

HANDSONIC
HPD-20

Sound List



Roland

Kit List

No.	Name		Explanation
1	Cajon Plus	D-BEAM: Loop On	A contemporary cajon kit adjusted with the low range and the attack as layers. In addition to the tonal changes of the cajon itself, produced by the location of your strike or by muting, the cymbals and percussion played by the S2–S7 pads provide even more variety for your rhythm performance. A cajon solo performance is also possible if you use the D-BEAM to play a loop phrase.
2	Perc Mixture	Layered Sounds	The concept for this kit is to create new sounds by combining various sounds. It consists of various percussion and sound effects. There is a good balance between the basic rhythm sounds and the distinctive sounds. You can turn on the realtime modify EFFECT to obtain a completely different expressive character.
3	Filtered!	D-BEAM: Control	This kit is distinctive for its tight modified sounds and its effect-processed sounds. The filter effect will change each time you strike. You can enjoy dynamic tonal changes by pressing the pad further or by playing a roll. Position your hand above the D-BEAM to vary the synth sound.
4	Drums	Studio Live Room	This is a high-quality drum kit that reproduces the live acoustics of a recording studio. Its solid and all-around sound is suitable for a variety of styles. The M1 pad (open rimshot on the snare) and S8 pad (the bell of the ride cymbal) will produce different sounds depending on the force of your strike, so you can enjoy a dynamic performance even when playing with your hands.
5	TwentyFunky	Disco & Funk	This kit allows song-like performances by letting you perform along with several loop phrases. It is distinctive for its processed voice sounds, and the backing matches the beat of disco or funk. For the S7 and S8 pads, you can set the “Trigger Mode” parameter to “GATE” and produce unusual performances as if you were using a sampler.
6	Asian Melody	TriggerMode: ALT	A melodic kit with an Asian flavor. The didgeridoo on the M1 and M2 pads has “Trigger Mode” set to “ALT,” so you can play a santoor while it is sounding. If you turn the realtime modify EFFECT on, the knob will vary the filter effect.
7	Twin-Djembe	Ensemble	This kit lets you enjoy ensemble performance with a variety of African percussion. Use the M1–M4 pads to play the high and low djembe separately. The M5 pad plays the bass tone, and the M1 and M2 pads separately play the center and edge, providing the tonal contrast that is characteristic of the djembe.
8	Conga II	Live Stage	A conga kit that was created to provide the sonic presence of a live performance. The tone will change depending on the dynamics and location of your strike at left/right or from the center to the edge, allowing you to naturally utilize the performance techniques that are unique to the conga, such as heel/toe, slap, and mute.
9	Voice Drums	Flanger & Phaser	This kit provides basic human beat-box sounds with a sense of density, along with unique vocal sounds. In addition to striking, you can press a pad to enjoy tonal transformations such as rolls or effects.
10	808+909	D-BEAM: Loop On	This kit combines the classic TR-808 and 909 rhythm machines. The kit takes advantage of sound layers and effects (compressor and saturator) to create a world that’s unique to the HandSonic. While using the D-BEAM to play a loop phrase, change the vertical position of your hand to control the sound of the phrase.
11	Darabuka	w/ Riq	This kit is centered around standard percussion instruments of the Middle East: the darabuka (M1, M2, M5 pads) and riq (M3 and M4 pads). For sounds with a long decay, you can use pitch control via the D-BEAM to change the nuances.
12	AmbientTribe		This pleasant-feeling kit has deeply reverberated percussive tones and ambient sounds with a sense of floating. You can enjoy yet another atmosphere of sound and performance by greatly raising or lowering the realtime modify PITCH or by raising EFFECT (delay feedback).
13	Bongo	Recording	This kit lets you enjoy raw-sounding tones and performance techniques that are distinctive of bongos. High bongos (M1–M3 pads) and low bongos (M4 and M5) pads are placed in such a way that you’ll be able to comfortably play bongo patterns on the HandSonic. Of course heel/toe and slap performance techniques are also supported.
14	FatStep	Dubstep Style	This kit lets you produce dubstep-style beats with powerful kick and snare sounds. A bass pattern distinctive of dubstep is assigned to the S1 pad. If you turn Roll on, you can broaden the range of the phrase by the pressure applied to the pad to change the roll speed.
15	Laserwave...	TriggerMode: GATE	In this unique kit, the sound will change depending on the time that your fingers and hand remain in contact, and on how much pressure you apply to the pad. Simple yet deep performance gestures are available; for example, you can apply vibrato by varying the pressure applied to the pad, or use Realtime Modify to vary the pitch drastically.
16	Frame Drum	w/ Bendir	This kit lets you play a frame drum (M1, M2, and M5 pads) and a bendir (M3 and M4 pads). In addition to the tonal changes produced by the strike location and muting, pads S2, S3, S6, and S7 let you hear the raw sounds produced by scraping the drumskin.
17	Light*Mini	Melodic Tom	Small-diameter drum and cymbal drum kit. The M3, S4, S5, and M4 pads are assigned to melodic toms, and the S7 pad is assigned to a second hi-hat with tambourine, allowing a diverse variety of rhythm performance.
18	Timbales	w/ Cowbells	A timbales kit, the staple of Latin music. The cowbell and small-diameter cymbal that are played together are assigned to the D-BEAM and sub-pads, allowing you to control the performance nuances produced by applying pressure with the stick for a closed shot. You can broaden the range of your performance by combining paila technique on the S2 and S7 pads, and by using hand techniques on the M5 pad.
19	Neo Soul	RnB, HipHop Style	A somewhat lo-fi and fat-sounding drum kit for hip-hot and R&B styles. Layered claps are assigned to the M1, S2, and S7 pads, and you can enjoy a rich variety of performances by combining these. For even more atmosphere, use the D-BEAM to add a record-noise sound.
20	E-SCAPE	Hybrid NewAge	A kit distinctive for its scape sound with processed synthesizer and voice. Backed by the loop phrase of the S1 pad, add pads S2–S4 and the D-BEAM to enjoy a rich ensemble. The percussion instrument sounds that perform the rhythm are produced by layering, and deliver a solid sound that’s well balanced with the backing.
21	Waterphone	Bowed	This kit faithfully simulates an instrument called a waterphone, which is also used to produce sound effects for movies. In addition to controlling the pitch modulation and the decay, you can use the realtime modify PITCH and EFFECT to obtain dynamic tonal changes that go beyond an actual waterphone.

