RP350 Modeling Guitar Processor

DigiTech

User's Manual

WARNING FOR YOUR PROTECTION READ THESE INSTRUCTIONS:

KEEP THESE INSTRUCTIONS

HEED ALL WARNINGS

FOLLOW ALL INSTRUCTIONS

THE APPARATUS SHALL NOT BE EXPOSED TO DRIPPING OR SPLASHING LIQUID AND NO OBJECT FILLED WITH LIQUID, SUCH AS VASES, SHALL BE PLACED ON THE APPARATUS.

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.

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.

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.

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.

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

declares that the product:
Product name: RP350

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

conforms to the following Product Specifications:

        Safety: IEC 60065 (1998)

        EMC: EN 55013 (2001 + A1)
                         EN 55020 (1998)

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: September 27, 2006

European Contact: Your local DigiTech / Johnson Sales and Service Office or

                         Harman Music Group
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                         Sandy, Utah 84070 USA
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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.

Section 1 - Introduction

Getting Acquainted

Congratulations on your purchase of the RP350. You now have an incredibly advanced modeling guitar processor that can keep up with your creative impulses and even increase them. Armed with DigiTech®'s patented AudioDNA2® custom audio DSP chip, the RP350 gives you a huge selection of tones and effects, right at your fingertips. When you easily dial up a tone or effect from the Tone Library or the Effects Library, you'll appreciate the accuracy in each model, and the dynamic interaction in each tone. Add USB support for computer recording and a built-in drum machine, and you have the RP350: the key to unlock your creative potential.

Included Items

Before you get started, please make sure that the following items have been included:

- **RP350**
- **PS0913B Power Supply**
- **Warranty Card**

The utmost care was taken while your RP350 was being manufactured. Everything should be included and in perfect working order. If anything is missing, contact the factory at once. Please help us become acquainted with you and your needs by sending us your completed warranty card or registering online at www.digitech.com. It is your safeguard should a problem arise with your RP350.

About the RP350

Performance Mode

When you first apply power to the RP350, it powers up in Performance mode. Performance mode provides access to all of the presets within the RP350 via the **Up** and **Down Footswitches**. The **Amp A/B Footswitch** toggles between two amp channels for the selected preset. **Knob 1** selects a tone from the Tone Library, **Knob 2** selects an effects chain from the Effects Library, **Knob 3** adjusts the Effects Level, and **Knob 4** adjusts the Amp Gain, **Knob 5** adjusts the Amp Level, and **Knob 6** adjusts the Master Level (volume).

Bypass Mode

The RP350 presets can be bypassed via a true analog bypass circuit for a clean, unprocessed guitar signal. To bypass the RP350, press the **Up** and **Down Footswitches** simultaneously. The Display reads BYPASS indicating the preset is bypassed. Press either the **Up** or **Down Footswitch** to exit Bypass and return the RP350 to the last preset used.

Tuner Mode

The Tuner in the RP350 allows you to quickly tune or check the tuning on your guitar. Enter Tuner mode by pressing and holding the **Up** and **Down Footswitches** simultaneously for 2 seconds. The Display briefly shows TUNER indicating that you are in Tuner mode. To begin tuning, play a note on your guitar (a harmonic at the 12th fret usually works best). The Display shows the note being played. The Matrix LEDs indicate whether you are sharp or flat. The top 5 red LEDs indicate the note is sharp and should be tuned down. The bottom 5 red LEDs indicate the note is flat and should be tuned up. The center green LED indicates the note is in tune. The output is muted in Tuner mode. The Expression Pedal controls the guitar volume while tuning. Exit tuner mode by pressing any **Footswitch**.

Display shows note played

Top LEDs indicate note is sharp

Green LED indicates note is in tune

Bottom LEDs indicate note is flat

MODELING GUITAR **PROCESSOR**

PICKUP — Preset Level
WAH — Wah Level
COMPRESSOR — Wah Minimum — Wah Maximum — Compressor Level
DISTORTION — Sustain — Tone — Attack — Distortion Level
AMPLIFIER — Gain — Parameter 1 — Parameter 2 — Parameter 3 — Amp Level
EQUALIZER — Cabinet — Amp Gain — Presence
NOISE GATE — Bass — Midrange Freq — Midrange — Treble — Swell Sensitivity
CHORUS / FX — Threshold — Attack — Release — Depth — Attenuation — FX Level
DELAY — Pre / Post Amp — Speed — Regeneration — Delay Level
REVERB — Time — Repeats — Parameter 1 — Parameter 2 — Reverb Level
EXPRESSION — Pre Delay — Decay — Liveliness — LFO Waveform — LFO Speed
STYLE — Parameter Link — Heel Value — Toe Value — LFO Speed
— Pattern — Tempo — Level

DRUMS

In Tuner mode, you can change your tuning reference. The default factory setting is A=440 Hz (displayed as A=440). Rotating **Knob 1** selects alternate dropped tunings and tuning references. Alternate tunings are A = A♭, A = G, A = G♭, and tuning references A=427 - A=453. The display window briefly flashes the current tuning reference.

Tone Library (Knob 1)
In Performance mode, this knob selects a variety of genre-based amp tone defaults ranging from Blues to Metal to Country. Behind the scenes, the Compressor, Distortion, Amp/Cabinet model, EQ, and Noise Gate are configured to create a specified tone with a single click of this knob. You can further refine the sound by editing the preset (see *Editing/Creating Presets* on page 11). Changing between different Tone Library defaults does not change the Chorus/FX, Delay or Reverb, letting you experiment with different amp styles quickly in the context of the current effect chain.

Effects Library (Knob 2)
In Performance mode, this knob selects a variety of post-amplifier model effect chains (Chorus, Chorus + Delay, Delay + Reverb, etc.). You can further refine the sound by editing the preset (see *Editing/Creating Presets* on page 11). Changing between different Effects Library defaults does not change the Compressor, Distortion, Amp/Cabinet model, EQ, and Noise Gate settings, letting you experiment with different effect chains quickly in the context of the current amp tone.

Effects Level (Knob 3)
In Performance mode, this knob changes the relative level of the post-amp effects (Chorus/FX, Delay, and Reverb). This can be thought of as an effects mix control, where turning this knob clockwise increases the level of these effects and turning it counter-clockwise decreases the level of these effects.

Amp Gain (Knob 4)
This knob adjusts the Gain (distortion) for the selected Amp model (not available for Acoustic).

Amp Level (Knob 5)
This knob adjusts the Level (volume) of the selected Amp model.

Master Level (Knob 6)
This knob controls the overall output volume of all of the RP350's presets.

X-Edit™ Editor/Librarian
You can edit your RP350 with your computer, using the X-Edit™ Editor/Librarian. Download X-Edit™, USB drivers, and documentation from www.digitech.com.

Presets
Presets are named and numbered locations of programmed sounds which reside in the RP350. Presets are recalled with the Footswitches. The active effects in each preset are indicated by lighted LEDs in the Effect Matrix. The RP350 comes with 70 User presets (U1-U70) and 70 Factory presets (F1-F70). The User presets are locations where your creations may be stored. The Factory presets do not allow you to store any changes to them. From the factory, the 70 User presets are exact duplicates of the 70 Factory presets. This allows you to create your own presets without losing the sounds that came with the RP350.

Create Your Sound in Three Easy Steps
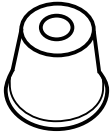
1. **Tone Library**
Select one of 30 different tones from rock, metal, blues, country, and more. The tones consist of a combination of Compressor, Distortion Stompbox, Amplifier/Cabinet, EQ, and Noise Gate.

For a complete list of available tones, see page 31.
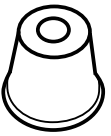
TONE LIBRARY

2. **Effects Library**
Select one of 30 diffferent effects chains. The effects consist of a combination of Chorus/FX, Delay, and Reverb.

For a complete list of available effects chains, see page 31.

EFFECTS LIBRARY
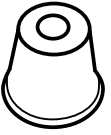
3. **Effects Level**
Adjust the overall level of the post-amp effects to your liking.

EFFECTS LEVEL

... Rock on!

To make further edits, refer to page 11.

To store the preset, refer to page 12.

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A Guided Tour of the RP350
Front Panel
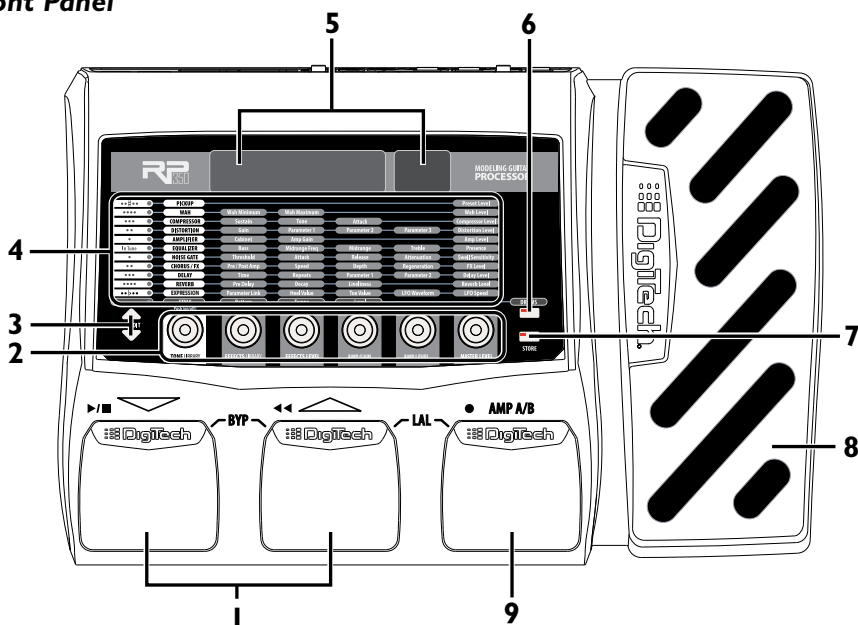
1. Up/Down Footswitches
These two Footswitches are used to select presets, access the Tuner, or bypass the RP350. The Footswitch on the right will select the next preset up, and the Footswitch on the left will select the next preset down. Pressing both Footswitches together will bypass the currently selected preset. Pressing and holding both Footswitches will access the Tuner. Press either Footswitch to exit Bypass or Tuner mode.

2. Knobs 1-6 (From left to right)
These six knobs perform various functions, depending on which mode is currently active and what (if anything) is being edited. The functions are listed below:

Tone Library (Knob 1)
1. In Performance mode, this knob selects from a library of preset amp tones. (See page 31 for a list of preset amp tones.)
2. When editing a preset, this knob changes the Amp or Effect model for the selected row.
3. When editing an Effect row, press this knob to turn on or bypass the effect.
4. When the Drums row is selected, this knob selects the first pattern of each style (Rock, Blues, Jazz, etc.).
5. When the Expression row is selected, this knob selects the Expression Pedal, LFO 1, and LFO 2 parameter links.

