

Type	CTRL 1 (display)	CTRL 2 (display)	CTRL 3 (display)
5. PHASER ★ (S/R = ON) Adds modulation to the sound. * When Send/Return mode is on:	DEPTH/RESONANCE (d-r) ★ Adjusts both DEPTH and RESONANCE simultaneously.	RATE (rAt) Adjusts the rate of modulation.	BALANCE (bAL) Adjusts the volume balance between the direct sound and effect sound.
(S/R = OFF) * When Send/Return mode is off:	DEPTH/MANUAL (dPt) Adjusts the depth of modulation. If the CTRL 2 knob (RATE) is turned all the way to the left, the CTRL 1 knob (DEPTH) adjusts the pitch (MANUAL).	RATE (rAt) Adjusts the rate of modulation. If this knob is turned all the way to the left, the modulation will be off, and the CTRL 1 knob (DEPTH) will adjust the pitch (MANUAL).	RESONANCE (rES) ★ Gives a distinctive character to the sound.
6. TREMOLO/PAN Cyclically varies the volume or pan.	DEPTH (dPt) Adjusts the amount of volume or pan change.	RATE (rAt) Adjusts the speed of volume or pan change.	WAVEFORM (trM/PAn) Changes the type of curve which the volume or pan will change cyclically. Turn the knob toward the left for volume change, or toward the right for pan change.
7. DISTORTION ★ Intensely distorts the sound.	DRIVE (drV) ★ Adjusts the amount of distortion.	TONE (ton) ★ Adjusts the tone.	LEVEL (LEV) ★ Adjusts the volume.
8. OVERDRIVE ★ Mildly distorts the sound.	DRIVE (drV) ★ Adjusts the amount of distortion.	TONE (ton) ★ Adjusts the tone.	LEVEL (LEV) ★ Adjusts the volume.
9. FUZZ ★ Adds overtones to the sound to distort it intensely.	DRIVE (drV) ★ Adjusts the amount of distortion.	TONE (ton) ★ Adjusts the tone.	LEVEL (LEV) ★ Adjusts the volume.
10. WAH ★ Creates a wah effect.	SENS (SnS) Adjusts the sensitivity of the wah effect.	FREQUENCY (Frq) Adjusts the pitch of the wah effect.	RESONANCE (rES) Adjusts the peak of the wah.
11. OCTAVE Adds a lower pitch at octave intervals.	-2OCT LEVEL (oC2) Adds a pitch two octaves lower.	-1OCT LEVEL (oC1) Adds a pitch one octave lower.	DIRECT LEVEL (dir) Adjusts the volume of the direct sound.
12. COMP ★ (LIMIT = OFF) Makes the volume more consistent. * When Effect Limit mode is off:	SUSTAIN (SuS) Adjusts the amount of compression.	ATTACK (Att) Adjusts the sense of attack.	LEVEL (LEV) ★ Adjusts the volume.
(LIMIT = ON) * When Effect Limit mode is on:	SUSTAIN (SuS) Adjusts the amount of compression.	RELEASE (rEL) Adjusts the sense of release.	LEVEL (LEV) ★ Adjusts the volume.
13. EQUALIZER ★ Adjusts the volume of each frequency range. BOOST LOW	LOW (Lo) ★ Adjusts the volume of the low frequency range.	MID (Mid) ★ Adjusts the volume of the mid frequency range.	HIGH (HI) ★ Adjusts the volume of the high frequency range.
14. FILTER ★ Gives the sound a low-fidelity character.	SAMPLE RATE (sRt) Adjusts the sampling frequency.	BIT (bit) ★ Adjusts the bit depth.	FILTER (FLt) Adjusts the filter depth.
15. NOISE GEN ★ Creates noise.	COLOR (CoL) Adjusts the tone of the "scratch" noise.	QUALITY (qLt) ★ Adjusts how often scratch noise (typical of an analog recording) can be heard.	LEVEL (LEV) ★ Adjusts the level of the "scratch" noise.
16. RADIO TUNING Simulates the sound heard from a radio.	TUNING (tun) Adjusts the tuning drift of the radio.	NOISE LEVEL (noS) Adjusts the volume of the noise.	FREQUENCY RANGE (Frq) Adjusts the tonal character of the noise.
17. SLICER ★ Repetitively cuts the sound. A flanger is also applied.	TIMING PTN (P01-16) Specifies the timing at which the sound is cut.	RATE (t1-t8) Adjusts the length of TIMING PTN. (*3)	FEEDBACK (Fdb) ★ Adjusts the depth of the flanger.
18. RING MOD ★ Gives a metallic character to the sound.	FREQUENCY (Frq) ★ Adjusts the pitch of the modulation sound.	SENS (SEn) ★ Adjusts the depth of frequency modulation.	BALANCE (bAL) Adjusts the volume balance between the direct sound and effect sound.
19. CHROMATIC PS This is a two-voice pitch shifter that changes the pitch in semitone steps.	PITCH 1 (-C-CC) Adjusts Pitch 1 in semitones over a +/-1 octave range.	PITCH 2 (-C-CC) Adjusts Pitch 2 in semitones over a +/-1 octave range.	BALANCE (bAL) Adjusts the volume balance between the direct sound and effect sound.

→ SCALE NOTES of a bass sample!