No.	Name	Explanation
22	SteelPanBand Pan Orchestra	A steel pan kit for melodic percussion. Sounds are layered according to the force of your strike, allowing you to add chords or thickness to your performance. Using the realtime modify PITCH will instantly vary all pitches, letting you change keys.
23	Orchestral Pressure: Mute	An orchestral percussion kit centered on timpani, concert bass drum, and snare. In addition to these standard instruments, you can use the sub-pads to play small percussion items. For the bass drum, timpani, and pair cymbals, you can shorten the decay by applying pressure as you strike.
24	CrushLowe Drums & Loops	This kit lets you enjoy percussively-processed drum sounds backed by a simple loop phrase. In addition to striking the S1–S4 pads to vary the loop phrases, you can create unique performances by adjusting the vertical position of your hand above the D-BEAM to change the pitch.
25	Pandeiro Samba de Roda	A Brazilian percussion kit centered on the pandeiro. To perform the basic rhythm, use heel/toe technique (M2 and M4 pads) to mark the beat, and use the bass tone (M5 pad) and slap (M3) to add accents. For even more versatility, play a roll using the S8 pad, and use the M1 pad to add the surdo.
26	Pot Drum	A kit that reproduces pot-shaped African percussion. You can obtain a realistic performance feel by varying your strike location to change the tone, and by using the M2 and M5 pads and D-BEAM to vary the nuances produced when playing the hole.
27	Tabla Jam	A kit that effectively layers tabla and drum sounds, supporting both percussive phrases and drum phrases. If you connect a kick pad to the TRIG IN jack, you'll be able to play drum phrases more comfortably. The synth sounds on the S3–S6 pads can be played in the background, and are also ideal material for use with realtime modify.
28	Echonic Dub Tape Echo	A drum kit suitable for dub, that makes effective use of tape echo. By turning the realtime modify EFFECT on/off or turning the knob, you can control the tape echo effect and speed while playing beats. The hi-hats on the M3 and M4 pads have different pan settings, and will produce unique effects depending on how you play them.
29	Deep Forest Adventure	A sound effect kit that combines melodic percussion with sounds that give the impression of a deep forest. By making good use of the effects, you can produce the sensation that the sounds of animals are heard from various directions. If you turn the realtime modify EFFECT on, raise Feedback, and strike the M5 pad, you'll obtain an effect like a loop phrase; you can enjoy playing along with this as background.
30	Urban Mood w/ "HH CTRL"	This kit takes advantage of HandSonic's editing functions to create an urban-feeling sound. By layering sound effect-like tones with the drums, you can play a variety of sounds inside your beats. If you connect a hi-hat control pedal to the HH CTRL jack, you'll be able to control the nuances.

No.	Name
31	Cajon Recording
32	Conga w/ Quinto & Tumba
33	Timbalitos w/ Cowbell & Block
34	Repinique Escola de Samba
35	Folklore South America
36	Latin Kit Conga & Bongo
37	Djembe
38	African Song
39	Tabla Trad Method
40	DrumsOfIndia Bhangra
41	Asian Perc 1 East Asia
42	Asian Perc 2 South East Asia
43	Asian Perc 3 Ryukyu
44	China Pad: Pitch Bend
45	Samul Nori Korean Drums
46	Island Dance Pan Pacific
47	Drumline ROLL: On
48	Ballad Perc Long Reverb
49	Metallic Percussion
50	Shakers
51	Cowbells
52	Steel Pan D-BEAM: PitchBend
53	Marimba ROLL: On
54	Lithophone 1 Pentatonic
55	Lithophone 2 C Major Scale

No.	Name
56	Hand Pan w/ Tone Plate
57	Balaphone w/ Gyilli
58	Tuned Gongs D-BEAM: Mute
59	Melophone D-BEAM, M5: Ctrl
60	Luna Mallet Impressionist
61	Harmony Time
62	Finger Bells w/ Percussion
63	Perc & Flute
64	Siesta Cajon & Marimba
65	OrientalWind Roll-Santoor
66	Symphonist ROLL: On
67	Drum Booth
68	Jazz Club w/ "HH CTRL"
69	Brushes
70	Deep Jazz Roll-Snare/Cym
71	Pop Drums
72	Garage Rock w/ "HH CTRL"
73	Wide*Open Concert Hall
74	Double Bass w/ "HH CTRL"
75	Timbale+Ds Reggae Style
76	CAJONIC Ring Modulator
77	Percussive DANCE BEAT
78	RollingAgogo TriggerMode: GATE
79	Deep Space
80	Trap-iT! ROLL: On

No.	Name
81	4-On-Floor
82	Instant DnB Pressure: Mute
83	ANALOG D-BEAM: Loop On
84	Electro ProcessedVintage
85	CombiNation w/ "HH CTRL"
86	Solid BEAT
87	Space*Trap
88	Experimental Electronica
89	Wah Stepping Step Flanger
90	Crush Beat BitCrush & Phaser
91	Filt & Verb D-BEAM: MFX Ctrl
92	Beepy Beats
93	Mute Kicker Mute Group
94	Bass Line D-BEAM: Mute
95	Junk Yard Industrial
96	Sound EFX 1 RAW
97	Sound EFX 2 DIGITAL
98	Drama Horror Comedy
99	Noel Happy Holidays
100	Mystronic
101	User Kit
:	:
200	User Kit

Inst List

*p: Instruments whose sound varies depending on the location of your strike (M1 and M2 pads only)

*l : Instruments whose sound is sustained if "Trigger Mode" is set to "GATE" or "ALT"

*n: Instruments that also sound at note-off if "Trigger Mode" is set to "GATE"

*h: Instruments whose open/close state can be controlled by a hi-hat control pedal

No.	Name
LATIN 1	
1	Conga L *p
2	Conga R *p
3	Conga Inner L
4	Conga Inner R
5	Conga Edge L
6	Conga Edge R
7	Conga Bass
8	Conga Slap *p
9	Conga Slap 1
10	Conga Slap 2
11	Conga Gliss
12	Conga /Heel L *p
13	Conga /Heel R *p
14	Conga /Toe L
15	Conga /Toe R
16	Tumba L *p
17	Tumba R *p
18	Tumba Edge L
19	Tumba Edge R
20	Tumba Bass
21	Tumba Gliss
22	Bongo Hi L *p
23	Bongo Hi R *p
24	Bongo H Inner L
25	Bongo H Inner R
26	Bongo H Edge L
27	Bongo H Edge R
28	Bongo H Slap
29	BongoH/Heel L *p
30	BongoH/Heel R *p
31	Bongo H /Toe L
32	Bongo H /Toe R
33	Bongo Lo L *p
34	Bongo Lo R *p
35	Bongo L Slap
36	Timbale Hi L *p
37	Timbale Hi R *p
38	TimbaleH Inner L
39	TimbaleH Inner R
40	Timbale H Rim L
41	Timbale H Rim R
42	Timbale H Hand
43	Timbale H Paila
44	Timbale Mid L *p
45	Timbale Mid R *p
46	TimbaleM Inner L
47	TimbaleM Inner R
48	Timbale M Rim L

