GX-1

Parameter Guide / Sound List

Contents

FX1/FX2/FX3

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

You can select the same effect for FX1, FX2, and FX3[*1].

*1 You can only select OVERTONE with FX3.

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

FX1/FX2/FX3 FX TYPE

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

Effect name		Explanation
COMPRESSOR	Compressor	This is an effect that produces a long sustain by evening out the volume level of the input signal.
LIMITER	Limiter	Attenuates loud input levels to prevent distortion.
ENHANCER	Enhancer	This emphasizes the attack portion of the sound according to the changes in input level, adding more definition to the input audio.
TOUCH WAH	Touch wah	You can produce a wah effect with the filter changing in response to the guitar volume.
AUTO WAH	Auto wah	This effect changes the filtering over a periodic cycle, producing an automatic wah effect.
FIXED WAH	Fixed wah	Gives a wah effect when the wah pedal is stopped at a midrange position.
DEFRETTER	Defretter	This simulates a fretless guitar.
SLOW GEAR	Slow gear	This produces a volume-swell effect ("violin-like" sound).
AC. GTR SIM	Acoustic guitar simulator	This effect simulates the tonal character of an acoustic guitar.
AC RESO	Acoustic resonance	This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar.
SITAR SIM	Sitar simulator	This effect simulates the sound of the sitar.
FEEDBACKER	Feedbacker	Generates feedback.
OD/DS	Overdrive distortion	This effect distorts the sound to create long sustain.
PARA. EQ	Parametric equalizer	This adjusts the tone. You can adjust the sound character in three bands.
GEQ	Graphic equalizer	This adjusts the tone. You can adjust the sound character in six bands.
LOW GEQ	Low graphic equalizer	This adjusts the tone. You can adjust six bands in the lower frequency range.
HIGH GEQ	High graphic equalizer	This adjusts the tone. You can adjust six bands in the higher frequency range.
CHORUS	Chorus	This is an effect that adds a slightly modulated sound to the direct signal, creating beautiful spaciousness and depth.
FLANGER	Flanger	The flanger effect gives a twisting, jet-airplane-like character to the sound.
PHASER	Phaser	Gives a whooshing, swirling character to the sound by adding varied-phase portions to the direct sound.
SCRIPT PH	Script phaser	Models the MXR Phase 90 which was manufactured during the '70s.
CLASSIC-VIBE	Classic vibe	Although this resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.
ROTARY	Rotary	This produces an effect like the sound of a rotary speaker.
VIBRATO	Vibrato	This effect creates vibrato by slightly modulating the pitch.
TREMOLO	Tremolo	This effect creates a cyclic change in volume.
SLICER	Slicer	This consecutively interrupts (or slices) the sound to create the effect of a rhythm backing phrase being played.

Effect name		Explanation
PAN	Pan	With the volume level of the left and right sides alternately changing, when playing sound in stereo, you can get an effect that makes the guitar sound appear to fly back and forth between the speakers.
RING MOD	Ring modulator	This creates a bell-like sound by ring-modulating the guitar sound with the signal from the internal oscillator. The sound can be unmusical and lack distinctive pitches.
HUMANIZER	Humanizer	This alters the guitar audio signal to give it a human-like vocalized sound.
PITCH SHIFT	Pitch shifter	This effect changes the pitch of the original sound (up or down) within a range of two octaves.
HARMONIST	Harmonist	Harmonist is an effect where the amount of shifting is adjusted according to an analysis of the guitar input, allowing you to create harmony based on diatonic scales.
OCTAVE	Octave	This adds a note one octave lower and a note two octaves lower, creating a richer sound.
HEAVY OCT	Heavy octave	Adds pitches one and two octaves lower than the input audio. This also applies when you play chords, adding thickness to the chords you play.
S-BEND	S-bend	Gives a pitch shift up/down effect that's not possible when using typical guitar vibrato bar techniques.
PEDAL BEND	Pedal bend	This is a pitch bend effect that's controlled by operating the expression pedal on this unit or by using an expression pedal connected to the CTL 2, 3/EXP 2 jack.
TUNE DOWN	Tune down	Gives the effect of tuning your guitar lower.
DELAY	Delay	This effect adds delayed sound to the direct sound, to give more body to the sound or create special effects.
REVERB	Reverb	This effect adds reverberation to the sound.

COMPRESSOR

STEREO MONO HEXARAY: Reduction meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	BOSS COMP MONO	This models a BOSS CS-3.
	D-COMP MONO	This models a MXR Dyna Comp.
	ORANGE MONO	This is modeled on the sound of the Dan Armstrong ORANGE SQUEEZER.
	X-COMP MONO	This uses MDP (Multi-Dimensional Processing) to obtain a consistently natural playing feel and sound that responds to the pitch range and dynamics of your phrase.
	STEREO STEREO	This selects a stereo compressor.
SUSTAIN	0–100	Adjusts the range (time) over which low-level signals are boosted. Larger values will result in longer sustain.
ATTACK	0–100	Adjusts the strength of the picking attack when the strings are played.
LEVEL	0–100	Adjusts the volume.

LIMITER

STEREO HEXARAY: Reduction meter

Attenuates loud input levels to prevent distortion.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	BOSS	This selects a stereo limiter.
	RACK 160D	This models a dbx 160X.
	VTG RACK U	This models a UREI 1178.
THRESHOLD	0–100	Adjust this as appropriate for the guitar input signal. When the input signal level exceeds this threshold level, limiting will be applied.
LEVEL	0–100	Adjusts the volume.
RATIO	1:1–INF:1	Selects the compression ratio applied with signals that exceed the threshold level.
ATTACK	0–100	Adjusts the strength of the picking attack when the strings are played. Higher values result in a sharper attack, creating a more clearly defined sound.
RELEASE	0–100	Adjusts the release time.

ENHANCER

STEREO HEXARAY: Spectrum meter

This emphasizes the attack portion of the sound according to the changes in input level, adding more definition to the input audio.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
SENS	0–100	Adjusts the enhancer's sensitivity. Larger values activate the effect even when you play the strings softly.
LOW	0–100	Adjusts the volume of the low-band enhancer audio.
LOW FREQ	31.5 Hz–125 Hz	Sets the frequency range of the low-band enhancer audio.
HIGH	0–100	Adjusts the volume of the high-band enhancer audio.
HIGH FREQ	800 Hz–8.00 kHz	Sets the frequency range of the high-band enhancer audio.
LEVEL	0–100	Adjusts the volume.

TOUCH WAH

STEREO HEXARAY: Spectrum meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
FILTER	Select the wah mode.	
	LPF	Low pass filter. Passes only the low-frequency region.
	BPF	Band pass filter. Passes only the specified frequency region.
	HPF	High pass filter. Passes only the high-frequency region.
POLARITY	Selects the direction in which the filter changes in response to the input.	
	DOWN	The frequency of the filter falls.
	UP	The frequency of the filter rises.
SENS	0–100	Specifies the sensitivity with which the filter moves in the direction specified by the POLARITY setting. Higher values produce a stronger tone which emphasizes the wah effect. The strength of picking has no effect when this is set to "0".
LEVEL	0–100	Adjusts the volume.

Parameter	Value	Explanation
FREQ	0–100	Adjusts the center frequency of the wah effect.
RESO	0–100	Adjusts the intensity of the wah effect in the area around the center frequency. Higher values produce a stronger filter tone that emphasizes the wah effect. A value of 50 produces a standard wah sound.
DECAY	0–100	Adjusts the rate at which the filter is moved.

AUTO WAH

STEREO HEXARAY: Spectrum meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
FILTER	Select the wah mode.	
	LPF	Low pass filter. Passes only the low-frequency region.
	BPF	Band pass filter. Passes only the specified frequency region.
	HPF	High pass filter. Passes only the high-frequency region.
RATE	0–100 ms, BPM 𝅜–♪	Adjusts the cycle or rate of the auto wah. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the auto wah.
LEVEL	0–100	Adjusts the volume.
FREQ	0–100	Adjusts the center frequency of the wah effect.
RESO	0–100	Adjusts the intensity of the wah effect in the area around the center frequency. Higher values produce a stronger filter tone that emphasizes the wah effect. A value of 50 produces a standard wah sound.

FIXED WAH

STEREO HEXARAY: Spectrum meter

Gives a wah effect when the wah pedal is stopped at a midrange position.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
WAH TYPE	Select the wah mode.	
	CRY WAH	This models the sound of the CRY BABY wah pedal popular in the '70s.
	VO WAH	This models the sound of the VOX V846.
	FAT WAH	This is a wah sound featuring a bold tone.
	LIGHT WAH	This wah has a refined sound with no unusual characteristics.
	7STR WAH	This expanded wah features a variable range compatible with seven-string and baritone guitars.
	RESO WAH	This completely original effect offers enhancements on the characteristic resonances produced by analog synth filters.

Parameter	Value	Explanation
FREQ	0–100	Adjusts the center frequency of the wah effect.
LEVEL	0–100	Adjusts the volume of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

DEFRETTER

STEREO HEXARAY: Sense meter

This simulates a fretless guitar.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
SENS	0–100	This controls the input sensitivity of the defretter.
DEPTH	0–100	This controls the rate of the harmonics.
TONE	-50–+50	Adjusts the amount of blurring between the notes.
LEVEL	0–100	Adjusts the volume of the effect sound.
ATTACK	0–100	Adjusts the attack of the picking sound.
RESO	0–100	Adds a characteristically resonant quality to the sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

SLOW GEAR

STEREO HEXARAY: Reduction meter

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

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

AC. GTR SIM (ACOUSTIC GUITAR SIMULATOR)

MONO HEXARAY: Level meter

This effect simulates the tonal character of an acoustic guitar.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
BODY	0–100	Adjusts the body resonance.
LOW	-50–0–+50	Specifies the sense of volume for the low-frequency range.
HIGH	-50–0–+50	Specifies the sense of volume for the high-frequency range.
LEVEL	0–100	Adjusts the volume.

AC RESO (ACOUSTIC RESONANCE)

MONO HEXARAY: Level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	NATURAL	A natural and uncolored sound.
	WIDE	A full sound with emphasized body resonance
	BRIGHT	A brilliant sound extending to the high range
RESO	0–100	Use this knob to adjust the balance between the body resonance effect of the acoustic guitar and the direct sound of the pickup.
TONE	-50–+50	This adjusts the tone.
LEVEL	0–100	Adjusts the volume.

SITAR SIM

STEREO HEXARAY: Sense meter

This effect simulates the sound of the sitar.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
SENS	0–100	Adjusts the sensitivity of the sitar. When the sensitivity is set to a lower value, the sitar effect is not heard with weaker picking, but is heard with stronger picking. When the sensitivity is set to a higher value, the sitar effect is heard whether the picking is weak or strong.
DEPTH	0–100	Adjusts the amount of effect applied.
TONE	-50–+50	This adjusts the tone. The high end is boosted as the value increases.
LEVEL	0–100	Adjust the volume of the sitar sound.
RESO	0–100	Adjusts the undulation of the resonance.
BUZZ	0–100	Adjusts the amount of characteristic buzz produced by the “buzz bridge” when the strings make contact with it.
DIRECT	0–100	Adjusts the volume of the direct sound.

FEEDBACKER

STEREO HEXARAY: Spectrum meter

Generates feedback.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
MODE	NORMAL	Analyzes the pitch of the guitar sound being input, and then creates a feedback sound.
	OSC	A simulated feedback sound is created internally. When OSC is selected, the effect is activated after a single note is played and the note stabilizes. A feedback effect is created when the effect switches on. The feedback disappears when the effect is switched off.
TRIGGER	OFF, ON	Feedback is applied if this is turned ON.
DEPTH *1	0–100	Adjusts how readily the feedback occurs when the effect is on.

Parameter	Value	Explanation
RISE TIME *2	0–100	Adjusts the time needed for the volume of the feedback sound to reach its maximum after you switch the effect on.
OCT RISE TM *2	0–100	Adjusts the time needed for the volume of the feedback sound that's one octave higher to reach its maximum after you switch the effect on.
FEEDBACK *2	0–100	Adjusts the volume of the feedback sound.
OCT F-BACK *2	0–100	Adjusts the volume of the feedback sound that's one octave higher .

