MOOER

GE100

Guitar Multi-Effects Processor

Owner's Manual

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Precautions

* PLEASE READ CAREFULLY BEFORE PROCEEDING *

Power Supply

Please connect the designated AC adapter to an AC outlet of the correct voltage.
Please be sure to use only an AC adapter which supplies 9V DC, 300mA, center minus.
Unplug the AC power adapter when not using or during electrical storms.

Connections

Always turn off the power of this and all other equipments before connecting or disconnecting, this will help prevent malfunction and/or damage to other devices. Also make sure to unpulg all connection cables and the power cord before moving this unit.

Location

To avoid deformation, discoloration, or other serious damage, do not expose this unit to the following conditions:

- Direct sunlight
- Heat sources
- Magnetic fields
- Extreme temperature or humidity
- Excessively dusty or dirty location
- High humidity or moisture
- Strong vibration or shock

Interference with other electrical devices

Radios and televisions placed nearby may experience reception interference. Operate this unit at a suitable distance from radios and televisions.

Cleaning

Clean only with a soft, dry cloth. If necessary, slightly moisten the cloth. Do not use abrasive cleanser, cleaning alcohol, paint thinners, wax, solvents, cleaning fluids, or chemical-impregnated wiping cloths.

Handling

Do not apply excessive force to the switches or controls.
Do not let paper, metallic, or other objects into this unit.
Take care not to drop the unit, and do not subject it to shock or excessive pressure.

Items Explanation

Mode

Mode is the status of different control functions.

Effect module

An effect module is a collection of effects within a particular category. Information about the on/off status and effect parameter settings used are comprised in each module.

Effect type

Some effect modules have several different effects which are referred to as effect types. Only one of these can be selected at a time.

Patch

A patch can be thought of as a combination of different effects. Each of these effects is referred to as an effect module.

Effect parameter

All effect types have various parameters that can be adjusted. These are called effect parameters or simply parameters. The parameters change the tone, sound quality and effect intensity.

Main Features

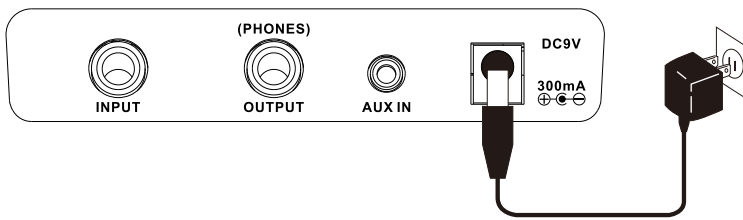
- High brightness LCD display
- 8 Effect modules&66 Effect types
- 23 Drive sounds with 7 legendary amps simulator
- 80 Factory preset patches&80 User patches
- 40 Drum rhythms&10 Metronome rhythms
- Tap tempo
- 180 Seconds looper
- Scales&Chords dictionary
- DC 9V Adapter or AA battery(X4)power supply
- Assignable expression pedal
- Light-weight and tiny for easy transportation
- Compact operation interface

Quick Start

Creating sounds

01 Power On

Plug the cable of AC Adapter (9V, 300mA, center minus) into the [DC 9V] Jack. When using batteries, plugging the guitar cable into the [input] jack will turn the device on.



02 Selecting Patches

Set the Mode Selector to [PL], the LCD display will indicate the information of the current patch number. The GE100 has 80 preset patches and 80 user patches. Press [PATCH▼] or [PATCH▲] footswitch to change patches.
(Hold one footswitch to switch patches quickly).

① PATCH NUMBER
② PATCH NAME
③ PEDAL ASSIGN
④ RHYTHM SET SPEED
⑤ LOOPER STATUS

When choosing a patch, some effect modules on the mode display LED will be lit up. This indicates exactly what effect modules are being used in this patch.

PL FX DS **AMP** NS EQ MOD **DLY** **REV** R.S SY

Note: *1.Rotate the [VALUE] knob can also change patches.*
2.Detailed patch information is included in the patch list on page 28.

03 Adjusting the Global Level

Set the Mode Selector to [SY], rotate [VALUE] knob to choose [VOLUME], press the [VALUE] knob to enter the level control, the master volume of GE100 can be adjusted by rotating the [VALUE] knob. LCD display will indicate the current level.

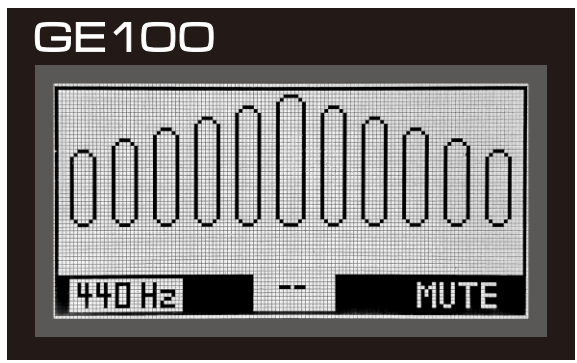
Tuner

01 Entering the Tuner Mode

In any Mode, press both [PATCH▼] and [PATCH▲] footswitches simultaneously to enter the Tuner Mode.

