
Boost
FEEDBACK
XO
CSD
Super Drive
Distortion
TUBE
Orangebox
Sapphire Drive
BLUES MAKER
RODENT
BIG GREEN
BIG MONK
BIG APPLE
Chorus
Tremolo
Vibrato
Phaser
ENIGMA
PHASER
FLANGER
ORBIT
electric flanger
little rock
Flanger
METAL GATE
NOISE GATE
DOUBLER
GLOOPER
AURORA
PING PONG
Delay
STUDIO
SWELL
SLOW ATTACK
LARGE PLATE REVERB
SMALL PLATE REVERB
SMALL ROOM REVERB
LARGE ROOM REVERB
NEBULA
CLOUD
CELESTIAL
SHIMMER
ATMOSPHERE
ASCENSION
KINETIC
Alkaline
CHROMATIC
DIATONIC
Wah
PEDAL SHIFTER
MICRO SHIFTER
MEGA
STUDIO
Dynamic
Compressor
EQ-7B
EQ-10 GRAPHIC
POLY VOICE
POLYGON
TAPE ECHO
PRIME
SPACE DELAY
Fender VIBRATONE
ROCK-BOTTOM
HIWAY
British
MEGA
British
TANGERINE
RV-53
British
FBE-100
FENDER
British
EVH
5150III
Solo
Petrol
rampage
FENDER
Super Reverb
Fender
REDHEAD
UK30
JC Clean
JC Clean
British
EVH
Fender
Deluxe Reverb
Fender
Twin Reverb
Fender
Vibro King
Fender
Champ
Fender
Princeton Reverb
Fender
Princeton Reverb
Fender

INTERACTIVE TABLE OF CONTENTS

Touch/click on any item below to go to that location

INTRODUCTION 1

AMPLIFIERS

- Combo Amps 2
- Half Stacks 15
- Bass Amps 24
- Amp Heads 28

CABINETS 29

EFFECTS

- Stompbox 46
- Modulation 65
- Delay 79
- Reverb 97
- Dynamics 111
- EQ 117
- Filters 123
- Pitch 126
- Synths 132

MICROPHONES 135

Get the latest firmware and download the Tone Master Pro Control App at
www.fender.com/tonemaster_pro

The Tone Master Pro Control App is available for Mac and PC, providing convenient control of Tone Master Pro plus additional features including IR Manager and Cloud Presets.

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THIS YEAR'S MODELS, AND THAT YEAR'S TOO ...

Tone Master Pro contains an amazingly comprehensive selection of amplifier models—heads, combos and half-stacks—that represent the best from every era in the electrifying history of amplified music. Combined with the equally powerful mix-and-match element of prized speaker cabinet models spanning the same musical continuum, the sonic possibilities are endless. Power up Tone Master Pro and it's all in there—every shade of color from radiant brightness to black hole darkness, and every echelon of power from modest to molten and singing to screaming.

Then there's the phenomenal assortment of effects units in every category from every era—from the first formative stompboxes to middle-era classics to modern digital marvels. The most primally satisfying fuzz, overdrive and distortion textures. Decades of ambiently ringing reverbs and echoes, atmospheric delays, shimmering chorus and ethereal phasers and flangers. Pitch shifters, filters, EQ units, wah and tremolo, compression, sustain and more. Power up Tone Master Pro and it's all in there.

Even Tone Master Pro's state-of-the-art impulse response (IR) capability features a choice of expertly voiced microphone models with a rich profusion of placement options for finely crafted recording wizardry.

Read on for descriptions and details about all these models, accompanied by the same images that appear in Tone Master Pro's full-color 7" touch screen, and consult this guide whenever needed, because all you need to do is—and we really can't think of a better way to say this—just power up Tone Master Pro and it's all in there.



AMPLIFIERS: COMBO AMPS

FENDER ’57 CHAMP®

Based on the ’50s tweed Champ, this little wonder punches way above its weight: raw, woody and unmistakably alive, clean or cranked.

CONTROLS

- **VOLUME:** Adjusts overall volume.

Also included as an amp head only.





FENDER ’57 DELUXE™

This quintessential ’50s tweed amp has been used on countless albums because it can go from pristine to mean at the turn of the guitar’s volume knob. Crank both channels up to 12 to get that classic Deluxe sag and compression. The Mic and Instrument channels are jumpered together for maximum flexibility.

CONTROLS

- **MIC VOL:** Adjusts Microphone channel volume.
- **INST VOL:** Adjusts Instrument channel volume.
- **TONE:** Adjusts tonal character of the amp. Turn control clockwise to increase overall brightness and gain.

Also included as an amp head only.

FENDER ’59 BASSMAN®



One of Fender’s greatest tweed amps, which began life earlier in the 1950s as a bass amp before being adopted by countless guitarists who prized its tone and power.

In a special touch, the '59 Bassman model in Tone Master Pro “jumpers” the Normal and Bright inputs so that both volume controls can be used like a mixer to blend both channels together.

CONTROLS

- **VOL NORMAL:** Adjusts Normal input channel volume.
- **VOL BRIGHT:** Adjusts Bright input channel volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.



FENDER ’59 BASSMAN® CUSTOM

Just like the classic ’59 Bassman above, but featuring a modified power amp that reduces bass and makes the amp’s overdrive tighter for a more rock ’n’ roll tone, plus four 10” Celestion® Greenback speakers.

This version too features the “jumpered” Normal and Bright inputs that let both volume controls be used like a mixer to blend both channels together.

CONTROLS

- **VOL NORMAL:** Adjusts Normal input channel volume.
- **VOL BRIGHT:** Adjusts Bright input channel volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

FENDER ’62 PRINCETON®

With a distinctive, woody sound all its own, this Fender “brown panel” amp is known for bridging the gap between the raw sound of ’50s tweed amps and the sparkling clean tones of the mid-’60s “black panel” amps.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TONE:** Adjusts tonal character; turn clockwise to increase overall brightness.
- **SPEED:** Adjusts vibrato effect rate.
- **INTENSITY:** Adjusts vibrato effect strength.

Also included as an amp head only.





FENDER ’65 PRINCETON® REVERB

Mid-’60s Fender studio favorite with the snappy tone of a single 10” speaker and richly ringing reverb and vibrato effects.

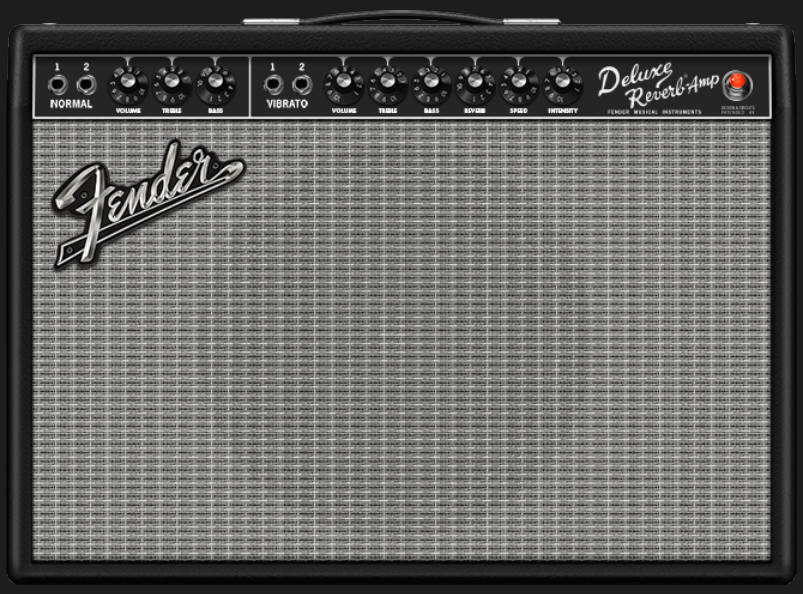
CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.

FENDER ’65 DELUXE REVERB®



Cranked in countless clubs worldwide, Fender’s highly popular mid-’60s classic produced great tone whether clean or dirty, with shimmering reverb and vibrato. It remains a sought-after tone machine to this day.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.



FENDER ’65 DELUXE REVERB® BLONDE NBC

Cranked in countless clubs worldwide, Fender’s highly popular mid-’60s classic produced great tone whether clean or dirty, with shimmering reverb and vibrato. The blonde version removes the bright cap from the circuit, making its tone slightly smoother and more overdrive-friendly.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts vibrato effect rate.
- **INTENSITY:** Adjusts vibrato effect strength.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.

FENDER ’65 SUPER REVERB®



Mid-’60s Fender classic with the full body and distinctive snap of four 10″ speakers and richly ringing reverb and vibrato effects.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.



FENDER ’65 TWIN REVERB®

One of the greats—an indispensable mid-’60s stage-and-studio favorite prized for producing quintessential Fender clean tone, with reverb and vibrato effects.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.

FENDER ’65 TWIN REVERB® BLONDE

This take on the venerable ’65 Twin Reverb model is based on the blonde version, which includes two Celestion® G12-65 Creamback speakers for smoother, warmer tone.



CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

Note: This amp model includes a convolution spring reverb effect. Due to their heavy processor usage, presets are limited to one convolution effect at a time. Amp-only models are also available without the reverb and tremolo effects to help minimize processor usage.



FENDER ’65 TWIN CUSTOM 15

One of the greats—a mid-’60s stage-and-studio staple delivering quintessential Fender clean tone, shimmering reverb and lush vibrato. The Custom 15 steps up with a 15″ speaker for bigger, bolder cleans and deeper low end.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts mid frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

FENDER ’68 CUSTOM DELUXE REVERB®

Cranked on countless club stages, this late-’60s Fender legend delivered shimmering reverb, lush vibrato and unbeatable tone—clean or dirty. The ’68 “Vintage Modified” version pushes it further: less negative feedback, a retooled tone stack, and no bright cap—pure rock and blues attitude.



CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.



FENDER ’68 CUSTOM PRINCETON® REVERB

A “Vintage Modified” twist on the late-’60s Fender studio favorite—reduced negative feedback and a reworked tone stack deliver a signature voice tuned for rock and blues.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **REVERB:** Adjusts reverb effect level.
- **SPEED:** Adjusts rate of vibrato effect.
- **INTENSITY:** Adjusts strength of vibrato effect.

Also included as an amp head only.

FENDER BASSBREAKER™

Supercharged tone from the popular modern Bassbreaker 15 model, which takes Fender's classic Bassman sound and breaks the mold with specially voiced tonal flavors. Presented in two versions, with low and medium gain structures.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **BASS:** Adjusts low frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.





FENDER BLUES JUNIOR™

Warm-toned and moderately powered, Fender's Blues Junior is a highly popular 1x12" combo with distinctive preamp gain for incredibly satisfying overdriven tone.

CONTROLS

- **FAT SWITCH:** Boosts midrange preamp gain for more robust overdriven tone.
- **VOLUME:** Adjusts preamp gain. Set lower for cleaner sounds; set higher for more distortion and sustain.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.

FENDER BLUES JUNIOR LTD

Warm-toned and moderately powered, Fender's Blues Junior is a highly popular 1x12" combo with distinctive preamp gain for incredibly satisfying overdriven tone. The Blues Junior LTD has slightly different tone than the standard version due to its Jensen® C12N speaker.



CONTROLS

- **FAT SWITCH:** Boosts midrange preamp gain for more robust overdriven tone.
- **VOLUME:** Adjusts preamp gain. Set lower for cleaner sounds; set higher for more distortion and sustain.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.



FENDER VIBRO-KING®

A powerful modern Fender classic with three 10" speakers, touch-sensitive dynamics and distinctive natural overdrive.

CONTROLS

- **FAT SWITCH:** Boosts midrange preamp gain for more robust overdriven tone.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.

Also included as an amp head only.

BRIT BREAKER

An early British combo voice that combines warm cleans, rich harmonic overdrive and exceptional touch sensitivity. Jumpered channels allow the two voices to be blended together, producing everything from articulate blues tones to thick, sustaining lead sounds.



CONTROLS

- **VOLUME I:** Adjusts overall Bright channel volume.
- **VOLUME II:** Adjusts overall Normal channel volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **SPEED:** Adjusts tremolo effect rate.
- **INTENSITY:** Adjusts tremolo effect strength.

Also included as an amp head only.



UK 30 BRILLIANT

Building on the UK 30 Normal voice, this version adds enhanced top-end detail and expanded tone shaping for greater clarity, sparkle and articulation while retaining the amplifier's responsive feel.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **CUT:** Turn clockwise to decrease higher frequencies; turn counterclockwise to add higher frequencies.

Also included as an amp head only.

UK 30 NORMAL

A British Class A amplifier design known for dynamic response, rich harmonic content and a smooth transition from clean tones to natural overdrive. Equally effective for chiming rhythm work and expressive lead playing.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **CUT:** Turn clockwise to decrease higher frequencies; turn counterclockwise to add higher frequencies.

Also included as an amp head only.





MARKSMAN CH1

The clean channel of a highly versatile U.S. amplifier design, delivering exceptional clarity, tight low-end response and extensive tone-shaping flexibility. Ideal for pristine cleans, edge-of-breakup tones and pedal-based rigs.

CONTROLS

- **VOLUME:** Adjusts preamp gain.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **MASTER:** Adjusts overall volume level.
- **GEQ SWITCH:** Activates the five-band graphic EQ.
- **BRIGHT SWITCH:** Adds a pre-gain high-frequency boost.
- **TREBLE SHIFT SWITCH:** Shifts the frequency affected by the treble control.
- **BASS SHIFT SWITCH:** Adds pre-gain bass frequency boost.
- **DEEP SWITCH:** Adds post-gain bass frequency boost.
- **EQ FADERS:** Vertical EQ fader controls at 80Hz, 240Hz, 750Hz, 2.2kHz and 6.6kHz.

Also included as an amp head only.



JC CLEAN

A solid-state amplifier voice known for exceptional clean headroom, precise articulation and detailed note separation. Particularly well suited for modulation effects, ambient textures and pristine clean tones.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.

Also included as an amp head only.

EVH® 5150III® 50W 6L6 GREEN

Based on the 5150III 50W 6L6 combo's low-gain green channel, which delivers edge-of-breakup clean, glassy blues and classic rock crunch at higher-gain settings. Default cabinet pairing is based on a 1x12 5150 G12H cabinet.

CONTROLS

- **GAIN:** Adjusts overall amplifier gain.
- **VOLUME:** Adjusts overall volume.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts mid frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.





EVH® 5150III® 50W 6L6 BLUE

Based on the 5150III 50W 6L6 combo's medium-gain blue channel, which is ideal for hard rock and metal riffing with plenty of saturation and crunch to spare. Default cabinet pairing is based on a 1x12 5150 G12H cabinet.

CONTROLS

- **GAIN:** Adjusts overall amplifier gain.
- **VOLUME:** Adjusts overall volume.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts mid frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.

EVH® 5150III® 50W 6L6 RED

Based on the 5150III 50W 6L6 combo's high-gain red channel, which is ideal for hard rock and metal riffing with plenty of saturation and crunch to spare. Default cabinet pairing is based on a 1x12 5150 G12H cabinet.

CONTROLS

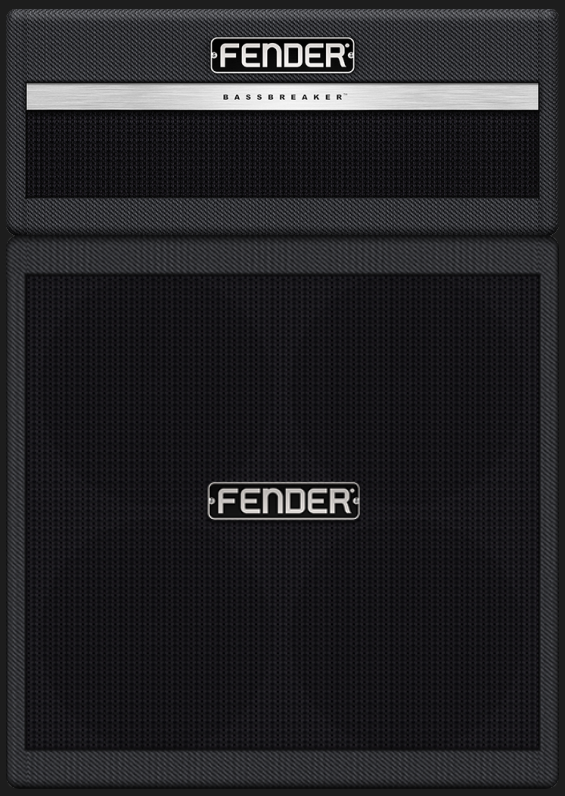
- **GAIN:** Adjusts overall amplifier gain.
- **VOLUME:** Adjusts overall volume.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts mid frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.



AMPLIFIERS: HALF STACKS

FENDER BASSBREAKER™ HIGH



Supercharged tone from the popular modern Bassbreaker 15 model, which takes Fender's classic Bassman sound and breaks the mold with specially voiced tonal flavors. Presented in high-gain structure setting. Default cabinet pairing is a Fender 4x12 model loaded with Celestion® Vintage 30 speakers.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings
- **BASS:** Adjusts low frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.



BRITISH 45

A British amplifier design rooted in the earliest generation of high-powered rock amplifiers. Warm cleans, smooth breakup and strong dynamic response make it equally at home with blues, roots music and classic rock.

CONTROLS

- **VOLUME I:** Adjusts overall Bright channel volume.
- **VOLUME II:** Adjusts overall Normal channel volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

BRITISH PLEXI

A late-'60s British amplifier voice known for dynamic attack, harmonically rich overdrive and the ability to move effortlessly from articulate rhythm tones to saturated lead sounds. Blended channels unlock a wide range of classic rock textures.

CONTROLS

- **VOLUME I:** Adjusts overall Bright channel volume.
- **VOLUME II:** Adjusts overall Normal channelvolume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.





BRITISH 800

A British master-volume amplifier design known for aggressive midrange character, tight low end and immediate attack. Equally capable of punchy rhythm tones and saturated lead sounds, it became a cornerstone of '80s hard rock guitar.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

BRITISH JUBILEE CLEAN

A British amplifier voice that combines impressive clean headroom with focused midrange character and strong note definition. Well suited for dynamic playing styles that require clarity and punch.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume level.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.





BRITISH JUBILEE RHYTHM

Delivers a rich crunch voice with strong articulation, controlled low end and smooth upper-mid presence. Excels at driving rhythm tones that remain clear and defined within a mix.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume level.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

BRITISH JUBILEE LEAD

Focused midrange response, smooth sustain and expressive gain structure make this a natural choice for melodic lead work and singing solo tones.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume level.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.





HIWAY 105

A high-headroom British amplifier voice that delivers bold cleans, exceptional note definition and powerful dynamic response. Cascading the channels expands its range into muscular crunch and overdriven textures.

CONTROLS

- **NORMAL VOLUME:** Adjusts overall normal channel volume.
- **BRIGHT VOLUME:** Adjusts overall bright channel volume.
- **BASS:** Adjusts low frequencies.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.

FBE-100

A modern high-gain amplifier design offering extensive tone shaping, rich harmonic content and exceptional versatility. Capable of everything from articulate rock tones to heavily saturated lead sounds.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **HBE SWITCH:** Gain boost for increased gain and saturation.
- **FAT SWITCH:** Input low-frequency boost that thickens single-coil equipped guitars.
- **C45 SWITCH:** Input treble boost.
- **SAT SWITCH:** Adds gain, compression and saturation for a heavier tone.
- **VCE SWITCH:** Mid-contour that boosts low and high frequencies.

Also included as an amp head only.





EVH® 5150IIIS® 6L6 GREEN

The 5150IIIS 6L6 low-gain green channel delivers edge-of-breakup clean, glassy blues and classic rock crunch at higher-gain settings. Default cabinet pairing is based on a 4x12 EVH 5150IIIS 6L6 cabinet.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **VOLUME:** Adjusts overall volume level.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.

EVH® 5150III S® 6L6 BLUE

The 5150IIIS 6L6 medium-gain blue channel is great for hard rock and metal riffing with plenty of saturation and crunch to spare. Default cabinet pairing is based on a 4x12 EVH 5150IIIS 6L6 cabinet.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **VOLUME:** Adjusts overall volume level.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.





EVH® 5150III S® 6L6 RED

The 5150IIIS 6L6 high-gain red channel is the perfect sound for over-the-top metal shredding, seven-string djenting and searing leadwork. Default cabinet pairing is based on a 4x12 EVH 5150IIIS 6L6 cabinet.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **VOLUME:** Adjusts overall volume level.
- **LOW:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **HIGH:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **RESONANCE:** Adjusts power amp low-frequency response.

Also included as an amp head only.

SOLO 100 OVERDRIVE

A hot-rodded high-gain voice known for fluid sustain, focused mids and responsive attack. Equally comfortable handling blues-influenced lead tones, hard rock rhythm work and modern gain sounds.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume level.
- **BASS:** Adjusts low frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **DEPTH:** Adjusts power amp low-frequency response.

Also included as an amp head only.





TANGERINE RV53

A versatile British amplifier voice that balances thick midrange character, responsive feel and broad gain capability. Covers a wide range of styles from classic rock to contemporary heavy tones.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.

Also included as an amp head only.

MARKSMAN CH2

The lead channel of a highly flexible American amplifier design, delivering articulate attack, singing sustain and extensive tone-shaping control. Particularly effective for precise rhythm work and expressive solos.



CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **MASTER:** Adjusts overall volume level.
- **GEQ SWITCH:** Activates the five-band graphic EQ.
- **BRIGHT SWITCH:** High-frequency boost.
- **TREBLE SHIFT SWITCH:** Shifts frequency affected by treble control.
- **BASS SHIFT SWITCH:** Adds pre-gain bass frequency boost.
- **DEEP SWITCH:** Adds post-gain bass frequency boost.
- **LEAD BRIGHT SWITCH:** Extra high-frequency lead channel boost.
- **EQ FADERS:** Vertical EQ fader controls at 80Hz, 240Hz, 750Hz, 2.2kHz and 6.6kHz.

Also included as an amp head only.



DOUBLE WRECK

A high-gain U.S. amplifier voice with massive low-end response, aggressive distortion character and commanding stage presence. Designed for modern heavy tones while retaining clarity and definition.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **MASTER:** Adjusts overall volume level.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

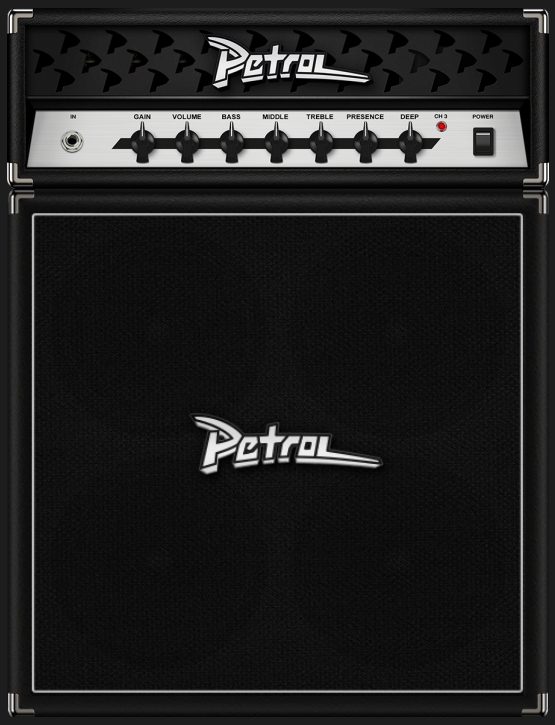
PETROL

A focused high-gain amplifier voice known for tight low-end response, assertive midrange character and excellent note definition under heavy saturation.

