Preset #31 [00-1] "Normal-OD"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 442ms = 135 bpm	**Type:** overdrive	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 7	**Drive:** 10	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 0	**Response:** 5	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -7	**Level (dB):** 0	**Speed (/s):** 200	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #32 [00-2] "Entre 2 tierras"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 384ms = 156 bpm	**Type:** distorsion	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Drive:** 1	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 65	**Response:** 1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** -12	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 20.0k	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 360	**Decay (s):** 1.2
Width1 (oct): 1.6	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** Disabled	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 45	**Mix (%):** 14
Freq2 (Hz): 41.0	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): -12	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** Off	**Hi Color:** Real
Width2 (oct): 0.3	**Mix (%):** 50		**Mix (%):** 40	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 19.4k				**Lo Fac:** 9
Gain3 (dB): 12				**Room Lvl (dB)**
Width3 (oct): 1.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #33 [00-3] "U2 Pride"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 581ms = 103 bpm	**Type:** distorsion	**Type:** sustain	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 11	**Drive:** 10	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 45	**Response:** 5	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** 0	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 79.4	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 400	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/8D	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 20	**Mix (%):** 25
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 43	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 1.30k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #34 [01-1] "Queen 1"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 491ms = 122 bpm	**Type:** distorsion	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: SemiPar	**Gain (dB):** 23	**Drive:** 10	**Threshold (dB):** -33	
LvlOut L (dB): 0	**Tone (%):** 50	**Response:** 5	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Level (dB):** 0	**Speed (/s):** 200	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** phaser	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .251	**Key:** A	**Delay (ms):** 491	**Decay (s):** 2.0
Width1 (oct): 0.4	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 90	**Voice 1 (degree):** +3	**Feedback (%):** 40	**Mix (%):** 20
Freq2 (Hz): 2.18k	**Range:** Low	**Voice 2 (degree):** -3	**HiCut (Hz):** 12.6k	**Size:** Medium
Gain2 (dB): 0	**Feedback (%):** -90	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Bright
Width2 (oct): 0.5	**Mix (%):** 50	**Level 2 (dB):** 0	**Mix (%):** 15	**Hi Fac:** 6
		Pan 1: -50		**Lo Color:** Light
Freq3 (Hz): 5.46k		**Pan 2:** 50		**Lo Fac:** 0
Gain3 (dB): 3		**Delay 1 (ms):** 20		**Room Lvl (dB)**
Width3 (oct): 0.8		**Delay 2 (ms):** 10		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 10
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #35 [01-2] "The count"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 491ms = 122 bpm	**Type:** distorsion	**Type:** advance	**Type:** Hard	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -33	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 1.1:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -14	**Attack (ms):** 50	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** intell P	**Type:** dynam	**Type:** spring
Gain1 (dB): 12	**Speed (Hz):** .299	**Key:** F#	**Delay (ms):** 450	**Decay (s):** 3.8
Width1 (oct): 0.4	**Tempo:** Disabled	**Scale:** Mixolyd	**Tempo:** Disabled	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 23	**Mix (%):** 5
Freq2 (Hz): 2.18k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** Uniss	**HiCut (Hz):** Off	**Size:** Large
Gain2 (dB): 0	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** Off	**Hi Color:** Real
Width2 (oct): 0.5	**Mix (%):** 40	**Level 2 (dB):** -27	**Offset (ms):** 15	**Hi Fac:** 3
		Pan 1: 0	**Sense (dB):** 0	**Lo Color:** Real
Freq3 (Hz): 5.46k		**Pan 2:** 0	**Damp (dB):** 12	**Lo Fac:** -1
Gain3 (dB): 3		**Delay 1 (ms):** 20	**Release (ms):** 200	**Room Lvl (dB)**
Width3 (oct): 0.8		**Delay 2 (ms):** 20	**Mix (%):** 24	**Rev Lvl (dB):** (
		Mix (%): 50		**Diffuse:** 10
				Shape: Square

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #36 [01-3] "QUEEN 2"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 200ms = 300 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 6
Routing: SemiPar	**Gain (dB):** 10	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 57	**Ratio:** 8.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -8	**Attack (ms):** 10	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 300		