02 Tuning

Play a single guitar string at a time, and raise or lower the pitch according to the indications on the screen. You can choose [BYPASS] or [MUTE] tuning mode. In Mute tuning mode, no sound will phonate through the output of GE100. You can choose from 435Hz~445Hz for tuning your guitar.



03 Exit Tuner

When you finish tunning, press both [PATCH▼] and [PATCH▲] footswitches at the same time to quit tuning mode. The GE100 will return to its previous status.

Using the effects

The GE100 has 8 effect modules, 66 types of effects in total, can offer up to 8 simultaneous effects.

Each effect module has several different effect types, only one type of effect per module can be selected at a time. All effect types have various parameters that can be adjusted, the parameters change the tone and effect intensity.

01 Select Effect Module

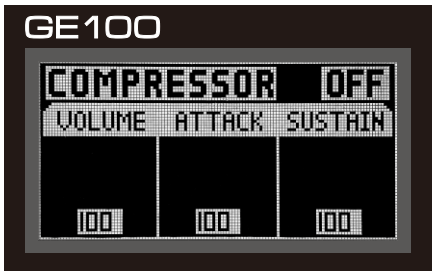
Set the Mode Selector to the effect module which you want to edit, the effect chain is listed below:

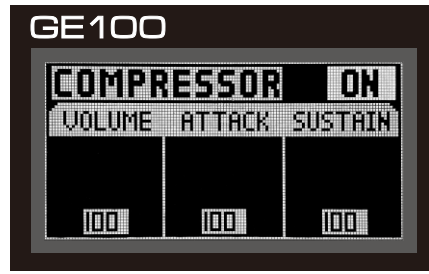
02 Select Effect Type

Hold and rotate [VALUE] knob to change effect/parameter type forward (clockwise) or backwards (counterclockwise), rotate [VALUE] knob to set a new value of the effect type or parameter.

03 Turn On/Bypass an Effect Module

When adjusting an effect, press [PATCH▲] footswitch to bypass this effect, the indication [OFF] will appears on the display and the module will be turned off. Press [PATCH▲] footswitch once more will return the settings to the previous condition.



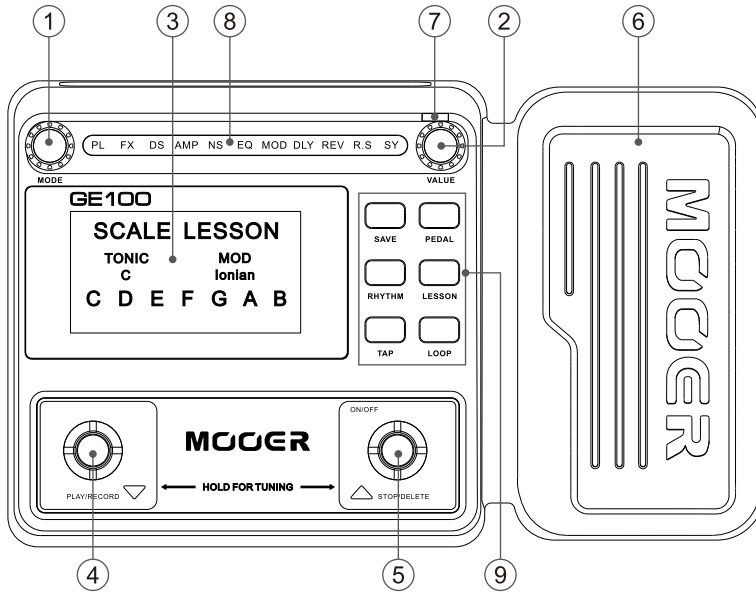


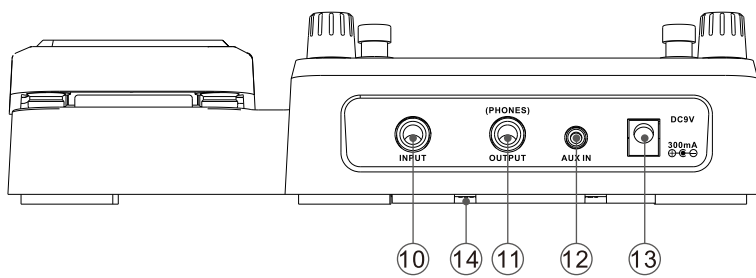
Saving the effects

You can save your edited tones in the users' patches and recall them for future use.

1. In any mode, press the button [SAVE] on the function buttons panel.
2. Rotate the [VALUE] knob to choose letters from [A~Z] and numbers from [0~9] or a space indicated by a [■] on the LCD.
3. Press the [VALUE] knob again to save your settings.
4. When you finish editing the patch name, press the [SAVE] button, the patch will be saved.
5. To cancel the saving process, rotate the Mode selector to another position, the patch will not be saved.
6. You can only save a tone in the user patch 1~80, it can not be saved in a factory preset patch.

Panel Instructions





01 **MODE SELECTOR:** Selects between all the function modes of the GE100.

02 **VALUE KNOB WITH ENTER BUTTON:** Chooses effect types or changes parameter values.

03 **LCD DISPLAY:** Indicates patch numbers and other information regarding the operation of the unit.

04 **PATCH[▼] FOOTSWITCH:** Selects patches (descending), starts/plays loop recording/overdubbing, and other functions.