CONTROLS

- **GAIN:** Adjusts volume of the preamp section.
- **BASS:** Adjusts low frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.
- **MASTER:** Adjusts overall volume level.

Also included as an amp head only.





UBER

Built for aggressive, high-gain performance, this amplifier delivers enormous low-end authority, powerful attack and exceptional impact for modern rock and metal styles.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **VOLUME:** Adjusts overall volume level.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

Also included as an amp head only.

AMPLIFIERS: BASS AMPS

BASSMAN® TV

From the cult-classic Bassman TV series, this bass combo offers classic Fender tube tone with warmth, bite and the unmistakable low end of a 15″ speaker.

CONTROLS

- **BRIGHT SWITCH:** Provides high-frequency boost.
- **GAIN:** Adjusts preamp level and amount of warm tube distortion.
- **BASS:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **VOLUME:** Adjusts overall volume .
- **DEEP SWITCH:** Provides low-frequency boost.

Also included as an amp head only.





RUMBLE™ 800

Powerful tone, classic style—the Rumble 800 delivers everything Fender bass amps are famous for and then some. Massive headroom, punchy response, three-button voicing and a dynamic overdrive circuit built to handle any style. Default cabinet pairing is with a Fender 4x10 Bassman® Pro Neo model.

CONTROLS

- **BRIGHT SWITCH:** For extra high-frequency boost.
- **CONTOUR SWITCH:** Cuts the mid-frequency and increases low and high frequencies.
- **VINTAGE SWITCH:** Creates a dark tone rich with harmonics and natural compression.
- **OVERDRIVE SWITCH:** Engages overdrive circuit.
- **GAIN:** Adjusts overall amplifier gain.
- **DRIVE:** Adjusts amount of preamp distortion when overdrive is engaged.
- **LEVEL:** Adjusts volume of the built-in Overdrive effect.
- **BASS:** Adjusts low frequencies.
- **LOW MID:** Adjusts low mid frequencies.
- **HIGH MID:** Adjusts high mid frequencies.
- **TREBLE:** Adjusts high frequencies.
- **MASTER:** Adjusts overall volume.

Also included as an amp head only.

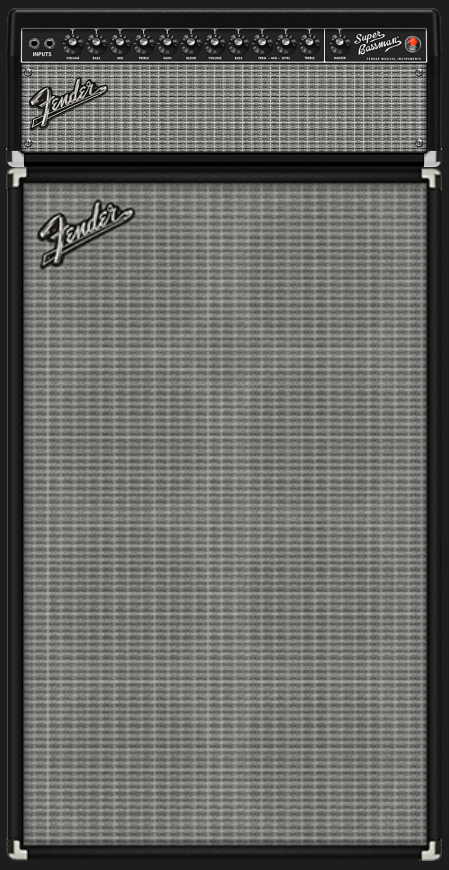
FENDER SUPER BASSMAN® VINTAGE

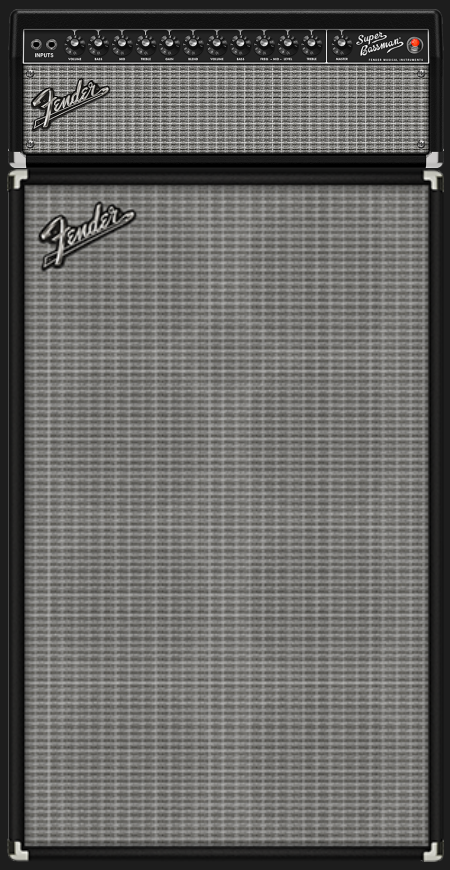
Inspired by the Vintage channel of the Fender Super Bassman head, this all-tube juggernaut is a modern favorite among touring bass players everywhere. The Vintage channel features classic Fender bass clean tone with tons of headroom and robust midrange punch when the volume is cranked. Default cabinet pairing is with a Fender 8x10 Bassman® Pro Neo model.

CONTROLS

- **VOLUME:** Adjusts preamp gain.
- **BASS:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.
- **MASTER:** Adjusts overall volume level.
- **DEEP:** Adds a post-gain bass frequency boost.
- **BRIGHT:** Adds a pre-gain high-frequency boost.

Also included as an amp head only.





FENDER SUPER BASSMAN® OVERDRIVE

Inspired by the Overdrive channel of the Fender Super Bassman head, the Overdrive channel features aggressive but musical overdrive that can be blended with the Clean channel for more definition and articulation. Default cabinet pairing is with a Fender 8x10 Bassman® Pro Neo model.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **BLEND:** Sets clean/overdrive signal proportions.
- **BASS:** Adjusts low frequencies.
- **MID FREQ:** Adjusts midrange frequencies.
- **MID LEVEL:** Adjusts midrange frequency boost level.
- **TREBLE:** Adjusts high frequencies.
- **MASTER:** Adjusts overall volume level.
- **DEEP:** Adds a post-gain bass frequency boost.
- **BRIGHT:** Adds a pre-gain high-frequency boost.

Also included as an amp head only.

SWR REDHEAD

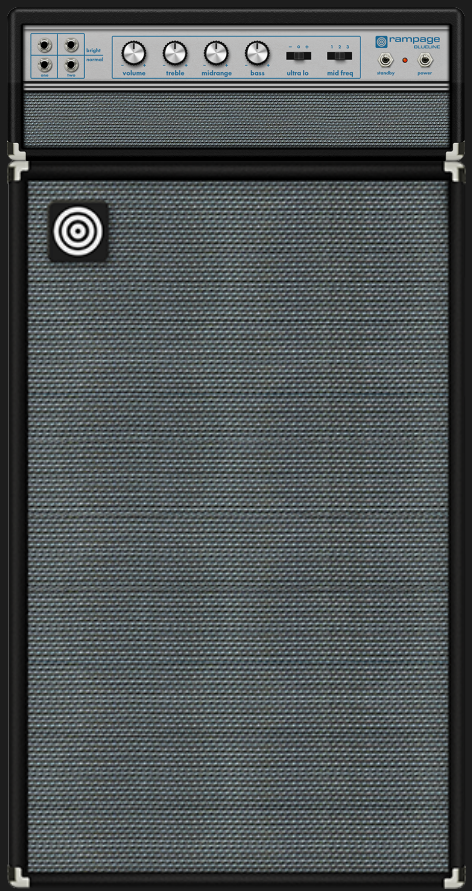
Inspired by the now-classic SWR Redhead, the compact combo that became the go-to for '90s-era funk and jazz bassists who wanted more string articulation and higher sonic fidelity.



CONTROLS

- **GAIN:** Adjusts signal level in preamp stage.
- **ENHANCER:** Brings out fundamental low notes and enhances high-end transients.
- **BASS:** Adjusts low frequencies.
- **MID-LEVEL:** Adjusts midrange frequencies.
- **MID-FREQUENCY:** Adjusts frequency affected by Mid-Level control above.
- **TREBLE:** Adjusts high frequencies.
- **COMPRESSOR:** Adjusts amount of compression; turn clockwise for sustain.
- **MASTER:** Adjusts overall volume level.
- **TURBO SWITCH:** Widens Bass control bandwidth down to 30Hz.
- **TRANSPARENCY SWITCH:** Adjusts EQ shelving point to 4kHz for clearer, more transparent sound.

Also included as an amp head only.



RAMPAGE BLUELINE

A high-powered bass amplifier design that delivers massive low-end authority, strong note definition and the headroom required for demanding stage applications.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **TREBLE:** Adjusts high frequencies.
- **MIDRANGE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **ULTRA LO:** Select Bass Cut, Off or Bass Boost
- **MID FREQ:** Selects the frequency controlled by the Midrange cotrol knob
- **ULTRA HI:** Adds high-frequency boost.

Also included as an amp head only.

’66 FLIP TOP

A studio-favorite bass combo voice known for balanced response, warm low end and natural compression. Its supportive character works equally well for vintage-inspired lines and foundational bass tones.

CONTROLS

- **VOLUME:** Adjusts overall volume.
- **BASS:** Adjusts low frequencies.
- **MID:** Adjusts midrange frequencies.
- **TREBLE:** Adjusts high frequencies.

Also included as an amp head only.





ROCK-BOTTOM 400

A portable bass amplifier design that balances punch, clarity and practicality. Fast transient response and focused mids help bass lines remain defined in a busy mix.

CONTROLS

- **VOLUME:** Adjusts signal level in preamp stage.
- **TREBLE:** Adjusts high frequencies.
- **HI-MID:** Adjusts high midrange frequencies.
- **LOW-MID:** Adjusts low midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **MASTER:** Adjusts overall volume level.
- **LO CUT:** Reduces lower signal frequencies.
- **MID CONTOUR:** Cuts mid-range frequencies and boosts lows and highs.
- **HI BOOST:** Boosts frequencies above 1kHz.
- **BOOST:** Controls amount of boost added to signal.
- **BOOST SWITCH:** Enables boost circuit.

Also included as an amp head only.

AMPLIFIERS: AMP HEADS

All Tone Master Pro combo amplifiers and half stacks are available as amplifier head-only versions; see listings in this guide under COMBO AMPS (pages 2-14) and HALF STACKS (pages 15-23) for control listings and descriptions. Note that the models listed below are available *only* as amp heads.

FENDER ACOUSTASONIC™

For use with piezo-equipped electric and acoustic guitars. Based on the preamp of Fender's award-winning modern Acoustasonic amps, featuring flexible dynamics controls for tailoring rich, warm and full tone to exacting personal preference in any room.



CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.
- **STRING DYNAMICS:** Dynamic tone-shaping filter that tames harsh treble frequencies sometimes caused by piezo acoustic bridge pickups. Turn clockwise to reduce harshness.
- **DYNAMICS FREQUENCY:** Adjusts frequency affected by the STRING DYNAMICS control knob.



STUDIO PREAMP

Direct-to-mixing-desk studio purity with clean, uncolored tonal response.

CONTROLS

- **GAIN:** Adjusts signal level into preamp stage.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **BASS:** Adjusts low frequencies.

TUBE PREAMP

Direct-to-mixing-desk studio purity with increased tube console-like harmonic coloration.

CONTROLS

- **GAIN:** Adjusts signal level into preamp stage.
- **TREBLE:** Adjusts high frequencies.
- **MIDDLE:** Adjusts midrange frequencies.
- **MID FREQ:** Selects frequency affected by MIDDLE control knob.
- **BASS:** Adjusts low frequencies.

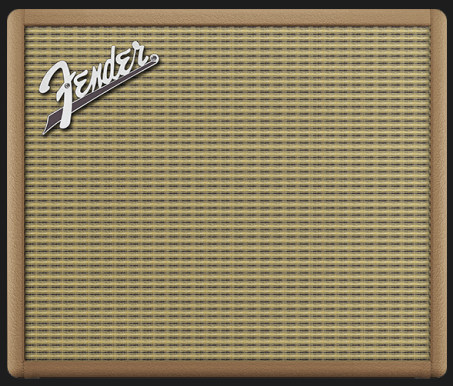


CABINETS



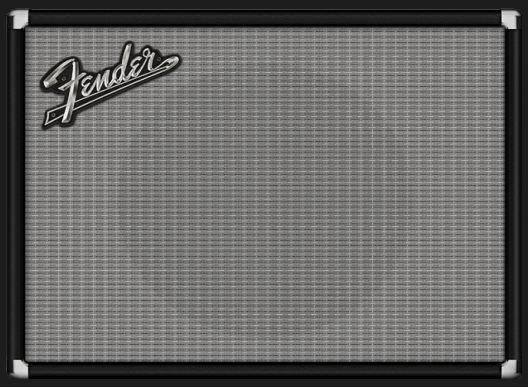
FENDER 1X8 ’57 CHAMP™

Impulse response collection of the ’57 Custom Champ with a single 8″ Alnico Weber® Special Design speaker.



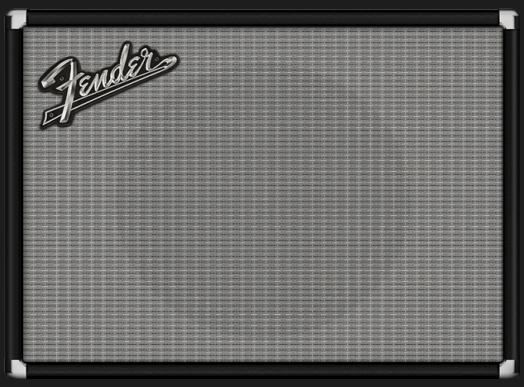
FENDER 1X10 ’62 PRINCETON® C10R

Impulse response collection of the ’62 Princeton, an early-’60s favorite with the woody tone of a single 10″ Jensen® C10R speaker.



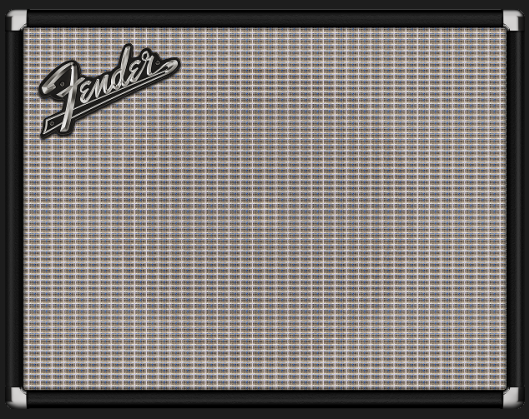
FENDER 1X10 ’65 PRINCETON® C10R

Impulse response collection of the ’65 Princeton, a mid-’60s Fender studio favorite with the snappy tone of a single 10″ Jensen® C10R speaker.



FENDER 1X10 ’65 PRINCETON® GB

Impulse response collection of a Fender Princeton Reverb cabinet with a 10″ Celestion® G10 Greenback speaker.



FENDER 1X10 ’68 PRINCETON®

Impulse response collection of a Fender ’68 Custom Princeton Reverb cabinet with a 10″ Celestion® Ten 30 speaker.



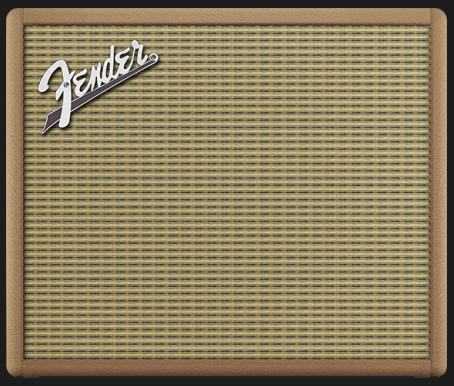
1X12 ’57 DELUXE FENDER

Impulse response collection of the ’57 Custom Deluxe cabinet, with one 12″ Eminence® “Special Design” alnico speaker.



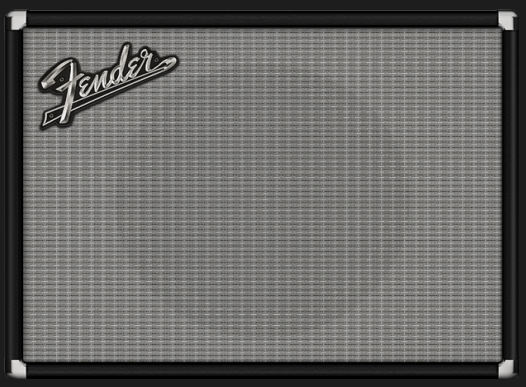
FENDER 1X12 ’57 DELUXE ALNICO BLUE

Impulse response collection of the ’57 Custom Deluxe cabinet, with one 12” Celestion® Blue alnico speaker.



FENDER 1X12 ’62 PRINCETON® CS

Impulse response collection of the ’62 Princeton, with a modified cabinet featuring a single 12” Eminence® Special Design speaker.



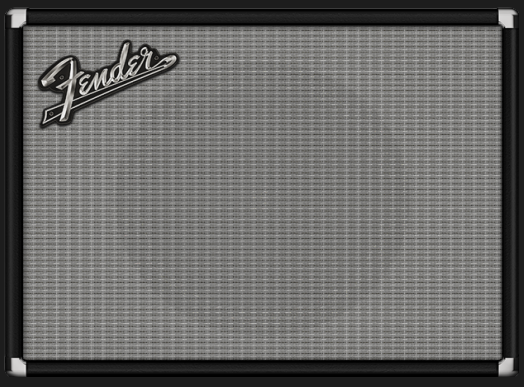
FENDER 1X12 ’65 DELUXE C12K

Impulse response collection of the 1x12 cabinet of the Fender ’65 Deluxe Reverb® with a Jensen® C12K speaker.



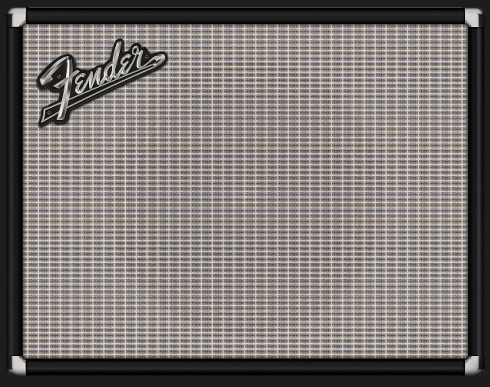
FENDER 1X12 ’65 DELUXE CREAMBACK

Impulse response collection of a Fender ’65 Deluxe Reverb with a single 12” Celestion® Creamback speaker.



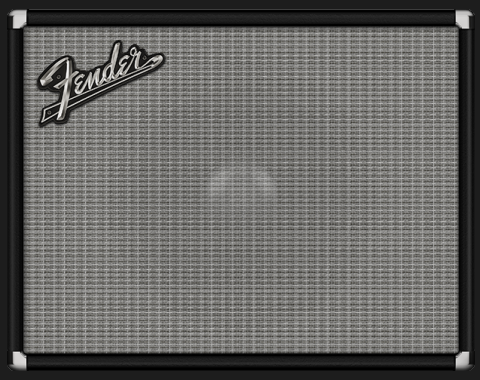
FENDER 1X12 ’65 DELUXE GB

Impulse response collection of a Fender ’65 Deluxe Reverb cabinet with a 12” Celestion® G12M Greenback speaker.



FENDER 1X12 ’68 DELUXE

Impulse response collection of a Fender ’68 Custom Deluxe Reverb cabinet with a 12” Celestion® V-Type speaker.



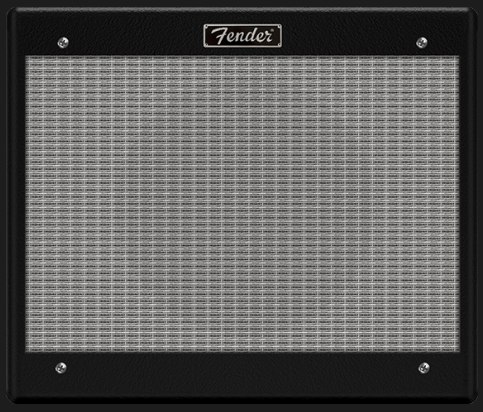
FENDER 1X12 DELUXE D120

Impulse response collection of the ’65 Deluxe Reverb cabinet, with one 12″ JBL® D120F speaker.



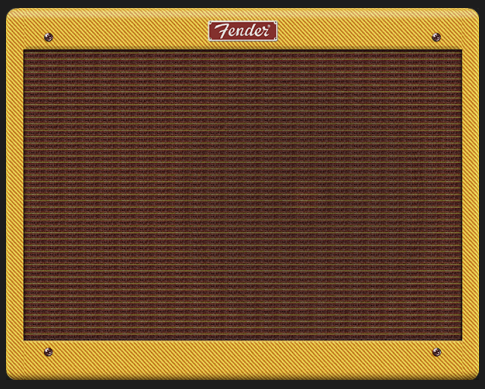
FENDER 1X12 BASSBREAKER™

Impulse response collection of Fender’s open-back Bassbreaker 15 cabinet with a single 12″ Celestion® V-Type speaker.



FENDER 1X12 BLUES JUNIOR™ A-TYPE

Impulse response collection of the Fender Blues Junior open-back cabinet with a single 12″ Celestion® A-Type speaker.



FENDER 1X12 BLUES JUNIOR LTD C12N

Impulse response collection of the Fender Blues Junior open-back cabinet with a single 12″ Jensen® C12N speaker, here with a vintage tweed cabinet.



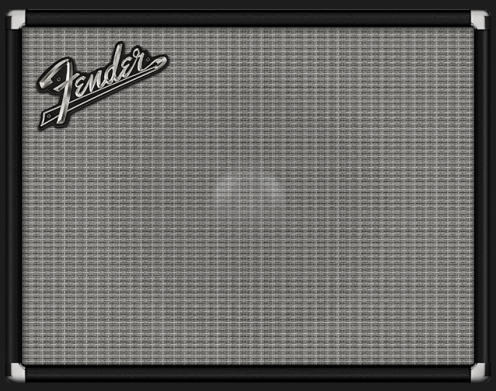
1X12 EVH® 5150 G12H

Impulse response collection of an EVH 5150III 6L6 closed-back cabinet with a 12″ Celestion® EVH G12H 30W Anniversary speaker.



