GNX 3000
GUITAR WORKSTATION®

OWNER'S MANUAL

DigiTech

DigiTech
The Power to Create™

Warranty

We at DigiTech are very proud of our products and back-up each one we sell with the following warranty:

1. The warranty registration card must be mailed within ten days after purchase date to validate this warranty.

2. DigiTech warrants this product, when used solely within the U.S., to be free from defects in materials and workmanship under normal use and service.

3. DigiTech liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned to DigiTech WITH RETURN AUTHORIZATION, where all parts and labor will be covered up to a period of one year. A Return Authorization number may be obtained from DigiTech by telephone. The company shall not be liable for any consequential damage as a result of the product's use in any circuit or assembly.

4. Proof-of-purchase is considered to be the burden of the consumer.

5. DigiTech reserves the right to make changes in design, or make additions to, or improvements upon this product without incurring any obligation to install the same on products previously manufactured.

6. The consumer forfeits the benefits of this warranty if the product's main assembly is opened and tampered with by anyone other than a certified DigiTech technician or, if the product is used with AC voltages outside of the range suggested by the manufacturer.

7. The foregoing is in lieu of all other warranties, expressed or implied, and DigiTech neither assumes nor authorizes any person to assume any obligation or liability in connection with the sale of this product. In no event shall DigiTech or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.

NOTE: The information contained in this manual is subject to change at any time without notification. Some information contained in this manual may also be inaccurate due to undocumented changes in the product or operating system since this version of the manual was completed. The information contained in this version of the owner's manual supersedes all previous versions.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

ATTENTION: RISQUE DE CHOC ELECTRIQUE - NE PAS OUVRIR

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK DO NOT EXPOSE THIS EQUIPMENT TO RAIN OR MOISTURE

The symbols shown above are internationally accepted symbols that warn of potential hazards with electrical products. The lightning flash with arrowpoint in an equilateral triangle means that there are dangerous voltages present within the unit. The exclamation point in an equilateral triangle indicates that it is necessary for the user to refer to the owner's manual.

These symbols warn that there are no user serviceable parts inside the unit. Do not open the unit. Do not attempt to service the unit yourself. Refer all servicing to qualified personnel. Opening the chassis for any reason will void the manufacturer's warranty. Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately and take it to a dealer for service. Disconnect the unit during storms to prevent damage.

SAFETY INSTRUCTIONS

NOTICE FOR CUSTOMERS IF YOUR UNIT IS EQUIPPED WITH A POWER CORD.

WARNING: THIS APPLIANCE MUST BE EARTHED.

The cores in the mains lead are coloured in accordance with the following code:

GREEN and YELLOW - Earth   BLUE - Neutral   BROWN - Live

As colours of the cores in the mains lead of this appliance may not correspond with the coloured markings identifying the terminals in your plug, proceed as follows:

- The core which is coloured green and yellow must be connected to the terminal in the plug marked with the letter E, or with the earth symbol, or coloured green, or green and yellow.
- The core which is coloured blue must be connected to the terminal marked N or coloured black.
- The core which is coloured brown must be connected to the terminal marked L or coloured red.

This equipment may require the use of a different line cord, attachment plug, or both, depending on the available power source at installation. If the attachment plug needs to be changed, refer servicing to qualified service personnel who should refer to the table below. The green/yellow wire shall be connected directly to the units chassis.

CONDUCTOR		WIRE COLOR	
		Normal	Alt
L	LIVE	BROWN	BLACK
N	NEUTRAL	BLUE	WHITE
E	EARTH GND	GREEN/YEL	GREEN

WARNING: If the ground is defeated, certain fault conditions in the unit or in the system to which it is connected can result in full line voltage between chassis and earth ground. Severe injury or death can then result if the chassis and earth ground are touched simultaneously.

WARNING FOR YOUR PROTECTION
PLEASE READ THE FOLLOWING:

KEEP THESE INSTRUCTIONS

HEED ALL WARNINGS

FOLLOW ALL INSTRUCTIONS

DO NOT USE THIS APPARATUS NEAR WATER

CLEAN ONLY WITH A DRY CLOTH.

DO NOT BLOCK ANY OF THE VENTILATION OPENINGS. INSTALL IN ACCORDANCE WITH THE MANUFACTURER'S INSTRUCTIONS.

DO NOT INSTALL NEAR ANY HEAT SOURCES SUCH AS RADIATORS, HEAT REGISTERS, STOVES, OR OTHER APPARATUS (INCLUDING AMPLIFIERS) THAT PRODUCE HEAT.

ONLY USE ATTACHMENTS/ACCESSORIES SPECIFIED BY THE MANUFACTURER.

UNPLUG THIS APPARATUS DURING LIGHTNING STORMS OR WHEN UNUSED FOR LONG PERIODS OF TIME.

Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade or third prong are provided for your safety. If the provided plug does not fit your outlet, consult an electrician for replacement of the obsolete outlet.

Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.

Use only with the cart stand, tripod bracket, or table specified by the manufacture, or sold with the apparatus. When a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.

Refer all servicing to to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

POWER ON/OFF SWITCH: For products provided with a power switch, the power switch DOES NOT break the connection from the mains.

MAINS DISCONNECT: The plug shall remain readily operable. For rack-mount or installation where plug is not accessible, an all-pole mains switch with a contact separation of at least 3 mm in each pole shall be incorporated into the electrical installation of the rack or building.

FOR UNITS EQUIPPED WITH EXTERNALLY ACCESSIBLE FUSE RECEPTACLE: Replace fuse with same type and rating only.

MULTIPLE-INPUT VOLTAGE: This equipment may require the use of a different line cord, attachment plug, or both, depending on the available power source at installation. Connect this equipment only to the power source indicated on the equipment rear panel. To reduce the risk of fire or electric shock, refer servicing to qualified service personnel or equivalent.

This Equipment is intended for rack mount use only.

LITHIUM BATTERY WARNING

CAUTION!

This product may contain a lithium battery. There is danger of explosion if the battery is incorrectly replaced. Replace only with an Eveready CR 2032 or equivalent. Make sure the battery is installed with the correct polarity. Discard used batteries according to manufacturer's instructions.

ADVARSEL!

Lithiumbatteri - Eksplosjonsfare. Ved utskifting benyttes kun batteri som anbefalt av apparatfabrikanten. Brukt batteri returneres apparatleverandøren.

ADVARSEL!

Lithiumbatteri - Eksplosionsfare ved fejlagtig håndtering. Udskiftning må kun ske med batteri av samme fabrikat og type. Levér det brugte batteri tilbage til leverandøren.

VAROITUS!

Paristo voi räjähtää, jos se on virheellisesti asennettu. Vaihda paristo ainoastaan laitevalmistajan suosittelemaan tyyppin. Hävitä käytetty paristo valmistajan ohjeiden mukaisesti.

VARNING!

Explosionsfara vid felaktigt batteribyte. Använd samma batterityp eller en ekvivalent typ som rekommenderas av apparattillverkaren. Kassera använt batteri enligt fabrikantens instruktion.

U.K. MAINS PLUG WARNING

A molded mains plug that has been cut off from the cord is unsafe. Discard the mains plug at a suitable disposal facility. NEVER UNDER ANY CIRCUMSTANCES SHOULD YOU INSERT A DAMAGED OR CUT MAINS PLUG INTO A 13 AMP POWER SOCKET. Do not use the mains plug without the fuse cover in place. Replacement fuse covers can be obtained from your local retailer. Replacement fuses are 13 amps and MUST be ASTA approved to BS1362.

DECLARATION OF CONFORMITY

Manufacturer's Name: DigiTech
Manufacturer's Address: 8760 S. Sandy Parkway
Sandy, Utah 84070, USA

declares that the product:

Product name: GNX3000

Product option: all (requires Class II power adapter that conforms to the requirements of EN60065, EN60742, or equivalent.)

conforms to the following Product Specifications:

Safety: IEC 60065 (1998)

EMC: EN 55013 (2001+A1)
EN 55020 (2002+A1)

Supplementary Information:

The product herewith complies with the requirements of the Low Voltage Directive 72/23/EEC and the EMC Directive 89/336/EEC as amended by Directive 93/68/EEC.

Vice-President of Engineering-MI
8760 S. Sandy Parkway
Sandy, Utah 84070, USA
Date: June17, 2005

European Contact: Your local DigiTech Sales and Service Office or

Harman Music Group
8760 South Sandy Parkway
Sandy, Utah
84070 USA
Ph: (801) 566-8800
Fax: (801) 568-7583

ELECTROMAGNETIC COMPATIBILITY

This unit conforms to the Product Specifications noted on the **Declaration of Conformity**. Operation is subject to the following two conditions:

- this device may not cause harmful interference, and
- this device must accept any interference received, including interference that may cause undesired operation.

Operation of this unit within significant electromagnetic fields should be avoided.

- use only shielded interconnecting cables.

Introduction

Congratulations on your purchase of the GNX3000 Guitar Workstation®. The GNX3000 delivers an award-winning GeNetX™ multi-modeling guitar processor, General MIDI drum machine, and USB Audio/MIDI interface in a single integrated package. Combined with the included suite of recording, editing, and production software, the GNX3000 Guitar Workstation is a complete solution for your performing and recording needs.

The new GNX3000 Guitar Workstation® also features our new advanced *Component Based Modeling*™ for the most authentic tone you've ever heard.

Traditionally, amp modeling has been done either by electronic measurement or A/B comparison between the physical amp and digital algorithms. These methods can create a single amplifier "tone snapshot." But as we all know, a classic amp is a complex instrument.

Component Based Modeling analyzes the signal path, individual components and acoustic behavior of an amp: preamp and tone stage topology, the type of power stage, its feedback structure and tube saturation characteristics, how the speaker and output transformer interact, cabinet size and composition, and much more.

When combined with traditional electronic measurements and hundreds of hours of critical listening, the result is the first modeling that distorts, saturates, overdrives and generally behaves the way the original amp's designers intended. The only thing more real is the amp itself!

The GNX3000's intuitive user interface makes programming as simple as turning a knob. However, your time would be well spent by reading through the Quick Start section on page 3 (as well as the rest of this Owner's Manual) with your GNX3000 in front of you.

Be sure to visit the sound community at www.digitech.com and www.guitarworkstation.com to exchange custom amps, presets and songs. Plus you can get all the latest updates and lots of cool tips and tricks.

Included Items

Please check to make sure the following items have been included:

- DigiTech GNX3000 Guitar Workstation
- DigiTech GNX3000 Owner's Manual
- DigiTech GNX3000 Software Install CD with:
    - X-Edit™ Editor/Librarian, USB Drivers, and Pro Tracks Plus™ Software *(Windows® XP only)*
    - Pro Tracks Plus™ User's Guide (.pdf)
    - Lexicon® Pantheon™ User's Guide (.pdf)
- DigiTech PSS3 Power Supply
- DigiTech Warranty Card
- USB Cable

The utmost care was taken in the manufacturing and packaging of your GNX3000. Everything should be included and in perfect working condition. However, if you find anything missing, please contact the factory at once. Please take a moment to fill out the warranty card or register online at www.digitech.com. It is your safeguard in the unlikely event that the GNX3000 develops a problem.

Quick Start

Make Connections

1. Connect your instrument to the **GUITAR/INSTRUMENT INPUT** on the GNX3000's rear panel.
2. Connect either the **1/4"** or **XLR LEFT/RIGHT OUTPUTS** to the input(s) of your amplifier(s), power amp, or mixer.

Apply Power

1. Turn the **OUTPUT LEVEL** knobs (for both the **1/4"** and **XLR OUTPUTS**), on the rear panel of the GNX3000, all the way down (fully counter clockwise).
2. Connect the PSS3 power supply to the Power jack on the GNX3000.
3. Connect the other end of the PSS3 power supply to an AC outlet.
4. Turn the GNX3000 **POWER SWITCH** on.
5. Turn your amplifier(s) on, and adjust the volume(s) to a normal playing level. Gradually turn up the GNX3000's output level until you reach your desired listening level.

Setups

Here are three of the most popular setups, and one of them is probably what you're looking for. For additional setups see page 27.

Single Amp

For a simple guitar-to-workstation-to-amp setup, just plug your guitar into the **GUITAR INPUT** (on the back panel) and plug the **LEFT 1/4" BALANCED OUTPUT** into your amp. Turn Speaker Compensation off for the **1/4" OUTPUTS** (see page 24).

Guitar Input   Left 1/4" Balanced Output
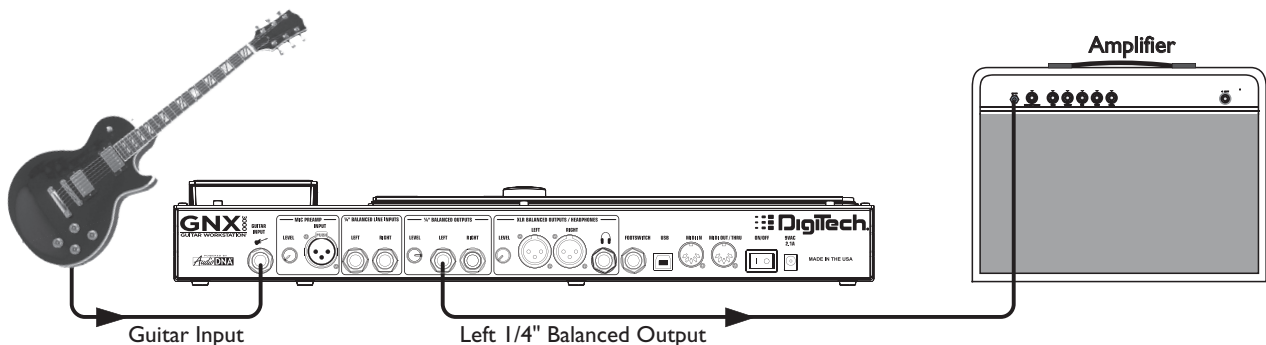
Headphones

This setup is ideal for practicing when neighbors, roommates or significant others don't want to listen. Plug your guitar into the **GUITAR INPUT** and plug your headphones into the **HEADPHONE OUTPUT**. Note that the **HEADPHONE OUTPUT** is a 1/4" jack, so if your headphones have an 1/8" jack, you'll need an adapter (available at your local electronics store). Turn Speaker Compensation on for the **XLR OUTPUTS** (see page 24) which also enables it for the headphones.

Guitar Input

Headphones Output

Headphones
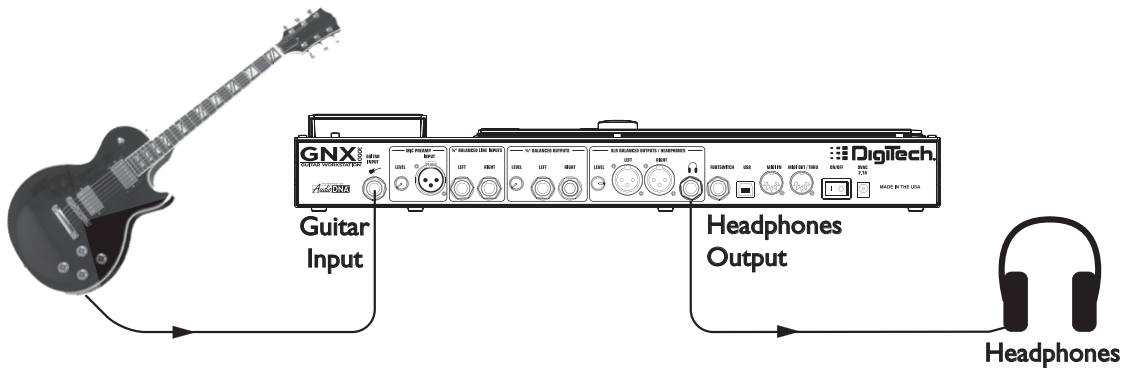
Mixer

To connect to a mixer, plug your guitar into the **GUITAR INPUT**, and connect the GNX3000's **LEFT** and **RIGHT XLR** or **1/4" BALANCED OUTPUTS** to your mixer's left and right inputs. Turn Speaker Compensation on for the **1/4"** and **XLR OUTPUTS** (see page 24).

or

Mixer

Guitar Input
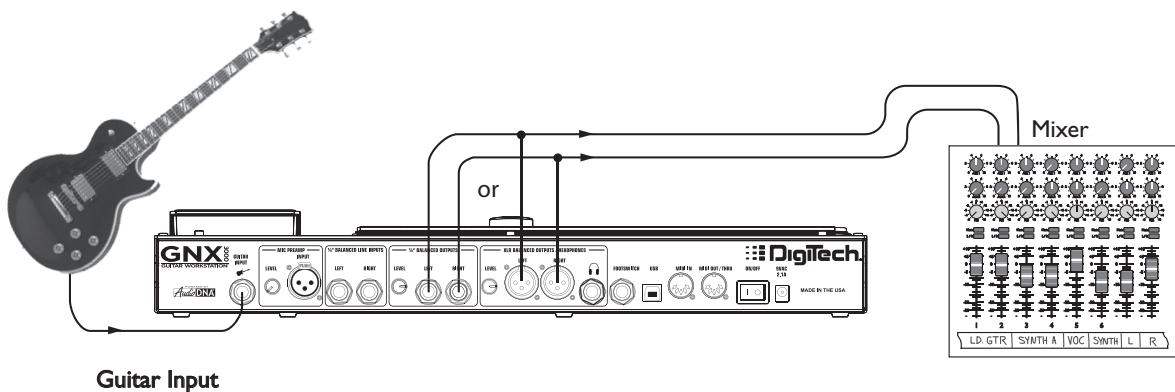
Selecting Presets and Amp Models

Once you're connected to the GNX3000, you can immediately transform the tone of your guitar with the 130 **Factory** presets. (There are also 65 **User** presets you can customize; learn how to create a custom preset on page 81.) Within each preset you can also select different amp models that will further alter your guitar's tone.

Presets

Turn the **DATA WHEEL** to scroll through the presets. The number and name in the **DISPLAYS** change as you turn the **DATA WHEEL**. When you stop turning the **DATA WHEEL**, the selected preset is automatically loaded. Play your guitar to hear it.

Data Wheel
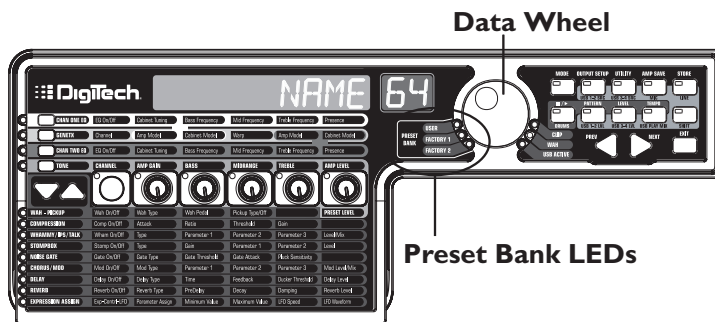
Preset Bank LEDs

Look at the Preset Bank LEDs to the left of the **DATA WHEEL**, and notice that either the **User**, **Factory 1** or **Factory 2** LED is lit. When you get to the end of one bank, you start at the beginning of the next bank.

Amp and Cabinet Models

You can choose and customize a virtual amp/cabinet combo to run your guitar signal through. (In this case, "amp" refers to the head, where all the knobs and tubes or electronics reside, and "cabinet" refers to the enclosure where the speakers are mounted.) For example, you can select the $62 \ BMAN$ amp model, which by default uses two 12-inch speakers in a Blonde cabinet ($BLND2×12$). Then, if you want to, you can change the cabinet to a British model with four 12-inch speakers ($BRIT4×12$), which would result in the sound of a Bassman® head powering British speakers.

GENETX Button

Knob 5

Knob 1   Knob 2   Knob 4
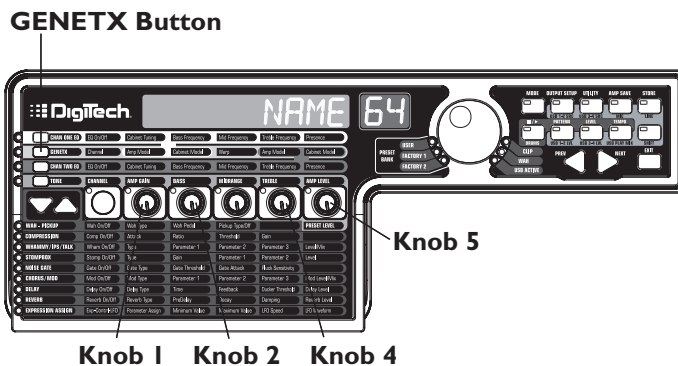
To select an Amp and Cabinet model:
1. Push the **GENETX BUTTON**.
2. Turn **KNOB 1** or **KNOB 4** to select an amp model.
3. Turn **KNOB 2** or **KNOB 5** to select a cabinet model.

See page 44 for more information about Amp/Cabinet modeling.

Recording - Computer

If you're ready to start recording, here's how to connect the GNX3000 to your computer. You'll also need to install the included software; see page 101 for more information.
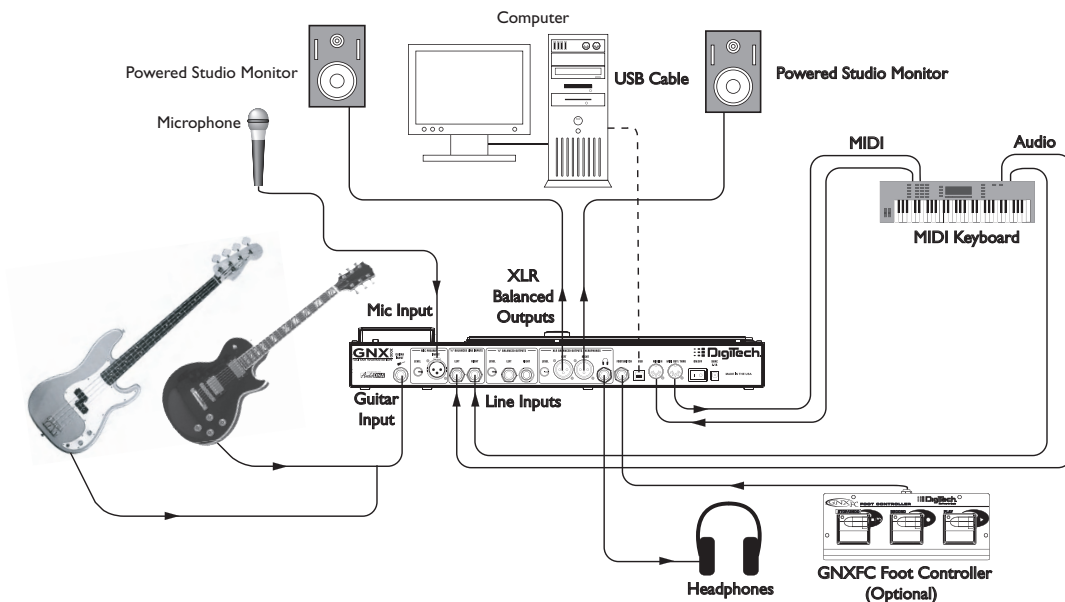
1. Connect your guitar (or bass guitar) to the GNX3000's **GUITAR INPUT**.
2. Connect a microphone to the GNX3000's **MIC INPUT** and use the **MIC LEVEL** control knob located next to the **MIC INPUT** on the GNX3000's rear panel to adjust the microphone output level. To adjust your microphone input level for optimal use see **Mic Level Optimization** on page 26.
3. Connect a keyboard, line level instrument, or stereo mixer (for feeding submixes) to the GNX3000's **LEFT** and **RIGHT LINE INPUTS**. To adjust your line input levels for optimal use see **Line Level Optimization** on page 26.
4. Connect XLR cables from the GNX3000's **LEFT** and **RIGHT XLR OUTPUTS** to powered studio monitors, OR connect a pair of stereo headphones to the **HEADPHONE OUTPUT**.
5. Connect a GNXFC Foot Controller (optional) to the GNX3000's **FOOTSWITCH JACK**.

6. Connect the GNX3000 to your computer's **USB JACK** using the included USB cable.

ATTENTION: Refer to the "Installing the GNX3000's Software Suite" section on page 101 before connecting the GNX3000 to the USB port on your PC and using Pro Tracks Plus.

7. Connect a MIDI keyboard to the GNX3000's **MIDI IN** and **OUT/THRU JACKS** using 5 Pin MIDI cables.
8. Press the GNX3000's **OUTPUT SETUP** button and select $STEROALL$ as the output mode using the **DATA WHEEL**.
9. Turn Speaker Compensation on for the **XLR OUTPUTS** (see page 24).

See page 24 for more information about Speaker Compensation.

Highlights of the GNX3000

This section gives you a breakdown of the GNX3000's main areas.

The Programming Matrix

Programming Matrix
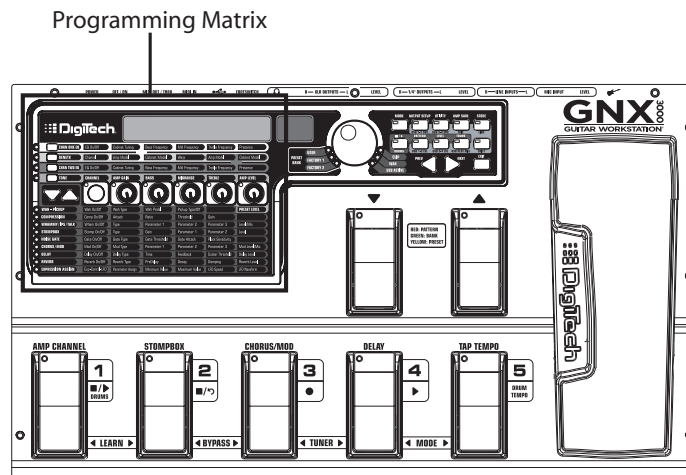
This panel is divided into two main sections: the Amp/Cabinet section and the Effects section. If the Amp/Cabinet section is active, you can select and adjust amp and cabinet models and configurations. If the Effects section is active, you can select and adjust effects. The knobs adjust settings for whichever section is active.

The Control Panel

Control Panel
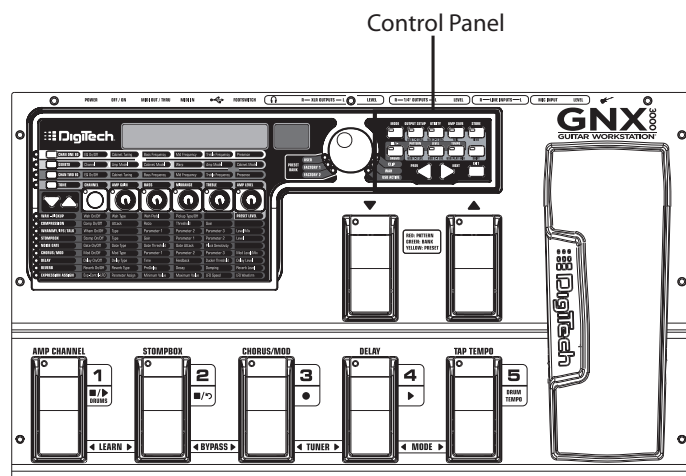
These buttons control several "nuts and bolts" operations of the GNX3000. You can use them to change the footswitch mode you're in (page 36), choose output options (page 20), audio setup for recording (page 31), control the drum machine (page 99), save preset settings (page 92), and perform many other functions.

The Expression Pedal
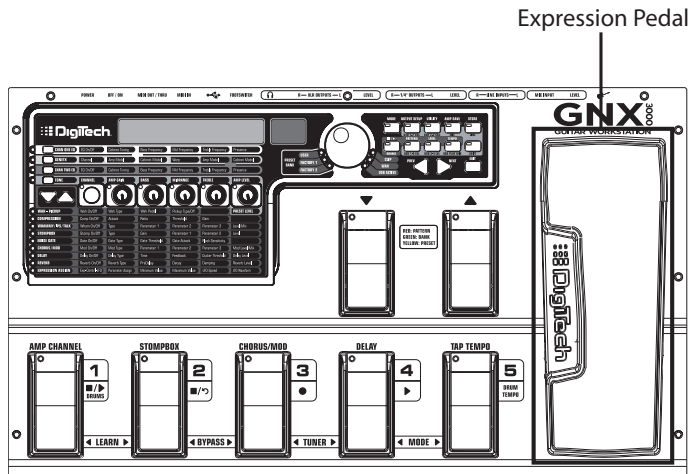
Expression Pedal

The **EXPRESSION PEDAL** can control up to three parameters at a time for any preset. For example, you could assign Chorus speed, Chorus depth, and volume to the **EXPRESSION PEDAL** so that they all increase when you rock it forward, and decrease when you rock it backward. See page 75 for more information about assigning functions to the **EXPRESSION PEDAL**.

You can turn the Wah pedal on or off by rocking the **EXPRESSION PEDAL** all the way forward (toe down), and pressing down firmly on the toe until WAH ON or WAH OFF appears in the display.

Down/Up Footswitches

Down/Up Footswitches
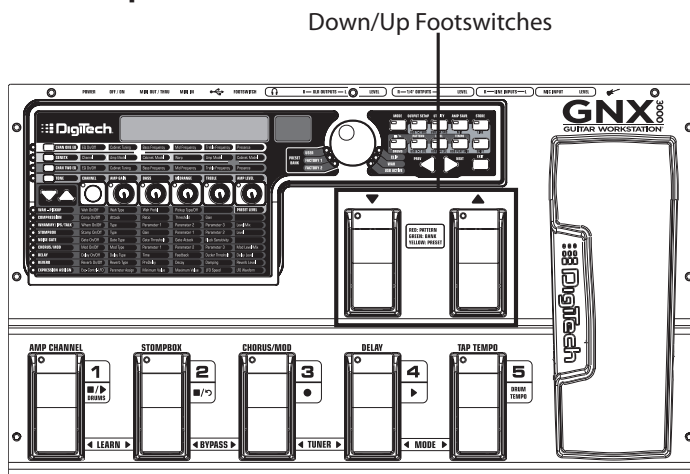
Depending on the mode, these footswitches select drum patterns or navigate through presets and preset banks. See page 36 for more on modes.

Footswitches 1-5

Footswitches 1-5
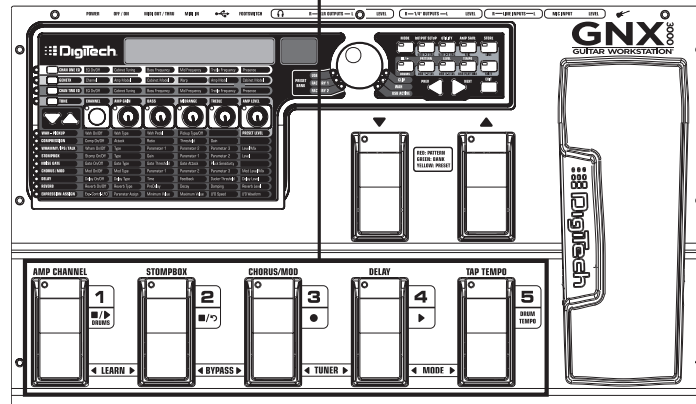
Depending on the mode, these five footswitches select presets, change amp channels, turn individual effects on and off, control drum machine operations, and give you Hands-Free™ recording operation when recording on your computer. You can also press pairs of footswitches to activate the Learn-A-Lick™ feature, bypass individual effects or the entire preset, access the tuner, or change the Footswitch modes.

GNX3000 Special Features

This section describes some of the GNX3000's unique characteristics in simple, easy-to-understand language and directs you to the pages where you can learn more about them.

Modes

The GNX3000 operates in one of three different modes. The active mode corresponds directly to what functions the footswitches control. The modes are called Preset, Stompbox, and Record/Drum. These modes are described in detail on page 36. The short description goes like this: Preset Mode lets you easily change between groups of presets; Stompbox Mode lets you change between individual presets and modify their settings with the **FOOTSWITCHES;** Record/Drum Mode gives you Hands-Free™ control of the recording and drum machine functions.

To change modes, switch amp channels, and turn effects on and off, press the **MODE** button (to the right of the **DATA WHEEL**) or step on **FOOTSWITCHES 4** and **5** simultaneously. Each time the mode is changed, the name of the new mode will be displayed briefly.

Amp Channels 1 and 2

Not only does the GNX3000 let you choose from a garage full of simulated amp head and cabinet combinations (page 44), you can set up two different combinations within the same preset and quickly switch back and forth between them.

For example, you can set up a Mesa/Boogie® Dual Rectifier™ model amp on Channel 1 and a '65 Fender® Deluxe Reverb® amp model on Channel 2. You can play through either amp by switching channels with the **AMP CHANNEL FOOTSWITCH** (**FOOTSWITCH 1**) when the GNX3000 is in Stompbox Mode.

Amp Channel - Warped

A third channel can exist in addition to Channel 1 and Channel 2; we call this the **Warped** channel (yellow LED). Choose the **Warped** channel to hear a unique amp and cabinet combination based on the amps and cabinets assigned to the Channel 1 and Channel 2.

Refer to the **Amp Channel Footswitch** section on page 76 for more information.

HyperModels

A HyperModel™ is a custom user amp and cabinet model that is made by warping two different amp/cabinet combinations together. You can select a HyperModel like any other amp/cabinet model.

See page 81 for details about how to create a HyperModel; see page 44 for more on amp and cabinet models.

