

Introduction

Congratulations on your purchase of the M-Audio Drum and Bass Rig software. This multi-function device includes 4 instruments:

- The **LC-5 Loop Creator** creates tempo-synced rhythms from preloaded audio files.
- The **BL-6 Bassline** is a subtractive synth combined with a step sequencer.
- The **RD-7 Real Drum Module** features over 100 realistic drum sounds arranged to follow the GM Drum Map standard.
- The **EB-8 Electric Bass** models the sounds of acoustic and electric basses.



System Requirements

Windows

- Pentium® III 500 MHz or AMD7 (P4 / Athlon 1 GHz or faster recommended)
- 256 MB RAM
- 600 MB free hard disk space
- Windows® XP
- VST 2.0 compatible host software
- MIDI interface
- CD-ROM drive for installation
- Internet connection (on any computer) for software certification

Macintosh

- Power Macintosh® G3 500 MHz (G4 or faster recommended)
- 256 MB RAM
- 600 MB free hard disk space
- Mac® OS X Version 10.3 or higher
- VST 2.0, AU or RTAS-compatible host software
- MIDI Interface
- CD-ROM drive for installation
- Internet connection (on any computer) for software certification

Installation Procedure

Note: The Installation CD includes both the M-Audio Drum and Bass Rig as well as the M-Audio Key Rig installers. The Drum and Bass Rig package includes a certification code for only the M-Audio Drum and Bass Rig, but you may authorize the M-Audio Key Rig as a fully working 30-Day demo version (see below for Certification Information).

Windows

1. Insert the M-Audio Drum and Bass Rig CD-ROM in your computer's CD-ROM drive.
2. Explore the CD and double-click the file named "M-Audio Drum and Bass Rig Setup." The installer will execute.
3. During the installation, the installer will ask you to specify two directories on your computer. The first directory is your VST plug-in directory. This is where the M-Audio Drum and Bass Rig VST plug-in will be installed. The second directory is Drum and Bass Rig's sound data file. The file is about 260 MB in size and can be placed in a different location from the program, if necessary.
4. When the installer finishes installing the software, press "Finish."
5. M-Audio Drum and Bass Rig is now installed on your computer. You will need to certify your copy of the software before you begin making music—please see "Certification" below for these directions.

Macintosh

1. Insert the M-Audio Drum and Bass Rig CD-ROM in your computer's CD-ROM drive.
2. Double-click the CD that appears on your desktop
3. Open the folder for the plug-in format you require (AU, RTAS, VST, or stand-alone)
4. When the installer finishes installing the software, press "Close."
5. M-Audio Drum and Bass Rig is now installed on your computer. You will need to certify your copy of the software before you begin making music—please see "Certification" below for these directions.

Certification

1. Once the M-Audio Drum and Bass Rig software has been installed, start your host audio application (for example, Ableton Live).
2. Load the M-Audio Drum and Bass Rig and open its window.
3. Click on the "M-Audio" logo in the upper right corner of the Drum and Bass Rig. A pop-up window will appear.
4. Enter the Product Certification Code (printed on the Quick Start Guide included in the M-Audio Drum and Bass Rig package)
5. Once you've entered your code, you have two choices: you may certify your product on-line or off-line. If your computer is connected to the Internet, go to the section named "Certify On-Line" below. If your music computer is not connected to the Internet, go to the "Certify Off-Line" section below.

Certify On-Line

1. Click the "Certify On-Line" button and Drum and Bass Rig will open your default web browser and connect you to the M-Audio website.
2. Enter your registration information in the spaces provided, and press "Submit."
3. In a few moments, you'll receive an e-mail containing your registration certificate. Follow the directions in the e-mail to finish certification.

Certify Off-Line

1. Click the "Certify Off-Line" button. Drum and Bass Rig will create an Internet shortcut on your computer's desktop.
2. Copy this shortcut onto a disk or memory card.
3. Place the disk or memory card in a computer that is connected to the Internet.
4. Double-click the Internet shortcut on the disk or memory card, and your web browser will open, connecting you to the M-Audio website.
5. Enter your registration information and press "Submit."
6. In a few moments, an e-mail will be sent to you containing your registration certificate. Save the certificate to the disk or memory card.
7. Place the disk or memory card back into your music computer.
8. Double-click the product certification file on the disk or memory card to complete certification.

Using the Drum and Bass Rig as a Plug-in

The M-Audio Drum and Bass Rig runs as an RTAS, VST, or AU plug-in. Consult your host application's documentation for information on loading plug-ins

Using the Drum and Bass Rig in Stand-Alone Mode

In addition to support for most popular plug-in formats, the M-Audio Drum and Bass Rig runs as a stand-alone application. On the Macintosh, the stand-alone version of Drum and Bass Rig uses the default audio settings of the operating system. On Windows, the stand-alone version includes additional configuration settings:



Windows Stand-Alone

The Drum and Bass Rig stand-alone application for Windows includes four controls at the top of the application's window:

The controls are as follows (from left to right):

Sound Card Selector: click this control to select the desired sound card for audio output.

Output Selector: click this control to choose the audio outputs for Drum and Bass Rig (for multi-output sound cards only).