Effects Library (Knob 2)
1. In Performance mode, this knob selects from a library of preset effect chains. (See page 31 for a list of preset effect chains.)
2. When editing a preset, this knob modifies the parameter listed in the column directly above it for the selected Effect row.
3. When the Drums row is selected, this knob selects the different drum patterns available.
4. When the Expression row is selected, this knob selects which parameter is assigned to the Expression Pedal, LFO1 or LFO2.

4

Effects Level (Knob 3)
1. In Performance mode, this knob adjusts the overall level of post amp model effects (Chorus/FX, Delay, and Reverb).
2. When editing a preset, this knob modifies the parameter listed in the column directly above it for the selected Effect row.
3. When the Drums row is selected, this knob adjusts the playback Tempo of the drum machine.
4. When the Expression row is selected, this knob selects the heel value for the parameter linked to the Expression Pedal.

Amp Gain (Knob 4)
1. In Performance mode, this knob adjusts the Amp Gain (distortion) for the selected Amp model. To change the Amp Gain for Amp A or Amp B, select amp channels using the **Amp A/B Footswitch** and use this knob to change each channel's Amp Gain.
2. When editing a preset, this knob modifies the parameter listed in the column directly above it for the selected Effect row.
3. When the Expression row is selected, this knob selects the toe value for the parameter linked to the Expression Pedal.
4. When the Drums row is selected, this knob changes the drum machine playback level.

Amp Level (Knob 5)
1. In Performance mode, this knob adjusts the Amp Level (volume) of the selected Amp model. To change the Amp Level for Amp A or Amp B, select amp channels using the **Amp A/B Footswitch** and use this knob to change each channel's Amp Level.
2. When editing a preset, this knob modifies the parameter listed in the column directly above it for the selected Effect row.
3. When the Expression row is selected, this knob selects the LFO waveform. LFO 1 or LFO 2 must first be selected with **Knob 1** for this parameter to be available.

Master Volume (Knob 6)
1. In Performance mode, this knob adjusts the output level of the RP350.
2. When editing a preset, this knob modifies the parameter listed in the column directly above it for the selected Effect row.
3. When the Expression row is selected, this knob sets the LFO speed. LFO 1 or LFO 2 must first be selected with **Knob 1** for this parameter to be available.

3. Edit Buttons
These buttons navigate up and down the matrix, selecting the row of parameters which the knobs will edit. Press one of these buttons to step through the Effect rows, and return to the preset name display. See page 11 for more information about editing presets. In Learn-A-Lick™ mode, these control playback speed.

4. Matrix
The matrix provides information regarding the current preset and parameter edit functions. In Performance mode, the LEDs running down the left side of the Matrix provide a visual indication of which effects are in use for the selected preset. While editing a preset, the LEDs indicate that the Effect row is selected for editing. In Tuner mode, the LEDs indicate whether the note played is sharp, flat, or in tune.

5. Display
The Display provides information for different functions depending on the mode that has been selected. In Performance mode, the Display will show the currently selected preset name and number. In Edit mode, the Display will show the name and value of the parameter being adjusted. In Bypass mode, the Display will read $BYPASS$. In Tuner mode, the Display will show the note played.

6. Drums
The Drums button is used to turn on and off the RP350's built-in drum machine. When the Drums button is turned on, the Drums LED lights and the selected drum pattern plays continuously. Select the Drums row using the **Edit** buttons and use **Knobs 1-4** to change the style, pattern, tempo, and level of the drum machine. See page 26 for more information about the drum machine and a list of patterns.

7. Store
The Store button is used to save your custom edits to the user presets. See page 12 for more information about storing presets.

8. Expression Pedal
The Expression Pedal provides real-time control of the RP350's Volume, Wah, or any assigned effect parameter. Almost every parameter is available for Expression Pedal control. The Expression Pedal is equipped with a V-switch that turns the Wah feature on or off when you apply extra pressure to the toe. See page 13 for more information about Wah models; see page 27 to learn about adjusting V-switch sensitivity and calibrating the Expression Pedal; refer to page 30 for a list of parameters you can link to the Expression Pedal.

9. Amp A/B Footswitch
This Footswitch switches between two amp channels for the selected preset. The Display will read AMP A when channel A is selected, and AMP B when channel B is selected. Press the **Amp A/B** and the **Up Footswitches** simultaneously to access Learn-A-Lick™ mode. (See page 26 for more information on Learn-A-Lick™.)

Note: You can apply different EQ models, EQ settings, Amp models and/or Amp settings to each amp channel (Amp A and Amp B). When the EQ or Amp row is selected, press the **Amp A/B Footswitch** to select a channel. The display will show which channel is selected (AMP A or AMP B).

Rear Panel
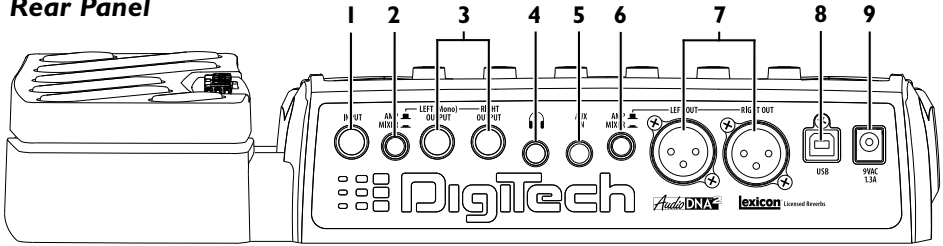
1. Input
Connect your instrument to this high-impedance TS input.

2. Amp / Mixer (for the 1/4" Outputs)
This button optimizes the RP350's 1/4" outputs for use when plugged into a guitar amp or a mixer/recording device. When set to Mixer ("In" position; display reads Ɪꞩ4MꞮꞩ), speaker compensation is turned on and the outputs are optimized for connecting to a mixer or recording device. When set to Amp ("Out" position; display reads Ɪꞩ4AMP), the outputs are optimized for running directly in to the input of a guitar amp.

3. 1/4" Left (Mono) and Right Outputs
Connect the Left (Mono) output to the input of a single amplifier (or mixer input) for mono operation. Connect the Left and Right outputs to the inputs of 2 amplifiers (or 2 mixer channels) for stereo operation.

4. Headphones
Connect stereo headphones to this 1/8" jack. For proper frequency response, the **XLR Amp/ Mixer** switch should be set to Mixer ("In" position) when using headphones. Headphones with 16-100 Ohm impedance are recommended.

5. Aux In
Connect the headphone output of an MP3 or CD player using a stereo 1/8" cable to this 1/8" stereo TRS jack for rehearsing with your favorite pre-recorded material, and using the Learn-A-Lick™ feature (see page 27 for more info). Adjust the output level of your playback device and the RP350's **Master Level** knob for the proper volume balance.

6. Amp / Mixer (for the XLR Outputs)
This button optimizes the RP350's XLR outputs for use when plugged into a power amp/speaker system or a mixer/recording device. When set to Mixer ("In" position; display reads XLRMIX), speaker compensation is turned on and the outputs are optimized for connecting to a mixer, recording device or headphones. When set to Amp ("Out" position; display reads XLRAMP), the outputs are optimized for running directly in to the input of a guitar amp or power amp.

7. XLR Balanced Line Outputs
Connect these outputs to your power amplifier/speaker system or to a mixing console that accepts balanced XLR connections. Speaker compensation can be enabled on these outputs when connected to a full-range speaker system. The XLR outputs are always configured for stereo operation.

8. USB Port
The USB port is for connecting the RP350 to a computer and serves two purposes: (1) for use with the downloadable X-Edit™ Editor/Librarian software, and (2) for streaming audio to and from the computer. The RP350 will stream 2 channels up and 2 channels down from the computer at 44.1kHz, 16 and 24 bit. A utility panel in the Editor/Librarian controls the direct/playback mix and USB record level with any recording software the RP350 is connected to. **Knobs 2** and **3** also control the direct/playback mix and USB record level when USB is connected and the Pickup Row is selected.

Note: X-Edit Editor/Librarian software and USB drivers can be downloaded at www.digitech.com.

9. Power Input
Connect only the DigiTech® PS0913B power supply to this jack.

Getting Started

Making Connections

There are several different connection options available with the RP350. Before connecting the RP350, make sure that the power to your amplifier and the RP350 is turned off. There is no power switch on the RP350. To turn the RP350 on or off, connect or disconnect the included PS0913B power supply from the **Power Input** jack.

Mono Operation - Amplifier

Connect your guitar to the **Input** of the RP350. Connect a single mono instrument cable from the **Left (Mono)** output of the RP350 to the instrument input or effect return on your amplifier. Set the **¼˝ Amp/Mixer** switch to Amp.
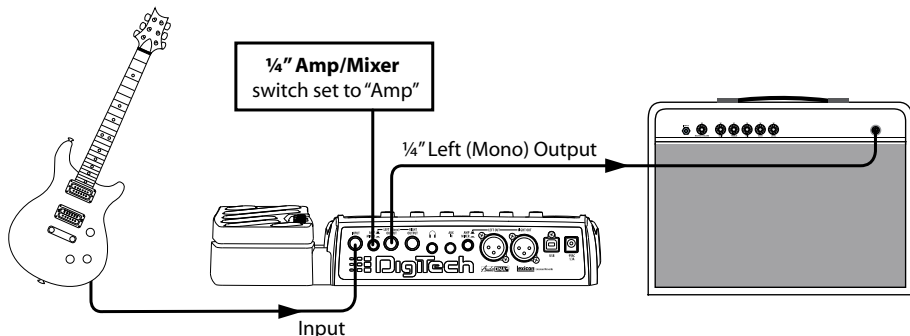

Stereo Operation

For stereo operation connect the guitar to the **Input** of the RP350. Connect one cable to the RP350's **Left (Mono)** output, and another cable to the RP350's **Right** output. Connect one cable to the input of one amplifier, channel of a mixer, or power amp. Connect the second cable to a second amplifier, second channel of a mixer, or power amp. If connecting to a mixing console, set the pan controls of the mixer channels hard left and right in order to retain stereo separation. If connecting to a mixer, set the **¼˝ Amp/Mixer** switch to Mixer. If connecting to two amplifiers, set the **¼˝ Amp/Mixer** switch to Amp.