Map Min (%): 0		**Level (dB):** -5		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 79.4	**Type:** tremolo	**Type:** intell P	**Type:** analog	**Type:** spring
Gain1 (dB): -12	**Speed (Hz):** 5.16	**Key:** E	**Delay (ms):** 356	**Decay (s):** 2.9
Width1 (oct): 0.8	**Tempo:** 1/4	**Scale:** Ionian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 63	**Voice 1 (degree):** +3	**Clip (dB):** 5	**Mix (%):** 20
Freq2 (Hz): 335	**Type:** Soft	**Voice 2 (degree):** -5	**Feedback (%):** 43	**Size:** Medium
Gain2 (dB): 6	**Width (%):** 53	**Level 1 (dB):** -1	**HiCut (Hz):** 2.24k	**Hi Color:** Bright
Width2 (oct): 1.0	**Hi Cut (Hz):** 5.01k	**Level 2 (dB):** -2	**LoCut (Hz):** 177.8	**Hi Fac:** 6
		Pan 1: -50	**Mix (%):** 20	**Lo Color:** Light
Freq3 (Hz): 1.30k		**Pan 2:** 50		**Lo Fac:** 0
Gain3 (dB): -10		**Delay 1 (ms):** 70		**Room Lvl (dB)**
Width3 (oct): 1.0		**Delay 2 (ms):** 106		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 22
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #37 [02-1] "Streets"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 491ms = 122 bpm	**Type:** distorsion	**Type:** advance	**Type:** Hard	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 25	**Threshold (dB):** -20	**Threshold (dB):** -33	
LvlOut L (dB): 0	**Tone (%):** 51	**Ratio:** 1.1:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -17	**Attack (ms):** 50	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** octave	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .473	**Direction:** Up	**Delay (ms):** 368	**Decay (s):** 2.5
Width1 (oct): 0.4	**Tempo:** Disabled	**Range (oct):** 1	**Tempo:** 1/8D	**PreDelay (ms):**
	Depth (%): 26	**Mix (%):** 53	**Feedback (%):** 33	**Mix (%):** 25
Freq2 (Hz): 2.18k	**Hi Cut (Hz):** 15.8k		**HiCut (Hz):** Off	**Size:** Large
Gain2 (dB): 0	**Delay (ms):** 14.0		**LoCut (Hz):** Off	**Hi Color:** Clear
Width2 (oct): 0.5	**Mix (%):** 5		**Mix (%):** 45	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 5.46k				**Lo Fac:** 9
Gain3 (dB): 3				**Room Lvl (dB)**
Width3 (oct): 0.8				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #40 [03-1] "GENERICO SUAVE CLEAN TRE"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #41 [03-2] "GENERICO SUAVE CRUNCH TR"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #42 [03-3] "GENERICO SUAVE OD1 TREMO"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #43 [04-1] "GENERICO FUERTE PHASER"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #44 [04-2] "GENERIC FUERT CRNCH ROPH"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #45 [04-3] "GENERICO FUERT OD1 PHASE"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #46 [05-1] "HEROES LIMPIO CLEAN"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH ON	DELAY ON	REVERB
Freq1 (Hz): 100	**Type:** chorus	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** .299	**Voice 1 (cents):** 9	**Delay (ms):** 360	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** Disabled	**PreDelay (ms):**
	Depth (%): 50	**Delay 1 (ms):** 10	**Feedback (%):** 45	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Hi Cut (Hz):** 446.7	**Delay 2 (ms):** 12	**HiCut (Hz):** Off	**Size:** Large
Gain2 (dB): 2	**Delay (ms):** 0.1	**Mix (%):** 25	**LoCut (Hz):** Off	**Hi Color:** Clear
Width2 (oct): 1.1	**Mix (%):** 40		**Mix (%):** 40	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #47 [05-2] "HEROES ESTRIB DIST"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** chorus	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .299	**Voice 1 (cents):** 9	**Delay (ms):** 360	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** Disabled	**PreDelay (ms):**
	Depth (%): 50	**Delay 1 (ms):** 10	**Feedback (%):** 45	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 446.7	**Delay 2 (ms):** 12	**HiCut (Hz):** Off	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Mix (%):** 25	**LoCut (Hz):** Off	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40		**Mix (%):** 40	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #48 [05-3] "HEROES SOLO DIST"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 53.1	**Type:** chorus	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .299	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 446.7	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #49 [06-1] "U2 Pride clean"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 581ms = 103 bpm	**Type:** distorsion	**Type:** sustain	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 11	**Drive:** 10	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 45	**Response:** 5	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** 0	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH ON	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 400	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/8D	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 20	**Mix (%):** 25
