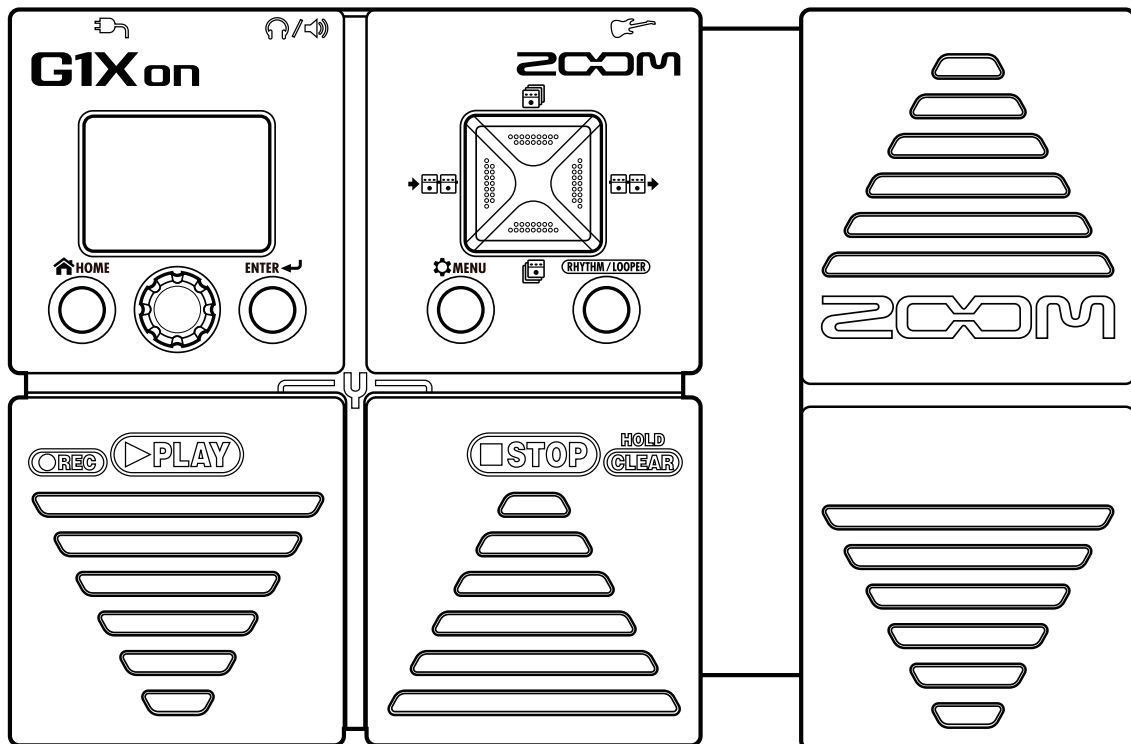



G1on / G1Xon

Guitar Multi-Effects Processor

Effect Types and Parameters



Effect explanation overview




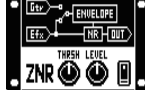



Effect type	Parameter	Parameter range	Effect explanation	Pedal control possible icon				
	This is a jet sound like an ADA flanger.							
	Parameter1		Parameter2		Parameter3			
	Page01	Depth	0-100	Rate	0-50	Reso	-10-10	P
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the resonance sound.			
Page02	PreD	0-50	Mix	0-100	Level	0-150	(P)	
Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.		Adjusts the output level.				