*1 MODE=NORMAL only

*2 MODE=OSC only

OD/DS

MONO HEXARAY: Level meter

This effect distorts the sound to create long sustain.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

TYPE	Selects the OD/DS type.	
	MID BOOST	This is a booster with unique characteristics in the midrange. Making the connection before the AIRD PREAMP produces sound suitable for solos.
	CLEAN BST	This not only functions as a booster, but also produces a clean tone that has punch even when used alone.
	TREBLE BST	This is a booster that has bright characteristics.
	NATURAL OD	This is an overdrive sound that provides distortion with a natural feeling.
	WARM OD	This is a warm overdrive.
	BLUES OD	This is a crunch sound of the BOSS BD-2. This produces distortion that faithfully reproduces the nuances of picking.
	OVERDRIVE	A BOSS OD-1 type drive sound. This produces sweet, mild distortion.
	CRUNCH	A lustrous crunch sound with an added element of amp distortion.
	T-SCREAM	This models an Ibanez TS-808.
	TURBO OD	This is the high-gain overdrive sound of the BOSS OD-2.
	CENTA OD	This models a KLON CENTAUR.
	X-OD	This is an overdrive that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	DIST	This gives a basic, traditional distortion sound.
	A-DIST	This uses MDP technology to obtain ideal distortion in all ranges of the guitar, from low to high.
	FAT DS	A distortion sound with thick distortion.
	LEAD DS	Produces a distortion sound with both the smoothness of an overdrive along with a deep distortion.
	RAT	This models a Proco RAT.
	GUV DS	This models a Marshall GUV'NOR.
	DIST+	This models a MXR DISTORTION+.
	X-DIST	This is a distortion that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	METAL DS	This is distortion sound that is ideal for performances of heavy riffs.
	METAL ZONE	Produces a BOSS MT-2 type wide-ranging metal sound.
	HVY METAL	Produces a BOSS HM-2 type sound, a compressed distortion sound like a cranked-up amp.
	METAL CORE	Creates a BOSS ML-2 type sound, optimal for playing high-speed metal riffs.
	OCT FUZZ	A fuzz sound with rich harmonic content.
	60S FUZZ	This models a FUZZFACE. It produces a fat fuzz sound.
	MUFF FUZZ	This models an Electro-Harmonix Big Muff π.
	BASS OD	Overdrive tuned especially for use with basses.
	X-BASS OD	This effect uses MDP to provide ideal distortion in all pitch ranges of the bass, from low to high.
	BASS DS	Distortion tuned especially for use with basses.
	BASS DI	This models a MXR Bass D.I.+.
	SA DI DRIVE	This models a TECH21 SANSAMP BASS DRIVER DI.
	HI BAND DRV	With this effect, distortion is applied only to the high frequency sounds, and not to the sounds in the low frequency range. This effect retains a strong low end sound while adding powerful distortion.
	BASS MT	Wild, radical distortion sound.
	BASS FUZZ	Fuzz tuned especially for use with basses.

DRIVE	1–120	Adjusts the depth of distortion.
TONE	-50–+50	Adjusts the tone.
LEVEL	0–100	Adjusts the volume of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

PARA.EQ (PARAMETRIC EQUALIZER)

STEREO HEXARAY: Spectrum meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
LEVEL	-20–+20 dB	Adjusts the overall volume level of the equalizer.
LOW GAIN	-20–+20 dB	Adjusts the low frequency range tone.
MID GAIN	-20 dB–+20 dB	Adjusts the low-middle frequency range tone.
HIGH GAIN	-20–+20 dB	Adjusts the high frequency range tone.
LOW CUT	FLAT, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When “FLAT” is selected, the low cut filter has no effect.
MID FREQ	20 Hz–12.5 kHz	Specifies the center of the frequency range that will be adjusted by the MID GAIN.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.

GEQ (GRAPHIC EQUALIZER)

STEREO HEXARAY: Spectrum meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
LEVEL	-20dB–+20dB	Adjusts the overall volume level of the equalizer.
125 Hz	-20dB–+20dB	Adjust the volume of each frequency band.
250 Hz		
500 Hz		
1 kHz		
2 kHz		
4 kHz		

LOW GEQ (LOW GRAPHIC EQUALIZER)

STEREO HEXARAY: Spectrum meter

This adjusts the tone. You can adjust six bands in the lower frequency range.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
LEVEL	-20dB–+20dB	Adjusts the overall volume level of the equalizer.

Parameter	Value	Explanation
63 Hz	-20dB–+20dB	Adjust the volume of each frequency band.
125 Hz		
250 Hz		
500 Hz		
1 kHz		
2 kHz		

HIGH GEQ (HIGH GRAPHIC EQUALIZER)

STEREO HEXARAY: Spectrum meter

This adjusts the tone. You can adjust six bands in the higher frequency range.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
LEVEL	-20dB–+20dB	Adjusts the overall volume level of the equalizer.
250 Hz	-20dB–+20dB	Adjust the volume of each frequency band.
500 Hz		
1 kHz		
2 kHz		
4 kHz		
8 kHz		

CHORUS

MONO STEREO MONO STEREO HEXARAY: Tempo and stereo level meter

This is an effect that adds a slightly modulated sound to the direct signal, creating beautiful spaciousness and depth.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	Selects the chorus type.	
	MONO MONO	This chorus effect outputs the same sound from both L channel and R channel.
	DIR/EFX MONO STEREO	This stereo chorus uses spatial synthesis, with the direct sound output in the L channel and the effect sound output in the R channel.
	STEREO STEREO	This is a stereo chorus effect that adds different chorus sounds to L channel and R channel.
RATE	0–100, BPM 𝅜 – 𝅘𝅥𝅯	Adjusts the rate of the chorus effect. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the chorus effect. To use this as a doubling effect, set this to "0".
LEVEL	0–100	Adjusts the volume.
PRE-DELAY	0.0 ms–40.0 ms	Adjusts the time needed for the effect sound to be output after the direct sound has been output. By setting a longer pre delay time, you can obtain an effect that sounds like more than one sound is being played at the same time (doubling effect).

FLANGER

STEREO HEXARAY: Tempo and stereo level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
RATE	0–100, BPM 𝅜 – ♪	Sets the rate of the flanging effect. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Determines the depth of the flanging effect.
MANUAL	0–100	Adjusts the center frequency at which to apply the effect.
RESO	0–100	Determines the amount of resonance (feedback). Increasing the value emphasizes the effect, for a more unusual sound.
LEVEL	0–100	Adjusts the volume.

PHASER

STEREO HEXARAY: Tempo and stereo level meter

Gives a whooshing, swirling character to the sound by adding varied-phase portions to the direct sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	4 STAGE, 8 STAGE, 12 STAGE	Select the number of stages for the phaser effect.
RATE	0–100, BPM 𝅜 – ♪	Adjusts the frequency (speed) of the volume change. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Determines the depth of the phaser effect.
RESO	0–100	Determines the amount of resonance (feedback). Increasing the value emphasizes the effect, for a more unusual sound.
MANUAL	0–100	Adjusts the center frequency of the phaser effect.
LEVEL	0–100	Adjusts the volume.

SCRIPT PH (SCRIPT PHASER)

STEREO HEXARAY: Tempo and stereo level meter

Models the MXR Phase 90 which was manufactured during the '70s.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
RATE	0–100, BPM 𝅜 – ♪	Adjusts the frequency (speed) of the volume change. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Determines the depth of the phaser effect.
LEVEL	0–100	Adjusts the volume.

CLASSIC-VIBE

STEREO HEXARAY: Tempo and stereo level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	CHORUS	Direct sound and effect sound are mixed and output.
	VIBRATO	Only effect sound is output.
RATE	0–100, BPM 𝅜 – ♪	Adjusts the rate of the CLASSIC VIBE effect. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the CLASSIC VIBE effect.
LEVEL	0–100	Adjusts the volume.

ROTARY

MONO STEREO HEXARAY: Tempo and stereo level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
SPEED SELECT	SLOW, FAST	This parameter changes the simulated speaker's rotating speed (SLOW or FAST).
SLOW RATE	0–100, BPM 𝅜 – ♪	This parameter adjusts the SPEED SELECT of rotation when set to "SLOW". * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.

Parameter	Value	Explanation
FAST RATE	0–100, BPM 𝅜 – ♪	This parameter adjusts the SPEED SELECT of rotation when set to "FAST". * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
LEVEL	0–100	Adjusts the volume.
BALANCE	0–100	Adjusts the balance between the treble rotor and the bass rotor.
DRIVE	0–100	Adjusts the amount of distortion in the preamp.

VIBRATO

STEREO HEXARAY: Tempo and stereo level meter

This effect creates vibrato by slightly modulating the pitch.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
RATE	0–100, BPM 𝅜 – ♪	Adjusts the rate of the vibrato. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the vibrato.
LEVEL	0–100	Adjusts the volume.
RISE TIME	0–100	This sets the time passing from the moment the Trigger is turned on until the set vibrato is obtained.
TRIGGER	OFF, ON	This selects on/off of the vibrato.

TREMOLO

STEREO HEXARAY: Tempo and stereo level meter

This effect creates a cyclic change in volume.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
RATE	0–100, BPM 𝅜 – ♪	Adjusts the frequency (speed) of the volume change. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the volume change.
LEVEL	0–100	Adjusts the volume.

SLICER

STEREO HEXARAY: Tempo and stereo level meter

This consecutively interrupts (or slices) the sound to create the effect of a rhythm backing phrase being played.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
PATTERN	P01–P20	Selects the rhythm pattern used to slice up the sound.
RATE	0–100, BPM 𝅜 – 𝅘𝅥𝅯	Adjusts the rate at which the sound is sliced. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
LEVEL	0–100	Adjusts the volume.
ATTACK	0–100	Adjusts the attack volume for the rhythm pattern.
DUTY	1–99	Adjusts the duration of the sound for the rhythm pattern.

OVERTONE

MONO STEREO HEXARAY: Level meter

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

* This can only be selected for FX3.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
LOWER	0–100	Adjusts the volume of the harmonic one octave below.
UPPER	0–100	Adjusts the volume of the harmonic one octave above.
UNISON	0–100	Adjusts the volume of added sound whose pitch is slightly shifted relative to the direct sound.
DIRECT	0–100	Adjusts the volume of the direct sound.
DETUNE	0–100	Adjusts the amount of the detune effect that adds depth to the sound.

PAN

STEREO HEXARAY: Tempo and stereo level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
RATE	0–100, BPM 𝅜 – 𝅘𝅥𝅯	Adjusts the frequency (speed) of the volume change. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
DEPTH	0–100	Adjusts the depth of the volume change.

Parameter	Value	Explanation
LEVEL	0–100	Adjusts the volume.

RING MOD (RING MODULATOR)

STEREO HEXARAY: Level meter

This creates a bell-like sound by ring-modulating the guitar sound with the signal from the internal oscillator. The sound can be unmusical and lack distinctive pitches.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
INTELLIGENT	OFF, ON	If this is ON, the oscillator frequency changes according to the pitch of the input sound, producing a pitched sound. In this case, the expected effect does not occur if the pitch of the guitar sound is not detected correctly. This effect does not give a satisfactory result if the pitch of the guitar sound is not correctly detected.
FREQ	0–100	Adjusts the frequency of the internal oscillator.
MOD RATE	0–100, BPM 𝅜 – 𝅘𝅥𝅯	Adjusts the rate at which the internal oscillator is modulated. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
MOD DEPTH	0–100	Adjusts the depth to which the internal oscillator is modulated.
LEVEL	0–100	Adjusts the volume of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

HUMANIZER

STEREO HEXARAY: Level meter

This alters the guitar audio signal to give it a human-like vocalized sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
MODE	This sets the mode for switching the vowels.	
	PICKING	Switches from VOWEL1 to VOWEL2 according to your picking. The RATE adjusts the time it takes to switch the vowels.
	AUTO	Adjusts the RATE and DEPTH used for switching between the two vowels (VOWEL1 and VOWEL2).
VOWEL1	a, e, i, o, u	Selects the first vowel.
VOWEL2	a, e, i, o, u	Selects the second vowel.
SENS *1	0–100	Adjusts the sensitivity of the humanizer. When it is set to a lower value, no effect of the humanizer is obtained with weaker picking, while stronger picking produces the effect. When it is set to a higher value, the effect of the humanizer can be obtained whether the picking is weak or strong.

Parameter	Value	Explanation
RATE	0–100 ms, BPM 𝅜–♪	Adjusts the cycle for changing the two vowels. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
MANUAL *2	0–100	Adjusts the cycle for changing the two vowels. When this is set to 50, the time it takes to switch between vowels 1 and 2 is the same; and when this is set to a value lower than 50, the time it takes to switch to VOWEL1 is shorter. When it is set to higher than 50, the time for VOWEL 1 is longer.
LEVEL	0–100	Adjusts the volume.