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 43	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 1.30k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #50 [06-2] "U2 Pride crunch green"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 581ms = 103 bpm	**Type:** distorsion	**Type:** sustain	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 11	**Drive:** 10	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 45	**Response:** 5	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** 0	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH ON	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 400	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/8D	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 20	**Mix (%):** 25
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 43	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 1.30k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #51 [06-3] "U2 Pride solo dist boost"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 581ms = 103 bpm	**Type:** distorsion	**Type:** sustain	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 11	**Drive:** 10	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 45	**Response:** 5	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** 0	**Speed (/s):** 200	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 53.1	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 400	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/8D	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 20	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 43	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 13.3k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #52 [07-1] "LENNY KRAVITZ CLEAN +FLA"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 32	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 6.31k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #53 [07-2] "LENNY KRAVITZ CRUNCH+FLA"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 32	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 6.31k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #54 [07-3] "LENNY KRAVITZ SOLO"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 53.1	**Type:** flanger	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .194	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 31	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 15.8k	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Feedback (%):** -68	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Feedback HiCut (Hz):** 10.0k		**Mix (%):** 32	**Hi Fac:** 0
	Delay (ms): 0.1			**Lo Color:** Tight
Freq3 (Hz): 13.3k	**Mix (%):** 50			**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #55 [08-1] "SANTANA CLEAN"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 498ms = 120 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 2
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -40	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 4.0:1	**Damp (dB):** 77	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 218	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): -5	**Speed (Hz):** .299	**Key:** C	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +oct	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** Uniss	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: 0		**Lo Color:** Tight
Freq3 (Hz): 7.72k		**Pan 2:** 0		**Lo Fac:** 9
Gain3 (dB): 12		**Delay 1 (ms):** 10		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 20		**Rev Lvl (dB):** -
		Mix (%): 50		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #56 [08-2] "SANTANA CRUNCH"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 498ms = 120 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -40	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 4.0:1	**Damp (dB):** 77	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 218	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): -5	**Speed (Hz):** .299	**Key:** C	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +oct	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** Uniss	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: 0		**Lo Color:** Tight
Freq3 (Hz): 7.72k		**Pan 2:** 0		**Lo Fac:** 9
Gain3 (dB): 12		**Delay 1 (ms):** 10		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 20		**Rev Lvl (dB):** -
		Mix (%): 50		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #57 [08-3] "SANTANA LEAD"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 498ms = 120 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -40	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 4.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 53.1	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .299	**Key:** C	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +oct	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** Uniss	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: 0		**Lo Color:** Tight
Freq3 (Hz): 13.3k		**Pan 2:** 0		**Lo Fac:** 9
Gain3 (dB): 5		**Delay 1 (ms):** 10		**Room Lvl (dB)**
Width3 (oct): 0.6		**Delay 2 (ms):** 20		**Rev Lvl (dB):** -