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DYNAMICS / FILTER

G1on / G1Xon

Comp		This compressor in the style of the MXR Dyna Comp.												
	Page01	Parameter1				Parameter2				Parameter3				
		Sense	0-10		P	Tone	0-10			Level	0-150		P	
	Page02	ATTCK	Slow, Fast											
		Adjusts the compressor sensitivity.												
		Adjusts the tone.												
		Adjusts the output level.												
		Sets compressor attack speed to Fast or Slow.												
160 Comp		This compressor is in the style of the dbx 160A.												
	Page01	Parameter1				Parameter2				Parameter3				
		THRSH	-60 - 0			Ratio	1.0 - 10.0			Gain	0 - 20			
	Page02	Knee	Hard, Soft			Level	0 - 150		P					
		Adjusts the threshold that determines when the effect is activated.												
		Adjusts the compression ratio.												
		Adjusts the gain after compression.												
		Sets the type of knee.												
		Adjusts the output level.												
SlowATTCK		This effect slows the attack of each note, resulting in a violin-like performance.												
	Page01	Parameter1				Parameter2				Parameter3				
		Time	1-50		P	Curve	0-10		P	Level	0-150		P	
	Page02													
		Adjusts the attack time.												
		Set the curve of volume change during attack.												
		Adjusts the output level.												
ZNR		ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.												
	Page01	Parameter1				Parameter2				Parameter3				
		THRSH	1-25		P	DETCT	GtrlN, EfxIn			Level	0-150		P	
	Page02													
		Adjusts the effect sensitivity.												
		Sets control signal detection level.												
		Adjusts the output level.												
NoiseGate		This is a noise gate that cuts the sound during playing pauses.												
	Page01	Parameter1				Parameter2				Parameter3				
		THRSH	1-25		P	Level	0-150		P					
	Page02													
		Adjusts the effect sensitivity.												
		Adjusts the output level.												
GraphicEQ		This unit has a 6 band equalizer.												
	Page01	Parameter1				Parameter2				Parameter3				
		160Hz	-12-12			400Hz	-12-12			800Hz	-12-12			
	Page02	3.2kHz	-12-12			6.4kHz	-12-12			12kHz	-12-12			
	Page03	Level	0-150		P									
			Boosts or cuts the low (160 Hz) frequency band.											
			Boosts or cuts the low-middle (400 Hz) frequency band.											
		Boosts or cuts the middle (800 Hz) frequency band.												
		Boosts or cuts the high (3.2 kHz) frequency band.												
		Boosts or cuts the extremely high (6.4 kHz) frequency band.												
		Boosts or cuts the harmonics (12 kHz) frequency band.												
		Adjusts the output level.												
ParaEQ		This is a 2-band parametric equalizer.												
	Page01	Parameter1				Parameter2				Parameter3				
		Freq1	20Hz-20kHz			Q1	0.5, 1, 2, 4, 8, 16			Gain1	-12-12			
	Page02	Freq2	20Hz-20kHz			Q2	0.5, 1, 2, 4, 8, 16			Gain2	-12-12			
	Page03	Level	0-150		P									
			Adjusts center frequency of EQ1.											
			Adjusts EQ1 Q.											
		Adjusts EQ1 gain.												
		Adjusts center frequency of EQ2.												
		Adjusts EQ2 Q.												
		Adjusts EQ2 gain.												
		Adjusts the output level.												








DYNAMICS / FILTER

G1on / G1Xon

AutoWah		This effect varies wah in accordance with picking intensity.												
		Parameter1				Parameter2				Parameter3				
	Page01	Sense	-10-1, 1-10	P	Reso	0-10	P	Level	0-150	P				
	Page02	Adjusts the sensitivity of the effect.				Adjusts the intensity of the resonance sound.				Adjusts the output level.				
Cry		This effect varies the sound like a talking modulator.												
		Parameter1				Parameter2				Parameter3				
	Page01	Range	1-10	P	Reso	0-10	P	Sense	-10-1, 1-10	P				
	Page02	Bal	0-100	P	Level	0-150	P							
M-Filter		This envelope filter has the flavor of a MOOG MF-101 Low Pass Filter and can be set in a wide range.												
		Parameter1				Parameter2				Parameter3				
	Page01	Freq	0-100	P	Sense	0-10		Reso	0-10	P				
	Page02	Type	HPF, BPF, LPF		Chara	2Pole, 4Pole		VLCTY	Fast, Slow					
Page03	Bal	0-100	P	Level	0-150	P								
SeqFLTR		The sequence filter has the flavor of a Z.Vex Seek-Wah.												
		Parameter1				Parameter2				Parameter3				
	Page01	Step	2-8		PTTRN	1-8		Speed	1-50	P				
	Page02	Shape	0-10		Reso	0-10	P	Level	0-150	P				
		Adjusts number of sequence steps.				Sets effect pattern.				Sets modulation speed.				
		Sets effect sound envelope.				Adjusts the intensity of the resonance sound.				Adjusts the output level.				






