

# RP355 Modeling Guitar Processor



**DigiTech**  
by HARMAN®

# Owner's Manual

Professional Audio Equipment



### 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.

### ELECTROMAGNETIC COMPATIBILITY

This device complies with part 15 of the FCC Rules and 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.



If you want to dispose this product, do not mix it with general household waste. There is a separate collection system for used electronic products in accordance with legislation that requires proper treatment, recovery and recycling.

Private household in the 25 member states of the EU, in Switzerland and Norway may return their used electronic products free of charge to designated collection facilities or to a retailer (if you purchase a similar new one).

For Countries not mentioned above, please contact your local authorities for a correct method of disposal. By doing so you will ensure that your disposed product undergoes the necessary treatment, recovery and recycling and thus prevent potential negative effects on the environment and human health.

## WARNING FOR YOUR PROTECTION READ THE FOLLOWING:

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 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.

**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.

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## DECLARATION OF CONFORMITY

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

declares that the product:

Product name: RP355

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 -01+Amd I

EMC: EN 55022:2006  
EN 55024:1998  
FCC Part 15

Supplementary Information:

The product herewith complies with the requirements of the:  
Low Voltage Directive 2006/95/EC  
EMC Directive 2004/108/EC.  
RoHS Directive 2002/95/EC  
WEEE Directive 2002/96/EC

With regard to Directive 2005/32/EC and EC Regulation 1275/2008 of 17 December 2008, this product is designed, produced, and classified as Professional Audio Equipment and thus is exempt from this Directive.

With regard to Directive 2005/32/EC and EC Regulation 278/2009 of 6 April 2009, this regulation applies to Class A (single output) external power supplies. The external power supply used with this product is a multi-output power supply and thus is exempt from this Directive.

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Date: October 11, 2010

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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.



## Table of Contents

### Section One - Introduction

Getting Acquainted.....	1
Included Items.....	1
About the RP355.....	1
Performance Mode.....	1
Bypass Mode.....	1
Tuner Mode.....	1
Tone Library (Knob 1).....	2
Effects Library (Knob 2).....	2
Effects Level (Knob 3).....	2
Amp Gain (Knob 4).....	2
Amp Level (Knob 5).....	2
Master Level (Knob 6).....	2
X-Edit™ Editor/Librarian.....	2
Presets.....	2
Create Your Sound in Three Easy Steps.....	3
A Guided Tour of the RP355.....	4
Front Panel.....	4
Rear Panel.....	7
Getting Started.....	8
Making Connections.....	8
Mono Operation - Amplifier.....	8
Stereo Operation.....	8
Applying Power.....	10

### Section Two - Editing Functions

Editing/Creating Presets.....	11
Storing/Copying/Naming a Preset.....	12

### Section Three - Models and Parameters

About the Models.....	13
Model Definitions.....	13
Pickup.....	13
Wah.....	13
Compressor.....	14
Distortion.....	14
Amplifier.....	16
Cabinet.....	17
EQ.....	17
Noise Gate/Auto Swell.....	18
Chorus/FX.....	18
Chorus.....	18
Flanger.....	19
Phaser.....	19
Vibrato.....	19
Rotary Speaker.....	20
VibroPan.....	20
Unicord Uni-Vibe™.....	20
Tremolo/Panner.....	21
Envelope Filter.....	21
DOD FX25.....	21
AutoYa™.....	21
YaYa™.....	22
SynthTalk™.....	22
Step Filter.....	22
DigiTech Whammy™.....	23
Pitch Shift.....	23
Detune.....	23
Harmony Pitch Shifting.....	24
Boss® OC-2 Octaver.....	24
Delay.....	24
Reverb.....	25

### Section Four - Other Functions

Phrase Looper.....	26
Drum Machine.....	26
Aux Input.....	27
Learn-A-Lick™ Mode.....	27
Using Learn-A-Lick.....	27
Expression Pedal.....	28
LFOs.....	28
Factory Reset.....	28
Expression Pedal Calibration.....	29

### Section Five - Appendix

Specifications.....	30
Expression Pedal - Assignable Parameters.....	31
Tone Library.....	32
Effects Library.....	32



## Section I - Introduction

### **Getting Acquainted**

Congratulations on your purchase of the RP355. 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 RP355 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 with the included Cubase® LE 4 software and a built-in drum machine, and you have the RP355: the key to unlock your creative potential.

### **Included Items**

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

- **RP355**
- **Cubase® LE4 Recording Software DVD**
- **PS0913B Power Supply**
- **Warranty Card**

The utmost care was taken while your RP355 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](http://www.digitech.com). It is your safeguard should a problem arise with your RP355.

### **About the RP355**

#### **Stompbox Footswitch Mode**

The RP355 includes a very convenient Stompbox Footswitch mode, where the Up, Down, and Amp A-B footswitches function as on/off switches for the Distortion, Chorus/FX and Delay effects. To enable Stompbox Footswitch mode, follow these steps:

From the preset display, press the UP and AMP A-B footswitches simultaneously. The display will read STOMP briefly indicating Stompbox footswitch mode has been enabled. The DOWN, UP, and AMP A-B footswitches will now turn Distortion, Chorus/FX, and Delay effects respectively on and off in the current preset. Note: While Stompbox footswitch mode is active, you cannot navigate through the RP355's presets, nor can you change the Amp A/B channels in the current preset.

To exit Stompbox footswitch mode and return to Preset footswitch mode, press the UP and AMP A-B footswitches simultaneously again. The display will read PRESET briefly indicating Preset footswitch mode is now active again.