		Mix (%): 50		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #58 [09-1] "QUEEN #1 CLEAN"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 1	**Speed (Hz):** .299	**Key:** A	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 3.25k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -3	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 4	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.3	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 6.88k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 2		**Delay 1 (ms):** 20		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 10		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #59 [09-2] "QUEEN #1 CRUNCH"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 1	**Speed (Hz):** .299	**Key:** A	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 3.25k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -3	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 4	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.3	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 6.88k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 2		**Delay 1 (ms):** 20		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 10		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #60 [09-3] "QUEEN #1 LEAD"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .299	**Key:** A	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Scale:** Aeolian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -3	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Level 1 (dB):** 0	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40	**Level 2 (dB):** 0	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 13.3k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 5		**Delay 1 (ms):** 20		**Room Lvl (dB)**
Width3 (oct): 0.6		**Delay 2 (ms):** 10		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #61 [10-1] "QUEEN #2 CLEAN"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 1	**Speed (Hz):** .299	**Key:** E	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Ionian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 3.25k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -5	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 4	**Delay (ms):** 0.1	**Level 1 (dB):** -1	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.3	**Mix (%):** 40	**Level 2 (dB):** -2	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 6.88k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 2		**Delay 1 (ms):** 70		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 106		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #62 [10-2] "QUEEN #2 CRUNCH"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 61.3	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 1	**Speed (Hz):** .299	**Key:** E	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Scale:** Ionian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 3.25k	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -5	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 4	**Delay (ms):** 0.1	**Level 1 (dB):** -1	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.3	**Mix (%):** 40	**Level 2 (dB):** -2	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 6.88k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 2		**Delay 1 (ms):** 70		**Room Lvl (dB)**
Width3 (oct): 1.6		**Delay 2 (ms):** 106		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #63 [10-3] "QUEEN #2 LEAD"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 541ms = 110 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 10
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -20	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -20	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 1		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** chorus	**Type:** intell P	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** .299	**Key:** E	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Scale:** Ionian	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 50	**Voice 1 (degree):** +3	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Hi Cut (Hz):** 446.7	**Voice 2 (degree):** -5	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Delay (ms):** 0.1	**Level 1 (dB):** -1	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Mix (%):** 40	**Level 2 (dB):** -2	**Mix (%):** 32	**Hi Fac:** 0
		Pan 1: -50		**Lo Color:** Tight
Freq3 (Hz): 13.3k		**Pan 2:** 50		**Lo Fac:** 9
Gain3 (dB): 5		**Delay 1 (ms):** 70		**Room Lvl (dB)**
Width3 (oct): 0.6		**Delay 2 (ms):** 106		**Rev Lvl (dB):** -
		Mix (%): 25		**Diffuse:** 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #64 [11-1] "Guns'n Roses Clean"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 200ms = 300 bpm	**Type:** distorsion	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: SemiPar	**Gain (dB):** 26	**Drive:** 1	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 42	**Response:** 1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** -12	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH ON	DELAY OFF	REVERB