OVERDRIVE / DISTORTION

G1on / G1Xon

Booster		The booster increases signal gain to make the sound more powerful.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
OverDrive		Simulation of the BOSS OD-1, the compact effect box that was the first to take the "overdrive" title.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
T Scream		Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
Governor		Simulation of the Guv'nor distortion effect from Marshall.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
Dist+		Simulation of the MXR distortion+ effect that made distortion popular worldwide.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
Squeak		Simulation of the popular Pro Co RAT famous for its edgy distortion sound.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		
FuzzSmile		Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.										
	Page01	Parameter1				Parameter2				Parameter3		
		Gain	0-100	P		Tone	0-100			Level	0-150	P
	Page02	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.		






OVERDRIVE / DISTORTION

G1on / G1Xon

GreatMuff		Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tone	0-100			Level	0-150	P		
	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.				
Page02													
Z Clean		ZOOM original unadorned clean sound.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tone	0-100			Level	0-150	P		
	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.				
Page02													
Lead		Lead a bright and smooth distortion sound.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tone	0-100			Level	0-150	P		
	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.				
Page02													
ExtremeDS		This distortion effect boasts the highest gain in the world.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tone	0-100			Level	0-150	P		
	Adjusts the gain.				Adjusts the tone.				Adjusts the output level.				
Page02													
Aco.Sim		This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.											
		Parameter1				Parameter2				Parameter3			
	Page01	Top	0-100	P	Body	0-100			Level	0-150	P		
	Adjusts the unique string tone of acoustic guitars.				Adjusts the body resonance of acoustic guitars.				Adjusts the output level.				
Page02													






AMP SIMULATOR

G1on / G1Xon

FD COMBO		Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
DELUXE-R		This models the sound of a Fender Deluxe Reverb made in 1965.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
FD VIBRO		Modeled sound of a '63 Fender Vibroverb.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
US BLUES		Crunch sound of a Fender Tweed Bassman.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
VX COMBO		Modeled sound of a British combo amplifier representing the 1960s Liverpool sound.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
VX JMI		This simulates the sound of an early model of a class-A British combo amp.												
		Parameter1				Parameter2				Parameter3				
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P				
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100					
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.				
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2					
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					



AMP SIMULATOR

G1on / G1Xon

BG CRUNCH		Crunch sound of a Mesa Boogie MkIII combo amp.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				
MATCH 30		Modeled sound of a DC-30 (channel 1), the Matchless flagship combo amp.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				
CAR DRIVE		This models the sound of a Carr Mercury high-end small combo amp.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				
TW ROCK		This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				
TONE CITY		This models the sound of a Sound City 50 Plus Mark 2, a legendary British amplifier.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				
HW STACK		Modeled sound of the legendary Hiwatt Custom 100 all-tube amplifier from the UK.									
		Parameter1			Parameter2			Parameter3			
	Page01	Gain	0-100	P	Tube	0-100		Level	0-150	P	
		Adjusts the gain.			Adjusts tube amp compression.			Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100		Bass	0-100		
		Adjusts volume of high frequencies.			Adjusts volume of middle frequencies.			Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 2		
	Adjusts volume of super-high frequencies.			Selects cabinet.			Selects type of connected device.				





AMP SIMULATOR

G1on / G1Xon

TANGERINE		This models the Orange Graphic 120 with its unique design and sound.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
B-BREAKER		This models the sound of a Marshall 1962 Bluesbreaker combo amp.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
MS CRUNCH		The crunch sound of the Marshall 1959 that has given birth to many legends.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
MS 1959		This models the sound of a Marshall 1959 Plexi made in 1969.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
MS DRIVE		The high gain sound of a JCM2000 Marshall stack amp.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					
BGN DRIVE		This simulates the lead sound from channel 3 of a Bogner Ecstasy.											
	Page01	Parameter1				Parameter2				Parameter3			
		Gain	0-100	P		Tube	0-100			Level	0-150	P	
	Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.				
	Page02	Trebl	0-100			Middl	0-100			Bass	0-100		
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100			CAB	See Table 1			OUT	See Table 2		
Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.					



