

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

GLOBAL SETTINGS		DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo:	384ms = 156 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-30
LvlOut L (dB):	0	Tone (%):	65	Damp (dB):	50
LvlOut R (dB):	0	Level (dB):	-22	Speed (/s):	100
Map Param:	Off				
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ	MODULATION OFF	PITCH OFF	DELAY OFF	REVERB	
Freq1 (Hz):	20.0k	Type:	phaser	Type:	hall
Gain1 (dB):	12	Speed (Hz):	.891	Delay (ms):	360
Width1 (oct):	1.6	Tempo:	1/2D	Tempo:	Disabled
Freq2 (Hz):	41.0	Depth (%):	68	Feedback (%):	45
Gain2 (dB):	-12	Range:	Low	HiCut (Hz):	Off
Width2 (oct):	0.3	Feedback (%):	11	LoCut (Hz):	Off
Freq3 (Hz):	19.4k	Mix (%):	50	Mix (%):	40
Gain3 (dB):	12			Lo Color:	Tight
Width3 (oct):	1.6			Lo Fac:	9
				Room Lvl (dB)	
				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	COMPRESSOR	NOISE GATE	BOOST
Tempo:	581ms = 103 bpm	Type: distortion	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		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	335	Depth (%): 31	Delay 1 (ms): 10	Feedback (%): 20	Mix (%): 25
Gain2 (dB):	6	Hi Cut (Hz): 15.8k	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.0	Feedback (%): -68	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	1.30k	Feedback HiCut (Hz): 10.0k		Mix (%): 43	Hi Fac: 0
Gain3 (dB):	-10	Delay (ms): 0.1			Lo Color: Tight
Width3 (oct):	1.0	Mix (%): 50			Lo Fac: 9
					Room Lvl (dB)
					Rev Lvl (dB): -
					Diffuse: 0
					Shape: Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	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	
LvIOut L (dB): 0		Tone (%): 57	Ratio: 8.0:1	Damp (dB): 50	
LvIOut R (dB): 0		Level (dB): -8	Attack (ms): 10	Speed (/s): 100	
Map Param: Off		Release (ms): 300	Level (dB): -5		
Map Min (%): 0					
Map Med (%): 50					
Map Max (%): 100					
EQ		MODULATION	PITCH	DELAY	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):	
Freq2 (Hz): 335	Depth (%): 63	Voice 1 (degree): +3	Clip (dB): 5	Mix (%): 20	
Gain2 (dB): 6	Type: Soft	Voice 2 (degree): -5	Feedback (%): 43	Size: Medium	
Width2 (oct): 1.0	Width (%): 53	Level 1 (dB): -1	HiCut (Hz): 2.24k	Hi Color: Bright	
Freq3 (Hz): 1.30k	Hi Cut (Hz): 5.01k	Level 2 (dB): -2	LoCut (Hz): 177.8	Hi Fac: 6	
Gain3 (dB): -10		Pan 1: -50	Mix (%): 20	Lo Color: Light	
Width3 (oct): 1.0		Pan 2: 50		Lo Fac: 0	
		Delay 1 (ms): 70		Room Lvl (dB)	
		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:	Hard
Routing:	Serial	Gain (dB):	25	Threshold (dB):	-33
LvlOut L (dB):	0	Tone (%):	51	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-17	Speed (/s):	200
Map Param:	Off	Attack (ms):	50		
Map Min (%):	0	Release (ms):	1.0s		
Map Med (%):	50	Level (dB):	0		
Map Max (%):	100				
EQ		MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz):	61.3	Type:	chorus	Type:	clean
Gain1 (dB):	12	Speed (Hz):	.473	Delay (ms):	368
Width1 (oct):	0.4	Tempo:	Disabled	Tempo:	1/8D
Freq2 (Hz):	2.18k	Depth (%):	26	Feedback (%):	33
Gain2 (dB):	0	Hi Cut (Hz):	15.8k	HiCut (Hz):	Off
Width2 (oct):	0.5	Delay (ms):	14.0	LoCut (Hz):	Off
Freq3 (Hz):	5.46k	Mix (%):	5	Mix (%):	45
Gain3 (dB):	3				
Width3 (oct):	0.8				
					Lo Color: Tight
					Lo Fac: 9
					Room Lvl (dB)
					Rev Lvl (dB): -
					Diffuse: 0
					Shape: Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo:	548ms = 109 bpm	Type: distortion	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	Level (dB): 0		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ	MODULATION	PITCH	DELAY	REVERB	
Freq1 (Hz):	53.1	Type: detune	Type: clean	Type: hall	
Gain1 (dB):	12	Speed (Hz): 7.50	Voice 1 (cents): 9	Decay (s): 2.5	
Width1 (oct):	1.4	Tempo: Disabled	Voice 2 (cents): -9	PreDelay (ms):	
Freq2 (Hz):	211	Depth (%): 70	Delay 1 (ms): 10	Mix (%): 25	
Gain2 (dB):	-6	Type: Hard	Delay 2 (ms): 12	Size: Large	
Width2 (oct):	1.6	Width (%): 61	Mix (%): 25	Hi Color: Clear	
Freq3 (Hz):	13.3k	Hi Cut (Hz): Off	Hi Cut (Hz): 50.12	Hi Fac: 0	
Gain3 (dB):	5		Mix (%): 32	Lo Color: Tight	
Width3 (oct):	0.6			Lo Fac: 9	
				Room Lvl (dB)	
				Rev Lvl (dB): -	
				Diffuse: 0	
				Shape: Round	