Freq1 (Hz): 79.4	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 335	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 1.30k				**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #65 [11-2] "Guns'n Roses Crunch"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 200ms = 300 bpm	**Type:** distorsion	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: SemiPar	**Gain (dB):** 26	**Drive:** 1	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 42	**Response:** 1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** -12	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 79.4	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 335	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 1.30k				**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #66 [11-3] "Guns'n Roses Lead"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 200ms = 300 bpm	**Type:** distorsion	**Type:** perc	**Type:** Soft	**Level (dB):** 3
Routing: SemiPar	**Gain (dB):** 26	**Drive:** 1	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 42	**Response:** 1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** -22	**Level (dB):** -12	**Speed (/s):** 100	
Map Param: Off				
Map Min (%): 0				
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 79.4	**Type:** phaser	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): -12	**Speed (Hz):** .891	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 0.8	**Tempo:** 1/2D	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 68	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 335	**Range:** Low	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 6	**Feedback (%):** 11	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.0	**Mix (%):** 50		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 1.30k				**Lo Fac:** 9
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #67 [12-1] "ALASKA CLEAN"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 801ms = 74 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 10	**Threshold (dB):** -30	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 95	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -6	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 10.9k	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 3	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 64.9	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -1	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 0.8	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): Off				**Lo Fac:** 9
Gain3 (dB): -4				**Room Lvl (dB)**
Width3 (oct): 1.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #68 [12-2] "ALASKA CRUNCH ORANGE"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 801ms = 74 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 10	**Threshold (dB):** -30	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 95	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -6	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 10.9k	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 3	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.6	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 64.9	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -1	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 0.8	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): Off				**Lo Fac:** 9
Gain3 (dB): -4				**Room Lvl (dB)**
Width3 (oct): 1.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #69 [12-3] "ALASKA LEAD"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 801ms = 74 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 3
Routing: Serial	**Gain (dB):** 10	**Threshold (dB):** -30	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 95	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -6	**Attack (ms):** 20	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH ON	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #70 [13-1] "GENERICO SUAVE CLEAN TR2"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #71 [13-2] "GENERICO SUAVE CRUNCH T2"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -47	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 100	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 2	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.2	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 2.05k	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): 2	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.1	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 6.31k				**Lo Fac:** 9
Gain3 (dB): 7				**Room Lvl (dB)**
Width3 (oct): 1.1				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #72 [13-3] "GENERICO SUAVE OD1 TREM2"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo: 548ms = 109 bpm	**Type:** distorsion	**Type:** advance	**Type:** Soft	**Level (dB):** 5
Routing: Serial	**Gain (dB):** 30	**Threshold (dB):** -16	**Threshold (dB):** -8	
LvlOut L (dB): 0	**Tone (%):** 50	**Ratio:** 2.0:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** -16	**Attack (ms):** 7	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 1.0s		
Map Min (%): 0		**Level (dB):** 0		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** detune	**Type:** clean	**Type:** hall
Gain1 (dB): 12	**Speed (Hz):** 7.50	**Voice 1 (cents):** 9	**Delay (ms):** 420	**Decay (s):** 2.5