Getting Familiar with the GNX3000

The Front Panel
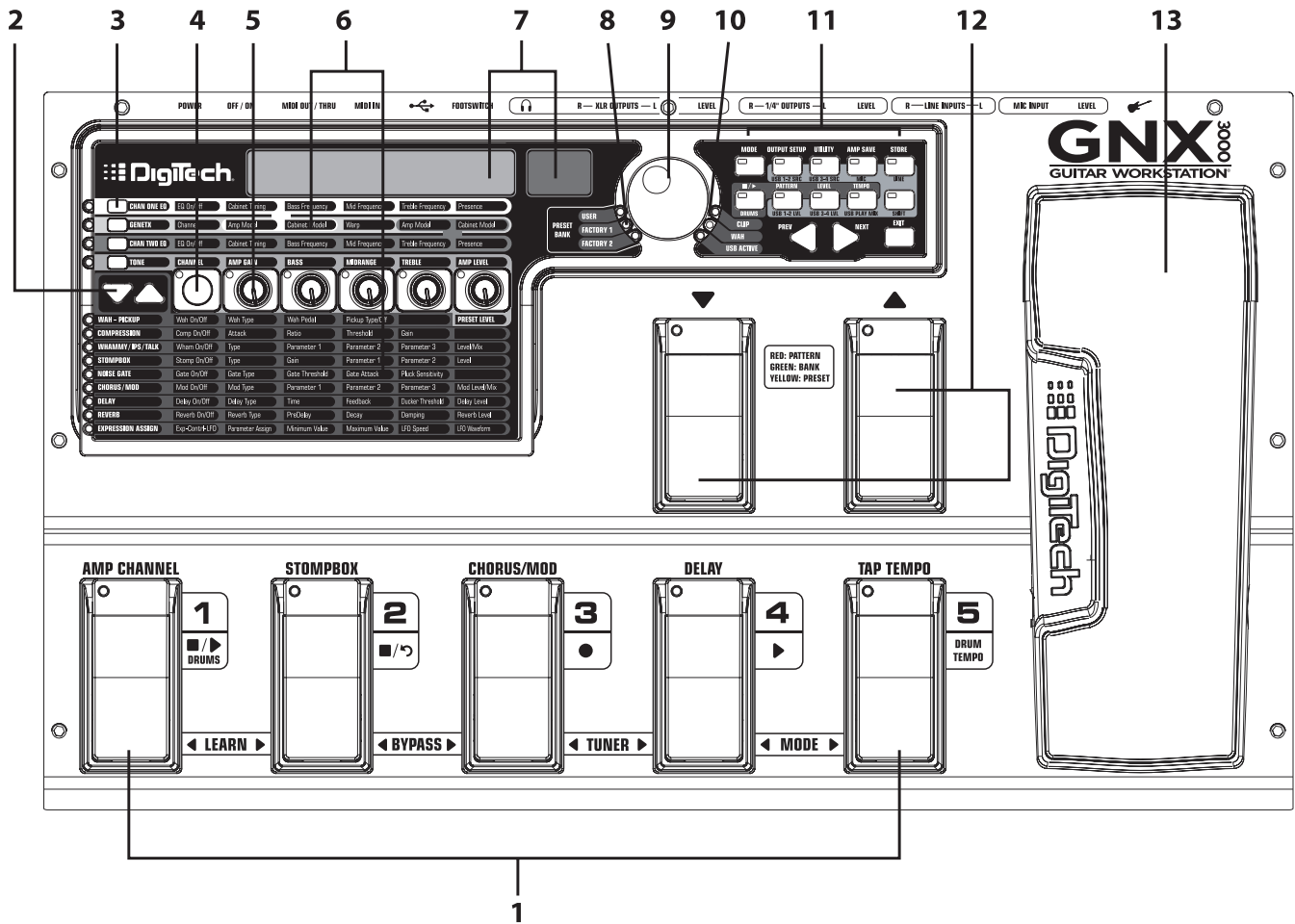
1. **Footswitches 1-5**
   Depending on the selected mode, these five **FOOTSWITCHES** select presets, change amp channels, turn individual effects on and off, and control drum machine and recording operations. Learn-A-Lick™, Bypass, Tuner and Mode functions are accessed by pressing the labeled pair of **FOOTSWITCHES**.

2. **Effect Select Buttons**
   The ▲ and ▼ **EFFECT SELECT** buttons are used together with the Matrix LEDs to choose the effects you want to edit.

3. **Amp Control Buttons**

The four **AMP CONTROL** buttons are used to select one of the amp/cabinet model edit rows including: **CHAN ONE EQ** *(Green)*, **GENETX** *(Yellow)*, **CHAN TWO EQ** *(Red)*, and **TONE** *(Silver)*.

4. **Status button**

The **STATUS** button has multiple functions that depend on the matrix row that is selected. For example:

With the **CHAN ONE EQ** (Green) row selected, the **STATUS** button turns Channel One's EQ on and off.

With the **GENETX** (Yellow) amp/cabinet model row selected, the **STATUS** button selects which amp you are listening to: Channel One, Channel Two, or the Warped Amp (if a Warped state between both channels exists).

With the **CHAN TWO EQ** (Red) row selected, the **STATUS** button turns Channel Two's EQ on and off.

With the **TONE** (Silver) row selected, the **STATUS** button selects which amp you are listening to: Channel One, Channel Two, or the Warped Amp (if a Warped state between both channels exists). The Amp Gain, Bass, Midrange, Treble, and Amp Levels alternate between editing Channel One's (lit green) or Channel Two's (lit red) amp settings as the **STATUS** button is pressed.

When editing effects in the Effect Matrix, the **STATUS** button turns the selected effect on and off, or selects a controller type for the expression assignment.

5. **Knobs 1-5**

After selecting one of the rows using the **AMP CONTROL** or **EFFECT SELECT** buttons, these five knobs adjust the parameters listed in the column directly above or below each knob.

6. **Matrix**

   a. **GeNetX™ Amp Controls Matrix**

   The GeNetX Amp Controls Matrix lists the Channel One and Channel Two amp types, cabinet types, EQ/tone controls, and cabinet tuning parameters available for editing in each preset.

   b. **Effects Matrix**

   The Effects Matrix lists the effects and effect parameters available for editing in each preset.

7. **Displays**

The Displays give feedback of the various functions that are being used in the GNX3000, including preset name, editing functions, tuner, utility menus, and drum machine settings.

8. **Preset Bank LEDs**

The Preset Bank LEDs indicate whether the selected preset resides in the **User**, **Factory 1**, or **Factory 2** banks.

9. **Data Wheel**

The **DATA WHEEL** is a multi-function control used for selecting presets and editing preset parameters. It is also used for adjusting the settings of the Drum Machine, Utilities, Output Setup, Mic/Line Routings, and Recording Setup menus.

10. **Status Indicator LEDs (Clip, Wah, and USB Active)**

There are three Status Indicator LEDs. The **CLIP** LED illuminates when one of the four input signals clip (is at or above their maximum input level), The **WAH PEDAL** LED lights when the Wah pedal is active. The **USB** LED lights when the USB connection is active.

11. **Control Panel Buttons**

The Control Panel buttons are used to select the GNX3000's Footswitch Modes, Output Setups, and Utility functions, and to store Amp/Cabinet Model edits and Preset changes. They also access the GNX3000's Drum Machine functions as well as mic/line routing and USB input source routing for recording. The buttons are labeled as follows:

MODE - This button changes the functionality of the **DOWN/UP FOOTSWITCHES** and **FOOTSWITCHES 1-5** *(see the **Footswitch Functions for Modes** section on page 94)*. Each time the mode is changed, the name of teh new mode is displayed briefly.

OUTPUT SETUP - This button selects one of the GNX3000 Audio Output Setups: Stereo All, Mono All, Mono 1/4", Mono XLR, Split 1 and Split 2. Stereo and Mono All have all the input sources (guitar, mic, line inputs, drums, and audio playback from USB) routed to both output pairs in either stereo or mono respectively. Split 1 routes the guitar signal to just the **1/4" OUTPUTS** while all other sources are routed out the **XLR OUTPUTS**. Split 2 is the same as Split 1 but the guitar signal is also routed out the **XLR OUTPUTS**. See page 24 for more information about Speaker Compensation for **XLR** and **1/4" OUTPUTS**.

UTILITY - This button accesses the GNX3000's global functions including: Volume Pedal Update, Expression Pedal Calibration, Preset Bounceback, Bank Naming, MIDI Channel selection, Sysex Bulk Dump, MIDI Preset Dump, User

HyperModel™ Amp Dump, MIDI Mapping, MIDI Merge, USB Mode and Factory Reset *(see the **Utilities section** on page 118).*

AMP SAVE - This button stores Amp and Cabinet changes (tone, gain, level, amp type, cabinet type, warp, EQ or cabinet tuning) as HyperModels™.

STORE - This button is used to save Preset edits to the User Presets bank.

■/▶ (STOP/PLAY) DRUMS - This button is used to turn the General MIDI Drum Machine on and off. See page 99 for a list of drum patterns and page 128 for a list of samples.

PATTERN - Pressing this button and using the **DATA WHEEL** selects Drum machine patterns.

LEVEL - Pressing this button and using the **DATA WHEEL** adjusts the Drum Machine output level.

TEMPO - Pressing this button and using the **DATA WHEEL** adjusts the Drum Machine.

SHIFT - When this button is lit, the secondary functions labeled below each button are now active.

USB 1-2 SRC - Selects what input sources are to be recorded up the USB 1-2 channels.

USB 3-4 SRC - Selects what input sources are to be recorded up the USB 3-4 channels.

MIC - Selects the Mic Input Routing menu and how the mic signal is routed through the GNX3000's effects processing for both recording and live performance.

LINE - Selects the Line Input Routing menu and how both **LINE INPUTS** are routed through the GNX3000's effects processing for both recording and live performance.

USB 1-2 LVL - A gain/attenuation control to optimize the level of sources being recorded up the USB 1-2 channels.

USB 3-4 LVL - A gain/attenuation control to optimize the level of sources being recorded up the USB 3-4 channels.

USB PLAY MIX - Controls the level balance between the GNX3000's processing and the USB stream played back from your computer. This button is inactive when there is no active USB connection to a computer. The display will read `NO USB` if the button is pushed for this case.

NOTE: When connected to the computer it is possible to lose your audio input signal levels from the **GUITAR**, **MIC**, and/or **LINE INPUTS** if the USB Play/Mix control is all the way down (`GNX MIX = 0`).

PREV/NEXT - Use these buttons to scroll through the active selection's menus or values.

EXIT - Exits all functions back to the preset name display.

12. **Down/Up Footswitches**

These **FOOTSWITCHES** move up and down through the User preset banks (Preset Mode), navigate through presets (Stompbox Mode), and select drum patterns (Record/Drum Mode).

13. **Expression Pedal**

The **EXPRESSION PEDAL** controls up to three effect parameters in real time. Most GNX3000 parameters can be assigned to the **EXPRESSION PEDAL**. Applying extra pressure to the toe of the **EXPRESSION PEDAL** changes the **EXPRESSION PEDAL**'s function to control the Wah.

The Rear Panel
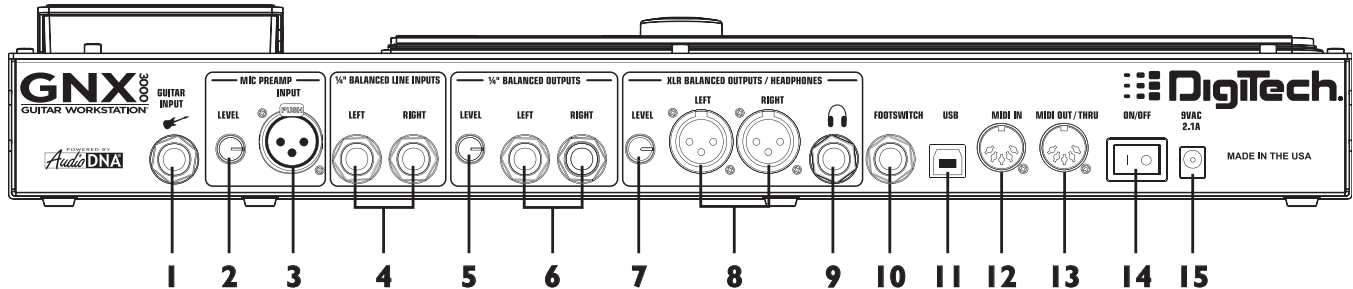
1. Guitar/Instrument Input
Connect your guitar/instrument to this jack.

2. Mic Level
Controls the gain of the **MIC INPUT** preamp.

3. Microphone Input
Connect a low impedance microphone to this jack for recording vocals or acoustic instruments. It can also be used for the Talker™ Vocoder effect (see **Talker** on page 57). The mic signal can remain dry or processed through the GNX3000's effects for live and recording applications (see page 25 for more information). The Microphone Input is equipped with built-in phantom power (which is always on) for use with condenser or ribbon mics that require phantom power.

4. Left/Right Balanced Line Inputs
Connect line level sources to these jacks for recording or live performance mixing into the GNX3000. Line signals can remain dry or be processed through the GNX3000's effects for live and recording applications (see page 25 for more information).

5. Output Level (1/4" Outputs Only)
Controls the overall volume level of the **1/4" OUTPUTS** of the GNX3000.

6. Left/Right 1/4" Balanced Line Outputs
Connect these outputs to your guitar amplifier(s), power amplifier(s), or to a mixing console that accepts 1/4" balanced connections.

7. Output Level (XLR and Headphone Outputs Only)
Controls the overall volume level of the balanced **XLR** and **HEADPHONE OUTPUTS** of the GNX3000.

8. **Left/Right XLR Balanced Outputs**
   Connect these outputs to your power amplifier/speaker system or to a mixing console that accepts XLR balanced connections. DigiTech® recommends that you do not connect these GNX3000 XLR outputs to mixer or console channels that have phantom power enabled.

9. **Headphone Output**
   Connect a pair of stereo headphones to this jack. **DO NOT** connect a mono plug to this jack, as it may damage the output driver.

10. **Footswitch**
    (OPTIONAL) Connect a GNXFC footswitch to this jack for remote control of the GNX3000's record functions.

11. **USB Jack**
    Connect this jack to your computer's USB port for hard disk recording and computer preset editing via the X-Edit™ Editor/Librarian software. A standard USB cable is included. The GNX3000 is compatible with USB 2.0 high speed ports, however the USB 2.0 bus will switch to a USB v1.1 full speed (up to 12 Mbps) data rate to work with the GNX3000.

    ATTENTION: Refer to the "Installing the GNX3000's Software Suite" section on page 101 before connecting the GNX3000 to the USB port on your PC and using Pro Tracks Plus.

12. **MIDI In**
    The MIDI In jack receives all incoming MIDI data including MIDI preset changes. MIDI preset changes and CC control messages received from external MIDI devices connected to the MIDI In jack can be used to control the GNX3000 and its preset parameters. When the GNX3000 is connected to the computer via USB, the MIDI In can be used as a MIDI interface for recording any MIDI data in Pro Tracks Plus™ or other MIDI recording software. (See page 129 for the MIDI CC table.)

13. **MIDI Out/Thru**
    The MIDI Out/Thru jack sends MIDI data from the GNX3000 MIDI preset changes. When the GNX3000 is connected to the computer via USB, it can act as a MIDI interface for sending MIDI data from Pro Tracks Plus™ or other MIDI recording software to external keyboards or sound modules. When MIDI Merge is enabled in the Utility menu, the MIDI Out acts as a MIDI Thru for any data coming into the GNX3000 from the MIDI In jack. (See page 129 for the MIDI CC table.)

14. Power Switch

Turns the power on and off.

15. Power Input

Connect only the provided DigiTech PSS3 power supply to this jack.

Audio Routing Setups

Setups Introduction

The GNX3000 is equipped with four inputs and four outputs that can be configured several different ways for both live and recording applications. These settings determine which pair of outputs the guitar processing, **MIC** and **LINE INPUTS** are routed to and how the **MIC** or **LINE INPUTS** are routed through the GNX3000's effects processing. For example, today you may be practicing with headphones, tomorrow you may be recording on your computer, and next week you might be performing at a club, running your guitar and vocals through monitors and a PA system. The GNX3000 has different input/output options that are designed for each of those situations, and more.

Output Setups

The GNX3000 features both **1⁄4"** and **XLR OUTPUTS** on the rear panel. These jacks let you simultaneously connect the GNX3000 to an amplifier/speaker system on stage via the **1⁄4" OUTPUTS** and connect directly to your PA system via the **XLR OUTPUTS**.

Press the **OUTPUT SETUP** button and turn the **DATA WHEEL** to select one of the Output Setup options. Press the **EXIT** button to save your selection.
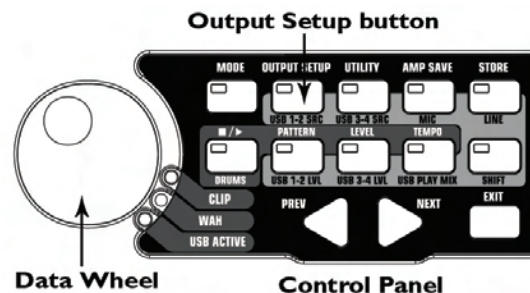
The six **OUTPUT SETUPS** are as follows:

Stereo All (STEROALL)

All input sources (guitar, mic, line inputs, drums, and USB playback) are routed to both output pairs in stereo. Speaker Compensation can be turned on and off independently for either the **1/4"** or **XLR OUTPUTS** using the Speaker Compensation menus (see page 24).
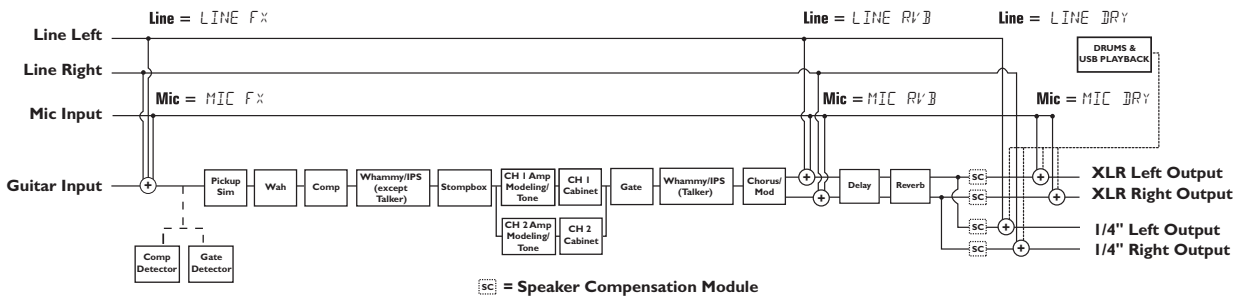
Mono All (MONO ALL)

All input sources (guitar, mic, line inputs, drums, and USB playback) are routed to both output pairs in mono. Speaker Compensation can be turned on and off independently for either the **1/4"** or **XLR OUTPUTS** using the Speaker Compensation menus (see page 24).
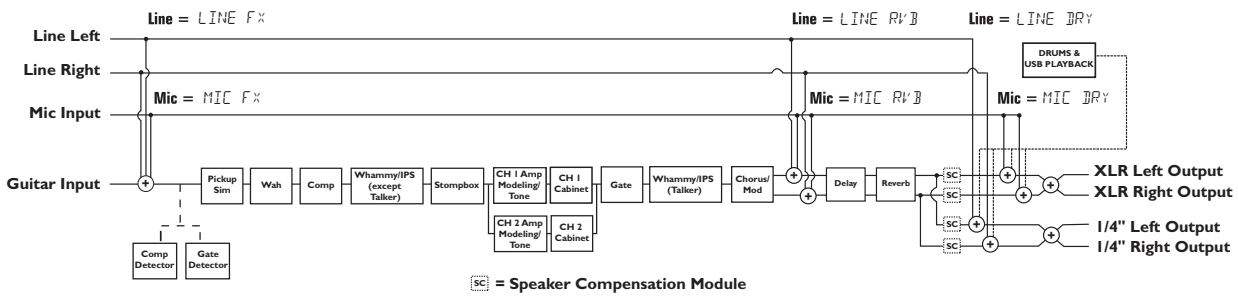
Mono 1/4 (MONO 1/4)

All input sources (guitar, mic, line inputs, drums, and USB playback) are routed to the **1/4" OUTPUTS** in mono. All input sources routed to the **XLR OUTPUTS** maintain stereo separation. Speaker Compensation can be turned on and off independently for either the **1/4"** or **XLR OUTPUTS** using the Speaker Compensation menus (see page 24).
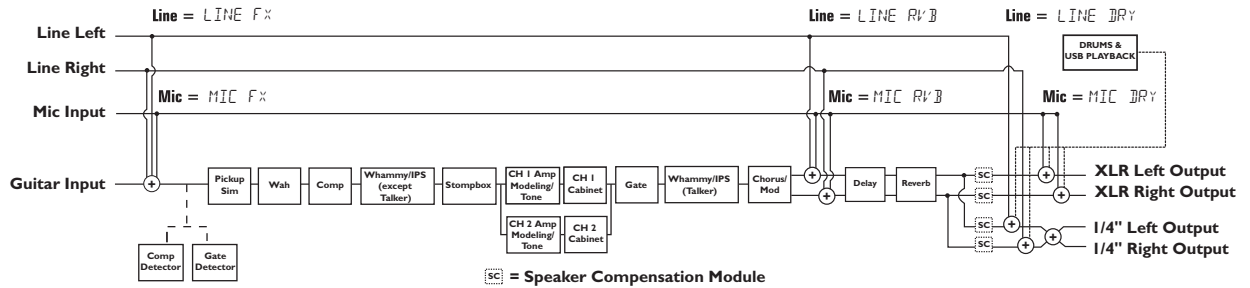
Mono XLR (MONO XLR)

All input sources (guitar, mic, line inputs, drums, and USB playback) are routed to the **XLR OUTPUTS** in mono. All input sources routed to the **1/4" OUTPUTS** maintain stereo separation. Speaker Compensation can be turned on and off independently for either the **1/4"** or **XLR OUTPUTS** using the Speaker Compensation menus (see page 24).
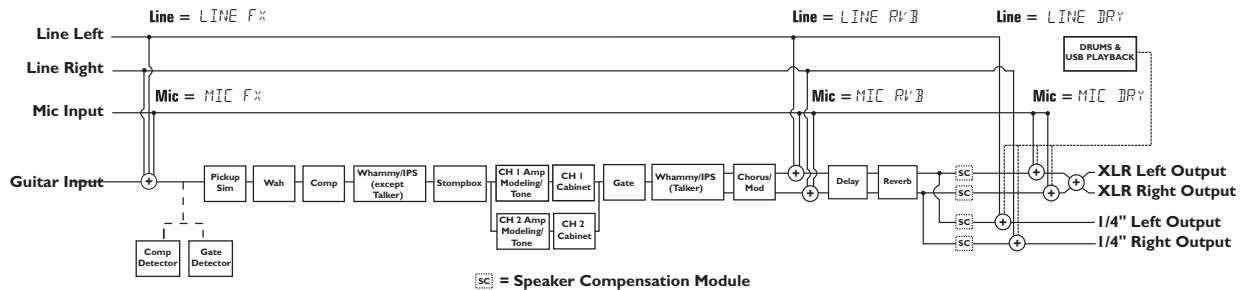
Split 1 (SPLIT1)

Stereo guitar processing and any inputs routed through the GNX3000's guitar
processing are routed to the **1/4" OUTPUTS**. Audio playback from the computer, mic
dry, line dry and drums is routed to the **XLR OUTPUTS**. Speaker Compensation can
be turned on and off independently for either the **1/4"** or **XLR OUTPUTS** using the
Speaker Compensation menus (see page 24).
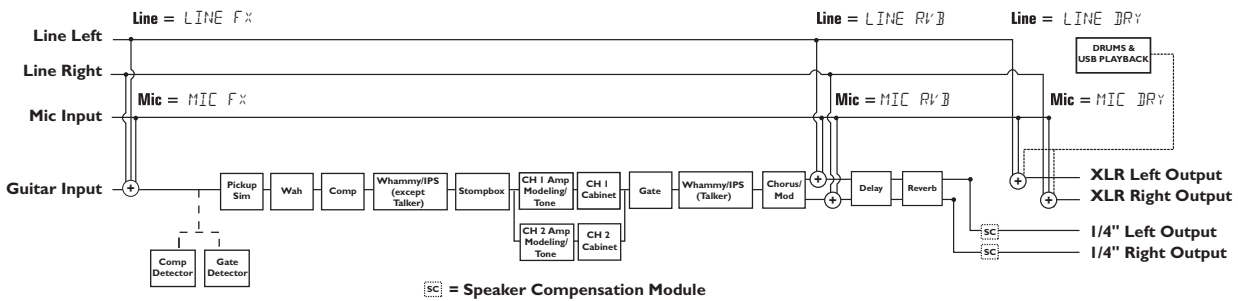
Split 2 (SPLIT2)

SPLIT2 is the same as SPLIT1 but the guitar processing is also routed out the **XLR
OUTPUTS**.
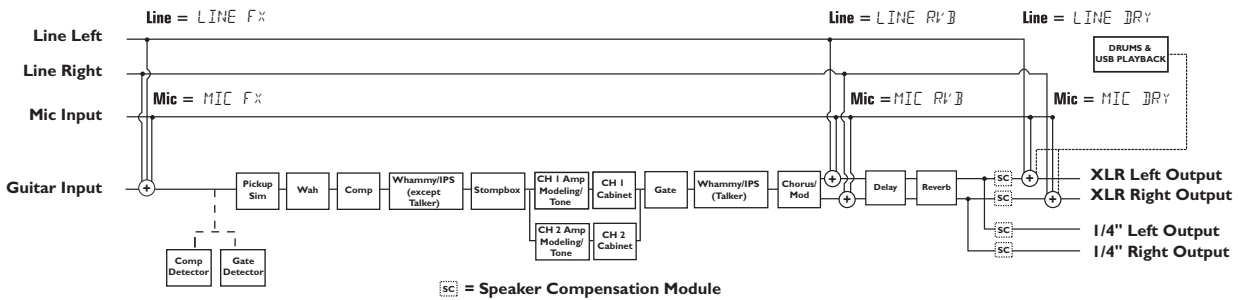
Speaker Compensation

Both the **1/4"** and **XLR OUTPUTS** can be used in a variety of ways. They can be plugged directly into guitar combo amp inputs, XLR inputs on a power amp connected to an external speaker cabinet, into mixer channels, and directly into full range studio monitors. Depending on which application you are using them for, you can enable or disable Speaker Compensation on either output pair independently.

Speaker Compensation is to be used when the outputs of the GNX3000 will be played through a full range speaker system and emulates the rolled off response that a guitar cabinet normally provides without having to use one. An example of where you would want Speaker Compensation turned on is when the outputs are connected to a mixer which is connected to your band's PA system, or when plugging the outputs directly into powered studio monitors while recording.

When running into the front end of an amp or into a power amp connected to a guitar speaker cabinet, you will most likely want Speaker Compensation disabled on the outputs that are being used. If you want to use one set of outputs for running into a guitar amp and the other pair for running direct to the PA, just enable Speaker Compensation on the outputs connected to the mixer.

To enable or disable Speaker Compensation, follow these steps:

1. Press the **OUTPUT SETUP** button.
2. Use the **NEXT** button to select $5C$ XLR in the **DISPLAY** and use the **DATA WHEEL** to turn Speaker Compensation on or off (the default factory setting is ON).
3. Press the **NEXT** button again to select $5C$ $1/4$ in the display and use the **DATA WHEEL** to turn Speaker Compensation on or off (the default factory setting is OFF).
4. Press the **EXIT** button.

Mic and Line Setups

You can configure the **MIC** and **LINE INPUTS** routing for live performance and recording applications. The GNX3000 acts as a mixing device for **MIC** and **LINE INPUTS**, and can eliminate the need for a mixer when the outputs are to be plugged directly into a full-range powered speaker system. When enabled, these inputs can be routed around or through some or all of the effects processing and then mixed directly into the GNX3000's **1⁄4"** and **XLR OUTPUTS**.

Use the **SHIFT›MIC** and **SHIFT›LINE** buttons along with the **DATA WHEEL** to select the Mic/Line Setup options.
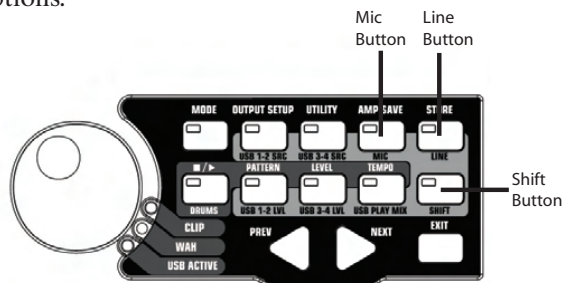
Both **MIC** and **LINE INPUTS** have four settings that can be independently selected. They are as follows:

MIC OFF/LINE OFF - **MIC** and **LINE INPUTS** are disabled.

MIC DRY/LINE DRY - **MIC** and **LINE INPUTS** are routed directly to GNX3000's outputs, bypassing all effects processing.

MIC RVB/LINE RVB - **MIC** and **LINE INPUTS** are routed through delay and reverb effects of the current preset.

MIC FX/LINE FX - **MIC** and **LINE INPUTS** are routed through all effects of the current preset.

For more information about how these settings are routed, refer to the charts on pages 21 through 23.

Optimizing the Mic and Line Input Levels

To properly use **MIC** and **LINE INPUTS** for recording, it is best to optimize their levels for best signal to noise performance. This can be done one of two ways on the GNX3000:

Mic Level Optimization

The **MIC INPUT** has an input level that can be used for optimizing the levels for singing live, recording tracks to the computer, and matching levels with your guitar. While singing or during an acoustic performance, adjust the **MIC INPUT** level on the back panel of the GNX3000 until the **CLIP LED** next to the **CONTROL PANEL** lights only occasionally during the loudest parts of the performance.

Line Level Optimization

When an external source such as an electronic keyboard or a submix from an external mixer is brought into the GNX3000's **LINE INPUTS**, it is ideal to have enough level control to optimize these signals from the source. If the signal is weak and cannot be made strong enough from the source, you can increase the USB 1-2 level or USB 3-4 level until the **CLIP LED** lights only occasionally during the loudest parts of the performance.

See more in the **Computer Recording via USB** section of this manual and your recording application's User's Guide for more information on proper level adjustment for recording.

Hooking It Up
Live Performance Setups

The GNX3000 was designed to be extremely flexible to meet any of your application needs. For many GNX3000 users, its primary purpose will be for use in live performances. The following diagrams show examples of how to utilize the GNX3000 in typical live performance applications.

> NOTE: Before making connections to the GNX3000, make sure both the GNX3000 and your amplifier(s) are turned OFF.

Small Club Setup (Mono Amp Rig)

This diagram demonstrates a minimum setup for using the GNX3000 in a typical, small club performance setup. All you need is your guitar, two guitar cables, and an amp. This connection scheme also applies for use with a power amp/speaker cabinet rig.

Guitar Input   Left 1/4" Balanced Output
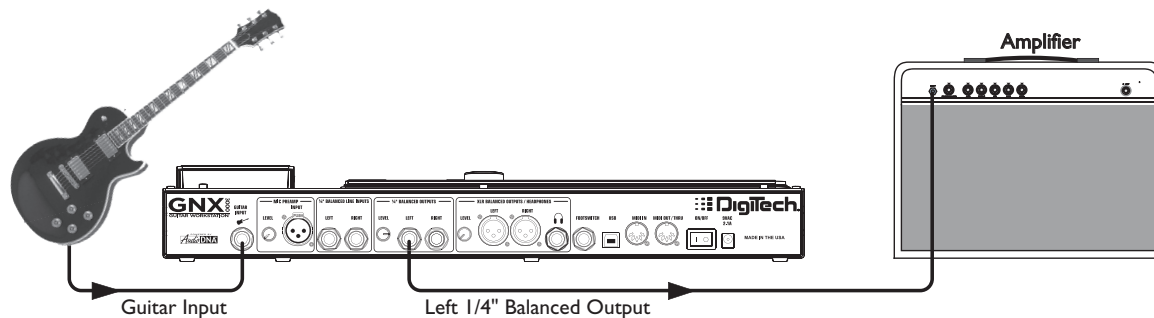
1. Connect your guitar to the GNX3000's **GUITAR INPUT**.
2. Connect a single mono instrument cable from the **LEFT 1/4" BALANCED OUTPUT** of the GNX3000 to the instrument input or the effect return on your amplifier.
3. Press the GNX3000's **OUTPUT SETUP** button and select "MONO 1/4" mode using the **DATA WHEEL**.
4. Turn OFF Speaker Compensation for the **1/4" BALANCED OUTPUTS** in the 1/4" Speaker Compensation menu (described on page 24).

> NOTE: When connecting the GNX3000 to a guitar amp(s), it may be best to connect the GNX3000's Output to your amp's effects return to avoid coloration of the tone due to the amplifier's tone controls.

Medium Stage Setup (Stereo Amp Rig)

Whether your gig is at a large club or a small hall, nothing beats running your guitar in stereo. This diagram demonstrates a typical setup using your GNX3000's **LINE OUTPUTS**, and two guitar combo amps.

Amplifier

Amplifier

Guitar Input

1/4" Balanced Outputs
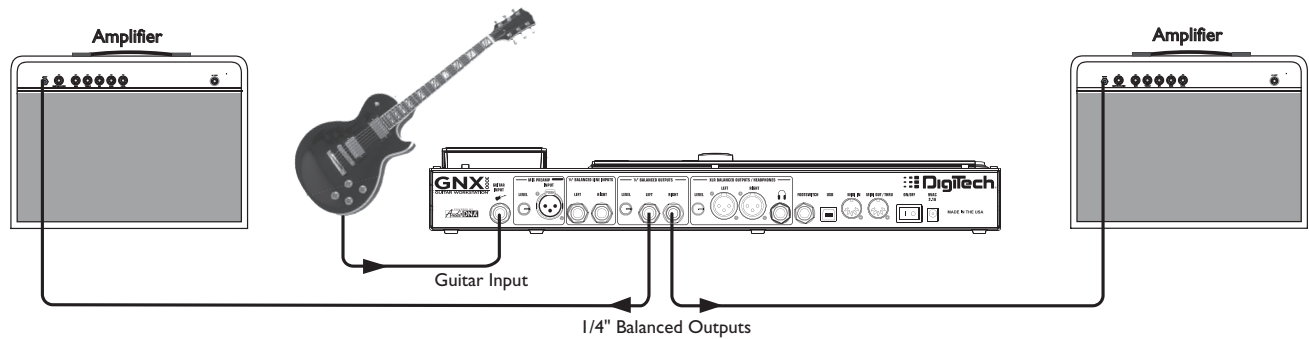
1. Connect your guitar to the **GUITAR INPUT**.
2. Connect mono instrument cables from the **LEFT** and **RIGHT 1⁄4" BALANCED OUTPUTS** of the GNX3000 to the instrument inputs or the effect returns on your amplifiers.
3. Press the **OUTPUT SETUP** button and select "STEROALL" mode using the **DATA WHEEL**.
4. Switch the Speaker Compensation for the **1⁄4" BALANCED OUTPUTS** to OFF in the Speaker Compensation menu described on page 24.