Stereo Amp Setup

Stereo Mixer Setup

XLR Amp/Mixer switch set to "Mixer"

Input

XLR Left Out

XLR Right Out

Computer Recording Setup

Studio Reference Monitors

XLR Left Out   XLR Right Out

USB

XLR Amp/Mixer switch set to "Mixer"

Input

Amp/Mixer Setup

PA Speaker (Left)

PA Speaker (Right)

Stereo Power Amp 2- Speaker Cabs

Mixer

1/4" Left and Right Outputs

XLR Left and Right Outputs

Input

¼" Amp/Mixer switch set to "Amp"

XLR Amp/Mixer switch set to "Mixer"
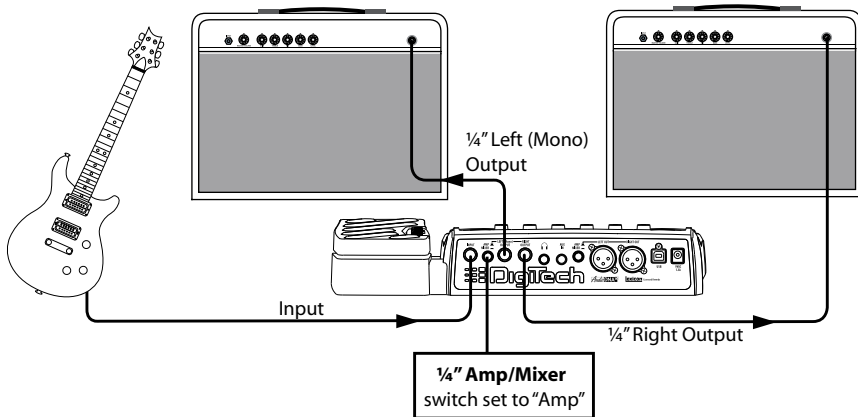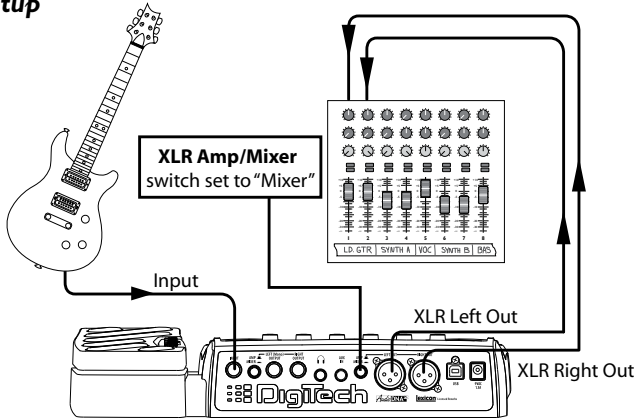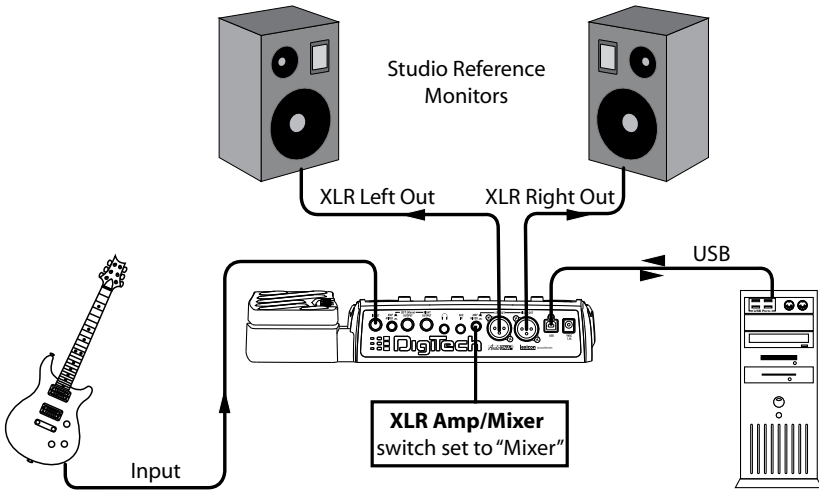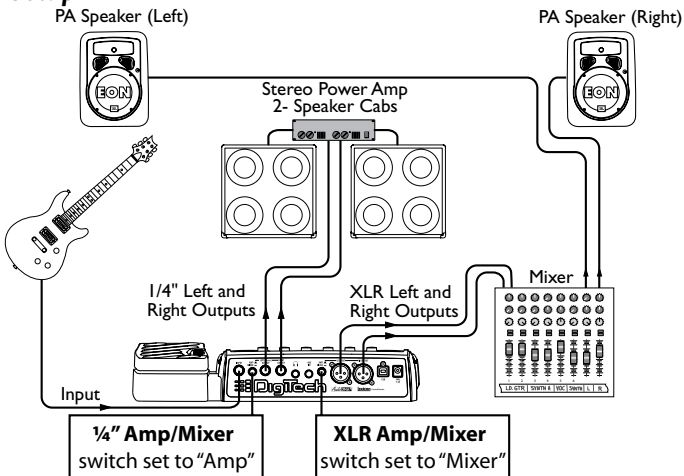
Applying Power

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 follow the steps listed below.

1. Turn the amp volume all the way down.
2. Connect the plug of the PS0913B power supply to the power jack on the rear panel of the RP350.
3. Connect the other end of the PS0913B power supply to an AC outlet. Turn the RP350's **Master Level** knob (**Knob 6**) down to "0".
4. Turn the power of your amplifier(s) to the on position and adjust the volume(s) to a normal playing level.
5. Gradually increase the RP350's **Master Level** knob to achieve the desired volume.

2. Connect PS0913B to power jack

4. Turn amp volume up

3. Connect PS0913B to AC outlet and turn the RP250's Master Level to "0"

1. Turn amp volume down

5. Turn the RP250's Master Level to the desired listening volume
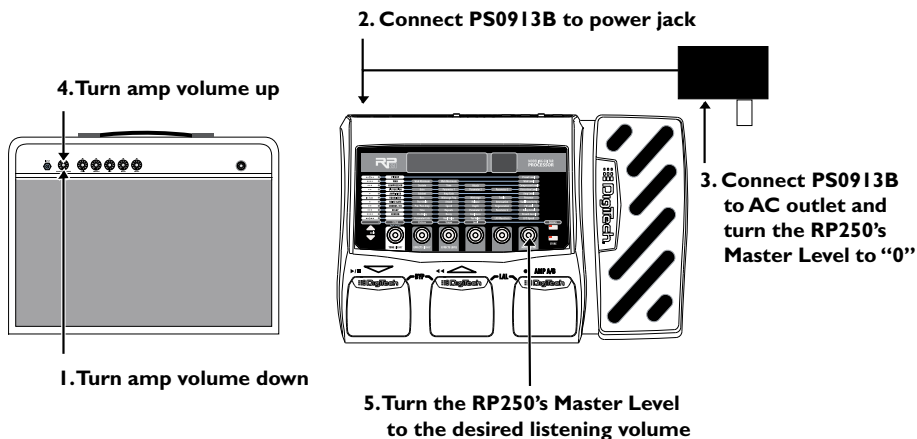
Section Two - Editing Functions

Editing/Creating Presets

The RP350 is designed to make preset editing and creation easy and intuitive. When creating your own sound, you must first start with an existing preset. Note that the preset you begin with doesn't have to be in the memory location you intend to have it reside, since you can store it to any User preset location during the store procedure.

The easiest way to start is by using the **Tone Library** and **Effects Library** knobs. The **Tone Library** knob will let you select from a variety of pre-programmed amp/distortion tones (see page 31) based on different musical styles. The **Effects Library** knob will then let you select from a palette of effects chains (see page 31), from simple delays to full multi-effect signals with modulation, delay and reverb. Use the **Effects Level Knob** to increase or decrease the overall Chorus/FX, Delay and Reverb levels if desired. Using these three controls should get you close to a sound you are after. From there you can then use the **Edit** buttons to navigate through the individual effects for some fine tune edits.
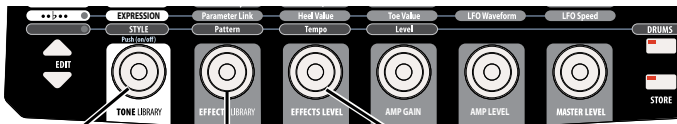
1. Select a tone with the Tone Library knob

2. Select an effect or effects chain with the Effects Library knob

3. Adjust the effects level with the Effects Level knob

To edit and create a preset:
1. Use the **Up** and **Down Footswitches** to select the preset you wish to edit.
2. If you find a preset close to what you want, you can begin editing the effect parameters by pressing the **Edit Up/Down** buttons and selecting the Effect row you want to edit.
3. If you are trying to find something different from the existing presets, begin by using the **Tone Library**, **Effects Library** and **Effects Level** knobs to get close to a sound you want.
4. Press the **Edit Up/Down** buttons to begin selecting the individual Effects rows to edit their parameters.
5. To bypass or enable an Effect row, press the **Tone Library** knob.
6. Use the **Knobs 2-6** to modify the effects' parameter settings.
7. When editing the Amp Model and EQ rows, use the **Amp A/B Footswitch** to select between the two amp channels. You can then edit each channel's Amp Model, Cabinet Model, Amp Gain, Amp Level, and EQ settings independently.

Note: Anytime a stored value within a preset is changed, the **Store** button LED lights up. This indicates that you need to store the changes. Changing presets, or turning the power off before storing any changes, erases any changes made and the RP350 will revert to the stored values for the preset.

Storing/Copying/Naming a Preset

Once the preset has been modified to your liking, you may store your settings to any of the 70 User preset locations (presets U1-U70). The following steps outline the procedure for storing changes to a preset or copying a preset to a different location:

1. Press the **Store** button once. The **Store** button LED blinks and the first character in the Display flashes, indicating that you can now name your custom creation.
2. Use **Knob 1** to select the alpha-numeric character and **Knob 2** to select the next character location.
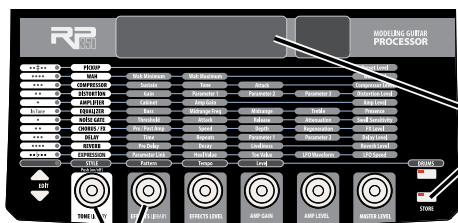
1. Press Store; characters in Display flash individually

2. Use Knobs to name Preset

3. Once the desired name is shown in the display, press the **Store** button again to enter the second stage of the storing process. The red Display begins to flash.
4. Select the User preset location where your new sound will reside using the **Up** and **Down Footswitches**. The displays show the preset name and User preset number about to be overwritten.
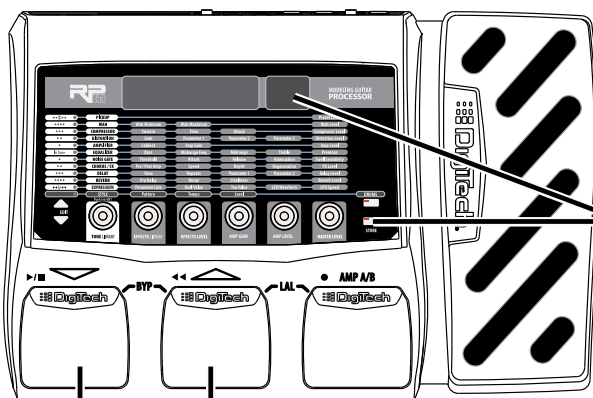
3. Press Store again; Preset number flashes

4. Select destination with Footswitches

5. Press the **Store** button again to save the changes.

The procedure for copying one preset to another preset location is the same. Use the **Foot-switches** to select the preset that you want to copy, then follow steps 1-4 for storing a preset as described above. Press either **Edit** button at any time to abort the Store procedure.

