Effect List

Effects You Can Select by Directly Pressing a Button

Type	CTRL 1 (display)	CTRL 2 (display)	CTRL 3 (display)
FILTER+DRIVE ★	CUTOFF (CoF)	RESONANCE (rES) ★	DRIVE (drV) ★
Low-pass filter with overdrive. Cuts the high range and adds distortion.	Adjusts the frequency at w the cut occurs.	Adjusts the amount of pe cated at the cutoff frequer	Adds distortion.
PITCH ★	PITCH (Pit)	FEEDBACK (Fdb) ★	BALANCE (bAL)
Changes the pitch.	Specifies the pitch change -2 octave range.	Adjusts the amount by wh pitch-shifted sound is rep	Adjusts the volume balance tween the direct sound and sound.
DELAY ★	DELAY TIME (t32–t1)	FEEDBACK (Fdb) ★	BALANCE (bAL)
Repeats the sound.	Adjusts the time at which sound is repeated. (*1)	Adjusts the number of tim the sound is repeated.	Adjusts the volume balanc tween the direct sound and effect sound.
ISOLATOR ★	LOW (Lo) ★	MID (Mid) ★	HIGH (Hi) ★
Extracts or eliminates low / mid / high ranges from the sound.	Extracts or eliminates the l range.	Extracts or eliminates the range.	Extracts or eliminates the range.
VINYL SIM	COMPRESSOR (CMP)	NOISE LEVEL (noS)	WOW FLUTTER (FLu)
Gives the sound a character similar to an analog record.	Adjusts the amount of com sion that is typical of an a record.	Adjusts the volume of the that is typical of an analog record.	Adjusts the irregularity of tion that is typical of an an record.

☆: These effects will be limited if Effect Limit mode (p. 19) is on.
The ★ symbol in the CTRL 1–3 columns indicates the parameters whose depth will be limited.

*1: For the time parameter (Delay Time), the value is specified in note-value units based on the current tempo. The length of the longest sample to which the effect is applied.
Available note values:
32nd note (t32) / 16th note (t16) / 8th note triplet (t8t) / dotted 16th note (t16.) / 8th note (t8) / quarter note triplet (t4t) / dotted eighth note (t8.) / quarter note (t4) / half note triplet (t2t) / dotted quarter note (t4.) / half note (t2) / dotted half note (t2.) / whole note (t1)
However, you cannot choose a setting that would cause the delay time to exceed approximately 2000 ms.
While a pattern is playing, the pattern tempo will be used.

MFX

Type	CTRL 1 (display)	CTRL 2 (display)	CTRL 3 (display)
1. REVERB	REVERB TIME (tiM)	TONE (ton)	BALANCE (bAL)
Adds reverberation to the sound.	Adjusts the reverberation t	Adjusts the tone of the rev tion.	Adjusts the volume balanc tween the direct sound and sound.
2. TAPE ECHO ★	REPEAT RATE (rAt)	INTENSITY (int) ★	BALANCE (bAL)
Simulates a tape-based echo unit of the past.	Specifies the tape speed.	Specifies the amount of e peats.	Adjusts the volume balanc tween the direct sound and sound.
3. CHORUS	DEPTH (dBt)	RATE (rAt)	BALANCE
Adds spaciousness and depth to the sound.	Adjusts the depth of modu	Adjusts the rate of modul	Adjusts the volume balanc tween the direct sound and sound.
4. FLANGER ★ (S/R = ON)	DEPTH/RESONANCE (d-r)	RATE (rAt)	BALANCE (bAL)
Creates a twisting modulation reminiscent of a jet airplane taking off and landing.	Adjusts both DEPTH and NANCE simultaneously.	Adjusts the rate of modu	Adjusts the volume balanc tween the direct sound and sound.
* When Send / Return mode is on:			
(S/R = OFF)	DEPTH/MANUAL (dPt)	RATE (rAt)	RESONANCE (rES) ★
* When Send / Return mode is off:	Adjusts the depth of modula If the CTRL 2 knob (RATE turned all the way to the le knob adjusts the pitch (MANUAL).	Adjusts the rate of modula this knob is turned all the the left, the modulation wi and the CTRL 1 knob (DEPTH) will adjust the pitch (MANUAL).	Gives a distinctive charact the sound.