Large Stage Setup (Stereo Amp/Cabinet Rig)

A large stage rig lets you really pull out all the stops since space isn't necessarily an issue, but volume usually is. For this application, plug your guitar into the GNX3000 and connect mono instrument cables from the **1/4" OUTPUTS** into a stereo power amp feeding two cabinets. Using two cabinets gives you much more dramatic stereo separation and helps widen the sweet spot for your sound when you move onstage. Another great idea is to run the **XLR OUTPUTS** directly into the house P.A. and have the sound engineer control your front of house volume in the overall mix. Then if you need to turn up your stage volume, you won't upset him by trying to rebalance your guitar volume in the house mix. This diagram demonstrates a typical, large stage performance setup.
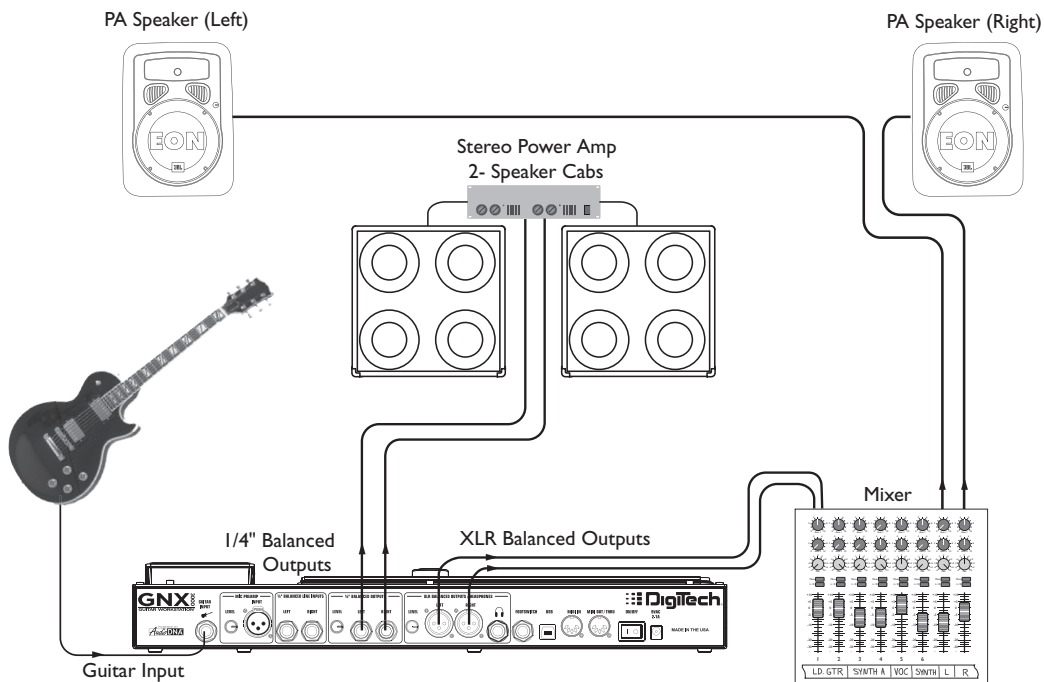
1. Connect your guitar to the **GUITAR INPUT**.
2. Press the GNX3000's **OUTPUT SETUP** button and select "ꕷＴＥＲＯＡＬＬ" as the output mode using the **DATA WHEEL**.
3. Connect mono instrument cables from the GNX3000's **LEFT** and **RIGHT 1/4" LINE OUTPUTS** to a stereo power amplifier and switch the **1/4" OUTPUTS** Speaker Compensation to OFF in the Speaker Compensation menu (described on page 24).
4. Connect XLR cables from the GNX3000's Left and Right **XLR OUTPUTS** to the house P.A. mixer and switch the **XLR OUTPUTS** Speaker Compensation to ON.

Talker™ Performance Setup

The built-in Talker effect creates a talk box effect. To use this effect you must plug a microphone into the GNX3000's **MIC INPUT** and select one of the five Talker types in the Whammy™/IPS/Talk module of a preset. Then as you play your guitar talk into the microphone to emulate the talk box effect. The Talker can be used with any output setup, but for this diagram it will be shown in conjunction with a mono amp rig.

Microphone

Amplifier

Left 1/4" Balanced Output

Microphone Input
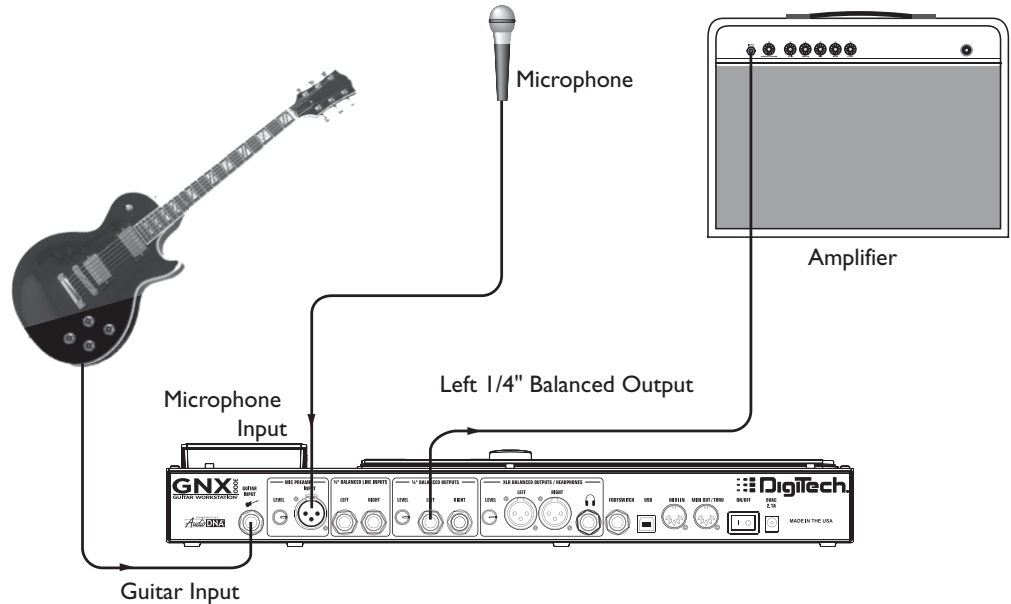
Guitar Input

1. Connect your guitar to the GNX3000's **GUITAR INPUT**.
2. Press the GNX3000's **OUTPUT SETUP** button and select "MONO 1/4" as the output mode using the **DATA WHEEL**.
3. Connect a single mono instrument cable from the Left **1/4" LINE OUTPUT** of the GNX3000 to the instrument input or the effect return on your amplifier and switch the **1/4" BALANCED OUTPUTS** Speaker Compensation to OFF in the Speaker Compensation menu described on page 24.
4. Connect a microphone to the GNX3000's **MIC INPUT** using an XLR cable.
5. Select one of the five Talker types in the Whammy/IPS/Talk module of a preset.
6. Use the **MIC LEVEL** control knob located next to the **MIC INPUT** on the GNX3000's rear panel to adjust the microphone output level. To adjust your microphone input level for optimal use see **Mic Level Optimization** on page 26.

Computer Recording Setup

The GNX3000 offers tremendous flexibility for recording applications. Shown below is a typical recording setup.
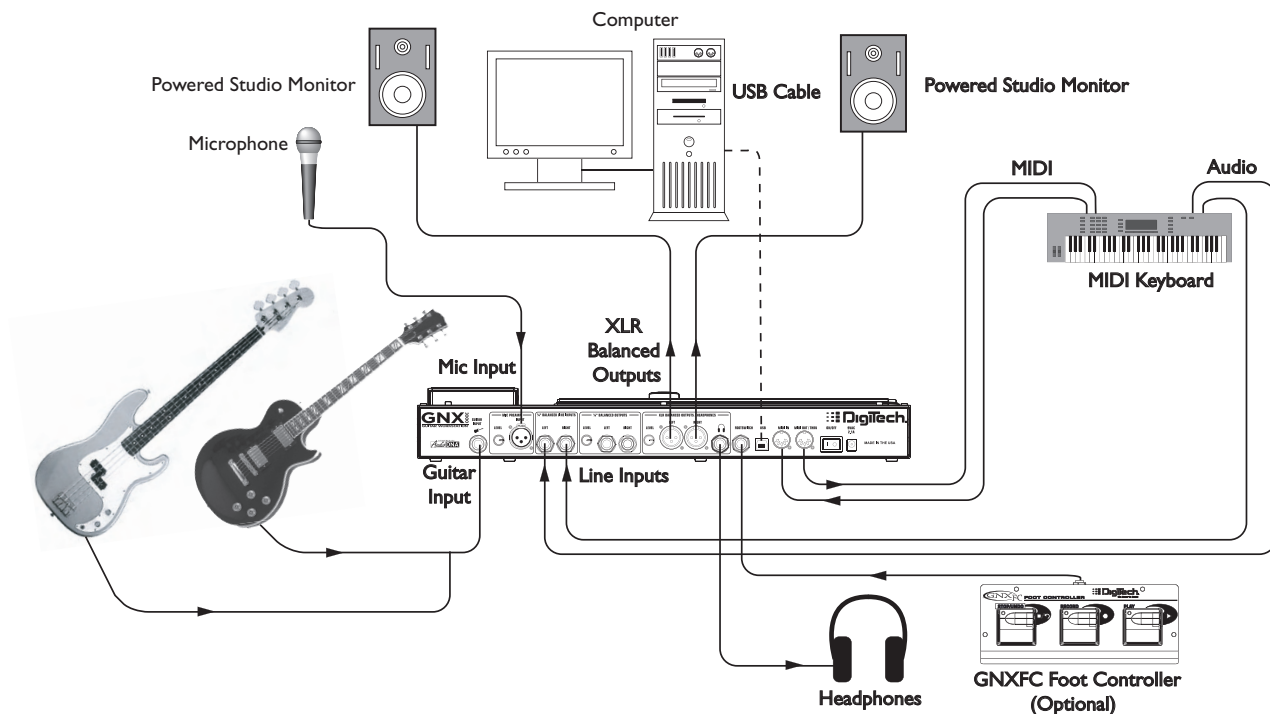
At the heart of your recording studio, the GNX3000 serves both as your guitar processor and audio/MIDI interface. With **MIC INPUT**, **LINE INPUTS**, and **MIDI I/O**, you have a full featured interface for recording almost any source you can think of. Connect your guitar or bass to the GNX3000's **GUITAR INPUT** and use the amp models for tracking your guitar and bass parts. Next, plug in the mic and get your vocal or acoustic performance nailed. You can even add line level instruments or feeds from submixes in and record these and all of this completely hands-free. Even your MIDI keyboard performance can be recorded so you can try the part with different synth voices later. Since the GNX3000 has professional **BALANCED OUTPUTS**, you can plug directly into your favorite powered monitors and get the bonus of latency free recording to boot. For more information about computer recording, see page 101.

1. Connect your guitar (or bass guitar) to the GNX3000's **GUITAR INPUT**.
2. Connect a microphone to the GNX3000's **MIC INPUT** and use the **MIC LEVEL** control knob located next to the **MIC INPUT** on the GNX3000's rear panel to adjust the microphone output level. To adjust your microphone input level for optimal use see **Mic Level Optimization** on page 26.
3. Connect a pair of stereo headphones to the **HEADPHONE OUTPUT**.

4. Connect a keyboard, line level instrument, or stereo mixer (for feeding submixes) to the GNX3000's **LEFT** and **RIGHT LINE INPUTS**. To adjust your line input levels for optimal use see **Line Level Optimization** on page 26.

5. Connect a GNXFC Foot Controller (optional) to the GNX3000's Footswitch jack.

6. Connect a MIDI keyboard to the GNX3000's **MIDI IN** and **OUT/THRU** jacks using 5 Pin MIDI cables.

7. Press the GNX3000's **OUTPUT SETUP** button and select "STEROALL" as the output mode using the **DATA WHEEL**.

8. Connect XLR cables from the GNX3000's **LEFT** and **RIGHT XLR OUTPUTS** to powered studio monitors and set XLR Speaker Compensation to ON (described on page 24).

9. Connect the GNX3000 to your computer's USB jack using the included USB cable.

ATTENTION: Refer to the "Installing the GNX3000's Software Suite" section on page 101 before connecting the GNX3000 to the USB port on your PC and using Pro Tracks Plus.

Applying Power

Before applying power to anything, set your amp*(s)* to a clean tone and set the tone controls to a flat EQ response *(on most amps, this would be 0 or 5 on the tone controls)*. Then do the following:

1. Turn your amp's volume all the way down.
2. Pull the mixer's master faders all the way down.
3. Turn the GNX3000's **OUTPUT LEVEL KNOBS** all the way down *(fully counter-clockwise)*.
4. Connect the plug of the PSS3 power supply to the GNX3000's **POWER JACK**. Connect the other end of the PSS3 power supply to an AC outlet.
5. Turn the GNX3000's power on.
6. Turn your amplifier*(s)* on and adjust the volume*(s)* to a normal playing level.
7. Push the mixer's master faders up to the desired listening level.
8. Gradually increase the GNX3000's Output Levels to the desired listening level.

7. Push the Master Faders up to the desired listening level.

6. Turn your Amp on and adjust the Volume to a normal playing level.

5. Turn the GNX3000 on.

PSS3 Power Supply

4. Connect the PSS3 to the GNX3000's Power Jack and connect the other end of the PSS3 to an AC outlet.

8. Turn the GNX3000's Output Level knobs up to the desired listening level.

1. Turn your Amp Volume down.

3. Turn the GNX3000's Ouput Level knobs down.

2. Pull Master Faders down completely.

About the GNX3000

Presets

A preset is a named and numbered location of a programmed sound that resides in the GNX3000. Presets can be recalled with the **FOOTSWITCHES** or the **DATA WHEEL**. The GNX3000 comes with 65 **Factory 1**, 65 **Factory 2**, and 65 **User** presets. The Factory Presets do not let you store changes to them. The User presets let you store changes. From the factory, the 65 User presets are exact duplicates from the 65 **Factory 1** and **Factory 2** presets. This lets you create your own presets without worrying about losing any of the original presets. When you select a preset, the name of the preset appears in the green display and the number of the preset appears in the red numeric display. The **USER** LED to the left of the **DATA WHEEL** lights indicating the User preset is active, or the **FACTORY 1** or **FACTORY 2** LED lights indicating a **Factory** preset is active.

Preset Name Preset Number

LEDs indicate whether a User, Factory 1, or Factory 2 preset is active.
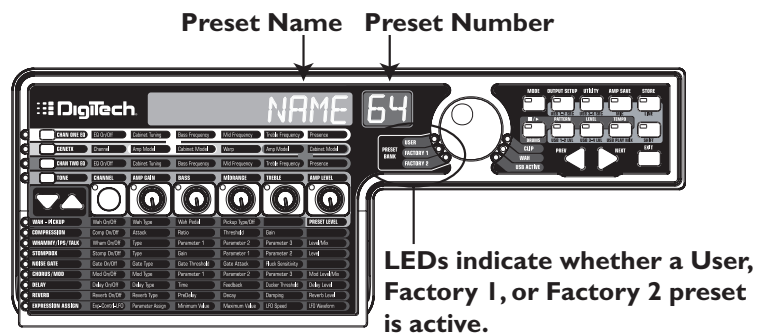
Learn-A-Lick™

The Learn-A-Lick™ function lets you record a nine second passage of music and play it back as slowly as 1/4 the original speed with no change in pitch. This is very useful for picking out the notes of a fast guitar solo.

There are five Learn-A-Lick functions. They are:
- **Stop** (Controlled by **FOOTSWITCH 1**)
- **Rewind** (Controlled by **FOOTSWITCH 2**)
- **Record** (Controlled by **FOOTSWITCH 3**)
- **Play** (Controlled by **FOOTSWITCH 4**)
- **Playback Speed** (Controlled by the **DOWN/UP FOOTSWITCHES**)

Using Learn-A-Lick

1. Connect the player's headphone output to the **LINE INPUTS** on the rear panel of the GNX3000. Set the volume level of the player to match the level of your guitar.
2. Find the passage you want to record and pause the Tape, CD, or MP3 player.
3. Press and hold **FOOTSWITCHES 1** and **2** to enter Learn-A-Lick. The display

reads: LRN $LICK$

4. Release the pause button on your playback device and press **FOOTSWITCH 3**. The display reads: $RECORD$. The red numeric display provides a time elapsed reference while recording is in process. When recording is complete, the recorded passage is set in an auto-loop playback, indicated by play appearing in the display.

5. Press Stop or Pause on the playback device.

6. Use the **DOWN FOOTSWITCH** to slow the playback down, or use the **UP FOOTSWITCH** to increase the playback speed at 1/8 speed intervals. Your interval choices include: $FULL$, $7/8$, $3/4$, $5/8$, $1/2$, $3/8$, and $1/4$ speeds.

7. Press **FOOTSWITCH 2** to step back through the loop at 1 second intervals.

8. The **EXPRESSION PEDAL** controls the output level of the recorded phrase.

9. To stop the playback, press **FOOTSWITCH 1**.

10. To resume playback, press **FOOTSWITCH 4**.

11. To record a new passage, press **FOOTSWITCH 3**.

12. To exit Learn-A-Lick™, press and hold **FOOTSWITCHES 1** and **2**, or press **EXIT** in the control panel.

Bypass

The GNX3000 presets can be bypassed for a clean, unprocessed guitar signal. Bypass turns off all effects and modeling. To bypass the GNX3000 in Preset Mode, press the active preset's Footswitch (the 1-5 footswitch that is lit). To bypass the GNX3000 while in Stompbox or Record/Drum Mode, press **FOOTSWITCHES 2** and **3** simultaneously. When the GNX3000 is bypassed, the display reads $BYPASS$ and all LEDs in the Matrix turn off. Press any Footswitch to exit Bypass and return to the last preset. The Matrix and Programming buttons do not function when Bypass is activated.

> **NOTE: If Preset Bounceback is enabled in the Utility menu, pressing the active preset's footswitch while in Preset Mode will not bypass the GNX3000's effects. To bypass the GNX3000's presets while Preset Bounceback is enabled you must press FOOTSWITCHES 2 and 3 simultaneously.**

Tuner

The Tuner in the GNX3000 lets you quickly tune or check the tuning on your guitar. Press **FOOTSWITCHES 3** and **4** simultaneously to access the **TUNER**. The display briefly flashes $TUNER$. To begin tuning, play a note on your guitar *(a harmonic at the 12th fret also works)*. The red numeric display shows the note being played, and the green alpha-numeric display indicates whether the note is sharp or flat. Arrows to the left ($‹‹‹$) indicate the note is sharp and should be tuned down. Arrows to the right ($›››$) indicate the note is flat and should be tuned up. When your note is in tune, $→›‹←$ is displayed.

While the tuner is selected, you can set your tuning reference with the **DATA WHEEL**. The default factory setting is A=440 Hz. The tuning references range from 427 Hz to 453 Hz *(± 50 cents (1/2 semitone) from either direction of 440 Hz)*. Below 427 Hz, are alternate dropped tunings. The alternate tunings are REF A*(A=Ab)*, REF G*(A=G)*, and REF G*(A=Gb)*. The display window briefly flashes the selected tuning preference.

Footswitch Modes

When you first apply power to the GNX3000, it powers up in one of three Footswitch Modes: Preset*,* Stompbox, or Record/Drum. The Footswitch Modes are selected in two different ways:

Press the **MODE** button (located to the right of the **DATA WHEEL**)

OR

Press and hold **FOOTSWITCHES 4** and **5** simultaneously.

Depending on which mode is selected, the **DOWN/UP FOOTSWITCH** LEDs will light a different color. When Preset Mode is selected, these footswitches will be lit green. When Stompbox Mode is selected, these footswitches will be lit yellow. And when Record/Drum Mode is selected, these footswitches will be lit red. In any of the modes, the display shows the selected preset's name and number. The vertical LEDs on the Matrix indicate which effects are active for the selected preset.

Preset Mode

The GNX3000's Presets are grouped into thirteen banks of five presets. When Preset Mode is active the **DOWN/UP FOOTSWITCHES** are used to select one of the thirteen **User,** thirteen **Factory 1**, or thirteen **Factory 2** Banks. Successive presses of the **DOWN/UP FOOTSWITCHES** advance through all **User/Factory** Banks. Pressing and holding the **DOWN/UP FOOTSWITCHES** scrolls through the **User/Factory** Banks. Once a Bank is selected, **FOOTSWITCHES 1-5** will flash indicating a preset within that bank can be selected. If a preset is not selected within 5 seconds, the GNX3000 returns to the currently selected bank and preset. A second press of an active Preset's footswitch bypasses the preset. Another press reloads the preset.

Preset Bounceback

Preset Bounceback is a great live performance feature that lets you switch beween two presets with the same footswitch. For example, let's say you select Preset 1 using **FOOTSWITCH 1** as your rhythm tone. Then you select Preset 4 using **FOOTSWITCH 4** as your solo tone. You can now press **FOOTSWITCH 4** again and Preset 1 will be selected again. Pressing **FOOTSWITCH 4** repeatedly will bounceback between Preset 4 and Preset 1. To enable the **Preset Bounceback** feature, do the following:

1. Press the **UTILITY** control panel button and use the **PREV/NEXT** arrow buttons to locate the Bounceback feature. The display will read $BOUNC\ BAK$.
2. Rotate the **DATA WHEEL** to turn the BounceBack feature on.
3. When finished press the **EXIT** button.

NOTE: The Preset Bounceback feature only works when the GNX3000 is in Preset Mode. When Preset Bounceback is enabled, a preset cannot be bypassed by pressing its footswitch repeatedly.

For more information regarding the footswitch functions for Preset Mode see page 94.

Stompbox Mode

Stompbox Mode is another mode of operation that can be used during a performance. When **Stompbox** Mode is active, the **DOWN/UP FOOTSWITCHES** are used to select presets. **FOOTSWITCHES 1-4** turn the effects on and off. **FOOTSWITCH 5** is used as a Tap-Tempo switch for setting the delay time during a live performance.

For more information regarding the footswitch functions for Stompbox Mode see page 96.

Record/Drum Mode

When Record/Drum Mode is active, the **DOWN/UP FOOTSWITCHES** are used for selecting drum patterns. **FOOTSWITCHES 1-5** are used for Hands-Free™ control of the Pro Tracks Plus™ software.

For more information regarding the footswitch functions for Record/Drum Mode see page 98.

Expression Pedal

The **EXPRESSION PEDAL** can control three different parameters simultaneously in each preset. Rock the **EXPRESSION PEDAL** back and forth to change the values of the assigned parameters. Each parameter the **EXPRESSION PEDAL** controls has an adjustable minimum and maximum range. The **EXPRESSION PEDAL** also includes a toe switch that turns on the Wah effect and switches from controlling the parameters assigned to the **EXPRESSION PEDAL** and controls the Wah.

See page 75 for more information on Expression Pedal Assignment.

GNX3000 Matrix Functions
The GNX3000 Matrix
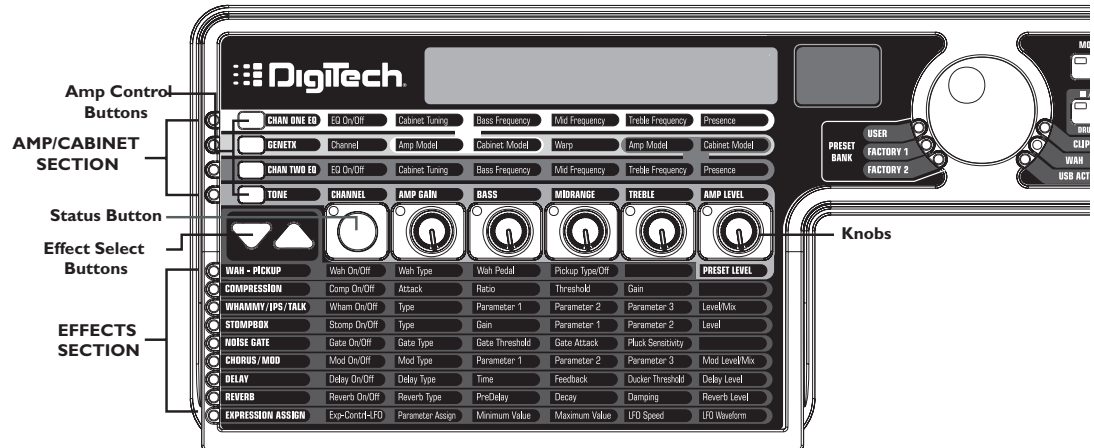
The main panel of the GNX3000 is the Matrix. The Matrix is comprised of two main sections, **AMP/CABINET** and **EFFECTS**. It is used to navigate through the GNX3000's amp/cabinet modeling and effects parameters. Upon power up, the GNX3000 defaults to the **TONE** row in the **AMP/CABINET** section and any effects that are enabled within a preset will have their corresponding LEDs lit in the **EFFECTS** section of the Matrix. You can select one of the other three Amp Control rows, **CHAN 1 EQ**, **GENETX**, or **CHAN 2 EQ** using the **AMP CONTROL** buttons or you can select the different effects and their parameters using the **EFFECT SELECT** buttons. The LED to the left of each row indicates which row is active, while the **STATUS** button and five **KNOBS** control the corresponding parameter above or below each knob.
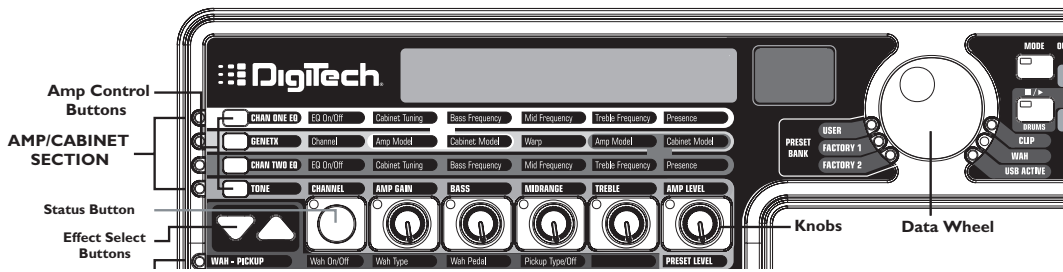
Viewing/Editing GeNetX™ and Amp Parameter Values

To view or edit an amp parameter's current value, you must first select the row in which the parameter resides using the **AMP CONTROL** buttons located to the left of the amp parameter rows. After selecting the desired row, use the **STATUS** button and **KNOBS** to adjust the parameters. Turning a knob one click position will display the current value of the selected parameter. If a **KNOB** is turned again within three seconds, the parameter value will be changed and the new value will be displayed. If a **KNOB** is not turned within three seconds, the main display returns back to the preset name.

> NOTE: If a parameter name is shown in the display while editing both Amps and Effects, the DATA WHEEL can change the value as well as the Knobs.
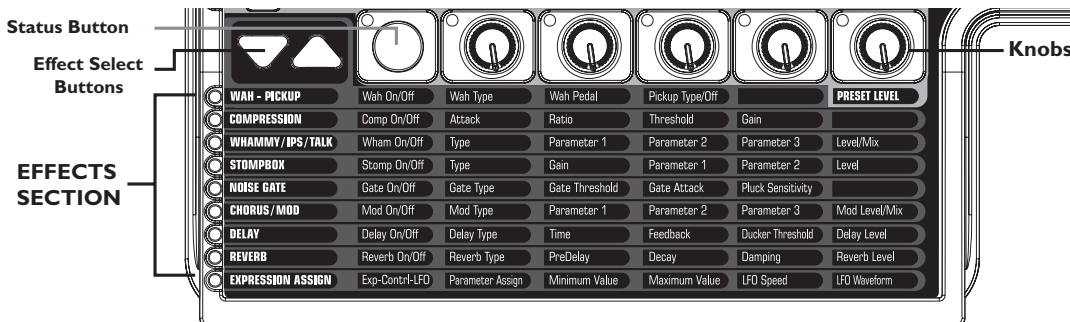
Viewing/Editing Effect Parameter Values

To view or edit an effect parameter's current value, you must first select the row in which the desired parameter resides by using the **EFFECT SELECT** buttons. They are located to the left of the **STATUS** button. After selecting the desired effect, use the **STATUS** button and knobs to adjust the effect's individual parameters. Parameter adjustments will show in the displays as edits are made. To exit effect editing, press the **EXIT** button in the Control Panel.

> NOTE: If a parameter name is shown in the display while editing both Amps and Effects, the DATA WHEEL can change the value as well as the Knobs.

GENETX™ Row
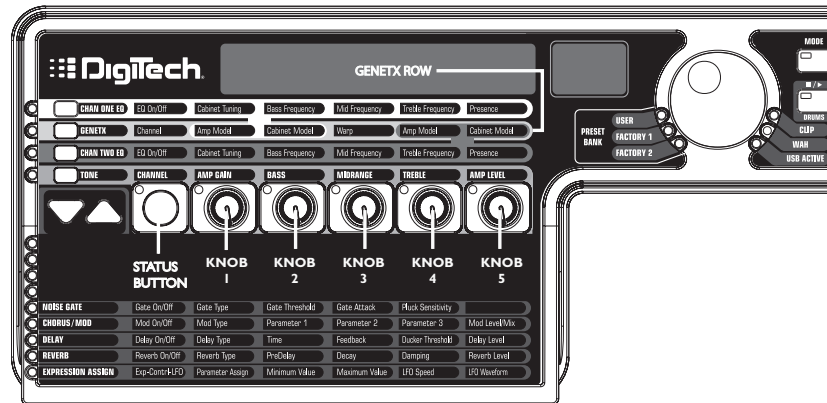
The **GENETX** row is where amp and cabinet models are selected for the current preset. It is also where the Warp function resides allowing GeNetX™ warping between the two amp models. When the **GENETX** row is selected, the Knobs and **STATUS** button perform the following functions:

Status button
Selects between Amp Channel 1 (Green) and Amp Channel 2 (Red) and lets you hear each channel independently. If a Warped state (Yellow) between both channels exists, this button also selects it and lets you hear the warped amp. The **STATUS** button's LED will light Green, Red, or Yellow depending on which channel is selected.

Knob 1
Selects the Channel 1 (Green) amp model and its LED is lit green.

Knob 2
Selects the Channel 1 (Green) cabinet model and its LED is lit green.

Knob 3
Warps the Channel 1 and Channel 2 amp and cabinet models together. Setting this parameter to its minimum position selects Channel 1's amp and cabinet only and its LED is lit green. Setting this parameter to its maximum position selects Channel 2's amp and cabinet only and its LED is lit red. Setting **KNOB 3** to any other position selects a warped state, a combination of Channel 1 and 2's amp and cabinet models and the LED will be lit yellow.

Knob 4
Selects the Channel 2 (Red) amp model and its LED is lit red.

Knob 5
Selects the Channel 2 (Red) cabinet model and its LED is lit red.

CHAN ONE EQ and CHAN TWO EQ Rows
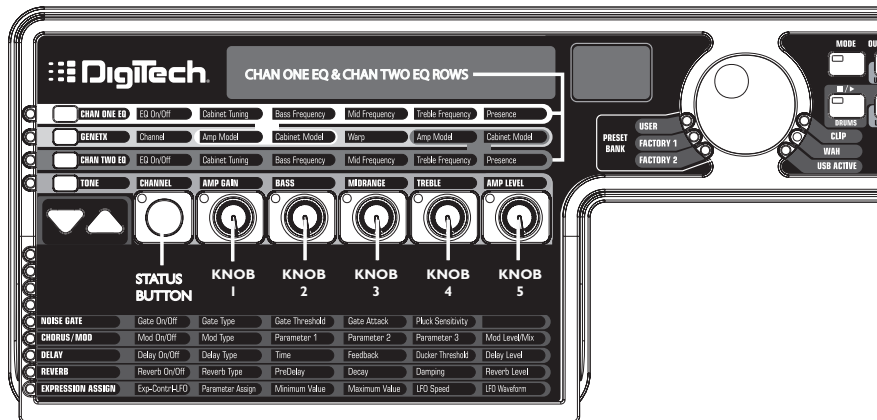
The **CHAN ONE EQ** and **CHAN TWO EQ** rows are used for modifying the center frequencies of the Bass, Midrange, and Treble controls of that reside within the TONE Row. There is also a Cabinet Tuning control for changing the tuning of a selected channel's cabinet resonance, and a Presence control is available here for editing amp tone as well. When either the **CHAN ONE EQ** or **CHAN TWO EQ** row is selected, the knobs and **STATUS** button perform the following functions:

Status button
Turns the EQ on and off for the selected channel.

Knob 1
Adjusts the Cabinet Tuning resonance of the cabinet model for the selected channel. The Cabinet Tuning ranges are from one octave below (⁻12.0) to one octave above (12.0).

Knob 2
Selects the Bass Center Frequency for the selected channel. The Bass Center Frequency range is from 50Hz (50 HZ) to 300Hz (300 HZ).

Knob 3
Selects the Midrange Center Frequency for the selected channel. The Midrange Center Frequency range is from 300Hz (300 HZ) to 5000Hz (5000 HZ).

Knob 4
Selects the Treble Center Frequency for the selected channel. The Treble Center Frequency range is from 500Hz (500 HZ) to 8000Hz (8000 HZ).

Knob 5
Boosts or cuts the Presence Level for the selected channel. The Presence Control is a shelf EQ and has a fixed frequency of 7500Hz. The Presence Level range is from -12dB (⁻12) to 12dB (12).

Here is an example of how the **CHAN ONE EQ** row would function when its button is pressed:

Warped Amp Sound being heard:

If the sound being heard is a Warped sound of both amp models, pressing the **CHAN ONE EQ** button selects the knobs to control the **CHAN ONE EQ**'s row of parameters. The **STATUS** button LED will light yellow, indicating a Warped sound is being heard, and the knobs will all light green. You can modify the **CHAN ONE EQ** row parameters which will be heard as the knobs are turned. The **STATUS** button will turn the **CHAN ONE EQ** on or off and indicate this status by turning the button LED on and off.

CHAN ONE amp sound being heard:

If the sound being heard is the **CHAN ONE** amp tone, pressing the **CHAN ONE EQ** button selects the knobs to control **CHAN ONE EQ**'s row of parameters. The **STATUS button** and the knobs will light green. You can modify the **CHAN ONE EQ** row parameters, which can be heard as the knobs are turned. The **STATUS** button will turn the **CHAN ONE EQ** on or off and indicate this status by turning the button LED on and off.

CHAN TWO amp sound being heard:

If the sound being heard is the **CHAN TWO** amp tone, pressing the **CHAN ONE EQ** button selects the knobs to control the **CHAN ONE EQ**'s row of parameters. The **STATUS button** will be lit red indicating you are still listening to the **CHAN TWO** amp tone. The knobs however will be lit green and once any of them are turned, the sound will change from the **CHAN TWO** amp tone to the **CHAN ONE** amp tone. You can then modify the **CHAN ONE EQ** parameters and these changes can be heard as the knobs are turned. The **STATUS** button will also turn green at this time and can be used to turn the **CHAN ONE EQ** on or off as will be indicated by the button's LED turning on and off.

TONE Row
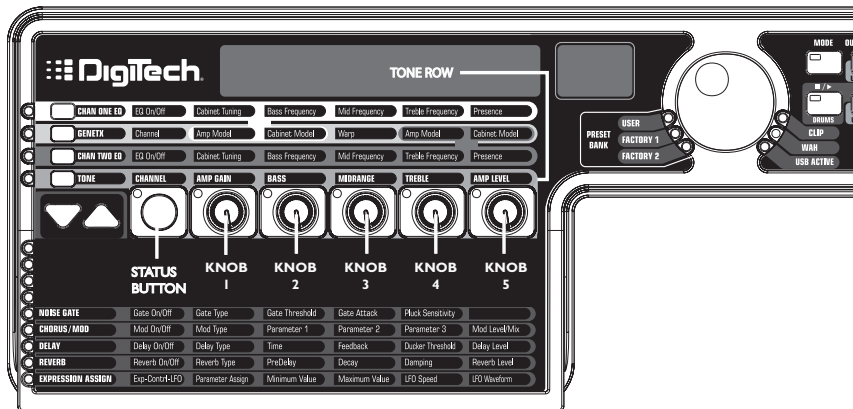
The **TONE** row is where the amp tone controls are located for Channel 1 or Channel 2. The sound that you hear while adjusting these parameters will depend on the channel status (see chart below). **TONE** control row parameters are Channel, Amp Gain, Bass, Midrange, Treble, and Amp Level.