Section Three - Models and Parameters

About the Models

The RP350 can be thought of as several different "virtual" amplifiers and individual, high-tech stompboxes in a single programmable package. With stompboxes, the order in which they are connected affects the overall sound. The RP350 has placed the Amp and Effect models in an order for optimum results. The following diagram shows the order in which they are connected.

Pickup Simulator → Wah → Compressor → Chorus/FX (Pre) → Distortion → Amp Modeling → EQ → Cabinet Model → Noise Gate → Volume Pedal Pre → Chorus/FX (Post) → Delay → Reverb → Volume Pedal Post
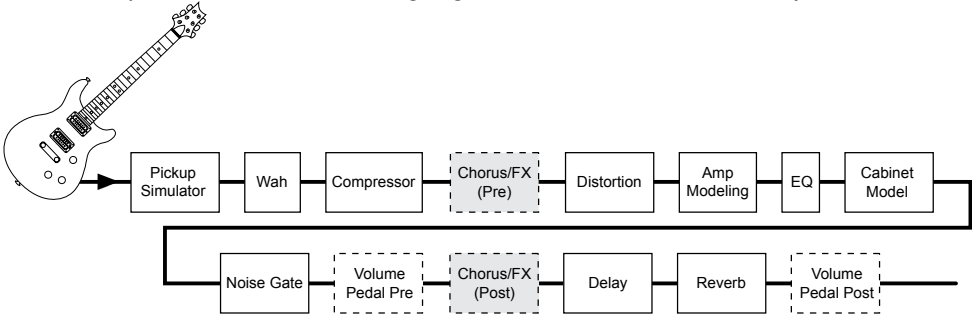
Model Definitions

Each Amp and Effect model within the RP350 can be programmed to suit your personal taste and application. Understanding how these components alter the sound, and how each parameter alters the effect, will help you achieve the sound you are looking for. The following overview of the RP350's effects outlines what each effect and parameter does.

Pickup

The **Pickup Simulator** provides the thick tone of a humbucker pickup to a guitar with single coil pickups, or the bright, edgy sound of a single coil pickup to a guitar with a humbucker. This gives you the best of both worlds without having to change guitars during a performance.

Pickup Model - Knob 1 selects the Pickup model to be simulated. Values include: $5C > H3$ (gives a single coil pickup the warm tone of a humbucker), and $H3 > 5C$ (gives a humbucker the unique sound of a single coil). Press this knob to turn Pickup modeling on and off.

USB/RP Mix *(When connected to a computer via USB)* - **Knob 2** adjusts the output mix between the RP350 and playback from the computer. Ranges from $U53 \; 0$ - $U53 \; RP$ - $RP \; 0$.

USB Level *(When connected to computer via USB)* - **Knob 3** adjusts the RP350's recording level sent to the computer. Ranges from -12 to $+24$.

Preset Level - Knob 6 adjusts the preset's level. Ranges from 0 to 99.

Wah

Wah is an effect controlled by an Expression Pedal making the guitar sound as if it's saying "Wah."

Wah Model - Knob 1 selects the Wah model. Values include: $FULRNG$ (DigiTech® Full Range Wah sweeps the entire spectrum of audible frequencies), $CRYWRH$ (Cry Wah is a traditional sounding Wah), and $CLYDE$ (based on a Vox® Clyde McCoy™ Wah). Press this knob to turn Wah models on and off.

Wah Minimum - Knob 2 adjusts the Wah Pedal Minimum. Ranges from 0 (toe up) to 99 (toe down).

Wah Maximum - Knob 3 adjusts the Wah Pedal Maximum. Ranges from 0 (toe up) to 99 (toe down).

Wah Level - Knob 6 adjusts the Wah Level. Ranges from 0dB to +12dB.

Compressor

A **Compressor** is used to increase sustain, tighten up guitars, and prevent the signal from clipping the input of other effects. It sets a maximum boundary for the strength of a signal.

Comp Model - Knob 1 selects one of two Compressor models: ⅃IGCMP (DigiTech® Compressor), CSCOMP (Based on a Boss® CS-2 Compressor/Sustainer), or ⅃YNCOMP (Based on an MXR® Dynacomp). Press this knob to turn the selected Compressor model on and off.

Knobs 2-6 have the following functions for the various Compressor models:

Compressor Model	Knob 2 (Sustain)	Knob 3 (Tone)	Knob 4 (Attack)	Knob 5	Knob 6 (Compressor Level)
⅃IGCMP	Sustain	Tone	Attack	--	Level
CSCOMP	Sustain	--	Attack	--	Level
⅃YNCMP	Sensitivity	--	--	--	Output

Distortion

The RP350 models the tones of 17 popular distortion stompboxes, each of which can be tweaked and modified, just like the real thing.

Distortion Model - Knob 1 selects one of 17 Distortion models. Press this knob to turn the selected Distortion model on and off.

SCREAM - Based on an Ibanez® TS-9
808 - Based on an Ibanez TS-808 Tube Screamer
SPARK - Based on a Voodoo Lab Sparkle Drive
ODDRIV - Based on a Guyatone® Overdrive OD-2
DOD250 - Based on a DOD® 250 Overdrive/Preamp
RODENT - Based on a Pro Co RAT™
MxDIST - Based on an MXR® Distortion +
DSDIST - Based on a Boss® DS-1™ Distortion

GRUNGE - DigiTech® Grunge®
ZONE - Based on a Boss MT-2 Metal Zone®
DEATH - DigiTech Death Metal™
GONKLT - Based on a DOD Gonkulator Ring Mod
8TAVIA - Based on a Roger Mayer Octavia™
FUZLTR - Based on a Demeter Fuzzulator
CLASFZ - Based on a DOD Classic Fuzz
FUZZ - Based on an Arbiter® Fuzz Face™
BIG PI - Based on an Electro-Harmonix® Big Muff Pi®

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Knobs 2-6 have the following functions for the various Distortion models:

Dist. Model	Knob 2 (Gain)	Knob 3 (Param. 1)	Knob 4 (Param. 2)	Knob 5 (Param. 3)	Knob 6 (Distortion Level)	P7 (X-Edit™ only)
SCREAM	Drive	Tone	--	--	Level	--
808	Overdrive	Tone	--	--	Level	--
SPARK	Gain	Tone	Clean	--	Volume	--
ODDRIV	Drive	--	--	--	Level	--
DOD250	Gain	--	--	--	Level	--
RODENT	Distortion	Filter	--	--	Level	--
MxDIST	Distortion	--	--	--	Output	--
DSDIST	Gain	Tone	--	--	Level	--
GRUNGE	Grunge	Butt	Face	--	Loud	--
ZONE	Gain	Low	Mid	High	Level	Mid Freq
DEATH	--	Low	Mid	High	Level	--
GONKLT	Gunk	Smear	Suck	--	Heave	--
8TAVIA	Drive	--	--	--	Volume	--
FUZLTR	Fuzz	Tone	Loose/Tight	--	Volume	--
CLASFZ	Fuzz	Tone	--	--	Volume	--
FUZZ	Fuzz	--	--	--	Volume	--
BIG PI	Sustain	Tone	--	--	Volume	--

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Amplifier

Amp Modeling is a technology which applies the tone of several popular modern and vintage amps. Amp Modeling also includes an acoustic guitar simulation.

Note: You can select different Amp models and/or modify Amp settings for each amp channel (Amp A and Amp B). When the Amp row is selected, press the **Amp A/B Footswitch** to select a channel. The display will show which channel is selected (AMP A or AMP B).

Amp Model - Knob 1 selects one of the classic, modern, and DigiTech custom Amp models. Press this knob to turn Amp and Cabinet modeling on and off. Note that when you select an Amp model, the default Cabinet model is automatically selected. You can, however, change the Cabinet model after selecting an Amp model.

57CHMP - Based on a '57 Fender® Tweed Champ®

57DLUX - Based on a '57 Fender Tweed Deluxe

59BMAN - Based on a '59 Fender Tweed Bassman®

65TWIN - Based on a '65 Fender Blackface Twin Reverb®

65DLXR - Based on a '65 Fender Blackface Deluxe Reverb®

45 JTM - Based on a '65 Marshall® JTM-45

68PLEX - Based on a '68 Marshall 100 Watt Super Lead (plexi)

JMPPNL - Based on a '68 Marshall Jump Panel

77MSTR - Based on a '77 Marshall Master Volume

800JCM - Based on an '83 Marshall JCM800

900JCM - Based on a '93 Marshall JCM900

VXAC15 - Based on a '62 Vox® AC15

TOPBST - Based on a '63 Vox AC30 Top Boost

HIWTAG - Based on a '69 Hiwatt® Custom 100 DR103

MARK2C - Based on an '81 Mesa Boogie® Mark II C

RECTFR - Based on an '01 Mesa Boogie Dual Rectifier

MATCH - Based on a '96 Matchless™ HC30

SOLDNO - Based on an '88 Soldano SLO-100

DIGSLO - DigiTech® Solo

DIGMTL - DigiTech Metal

DIGBRT - DigiTech Bright

DIGCLN - DigiTech Clean

DIGGAN - DigiTech Gain

2101CT - DigiTech 2101 Clean Tube

2101ST - DigiTech 2101 Saturated Tube

ACDRED - Dreadnaught acoustic

ACJMBO - Jumbo acoustic

DIRECT - No amp model

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Cabinet - When the Amp/Cabinet row is selected, **Knob 2** selects the speaker Cabinet model.

CHMP18 - Based on a 1x8 '57 Fender® Tweed Champ®
DLX112 - Based on a 1x12 '57 Fender Tweed Deluxe®
DRV112 - Based on a 1x12 '65 Fender Blackface Deluxe Reverb
BMN212 - Based on a 2x12 '57 Fender Blonde Bassman®
TWN212 - Based on a 2x12 '65 Fender Blackface Twin Reverb®
BRT212 - Based on a 2x12 '63 Vox® AC30 Top Boost w/ Jensen® Blue Backs
BMN410 - Based on a 4x10 '59 Fender Tweed Bassman®
CLS412 - Based on a 4x12 Marshall® 1969 Straight w/ Celestion® G12-T70

GRN412 - Based on a 4x12 Marshall 1969 Slant w/ Celestion 25W Green backs
FAN412 - Based on a 4x12 Hiwatt® Custom w/ Fane Speakers
BTQ412 - Based on a 4x12 '96 VHT® Slant w/ Celestion Vintage 30's
VTG412 - Based on a 4x12 Johnson® Straight w/ Celestion Vintage 30's
DIGSLO - 4x12 DigiTech® Solo
DIGBRT - 2x12 DigiTech Bright
DIGMTL - 4x12 DigiTech Metal
DIGRCK - 4x12 DigiTech Rock
DIGALT - 4x12 DigiTech Alt Rock
DIGVTG - 4x12 DigiTech Vintage
DIRECT - No cabinet model

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Amp Gain - Knob 3 adjusts the Gain (distortion) for the selected Amp model (not available for Acoustic). The Gain parameter ranges from 0 to 99.