*1 Setting available when MODE is set to PICKING.

*2 Setting available when MODE is set to AUTO.

PITCH SHIFT (PITCH SHIFTER)

MONO HEXARAY: Level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
PITCH	-24–+24	Adjusts the amount of pitch shift (the amount of interval) in semitone steps.
	+7&-5, +12&-5	Two pitch-shifted voices are output in mono.
MODE	FAST, MEDIUM, SLOW, MONO	The response is slower in the order of FAST, MEDIUM and SLOW, but the modulation is lessened in the same order.
LEVEL	0–100	Adjusts the volume of the pitch shifter.
PRE-DELAY	0–300 ms, BPM 𝅜–♪	Adjusts the time from when the direct sound is heard until the pitch shifted sounds are heard. Normally you can leave this set at 0 ms. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the feedback amount of the pitch shift sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

HARMONIST

MONO HEXARAY: Level meter

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

* Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played. Be sure to mute all the other strings and play only one note at a time.
* When you are to play the next string while a certain sound is still playing, mute the previous sound and then play the next one with a clear attack. If the unit cannot detect the attack, it may not sound correctly.
* The sensitivity may vary according to the guitar's TONE knob and pickup type.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
HARMONY	-2oct–+2oct	This determines the pitch of the sound added to the input sound, when you are making a harmony. It allows you to set it by up to 2 octaves higher or lower than the input sound.
	+1oct&-1oct, -4th&-6th, +3rd&+5th, +3rd&-4th	Outputs a two-note harmony sound.
KEY	C (Am)–B (G#m)	The key setting corresponds to the key of the song (#, b) as follows. 
LEVEL	0–100	Adjusts the volume of the harmony sound.
PRE-DELAY	0–300 ms, BPM 𝅜–𝅘𝅥𝅯	Adjusts the time from when the direct sound is heard until the harmonist sounds are heard. Normally you can leave this set at 0 ms. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the feedback amount of the harmonist sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

OCTAVE

MONO HEXARAY: Level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
-2 OCT	0–100	Adjusts the volume of the sound two octave below.
-1 OCT	0–100	Adjusts the volume of the sound one octaves below.
DIRECT	0–100	Adjusts the volume of the direct sound.

HEAVY OCT (HEAVY OCTAVE)

MONO HEXARAY: Level meter

This adds a note one octave lower and a note two octaves lower, creating a richer sound. An octave effect that works with polyphonic input.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
-2 OCT	0–100	Adjusts the volume of the sound two octave below.
-1 OCT	0–100	Adjusts the volume of the sound one octaves below.
DIRECT	0–100	Adjusts the volume of the direct sound.

S-BEND

MONO HEXARAY: Level meter

Gives a pitch shift up/down effect.

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

PEDAL BEND

MONO HEXARAY: Level meter

This is a pitch bend effect that's controlled by operating the expression pedal on this unit or by using an expression pedal connected to the CTL 2, 3/EXP 2 jack.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
PITCH MIN	-24–+24	This sets the pitch to the point where the pedal is fully raised (pressed down all the way with your heel).
PITCH MAX	-24–+24	This sets the pitch at the point where the pedal is all the way down.
PDL POS (PEDAL POSITION)	0–100	Adjusts the pedal position for pedal bend. This parameter is used after it's been assigned to an expression pedal or similar controller.
LEVEL	0–100	Adjusts the volume of the pitch bend sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

TUNE DOWN

MONO HEXARAY: Level meter

Gives the effect of tuning your guitar lower.

* Use single notes when playing with this effect.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
PITCH	-12–0	Adjusts the pitch in semitones.

DELAY

STEREO HEXARAY: Tempo and stereo level meter

This produces a variety of delay sounds ranging from simple effects to richly idiosyncratic sounds. This effect is a useful way of adding depth to the sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
TYPE	Selects the type of wah.	
	STANDARD	Delays the sound to create an echo-like effect.
	MODULATE	This delay adds a pleasant wavering effect to the sound.
	WARP	Produces a dream-like sound.
	TWIST	Produces an aggressive sense of rotation. Using this in conjunction with distortion will produce an even wilder sense of rotation.
	GLITCH	Creates a machine gun-like delay effect.
TIME *1	1–2000 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK *2	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL *2	1–120	Adjusts the volume of the delay sound.
HIGH CUT *2	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
MOD RATE *3	0–100	Adjusts the modulation rate of the delay sound.
MOD DEPTH *3	0–100	Adjusts the modulation depth of the delay sound.
MODE *4	RISE→FALL	Rotation stops when you switch TRIGGER from ON to OFF.
	RISE→FADE	When you switch TRIGGER from ON to OFF, fade-out occurs while continuing the rotation.
TRIGGER *5	OFF, ON	If this is ON, the effect is applied.
LEVEL *5	0–100	Adjusts the volume of the effect sound.
RISE TIME *4	0–100	This parameter adjusts the amount of time it is to take for the effect to transition to the maximum.
FALL TIME *4	0–100	Adjusts the time it takes for the rotation effect to stop when MODE changes from RISE to FALL.
TIME *6	0–100	Adjusts the length of the effect sound.
GLITCH *6	0–100	Adjusts the intensity of the effect.
BALANCE *6	0–100	Adjusts the volume balance between the direct sound and effect sound. A setting of "100" mutes the direct sound.

*1 Only for STANDARD, MODULATE and WARP

*2 Only for STANDARD and MODULATE

*3 Only for MODULATE

*4 Only for TWIST

*5 Only for WARP and TWIST

*6 Only for GLITCH

REVERB

MONO STEREO HEXARAY: Tempo and stereo level meter

This effect adds reverberation to the sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	HALL S	Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.
	HALL M	Simulates the reverberation in a concert hall. Provides mild reverberations.
	PLATE	Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range.
	ROOM	Simulates the reverberation in a small room. Provides warm reverberations.
	STUDIO	Simulates an ambience mic (off-mic, placed at a distance from the sound source) used in recording and other applications. Rather than emphasizing the reverberation, this reverb is used to produce a sense of openness and depth.
TIME	0.1 s–10.0 s	Adjusts the length (time) of reverberation.
PRE-DELAY	0 ms–200 ms	Adjusts the time until the reverb sound starts to output.
LEVEL	0–100	Adjusts the volume of the reverb sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

OD/DS

MONO HEXARAY: Level meter

This effect distorts the sound to create long sustain.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

TYPE	Selects the OD/DS type.	
	MID BOOST	This is a booster with unique characteristics in the midrange. Making the connection before the AIRD PREAMP produces sound suitable for solos.
	CLEAN BST	This not only functions as a booster, but also produces a clean tone that has punch even when used alone.
	TREBLE BST	This is a booster that has bright characteristics.
	NATURAL OD	This is an overdrive sound that provides distortion with a natural feeling.
	WARM OD	This is a warm overdrive.
	BLUES OD	This is a crunch sound of the BOSS BD-2. This produces distortion that faithfully reproduces the nuances of picking.
	OVERDRIVE	A BOSS OD-1 type drive sound. This produces sweet, mild distortion.
	CRUNCH	A lustrous crunch sound with an added element of amp distortion.
	T-SCREAM	This models an Ibanez TS-808.
	TURBO OD	This is the high-gain overdrive sound of the BOSS OD-2.
	CENTA OD	This models a KLON CENTAUR.
	X-OD	This is an overdrive that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	DIST	This gives a basic, traditional distortion sound.
	A-DIST	This uses MDP technology to obtain ideal distortion in all ranges of the guitar, from low to high.
	FAT DS	A distortion sound with thick distortion.
	LEAD DS	Produces a distortion sound with both the smoothness of an overdrive along with a deep distortion.
	RAT	This models a Proco RAT.
	GUV DS	This models a Marshall GUV'NOR.
	DIST+	This models a MXR DISTORTION+.
	X-DIST	This is a distortion that uses MDP to obtain the distortion that's most appropriate in each pitch range.
	METAL DS	This is distortion sound that is ideal for performances of heavy riffs.
	METAL ZONE	Produces a BOSS MT-2 type wide-ranging metal sound.
	HVY METAL	Produces a BOSS HM-2 type sound, a compressed distortion sound like a cranked-up amp.
	METAL CORE	Creates a BOSS ML-2 type sound, optimal for playing high-speed metal riffs.
	OCT FUZZ	A fuzz sound with rich harmonic content.
	60S FUZZ	This models a FUZZFACE. It produces a fat fuzz sound.
	MUFF FUZZ	This models an Electro-Harmonix Big Muff π.
	BASS OD	Overdrive tuned especially for use with basses.
	X-BASS OD	This effect uses MDP to provide ideal distortion in all pitch ranges of the bass, from low to high.
	BASS DS	Distortion tuned especially for use with basses.
	BASS DI	This models a MXR Bass D.I.+.
	SA DI DRIVE	This models a TECH21 SANSAMP BASS DRIVER DI.
	HI BAND DRV	With this effect, distortion is applied only to the high frequency sounds, and not to the sounds in the low frequency range. This effect retains a strong low end sound while adding powerful distortion.
	BASS MT	Wild, radical distortion sound.
	BASS FUZZ	Fuzz tuned especially for use with basses.

DRIVE	1–120	Adjusts the depth of distortion.
TONE	-50–+50	Adjusts the tone.
LEVEL	0–100	Adjusts the volume of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

AMP/CAB

MONO HEXARAY: Level meter

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

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	Selects the amp type.	
	TRNSPRNT	An amp with a broad frequency range and an extremely flat response. Good for acoustic guitar.
	NATURAL	An unembellished, clean sound that minimizes the amp's idiosyncrasies, such as its trebly character and boomy low end.
	BOUTIQUE	Crunch sound that allows the nuances of your picking to be expressed even more faithfully than on conventional combo amps.
	SUPREME	Great-feeling crunch sound that responds to the nuances of your picking while taking advantage of the distinctive character of a 4x12" speaker cabinet.
	MAXIMUM	An amp that delivers the distinctively great response and tone of a vintage Marshall, while making it even higher gain.
	JUGGERNAUT	A large stack sound that has been tweaked extensively in the pursuit of the ultimate metal sound.
	X-CRUNCH	Crunch sound that uses MDP to deliver a crisp tone from all strings.
	X-HI GAIN	High-gain sound that uses MDP to obtain high-gain sound with a wide range and a great-feeling sense of separation.
	X-MODDED	Core sound that uses MDP to preserve the definition of the sound even with extreme gain.
	X-ULTRA	A high-gain sound that uses MDP for a dense midrange tone with dynamics.
	X-OPTIMA	A high-gain sound that uses MDP to emphasize sonic balance for phrases and ensemble playing.
	X-TITAN	A tight high-gain sound with an edge, which uses MDP.
	JC-120	This models the sound of the Roland JC-120.
	TWIN	This models a Fender Twin Reverb.
	DELUXE	This models a Fender Deluxe Reverb.
	TWEED	This models a Fender Bassman 4x10" Combo.
	DIAMOND	This models a VOX AC30.
	BRIT STACK	This models a Marshall 1959.
	RECTI STACK	Models the sound of the Channel 2 MODERN Mode on the MESA/Boogie DUAL Rectifier.
	MATCH	This models the sound input to left input on a Matchless D/C-30.
	BG COMBO	This models the sound of the MESA/Boogie combo amp.
	ORNG STACK	This models the dirty channel of an ORANGE ROCKERVERB.
	BGNR UB	This models the sound that models the high-gain channel of a Bogner Uberschall.