Status button

Selects one of the four channel states in the following order:

CH1 AMP -   The **STATUS** button LED lights green and the five control knobs light green indicating that you are listening to Channel 1 and the control knobs affect Channel 1's tone settings.

CH1 WARP -   The **STATUS** button LED lights yellow and the five control knobs light green indicating that you are listening to a warped sound and the control knobs affect Channel 1's tone settings.

CH2 AMP -   The **STATUS** button LED lights red and the five control knobs light red indicating that you are listening to Channel 2 and the control knobs affect Channel 2's tone settings.

CH2 WARP -   The **STATUS** button LED lights yellow and the five control knobs light red indicating that you are listening to a warped sound and the control knobs affect Channel 2's tone settings.

Knob 1

Controls the amount of Amp Gain. The Amp Gain range is from *0* to *99*.

Knob 2

Controls the Bass EQ Level (boost/cut). The Bass EQ Level range is from -12dB (*-12*) to 12dB (*12*).

Knob 3

Controls the Midrange EQ Level (boost/cut). The Midrange EQ Level range is from -12dB (*-12*) to 12dB (*12*).

Knob 4

Selects the Treble EQ Level (boost/cut). The Treble EQ Level range is from -12dB (*-12*) to 12dB (*12*).

Knob 5

Controls the Amp Level. The Amp Level Range is from *0* to *99*.

Amp/Cabinet Modeling

The GNX3000 was designed to make sound processing easy and intuitive. Because the GNX3000 provides both Amp Modeling and Effects Processing, the editing functions are divided into two sections: the **AMP/CABINET MODELING** section and the **EFFECTS** section. The GeNetX™ technology contained in the GNX3000 lets you go much further than mere Amp Modeling. GeNetX lets you create your own Amp/Cabinet HyperModel™ and store this custom creation to a User Amp/Cabinet location. When editing either the **AMP/CABINET MODELING** or the **EFFECTS** section, you must start with one of the **User** or **Factory** presets. The preset you begin with does not need to be in the location that you intend to save it.

After selecting a preset, you can select the Amp or Cabinet models for your preset. Amp/Cabinet Modeling applies the tone of one of several vintage or modern Amp and Cabinet models to your guitar signal. The GNX3000 includes 33 guitar Amp Models, 10 Bass Amp Models, 2 Acoustic Guitar Models, and 29 Speaker Cabinet Models. Your choices include:

Amp Models

	Model	No.	Description
Direct	DIRECT	1	Turns Amp Modeling off
	57 CHMP	2	Based on a '57 Fender® Tweed Champ®
	57 DLUX	3	Based on a '57 Fender Tweed Deluxe
	59 BMAN	4	Based on a '59 Fender Tweed Bassman®
	62 BMAN	5	Based on a '62 Fender Brownface Bassman
	65TWINRV	6	Based on a '65 Fender Blackface Twin Reverb®
	65DLUXRV	7	Based on a '65 Fender Blackface Deluxe Reverb®
	PLEXI 45	8	Based on a '65 Marshall® JTM-45
	PLEXI100	9	Based on a '68 Marshall 100 Watt Super Lead (plexi)
	MRSHJUMP	10	Based on a '68 Marshall Jump Panel
	MRSHMSTR	11	Based on a '77 Marshall Master Volume
Classic Guitar Amps	MRSH 800	12	Based on an '83 Marshall JCM800
	MRSH 900	13	Based on a '93 Marshall JCM900
	MRSH2000	14	Based on an '01 Marshall JCM2000 (Solo Channel)
	MARK 2C	15	Based on an '81 Mesa/Boogie® Mark II C
	DUALRECT	16	Based on an '01 Mesa/Boogie Dual Rectifier™
	BRIT 15	17	Based on a '62 Vox™ AC15
	BRIT 30	18	Based on a '63 Vox AC30 Top Boost
	HIWAT100	19	Based on a '69 Hiwatt® Custom 100 DR103
	SOLO 100	20	Based on an '88 Soldano™ SLO-100
	MATCH HC	21	Based on a '96 Matchless™ HC-30
	LEGCY100	22	Based on a '99 Carvin® Legacy VL-100
	2101 CLN	23	DigiTech® GSP2101™ Artist Clean Tube
	2101 SAT	24	DigiTech GSP2101™ Artist Saturated Tube

DigiTech Amp Models	DIGSPANK	25	DigiTech® Spank
	DIGISOLO	26	DigiTech Solo
	DIGMETAL	27	DigiTech Metal
	DIGBRITE	28	DigiTech Bright Clean
	DIGCHUNK	29	DigiTech Chunk
	DIGCLEAN	30	DigiTech Clean Tube
	DIGCRNCH	31	DigiTech Crunch
	DIGIGAIN	32	DigiTech High Gain
	DIGBLUES	33	DigiTech Blues
	DIGIFUZZ	34	DigiTech Fuzz
Acoustic	AC JUMBO	35	Jumbo Acoustic
	AC DREAD	36	Dreadnaught Acoustic
Bass Amps	ROCKBASS	37	Based on a '77 Ampeg® SVT
	VPEGBASS	38	Based on an Ampeg SVT Classic
	BPEGBASS	39	Based on an Ampeg B15
	BASCBASS	40	Based on an SWR® Basic Black
	SHOWBASS	41	Based on a Fender® Dual Showman
	MDRNBASS	42	Based on an Ashdown ABM-C410H
	BRITBASS	43	Based on a Trace-Elliott™ Commando
	SOLRBASS	44	Based on a Sunn™ 200S
	BOOGBASS	45	Based on a Mesa/Boogie Bass 400+
	HARTBASS	46	Based on a Hartke Model 2000

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Cabinet Types

Direct	DIRECT	1	**Turns Cabinet Modeling off**
	TWEED1x8	2	**Based on a 1x8 - '57 Fender® Tweed Champ®**
	TWED1x12	3	**Based on a 1x12 - '57 Fender® Tweed Deluxe**
	BKFC1x12	4	**Based on a 1x12 - '65 Fender® Blackface Deluxe Reverb®**
	BRIT1x12	5	**Based on a 1x12 - '62 Vox™ AC15 w/20W Vox™ Speaker**
	BKFC2x12	6	**Based on a 2x12 - '65 Fender® Blackface Twin Reverb®**
	BLND2x12	7	**Based on a 2x12 - '63 Fender® Blonde Bassman®**
	BRIT2x12	8	**Based on a 2x12 - '63 Vox™ AC30 Top Boost w/Jensen Blue Backs**
	TWED4x10	9	**Based on a 4x10 - '59 Fender® Tweed Bassman®**
Guitar	BRIT4x12	10	**Based on a 4x12 - Marshall® 1969 Straight w/Celestion G12-T70**
Cabinets	GRNB4x12	11	**Based on a 4x12 - Marshall® 1969 Slant w/Celestion 25W Greenbacks**
	VNTG4x12	12	**Based on a 4x12 - Johnson™ Straight w/Celestion Vintage 30's**
	BOTQ4x12	13	**Based on a 4x12 - '96 VHT Slant w/Celestion Vintage 30's**
	FANE4x12	14	**Based on a 4x12 - Hiwatt® Custom w/Fane Speakers**
	2101SPKR	15	**Based on a GSP2101 4x12 Active Speaker Compensation**
	SPNK4x12	16	**Based on a 4x12 - Marshall® G12-T70/2x12 - '65 Fender® Blackface Twin**
	SOLO4x12	17	**Based on a 4x12 - Johnson™ Straight w/Celestion Vintage 30's**
	METL4x12	18	**Based on a 4x12 - Marshall® 25W Greenbacks - 4x12 Johnson™ Celestion V30s**
	BRTE2x12	19	**Based on a 2x12 - '65 Fender® Twin/4x10 - '02 Eden™ D410XLT**
	CHNK4x12	20	**Based on a 2x12 - '63 Fender® Blonde/4x12 - Marshall® 25W Greenbacks**
Acoustic	AC JUMBO	21	**Based on a Jumbo Acoustic***
Cabinets	AC DREAD	22	**Based on a Dreadnaught Acoustic***
	HART1x15	23	**Based on a 1x15 - Hartke® 115XL**
	BASC1x15	24	**Based on a 1x15 - '93 SWR® Basic Black**
	PRTA1x15	25	**Based on a 1x15 - '61 Ampeg® Portaflex**
	RFLx1x18	26	**Based on a 1x18 - Acoustic 360**
Bass	SOLR2x15	27	**Based on a 2x15 - '69 Sunn™ 200S**
Cabinets	MDRN4x10	28	**Based on a 4x10 - '02 Eden™ D410XLT**
	ASH 4x10	29	**Based on a 4x10 - '03 Ashdown ABM 410T**
	GLTH4x10	30	**Based on a 4x10 - '98 SWR® Goliath**
	HART4x10	31	**Based on a 4x10 - Hartke® 4x10XL**
	VNTG8x10	32	**Based on an 8x10 - '77 Ampeg® SVT 8x10**

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Editing Amps and Cabinets

Each GNX3000 preset has three channels, Channel 1 (green), Channel 2 (red), and Warp (yellow). Amp channels 1 and 2 have selectable amps and cabinets. Each channel has independent controls for gain, level, EQ, and cabinet tuning. The Warp channel is effectively a mixture of the Channel 1 and 2 amps and cabinets using the Warp knob in the **AMP CONTROLS** section of the matrix. When parameter values have changed, the Store LED lights indicating the preset has been modified and needs to be stored (see page 92 for more on the storing procedure).

Once you have selected your amps for Channel 1 and 2, you can switch between these, as well as the Warp channel, using the Amp Channel footswitch (Stompbox Mode only) or the **STATUS** button (GeNetX row is active) when the preset name is displayed. The following sections guide you through the process of selecting amps and cabinets, adjusting amp parameters, performing cabinet tuning, and creating then saving a Hypermodel™ Amp.

Selecting Amps and Cabinets

The first step to editing an Amp/Cabinet model, or creating your own HyperModel™ is to select the Amp and Cabinet model for Channel 1 and Channel 2 in your preset. The procedure for selecting Amps or Cabinets is as follows:

1. Press the **GENETX AMP CONTROL** button.
2. Use **KNOB 1** to select the Amp for Channel 1. The Amp name appears in the display. (See page 44 for a complete list of **Amp Models**.)
4. Use **KNOB 2** to select the Cabinet for Channel 1. The Cabinet name appears in the display. See page 46 for a complete list of **Cabinet Types**.)
5. Use **KNOB 4** to select the Amp for Channel 2. The Amp name appears in the display.
6. Use **KNOB 5** to select the Cabinet for Channel 2. The Cabinet name appears in the display.

Adjusting Amp Parameters

The Gain, EQ, and Level Parameters can be adjusted individually for Channel 1 and Channel 2. This is accomplished by pressing the **TONE** Amp Control button. The sound that you hear while adjusting the knobs depends on the state of the **STATUS** button and the **KNOBS** (see chart below). When the **TONE** row is selected, the **STATUS** button steps through four states in the following order:

CH1 AMP -   The **STATUS** button LED lights green and the five control knobs light green indicating that you are listening to Channel 1 and the control knobs affect Channel 1's tone settings.

CH1 WARP -   The **STATUS** button LED lights yellow and the five control knobs light green indicating that you are listening to a warped sound and the control knobs affect Channel 1's tone settings.

CH2 AMP -   The **STATUS** button LED lights red and the five control knobs light red indicating that you are listening to Channel 2 and the control knobs affect Channel 2's tone settings.

CH2 WARP -   The **STATUS** button LED lights yellow and the five control knobs light red indicating that you are listening to a warped sound and the control knobs affect Channel 2's tone settings.

The Gain ranges from 0 (*0*) to 99 (*99*). The Bass, Midrange, and Treble EQ range from -12 dB (*-12*) to +12dB (*12*). The Level ranges from 0 (*0*) to 99 (*99*). The procedure for adjusting these parameters is as follows:

1. Press the **TONE** Amp Control button.
2. Press the **STATUS** button to select either Channel 1 Amp (Green) or Channel 2 Amp (Red).
3. Use **Knobs 1** through **5** to adjust the Gain, Tone, and Level of the selected amp channel.

Cabinet Tuning

Cabinet tuning actually changes the resonant frequency of the selected cabinet. This is useful for changing the tonality of your sound without having to touch the EQ parameters. Tuning down gives the sound more bottom end while tuning up enhances higher frequencies. The procedure for tuning the cabinets is as follows:

1. Press the **CHAN ONE EQ** or the **CHAN TWO EQ** Amp Control button to access the Cabinet Tuning parameters.
2. Use **KNOB 1** to adjust the Cabinet Tuning resonance. The Cabinet Tuning ranges are from -12.0 (one octave below) to 12.0 (one octave above) the cabinet's standard resonance.

Storing Amp Parameter Edits

Once you are satisfied with your amp edits, these changes need to be stored so that they can be recalled later. See page 92 for more information on storing changes to a preset.

Creating HyperModels™

Creating new, unique HyperModels is what Digitech's GeNetX™ technology is all about. Once both channels Amps and Cabinets are selected and the Amp Parameters and Cabinet Tunings have been adjusted, GeNetX technology lets you do something amazing. The characteristics of each Amp and Cabinet can be combined or "Warped" to create a completely new custom HyperModel Amp. The procedure for Warping the Channel 1 and Channel 2 Amps together is as follows:

1. Press the **GENETX** amp control button.
2. Rotate **KNOB 3** to Warp the Channel 1 and Channel 2 Amps and Cabinets together. Rotating it counter-clockwise emphasizes the Channel 1 characteristics while rotating it clockwise emphasizes the Channel 2 characteristics. A warp value of 1 produces the amp tone of only the Channel 1 (Green) Amp. A warp value of 99 produces the amp tone of only the Channel 2 (Red) Amp.

Saving HyperModels™ (Amp Save)

When you have found your ideal warp setting for Channel 1's and Channel 2's Amp Models, you can save this sound as a HyperModel for future use. This HyperModel can be saved in one of 9 User locations. After it has been saved, it can now be selected by either Amp Channel as the starting point for a new HyperModel. The Amp Save procedure is as follows:

1. Press the **AMP SAVE** button. The **AMP SAVE** button will begin flashing and the display will read NEWAMP. The N of NEWAMP is flashing indicating that you can name your HyperModel.
2. Use the **DATA WHEEL** to change the alpha-numeric character.

3. Use the **NEXT** button to move to the next character (to the right), or the **PREV** button to select the previous character (to the left).

4. Repeat steps 2 and 3 you have finished naming the new HyperModel™.

5. Press the **AMP SAVE** button again to select one of the 9 User HyperModel locations. If all HyperModel locations in the GNX3000 are available, the display will read $U1$. The $U1$ flashes, indicating that this is the first available location for storing a HyperModel. If one or more HyperModels have already been stored, the number displayed will be the first empty HyperModel location. If all 9 HyperModel locations are full, the GNX3000 defaults to the first HyperModel location and displays $U1$ and the name of the HyperModel stored in the first location.

6. Use the **DATA WHEEL** to select a **User** location to save the HyperModel. If all locations have been used, the display shows the name of the HyperModel about to be overwritten.

7. Press the **AMP SAVE** button again to complete the Amp Save procedure. Press the **EXIT** button at any time during the Amp Save procedure to abort the process.

NOTE: The Amp Save procedure only saves Amp/Cabinet combinations to the User HyperModel locations. It does not store changes or the new HyperModel to the selected preset. See page 92 for information on storing changes to a preset.

Effects and Parameters

The GNX3000 features a comprehensive set of effects for creating just the sound you need for any musical application. These effects are connected in a standard effects chain with pickup simulator, wah, compressor, Whammy™/IPS, and distortion stompbox effects placed before the amps. Effects placed post amp are those that typically sound best when heard in stereo like modulation effects, delay and reverb. The following diagram show the signal path through the effects of the GNX3000:
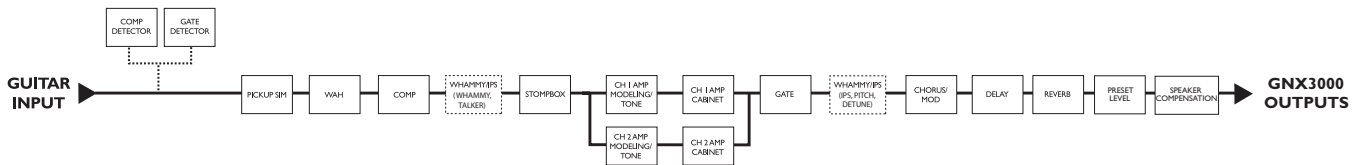
Editing a Preset's Effects

The **EFFECTS** section is accessed with the **EFFECT SELECT UP/DOWN** buttons. The Matrix LEDs light one at a time to identify the selected row of effects. Each effect has up to 5 Parameters that can be edited. Pressing the **STATUS** button turns the effect row on and off. The 5 knobs control the Parameters listed directly beneath the corresponding knob. Each effect's parameter is labeled in the Matrix. When a knob is turned, the corresponding parameter name and value appear in the displays.

Parameter name and value are shown in display

Use Effect Select buttons to select Effect row

LEDs indicate the selected row

Status button turns selected effect on or off

Each knob adjusts the column of parameters directly below knob for the selected Effect row
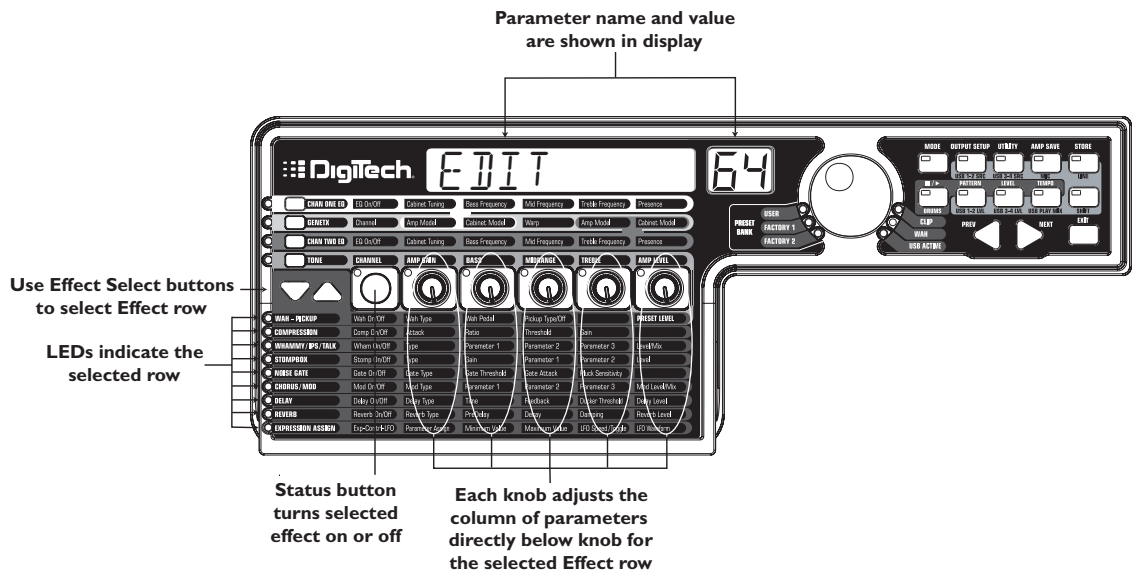
Rotating the knobs increases or decreases the value of the parameter (except for Type which selects different effect types) and you hear the change in real time. Changing presets, or turning the power off before storing any changes will erase your changes and revert to the stored values. When the preset has been edited, the **STORE BUTTON LED** turns on indicating that a change has been made.

Effect Definitions

Each Effect within the GNX3000 is fully programmable. Understanding how these effects modify the sound, and how each parameter alters the effect will help you achieve the sound you are looking for. The following overview outlines how each effect and parameter in the GNX3000 works.

Wah-Pickup

A Wah is an effect controlled by the **EXPRESSION PEDAL**. A Wah applies a boost in gain to a narrow band of frequencies. As the **EXPRESSION PEDAL** is rocked back and forth, the center frequency receiving the boost is swept up and down making the guitar sound as if it is saying "Wah". The Wah is engaged and disengaged by applying pressure to the toe of the **EXPRESSION PEDAL**.

The Pickup Simulator applies the warmth and thickness of a double coil humbucker pickup to a single coil guitar, or the unique, crisp sound of a single coil pickup to a guitar with a humbucker. This allows you to have the best of both worlds without ever changing guitars.

Wah On/Off

The **STATUS** button (or the **EXPRESSION PEDAL** toe switch) turns the Wah (𝘞𝘈𝘏) on and off.

Wah Type

KNOB 1 selects the type of Wah. Values include: Cry Wah (𝘊𝘙𝘠) is a traditional sounding Wah, Boutique Wah (𝘉𝘖𝘜𝘛𝘐𝘘𝘜𝘌) is a wide sweeping Wah with a more modern sound and Full Range Wah (𝘍𝘜𝘓𝘓𝘙𝘈𝘕𝘎) sweeps the entire spectrum of audible frequencies.

Wah Pedal

KNOB 2 controls the pedal (𝘞𝘈𝘏 𝘗𝘋𝘓) parameter that adjusts the wah sweep when the wah is active. The wah sweep range is from 0-99. The **EXPRESSION PEDAL** is automatically linked to this parameter when the wah is activated. To adjust the minimum and maximum range, see the **Wah Pedal** section on page 75.

Pickup Type/Off

KNOB 3 selects the type of Pickup to be simulated. Values include: Pickup Simulator Off (𝘗𝘐𝘊𝘒 𝘖𝘍𝘍), Single Coil>Humbucker (𝘚𝘊>𝘏𝘜𝘔𝘉) gives a single coil pick up the warm tone of a humbucker, and Humbucker>Single Coil (𝘏𝘜𝘔𝘉>𝘚𝘊) gives a humbucker the unique sound of a single coil.

Knob 4

No function when the Wah-Pickup is selected.

Preset Level

KNOB 5 adjusts the overall preset level. Ranges from 𝘰-𝟿𝟿.

Compressor

A compressor is used to increase sustain, and even out the volume dynamics in guitar signal. A compressor sets boundaries for a signal's strength. When a signal exceeds the set boundary, it is forced back into the set boundary. As the signal fades to a point where it no longer exceeds the boundary, the compressor expands the signal strength and increases sustain. The compression parameters are as follows:

Comp On/Off

The **STATUS** button turns the Compressor (COMPRESS) on and off.

Attack

KNOB 1 adjusts the length of time it takes for the Compressor to respond to a signal exceeding the Threshold. Values include: FAST, MEDIUM, and SLOW.

Ratio

KNOB 2 adjusts the input to output ratio once the Threshold has been exceeded. For instance, a Ratio of 4 to 1 means that a signal exceeding the Threshold by 4 dB will only be allowed 1 dB of increased output. Higher settings yield a tighter sound and increase sustain. Lower settings allow better dynamics. Ratio settings are: 1.2:1 (1.2-1), 1.5:1 (1.5-1), 1.8:1 (1.8-1), 2:1 (2-1), 2.5:1 (2.5-1), 3:1 (30-1), 4:1 (40-1), 5:1 (50-1), 8:1 (80-1), 10:1 (10-1), 20:1 (20-1), and Infinity:1 (INFNTY-1).

Threshold

KNOB 3 selects the Threshold (THRESHLD). The Threshold is the level a signal must reach before the compressor begins to work. Low Threshold settings activate the compressor with weaker signals. Higher settings require a stronger signal to activate compression. Ranges from 0 to 99.

Gain

KNOB 4 adjusts the Output Gain (CMP GAIN) from the Compressor. This parameter is used to balance the level of the Compressor to reach unity gain. Other effects can clip if the Compressor Gain too high. Ranges from 0 to 20 (dB).

Knob 5

No function when the Compressor is selected.

Whammy™/IPS/Talk

This **module** includes four types of pitch altering effects: Whammy, IPS, Detune, Pitch Shift, and the Talker™ effect. Only one of the effects in this row can be used at a time. After selecting the type of effect in this module, the **Knobs 2-5** can then be used to adjust the individual parameters associated with the selected effect. The following pages describe each effect and their parameters in more detail.

Whammy/IPS/Talk On/Off

When the Whammy/IPS/Talk effects module is selected the **STATUS** button turns the Whammy/IPS/Talk effects on and off.

Whammy/IPS/Talk Select

KNOB 1 selects whether the module is a Whammy ($WHAMMY$), Intelligent Pitch Shifting (IPS), Detuner ($DETUNE$), Pitch Shift ($PITCH$), or Talker ($TALKER\ 1-5$).

Whammy

Whammy is an effect that uses the **EXPRESSION PEDAL** to bend the pitch of the incoming signal, or add a bendable harmony with the original signal. As the Pedal is moved, the note bends either up or down. When Whammy is selected, it is automatically placed before the Amp Modeling as shown in the block diagram (see page 50). The Whammy effect must be linked to the Expression Pedal in order to function. See page 75 for more information on linking the **EXPRESSION PEDAL**.

Parameter 1
KNOB 2 selects the interval and direction of the pitch bend. Choices are as follows:

Whammy (no Dry Signal)		Harmony Bends (Dry Signal Added)	
1 OCT UP	(one octave up)	M3->MAJ3	(a m3rd to a Maj3rd)
2 OCT UP	(two octaves up)	2ND->MAJ3	(a 2nd above to a Maj3rd up)
2NDDOWN	(2nd down)	3RD->4TH	(a Maj3rd above to a 4th up)
REV2NDDN	(2nd down reversed pedal action)	4TH->5TH	(a 4th above to a 5th up)
4TH DOWN	(one 4th down)	5TH->OCT	(a 5th above to an octave up)
1 OCT DN	(one octave down)	H OCT UP	(one octave up)
2 OCT DN	(two octaves down)	H OCT DN	(one octave down)
DIVEBOMB	(Dive Bomb)	OCTUP->DN	(one octave up to one octave down)

Parameter 2
KNOB 3 provides a manual control of the **Whammy Pedal** (WHAM PDL) position. Ranges from 0 to 99.

Knob 4
No function when the Whammy is selected.

Level
KNOB 5 adjusts the **Whammy Mix** (WHAM MIX) of all of the pitch-altering effects in this module. Ranges from 0 to 99.

Intelligent Pitch Shifting (IPS)

Intelligent Pitch Shifting makes a copy of the incoming signal, and then changes the pitch of the copied note to a diatonically correct interval specified by the Amount parameter. An Intelligent Pitch Shifter sharpens or flattens the shifted pitch in order to keep the specified interval within the selected key and scale creating a true harmony.

Parameter 1

KNOB 2 selects the **Amount** or harmony interval for the Intelligent Pitch Shifter. Interval choices include:

OCT DOWN	(octave down)	2ND UP	(a second above)
7TH DOWN	(a seventh below)	3RD UP	(a third above)
6TH DOWN	(a sixth below)	4TH UP	(a fourth above)
5TH DOWN	(a fifth below)	5TH UP	(a fifth above)
4TH DOWN	(a fourth below)	6TH UP	(a sixth above)
3RD DOWN	(a third below)	7TH UP	(a seventh above)
2ND DOWN	(a second below)	OCT UP	(an octave above)

Parameter 2

KNOB 3 selects the **Scale** the IPS will use. Scale choices include: Major (MAJOR), Minor (MINOR), Dorian (DORIAN), Mixolydian (MIXOLYDN), Lydian (LYDIAN), Harmonic Minor (HARMINOR).

Parameter 3

KNOB 4 selects the musical **Key** the IPS uses. Key choices range from the Key of E (KEY E) through the Key of Eb (KEY Eb).

Level

KNOB 5 adjusts the **IPS Level** (IPS LEVL) of all the pitch-altering effects in this module. Ranges from 0 to 99.

Detune

A Detuner makes a copy of your incoming signal, takes the copied signal slightly out of tune from the original, and mixes the two signals together. The result is a doubling type of effect as if two guitars were playing the same part together.

Parameter 1

KNOB 2 selects the **Amount** (*AMOUNT*) of detuning applied to the copied pitch in cents (100 cents equals 1 semitone). Ranges are from 24 cents below (*-24*) to 24 cents above (*24*).

Knob 3

No function when Detune is selected.

Knob 4

No function when Detune is selected.

Level

KNOB 5 adjusts the **Detune Level** (*DTN LEVL*) of all pitch-altering effects in this module. Ranges from 0 to 99.

Pitch Shift

A Pitch Shifter copies the incoming signal, then shifts the pitch of the copied note to a different note. The shifted note is then mixed back with the original signal sounding as if two guitars were playing parallel notes.

Parameter 1

KNOB 2 selects the **Shift** (*SHIFT*) of the pitch in semitone intervals. Ranges from two octaves below (*-24*) to two octaves above (*24*).

Knob 3

No function when Pitch Shift is selected.

Knob 4

No function when Pitch Shift is selected.

Level

KNOB 5 adjusts the **Pitch Level** (*PCH LEVL*) of all pitch-altering effects in this module. Ranges from 0 to 99.

Talker™

The Talker is an effect that lets your instrument's signal be manipulated by your voice. The Talker requires a microphone be connected to the **MIC INPUT** on the rear panel of the GNX3000. As you speak into the microphone, your instrument mimics what you say. There are five Talker types.

Type

KNOB 1 is used to select one of the 5 Talker types. **Talker Types** range from *TALKER 1* (deep tonal characteristics), to *TALKER 5* (bright tonal characteristics).

Parameter 1

KNOB 2 adjusts the **Sensitivity** of the microphone level (*MIC LEVL*). The input level from your microphone must be loud enough for the Talker to work properly. If the microphone input is too weak, the Talker will have trouble tracking. If the input is too strong, the Talker will clip making the words unintelligible. Adjust the mic level on the GNX3000's rear panel so that the LEDs light, but stay below the clip level. (See **Mic Level Optimization** on page 26 for more information regarding mic level adjustment.) The mic level sensitivity ranges are from *0* (least sensitive) to *99* (most sensitive).

Knob 3

No function when Talker is selected.

Knob 4

No function when Talker is selected.

Knob 5

No function when Talker is selected.

Stompbox Modeling

The GNX3000 Modeling emulates the tones of the most popular distortion boxes ever used including the DOD® OD250™, Boss® DS-1™, Arbiter® Fuzz Face™, Electro Harmonix® Big Muff™, ProCo® RAT™, DOD® Grunge™, Boss® Metal Zone™, Ibanez® TS-9™, Voodoo Labs® Sparkle Drive™, and the Guyatone® OD-2™* and the Roger® Mayer Octavia™*.

Stompbox On/Off

The **STATUS** button turns the Stompbox Modeling on and off.

Type

KNOB 1 selects the type of Stompbox to be used. Choices include:

SCREAMER	Based on an Ibanez® TS-9™
RODENT	Based on a ProCo® Rat Distortion™
DS DIST	Based on a Boss® DS-1™
DOD 250	Based on a DOD® Overdrive 250™
BIG MP	Based on the Electro® Harmonix Big Muff Pi™
GUY OD	Based on a GuyaTone® OD-2™
SPARKDRV	Based on a Voodoo Labs® SparkleDrive™
GRUNGE	Based on a DigiTech® Grunge®
FUZZY	Based on an Arbiter® Fuzz Face™
ZONE	Based on a Boss® Metal Zone™
OTAVIA	Based on a Roger Mayer® Octavia™

Type	Gain	Param1	Param2	Param3**	Param4**	Level
SCREAMER	DRIVE	TONE				LEVEL
RODENT	DIST	FILTER				VOLUME
DS DIST	DIST	TONE				LEVEL
DOD 250	GAIN					LEVEL
BIG MP	SUSTAIN	TONE				VOLUME
GUY OD	DRIVE					LEVEL
SPARKDRV	GAIN	TONE	CLEAN			VOLUME
GRUNGE	GRNGGAIN	BUTT	FACE			LOUD
FUZZY	FUZZ					VOLUME
ZONE	DIST	MID FREQ	MID LVL	LOW	HIGH	LEVEL
OTAVIA	DRIVE					VOLUME

 * Arbiter, Boss, Electro-Harmonix, ProCo, Ibanez, Voodoo Labs, Guyatone, DS-1, Fuzz Face, Big Muff, RAT, Metal Zone, TS-9, Sparkle Drive, Roger Mayer Octavia and OD-2 are trademarks of their respective companies and are in no way associated with DigiTech.

** These Parameters are only available using the X-Edit™ Editor/Librarian software.

Gain

KNOB 2 controls the amount of Gain or Distortion in the Stompbox model. Range is from 0 to 99.

Parameter 1

KNOB 3 acts as a Tone control for each Stompbox (no function on `DOD 250`, `BIG MP`, `GUY OD`, `FUZZY` and `OTAVIA` models) and controls the Mid Frequency of the Zone model. Range is from 0 to 99.

Parameter 2

KNOB 4 acts as a wet/dry control for the SparkleDrive™ and tone control for the Grunge Stompbox models and controls the Mid Level of the Zone model. Range is from 0 to 99.

*Parameter 3

Controls the Low Frequency of the Zone model. Range is from 0 to 99.

*Parameter 4

Controls the High Level of the Zone model. Range is from 0 to 99.

Level

KNOB 5 controls the output level of the Stompbox model. Range is from 0 to 99.

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

Noise Gate

A Noise Gate is designed to eliminate hiss and ambient noise while you are not playing. A Noise Gate can also be used to create an automatic swell in volume. The GNX3000 includes two different types of Noise Gates: Silencer and Pluck. The Silencer operates as a standard Noise Gate. The Pluck feature is designed to close after every note (depending on the Pluck Sensitivity). This allows automatic volume swells to occur on a note by note basis.

Gate On/Off

The **STATUS** button turns the Noise Gate ($GATE$) on and off.

Gate Type

KNOB 1 selects between the Silencer ($SILENCER$) or Pluck ($PLUCK$) type of Noise Gates.

Gate Threshold

KNOB 2 sets the signal strength required to open or close the Noise Gate. The Gate Threshold ($THRESHLD$) parameter ranges from 0 (opens easily) to 99 (requires strong signals to open).

Gate Attack

KNOB 3 adjusts the length of time it takes the gate to open ($ATTACK$) and the signal to become audible once the Threshold has been exceeded. Ranges from 0 (immediate signal), to 9 (This setting will gradually ramp up the volume).

Pluck Sensitivity

KNOB 4 selects the threshold ($PLUCKSNS$) where the Gate re-triggers when using the Pluck type Noise Gate. This parameter is only available when Pluck is the selected type of Noise Gate. Ranges from 0 (requires strong signals) to 99 (re-triggers with weak signals).

Knob 5

No function when the Noise Gate is selected.

Chorus/Mod Effects

The Modulation Effects group is a multi-function module allowing you to select effects such as: Chorus, Flanger, Phaser, Triggered Flanger, Triggered Phaser, Univibe™, Tremolo, Panner, Vibrato, Rotary Speaker, AutoYa™, YaYa™, SynthTalk™, Envelope Filter (auto wah), Detune, and Pitch Shift. Only one of the effects in this row can be used at a time. After selecting the type of effect in this module, the **Knobs 2-5** can then be used to adjust the individual parameters associated with the selected effect. The following pages describe each effect and their parameters in more detail.