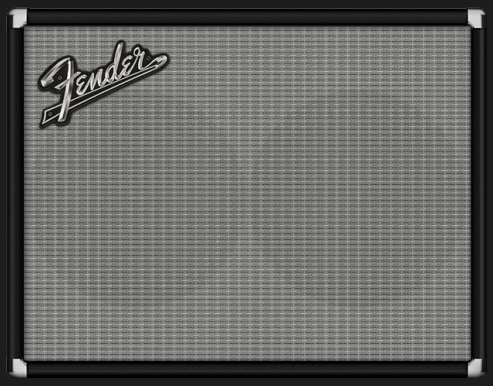
1X12 MEGA EV

Impulse response collection of an open-back 1x12 cabinet known for exceptional clarity, extended headroom and strong note definition, paired with a single 12″ EVM12L speaker.



FENDER 1X15 CUSTOM TWIN

Impulse response collection of a Fender ’65 Twin Reverb® cabinet with a 15” Eminence® Special Design speaker.



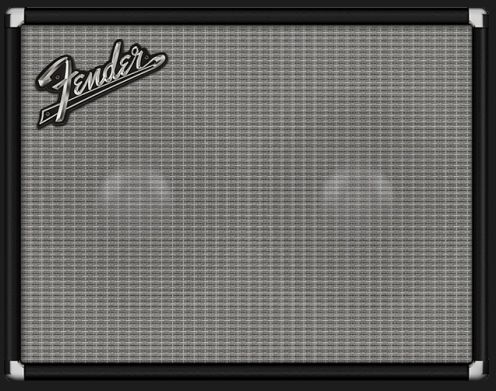
FENDER 2X12 ’65 TWIN C12K

Impulse response collection of the 2x12 Fender Twin Reverb® with a pair of Jensen® C12K speakers.



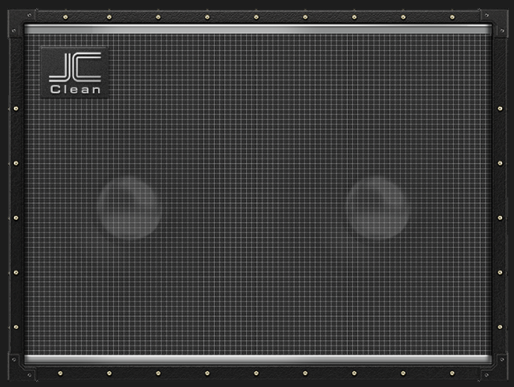
FENDER 2X12 ’65 TWIN CREAMBACK

Impulse response collection of the 2x12 Fender Twin Reverb® with Celestion® Creamback speakers, featured here with blonde viny covering.



FENDER 2X12 TWIN D120

Impulse response collection of the ’65 Twin Reverb cabinet, with two 12” JBL® D120F speakers.



2X12 JC

Impulse response collection of a 2x12 open-back combo cabinet known for pristine clean tones, detailed articulation and expansive spatial character.



2X12 BRITISH ALNICO 100

Impulse response collection of a British open-back 2x12 cabinet known for rich harmonic detail, dynamic response and the spacious character associated with Celestion® 100 alnico speakers.



2X12 BRITISH GREENBACK

Impulse response collection of a British open-back 2x12 cabinet that combines warm midrange character, smooth high-end response and the familiar feel of Celestion® G12M Greenback speakers.



2X12 BRITISH JUBILEE

Impulse response collection of a closed-back British 2x12 cabinet that delivers focused mids, tight low-end response and strong projection through Celestion® G12-75 speakers.



2X12 UK30 ALNICO BLUE

Impulse response collection of a British Class A-style 2x12 open-back cabinet that delivers articulate highs, rich harmonic complexity and exceptional touch sensitivity through Celestion® Alnico Blue speakers.



2X12 UK30 GREENBACK

Impulse response collection of a British Class A-style 2x12 open-back cabinet that balances chime, warmth and punch with a pair of Celestion® Greenback speakers.



FENDER 2X12 VIBRO-KING V30

Impulse response collection of the Fender Vibro-King closed-back extension cabinet with two 12″ Celestion® Vintage 30 speakers.

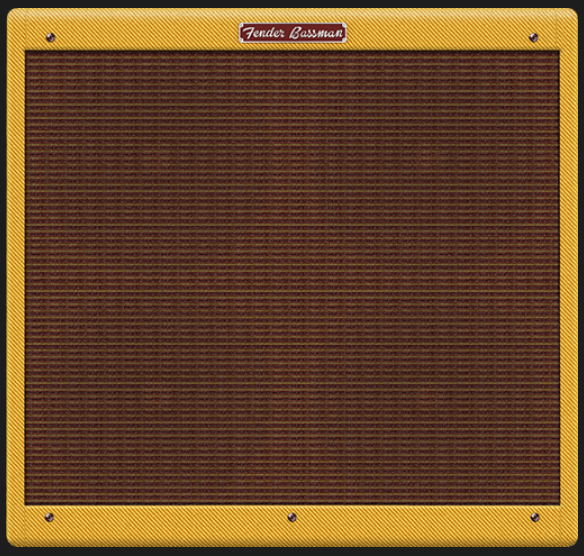


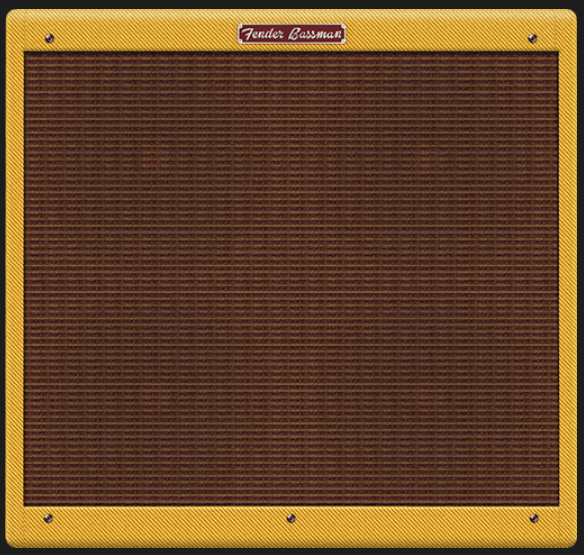
FENDER 3X10 VIBRO-KING®

Impulse response collection of the Fender Vibro-King cabinet with three 10″ Jensen P10R speakers.

FENDER 4X10 ’59 BASSMAN®

Impulse response collection of the Fender ’59 Tweed Bassman with four 10” Jensen® P10R speakers.



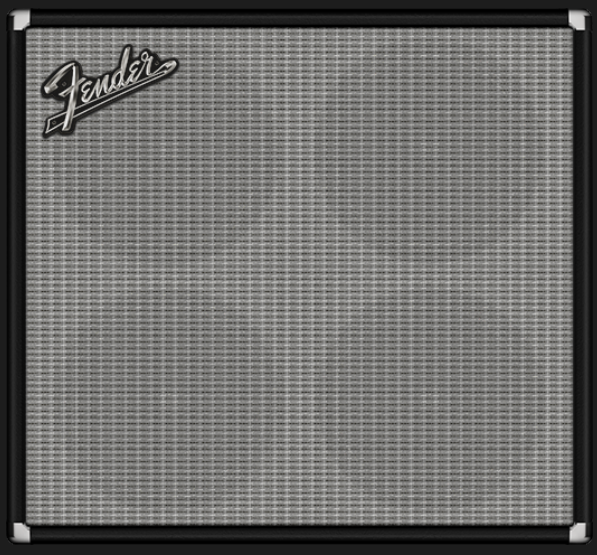


FENDER 4X10 ’59 BASSMAN GREENBACK

Impulse response collection of the Fender ’59 Bassman, with four Celestion® G10 Greenback speakers.

FENDER 4X10 ’65 SUPER REVERB®

Impulse response collection of the Fender Super Reverb cabinet with four 10” Jensen® P10R speakers.



4X12 BASSBREAKER™ V30

Impulse response collection of a Fender closed-back Bassbreaker cabinet with a four 12″ Celestion® Vintage 30 speakers.





4X12 BRITISH ALNICO 100

Impulse response collection of a British slant 4x12 cabinet that combines broad frequency response, strong projection and rich harmonic detail from four Celestion® 100 alnico speakers.

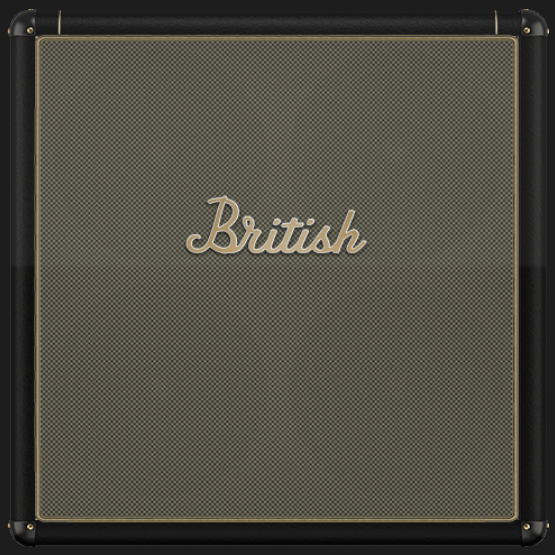
4X12 BRITISH BLACKBACK

Impulse response collection of a vintage late-'70s British 4x12 cabinet known for aggressive attack, woody mids and the distinctive character of four Rola Celestion® 30W Blackback speakers.



4X12 BRITISH GREENBACK

Impulse response collection of a tall British 4x12 cabinet that delivers warm mids, dynamic response and the familiar character of four Celestion® Greenback speakers.





4X12 BRITISH G12H

Impulse response collection of a British slant 4x12 cabinet known for tight low-end response, articulate highs and strong projection through four Celestion® G12H speakers.

4X12 BRITISH G65

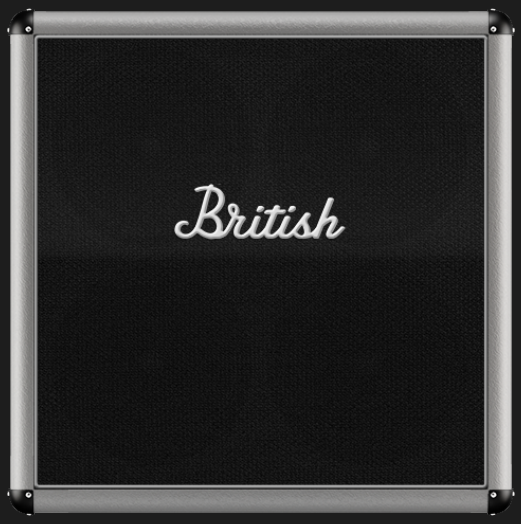
Impulse response collection of a British slant 4x12 cabinet that offers balanced response, smooth upper mids and excellent versatility through four Celestion® G12-65 speakers.



4X12 BRITISH V30

Impulse response collection of a British slant 4x12 cabinet that combines focused mids, powerful projection and the assertive character of four Celestion® Vintage 30 speakers.





4X12 BRITISH JUBILEE V30

Impulse response collection of a late-'80s British 4x12 cabinet that delivers tight lows, focused mids and excellent cut with four Celestion® Vintage 30 speakers.

4X12 BRITISH T75

Impulse response collection of a late-'80s British 4x12 cabinet that emphasizes punch, clarity and high-volume performance through four Celestion® G12T75 speakers.



4X12 EVH® 5150IIIS

Impulse response collection of the closed-back EVH 5150 IIIS 4x12 cabinet with Celestion® G12 EVH 20W speakers.





4X12 FREEMAN GREENBACK

Impulse response collection of a modern closed-back 4x12 cabinet that combines warm mids, responsive feel and classic British-inspired character through four Celestion® Greenback speakers.

4X12 FREEMAN V30

Impulse response collection of a modern closed-back 4x12 cabinet that delivers tight low-end response, focused projection and excellent definition with Celestion® Vintage 30 speakers.



4X12 HIWAY

Impulse response collection of a British 4x12 cabinet known for broad headroom, strong note definition and the articulate response of four Fane® speakers.





4X12 MEGA SHADOW

Impulse response collection of a mid-'80s half-back 4x12 cabinet known for balancing open, airy response with focused low-end punch, captured through Vintage Black Shadow speakers.

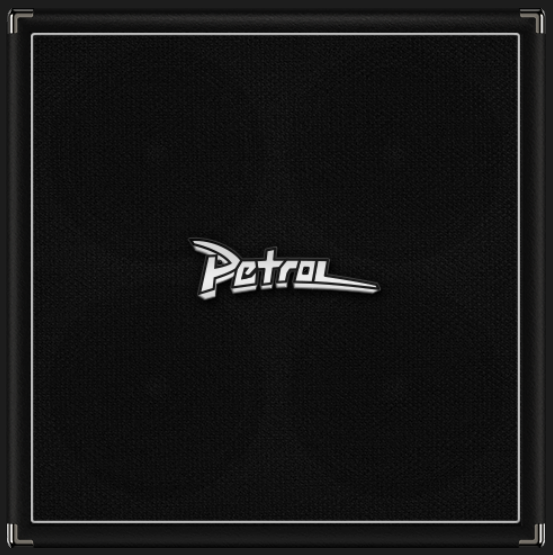
4X12 MEGA V30

Impulse response collection of an oversized closed-back 4x12 cabinet that delivers massive low-end response, powerful projection and exceptional clarity through four Celestion® Vintage 30 speakers.



4X12 PETROL V30

Impulse response collection of a modern high-gain 4x12 cabinet that combines tight lows, focused mids and outstanding clarity through four Celestion® V30 speakers.





4X12 SOLO G12H

Impulse response collection of a slant 4x12 cabinet known for articulate attack, focused projection and excellent note separation through four Celestion® G12H30 speakers.

4X12 TANGERINE V30

Impulse response collection of a straight-front British 4x12 cabinet that delivers thick mids, strong low-end response and commanding projection through four Celestion® Vintage 30 speakers.



4X12 UBER T75

Impulse response collection of a performance-focused 4x12 cabinet that emphasizes tight response, articulate highs and excellent note definition through Celestion® G12T75 speakers.



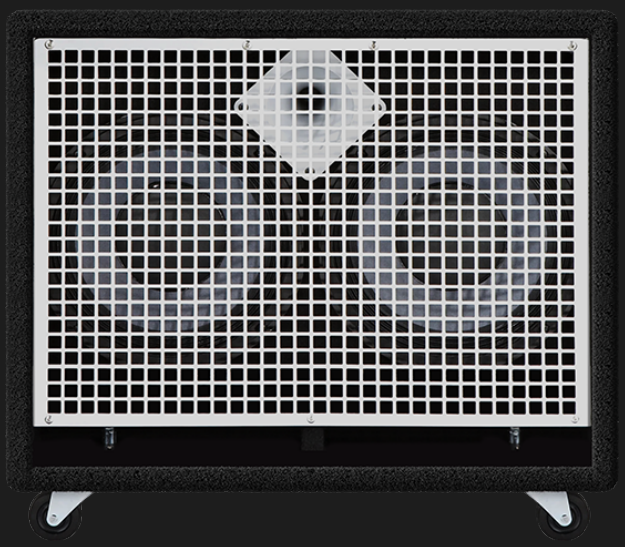


4X12 UBER V30

Impulse response collection of a performance-focused 4x12 cabinet that delivers powerful low-end response, strong projection and aggressive midrange character through Celestion® Vintage 30 speakers.

2X10 SWR® REDHEAD™

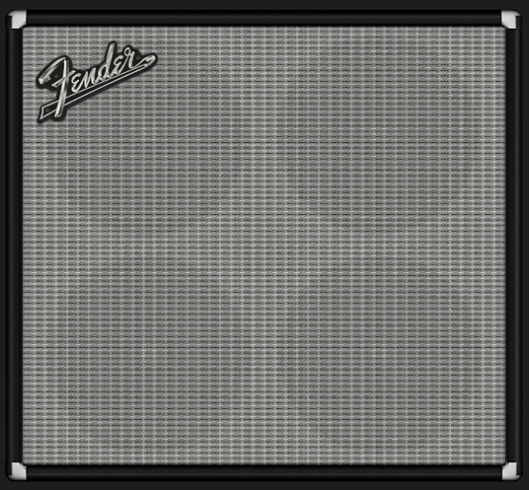
Impulse response collection of the SWR Redhead combo, with two 10" Eminence® speakers.





4X10 ROCK BOTTOM

Impulse response collection of a bass cabinet known for fast transient response, focused mids and the punch required for articulate stage performance.

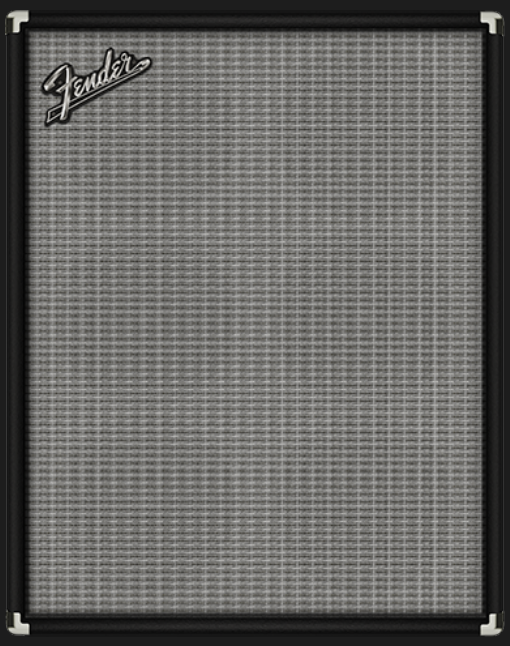


FENDER 4X10 BASSMAN® PRO NEO

Impulse response collection of the Fender Bassman 410 cabinet, with four 10" Eminence® Special Design neodymium speakers.

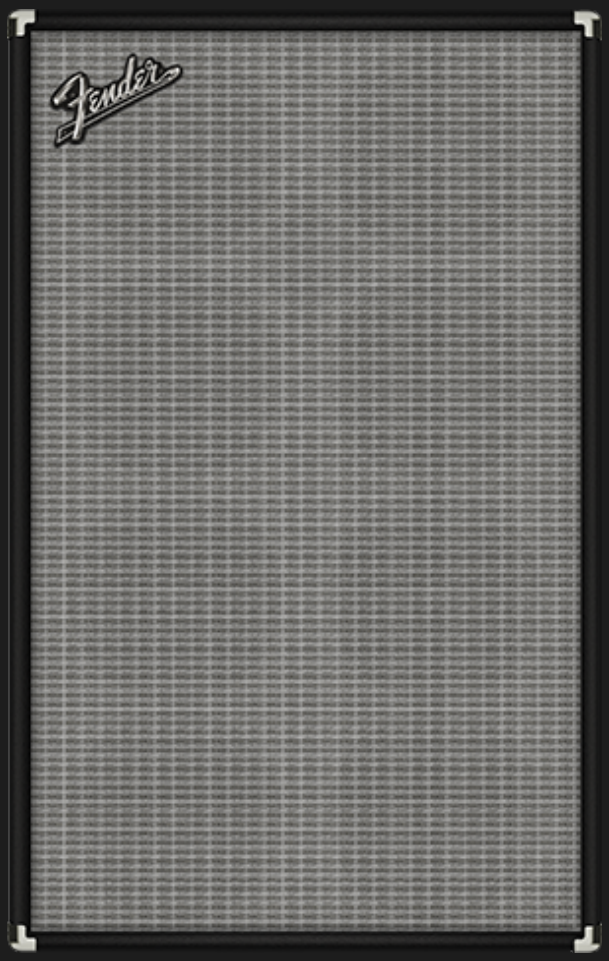
FENDER 6X10 BASSMAN® PRO NEO

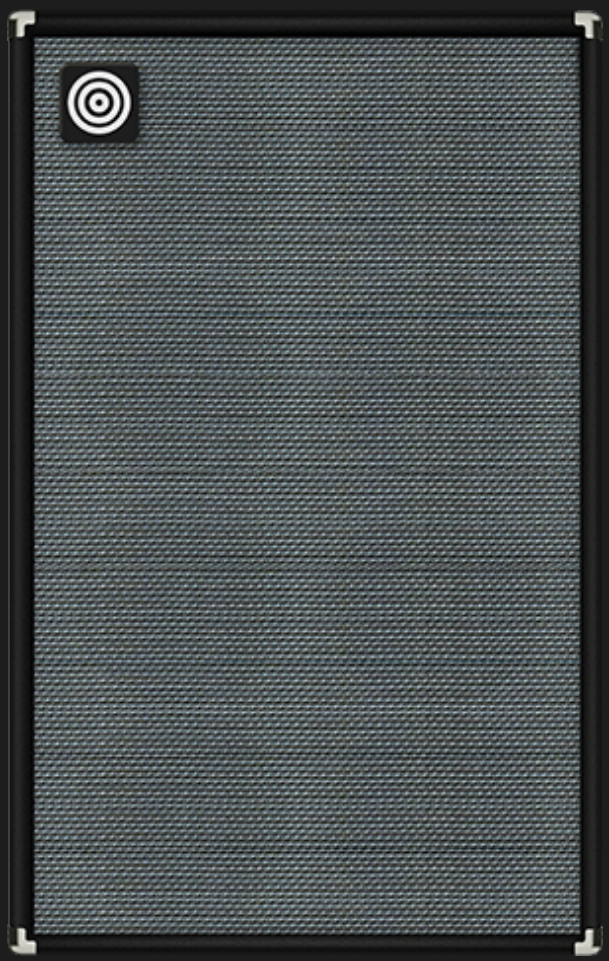
Impulse response collection of the Bassman cabinet, with six 10" Eminence® neodymium speakers.



FENDER 8X10 BASSMAN® PRO NEO

Impulse response collection of the Fender Bassman 810 cabinet, with eight 10″ Eminence® Special Design neodymium speakers.



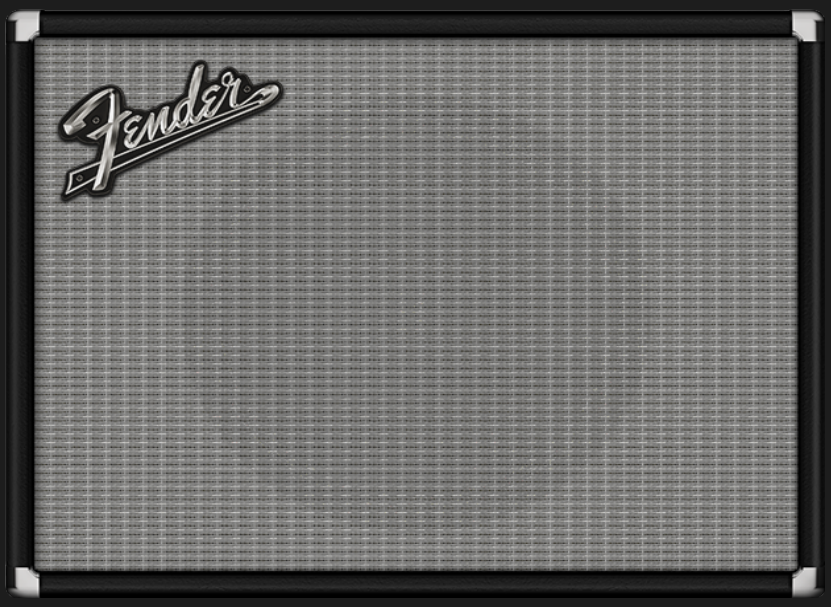


8X10 RAMPAGE BASS

Impulse response collection of a large-format bass cabinet that delivers substantial low-end authority, strong projection and the immediate response associated with eight vintage 10″ speakers.