05 **PATCH[▲] FOOTSWITCH:** Selects patches (ascending), stops/deletes loop, and other functions.

06 **EXPRESSION PEDAL:** Adjusts the volume or some other specific effect parameters.

07 **EXP. PEDAL LED:** Indicates the status of the expression pedal.

08 **MODE DISPLAY LED:** Indicates the current mode. When you choose a specific effect module, the corresponding mode display LED will be lit up.

09 **FUNCTION BUTTONS:** Allow access to different functions of the GE100.

Button	Function
[SAVE]	Saves the effect you edit in the user patches
[PEDAL]	Adjusts the pedal settings
[RHYTHM]	Activates the drum or metronome
[LESSON]	Enters the Scale and Chord dictionary
[TAP]	Tap to set the tempo of the drums or delay effects
[LOOP]	Enters the looper mode

10 **INPUT JACK:** 1/4″ mono audio jack, for connecting guitar or other instruments.

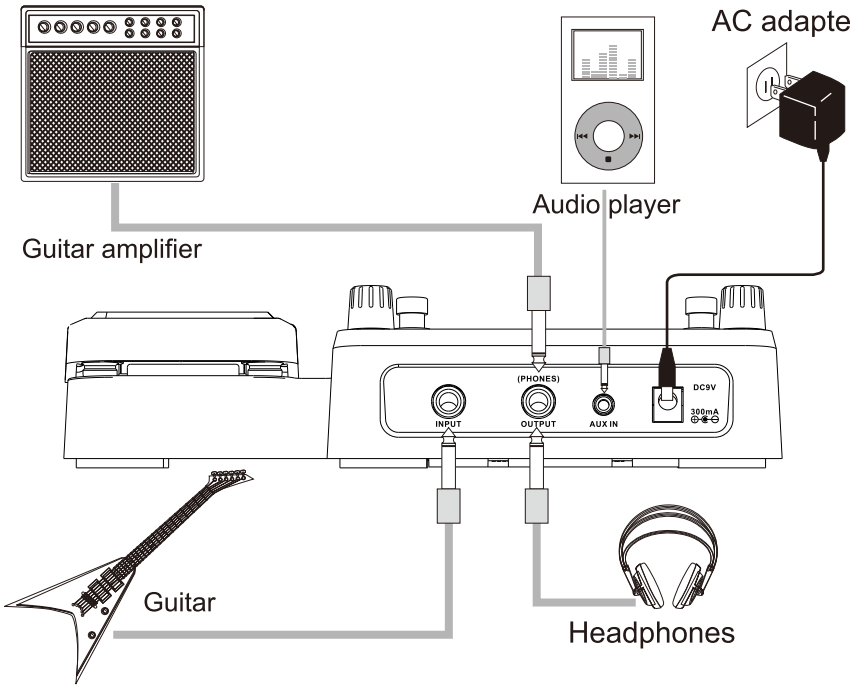
11 **OUTPUT [PHONES] JACK:** 1/4″ stereo audio jack, for connecting an amplifier, or you can also plug stereo headphones.

12 **AUX IN JACK:** Used for connecting your audio player.

13 **DC 9V JACK:** For connecting power supply, use a 9-volt DC regulated by AC adapter, 300mA (plug polarity is positive on the barrel and negative in the center).

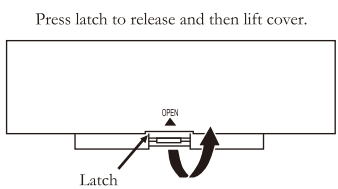
14 **BATTERY HOLDER:** For battery operation (AA/LR6 x 4).

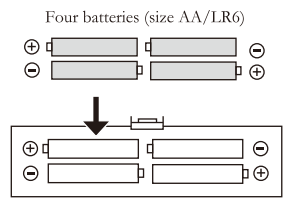
Connections



Battery Operation

1. Turn off the GE100 and open the battery holder on the bottom.
2. Insert 4 AA/LR6 batteries and close the battery holder.





Note: *When the batteries are getting low, the display will show* ▭ *to indicate this situation.*

Expression Pedal

01 Volume Control

If the [EXP. PEDAL] LED is not lit up, the expression pedal will act as a volume pedal.

02 Effect Control

If the [EXP. PEDAL] LED is lit up, the expression pedal will control the effect's parameter which was set up in PEDAL settings.

03 Pedal Effects

Press down the function button [PEDAL], the LCD display will show the controlling effect of the expression pedal.
There are 6 different parameters that can be controlled by the pedal:

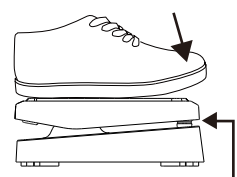
Effect Types	Control Parameter
WAH	Central Frequency
OCTAVE UP	Pitch
OCTAVE DOWN	Pitch
GAIN	Gain
MOD	Depth
REVERB	Decay

Rotate the [VALUE] knob and press down to choose one kind of controlling effect, the expression pedal will control the corresponding parameter.

Note: *Pedal setting can be stored in a user patch.*

04 Switch Control Mode (Volume-Effect)

Push the expression pedal all the way down to switch the control mode from volume to effect parameter control, and the [EXP.PEDAL] LED will light up. It can also switch the control mode back from effect control to volume, in this case the [EXP.PEDAL] LED will be turned off.