Chorus/Mod Effects On/Off

When the Chorus/Mod group is selected, the **STATUS** button turns the Chorus/Mod Effects module on and off.

Chorus/Mod Effects Select

KNOB 1 selects whether the module is:

Chorus	(CHORUS)
Flanger	(FLANGER)
Phaser	(PHASER)
Triggered Flanger	(TRIGFLNG)
Triggered Phaser	(TRIGPHAS)
Univibe™	(UNOVIBE)
Tremolo	(TREMOLO)
Panner	(PANNER)
Vibrato	(VIBRATO)
Rotary	(ROTARY)
AutoYa	(AUTOYA)
YaYa	(YAYA)
SynthTalk	(SYNTHTLK)
Envelope Filter	(ENVELOPE)
Detune	(DETUNE)
Pitch Shift	(PITCH)

Chorus

A Chorus adds a short delay to your signal. The delayed signal is modulated in and out of tune and then mixed back with the original signal to create a thicker sound.

Parameter 1

KNOB 2 adjusts the rate ($SPEED$) of the modulation. Ranges from 0 to 99.

Parameter 2

KNOB 3 adjusts the intensity ($DEPTH$) of the modulation. Ranges from 0 to 99.

Parameter 3

KNOB 4 adjusts the PreDelay ($PREDELAY$) or length of time before the Chorus effect is applied to the input signal. Ranges from 1 to 20.

*Parameter 4

Selects the waveform used by the Chorus. Waveforms include: $TRIANGLE$, $SINE$, and $SQUARE$.

*Parameter 5

Adjusts the left to right balance of the wet signal, Ranges from $MOD\ LEFT\ 99$ to $MOD\ RGHT\ 99$.

Mod Level

KNOB 5 controls the level ($MOD\ LEVL$) of the Chorus. Ranges from 0 to 99.

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

Flanger

A Flanger uses the same principle as a Chorus but has a shorter delay time and adds regeneration (or repeats) to the modulating delay. This results in an exaggerated up and down sweeping motion to the effect.

Parameter 1

KNOB 2 adjusts the rate (*SPEED*) of the modulation. Ranges from 0 to 99.

Parameter 2

KNOB 3 adjusts the intensity (*DEPTH*) of the Modulation. Ranges from 0 to 99.

Parameter 3

KNOB 4 adjusts the amount of feedback (*REGEN*) added to the Flanger delay. Ranges from 0 to 99.

*Parameter 4

Selects the waveform used by the Chorus. Waveforms include: *TRIANGLE*, *SINE*, and *SQUARE*.

*Parameter 5

Adjusts the left to right balance of the wet signal, Ranges from *MOD LEFT 99* to *MOD RGHT 99*.

Mod Mix

KNOB 5 controls the mix (*MOD MIX*) of wet and dry signal. Ranges from *0* (all dry) to *99* (all wet).

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

Phaser

A Phaser splits the incoming signal, takes the split signal in and out of phase and mixes it back in with the original signal. As the phasing changes, different frequencies are canceled resulting in a warm sort of twisting sound.

Parameter 1

KNOB 2 adjusts the rate ($SPEED$) of the modulating phase. Ranges from 0 to 99.

Parameter 2

KNOB 3 adjusts the intensity ($DEPTH$) of the modulation. Ranges from 0 to 99.

Parameter 3

KNOB 4 adjusts the amount of effected signal returned to the input of the Phaser ($REGEN$). Ranges from 0 to 99.

*Parameter 4

Selects the waveform used by the Phaser. Waveforms include: $TRIANGLE$, $SINE$, and $SQUARE$.

*Parameter 5

Adjusts the left to right balance of the wet signal, Ranges from MOD $LEFT$ 99 to MOD $RGHT$ 99.

Mod Level

KNOB 5 controls the level (MOD $LEVL$) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

Triggered Flanger

A Triggered Flanger is the same sound as a regular Flanger but it lets you choose the starting point of the Flanger sweep. With a regular Flanger, the low frequency oscillator (LFO) is continually sweeping up and down. Therefore, when you begin to play, the flanger may be at the top, bottom, or any random point of the sweep. With a Triggered Flanger, every time the signal exceeds the Sensitivity level setting, the Flanger begins at the LFO Start Parameter.

Parameter 1
KNOB 2 adjusts the rate (SPEED) of the modulation. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the strength the signal must be (SENSTVTY) in order to trigger the Flanger. Ranges from 0 (strong signals) to 99 (weak signals).

Parameter 3
KNOB 4 selects the Flanger sweep starting point (LFO STRT). Ranges from 0 (bottom of the sweep point) to 99 (top of the sweep point).

Mod Mix
KNOB 5 controls the mix (mod mix) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Triggered Phaser

A Triggered Phaser is the same sound as a regular Phaser but it lets you choose the starting point of the Phaser sweep. In a regular Phaser, the low frequency oscillator (LFO) is continually changing the phase of the signal. Therefore, when you begin to play, the phaser may be at any random point of the phase. With a Triggered Phaser, every time the signal exceeds the Sensitivity level setting, the Phaser begins at the LFO Start Parameter.

Parameter 1
KNOB 2 adjusts the rate (SPEED) of the modulating phase. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the strength the signal must be (senstvty) in order to trigger the Phaser. Ranges from 0 (strong signals) to 99 (weak signals).

Parameter 3
KNOB 4 selects the Phaser sweep starting point (LFO STRT). Ranges from 0 (bottom of the sweep point) to 99 (top of the sweep point).

Mod Mix
KNOB 5 controls the mix (mod mix) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Unovibe

Based on the Unicord® Univibe™ pedal, Unovibe adds a lush chorus or rotary speaker effect to your tone.

Parameter 1
KNOB 2 selects either the $CHORUS$ or $VIBRATO$ effect.

Parameter 2
KNOB 3 adjusts the $INTENSITY$ of the effect. Ranges from 0 to 99.

Parameter 3
KNOB 4 adjusts the $PEDAL$ position.

Knob 5
No function when the Unovibe is selected.

Tremolo

A Tremolo effect modulates the volume of the signal at an even rate.

Parameter 1
KNOB 2 adjusts the rate ($SPEED$) at which the volume modulates. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the intensity ($DEPTH$) of the modulating volume. Ranges from 0 to 99.

Parameter 3
KNOB 4 selects the type of wave form the modulation uses. Choices include: $TRIANGLE, SINE,$ and $SQUARE.$

Knob 5
No function when the Tremolo is selected.

Panner

An Auto Panner modulates the sound from left to right at an even rate.

Parameter 1
KNOB 2 adjusts the rate (*SPEED*) at which the signal pans from side to side. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the intensity (*DEPTH*) of the changing pan. Ranges from 0 to 99.

Parameter 3
KNOB 4 selects the type of wave form the modulation uses. Choices include: *TRIANGLE*, *SINE*, and *SQUARE*.

Knob 5
No function when the Panner is selected.

Vibrato

A Vibrato effect modulates the pitch of the incoming signal at an even rate.

Parameter 1
KNOB 2 adjusts the rate (*SPEED*) at which the pitch modulates. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the intensity (*DEPTH*) of the modulating pitch. Ranges from 0 to 99.

Parameter 3
KNOB 4 selects the type of wave form the modulation uses. Choices include: *TRIANGLE*, *SINE*, and *SQUARE*.

Knob 5
KNOB 5 does not function when the Vibrato is selected.

Rotary Speaker

Rotary Speaker is an emulation of a device that includes a spinning horn and rotor (woofer). The rotation of these two speakers produces an interesting combination of sound panning from side to side, as well as a slight pitch change due to the speed of the sound coming towards, and then going away from the listener.

Parameter 1
KNOB 2 adjusts the rate ($SPEED$) of the spinning speakers. Ranges from 0 to 99.

Parameter 2
KNOB 3 controls the intensity ($DEPTH$) of the Effect. Ranges from 0 to 99.

Parameter 3
KNOB 4 controls the Pitch Shift ($DOPPLER$) effect that is the ratio between the horn and the rotor positions. Ranges from 0 to 99.

*Parameter 4
Selects the crossover frequency between the horn and rotor. Ranges from $200HZ$ to $1500HZ$.

Mod Mix
KNOB 5 controls the mix (mod mix) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

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*This Parameter is only available using the X-Edit™ Editor/Librarian software.

AutoYa™

An AutoYa combines the characteristics of a Wah and a Flanger together creating an almost human vowel sound as if the guitar were saying "Yah." The AutoYa automatically provides this animation by modulating the sound at an even rate.

Parameter 1
KNOB 2 adjusts the rate (SPEED) of the AutoYa. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the intensity (DEPTH) of the AutoYa effect. Ranges from 0 to 99.

Parameter 3
KNOB 4 adjusts the throaty quality (Range) of the AutoYa effect. Ranges from 1 to 50.

*Parameter 4
Adjusts the left to right balance of the wet signal, Ranges from MOD LEFT 99 to MOD RGHT 99.

Mod Mix
KNOB 5 controls the mix (MOD MIX) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

*This Parameter is only available using the X-Edit™ Editor/Librarian software.

YaYa™

The YaYa is an effect exclusive to DigiTech® products. The YaYa is controlled by the **EXPRESSION PEDAL** and combines the characteristics of a wah and a flanger together providing a unique talk box type of effect. As the **EXPRESSION PEDAL** is rocked back and forth, the guitar appears to say "Yah." The YaYa effect must be linked to the **EXPRESSION PEDAL** in order to function. See page 75 for more information on linking the **EXPRESSION PEDAL**.

Parameter 1
KNOB 2 adjusts the Ya Pedal position ($YA\ PEDAL$). Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the intensity ($DEPTH$) of the YaYa effect. Ranges from 0 to 99.

Parameter 3
KNOB 4 adjusts the throaty quality ($RANGE$) of the YaYa effect. Ranges from 1 to 50.

*Parameter 4
Adjusts the left to right balance of the wet signal, Ranges from $MOD\ LEFT\ 99$ to $MOD\ RGHT\ 99$.

Mod Mix
KNOB 5 controls the mix ($MOD\ MIX$) of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

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*This Parameter is only available using the X-Edit™ Editor/Librarian software.

SynthTalk™

SynthTalk is another effect exclusive to DigiTech®. It makes your guitar appear to speak based upon the dynamics of your playing style.

Parameter 1
KNOB 2 adjusts the Attack (*ATTACK*) of the synthesized voice. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the Release (*RELEASE*) of the synthesized voice. Ranges from 0 to 99, and *OO* (infinity).

Parameter 3
KNOB 4 changes the characteristics of the various synth voices (*VOX*). Ranges from 0 to 99.

*Parameter 4
Adjusts the left to right balance of the wet signal, Ranges from *MOD LEFT 99* to *MOD RGHT 99*.

Sensitivity
KNOB 5 knob adjusts the sensitivity (*SENSTVTY*) of the input signal required to trigger the SynthTalk effect. Ranges from 0 to 99.

Envelope Filter

The Envelope Filter is an automatic Wah effect that alters your sound according to how hard the strings are struck.

Parameter 1
KNOB 2 adjusts the sensitivity (Senstvty) of the input signal required to trigger the Wah effect. Ranges from 0 to 99.

Parameter 2
KNOB 3 adjusts the frequency range (*RANGE*) of the Wah effect. Ranges from 0 to 99.

Parameter 3
KNOB 4 adjusts the left/right balance of the Wah signal. Ranges from left 99 (*MOD LEFT 99*) to right 99 (*MOD RGHT 99*).

Mod Mix
KNOB 5 controls the mix (*MOD MIX*) of wet and dry signal. Ranges from *0* (all dry) to *99* (all wet).

*This Parameter is only available using the X-Edit™ Editor/Librarian software.

Detune

A Detuner makes a copy of your incoming signal, takes the copied signal slightly out of tune from the original, and mixes the two signals together. The result is a doubling type of effect as if two guitars were playing the same part together.

Parameter 1

KNOB 2 selects the Amount (*AMOUNT*) of detuning applied
to the copied pitch in cents (100 cents equals 1 semitone). Ranges are from 24 cents below (*-24*) to 24 cents above (*24*).

Parameter 2

KNOB 3 adjusts the left/right balance of the detuned signal. Ranges from left 99 (*MOD LEFT 99*) to right 99 (*MOD RGHT 99*).

Knob 4

No function when Detune is selected.

Mod Level

KNOB 5 controls the level (*MOD LEVL*) of the detuned note. Ranges from 0 to 99.

Pitch Shift

A Pitch Shifter copies the incoming signal, then shifts the pitch of the copied note to a different note. The shifted note is then mixed back with the original signal sounding as if two guitars were playing parallel notes.

Parameter 1

KNOB 2 adjusts the Amount of Pitch Shift (*SHIFT*) in intervals of one semi-tone. Ranges from 12 semitones below (*-12*) to 24 semitones above (*24*).

Parameter 2

KNOB 3 adjusts the left/right balance of the shifted pitch. Ranges from left 99 (*MOD LEFT 99*) to right 99 (*MOD RGHT 99*).

Knob 4

No function when Pitch Shift is selected.

Mod Level

KNOB 5 controls the level (*MOD LEVL*) of the shifted pitch. Ranges from 0 to 99.

Delay

Delay records a portion of the incoming signal, and plays it back a short time later. The recorded segment can repeat just once, several times, or infinitely (that turns off the input to the Delay and lets you play over the top of a passage in the Delay loop). The Delay in the GNX3000 also includes a Ducker Threshold that lets you set the signal strength required before the Delay records. This feature lets you control the Delay with your playing.

Delay On/Off
The **STATUS** button turns the Delay (*DELAY*) on and off.

Delay Type
KNOB 1 selects one of the five different types of Delay. The Delay choices include: *MONO* (clear concise repeats), *PINGPONG* (bounces from side to side), *ANALOG* (deteriorates with each repeat), *ANLGPONG* (side to side with deterioration), *SPREAD* (clear concise repeats with stereo imaging)

Time
KNOB 2 adjusts the length of time between repeats. Ranges from 0 through 2000 milliseconds (2 seconds) (*0 MS* through *2000 MS*) in 1 ms increments. Use the **DATA WHEEL** while the Delay Time appears in the Display to adjust the Delay Time in 100 ms increments.

Feedback
KNOB 3 adjusts the number of times the delayed signal will repeat (feedback). Ranges from 0 to 99 and *RPT HOLD* (infinite repeat).

Ducker Threshold
KNOB 4 adjusts the level (*THRESHLD*) the input signal must reach before the Delay signal is attenuated. Ranges from *1* to *99* and off (*OF*).

*Ducker Attenuation
The Ducker Level selects the amount of attenuation applied to the Delay signal when the Ducker Threshold has been exceeded. Ranges from 0 to 99.

*Delay Balance
The Delay Balance adjusts the left/right balance of the Delay signal. Ranges from *DLY LEFT 99* to *DLY RGHT 99*.

Spread
This parameter increases or decreases the stereo imaging for the Spread Delay. Range is *1* to *30*.

Delay Level
KNOB 5 adjusts the volume (*DLY LEVL*) of the Delay signal. Ranges from 0 to 99.

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

Reverb

Reverb gives the listener a sense that the music is being performed in various acoustical environments. It can provide the tight acoustics of a small room, or the ambience of a huge arena.

Reverb On/Off

The **STATUS** button turns the Reverb (*REVERB*) on and off.

Reverb Type

KNOB 1 selects the type of Reverb or acoustic environment. The GNX3000 provides ten different environments to choose from including:

STUDIO	= Studio
ROOM	= Wood Room
CLUB	= Club
PLATE	= Plate
HALL	= Hall
THEATER	= Amphitheater
CHURCH	= Church
GARAGE	= Parking Garage
ARENA	= Arena
SPRING	= Spring

PreDelay

KNOB 2 adjusts the amount of time (*PREDELAY*) it takes for the initial sound to reach the first reflective surface in the simulated environment. Ranges from 0 to 15.

Decay

KNOB 3 adjusts the length of time the Reverb is audible (*DECAY*). Ranges from 0 to 99.

Damping

KNOB 4 controls the amount of sound which is absorbed (*DAMPING*) in the simulated environment. Ranges from 0 to 99.

*Reverb Balance

The Reverb Balance adjusts the left/right balance of the Reverb signal. Ranges from *RVB LEFT 99* to *RVB RGHT 99*.

Reverb Level

KNOB 5 adjusts the level (*RVB LEVL*) of the Reverb. Ranges from 0 to 99.

*This Parameter is only available using the X-Edit™ Editor/Librarian software.

Expression Pedal Assignment

The GNX3000 has several options for real-time control over effects parameters in each of its presets.   Parameters can be modified during performance both manually and automatically by several methods. These are referred to as expression controllers and include the built-in **EXPRESSION PEDAL** and the Internal LFOs (low frequency oscillators) Each of these controllers can be programmed specifically for each preset, giving you many options for manipulating parameters in different ways.

Expression Pedal

The **EXPRESSION PEDAL** on the GNX3000 can control up to 3 parameters in real time. Each parameter assigned to the **EXPRESSION PEDAL** can have specific ranges of how much the parameter is controlled by using the minimum and maximum controls. Apply extra pressure to the toe of the **EXPRESSION PEDAL** to activate the toe switch, and the **EXPRESSION PEDAL** switches between the assigned parameters and the Wah.

Expression Pedal Links 1-3

Each preset can have up to 3 parameters assignments to the **EXPRESSION PEDAL**. Each assignment has the following assignment options:
1. Parameter Type (see parameter list on page 77)
2. Min Value
3. Max Value

The procedure for assigning a parameter to the **EXPRESSION PEDAL** is as follows:
1. Press either **EFFECT SELECT** button until the **EXPRESSION ASSIGN** row is selected.
2. Press the **STATUS** button until the display reads $E \times P \ \ P \mathbb{J} L \ l$ (Expression Pedal Link 1), $E \times P \ \ P \mathbb{J} L \mathcal{2}$ (Expression Pedal Link 2), or $E \times P \ \ P \mathbb{J} L \mathcal{3}$ (Expression Pedal Link 3), depending upon which assignment you want to use or the number of parameters you intend to assign.
3. Rotate **KNOB 1** until the parameter appears in the display. See the Expression Parameter Assignment List on page 77 for a complete list of assignable parameters.
4. Rotate **KNOB 2** to select the minimum value the parameter reaches with the Expression Pedal in the toe up position.
5. Rotate **KNOB 3** to select the maximum value the parameter reaches with the Expression Pedal in the toe down position.
6. Store your Expression Pedal assignment to your preset. See page 92 for more information on storing presets.

Wah Pedal

The wah effect can be programmed to have specific heel and toe ranges in each preset. These settings are configured in the **EXPRESSION ASSIGN** row of the matrix. To customize the heel/toe range for the wah effect, follow these steps:

1. Press either **EFFECT SELECT** button until the **EXPRESSION ASSIGN** row is selected.
2. Press the **STATUS** button multiple times until $WAH\ PDL$ appears in the display.
3. Rotate **KNOB 2** to set the heel position of the wah effect. Ranges from 0 to 99.
4. Rotate **KNOB 3** to set the toe position of the wah effect. Ranges from 0 to 99.
5. Press **EXIT** when finished.

Amp Channel Footswitch

From the factory, the **AMP CHANNEL FOOTSWITCH** selects between the Channel 1 Amp, Channel 2 Amp, and the Warped Amp state when the GNX3000 is in Stompbox Mode. However, you can configure the function of the **AMP CHANNEL FOOTSWITCH** within a preset.

The procedure for assigning the function of the **AMP CHANNEL FOOTSWITCH** is as follows:

1. Press either **EFFECT SELECT** button until the **EXPRESSION ASSIGN** row is selected.
2. Press the **STATUS** button until the display reads $AMP\ FS$ (Amp Footswitch).
3. Rotate **KNOB 1** to select the Amp Footswitch function. Your choices include:

$CH1\text{-}CH2$ -   Switches between the Channel 1 (Green) and the Channel 2 (Red) Amp Channels.

$CH1\text{-}WARP$ -   Switches between the Channel 1 (Green) and the Warped Amp (Yellow) Channels.

$CH2\text{-}WARP$ -   Switches between the Channel 2 (Red) and the Warped Amp (Yellow) Channels.

$C1\text{-}C2\text{-}WP$ -   Switches between the Channel 1(Green), the Warped (Yellow) Channel, and the Channel 2 (Red) Channels.

4. Store your Amp Footswitch assignment to your preset. See page 92 for more information on storing presets.

LFOs

The GNX3000 includes two low frequency oscillators (LFO1 and LFO2) that can each be assigned to a single parameter. A low frequency oscillator automatically varies the value of the assigned parameter at a steady rate. A minimum and maximum value can be assigned. For instance: if the Amp Gain was assigned to LFO1, and the minimum value was set at 1 and the maximum value was set at 99, the GNX3000 would automatically sweep the amount of distortion from clean to distorted and back to clean. Individual LFO speeds can also be assigned. In the previous example, the LFO speed would determine the length of time it took the LFO to sweep from the clean to the distorted sound.

LFO Links 1-2

Each preset has two LFOs that can each be assigned to a single parameter. Each LFO has the following assignment options:

1. Parameter Type (see attached parameter list)
2. Min Value
3. Max Value
4. LFO Waveform
5. LFO Speed

The procedure for assigning a parameter to the LFO 1 or LFO 2 is as follows:
1. Press either **EFFECT SELECT** button until the **EXPRESSION ASSIGN** row is selected.
2. Press the **STATUS** button to assign LFO1 (LFO 1) or LFO2 (LFO 2).
3. Rotate **KNOB 1** until the Parameter is displayed. See the **Expression Parameter Assignment List** on page 77 for a complete list of assignable Parameters.
4. Rotate **KNOB 2** to select the minimum value the assigned parameter reaches at the bottom turn around point for the LFO.
5. Rotate **KNOB 3** to select the maximum value the assigned parameter reaches at the top turn around point for the LFO.
6. Rotate **KNOB 4** to select the speed that the LFO oscillates from the minimum to the maximum values. LFO speed ranges from (.05 HZ) to 10 Hz (10 HZ).
7. Rotate **KNOB 5** to select the waveform the LFO oscillates on. Your choices include:
   TRIANGLE -   a smooth rise and fall, but abrupt turn around in oscillation.
   SINE -   a smooth rise, fall, and turn around in oscillation.
   SQUARE -   an abrupt rise, fall, and turn around in oscillation.
8. Store your LFO assignment to your preset. See page 92 for more information on the storing procedure.

Expression Parameter Assignment List

The following parameters can be assigned to the **EXPRESSION PEDAL** Links or LFO 1 and LFO 2.

NO LINK	(No Link)	No Parameter is assigned
AMP CHAN	(Amp Channel)	Switches Amp Channels
AMP WARP	(Amp Warp)	Warps the Channel 1 and Channel 2 Amp Models
CAB WARP	(Cabinet Warp)	Warps the Channel 1 and Channel 2 Cabinet types
WARP	(Warp)	Warps Channel 1 and Channel 2 Amp and Cabinet Models simultaneously
CH1 GAIN	(Channel 1 Gain)	Controls the Gain for Channel 1 Amp Model

CH1 LEVL	(Channel 1 Level)	Controls the Volume of Channel 1 Amp Model
CH2 GAIN	(Channel 2 Gain)	Controls the Gain for Channel 2 Amp Model
CH2 LEVL	(Channel 2 Level)	Controls the Volume of Channel 2 Amp Model
WAHONOFF	(Wah On/Off)	Turns the Wah on and off
WAH PDL	(Wah Pedal)	Adjusts the Wah sweep
PCKONOFF	(Pickup Simulator On/Off)	Turns the Pickup Simulator on and off
PCK TYPE	(Pickup Type)	Selects the Pickup type
CMPONOFF	(Compressor On/Off)	Turns the Compressor effect on and off
CMPATTAK	(Compressor Attack)	Controls the Compressor's Attack time
CMPRATIO	(Compressor Ratio)	Controls the Compressor's Ratio
CMPTHRES	(Compressor Threshold)	Controls the Compressor's Threshold
CMP GAIN	(Compressor Gain)	Controls the Compressor's Gain
IPSONOFF	(Whammy™/IPS/Talker™ On/Off)	Turns the Whammy/IPS/Talker module on and off

Whammy™/IPS/Talker™ Parameters
Active Effect

WHAMMY	SHIFTAMT	WHAM PDL	WHAM MIX
IPS	SHIFTAMT	SCALE KEY	IPS LEVL
DETUNE	SHIFTAMT	DTN LEVL	
PITCH	SHIFTAMT	PCH LEVL	
TALKER 1	MIC LEVL		
TALKER 2	MIC LEVL		
TALKER 3	MIC LEVL		
TALKER 4	MIC LEVL		
TALKER 5	MIC LEVL		

SBOXONOF (Stompbox On/Off)   Turns the Stompbox module on and off

Stompbox Parameters

Active Stompbox

SCREAMER	DRIVE	TONE		LEVEL
RODENT	DIST	FILTER		VOLUME
DS DIST	DIST	TONE		LEVEL
DOD 250	GAIN			LEVEL
BIG MP	SUSTAIN	TONE		VOLUME
GUY OD	DRIVE			LEVEL
SPARKDRV	GAIN	TONE	CLEAN	VOLUME
GRUNGE	GRNGGAIN	BUTT	FACE	LOUD
FUZZY	FUZZ			VOLUME
ZONE	DIST	MID FREQ	MID LEVL	LEVEL
8TAVIA	DRIVE	VOLUME		

Noise Gate Parameters

GATONOFF (Noise Gate On/Off)   Turns the Noise Gate on and off
GATTHRES (Noise Gate Threshold)   Controls the Noise Gate's Threshold
GATATTAK (Noise Gate Attack)   Controls the Noise Gate's Attack time
PLUCKSNS (Noise Gate Pluck)   Controls the Noise Gate's Pluck Sensitivity
FX ONOFF (Chorus/Mod On/Off)   Turns the Chorus/Mod module on and off

Modulation Parameters

Active Effect

CHORUS	SPEED	DEPTH	PREDELAY	MOD LEVL	MOD WAVE*	MOD BAL*
FLANGER	SPEED	DEPTH	REGEN	MOD MIX	MOD WAVE*	MOD BAL*
PHASER	SPEED	DEPTH	REGEN	MOD LEVL	MOD WAVE*	MOD BAL*
TRIGFLNG	SPEED	SENSTVTY	LFO STRT	MOD MIX		
TRIGPHAS	SPEED	SENSTVTY	LFO STRT	MOD MIX		
UNOVIBE	CHORUS/ VIBRATO	INTENSTY	PEDAL			
TREMOLO	SPEED	DEPTH	WAVEFORM			
PANNER	SPEED	DEPTH	WAVEFORM			
VIBRATO	SPEED	DEPTH	WAVEFORM			
ROTARY	SPEED	DEPTH	DOPPLER	MOD MIX	XOVER*	MOD BAL*
AUTOYA	SPEED	DEPTH	RANGE	MOD MIX	MOD BAL*	
YAYA	YAYA PDL	DEPTH	RANGE	MOD MIX	MOD BAL*	

*These Parameters are only available using the X-Edit™ Editor/Librarian software.

SYNTHTLK	ATTACK	RELEASE	VOX	SENSTVTY	MOD BAL*
ENVELOPE	SENSTVTY	RANGE	MOD BAL	MOD MIX	
DETUNE	AMOUNT	MOD BAL	MOD LEVL		
PITCH	SHIFT	MOD BAL	MOD LEVL		

DLYONOFF (Delay On/Off)   Turns the Delay module on and off
DLY FDBK (Delay Feedback)   Controls the amount of Delay Feedback
THRESHLD (Delay Threshold)   Controls the Ducker Threshold for the Delay
DUCKATTN (Ducker Attenuation)   Controls the attenuation level applied to the Delay signal when the Ducker Threshold is exceeded
DLY LEVL (Delay Level)   Controls the Mix Level of the selected Delay Type
DLY BAL (Delay Balance)   Controls the left/right balance of the selected Delay Type
**DLY SPRD (Delay Spread)   Controls the left/right balance of the selected Delay Type
RVBONOFF (Reverb On/Off)   Turns the Reverb effect on and off
RVB PRE (Reverb Predelay)   Controls the Reverbs Predelay time
RVBDECAY (Reverb Decay)   Controls the Reverbs Decay time
RVB LEVL (Reverb Level)   Controls the Reverbs Mix Level
RVB BAL (Reverb Balance)   Controls the left/right balance of the selected Reverb Type
VOL PRE (Volume Pre)   Controls the Volume after the Amp Modeling, but before the Effects
VOL POST (Volume Post)   Controls the Volume at the end of the Effects chain
LFO1 SPD (LFO 1 Speed)   Controls the modulation speed of Expression LFO 1
LFO2 SPD (LFO 2 Speed)   Controls the modulation speed of Expression LFO 2

* This Parameter is only available using the X-Edit™ Editor/Librarian software.
**Delay Balance is replaced by Delay Spread when Spread Delay is selected.

Creating a Preset

Suppose you wanted to create your own HyperModel™ that incorporates the sweet tones of a vintage Tweed using an British 1x12 cabinet, and the ripping distortion of a Rectified Amp with a British 4x12 cabinet. Let's also suppose that you want to be able to toggle between an acoustic guitar simulation and this new HyperModel with a preset that gives your single coil pickup a humbucker sound, uses no Compression, has a Noise Gate that opens quickly, a subtle Chorus effect, no Delay, and a little bit of a Hall reverb. The following guide steps you through the process of creating just that preset in the GNX3000. Start by selecting Stompbox Mode (yellow), using the **MODE** button.

Selecting a Preset

The first step to create a custom preset of your own is to select a starting point. You can start with any existing preset, but for this example let's start with Factory 1 Preset 40. Use the **DATA WHEEL** or **FOOTSWITCHES** (when the GNX3000 is in either Preset or Stompbox Mode) to select Factory 1 Preset 40.

Create a HyperModel™

For this example, we are going to use a vintage Tweed amp with an British 1x12 Cabinet, and warp it with a Rectified Amp using a British 4x12 cabinet.

Select Channel 1 Amp and Cabinet

To assign the vintage Tweed amp to Channel 1 do the following:

1. Press the **GENETX** Amp Control button to access each channel's amp and cabinet models.
2. Rotate **KNOB 1** until the display reads `57 DLUX` (Tweed).
3. Rotate **KNOB 2** until the display reads `BRIT1X12` (Vox™).

1. **Press the GENETX Amp Control button**
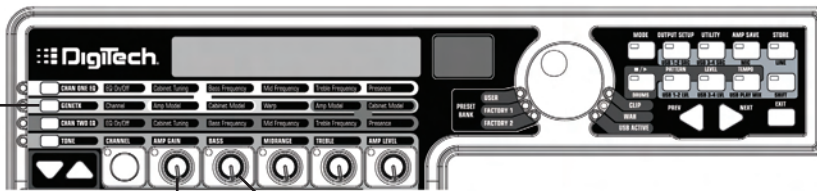
2. **Rotate Parameter 1 knob until Display reads** `57 DLUX`

3. **Rotate parameter 2 knob until Display reads** `BRIT1X12`

Select Channel 2 Amp and Cabinet

To assign the Rectified amp to the Channel 2 do the following:

1. Rotate **KNOB 4** until the display reads ꓷUꓮLRECT (Rectified).
2. Rotate **KNOB 5** until the display reads BRIT4x12 (British 4x12).
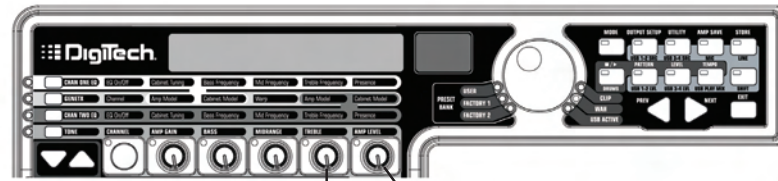
1. Rotate Parameter 4 knob
until Display reads ꓷUꓮLRECT

2. Rotate Parameter 5 knob
until Display reads BRIT4x12

Adjust Channel 1 Tone Controls

The Tweed amp that we selected for our Channel 1 assignment uses the factory default settings for the Gain, EQ, and Level Parameters. Therefore, you may want to change the settings. To access the tone controls for Channel 1, do the following:

1. Press the **TONE** Amp Control button.
2. Press the **STATUS** button until the display reads CH1 AMP and all the horizontal LEDs will light green indicating that all 5 knobs will adjust Channel 1's tone controls.
3. Rotate **KNOB 1** to adjust the Tweed Amp's Gain. The range is from 0 to 99.

1. Press the Tone Amp
Control button

2. Press the Status button
until Display reads CH1 AMP
and all LEDs light green
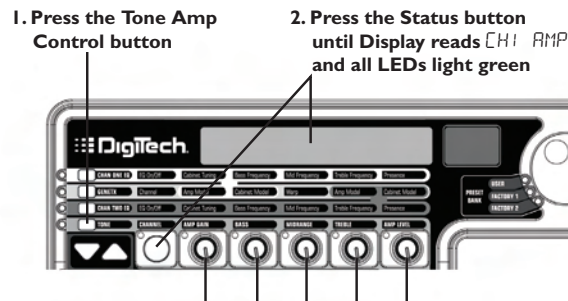
3.-7. Rotate Parameter knobs to
adjust Channel 1's Gain, EQ Level,
and Amp Level

4. Rotate **KNOB 2** to adjust the Tweed Amp's Bass EQ Level (boost/cut). The range is from -12 dB (-12) to +12 dB (12).
5. Rotate **KNOB 3** to adjust the Tweed Amp's Midrange EQ Level(boost/cut). The range is from -12 dB (-12) to +12 dB (12).
6. Rotate **KNOB 4** to adjust the Tweed Amp's Treble EQ Level(boost/cut). The range is from -12 dB (-12) to +12 dB (12).
7. Rotate **KNOB 5** to adjust the Tweed Amp's Level. The range is from 0 to 99.

Adjust Channel 2 Tone Controls

Like the Tweed amp in Channel 1, the Rectified amp in Channel 2 may need to be adjusted to suit your personal taste. To access the tone controls for Channel 2, do the following:

1. Press the **STATUS** button until the display reads $\mathsf{CH2\ \ AMP}$ and all the horizontal LEDs will light red indicating that all 5 knobs will adjust Channel 2's tone controls.
2. Rotate **KNOB 1** to adjust the Rectified Amp's Gain. The range is from $\mathsf{0}$ to $\mathsf{99}$.
3. Rotate **KNOB 2** to adjust the Rectified Amp's Bass EQ Level (boost/cut). The range is from -12 dB ($\mathsf{-12}$) to +12 dB ($\mathsf{12}$).
4. Rotate **KNOB 3** to adjust the Rectified Amp's Midrange EQ Level (boost/cut). The range is from -12 dB ($\mathsf{-12}$) to +12 dB ($\mathsf{12}$).
5. Rotate **KNOB 4** to adjust the Rectified Amp's Treble EQ Level (boost/cut). The range is from -12 dB ($\mathsf{-12}$) to +12 dB ($\mathsf{12}$).
6. Rotate **KNOB 5** to adjust the Rectified Amp's Level. The range is from $\mathsf{0}$ to $\mathsf{99}$.