FENDER 1X15 BASSMAN® PRO NEO

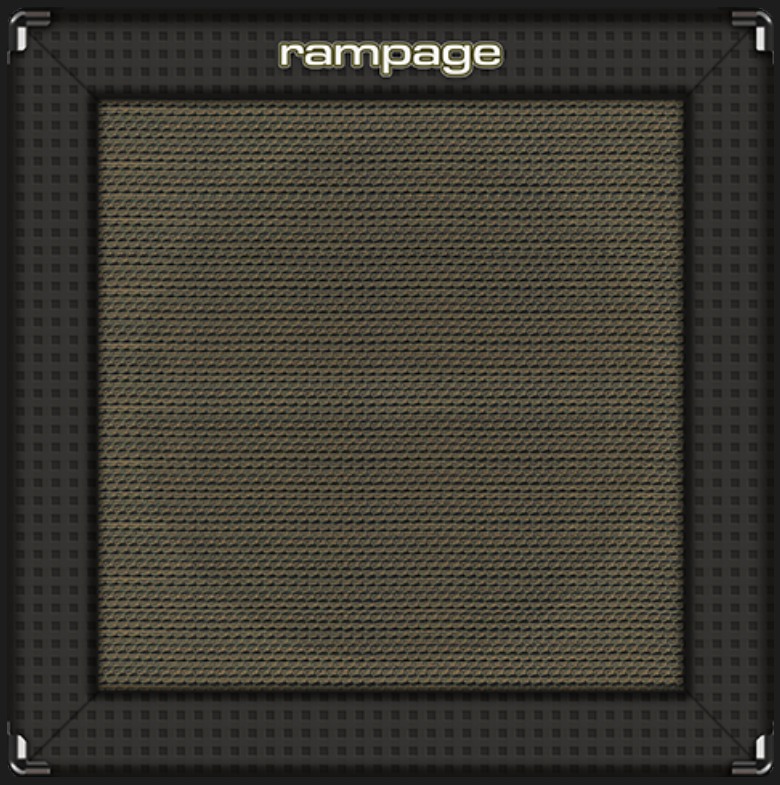
Impulse response collection of the Fender Bassman 115 cabinet, with one15" Eminence® Special Design neodymium speaker.





FENDER 1X15 BASSMAN® TV

Impulse response collection of the Fender Bassman TV 15 cabinet, with one 15" Celestion® speaker.



1X15 RAMPAGE BASS

Impulse response collection of a classic bass cabinet known for warm lows, smooth response and the supportive character of a traditional 15″ CTS speaker.

EFFECTS: STOMPBOX

BOOST

Simple pedal that offers up to +10dB of pure clean boost.

CONTROLS

- **LEVEL:** Adjusts overall signal output strength.





INTEGRATOR BOOST

Adds clarity, attack and front-end gain while tightening low-end response. Particularly effective for pushing high-gain amplifiers into more focused and articulate territory.

CONTROLS

- **TREBLE:** Adjusts high frequencies.
- **BASS:** Adjusts low frequencies.
- **VOLUME:** Adjusts overall signal output strength.

GRUNT BOOST

Delivers substantial front-end gain with a tighter low end and more immediate attack. Designed for aggressive modern tones where precision and impact are essential.

CONTROLS

- **GRUNT:** Adjusts overall signal output strength.





RANGER BOOST

Emphasizes upper-mid and treble frequencies, adding bite, presence and harmonic complexity. A natural '60s-era fit for driving an amplifier into expressive overdrive.

CONTROLS

- **LEVEL:** Boosts the signal and treble frequencies.

SDD-BOOST

Combines clean gain with added punch, clarity and note definition. Particularly useful as an always-on tone enhancer or front-end boost.

CONTROLS

- **INPUT:** Adjusts input signal level.
- **OUTPUT:** Adjusts output signal level.
- **LEVEL:** Adjusts overall circuit gain.





XO BOOST

Adds subtle coloration, harmonic richness and enhanced presence while preserving the core voice of the instrument and amplifier.

CONTROLS

- **BOOST:** Provides +3dB of additional gain.
- **BRIGHT:** Adds brightness to the signal.
- **GAIN:** Adjusts signal distortion amount.

ROCKBOX 100

Produces polished, compressed tones with built-in ambience and modulation options. Excels at layered rhythm sounds, direct recording and expansive lead textures. For most authentic results, use without an amp or cab block, but feel free to experiment.

CONTROLS

- **MODE:** Clean 2, Clean 1, Edge, Distortion
- **VOLUME:** Adjusts overall signal output strength.
- **INPUT GAIN:** Adjusts overall signal input strength, resulting in more compression.
- **EFFECTS:** Controls which stereo chorus and stereo echo effects are active. Options are: Off, Chorus, Echo, Chorus + Echo.





BLUES MAKER

Delivers smooth breakup, open dynamics and a highly responsive feel. Equally effective for edge-of-breakup rhythm tones and expressive lead work.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **TONE:** Adjusts tonal color.
- **VOLUME:** Adjusts overall loudness.
- **VERSION SWITCH:** Selects between Version 1 (warmer) and Version 2 (brighter) overdrive variations.

ROYAL TONE

Offers a broad gain range from clean boost to full distortion. Strong dynamics and rich harmonics make it adaptable across a wide variety of styles.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **TONE:** Adjusts tonal color.
- **PRESENCE:** Adjusts high frequencies.
- **VOLUME:** Adjusts overall loudness.
- **MODE SWITCH:** Select among Boost, Overdrive and Distortion modes.





ENCHANTER

Preserves note definition and picking dynamics while adding harmonic richness and light breakup. Equally effective as a low-gain drive or tone-shaping boost. Bonus points if you caught the Python reference.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **BASS:** Adjusts low frequencies.
- **TREBLE:** Adjusts high frequencies.
- **VOLUME:** Adjusts overall volume level.
- **BOOST SWITCH:** Extra gain increase.

GREENBOX 8

Emphasizes midrange presence and smooth saturation, making it ideal for tightening low end and pushing an amplifier into singing sustain.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **TONE:** Adjusts amount of high-frequency "contour". Lower settings are mellower; higher settings have more treble and bite.
- **LEVEL:** Adjusts distorted signal output level without changing normal signal level.
- **BLEND:** Adjusts mix of clean and overdriven signals. Set to full clockwise for full effect.





GREENBOX 10

Builds on the familiar mid-focused overdrive formula with added clarity, articulation and flexibility.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **TONE:** Adjusts overall tonal color.
- **LEVEL:** Adjusts overall signal output strength.
- **BASS SWITCH:** Increases amount of low frequencies.
- **BLEND:** Adjusts clean/overdrive signal mix. Set to full clockwise for full effect.

LIGHTYEAR

Captures the feel of a responsive amplifier operating at its sweet spot, with natural breakup, dynamic touch response and excellent note separation.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **LOUDNESS:** Adjusts overall signal output strength.
- **FREQ:** Adjusts overall tonal color.





PINIONS

Delivers clear, harmonically rich overdrive with multiple clipping textures ranging from smooth and open to focused and aggressive.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **MODE SWITCH:** Switches among three different clipping modes: Symmetrical LED, Asymmetrical silicon and no clipping.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts overall tonal color.

RUNES

Adds harmonics, character and drive while maintaining low-end authority. Designed for bass players who want saturation without sacrificing definition.

CONTROLS

- **GAIN:** Adjusts amount of signal distortion.
- **MODE SWITCH:** Switches among three different clipping modes: Symmetrical LED, Asymmetrical silicon and no clipping.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts overall tonal color.





SAPPHIRE DRIVE

Combines warm breakup, strong touch sensitivity and amplifier-like response. Well suited for expressive rhythm playing and dynamic lead tones.

CONTROLS

- **GAIN:** Adjusts amount of signal distortion.
- **TONE:** Adjusts balance between treble and bass frequencies, shaping the overall brightness or warmth of the sound.
- **LEVEL:** Adjusts overall output level.

MYTHIC DRIVE

Combines strong note definition, extended headroom and rich harmonic content. Works equally well as a clean boost, low-gain overdrive or front-end tone enhancer.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typicallyadding distortion at higher settings.
- **TREBLE:** Adjusts high frequencies.
- **OUTPUT:** Attenuates the output signal.





MYTHIC DRIVE II

Offers the same articulate response and harmonic richness with a slightly different gain structure and tonal balance.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **TREBLE:** Adjusts high frequencies.
- **OUTPUT:** Attenuates the output signal.

NASHVILLE OVERDRIVE

Delivers a full-bodied overdrive voice with broad frequency response, rich mids and excellent note separation.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **SPECTRUM:** A special tone control that affects highs and low-mids.
- **BASS CUT SWITCH:** Reduces bass for tighter low-end response.





TUBE OD

Produces smooth sustain, rich harmonics and tube-like compression. Extensive controls deliver tones ranging from subtle warmth to saturated lead sounds.

CONTROLS

- **DRIVE:** Adjusts amount of distortion generated by virtual tube stage.
- **LEVEL:** Adjusts overall output level.
- **HIGH:** Adjusts tone of higher frequencies.
- **LOW:** Adjusts tone of lower frequencies.
- **BIAS:** Adjusts virtual tube bias voltage, which helps tailor amount of asymmetric clipping in tube stage.
- **TUBE SWITCH:** Select 12AT7 for slightly more gain and smoother, earlier breakup than 12AX7.

SUPERDRIVE

Combines smooth overdrive, focused mids and responsive dynamics. Especially effective for tightening low end and enhancing sustain.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts amount of high-frequency "contour". Lower settings are mellower; higher settings have more treble and bite.





ORANGEBOX

Produces focused distortion with strong attack and a wide range of tones from gritty crunch to saturated lead sounds.

CONTROLS

- **DISTORTION:** Adjusts distortion intensity.
- **TONE:** Cuts bass (right) and treble (left) frequencies.
- **LEVEL:** Sets the output loudness.

HARD-CLIP DISTORTION

Delivers raw, direct distortion with strong sustain and immediate attack. Simple controls make it easy to dial in classic distortion textures.

CONTROLS

- **DISTORTION:** Adjusts amount of distortion.
- **OUTPUT:** Adjusts output signal level.





MAXIMUS DRIVE

A highly flexible high-gain voice with extensive tone shaping, powerful saturation and excellent note definition.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **RESONANCE:** Adjusts low-frequency preamp gain.
- **LEVEL:** Adjusts overall level.
- **BASS:** Sets lower-frequency tone; set to noon for no boost/cut.
- **TREBLE:** Sets higher-frequency tone; set to noon for no boost/cut.
- **PRESENCE:** Sets ultra-high-frequency tone; set to noon for no boost/cut.
- **MID LEVEL:** Sets mid-frequency level; set to noon for no boost/cut.
- **MID FREQ:** Selects frequency controlled by MID LEVEL control.
- **BOOST LEVEL:** Sets amount of effect when BOOST switch is engaged.
- **BOOST SWITCH:** Provides added gain and saturation.

PUGILIST DISTORTION

Modern Fender distortion effect with two separate distortion "engines" that can be blended together or used in series.

CONTROLS

- **GAIN A:** Sets amount of preamp signal overdrive for Gain A.
- **TONE A:** Adjusts tonal color of Gain A.
- **LEVEL:** Adjusts overall signal output strength.
- **GAIN B:** Sets amount of preamp signal overdrive for Gain B.
- **TONE B:** Adjusts tonal color of Gain B.
- **BLEND:** Adjusts Gain A/Gain B mix. Full; counterclockwise is Gain A only; full clockwise is Gain B only.
- **MODE SWITCH:** Blend Gain A with Gain B or link them in series.
- **BASS BOOST SWITCH:** Emphasizes lower frequencies.





CSD (COMIC SANS DRIVE)

Produces amplifier-like overdrive with strong touch sensitivity, rich harmonics and a broad gain range.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **FILTER SWITCH (HP/LP):** Increases the low end, overdrive, volume and upper mid frequencies in HP mode.
- **LEVEL:** Adjusts signal output volume.
- **TONE:** Adjusts overall tonal color.

NAMASTE DRIVE

Combines smooth gain, harmonic complexity and responsive dynamics. Designed to reward nuanced playing while maintaining clarity and articulation.

CONTROLS

- **GAIN:** Adjusts amount of signal distortion.
- **VOLUME:** Adjusts overall output level.
- **TONE:** Adjusts balance between treble and bass frequencies, shaping the overall brightness or warmth of the sound.
- **VOICE:** Adjusts gain of midrange and treble frequencies. Lower settings have more apparent low end and less gain; higher settings provide tighter low end with more gain on tap.





ROCKET MAN

Delivers warm overdrive, smooth sustain and rich midrange character. Excels at fluid lead tones and dynamic rhythm work.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **TREBLE:** Adjusts high frequencies.
- **DEEP:** Adjusts low frequencies.

RODENT

Delivers focused distortion with strong midrange presence, excellent sustain and a filter control that ranges from bright and cutting to dark and aggressive.

CONTROLS

- **DISTORTION:** Adjusts amount of distortion effect.
- **FILTER:** Turn clockwise to attenuate high frequencies.
- **VOLUME:** Adjusts overall loudness.





BIG APPLE FUZZ

Produces thick sustain, powerful low-end response and a broad wall-of-sound character that excels at soaring lead tones and oversized rhythm textures.

CONTROLS

- **SUSTAIN:** Adjusts amount of sustain and distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts overall tonal color.
- **BLEND:** Adjusts mix of fuzz and clean signals. Set to full clockwise for full effect.
- **MIDS (CUT, FLAT, BOOST):** Adjusts midrange tonal color.

BIG GREEN FUZZ

Produces massive low-end response, thick saturation and authoritative fuzz textures that remain powerful in a full mix.

CONTROLS

- **SUSTAIN:** Adjusts amount of sustain and distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts overall tonal color.
- **BLEND:** Adjusts mix of clean and overdriven signals.
- **MIDS:** Adjusts midrange tonal color.





BIG HORN FUZZ

Combines rich sustain, singing lead tones and enhanced articulation for a focused yet expansive fuzz voice.

CONTROLS

- **SUSTAIN:** Adjusts amount of sustain and distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **TONE:** Adjusts overall tonal color.
- **BLEND:** Adjusts mix of fuzz and clean signals. Set to full clockwise for full effect.
- **MIDS:** Adjusts midrange tonal color.

ROUND FUZZ (GERMANIUM)

Delivers warm, responsive fuzz with excellent cleanup from the guitar's volume control and a highly expressive feel.

CONTROLS

- **FUZZ:** Controls amount of fuzz produced.
- **VOLUME:** Adjusts overall loudness.





ROUND FUZZ (SILICON)

Offers increased output, sharper attack and a more aggressive edge while retaining the character of a traditional fuzz circuit.

CONTROLS

- **FUZZ:** Controls amount of fuzz produced.
- **VOLUME:** Adjusts overall loudness.

VARI FUZZ

A versatile fuzz capable of moving from focused and articulate to thick and unruly, with multiple filter options for shaping its overall character.

CONTROLS

- **GAIN:** Adjusts signal level in preamp stage, typically adding distortion at higher settings.
- **LEVEL:** Adjusts overall signal output strength.
- **FILTER:** Offers six tone-shaping options from tight and cutting to thick and fuzzy.





OCTAVE FUZZ

Blends saturated fuzz with upper-octave harmonics for cutting lead tones, psychedelic textures and distinctive vintage-inspired sounds.

CONTROLS

- **BOOST:** Adjusts amount of fuzz and harmonics.
- **VOLUME:** Adjusts overall loudness.
- **OCTAVE SWITCH:** Activates upper octave effect.

OCTOBOT

This Fender-original octave fuzz provides a synth-like combination of octave-down effect plus octave-up fuzz.

CONTROLS

- **DIRECT:** Adjusts dry signal level.
- **DOWN:** Adjusts octave-down signal level.
- **SIZZLE:** Adjusts octave-up fuzz signal level.





BASS OVERDRIVE

Adds warmth, harmonics and drive while preserving low-end clarity and punch. Equally effective for subtle enhancement or heavily saturated bass tones.

CONTROLS

- **DRIVE:** Adjusts amount of signal distortion.
- **LEVEL:** Adjusts overall signal output strength.
- **BLEND:** Adjusts clean/overdrive signal mix. Set to full clockwise for full effect.
- **BASS:** Adjusts low frequencies.
- **TREBLE:** Adjusts high frequencies.
- **PRESENCE:** Adjusts ultra-high frequencies.

EFFECTS: MODULATION

ANALOG CHORUS

Adds warmth, width and gentle movement through rich analog-style modulation. Ideal for enhancing clean tones, adding dimension to overdriven sounds and creating lush ambient textures.

CONTROLS

- **RATE:** Adjusts modulation speed.
- **DEPTH:** Adjusts chorus effect intensity.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.





STEREO ANALOG CHORUS

Expands the warm, organic character of Analog Chorus across a wide stereo field, creating spacious modulation and enhanced dimensionality.

CONTROLS

- **RATE:** Adjusts modulation speed.
- **DEPTH:** Adjusts chorus effect intensity.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **STEREO SWITCH:** Toggles between two different stereo width options.

ANALOG BASS CHORUS

Adds movement and harmonic richness while preserving low-end clarity and punch. Voiced specifically for bass applications where note definition remains essential.

CONTROLS

- **RATE:** Adjusts modulation speed.
- **DEPTH:** Adjusts chorus effect intensity.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **LEVEL:** Adjusts overall chorus effect volume and reduces bass frequencies within effect as it's turned up.





CHORUS

Delivers clear, shimmering modulation with adjustable frequency shaping for everything from subtle thickening to expansive chorus textures.

CONTROLS

- **RATE:** Adjusts chorus modulation speed.
- **DEPTH:** Adjusts chorus effect depth.
- **MIX:** Adjusts amount of chorus effect mixed into signal.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **LOW CUT:** Attenuates lower chorus frequencies.
- **HIGH CUT:** Attenuates higher chorus frequencies.

CHORUS STEREO

Combines detailed chorus modulation with adjustable stereo width, producing immersive textures that remain clear and articulate.

CONTROLS

- **RATE:** Adjusts chorus modulation speed.
- **DEPTH:** Adjusts chorus effect depth.
- **MIX:** Adjusts amount of chorus effect mixed into signal.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **LOW CUT:** Attenuates lower chorus frequencies.
- **HIGH CUT:** Attenuates higher chorus frequencies.
- **WIDTH:** Adjusts stereo width of the chorus effect.





3D CHORUS

Creates a sense of depth, width and spatial dimension with four distinct modulation voices ranging from subtle enhancement to expansive stereo textures.

CONTROLS

- **MODE:** Select among four different chorus modulations.

JC CHORUS

Delivers pristine chorus modulation with exceptional clarity, width and note definition. A natural choice for clean tones, ambient textures and modulation-rich sounds.

CONTROLS

- **OUTPUT MODE SWITCH:** Selects mono or stereo chorus.





JC VIBRATO

Produces smooth pitch modulation with a highly polished character. Equally effective for subtle movement, expressive texture and spacious stereo effects.

CONTROLS

- **RATE:** Adjusts vibrato effect speed.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **DEPTH:** Adjusts vibrato effect depth.
- **OUTPUT MODE SWITCH:** Selects mono or stereo vibrato.

TRIPLE-DOUBLE CHORUS

Layers multiple chorus voices to create exceptionally rich width, movement and dimensionality. Particularly effective for polished clean tones and expansive atmospheric textures.

CONTROLS

- **PRESET SWITCH:** Activates a classic slow chorus effect; turn Manual Switch off for best results (Rate and Depth controls become non-functional).
- **MANUAL SWITCH:** Activate to manually select rate and depth for all three chorus effects; turn Manual Switch off for best results
- **RATE:** Adjusts chorus speed when Manual Switch is on.
- **L DEPTH:** Adjusts left-channel chorus amount.
- **C DEPTH:** Adjusts center-channel chorus amount.
- **R DEPTH:** Adjusts right-channel chorus amount.
- **FEEDBACK:** Adjusts wet signal amount fed back into effect.
- **SPARKLE:** Adjusts high-end modulation amount.
- **STEREO SWITCH:** Selects mono or stereo operation.





ANALOG VIBRATO

Creates organic pitch movement with a warm, expressive feel. The adjustable rise control allows modulation to bloom naturally after each note or chord.

CONTROLS

- **RATE:** Adjusts modulation speed.
- **DEPTH:** Adjusts effect depth.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **RISE TIME:** Adjusts time needed for a vibrato to reach its maximum.

FLANGER

Produces sweeping motion, resonant textures and dramatic movement ranging from subtle animation to jet-like modulation effects.

CONTROLS

- **RATE:** Adjusts speed of flanging effect.
- **DEPTH:** Adjusts intensity of flanging effect.
- **RESONANCE:** Adjusts amount of feedback.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MANUAL:** Adjusts the degree of phase shifting heard.





FLANGER STEREO

Extends the sweeping character of Flanger across the stereo field, creating enhanced movement, width and spatial depth.

CONTROLS

- **RATE:** Adjusts speed of flanging effect.
- **DEPTH:** Adjusts intensity of flanging effect.
- **RESONANCE:** Adjusts amount of feedback to the input.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MANUAL:** Adjusts the degree of phase shifting heard.
- **L/R PHASE:** Adjusts left-right (stereo) flanger phasing.

ELECTRIC FLANGER

Combines fluid modulation with resonant filtering to produce liquid textures, evolving harmonics and highly expressive movement.

CONTROLS

- **RATE:** Adjusts speed of flanging effect.
- **DEPTH:** Adjusts amount of flanging effect mixed into signal.
- **COLOR:** Adjusts intensity of flanging effect.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MODE SWITCH:** Selects flanger or filter mode. In filter mode, the harmonic flanging characteristics remain, but without any frequency modulation. This creates different tonalities when the RATE control is set in various positions.





'70S FLANGER

Delivers classic sweeping modulation with strong resonance, rich motion and a broad range of sounds spanning chorus, vibrato and dramatic flanging textures.

CONTROLS

- **SPEED:** Sets time delay speed.
- **WIDTH:** Adjusts intensity of time delay set by SPEED control.
- **REGEN:** Controls feedback and overall effect intensity.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MANUAL:** Adjusts the degree of phase shifting heard.