Push strongly, so that pedal touches here

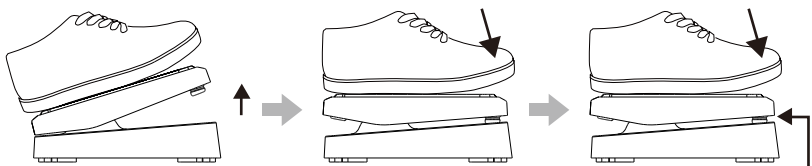
05 The responsiveness of the expression pedal on GE100 can be reset when necessary. If the effect change seems insufficient when pushing down the pedal, the volume/tone changes excessively even when the pedal is only lightly pushed, or if it's hard to switch the pedal mode, adjust the pedal according to these instructions:

Set the Mode Selector to [SY] and choose [PEDAL], press the [VALUE] knob to enter Pedal Reset.

A. Fully raise the expression pedal and press the [VALUE] knob to adjust and save the minimum position.

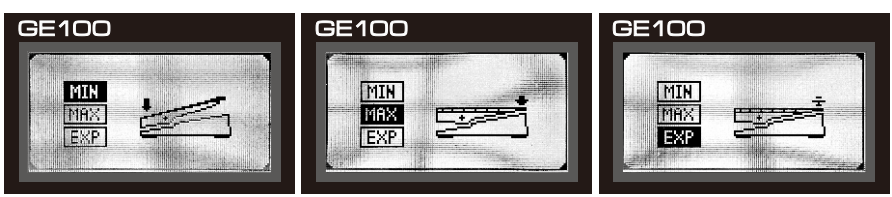
B. Push the expression pedal fully down and press the [VALUE] knob to adjust and save the maximum position.

C. Strongly push down the expression pedal and press the [VALUE] knob once more, this will complete the Pedal Reset adjustment, and the GE100 will return to [SY] mode.



Fully raise | Fully down | Push strongly, so that pedal touches here

Note: *If the distance between the minimun position and the maximum position gets too close, the pedal reset will not be completed.*



Tap Tempo Function

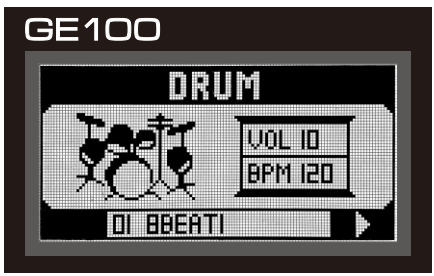
01 The [TAP] button on the front panel has two functions:

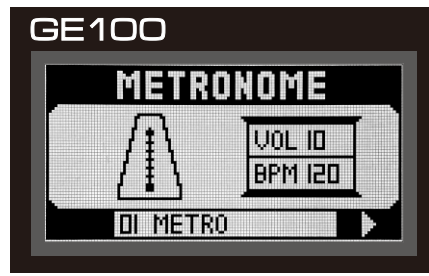
1. Set the time of the delay effect, LED will blink ORANGE.
2. Set the speed of the rhythm patterns, LED will blink BLUE. To Set a Tempo, simply push the [TAP] button twice with the desired speed.

Rhythm Settings

01 To access the Rhythm Set mode, rotate the [MODE] selector to [R.S] mode.

02 Rotate the [VALUE] knob to choose [DRUM] or [METRONOME].





1. Rhythm Patterns: There are 40 drum and 10 metronome rhythm patterns in the GE100. Rotate the [VALUE] knob to choose one.
2. Rhythm Speed: This parameter controls the speed of the rhythm patterns.
3. Volume: This parameter controls the overall volume of the rhythm patterns.

Note: *1.Rhythm Speed can also be adjusted by Tap Tempo function.*
2.Detailed drum and metronome patterns can be found in the rhythm list in page 30.

Looper Function

01 Enter Looper Mode

Press down the [LOOP] button on the function panel to enter Looper mode.

02 Loop Recording

When in Looper mode, press [PATCH▼] [PLAY/RECORD] footswitch once to start recording, [REC] will appear on the LCD display.

During first time recording, press [PATCH▼] [PLAY/RECORD] footswitch again to set the loop end, recording will be stopped and loop playback will begin.

Note: *The maximum recording time is 180 seconds, the loop end will be set immediately once recording time reaches 180 seconds.*

03 Overdub

When a loop is already recorded, and while in playback mode, press [PATCH▼] / [PLAY/RECORD] footswitch to start overdubbing.

During overdubbing, pressing [PATCH▼] / [PLAY/RECORD] footswitch will stop recording and start playback of all the recorded layers, pressing [PATCH▼] / [PLAY/RECORD] footswitch again will record another layer.

This process can be repeated again and again, there is no limit in the amount of independent layers.

Note: *Once the overdub time goes beyond the loop length, a new overdub will begin automatically from the loop start.*

04 Play/Stop Loop

When loop is at stop status, press [PATCH▼] footswitch to start loop playing (if there is no loop data, playback can not be executed).

When the loop is playing, press [PATCH▲] footswitch to stop playback.