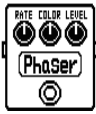




AMP SIMULATOR

G1on / G1Xon

BG DRIVE		The high gain sound of the Mesa Boogie Dual Rectifier red channel (Vintage mode).											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tube	0-100			Level	0-150	P		
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100			Bass	0-100			
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1			OUT	See Table 2			
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.				
DZ DRIVE		The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of three independent channels.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tube	0-100			Level	0-150	P		
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100			Bass	0-100			
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1			OUT	See Table 2			
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.				
ALIEN		This simulates the high-gain sound of the Engl Invader, which features a powerful low-end.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tube	0-100			Level	0-150	P		
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100			Bass	0-100			
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1			OUT	See Table 2			
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.				
REVO-1		This simulates the high-gain sound of a Krank Revolution 1 Plus.											
		Parameter1				Parameter2				Parameter3			
	Page01	Gain	0-100	P	Tube	0-100			Level	0-150	P		
		Adjusts the gain.				Adjusts tube amp compression.				Adjusts the output level.			
	Page02	Trebl	0-100		Middl	0-100			Bass	0-100			
		Adjusts volume of high frequencies.				Adjusts volume of middle frequencies.				Adjusts volume of low frequencies.			
	Page03	Prese	0-100		CAB	See Table 1			OUT	See Table 2			
	Adjusts volume of super-high frequencies.				Selects cabinet.				Selects type of connected device.				







MODULATION / SFX

G1on / G1Xon

Tremolo		This effect varies the volume at a regular rate.											
	Page01	Parameter1				Parameter2				Parameter3			
		Depth	0-100	P		Rate	0-50	P	♪	Level	0-150	P	
	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9	P									
		Adjusts the depth of the modulation.				Adjusts the rate of the modulation.				Adjusts the output level.			
		Sets the modulation waveform.											
Slicer		This effect creates a rhythmical sound by continuously slicing the input.											
	Page01	Parameter1				Parameter2				Parameter3			
		PTRN	1-20			Speed	1-50	P	♪	Bal	0-100	P	
	Page02	THRSH	0-50			Level	0-150	P					
		Sets effect pattern.				Sets modulation speed.				Adjusts the balance between original and effect sounds.			
		Adjusts effect threshold.				Adjusts the output level.							
Phaser		This effect adds a phasing variation to the sound.											
	Page01	Parameter1				Parameter2				Parameter3			
		Rate	1-50	P	♪	Color	4 STG, 8 STG, inv 4, inv 8			Level	0-150		P
	Page02												
		Sets the speed of the modulation.				Sets the tone of the effect type.				Adjusts the output level.			
Vibrato		This effect automatically adds vibrato.											
	Page01	Parameter1				Parameter2				Parameter3			
		Depth	0-100			Rate	0-50	P	♪	Bal	0-100	P	
	Page02	Tone	0-10			Level	0-150	P					
		Sets the depth of the modulation.				Sets the speed of the modulation.				Adjusts the balance between original and effect sounds.			
		Adjusts the tone.				Adjusts the output level.							
TheVibe		This vibe sound features unique undulations.											
	Page01	Parameter1				Parameter2				Parameter3			
		Speed	0-50	P		Depth	0-100	P		Bias	0-100	P	
	Page02	Wave	0-100	P		Mode	VIBRT, CHORS			Level	0-150	P	
		Sets modulation speed.				Sets the depth of the modulation.				Adjusts bias of waveform modulation.			
		Adjusts modulation waveform.				Sets effect to vibrato or chorus.				Adjusts the output level.			
Detune		By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.											
	Page01	Parameter1				Parameter2				Parameter3			
		Cent	-25-25			PreD	0-50			Mix	0-100	P	
	Page02	Tone	0-10			Level	0-150	P					
		Adjusts the detuning in cents, which are fine increments of 1/100-semitone.				Sets the pre-delay time of the effect sound.				Adjusts the amount of effected sound that is mixed with the original sound.			
		Adjusts the tone.				Adjusts the output level.							
StereoCho		This is a stereo chorus with a clear tone.											
	Page01	Parameter1				Parameter2				Parameter3			
		Depth	0-100	P		Rate	1-50	P		Mix	0-100	P	
	Page02	Tone	0-10			Level	0-150	P					
		Sets the depth of the modulation.				Sets the speed of the modulation.				Adjusts the amount of effected sound that is mixed with the original sound.			
		Adjusts the tone.				Adjusts the output level.							