ORBIT STEREO PANNER

Moves the signal across the stereo field to create rhythmic motion, spacious imaging and animated stereo textures.

CONTROLS

- **RATE:** Adjusts left-right panning effect speed.
- **DEPTH:** Adjusts left-right panning effect "distance".
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **TYPE SWITCH:** Select among three waveform options for panning type—a more harsh left-to-right pan (square wave), a more gradual pan (sine wave) and an even smoother pan (triangle wave).





PHASER

Creates shifting peaks and notches that add motion, depth and a sense of movement to chords, arpeggios and lead lines.

CONTROLS

- **RATE:** Adjusts phase modulation speed.
- **DEPTH:** Adjusts phase modulation depth.
- **RESONANCE:** Adjusts phase modulation resonant peak.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MODE:** Select among four phase modulation types.
- **STAGES:** Sets number of phase modulation filter stages.

PHASER 90

Delivers simple, musical phase modulation that ranges from subtle movement to pronounced swirling textures.

CONTROLS

- **SPEED:** Adjusts rate of phasing effect.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.





LITTLE ROCK PHASER

Produces smooth, organic phase shifting with a warm character that complements both clean and overdriven tones.

CONTROLS

- **COLOR:** Adjusts intensity of phasing effect.
- **RATE:** Adjusts phase modulation speed.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.

TREMOLO

Creates rhythmic volume modulation ranging from subtle pulse to dramatic stutter effects. Flexible waveform controls allow a broad range of textures and feel.

CONTROLS

- **RATE:** Adjusts tremolo effect speed.
- **INTENSITY:** Adjusts tremolo effect depth.
- **DUTY CYCLE:** Adjusts percentage of time the signal is on.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **SHAPE:** Adjusts tremolo waveform.
- **LFO CLIP:** Adjusts tremolo signal clipping percentage.





HARMONIC TREMOLO

Based on the distinctive Fender Harmonic Vibrato (tremolo) circuit introduced in early 1960s brown-textured-vinyl-covered amplifiers. The effect produces alternating frequency bands that emphasize low and high frequencies.

CONTROLS

- **SPEED:** Adjusts tremolo effect rate.
- **INTENSITY:** Adjusts tremolo effect depth.
- **SHAPE:** Adjusts tremolo waveform.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MODE SWITCH:** Select between two historically accurate versions, the 1960 6G4 tremolo and the 1963 6G4A tremolo.

STEREO HARMONIC TREMOLO

A modern take on the distinctive Fender Harmonic Vibrato (tremolo) circuit introduced in early-1960s "brown panel" amplifiers. The stereo effect produces alternating frequency bands that shift between left and right for a truly amazing sonic effect.

CONTROLS

- **SPEED:** Adjusts tremolo effect rate.
- **INTENSITY:** Adjusts tremolo effect depth.
- **SHAPE:** Adjusts tremolo waveform.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.





OPTICAL TREMOLO

Inspired by the classic Fender "stuttering" photoresistor tremolo as heard in Fender amps such as the Twin Reverb.

CONTROLS

- **SPEED:** Adjusts tremolo effect rate.
- **INTENSITY:** Adjusts tremolo effect depth.

TUBE BIAS TREMOLO

Inspired by the smoothly pulsating tube-bias tremolo heard in amps such as the Fender Princeton® Reverb.

CONTROLS

- **SPEED:** Adjusts rate of tremolo effect.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **INTENSITY:** Adjusts depth of tremolo effect.
- **LEVEL:** Adjusts overall signal output level.





STEP TREMOLO

Fender takes classic tremolo somewhere it's never been—a signature modulation with step controls that unlock bold new rhythmic possibilities.

CONTROLS

- **MIX:** Adjusts level of tremolo effect.
- **STEP TIME:** Adjusts time between tremolo steps.
- **TAP DIVISION:** Synch tremolo time to the beat by selecting a subdivision of the current tempo.
- **NUM STEPS:** Adjusts number of steps of the tremolo effect.
- **DEPTH:** Adjusts tremolo effect depth.
- **RANDOMIZE:** Adjusts amount of randomization of the tremolo steps.
- **SPREAD:** Adjusts tremolo effect stereo spread.
- **GLITCH:** Increases likelihood of a time "glitch" happening, in which a step in the sequence plays at either double or half speed.
- **STEP SMOOTH:** Adjusts amount of smoothing to the tremolo effect.
- **RESTART SEQ:** Switch is used to restart the sequence of steps.
- **GAIN 1-8:** Adjusts gain to each of the tremolo effect's eight steps.

UNI-VERSE VIBE

Combines phase modulation and subtle pitch movement to create a pulsing, liquid texture that responds naturally to playing dynamics.

CONTROLS

- **SPEED:** Adjusts overall effect speed.
- **INTENSITY:** Adjusts overall effect depth.
- **VOLUME:** Adjusts overall effect loudness.
- **TAP DIVISION:** Selects the subdivision of the current tempo to use for setting the effect speed.
- **MODE SWITCH (VINTAGE/MODERN):** Selects between darker (Vintage) and brighter (Modern) tones.
- **MODE SWITCH (CHORUS/VIBRATO):** Selects between lush Chorus and pitch-modulated Vibrato modes.





ROTARY SPEAKER 122

Delivers immersive swirling motion, dynamic spatial movement and the three-dimensional character associated with a rotating speaker system.

CONTROLS

- **DRIVE:** Adjusts signal level into preamp stage, typically adding distortion at higher settings.
- **TONE:** Adjusts overall tonal color.
- **LEVEL:** Adjusts overall signal output level.
- **FAST:** Sets fast modulation speed.
- **SLOW:** Sets slow modulation speed.
- **SPEED SWITCH:** Select fast or slow speed setting.
- **RAMP:** Adjusts how quickly modulation changes from slow to fast.
- **SENSITIVITY:** Adjusts ramp dynamics sensitivity.
- **DYNAMICS SWITCH:** Turns dynamics on and off.

ROTARY SPEAKER 147

Produces rich rotational movement, spacious imaging and evolving modulation that adds depth and dimension to clean and overdriven tones.

CONTROLS

- **DRIVE:** Adjusts signal level into preamp stage, typically adding distortion at higher settings.
- **TONE:** Adjusts overall tonal color.
- **LEVEL:** Adjusts overall signal output level.
- **FAST:** Sets fast modulation speed.
- **SLOW:** Sets slow modulation speed.
- **SPEED SWITCH:** Select fast or slow speed setting.
- **RAMP:** Adjusts how quickly modulation changes from slow to fast.
- **SENSITIVITY:** Adjusts ramp dynamics sensitivity.
- **DYNAMICS SWITCH:** Turns dynamics on and off.





VIBRATONE

Inspired by the classic late-'60s/early-'70s Fender effect that used a rotating speaker baffle to create a swirling Doppler-effect sound.

CONTROLS

- **DRIVE:** Adjusts signal level into preamp stage, typically adding distortion at higher settings.
- **TONE:** Adjusts overall tonal color.
- **LEVEL:** Adjusts overall signal output level.
- **FAST:** Sets fast modulation speed.
- **SLOW:** Sets slow modulation speed.
- **SPEED SWITCH:** Switches between fast and slow settings.
- **RAMP:** Adjusts how quickly modulation goes from slow to fast.
- **SENSITIVITY:** Adjusts ramp dynamics sensitivity.
- **DYNAMICS SWITCH:** Turns automatic dynamics on and off.

EFFECTS: DELAY

SPACE DELAY

Produces warm tape-style repeats, subtle saturation and evolving modulation. Multiple playback-head configurations create rhythmic echoes ranging from straightforward ambience to complex layered textures.



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats. Caution: effect will self-oscillate at higher settings.
- **MIX:** Adjusts level of delay effect.
- **RECORD LEVEL:** Adjusts level of the signal recorded on the tape, resulting in tape saturation at higher settings.
- **DELAY MODE:** Selects which combination of playback heads is active for distinctive delay time variations.
- **BASS LEVEL:** Adjusts amount of low frequencies in delay repeats.
- **TREBLE LEVEL:** Adjusts amount of high frequencies in delay repeats.
- **TAPE NOISE:** Adjusts amount of self-noise simulating a worn-out tape cartridge.
- **WOW AND FLUTTER:** Adjusts modulation speed intensity caused by inconsistent tape speed, uneven rollers and the tape splice junctions.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



STEREO SPACE DELAY

Expands the multi-head tape-delay experience across the stereo field, creating spacious echoes, animated movement and immersive ambient textures.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **MIX:** Adjusts level of delay effect.
- **HEAD 1 PAN:** Adjusts left-to-right position of first playback head in the stereo field.
- **HEAD 2 PAN:** Adjusts left-to-right position of second playback head in the stereo field.
- **HEAD 3 PAN:** Adjusts left-to-right position of third playback head in the stereo field.
- **FEEDBACK:** Adjusts number of delay repeats.
- **RECORD LEVEL:** Adjusts level of the signal recorded on the tape, resulting in tape saturation at higher settings.
- **DELAY MODE:** Selects which combination of playback heads are active for unique delay time variations.
- **BASS LEVEL:** Adjusts amount of low frequencies in the delay repeats.
- **TREBLE LEVEL:** Adjusts amount of high frequencies in the delay repeats.
- **TAPE NOISE:** Adjusts the amount of self-noise simulating a worn-out tape cartridge.
- **WOW AND FLUTTER:** Adjusts modulation speed intensity caused by inconsistent tape speed, uneven rollers and the tape splice junctions.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

TAPE ECHO

Delivers organic repeats with gentle compression, harmonic richness and the character of a well-loved tape machine. Particularly effective for vintage-inspired ambience and expressive lead work.



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats. Caution: effect will self-oscillate at higher settings.
- **MIX:** Adjusts level of delay effect.
- **RECORD LEVEL:** Adjusts level of signal recorded on the tape, resulting in tape saturation at higher settings.
- **TAPE BIAS:** Low bias settings mimic old and very worn tape; high bias results in tape that saturates easily and is prone to self-oscillation.
- **TAPE NOISE:** Adjusts amount of self-noise simulating a worn-out tape cartridge.
- **WOW AND FLUTTER:** Adjusts modulation speed intensity caused by inconsistent tape speed, uneven rollers and the tape splice junctions.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



STEREO TAPE ECHO

Extends the warmth and modulation of Tape Echo into a wide stereo image, allowing detailed rhythmic interplay between left and right channels.

CONTROLS

- **DELAY TIME LEFT:** Adjusts time before first left channel repeat is heard.
- **TAP DIVISION LEFT:** Synch left delay time to the beat by selecting a subdivision of the current tempo.
- **DELAY TIME RIGHT:** Adjusts time before first right channel repeat is heard.
- **TAP DIVISION RIGHT:** Synch right delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats. Caution: effect will self-oscillate at higher settings.
- **MIX:** Adjusts level of delay effect.
- **RECORD LEVEL:** Adjusts level of signal recorded on the tape, resulting in tape saturation at higher settings.
- **TAPE BIAS:** Low bias settings mimic old and very worn tape; high bias results in tape that saturates easily and is prone to self-oscillation.
- **TAPE NOISE:** Adjusts amount of self-noise simulating a worn-out tape cartridge.
- **WOW AND FLUTTER:** Adjusts modulation speed intensity caused by inconsistent tape speed, uneven rollers and the tape splice junctions.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

ANALOG DELAY

Delivers warm analog-style repeats with soft high-frequency rolloff and musical decay. Ideal for adding depth without overwhelming the dry signal.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





ECHOTANK

Produces mellow repeats with a smooth, understated character that blends naturally into the original signal. Well suited for subtle ambience and supporting textures.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

MEMORY DELAY

Combines rich analog-style repeats with lush modulation, creating evolving textures that range from subtle thickening to expansive atmospheric echoes.



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **DEPTH:** Adjusts intensity of modulation effect on delay repeats.
- **GAIN:** Adjusts input gain level into delay effect; ranges from -10dB to +20dB.
- **GRIT:** Adjusts amount of self-noise generated by virtual bucket-brigade delay chips for adding authentic analog warmth and charm.
- **MODE SWITCH:** Select between chorus and vibrato modulation types.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



STEREO MEMORY DELAY

Adds stereo width and dimensionality to the modulated character of Memory Delay, producing immersive ambient soundscapes.

CONTROLS

- **TIME LEFT:** Adjusts time before first left channel repeat is heard.
- **TIME RIGHT:** Adjusts time before first right channel repeat is heard.
- **TAP DIVISION LEFT:** Synch left delay time to the beat by selecting a subdivision of the current tempo.
- **TAP DIVISION RIGHT:** Synch right delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **DEPTH:** Adjusts intensity of modulation effect on delay repeats.
- **GAIN:** Adjusts input gain level into delay effect; ranges from -10dB to +20dB.
- **GRIT:** Adjusts amount of self-noise generated by virtual bucket-brigade delay chips for adding authentic analog warmth and charm.
- **MODE SWITCH:** Select between chorus and vibrato modulation types.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

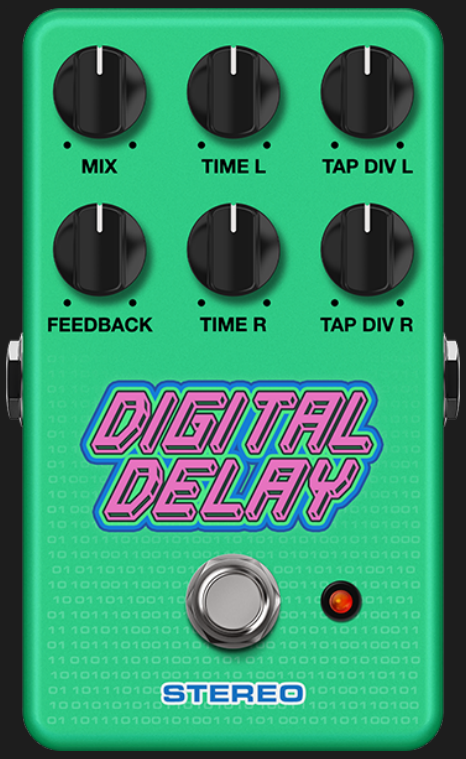
DIGITAL DELAY

Provides clear, detailed repeats with exceptional precision and articulation. A versatile choice for everything from subtle ambience to rhythmic delay patterns.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TONE:** Adjusts overall delay repeat brightness.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





STEREO DIGITAL DELAY

Extends pristine digital repeats across the stereo field, creating spacious rhythmic textures and enhanced spatial depth.

CONTROLS

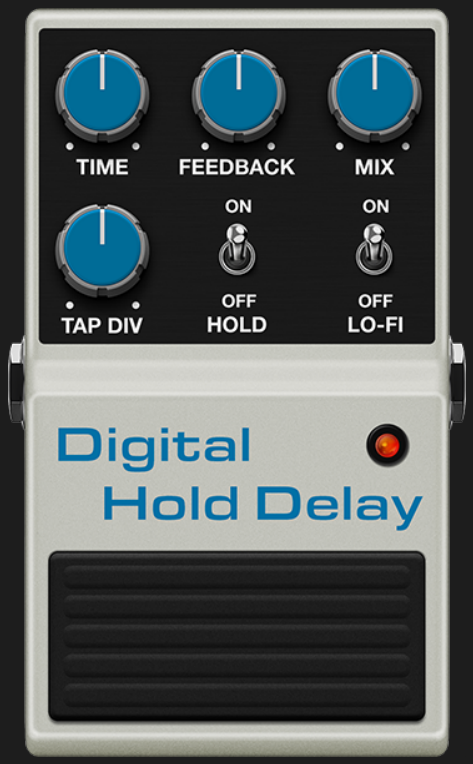
- **TIME L:** Adjusts time before first repeat is heard of left delay.
- **TIME R:** Adjusts time before first repeat is heard of right delay.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TAP DIV L:** Synch delay time to the beat by selecting a subdivision of the current tempo for the left delay.
- **TAP DIV R:** Synch delay time to the beat by selecting a subdivision of the current tempo for the right delay.
- **MIX:** Adjusts delay effect level.
- **TONE:** Adjusts overall delay repeat brightness.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

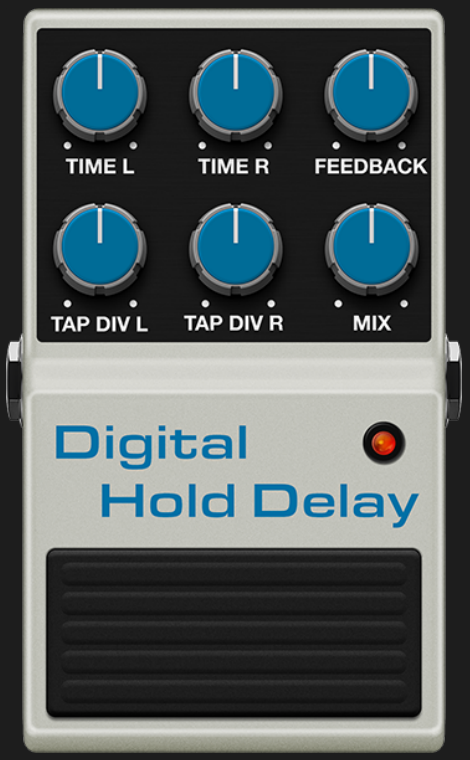
DIGITAL HOLD DELAY

Combines clean digital repeats with looping capabilities for experimental textures, evolving sound design and creative performance effects.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TONE:** Adjusts overall delay repeat brightness.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **LO-FI:** Applies high-frequency filtering of a 12-bit delay.
- **GLIDE:** Changing delay time results in a pitch warp when on; changing delay time results in no-pitch warp when off.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





STEREO DIGITAL HOLD DELAY

Brings the looping and pitch-warping possibilities of Digital Hold Delay into a spacious stereo environment.

CONTROLS

- **TIME L:** Adjusts time before first repeat is heard of left delay.
- **TIME R:** Adjusts time before first repeat is heard of right delay.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TAP DIV L:** Synch delay time to the beat by selecting a subdivision of the current tempo for the left delay.
- **TAP DIV R:** Synch delay time to the beat by selecting a subdivision of the current tempo for the right delay.
- **MIX:** Adjusts level of delay effect.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **LO-FI:** Applies high-frequency filtering of a 12-bit delay.
- **GLIDE:** Changing delay time results in a pitch warp when on; changing delay time results in no-pitch warp when off.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

STUDIO DELAY

Delivers highly detailed repeats with extensive shaping options, modulation and stereo movement. Equally suited for subtle enhancement and complex rhythmic effects.



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **LOW CUT:** Adjusts low frequencies in delay repeats.
- **HIGH CUT:** Adjusts high frequencies in delay repeats.
- **MOD RATE:** Adjusts delay modulation speed from slow to fast.
- **MOD DEPTH:** Adjusts delay modulation intensity from subtle to wild.
- **MOD MODE:** Selects delay modulation function—SINE (standard sinusoidal waveform), TRI (naturally smooth triangular waveform), RAND (random wave form, useful in creative effects similar to wow and flutter in a tape echo) and TRIG (synchronizes a ramp of modulation when input signal reaches a threshold).
- **PAN RATE:** Adjusts speed of panning effect from slow to fast.
- **PAN DEPTH:** Adjusts intensity of panning effect.
- **PAN MODE:** Selects panning modulation function—SINE (standard sinusoidal waveform), TRI (naturally smooth triangular waveform) and ENV (follows strength of input signal, creating wider stereo panning effect with lower input signals).
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



DYNAMIC DELAY

Automatically adapts repeat levels to playing dynamics, keeping delay out of the way during active passages while allowing echoes to bloom between phrases.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **LOW CUT:** Adjusts low frequencies in delay repeats.
- **HIGH CUT:** Adjusts high frequencies in delay repeats.
- **THRESHOLD:** Adjusts minimum signal level at which delay effect is attenuated.
- **ATTENUATION:** Adjusts amount of volume reduction applied to delay effect when input signal is above threshold.
- **RELEASE:** Adjusts how quickly delay effect returns to full volume once input signal drops below threshold.
- **MOD RATE:** Adjusts delay modulation speed from slow to fast.
- **MOD DEPTH:** Adjusts delay modulation intensity from subtle to wild.
- **MOD MODE:** Selects delay modulation function—SINE (standard sinusoidal waveform), TRI (naturally smooth triangular waveform), RAND (random wave form, useful in creative effects similar to wow and flutter in a tape echo) and TRIG (synchronizes a ramp of modulation when input signal reaches a threshold).
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

AURORA DELAY

Blends multi-tap echoes, modulation and saturation into rich, atmospheric textures. Rhythmic modes create layered repeats that add depth, movement and ambience.



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts delay effect level.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of current tempo.
- **MODE:** Selects one of five unique rhythmic modes:

  1x: Single repeat corresponding to current delay time or Tap Division.

  Gold: Parallel delays with a golden delay time ratio of 0.618:1. If Tap Division is set to quarter note, one delay will be a quarter note and the other will be close to a quintuplet rhythm, resulting in repeats that never quite land on each other and creating an atmospheric and reverb-like sound.

  Aurora: Parallel delays with a 0.75:1 delay time ratio, creating a unique rhythm. If Tap Division is set to quarter note, the two delays will be quarter note and dotted eighth note.

  BBD: Rhythmic pattern evoking a multi-tap '80s bucket-brigade analog delay unit.

  Tape: Rhythmic pattern evoking a classic multi-head tape delay unit.
- **TONE:** Adjusts overall brightness of delayed signal.
- **RATE:** Adjusts delay modulation speed from slow to fast.
- **DEPTH:** Adjusts delay modulation intensity from subtle to wild.
- **SATURATE:** Adjusts amount of tape saturation and compression.
- **LOW CUT:** Adjusts cutoff frequency for single-order high-pass filter in feedback loop.
- **SPILLOVER:** Select to continue hearing delay repeats after effect has been bypassed.



ECHELON DELAY

Combines studio-quality repeats, modulation and diffusion for everything from precise rhythmic delays to expansive, reverb-like atmospheres.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TIMESCALE:** Scales current delay time from x0.5 to x2. For example, if delay time is 200 ms and Timescale is 0.5, the perceived delay time is 100 ms. When changing Timescale, a pitch warp is induced in the sound in the delay line.
- **DIFFUSION:** Adjusts level of diffused repeats surrounding main delay. Higher settings blur the line between delay and reverb.
- **MIX:** Adjusts level of delay effect.
- **FB INV:** Adjusts feedback path polarity of left and right delays.
- **DELAY INV:** Adjusts output polarity of left and right delays.
- **MULTIPLY:** Adjusts delay line sample and "multiplies" set delay time.
  X1 (OFF): Multiplies delay time by 1, high-frequency filter at 16kHz
  X2 (ON): Multiplies delay time by 2, high-frequency filter at 6kHz
- **MOD TYPE:** Selects sine or triangle delay modulation type.
- **MOD RATE:** Adjusts delay modulation speed.
- **MOD DEPTH:** Adjusts delay modulation depth.
- **HI-CUT:** Adds subtle low-pass filter to feedback path.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



STEREO ECHELON DELAY

Extends Echelon Delay with advanced stereo routing and interaction between delay lines, creating complex spatial effects and evolving textures.