When recording, press [PATCH▲] footswitch to stop recording, press [PATCH▼] footswitch again to start playback.

05 Delete Loop

If you want to delete the loop, press and hold down the [PATCH▲] footswitch for 2 seconds, all the looper data will be deleted.

06 Exit Looper Mode

When in Looper mode, press the [LOOP] button on the function keys panel, the GE100 will return to its previous status.

07 Selecting effects and Patch in Looper Mode

When in Looper mode, you can select patches and adjust effects as well. Set the Mode Selector to [PL] mode, you can select patches by rotating the [VALUE] knob. The status of the looper mode will be indicated by the LCD on the [PL] mode display.

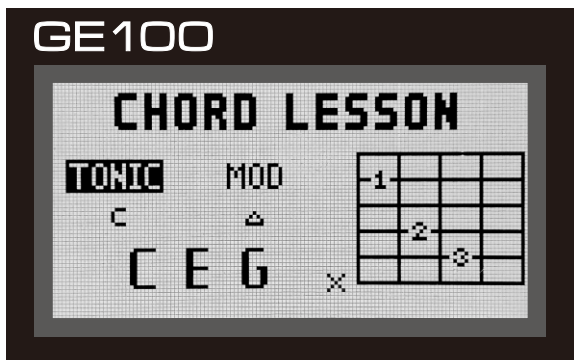
Note: 1.When selecting patches or adjusting effects in Looper mode, any operation of Loop functions will turn the LCD display in the [PL] mode to indicate the current loop status at once.

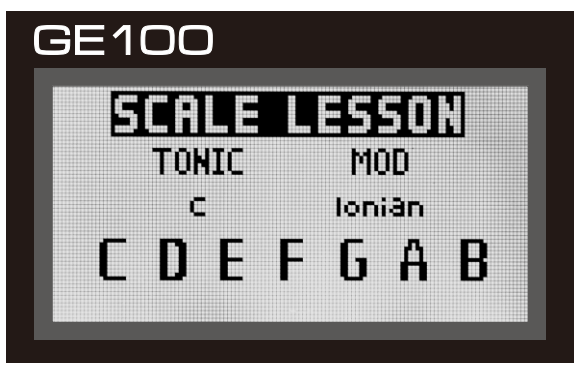
Lesson Function

The GE100 has lesson function which includes 192 scales and 216 chords, enabling you to get access to the included library for reference.

01 Enter Scale&Chord Lesson

Press the [LESSON] button on the function button panel. Rotate the [VALUE] knob to select SCALE LESSON or CHORD LESSON. Press the [VALUE] knob to switch from [TONIC] or [MOD].





02 Quit Scale&Chord Lesson

Press the [LESSON] button on the function button panel again, the GE100 will return to its previous status.

01 Factory Reset

The Factory Reset function will re-initialize all setting of GE100 (All the saved presets will be lost). To perform a factory reset, follow these instructions:

A. Rotate the Mode Selector to [SY] to enter the system settings.

B. Rotate the [VALUE] knob to choose [RESET], press the [VALUE] knob to enter and press [YES] to reset all the setting, press [NO] if you want to return to the system setting mode.

Note: *1.If you want to cancel the Factory Reset before it's performed, move the Mode Selector to another location, the process will be cancelled.*

2.Reset Factory settings will reset all user patches, all the tones you have saved will be lost.

02 Expression Pedal Reset

Please refer to Page13 numeral 5 of this manual.

03 Global Level

The Global Level controls the overall output level of the GE100. To adjust the Global Level, do the following:

A. Rotate the Mode Selector to [SY] to enter the system setting mode.
B. Rotate the [VALUE] knob to choose [VOLUME], press the [VALUE] knob.
C. Rotate the [VALUE] knob again to choose the desired value for the GE100's Global Level.

04 LCD Brightness

LCD Brightness controls the brightness of the GE100 screen. To adjust the LCD Brightness, follow these instructions:

A. Rotate the Mode Selector to [SY] to enter the system setting mode.
B. Rotate the [VALUE] knob and choose [LCD B.] and then press the [VALUE] knob.
C. Rotate the [VALUE] knob again to choose the LCD Brightness.

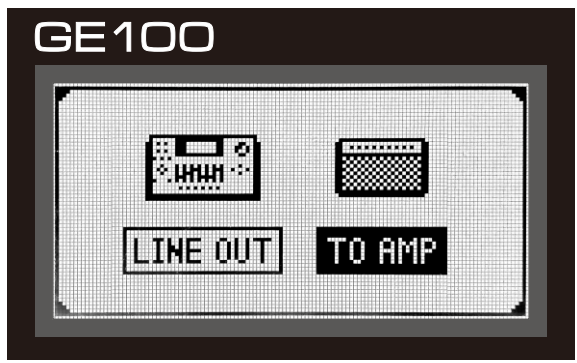
05 Output Mode Setting

You can choose the type of output. To do this, conform to the following instructions:

A. Rotate the Mode Selector to [SY] to enter the system setting mode.
B. Rotate the [VALUE] knob and choose [OUTPUT], and then press [VALUE].

You can choose from:

1. [LINE OUT]: Send output to equipment such as a mixer or an audio interface.
2. [TO AMP]: Send output to your guitar amp.