#### **Performance Mode**

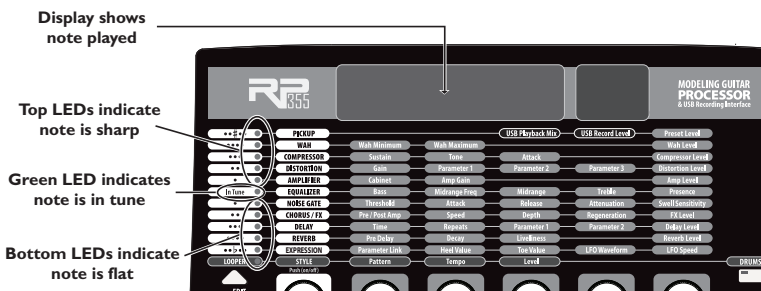
When you first apply power to the RP355, it powers up in Performance mode. Performance mode provides access to all of the presets within the RP355 via the **Up** and **Down Footswitches**. The **Amp A/B Footswitch** toggles between two amp channels for the selected preset. **Knob 1** selects a tone from 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 RP355 presets can be bypassed via a true analog bypass circuit for a clean, unprocessed guitar signal. To bypass the RP355, press the **Up** and **Down Footswitches** simultaneously. The Display reads **BYPASS** indicating the preset is bypassed. Press any footswitch to exit Bypass and return the RP355 to the last preset used.

## Tuner Mode

The Tuner in the RP355 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**.



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<sub>b</sub>, A = G, A = G<sub>b</sub>, 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 RP355's presets.

## X-Edit™ Editor/Librarian

You can edit your RP355 with your computer, using the X-Edit™ Editor/Librarian. Download X-Edit™, USB drivers, and documentation from [www.digitech.com](http://www.digitech.com).

## Presets

Presets are named and numbered locations of programmed sounds which reside in the RP355. Presets are recalled with the Footswitches. The active effects in each preset are indicated by lighted LEDs in the Effect Matrix. The RP355 comes with 70 User presets (1-70) 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 RP355.

## 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 33.

2.



### Effects Library

Select one of 30 different effects chains. The effects consist of a combination of Chorus/FX, Delay, and Reverb.

For a complete list of available effects chains, see page 33.

3.



### Effects Level

Adjust the overall level of the post-amp effects to your liking.

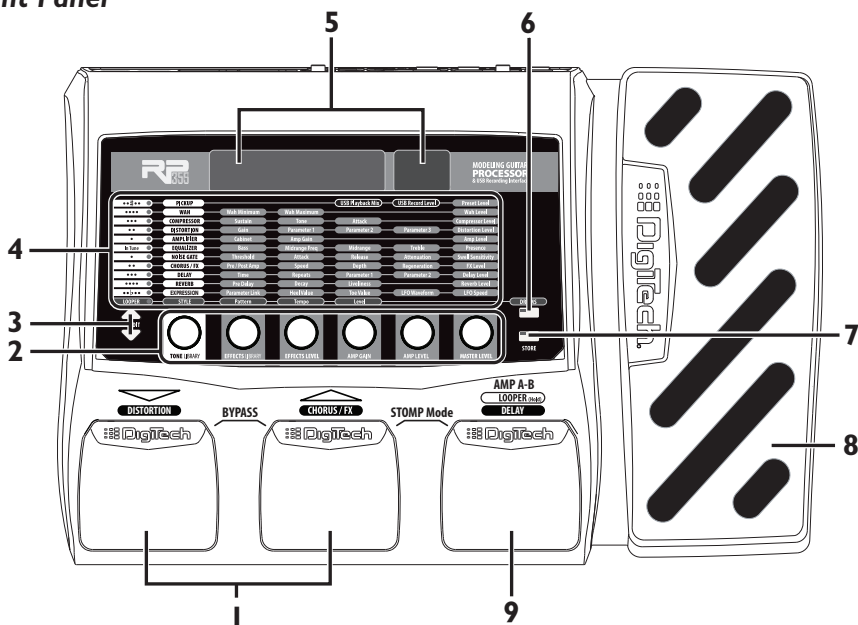
... Rock on!

To make further edits, refer to page 11.

To store the preset, refer to page 12.

# A Guided Tour of the RP355

## Front Panel



### 1. Up/Down Footswitches

These two Footswitches are used to select presets, access the Tuner, or bypass the RP355. 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 any 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 33 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 33 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, LFO 1 or LFO 2.

### 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 RP355.
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 RP355'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.

**Note:** The drum machine cannot be used while the Phrase Looper is active.

## 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

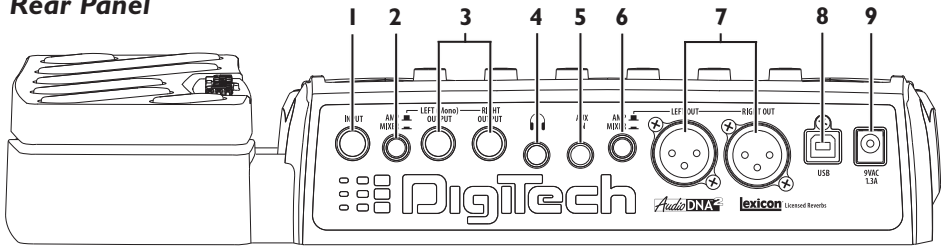
The Expression Pedal provides real-time control of the RP355's Volume, Wah, or any assigned effect parameter. Almost every parameter is available for Expression Pedal control. The Expression Pedal is equipped with a V-switch that turns the Wah feature on or off when you apply extra pressure to the toe. See page 13 for more information about Wah models; see page 28 to learn about adjusting V-switch sensitivity and calibrating the Expression Pedal; refer to page 32 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 and hold the **Amp A/B** and the **Up Footswitches** simultaneously to access Learn-A-Lick™ mode. (See page 27 for more information on Learn-A-Lick™.) Pressing and holding the Amp A/B footswitch enables and disables the Phrase Looper; see page 26 for more information about using the Phrase Looper.

**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 RP355'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  $1/4MIX$ ), 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  $1/4AMP$ ), 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 RP355's **Master Level** knob for the proper volume balance.