Parameter	Value	Explanation
GAIN	0–120	Adjusts the distortion of the amp.
BASS	0–100	Adjusts the low frequency range tone.
MIDDLE	0–100	Adjusts the midrange balance.
TREBLE	0–100	Adjusts the high frequency range tone.
LEVEL	0–100	Adjusts the volume of the entire preamp. Be careful not to raise the Level setting too high.
SP TYPE	Selects the speaker type.	
	OFF	This turns off the speaker simulator.
	ORIGINAL	This is the built-in speaker of the amp you selected with AIRD PREAMP TYPE.
	1×8"	This is a compact open-back speaker cabinet with one 8-inch speaker.
	1×10"	This is a compact open-back speaker cabinet with one 10-inch speaker.
	1×12"	This is a compact open-back speaker cabinet with one 12-inch speaker.
	2×12"	This is a general open-back speaker cabinet with two 12-inch speakers.
	4×10"	This is an optimal open-back speaker cabinet with four 10-inch speakers.
	4×12"	This is an optimal speaker cabinet for a large enclosed amp with four 12-inch speakers.
	8×12"	This is a double stack of two cabinets, each with four 12-inch speakers.
	USER1–8	You can create an original SP TYPE by using a dedicated tool to load IR (Impulse Response) data into the unit. Download the dedicated tool from the BOSS website. https://www.boss.info/support/
MIC TYPE	Selects the mic type.	
	DYN57	This models the sound of the SHURE SM57. General dynamic mic used for instruments and vocals. Optimal for use in miking guitar amps.
	DYN421	This models the sound of the SENNHEISER MD-421. Dynamic mic with extended low end.
	CND451	This models the sound of the AKG C451B. Small condenser mic for use with instruments.
	CND87	This models the sound of the NEUMANN U87. Condenser mic with flat response.
	FLAT	Simulates a mic with perfectly flat response. Produces a sonic image close to that of listening to the sound directly from the speakers (on site).
	RIBON121	This models the ROYER R-121. Ribbon mic that offers a warm, natural sound.
	BLEND A	This models a Shure SM57 and ROYER R-121 mixed together. The sound of the SM57 is proportionally louder.
	BLEND B	This models a Shure SM57 and ROYER R-121 mixed together. The SM57 and R-121 are mixed at the same volumes.
	BLEND C	This models a Shure SM57 and ROYER R-121 mixed together. The sound of the R-121 is proportionally louder.

NS (NOISE SUPPRESSOR)

STEREO HEXARAY: Reduction meter

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

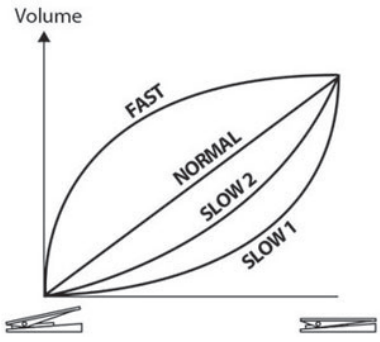
Parameter	Value	Explanation
THRESHOLD	0–100	Adjust this parameter as appropriate for the volume of the noise. If the noise level is high, a higher setting is appropriate. Adjust the value so that the decay of the guitar sound sounds natural. * High settings for the threshold parameter may result in there being no sound when you play with your guitar volume turned down.
RELEASE	0–100	Adjusts the time from when the noise suppressor begins to function until the noise level reaches "0".
DETECT	This controls the noise suppressor based on the volume level for the point specified in Detect.	
	INPUT	Input volume from input jack. * Ordinarily, DETECT should be set to "INPUT".
	NS INPUT	Noise suppressor input volume. * When connected as illustrated below, and you want to prevent a spatial-type effects sound (such as a delay sound) from being eradicated by the NS, you should set DETECT to "NS INPUT".  Spatial-type effect
ON/OFF	OFF, ON	Turns this effect on/off.

FV (FOOT VOLUME)

STEREO HEXARAY: POSITION status is shown.

This is a volume control effect.

Normally, this is controlled with an expression pedal connected to the CTL 2, 3/EXP 2 jack.

Parameter	Value	Explanation
POSITION	0–100	Adjusts the volume.
MIN	0–100	Sets the volume when the heel of the EXP Pedal is depressed.
MAX	0–100	Selects the volume when the toe of the EXP Pedal is depressed.
CURVE	SLOW1, SLOW2, NORMAL, FAST	You can select how the actual volume changes relative to the amount the pedal is pressed. 

DELAY

MONO STEREO MONO STEREO HEXARAY: Tempo and stereo level meter

This produces a variety of delay sounds ranging from simple effects to richly idiosyncratic sounds. This effect is a useful way of adding depth to the sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
TYPE	Selects the type of wah.	
	STANDARD STEREO	Delays the sound to create an echo-like effect.
	MODULATE STEREO	This delay adds a pleasant wavering effect to the sound.
	PAN MONO▸STEREO	This delay is specifically for stereo output. This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels.
	REVERSE MONO	Produces a reverse playback effect.
	ANALOG MONO	Gives a mild analog delay sound.
	ANLG MOD MONO	An analog delay to which a pleasant modulation is added.
	SPACE ECHO STEREO	Models the Roland RE-201.
	SHIMMER MONO▸STEREO	Delay with pitch-shifted sound mixed in.
	WARP STEREO	Produces a dream-like sound.
	TWIST STEREO	Produces an aggressive sense of rotation. Using this in conjunction with distortion will produce an even wilder sense of rotation.
	GLITCH STEREO	Creates a machine gun-like delay effect.

STANDARD

STEREO

Delays the sound to create an echo-like effect.

Parameter	Value	Explanation
TIME	1–2000 ms, BPM 𝅗𝅥–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.

MODULATE

STEREO

This delay adds a pleasant wavering effect to the sound.

Parameter	Value	Explanation
TIME	1–2000 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
MOD RATE	0–100	Adjusts the modulation rate of the delay sound.
MOD DEPTH	0–100	Adjusts the modulation depth of the delay sound.

PAN

MONO › STEREO

This delay is specifically for stereo output.

This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels.

Parameter	Value	Explanation
TIME	1–2000 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
TAP TIME	0–100%	Adjusts the delay time of the right channel delay. This setting adjusts the R channel delay time relative to the L channel delay time (considered as 100%).

REVERSE

MONO

Produces a reverse playback effect.

Parameter	Value	Explanation
TIME	1–2000 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
TRIGGER	OFF, ON	If this is "ON," an effect is produced that matches what you're playing.

ANALOG

MONO

Gives a mild analog delay sound.

Parameter	Value	Explanation
TIME	12–1200 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.

ANLG MOD

MONO

An analog delay to which a pleasant modulation is added.

Parameter	Value	Explanation
TIME	12–1200 ms, BPM 𝅘𝅥𝅯–𝅜	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.

Parameter	Value	Explanation
MOD RATE	0–100	Adjusts the modulation rate of the delay sound.
MOD DEPTH	0–100	Adjusts the modulation depth of the delay sound.

SPACE ECHO

STEREO

Models the Roland RE-201.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TIME	1 ms–2000 ms, BPM 𝅜–♪	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher values increase the number of delay repeats.
LEVEL	0–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
HEAD	1, 1+2, 1+3, 2+3, 1+2+3	Selects the combination playback heads. Playback heads 2/3 provide delay times that are two times or three times as long as playback head 1.

SHIMMER

MONO ▸ STEREO

Delay with pitch-shifted sound mixed in.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TIME	1 ms–2000 ms, BPM 𝅜–♪	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher values increase the number of delay repeats.
LEVEL	0–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
PITCH	-24–+24	Lets you freely specify the amount of pitch shift for the delay.
BALANCE	0–100	Adjusts the balance between the pitch-shifted sound that is input to the delay and the direct sound.

WARP

STEREO

Produces a dream-like sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
TIME	1ms–2000ms, BPM 𝅜–𝅘𝅥𝅯	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time. * 𝅜 is a double whole note, which is twice as long as a whole note.
TRIGGER	OFF, ON	If this is ON, the WARP effect is applied.
LEVEL	0–100	Adjusts the volume of the effect sound.

TWIST

STEREO

Produces an aggressive sense of rotation. Using this in conjunction with distortion will produce an even wilder sense of rotation.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
MODE	RISE→FALL	Rotation stops when you switch TRIGGER from ON to OFF.
	RISE→FADE	When you switch TRIGGER from ON to OFF, fade-out occurs while continuing the rotation.
TRIGGER	OFF, ON	The TWIST effect is applied when you turn this ON.
LEVEL	0–100	Adjusts the volume of the effect sound.
RISE TIME	0–100	This parameter adjusts the amount of time it is to take for the effect to transition to the maximum.
FALL TIME *1	0–100	Adjusts the time it takes for the rotation effect to stop when MODE changes from RISE to FALL.
FADE TIME *2	0–100	Adjusts the fade out time required when MODE changes from RISE to FADE.

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

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

GLITCH

STEREO

Creates a machine gun-like delay effect.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TRIGGER	OFF, ON	If this is ON, the GLITCH effect is applied.
TIME	0–100	Adjusts the length of the effect sound.
GLITCH	0–100	Adjusts the intensity of the effect.
BALANCE	0–100	Adjusts the volume balance between the direct sound and effect sound. A setting of "100" mutes the direct sound.

REVERB

MONO STEREO STEREO HEXARAY: Tempo and stereo level meter

This effect adds reverberation to the sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TYPE	HALL S MONO STEREO	Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.
	HALL M MONO STEREO	Simulates the reverberation in a concert hall. Provides mild reverberations.
	PLATE MONO STEREO	Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range.
	ROOM S MONO STEREO	Simulates the reverberation in a small room. Provides warm reverberations.
	ROOM L MONO STEREO	Simulates the reverberation of a room larger than ROOM S.
	AMBIENCE MONO STEREO	Simulates an ambience mic (off-mic, placed at a distance from the sound source) used in recording and other applications. Rather than emphasizing the reverberation, this reverb is used to produce a sense of openness and depth.
	SPRING MONO STEREO	This simulates the sound of a guitar amp's built-in spring reverb.
	SHIMMER MONO STEREO	Simulates reverberation with a distinctively sparkling high-frequency range.
	SUB DELAY STEREO	This is a delay with a maximum delay time of 2,000 ms. This effect is a useful way of adding depth to the sound.
	TERA ECHO MONO STEREO	This effect uses MDP technology to create a unique ambience and a spaciousness that changes according to your picking dynamics.

HALL S, HALL M, PLATE, ROOM S, ROOM L, AMBIENCE, SPRING

MONO STEREO

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TIME	0.1 s–10.0 s	Adjusts the length (time) of reverberation.
TONE	-50–0–+50	Adjusts the tonal character of the reverb.
LEVEL	1–100	Adjusts the volume of the reverb sound.
DENSITY	1–10	Adjusts the density of the reverb sound.
PRE-DELAY	0ms–200ms	Adjusts the time until the reverb sound starts to output.
DIRECT	0–100	Adjusts the volume of the direct sound.

SHIMMER

MONO STEREO

Simulates reverberation with a distinctively sparkling high-frequency range.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TIME	0.1 s–10.0 s	Adjusts the length (time) of reverberation.

Parameter	Value	Explanation
TONE	-50–0–+50	Adjusts the tonal character of the reverb.
LEVEL	0–100	Adjusts the volume of the reverb sound.
PRE-DELAY	0 ms–200 ms	Adjusts the time until the reverb sound starts to output.
PITCH	-24–+24	Adjusts the amount of pitch shift.
PITCH LVL	0–100	Adjusts the volume of the pitch shifter.

SUB DELAY

STEREO

This is a delay with a maximum delay time of 1,000 ms. This effect is a useful way of adding depth to the sound.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
TIME	1–2000 ms, BPM ♪–𝅗𝅥	Adjusts the delay time. * When set to BPM, the value of each parameter will be set according to the value of the "MASTER BPM" specified for each memory. This makes it easier to achieve effect sound settings that match the tempo of the song. * If, due to the tempo, the time is longer than the range of allowable settings, it is then synchronized to a period either 1/2 or 1/4 of that time.
FEEDBACK	0–100	Adjusts the volume of delay that is returned to the input. Higher settings will result in more delay repeats.
LEVEL	1–120	Adjusts the volume of the delay sound.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.

TERA ECHO

MONO STEREO

This effect uses MDP technology to create a unique ambience and a spaciousness that changes according to your picking dynamics.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
S-TIME	0–100	Adjusts the length of the effect sound.
TONE	-50–+50	This adjusts the tone.
LEVEL	0–100	Adjusts the volume of the effect sound.
FEEDBACK	0–100	Adjusts the decay of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.
TRIGGER	OFF, ON	The effect sound is held when you turn this on. * Memories are written with the parameter set to OFF.

PEDAL FX

MONO STEREO

You can control the wah effect or get a pitch bend effect in real time by adjusting the expression pedal on the unit or the expression pedal connected to the CTL 2, 3/EXP 2 jack.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.

Parameter	Value	Explanation
TYPE	WAH STEREO	You can control the wah effect in real time by operating the expression pedal of this product, or an expression pedal connected to the CTL2,3/EXP 2 jacks.
	PEDAL BEND MONO	This lets you use the pedal to get a pitch bend effect. * Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played.