Amp Level - Knob 6 adjusts the Level (volume) of the selected Amp model. The Level parameter ranges from 0 to 99.

EQ
The RP350's EQ helps further shape your tone with Bass, Midrange, and Treble controls. To help get you started, there are four preset EQ curves: Mid Boost (MIDBST), Scoop (SCOOP), Bright (BRIGHT), and Warm (WARM) that can be selected using **Knob 1**. Bass, Midrange, and Treble parameters range from -12dB to +12dB.

Note: You can select different EQ models and/or modify EQ settings for each amp channel (Amp A and Amp B). When the EQ row is selected, press the **Amp A/B Footswitch** to select a channel. The display will show which channel is selected (AMP A or AMP B).

EQ Model - Knob 1 selects between 4 different EQ modes (Mid Boost, Scoop, Bright, and Warm), each with different frequency centers for Mid and Treble. Pressing this knob turns the EQ on and off.

Bass - Knob 2 adjusts the amount of low end level (Bass).

Mid Frequency - Knob 3 selects the frequency that the Mid parameter adjusts. Ranges from 300 Hz to 5000 Hz.

Mid Range - Knob 4 adjusts the amount of midrange level.

Treble - Knob 5 adjusts the amount of high end level (Treble).

Presence - Knob 6 boosts or cuts the Presence level for the selected channel. Ranges from -12dB to 12dB.

Treble Frequency *(X-Edit™ only)* - This parameter selects the frequency that the Treble parameter adjusts. Ranges from 500 Hz to 8000 Hz.

Noise Gate/Auto Swell
A **Noise Gate** is designed to eliminate noise while you are not playing, or provide an auto volume swell effect.

Gate Model - Knob 1 selects between the DigiTech® noise gate or the volume swell effect. Values include: GATE (Selects the Noise Gate) and SWELL (Selects the Auto Swell effect.) Press this knob to turn the Noise Gate/Auto Swell on and off.

Threshold *(Noise Gate only)* - Knob 2 sets the signal strength (Threshold) required to open or close the Noise Gate. Parameters range from 0 (opens easily) to 99 (requiring strong signals to open).

Attack Time - Knob 3 sets the attack time. Ranges from 0 (shorter attack time) to 99 (longer attack time).

Release - Knob 4 sets the Release parameter. Ranges from 0 to 99.

Attenuation - Knob 5 sets the Attenuation parameter. Ranges from 0 to 99.

Swell Sensitivity *(Auto Swell only)* - Knob 6 sets the Swell Sensitivity parameter of the Auto Swell. Ranges from 0 to 99.

Chorus/FX
The Chorus/FX row in the RP350 is a multi-function module, allowing you to select Effect models such as Chorus, Flanger, Phaser, Vibrato, Rotary Speaker, Tremolo, Panner, Envelope Filter (auto wah), AutoYa™, YaYa™, SynthTalk™, Step Filter, DOD FX25, Detune, Whammy™, Pitch Shift, Detune, IPS, and OC Octaver effects. When the Chorus/FX row is selected, **Knob 1** is used to choose the Effect model. Press this knob to turn these Effect models on and off. Only one of the effects in this row can be used at a time. After selecting the type of effect in this module, **Knobs 2-6** can then be used to adjust the individual parameters associated with the selected effect. The following list describes each Effect model and its parameters in more detail:

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. The RP350 includes the following Chorus Effect models: CE CHS (based on the classic Boss® CE-2 Chorus), TC CHS (based on the TC Electronic Chorus), CHORUS (DigiTech®'s Dual Chorus), and MCHORS (DigiTech's famous Multi Chorus®).

Knobs 2-6 have the following functions for the various Chorus models:

Chorus Model	Knob 2 (Pre/Post Amp)	Knob 3 (Speed)	Knob 4 (Depth)	Knob 5 (Regeneration)	Knob 6 (FX Level)
CE CHS	Pre/Post Amp	Speed	Depth	--	--
TC CHS	Pre/Post Amp	Speed	Width	--	Intensity
CHORUS	Pre/Post Amp	Speed	Depth	Waveform	Level
MCHORUS	Pre/Post Amp	Speed	Depth	Waveform	Level

Flanger

A Flanger uses the same principle as a Chorus but uses 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. The RP350 includes the following Flanger Effect models: FLANGR (the DigiTech® Flanger), TRGFLG (the DigiTech Triggered Flanger), MXFLGR (based on an MXR® Flanger), and EHFLGR (based on an Electro-Harmonix® Electric Mistress).

Knobs **2-6** have the following functions for the various Flanger models:

Flanger Model	Knob 2 (Pre/Post Amp)	Knob 3 (Speed)	Knob 4 (Depth)	Knob 5 (Regeneration)	Knob 6 (FX Level)
FLANGR	Pre/Post Amp	Speed	Depth	Regen	Level
TRGFLG	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level
MXFLGR	Pre/Post Amp	Speed	Width	Regen	Manual
EHFLGR	Pre/Post Amp	Rate	Range	Color	--

Phaser

A phaser splits the incoming signal, and then changes the phasing of the signal. This signal is then taken in and out of phase and mixed back in with the original signal. As the phasing changes, different frequencies get canceled resulting in a warm sort of twisting sound. The RP350 includes the following Phaser models: PHASER (the DigiTech Phaser), TPHASE (the DigiTech Triggered Phaser), MXPHAS (based on an MXR Phase 100), and EHPHAS (based on an Electro-Harmonix Small Stone).

Knobs **2-6** have the following functions for the various Phaser models:

Phaser Model	Knob 2 (Pre/Post Amp)	Knob 3 (Speed)	Knob 4 (Depth)	Knob 5 (Regeneration)	Knob 6 (FX Level)
PHASER	Pre/Post Amp	Speed	Depth	Regen	Level
TPHASE	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level
MXPHAS	Pre/Post Amp	Speed	Intensity	--	--
EHPHAS	Pre/Post Amp	Rate	--	Color	--

Vibrato (VIBRAT)

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

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Speed - Knob 3 adjusts the rate (Speed) at which the pitch modulates. Ranges from 0 to 99.

Depth - Knob 4 adjusts the intensity (Depth) of the modulating pitch. Ranges from 0 to 99.

Rotary Speaker (ROTARY)
The Rotary Speaker emulates a device that included a spinning horn and woofer. The rotation of these two speakers produced an interesting combination of the sound panning from side to side. This produced a slight pitch change due to the speed of the sound coming towards, and then going away from the listener.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed - Knob 3** adjusts the rate (Speed) of the spinning speakers. Ranges from 0 to 99.

> **Intensity - Knob 4** controls the intensity of the effect. Ranges from 0 to 99.

> **Doppler - Knob 5** controls the Pitch Shift effect that is the ratio between the horn and the rotor positions. Ranges from 0 to 99.

> **Crossover** - **Knob 6** selects the crossover frequency between the horn and rotor. Ranges from 0 (200 Hz) to 99 (1600 Hz).

VibroPan (VIBPAN**)**
A vibrato is an effect that modulates the pitch of the incoming signal. This will take the whole signal slightly in and out of tune at a steady pace. The DigiTech® VibroPan also incorporates an automatic panner with the vibrato effect that creates a lush chorus-like sound.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed** - **Knob 3** adjusts how fast the signal is being modulated.

> **Depth** - **Knob 4** adjusts the amount of pitch change.

> **Vibrato/Pan- Knob 5** adjusts the amount of panning incorporated with the vibrato effect. When set at 0, this effect is a standard vibrato. As the parameter is turned up, the phase difference of the vibrato signal sent to the two channels is changed until a full stereo image is obtained at 99.

> **Waveform** - **Knob 6** selects a waveform: TRIANG, SINE, or SQUARE.

Unicord Uni-Vibe™ (UNOVIB)
Based on the Unicord® Uni-Vibe™ pedal, Uni-Vibe adds a lush chorus or rotary speaker (vibrato) effect to your tone.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed - Knob 3** adjusts the rate (Speed) of the chorus modulation or spinning speaker (vibrato) effect. Ranges from 0 to 99.

> **Intensity - Knob 4** controls the intensity of the effect. Ranges from 0 to 99.

> **Chorus/Vibrato - Knob 5** selects either the chorus or vibrato effect. Turn counter-clockwise for Chorus, or clockwise for Vibrato.

> **Volume - Knob 6** adjusts the volume of the effect.

Tremolo/Panner

A Tremolo effect modulates the volume of the signal at an even rate. The RP350 includes the following Tremolo models: $TRMOLO$ (the DigiTech® Tremolo), $PANNER$ (the DigiTech Panner), $OPTREM$ (based on the Fender® Opto Tremolo), and $BITREM$ (based on the Vox® Bias Tremolo).

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed - Knob 3** adjusts the rate (Speed) at which the volume modulates. Ranges from 0 to 99

> **Depth - Knob 4** adjusts the intensity (Depth) of the modulating volume. Ranges from 0 to 99.

> **Waveform** *(DigiTech Tremolo and Panner only)* **- Knob 5** selects a waveform: $TRI-ANG$, $SINE$, or $SQUARE$.

Envelope Filter ($ENVLOP$)

The DigiTech Envelope Filter is a dynamic Wah effect that alters your sound based upon how hard you play.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Sensitivity - Knob 3** adjusts the sensitivity or the input signal required to trigger the Wah effect. Ranges from 0 to 99.

> **Range - Knob 4** controls the range of the Envelope effect. Ranges from 0 to 99.

AutoYa™ ($AUTOYA$)

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

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed - Knob 3** adjusts the speed of the AutoYa sweep. Ranges from 0 to 99.

> **Intensity - Knob 4** adjusts the intensity of the AutoYa effect. Ranges from 0 to 99.

> **Range - Knob 5** adjusts the throaty quality of the AutoYa effect. Ranges from 0 to 49.

YaYa™ ($YAYA$)

The YaYa™ is another effect exclusive to DigiTech products. Like the AutoYa, it combines the characteristics of a wah and a flanger together providing a unique talk box type of effect, but is controlled by the Expression Pedal.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Pedal - Knob 3** adjusts the Ya pedal position. Ranges from 0 to 99.