CONTROLS

- **TIME L:** Adjusts time before first repeat is heard of left delay.
- **TIME R:** Adjusts time before first repeat is heard of right delay.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TAP DIV L:** Selects subdivision of current tempo to use for setting effect speed for left delay.
- **TAP DIV R:** Selects subdivision of current tempo to use for setting effect speed for right delay.
- **MIX:** Adjusts level of delay effect.
- **MOD TYPE:** Selects sine or triangle delay modulation type.
- **MOD RATE:** Adjusts delay modulation speed.
- **MOD DEPTH:** Adjusts delay modulation depth.
- **ST MODE:** Adjusts how both delay lines interact in the stereo field.

  Parallel: Delay lines are independent and do not interact.

  Prime: Delay L and R feedback paths are summed and fed back to both delay inputs.

  Criss Cross: Delay feedback paths are swapped—delay L feedback path is fed into delay R input; delay R feedback path is fed into delay L input.

  Series: Delay L feeds directly into delay R input. Feedback paths are independent

  Ping-Pong: Delay feedback paths are swapped as in Criss Cross, except that input signal only feeds delay L.

- **TIMESCALE:** Scales current delay time from x0.5 to x2. For example, if delay time is 200 ms and Timescale is 0.5, the perceived delay time is 100 ms. When changing Timescale, a pitch warp is induced in the sound in the delay line.
- **DIFFUSION:** Adjusts level of diffused repeats surrounding main delay. Higher settings blur the line between delay and reverb.
- **MULTIPLY:** Adjusts delay line sample rate and "multiplies" set delay time.

  X1 (OFF): Multiplies delay time by 1, high-frequency filter at 16kHz

  X2 (ON): Multiplies delay time by 2, high-frequency filter at 6kHz

- **FB INV:** Adjusts feedback path polarity of left and right delays.
- **DELAY INV:** Adjusts output polarity of left and right delays.
- **HI-CUT:** Adds subtle low-pass filter to feedback path.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



PRIME DELAY

Produces clear digital repeats with distinctive character, modulation and variable fidelity options that range from pristine to intentionally degraded.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts delay effect level.
- **MULTIPLY:** Adjusts multiplier factor for current delay times. Works in tandem with the Lo-Fi switch to determine high-frequency filtering.
  - X1: Multiplies delay times by 1, high-frequency filter at 12kHz
  - X2: Multiplies delay times by 2, high-frequency filter at 6kHz
  - X4: multiplies delay times by 4, high-frequency filter at 3kHz
  - X8: multiplies delay times by 8, high-frequency filter at 1.5kHz
  - Multiply setting has no tonal effect when Lo-Fi set to OFF
- **LO-FI:** Enables high-frequency filtering depending on which Multiply setting is selected. Delay is full-bandwidth when Lo-Fi is disabled.
- **MOD TYPE:** Selects sine or triangle delay modulation type.
- **MOD RATE:** Adjusts delay modulation speed.
- **MOD DEPTH:** Adjusts delay modulation depth.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



STEREO PRIME DELAY

Adds stereo routing flexibility and wide imaging to the distinctive character of Prime Delay.

CONTROLS

- **TIME A:** Adjusts time before first repeat is heard for Delay A.
- **TIME B:** Adjusts time before first repeat is heard for Delay B.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TAP DIVISION A:** Selects subdivision of current tempo to use for setting effect speed for delay A.
- **TAP DIVISION B:** Selects subdivision of current tempo to use for setting effect speed for delay B.
- **MIX:** Adjusts delay effect level.
- **PAN A:** Adjusts delay A stereo panning.
- **PAN B:** Adjusts delay B stereo panning.
- **ST MODE:** Adjusts how both delay lines interact in the stereo field.

  Parallel: Delay lines are independent and do not interact.

  Prime: Both delay feedback paths are summed and fed back to both delay inputs.

  Criss Cross: Delay feedback paths are swapped—delay A feedback path is fed into delay B input; delay B feedback path is fed into delay A input.

  Series: Delay A feeds directly into delay B input; feedback paths are independent

  Ping-Pong: Delay feedback paths are swapped as in Criss Cross, except that the input signal only feeds delay A.

- **MOD TYPE:** Selects sine or triangle delay modulation type.
- **MOD RATE:** Adjusts delay modulation speed.
- **MOD DEPTH:** Adjusts delay modulation depth.
- **MULTIPLY:** Adjusts multiplier factor for current delay times. Works in tandem with the Lo-Fi switch to determine high-frequency filtering.

  X1: Multiplies delay times by 1, high-frequency filter at 12kHz

  X2: Multiplies delay times by 2, high-frequency filter at 6kHz

  X4: multiplies delay times by 4, high-frequency filter at 3kHz

  X8: multiplies delay times by 8, high-frequency filter at 1.5kHz

  Multiply setting has no tonal effect when Lo-Fi set to OFF

- **LO-FI:** Enables high-frequency filtering depending on which Multiply setting is selected. Delay is full-bandwidth when Lo-Fi is disabled.
- **HOLD:** When enabled, repeats delay buffer contents until Hold is disabled.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

AUTO-SWELL DELAY

Creates violin-like swells and blooming echoes that transform picked notes into smooth, flowing textures.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of current tempo.
- **SWELL:** Adjusts duration for sound to swell to full volume.
- **MOD:** Adjusts amount of pitch modulation on delay repeats.
- **TONE:** Adjusts overall brightness of delay repeats.
- **SENSE:** Adjusts threshhold to begin swelling in the effect.
- **TAPER:** Select among three options (slow, normal, fast) for the shape of how the signal ramps once swell has begun.
- **DRY:** Select to swell dry signal in addition to effect. Turn off to swell delay effect only.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





ECHO FILTER

Combines delay repeats with animated resonant filtering, creating evolving textures and rhythmic tonal movement.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **FILTER SPEED:** Adjusts speed of filter effect applied to delay repeats.
- **FILTER DEPTH:** Adjusts filter sweep depth.
- **Q:** Adjusts filter sweep resonance; higher settings produce a more dramatic effect.
- **FILTER MIX:** Adjusts filter effect level heard in delay repeats.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

ECHO FILTER STEREO

Expands the sweeping filtered character of Echo Filter across a wide stereo field for immersive motion and ambience.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **OFFSET:** Adjusts delay time of alternating repeats as a percentage of main delay time.
- **SPREAD:** Adjusts width of stereo effect.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **FILTER SPEED:** Adjusts speed of filter effect applied to delay repeats.
- **FILTER DEPTH:** Adjusts filter sweep depth.
- **Q:** Adjusts filter sweep resonance; higher settings produce a more dramatic effect.
- **FILTER MIX:** Adjusts filter effect level heard in delay repeats.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





PING PONG DELAY

Alternates repeats across the stereo field to create width, movement and an expansive sense of space.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **OFFSET:** Adjusts delay time of alternating repeats as a percentage of main delay time.
- **SPREAD:** Adjusts width of stereo effect.
- **HIGH CUT:** Reduces high frequencies in delay repeats.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.

REVERSE DELAY

Plays echoes backward to create psychedelic textures, ambient washes and unconventional rhythmic effects.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **TAP DIVISION:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **HIGH CUT:** Reduces high frequencies in delay repeats.
- **LOW CUT:** Reduces low frequencies in delay repeats.
- **FORWARD LEVEL:** Adjusts volume of forward delay for a fuller, more interesting tone.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.





POLYHEDRON PITCH DELAY

Combines two independent pitch-shifting delay lines to create layered harmonies, cascading echoes and expansive stereo textures. Flexible routing, interval control and feedback shaping make it possible to build everything from subtle spatial enhancement to complex ambient soundscapes.

CONTROLS

- **TIME 1:** Adjusts time before first repeat is heard of first delay.
- **TAP DIVISION 1:** Synch delay Time 1 to the beat by selecting a subdivision of current tempo.
- **PITCH 1:** Adjusts pitch value in half-steps for Time 1.
- **TIME 2:** Adjusts time before first repeat is heard of second delay.
- **TAP DIVISION 2:** Synch delay Time 2 to the beat by selecting a subdivision of current tempo.
- **PITCH 2:** Adjusts pitch value in half-steps for Time 2.
- **MIX:** Adjusts pitch/delay effect level.
- **FEEDBACK:** Adjusts number of delay repeats.
- **ATTACK:** Adjusts delay/pitch swell effect timing.
- **SPREAD:** Adjusts stereo effect width.
- **CRYSTALLIZE:** Routes delay feedback through pitch shifter for cascading shifted echoes.
- **LO FI:** Increases amount of sonic degradation to both delay repeats.
- **SPILLOVER:** Select to continue hearing delay repeats after effect has been bypassed.

PRISMATIC DELAY

Shapes each repeat with dynamic filtering, producing echoes that evolve in tone and character over time. Ideal for atmospheric textures, rhythmic sound design and expansive ambient spaces..



CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **MIX:** Adjusts level of delay effect.
- **TAP DIV:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **DENSITY:** Adjusts density of delayed repeats.
- **PATTERN:** Adjusts delay EQ pattern—hi to low or low to hi
- **ATTACK:** Adjusts attack of delay repeats.
- **SPREAD:** Adjusts stereo spread of delay repeats.
- **PITCH:** Adjusts pitch of delay repeats.
- **LO-FI:** Adjusts delay repeats fidelity amount.
- **SPILLOVER:** Select to continue hearing delay repeats after effect has been bypassed.



STEP FILTER DELAY

Sequences filter movements across delay repeats, creating rhythmic echoes that pulse, shift and evolve over time. Useful for synced patterns, animated textures and experimental delay sounds.

CONTROLS

- **TIME:** Adjusts time before first repeat is heard.
- **STEP TIME:** Adjusts time between filter steps.
- **FEEDBACK:** Adjusts number of delay repeats.
- **DELAY TAP DIV:** Synch delay time to the beat by selecting a subdivision of the current tempo.
- **STEP TAP DIV:** Synch step filter time to the beat by selecting a subdivision of the current tempo.
- **MIX:** Adjusts level of delay effect.
- **FILTER TYPE:** Adjusts which type of step filter is used. Options are Low Pass, Band Pass and High Pass.
- **DEPTH:** Adjusts step filter delay depth.
- **RESONANCE:** Adjusts step filter delay resonance.
- **NUM STEPS:** Adjusts number of steps in filter delay.
- **STEP SMOOTH:** Adjusts amount of smoothing to step filter effect.
- **SPREAD:** Adjusts stereo spread of step filter delay repeats.
- **PATTERN:** Adjusts step filter delay pattern.
- **SPILLOVER:** Select to continue hearing delay repeats after effect has been bypassed.

GLOOPER

A creative looping effect that layers multiple loops at different speeds, pitches and directions for evolving textures and experimental sonic landscapes.



CONTROLS

- **TIME:** Adjusts amount of time for loop.
- **LAYERS:** Adjusts how many loopers are active.
- **REPEATS:** Adjusts amount of loop repeats.
- **MIX:** Adjusts looping effect wet/dry blend.
- **MODE:** Adjusts playback speed of each looper.
- **PITCH:** Adjusts pitch of each loop.
- **SPREAD:** Adjusts loop stereo field width.
- **REVERSE:** Reverses loop playback direction.
- **FREEZE:** Freezes active loops when engaged.
- **OVERDUB:** Activates second layer to play over frozen layer.
- **UNDO OVERDUB:** Deletes most recent overdub layer added to frozen layer.
- **TAP DIVISION:** Synch delay time to beat by selecting subdivision of current tempo.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



ARCTIC SUSTAINER

Captures and sustains notes or chords indefinitely, creating pads, drones and atmospheric layers for performance and sound design.

CONTROLS

- **DRY:** Adjusts dry signal level.
- **WET:** Adjusts level of the wet-effected signal.
- **FREEZE SWITCH:** Triggers sample capture of current audio input.

TIP: Leave effect enabled and control FREEZE switch with a parameter change footswitch assignment:

Option 1: Assign Active Value to Trigger A and Inactive Value to OFF. Strum a chord, then enable FREEZE footswitch. Arctic will sample the chord and continue to sustain it until footswitch is pressed again.

Option 2: Assign Active Value to Trigger A and Inactive Value to Trigger B. Arctic will continue to capture new chords to sample with successive presses of FREEZE footswitch, alternating between Trigger A and B.

ANTARCTIC SUSTAINER

Expands the sustaining capabilities of Arctic Sustainer with layering, pitch manipulation and automatic capture options for deeper ambient exploration.



CONTROLS

- **FREEZE SWITCH:** Triggers sample capture of current audio input.
- **DRY:** Adjusts dry signal level.
- **WET:** Adjusts level of the wet-effected signal.
- **ATTACK:** Adjusts swell-in time in Standard and Auto modes.
- **DECAY:** Adjusts decay time of the frozen sound once it has been released. Also affects volume of previous layers when stacking in Layer mode.
- **PITCH:** Adjusts pitch of the frozen sound.
- **GLISS:** Adjusts pitch slide time between frozen sounds.
- **MODE:** Select among Standard, Layer and Auto settings

TIP: Antarctic has additional modes that will alter the way footswitches are assigned. Leave the effect enabled and control the FREEZE switch with a parameter change footswitch assignment:

***Standard Mode:** Antarctic works just like the Arctic Sustainer; follow instructions above for options 1 and 2.*

***Auto Mode:** Assign Active Value to Trigger A and Inactive Value to OFF. When FREEZE is on, effect will automatically detect chord changes and sample/sustain them. To auto-sample with the option of playing over the top without resampling, assign Active Value to Trigger A and Inactive Value to Trigger B. Trigger A will auto sample and Trigger B will disable auto-sampling while retaining sample playback.*

***Layer Mode:** Assign Active Value to Trigger A and Inactive Value to Trigger B. While playing, successive presses of the FREEZE switch will sample additional layers on top of the original sample loop.*



STEREO DOUBLER

Creates the impression of multiple layered performances, adding width, thickness and dimension to a single instrument track.

CONTROLS

- **EFFECT:** Adjusts level of doubled signals.
- **DRY:** Adjusts dry signal level.
- **VARIATION:** Adjusts amount of random time and pitch variation of the overdubs.
- **LAYERS SWITCH:** Selects number of overdub layers. Position 1 pans the dry signal left and the overdub right. Position 2 pans overdub 1 left and overdub 2 right , with the dry signal in the middle.

EFFECTS: REVERB



'63 SPRING REVERB

Classic early-'60s standalone Fender reverb effect.

CONTROLS

- **MIXER:** Adusts amount of reverb effect blended with the dry signal.
- **DWELL:** Adjusts signal level into the reverb circuit , affecting length of reverb decay.
- **TONE:** Adjusts amount of treble frequencies heard in the reverb effect.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.



'63 SPRING REVERB CONVOLUTION

Convolution reverb effect based on the '63 Spring Reverb unit.

CONTROLS

- **MIXER:** Adusts amount of reverb effect blended with the dry signal.
- **DWELL:** Adjusts signal level into the reverb circuit , affecting length of reverb decay.
- **TONE:** Adjusts amount of treble frequencies heard in the reverb effect.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

’65 SPRING REVERB

Fender reverb effect built into classic mid-’60s Fender amps.

CONTROLS

- **REVERB:** Adjusts amount of reverb effect blended with the dry signal.
- **TONE:** Adjusts amount of treble frequencies heard in the reverb effect.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





’65 SPRING REVERB CONVOLUTION

Convolution reverb effect based on the long-tank spring reverb used in the black-panel Fender amps of the mid-’60s.

CONTROLS

- **REVERB:** Adjusts amount of reverb effect blended with the dry signal.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

SMALL ROOM REVERB

Provides subtle ambience and realistic early reflections that enhance clarity while preserving the intimacy of the original performance.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **DECAY:** Adjusts reverb tail length.
- **DAMPING:** Adjusts amount of high-frequency cut in reverb feedback.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **ROOM SIZE:** Adjusts size of delays present in the reverb; higher settings lead to longer echoes and larger sense of space.
- **HIGH EQ:** Adjusts gain for post-reverb high-shelf tone control.
- **LOW EQ:** Adjusts gain for post-reverb low-shelf tone control.
- **DISPERSION:** Adjusts amount of delay applied to low frequencies in the reverb trail.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





LARGE ROOM REVERB

Creates the warm ambience of a spacious room environment, adding depth, natural reflections and a sense of air without overwhelming the original signal.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and the onset of early reflections of the reverb trail.
- **DECAY:** Adjusts reverb trail length.
- **DAMPING:** Adjusts amount of high-frequency cut in the reverb feedback.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **ROOM SIZE:** Adjusts size of delays present within the reverb; higher settings lead to longer echoes and larger sense of space.
- **HIGH EQ:** Adjusts gain for post-reverb high-shelf tone control.
- **LOW EQ:** Adjusts gain for post-reverb low-shelf tone control.
- **DISPERSION SWITCH:** Adjusts amount of delay applied to low frequencies in the reverb trail.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

SMALL HALL REVERB

Produces bright, focused ambience with enough depth to add dimension while maintaining clarity and articulation.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and the onset of early reflections of the reverb trail.
- **DECAY:** Adjusts reverb trail length.
- **DAMPING:** Adjusts amount of high-frequency cut in the reverb feedback.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **HALL SIZE:** Adjusts size of hall reverb reflections.
- **HIGH EQ:** Adjusts high frequencies of the reverb reflections.
- **LOW EQ:** Adjusts low frequencies of the reverb reflections.
- **MOD DEPTH:** Adjusts modulation depth of the reverb trail.
- **DISPERSION SWITCH:** Adjusts amount of delay applied to low frequencies in the reverb trail.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





LARGE HALL REVERB

Delivers expansive reflections, long decay times and the spacious character associated with large performance venues.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and the onset of early reflections of the reverb trail.
- **DECAY:** Adjusts reverb trail length.
- **DAMPING:** Adjusts amount of high-frequency cut in the reverb feedback.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **HALL SIZE:** Adjusts size of hall reverb reflections.
- **HIGH EQ:** Adjusts high frequencies of the reverb reflections.
- **LOW EQ:** Adjusts low frequencies of the reverb reflections.
- **MOD DEPTH:** Adjusts modulation depth of the reverb trail.
- **DISPERSION SWITCH:** Adjusts amount of delay applied to low frequencies in the reverb trail.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

MODULATED SMALL HALL REVERB

Combines intimate hall ambience with gentle modulation, creating movement, depth and a lush sense of space.

CONTROLS

- **LEVEL:** Adjusts amount of reverb effect blended with the dry signal.
- **DECAY:** Adjusts reverb trail length.
- **DWELL:** Adjusts level of the input signal into the reverb.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **RATE:** Adjusts reverb trail modulation speed.
- **DEPTH:** Adjusts modulation intensity.
- **HIGH CUT:** Adjust gain for post-reverb high-shelf tone control.
- **LOW CUT:** Adjust gain for a post-reverb low-shelf tone control.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





MODULATED LARGE HALL REVERB

Adds rich modulation to expansive hall reflections, producing immersive textures and evolving ambient soundscapes.

CONTROLS

- **LEVEL:** Adjusts amount of reverb effect blended with the dry signal.
- **DECAY:** Adjusts reverb trail length.
- **DWELL:** Adjusts level of the input signal into the reverb.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **RATE:** Adjusts reverb trail modulation speed.
- **DEPTH:** Adjusts modulation intensity.
- **HIGH CUT:** Adjust gain for post-reverb high-shelf tone control.
- **LOW CUT:** Adjust gain for a post-reverb low-shelf tone control.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

SMALL PLATE REVERB

Provides smooth, dense reflections with a focused decay that helps instruments sit naturally within a mix.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **DECAY:** Adjusts reverb trail length.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **HIGH DAMP:** Adjusts amount of high-frequency cut in reverb feedback.
- **LOW DAMP:** Adjusts amount of low-frequency cut in the reverb.
- **HI TONE:** Adjusts gain for post-reverb high-shelf tone control.
- **LOW TONE:** Adjusts gain for post-reverb low-shelf tone control.
- **BALANCE:** Adjusts mix between early and late reflections.
- **SPILLOVER:** Select to continue hearing reverb trail after effect has been bypassed.





LARGE PLATE REVERB

Delivers rich, polished ambience with extended sustain and the smooth character associated with classic plate-style reverbs.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **DECAY:** Adjusts reverb trail length.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **HIGH DAMP:** Adjusts amount of high-frequency cut in reverb feedback.
- **LOW DAMP:** Adjusts amount of low frequencies in the reverb.
- **HIGH TONE:** Adjusts gain for post-reverb high-shelf tone control.
- **LOW TONE:** Adjusts gain for post-reverb low-shelf tone control.
- **BALANCE:** Adjusts mix between early and late reflections.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

CIRROSTRATUS REVERB

Offers a versatile range of ambience from subtle room enhancement to expansive atmospheric textures, with adjustable modulation for added movement.

CONTROLS

- **DECAY:** Adjusts reverb trail length.
- **MODULATION:** Adjusts reverb trail modulation depth.
- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **DAMPING:** Adjusts amount of high-frequency cut in reverb feedback.
- **HIGH CUT:** Adjusts amount of cut to high frequencies.
- **LOW CUT:** Adjusts amount of cut to low frequencies.
- **GATE:** Adjusts amount of reverb gating.
- **SPILLOVER:** Select to continue hearing reverb trail after effect has been bypassed.





CIRROSTRATUS SYNTHVERB

Blends spacious reverb with synthesizer-inspired textures to create evolving pads, ambient layers and cinematic soundscapes.

CONTROLS

- **DECAY:** Adjusts reverb trail length.
- **SYNTHESIS:** Adjusts amount of synth blended into signal.
- **MIX:** Adjusts amount of reverb and synth effect blended with dry signal.
- **WAVEFORM:** : Adjusts synth waveform.
- **CUTOFF:** Adjusts amount of high frequency to the synth effect.
- **ATTACK:** Adjusts amount of attack from the synth.
- **PITCH:** Adjusts synth pitch.
- **MODULATION:** Adjusts synth modulation depth.
- **DAMPING:** Adjusts amount of high-frequency cut in reverb feedback.
- **GATE:** Adjusts amount of reverb gating.
- **HIGH CUT:** Adjusts amount of cut to high frequencies.
- **LOW CUT:** Adjusts amount of cut to low frequencies.
- **SPILLOVER:** Select to continue hearing reverb trail after effect has been bypassed.