06 Display Mode Setting

You can choose from two different display modes. To do this, conform to the following instructions:

A. Rotate the Mode Selector to [SY] to enter the system setting mode.
B. Rotate the [VALUE] knob and choose [LCD M.], press the [VALUE] knob.

You can choose from: [POSITIVE DISPLAY] and [INVERT DISPLAY].

Effects Explanation

01 General Instruction

Effect Chain

GE100 has 8 effect modules, 66 types of effects in total, and it can offer up to 8 simultaneous effects.

Each effect module has several different effect types, only one type of effect per module can be selected at a time.
When choosing a patch, some effect modules on the mode display LED will be lit up. This indicates exactly what effect modules are used in this patch. All effect types have various parameters that can be adjusted; these parameters change the tone and effect intensity.

02 Explain the Effect Modules/Types/Parameters

FX Module

Effect Name	Effect Explanation
Compressor	This effect is used for controlling dynamics of the signal, it limits high-level peaks and boosts low-level peaks.
Pure Boost	This effect creates the sound of Mooer's Pure Boost.
E.L Flanger	This effect simulates a sound similar to a jet airplane.
Tremolo	This effect creats a cyclic change in volume.
Phaser	This effect creates a phase shifting sound, which gives a swirling and twisting character.
Pedal Wah	This effect varies wah sound by rocking the expression pedal. The pedal's position controls the ***Central Frequency***.

Auto Monkey	Instead of the effect being controlled by the expression pedal, as on a standard wah-wah, this effect alters the sound automatically.
Touch Wah	This effect varies the wah sound according to input intensity.
Slow Engine	This effect cuts off the sound attack, producing a violin sound.
Drop Bit	This effect provides a wide range of sampling rate/depth reduction.

This symbol means the parameter can be controlled by the expression pedal if the corresponding setting was chosen in PEDAL module.

DS(Distortion) Module

Type Name	Effect Explanation
Flex Boost	This effect creates the sound of Mooer's Flex Boost. The parameter's value controls the ***Gain***.
Preamp OD	This effect creates the sound of DOD ®\ Overdrive Preamp/250. * The parameter's value controls the ***Gain***.
Tube Drive	This effect creates the sound of Ibanez® TS9(TUBE SCREAMER®). * The parameter's value controls the ***Gain***.
Juicer Drive	This effect creates the sound similar to Mooer's Neil Zaza signature pedal, the "Juicer". The parameter's value controls the ***Gain***.
Vintage OD	This effect creates the sound of BOSS® OD-1(Over Drive). * The parameter's value controls the ***Gain***
Super Drive	This effect creates the sound of BOSS® SD-1(SUPER OverDrive). * The parameter's value controls the ***Gain.***
Blink Drive	This effect creates the sound of Voodoo Lab® Sparkle Drive. * The parameter's value controls the ***Gain***.
Split Drive	This effect creates a warm and sweet overdrive sound. The parameter's value controls the ***Gain***.
Modern OD	This effect creates an overdrive with special mid range tone. The parameter's value controls the ***Gain***.
Classic OD	This effect creates the sound of ProCo™ The Rat™. * The parameter's value controls the ***Gain***.
Distortion	This effect creates the sound of BOSS® DS-1(Distortion). * The parameter's value controls the ***Gain***.
Fab DS	This effect creates the sound of Danelectro® DD1 Fab Tone. * The parameter's value controls the ***Gain***.
Modern DS	This effect produces a sound like a full stack high gain amp. The parameter's value controls the ***Gain***.

Type Name	Effect Explanation
Pi Fuzz	This effect creates the sound of Electro-Harmonix® Big Muff Pi®. * The parameter's value controls the ***Gain***.
Face Fuzz	This effect creates the sound of Dallas-Arbiter FUZZFACE™. * The parameter's value controls the ***Gain***.
Bend Fuzz	This effect creates the sound of Colorsound Tonebender. * The parameter's value controls the ***Gain***.
Hog Fuzz	This effect creates the sound of Electro-Harmonix® Hog's Foot. * The parameter's value controls the ***Gain***.
Modern Fuzz	This effect creates a powerful fuzz sound. The parameter's value controls the ***Gain***.
Metal Land	This effect creates the sound of BOSS® MT-2(Metal Zone). * The parameter's value controls the ***Gain***.
Metal Club	This effect creates the sound of Ibanez® SM-7(Smash Box). * The parameter's value controls the ***Gain***.
Metal Man	This effect creates an intense, radical distortion sound. The parameter's value controls the ***Gain***.
Acoustic A	This effect simulates the sound properties of an authentic acoustic guitar.
Acoustic B	This effect simulates the sound properties of an authentic acoustic guitar.

*The mentioned manufacturer and product names in the list are trademarks or registered trademarks of their respective owners, the trademarks were used merely to identify the sound character of some effects.