> **Intensity - Knob 4** adjusts the intensity of the YaYa effect. Ranges from 0 to 99.

> **Range - Knob 5** adjusts the throaty quality of the YaYa effect. Ranges from 0 to 49.

SynthTalk™ (⍿⍀⍿⍑�?)

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

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Attack - Knob 3** adjusts the attack of the synthesized voice. Ranges from 0 to 99.

> **Release - Knob 4** adjusts the release of the synthesized voice. Ranges 0 to 99, and 00 (infinity).

> **Vox - Knob 5** changes the characteristics of the various synth voices. Ranges from 0 to 99.

> **Sensitivity - Knob 6** adjusts the sensitivity of the input signal required to trigger the SynthTalk effect. Ranges from 0 to 99.

> **Balance** *(X-Edit™ only)* - adjusts the left to right balance of the wet signal, Ranges from LEFT 99 to RIGHT 99.

Step Filter (STPFLT)

The DigiTech Step Filter is like an automatic "random wah" with a square waveform.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Speed - Knob 3** adjusts the speed of the Wah effect. Ranges from 0 to 99.

> **Intensity - Knob 4** controls the intensity of the Wah effect. Ranges from 0 to 99.

DOD FX25 (FX25)

This envelope filter is based on the DOD FX25.

> **Pre/Post Amp - Knob 2** determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

> **Blend - Knob 3** adjusts the balance between effect signal and dry signal.

> **Sensitivity - Knob 4** adjusts the sensitivity or the input signal required to trigger the Wah effect. Ranges from 0 to 99.

> **Range - Knob 5** controls the range of the envelope effect. Ranges from 0 to 99.

DigiTech Whammy® (WHAMMY)
The DigiTech Whammy® is an effect that uses an 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 DigiTech Whammy is selected, it is automatically placed before the Amp modeling as shown in the block diagram on page 13.

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Shift Amount - Knob 3 selects the interval and direction of the pitch bend. Choices are as follows:

Whammy™ (no Dry Signal)		**Harmony Bends** (Dry Signal Added)	
OCT UP	(1 octave above)	M3>MJ3	(a minor third to a Major third)
2OCTUP	(2 octaves above)	2NDMJ3	(a second above to a Major third above)
2ND DN	(a second below)	3RD4TH	(a third above to a fourth above)
RV2NDN	(a second below reversed pedal action)	4TH5TH	(a fourth above to a fifth above)
4TH DN	(a fourth below)	5THOCT	(a fifth above to an octave above)
OCT DN	(an octave below)	HOCTUP	(one octave above)
2OCTDN	(2 octaves below)	HOCTDN	(one octave down)
DIVEBM	(Dive Bomb)	OCTU>D	(octave up/down)

Pedal Position - Knob 5 provides a manual control of the Whammy pedal position. Ranges from 0 to 99.

Mix - Knob 6 adjusts the Whammy mix. Ranges from 0 to 99.

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

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Shift Amount - Knob 3 selects the interval of the shifted pitch. Ranges from -24 (2 octaves below) to 24 (2 octaves above).

Mix - Knob 6 controls the mix level of the shifted pitch. Ranges from 0 to 99.

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

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Shift Amount - Knob 3 adjusts the amount of detune shift. Ranges from -24 to 24 cents.

Level - Knob 6 controls the mix of the detuned note. Ranges from 0 to 99.

Intelligent Pitch Shifting ($IP5$**)**
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.

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Shift Amount - Knob 3 selects the *amount* or *harmony interval* for the Intelligent Pitch Shifter. Interval choices include:

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

Key - Knob 4 selects the musical key that the IPS uses. Key choices range from the Key of E (KEY E) through the Key of E♭ (KEY E).

Scale - Knob 5 selects the scale the IPS will use. Scale choices include: Major ($MAJOR$), Minor ($MINOR$), Dorian ($DORIAN$), Mixolydian ($MIXLYD$), Lydian ($LYDIAN$), and Harmonic Minor ($HMINOR$).

Level - Knob 6 adjusts the IPS Level of all the pitch-altering effects in this module. Ranges from 0 to 99.

Boss® OC-2 Octaver™ ($OCTAVR$)
Based on the Boss® OC-2 Octaver™, this model adds two signals to your original guitar signal. The first is one octave below your guitar, and the second is two octaves below your guitar. Each additional signal has its own volume control.

Pre/Post Amp - Knob 2 determines where the effect appears in the effects chain. Turn counter-clockwise for Pre (appears before the Distortion effect), or clockwise for Post (appears after the Noise Gate effect).

Octave 1- Knob 3 adjusts the the volume of the signal 1 octave below the input signal. Ranges from 0 to 99.

Octave 2 - Knob 4 adjusts the controls the volume of the signal 2 octaves below the input signal. Ranges 0 to 99.

Dry Level - Knob 6 controls the volume of the dry signal. Ranges from 0 to 99.

Delay
Delay is an effect that records a portion of the incoming signal, and then plays it back a short time later. The recording can repeat just once or several times.

Delay Model - Knob 1 selects one of the 5 different Delay models. Values include: $ALG-$ DLY (DigiTech® Analog Delay), DM DLY (Based on the Boss DM-2 Analog Delay), $DIG-$ DLY (DigiTech Digital Delay), $MODDLY$ (DigiTech Modulated Delay), $PNGDLY$ (DigiTech Pong Delay), $TAPDLY$ (DigiTech Tape Delay), and $ECOPLX$ (Based on the Maestro™ EP-2 Echoplex® Tape Echo). Press this knob to turn the Delay models on and off.

Knobs 2-6 have the following functions for the various Delay models:

Delay Model	Knob 2 (Time)	Knob 3 (Repeats)	Knob 4 (Param. 1)	Knob 5 (Param. 2)	Knob 6 (Delay Level)
ALGDLY	Time	Repeats	--	--	Delay Level
DM DLY	Repeat Rate	Echo	Intensity	--	--
DIGDLY	Time	Repeats	Ducker Threshold	Ducker Level	Delay Level
MODDLY	Time	Repeats	Depth	--	Delay Level
PNGDLY	Time	Repeats	Ducker Threshold	Ducker Level	Delay Level
TAPDLY	Time	Repeats	Wow	Flutter	Delay Level
ECOPLX	Time	Repeats	--	--	Volume

Note: The **Repeats** parameter (Knob 3) ranges from 0 to Repeat Hold (RPTHLD) for all models except the DM-2 Analog Delay. Repeat Hold is one click past 99, and acts as an infinite repeat.

Reverb
Using reverb in recorded program material gives the listener a sense that the material is being performed in an actual room or hall. It is this similarity to actual acoustic spaces that makes reverberation a useful tool in recorded music. The RP350 features genuine Lexicon® reverbs, whose rich, lush effects have been heard in countless songs, soundtracks, and live performances for decades.

Reverb Model
Knob 1 selects the Reverb model or acoustic space. Press this knob to turn the Reverb models on and off. The following models are available:

TWINRV - Based on a Fender® Twin Reverb
LEXAMB - Lexicon® Ambience
LEXSTD - Lexicon Studio
LEXROM - Lexicon Room
LEXHAL - Lexicon Hall
EMTPLT - Based on an EMT240 Plate

Knobs 2-6 have the following functions for the various Reverb models:

Reverb Model	Knob 2 (Pre Delay)	Knob 3 (Decay)	Knob 4 (Liveliness)	Knob 6 (Reverb Level)
TWINRV	--	--	--	Reverb
LEXAMB	Pre Delay	Decay	Liveliness	Reverb Level
LEXSTD	Pre Delay	Decay	Liveliness	Reverb Level
LEXROM	Pre Delay	Decay	Liveliness	Reverb Level
LEXHAL	Pre Delay	Decay	Liveliness	Reverb Level
EMTPLT	Pre Delay	Decay	Liveliness	Reverb Level

Section Four - Other Functions

Drum Machine
The RP350 includes a built-in drum machine loaded with 60 useful patterns and 5 metronome settings that are easily accessible at the touch of a button (the **Drums** button, specifically). Pressing the **Drums** button will enable the drum machine and start playback of the selected drum pattern (except when in Store or Bypass mode). When you turn the drum machine on, the display reads ꓸꓷꓣꓴꓲꓢ ꓳꓠ; when you turn the drum machine off, the display reads ꓷꓣꓴꓲꓢ ꓳꓞ.

When the **Drums** row is selected (using the **Edit** buttons), **Knob 1** selects the drum Style, **Knob 2** adjusts the drum Pattern, **Knob 3** adjusts the Tempo of the drum pattern and **Knob 4** adjusts the drum machine playback level. Press the **Drums** button again to stop playback of the drum loop.

Drum Pattern List

BEATS	(8th beat)	1 - 5	JAZZ		1 - 4
BEATS	(16th beat)	6 - 8	HIPHP		1 - 4
ROCK		1 - 8	WORLD		1 - 4
HROCK		1 - 8	MET		4/4
METAL		1 - 8	MET		3/4
BLUES		1 - 8	MET		5/8
GROOV		1 - 4	MET		7/8
CNTRY		1 - 4	MET		MTRNOM

Aux Input
The Aux Input allows you to connect an MP3 or CD player to the RP350 and jam with your favorite artists. The signal from your MP3 or CD player is output through the left, right, and headphone outputs of the RP350. To use the Aux Input, connect the headphone output of your MP3 or CD player to the **Aux Input** on the rear panel of the RP350 using an 1/8" stereo cable, and press play on your MP3 or CD player. Use the playing device's volume control and the RP350's **Master Level** knob to balance the levels.

The Aux Input is also used for capturing audio using the Learn-A-Lick™ feature. See more about using Learn-A-Lick in the next section.

Learn-A-Lick™ Mode
Learn-A-Lick allows you to record a 10 second passage of music and play it back as slow as 1/4 speed with no change in pitch. This is useful for picking out the notes of a fast solo passage. There are 6 functions for Learn-A-Lick including:

• Stop (Controlled by the **Down Footswitch**)
• Rewind (Controlled by the **Up Footswitch**)
• Play (Controlled by the **Down Footswitch**)
• Record (Controlled by the **Amp A/B Footswitch**)
• Playback Speed (Controlled with the **Edit** buttons)
• Sampled Phrase Volume (Controlled by the **Expression Pedal**)

Using Learn-A-Lick™

1. Connect your CD or tape player headphone output to the Jam-A-Long input jack on the rear panel using an 1/8" stereo plug. Set the level of the CD or MP3 player to a desired listening level.
2. Cue up to the passage you want to record and hit pause on the CD or MP3 player.
3. Press and hold the **Up** and **Amp A/B Footswitches** to enter Learn-A-Lick mode. The display will briefly read: $LALICK$.
4. When the Display reads $READY$, release the pause button on your playback device and press the **Amp A/B (Record) Footswitch**. The display will read: $RCRDNG$ and the right two Display digits will provide a time elapsed reference while recording. When recording is completed, the phrase will be set to an auto-loop playback mode indicated by $PLAY$ in the Display. Press stop or pause on the CD or MP3 player.
5. Use the **Edit** buttons to choose the playback speed. Successive presses of the **Edit** buttons will advance through all playback speeds down to 1/4th of the original speed. Your speed interval choices include: $1/4, 3/8, 1/2, 5/8, 3/4, 7/8$, and $FULL$.
6. Pressing the **Up Footswitch** steps back through the loop at 1 second intervals.
7. The **Expression Pedal** will control output level of the recorded phrase.
8. To stop or restart the playback, press the **Down (Stop/Play)** Footswitch.
9. To record a new passage, press the **Amp A/B (Record)** Footswitch again.
10. To exit Learn-A-Lick mode, press and hold the **Up** and **Amp A/B Footswitches** simultaneously.