CLOUD REVERB

Generates massive ambient spaces with modulated reflections that excel at swells, pads and immersive atmospheric tones.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **TONE:** Adjusts wet output signal frequency content.
- **DECAY:** Adjusts reverb trail length.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **HIGH DAMP:** Adjusts amount of high-frequency cut in the reverb feedback.
- **LOW DAMP:** Adjusts amount of low-frequency cut in the reverbfeedback.
- **RATE:** Adjusts reverb trail modulation speed.
- **DEPTH:** Adjusts modulation intensity.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





CELESTIAL REVERB

Combines spacious reverb with dual pitch-shifted reflections, creating shimmering textures and dreamy ambient layers.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **DECAY:** Adjusts reverb trail length.
- **PITCH 1:** Adjusts pitch value (in cents) for first pitch shifter in the feedback network.
- **PITCH 2:** Adjusts pitch value (in cents) for second pitch shifter in the feedback network.
- **PITCH DECAY:** Adjusts feedback regeneration of both pitch shifters.
- **HIGH CUT:** Adjusts amount of high frequencies in the reverb.
- **BLEND:** Adjusts balance between the two pitch-shifted signals.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

NEBULA REVERB

Produces immense spatial depth, evolving reflections and complex textures that range from subtle ambience to cinematic sound design.



CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **SIZE:** Adjusts size of each delay within the reverb and the decay length; ranges from tiny room to full-on galaxy.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **PITCH:** Adjusts pitch value (in cents) for pitch shifter in the feedback network.
- **PITCH DECAY:** Adjusts pitch shifter feedback regeneration.
- **MOD:** Adjusts reverb trail modulation depth.
- **HIGH CUT:** Adjusts cutoff frequency of a low-pass filter that filters the feedback/pitch-shifted signal.
- **LOW CUT:** Adjusts cutoff frequency of a high-pass filter that filters the feedback/pitch-shifted signal.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.



REVERSE NEBULA REVERB

Transforms Nebula's expansive atmosphere into swelling reverse textures, creating haunting and unconventional ambient effects.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **SIZE:** Adjusts size of each delay within the reverb and the decay length; ranges from tiny room to full-on galaxy.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **PITCH:** Adjusts pitch value (in cents) for pitch shifter in the feedback network.
- **PITCH DECAY:** Adjusts pitch shifter feedback regeneration.
- **RESPONSE:** Adjusts number of delays within the reverb.
- **MOD RATE:** Adjusts reverb trail modulation rate.
- **MOD DEPTH:** Adjusts reverb trail modulation depth.
- **HIGH CUT:** Adjusts cutoff frequency of a low-pass filter that filters the feedback/pitch-shifted signal.
- **LOW CUT:** Adjusts cutoff frequency of a high-pass filter that filters the feedback/pitch-shifted signal.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

SHIMMER REVERB

Combines spacious reverb with octave-enhanced reflections, producing radiant ambient textures and soaring atmospheric trails.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with the dry signal.
- **DECAY:** Adjusts reverb trail length.
- **DAMPING:** Adjusts amount of high-frequency cut in the reverb feedback.
- **DIFFUSE:** Adjusts build-up of echo density and reverb reflections.
- **FEEDBACK:** Adjusts pitch shifter feedback regeneration.
- **HIGH PASS FILTER:** Adjusts amount of low-frequency cut in the reverb feedback.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.





SPECTRAL REVERB

Combines spacious reverb with adjustable pitch-shifted reflections to create shimmering textures, evolving ambience and expansive atmospheric soundscapes.

CONTROLS

- **DECAY:** Adjusts reverb trail length.
- **TONE:** Adjusts wet output signal frequency content.
- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **SPECTRUM:** Adjusts amount of pitch blended into reverb effect.
- **PITCH:** Adjusts spectra pitch.
- **SPILLOVER:** Select to continue hearing reverb trail after effect has been bypassed.

ATMOSPHERE CONVOLUTION ROOM REVERB

Captures the natural ambience of larger rooms and intimate halls, adding realistic depth and spaciousness.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in the reverb reflections.
- **TREBLE:** Adjusts high frequencies in the reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.





VAST CONVOLUTION CHAMBER REVERB

Delivers deep, enveloping ambience with rich reflections and substantial spatial depth.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in reverb reflections.
- **TREBLE:** Adjusts high frequencies in reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

ASCENSION CONVOLUTION HALL REVERB

Produces large-scale hall ambience with extended decay and a spacious, uplifting character.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in the reverb reflections.
- **TREBLE:** Adjusts high frequencies in the reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.





ETHEREAL CONVOLUTION HALL REVERB

Creates expansive hall reflections with a smooth, airy character ideal for atmospheric and ambient applications.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in reverb reflections.
- **TREBLE:** Adjusts high frequencies in reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

IMPERIUM CONVOLUTION HALL REVERB

Combines rich hall reflections with expansive stereo depth for immersive ambient textures.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in the reverb reflections.
- **TREBLE:** Adjusts high frequencies in the reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.





RETROGRADE CONVOLUTION HALL REVERB

Delivers spacious, atmospheric reflections with a distinctive character that complements ambient and cinematic sound design.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in reverb reflections.
- **TREBLE:** Adjusts high frequencies in reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

ALKALINE CONVOLUTION PLATE REVERB

Provides balanced plate-style ambience that enhances both rhythm and lead tones without overwhelming the source signal.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in reverb reflections.
- **TREBLE:** Adjusts high frequencies in reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.





KINETIC CONVOLUTION PLATE REVERB

Combines smooth plate reflections with spacious stereo imaging to add depth, movement and dimension.

CONTROLS

- **MIX:** Adjusts amount of reverb effect blended with dry signal.
- **PRE-DELAY:** Adjusts amount of time between dry signal and onset of early reverb tail reflections.
- **LOW CUT:** Reduces low frequencies in the reverb reflections.
- **TREBLE:** Adjusts high frequencies in the reverb reflections.
- **WIDE SWITCH:** Widens reverb stereo spread.
- **SPILLOVER SWITCH:** Select to continue hearing reverb trail after effect has been bypassed.

Note that only one convolution reverb (standalone or within a combo amp) can be used at a time.

EFFECTS: DYNAMICS

DYNAMIC COMPRESSOR

Provides smooth dynamic control ranging from subtle leveling to pronounced compression. Particularly effective for enhancing sustain, evening out picking dynamics and adding consistency to clean and rhythm playing.

CONTROLS

- **OUTPUT:** Adjusts signal output.
- **SENSITIVITY:** Adjusts amount of compression.





PEDAL COMP

Adds smooth sustain, controlled dynamics and enhanced note presence. Useful for everything from articulate rhythm work to singing lead tones.

CONTROLS

- **LEVEL:** Adjusts overall effect volume.
- **TONE:** Adjusts high-frequency content of effect.
- **ATTACK:** Adjusts how quickly compression kicks when notes are struck, shaping the "sharpness" of picking attack.
- **COMP:** Adjusts amount of compression; turn clockwise for more sustain.



SEVENTY SIXER COMPRESSOR

A studio-style compressor capable of everything from transparent dynamic control to aggressive, character-rich compression. Excellent for adding punch, sustain and polish to guitar, bass and other sources.

CONTROLS

- **INPUT:** Adjusts overall input signal strength.
- **OUTPUT:** Adjusts overall output signal strength.
- **ATTACK:** Adjusts time taken for compression to engage once signal exceeds the threshold.
- **RELEASE:** Adjusts time taken for compression to stop once signal falls below the threshold.
- **DRY:** Adjusts amount of dry signal blended in parallel to compressor.
- **RATIO:** Adjusts amount of gain reduction the compressor applies when signal passes the threshold. Options are 4, 8, 12 or 20. Press any currently selected option again for the classic "All Buttons On" studio trick for a harmonically rich, pumping compression.
- **METER:** Determines which signal drives the onboard VU meter. Options are GR, indicating amount of Gain Reduction, or Output, indicating output level.
- **GR OFF:** Turns off the gain reduction function while still letting the signal pass through the effect, which imparts a tone on the signal.



SIMPLE COMPRESSOR

A straightforward compressor that adds sustain, smooths dynamics and enhances overall consistency with minimal adjustment.

CONTROLS

- **TYPE:** Adjusts amount of compression.

STUDIO COMPRESSOR

A highly flexible compressor offering detailed control over threshold, ratio, attack and release characteristics. Suitable for subtle dynamic refinement or more pronounced compression effects.

CONTROLS

- **GAIN:** Adjusts overall effect volume.
- **THRESHOLD:** Adjusts level the audio signal must exceed for compression to activate.
- **RATIO:** Adjusts amount of gain reduction the compressor applies when signal passes the threshold.
- **ATTACK:** Adjusts time taken for compression to engage once signal exceeds the threshold.
- **RELEASE:** Adjusts time taken for compression to stop once signal falls below the threshold.
- **KNEE:** Adjusts how gradually or abruptly compression occurs as signal approaches the threshold.
- **BLEND:** Adjusts amount of unaffected input signal mixed with compressed signal.





SUSTAIN

Delivers strong compression with fast response, increasing sustain and creating a more controlled, consistent playing experience.

CONTROLS

- **SENSITIVITY:** Adjusts compression ratio.
- **OUTPUT:** Adjusts overall effect volume.

METAL GATE

Provides fast, decisive noise reduction designed to keep high-gain tones tight, focused and free of unwanted noise between notes.

CONTROLS

- **THRESHOLD:** Adjusts level at which gate opens or closes.
- **ATTENUATION:** Adjusts signal attenuation.





NOISE GATE

Reduces unwanted noise and signal buildup while preserving the natural response of the instrument during active playing.

CONTROLS

- **THRESHOLD:** Adjusts level at which gate opens or closes.
- **ATTENUATION:** Adjusts signal attenuation.

SIMPLE GATE

A streamlined noise-reduction tool that quickly removes unwanted background noise from high-gain rigs and complex signal chains.

CONTROLS

- **TYPE:** Adjusts amount of noise reduction from low to maximum.





VOLUME PEDAL

Provides direct control over signal level for volume swells, dynamic shaping and hands-free performance adjustments.

CONTROLS

- **VOLUME:** Adjusts overall signal volume.

AUTO-SWELL VOLUME

Automatically transforms picked notes into smooth volume swells, creating ambient textures and expressive atmospheric effects.

CONTROLS

- **TIME:** Adjusts amount of time before swell begins.
- **SENSE:** Adjusts dynamic sensitivity once the swell begins.
- **TAPER SWITCH:** Switches between fast or slow swell taper.





SLOW ATTACK

Produces gradual volume ramps that soften note attacks and create smooth, violin-like phrasing and ambient textures.

CONTROLS

- **ATTACK:** Adjusts speed of the volume swell effect.

EFFECTS: EQ

EQ5 GRAPHIC

A highly responsive five-band graphic equalizer designed for precise tone shaping, allowing players to sculpt everything from subtle refinements to dramatic tonal transformations.

VERTICAL FADERS

- **80Hz**
- **240Hz**
- **750Hz**
- **2.2kHz**
- **6.6kHz**
- **GAIN:** Adjusts overall effect volume.





EQ7 GRAPHIC

A versatile seven-band graphic equalizer that makes it easy to fine-tune rhythm and lead tones, emphasize key frequencies and shape overall tonal balance.

VERTICAL FADERS

- **100Hz**
- **200Hz**
- **400Hz**
- **800Hz**
- **1.6kHz**
- **3.2kHz**
- **6.4kHz**
- **GAIN:** Adjusts overall effect volume.

EQ-7B BASS GRAPHIC

A bass-focused seven-band equalizer designed to refine low-end response, improve note definition and tailor bass tones for any musical setting.

VERTICAL FADERS

- **62Hz**
- **125Hz**
- **250Hz**
- **500Hz**
- **1kHz**
- **2kHz**
- **4kHz**
- **GAIN:** Adjusts overall effect volume.





EQ-7W WIDE-RANGE BASS GRAPHIC

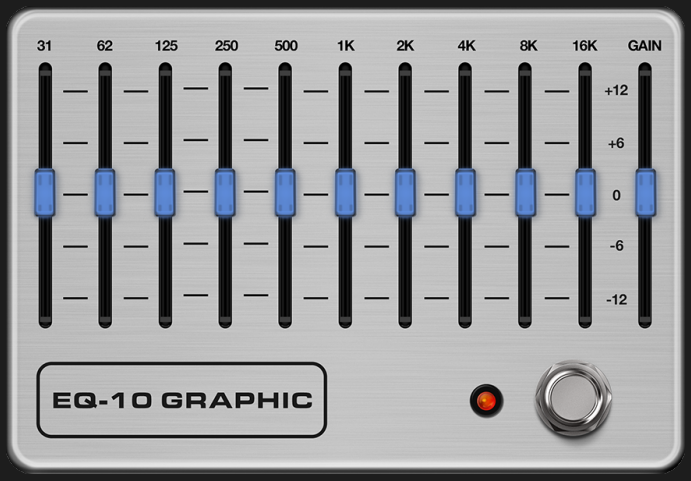
An extended-range bass equalizer that provides additional control over the lowest lows and highest highs for detailed tonal sculpting.

VERTICAL FADERS

- **50Hz**
- **120Hz**
- **400Hz**
- **500Hz**
- **800Hz**
- **4.5kHz**
- **10kHz**
- **GAIN:** Adjusts overall effect volume.

EQ-10 GRAPHIC

A ten-band graphic equalizer offering extensive frequency control for detailed tone shaping and problem-frequency management.



VERTICAL FADERS

- **31Hz**
- **62Hz**
- **125Hz**
- **250Hz**
- **500Hz**
- **1kHz**
- **2kHz**
- **4kHz**
- **8kHz**
- **16kHz**
- **GAIN:** Adjusts overall effect volume.



EQ-3 PARAMETRIC

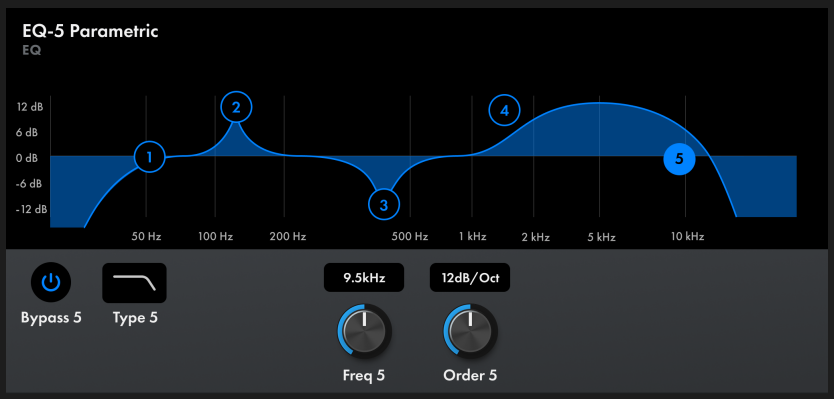
A flexible three-band parametric equalizer that offers precise control over frequency selection, boost and cut characteristics.

CONTROLS

- **BASS:** Adjusts bass frequencies.
- **MID:** Adjusts midrange frequencies.
- **MID FREQ:** Adjusts center point of midrange frequency.
- **MID Q:** Adjusts intensity of midrange boost.
- **TREBLE:** Adjusts treble frequencies.
- **GAIN:** Adjusts overall effect volume.

EQ-5 PARAMETRIC

A studio-grade equalizer with five fully adjustable bands, designed for detailed frequency shaping, corrective EQ and creative tonal design.



CONTROLS

- **BYPASS:** Enable or disable currently selected EQ band.
- **TYPE:** Select among five different filters, each with their own parameters:

LOW CUT
- FREQUENCY: Adjusts filter frequency.
- ORDER: Sets low-frequency filter roll-off "steepness".

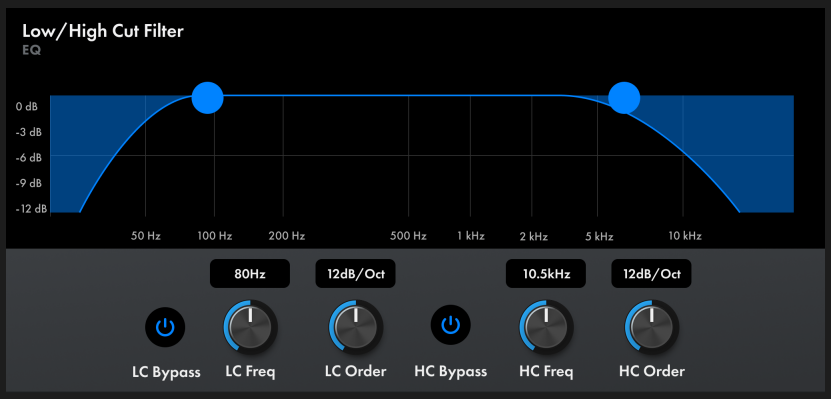
LOW SHELF
- FREQUENCY: Adjusts filter frequency.
- GAIN: Adjusts amount of filter boost/cut.
- Q: Adjusts filter slope.

PEAKING
- FREQUENCY: Adjusts filter frequency.
- GAIN: Adjusts signal level at desired frequency.
- Q: Adjusts filter peak width.

HIGH SHELF
- FREQUENCY: Adjusts filter frequency.
- GAIN: Adjusts amount of filter boost/cut.
- Q: Adjusts filter slope.

HIGH CUT
- FREQUENCY: Adjusts filter frequency.
- ORDER: Sets high-frequency filter roll-off "steepness".

- **LEVEL:** Adjusts overall effect volume.



LOW/HIGH CUT FILTER

A dual-filter tool that removes unwanted low and high frequencies, helping create a cleaner, more focused sound.

CONTROLS

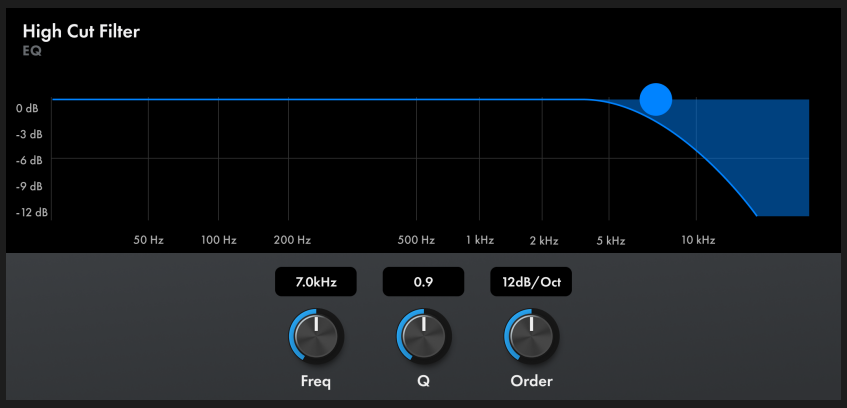
- **LC BYPASS:** Enable or disable low-cut filter.
- **LC FREQ:** Adjusts low-cut filter corner frequency.
- **LC ORDER:** Adjusts low-cut filter slope.
- **HC BYPASS:** Enable or disable high-cut filter.
- **HC FREQ:** Adjusts high-cut filter corner frequency.
- **HC ORDER:** Adjusts high-cut filter slope.

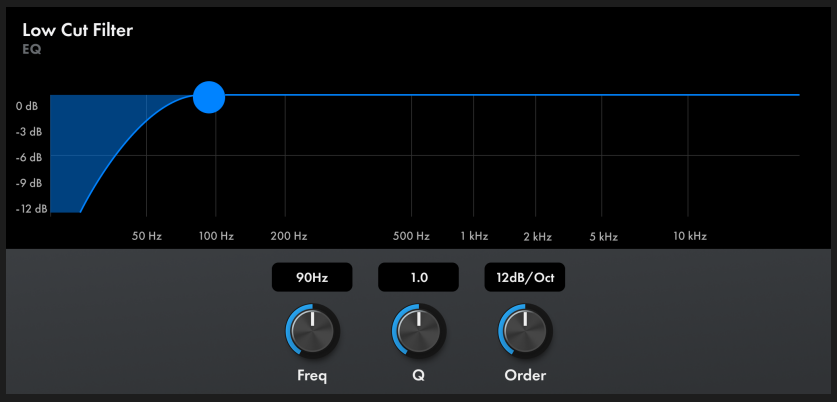
HIGH CUT FILTER

Reduces high-frequency content above a selected cutoff point, making it useful for smoothing harshness and shaping overall tonal character.

CONTROLS

- **FREQ:** Adjusts corner frequency of the filter.
- **Q:** Adjusts resonant peak of the filter.
- **ORDER:** Adjusts filter slope.





LOW CUT FILTER

Removes excess low frequencies below a selected cutoff point, improving clarity and reducing unwanted rumble.

CONTROLS

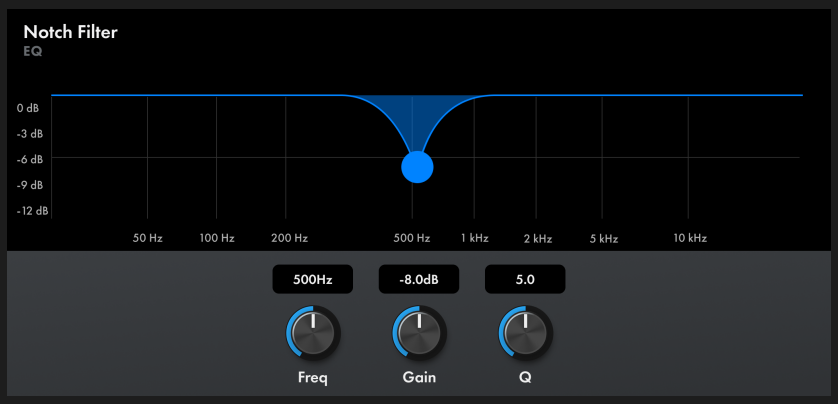
- **FREQ:** Adjusts corner frequency of the filter.
- **Q:** Adjusts resonant peak of the filter.
- **ORDER:** Adjusts filter slope.

NOTCH FILTER

Targets and reduces specific frequency ranges, making it ideal for controlling feedback and addressing problem frequencies.

CONTROLS

- **GAIN:** Adjusts amount of cut at notched frequency.
- **FREQ:** Adjusts center frequency of the filter.
- **Q:** Adjusts filter width; high Q will notch a very narrow band.



EFFECTS: FILTERS

CUSTOM WAH

A highly adjustable wah effect with extensive tonal shaping options, capable of everything from smooth vocal-like sweeps to aggressive filter movement. Assign the POSITION parameter to be controlled by an expression pedal and control the effect bypass with the toe switch for familiar wah-wah operation.

CONTROLS

- **POSITION:** Adjusts virtual pedal position, which affects which frequencies are being emphasized by the filter.
- **RANGE:** Select one of five options that affect overall range of the wah effect from dark to bright.
- **Q:** Adjusts width of wah effect.
- **INDUCTOR SWITCH:** Select among five different inductor types to tailor the perfect wah tone.





TEARDROP WAH

Delivers expressive wah sweeps with a familiar, musical response that excels in rhythm and lead applications.

CONTROLS

- **POSITION:** Adjusts virtual pedal position, which affects which frequencies are being emphasized by the filter.

VOCAL WAH

Emphasizes rich midrange frequencies and expressive filter sweeps for a pronounced vocal-inspired character.