No.	Name
49	Timbale M Rim R
50	Timbale M Hand
51	Timbale M Paila
52	Timbale Lo L *p
53	Timbale Lo R *p
54	Timbale L Rim L
55	Timbale L Rim R
56	Timbale L Hand
57	Timbale L Paila
58	Cajon L *p
59	Cajon R *p
60	Cajon Bass L
61	Cajon Bass R
62	Cajon Edge L
63	Cajon Edge R
64	Cajon Foot
65	Cajon Thumb
66	Cajon Side L
67	Cajon Side R
68	Cajon SideEdge L
69	Cajon SideEdge R
70	Cajon Slap
71	Pandeiro *p
72	Pandeiro Thumb
73	Pandeiro Slap
74	Pandeiro Heel
75	Pandeiro Toe
76	Pandeiro Roll
77	Tamborim
78	Tamborim Mute
79	Repinique *p
80	Repinique Rim 1
81	Repinique Rim 2
82	Repinique Hand
83	Surdo *p
84	Surdo Rim
85	Surdo Hand
86	Bombo
87	Bombo Rim
88	Tambour
89	Tambour Rim
LATIN 2	
90	Cowbell 1
91	Cowbell 1 Tip
92	Cowbell 2
93	Cowbell 2 Tip
94	Cowbell 3
95	Cowbell 3 Close
96	Cowbell 4

No.	Name
97	Cowbell 5
98	Cowbell 6
99	Cowbell 7
100	Cowbell 8
101	Cowbell 9
102	Cowbell 10
103	Agogo Hi
104	Agogo Lo
105	Claves 1
106	Claves 2
107	Guiro 1
108	Guiro 1 Hit
109	Guiro 2
110	Guiro 2 Hit
111	Maracas 1
112	Maracas 2
113	Metal Maracas 1
114	Metal Maracas 2
115	Metal Maracas 3
116	Shaker 1
117	Shaker 2
118	Caxixi 1
119	Caxixi 2
120	Ganza 1
121	Ganza 2
122	Ganza 3
123	String Bean
124	Chafchas
125	Cabasa
126	Afuche
127	Quijada
128	Vibra-Slap
129	Cuica
130	Cuica Press
131	Berimbau *n
132	Berimbau Press
133	Berimbau Bend
134	Berimbau Gourd
135	Rain Stick*l
AFRICAN 1	
136	Djembe Hi *p
137	Djembe Hi Edge
138	Djembe Hi Bass
139	Djembe Lo *p
140	Djembe Lo Inner
141	Djembe Lo Edge
142	Djembe Lo Bass
143	Djembe Ears
144	Kenkeni

No.	Name
145	Kenkeni Rim
146	Sangban
147	Sangban Rim
148	Doumdoumba
149	Doumdoumba Rim
150	Bougarabou Hi
151	BougarabouH Slap
152	BougarabouH Bass
153	Bougarabou Mid
154	BougarabouM Slap
155	BougarabouM Bass
156	Bougarabou Lo
157	BougarabouL Slap
158	BougarabouL Bass
159	Talking Drum
160	Bendir *p
161	Bendir Edge
162	Bendir Scrape
163	Bendir Harm
164	Pot Drum L *p
165	Pot Drum R *p
166	Pot Drum L Edge
167	Pot Drum R Edge
168	Pot Drum Hole S
169	Pot Drum Hole L
170	Pot Drum Bottom
171	Pot Drum Heel
172	Pot Drum Gliss
173	PotDrum /HeelL*p
174	PotDrum /HeelR*p
175	Log Drum Hi
176	Log Drum Lo
177	Water Drum Hi
178	Water Drum Mid
179	Water Drum Lo
AFRICAN 2	
180	Afro Claves
181	AfroClaves Close
182	Metal Castanets
183	MCastanets Close
184	MCastanetsScrape
185	Apitua
186	Apitua Mute
187	Apitua Scrape
188	Grello
189	African Bracelet
190	African Jingle
191	Ankle Bells
192	MoroccanCastanet