WAH

STEREO HEXARAY: Spectrum meter

A pedal effect that peaks in a certain frequency range.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
WAH TYPE	Selects the type of wah.	
	CRY WAH	This models the sound of the CRY BABY wah pedal popular in the '70s.
	VO WAH	This models the sound of the VOX V846.
	FAT WAH	This is a wah sound featuring a bold tone.
	LIGHT WAH	This wah has a refined sound with no unusual characteristics.
	7STR WAH	This expanded wah features a variable range compatible with seven-string and baritone guitars.
	RESO WAH	This completely original effect offers enhancements on the characteristic resonances produced by analog synth filters.
LEVEL	0–100	Adjusts the volume of the effect sound.
DIRECT	0–100	Adjusts the volume of the direct sound.
POSITION	0–100	Adjusts the position of the wah pedal. * This parameter is used after it's been assigned to an expression pedal or similar controller.
MIN	0–100	Selects the tone produced when the heel of the pedal is depressed.
MAX	0–100	Selects the tone produced when the toe of the pedal is depressed.

PEDAL BEND

MONO HEXARAY: Level meter

This is a pitch bend effect that's controlled by operating the expression pedal on this unit or by using an expression pedal connected to the CTL 2, 3/EXP 2 jack.

Parameter	Value	Explanation
ON/OFF	OFF, ON	Turns this effect on/off.
PITCH MIN	-24–+24	This sets the pitch to the point where the pedal is fully raised (pressed down all the way with your heel).
PITCH MAX	-24–+24	This sets the pitch at the point where the pedal is all the way down.
POSITION	0–100	Adjusts the pedal position for pedal bend. This parameter is used after it's been assigned to an expression pedal or similar controller.
LEVEL	0–100	Adjusts the volume of the pitch bend sound.
DIRECT	0–100	Adjusts the volume of the direct sound.

MASTER

The following are settings that apply to all memories.

Parameter	Value	Explanation
MEM LEVEL	1–200	Sets the volume of the memory.
BPM	40–250	Adjusts the BPM value for each memory. BPM (beats per minute) indicates the number of quarter note beats that occur each minute.
KEY	C (Am), Db (Bbm), D (Bm), Eb (Cm), E (C#m), F (Dm), F# (D#m), G (Em), Ab (Fm), A (F#m), Bb (Gm), B (G#m)	This sets the key for the HARMONIST.
CARRYOVER	OFF, ON	You can specify whether the effect sound carries over when you switch memories. * This setting is enabled only when the memories before and after switching use the same effect configuration.
TEMPO HOLD	OFF, ON	Specifies whether the tempo (BPM) changes or stays the same when you switch between memories.
OUT LEVEL * SYSTEM parameters	1–200	Sets the overall volume. This is a system parameter.

OUTPUT SELECT

These settings specify the device (amp) that's connected to the OUTPUT jacks.

Value	Explanation
LINE/PHONES	Choose this setting if you're using headphones, or if the GX-1 is connected to a keyboard amp, mixer, or digital recorder.
JC-120 RETURN	Choose this setting if the unit is connected to the RETURN jack of the Roland JC-120 guitar amp.
JC-120 INPUT	Choose this setting if the unit is connected to the guitar input of a JC-120 guitar amp.
KATANA-50 POWER AMP IN	Use this setting when connecting to the POWER AMP IN jack of a BOSS KATANA-50 guitar amp.
KATANA-100 POWER AMP IN	Use this setting when connecting to the POWER AMP IN jack of a BOSS KATANA-100 guitar amp.
SMALL AMP	Use this setting when connecting to a small guitar amp.
COMBO SPx2 RETURN	Use this setting when connecting to the RETURN of a combo amp (in which the amp and speakers are in a single unit) equipped with two speakers.
COMBO SPx2 INPUT	Use this setting when connecting to the INPUT of a combo amp (in which the amp and speakers are in a single unit) equipped with two speakers.
STACK SPx4 RETURN	Use this setting when connecting to the RETURN of a stack-type guitar amp (in which the amp and speakers are separate units). This assumes that the connected speaker cabinet is equipped with four speakers.
STACK SPx4 INPUT	Use this setting when connecting to the input of a stack-type guitar amp (in which the amp and speakers are separate units). This assumes that the connected speaker cabinet is equipped with four speakers.

GLOBAL EQ

This adjusts the tone of the OUTPUT regardless of the equalizer on/off settings of individual memories. You can save up to three settings.

Parameter	Value	Explanation
SET	Selects the GLOBAL EQ setting.	
	OFF	Turns GLOBAL EQ off.
	SET1–SET3	Switches between settings 1–3.
LOW GAIN	-20–+20 dB	Adjusts the low frequency range tone.
HIGH GAIN	-20–+20 dB	Adjusts the high frequency range tone.
MID FREQ	20.0 Hz–12.5 kHz	Specifies the center of the frequency range that will be adjusted by the MID GAIN.
MID Q	0.5–16	Adjusts the width of the area affected by the EQ centered at the MID FREQ. Higher values will narrow the area.
MID GAIN	-20–+20 dB	Adjusts the midrange balance.
LOW CUT	FLAT, 20.0 Hz–12.5 kHz	Sets the frequency at which the low cut filter begins to take effect. When "FLAT" is selected, the low cut filter has no effect.
HIGH CUT	20.0 Hz–12.5 kHz, FLAT	Sets the frequency at which the high cut filter begins to take effect. When FLAT is selected, the high cut filter has no effect.
LEVEL	-20–+20 dB	Adjusts the overall volume level of the equalizer.

Bluetooth®

This configures the Bluetooth settings.

Parameter	Value	Explanation
BT SW	OFF, ON	Turns Bluetooth on/off. Turn this on to use Bluetooth.
BT ID	1–10	Switches between Bluetooth ID numbers. This makes it easier to find devices when connecting.

CTL FUNC (CONTROL FUNCTION)

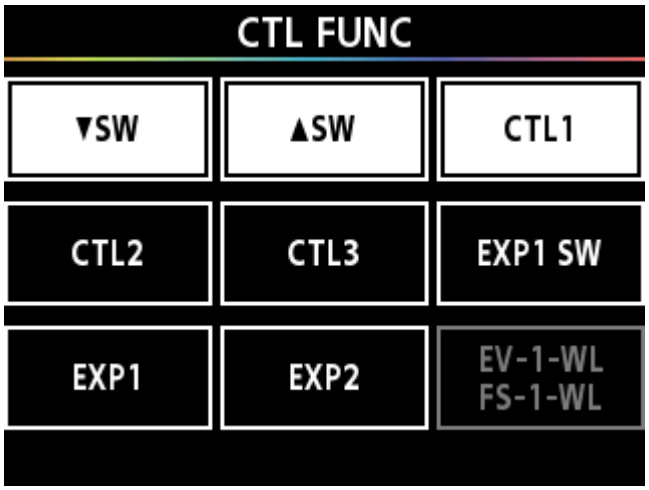
Here's how to configure the parameters for operating all of the footswitches on the top panel, the expression pedal (EXP1), the CTL 2, 3/EXP2 jack on the rear panel and the EV-1-WL/FS-1-WL.

1 Press the [MENU] button.

2 Turn the [1] knob to move the cursor to the CTL FUNC row.

3 Press the [1] knob.

The CTL FUNC screen appears.



4 Turn the [1] knob to move the cursor to the row of the controller you want to configure.

5 Press the [1]–[3] knobs to enter the settings screen for the controller you want to configure.

6 Turn the [1] knob to move the cursor, and turn the [3] knob to set the value.

Press the [∨] [∧] buttons to switch between the controllers to configure.

FUNCTION

▼SW, ▲SW, CTL1, CTL2, CTL3, EXP1 SW, EV EXP SW, EV CTL1, EV CTL2, FS L SW, FS C SW, FS R SW, FS CTL1, FS CTL2

Parameter	Value	Explanation
FUNCTION	OFF	No assignment.
	DOWN	Switches to the previous memory.
	UP	Switches to the next memory number.
	BPM TAP	Used for tap input of the MASTER BPM.
	TUNER	Switches the TUNER on and off.
	PEDAL FX	Switches the PEDAL FX on/off.
	FX1/COMP	Switches the FX1/COMP on/off.
	OD/DS	Switches OD/DS on/off.
	AMP/CAB	Switches the AMP/CAB on/off.
	FX2/EQ	Switches the FX2/EQ on/off.
	FX3/MOD	Switches FX3/MOD on/off.
	DELAY	Switches the delay on/off.
	REVERB	Switches the reverb on/off.
	FX1 SOLO	Turns the solo function for FX1 OD/DS on/off.
	FX2 SOLO	Turns the solo function for FX2 OD/DS on/off.
	FX3 SOLO	Turns the solo function for FX3 OD/DS on/off.
	OD/DS SOLO	Turns the solo function for OD/DS on/off.
	AMP SOLO	Turns the solo function for AMP/CAB on/off.
	FX1 TRIG	Switches the FX1 TRIGGER on and off.
	FX2 TRIG	Switches the FX2 TRIGGER on and off.
	FX3 TRIG	Switches the FX3 TRIGGER on and off.
	DLY TRIG	Switches the DELAY TRIGGER on and off.
	REV TRIG	Switches the REVERB TRIGGER on and off.
	LOOP ON/OFF	Switches the looper on/off.
	LOOP CTL	Controls the looper.
	LOOP STOP	Stops the phrase.
	LOOP CLEAR	Clears the phrase.
MODE	Sets the action of the value for each operation. * This is only shown when selecting some parameters.	
	TOGGLE	The setting is toggled On (maximum value) or Off (minimum value) with each press of the footswitch.
	MOMENT	The normal state is Off (minimum value), with the switch On (maximum value) only while the footswitch is depressed.
PREF	MEMORY, SYSTEM	When set to MEMORY, you can use different settings for each memory. When set to SYSTEM, the same settings can be shared between all memories.
SOLO LEVEL	0–100	Adjusts the volume when FX1 SOLO, FX2 SOLO, FX3 SOLO, OD/DS SOLO, and AMP SOLO are turned on. * This is only shown when FX1 SOLO, FX2 SOLO, FX3 SOLO, OD/DS SOLO, and AMP SOLO are selected.

EXP1, EXP2, EV EXP, FS EXP

Parameter	Value	Explanation
FUNCTION	OFF	No assignment.
	FOOT VOLUME	Foot volume will be assigned.
	PEDAL FX	Assigns the PEDAL FX.
	PDL FX/FV	Assigns the foot volume and the PEDAL FX.
	FV+TU	Foot volume will be assigned. TUNER is displayed if the pedal is returned all the way.
	FV+TU/PDL FX	Assigns the foot volume and the PEDAL FX. TUNER is displayed if the pedal is returned all the way when using foot volume.
PREF	MEMORY, SYSTEM	When set to MEMORY, you can use different settings for each memory. When set to SYSTEM, the same settings can be shared between all memories.

ASSIGN

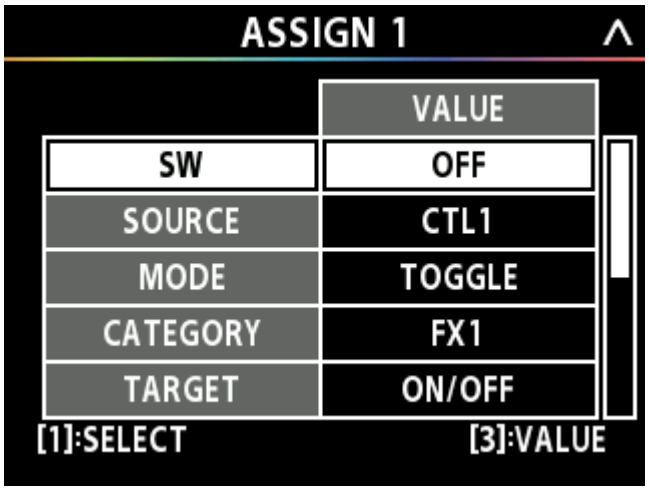
For each parameter, you can specify, in detail, which controller will control which parameter. You can store eight sets of settings for each memory.

1 Press the [MENU] button.

2 Turn the [1] knob to move the cursor to the ASSIGN row.

3 Press the [2] knob.

The ASSIGN screen appears.



4 Turn the [1] knob to move the cursor, and turn the [3] knob to set the value.

* Press the [∨] [∧] buttons to switch between ASSIGN 1–8.