### 6. Amp / Mixer (for the XLR Outputs)

This button optimizes the RP355'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  $XLRMI$ ), 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 RP355 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 RP355 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 the included Cubase™ LE 4 software, or any recording software the RP355 is connected to. **Knobs 4 and 5** 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](http://www.digitech.com).

### 9. Power Input

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

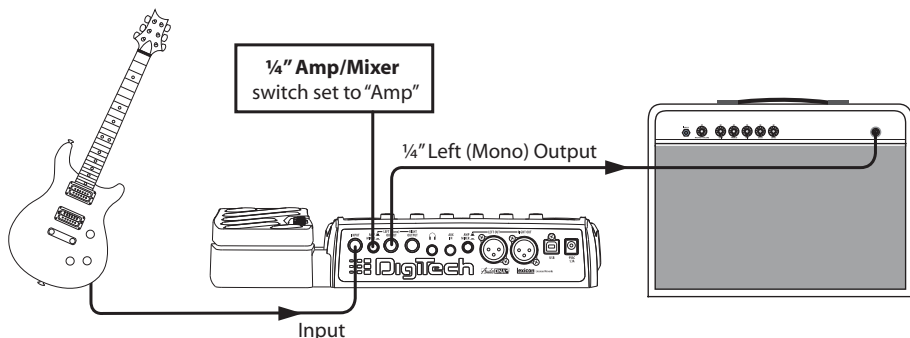
# Getting Started

## Making Connections

There are several different connection options available with the RP355. Before connecting the RP355, make sure that the power to your amplifier and the RP355 is turned off. There is no power switch on the RP355. To turn the RP355 on or off, connect or disconnect the included PS0913B power supply from the **Power Input** jack.

### Mono Operation - Amplifier

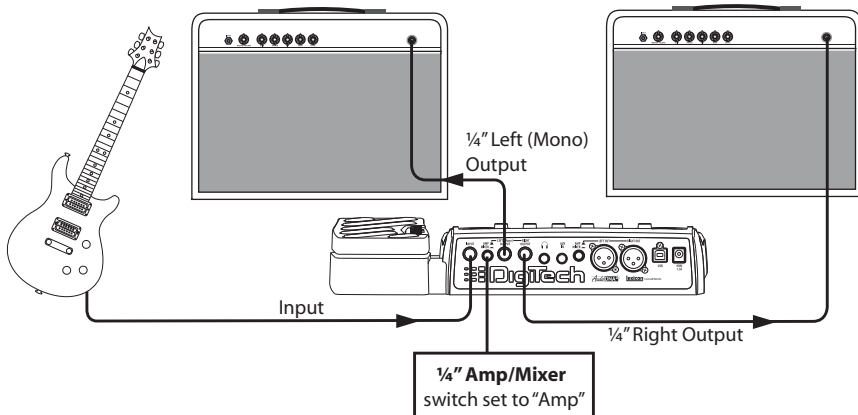
Connect your guitar to the **Input** of the RP355. Connect a single mono instrument cable from the **Left (Mono)** output of the RP355 to the instrument input or effect return on your amplifier. Set the  $\frac{1}{4}$ " **Amp/Mixer** switch to **Amp**.



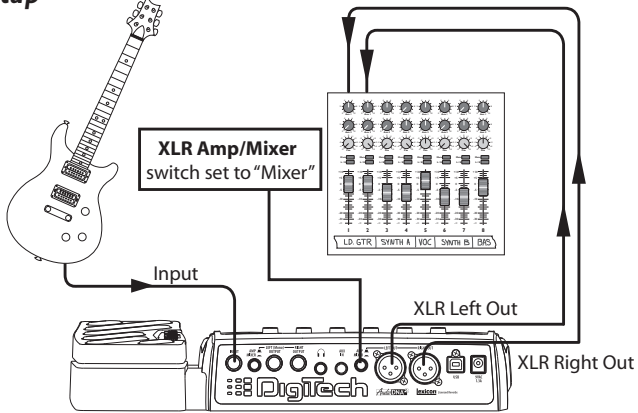
### Stereo Operation

For stereo operation connect the guitar to the **Input** of the RP355. Connect one cable to the RP355's **Left (Mono)** output, and another cable to the RP355'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  $\frac{1}{4}$ " **Amp/Mixer** switch to **Mixer**. If connecting to two amplifiers, set the  $\frac{1}{4}$ " **Amp/Mixer** switch to **Amp**.