On Button: clicking this button turns Drum and Bass Rig on or off.

Cfg...: click this button to open the selected sound card's ASIO Control Panel.

Using the M-Audio Drum and Bass Rig

The M-Audio Drum and Bass Rig is a device consisting of four instruments, a Master Effect Generator, and global settings. Each of these sections are explained below:



Global

The strip at the top of the Drum and Bass Rig sets Global Settings that affect all instruments.

Certification Dialog: to open the Certification dialog, click the Drum and Bass Rig or M-Audio logos on the left or right side of the top strip of the rig. This window also displays the Drum and Bass Rig version number information.

Load/Save: the Load/Save buttons at the top of the Drum and Bass Rig are for loading and saving bank files. These files contain all program/patch information, MIDI channel and MIDI CC assignments, volumes, panning, key range, transpose, MFX (master effects) send, on/off status, etc. for all four instruments within the Drum and Bass Rig, as well as the global MFX settings, fine tune, tempo, master swing and master volume parameters. The user can also save and load banks via the menu that appears in their host application. Drum and Bass Rig banks are saved and loaded from a folder called "Drum and Bass Rig Patches."

Master FX

Clicking the master effects section produces a drop-down menu of 49 effects algorithms, organized into submenus by type. For a listing of effects types see the "Effects Presets" listing below.

Once an effect is selected, the effect name will be displayed and two specially chosen effect edit parameters, plus a mix parameter, will be displayed with useful preprogrammed preset settings. The names of the two effect edit parameters vary depending on the type of effect that is in use. For example, a reverb may display "Size" and "Damp" (room size and damping) for its parameters. A delay may display "Time" and "Fbk" (delay time (speed) and feedback (regeneration)).

Mix: governs the MFX wet/dry balance.

Fine Tune: adjusts the fine-tuning of all instruments in the Rig.

Tempo: allows the user to set a song tempo that will set tempo-sync'd delays and LFOs when there is no tempo detected from the host by the Drum and Bass Rig.

Master Volume: controls the output volume of the whole Drum and Bass Rig.

Master Swing: a swing control that affects the LC-5 and the BL-6.

MIDI CC Controls

All useful parameters in the Drum and Bass Rig have been pre-assigned MIDI controllers corresponding to the default CCs used by current M-Audio keyboards (GM Patch).

It is also possible to customize these settings. Right-clicking (Windows) or control-clicking (Macintosh) a parameter opens a menu with the following options:

CC: hover the mouse over this option to display a pop-up list of available MIDI continuous controllers, and select the desired continuous controller from the list.

Learn: select this option and move a control on your hardware MIDI controller to assign it to the parameter automatically.

Forget: select this option to remove a MIDI continuous controller assignment.

Note: Each continuous controller may control only one parameter at a time.

Instrument Controls

To the right of all instruments in the Drum and Bass Rig is an instrument control area and mixer.



Load/Save: in addition to the global Load/Save menus at the top of the Rig, each instrument has its own Load/Save menu and library of patches. Clicking the area above the Load and Save buttons produces a drop-down list of all factory content for an instrument. Patches can be loaded for the instrument by clicking a patch in the drop-down list. The patch will be loaded and its name displayed in the slot. When clicking Load or Save buttons, a Load/Save dialog appears. Patches are loaded and saved into folders with a name corresponding to the particular instrument chosen.

Hi/Lo: sets the highest and lowest notes for the instrument's key range.

Tr: transposes the instrument by any amount within a range of plus or minus 24 semitones.

Ch: selects the MIDI channel used to play the instrument.

MFX: sets the send level for the instrument to the MFX (master effects) at the top of the Rig.

Pan: sets the instrument's pan position.

On: turns the instrument on or off.

Volume: the slider on the right-hand side of the instrument controls section controls the instrument volume. A meter displays output level when the instrument is played.

LC-5 Loop Creator

The LC-5 Loop Creator is a sliced loop player that includes 23 sets of 12 pre-sliced loops. These loops will play in sync at any tempo. Each set contains loops for a certain musical style, e.g. Arabic or House. These loops can be freely assigned to the keys of your MIDI keyboard (three octaves between C2 and B4), combined (by playing multiple MIDI keys), rearranged, and edited in many ways. The range (C2-B4) is chosen for ease of use with smaller M-Audio keyboards, which have the lowest C on C2. As a convenience, the C2-B4 ranges are duplicated above (C5-B7) and below (C-1-B1), but it's important to note that these are simply the same zones repeated and therefore any edits made in these zones affect the same key in other zones.

It's not possible to import your own loops.

In the middle of the LC-5 is a waveform window displaying the slices of the selected loop. In this waveform inspector are three yellow buttons: "Low," "Mid" and "High." These allow you to mute or play slices belonging to low, mid or high frequency ranges. Below the waveform display is a "sawtooth" keyboard allowing you to play keys (loops) via mouse and to select which key (loop) you wish to edit. The highest C on the keyboard is a stop key.



LC-5 Master Section

These controls affect all loops in the LC-5 patch.