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo:	548ms = 109 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-47
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-16	Speed (/s):	200
Map Param:	Off	Release (ms):	1.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz):	100	Type:	phaser	Type:	clean
Gain1 (dB):	2	Speed (Hz):	.891	Delay (ms):	420
Width1 (oct):	1.2	Tempo:	1/2D	Tempo:	1/4
Freq2 (Hz):	2.05k	Depth (%):	68	Feedback (%):	9
Gain2 (dB):	2	Range:	Low	HiCut (Hz):	12.6k
Width2 (oct):	1.1	Feedback (%):	11	LoCut (Hz):	50.12
Freq3 (Hz):	6.31k	Mix (%):	50	Mix (%):	32
Gain3 (dB):	7			Lo Color:	Tight
Width3 (oct):	1.1			Lo Fac:	9
				Room Lvl (dB):	
				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:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-47
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-16	Speed (/s):	200
Map Param:	Off	Release (ms):	1.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz):	100	Type:	phaser	Type:	clean
Gain1 (dB):	2	Speed (Hz):	.891	Delay (ms):	420
Width1 (oct):	1.2	Tempo:	1/2D	Tempo:	1/4
Freq2 (Hz):	2.05k	Depth (%):	68	Feedback (%):	9
Gain2 (dB):	2	Range:	Low	HiCut (Hz):	12.6k
Width2 (oct):	1.1	Feedback (%):	11	LoCut (Hz):	50.12
Freq3 (Hz):	6.31k	Mix (%):	50	Mix (%):	32
Gain3 (dB):	7			Lo Color:	Tight
Width3 (oct):	1.1			Lo Fac:	9
				Room Lvl (dB):	
				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: distortion	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	Level (dB): 0						
Map Min (%):	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	Decay (s):	2.5	PreDelay (ms):	
Gain1 (dB):	12	Speed (Hz): .891	Voice 1 (cents): 9	Delay (ms):	420	Tempo:	1/4	Mix (%):	25
Width1 (oct):	1.4	Tempo: 1/2D	Voice 2 (cents): -9	Feedback (%):	9	HiCut (Hz):	12.6k	Size:	Large
Freq2 (Hz):	211	Depth (%): 68	Delay 1 (ms): 10	LoCut (Hz):	50.12	Hi Fac:	0	Lo Color:	Tight
Gain2 (dB):	-6	Range: Low	Delay 2 (ms): 12	Mix (%):	25	Lo Fac:	9	Room Lvl (dB)	
Width2 (oct):	1.6	Feedback (%): 11	Mix (%):	32		Rev Lvl (dB):	-	Diffuse:	0
Freq3 (Hz):	13.3k	Mix (%): 50				Shape:	Round		
Gain3 (dB):	5								
Width3 (oct):	0.6								