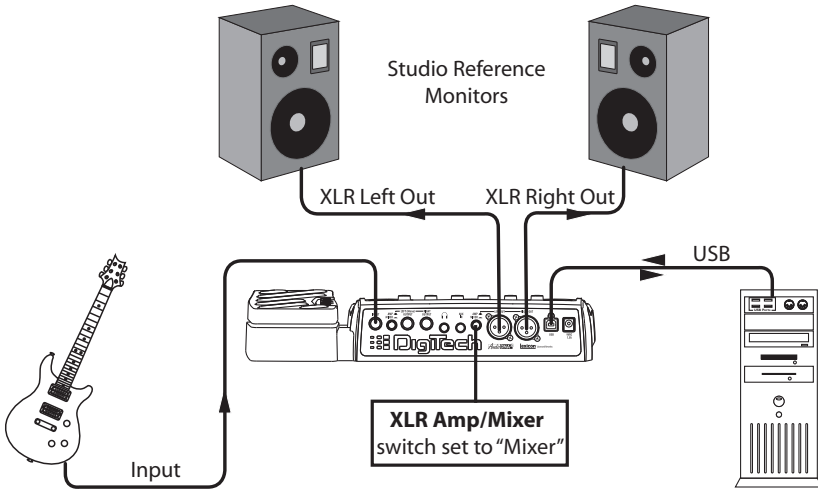
### Stereo Amp Setup



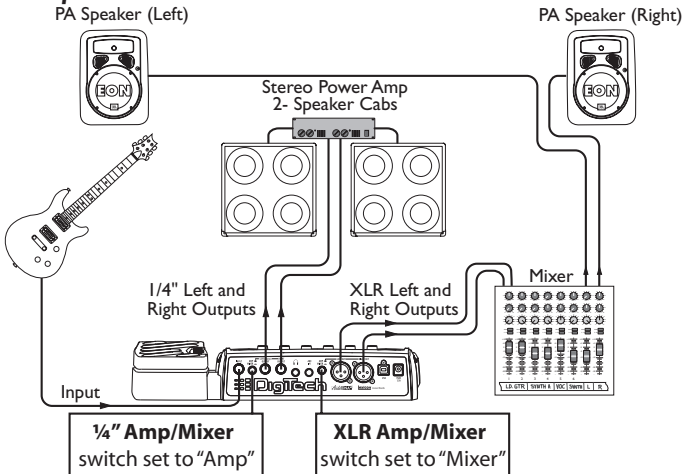
## Stereo Mixer Setup



## Computer Recording Setup



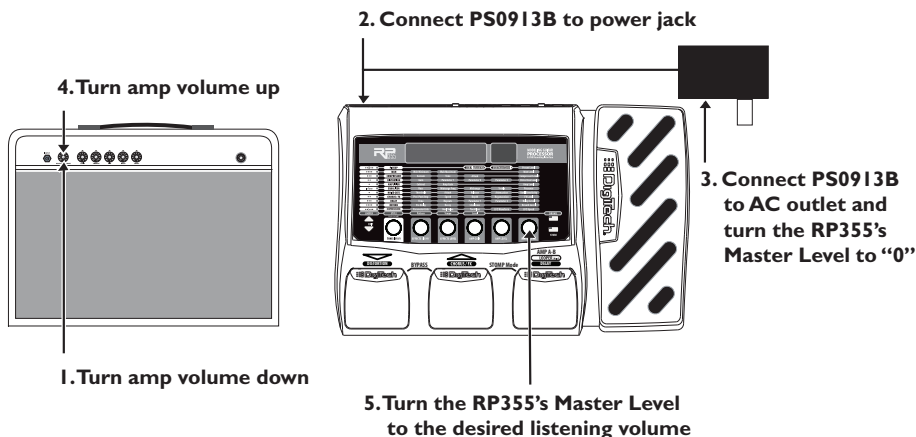
## Amp/Mixer Setup



## 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 RP355.
3. Connect the other end of the PS0913B power supply to an AC outlet. Turn the RP355'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 RP355's **Master Level** knob to achieve the desired volume.



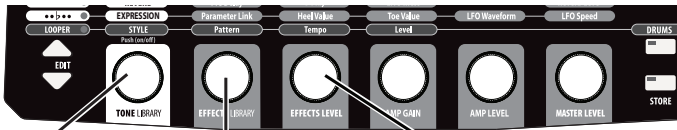


## Section Two - Editing Functions

### Editing/Creating Presets

The RP355 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 33) based on different musical styles. The **Effects Library** knob will then let you select from a palette of effects chains (see page 33), 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:

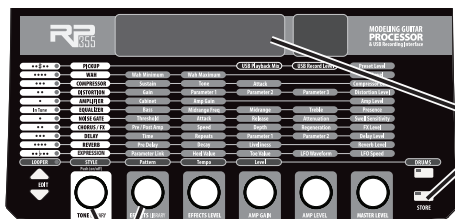
1. Use the **Up** and **Down Footswitches** to select the preset you wish to edit.
2. If you find a preset close to what you want, you can begin editing the effect parameters by pressing the **Edit Up/Down** buttons and selecting the Effect row you want to edit.
3. If you are trying to find something 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 RP355 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 1-70). The following steps outline the procedure for storing changes to a preset or copying a preset to a different location:

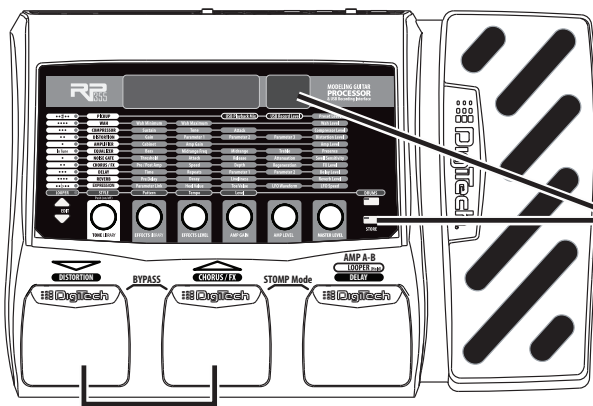
1. Press the **Store** button once. The **Store** button LED blinks and the first character in the Display flashes, indicating that you can now name your custom creation.
2. Use **Knob 1** to select the alpha-numeric character and **Knob 2** to select the next character location.



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

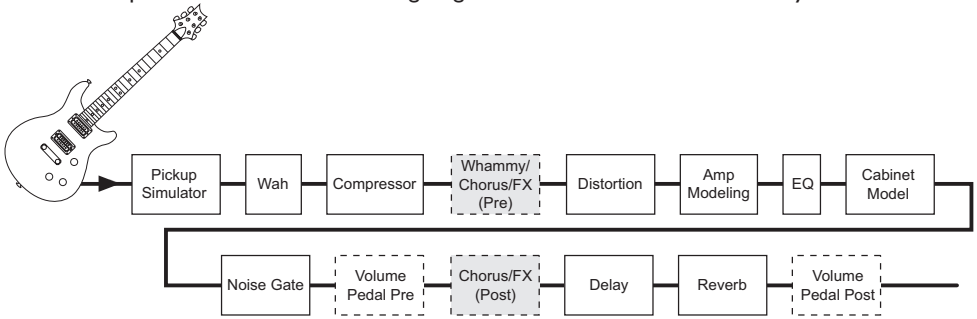
5. Press the **Store** button again to save the changes.