Width1 (oct): 1.4	**Tempo:** Disabled	**Voice 2 (cents):** -9	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 70	**Delay 1 (ms):** 10	**Feedback (%):** 9	**Mix (%):** 25
Freq2 (Hz): 211	**Type:** Hard	**Delay 2 (ms):** 12	**HiCut (Hz):** 12.6k	**Size:** Large
Gain2 (dB): -6	**Width (%):** 61	**Mix (%):** 25	**LoCut (Hz):** 50.12	**Hi Color:** Clear
Width2 (oct): 1.6	**Hi Cut (Hz):** Off		**Mix (%):** 32	**Hi Fac:** 0
				Lo Color: Tight
Freq3 (Hz): 13.3k				**Lo Fac:** 9
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 0
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #73 [14-1] "STREETS"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 480ms = 125 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** chorus	**Type:** wham	**Type:** dual	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** .473	**Pitch (%):** 0	**Delay 1 (ms):** 120	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Delay 2 (ms):** 360	**PreDelay (ms):**
	Depth (%): 26	**Range (oct):** 2	**Tempo 1:** 1/4	**Mix (%):** 16
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k		**Tempo 2:** 1/8D	**Size:** Medium
Gain2 (dB): 6	**Delay (ms):** 14.0		**Feedback 1 (%):** 7	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 5		**Feedback 2 (%):** 30	**Hi Fac:** 5
			HiCut (Hz): Off	**Lo Color:** Real
Freq3 (Hz): 1.30k			**LoCut (Hz):** Off	**Lo Fac:** 6
Gain3 (dB): -10			**Pan 1:** 18	**Room Lvl (dB)**
Width3 (oct): 1.0			**Pan 2:** -50	**Rev Lvl (dB):** -
			Mix (%): 46	**Diffuse:** 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #74 [14-2] "STILL HAVENTFOUND"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 594ms = 101 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** chorus	**Type:** wham	**Type:** dual	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** .473	**Pitch (%):** 0	**Delay 1 (ms):** 594	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Delay 2 (ms):** 445	**PreDelay (ms):**
	Depth (%): 26	**Range (oct):** 2	**Tempo 1:** 1/4	**Mix (%):** 16
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k		**Tempo 2:** 1/8D	**Size:** Medium
Gain2 (dB): 6	**Delay (ms):** 14.0		**Feedback 1 (%):** 7	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 5		**Feedback 2 (%):** 35	**Hi Fac:** 5
			HiCut (Hz): Off	**Lo Color:** Real
Freq3 (Hz): 1.30k			**LoCut (Hz):** Off	**Lo Fac:** 6
Gain3 (dB): -10			**Pan 1:** 24	**Room Lvl (dB)**
Width3 (oct): 1.0			**Pan 2:** -50	**Rev Lvl (dB):** -
			Mix (%): 46	**Diffuse:** 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #75 [14-3] "PRIDE"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 571ms = 105 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** chorus	**Type:** wham	**Type:** dual	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** .708	**Pitch (%):** 0	**Delay 1 (ms):** 571	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Delay 2 (ms):** 428	**PreDelay (ms):**
	Depth (%): 24	**Range (oct):** 2	**Tempo 1:** 1/4	**Mix (%):** 16
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k		**Tempo 2:** 1/8D	**Size:** Medium
Gain2 (dB): 6	**Delay (ms):** 14.0		**Feedback 1 (%):** 8	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 6		**Feedback 2 (%):** 21	**Hi Fac:** 5
			HiCut (Hz): Off	**Lo Color:** Real
Freq3 (Hz): 1.30k			**LoCut (Hz):** Off	**Lo Fac:** 6
Gain3 (dB): -10			**Pan 1:** 31	**Room Lvl (dB)**
Width3 (oct): 1.0			**Pan 2:** -50	**Rev Lvl (dB):** -
			Mix (%): 40	**Diffuse:** 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #76 [15-1] "WITHOUT YOU"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 545ms = 110 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION ON	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** chorus	**Type:** wham	**Type:** dual	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** .473	**Pitch (%):** 0	**Delay 1 (ms):** 545	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Delay 2 (ms):** 408	**PreDelay (ms):**
	Depth (%): 26	**Range (oct):** 2	**Tempo 1:** 1/4	**Mix (%):** 16
Freq2 (Hz): 335	**Hi Cut (Hz):** 15.8k		**Tempo 2:** 1/8D	**Size:** Medium
Gain2 (dB): 6	**Delay (ms):** 14.0		**Feedback 1 (%):** 0	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 5		**Feedback 2 (%):** 7	**Hi Fac:** 5
			HiCut (Hz): Off	**Lo Color:** Real
Freq3 (Hz): 1.30k			**LoCut (Hz):** Off	**Lo Fac:** 6
Gain3 (dB): -10			**Pan 1:** 15	**Room Lvl (dB)**
Width3 (oct): 1.0			**Pan 2:** -50	**Rev Lvl (dB):** -
			Mix (%): 29	**Diffuse:** 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #77 [15-2] "COMFORTABLY SOLO"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 970ms = 61 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** phaser	**Type:** wham	**Type:** clean	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** 1.15	**Pitch (%):** 0	**Delay (ms):** 485	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Tempo:** 1/8	**PreDelay (ms):**
	Depth (%): 90	**Range (oct):** 2	**Feedback (%):** 25	**Mix (%):** 16
Freq2 (Hz): 335	**Range:** Low		**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): 6	**Feedback (%):** 0		**LoCut (Hz):** Off	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 38		**Mix (%):** 22	**Hi Fac:** 5