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:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-8
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-16	Speed (/s):	200
Map Param:	Off	Attack (ms):	7		
Map Min (%):	0	Release (ms):	1.0s		
Map Med (%):	50	Level (dB):	0		
Map Max (%):	100				
EQ		MODULATION ON	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz):	53.1	Type:	chorus	Type:	clean
Gain1 (dB):	12	Speed (Hz):	.299	Delay (ms):	360
Width1 (oct):	1.4	Tempo:	Disabled	Tempo:	Disabled
Freq2 (Hz):	211	Depth (%):	50	Feedback (%):	45
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	HiCut (Hz):	Off
Width2 (oct):	1.6	Delay (ms):	0.1	LoCut (Hz):	Off
Freq3 (Hz):	13.3k	Mix (%):	40	Mix (%):	40
Gain3 (dB):	5			Lo Color:	Tight
Width3 (oct):	0.6			Lo Fac:	9
				Room Lvl (dB)	
				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		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):	
Freq2 (Hz):	211	Depth (%):	50	Delay 1 (ms):	10	Feedback (%):	9	Mix (%):	25
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	Delay 2 (ms):	12	HiCut (Hz):	12.6k	Size:	Large
Width2 (oct):	1.6	Delay (ms):	0.1	Mix (%):	25	LoCut (Hz):	50.12	Hi Color:	Clear
Freq3 (Hz):	13.3k	Mix (%):	40			Mix (%)	32	Hi Fac:	0
Gain3 (dB):	5					Lo Color:	Tight	Lo Fac:	9
Width3 (oct):	0.6					Room Lvl (dB)		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	COMPRESSOR	NOISE GATE	BOOST
Tempo:	581ms = 103 bpm	Type: distortion	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		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	335	Depth (%): 31	Delay 1 (ms): 10	Feedback (%): 20	Mix (%): 25
Gain2 (dB):	6	Hi Cut (Hz): 15.8k	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.0	Feedback (%): -68	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	1.30k	Feedback HiCut (Hz): 10.0k		Mix (%): 43	Hi Fac: 0
Gain3 (dB):	-10	Delay (ms): 0.1			Lo Color: Tight
Width3 (oct):	1.0	Mix (%): 50			Lo Fac: 9
					Room Lvl (dB)
					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	COMPRESSOR	NOISE GATE	BOOST
Tempo:	581ms = 103 bpm	Type: distortion	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		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	335	Depth (%): 31	Delay 1 (ms): 10	Feedback (%): 20	Mix (%): 25
Gain2 (dB):	6	Hi Cut (Hz): 15.8k	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.0	Feedback (%): -68	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	1.30k	Feedback HiCut (Hz): 10.0k		Mix (%): 43	Hi Fac: 0
Gain3 (dB):	-10	Delay (ms): 0.1			Lo Color: Tight
Width3 (oct):	1.0	Mix (%): 50			Lo Fac: 9
					Room Lvl (dB)
					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	COMPRESSOR	NOISE GATE	BOOST
Tempo:	581ms = 103 bpm	Type: distortion	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		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	211	Depth (%): 31	Delay 1 (ms): 10	Feedback (%): 20	Mix (%): 25
Gain2 (dB):	-6	Hi Cut (Hz): 15.8k	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.6	Feedback (%): -68	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	13.3k	Feedback HiCut (Hz): 10.0k		Mix (%): 43	Hi Fac: 0
Gain3 (dB):	5	Delay (ms): 0.1			Lo Color: Tight
Width3 (oct):	0.6	Mix (%): 50			Lo Fac: 9
					Room Lvl (dB)
					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	Level (dB):	0				
Map Min (%):	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):	
Freq2 (Hz):	2.05k	Depth (%):	31	Delay 1 (ms):	10	Feedback (%):	9	Mix (%):	25
Gain2 (dB):	2	Hi Cut (Hz):	15.8k	Delay 2 (ms):	12	HiCut (Hz):	12.6k	Size:	Large
Width2 (oct):	1.1	Feedback (%):	-68	Mix (%):	25	LoCut (Hz):	50.12	Hi Color:	Clear
Freq3 (Hz):	6.31k	Feedback HiCut (Hz):	10.0k			Mix (%):	32	Hi Fac:	0
Gain3 (dB):	7	Delay (ms):	0.1			Lo Color:	Tight	Lo Fac:	9
Width3 (oct):	1.1	Mix (%):	50			Room Lvl (dB)		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:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-8
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-16	Speed (/s):	200
Map Param:	Off	Release (ms):	1.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION OFF	PITCH OFF	DELAY ON	REVERB
Freq1 (Hz):	53.1	Type:	flanger	Type:	clean
Gain1 (dB):	12	Speed (Hz):	.194	Delay (ms):	420
Width1 (oct):	1.4	Tempo:	Disabled	Tempo:	1/4
Freq2 (Hz):	211	Depth (%):	31	Feedback (%):	9
Gain2 (dB):	-6	Hi Cut (Hz):	15.8k	HiCut (Hz):	12.6k
Width2 (oct):	1.6	Feedback (%):	-68	LoCut (Hz):	50.12
Freq3 (Hz):	13.3k	Feedback HiCut (Hz):	10.0k	Mix (%):	32
Gain3 (dB):	5	Delay (ms):	0.1	Lo Color:	Tight
Width3 (oct):	0.6	Mix (%):	50	Lo Fac:	9
				Room Lvl (dB)	
				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		COMPRESSOR		NOISE GATE		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	Level (dB):	0				
Map Min (%):	0								
Map Med (%):	50								
Map Max (%):	100								
EQ		MODULATION		PITCH		DELAY		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):	
Freq2 (Hz):	2.05k	Depth (%):	50	Voice 1 (degree):	+oct	Feedback (%):	9	Mix (%):	25
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	Voice 2 (degree):	Uniss	HiCut (Hz):	12.6k	Size:	Large
Width2 (oct):	1.6	Delay (ms):	0.1	Level 1 (dB):	0	LoCut (Hz):	50.12	Hi Color:	Clear
Freq3 (Hz):	7.72k	Mix (%):	40	Level 2 (dB):	0	Mix (%):	32	Hi Fac:	0
Gain3 (dB):	12			Pan 1:	0	Lo Color:	Tight	Lo Fac:	9
Width3 (oct):	1.6			Pan 2:	0	Room Lvl (dB):		Rev Lvl (dB):	-
				Delay 1 (ms):	10	Diffuse:	0	Shape:	Round
				Delay 2 (ms):	20				
				Mix (%):	50				