1. Press the Status button to turn the EQ on and off
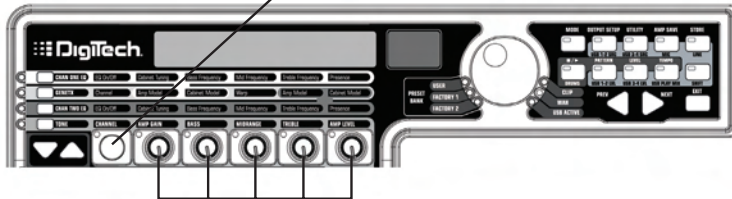
2.-6. Rotate Parameter knobs to adjust Channel 2's Gain, EQ levels, and Amp levels.

Adjust EQ/Tune the Cabinets

As an option, you may also want to modify each channel's EQ center frequencies (Bass, Midrange, and Treble found in the **TONE** row) and adjust the resonance for the British 1x12 and the British 4x12 Cabinets. To access the EQ center frequency settings and Cabinet tuning, do the following:

1. Select the amp channel that you would like to edit by pressing either the **CHAN ONE EQ AMP CONTROL** button or the **CHAN TWO EQ AMP CONTROL** button.
2. Press the **STATUS** button to turn the EQ on and off.
3. Rotate **KNOB 1** to adjust the Cabinet Tuning resonance. The Cabinet Tuning ranges are from -12.0 (one octave below) to 12.0 (one octave above).
4. Rotate **KNOB 2** to select the Bass center frequency. The range is from 50 Hz (50 HZ) to 300 Hz (300 HZ).
5. Rotate **KNOB 3** to select the Midrange center frequency. The range is from 300 Hz (300 HZ) to 5000 Hz (5000 HZ).
6. Rotate **KNOB 4** to select the Treble center frequency. The range is from 500 Hz (500 HZ) to 8000 Hz (8000 HZ).
7. Rotate **KNOB 5** boosts or cuts the Presence Level. The range is from -12 dB (-12) to +12 dB (12).

1. Press either the Chan One EQ or Chan Two EQ Amp Control button

2. Press the Status button to turn the EQ on and off
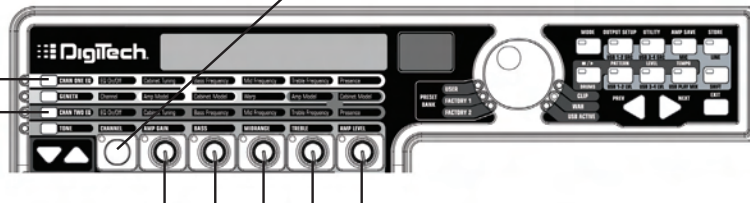
3.-7. Rotate Parameter knobs to adjust cabinet Tuning, EQ Center Frequencies, and Presence Level

Warping Amp Channels Together

When the Amps and Cabinets in Channel 1 and Channel 2 are dialed in to suit your taste, we can Warp their characteristics together to create a new HyperModel. To warp the amps do the following:

1. Press the **GENETX** Amp Control button.
2. Rotate **KNOB 3** (Warp) knob to blend the Amps and Cabinets together to create a new unique amp.

1. Press the GENETX Amp Control button
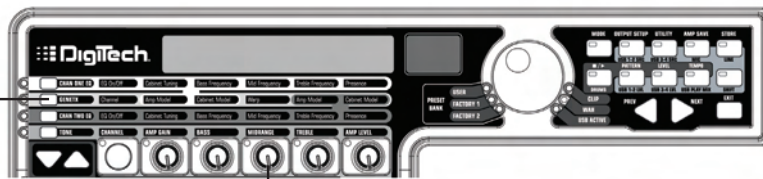
2. Rotate Parameter 3 knob to warp amp and cabinet models together

Save the HyperModel™

Now that we have designed our own Amp/Cabinet HyperModel, we need to save it to one of the 9 User HyperModel locations. This allows us to use it in presets. To save the HyperModel, do the following:

1. Press the **AMP SAVE** button until the display reads NEW AMP and the first letter (N) is flashing. For this example, let's name the HyperModel "Rectwed" (Rectified Tweed).
2. Rotate the **DATA WHEEL** to select R as the first letter.
3. Press the **NEXT ARROW** button to select the next character in the display. Continue using the **DATA WHEEL** and **NEXT ARROW** button until the display reads RECTWED.
4. When the display reads RECTWED, press the **AMP SAVE** button again.

3. Use the Next arrow button to select character locations

2. Use the Data Wheel to change characters

1., 4. Press the Amp Save button

5. Now we need to choose one of the 9 User HyperModel locations. Use the **DATA WHEEL** to select a an empty user location. The display should read EMPTY (Empty) and the red numeric display should read U1 if this is the first HyperModel stored to your GNX3000.

6. Press the **AMP SAVE** button again to save to this Amp location. The display briefly reads AMP SAVED (Amp Saved) and then returns to the name of the selected preset.

5. Use the Data Wheel to select an empty User Amp location

6. Press the Amp Save button

Select Models for the Preset's Channels

In the previous steps, we selected a Tweed amp model for the Channel 1 amp and a Rectified amp model for the Channel 2 amp. Then we warped the two together to create our HyperModel™. This HyperModel is saved as an amp type that we named Rectwed, but it is not currently part of our preset. In this example preset, we need to be able to toggle between an acoustic guitar simulation and our new HyperModel. To do this we need to now select the Dreadnaught acoustic guitar model for Channel 1's amp and our custom Rectwed for Channel 2's amp in our preset. This procedure is as follows:

1. Press the **GENETX** Amp Control button.
2. Rotate **KNOB 1** until the display reads AC DREAD. This is Channel 1's Model for the preset.
3. Rotate **KNOB 4** until the display reads RECTWED (our new HyperModel). This is Channel 2's Model for the preset. This lets us toggle between these two sounds using the Amp Footswitch (when Preset Mode is active).
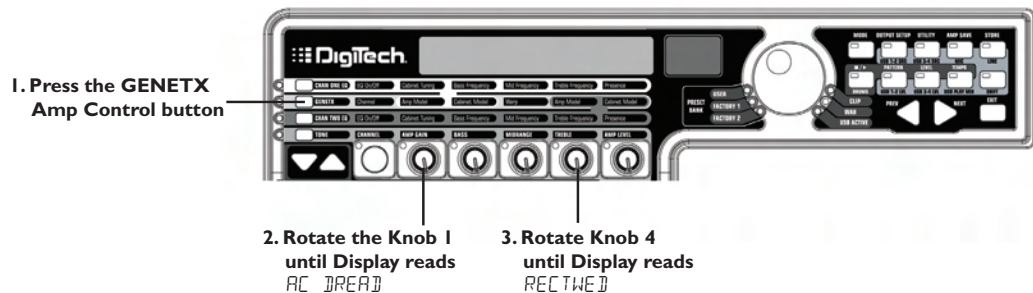
1. Press the GENETX Amp Control button

2. Rotate the Knob 1 until Display reads AC DREAD

3. Rotate Knob 4 until Display reads RECTWED

Edit the Preset Effects

The next step to creating our example preset involves editing the effects. To edit the preset, do the following:

1. Press the **EFFECT SELECT DOWN** button. The display will briefly read $EDIT$ and the Matrix LED in the Wah-Pickup row will light.
2. If the display reads $WAH\ ON$, press the **STATUS** button once to turn the Wah off (since our example does not use a Wah).

1. Press the Effect Select Down button; the LED lights on the Wah-Pickup effect row

2. If necessary, press the Status button to turn the Wah effect off
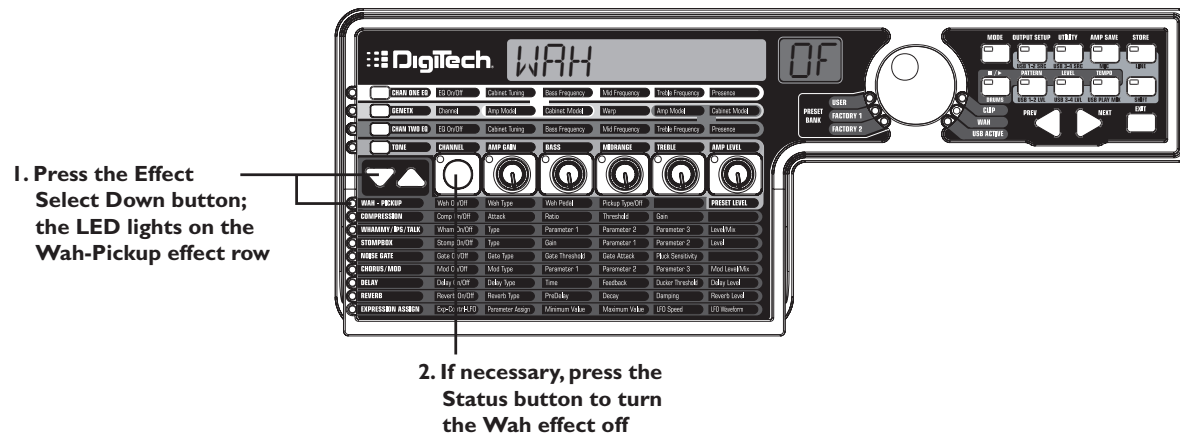
Select the Pickup Type

In our example preset we use a single coil pickup, but want it to sound like a double coil humbucker.

1. With the Wah-Pickup LED lit, rotate **KNOB 3** until the display reads $SC > HUMB$. This makes a single coil pickup sound like a humbucker.

1. Rotate Knob 3 until Display reads $SC > HUMB$
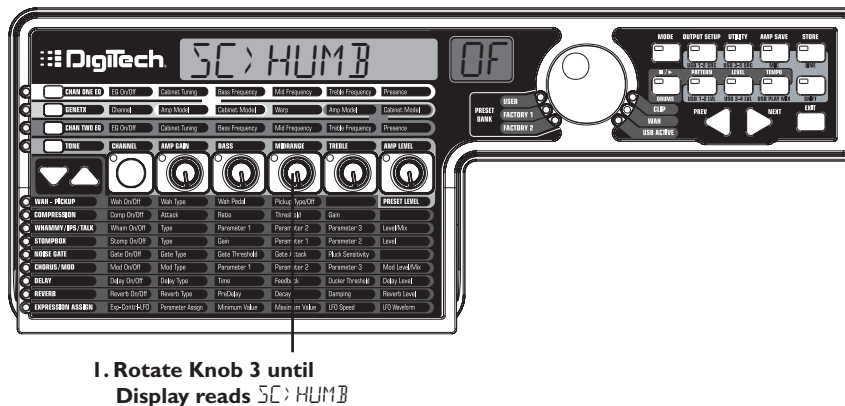
Turn the Compressor Off

We don't use compression in our preset so, we need to turn the Compressor off. To turn the Compressor off, do the following:

1. Press the **EFFECT SELECT DOWN** button. The Compression LED lights and the display shows the current status of the Compressor.
2. If the Compressor is on, press the **STATUS** button until the red display reads off (⎍⎓).

Turn the Whammy™/IPS/Talker™ Off

We don't want Whammy, IPS, or Talker effects in this preset. To turn these effects off, do the following:

1. Press the **EFFECT SELECT DOWN** button, and the Whammy/IPS/Talker LED is lit.
2. If the display indicates that one of these effects is active, press the **STATUS** button until the display reads off (⎍⎓).

Turn the Stompbox Modeling Off

To turn the Stompbox Modeling off for this preset, do the following

1. Press the **EFFECT SELECT DOWN** button until the Stompbox LED is lit.
2. If the display indicates that it is active, press the **STATUS** button until the display reads off (⎍⎓).

Adjust the Noise Gate

For our example, we want our Noise Gate to open quickly with a relatively weak signal. This type of gate uses the Silencer™ with a low threshold and short attack time. To create this type of Noise Gate, do the following:

1. Press the **AMP FOOTSWITCH** to select the Channel 2 Amp (⎓H⎓ ⎓MP), our high gain model.
2. Press the **EFFECT SELECT DOWN** button and the Noise Gate's LED lights.
3. If the display reads off (⎍⎓), press the **STATUS** button until the display reads on (⎍N).
4. Rotate **KNOB 1** until the display reads SILENCER for the type of gate.
5. Rotate **KNOB 2** to set the Threshold to ⎓⎓ (this may need to be adjusted depending upon your guitar).
6. Rotate **KNOB 3** to set the Attack Time to ⎓ (fast attack).

Select and Adjust the Chorus

Next we want to thicken up the sound, by adding a subtle Chorus effect, in the following manner:

1. Press the **EFFECT SELECT DOWN** button again and the LED in the Chorus/Mod row lights.
2. If the display reads off (⊔F), press the **STATUS** button until the display reads on (⊔N).
3. Rotate **KNOB 1** until the display reads ⊏H⊔R⊔⊐ (Chorus) for the effect type.
4. Rotate **KNOB 2** to set the Chorus Speed to ⊐.
5. Rotate **KNOB 3** to set the Chorus Depth to ⊐⊔.
6. Rotate **KNOB 4** to set the PreDelay to |.
7. Rotate **KNOB 5** to set the Chorus Level to ⊐⊔.

2. Press the Status button to turn on the Chorus/Mod effect

1. Press Effect Select Down again until the Chorus/Mod LED lights

7. Rotate Knob 5 to set the Chorus Level to 50

6. Rotate Knob 4 to set the PreDelay to 1

3. Rotate Knob 1 to select Chorus

4. Rotate Knob 2 to set the Chorus speed to 5

5. Rotate Knob 3 to set the Chorus Depth to 30
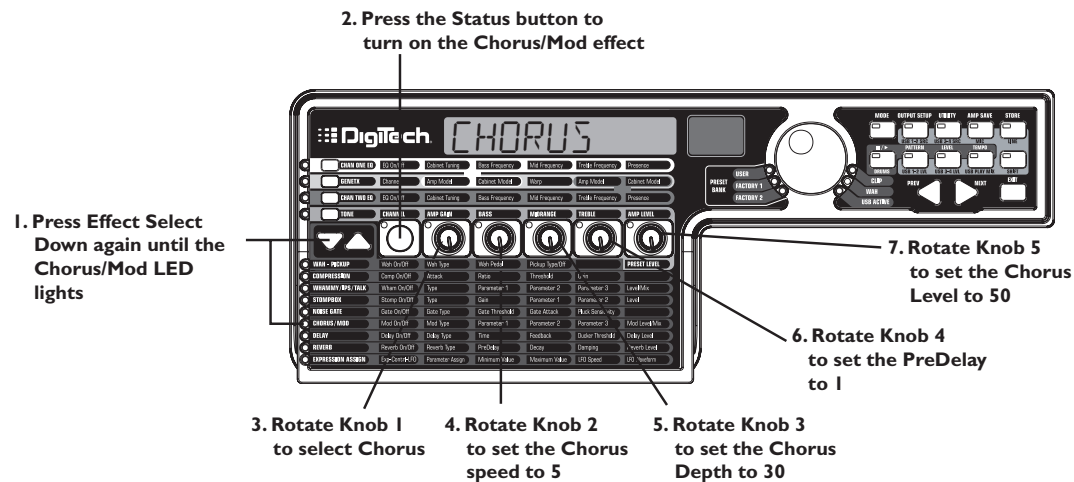
Turn the Delay Off

To bypass the Delay, do the following:

1. Press the **EFFECT SELECT DOWN** button until the LED in the Delay row lights.
2. If the display reads on (⊔N), press the **STATUS** button until the display reads off (⊔F).

Select and Adjust the Reverb

In our example preset we wanted a little bit of Hall Reverb to provide some ambience. To add the reverb, do the following:

1. Press the **EFFECT SELECT DOWN** button until the LED in the Reverb row lights.
2. If the display reads off (OF), press the **STATUS** button until the display reads on (ON).
3. Rotate **KNOB 1** to select Hall (HALL) for the Reverb Type.
4. Rotate **KNOB 2** to set the Reverb Predelay to $\mathit{2}$.
5. Rotate **KNOB 3** to set the Reverb Decay to $\mathit{15}$.
6. Rotate **KNOB 4** to set the Reverb Damping to $\mathit{40}$.
7. Rotate **KNOB 5** to set the Reverb Level to $\mathit{30}$.

2. Press the Status button to turn on the Reverb

1. Press Effect Select Down again until the Reverb LED lights

7. Rotate Knob 5 to set the Reverb Level to 30

6. Rotate Knob 4 to set the Reverb Damping to 40

3. Rotate Knob 1 to select Hall as the Reverb type

4. Rotate Knob 2 to set the Reverb PreDelay to 2

5. Rotate Knob 3 to set the Reverb Decay to 15
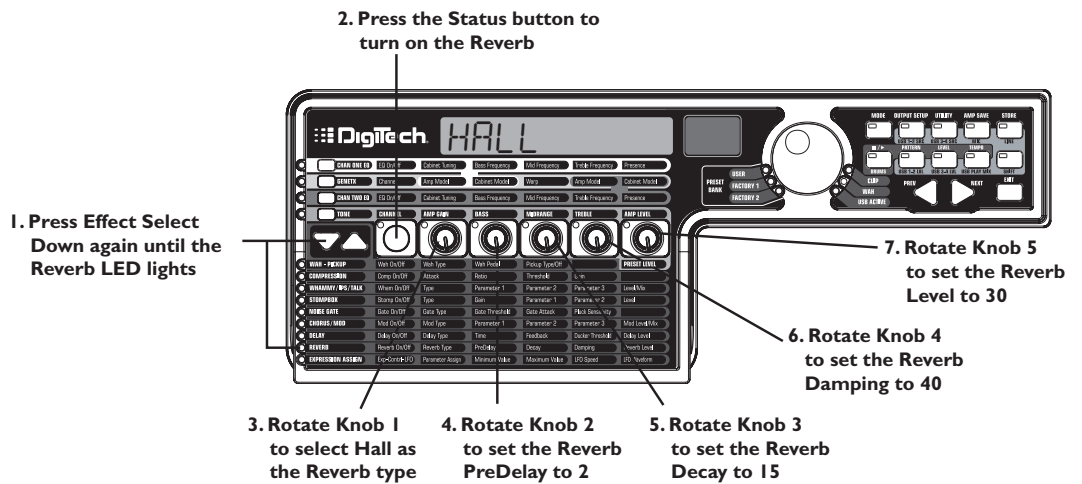
Store the Preset

The last step is to store our changes to a User Preset. If we changed presets or turned the GNX3000 off without storing these settings, it would forget what we had done and revert back to the original preset. To store the preset, do the following:

1. Press the **STORE** button. The first letter in the display begins to flash. Since this is an example preset, let's name the preset $E\times RMPLE$.
2. Rotate the **DATA WHEEL** until the flashing character in the display is an E.
3. Press the **NEXT** button once and the second character begins to flash.
4. Rotate the **DATA WHEEL** again until the flashing character is an $\times$. Continue using the **NEXT** button to select the character location and the **DATA WHEEL** to change the characters.

3. Use the Next arrow button to select character locations

2., 4., 6. Use the Data Wheel to change characters

1., 5., 7. Press the Store button
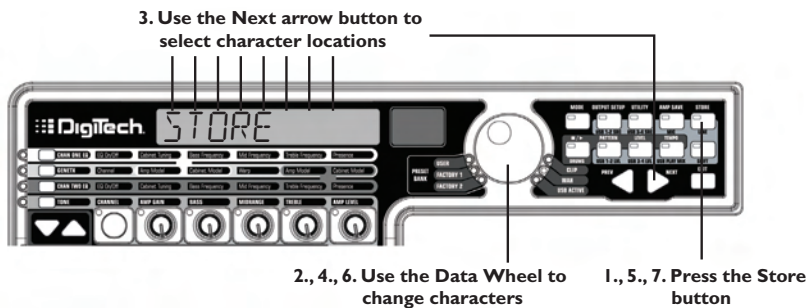
5. Once the Display reads $E\times RMPLE$, press the **STORE** button again. The numbers in the red numeric display are flashing.
6. Rotate the **DATA WHEEL** to select User Preset 48 as the destination.
7. Press the **STORE** button once more to save the preset.

Congratulations! You have successfully created a Preset.

Storing/Copying a Preset

Storing a Preset

Once you have modified the Amp Models, Cabinet Types, and Effect Parameters, the Store button LED flashes indicating you have changed a parameter and need to store the changes to a User Preset location in order to recall them later. The following steps outline the procedure for storing a preset:

1. Press the **STORE** button. The first letter of the preset name begins flashing.
2. Use the **DATA WHEEL** to select the alpha-numeric character.
3. Press the **NEXT** button to select the next character to the right, and the **PREV** button to select the previous character to the left.

2. Use the Data Wheel to select an alpha-numeric character **1. Press Store**

3. Use the Next button to select the next character
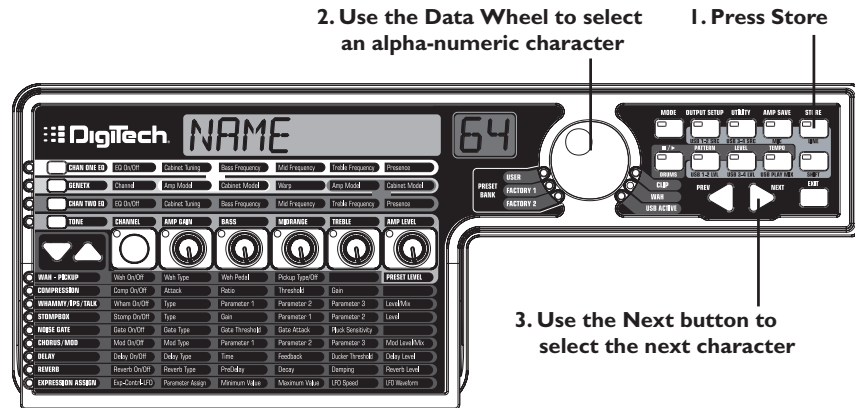
4. Repeat steps 2 and 3 until you are finished naming the new preset.
5. Press the **STORE** button again. The current preset location will then flash in the red display.
6. Select the User Preset location using the **DATA WHEEL**.
7. Press the **STORE** button again to finish.

5. Press Store again

6. Select a User preset using the Data Wheel **7. Press Store again**
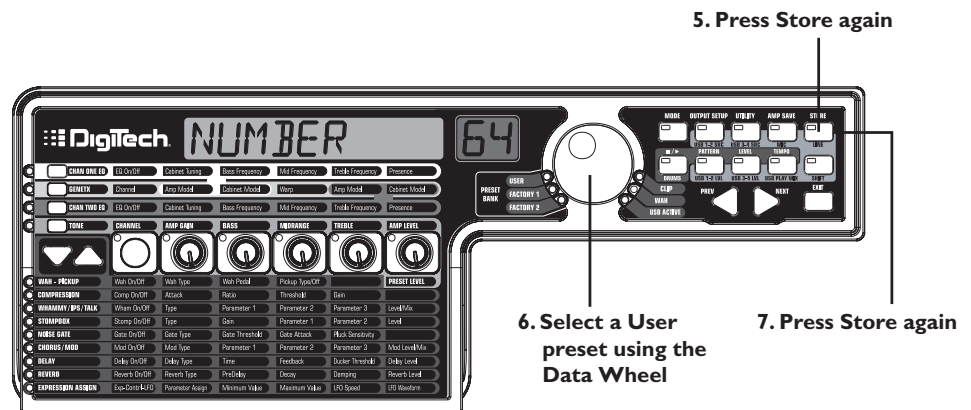
Copying a Preset

To copy one preset to another preset location, begin by selecting the preset you want to copy, then follow the steps listed above.

Press **EXIT** at any time during the procedure to abort the store process.

The **FOOTSWITCHES** perform different functions specific to the mode that has been selected. Listed below are descriptions of each footswitch's function within each of the three Modes.

Preset Levels

The GNX3000 presets each have an independent level control for quick balancing of the levels between presets. Preset Level is accessed by selecting the **WAH – PICKUP** row of the Matrix using the **EFFECT SELECT** buttons and then adjusting **KNOB 5**. The Preset Level adjusts the overall output level of the active Preset and the range is from *0* to *99*. Preset Level changes need to be saved and stored to a user preset location just as any other effect changes. See page 92 for more information on **Storing a Preset**.

Footswitch Functions for Modes

Preset Mode - Green
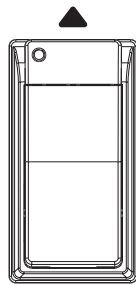
Bank Up Footswitch - Selects the next bank of presets. Pressing and holding this footswitch scrolls up through banks. When a new bank is selected the **FOOTSWITCH 1-5** LEDs will strobe left to right prompting the user to select a preset. If a preset is not selected within 5 seconds, the GNX3000 returns to the currently selected bank and preset.
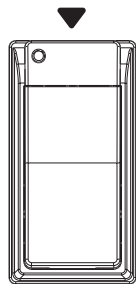
Bank Down Footswitch - Selects the previous bank of presets. Pressing and holding this footswitch scrolls down through banks. When a new bank is selected the **FOOTSWITCH 1-5** LEDs will strobe left to right prompting the user to select a preset. If a preset is not selected within 5 seconds, the GNX3000 returns to the currently selected bank and preset.
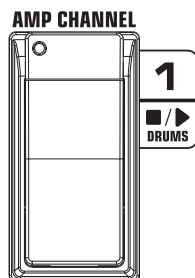
Footswitch 1 - Selects the first preset in the active bank. A second press puts the GNX3000 into Bypass or selects the previous preset if **Preset Bounceback** is enabled (see page 36 for more instructions on the **Preset Bounceback** function). Pressing and holding **FOOTSWITCHES 1** and **2** together will activate the Learn-A-Lick™ feature (see page 34).
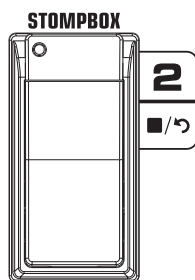
Footswitch 2 - Selects the second preset within the active bank. A second press puts the GNX3000 into **Bypass** or selects the previous preset if **Preset Bounceback** is enabled (see page 36 for more instructions on the **Preset Bounceback** function). Pressing and holding **FOOTSWITCHES 1** and **2** together will enable the Learn-A-Lick™ feature. Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the preset.

CHORUS/MOD

3
●
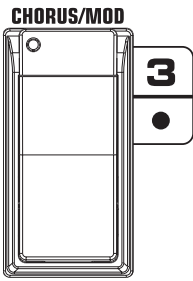
Footswitch 3 - Selects the third preset in the active bank. A second press puts the GNX3000 into **Bypass** or selects the previous preset if **Preset Bounceback** is enabled (see page 36 for more instructions on the **Preset Bounceback** function). Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the preset. Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the Tuner.

DELAY

4
▶

Footswitch 4 - Selects the fourth preset in the active Bank. A second press puts the GNX3000 into **Bypass** or selects the previous preset if **Preset Bounceback** is enabled (see page 36 for more instructions on the **Preset Bounceback** function). Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the Tuner. Pressing and holding **FOOTSWITCHES 4** and **5** together will change the Footswitch **Modes**.

TAP TEMPO

5
DRUM TEMPO
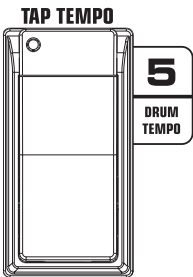
Footswitch 5 - Selects the fifth preset in the active Bank. A second press puts the GNX3000 into **Bypass** or selects the previous preset if **Preset Bounceback** is enabled (see page 36 for more instructions on the **Preset Bounceback** function). Pressing and holding **FOOTSWITCHES 4** and **5** together will change the Footswitch **Modes**.

Stompbox Mode - Yellow
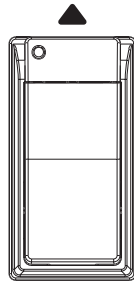
Preset Up Footswitch - Selects the next preset. Pressing and holding this footswitch scrolls up through presets. After releasing, the preset that is landed on is loaded and becomes active.
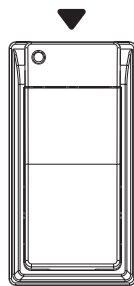
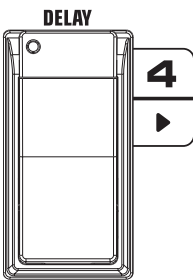**Preset Down Footswitch** - Selects the previous preset. Pressing and holding this footswitch scrolls down through presets. After releasing, the preset that is landed on is loaded and becomes active.
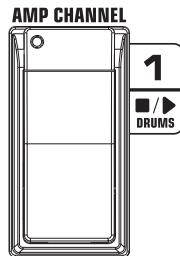
Amp Channel Footswitch selects a preset's amp channel (Ch1 amp, Ch2 amp, or Warp amp). This footswitch's function can be changed in the Expression Assign menu. (See page 75 for more information regarding **Expression Pedal Assignment**.) Pressing and holding **FOOTSWITCHES 1** and **2** together will enable the Learn-A-Lick™ feature (see page 34).
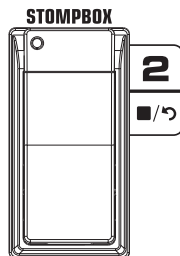
Stompbox Footswitch turns the Stompbox Modeling on and off. Pressing and holding **FOOTSWITCHES 1** and **2** together will activate the Learn-A-Lick feature. Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the preset.

CHORUS/MOD

3
●
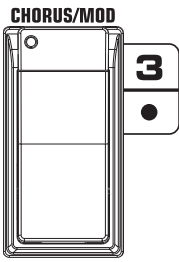
Chorus/Mod Footswitch turns the Chorus/Mod Effects on and off. Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the preset. Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the Tuner.

DELAY

4
▶
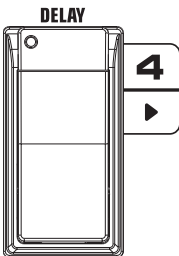
Delay Footswitch turns the Delay on and off. Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the Tuner. Pressing and holding **FOOTSWITCHES 4** and **5** together will change the Footswitch **Modes**.

TAP TEMPO

5
DRUM TEMPO
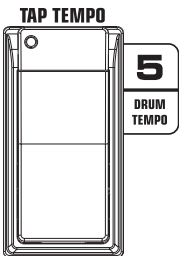
Tap Tempo Footswitch is used for setting the repeat time of the Delay effect. By tapping this switch repeatedly, you can set the delay to repeat in time with your music. Pressing and holding **FOOTSWITCHES 4** and **5** together will change the Footswitch **Modes**.

Record/Drum Mode - Red

The Record footswitch functions are listed here. See page 100 for the Drums footswitch functions.
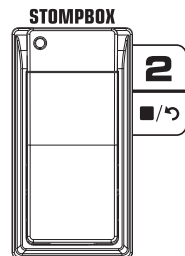
Stop/Undo Footswitch - Stops recording in the included ProTracks™ Plus software. Pressing and holding this footswitch deletes the last track recorded. Pressing and holding **FOOTSWITCHES 1** and **2** together will enable the Learn-A-Lick™ feature. Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the preset.
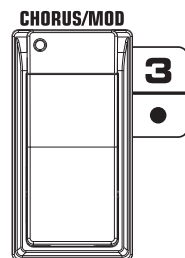
Record Footswitch - Inserts tracks for recording and starts recording in the included ProTracks™ Plus software. Pressing and holding **FOOTSWITCHES 2** and **3** together will bypass the effects and amp models. Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the tuner.
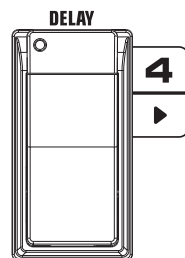
Playback Footswitch - Starts playback of the included ProTracks™ Plus software. Pressing and holding **FOOTSWITCHES 3** and **4** together accesses the Tuner. Pressing and holding **FOOTSWITCHES 4** and **5** together will change the Footswitch **Modes**.

Drum Machine

The GNX3000 is equipped with a built-in General MIDI Drum Machine. You can select from a variety of Factory-created drum patterns to play along with. The GNX3000's Drum Machine can be set up in different ways as shown below:

Control Panel - Drum Machine
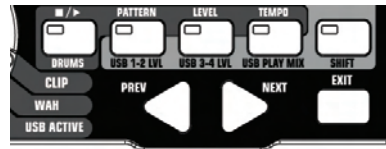
■/▶ STOP/PLAY

Press this button to start or stop the drum machine.

PATTERN

Press this button to select the Pattern library. Use the **DATA WHEEL** or **PREV** and **NEXT** buttons to select one of the GNX3000's internal drum patterns. There are 79 different drum patterns and 5 metronome settings available including:

Internal Drum Pattern List

8TH BEAT	1-8	COUNTRY	1-4
16THBEAT	1-4	JAZZ	1-4
ROCK	1-8	HIPHOP	1-3
HARDROCK	1-8	DANCE	1-3
METAL	1-8	LATIN	1-3
PROG	1-2	REGGAE	1-3
PROG 6/8	3	PERCUSN	1-3
PROG 7/8	4	METR 4/4	1
BLUES	1-4	METR 3/4	2
R AND B	1-4	METR 5/8	3
FUNK	1-4	METR 7/8	4
GROOVE	1-4	METRONOM	5

LEVEL

Press this button to select the drum machine playback level. Using the **DATA WHEEL** or **PREV** and **NEXT** buttons to adjust the volume level of the drum machine playback.

TEMPO

Press this button to select the Drum Machine tempo setting. Use the **DATA WHEEL** or **PREV** and **NEXT** buttons to adjust the playback speed of the drum or pattern being played back. Tempo range is 40-240 BPM (beats per minute).

Footswitch Operation

When the GNX3000 is in Record/Drum Mode, four footswitches control drum machine operations.

AMP CHANNEL
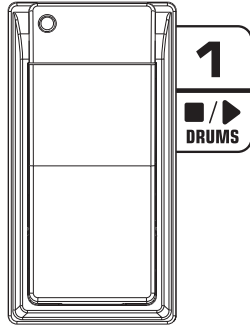
Drums Stop/Play Footswitch - Starts and stops playback of drum patterns.

TAP TEMPO
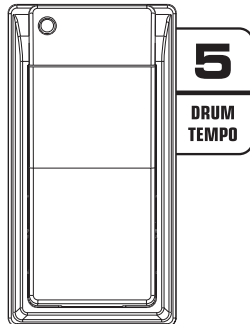
Drum Tempo Footswitch - Tapping this footswitch while the drum machine is on or off sets the playback tempo. It must be tapped at least 2 times within 3 seconds to set a tempo. The Tempo can range from 40 to 240 beats per minute.

RED: PATTERN
GREEN: BANK
YELLOW: PRESET
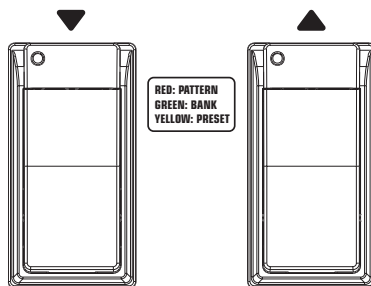
Pattern Footswitches - Press the **DOWN/UP FOOTSWITCHES** to access all drum patterns. You can audition these while the drums are turned on.