MODULATION / SFX

G1on / G1Xon

SuperCho		This models the sound of a BOSS CH-1 SUPER CHORUS.								
		Parameter1			Parameter2			Parameter3		
	Page01	E.LVL	0-120	P	Rate	0-100	P	Depth	0-100	P
		Adjusts amount of effect sound mixed with original sound.			Sets the speed of the modulation.			Adjust the depth of the modulation.		
	Page02	EQ	0-100		Mode	MONO, STR				
		Adjusts effect tone.			Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.					
CoronaTri		This is a model of tc electronic's CORONA Tri-Chorus.								
		Parameter1			Parameter2			Parameter3		
	Page01	SPEED	0-100	P	DEPTH	0-100		FxLVL	0-100	P
		Sets modulation speed.			Sets the depth of the modulation.			Adjusts the volume of the effect.		
	Page02	TONE	0-100		DRY	OFF/ON	P			
		Adjusts the tone.			When ON, the original sound and the effect sound are mixed and output together. When OFF, only the effect sound is output.					
Flanger		This is a jet sound like an ADA Flanger.								
		Parameter1			Parameter2			Parameter3		
	Page01	Depth	0-100	P	Rate	0-50	P	Reso	-10-10	P
		Sets the depth of the modulation.			Sets the speed of the modulation.			Adjusts the intensity of the resonance sound.		
	Page02	PreD	0-50	P	Mix	0-100	P	Level	0-150	P
		Sets pre-delay time of effect sound.			Adjusts the amount of effected sound that is mixed with the original sound.			Adjusts the output level.		
Octave		This effect adds sound one octave and two octaves below the original sound.								
		Parameter1			Parameter2			Parameter3		
	Page01	Oct1	0-100	P	Oct2	0-100	P	Dry	0-100	P
		Adjusts the level of the sound one octave below the effect sound.			Adjusts the level of the sound two octaves below the effect sound.			Adjusts the volume of the unaffected sound.		
	Page02	Chara	0-100		Tone	0-10		Level	0-150	P
		Adjusts effect character.			Adjusts the tone.			Adjusts the output level.		
PitchSHFT		This effect shifts the pitch up or down.								
		Parameter1			Parameter2			Parameter3		
	Page01	Shift	-12-12, 24		Tone	0-10		Bal	0-100	P
		Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.			Adjusts the tone.			Adjusts the balance between original and effect sounds.		
	Page02	Fine	-25-25		Level	0-150	P			
		Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.			Adjusts the output level.					
MonoPitch		This is a pitch shifter with little sound variance for monophonic (single note) playing.								
		Parameter1			Parameter2			Parameter3		
	Page01	Shift	-12 - 12, 24		Tone	0-10		Bal	0-100	P
		Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.			Adjusts the tone.			Adjusts the balance between original and effect sounds.		
	Page02	Fine	-25 - 25		Level	0-150	P			
		Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.			Adjusts the output level.					