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo:	498ms = 120 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-30
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	77
LvlOut R (dB):	0	Level (dB):	-20	Speed (/s):	200
Map Param:	Off	Release (ms):	2.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	REVERB
Freq1 (Hz):	218	Type:	chorus	Type:	clean
Gain1 (dB):	-5	Speed (Hz):	.299	Key:	C
Width1 (oct):	1.6	Tempo:	Disabled	Scale:	Aeolian
Freq2 (Hz):	2.05k	Depth (%):	50	Voice 1 (degree):	+oct
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	Voice 2 (degree):	Uniss
Width2 (oct):	1.6	Delay (ms):	0.1	Level 1 (dB):	0
Freq3 (Hz):	7.72k	Mix (%):	40	Level 2 (dB):	0
Gain3 (dB):	12	Pan 1:	0	Pan 1:	0
Width3 (oct):	1.6	Pan 2:	0	Pan 2:	0
		Delay 1 (ms):	10	Delay 1 (ms):	10
		Delay 2 (ms):	20	Delay 2 (ms):	20
		Mix (%):	50	Mix (%):	50
				Lo Color:	Tight
				Lo Fac:	9
				Room Lvl (dB):	
				Rev Lvl (dB):	-
				Diffuse:	0
				Shape:	Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo:	498ms = 120 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-8
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-20	Speed (/s):	200
Map Param:	Off	Release (ms):	2.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	REVERB
Freq1 (Hz):	53.1	Type:	chorus	Type:	clean
Gain1 (dB):	12	Speed (Hz):	.299	Key:	C
Width1 (oct):	1.4	Tempo:	Disabled	Scale:	Aeolian
Freq2 (Hz):	211	Depth (%):	50	Voice 1 (degree):	+oct
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	Voice 2 (degree):	Uniss
Width2 (oct):	1.6	Delay (ms):	0.1	Level 1 (dB):	0
Freq3 (Hz):	13.3k	Mix (%):	40	Level 2 (dB):	0
Gain3 (dB):	5			Pan 1:	0
Width3 (oct):	0.6			Pan 2:	0
				Delay 1 (ms):	10
				Delay 2 (ms):	20
				Mix (%):	50
				Lo Color:	Tight
				Lo Fac:	9
				Room Lvl (dB):	
				Rev Lvl (dB):	-
				Diffuse:	0
				Shape:	Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo:	541ms = 110 bpm	Type: distortion	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	Level (dB): 1		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	3.25k	Depth (%): 50	Voice 1 (degree): +3	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	4	Hi Cut (Hz): 446.7	Voice 2 (degree): -3	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.3	Delay (ms): 0.1	Level 1 (dB): 0	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	6.88k	Mix (%): 40	Level 2 (dB): 0	Mix (%): 32	Hi Fac: 0
Gain3 (dB):	2		Pan 1: -50	Lo Color: Tight	Lo Color: Tight
Width3 (oct):	1.6		Pan 2: 50	Lo Fac: 9	Lo Fac: 9
			Delay 1 (ms): 20	Room Lvl (dB)	Room Lvl (dB)
			Delay 2 (ms): 10	Rev Lvl (dB): -	Rev Lvl (dB): -
			Mix (%): 25	Diffuse: 0	Diffuse: 0
				Shape: Round	Shape: Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo:	541ms = 110 bpm	Type: distortion	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	Level (dB): 1		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	3.25k	Depth (%): 50	Voice 1 (degree): +3	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	4	Hi Cut (Hz): 446.7	Voice 2 (degree): -3	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.3	Delay (ms): 0.1	Level 1 (dB): 0	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	6.88k	Mix (%): 40	Level 2 (dB): 0	Mix (%): 32	Hi Fac: 0
Gain3 (dB):	2		Pan 1: -50	Lo Color: Tight	Lo Fac: 9
Width3 (oct):	1.6		Pan 2: 50	Room Lvl (dB)	Rev Lvl (dB): -
			Delay 1 (ms): 20	Diffuse: 0	Shape: Round
			Delay 2 (ms): 10		
			Mix (%): 25		