No.	Name	No.	Name	No.	Name	No.	Name
193	MoroccanC Close	248	Jang Gu Stick	302	Timpani Mid F	357	Balaphone C4
194	Mega Cowbell	249	Ban Gu	303	Timpani Lo G	358	Balaphone G4
195	MegaCowbell Mute	250	Ban Gu Edge	304	Timpani XLo D	359	Balaphone E5
196	MegaCowbellStomp	251	Tang Gu	305	Concert Bass Dr	360	Balaphone B5
197	Shekere Shake	252	Tang Gu Edge	306	Concert BD Mute	361	Balaphone GlissU
198	Shekere Tap	253	Bajiaogu	307	Concert Snare	362	Balaphone GlissD
199	Shekere Net	254	Bajiaogu Mute	308	March Bass Dr 1	363	Slit Drum F2
200	Shekere Bottom	255	Tsuzumi S	309	March BD 1 Rim	364	Slit Drum A2
201	Shekere Roll 1	256	Tsuzumi L	310	March Bass Dr 2	365	Slit Drum D3
202	Shekere Roll 2	257	Hira Taiko	311	March BD 2 Rim	366	Slit Drum F3
203	Nuts Rattle	258	Hira Taiko Rim	312	Marching Snare 1	367	Slit Drum G3
204	Nuts Rattle Roll *1	259	Nagado Taiko	313	Marching S 1 Rim	368	Gyilli A2
205	Nuts Rattle 2	260	Nagado Taiko Rim	314	MarchingS1 Click	369	Gyilli D3
206	Ankle Beads	ASIAN 2		315	Marching Snare 2	370	Gyilli G3
207	Rakatak	261	Elephant Bell Hi	316	Marching S 2 Rim	371	Gyilli C4
ASIAN 1		262	ElephantBell Mid	317	MarchingS2 Click	372	Gyilli G4
208	Tabla Na	263	Elephant Bell Lo	318	Marching Tenor 1	373	Lithophone G4
209	Tabla Te	264	Chimta 1	319	Marching Tenor 2	374	Lithophone C5
210	Tabla Ti	265	Chimta 2	320	Marching Tenor 3	375	Lithophone G5
211	Tabla Tin	266	Ektara	321	Marching Tenor 4	376	Lithophone C6
212	Tabla Tun	267	Devil Chaser	322	Marching Tenor 5	377	Lithophone F6
213	Baya Ga	268	Bell Tree	323	Pair Cymbal 1	378	Khongwong F4
214	Baya Ge	269	Zil	324	Pair Cym 1 Smash	379	Khongwong B4
215	Baya Ge Mute	270	Zil Close	325	Pair Cymbal 2	380	Khongwong E5
216	Baya Ge Slide	271	Finger Cymbal	326	Pair Cym 2 Choke	381	Khongwong B5
217	Baya Gin	272	Rama Cymbal	327	Pair Cym2 Scrape	382	Khongwong E6
218	Baya Ka	273	Crotale	328	Tambourine 1	383	Kalimba F3
219	Dholak Ga	274	Bali Cymbal	329	Tambourine 2	384	Kalimba A3
220	Dholak Ta	275	BaliCymbal Close	330	Tambourine2 Roll *1	385	Kalimba C4
221	Dholak Tun	276	Bali Bells	331	Tambourine Stick	386	Kalimba G#4
222	Dholak Na	277	Chenchen	332	Triangle 1	387	Kalimba D#5
223	Dhol Beater	278	Chenchen Close	333	Triangle 1 Mute	388	Santoor D3
224	Dhol Hand	279	Thai Gong	334	Triangle 2	389	Santoor F#3
225	Dhol Body	280	Tam Tam	335	Triangle 2 Mute	390	Santoor B3
226	Dhol Stick	281	Gong	336	Wood Block Hi	391	Santoor E4
227	Darabuka *p	282	Bend Gong	337	Wood Block Lo	392	Santoor F#4
228	Darabuka Tek	283	Hu Yin Luo	338	Plastic Block Hi	393	Santoor B4
229	Darabuka Snap	284	Nao Bo	339	Plastic Block Lo	394	Santoor E5
230	Darabuka Inner	285	Xiao Bo	340	Mini Block	395	Santoor G5
231	Darabuka Press	286	Chinese Cymbals	341	Castanets 1	396	Santoor B5
232	Dawul	287	ChineseCym Close	342	Castanets1 Close	397	Hand Pan F3
233	Dawul Stick	288	Chinese Bell	343	Castanets 2	398	Hand Pan C4
234	Dawul Buzz	289	Gengari	344	Knocker	399	Hand Pan F4
235	Frame Drum L *p	290	Gengari Mute	345	Cricket	400	Hand Pan A4
236	Frame Drum R *p	291	Korean Block	346	Sleigh Bells	401	Hand Pan A#4
237	FrameDrum L Edge	292	Temple Block Hi	347	Tree Chime	402	Hand Pan C5
238	FrameDrum R Edge	293	Temple Block Lo	348	Pin Chime	403	Hand Pan D5
239	FrameDrum Scrape	294	Hyoshigi	MELODIC		404	Hand Pan F5
240	FrameDrum Harm	295	Kagura Suzu	349	Steel Drum D3	405	Tone Plate G5
241	Riq *p	296	Kagura Suzu Roll	350	Steel Drum F3	406	Tone Plate C6
242	Riq Edge	297	Chappa	351	Steel Drum A3	407	Tone Plate F6
243	Riq Mute	298	Chappa Close	352	Steel Drum C4	408	Tone Plate A6
244	Riq Jingle	299	Chappa Scrape	353	Steel Drum E4	409	Tone Plate C7
245	Buk	300	Atarigane	354	Steel Drum C5	410	Vibraphone G3
246	Buk Rim	ORCHESTRA		355	Steel Drum F5	411	Vibraphone C4
247	Jang Gu	301	Timpani Hi D	356	Steel Drum A5	412	Vibraphone E4

Inst List

No.	Name
413	Vibraphone G4
414	Vibraphone B4
415	Vibraphone D5
416	Vibraphone G5
417	Vibraphone C6
418	Vibraphone E6
419	Marimba D3
420	Marimba G3
421	Marimba C4
422	Marimba E4
423	Marimba B4
424	Marimba D5
425	Marimba G5
426	Marimba C6
427	Marimba E6
428	Marimba G6
429	Glockenspiel G5
430	Glockenspiel C6
431	Glockenspiel F6
432	Glockenspiel A6
433	Glockenspiel D7
434	Glockenspiel F7
435	Tublar Bells C
436	Tublar Bells G
437	Hand Bell C
OTHERS	
438	Ipu Body
439	Ipu Slap
440	Ipu Hole
441	Ipu Stomp
442	Coco
443	Coco Mute
444	Kalau S
445	Kalau L
446	Ili-ili
447	Clapsticks
448	Didgeridoo*1
449	Ratchet
450	Ratchet Notch
451	Metal Crasher
452	Vibra Metal
453	Flex Metal
454	FlexMetal BendUp
455	Music Bow
456	Jew's Harp
457	Jew's Harp Wow
458	Church Bell
459	Waterphone
460	Waterphone Hit
461	Slide Whistle
462	Slide Whistle Up
463	Whistle
464	Duck Call
465	Quad Horns
466	Fight Gong

No.	Name
467	Stomped Box
ELECTRO	
468	CR-78 Bongo
469	CR-78 Cowbell
470	CR-78 Claves
471	CR-78 Guiro
472	CR-78 Maracas
473	CR-78 Tambourine
474	CR-78 Metal Beat
475	TR-808 Conga Hi
476	TR-808 Conga Mid
477	TR-808 Conga Lo
478	TR-808 Cowbell 1
479	TR-808 Cowbell 2
480	TR-808 Claves
481	TR-808 Maracas
482	TR-707 Cowbell
483	TR-727 Agogo
484	DR-55 Claves
KICK 1	
485	Studio Kick
486	Vintage Kick
487	Compact Kick
488	Mellow Kick
489	Hard Kick
490	Heavy Kick
491	Plugged Kick
492	Close Miked Kick
493	Solid Kick
494	Floor Tom Kick
KICK 2	
495	Tight Kick 1
496	Tight Kick 2
497	Tight Kick 3
498	Tight Cut Kick
499	Impact Kick
500	Hybrid Kick
501	Tronic Kick
502	New Tronic Kick
503	Knock Kick
504	Electro Knock K
505	Minimal House K
506	Early House Kick
507	BreakBeats Kick1
508	BreakBeats Kick2
509	DnB Kick 1
510	DnB Kick 2
511	Nu Hip Kick
512	Lo-Fi Kick 1
513	Lo-Fi Kick 2
514	Short Noise Kick
515	Hi Jumper Kick
516	Lo Jumper Kick
517	Dance Kick
518	Dancer Kick