MODULATION / SFX

G1on / G1Xon

HPS		This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.										
		Parameter1				Parameter2				Parameter3		
	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 3)			Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B			Mix	0-100	P
		Sets the pitch of the pitch-shifted sound added to the original sound.				Sets the tonic (root) of the scale used for pitch shifting.				Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	Tone	0-10			Level	0-150	P				
		Adjusts the tone.				Adjusts the output level.						
RingMod		This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.										
		Parameter1				Parameter2				Parameter3		
	Page01	Freq	1-50	P		Tone	0-10			Bal	0-100	P
		Sets the frequency of the modulation.				Adjusts the tone.				Adjusts the balance between original and effect sounds.		
	Page02	Level	0-150	P								
		Adjusts the output level.										
Rt Closet		Simulates a rotary speaker.										
		Parameter1				Parameter2				Parameter3		
	Page01	Bal	0-100	P		Mode	Slow, Fast	P		Level	0-150	P
		Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).				Sets the rotary mode.				Adjusts the output level.		
	Page02	Drive	0-100									
		Adjusts the amount of amplification from the preamp.										






DELAY/REVERB

G1on / G1Xon

Delay		This long delay has a maximum length of 4000 ms.								
		Parameter1			Parameter2			Parameter3		
	Page01	Time	1-4000		FB	0-100	P	Mix	0-100	P
		Sets the delay time.			Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	HiDMP	0-10		P-P	MONO, P-P		Level	0-150	P
Adjusts the treble attenuation of the delay sound.			Sets delay output to mono or pingpong.			Adjusts the output level.				
Page03	Tail	OFF/ON								
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.									
CarbonDly		This analog delay sound is a model of the MXR Carbon Copy.								
		Parameter1			Parameter2			Parameter3		
	Page01	DELAY	19 - 581	P	REGEN	0 - 100	P	MIX	0 - 100	P
		Sets the delay time. The DELAY setting has no effect if Sync is not set to OFF.			Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	MOD	OFF/ON		WIDTH	0 - 50		SPEED	0 - 50	P
Turns modulation ON or OFF.			Adjusts the width of the modulation.			Sets modulation speed.				
Page03	Tail	OFF/ON		Sync	OFF, ♪ - ♪x8					
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			Activates tempo sync.						
TapeEcho		This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.								
		Parameter1			Parameter2			Parameter3		
	Page01	Time	1-2000	P	FB	0-100	P	Mix	0-100	P
		Sets the delay time.			Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	HiDMP	0-10		Level	0-150	P	Tail	OFF/ON	
Adjusts the treble attenuation of the delay sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
ReverseDL		This reverse delay is a long delay with a maximum length of 2000 ms.								
		Parameter1			Parameter2			Parameter3		
	Page01	Time	10-2000		FB	0-100	P	Bal	0-100	P
		Sets the delay time.			Adjusts the feedback amount.			Adjusts the balance between original and effect sounds.		
	Page02	HiDMP	0-10		Level	0-150	P	Tail	OFF/ON	
Adjusts the treble attenuation of the delay sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				




DELAY/REVERB

G1on / G1Xon

FilterDly		This effect filters a delayed sound.								
		Parameter1			Parameter2			Parameter3		
	Page01	Time	1-2000		FB	0-100	P	Mix	0-100	P
	Page02	Rate	1-50	P	Depth	0-100	P	Reso	0-10	P
	Page03	Level	0-150	P	Tail	OFF/ON				
		Sets the delay time.			Adjusts the feedback amount.			Adjusts the amount of effected sound that is mixed with the original sound.		
		Sets the speed of the modulation.			Sets the depth of the modulation.			Adjusts the intensity of the resonance sound.		
		Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
StereoDly		This stereo delay allows the left and right delay times to be set separately.								
		Parameter1			Parameter2			Parameter3		
	Page01	TimeL	1-2000		TimeR	1-2000		Mix	0-100	P
	Page02	LchFB	0-100	P	RchFB	0-100	P	Level	0-150	P
	Page03	LchLv	0-100	P	RchLv	0-100	P	Tail	OFF/ON	
		Adjusts delay time of left channel delay.			Adjusts delay time of right channel delay.			Adjusts the amount of effected sound that is mixed with the original sound.		
		Adjusts delay feedback of left channel.			Adjusts delay feedback of right channel.			Adjusts the output level.		
		Adjusts delay output of left channel.			Adjusts delay output of right channel.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
HD Hall		This is a dense hall reverb.								
		Parameter1			Parameter2			Parameter3		
	Page01	PreD	1-200		Decay	0-100	P	Mix	0-100	P
	Page02	LoDMP	0-100	P	HiDMP	0-100	P	Tail	OFF/ON	
		Adjusts the delay between input of the original sound and start of the reverb sound.			Sets the duration of the reverberations.			Adjusts the amount of effected sound that is mixed with the original sound.		
		Adjusts low frequency damping in reverb sound.			Adjusts high frequency damping in reverb sound.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Hall		This reverb effect simulates the acoustics of a concert hall.								
		Parameter1			Parameter2			Parameter3		
	Page01	Decay	1-30	P	Tone	0-10		Mix	0-100	P
	Page02	PreD	1-100		Level	0-150	P	Tail	OFF/ON	
		Sets the duration of the reverberations.			Adjusts the tone.			Adjusts the amount of effected sound that is mixed with the original sound.		
		Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Room		This reverb effect simulates the acoustics of a room.								
		Parameter1			Parameter2			Parameter3		
	Page01	Decay	1-30	P	Tone	0-10		Mix	0-100	P
	Page02	PreD	1-100		Level	0-150	P	Tail	OFF/ON	
		Sets the duration of the reverberations.			Adjusts the tone.			Adjusts the amount of effected sound that is mixed with the original sound.		
		Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		