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo:	541ms = 110 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-8
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-20	Speed (/s):	200
Map Param:	Off	Release (ms):	2.0s		
Map Min (%):	0	Level (dB):	1		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	REVERB
Freq1 (Hz):	53.1	Type:	chorus	Type:	clean
Gain1 (dB):	12	Speed (Hz):	.299	Key:	A
Width1 (oct):	1.4	Tempo:	Disabled	Scale:	Aeolian
Freq2 (Hz):	211	Depth (%):	50	Voice 1 (degree):	+3
Gain2 (dB):	-6	Hi Cut (Hz):	446.7	Voice 2 (degree):	-3
Width2 (oct):	1.6	Delay (ms):	0.1	Level 1 (dB):	0
Freq3 (Hz):	13.3k	Mix (%):	40	Level 2 (dB):	0
Gain3 (dB):	5	Pan 1:	-50	Pan 1:	Tight
Width3 (oct):	0.6	Pan 2:	50	Pan 2:	9
		Delay 1 (ms):	20	Room Lvl (dB):	
		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	COMPRESSOR	NOISE GATE	BOOST
Tempo:	541ms = 110 bpm	Type: distortion	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	Level (dB): 1		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	3.25k	Depth (%): 50	Voice 1 (degree): +3	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	4	Hi Cut (Hz): 446.7	Voice 2 (degree): -5	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.3	Delay (ms): 0.1	Level 1 (dB): -1	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	6.88k	Mix (%): 40	Level 2 (dB): -2	Mix (%): 32	Hi Fac: 0
Gain3 (dB):	2		Pan 1: -50	Lo Color: Tight	Lo Fac: 9
Width3 (oct):	1.6		Pan 2: 50	Room Lvl (dB)	Rev Lvl (dB): -
			Delay 1 (ms): 70	Diffuse: 0	Shape: Round
			Delay 2 (ms): 106		
			Mix (%): 25		