The procedure for copying one preset to another preset location is the same. Use the **Footswitches** 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 RP355 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 RP355 has placed the Amp and Effect models in an order for optimum results. The following diagram shows the order in which they are connected.



### Model Definitions

Each Amp and Effect model within the RP355 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 RP355'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: *SC > HB* (gives a single coil pickup the warm tone of a humbucker), and *HB > SC* (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 RP355 and playback from the computer. Ranges from *USB 0 - USB RP - RP 0*.

**USB Level (When connected to computer via USB) - Knob 3** adjusts the RP355'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: *FULLRNG* (DigiTech® Full Range Wah sweeps the entire spectrum of audible frequencies), *CRYWAH* (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 three Compressor models: *DIGCOMP* (DigiTech® Compressor), *CSCOMP* (Based on a Boss® CS-2 Compressor/Sustainer), or *BYNCOMP* (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)
<i>DIGCOMP</i>	Sustain	Tone	Attack	--	Level
<i>CSCOMP</i>	Sustain	--	Attack	--	Level
<i>BYNCOMP</i>	Sensitivity	--	--	--	Output

## Distortion

The RP355 models the tones of 18 popular distortion stompboxes, each of which can be tweaked and modified, just like the real thing.

**Distortion Model - Knob 1** selects one of 18 Distortion models. Press this knob to turn the selected Distortion model on and off.

<i>SCREAM</i> - Based on an Ibanez® TS-9	<i>GRUNGE</i> - DigiTech® Grunge®
<i>BOB</i> - Based on an Ibanez TS-808 Tube Screamer	<i>ZONE</i> - Based on a Boss MT-2 Metal Zone®
<i>SPARK</i> - Based on a Voodoo Lab Sparkle Drive	<i>DEATH</i> - DigiTech Death Metal™
<i>ODDRIV</i> - Based on a Guyatone® Overdrive OD-2	<i>GONKLT</i> - Based on a DOD Gonkulator Ring Mod
<i>DD250</i> - Based on a DOD® 250 Overdrive/Preamp	<i>BTAVIA</i> - Based on a Roger Mayer Octavia™
<i>REDLINE</i> - DigiTech Redline - Modified Overdrive	<i>FUZZR</i> - Based on a Demeter Fuzzulator
<i>ROBENT</i> - Based on a Pro Co RAT™	<i>CLASSF</i> - Based on a DOD Classic Fuzz
<i>MXDIST</i> - Based on an MXR® Distortion +	<i>FUZZ</i> - Based on an Arbiter® Fuzz Face™
<i>DSDIST</i> - Based on a Boss® DS-1™ Distortion	<i>BIG PI</i> - Based on an Electro-Harmonix® Big Muff Pi®

**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.

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

<b>Dist. Model</b>	<b>Knob 2 (Gain)</b>	<b>Knob 3 (Param. 1)</b>	<b>Knob 4 (Param. 2)</b>	<b>Knob 5 (Param. 3)</b>	<b>Knob 6 (Distortion Level)</b>	<b>P7 (X-Edit™ only)</b>
SCREAM	Drive	Tone	--	--	Level	--
BOB	Overdrive	Tone	--	--	Level	--
SPARK	Gain	Tone	Clean	--	Volume	--
ODDRIV	Drive	--	--	--	Level	--
BOB250	Gain	--	--	--	Level	--
REDLINE	Gain	Low	High	--	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	--
BTAKIA	Drive	--	--	--	Volume	--
FUZZLR	Fuzz	Tone	Loose/Tight	--	Volume	--
CLASFZ	Fuzz	Tone	--	--	Volume	--
FUZZ	Fuzz	--	--	--	Volume	--
BIG PI	Sustain	Tone	--	--	Volume	--

## 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.

<i>57CHMP</i> - Based on a '57 Fender® Tweed Champ®	<i>RECTFR</i> - Based on an '01 Mesa Boogie Dual Rectifier
<i>57DLUX</i> - Based on a '57 Fender Tweed Deluxe	<i>MATCH</i> - Based on a '96 Matchless™ HC30
<i>59BMAN</i> - Based on a '59 Fender Tweed Bassman®	<i>SOLDNO</i> - Based on an '88 Soldano SLO-100
<i>65TWIN</i> - Based on a '65 Fender Blackface Twin Reverb®	<i>DIGSLO</i> - DigiTech® Solo
<i>65DLXR</i> - Based on a '65 Fender Blackface Deluxe Reverb®	<i>DIGMTL</i> - DigiTech Metal
<i>45JTM</i> - Based on a '65 Marshall® JTM-45	<i>DIGBRT</i> - DigiTech Bright Clean
<i>68PLEX</i> - Based on a '68 Marshall 100 Watt Super Lead (plexi)	<i>DIGCHK</i> - DigiTech Chunk
<i>JMPPNL</i> - Based on a '68 Marshall Jump Panel	<i>DIGCLN</i> - DigiTech Clean Tube
<i>77MSTR</i> - Based on a '77 Marshall Master Volume	<i>DIGGAN</i> - DigiTech High Gain
<i>800JCM</i> - Based on an '83 Marshall JCM800	<i>2101CT</i> - DigiTech 2101 Clean Tube
<i>900JCM</i> - Based on a '93 Marshall JCM900	<i>2101ST</i> - DigiTech 2101 Saturated Tube
<i>VXAC15</i> - Based on a '62 Vox® AC15	<i>DIGMON</i> - DigiTech Monster
<i>TOPBST</i> - Based on a '63 Vox AC30 Top Boost	<i>DIGTWD</i> - Based on a Tweed front Blackface power hybrid
<i>HIWTAG</i> - Based on a '69 Hiwatt® Custom 100 DR103	<i>DIGBLK</i> - Based on a '65 Blackface into a '58 Bassman
<i>MARK2C</i> - Based on an '81 Mesa Boogie® Mark II C	<i>DIGSTN</i> - DigiTech Stoner Rock
	<i>DIGDKM</i> - DigiTech Dark Metal
	<i>DIGBRN</i> - DigiTech Brown sound
	<i>ACDRED</i> - Dreadnaught acoustic
	<i>ACJUMBO</i> - Jumbo acoustic
	<i>DIRECT</i> - No amp