ASSIGN parameter list

Parameter	Value	Explanation
SW	OFF, ON	Turns the ASSIGN 1–8 on/off.
SOURCE	Specifies the controller (source).	
	CTL1 (C1)	Assigns the [CTL1] (C1) switch on this unit.
	CTL2	Assigns the functions of the external footswitch connected to the CTL 2, 3/EXP2 jacks (FS-5U, FS-6, FS-7; sold separately).
	CTL3	
	EXP1 SW	Assigns the EXP switch on this unit.
	EXP1	Assigns the EXP pedal on this unit.
	EXP2	Assigns the external expression pedal (such as an EV-5; sold separately) connected to the CTL 2, 3/EXP 2 jack.
	EV EXP SW	Assigns the EXP2 pedal on the EV-1-WL.
	EV CTL1	Assigns CTL1 on the EV-1-WL.
	EV CTL2	Assigns CTL2 on the EV-1-WL.
	EV EXP OFF	Assigns EXP when the EXP switch for the EV-1-WL is OFF.
	EV EXP ON	Assigns EXP when the EXP switch for the EV-1-WL is ON.
	FS L SW	Assigns the left switch of the FS-1-WL.
	FS C SW	Assigns the center switch of the FS-1-WL.
	FS R SW	Assigns the right switch of the FS-1-WL.
	FS CTL1	Assigns CTL1 on the FS-1-WL.
	FS CTL2	Assigns CTL2 on the FS-1-WL.
	FS EXP	Assigns EXP on the FS-1-WL.
	DOWN SW	Assigns the ▼ switch on this unit.
	UP SW	Assigns the ▲ switch on this unit.
MODE	Sets the action of the value for each operation. * This is only shown when selecting some parameters.	
	TOGGLE	The setting is toggled On (maximum value) or Off (minimum value) with each press of the footswitch.
	MOMENT	The normal state is Off (minimum value), with the switch On (maximum value) only while the footswitch is depressed.
CATEGORY	This selects the parameter to be changed. TARGET list (p. 42)	
TARGET		
MIN	This sets the minimum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter.	
MAX	This sets the maximum value for the range in which the parameter can change. The value differs depending on the parameter assigned for TARGET parameter.	

TARGET list

CATEGORY	TARGET
FX1	ON/OFF
	FX TYPE

CATEGORY	TARGET
FX1:COMP	TYPE
	SUSTAIN
	ATTACK
	LEVEL
FX1:LIMITER	TYPE
	THRESHOLD
	RATIO
	LEVEL
	ATTACK
	RELEASE
FX1:ENHANCER	SENS
	LOW
	HIGH
	LOW FREQ
	HIGH FREQ
	LEVEL
FX1:THOUCH WAH	FILTER
	POLARITY
	SENS
	LEVEL
	FREQ
	RESO
	DECAY
FX1:AUTO WAH	FILTER
	RATE
	DEPTH
	LEVEL
	FREQ
	RESO
FX1:FIXED WAH	WAH TYPE
	LEVEL
	DIRECT
	FREQ
FX1:DEFRETTER	SENS
	DEPTH
	TONE
	LEVEL
	ATTACK
	RESO
	DIRECT

CATEGORY	TARGET
FX1:SLOW GEAR	SENS
	RISE TIME
	LEVEL
FX1:AC.GTR SIM	BODY
	LOW
	HIGH
	LEVEL
FX1:AC RESO	TYPE
	RESO
	TONE
	LEVEL
FX1:SITAR SIM	SENS
	DEPTH
	TONE
	LEVEL
	RESO
	BUZZ
	DIRECT
FX1:FEEDBACKER	MODE
	TRIGGER
	DEPTH
	RISE TIME
	OCT RISE TM
	FEEDBACK
	OCT F-BACK
FX1:OD/DS	TYPE
	DRIVE
	TONE
	LEVEL
	DIRECT
FX1:PARA EQ	LOW GAIN
	HIGH GAIN
	LEVEL
	MID FREQ
	MID GAIN
	LOW CUT
	HIGH CUT

CATEGORY	TARGET
FX1:GEQ	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	LEVEL
FX1:LOW GEQ	63 Hz
	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	LEVEL
FX1:HIGH GEQ	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	8 kHz
	LEVEL
FX1:CHORUS	TYPE
	RATE
	DEPTH
	LEVEL
	PRE-DELAY
FX1:FLANGER	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL
FX1:PHASER	STAGE
	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL
FX1:SCRIPT PH	RATE
	DEPTH
	LEVEL

CATEGORY	TARGET
FX1:CLASSIC VIBE	MODE
	RATE
	DEPTH
	LEVEL
FX1:ROTARY	SPEED SELECT
	SLOW RATE
	FAST RATE
	LEVEL
	BALANCE
	DRIVE
FX1:VIBRATO	RATE
	DEPTH
	RISE TIME
	TRIGGER
	LEVEL
FX1:TREMOLO	RATE
	DEPTH
	LEVEL
FX1:SLICER	PATTERN
	RATE
	LEVEL
	ATTACK
	DUTY
FX1:PAN	RATE
	DEPTH
	LEVEL
FX1:RING MOD	INTELLIGENT
	FREQ
	MOD RATE
	MOD DEPTH
	LEVEL
	DIRECT
FX1:HUMANIZER	MODE
	VOWEL1
	VOWEL2
	SENS
	RATE
	MANUAL
	LEVEL

CATEGORY	TARGET
FX1:PITCH SHIFT	PITCH
	MODE
	PRE-DELAY
	FEEDBACK
	LEVEL
	DIRECT
FX1:HARMONIST	HARMONY
	LEVEL
	PRE-DELAY
	FEEDBACK
	DIRECT
FX1:OCTAVE	-2 OCT
	-1 OCT
	DIRECT
FX1:HEAVY OCT	-2 OCT
	-1 OCT
	DIRECT
FX1:S-BEND	TRIGGER
	PITCH
	RISE TIME
	FALL TIME
FX1:PDL BEND	PITCH MIN
	PITCH MAX
	PDL POS
	LEVEL
	DIRECT
FX1:TUNE DOWN	PITCH
FX1:DELAY	TYPE
FX1:DLY STD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
FX1:DLY MOD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
FX1:DLY WARP	TIME
	TRIGGER
	LEVEL

CATEGORY	TARGET
FX1:DLY TWIST	MODE
	TRIGGER
	LEVEL
	RISE TIME
	FALL TIME
	FADE TIME
FX1:DLY GLITCH	TRIGGER
	TIME
	GLITCH
	BALANCE
FX1:REVERB	TYPE
	TIME
	PRE-DELAY
	LEVEL
	DIRECT
OD/DS	ON/OFF
	TYPE
	DRIVE
	TONE
	LEVEL
	DIRECT
AMP/CAB	ON/OFF
	TYPE
	GAIN
	LEVEL
	BASS
	MIDDLE
	TREBLE
	SP TYPE
	MIC TYPE
FX2	ON/OFF
	FX TYPE
FX2:COMP	TYPE
	SUSTAIN
	ATTACK
	LEVEL

CATEGORY	TARGET
FX2:LIMITER	TYPE
	THRESHOLD
	RATIO
	LEVEL
	ATTACK
	RELEASE
FX2:ENHANCER	SENS
	LOW
	HIGH
	LOW FREQ
	HIGH FREQ
	LEVEL
FX2:TOUCH WAH	FILTER
	POLARITY
	SENS
	LEVEL
	FREQ
	RESO
	DECAY
FX2:AUTO WAH	FILTER
	RATE
	DEPTH
	LEVEL
	FREQ
	RESO
FX2:FIXED WAH	WAH TYPE
	LEVEL
	DIRECT
	FREQ
FX2:DEFRETTER	SENS
	DEPTH
	TONE
	LEVEL
	ATTACK
	RESO
	DIRECT
FX2:SLOW GEAR	SENS
	RISE TIME
	LEVEL

CATEGORY	TARGET
FX2:AC.GTR SIM	BODY
	LOW
	HIGH
	LEVEL
FX2:AC RESO	TYPE
	RESO
	TONE
	LEVEL
FX2:SITAR SIM	SENS
	DEPTH
	TONE
	LEVEL
	RESO
	BUZZ
	DIRECT
FX2:FEEDBACKER	MODE
	TRIGGER
	DEPTH
	RISE TIME
	OCT RISE TM
	FEEDBACK
	OCT F-BACK
FX2:OD/DS	TYPE
	DRIVE
	TONE
	LEVEL
	DIRECT
FX2:PARA EQ	LOW GAIN
	HIGH GAIN
	LEVEL
	MID FREQ
	MID GAIN
	LOW CUT
	HIGH CUT
FX2:GEQ	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	LEVEL

CATEGORY	TARGET
FX2:LOW GEQ	63 Hz
	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	LEVEL
FX2:HIGH GEQ	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	8 kHz
	LEVEL
FX2:CHORUS	TYPE
	RATE
	DEPTH
	LEVEL
	PRE-DELAY
FX2:FLANGER	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL
FX2:PHASER	STAGE
	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL
FX2:SCRIPT PH	RATE
	DEPTH
	LEVEL
FX2:CLASSIC VIBE	MODE
	RATE
	DEPTH
	LEVEL

CATEGORY	TARGET
FX2:ROTARY	SPEED SELECT
	SLOW RATE
	FAST RATE
	LEVEL
	BALANCE
	DRIVE
FX2:VIBRATO	RATE
	DEPTH
	RISE TIME
	TRIGGER
	LEVEL
FX2:TREMOLO	RATE
	DEPTH
	LEVEL
FX2:SLICER	PATTERN
	RATE
	LEVEL
	ATTACK
	DUTY
FX2:PAN	RATE
	DEPTH
	LEVEL
FX2:RING MOD	INTELLIGENT
	FREQ
	MOD RATE
	MOD DEPTH
	LEVEL
	DIRECT
FX2:HUMANIZER	MODE
	VOWEL1
	VOWEL2
	SENS
	RATE
	MANUAL
	LEVEL
FX2:PITCH SHIFT	PITCH
	MODE
	PRE-DELAY
	FEEDBACK
	LEVEL
	DIRECT

CATEGORY	TARGET
FX2:HARMONIST	HARMONY
	LEVEL
	PRE-DELAY
	FEEDBACK
	DIRECT
FX2:OCTAVE	-2 OCT
	-1 OCT
	DIRECT
FX2:HEAVY OCT	-2 OCT
	-1 OCT
	DIRECT
FX2:S-BEND	TRIGGER
	PITCH
	RISE TIME
	FALL TIME
FX2:PDL BEND	PITCH MIN
	PITCH MAX
	PDL POS
	LEVEL
	DIRECT
FX2:TUNE DOWN	PITCH
FX2:DELAY	TYPE
FX2:DLY STD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
FX2:DLY MOD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
FX2:DLY WARP	TIME
	TRIGGER
	LEVEL
FX2:DLY TWIST	MODE
	TRIGGER
	LEVEL
	RISE TIME
	FALL TIME
	FADE TIME

CATEGORY	TARGET
FX2:DLY GLITCH	TRIGGER
	TIME
	GLITCH
	BALANCE
FX2:REVERB	TYPE
	TIME
	PRE-DELAY
	LEVEL
	DIRECT
FX3	ON/OFF
	FX TYPE
FX3:COMP	TYPE
	SUSTAIN
	ATTACK
	LEVEL
FX3:LIMITER	TYPE
	THRESHOLD
	RATIO
	LEVEL
	ATTACK
	RELEASE
FX3:ENHANCER	SENS
	LOW
	HIGH
	LOW FREQ
	HIGH FREQ
	LEVEL
FX3:THOUCH WAH	FILTER
	POLARITY
	SENS
	LEVEL
	FREQ
	RESO
	DECAY
FX3:AUTO WAH	FILTER
	RATE
	DEPTH
	LEVEL
	FREQ
	RESO

CATEGORY	TARGET
FX3:FIXED WAH	WAH TYPE
	LEVEL
	DIRECT
	FREQ
FX3:DEFRETTER	SENS
	DEPTH
	TONE
	LEVEL
	ATTACK
	RESO
	DIRECT
FX3:SLOW GEAR	SENS
	RISE TIME
	LEVEL
FX3:AC.GTR SIM	BODY
	LOW
	HIGH
	LEVEL
FX3:AC RESO	TYPE
	RESO
	TONE
	LEVEL
FX3:SITAR SIM	SENS
	DEPTH
	TONE
	LEVEL
	RESO
	BUZZ
	DIRECT
FX3:FEEDBACKER	MODE
	TRIGGER
	DEPTH
	RISE TIME
	OCT RISE TM
	FEEDBACK
	OCT F-BACK
FX3:OD/DS	TYPE
	DRIVE
	TONE
	LEVEL
	DIRECT