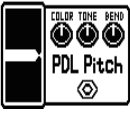

DELAY/REVERB

G1on / G1Xon

Plate		This simulates a plate reverb.									
		Parameter1				Parameter2			Parameter3		
	Page01	PreD	1 - 200			Decay	0 - 100	P	Mix	0 - 100	P
	Page02	Color	0 - 100	P		LoDMP	0 - 100	P	HiDMP	0 - 100	P
	Page03	Tail	OFF/ON			Level	0 - 150	P			
		Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.					
		Adjusts the reverb time of the low frequencies.		Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.					
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		Adjusts the output level.							
Spring63		This spring reverb sound is modeled on a '63 Fender Reverb.									
		Parameter1				Parameter2			Parameter3		
	Page01	DWELL	0 - 100	P		MIXER	0 - 100	P	TONE	0 - 100	
Page02	LEVEL	0 - 150	P								
		Adjusts the amount of level that input to reverb.		Adjusts the mix of volume the effect sound.		Adjusts the tone.					
		Adjusts the output level.									
Air		This effect reproduces the ambience of a room, to create spatial depth.									
		Parameter1				Parameter2			Parameter3		
	Page01	Size	1 - 100			Tone	0 - 10		Mix	0 - 100	P
Page02	Ref	0 - 10	P		Level	0 - 150	P	Tail	OFF/ON		
		Sets the size of the space.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.					
		Adjusts the amount of reflection from the wall.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
ModReverb		This reverb generates fluctuating echoes.									
		Parameter1				Parameter2			Parameter3		
	Page01	Depth	0 - 100			Decay	1 - 30	P	Mix	0 - 100	P
	Page02	Rate	1 - 50	P		Tone	0 - 10		PreD	1 - 100	
Page03	Level	0 - 150	P		Tail	OFF/ON					
		Sets the depth of the modulation.		Adjusts the duration of the reverb.		Adjusts the amount of effected sound that is mixed with the original sound.					
		Sets the speed of the modulation.		Adjusts the tone.		Adjusts the delay between input of the original sound and start of the reverb sound.					
		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.							
ParticleR		This unique complex reverb effect models the LINE6 M9 Particle Verb.									
		Parameter1				Parameter2			Parameter3		
	Page01	DWELL	0 - 100	P		GAIN	0 - 100	P	MODE	STBL, CRTCL, HZD	
Page02	MIX	0 - 100	P		MONO	OFF/ON		Tail	OFF/ON		
		Sets the duration of the reverberations.		Adjusts the output gain of the reverb sound.		Sets how the reverb sound changes.					
		Adjusts the amount of effected sound that is mixed with the original sound.		When OFF, the effect sound is output in stereo. When ON, the effect sound is output as a mono mix.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

PEDAL (G1Xon Only)