AMP(Amp Simulation) Module

Type Name	Effect Explanation
F.Clean	Simulates the sound of a Fender® Twin Reverb®. *
Jazz Clean	Simulates the sound of a Roland® JC-120®. *
Bassman	Simulates the sound of a Fender® Bassman®. *
British 30	Simulates the sound of a VOX® AC-30®. *
British 800	Simulates the sound of a Marshall® JCM800®. *
USA Star	Simulates the sound of a Mesa Boogie® Lonestar special®. *
USA Black	Simulates the sound of a Mesa Boogie® Mark V®. *

NS(Noise Gate) Module

Type Name	Effect Explanation
Noise Gate	This effect reduces the signal which exceeds the threshold setting.

EQ(Equalizer) Module

Type Name	Effect Explanation
160	This controls the lower band of the equalizer, the central frequency is 160Hz.
800	This controls the middle band of the equalizer, the central frequency is 800Hz.
3.2K	This controls the high band of the equalizer, the central frequency is 3.2kHz.

MOD(Modulation) Module

Type Name	Effect Explanation
Chorus	This effect creates a shining dimensional sound. The parameter's value controls the ***Depth***.
Flanger	This effect produces an undulating and floating feeling sound. The parameter's value controls the ***Depth***.
T·Flanger	This effect produces another kind of flanger sound. The parameter's value controls the ***Depth***.
Phaser	This effect creates a pulsing-like sound. The parameter's value controls the ***Depth***.
Step Phaser	This effect produces a more drastic phaser effect with a deeper pulsing feel. The parameter's value controls the ***Depth***.
Tremolo	This effect periodically influences the volume of the signal. The parameter's value controls the ***Depth***.
Pitch	This effect periodically influences the pitch of the signal. The parameter's value controls the ***Depth*** or ***Degree***.
Vibrato	This effect produces an intense vibrato sound. The parameter's value controls the ***Depth***.
Filter	This effect produces a sweeping filter sound. The parameter's value controls the ***Depth***.
Ring Mod	This effect produces a sound which sounds like a ring bell. The parameter's value controls the ***Depth***.
Stutter	This effect rhythmically cuts your sound similar to a killswitch. The parameter's value controls the ***Depth***.

DLY(Delay) Module

Type Name	Effect Explanation
Digital	Repeats the signal with no special processing, creates the most clean delay sound.
Analog	Simulates an analog delay equipment, produces a warm and vintage delay sound.
Dynamic	Dynamic delay, the delay sound is low while playing, but increases when playing stops.
Tape Echo	Simulates a Tape Echo machine, recreating its characteristic sound.
Echo	Simulates the real Echo, authentic and natural delay sound.
Reverse	Simulates the effect of a tape being played in reverse.

REV(Reverb) Module

Type Name	Effect Explanation
Room 	Simulates the acoustics of a Room. The parameter's value controls the Reverb's **Decay**.
Hall 	Simulates the acoustics of a concert Hall. The parameter's value controls the Reverb's **Decay**.
Church 	Simulates the acoustics of a big church. The parameter's value controls the Reverb's **Decay**.
Plate 	Simulates Plate reverberation. The parameter's value controls the Reverb's **Decay**.
Mod 	Adds Chorus effect to a Hall reverb. The parameter's value controls the Reverb's **Decay**.
Spring 	Similar to Plate reverb but the effect is obtained from a vibrating spring, resulting in a very characteristic sound. The parameter's value controls the Reverb's **Decay**.
Treverb 	Adds tremolo effect to a reverb effect. The parameter's value controls the Reverb's **Decay**.

Specifications

No. of Effect Modules:	8 Modules (Max. 8 simultaneous modules)
No. of Effect Types:	66 Types
Preset Patch Memory:	80 Patches
User Patch Memory:	80 Patches
INPUT Jack:	1/4″ mono audio jack
OUTPUT [PHONES] Jack:	1/4″ stereo audio jack (doubles as line/headphone jack)
Power requirements:	AC adapter 9V DC, 300mA (center minus plug)
	or 4 AA/LR6 batteries
Dimensions:	140mm (D) x 230mm (W) x 60mm (H)
Weight:	730g (without batteries)
Accessories:	Owner's Manual, AC adapter 9V DC

** **Disclaimer:** Any specification's update won't be amended in this manual.*

Troubleshooting

Can not power on

Check power connection.

------ Make sure the power is connected correctly.

Check the adapter.

------ Make sure the adapter's type is DC 9V/300mA/center minus.

When using battery, check whether the cable is inserted entirely to the INPUT jack.

------ Make sure the battery is at work and the INPUT jack is connected with an audio cable.

No sound or low volume

Check connection of cables.

------ Make sure all the cables are connected firmly.

Check the on/off switch of microphone and the volume setting of amplifier.

------ Make sure each equipment's volume is set to an appropriate level.

Check the Global Level in the system setting.

------ Make sure the Global Level is set to an appropriate level.

High noise

Check the adapter.

------ Make sure the adapter's type is DC 9V/300mA/center minus.

Check the cables.

------ Make sure the cables are connected firmly and have no quality problem.