CATEGORY	TARGET
FX3:PARA EQ	LOW GAIN
	HIGH GAIN
	LEVEL
	MID FREQ
	MID GAIN
	LOW CUT
	HIGH CUT
FX3:GEQ	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	LEVEL
FX3:LOW GEQ	63 Hz
	125 Hz
	250 Hz
	500 Hz
	1 kHz
	2 kHz
	LEVEL
FX3:HIGH GEQ	250 Hz
	500 Hz
	1 kHz
	2 kHz
	4 kHz
	8 kHz
	LEVEL
FX3:CHORUS	TYPE
	RATE
	DEPTH
	LEVEL
	PRE-DELAY
FX3:FLANGER	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL

CATEGORY	TARGET
FX3:PHASER	STAGE
	RATE
	DEPTH
	RESO
	MANUAL
	LEVEL
FX3:SCRIPT PH	RATE
	DEPTH
	LEVEL
FX3:CLASSIC VIBE	MODE
	RATE
	DEPTH
	LEVEL
FX3:ROTARY	SPEED SELECT
	SLOW RATE
	FAST RATE
	LEVEL
	BALANCE
	DRIVE
FX3:VIBRATO	RATE
	DEPTH
	RISE TIME
	TRIGGER
	LEVEL
FX3:TREMOLO	RATE
	DEPTH
	LEVEL
FX3:SLICER	PATTERN
	RATE
	LEVEL
	ATTACK
	DUTY
FX3:OVERTONE	LOWER
	UPPER
	UNISON
	DIRECT
	DETUNE
FX3:PAN	RATE
	DEPTH
	LEVEL

CATEGORY	TARGET
FX3:RING MOD	INTELLIGENT
	FREQ
	MOD RATE
	MOD DEPTH
	LEVEL
	DIRECT
FX3:HUMANIZER	MODE
	VOWEL1
	VOWEL2
	SENS
	RATE
	MANUAL
	LEVEL
FX3:PITCH SHIFT	PITCH
	MODE
	PRE-DELAY
	FEEDBACK
	LEVEL
	DIRECT
FX3:HARMONIST	HARMONY
	LEVEL
	PRE-DELAY
	FEEDBACK
	DIRECT
FX3:OCTAVE	-2 OCT
	-1 OCT
	DIRECT
FX3:HEAVY OCT	-2 OCT
	-1 OCT
	DIRECT
FX3:S-BEND	TRIGGER
	PITCH
	RISE TIME
	FALL TIME
FX3:PDL BEND	PITCH MIN
	PITCH MAX
	PDL POS
	LEVEL
	DIRECT
FX3:TUNE DOWN	PITCH
FX3:DELAY	TYPE

CATEGORY	TARGET
FX3:DLY STD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
FX3:DLY MOD	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
	MOD RATE
	MOD DEPTH
FX3:DLY WARP	TIME
	TRIGGER
	LEVEL
FX3:DLY TWIST	MODE
	TRIGGER
	LEVEL
	RISE TIME
	FALL TIME
	FADE TIME
FX3:DLY GLITCH	TRIGGER
	TIME
	GLITCH
	BALANCE
FX3:REVERB	TYPE
	TIME
	PRE-DELAY
	LEVEL
	DIRECT
DELAY	ON/OFF
	TYPE
	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
DLY:MOD	MOD RATE
	MOD DEPTH
DLY:PAN	TAP TIME
DLY:REVERSE	TRIGGER
DLY:ANALOG	TIME
DLY:ANLG MOD	MOD RATE
	MOD DEPTH

CATEGORY	TARGET
DLY:SPACE ECHO	HEAD
DLY:SHIMMER	PITCH
DLY:TWIST	MODE
	TRIGGER
	LEVEL
	RISE TIME
	FALL TIME
	FADE TIME
DLY:WARP	TIME
	TRIGGER
	LEVEL
DLY:GLITCH	TRIGGER
	TIME
	GLITCH
	BALANCE
REVERB	ON/OFF
	TYPE
	TIME
	TONE
	DENSITY
	LEVEL
	PRE-DELAY
	DIRECT
REV:SHIMMER	PITCH
REV:SUB DLY	TIME
	FEEDBACK
	LEVEL
	HIGH CUT
REV:TERA ECHO	S-TIME
	FEEDBACK
	TONE
	LEVEL
	DIRECT
	TRIGGER
PEDAL FX	ON/OFF
	TYPE

CATEGORY	TARGET
PFX:WAH	WAH TYPE
	LEVEL
	DIRECT
	POSITION
	MIN
	MAX
PFX:PDL BEND	PITCH MIN
	PITCH MAX
	POSITION
	LEVEL
	DIRECT
FOOT VOLUME	POSITION
	MIN
	MAX
	CURVE
NOISE SUPRESSR	ON/OFF
	THRESHOLD
	RELEASE
	DETECT
MASTER	MEM LEVEL
	BPM
	KEY
	CARRYOVER
	TEMPO HOLD
TUNER	TUNER SW

KNOB SETTING

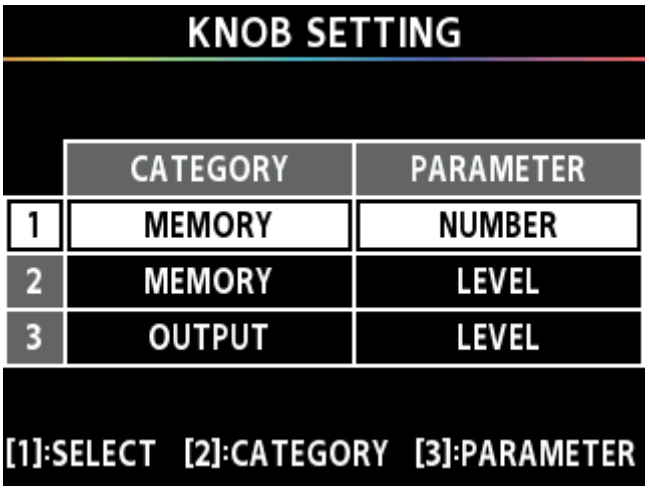
Here's how to assign the parameters that are controlled by knobs [1]–[3] when the play screen is shown.

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

2 **Turn the [1] knob to move the cursor to the "KNOB SETTING" row.**

3 Press the [3] knob.

The KNOB SETTING screen appears.



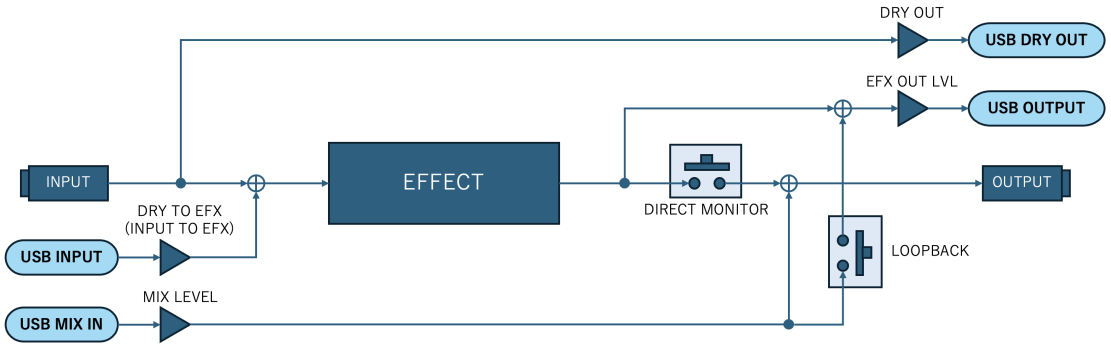
4 Changes the setting value.

Operation	Explanation
Turn the [1] knob	Moves the cursor.
Turn the [2] knob	Switches between categories.
Turn the [3] knob	Changes the setting value.

* For the parameters to set, refer to "TARGET list (p. 42)".

USB

Here you can make USB-related settings for when the GX-1 is connected to a computer via USB.



Parameter	Value	Explanation
EFX OUT LVL	0–200%	Adjusts the level of audio output to the computer after passing through the effects of the GX-1.
MIX LEVEL	0–200%	Adjusts the level of the input sound from the computer. With this setting, the input sound from the computer is mixed into the final stage of the GX-1 signal chain.
DRY OUT	0–200%	The guitar sound that is input to the GX-1, is output without change (DRY sound); it is not processed by effects.
DRY TO EFX (INPUT TO EFX)	0–200%	Adjusts the input level from the computer to the GX-1's effects.

Parameter	Value	Explanation
DIR.MON. (DIRECT MONITOR)	Selects whether the sound of the GX-1, is output to the PHONES jack or the OUTPUT jacks. * This setting cannot be saved. It will be ON when the unit is powered-on.	
	OFF	Turn this off if the audio data is being passed through within the computer. In this case, you won't hear the sound unless the computer is set to through.
	ON	The sound of the GX-1 is output directly. Turn this on if you're using the GX-1, by itself without connecting to a computer. (If this is off, only the sound that is input to USB will be output.)
LOOPBACK	OFF, ON	Turn this ON to send the sound mixed from the computer with the GX-1's effect sound to your computer.
USB DRIVER	VENDOR	When connecting to a Windows or macOS device, use the "VENDOR" setting. Install the GX-1 driver that you downloaded from the BOSS website.
	GENERIC	When connecting to an iOS device, use the "GENERIC" setting. The unit operates using standard iOS functionality. Some functions may be limited when compared with the VENDOR setting.

LOOP SETTING

These settings configure how the looper operates.

On the LOOP SETTING screen, the loop automatically turns on, and LOOP CTL is assigned to the [CTL1] (C1) pedal.

Parameter	Value	Explanation
LOOP MODE	MONO	Mixes the L/R signals for mono operation. The recording time is 38 seconds.
	STEREO	Operate in stereo. The recording time is 19 seconds.
LOOP REC ACTION	REC→PLAY→DUB	Operation will switch in the order of Recording → Playback → Overdubbing.
	REC→DUB→PLAY	Operation will switch in the order of Recording → Overdubbing → Playback.
LOOP LEVEL	1–120	Sets the volume of the phrase playback.

PLAY OPTION

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

Parameter	Value	Explanation
DOWN&UP SW	Specifies the function used when DOWN and UP are pressed at the same time.	
	OFF	No function is controlled.
	TUNER	Turns the tuner on/off.
	LOOP	Turns the LOOP on/off.
	MEM+1	Switches to the next memory.
	MEM-1	Switches to the previous memory.
UP&CTL1 SW	Specifies the function used when UP and CTL1 are pressed at the same time.	
	OFF	No function is controlled.
	TUNER	Turns the tuner on/off.
	LOOP	Turns the LOOP on/off.
	MEM+1	Switches to the next memory.
	MEM-1	Switches to the previous memory.

Parameter	Value	Explanation
MEM EXTENT MIN	U01–U99 P01–P99	Sets the minimum value for the selectable memories.
MEM EXTENT MAX		Sets the maximum value for the selectable memories.
MEM CHANGE BST	OFF, ON	Sets whether to enable or disable memory switch boost when you long-press the [▼] [▲] switches.

HARDWARE SETTINGS

Parameter	Value	Explanation
EXP1 HOLD **EXP2 HOLD**	ON	When you switch memories, the operational states (the pedal tilt position) of the EXP1 PEDAL and EXP2 PEDAL before switching are carried over to the memory after switching.
	OFF	The operational states (pedal tilt position) of the EXP 1 PEDAL and EXP 2 PEDAL are not carried over when memories are switched.
LOCK	OFF, ON	Enables/disables the [1]–[3] knobs and the effect buttons.

Parameter	Value	Explanation
COLOR	FULL	The screen displays in color. The LED indicator colors change depending on the effect type and so on. The screen displays in color.
	RED	The screen displays in black and white. The LED indicators basically display in red. When a function is used for which the color change is necessary, the colors yellow, blue and white are used to make the state easy to distinguish.
	BLUE	The screen displays in black and white. The LED indicators basically display in blue. When a function is used for which the color change is necessary, the colors red, yellow and white are used to make the state easy to distinguish.
	GREEN	The screen displays in black and white. The LED indicators basically display in green. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	YELLOW	The screen displays in black and white. The LED indicators basically display in yellow. When a function is used for which the color change is necessary, the colors red, blue and white are used to make the state easy to distinguish.
	ORANGE	The screen displays in black and white. The LED indicators basically display in orange. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	PINK	The screen displays in black and white. The LED indicators basically display in pink. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	PURPLE	The screen displays in black and white. The LED indicators basically display in purple. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	LIGHT BLUE	The screen displays in black and white. The LED indicators basically display in light blue. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	CYAN	The screen displays in black and white. The LED indicators basically display in cyan. When a function is used for which the color change is necessary, the colors red, yellow, blue and white are used to make the state easy to distinguish.
	WHITE	The screen displays in black and white. The LED indicators basically display in white. When a function is used for which the color change is necessary, the colors red, yellow and blue are used to make the state easy to distinguish.
LED BRT	LOW, HIGH	Switches between the effect button LED brightness settings. Setting this to HIGH makes the battery life shorter.
HP ATT.	OFF, -3dB, -6dB, -9dB, -12dB	Lets you reduce the volume when headphones are connected. This setting applies only when a plug is connected to the Phones jack.