No.	Name
519	BB Kick
520	Bounce Kick
521	Gabba K
522	Voice Kick 1
523	Voice Kick 2
524	Voice Kick 3
525	Analog Kick 1
526	Analog Kick 2
527	Analog Kick 3
528	FX Electro Kick
529	CR-78 Kick
530	TR-606 Kick
531	TR-808 Kick 1
532	TR-808 Kick 2
533	TR-808 Kick Long
534	TR-909 Kick 1
535	TR-909 Kick 2
536	TR-909 Kick 3
537	DR-110 Kick
538	R-8 Kick
SNARE 1	
539	Wood Snare
540	Wood Snare Rim
541	Metal Snare
542	Metal Snare Rim
543	Deep Snare
544	Deep Snare Rim
545	Piccolo Snare
546	PiccoloSnare Rim
547	Solid Snare
548	Solid Snare Rim
549	Tight Snare
550	Tight Snare Rim
551	Brush Snare
552	Brush Snare Rim
553	Brush Hit&Stir*1
554	Cross Stick 1
555	Cross Stick 2
556	Cross Stick 3
557	Cross Stick 4
558	Cross Stick 5
SNARE 2	
559	OldSchool Snare1
560	OldSchool Snare2
561	DnB Snare
562	Dub Step Snare
563	Disto Slap Snare
564	House Low Snare
565	Tiny House Snare
566	Hip Snare
567	Garage Snare
568	BB Snare
569	Box Snare
570	Punch Snare
571	Barrel Snare

No.	Name
572	Whack Snare
573	Radio Snare
574	Reverse Snare
575	Voice Snare 1
576	Voice Snare 2
577	Voice CrossStick
578	Analog Snare 1
579	Analog Snare 2
580	CR-78 Snare
581	TR-808 Snare 1
582	TR-808 Snare 2
583	TR-909 Snare
584	TR-909 S w/ Clap
585	TR-606 Snare
586	TR-707 Snare
587	DR-110 Snare
588	CR-78 Rim
589	TR-808 Rim
590	TR-909 Rim
TOM 1	
591	Wood Tom Hi
592	Wood Tom Mid
593	Wood Tom Lo
594	Open Tom Hi
595	Open Tom Mid
596	Open Tom Lo
597	Solid Tom Hi
598	Solid Tom Mid
599	Solid Tom Lo
600	Brush Tom Hi
601	Brush Tom Mid
602	Brush Tom Lo
603	Roto Tom Hi
604	Roto Tom Mid
605	Roto Tom Lo
606	Roto Tom XLo
607	Tube Tom Hi C
608	Tube Tom G
609	Tube Tom E
610	Tube Tom C
611	Tom Rim Click 1
612	Tom Rim Click 2
613	Tom Rim Click 3
TOM 2	
614	Voice Tom Hi
615	Voice Tom Mid
616	Voice Tom Lo
617	Voice Tom XLo
618	Analog Tom1 Hi
619	Analog Tom1 Mid
620	Analog Tom1 Lo
621	Analog Tom2 Hi
622	Analog Tom2 Mid
623	Analog Tom2 Lo
624	TR-808 Tom Hi

No.	Name	No.	Name	No.	Name	No.	Name
625	TR-808 Tom Mid	678	TR-808 HH Close	CLAP		784	Junk
626	TR-808 Tom Lo	679	TR-909 Hi-Hat *h	731	Clap 1	785	Air Driver
627	TR-909 Tom Hi	680	TR-909 HH Open	732	Clap 2	786	Robo 1
628	TR-909 Tom Mid	681	TR-909 HH Close	733	Claps	787	Robo 2
629	TR-909 Tom Lo	CYMBALS 1		734	Torio Clap	788	Clock Tick
HI-HAT 1		682	Light Ride	735	Flamenco Clap	789	Clock Bell
630	Light Hi-Hat *h	683	Light Ride Edge	736	Room Clap	790	Emergency
631	Light HH Open	684	Light Ride Bell	737	Ambience Clap	791	Discovery
632	Light HH Close	685	Dark Ride	738	House Clap	792	Cave
633	Light HH Edge *h	686	Dark Ride Edge	739	Tech House Clap	793	LP Noise 1*1
634	Light HHE Open	687	Dark Ride Bell	740	Minimal Clap	794	LP Noise 2
635	Light HHE Close	688	Brush Ride	741	Hip Clap	795	Blow Attack
636	Light HH Pedal	689	Brush Ride Edge	742	Buzz Clap	796	Tongue Click
637	Dark Hi-Hat *h	690	Sizzle Ride	743	Gate Clap	797	Voice Block
638	Dark HH Open	691	Sizzle Ride Edge	744	Noise Clap 1	798	Voice Beep
639	Dark HH Close	692	Sizzle Ride Bell	745	Noise Clap 2	799	Voice Granuliser
640	Dark HH Edge *h	693	Thin Crash	746	DR-110 Clap	800	Voice Scratch
641	Dark HHE Open	694	Dark Crash	747	TR-808 Clap	801	Percussion Hit 1
642	Dark HHE Close	695	Wild Crash	748	TR-808 Clap Dry	802	Percussion Hit 2
643	Dark HH Pedal	696	Suspended Crash	749	TR-909 Clap	803	Orchestra Hit 1
644	Brush Hi-Hat *h	697	Latin Crash	750	TR-909 Clap Dry	804	Orchestra Hit 2
645	Brush HH Open	698	Brush Crash	751	Finger Snap 1	805	Brass Hit
646	Brush HH Close	699	Splash Cymbal 1	752	Finger Snap 2	806	Philadelphia Hit
647	Brush HH Pedal	700	Splash Cymbal 2	753	Ambient Snap	807	Techno Hit
648	Spoke Hi-Hat *h	701	Splash Cymbal 3	SOUND FX		808	Feedback Wave
649	Spoke HH Open	702	China Cymbal 1	754	Sticks	809	Atmosphere
650	Spoke HH Close	703	China Cymbal 2	755	Dense Click	ELEMENTS	
651	Spoke HH Pedal	704	Swish Cymbal	756	Pulse	810	Low Frequency 1
HI-HAT 2		705	Trash Cymbal 1	757	High Q	811	Low Frequency 2
652	Club Hi-Hat *h	706	Trash Cymbal 2	758	Dyna Filter	812	Low Frequency 3
653	Club HH Open	707	Stacked Cymbal	759	Random Noise 1	813	Attack 1
654	Club HH Close	708	Accent Cymbal	760	Random Noise 2	814	Attack 2
655	Sharp Hi-Hat *h	709	Chime Cymbal	761	Beep	815	Attack 3
656	Sharp HH Open	710	Cross Cymbal 1	762	Fat Beep	816	Attack 4
657	Sharp HH Close	711	Cross Cymbal 2	763	Disto Beep	817	Ambience Kick 1
658	Hip Hi-Hat *h	712	Mini Cymbal	764	Techno Beef	818	Ambience Kick 2
659	Hip HH Open	CYMBALS 2		765	High Saw	819	Ambience Kick 3
660	Hip HH Close	713	Sweep Crash	766	Low Saw	820	Ambience Snare 1
661	House Hi-Hat *h	714	Lo-Fi Crash	767	Space Beep	821	Ambience Snare 2
662	House HH Open	715	Ambient Crash	768	Afro Stomp	822	Ambience Snare 3
663	House HH Close	716	Verby Crash	769	Super Low	823	Ambience Tom 1
664	DnB Hi-Hat *h	717	Gate Crash	770	PCM Press	824	Ambience Tom 2
665	DnB HH Open	718	Trashy Ride	771	Prevision	825	Ambience Tom 3
666	DnB HH Close	719	Phasing Ride	772	Ejector	826	Snare Buzz
667	LowStepHi-Hat *h	720	Cosmo Bell	773	Water Drop	827	Conga Body *p
668	LowStep HH Open	721	Electra Bell	774	Echoic Shot	828	Noise 1
669	LowStep HH Close	722	Reflective Bell	775	Chromatone	829	Noise 2
670	Voice Hi-Hat *h	723	Reverse Crash	776	Super Shot	830	Noise 3
671	Voice HH Open	724	Reverse Ride	777	Stamp	831	Noise 4
672	Voice HH Close	725	Reverse Trash	778	Rusty Iron	832	Noise 5
673	CR-78 Hi-Hat *h	726	Voice Crash 1	779	Digi Cup	833	Noise 6
674	CR-78 HH Open	727	Voice Crash 2	780	Hammer	834	Noise 7
675	CR-78 HH Close	728	Analog Cymbal	781	Abstract Noise	835	White Noise 1 *1
676	TR-808 Hi-Hat *h	729	TR-808 Cymbal	782	Industrial 1	836	White Noise 2 *1
677	TR-808 HH Open	730	TR-606 Cymbal	783	Industrial 2	837	Sine Wave 1kHz*1