				Lo Color: Real
Freq3 (Hz): 1.30k				**Lo Fac:** 6
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #78 [15-3] "COMFORTABLY SOLO 2"

GLOBAL SETTINGS	DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 970ms = 61 bpm	**Type:** overdrive	**Type:** advance	**Type:** Soft	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 6	**Threshold (dB):** -29	**Threshold (dB):** -30	
LvlOut L (dB): 0	**Tone (%):** 30	**Ratio:** 4.0:1	**Damp (dB):** 50	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 50	**Speed (/s):** 100	
Map Param: Off		**Release (ms):** 70		
Map Min (%): 0		**Level (dB):** -12		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz): 79.4	**Type:** phaser	**Type:** wham	**Type:** clean	**Type:** plate
Gain1 (dB): -12	**Speed (Hz):** 1.15	**Pitch (%):** 0	**Delay (ms):** 485	**Decay (s):** 1.5
Width1 (oct): 0.8	**Tempo:** Disabled	**Direction:** Up	**Tempo:** 1/8	**PreDelay (ms):**
	Depth (%): 90	**Range (oct):** 2	**Feedback (%):** 25	**Mix (%):** 16
Freq2 (Hz): 335	**Range:** Low		**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): 6	**Feedback (%):** 0		**LoCut (Hz):** Off	**Hi Color:** Warm
Width2 (oct): 1.0	**Mix (%):** 38		**Mix (%):** 22	**Hi Fac:** 5
				Lo Color: Real
Freq3 (Hz): 1.30k				**Lo Fac:** 6
Gain3 (dB): -10				**Room Lvl (dB)**
Width3 (oct): 1.0				**Rev Lvl (dB):** -
				Diffuse: 23
				Shape: Curved

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #79 [16-1] "MAIN MONEY"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 544ms = 110 bpm	**Type:** overdrive	**Type:** advance	**Type:** Hard	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 14	**Threshold (dB):** -40	**Threshold (dB):** -40	
LvlOut L (dB): 0	**Tone (%):** 0	**Ratio:** 1.8:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** -7		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** wham	**Type:** clean	**Type:** spring
Gain1 (dB): 12	**Speed (Hz):** 11.22	**Pitch (%):** 0	**Delay (ms):** 544	**Decay (s):** 2.0
Width1 (oct): 1.4	**Tempo:** 1/16T	**Direction:** Up	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 77	**Range (oct):** 1	**Feedback (%):** 35	**Mix (%):** 20
Freq2 (Hz): 211	**Type:** Hard		**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): -6	**Width (%):** 33		**LoCut (Hz):** Off	**Hi Color:** Bright
Width2 (oct): 1.6	**Hi Cut (Hz):** 14.1k		**Mix (%):** 18	**Hi Fac:** 6
				Lo Color: Light
Freq3 (Hz): 13.3k				**Lo Fac:** 0
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 10
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #80 [16-2] "MAIN MONEY 2"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 544ms = 110 bpm	**Type:** overdrive	**Type:** advance	**Type:** Hard	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 14	**Threshold (dB):** -40	**Threshold (dB):** -40	
LvlOut L (dB): 0	**Tone (%):** 0	**Ratio:** 1.8:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** -7		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** wham	**Type:** clean	**Type:** spring
Gain1 (dB): 12	**Speed (Hz):** 11.22	**Pitch (%):** 0	**Delay (ms):** 544	**Decay (s):** 2.0
Width1 (oct): 1.4	**Tempo:** 1/16T	**Direction:** Up	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 77	**Range (oct):** 1	**Feedback (%):** 35	**Mix (%):** 20
Freq2 (Hz): 211	**Type:** Hard		**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): -6	**Width (%):** 33		**LoCut (Hz):** Off	**Hi Color:** Bright
Width2 (oct): 1.6	**Hi Cut (Hz):** 14.1k		**Mix (%):** 18	**Hi Fac:** 6
				Lo Color: Light
Freq3 (Hz): 13.3k				**Lo Fac:** 0
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 10
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova

Preset #81 [16-3] "MAIN MONEY 2"

GLOBAL SETTINGS	DRIVE OFF	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo: 544ms = 110 bpm	**Type:** overdrive	**Type:** advance	**Type:** Hard	**Level (dB):** 0
Routing: SemiPar	**Gain (dB):** 14	**Threshold (dB):** -40	**Threshold (dB):** -40	
LvlOut L (dB): 0	**Tone (%):** 0	**Ratio:** 1.8:1	**Damp (dB):** 90	
LvlOut R (dB): 0	**Level (dB):** 0	**Attack (ms):** 140	**Speed (/s):** 200	
Map Param: Off		**Release (ms):** 2.0s		
Map Min (%): 0		**Level (dB):** -7		
Map Med (%): 50				
Map Max (%): 100				

EQ OFF	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz): 53.1	**Type:** tremolo	**Type:** wham	**Type:** clean	**Type:** spring
Gain1 (dB): 12	**Speed (Hz):** 11.22	**Pitch (%):** 0	**Delay (ms):** 544	**Decay (s):** 2.0
Width1 (oct): 1.4	**Tempo:** 1/16T	**Direction:** Up	**Tempo:** 1/4	**PreDelay (ms):**
	Depth (%): 77	**Range (oct):** 1	**Feedback (%):** 35	**Mix (%):** 20
Freq2 (Hz): 211	**Type:** Hard		**HiCut (Hz):** Off	**Size:** Medium
Gain2 (dB): -6	**Width (%):** 33		**LoCut (Hz):** Off	**Hi Color:** Bright
Width2 (oct): 1.6	**Hi Cut (Hz):** 14.1k		**Mix (%):** 18	**Hi Fac:** 6
				Lo Color: Light
Freq3 (Hz): 13.3k				**Lo Fac:** 0
Gain3 (dB): 5				**Room Lvl (dB)**
Width3 (oct): 0.6				**Rev Lvl (dB):** -
				Diffuse: 10
				Shape: Round

Close | Save SysEx | Export XML | Export HTML | Send to Nova