INFO. (INFORMATION)

Shows the 2D code for accessing the Reference Manual, as well as the GX-1's software version.

UTILITY (PEDAL CALIBRATION)

You can readjust the expression pedal so that it will operate optimally.

Parameter	Value	Explanation
THRESHOLD	1–16	Adjusts the sensitivity at which the EXP PEDAL switch responds.

UTILITY (FACTORY RESET)

Initializes the GX-1 to its factory-set condition.

Parameter	Value	Explanation
FROM	SYSTEM	System parameter settings
	U01–U99	Settings for memory numbers U01 through U99
TO	SYSTEM	System parameter settings
	U01–U99	Settings for memory numbers U01 through U99

Sound List

Preset memory list

Memory number	Memory name	CTL1 (C1)	EXP1 SW	EXP	ASSIGN
1	MODERN X DRIVE	AMP SOLO	PEDAL FX (WAH)	FV+TU/PDL FX	1 (AMP: TYPE) 2 (DELAY: ON/OFF)
2	CLEAN LEAD	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
3	CRUNCY COMBO	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
4	MS STACK DRIVE	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
5	CLEAN AMBIENT	FX1 (FIXED WAH)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX2: CHORUS ON/OFF)
6	HI-GAIN LEAD	AMP SOLO	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
7	FUNK CLEAN	FX2 (TOUCH WAH)	PEDAL FX (WAH)	FV+TU/PDL FX	-
8	EDGY DELAY	BPM TAP	PEDAL FX (WAH)	FV+TU/PDL FX	-
9	UK BLUES ROCK	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1(FX3: ROTARY ON/OFF)
10	GLITCHY SYNTH	DLY TRIG	PEDAL FX (WAH)	FV+TU/PDL FX	1(FX3: PAN ON/OFF)
11	OVERTONE LEAD	FX3 (OVERTONE)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (AMP: LEVEL)
12	JAZZY CLEAN	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
13	CRUNCHY PHASE	FX3 (SCRIPT PH)	PEDAL FX (WAH)	FV+TU/PDL FX	-
14	POWER FUZZ	FX2 (VIBRATO)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX3: CHORUS ON/OFF) 2 (DELAY: ON/OFF)
15	SG > FB > VB LEAD	FX2 TRIG	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX3: FEEDBACKER TRIGGER)
16	FIXED WAH LEAD	FX1 (FIXED WAH)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (OD/DS: ON/OFF)
17	NATURAL CLEAN	FX3 (CHORUS)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
18	ROTARY CRUNCH	OD/DS SOLO	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX2: ROTARY SPEED SELECT)
19	NATURAL DRIVE	AMP SOLO	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
20	SYNTH PAD	FX2 (SLOW GEAR)	PEDAL FX (PEDAL BEND)	OFF	1 (PEDAL FX: PEDAL BEND POSITION)
21	DARK HI-GAIN	FX1 (TUNE DOWN)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
22	DIRECT CLEAN	FX3 (CHORUS)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
23	DYNAMIC CRUNCH	FX1 (OD/DS)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)

Memory number	Memory name	CTL1 (C1)	EXP1 SW	EXP	ASSIGN
24	FAT DRIVE	OD/DS	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (PEDAL FX: ON/OFF) 2 (DEALAY: ON/OFF)
25	S-BEND LEAD	FX2 TRIG (S-BEND)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
26	80's BG STACK	AMP SOLO	PEDAL FX (WAH)	FV+TU/PDL FX	1 (OD/DS: ON/OFF)
27	NEO SOUL T WAH	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX1: TOUCH WAH ON/OFF)
28	FUSION CRUNCH	FX1(COMP)	PEDAL FX (WAH)	FV+TU/PDL FX	-
29	DELUXE DRIVE	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX1: COMPRESSOR ON/OFF) 2 (DELAY: ON/OFF)
30	ORCH. LEAD	FX3 (OVERTONE)	PEDAL FX (WAH)	FV+TU/PDL FX	-
31	BROWN LEAD	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX1: SCRIPT PH ON/OFF)
32	US TREM CLEAN	FX3 (TREMOLO)	OFF	OFF	1 (FX3: TREMOLO RATE) 2(FX1: CPRESSOR ON/OFF) 3(OD/DS: ON/OFF) 4(FOOT VOLUME:MIN)
33	EXP CRUNCH	OD/DS	PEDAL FX (WAH)	OFF	1 (AMP/CAB: GAIN)
34	BASS FUZZ COMBO	FX1 (OD/DS)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
35	EXP AUTO WAH	FX3 (PAN)	PEDAL FX (PEDAL BEND)	PEDAL FX (PEDAL BEND)	1 (FX2: AUTO WAH DEPTH) 2 (FX2: AUTO WAH RATE) 3(PEDAL FX:ON/OFF)
36	P.SHIFT LEAD	FX3 (PITCH SHIFT)	PEDAL FX (WAH)	FV+TU/PDL FX	-
37	FRETLESS GUITAR	FX1 (LIMITER)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX3: CHORUS ON/OFF)
38	SOUTHERN ROCK	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
39	STACK BOOST	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
40	RING MOD FUZZ	DLY TRIG	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX2: FIXED WAH ON/OFF)
41	X-OPTIMA CORE	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
42	MOD DLY CLEAN	FX3 (CHORUS)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (OD/DS: ON/OFF)
43	BLUESY US COMBO	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
44	OCT LEAD DRIVE	FX1 (OCTAVE)	PEDAL FX (WAH)	FV+TU/PDL FX	-
45	GUITAR SYMPHONY	FX1 TRIG (S-BEND)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (AMP/CAB: LEVEL)

Memory number	Memory name	CTL1 (C1)	EXP1 SW	EXP	ASSIGN
46	STADIUM LEAD	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
47	ACOUSTIC SHIMMER	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
48	CHORUS CRUNCH	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX3: CHORUS ON/OFF)
49	C1 FEEDBACK	FX1 TRIG (FEEDBACKER)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
50	DREAM SLICER	FX1 (SLICER)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
51	NEOCLASS STACK	DELAY	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
52	60's 12-STR	FX1(COMPRESSOR)	PEDAL FX (WAH)	FV+TU/PDL FX	-
53	SURF DRIVE	FX1 TRIG (VIBRATO)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
54	GRUNGE DIST	OD/DS	FX3 (CHORUS)	OFF	1 (DELAY: ON/OFF) 2 (FX2: LOW GEQ ON/OFF)
55	ELECTRIC SITAR	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
56	PROG METAL LD	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
57	JAZZ CHORUS	FX3 (CHOURS)	PEDAL FX (WAH)	FV+TU/PDL FX	-
58	PUNCHY CRUNCHY	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
59	STACK CHORUS	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
60	MODULATE PAN	DELAY	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (REVERB: ON/OFF)
61	HARMONY LEAD	FX1 (GEQ)	OFF	FV+TU/PDL FX	1 (FX2: HARMONIST ON/OFF) 2 (FX2: HARMONIST HARMONY)
62	FUSION CLEAN	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
63	HOT CRUNCH	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
64	FUSION LEAD	FX1 (RING MOD)	PEDAL FX (WAH)	FV+TU/PDL FX	-
65	RADICAL HUMANIZE	FX3 (OVERTONE)	PEDAL FX (PEDAL BEND)	PEDAL FX (PEDAL BEND)	1 (FX1: HUMANIZER RATE)
66	R-FIER METAL	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
67	UK CLEAN	FX3 (CHORUS)	PEDAL FX (WAH)	FV+TU/PDL FX	-
68	TIGHT RHYTHM	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	-
69	PUNK DRIVE	FX3 (PITCH SHIFT)	PEDAL FX (WAH)	FV+TU/PDL FX	-

Memory number	Memory name	CTL1 (C1)	EXP1 SW	EXP	ASSIGN
70	HI-GAIN GLITCH	FX2 TRIG (DELAY GLITCH)	PEDAL FX (WAH)	FV+TU/PDL FX	1(DELAY: GLITCH TIME) 2 (DELAY: GLITCH TRIGGER)
71	X-MODDED DELAYS	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF) 2(FX2: DELAY ON/OFF)
72	LO-FI NEO-SOUL	FX3 (VIBRATO)	PEDAL FX (WAH)	FV+TU/PDL FX	-
73	112 BLUES OD	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
74	MS STACK VIBE	FX3 (CLASSIC-VIBE)	PEDAL FX (WAH)	FV+TU/PDL FX	-
75	DOWN ARPEGGIO	FX1 (HARMONIST)	PEDAL FX (WAH)	FV+TU/PDL FX	-
76	LA METAL DRIVE	FX3 (OVERTONE)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
77	ELECTRO ACOUSTIC	FX3 (ENHANCER)	PEDAL FX (WAH)	FV+TU/PDL FX	-
78	DIAMOND CRUNCH	FX3 (TREMOLO)	PEDAL FX (WAH)	FV+TU/PDL FX	-
79	ORNG COMBO	FX3 (TREMOLO)	PEDAL FX (WAH)	FV+TU/PDL FX	-
80	8-BIT SOUND	DLY TRIG	PEDAL FX (WAH)	FV+TU/PDL FX	-
81	METAL CORE LD	FX3 (GEQ)	PEDAL FX (WAH)	FV+TU/PDL FX	-
82	LITE CMP CLEAN	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (DELAY: ON/OFF)
83	DEEP CHO CRUNCH	FX2 (SLOW GEAR)	PEDAL FX (WAH)	FV+TU/PDL FX	-
84	GARAGE FUZZ	FX3 (OCTAVE)	PEDAL FX (WAH)	FV+TU/PDL FX	-
85	REVERSE DLY PLUS	FX1(COMPRESSOR)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX2: ENHANCER ON/OFF)
86	HEAVY DOWNTUNE	FX3 (TUNE DOWN)	PEDAL FX (WAH)	FV+TU/PDL FX	-
87	CLEAN CHORUS	DELAY	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX2: PHASER ON/OFF)
88	TREMOLO CRUNCH	FX3 (TREMOLO)	PEDAL FX (WAH)	FV+TU/PDL FX	-
89	HARMONY C-MAJOR	OFF	FX3 (CHORUS)	OFF	1 (FX2: HARMONIST HARMONY) 2 (FX2: HARMONIST LEVEL)
90	LASER BEAM	FX2 TRIG (S-BEND)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	1 (FX3: VIBRATO TRIGGER) 2 (FX1: FIXED WAH FREQ) 3(FX1:FIXED WAH ON/OFF)
91	A-DIST LEAD	FX2 TRIG (S-BEND)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX2: VIBRATO TRIGGER)
92	SHIMMER REVERB	REVERB	PEDAL FX (WAH)	FV+TU/PDL FX	-

Memory number	Memory name	CTL1 (C1)	EXP1 SW	EXP	ASSIGN
93	USA CRUNCH	FX1 TRIG (VIBRATO)	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
94	GRUNGE DRIVE	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX3: CHORUS ON/OFF)
95	HVY OCT WAH	DELAY	PEDAL FX (PEDAL BEND)	FV+TU/PDL FX	-
96	GUV STACK LD	FX1 (FIXED WAH)	PEDAL FX (WAH)	FV+TU/PDL FX	-
97	SURF SPRING	OD/DS	PEDAL FX (WAH)	FV+TU/PDL FX	-
98	FUZZ LEAD	FX3 (OD/DS)	PEDAL FX (WAH)	FV+TU/PDL FX	-
99	DOUBLE DRIVE	FX1 (OD/DS)	PEDAL FX (WAH)	FV+TU/PDL FX	1 (FX2: PARA. EQ ON/OFF)

* Memory numbers 81–99 create the sound using effects by placing a clean amp sound in the last stage of the effect chain.

* We also recommend that you turn the AMP block off and connect the unit to the INPUT jack of an actual clean-type amp.

GX-1
Parameter Guide / Sound List

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Roland Corporation