Inst List

No.	Name
838	Sine Wave C *I
839	Triangle Wave C *I
840	Square Wave C *I
841	Sawtooth Wave1 C *I
842	Sawtooth Wave2 C *I
843	Super Saw C *I
844	Synth Bass 1 C *I
845	Synth Bass 2 C *I
846	Synth Lead C *I
847	Synth Pad C *I
848	Synth Brass C *I
849	Synth Strings C *I
OFF	
850	Off

Multi-Effect Parameter List

Type List

No.	Name	No.	Name
0	THRU	13	COMPRESSOR
1	STEREO DELAY	14	SATURATOR
2	SYNC DELAY	15	FILTER
3	TAPE ECHO	16	FILTER+DRIVE
4	CHORUS	17	AUTO WAH
5	SPACE-D	18	LO-FI COMPRESS
6	PHASER	19	OVERDRIVE
7	STEP PHASER	20	DISTORTION
8	FLANGER	21	BIT CRUSH
9	STEP FLANGER	22	ISOLATOR
10	REVERB	23	RING MOD
11	LONG REVERB	24	PITCH SHIFT
12	EQUALIZER	25	AUTO PAN

Parameter List

Parameters indicated by "*" can be controlled by the realtime modify knob.

0: THRU

The effect won't be applied.

1: STEREO DELAY

Repeats the sound.

Parameter	Value	Explanation
Left Time	0–1300msec	Adjusts the time until the left delay sound is heard.
Right Time	0–1300msec	Adjusts the time until the right delay sound is heard.
Left Phase	NORMAL, INVERSE	Phase of the left delay sound
Right Phase	NORMAL, INVERSE	Phase of the right delay sound
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback*	-98–98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out (BYPASS: no cut).
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output level

2: SYNC DELAY

This is a delay whose delay time is specified in terms of a note value relative to the tempo. You can also synchronize it to the metronome tempo.

* The maximum delay time is 1300 msec. Tempo or note value settings may exceed this maximum; in this case, the tempo will no longer synchronize.

Parameter	Value	Explanation
Metro Sync	OFF, ON	OFF: Synchronizes to the tempo of the "Tempo" parameter. ON: Synchronizes to the tempo of the metronome.
Tempo	20–260	Specifies the synchronization tempo when "Metro Sync" is OFF.
Left Note	♪ (16th note)–♩ (whole note)	Adjusts the time until the left delay sound is heard.
Right Note	♪ (16th note)–♩ (whole note)	Adjusts the time until the right delay sound is heard.
Left Phase	NORMAL, INVERSE	Phase of the left delay sound
Right Phase	NORMAL, INVERSE	Phase of the right delay sound
Feedback Mode	NORMAL, CROSS	Selects the way in which delay sound is fed back into the effect.
Feedback*	-98–98%	Adjusts the amount of the delay sound that's fed back into the effect. Negative (-) settings invert the phase.
HF Damp	200–8000Hz, BYPASS	Adjusts the frequency above which sound fed back to the effect is filtered out (BYPASS: no cut).
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output level

3: TAPE ECHO

Simulates a tape-type echo unit of the past.

Parameter	Value	Explanation
Rate*	0–127	Tape speed
Intensity	0–127	Amount of echo repeat
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

Multi-Effect Parameter List

4: CHORUS

Adds spaciousness and depth to the sound.

Parameter	Value	Explanation
Filter Type	OFF, LPF, HPF	Type of filter OFF : no filter is used LPF : cuts the frequency range above the Cutoff Freq HPF : cuts the frequency range below the Cutoff Freq
Filter Freq	200–8000Hz	Center frequency when using the filter to cut a specific frequency range
Pre Delay	0.0–100msec	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate*	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180deg	Spatial spread of the sound
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

5: SPACE-D

It gives no impression of modulation, but produces a transparent chorus effect.

Parameter	Value	Explanation
Pre Delay	0.0–100msec	Adjusts the delay time from the direct sound until the chorus sound is heard.
Rate*	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180deg	Spatial spread of the sound
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the chorus sound (W)
Level	0–127	Output Level

6: PHASER

A phase-shifted sound is added to the original sound and modulated.

Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate*	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. INVERSE : The left and right phase will be opposite. When using a mono source, this spreads the sound. SYNCHRO : The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback

Parameter	Value	Explanation
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

7: STEP PHASER

The phaser effect will be varied gradually.

Parameter	Value	Explanation
Mode	4-STAGE, 8-STAGE, 12-STAGE	Number of stages in the phaser
Manual	0–127	Adjusts the basic frequency from which the sound will be modulated.
Rate	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Polarity	INVERSE, SYNCHRO	Selects whether the left and right phase of the modulation will be the same or the opposite. INVERSE : The left and right phase will be opposite. When using a mono source, this spreads the sound. SYNCHRO : The left and right phase will be the same. Select this when inputting a stereo source.
Resonance	0–127	Amount of feedback
Step Rate*	0–127	Rate of the step-wise change in the phaser effect
Mix	0–127	Level of the phase-shifted sound
Level	0–127	Output Level

8: FLANGER

It produces a metallic resonance that rises and falls like a jet airplane taking off or landing.

Parameter	Value	Explanation
Pre Delay	0.0–100msec	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate*	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180deg	Spatial spread of the sound
Feedback	-98–98%	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

9: STEP FLANGER

This is a flanger in which the flanger pitch changes in steps.

Parameter	Value	Explanation
Pre Delay	0.0–100msec	Adjusts the delay time from when the direct sound begins until the flanger sound is heard.
Rate*	0–127	Frequency of modulation
Depth	0–127	Depth of modulation
Phase	0–180deg	Spatial spread of the sound
Feedback	-98–98%	Adjusts the proportion of the flanger sound that is fed back into the effect. Negative (-) settings will invert the phase.
Step Rate	0–127	Rate (period) of pitch change
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

10: REVERB

Adds reverberation to the sound, simulating an acoustic space.

Parameter	Value	Explanation
Type	ROOM1, ROOM2, STAGE1, STAGE2	Type of reverb ROOM1: dense reverb with short decay ROOM2: sparse reverb with short decay STAGE1: reverb with greater late reverberation STAGE2: reverb with strong early reflections
Pre Delay	0.0–100msec	Adjusts the delay time from the direct sound until the reverb sound is heard.
Rev Time	0–127	Time length of reverberation
HF Damp	200–8000Hz, BYPASS	Adjusts the frequency above which the reverberant sound will be cut. As the frequency is set lower, more of the high frequencies will be cut, resulting in a softer and more muted reverberance (BYPASS: no cut).
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance*	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the flanger sound (W)
Level	0–127	Output Level

11: LONG REVERB

This is a very rich sounding reverb.

Parameter	Value	Explanation
Depth*	0–127	Depth of the effect
Reverb Time	0–127	Time length of reverberation
Character	0–5	Type of reverb
Pre LPF	16–15000Hz, BYPASS	Frequency of the filter that cuts the high-frequency content of the input sound (BYPASS: no cut).

Parameter	Value	Explanation
Pre HPF	BYPASS, 16–15000Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Pre EQ Freq	200–8000Hz	Frequency of the filter that boosts/cuts a specific frequency region of the input sound
Pre EQ Gain	-15–+15dB	Amount of boost/cut produced by the filter at the specified frequency region of the input sound
HF Damp	16–15000Hz, BYPASS	Frequency at which the high-frequency content of the resonant sound will be cut (BYPASS: no cut)
LF Damp	BYPASS, 16–15000Hz	Frequency at which the low-frequency content of the resonant sound will be cut (BYPASS: no cut)
Low Gain	-15–+15dB	Amount of low-range boost/cut
Mid Freq	200–8000Hz	Frequency of the low-range EQ
Mid Gain	-15–+15dB	Amount of midrange boost/cut
High Gain	-15–+15dB	Amount of high-range boost/cut
Reverb Level	0–127	Output Level

12: EQUALIZER

Adjusts the tonal character.

Parameter	Value	Explanation
Low Freq	200, 400Hz	Frequency of the low range
Low Gain	-15–+15dB	Gain of the low range
Mid 1 Freq	200–8000Hz	Frequency of the middle range 1
Mid 1 Gain	-15–+15dB	Gain of the middle range 1
Mid 1 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 1 Set a higher value for Q to narrow the range to be affected.
Mid 2 Freq	200–8000Hz	Frequency of the middle range 2
Mid 2 Gain	-15–+15dB	Gain of the middle range 2
Mid 2 Q	0.5, 1.0, 2.0, 4.0, 8.0	Width of the middle range 2 Set a higher value for Q to narrow the range to be affected.
High Freq	2000, 4000, 8000Hz	Frequency of the high range
High Gain	-15–+15dB	Gain of the high range
Level	0–127	Output Level

13: COMPRESSOR

Smoothing out fluctuations in volume.

Parameter	Value	Explanation
Threshold	-48 –0dB	Adjusts the volume at which compression begins.
Make Up	0–+24dB	Adjusts the output gain.
Ratio	2: 1, 3: 1, 4: 1, 8: 1, 100: 1	Compression ratio
Attack	0–100	Sets the time from when the input exceeds the Threshold until the volume starts being compressed.
Release	0–99	Adjusts the time after the signal volume falls below the Threshold Level until compression is no longer applied.
Low Gain	-15–+15dB	Gain of the low frequency range
High Gain	-15–+15dB	Gain of the high frequency range

Multi-Effect Parameter List

14: SATURATOR

Producing a rougher tonal character and boosting the loudness. This also cuts the low-frequency region of the input audio.

Parameter	Value	Explanation
Sat Drive	0–127	Amount of distortion of the saturator
Sat Level	0–127	Output volume of the saturator
Comp Level	0–127	Output volume of the compressor
High Gain	-12+6dB	Amount of high-range boost/cut
Sat&Comp Mix	0–127	Volume at which the saturator sound and compressor sound are mixed with the original sound
Level	0–127	Output level

15: FILTER

This is a filter with an extremely sharp slope. The cutoff frequency can be varied cyclically.

Parameter	Value	Explanation
Type	LPF, BPF, HPF, NOTCH	Filter type Frequency range that will pass through each filter LPF : Frequencies below the cutoff BPF : Frequencies in the region of the cutoff HPF : Frequencies above the cutoff NOTCH : Frequencies other than the region of the cutoff
Cutoff*	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Mod Sw	OFF, ON	On/off switch for modulation
Mod Rate	0–127	Rate of modulation
Mod Depth	0–127	Depth of modulation
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

16: FILTER+DRIVE

Cuts the high-frequency range, and adds distortion.