Expression Pedal

The Expression Pedal on the RP350 can be linked to control the RP350's Volume, Wah, Whammy™, YaYa™, or almost any of the RP350's other parameters in real time with your foot. When a parameter has been linked to the Expression Pedal, a minimum (heel) and maximum (toe) value can also be specified. Apply extra pressure to the toe of the Expression Pedal to activate the V-switch, and the Expression Pedal switches between the linked parameter and the Wah. The procedure for linking a parameter to the Expression Pedal is as follows:

1. Press either **Edit** button until the Expression row has been selected (indicated by the LED lighting on the Expression row).
2. Rotate **Knob 1** until $EXPPDL$ appears in the Display.
3. Rotate **Knob 2** until the desired parameter to be linked appears in the Display. See page 30 for a complete list of parameters that can be linked to the Expression Pedal.
4. Rotate **Knob 3** to select the minimum (heel) value the assigned parameter will reach with the Expression Pedal in the toe up position.
5. Rotate **Knob 4** to select the maximum (toe) value the assigned parameter will reach with the Expression Pedal in the toe down position.
6. Store your Expression Pedal assignment to your preset. See page 12 for more information on the storing procedure.

LFOs

The RP350 includes two assignable low frequency oscillators (LFO 1 and LFO 2) which can be assigned to any of the same parameters available for assignment to the **Expression Pedal**. A low frequency oscillator will automatically vary the value of the assigned parameter at a steady rate. A minimum and maximum value each LFO will reach may be also be assigned. For instance, if the Amp Gain was assigned to LFO 1, and the minimum value was set at 1 and the maximum value was set at 99, the RP350 would automatically sweep the amount of distortion from a clean sound to a distorted sound. Individual LFO speeds are also available for assignment. 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. The procedure for assigning the LFOs in the RP350 is as follows:

1. Press the **Edit** button until the Expression row has been selected (indicated by the LED lighting on the Expression row).
2. Rotate **Knob 1** to select to select one of the two LFO links, LFO 1 ($LFO1$) or LFO 2 ($LFO2$).
3. Rotate **Knob 2** to select the parameter you want linked to the LFO 1 or LFO 2. See page 30

for a list of assignable parameters.

4. Rotate **Knob 5** to select which waveform you want the LFO to use, Triangle ($TRINGL$), Sine ($SINE$), or Square ($SQUARE$).
5. Rotate **Knob 6** to select the speed you want the parameter to be controlled at.

Factory Reset

This function resets the RP350 to its original factory settings. This procedure erases all custom User presets, and recalibrates the Expression Pedal.

ATTENTION: Performing this function will erase all user-programmed data. All such data will be lost forever! Be sure you want to erase the memory and start fresh before continuing with this procedure.

The procedure for performing a Factory Reset is as follows:

1. Press and hold the **Store** button while powering up the RP350.
2. When the display prompts you with $FACRST$, release the **Store** button, which is now flashing.
3. Press and hold the flashing **Store** button for 3 seconds until $RSTORD$ appears in the display and release. The Restore procedure takes several seconds to complete; during the procedure, the display will count up. After the Restore procedure is complete, the Expression Pedal calibration procedure will begin.

Expression Pedal Calibration

The Expression Pedal on the RP350 needs to be recalibrated for use after a factory reset has been performed. This calibration procedure is automatically entered after a factory reset proce-dure. (You can also initiate the calibration procedure by pressing and holding both **Footswitch-es** for approximately 5 seconds.) 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 procedure. This will not erase the User presets. The procedure for Calibrating the Expression Pedal is as follows:

1. Press and hold the **Up/Down Footswitches** until $PDLCAL$ appears in the display ($BYPASS$, $TUNER$, and $EXIT$ will be displayed before $PDLCAL$ is accessed, after about 5 seconds.)
2. When the Display prompts you with $TOE\ DN$, rock the **Expression Pedal** forward (toe down) and press either **Footswitch**.
3. When the Display prompts you with $TOE\ UP$, rock the **Expression Pedal** back (toe up) and press either **Footswitch**.
4. The Display now prompts you to calibrate the V-Switch sensitivity ($VSWXXX$), where XXX is the current V-Switch threshold. Rock the **Expression Pedal** forward and press firmly on the toe once to turn the V-Switch on ($WAH\ ON$), and again to turn the V-Switch off ($WAHOFF$).
5. If the V-Switch is too sensitive, press the right **Up Footswitch** to raise the threshold (range is 0-200). Keep testing the V-Switch sensitivity and adjust the threshold until it only engages when you want it to (too sensitive a setting will lead to the V-Switch falsely triggering on or off when using the Expression Pedal).
6. When the V-Switch sensitivity is set to your satisfaction, press both **Up/Down Footswitches** simultaneously to exit.

Note: If the Display shows $ERROR$, an error has occurred and steps 2 through 5 should be repeated.

RP350

Section Five - Appendix

Specifications

General Specifications
A/D/A Converter: 24-bit high performance audio
Sampling Frequency: 44.1 kHz
DSP Section: AudioDNA2™ DSP Processor
Simultaneous Effects: 11
Preset Memory: 70 User Presets (U1-U70) / 70 Factory Presets (F1-F70)
Drum Machine: 60 Patterns
Dimensions: 12.875″ Length x 8.375″ Width x 2.5″ Height
Unit Weight: 4.5 lbs.

Analog Input Connections:
Guitar Input: 1/4″ Unbalanced (TS)
Input Impedance: 500k Ohms
Aux Input: 1/8″ Stereo (TRS)

Analog Output Connections:

1/4″ Outputs
Left/Right Outputs: 1/4″ Impedance Unbalanced
Left/Right Output Impedance: 500 Ohms per side
Maximum Output: +10 dBu

XLR Outputs
Left/Right Outputs: Impedance Balanced
Left/Right Output Impedance: 1 kohm per side
Maximum Output: +16 dBu

Headphones: 1/8″ Stereo (TRS) – 13.6mW per channel @ 50 Ohms

Digital Connections:
Universal Serial Bus (USB): Type B, supports USB1.1 Full Speed (12 Mbps Bandwidth USB 2.0 compatible)

RP350 USB Recording Specifications:
Sample Rate: 44.1 kHz
Bit depth: supports 16-bit or 24-bit (depends on setup in Recording Software)

Power Requirements:
US and Canada: 120 VAC, 60 Hz Adapter: PS0913B-120
Japan: 100 VAC, 50/60 Hz Adapter: PS0913B -100
Europe: 230 VAC, 50 Hz Adapter: PS0913B -230
UK: 240 VAC, 50 Hz Adapter: PS0913B -240

Minimum Windows® PC Computer System Requirements:
Windows® XP w/Service Pack 2 and .NET 2.0 installed
500 MHz processor speed (1.2 GHz recommended)
128 MB RAM (512MB recommended)

Minimum Mac Computer System Requirements:
OS 10.4 or higher
450 MHz CPU
256 MB RAM

Expression Pedal - Assignable Parameters

Volume/Wah Models based on:

DigiTech® Full Range	FULRNG	Wah Minimum	Wah Maximum	Wah Level
Cry Baby	CRY1WAH	Wah Minimum	Wah Maximum	Wah Level
Vox® Clyde McCoy Wah™	CLYDE	Wah Minimum	Wah Maximum	Wah Level

Comp/Limiter Models based on:

DigiTech Compressor	DIGCMP	Sustain	Tone	Attack	Level
Boss® CS-2 Compressor/Sustainer	CSCOMP	Sustain	Attack		Level
MXR DynaComp	DYNCMP	Sensitivity			Output

Distortion Models based on:

Ibanez® TS-9 Tube Screamer	SCREAM	Drive	Tone			Level	
Ibanez TS-808 Tube Screamer	808	Overdrive	Tone			Level	
Voodoo Lab Sparkle Drive	SPARK	Gain	Tone	Clean		Volume	
Guyatone® Overdrive OD-2	GUYAOD	Drive				Level	
DOD® 250 Overdrive/Preamp	DOD250	Gain				Level	
ProCo Rat™	RODENT	Distortion	Filter			Level	
MXR® Distortion +	HIDIST	Distortion				Output	
Boss® DS-1 Distortion	DSDIST	Gain	Tone			Level	
DigiTech Grunge	GRUNGE	Grunge	Butt	Face		Loud	
Boss MT-2 Metal Zone	ZONE	Gain	Low	Mid	High	Level	Mid Freq
Boss Death Metal™	DEATH		Low	Mid	High	Level	
DOD Gonkulator Ring Mod	GONKLT	Gunk	Smear	Suck		Heave	
Roger Mayer Octavia™	OCTAVIA	Drive				Volume	
Demeter Fuzzulator	FUZLTR	Fuzz	Tone			Volume	
DOD Classic Fuzz	CLASFZ	Fuzz	Tone	Loose/Tight		Volume	
Arbiter® Fuzz Face	FUZZ	Fuzz				Volume	
EH Big Muff® Pi	BIG PI	Sustain	Tone			Volume	

EQ

4 band EQ	EQ	Bass	Mid Frequency	Midrange	Treble	Presence	Treble Frequency

Noise Gate/Auto Swell

DigiTech Noise Gate	GATE	Threshold	Attack Time	Release	Attenuation	
DigiTech Auto Swell	SWELL		Attack Time	Release	Attenuation	Swell Sensitivity

Chorus Models based on:

Boss CE-2 Chorus	CE CHS	Pre/Post Amp	Speed	Depth		
TC Electronic® Chorus	TC CHS	Pre/Post	Speed	Width		Intensity
DigiTech Dual Chorus	CHORUS	Pre/Post Amp	Speed	Depth	Waveform	Level
DigiTech Multi Chorus™	MCHORUS	Pre/Post Amp	Speed	Depth	Waveform	Level

Flanger Models based on:

DigiTech Flanger	FLANGR	Pre/Post Amp	Speed	Depth	Regen	Level	Waveform
DigiTech Triggered Flanger	TRGFLG	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level	
MXR Flanger	MXFLGR	Pre/Post Amp	Speed	Width	Regen	Manual	
EH Electric Mistress	EHFLGR	Pre/Post Amp	Rate	Range	Color		

Phaser Models based on:

DigiTech Phaser	PHASER	Pre/Post Amp	Speed	Depth	Regen	Level	Waveform
DigiTech Triggered Phaser	TPHASE	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level	
MXR Phase 90/100	MXPHAS	Pre/Post Amp	Speed	Intensity			
EH Small Stone	EHPHAS	Pre/Post Amp	Rate		Color		

Vibrato/Rotary Models based on:

DigiTech Vibrato	VIBRATO	Pre/Post Amp	Speed	Depth		
DigiTech Rotary	ROTARY	Pre/Post Amp	Speed	Intensity	Doppler	Crossover
DigiTech Vibro/Pan	VIBPAN	Pre/Post Amp	Speed	Depth	Vibrato/Pan	Waveform
Unicord® Uni-Vibe™	UNIVIB	Pre/Post Amp	Speed	Intensity	Chorus/Vibrato	Volume

Tremolo Models based on:

DigiTech Tremolo	TRMOLO	Pre/Post Amp	Speed	Depth	Waveform
DigiTech Panner	PANNER	Pre/Post Amp	Speed	Depth	Waveform
Fender® Opto Tremolo	OPTREM	Pre/Post Amp	Speed	Depth	
Vox Bias Tremolo	BITREM	Pre/Post Amp	Speed	Depth	

Envelope/Special Models based on:

DigiTech Envelope Filter	ENELOP	Pre/Post Amp	Sensitivity	Range			
DigiTech AutoYa™	AUTOYA	Pre/Post Amp	Speed	Intensity	Range		
DigiTech YaYa™	YAYA	Pre/Post Amp	Pedal	Intensity	Range		
DigiTech Synth Talk	SYNTH TK	Pre/Post Amp	Attack	Release	Vox	Sensitivity	Balance
DigiTech Step Filter	STPFLT	Pre/Post Amp	Speed	Intensity			
DOD FX25	FX25	Pre/Post Amp	Blend	Sensitivity	Range		

Pitch Models based on:

DigiTech Whammy®	WHAMMY	Pre/Post Amp	Shift Amount		Pedal Position	Mix
DigiTech Pitch Shift	PITCH	Pre/Post Amp	Shift Amount			Mix
DigiTech Detune	DETUNE	Pre/Post Amp	Shift Amount			Level
DigiTech IPS	IPS	Pre/Post Amp	Shift Amount	Key	Scale	Level
Boss OC-2 Octaver	OCTAVR	Pre/Post Amp	Octave 1	Octave 2		Dry Level

Delay Models based on:

DigiTech Analog Delay	ALGDLY	Time	Repeats			Delay Level	
Boss DM-2 Analog Delay	DM DLY	Repeat Rate	Echo	Intensity			
DigiTech Digital Delay	DIGDLY	Time	Repeats	Ducker Threshold	Ducker Level	Delay Level	
DigiTech Modulated Delay	MODDLY	Time	Repeats	Depth		Delay Level	
DigiTech Pong Delay	PNGDLY	Time	Repeats	Ducker Threshold	Ducker Level	Delay Level	
DigiTech Tape Delay	TAPDLY	Time	Repeats	Wow	Flutter	Delay Level	
Maestro™ EP-2 Echoplex® Tape Echo	ECOPLX	Time	Repeats			Volume	

Reverb Models based on:

Fender Twin Reverb	TWINRV					Reverb
Lexicon® Ambience	LEXAMB	Pre Delay	Decay	Liveliness		Reverb Level
Lexicon Studio	LEXSTD	Pre Delay	Decay	Liveliness		Reverb Level
Lexicon Room	LEXROM	Pre Delay	Decay	Liveliness		Reverb Level
Lexicon Hall	LEXHAL	Pre Delay	Decay	Liveliness		Reverb Level
EMT 240 Plate	EMTPLT	Pre Delay	Decay	Liveliness		Reverb Level

Disclaimer: AutoYa, DigiTech, DOD, Death Metal, Johnson Amplification, Grunge, Lexicon, Multi Chorus, Whammy, and YaYa are trademarks of Harman International Industries, Inc. Other product names modeled in this product are trademarks of their respective companies that do not endorse and are not associated or affiliated with DigiTech or Harman International Industries, Inc. They are trademarks of other manufacturers and were used merely to identify products whose sounds were reviewed in the creation of this product.

Tone Library

1	Overdrive	OVRDRV	16	Rock Wah	RCKWAH
2	Rock 1	ROCK 1	17	Chunky	CHUNKY
3	Rock 2	ROCK 2	18	Smooth	SMOOTH
4	Blues 1	BLUES 1	19	Heavy	HEAVY
5	Blues 2	BLUES 2	20	Clean 1	CLEAN1
6	Metal 1	METAL1	21	Clean 2	CLEAN2
7	Metal 2	METAL2	22	British 1	BRTSH1
8	Country 1	CNTRY1	23	British 2	BRTSH2
9	Country 2	CNTRY2	24	American 1	AMRCN1
10	Warm Drive	WRMDRV	25	American 2	AMRCN2
11	Crunch	CRUNCH	26	Tube Drive	TUBDRV
12	Texas Tone	TEXTON	27	Distortion	DSTRTN
13	Rockabilly	RCKBLY	28	Scooped	SCOOPD
14	Solo 1	SOLO 1	29	Punchy	PUNCHY
15	Solo 2	SOLO 2	30	Bright Clean	BRICLN

Effects Library

1	Chorus	CHORUS	16	Chorus + Digital Delay	CHRDLY
2	Phaser	PHASER	17	Chorus + Delay + Reverb	CHDLRV
3	Flanger	FLANGER	18	Flanger + Analog Delay	FLGDLY
4	Pitch	PITCH	19	Phaser + Tape Delay	PHSDLY
5	Tremolo	TREMLO	20	Phaser + Mod Delay	PHMDLY
6	Rotary	ROTARY	21	Phaser + Room Reverb	PHSRVB
7	Envelope Filter	ENVFLT	22	Digital Delay + Hall Reverb	DDLYRV
8	Digital Delay	DDELAY	23	Analog Delay + Spring	DLYSPG
9	Analog Delay	ADELAY	24	Chorus + Hall Reverb	CHRRVB
10	Pong Delay	PDELAY	25	Pong Delay + Hall Reverb	PNGHAL
11	Mod Delay	MDELAY	26	Tape Delay + Spring Reverb	TAPSPG
12	Tape Delay	TAPDLY	27	Tremolo + Tape Delay	TRMTAP
13	Hall Reverb	HALRVB	28	Pitch + Digital Delay	PCHDLY
14	Plate Reverb	PLTRVB	29	Mod Delay + Plate Reverb	MODPLT
15	Spring Reverb	SPGRVB	30	Rotary + Tape Delay	ROTDLY

Preset List

U1 / F1	PLEXIDRV	PLEXDRV	U36 / F36	FUZZ KING	FUZKNG
U2 / F2	COMP CLEAN	CMPCLN	U37 / F36	WAHS UP	WAHSUP
U3 / F3	SOLO DELAY	SOLDLY	U38 / F38	CHIMEY	CHIMEY
U4 / F4	BOOGIE MAN	BOOGMN	U39 / F39	BRIT 45	BRIT45
U5 /F5	COOL CHORUS	COOLCH	U40 / F40	KILLER	KILLER
U6 / F6	RECTIFIED	RECTFD	U41 / F41	OCTIVED	OCTIVD
U7 /F7	CLASSIC STACK	STACK	U42 / F42	FLANGTASTIC	FLNTAS
U8 / F8	CLEAN COMBO	CLNCMB	U43 / F43	HENDRIX	HNDRIX
U9 / F9	PRIDE DELAY	PRIDE	U44 / F44	BRIT COMBO	BRTCMB
U10 / F10	HILLBILLY	HILBLY	U45 / F45	HAIR DAY	HAIRDY
U11 / F11	SO DELUXE	SODLUX	U46 / F46	GUITAR > BASS	GTRBAS
U12 / F12	STEVIE RAY	STVRAY	U47 / F47	TAPED OUT	TAPOUT
U13 / F13	WHAMMY	WHAMMY	U48 / F48	SUPER CLYDE	SUPCLY
U14 / F14	BASS MAN	BASMAN	U49 / F49	BLUES DRIVE	BLUDRV
U15 / F15	DC/AC	DC/AC	U50 / F50	CLEAN N BRIGHT	CLNBRT
U16 / F16	SANDMAN	SNDMAN	U51 / F51	COWBOY	COWBOY
U17 / F17	JUMP PANEL	JMPPNL	U52 / F52	STELLAR	STELLR
U18 / F18	TWIN REVERB	TWNRVB	U53 / F53	OLD SCHOOL	OLDSCL
U19 / F19	METAL HEAD	MTLHED	U54 / F54	PERTY	PERTY
U20 / F20	CHICKIN PICKIN	CHKPKN	U55 / F55	STEPPIN	STEPPN
U21 / F21	CRUNCHY	CRNCHY	U56 / F56	LED ZEP	LEDZEP
U22 / F22	MR CLEAN	MRCLEN	U57 / F57	MOSH MELLOW	MSHMLO
U23 / F23	LA GREASER	GREASR	U58 / F58	BIG STRUM	BGSTRM
U24 / F24	BIG N BLUE	BIGBLU	U59 / F59	WOMAN	WOMAN
U25 / F25	SMOOTH JAZZ	SMTHJZ	U60 / F60	SATCH	SATCH
U26 / F26	PUNK	PUNK	U61 / F61	FAZED	FAZED
U27 / F27	E DORIAN	EDORIN	U62 / F62	BIG N' BAD	BIGBAD
U28 / F28	ACOUSTIC	ACOUST	U63 / F63	ECHO HEAD	ECHOED
U29 /F29	RHAPSODY	RHPSDY	U64 / F64	SLIDER	SLIDER
U30 / F30	CLEAN FUNK	CLNFNK	U65 / F65	SPANKIN CLEAN	SPANKN
U31 / F31	SYNTH SWELL	SWELL	U66 / F66	HAZY	HAZY
U32 / F32	ANALOG BOY	ALGBOY	U67 / F67	COOL CLEAN	COOL
U33 / F33	BLUES DELAY	BLUDLY	U68 / F68	DRIVIN	DRIVIN
U34 / F34	BIG ROOM	BIGROM	U69 / F69	SMOOTHY	SMOOTH
U35 / F35	DER YA	DER YA	U70 / F70	KA CHUNK	KCHUNK

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