CONTROLS

- **POSITION:** Adjusts virtual pedal position, which affects which frequencies are being emphasized by the filter.





FILTRON

Produces dynamic envelope-controlled filtering with percussive attack, vocal-like textures and highly expressive touch sensitivity.

CONTROLS

- **LEVEL:** Adjusts overall signal output strength.
- **PEAK:** Adjusts the Q of the filter peak.
- **GAIN:** Adjusts the threshold of the envelope filter.
- **MODE (BP, HP, LP):** Adjust filter mode; options are BP (band pass), HP (high pass) and LP (low pass).
- **DIRECTION (UP/DOWN):** Adjusts filter movement direction
- **RANGE (HIGH/LOW):** Adjusts filter sweep to either higher or lower frequencies.

ENIGMA FILTER

Creates distinctive envelope-driven filtering with animated movement, responsive dynamics and highly recognizable tonal textures.

CONTROLS

- **SENSITIVITY:** Adjusts filter threshold.
- **FREQUENCY:** Adjusts filter frequency.
- **RESONANCE:** Adjusts filter response Q.
- **ATTACK:** Adjusts how quickly filter effect begins to appear.
- **RELEASE:** Adjusts time before filter effect is released.





STEP FILTER

Sequences a series of filter movements to create rhythmic sweeps, pulses and evolving tonal textures. From subtle animation to complex synchronized patterns, Step Filter adds motion and character to any signal.

CONTROLS

- **MIX:** Adjusts amount of effect blended with dry signal.
- **STEP TIME:** Adjusts time between filter steps.
- **FILTER TYPE:** Adjusts which step filter type is used. Options are Low Pass, Band Pass and High Pass.
- **RESONANCE:** Adjusts of step filter resonance.
- **TAP DIVISION:** Synch step filter time to the beat by selecting a subdivision of the current tempo.
- **NUM STEPS:** Adjusts amount of step filters.
- **DEPTH:** Adjusts depth of the step filters.
- **RANDOMIZE:** Adjusts amount of randomization of the steps.
- **SPREAD:** Adjusts stereo spread of step filter effect.
- **GLITCH:** Increases likelihood of a time "glitch" happening, in which a step in the sequence plays at either double or half speed.
- **STEP SMOOTH:** Adjusts amount of smoothing between step filters.
- **RESTART SEQ:** Switch is used to restart sequence of steps.
- **CUTOFF 1-8:** Adjusts filter frequency cutoff to each of the step effect's eight steps.

EFFECTS: PITCH

MICRO SHIFTER

Uses subtle pitch offsets and delay to create width, dimension and a polished stereo spread that gives instruments a distinctly ‘80s vibe.

CONTROLS

- **MIX:** Adjusts amount of pitch effect blended with dry signal.
- **PITCH L:** Adjusts Left pitch from 0 to +50 cents
- **PITCH R:** Adjusts Right pitch from 0 to -50 cents
- **SPREAD:** Adjusts stereo effect width.
- **DELAY L:** Adjusts pitch delay on left side of stereo field.
- **DELAY R:** Adjusts pitch delay on right side of stereo field.
- **FEEDBACK:** Adjusts amount of delay repeats.
- **SPILLOVER:** Select to continue hearing delay repeats after effect has been bypassed.





CHROMATIC PITCH SHIFTER

Generates additional notes above or below the original pitch, making it useful for harmonies, special effects and creative layering. Typically works best with single notes.

CONTROLS

- **MIX:** Adjusts blend of pitch-shifted signal with dry signal.
- **PITCH:** Selects interval of pitch-shifted signal from -2 octaves up to +2 octaves in cents.
- **DELAY:** Adjusts time before pitch-shifted signal is heard.
- **TAP DIVISION:** Selects subdivision of the current tempo to use for delay repeats.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TONE:** Adjusts overall brightness of pitch-shifted signal.
- **SPILLOVER SWITCH:** Select to hear delay trails after effect has been bypassed.

POLYGON OCTAVE SHIFTER

Produces multiple polyphonic octave voices that transform a single instrument into a rich, layered ensemble.

CONTROLS

- **ORIGINAL:** Adjusts level of dry signal.
- **-2OCT:** Adjusts signal level two octaves below input signal.
- **-OCT:** Adjusts signal level one octave below input signal.
- **+5TH:** Adjusts signal level one fifth above input signal.
- **+OCT:** Adjusts signal level one octave above input signal.
- **+2OCT:** Adjusts signal level two octaves above input signal.
- **ATTACK:** Adjusts speed of the volume swell effect.
- **HI CUT:** Adjusts signal reduction amount for high frequencies.





POLYVOICE PITCH SHIFTER

An advanced polyphonic harmonizer capable of generating multiple independent pitch-shifted voices simultaneously.

CONTROLS

- **VOICE 1:** Adjusts pitch interval in half-step increments.
- **VOICE 2:** Adjusts pitch interval in half-step increments.
- **VOICE 3:** Adjusts pitch interval in half-step increments.
- **MIX:** Adjusts level of pitch effects blended with dry signal.
- **ATTACK:** Adjusts speed of the volume swell effect.
- **LO-FI:** Increases amount of sonic degradation to the voices.

DIATONIC PITCH SHIFTER

Classic pitch effect that produces an intelligent harmony note above or below the incoming signal based on the selected key and scale type. Typically works best with single notes, and be sure to tune up for optimal operation.

CONTROLS

- **MIX:** Adjusts blend of harmonized signal with dry signal.
- **PITCH:** Selects interval of harmony signal, with 22 options from -1 octave to +2 octaves.
- **KEY:** Select desired scale for harmonization, with choice of 12 whole and half-tone options.
- **TONE:** Adjusts overall brightness of harmonized signal.
- **SCALE:** Select one of nine modal options, used in combination with selected KEY to determine harmony note.
- **DELAY:** Adjusts time before harmonized signal is heard.
- **FEEDBACK:** Adjusts number of delay repeats.
- **TAP DIVISION:** Selects subdivision of current tempo to use for delay repeats.
- **SPILLOVER SWITCH:** Select to hear delay trails after effect has been bypassed.





FEEDBACK GENERATOR

Creates controllable amplifier-style feedback effects at any volume, adding sustain, harmonics and expressive musical interaction. Add this to any preset to instantly make it sound like a dimed amp that naturally swells into glorious feedback on command, but at bedroom volumes or even while using headphones.

CONTROLS

- **ATTACK:** Adjusts how quickly feedback effect begins to appear.
- **LEVEL:** Adjusts feedback effect volume relative to dry signal.
- **TYPE:** Selects harmonic interval emphasized by feedback effect.

PEDAL DETUNE

Adds subtle or dramatic pitch detuning to create width, movement and ensemble-style textures.

CONTROLS

- **MODE SWITCH:** Sets width of detune effect from subtle (SHALLOW setting) to seasick (DEEP setting).
- **POSITION:** Adjusts amount of detuned signal blended with dry signal.





PEDAL SHIFTER

Provides smooth real-time pitch bends across a selectable range, ideal for dramatic interval sweeps and expressive performance effects. This effect is typically used by assigning the POSITION parameter to an expression pedal but is equally fun and useful when tied to a parameter change footswitch assignment.

CONTROLS

- **PITCH:** Select one of 10 pitch intervals for amount of pitch shift when POSITION parameter is set to maximum.
- **POSITION:** Adjusts amount of pitch bend applied to input signal from unison (no shift) at minimum (full counterclockwise) to the interval determined by the PITCH parameter at maximum (full clockwise).

VIRTUAL CAPO

A polyphonic capo effect that lets the player transpose the instrument tuning up or down by 12 semitones (or half steps).

CONTROLS

- **MIX:** Adjusts pitched-shifted/clean signal mix. Set to full clockwise for full effect.
- **RESOLUTION:** High setting provides better polyphony but a less-natural transient behavior.
- **TRACKING:** Fast tracking provides ultra-low latency at the expense of less-natural transient behavior.
- **PITCH:** Adjusts effect signal instrument pitch.





GRANULAR ARPEGGIATOR

Generates arpeggiated note patterns from incoming notes and chords, creating layered rhythmic textures, evolving harmonies and complex ambient sequences.

CONTROLS

- **MIX:** Adjusts amount of arpeggiation blended with dry signal.
- **TIME:** Adjusts the time between the arpeggiated notes.
- **SCALE:** Adjusts arpeggiator scale interval.
- **RANGE:** Adjusts arpeggiator octave range.
- **DIRECTION:** Choose arpeggiator directions forward, backward or random.
- **STEPS:** Adjusts number of notes before the arpeggiator stops.
- **LAYERS:** Adjusts number of active arpeggiators.
- **SPEED:** Adjusts arpeggiator playback speed affectingh both rate and pitch.
- **GLITCH:** Dials in amount of playback speed-related randomization .
- **PITCH:** Adjusts pitch of arpeggiators.
- **TIME DIVIDER:** Adjusts length of additional arpeggiated layers.
- **REVERSE:** Reverses arpeggiator sample playback; like a reverse delay on each note.
- **SPREAD:** Adjusts stereo effect width.
- **ARMED:** Controls arpeggiator active input sampling. This allows repetition of an arpeggio while playing over the top without retriggering a new arpeggio.
- **TAP DIVISION:** Synch arpeggiator time parameter to the beat by selecting a subdivision of current tempo.
- **SPILLOVER SWITCH:** Select to continue hearing delay repeats after effect has been bypassed.



PITCH SEQUENCER

Sequences programmable pitch changes to create melodic patterns, evolving harmonies and experimental pitch-based textures. Randomization, glide and freeze functions enable everything from subtle movement to complex sound design.

CONTROLS

- **MIX:** Adjusts amount of effect blended with dry signal.
- **STEP TIME:** Adjusts time between pitch steps.
- **PITCH GLITCH:** Increases likelihood of a pitch "glitch" happening, in which a step in the sequence plays either an octave up or down from the set pitch.
- **SPEED GLITCH:** Increases likelihood of a time "glitch" happening, in which a step in the sequence plays at either double or half speed.
- **TAP DIVISION:** Synch step pitch time to the beat by selecting a subdivision of the current tempo.
- **NUM STEPS:** Adjusts number of step pitches.
- **GLIDE:** Adjusts amount of smoothing between step pitches.
- **RANDOMIZE:** Adjusts randomization of step pitches.
- **SPREAD:** Adjusts stereo spread of the step pitch effect.
- **FREEZE MODE:** Selects freeze function type.
- **FREEZE:** Freezes step pitch effect.
- **RESTART SEQ:** Switch is used to restart the sequence of steps.
- **STEP 1-8:** Adjusts pitch of each step filter.

EFFECTS: SYNTH

CERBERUS POLYSYNTH

A powerful three-oscillator polyphonic synthesizer capable of producing everything from deep bass textures to richly layered synth pads. Extensive filtering, modulation and freeze functions provide a wide range of expressive sound-design possibilities.



CONTROLS

- **PRESET:** Selects from a list of factory presets designed by Fender specifically for this synth. Any preset modified by the user will revert to showing "Custom" in the preset list.
- **ATTACK**: Adjusts attack time of synth notes. Set to 0 for plucky transients; turn up to engage swell on note onsets.
- **CUTOFF**: Adjusts cutoff frequency of the synth's internal lowpass filter.
- **RES**: Adjusts resonance or Q-factor of the synth's internal lowpass filter.
- **ENV**: Sets depth that filter cutoff will increase due to the energy envelope of the guitar signal. Set Cutoff to a low value to make the envelope action more obvious.
- **SENS**: Sets sensitivity of the energy envelope tracking. Higher values will cause filter cutoff to move more responsively to the input. Lower values will have less movement of the filter cutoff.
- **WAVE 1**: Selects oscillator 1 waveform shape.
- **W1 LEVEL**: Adjusts oscillator 1 waveform level.
- **W1 PITCH**: Adjusts oscillator 1 waveform pitch.
- **WAVE 2**: Selects oscillator 2 waveform shape.
- **W2 LEVEL**: Adjusts oscillator 2 waveform level.
- **W2 PITCH**: Adjusts oscillator 2 waveform pitch.
- **WAVE 3**: Selects oscillator 3 waveform shape.
- **W3 LEVEL**: Adjusts oscillator 3 waveform level.
- **W3 PITCH**: Adjusts oscillator 3 waveform pitch.
- **FREEZE MODE**: Select operation mode for synth freeze functionality. Refer to Arctic/Antarctic Sustainer guide for more info on how to use this feature (*pages 95-96*).
- **FREEZE**: Engages freeze functionality to capture current synth signal and sustain indefinitely (works differently in different modes).
- **GLISS**: Adjusts pitch slide time between frozen synth sounds.
- **FILTER LFO SHAPE**: Selects low-frequency oscillator waveform shape used to modulate lowpass filter cutoff.
- **F LFO DEPTH**: Adjusts modulation depth applied by filter LFO.
- **F LFO RATE**: Adjusts speed in Hertz of filter LFO.
- **F LFO TAP DIV**: Adjusts note division applied to filter LFO rate. This syncs to the BPM setting of the TMP.
- **SPREAD**: Adjusts stereo field spread of synth output.
- **MIX**: Controls blend between guitar and synth signals.
- **PITCH LFO SHAPE**: Selects low-frequency oscillator waveform shape used to modulate pitch of the synth's oscillators.
- **P LFO DEPTH:** Adjusts modulation depth applied by pitch LFO.
- **P LFO RATE:** Adjusts speed in Hertz of pitch LFO.
- **P LFO TAP DIV:** Adjusts note division applied to pitch LFO rate. This syncs to the BPM setting of the TMP.
- **DETUNE:** Adjusts amount of pitch detune applied to the synth's oscillators. When more than one oscillator is active, this creates a classic synth chorus effect.
- **PITCH WHEEL:** Provides a control for manually sweeping pitch by an octave both upward and downward.
  TIP: Connect an expression pedal to this control for on-the-fly synth pitch bends.
- **VOLUME LFO SHAPE:** Selects low-frequency oscillator waveform shape used to modulate synth volume.
- **V LFO DEPTH:** Controls modulation depth applied by volume LFO.
- **V LFO RATE:** Manually adjusts speed in Hertz of volume LFO.
- **V LFO TAP DIV:** Adjusts note division applied to volume LFO rate. This syncs to the BPM setting of the TMP.
- **VOLUME:** Adjusts synth master volume.

AETHON POLYSYNTH

A streamlined polyphonic synthesizer that combines expressive filtering, modulation and pitch control with responsive tracking for dynamic synth textures and evolving tones.

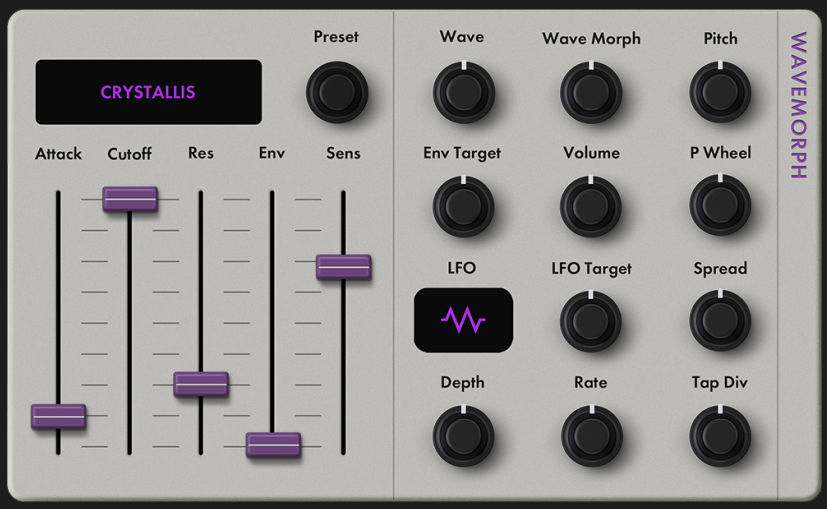


CONTROLS

- **PRESET:** Selects from a list of factory presets designed by Fender specifically for this synth. Any preset modified by the user will revert to showing "Custom" in the preset list.
- **ATTACK**: Adjusts attack time of synth notes. Set to 0 for plucky transients; turn up to engage swell on note onsets.
- **CUTOFF**: Adjusts cutoff frequency of the synth's internal lowpass filter.
- **RES**: Adjusts resonance or Q-factor of the synth's internal lowpass filter.
- **ENV**: Sets depth that filter cutoff will increase due to the energy envelope of the guitar signal. Set Cutoff to a low value to make the envelope action more obvious.
- **SENS**: Sets sensitivity of the energy envelope tracking. Higher values will cause filter cutoff to move more responsively to the input. Lower values will have less movement of the filter cutoff.
- **WAVE**: Selects synth oscillator waveform shape.
- **W PITCH**: Adjusts oscillator waveform pitch.
- **PITCH WHEEL**: Provides a control for manually sweeping pitch by an octave both upward and downward. TIP: Connect an expression pedal to this control for on-the-fly synth pitch bends.
- **FREEZE MODE**: Select operation mode for synth freeze functionality. Refer to Arctic/Antarctic Sustainer guide for more info on how to use this feature (*pages 95-96*).
- **FREEZE**: Engages freeze functionality to capture current synth signal and sustain indefinitely (works differently in different modes).
- **GLISS**: Adjusts pitch slide time between frozen synth sounds.
- **LFO SHAPE**: Selects low-frequency oscillator waveform shape.
- **LFO TARGET**: Chooses destination for LFO modulation to target. Options include filter cutoff, synth pitch and synth volume.
- **SPREAD**: Adjusts synth output stereo field.
- **LFO DEPTH**: Adjusts modulation depth applied by the LFO.
- **LFO RATE**: Adjusts speed in Hertz of the LFO.
- **LFO TAP DIV**: Sets note division applied to the LFO rate. This syncs to the BPM setting of the TMP.
- **MIX**: Adjusts blend between guitar and synth signals.
- **VOLUME**: Adjusts synth master volume.

WAVEMORPH

Continuously morphs between waveform shapes to create evolving textures, animated timbres and expressive synthesizer sounds that respond dynamically to playing input and modulation sources.



CONTROLS

- **PRESET:** Selects from a list of factory presets designed by Fender specifically for the this synth. Any preset modified by the user will revert to showing "Custom" in the preset list.
- **ATTACK:** Adjusts attack time of synth notes. Set to 0 for plucky transients and turn up to engage swell on note onsets.
- **CUTOFF:** Adjusts internal lowpass filter cutoff frequency.
- **RES:** Adjusts resonance or Q-factor of the synth's internal lowpass filter.
- **ENV:** Sets depth that the target of the envelope will be modulated due to the energy envelope of the guitar signal. Set target control to a low value to make the envelope action more obvious.
- **SENS:** Sets sensitivity of the energy envelope tracking. Higher values will cause the filter cutoff to move more responsively to the input; lower values will have less envelope destination movement.
- **WAVE:** Selects synth oscillator waveform shape. In Wavemorph's case, different shape options provide access to a suite of tones that can be indexed using the "Morph" control. The shapes are designed such that the waveform can be changed with the morph control in real-time to create interesting sonic textures.
- **MORPH:** Lets the user manually index or "morph" through various shapes stored within a given waveform. The user can either scroll through the morph manually, tie an expression pedal to the control, or just let the ENV/LFO do the work for on-the-fly expressive wave morphing.
- **PITCH:** Adjusts oscillator waveform pitch.
- **ENV TARGET:** Selects target destination for the envelope tracker. Options include Morph, Cutoff and Morph+Cut off. This control will decide which of those synth features are modulated by the guitar's input signal energy.
- **VOLUME:** Adjusts synth master volume.
- **PITCH WHEEL:** Provides a control for manually sweeping pitch by an octave both upward and downward. TIP: Connect an expression pedal to this control for on-the-fly synth pitch bends.
- **LFO SHAPE**: Selects low-frequency oscillator waveform shape.
- **LFO TARGET**: Chooses destination for LFO modulation to target. Options include Morph, Cutoff, Morph+Cutoff, Synth Pitch and Synth Volume.
- **SPREAD**: Adjusts synth output stereo field spread.
- **LFO DEPTH**: Adjusts modulation depth applied by the LFO.
- **LFO RATE**: Adjusts speed in Hertz of the LFO.
- **LFO TAP DIV**: Sets note division applied to the LFO rate. This syncs to the BPM setting of the TMP.
- **FREEZE MODE**: Select operation mode for synth freeze functionality. Refer to Arctic/Antarctic Sustainer guide for more info on how to use this feature (*pages 95-96*).
- **FREEZE**: Engages freeze functionality to capture current synth signal and sustain indefinitely (works differently in different modes).
- **GLISS**: Adjusts pitch slide time between frozen synth sounds.
- **MIX**: Controls blend between input guitar signal and output synth signal.

MICROPHONES

The classic live and studio microphones listed here were hand-picked for use in all of Tone Master Pro's impulse response captures.



CONDENSER C414

Captured with a large-diaphragm condenser microphone that delivers detailed highs, balanced mids and exceptional versatility.



CONDENSER M23

Captured with a measurement-style condenser microphone known for its exceptionally flat frequency response and accurate cabinet reproduction.



DYNAMIC MD421

Captured with a dynamic microphone known for strong midrange detail, excellent transient response and versatility on guitar cabinets.



RIBBON R121

Captured with a ribbon microphone prized for its smooth top end, natural response and rich harmonic detail.



DYNAMIC RE20

Captured with a dynamic microphone known for balanced frequency response, excellent low-end handling and natural articulation.



DYNAMIC SM7B

Captured with a dynamic microphone valued for its smooth response, focused mids and broad recording versatility.



DYNAMIC SM57

Captured with a dynamic microphone renowned for its punch, presence and ability to highlight the character of amplified instruments.

PART NUMBERS / REFERENCIAS / RÉFÉRENCE / NÚMERO DAS PEÇAS / NUMERO PARTI / TEILENUMMERN NUMERY REFERENCYJNE / REFERENČNÍ ČÍSLA / REFERENČNÉ ČÍSLA / REFERENČNE ŠTEVILKE / 部品番号 / 型号 零件號 / НОМЕРА НА ЧАСТИ / BROJEVI DIJELOVA / ONDERDEELNUMMERS / OSANUMBRID / OSIEN NUMEROT ARITHMOI MEROS / DAĻU NUMURI / DALIŲ NUMERIAI / NUMERE DE PIESĂ / ARTIKELNUMMER

TONE MASTER® PRO

2274900000 (120V, 60Hz) NA
2274901000 (110V, 60Hz) TW
2274903000 (240V, 50Hz) AU
2274904000 (230V, 50Hz) UK
2274905000 (220V, 50Hz) ARG
2274906000 (230V, 50Hz) EU
2274907000 (100V, 50/60Hz) JP
2274908000 (220V, 50Hz) CN
2274909000 (220V, 60Hz) ROK
2274913000 (240V, 50Hz) MA
2274914000 (120V, 60Hz) MX
2274915000 (220V, 60Hz) BR

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