Parameter	Value	Explanation
Cutoff*	0–127	Cutoff frequency of the filter Increasing this value will raise the cutoff frequency.
Resonance	0–127	Filter resonance level Increasing this value will emphasize the region near the cutoff frequency.
Drive	0–127	Amount of distortion
Level	0–127	Output level

17: AUTO WAH

Produces a wah effect (a cyclic shift in frequency emphasis).

Parameter	Value	Explanation
Manual*	0–127	Adjusts the basic frequency at which the effect is applied.
Peak	0–127	Adjusts the amount of the wah effect that will occur in the range of the center frequency. Set a higher value for Peak to narrow the range to be affected.
Sens	0–127	Adjusts the sensitivity with which the filter is controlled.
Mod Rate	0–127	Frequency of modulation
Mod Depth	0–127	Depth of modulation
Mod Phase	0–180deg	Proportion by which the phase of the wah effect's modulation will be offset between the left and right sides.
Balance	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

18: LO-FI COMPRESS

This is an effect that intentionally degrades the sound quality for creative purposes.

Parameter	Value	Explanation
PreFit Type	TYPE 1–3	Selects the type of filter applied to the sound before it passes through the Lo-Fi effect.
Lo-Fi Type	TYPE 1–9	Degrades the sound quality. The sound quality grows poorer as this value is increased.
PostFit Type	OFF, LPF, HPF	Type of filter after it passes through the Lo-Fi effect OFF : no filter is used LPF : cuts the frequency range above the Cutoff HPF : cuts the frequency range below the Cutoff
PostFit Cutoff	200–8000Hz	Basic frequency of the Post Filter
Low Gain	-15+15dB	Gain of the low range
High Gain	-15+15dB	Gain of the high range
Level	0–127	Output level

19: OVERDRIVE

Mildly distorts the sound.

Parameter	Value	Explanation
Pre HPF	BYPASS, 16–1000Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Drive	0–127	Amount of distortion
Tone	0–127	Tone quality of distorted sound
Balance*	D100: 0W– D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

20: DISTORTION

Intensely distorts the sound.

Parameter	Value	Explanation
Pre HPF	BYPASS, 16–1000Hz	Frequency of the filter that cuts the low-frequency content of the input sound (BYPASS: no cut)
Drive	0–127	Amount of distortion
Tone Sw	OFF, ON	Switches Tone on/off
Tone	0–127	Tone quality of distorted sound
Balance*	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

21: BIT CRUSH

Produces an extreme lo-fi effect.

Parameter	Value	Explanation
Sample Rate	0–127	Adjusts the sample rate.
Bit Rate	0–20	Adjusts the bit depth.
Filter*	0–127	Adjusts the filter depth.
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

22: ISOLATOR

Creating unique effects by cutting the volume of specific frequency regions.

Parameter	Value	Explanation
Boost/Cut Low	-64–+63	These boost and cut each of the Low frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.
Boost/Cut Mid	-64–+63	These boost and cut each of the Middle frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.
Boost/Cut High	-64–+63	These boost and cut each of the High frequency ranges. At -64, the sound becomes inaudible. 0 is equivalent to the input level of the sound.
Boost/Cut Depth*	0–127	Depth of boost/cut
Level	0–127	Output level

23: RING MOD

A ring modulator that varies the modulated frequency in a stepwise manner.

Parameter	Value	Explanation
Mode	RING MOD, ENV OSC	RING MOD: Applies amplitude modulation to the input signal ENV OSC: Outputs oscillation corresponding to the input signal

Parameter	Value	Explanation
Pitch*	-64–+63	Raise or lower the ring modulation frequency
Rate	0–127	Rate at which step changes are repeated
Attack	0–127	Speed at which the modulation frequency changes between steps
Low Gain	-15–+15dB	Gain of the low range
High Gain	-15–+15dB	Gain of the high range
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the effect sound (W)
Level	0–127	Output level

24: PITCH SHIFT

Shifts the pitch of the original sound.

Parameter	Value	Explanation
Pitch1 Coarse	-24–12	Adjusts the pitch of Pitch Shift 1 in semitone steps.
Pitch2 Coarse	-24–12	Adjusts the pitch of Pitch Shift 2 in semitone steps.
Delay Time	0–1300msec	Adjusts the delay time from the direct sound until the Pitch Shift sound is heard.
Pitch Feedback*	-98–98%	Adjusts the proportion of the pitch shifted sound that is fed back into the effect. Negative (-) settings will invert the phase.
Pitch1 Pan	L64–63R	Stereo location of the Pitch Shift 1 sound
Pitch2 Pan	L64–63R	Stereo location of the Pitch Shift 2 sound
Pitch1 Level	0–127	Volume of the Pitch Shift 1 sound
Pitch2 Level	0–127	Volume of the Pitch Shift 2 sound
Low Gain	-15–+15dB	Amount of boost/cut for the effect sound's lower range
High Gain	-15–+15dB	Amount of boost/cut for the effect sound's upper range
Balance	D100: 0W–D0: 100W	Volume balance between the direct sound (D) and the pitch shifted sound (W)
Level	0–127	Output Level

25: AUTO PAN

Cyclically modulates the stereo location of the sound.

Parameter	Value	Explanation
Mod Wave	TRI, SQR, SIN, SAW1, SAW2	Type of pan change
Rate*	0–127	Frequency of the change
Depth	0–127	Depth to which the effect is applied
Low Gain	-15–+15dB	Gain of the low range
High Gain	-15–+15dB	Gain of the high range
Level	0–127	Output Level

Ambience Parameter List

Type List

No.	Name	Explanation
1	BOOTH	Recording booth
2	STUDIO	Recording studio
3	BASEMENT	Underground room with numerous reflections
4	JAZZ CLUB	Small club
5	ROCK CLUB	Large club
6	BALLROOM	Dance hall
7	CONCERT HALL	Large concert hall
8	EXPO HALL	Broad space
9	GATE	Reverberation is cut off sharply
10	SPIRAL	Spiral-like reverberation

Parameter List

Parameter	Value	Explanation
Character	1-7	Character of the ambience sound
Size	TINY, SMALL, MEDIUM, LARGE, HUGE	Size of the room
Wall Type	CURTAIN, CLOTH, WOOD, PLASTER, CONCRETE, GLASS	Material of the walls
Shape	0-100	Width of the room
Level	0-100	Overall amount of ambience