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	BOOST
Tempo: 541ms = 110 bpm	Type: distortion	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	Level (dB): 1			
Map Min (%): 0					
Map Med (%): 50					
Map Max (%): 100					
EQ		MODULATION	PITCH	DELAY	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):	
Freq2 (Hz): 3.25k	Depth (%): 50	Voice 1 (degree): +3	Feedback (%): 9	Mix (%): 25	
Gain2 (dB): 4	Hi Cut (Hz): 446.7	Voice 2 (degree): -5	HiCut (Hz): 12.6k	Size: Large	
Width2 (oct): 1.3	Delay (ms): 0.1	Level 1 (dB): -1	LoCut (Hz): 50.12	Hi Color: Clear	
Freq3 (Hz): 6.88k	Mix (%): 40	Level 2 (dB): -2	Mix (%): 32	Hi Fac: 0	
Gain3 (dB): 2		Pan 1: -50		Lo Color: Tight	
Width3 (oct): 1.6		Pan 2: 50		Lo Fac: 9	
		Delay 1 (ms): 70		Room Lvl (dB)	
		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		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):	
Freq2 (Hz):	335	Depth (%):	68	Delay 1 (ms):	10	Feedback (%):	9	Mix (%)	25
Gain2 (dB):	6	Range:	Low	Delay 2 (ms):	12	HiCut (Hz):	12.6k	Size:	Large
Width2 (oct):	1.0	Feedback (%):	11	Mix (%)	25	LoCut (Hz):	50.12	Hi Color:	Clear
Freq3 (Hz):	1.30k	Mix (%)	50			Mix (%)	32	Hi Fac:	0
Gain3 (dB):	-10					Lo Color:	Tight	Lo Fac:	9
Width3 (oct):	1.0					Room Lvl (dB)		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: distortion	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		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):
Freq2 (Hz):	335	Depth (%): 68	Delay 1 (ms): 10	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	6	Range: Low	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.0	Feedback (%): 11	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	1.30k	Mix (%): 50		Mix (%): 32	Hi Fac: 0
Gain3 (dB):	-10				Lo Color: Tight
Width3 (oct):	1.0				Lo Fac: 9
					Room Lvl (dB)
					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	COMPRESSOR	NOISE GATE	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	Level (dB): 0			
Map Min (%): 0					
Map Med (%): 50					
Map Max (%): 100					
EQ		MODULATION	PITCH	DELAY	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):	
Freq2 (Hz): 64.9	Depth (%): 70	Delay 1 (ms): 10	Feedback (%): 9	Mix (%): 25	
Gain2 (dB): -1	Type: Hard	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large	
Width2 (oct): 0.8	Width (%): 61	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear	
Freq3 (Hz): Off	Hi Cut (Hz): Off		Mix (%): 32	Hi Fac: 0	
Gain3 (dB): -4				Lo Color: Tight	
Width3 (oct): 1.6				Lo Fac: 9	
				Room Lvl (dB)	
				Rev Lvl (dB): -	
				Diffuse: 0	
				Shape: Round	

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	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	Level (dB): 0		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	64.9	Depth (%): 70	Delay 1 (ms): 10	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	-1	Type: Hard	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	0.8	Width (%): 61	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	Off	Hi Cut (Hz): Off		Mix (%): 32	Hi Fac: 0
Gain3 (dB):	-4				Lo Color: Tight
Width3 (oct):	1.6				Lo Fac: 9
					Room Lvl (dB)
					Rev Lvl (dB): -
					Diffuse: 0
					Shape: Round

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	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	Level (dB): 0			
Map Min (%): 0					
Map Med (%): 50					
Map Max (%): 100					
EQ		MODULATION	PITCH	DELAY	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):	
Freq2 (Hz): 211	Depth (%): 70	Delay 1 (ms): 10	Feedback (%): 9	Mix (%): 25	
Gain2 (dB): -6	Type: Hard	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large	
Width2 (oct): 1.6	Width (%): 61	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear	
Freq3 (Hz): 13.3k	Hi Cut (Hz): Off		Mix (%): 32	Hi Fac: 0	
Gain3 (dB): 5				Lo Color: Tight	
Width3 (oct): 0.6				Lo Fac: 9	
				Room Lvl (dB)	
				Rev Lvl (dB): -	
				Diffuse: 0	
				Shape: Round	

Close

Save SysEx

Export XML

Export HTML

Send to Nova

Preset #70 [13-1] "GENERIC 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):	
Freq2 (Hz):	2.05k	Depth (%):	70	Delay 1 (ms):	10	Feedback (%):	9	Mix (%):	25
Gain2 (dB):	2	Type:	Hard	Delay 2 (ms):	12	HiCut (Hz):	12.6k	Size:	Large
Width2 (oct):	1.1	Width (%):	61	Mix (%):	25	LoCut (Hz):	50.12	Hi Color:	Clear
Freq3 (Hz):	6.31k	Hi Cut (Hz):	Off			Mix (%):	32	Hi Fac:	0
Gain3 (dB):	7					Lo Color:	Tight	Lo Fac:	9
Width3 (oct):	1.1					Room Lvl (dB)		Rev Lvl (dB):	-
						Diffuse:	0	Shape:	Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE ON	COMPRESSOR OFF	NOISE GATE OFF	BOOST
Tempo:	548ms = 109 bpm	Type:	distorsion	Type:	Soft
Routing:	Serial	Gain (dB):	30	Threshold (dB):	-47
LvlOut L (dB):	0	Tone (%):	50	Damp (dB):	90
LvlOut R (dB):	0	Level (dB):	-16	Speed (/s):	200
Map Param:	Off	Release (ms):	1.0s		
Map Min (%):	0	Level (dB):	0		
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION OFF	PITCH OFF	DELAY OFF	REVERB
Freq1 (Hz):	100	Type:	tremolo	Type:	clean
Gain1 (dB):	2	Speed (Hz):	7.50	Delay (ms):	420
Width1 (oct):	1.2	Tempo:	Disabled	Tempo:	1/4
Freq2 (Hz):	2.05k	Depth (%):	70	Feedback (%):	9
Gain2 (dB):	2	Type:	Hard	HiCut (Hz):	12.6k
Width2 (oct):	1.1	Width (%):	61	LoCut (Hz):	50.12
Freq3 (Hz):	6.31k	Hi Cut (Hz):	Off	Mix (%):	32
Gain3 (dB):	7			Lo Color:	Tight
Width3 (oct):	1.1			Lo Fac:	9
				Room Lvl (dB)	
				Rev Lvl (dB):	-
				Diffuse:	0
				Shape:	Round