Computer Recording via USB

The GNX3000's USB connection provides 4 channels of audio streaming into the computer and 2 channels of playback from the computer simultaneously. Recording has never been easier thanks to the Hands-Free™ tracking environment that the GNX3000 and the Pro Tracks Plus™ software provide. The GNX3000's **FOOTSWITCHES** and Pro Tracks Plus software work seamlessly together to automatically insert, arm, record, play, and delete tracks on the fly without ever having to take your hands off the guitar. Multiple recording configurations can be selected to best optimize your recording needs. For more information please refer to the **Audio Routing for USB Recording** section starting on page 102.

ASIO/Mac Mode vs. WDM Mode

Recording applications run in a number of different modes; two of the most common modes are WDM and ASIO/Mac. WDM and ASIO/Mac offer the least amount of latency for the audio signal between the GNX3000 and the computer it's connected to.

When the GNX3000 ships from the factory, it is configured to record in ASIO/Mac mode. In ASIO/Mac mode, Windows® sees the GNX3000 as a 4-in, 2-out audio device. In WDM mode, Windows sees the GNX3000 as a 2-in, 2-out device and an additional 2-in 0-out device.

Changing USB Mode (ASIO/Mac or WDM)

The GNX3000 supports two USB driver modes: ASIO/Mac and WDM. ASIO/Mac is the default mode, and is for use with Macintosh computers and applications that support ASIO drivers. WDM is for use with all other applications.

To change the USB mode:
1. Turn off the GNX3000.
2. Press and hold the **MODE** button.
3. While holding the **MODE** button, turn the GNX3000 on.
3. Use the **DATA WHEEL** to change the USB mode. Choose ᴀꜱɪᴏ/ᴍᴀᴄ if you're using a Mac or ASIO compatible application, or ᴡᴅᴍ if you're using a WDM compatible application.
4. Turn off the GNX3000.
5. Turn on the GNX3000. The selected USB mode is now active.

Installing the GNX3000's Software Suite

The GNX3000 USB drivers must first be installed before using either the Pro Tracks Plus recording software or the X-Edit™ Editor/Librarian. These drivers are found on the GNX3000 Software Install CD that came packaged with the GNX3000. To install the software suite, insert the disc into your computer's CD-ROM drive and follow the on-screen prompts. Please review the Pro Tracks Plus documentation (located

on the Software Install CD) to ensure your computer system meets the necessary requirements prior to installation. Once installed and configured, the GNX3000 can then control Pro Tracks Plus and its recording functions.

Connecting the GNX3000 to the Computer

The GNX3000 comes equipped with a USB cable that is to be connected to your computer whenever you will be recording or using the X-Edit Editor/Librarian. We recommend that you only use the USB cable that is shipped with the GNX3000 since it has been tested and approved for this specific use.

To connect the GNX3000 to the computer, follow these steps:
1. Install the GNX3000's software suite (described above).
2. Begin with the GNX3000's power turned off.
3. Plug the small end of the USB cable in to the **USB** jack on the back of the GNX3000.
4. Plug the large flat end of the USB cable into an available USB port on your computer.
5. Turn on the power to the GNX3000.

NOTE: DigiTech recommends that you do not use the GNX3000 as your default sound playback device. This is configured in Windows in the Control Panel under the Sounds and Audio Devices Properties. Windows Audio Samples are generally recorded at full scale level and if played back through the GNX3000 may be very loud in comparison with the configuration of audio level in the GNX3000.

Audio Routing for USB Recording

This section will cover the GNX3000's inputs and how they are routed for recording on your computer via USB.

Inputs and Recording Routing (4 In/2 Out USB Audio Interface)

The GNX3000 has four audio inputs, the **GUITAR INPUT**, **MIC INPUT**, and **LEFT/RIGHT LINE INPUTS**. Each of these inputs can be used to record audio and each has multiple routing configurations available. For instance, in a given recording session you may want to record guitar with effects, a dry guitar only, vocal with or without effects, or both the guitar processing and the **LINE INPUTS**. The GNX3000's flexible routing lets you record each of these inputs in different combinations and even lets you utilize the GNX3000's effects processing if desired, giving you a wide variety of options for your particular recording application. Having an understanding of how the GNX3000's inputs and routing options function is the best way to optimize your recording experience.

Input Sources

The GNX3000 has two recording input selections called Input Sources. Each of these Input Sources offer several routing configurations for a variety of recording options. The Input Sources are selected by first pressing the **SHIFT** button to enable the Shift function and then using the **USB 1-2 SRC** and **USB 3-4 SRC** buttons

in the Control Panel and the **DATA WHEEL**. Up to four channels of audio can be recorded on the computer via USB. Each Input Source routes a pair of signals (except MONO FX, MONO ALL, DRY GUITAR, DRY MIC, and DRUMS MN which are mono signals) to the computer. The Input Sources signal combinations are as follows:

USB 1-2 Source
STEREOFX

All input sources that are routed through the GNX3000's effects are sent as a stereo pair up USB 1 and 2 channels. Drums, Dry Mic, and Dry Line are not recorded.

STEROALL

All input sources that are routed through the GNX3000's effects, Drums, Dry Mic, and Dry Line are sent as a stereo pair up USB 1 and 2 Channels.

MONO FX

All input sources that are routed through the GNX3000's effects are summed to mono and sent up the USB 1 channel. Nothing is sent up USB 2 Channel. Drums, Dry Mic, and Dry Line are not recorded.

MONO ALL

All input sources that are routed through the GNX3000's effects, Drums, Dry Mic, and Dry Line are summed to mono and sent up the USB 1 Channel. Nothing is sent up USB 2 channel.

SUM+DGTR

All input sources that are routed through the GNX3000's effects are summed to mono and sent up the USB 1 channel. Dry guitar is sent up the USB 2 channel.

SUM+MIC

All input sources that are routed through the GNX3000's effects are summed to mono and sent up the USB 1 channel. Dry mic signal is sent up the USB 2 channel.

DGTR+MIC

Dry guitar signal is sent up the USB 1 channel. Dry mic is sent up the USB 2 channel.

DRY LINE

Dry Line Left Input signal is sent up the USB 1 channel. Dry Line Right Input is sent up the USB 2 channel.

DRYGUITR

Dry Guitar signal is sent up the USB 1 channel. Nothing is sent up the USB 2 channel.

DRY MIC

Dry Mic signal is sent up the USB 1 channel. Nothing is sent up the USB 2 channel.

DRUMS ST

The GNX3000 drums playback is sent in stereo up the USB 1 and 2 channels.

DRUMS MN

The GNX3000 drums playback (summed to mono) is sent up the USB 1 channel. Nothing is sent up the USB 2 channel.

REAMP

Playback of a pre-recorded, dry guitar track can be routed back through the GNX3000's effects processing and recorded back up the USB 1 and 2 channels. See **Re-Amping a Guitar Track** on page 114 for more information how this feature works.

USB 3-4 Source

USB OFF

USB 3 and 4 are disabled.

DGTR+MIC

Dry guitar signal is sent up the USB 3 channel. Dry mic signal is sent up the USB 4 channel.

DRY LINE

Dry Line Left Input signal is sent up the USB 3 channel and Dry Line Right Input signal is sent up the USB 4 channel.

DRYGUITR

Dry guitar signal is sent up the USB 3 channel. Nothing is sent up the USB 4 channel.

DRY MIC

Dry mic signal is sent up the USB 3 channel. Nothing is sent up the USB 4 channel.

DRUMS ST

GNX3000 drum playback is sent in stereo up the USB 3 and 4 channels.

DRUMS MN

GNX3000 drum playback (summed to mono) up the USB 3 channel. Nothing is sent up the USB 4 channel.

The following diagrams outline how the different input signals are routed through the GNX3000 and out to computer (USB) for recording:

Guitar Signal Routing

The guitar signal is routed from the input through the GNX3000's effects processing and then to the pairs of analog outputs. There are two paths in which the guitar signal can be routed up the USB port to the computer. Path **A** taps the guitar signal off at the input and sends unprocessed signal up the USB port. Path **C** taps the guitar signal at the output of the GNX3000 and includes any effects processing that may be used. Signals recorded from **USB Send Path A** can be played back later through the GNX3000 for re-amping. See **Re-Amping a Guitar Track** on page 114 for more information on how this feature works.
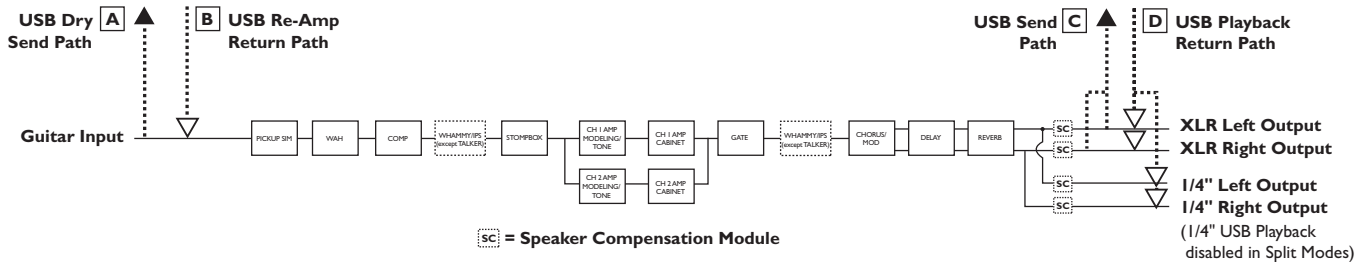
Below is a matrix to show where the signal is tapped based on how **the USB 1-2 Source** and the **USB 3-4 Source** settings are configured.

Routing of Guitar Input to USB

	STEREO FX	STEREO ALL	MONO FX	MONO ALL	SUM+DGTR	SUM+MIC	DGTR+MIC	DRY LINE	DRY GUITAR	DRY MIC	DRUMS ST	DRUMS MN	REAMP
USB 1-2 Source													
Guitar	C	C	C	C	C,A	C	A	•	A	•	•	•	•

	USB OFF	DGTR+MIC	DRY LINE	DRY GUITAR	DRY MIC	DRUMS ST	DRUMS MN
USB 3-4 Source							
Guitar	•	A	•	A	•	•	•

• = not recorded

Note: Speaker Compensation should be enabled on the XLR outputs when recording guitar.

Mic Signal Routing

The mic signal can be routed in different ways through the GNX3000. `MIC OFF` disables the **MIC INPUT** from being heard out the analog outputs, but it still may be recorded using `STEREOALL`,`MONO ALL`,`SUM+MIC`,`DGTR+MIC`, or `DRY MIC` as the input source. `MIC DRY` routes the mic signal around the GNX3000's effects processing and mixes it in at the outputs. `MIC RVB` routes the mic signal only through the GNX3000's Delay and Reverb modules. `MIC FX` routes the mic signal through all of the GNX3000's effects.
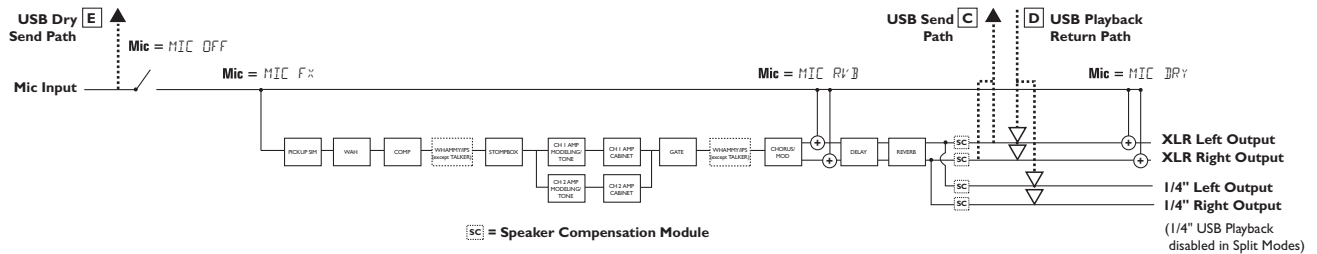
The mic signal, as can be seen in the Mic Signal Routing diagram, has two paths in which it is routed up the USB port to the computer. Path **E** taps the mic signal off at the **MIC INPUT** and sends unprocessed signal up to the USB port. Path **C** taps the signal at the output of the GNX3000 and can include any effects processing that may be used. Below is a matrix to show where the signal is tapped based on how the Mic, **USB 1-2 Source**, and **USB 3-4 Source** settings are configured.

Routing of Mic Inputs to USB

Mic	STEREOFX	STEREOALL	MONO FX	MONO ALL	SUM+DGTR	SUM+MIC	DGTR+MIC	DRY LINE	DRYGUITR	DRY MIC	DRUMS ST	DRUMS MN	REAMP
MIC OFF	•	E	•	E	•	E	E	•	•	E	•	•	•
MIC DRY	•	E	•	E	•	E	E	•	•	E	•	•	•
MIC RVB	C	C,E	C	C,E	C	C,E	E	•	•	E	•	•	•
MIC FX	C	C,E	C	C,E	C	C,E	E	•	•	E	•	•	•

Mic	USB OFF	DGTR+MIC	DRY LINE	DRYGUITR	DRY MIC	DRUMS ST	DRUMS MN
MIC OFF	•	E	•	•	E	•	•
MIC DRY	•	E	•	•	E	•	•
MIC RVB	•	E	•	•	E	•	•
MIC FX	•	E	•	•	E	•	•

• = not recorded

Line Input Signal Routing

The Line signals, like the mic signal, can be routed in different ways through the GNX3000. $LINE\ OFF$ disables the **LINE INPUTS** from being heard out the analog outputs, but they still may be recorded using $STEROALL$, $MONO\ ALL$, and $DRY\ LINE$ as the input source. $LINE\ DRY$ routes the left and right line signals around the GNX3000's effects processing and mixes them in at the left and right outputs respectively. $LINE\ RVB$ routes the line signal only through the GNX3000's Delay and Reverb modules. $LINE\ FX$ sums the left and right input signals together and then routes this signal through all the GNX3000's effects.

[SC] = Speaker Compensation Module
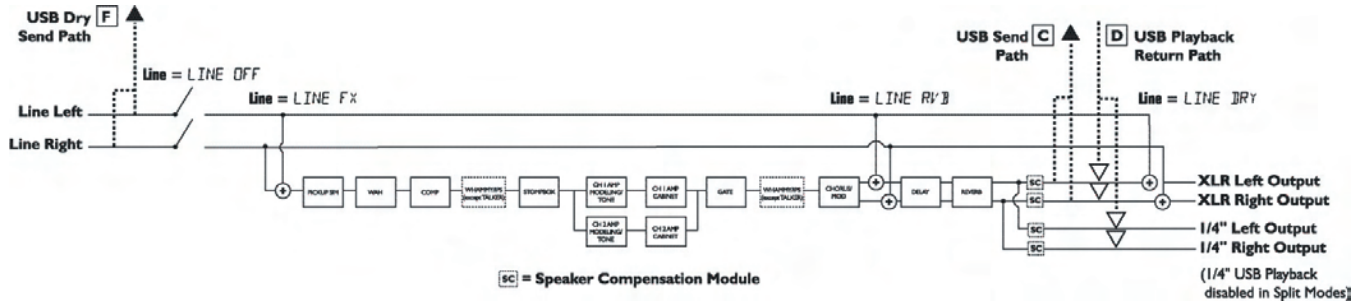
The line input signals, as can be seen in the previous Line Signal Routing diagram, have two paths in which they are routed up the USB port to the computer. Path **F** taps the **LINE INPUT** signals off at the line input and sends unprocessed signal up the USB port. Path **C** taps these signals at the output of the GNX3000 and can include any effects processing that may be used. Below is a matrix to show where the signal is tapped based on how the Line, **USB 1-2** Source, and **USB 3-4** Source settings are configured.

Routing of Line Inputs to USB

Line	USB 1-2 Source												
	STEREOFX	STEROALL	MONO FX	MONO ALL	SUM+DGTR	SUM+MIC	DGTR+MIC	DRY LINE	DRYGUITR	DRY MIC	DRUMS ST	DRUMS MN	REAMP 1-8/USB
LINE OFF	•	F	•	F	•	•	•	F	•	•	•	•	•
LINE DRY	•	F	•	F	•	•	•	F	•	•	•	•	•
LINE RVB	C	C,F	C	C,F	C,F	C	•	F	•	•	•	•	•
LINE FX	C	C,F	C	C,F	C,F	C	•	F	•	•	•	•	•

Line	USB 3-4 Source						
	USB OFF	DGTR+MIC	DRY LINE	DRYGUITR	DRY MIC	DRUMS ST	DRUMS MN
LINE OFF	•	•	F	•	•	•	•
LINE DRY	•	•	F	•	•	•	•
LINE RVB	•	•	F	•	•	•	•
LINE FX	•	•	F	•	•	•	•

• = not recorded

Using Pro Tracks Plus™

When Pro Tracks Plus is first launched after installation, you will have to configure the MIDI device and Audio settings to recognize the GNX3000 as the hardware you want to use. These procedures must be followed to ensure you will be able to record audio through all of the GNX3000's inputs and to enable the Hands-Free™ recording capabilities the GNX3000 offers.

> **NOTE: Refer to the "Installing the GNX3000's Software Suite" section on page 101 before connecting the GNX3000 to the USB port on your PC and using Pro Tracks Plus.**

Hands-Free™ Recording Capabilities

Pro Tracks Plus software must be installed on your computer in order to use the recording capabilities of the GNX3000. To install Pro Tracks Plus, insert the Software Install CD into your computer's CD-ROM drive and follow the on-screen prompts.

> **Note: If Autorun is disabled on your computer, double-click on My Computer, then double-click on your CD-ROM drive. When the installation program starts, follow the on-screen prompts.**

Setting Up the GNX3000 MIDI Device

The GNX3000 uses MIDI commands to communicate with Pro Tracks Plus. These commands are used to determine which USB 1-2 Source and USB 3-4 Source settings have been selected so that Pro Tracks Plus can function properly when using the GNX3000's Hands-Free™ recording features. To configure Pro Tracks Plus' MIDI settings for use with the GNX3000 follow the steps outlined below:

1. Start the Pro Tracks Plus application on your computer.
2. If the **Tip of the Day** window appears, click the **Close** button.
3. If no previous MIDI outputs have been selected, the **No MIDI Outputs Selected** window will appear. Click the **Choose MIDI Outputs Now** button. The **MIDI Devices** window will open.
4. Under both Input and Output Selections, choose **DigiTech USB MIDI**. Do not select DigiTech USB X-Edit or any other available selections. Click the **Move Selected Devices to Top** button.
5. Click the **OK** button and the window will close.
6. If the **Quick Start** window appears, click the **Close** button.

Setting up the GNX3000 for Hands-Free Recording

1. From the Pro Tracks Plus menu bar, select **Options>Control Surfaces**. The **Control Surfaces** window will appear.

2. Click the **+** button to add a new control surface. The **Control Surface Settings** window will open.

3. In the **Control Surface** pull-down menu, select **DigiTech Hands-Free**. Verify that the Input and Output port settings still have **DigiTech USB MIDI** selected. If they do not, do this now.

4. Click the **OK** button. **DigiTech Hands-Free** should now be displayed as the **Connected Surface** in the **Control Surfaces Window**.

5. Click the **Close** button.

6. Pro Tracks Plus can now respond to the GNX3000 for automated recording functions.

Configuring Pro Tracks Plus™ for Recording in ASIO Mode

1. From the Pro Tracks Plus menu bar, select **Options>Audio**.

2. Click the **Advanced** tab.

3. Under Playback and Record, select **ASIO** from the Driver Mode pull-down menu.

4. Click the **OK** button.

5. If you are prompted to restart Pro Tracks Plus, click Yes.

6. From the Pro Tracks Plus menu bar, select **Options>Audio**.

7. Click the **Drivers** tab.

8. Under Input Drivers, select **DigiTech USB 1-2 In/Out** and **DigiTech USB 3-4 In Only.** Deselect all other options.

9. Under Output Drivers, select **DigiTech USB 1-2 In/Out.** Deselect all other options.

10. Click the **OK** button.

11. If you are prompted to restart Pro Tracks Plus, click Yes.

12. You can now select your inputs and begin recording.

Setting up Pro Tracks Plus™ for GNX3000 Audio

1. From the Pro Tracks Plus menu bar, select **Options>Audio**. The **Audio Options** window will appear. Click the **Drivers** tab.

2. Under the **Input Drivers** settings, select **DigiTech USB 1-2 In/Out** and **DigiTech USB 3-4 In Only** and deselect all other options.

3. Under the **Output Drivers** settings, select **DigiTech USB 1-2 In/Out** and deselect all other options.

4. Click the **OK** button.

5. Click the **OK** button when the window stating changes will be saved upon re-start appears.

6. Close the Pro Tracks Plus application. When you are prompted to save changes, click No.

7. Re-start the Pro Tracks Plus application again.

8. Close the **Tip of the Day** and **Quick Start** windows if they appear.

9. From the Pro Tracks Plus menu bar, select **Options>Audio**.

10. Verify that the Playback and **Record Timing Master** settings have **DigiTech USB 1-2 In/Out** selected. If not, select these now.

11. Click the **Wave Profiler** button at the bottom.

12. Click the **Yes** button to continue performing the tests.

13. When the profiling operation is successfully completed, click the **OK** button.

14. Click the **OK** button to close the **Audio Options** window if it is still open.

You are now ready to use the GNX3000 with Pro Tracks Plus™ recording software.

CAUTION: Do not disconnect power or disconnect the USB cable from the GNX3000 or the computer while the Pro Tracks Plus software is running. Doing so can result in unpredictable behavior from your computer's operating system.

Control Panel and Recording Setup

The **CONTROL PANEL** is where the routing of all audio signals, both internal and those connected to the GNX3000's audio inputs, are handled for both processing and recording. Here is where you can route audio from the **MIC** and **LINE INPUTS** through the GNX3000 effects as well as specify what signals are sent up USB to be recorded.
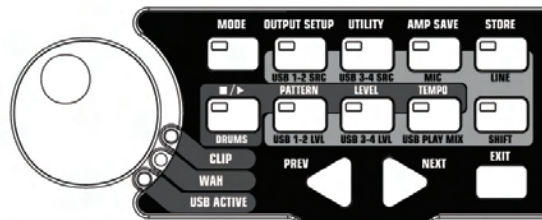
SHIFT
When this button is lit, the secondary functions labeled below specific buttons are now active when these buttons are pressed.

USB 1-2 SOURCE
Selects what Input Sources are to be recorded up the USB 1-2 channels.

USB 3-4 SOURCE

Selects what Input Sources are to be recorded up the USB 3-4 channels.

MIC

Selects how the mic input is routed through the GNX3000's effects processing for both recording an performance.

LINE

Selects how both **LINE INPUTS** are routed through the GNX3000's effects processing for both recording an performance.

USB 1-2 LVL

A gain/attenuation control to optimize the level of sources being recorded up the USB 1-2 channels.

USB 3-4 LVL

A gain/attenuation control to optimize the level of sources being recorded up the USB 3-4 channels.

USB PLAY MIX

Controls the level balance between the GNX3000's processing and the USB stream played back from your computer.

Computer Recording with a Mac

Out of the box, the GNX3000 is core audio and core MIDI compatible. No drivers need to be installed. Just plug in the USB cable.

An installer is provided for X-Edit, the Editor/Librarian application. Just insert the disc and follow the on-screen prompts.

If you're using a Mac, use the GNX3000 in ASIO/MAC USB mode (this is the default USB mode from the factory). To verify Audio MIDI connection, use Apple's Audio MIDI Setup application found in the Applications/Utilities folder.

If properly connected, "GNX3000" should appear in the Input/Output Audio Device list and the MIDI Devices tab, an icon labeled "GNX3K" should be present. Refer to Audio MIDI Setup help files for additional information on their use.

Using the GNX3000's Footswitches for Hands-Free™ Computer Recording Functions

The GNX3000's **FOOTSWITCHES** are capable of controlling the Pro Tracks Plus™ recording software, creating a Hands-Free recording interface. To do this, the GNX3000 must be connected to the computer via the included USB cable and the Pro Tracks Plus™ application must be installed and open.

Hands-Free™ Footswitch Controls

Stop/Undo   Record   Play
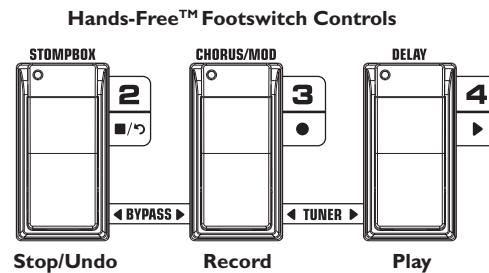
Recording a Track or Tracks

To begin recording a track using the **FOOTSWITCHES**, follow these steps:

1. Start the Pro Tracks Plus application.
2. From the Pro Tracks Plus menu bar, select **File>New**. The **New Project File** window will appear.
3. From the **New Project File** window, select **Normal - Hands-Free Session**.
4. Put the GNX3000 into Record/Drum Mode by pressing the **MODE** button located on the Control Panel or by pressing **FOOTSWITCHES 4** and **5** simultaneously until the display flashes *REC/DRUM*.
5. Press the **SHIFT** and **USB 1-2 SRC** buttons, then use the **DATA WHEEL** to select the sources you'd like to record. (Additional sources can be selected by pressing the **USB 3-4 SRC** button and using the **DATA WHEEL**.)
6. Press the **RECORD** footswitch (**FOOTSWITCH 3**). The GNX3000's display reads record. A track or tracks are automatically inserted in the current session of the Pro Tracks Plus software and recording on these tracks begins.
7. To stop recording, press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**). The GNX3000's display reads stop and Pro Tracks Plus stops recording. The wave data for the track(s) can now be viewed on your computer monitor.

Playing Back a Recorded Track

After a track or tracks have been recorded, playing them back is easy. If you want to start playback at the beginning of a track or song but are someplace other than the end of the song, follow these steps:

1. Press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**) once. The GNX3000 display will read rewind. Pro Tracks Plus will rewind to the beginning of the current song.
2. Press the **PLAY** footswitch (**FOOTSWITCH 4**). The recorded track(s) will begin playing back.

Recording Multiple Tracks

After tracks have been recorded, you may want to record other tracks that play along with them. To record a new track or tracks with previously recorded tracks, follow these steps:

1. (Optional) Press the **SHIFT** and **USB 1-2 SRC** buttons, then use the **DATA WHEEL** to select the sources you'd like to record. (Additional sources can be selected by pressing the **USB 3-4 SRC** button and using the **DATA WHEEL**.)
2. Press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**) twice. This will rewind to the beginning of the current song.
3. Press the **RECORD** footswitch (**FOOTSWITCH 3**). The GNX3000's display reads record. A track or tracks are automatically inserted in the current session of the Pro Tracks Plus software and recording on these tracks begins.
4. To stop recording, press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**).

Using the UNDO Footswitch to Erase a Track

You can undo the last take or previous tracks using the GNX3000's **FOOTSWITCHES**. To undo tracks, follow these steps:

1. Press and hold the **STOP/UNDO** footswitch (**FOOTSWITCH 2**). The GNX3000's display reads undo, indicating the last recorded track(s) are being deleted.

Using the GNXFC for Hands-Free Computer Recording Functions
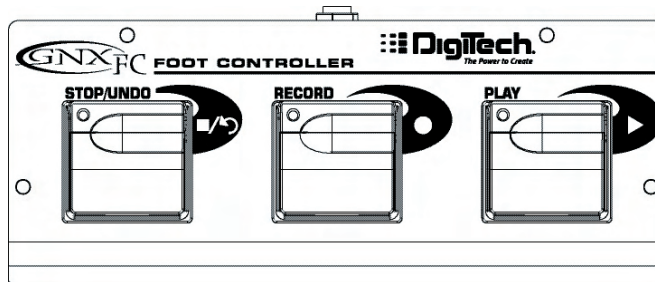
The GNX3000 is equipped with a footswitch jack that lets you connect an optional GNXFC for controlling the GNX3000's record functions This 3-button footswitch features functions for **STOP/UNDO, RECORD**, and **PLAY**. The GNXFC is an ideal companion for recording as it lets you leave your GNX3000 **FOOTSWITCHES** setup for changing presets and switching amp channels while the GNXFC is used specifically for controlling the Pro Tracks Plus recording software. Use only a TRS stereo 1/4" cable when connecting the GNXFC to the GNX3000.

The GNXFC functions are exactly the same as the GNX3000 **FOOTSWITCHES** when it is in Record/Drum Mode. Refer to the previous section **Using the GNX3000's Footswitches for Hands-Free Computer Recording** for operating instructions.

Re-Amping a Guitar Track

Using one of the Dry Guitar configurations for recording gives you the opportunity of playing a dry take back into the GNX3000 for re-processing. The advantages of having this feature are you can experiment playing the dry guitar take back through different amp models, effects, or entirely new presets once you have your other tracks recorded. This helps when trying to fit a guitar sound into a mix after the song is assembled rather than relying on tricky EQ settings that can tarnish the tone you originally recorded.

To re-amp a track back through the GNX3000, follow these steps:

1. Put the GNX3000 into Record/Drum Mode by pressing the MODE button located on the Control Panel or by pressing **FOOTSWITCHES 4** and **5** simultaneously until the display flashes REC/DRUM.
2. From the Pro Tracks Plus menu bar, select **File>New**. The **New Project File** window will open.
3. Select the **Normal-Hands Free Session** project template.
4. Press the **SHIFT** and **USB 1-2 SRC** buttons, then use the **DATA WHEEL** to select DRYGUITR. Then press the **USB 3-4 SRC** button and use the **DATA WHEEL** to select USB OFF.
5. Press the **RECORD** footswitch (**FOOTSWITCH 3**). The GNX3000's display reads record. A track is automatically inserted in the current session of the Pro Tracks Plus software and recording on this track begins.
6. To stop recording, press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**). The GNX3000's display reads stop and recording will stop. Press Stop again to rewind to the beginning of the track.
7. In the Out box of the track you just recorded, select **B(Digitech USB 1-2 In/Out)**.
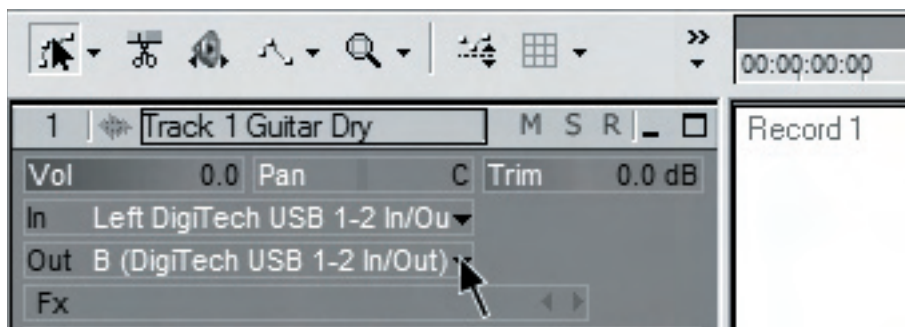
8. In the tool bar press the **Console View** button to see the mixing console.
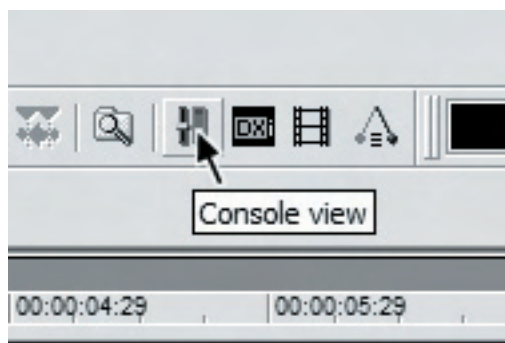
9. Pan the **B - Mains Output** hard left and the **A - Mains Output** hard right.
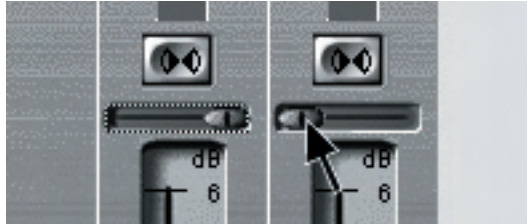
10. Press the **SHIFT** and **USB 1-2 SRC** buttons, then use the **DATA WHEEL** to select *REAMP*. This configures the recording software to playback audio through the GNX3000's effects processing.

11. Press the **PLAY** footswitch (**FOOTSWITCH 4**) then put the GNX3000 into to Preset Mode by pressing the **MODE** button located on the Control Panel or by pressing **FOOTSWITCHES 4** and **5** simultaneously until the display flashes *PRESET*. You can now audition presets until you find one you like. Once you have done so, return to Record/Drum Mode.

12. Press the **STOP/UNDO** footswitch (**FOOTSWITCH 2**) twice to rewind to the beginning of the   track.

13. Press the **RECORD** footswitch (**FOOTSWITCH 3**) and the recorder will now insert and record a stereo track of processed guitar.

14. To stop recording, press the stop/undo footswitch.

Recording the GNX3000 Drums as Audio

The GNX3000's drum machine can be recorded using Pro Tracks Plus. To record the GNX3000 drums, follow these steps:

1. From the Pro Tracks Plus menu bar, select **File>New**. The **New Project File** window will appear.

2. Select one of the templates and click the **OK** button. This will open up a new recording session.

3. On the GNX3000, use the either the **USB 1-2 SRC** or **USB 3-4 SRC** buttons to select *DRUMS STEREO* or *DRUMS MONO*.

4. Press the record footswitch. The GNX3000's display reads record. A new track is automatically inserted in the current session of the Pro Tracks Plus™ software and recording on these tracks begins.

5. To stop recording, press the **STOP/UNDO** footswitch.

Recording the GNX3000 Drums and MIDI

You can use MIDI drum files for playing the GNX3000 drum samples as long as the events are mapped to the MIDI notes shown on page 128. The drum samples of the GNX3000 only respond to MIDI messages transmitted on MIDI channel 10, which is the default channel for General MIDI drums.

For a complete list of the **General MIDI Drum Samples** see page 128.

MIDI and Recording

The GNX3000 features **MIDI IN** and **OUT JACKS** which serve several purposes:

1. **MIDI IN** can be used for remote control of the GNX3000 from external MIDI devices such as MIDI sequencers and MIDI controller pedals (GNX3000 receives program changes, CC parameter control).
2. **MIDI IN** can be used as your MIDI interface to the computer allowing recording of MIDI events to Pro Tracks Plus or other recording software applications via USB.
3. **MIDI OUT** can be used as the MIDI out of your computer recording and sequencer application for controlling external MIDI devices such as keyboards or sound modules.