**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

**BTG412** - Based on a 4x12 '96 VHT® Slant  
w/ Celestion Vintage 30's

**VTG412** - Based on a 4x12 Johnson®  
Straight w/ Celestion Vintage 30's

**DIGSLD** - 4x12 DigiTech® Solo

**DIGBRT** - 2x12 DigiTech Bright

**DIGMTL** - 4x12 DigiTech Metal

**DIGRCK** - 4x12 DigiTech Rock

**DIGALT** - 4x12 DigiTech Alt Rock

**DIGVTE** - 4x12 DigiTech Vintage

**DIRECT** - No cabinet model

**Amp Gain - Knob 3** adjusts the Gain (distortion) for the selected Amp model (not available for Acoustic and Direct). 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 RP355'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 (**MIDBOOST**), 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 RP355 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), Auto Ya™, Ya Ya™, 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 RP355 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* (Digi-Tech'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)
<i>CE CHS</i>	Pre/Post Amp	Speed	Depth	--	--
<i>TC CHS</i>	Pre/Post Amp	Speed	Width	--	Intensity
<i>CHORUS</i>	Pre/Post Amp	Speed	Depth	Waveform	Level
<i>MCHORS</i>	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 RP355 includes the following Flanger Effect models: *FLANGR* (the DigiTech® Flanger), *TRGFLG* (the DigiTech Triggered Flanger), *M×FLGR* (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)
<i>FLANGR</i>	Pre/Post Amp	Speed	Depth	Regen	Level
<i>TRGFLG</i>	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level
<i>M×FLGR</i>	Pre/Post Amp	Speed	Width	Regen	Manual
<i>EHFLGR</i>	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 RP355 includes the following Phaser models: *PHASER* (the DigiTech Phaser), *TPHASE* (the DigiTech Triggered Phaser), *M×PHAS* (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)
<i>PHASER</i>	Pre/Post Amp	Speed	Depth	Regen	Level
<i>TPHASE</i>	Pre/Post Amp	Speed	Sensitivity	LFO Start	Level
<i>M×PHAS</i>	Pre/Post Amp	Speed	Intensity	--	--
<i>EHPHAS</i>	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™ (UNOVIBE)

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 RP355 includes the following Tremolo models: *TREMLO* (the DigiTech® Tremolo), *OPTREM* (based on the Fender® Opto Tremolo), *BITREM* (based on the Vox® Bias Tremolo), and *PANNER* (the DigiTech Panner).

**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: *TRIANG*, *SINE*, or *SQUARE*.

## Envelope Filter (*ENVELOP*)

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.

## 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.

## 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™ (YAYR)

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 when linked to and 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™ (SNTHTK)

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.

**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.

## 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)

OCT UP (1 octave above)  
 2OCTUP (2 octaves above)  
 2ND DN (a second below)  
 REV2NDN (a second below reversed pedal action)  
 4TH DN (a fourth below)  
 OCT DN (an octave below)  
 2OCTDN (2 octaves below)  
 DIVE BM (Dive Bomb)

### Harmony Bends (Dry Signal Added)

M3:MJ3 (a minor third to a Major third)  
 2NDMJ3 (a second above to a Major third above)  
 3RD4TH (a third above to a fourth above)  
 4TH5TH (a fourth above to a fifth above)  
 5THOCT (a fifth above to an octave above)  
 HOCTUP (one octave above)  
 HOCTDN (one octave down)  
 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.

## Harmony Pitch Shifting (HARMNY)

Harmony 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. A Harmony 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 Harmony Pitch Shifting uses. Key choices range from the Key of E (KEY E) through the Key of E<sub>b</sub> (KEY E<sub>b</sub>).

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

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

## Boss® OC-2 Octaver™ (OCTAVER)

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** 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 7 different Delay models. Values include: *ALG-DELAY* (DigiTech® Analog Delay), *DM DELAY* (Based on the Boss DM-2 Analog Delay), *DIG-DELAY* (DigiTech Digital Delay), *MODDELAY* (DigiTech Modulated Delay), *PNGDELAY* (DigiTech Pong Delay), *TAPDELAY* (DigiTech Tape Delay), and *ECHOPLX* (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
ECHDPLX	Time	Repeats	--	--	Volume

**Note:** The **Repeats** parameter (Knob 3) ranges from 0 to Repeat Hold (*RPTHLD*) for all models except the Echoplex® and DM-2. 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 RP355 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	LEXROM - Lexicon Room
LEXAMB - Lexicon® Ambience	LEXHAL - Lexicon Hall
LEXSTD - Lexicon Studio	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

### Phrase Looper

The RP355 features a built-in 20 second Phrase Looper for creating on the fly performance loops of the music you play. The Phrase Looper can be accessed any time during performance and used with any of the RP's presets.

To use the Phrase Looper, follow these steps:

1. Press and hold the **Amp A/B Footswitch** for 2 seconds until *LOOPER* appears in the display. The Looper LED in the matrix will also light indicating the Looper is now active.
2. Arm the Phrase Looper to record by pressing the **Amp A/B Footswitch** again. The display will read *ARMED* meaning it is ready for you to start playing (You can also start recording immediately when this footswitch is pressed).
3. Begin playing a phrase on the guitar. The Phrase Looper will begin recording anything that is played. The display will read *RECORD*.
4. Once you are ready to set the loop point, press any footswitch. The display will briefly read *PLAY* and the recorded phrase will now begin playing back.
5. To add an overdub to the looped phrase, press and hold the **Amp A/B Footswitch**. The display will read *OVERDUB*. While holding the footswitch, begin playing the overdub phrase to be added to the loop. When the **Amp A/B Footswitch** is released, the display will briefly flash *PLAY* and the looped phrase will continue with the newly added overdub phrase added.
6. To stop the Phrase Looper, press and release the **Amp A/B Footswitch** quickly. You can resume playback by pressing this footswitch again.
7. To clear a recorded loop, stop the loop playback first as outlined in step 6 and then press and hold the **Amp A/B Footswitch** for 2 seconds until the display read *CLEAR*.