G1on / G1Xon

PedalVx		This simulates a vintage british wah pedal.								
		Parameter1			Parameter2			Parameter3		
	Page01	Freq	1-50	(P)	DryMX	0-100	P	Level	0-150	P
	Adjusts the emphasized frequency.		Adjusts the mix with the unaffected sound.			Adjusts the output level.				
Page02										
PedalCry		This simulates a vintage CRYBABY wah pedal.								
		Parameter1			Parameter2			Parameter3		
	Page01	Freq	1-50	(P)	DryMX	0-100	P	Level	0-150	P
	Adjusts the emphasized frequency.		Adjusts the mix with the unaffected sound.			Adjusts the output level.				
Page02										
WAH100		Simulates an Ibanez wah pedal.								
		Parameter1			Parameter2			Parameter3		
	Page01	Freq	0-50	(P)	Depth	0-100	P	Level	0-150	P
	Adjusts the emphasized frequency.		Sets the depth of the modulation.			Adjusts the output level.				
Page02										
PDL Pitch		Use an expression pedal to change the pitch in real time with this effect.								
		Parameter1			Parameter2			Parameter3		
	Page01	Color	1-9	(See Table 4)	Tone	0-10		Bend	0-100	(P)
	Sets the type of pitch change control with the expression pedal.		Adjusts the tone.			Sets the amount of pitch shift.				
Page02	Mode	Up, Down		Level	0-150	P				
Sets the direction of the pitch change to Up or Down.		Adjusts the output level.								
PDL MnPit		This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.								
		Parameter1			Parameter2			Parameter3		
	Page01	Color	1-9	(See Table 4)	Tone	0-10		Bend	0-100	(P)
	Sets the type of pitch change control with the expression pedal.		Adjusts the tone.			Sets the amount of pitch shift.				
Page02	Mode	Up, Down		Level	0-150	P				
Sets the direction of the pitch change to Up or Down.		Adjusts the output level.								

Additional tables

G1on / G1Xon

Table 1 [CAB Parameter]

Type	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers.
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker.
FD VIBRO 2x10	Fender Vibroverb ('63) cabinet with 2x10-inch Jensen speakers.
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers.
VX COMBO 2x12	British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers.
BG CRUNCH 1x12	Mesa Boogie MkIII cabinet with 1x12-inch Electro Voice speaker.
MATCH 30 2x12	Matchless DC30 cabinet with 2x12-inch Celestion speakers.
CAR DRIVE 1x12	Carr Mercury cabinet with 1x12-inch Eminence speaker.
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker.
TONE CITY 4x12	Cabinet with 4x12-inch Fane speakers.
HW STACK 4x12	Hiwatt Custom 100 cabinet with 4x12-inch Fane speakers.
TANGERINE 4x12	Orange Graphic 120 cabinet with 4x12-inch Celestion speakers.
B-BRKR 2x12	Marshall Bluesbreaker cabinet with 2x12-inch Celestion speakers.
MS CRUNCH 4x12	Marshall 1959 cabinet with 4x12-inch Celestion speakers.
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers.
MS DRIVE 4x12	Marshall JCM2000 cabinet with 4x12-inch Celestion speakers.
BGN DRIVE 4x12	Bogner Ecstasy cabinet with 4x12-inch Celestion speakers.
BG DRIVE 4x12	Mesa Boogie Dual Rectifier cabinet with 4x12-inch Celestion speakers.
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers.
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers.
REVO-1 4x12	Krank Revolution 1 Plus cabinet with 4x12-inch Eminence speakers.
OFF	No cabinet used.





Table 2 [OUT Parameter]

Parameter value	Meaning
LINE	Use when connected to headphones, speakers or line level inputs.
COMBO FRONT	Use when connected to an ordinary combo amp input.
STACK FRONT	Use when connected to an ordinary stack amp input.
COMBO POWER AMP	Use when connected to an ordinary combo amp return.
STACK POWER AMP	Use when connected to an ordinary stack amp return.

Table 3 [Scale Parameter]

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

Table 4 [Color Parameter]

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