Appendix

Patch List

Preset Patch	Patch Name	Pedal Assign
P01	DYN CLEAN	Reverb
P02	MODERN DRIVE	Gain
P03	WAH SOLO	Wah
P04	CLEAN PHASER	Mod
P05	BLUES	Gain
P06	FLYING CHORUS	Mod
P07	MODERN METAL	Gain
P08	TALKING CHORUS	Reverb
P09	JUMP	Reverb
P10	ARPEGGIO	Reverb
P11	WHAMMY UP	Oct Up
P12	WHAMMY DOWN	Oct Down
P13	CLEAN FLANGER	Reverb
P14	LITTLE WING	Gain
P15	BEST TREMOLO	Wah
P16	JAZZ CLEAN	Mod
P17	ROOM 335	Gain
P18	DIRTY FUZZ	Gain
P19	POST ROCK	Reverb
P20	CHORUS SOUND	Mod

Preset Patch	Patch Name	Pedal Assign
P21	METAL RHYTHM	Gain
P22	METAL LEAD	Gain
P23	STUTTER CLEAN	Mod
P24	CLEAN START	Wah
P25	BLUES ROCK	Gain
P26	ACDC DRIVE	Gain
P27	TREMOLO CLEAN	Mod
P28	PANTERA METAL	Gain
P29	TOUCH DRIVE	Gain
P30	POP SOLO	Mod
P31	RECORDER	Reverb
P32	REIT MELON	Reverb
P33	PINK WALL	Reverb
P34	CONFUSED ROOM	Mod
P35	SQUIRREL	Reverb
P36	BROKEN TV	Reverb
P37	POP DIST	Reverb
P38	PUNCH BACK	Mod
P39	VINTAGE DRIVE	Mod
P40	TELE RING	Mod

Preset Patch	Patch Name	Pedal Assign
P41	OCTAVE SOLO	Oct Down
P42	EIGHTY DIST	Reverb
P43	ACOUSTIC	Reverb
P44	HOT ACOUSTIC	Reverb
P45	BRIGHT RHYTHM	Reverb
P46	CRUNCH HIM	Reverb
P47	DEEP ECHO	Reverb
P48	SHINNING	Reverb
P49	BIT CRUSH	Reverb
P50	THE FIFTH	Mod
P51	VIOLIN	Reverb
P52	BRITISH LEAD	Gain
P53	STUTTER DRIVER	Mod
P54	CHORUS LEAD	Reverb
P55	12 STRINGS	Reverb
P56	PITCH LEAD	Oct Up
P57	SPACE CLEAN	Reverb
P58	SHIM REVERSE	Reverb
P59	OCTAVE FUZZ	Mod
P60	SHINNING DRIVE	Gain

Preset Patch	Patch Name	Pedal Assign
P61	WET CLEAN	Wah
P62	CALIFORNIA RF	Gain
P63	ROUGH WHIP	Oct Up
P64	PREAMP DRIVE	Gain
P65	JC AMP	Mod
P66	ROLLING WHEEL	Gain
P67	MAD WING	Gain
P68	EIGHTY HI GAIN	Gain
P69	WHIRLY ROOM	Reverb
P70	SPACE DRIVE	Mod
P71	STEP CLEAN	Wah
P72	DREAM RIVER	Gain
P73	VOODOO BOY	Wah
P74	FUNKY	Oct Down
P75	FUSION OD	Mod
P76	ST FLANGER	Reverb
P77	GYRAL DRIVER	Reverb
P78	FL BASS	Oct Down
P79	TENDER WAH	Mod
P80	ELE DIST	Mod

Appendix

Drum Rhythm List

Drum Rhythms	Patterns	Drum Rhythms	Patterns
01	8BEAT1	21	CLASSIC FUNK
02	8BEAT2	22	FUNK ROCK
03	8BEAT3	23	ELECTRIC FUNK
04	8BEAT4	24	SOUL
05	8BEAT5	25	R&B
06	16BEAT1	26	JAZZ
07	16BEAT2	27	BIG BAND
08	16BEAT3	28	FUSION
09	16BEAT4	29	SWING
10	16BEAT5	30	DIXIELAND
11	ROCK N ROLL	31	BLUES
12	CLASSIC ROCK	32	COUNTRY
13	POP ROCK	33	COUNTRY FOLK
14	SLOW ROCK	34	ROCKABILLY
15	ROCK SHUFFLE	35	BLUEGRASS
16	ROCK BALLAD	36	BOSSANOVA
17	PUNK	37	RUMBA
18	NEW WAVE	38	SAMBA
19	HARD ROCK	39	CHA CHA
20	METAL	40	TANGO

Metronome Rhythms	Patterns
01	METRO
02	METRO2/4
03	METRO3/4
04	METRO4/4
05	METRO5/4
06	METRO6/4
07	METRO7/4
08	METRO6/8
09	METRO7/8
10	METRO9/8

Appendix

Scale&Chord List

Scales	Modes
01	Ionian
02	Dorian
03	Phrygian
04	Lydian
05	Mixolydian
06	Aeolian
07	Locrian
08	Melodic Minor
09	Harmonic Minor
10	Pentatonic Major
11	Pentatonic Minor
12	Blues
13	Altered
14	Diminished H-W
15	Diminished W-H
16	Whole Tone

Chords	Modes
01	△
02	—
03	+
04	○
05	5
06	ADD9
07	SUS4
08	6
09	△7
10	—7
11	7
12	∅7
13	○7
14	≙7
15	9
16	7 ♭ 9
17	7#11
18	7 ♭ 13

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