To exit the Phrase Looper mode, press and hold left **Amp A/B Footswitch** for 4 seconds until the display reads *EXIT*. Exiting the Looper clears the recorded loop.

While the Phrase Looper is active, the **Amp A/B Footswitch** cannot be used to select the amp A/B channels in the RP's presets. The preset **Up** and **Down Footswitches** can still be used navigate through all of the RP's presets.

**Note:** While the Phrase Looper feature is active, the Drum Machine and the Learn-A-Lick feature are not available.

### Drum Machine

The RP355 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 *DRUMS ON*; when you turn the drum machine off, the display reads *DRUMS OFF*.

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
ENTRY	1-4	MET	MTRNDM

### Aux Input

The Aux Input allows you to connect an MP3 or CD player to the RP355 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 RP355. 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 RP355 using an 1/8" stereo cable, and press play on your MP3 or CD player. Use the playing device's volume control and the RP355'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 Aux In 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: *RECORDING* 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. The Display briefly reads *LRNENB*.

**Note:** While the Phrase Looper feature is active, the Learn-A-Lick feature is not available.

### Expression Pedal

The Expression Pedal on the RP355 can be linked to control the RP355's Volume, Wah, Whammy™, YaYa™, or almost any of the RP355'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 *EXPDL* appears in the Display.
3. Rotate **Knob 2** until the desired parameter to be linked appears in the Display. See page 32 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 RP355 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 RP355 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 RP355 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 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 32 for a list of assignable parameters.
4. Rotate **Knob 5** to select which waveform you want the LFO to use, Triangle (*TRIANG*), 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 RP355 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 RP355.
2. When the display prompts you with *FALRESET*, release the **Store** button, which is now flashing.
3. Press and hold the flashing **Store** button for 3 seconds until *RESTORE* 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. See step two of the Expression Pedal Calibration section below.

### **Expression Pedal Calibration**

The Expression Pedal on the RP355 needs to be recalibrated for use after a factory reset has been performed. This calibration procedure is automatically entered after a factory reset procedure. (You can also initiate the calibration procedure by pressing and holding the **Up** and **Down Footswitches** 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 *PEDCAL* appears in the display (*BYPASS*, *TUNER*, and *EXIT* will be displayed before *PEDCAL* 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 the **Up** or **Down Footswitch**.
3. When the Display prompts you with *TOE UP*, rock the **Expression Pedal** back (toe up) and press either the **Up** or **Down Footswitch**.
4. The Display now prompts you to calibrate the V-Switch sensitivity (*V SWXXX*), 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 (*WAH OFF*).
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.

## 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 (1-70) / 70 Factory Presets (F1-F70)  
Phrase Looper: 20 seconds of record time  
Drum Machine: 60 Patterns  
Dimensions: 17.5" Length x 8.75" Width x 2.5" Height  
Unit Weight: 6.2 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)

#### RP355 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

#### Windows® Software Requirements

Vista Home/Premium, XP Home/Professional (SP2 installed, .NET 2.0 installed\*)  
Pentium®/Athlon™ 1.4GHz or later 512MB RAM (1GB RAM recommended)  
180MB hard disk space for application  
DVD-ROM drive  
USB Port  
Internet connection required for Cubase activation  
\*.NET 2.0 will be installed during installation of X-Edit software if required on XP systems

#### Mac® Software Requirements

OS 10.4.x or later  
PowerPC G4/G5 1GHz or later  
512MB RAM (1GB RAM recommended)  
180MB hard disk space for application  
DVD-ROM drive  
USB Port  
Internet connection required for Cubase activation



# Expression Pedal - Assignable Parameters

## Volume/Wah Effects based on:

DigiTech® Full Range	FULRNG	Wah Minimum	Wah Maximum	Wah Level
Cry Baby	CRTWRH	Wah Minimum	Wah Maximum	Wah Level
Vox® Clyde McCoy Wah™	CLY3H	Wah Minimum	Wah Maximum	Wah Level

## Comp/Limiter Effects based on:

DigiTech Compressor	DIGCOMP	Sustain	Tone	Attack	Level
Boss® GS-2 Compressor/Sustainer	CS2COMP	Sustain		Attack	Level
MXR DynaComp	3TRCOMP	Sensitivity			Output

## Distortion Effects based on:

Ibanez TS-9 Tube Screamer	TSC9PH	Drive	Tone	---	Level
Ibanez TS-808 Tube Screamer	808	Overdrive	Tone	---	Level
Voodoo Labs Sparkle Drive	SPARK	Gain		Clean	Volume
Guyatone Overdrive OD-2	OD2PH	Drive	---	---	Level
DOD 250 Overdrive/Preamp	202P50	Gain	---	---	Level
DigiTech Redline	REDLTH	Gain	Low	High	Level
ProCo Rat	PRORAT	Distortion	Filter	---	Level
MXR Distortion +	HD15T	Distortion	---	---	Output
Boss DS-1 Distortion	DS15T	Gain	Tone	---	Level
DigiTech Grunge	GRUNGE	Grunge	Butt	Face	Loud
Boss MF-2 Metal Zone	MZONE	Gain	Low	Mid Level	High
DigiTech Death Metal	DEATH	Low	Mid	High	Level
DOD Gonkulator Ring Mod	GONKULT	Gunk (Dist Gain)	Smear (Ring Mod Level)	Suck (Dist Level)	Heave (Output Level)
Roger Mayer Octavia	OTV1A	Drive			Volume
Demeter Fuzzulator	FUZZLTR	Fuzz	Tone	Loose/Tight	Volume
DOD Classic Fuzz	DC15F2	Fuzz	---	---	Volume
Another Fuzz Face	FAZZ	Fuzz	---	---	Volume
EH Big Muff Pi	BIG PI	Sustain	Tone	---	Volume