USB Playback Mix

The **DATA WHEEL** is an easy way to balance the GNX3000's processing with playback from the Pro Tracks Plus™ software using a single control. This function is only available when the GNX3000 is connected to the computer via USB and Pro Tracks Plus is up and running. To change the USB Playback mix, follow these steps:

1. Start playback of a session from Pro Tracks Plus.
2. Press the **SHIFT** button then press the **USB PLAY MIX** button (both are located in the Control Panel).
3. Turn the **DATA WHEEL** to balance the level of GNX3000 guitar processing and playback level. When the display reads $USB \; MIX \; 0$ it indicates that only GNX3000 **GUITAR**, **MIC**, and **LINE INPUT** signals will be heard. Rotating this knob clockwise, you will begin to hear the playback level increase. $GNX \; MIX \; 50$ indicates the GNX3000/computer playback mix is a 50/50 mix of both signals. Continuing to rotate the knob clockwise will decrease GNX3000 level. $GNX \; MIX \; 0$ indicates that only playback from the computer will be heard.

When the GNX3000 is not connected to your computer via USB, the USB Playback Mix parameter is hidden and returned to normal operating levels independent of USB. If your GNX3000 is not connected to your computer and you press the **SHIFT** button and then the USB PLAY MIX button, the GNX3000 will display $NO \; USB$.

USB 1-2 Level/USB 3-4 Level

The **USB 1-2 LVL** and **USB 3-4 LVL** knobs are used for boosting or cutting the amount of signal sent out the USB port to the computer. These controls are to be used if the signal level of the input source (mic, line input, guitar) isn't optimized into your recording software (consult the Pro Tracks Plus User's Guide for information on proper recording levels). If the signal is too hot to Pro Tracks Plus, use these controls to decrease the level. The **USB 1-2 LVL** and **USB 3-4 LVL** parameters control the level for each USB pair of outputs so for example, if ⁵ᵁᴹ⁺ᴹᴵᶜ is the selected USB 1-2 Source, increasing the level for the mic 6dB going up USB 2 will also increase the summed signal by 6dB going up USB 1. To increase or decrease the level of audio going up to the computer, follow these steps.

1. Play/sing through the GNX3000 and check the level of signal reaching the recording software (consult the Pro Tracks Plus™ User's Guide for information on how to view recording signal levels).
2. Use whichever USB Level knob to boost or cut the signal level going to the recording software. The boost/cut range is from -12dB (ᵁ⁵ᴮ ₁–₂ –₁₂) to +24dB (ᵁ⁵ᴮ ₁–₂ ₂₄). The **DATA WHEEL** may also be used to change the selected USB level.

Utilities

The Utility section contains all of the menus for assigning global functions to the GNX3000. Global functions affect the GNX3000 in its entirety rather than on a per preset basis. The Utility menus include: Volume Pedal Update, Expression Pedal Calibration, Bounce-Back, Bank Naming, MIDI Channel, MIDI Sysex Dumps, Amp Dumps, MIDI Mapping, MIDI Merge, and Factory Reset. To enter the Utility section, press the **UTILITY** button. Once in the Utility menu, the **NEXT** button selects the next menu (scrolls to the right), and the **PREV** button selects the previous menu (scrolls to the left). Each of these Utility menus is described in more detail in the following pages.

Volume Pedal Update

The GNX3000 lets you select the **EXPRESSION PEDAL**'s position to be updated, after changing presets, when it is linked to the Volume Parameter. This feature lets you change presets and keep the volume level from the previous preset, if the **EXPRESSION PEDAL** controls the volume for both presets. If this feature is disabled, new presets are set to the volume level value stored with the preset. The procedure for enabling or disabling the Volume Pedal Update is as follows:

1. Press the **UTILITY** button. The button will light indicating you are in the Utility menu.
2. Use the **PREV** or **NEXT** buttons to select $VOLUMPDL$ (Volume Pedal Update) is displayed.
3. Rotate the **DATA WHEEL** to select ON (enabled), or OF (disabled).
4. When finished, press **EXIT**.

Preset Bounceback

If you would rather not bypass individual presets in Preset Mode by pressing their **FOOTSWITCHES** repeatedly, you can enable the Preset Bounceback function in the Utility menu. For example, let's say you select Preset 1 using **FOOTSWITCH 1** as your rhythm tone. Then you select Preset 4 using **FOOTSWITCH 4** as your solo tone. You can now press **FOOTSWITCH 4** again and Preset 1 will be selected again. Pressing **FOOTSWITCH 4** repeatedly will bounceback between Preset 4 and Preset 1. To enable the Preset Bounceback feature, do the following:

1. Press the **UTILITY** control panel button and use the **PREV/NEXT** arrow buttons to locate the Bounceback feature. The display will read $BOUNC BAK$.
2. Rotate the **DATA WHEEL** to turn the BounceBack feature on.
3. When finished, press **EXIT**.

NOTE: The Preset Bounceback feature only works when the GNX3000 is in Preset Mode.

For more information regarding the footswitch functions for Preset Mode see page 94.

Expression Pedal Calibration

The **EXPRESSION PEDAL** on the GNX3000 needs to be recalibrated for use after a factory reset has been performed. This calibration procedure is automatically activated after a factory reset procedure. In the event the pedal's calibration fails, or if the pedal does not function properly, it can be re-calibrated using the Pedal Calibration menu. The procedure for calibrating the **EXPRESSION PEDAL** is as follows:

1. Press the **UTILITY** button. The button will light indicating you are in the Utility menu.
2. Use the **PREV** or **NEXT** buttons to select $PEDALCAL$ (Expression Pedal Calibration).
3. Press the flashing **STORE** button to enter the Pedal Calibration Menu. The display will read $TOE\ DOWN$ (Toe Down).
4. Rock the **EXPRESSION PEDAL** all the way forward to the toe down position and press the blinking **FOOTSWITCH 3**. The display changes to read $TOE\ UP$ (toe up).
5. Rock the **EXPRESSION PEDAL** all the way back to the toe up position and press the blinking number **FOOTSWITCH 4**.

   NOTE: If the Display shows $CAL\ ERR$, a calibration error has occurred and steps 2 through 5 need to be repeated.

6. When finished, press **EXIT**.

Bank Names

The GNX3000 lets you customize the names of the 13 User Banks where the 65 User Presets reside. Customized Bank names aids in quickly identifying the User Bank containing the presets you may need for a particular song or set. The procedure for naming the User Banks is as follows:

1. Press the **UTILITY** button. The button will light indicating you are in the Utility menu.
2. Use the **PREV** or **NEXT** buttons to select $BANKNAME$ (Bank Names).
3. Use the **DATA WHEEL** to select the User Bank you want to rename. The Preset Bank LEDs to the left of the **DATA WHEEL** indicate when a User Bank is selected.
4. Press **STORE** to access the Naming menu. The far left character of the Bank name begins to blink.
5. Use the **DATA WHEEL** to select the desired alpha-numeric character.
6. Press the **NEXT** button to select the next character to the right, and the **PREV** button to select the previous character to the left.
7. Repeat steps 5 and 6 until the Bank name appears in the display.
8. Once the Bank name appears correctly in the display, press **STORE** again.
9. When finished, press **EXIT**.

See page 133 for a list of Banks and Presets.

MIDI Channel

The GNX3000 MIDI channel is only used for receiving incoming MIDI data (both program change and CC data). The GNX3000 does send MIDI program change commands but will not send CC data. The procedure for selecting the MIDI channel is as follows:

1. Press the **UTILITY** button. The button will light indicating you are in the Utility menu.
2. Use the **PREV** or **NEXT** buttons to select the *MIDICHNL* (MIDI Channel). The numeric display shows the selected MIDI channel.
3. Rotate the **DATA WHEEL** to select the MIDI channel. Your choices include *1* through *16*, *AL* (all), and *OF* (off).
4. When finished, press **EXIT**.

Bulk Dump

This operation performs a System Exclusive (SysEx) MIDI Bulk Dump that uploads all the GNX3000 presets and utility data to a SysEx librarian. This is useful for making a backup copy of all your customized settings. The procedure for performing a Bulk Dump is as follows:

1. Connect a USB cable from the GNX3000 to your computer.
2. On the GNX3000 press the **UTILITY** button. The button will light indicating you are in the Utility menu.
3. Use the **PREV** or **NEXT** buttons to select *BULKDUMP* (Bulk Dump). The **STORE** button will flash indicating it must be pressed to begin the bulk dump.
4. Open the application on your computer that you will be using to receive the Bulk Dump and set it to record.
5. On the GNX3000 press the **STORE** button to begin the dump. The display reads *SEND BLK*, then *PRESET 1* and counts up to *PRESET65*, *FSW BANK*, *USER AMP*, and *USER CAB*. When the dump is complete the display returns to *BULKDUMP*.
6. When finished, press **EXIT**.

NOTE: Bulk Dump sends information on the MIDI channel defined in the MIDI Channel Menu. Bulk Dump can only be sent and received via USB MIDI.

Preset Dump

This operation performs a System Exclusive (SysEx) MIDI Preset Dump that uploads individual GNX3000 presets to a SysEx librarian or MIDI recording device. This is useful for making a backup copy of customized presets. The procedure for performing a SysEx Preset Dump is as follows:

1. Connect a MIDI cable from the GNX3000 MIDI Out to the MIDI In of a MIDI recording device.
2. Press the **UTILITY** button. The Utility button's LED will light.
3. Use the **PREV** or **NEXT** buttons to select *PRST DUMP* (Preset Dump).
4. Use the **DATA WHEEL** to select the preset number you want to dump.
5. Press the **STORE** button. The Display will read *SEND TO*.
6. Press the **STORE** button again. The display will read *SEND PST* until the dump is complete at which time the display returns to *PRST DUMP*.
7. When finished, press **EXIT**.

NOTE: MIDI Preset Dump sends information on the MIDI channel defined in the MIDI Channel Menu.

User HyperModel™ Amp Dump

This operation performs a System Exclusive (SysEx) User Hypermodel™ Amp Dump that uploads the GNX3000 Amp HyperModels to a SysEx librarian or MIDI recording device. This is useful for making a backup copy of your customized Amp HyperModels. The procedure for performing a User Amp Dump is as follows:

1. Connect a USB cable to your computer or a MIDI cable from the GNX3000 MIDI Out to the MIDI In of a MIDI recording device.
2. Press the **UTILITY** button. The Utility button's LED will light.
3. Use the **PREV** or **NEXT** buttons to select *AMP DUMP* (Amp Dump).
4. Use the **DATA WHEEL** to select the Amp number you want to dump.
5. Press the **STORE** button. The display will read *SND TO*.
6. Set the MIDI recording device to record.
7. Press the **STORE** button again. The display will read *SEND AMP* until the dump is complete at which time the display returns to *AMP DUMP*.
8. When finished, press **EXIT**.

NOTE: Amp Dump sends information on the MIDI channel defined in the MIDI Channel Menu.

MIDI Mapping

MIDI Mapping provides access to all factory and user presets from external MIDI program change commands that may not correspond to the GNX3000 preset. This is useful when multiple MIDI devices are chained together and controlled by one central unit. For example, the main MIDI controller can send out a program change command telling a particular MIDI unit to change to Program 10, but you may want the GNX3000 to change to User Preset 27. You can remap the GNX3000 so when it receives MIDI Program change 10, it calls up User Preset 27. The Procedure for mapping MIDI program changes is as follows:

1. Press the Utility button. The **UTILITY** button's LED lights.
2. Use the prev or next buttons to select M�115U�1 (MIDI Mapping).
3. Use the **DATA WHEEL** to select the incoming MIDI program number you want to remap. The flashing number to the right of the M increases and decreases as you turn the **DATA WHEEL**.
4. Press the **NEXT** button. The number in the red numeric display begins flashing. This number represents the GNX3000 preset number that is selected when the GNX3000 receives the MIDI program number shown to the right of the M in the alpha-numeric display.
5. Rotate the **DATA WHEEL** to select the preset number the GNX3000 will use when it receives the selected MIDI program change.
6. When finished, press **EXIT**.

MIDI Merge

The MIDI Merge function echoes the incoming MIDI data to the MIDI Out port of the GNX3000. This is useful when multiple MIDI devices are chained together, and you want to pass incoming MIDI Data on to MIDI devices downstream from the GNX3000. The procedure for enabling or disabling the MIDI Merge function is as follows:

1. Press the **UTILITY** button located in the Control Panel. The Utility button's LED lights.
2. Use the **PREV** or **NEXT** buttons to select MI⎯JIMRGE (MIDI Merge). The red numeric display reflects the current MIDI Merge status ON or OF.
3. Use the **DATA WHEEL** to select the status.
4. When finished, press **EXIT**.
NOTE: Sysex information cannot be merged through the GNX3000.

Factory Reset

This function resets the GNX3000 to its original factory settings. This procedure erases ALL custom user presets, utility settings, and re-calibration of the **EXPRESSION PEDAL**. The procedure for performing a Factory Reset is as follows:

NOTE: Performing this function will erase all user-programmed data. Be sure you want to erase the memory and start fresh before continuing with this procedure.

1. Press the **UTILITY** button. The Utility button's LED lights.
2. Use the next button to select RESET⎯? (Reset) and the **STORE** button will begin to flash.

NOTE: This procedure resets ALL user settings. Press the EXIT button now to abort the factory reset function.

3. Press the **STORE** button once and the display will show CONFIRM?.

4. Press the **STORE** button again and the display will display $FACT$ RST and then TOE $DOWN$. You must recalibrate the **EXPRESSION PEDAL** at this time.

5. While the display reads TOE $DOWN$, rock the **EXPRESSION PEDAL** forward (toe down) and then press the flashing **FOOTSWITCH 3**.

6. When the display reads TOE UP, rock the **EXPRESSION PEDAL** back (toe up) and press the flashing **FOOTSWITCH 4**.

7. The GNX3000 will then restart.

Troubleshooting Guide

My computer does not recognize my GNX3000.
- If after turning on and initializing the GNX3000 the USB Active led does not stay lit, the computer may not have correctly enumerated the GNX3000 USB connection. The computer may give you a message stating that a USB Device is not recognized. If this happens reboot your computer.

Audio playback from Pro Tracks Plus™ has pops and clicks.
1. From the Pro Tracks Plus menu bar, select **Options->Audio**.
2. Click the **General** tab.
3. Slide the **ASIO Stream Reliability** slider right (**toward the Less CPU marker**).
4. Click the **Ok** button.

Hands-Free recording on GNX3000 doesn't work or has stopped working.
- If it was working at one point but has stopped working, try exiting Pro Tracks Plus and then restarting it (make sure to save your project).
- Cycle power to the GNX3000 before entering Pro Tracks Plus or X-Edit™.
- If it has never worked at all, there is a problem with USB MIDI The most probable causes are using incorrect or incorrectly installed drivers and/or .dll or a bad USB cable.
- See the section on driver installation.
- Make sure **DigiTech USB MIDI** is highlighted for MIDI Input under **Options>MIDI** devices.
- Make sure **'Hands-Free'** is set as the default setting in the Utility menu.
- Check the Utility menu handfree is set to US for recording to Pro Tracks.

I can't hear audio playback from Pro Tracks Plus.
- If the 'Reamp' mode in the GNX3000 is active try switching to a different mode like '𝖲𝖳𝖤𝖱𝖮𝖠𝖫𝖫'.
- Make sure the faders in Pro Tracks Plus are turned up.
- Check that the tracks you want to playback are un-muted.
- Go to **Options->Audio->Drivers** and under output drivers, select **'DigiTech USB 1-2 In/Out'** and de-select everything else.
- See the section on driver installation.
- Make sure your speakers are connected properly and the volume is turned up.

My GNX3000 doesn't record to Pro Tracks Plus.
- Go to **Options->Audio->Drivers** and under input drivers, select **'DigiTech USB 1-2 In/Out'** and **'DigiTech USB 3-4 In Only'** De-select everything else.
- Make sure the proper drivers are installed.
- See the section on driver installation.
- For an initial track, make sure 'Reamp' mode in the GNX3000 is not selected in the

USB 1-2 Source menu.
- Make sure the track that you are recording on has the correct input assignment and that it is armed.

I can't get Re-Amping to work.
- See the **Re-Amping a Guitar Track** section of this Owner's Manual.

Where did my wave files go?
- Wave files all get saved to the folder specified in **Options->Global, Audio Data**.

My waves are low/too high in level.
- The recording signal level can be boosted or reduced using the USB 1-2 and USB 3-4 Level controls.

Pro Tracks Plus intermittently locks up.
- Close any other open programs besides Pro Tracks Plus check "task manager" to make sure there are no hidden programs running.
- Try reducing the number of plug-ins and soft-synths.
- Increase the amount of memory in your system.
- Get a faster hard drive.
- Put your audio data on a different hard drive from your OS and applications.
- Get a faster computer.
- Please refer to the system requirements section.
- Run chkdisk on your drive.
- Run msconfig (Windows XP), choose "selective start" and uncheck "load startup items".
- Reinstall Pro Tracks Plus.

Pro Tracks Plus playback is louder than my guitar.
- You can adjust the mix of playback versus guitar by adjusting the USB Playback mix parameter.

I get audio dropout while I'm recording.
- Try increasing the latency slider in the Option>Audio Settings menu window.
- Try reducing the number of tracks in your project (mute won't help, you either have to "archive" the tracks, or delete them)
- Close any other open programs besides Pro Tracks Plus check Windows **Task Manager** to make sure there are no hidden programs running.
- Try reducing the number of plug-ins and soft-synths.
- Increase the amount of memory in your system.
- Get a faster computer or faster hard drive.
- Put your audio data on a different hard drive from your OS and applications.

- The hardware has been profiled incorrectly. Run Wave Profiler and delete the aud.ini file then reprofile the hardware.
- Verify the driver setup on the driver tab.
- Make sure the GNX3000 is set as the timing master for recording and playback.
- Make sure Service Pack 1A or later (Windows XP®) has been installed. Click on the Advanced Tab and set the Buffer Size to 256.
- Choose **Start>Run** and type MSCONFIG, click "OK" then click on the Startup Tab at the upper right of the window that opens. Uncheck all items listed, click "OK". Then restart your computer. You can go back and choose those items again at a later time if necessary.

When I launch X-Edit, it can't find the GNX3000.
- Make sure your drivers are loaded correctly and that the USB cable is inserted securely.
- See the section on **USB Driver installation**.

I hear doubling of the playback.
- Input monitoring is probably active. Go to **Options->Audio->Input Monitoring** to disable.
- Make sure the GNX3000 is the playback device, not your internal sound card.

My mic didn't record.
- Make sure mic signal routing is set to MIC DRY, MIC RVB, or MIC FX and that **USB 1-2** or **USB 3-4** sources are set to one of the following : STEROALL, MONO ALL, SUM+DGTR, SUM+MIC, DGTR+MIC, or DRY MIC.

My drums didn't record.
- Make sure STEROALL, MONO ALL, DRUMS ST or DRUMS MN is selected as source for **USB 1-2 or USB 3-4**.

My line inputs didn't record.
- Make sure line signal routing is set to LINE DRY, LINE RVB, or LINE FX and that **USB 1-2** or **USB 3-4** sources are set to one of the following : STEROALL, MONO ALL, SUM+DGTR, SUM+MIC or DRY LINE.

Pro Tracks Plus won't launch.
- This was probably caused by interrupting the USB connection while in a previous Pro Tracks Plus session. You must reboot your system to fix this problem.
- There is a conflict with your computer's video card. By disabling the theater audio driver in the video card, the software should work.

I don't hear playback from USB 3-4.
- Playback is only available on USB 1-2. USB 3-4 is used for additional track recording – like dry guitar, mic, drums, etc.

I only get sound on one side of the recording.
- Locate the Mono/Stereo box at the bottom of each track and make sure the mono tracks are set to mono and the stereo tracks are set to stereo.

When I export my song to a Wave file my CD burning program says the file type is not recognized as a Wave file.
- Make sure when you export the audio that you choose 16 bit not 24.

Using a Mac to receive audio stream from the GNX3000, the Mac USB input and output is visible, but so is the PC selection. Can these be removed?
- The PC audio will work on a Mac. However some Mac applications can't select more than one audio device and thus those applications must use the Mac device to record all 4 channels.

Appendix

MIDI Implementation Chart

Function		Transmitted	Recognized	Remarks
Basic Channel	Default	X	1	
	Changed	X	1-16, Omni, Off	
Mode	Default		Mode 2	
	Messages	X	X	
	Altered		X	
Note Number	True Voice	X	X	
Velocity	Note ON	X	X	
	Note OFF	X	X	
After Touch	Keys	X	X	
	Channels	X	X	
Pitchbend		X	X	
Control Change		X	0-127	See MIDI CC list
Program Change	True #	0	0-127	Internally mappable
	Bank Select	X	X	
System Exclusive		0	0	DigiTech Editor Only. Sys Ex channel follows MIDI channel except when MIDI channel is set to Off, where Sys Ex channel then receives on all channels.
System Common	Song Position:	X	X	
	Song Select:	X	X	
	Tune:	X	X	
System Real Time	Clock:	X	X	
	Commands:	X	X	
Aux Messages		X	X	

0 = Yes
X = No

Mode 1: OMNI ON, POLY
Mode 3: OMNI OFF, POLY

Mode 2: OMNI ON, MONO
Mode 4: OMNI OFF, MONO

General MIDI Drum Sample List

Sample Name	#	Sample Name	#
Acoustic Bass Drum	35	Ride Cymbal 2	59
Bass Drum 1	36	Hi Bongo	60
Side Stick	37	Low Bongo	61
Acoustic Snare	38	Mute Hi Conga	62
Hand Clap	39	Open Hi Conga	63
Electric Snare	40	Low Conga	64
Low Floor Tom	41	High Timbale	65
Closed Hi-Hat	42	Low Timbale	66
High Floor Tom	43	High Agogo	67
Pedal Hi-Hat	44	Low Agogo	68
Low Tom	45	Cabasa	69
Open Hi-Hat	46	Maracas	70
Low-Mid Tom	47	Short Whistle	71
Hi-Mid Tom	48	Long Whistle	72
Crash Cymbal 1	49	Short Guiro	73
High Tom	50	Long Guiro	74
Ride Cymbal 1	51	Claves	75
Chinese Cymbal	52	Hi Wood Block	76
Ride Bell	53	Low Wood Block	77
Tambourine	54	Mute Cuica	78
Splash Cymbal	55	Open Cuica	79
Cowbell	56	Mute Triangle	80
Crash Cymbal 2	57	Open Triangle	81
Vibraslap	58		

MIDI CC List

Parameter	CC#	Parameter	CC#
Pickup Type/On/Off	CC2	Ch 2 Cabinet Tuning	CC49
Pickup Type/Type	CC3	Ch 2 EQ On/Off	CC50
Expression Pedal	CC4	Ch 2 Bass Frequency	CC51
Volume Post	CC6	Ch 2 Bass	CC52
Volume Pre	CC7	Ch 2 Midrange Frequency	CC53
Wah On/Off	CC8	Ch 2 Midrange	CC54
Wah Type	CC9	Ch 2 Treble Frequency	CC55
Wah Pedal	CC10	Ch 2 Treble	CC56
Compressor On/Off	CC11	Ch 2 Presence	CC57
Compressor Attack	CC12	Noise Gate On/Off	CC58
Compressor Ratio	CC13	Noise Gate Type	CC59
Compressor Threshold	CC14	Noise Gate Threshold	CC60
Compressor Gain	CC15	Noise Gate Attack	CC61
Whammy/IPS On/Off	CC16	Noise Gate Pluck Sensitivity	CC62
Whammy/IPS Type	CC17	Chorus/Mod On/Off	CC65
Whammy/IPS Level	CC18	Chorus/Mod Type	CC66
Whammy/IPS Parameter 1	CC19	Chorus/Mod Level	CC67
Whammy/IPS Parameter 2	CC20	Chorus/Mod Param1	CC68
Whammy/IPS Parameter 3	CC21	Chorus/Mod Param2	CC69
Stompbox On/Off	CC22	Chorus/Mod Param3	CC70
Stompbox Type	CC23	Chorus/Mod Param4	CC71
Stompbox Gain	CC24	Chorus/Mod Param5	CC72
Stompbox Level	CC25	Delay On/Off	CC73
Stompbox Param1	CC26	Delay Type	CC74
Stompbox Param2	CC27	Delay Level	CC75
Stompbox Param3	CC28	Delay Time	CC76
Stompbox Param4	CC29	Delay Feedback	CC77
Amp Channel	CC30	Delay Ducker Threshold	CC78
Ch 1 Amp Type	CC31	Delay Ducker Attenuation	CC79
Ch 1 Amp Gain	CC33	Delay Balance	CC80
Ch 1 Amp Level	CC34	GeNetX Warp Amp	CC83
Ch 1 Cabinet	CC35	GeNetX Warp Cabinet	CC84
Ch 1 Cabinet Tuning	CC36	GeNetX Amp/Cabinet Warp	CC85
Ch 1 EQ On/Off	CC37	Reverb On/Off	CC89
Ch 1 Bass Frequency	CC38	Reverb Type	CC90
Ch 1 Bass	CC39	Reverb Level	CC91
Ch 1 Midrange Frequency	CC40	Reverb Decay	CC92
Ch 1 Midrange	CC41	Reverb Damping	CC93
Ch 1 Treble Frequency	CC42	Reverb PreDelay	CC94
Ch 1 Treble	CC43	Reverb Balance	CC95
Ch 1 Presence	CC44	LFO1 Speed	CC105
Ch 2 Amp Type	CC45	LFO1 Waveform	CC106
Ch 2 Amp Gain	CC46	LFO2 Speed	CC110
Ch 2 Amp Level	CC47	LFO2 Waveform	CC111
Ch 2 Cabinet	CC48		

Specifications

General Specifications

A/D Converter: 24-bit high performance audio
D/A Converter: 24-bit high performance audio
Sampling Frequency: 44.1 kHz throughout
DSP Section: 4 Audio DNA™ DSP Processors
Preset Memory: 65 User Presets
                             65 Factory 1 Presets
                             65 Factory 2 Presets

Analog Input Connections:

Guitar Input: 1/4" Unbalanced (Tip-Sleeve)
Input Impedance: 475 kOhms

Mic Preamp Input: XLR Balanced (Female XLR, pin 2 Hot)
Phantom Power: +15V
Input Impedance: 600 Ohms balanced
Maximum Input Level: -22 dBu with mic input level set to max, or -2 dBu
                             with mic input level set to max
Line Inputs: 1/4" Balanced (Tip-Ring-Sleeve) or Unbalanced
Input Impedance: 20 kOhms Balanced, 10kOhms Unbalanced
Maximum Input Level: +22 dBu

Analog Output Connections:

LINE OUTPUTS: 1/4 Impedance Balanced or Unbalanced
Output Impedance: 1 kOhm per side
Maximum Output Level: +22 dBu

BALANCED OUTPUTS: Male XLR
Output Impedance: 120 Ohms
Maximum Output Level: +22 dBu
Headphones: 1/4" Stereo (Tip = Left, Ring = Right, Sleeve =
                             Ground)
                             100 mW per channel at 50 Ohms

Digital Connections:

Footswitch: 1/4" jack (compatible with optional GNXFC)
MIDI In: 5-pin Din
MIDI Out/Thru: 5-pin Din
Universal Serial Bus (USB): Type B, supports USB1.1 Full Speed (12 Mbps
                             Bandwidth USB 2.0 compatible)

Analog Inputs to Analog Outputs:

Guitar Input to 1/4" Outputs

S/N ratio:	> 108 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 17 kHz (+0 / - 3 dB)
THD+N:	< 0.0018% typical at -4 dBu, 1 kHz, 0 dB input gain

Guitar Input to XLR OUTPUTS

S/N ratio:	> 108 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 17 kHz (+0 / - 3 dB)
THD+N:	< 0.0018% typical at -4 dBu, 1 kHz, 0 dB input gain

Mic Input to 1/4" Outputs (Mic Dry selected)

S/N ratio:	> 108 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 17 kHz (+0 / - 1 dB)
THD+N:	< 0.0015% typical at -10 dBu, 1 kHz, 0 dB input gain

Mic Input to XLR OUTPUTS

S/N ratio:	> 108 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 20 kHz (+0 / - 1 dB)
THD+N:	< 0.0018% typical at -18.4 dBu, 1 kHz, 0 dB input gain

Line Inputs to 1/4" Outputs (Line Dry selected)

S/N ratio:	> 104 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 20 kHz (+0 / - 1 dB)
THD+N:	< 0.0023% typical at +10 dBu, 1 kHz, 0 dB input gain

Line Inputs to XLR OUTPUTS

S/N ratio:	> 104 dB A-weighted; ref = max signal @ 1kHz, 22kHz measurement bandwidth
Frequency Response:	20 Hz - 20 kHz (+0 / - 1 dB)
THD+N:	< 0.0025% typical at +10 dBu, 1 kHz, 0 dB input gain

GNX3000 USB Recording Specifications:

Bit depth:	supports 16-bit or 24-bit (depends on setup in Recording Software)
Sample Rate:	44.1 kHz

Power Requirements:

US and Canada:	120 VAC, 60 Hz	Adapter: PSS3-120
Japan:	100 VAC, 50/60 Hz	Adapter: PSS3-100
Europe:	230 VAC, 50 Hz	Adapter: PSS3-230
UK:	240 VAC, 50 Hz	Adapter: PSS3-240

Power Consumption: 21.0 Watts
Dimensions: 18.5" Length x 10.5" Width x 3" Height
Unit Weight: 10 lbs.

Minimum PC Computer System Requirements:

Windows® XP
500 MHz processor speed (1.2 GHz recommended)
128 MB RAM (512MB recommended)
100 MB hard disk space for full install
EIDE/Ultra DMA 7200 RPM hard disk or better

Minimum Mac Computer System Requirements

OS 10.3 or higher

Bank and Preset Names

User Bank

Category	#	Name
Showcase	1	PLEXIDRV
	2	TWINCHRS
	3	SO DLUXE
	4	LETSBOOG
	5	LGCYSOLO
Rock 1	6	HAZE
	7	DOVER
	8	CARLOS
	9	PRIDE
	10	NUMB
Metal 1	11	ERUPTION
	12	DREAM
	13	RHOADS
	14	WHAMMY
	15	SYKES
Blues	16	BBTHRILL
	17	SRVPRIDE
	18	BLUESOLO
	19	ZZ TOPS
	20	PDLSLIDE
Alternative	21	NERVANA
	22	EVEN FLO
	23	BLAKHOLE
	24	PHISHY
	25	SURFS UP
Country	26	PDLSTEEL
	27	CHKNPIKN
	28	A MIXLDN
	29	STRAYCAT
	30	MR CHET
Jazz	31	CARLTONE
	32	PAT JAZZ
	33	WESBLUES
	34	HLDSWRTH
	35	STERNISH
Clean	36	CLN COMP
	37	CHORSCLN
	38	TREMSTAR
	39	CLN PONG
	40	CHIMES
American 1	41	57 CHAMP
	42	57 DLUXE
	43	59 BMAN
	44	62 BMAN
	45	65 TWIN
British 1	46	PLEXI 45
	47	PLEXI 100
	48	JUMPPANL
	49	MRSHMSTR
	50	MRSH 800
High Gain	51	METALHED
	52	DBLSTACK
	53	OLD+NEW
	54	BIGNBAD
	55	CRUSHER
DigiTech	56	CRUNCH
	57	MR CLEAN
	58	CHNKVIBE
	59	BLEUSY
	60	MOSHMELO
Stompbox 1	61	SCREAMER
	62	RODENT
	63	DS DIST
	64	DOD 250
	65	BIG MP

Factory 1 Bank

Category	#	Name
Showcase	1	PLEXIDRV
	2	TWINCHRS
	3	SO DLUXE
	4	LETSBOOG
	5	LGCYSOLO
Rock 1	6	HAZE
	7	DOVER
	8	CARLOS
	9	PRIDE
	10	NUMB
Metal 1	11	ERUPTION
	12	DREAM
	13	RHOADS
	14	WHAMMY
	15	SYKES
Blues	16	BBTHRILL
	17	SRVPRIDE
	18	BLUESOLO
	19	ZZ TOPS
	20	PDLSLIDE
Alternative	21	NERVANA
	22	EVEN FLO
	23	BLAKHOLE
	24	PHISHY
	25	SURFS UP
Country	26	PDLSTEEL
	27	CHKNPIKN
	28	A MIXLDN
	29	STRAYCAT
	30	MR CHET
Jazz	31	CARLTONE
	32	PAT JAZZ
	33	WESBLUES
	34	HLDSWRTH
	35	STERNISH
Rock 2	36	ANGUS
	37	SULTANS
	38	BOHEMIAN
	39	SATCH
	40	LUKESOLO
DigiTech	41	CRUNCH
	42	MR CLEAN
	43	CHNKVIBE
	44	BLEUSY
	45	MOSHMELO
Metal 2	46	SAD-TRUE
	47	ZAKKATAK
	48	DIMEWALK
	49	V-EYE
	50	HURRICAN
Punk	51	DAYGREEN
	52	RAMONE
	53	PISTOLS
	54	PUNKROOM
	55	SKA DLY
Rock 3	56	RAGE
	57	SUNSHINE
	58	SLASH
	59	WHO WIZ
	60	BIG LOG
Special	61	DIVEBOMB
	62	YA MAN
	63	SPACFLNG
	64	TRIGPHAS
	65	TRIPLET

Factory 2 Bank

Category	#	Name
American 1	1	57 CHAMP
	2	57 DLUXE
	3	59 BMAN
	4	62 BMAN
	5	65 TWIN
American 2	6	65 DLUXE
	7	MARKII C
	8	DUALRECT
	9	MATCH HC
	10	LEGCY 100
British 1	11	PLEXI 45
	12	PLEXI 100
	13	JUMPPANL
	14	MRSHMSTR
	15	MRSH 800
British 2	16	MRSH 900
	17	MRSH2000
	18	BRIT 15
	19	BRIT 30
	20	HIWAT 100
Hybrid	21	PLEXISLO
	22	FNDRMRSH
	23	JUMPRECT
	24	VOXXTWIN
	25	HC DELUX
Stompbox 1	26	SCREAMER
	27	RODENT
	28	DS DIST
	29	DOD 250
	30	BIG MP
Stompbox 2	31	GUY DRIV
	32	SPARKDRV
	33	GRUNGE
	34	FUZZY
	35	8CTAVIA
Clean	36	CLN COMP
	37	CHORSCLN
	38	TREMSTAR
	39	CLN PONG
	40	CHIMES
Acoustic / Clean	41	2 ACOUST
	42	LIVELY
	43	INYOFACE
	44	TREM WAH
	45	AMP/ACOU
High Gain	46	METALHED
	47	DBLSTACK
	48	OLD+NEW
	49	BIGNBAD
	50	CRUSHER
DigiTech Dirt	51	HEAVY
	52	2 CRUNCH
	53	2101SOLO
	54	FUZZYFEZ
	55	BIG HAIR
DigiTech Clean	56	LILPHASED
	57	D-TUNED
	58	BRITEVRB
	59	PLUCKWAH
	60	ROTOJAZZ
Bass	61	VPEGBASS
	62	MDRNBASS
	63	SHOWBASS
	64	SLAPBASS
	65	DIRTBASS

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