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE ON	COMPRESSOR OFF	NOISE GATE ON	BOOST
Tempo:	548ms = 109 bpm	Type: distortion	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	Level (dB): 0		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		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):
Freq2 (Hz):	211	Depth (%): 70	Delay 1 (ms): 10	Feedback (%): 9	Mix (%): 25
Gain2 (dB):	-6	Type: Hard	Delay 2 (ms): 12	HiCut (Hz): 12.6k	Size: Large
Width2 (oct):	1.6	Width (%): 61	Mix (%): 25	LoCut (Hz): 50.12	Hi Color: Clear
Freq3 (Hz):	13.3k	Hi Cut (Hz): Off		Mix (%): 32	Hi Fac: 0
Gain3 (dB):	5				Lo Color: Tight
Width3 (oct):	0.6				Lo Fac: 9
					Room Lvl (dB)
					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		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):	
Freq2 (Hz):	335	Depth (%):	26	Range (oct):	2	Tempo 1:	1/4	Mix (%):	16
Gain2 (dB):	6	Hi Cut (Hz):	15.8k			Tempo 2:	1/8D	Size:	Medium
Width2 (oct):	1.0	Delay (ms):	14.0			Feedback 1 (%):	7	Hi Color:	Warm
Freq3 (Hz):	1.30k	Mix (%):	5			Feedback 2 (%):	30	Hi Fac:	5
Gain3 (dB):	-10					HiCut (Hz):	Off	Lo Color:	Real
Width3 (oct):	1.0					LoCut (Hz):	Off	Lo Fac:	6
						Pan 1:	18	Room Lvl (dB)	
						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		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):
Freq2 (Hz):	335	Depth (%): 26	Range (oct): 2	Tempo 1: 1/4	Mix (%): 16
Gain2 (dB):	6	Hi Cut (Hz): 15.8k		Tempo 2: 1/8D	Size: Medium
Width2 (oct):	1.0	Delay (ms): 14.0		Feedback 1 (%): 7	Hi Color: Warm
Freq3 (Hz):	1.30k	Mix (%): 5		Feedback 2 (%): 35	Hi Fac: 5
Gain3 (dB):	-10			HiCut (Hz): Off	Lo Color: Real
Width3 (oct):	1.0			LoCut (Hz): Off	Lo Fac: 6
				Pan 1: 24	Room Lvl (dB)
				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		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):	
Freq2 (Hz):	335	Depth (%):	24	Range (oct):	2	Tempo 1:	1/4	Mix (%):	16
Gain2 (dB):	6	Hi Cut (Hz):	15.8k			Tempo 2:	1/8D	Size:	Medium
Width2 (oct):	1.0	Delay (ms):	14.0			Feedback 1 (%):	8	Hi Color:	Warm
Freq3 (Hz):	1.30k	Mix (%):	6			Feedback 2 (%):	21	Hi Fac:	5
Gain3 (dB):	-10					HiCut (Hz):	Off	Lo Color:	Real
Width3 (oct):	1.0					LoCut (Hz):	Off	Lo Fac:	6
						Pan 1:	31	Room Lvl (dB)	
						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		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):	
Freq2 (Hz):	335	Depth (%):	26	Range (oct):	2	Tempo 1:	1/4	Mix (%):	16
Gain2 (dB):	6	Hi Cut (Hz):	15.8k			Tempo 2:	1/8D	Size:	Medium
Width2 (oct):	1.0	Delay (ms):	14.0			Feedback 1 (%):	0	Hi Color:	Warm
Freq3 (Hz):	1.30k	Mix (%):	5			Feedback 2 (%):	7	Hi Fac:	5
Gain3 (dB):	-10					HiCut (Hz):	Off	Lo Color:	Real
Width3 (oct):	1.0					LoCut (Hz):	Off	Lo Fac:	6
						Pan 1:	15	Room Lvl (dB)	
						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		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):	
Freq2 (Hz):	335	Depth (%):	90	Range (oct):	2	Feedback (%):	25	Mix (%):	16
Gain2 (dB):	6	Range:	Low			HiCut (Hz):	Off	Size:	Medium
Width2 (oct):	1.0	Feedback (%):	0			LoCut (Hz):	Off	Hi Color:	Warm
Freq3 (Hz):	1.30k	Mix (%):	38			Mix (%):	22	Hi Fac:	5
Gain3 (dB):	-10					Lo Color:	Real	Lo Fac:	6
Width3 (oct):	1.0					Room Lvl (dB)		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		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):	
Freq2 (Hz):	335	Depth (%):	90	Range (oct):	2	Feedback (%):	25	Mix (%):	16
Gain2 (dB):	6	Range:	Low			HiCut (Hz):	Off	Size:	Medium
Width2 (oct):	1.0	Feedback (%):	0			LoCut (Hz):	Off	Hi Color:	Warm
Freq3 (Hz):	1.30k	Mix (%):	38			Mix (%):	22	Hi Fac:	5
Gain3 (dB):	-10					Lo Color:	Real	Lo Fac:	6
Width3 (oct):	1.0					Room Lvl (dB)		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		COMPRESSOR		NOISE GATE		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		MODULATION		PITCH		DELAY		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):					
Freq2 (Hz): 211	Depth (%): 77	Range (oct): 1	Feedback (%): 35	Mix (%): 20					
Gain2 (dB): -6	Type: Hard		HiCut (Hz): Off	Size: Medium					
Width2 (oct): 1.6	Width (%): 33		LoCut (Hz): Off	Hi Color: Bright					
Freq3 (Hz): 13.3k	Hi Cut (Hz): 14.1k		Mix (%): 18	Hi Fac: 6					
Gain3 (dB): 5			Lo Color: Light	Lo Fac: 0					
Width3 (oct): 0.6			Room Lvl (dB)	Room Lvl (dB)					
			Rev Lvl (dB): -	Rev Lvl (dB): -					
			Diffuse: 10	Diffuse: 10					
			Shape: Round	Shape: Round					

