		10	

Bank ? / Patch ? - NAME : **Rock Chorus Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	34
RHYTHM	Enhance	Chorus 1		Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Depth		par1_Time	
OVERDRV	5	8		5	
DISTORTION	par2_Freq	par2_Bate		par2_Mix	
COMP / 2	7	7		3	
		par3_Mix			
		6			

Bank ? / Patch ? - NAME : **Combo Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	30
RHYTHM	Enhance	Flange		Reverb 2	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Depth		par1_Shape	
OVERDRV	10	0		0	
DISTORTION	par2_Freq	par2_Bate		par2_Time	
COMP / 0	10	10		8	
		par3_Peak		par3_Mix	
		5		3	

Bank ? / Patch ? - NAME : **Chorus Blues Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
<input checked="" type="checkbox"/> CLEAN	TYPE	TYPE	X	TYPE	48
RHYTHM	Eq	Chorus 1		Reverb 1	
CRUNCH	par1_Lo	par1_Depth	DECAY	par1_Time	
OVERDRV	-5	0	3	3	
DISTORTION	par2_Hi	par2_Bate	TIME	par2_Mix	
COMP / 0	+7	0	35	3	
		par3_Mix	MIX		
		6	4		

Bank ? / Patch ? - NAME : **Harmony Lead**

COMP-DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	22
RHYTHM	Enhance	Pitch		Reverb 1	
<input checked="" type="checkbox"/> CRUNCH	par1_Depth	par1_Pit	DECAY	par1_Time	
OVERDRV	10	-5	5	0	
DISTORTION	par2_Freq	par2_Fin	TIME	par2_Mix	
COMP / 2	7	0	27	5	
		par3_Bal	MIX		
		3	3		

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE	X	TYPE	
RHYTHM	-----	-----			
CRUNCH	par1	par1	DECAY	par1	
OVERDRV	-----	-----			
DISTORTION	par2	par2	TIME	par2	
COMP /	-----	-----			
		par3	MIX	par3	
		-----			

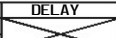
Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	

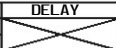
Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	


Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	

Bank \_\_\_ / Patch \_\_\_ NAME : \_\_\_\_\_

COMP·DIST	EQUALIZER	MODULATION	DELAY	REVERB	PATCH LVL
CLEAN	TYPE	TYPE		TYPE	
RHYTHM					
CRUNCH	par1	par1	DECAY	par1	
OVERDRV					
DISTORTION	par2	par2	TIME	par2	
COMP /					
		par3	MIX	par3	