<b>Amp</b>					
All amp models (A and B channels)	AMP	On/Off	Amp Gain	Amp Level	

<b>EQ</b>					
4 band EQ	EQ	Bass	Midrange	Treble	Presence

## Noise Gate/Auto Swell

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

## Chorus Effects based on:

Boss CE-2 Chorus	CE2CHS	Speed	Depth		
TC Electronic® Chorus	TCCHS	Speed	Width	Intensity	
DigiTech Dual Chorus	DUALCHS	Speed	Depth	Waveform	Level
DigiTech Multi Chorus®	MULTICHS	Speed	Depth	Waveform	Level

## Flanger Effects based on:

DigiTech Flanger	FLNGR	Speed	Depth	Regen	Level	Waveform
DigiTech Triggered Flanger	TRIGFLG	Speed	Sensitivity	LFO Start	Level	
MXR Flanger	FLNGR	Speed	Width	Regen	Manual	
EH Electric Mistress	EMFLNGR	Rate	Range	Color		

## Phaser Effects based on:

DigiTech Phaser	PHASER	Speed	Depth	Regen	Level	Waveform
DigiTech Triggered Phaser	TRPHASE	Speed	Sensitivity	LFO Start	Level	
MXR Phase 90/100	PH90100	Speed	Intensity			
EH Small Stone	EMPHAS	Rate		Color		

## Vibrato/Rotary Effects based on:

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

## Tremolo Effects based on:

DigiTech Tremolo	TREMOLO	Speed	Depth	Waveform
DigiTech Panner	PANNER	Speed	Depth	Waveform
Fender® Opto Tremolo	OPTTREM	Speed	Depth	
Vox Bias Tremolo	BIASTREM	Speed	Depth	

## Envelope/Special Effects based on:

DigiTech Envelope Filter	ENVELOP	Sensitivity	Range		
DigiTech AutoYa™	AUTOYA	Speed	Intensity	Range	
DigiTech YaYa™	YAYAY	Pedal	Intensity	Range	
DigiTech Synth Talk	SYNTALK	Attack	Release	Vox	Sensitivity
DigiTech Step Filter	STPFILT	Speed	Intensity		Balance
DOD FX25	FX25	Blend	Sensitivity	Range	

## Pitch Effects based on:

DigiTech Whammy®	WHAMMY	Shift Amount		Pedal Position	Mix
DigiTech Pitch Shift	PITCH	Shift Amount			Mix
DigiTech Detune	DETUNE	Shift Amount			Level
DigiTech Harmony Pitch	HARMPH	Shift Amount		Scale	Level
Boss OC-2 Octaver	OC2PHR	Octave 1	Octave 2		Dry Level

## Delay Effects based on:

DigiTech Analog Delay	ANALOG	Time	Repeats		Delay Level
Boss DM-2 Analog Delay	DM2ANAL	Repeat Rate	Echo	Intensity	
DigiTech Digital Delay	DIGITAL	Time	Repeats	Ducker Threshold	Ducker Level
DigiTech Modulated Delay	MODDIG	Time	Repeats	Depth	Delay Level
DigiTech Pong Delay	PDGDIG	Time	Repeats	Ducker Threshold	Ducker Level
DigiTech Tape Delay	TAPEDIG	Time	Repeats	Wow	Flutter
Maestro™ EP-2 Echoplex® Tape Echo	ECHOPLEX	Time	Repeats		Volume

## Reverb Effects based on:

Fender Twin Reverb	TWRVRB				Reverb
Lexicon® Ambience	LE3AMB	Pre Delay	Decay	Liveliness	Reverb Level
Lexicon Studio	LE3STJ	Pre Delay	Decay	Liveliness	Reverb Level
Lexicon Room	LE3RDM	Pre Delay	Decay	Liveliness	Reverb Level
Lexicon Hall	LE3HALL	Pre Delay	Decay	Liveliness	Reverb Level
EMT 240 Plate	EMTPLT	Pre Delay	Decay	Liveliness	Reverb Level

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## Tone Library

1	Overdrive	OVDRV	16	Rock Wah	RCKWAH
2	Rock 1	ROCK 1	17	Chunky	CHUNKY
3	Rock 2	ROCK 2	18	Smooth	SMOOTH
4	Blues 1	BLUES1	19	Heavy	HEAVY
5	Blues 2	BLUES2	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	WARMDRV	25	American 2	AMRCN2
11	Crunch	CRUNCH	26	Tube Drive	TUDDR
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	FLNGR	18	Flanger + Analog Delay	FLGDLY
4	Pitch	PITCH	19	Phaser + Tape Delay	PHSDLY
5	Tremolo	TREMLD	20	Phaser + Mod Delay	PHMDLY
6	Rotary	ROTARY	21	Phaser + Room Reverb	PHSRV D
7	Envelope Filter	ENVFLT	22	Digital Delay + Hall Reverb	DDL YRV
8	Digital Delay	DDELAY	23	Analog Delay + Spring	DL YSPG
9	Analog Delay	ADELAY	24	Chorus + Hall Reverb	CHRRV D
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	HALLRV D	28	Pitch + Digital Delay	PCHDLY
14	Plate Reverb	PLTRV D	29	Mod Delay + Plate Reverb	MODPLT
15	Spring Reverb	SPGRV D	30	Rotary + Tape Delay	ROTDLY



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