Close

Save SysEx

Export XML

Export HTML

Send to Nova

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	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	Level (dB): -7			
Map Min (%): 0					
Map Med (%): 50					
Map Max (%): 100					
EQ		MODULATION	PITCH	DELAY	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):	
Freq2 (Hz): 211	Depth (%): 77	Range (oct): 1	Feedback (%): 35	Mix (%): 20	
Gain2 (dB): -6	Type: Hard		HiCut (Hz): Off	Size: Medium	
Width2 (oct): 1.6	Width (%): 33		LoCut (Hz): Off	Hi Color: Bright	
Freq3 (Hz): 13.3k	Hi Cut (Hz): 14.1k		Mix (%): 18	Hi Fac: 6	
Gain3 (dB): 5			Lo Color: Light	Lo Fac: 0	
Width3 (oct): 0.6			Room Lvl (dB)	Rev Lvl (dB): -	
			Diffuse: 10	Shape: Round	

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

GLOBAL SETTINGS		DRIVE	COMPRESSOR	NOISE GATE	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	Level (dB): -7		
Map Min (%):	0				
Map Med (%):	50				
Map Max (%):	100				
EQ		MODULATION	PITCH	DELAY	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):
Freq2 (Hz):	211	Depth (%): 77	Range (oct): 1	Feedback (%): 35	Mix (%): 20
Gain2 (dB):	-6	Type: Hard		HiCut (Hz): Off	Size: Medium
Width2 (oct):	1.6	Width (%): 33		LoCut (Hz): Off	Hi Color: Bright
Freq3 (Hz):	13.3k	Hi Cut (Hz): 14.1k		Mix (%): 18	Hi Fac: 6
Gain3 (dB):	5			Lo Color: Light	Lo Fac: 0
Width3 (oct):	0.6			Room Lvl (dB)	Rev Lvl (dB): -
				Diffuse: 10	Shape: Round