Punch: Punch is a special compression algorithm, which accentuates attacks and makes the lower dynamic information louder.

Loose/Tight: Loose/Tight is a timing/quantization control. The waveform inspector displays timing changes. The 12 o'clock position exhibits no timing change. Turning to the right quantizes while turning to the left accentuates the natural timing of the loops.

Latch: with Latch mode enabled, all triggered loops/notes play continuously until the Latch is turned off or the "Stop" key is used.

KeyF: allows you to select MIDI keys/loops for editing via MIDI.

Loop Edit

The six knobs and three menus on the left of the LC-5 are edit parameters for individual loops within a patch. To select which loop or key is to be edited, click on the "sawtooth" keyboard (the selected key will become red) or use a MIDI key with KeyF turned on.

Level: adjusts the selected loop's volume.

Pan: adjusts the selected loop's stereo panorama.

Pitch: adjusts the selected loop's pitch up to plus or minus one octave.

Decay: adjusts the decay time/length of the individual slices for the selected loop.

Speed: adjusts the selected loop's speed: left is half-time while right is double-time.

Filter: adjusts the selected loop's filter cutoff. Turning to the left reduces high frequencies.

Drop-Down Menus

Loop Select: displays which loop is assigned to a key and allows you to assign any other loop (from the 12 available loops) to a key. It is possible to assign any loops to any keys or even the same loop to every key. The factory programs all use a simple assignment format: the C's use loop 1, the C#'s use loop 2, and so on, chromatically. The octave C2-B2 generally has a standard version of each loop and the other two octaves have variations of the loops. For example, on C2 will be a standard version of a bass loop. On C3, there will be the same loop, but with a different ordering for the slices. C4 can contain another variation of the same loop. This means you can expect variations of the same loop when playing the same note in different octaves.

Play Events: reduces the selection of slices a loop will play according to a timing grid. For example, choosing "16th" removes any notes faster than a 16th. Choosing "Odd 16th" only plays notes that fall on the offbeat 16th notes of the bar, etc.

Play Order: rearranges the loop by reordering (swapping) slices. For example, "Swap 2nd" exchanges the first beat with the second beat and the third beat with the fourth beat of the bar.

BL-6 Bassline

The BL-6 Bassline is a classic monophonic step sequencer synthesizer with four oscillator waveform types, a sequencer of up to 16 steps, delay, and distortion. Each patch has 12 patterns which are usually variations of a bassline. These patterns can be selected during performance via MIDI keys between C4 (pattern 1) and B4 (pattern 12). The bassline can also be played as a monophonic synth (without the sequencer playing) by clicking the "Play" button off. In the center of the BL-6 is a strip of step sequencer values, and below this is a keyboard, which can be played via mouse clicks.



The Oscillator Section

Wave: the BL-6 has four waveform types: Sawtooth, Square, Triangle, and Unison Saw.

Sweep: the Sweep control affects the shape of the chosen wave—

Sawtooth sweep varies sync

Square sweep changes pulse width from square to pulse

Triangle sweep clips the triangle so that it gradually becomes a ramped square, similar to a TB-303

Unison Saw sweep detunes sawtooth unison

Decay: filter envelope decay time—the filter envelope has a zero attack time and a zero sustain level so the decay parameter controls the speed of the filter sweep.

Depth: filter envelope depth—this controls the amount of the filter envelope sweep.

Cutoff: sets filter cutoff frequency.

Resonance: filter resonance amount.

Glide: portamento time—the time it takes for the synth to “slide” from one note to the next.

Drive: distortion—this is a specially programmed overdrive effect.

The Delay Section

Time: governs the delay rate (or speed) of the tempo-synced delay effect. Holding the mouse over this knob displays the delay rate.

Fbk: controls the delay effect’s feedback (or regeneration).

Mix: controls the wet/dry balance of the delay effect.

Step Sequencer Section

Steps: this box on the right of the BL-6 sets the number of steps used by the sequencer. Clicking and dragging down or to the left reduces the number of steps (graying out the unused steps on the display) while clicking and moving vertically or to the right increases the numbers of steps up to the maximum of 16 available.

Grid: sets the playback rate to 8th note, triplet or 16th note.

Pattern: this drop-down menu selects which of the 12 patterns you are currently playing or editing.

Edit

The parameters listed below can be edited using the step-sequencer grid in the BL-6. To sequence these parameters, choose one from the middle drop-down list (on the left of the display), click the appropriate step, and then adjust the parameter value. Parameters can be edited while a sequence is playing and the LEDs in the keyboard flash red to display the sequence position.

Note: this edits the pitch of the steps in whole notes plus or minus 24 semitones. A setting of zero creates a space (no note).

Accent: any sequenced note can have an accent, which makes that note a little louder and brighter (i.e. higher cutoff).

Glide: on/off decides whether a note will glide from the previously played note. The glide time is set via the “Glide” knob, but the “Glide Time” parameter (below) allows the glide time to be offset for any steps in the sequence.

Depth: produces an offset to the depth knob (filter envelope depth) setting.

Cutoff: produces an offset to the cutoff knob setting.

Resonance: produces an offset to the resonance knob setting.

Glide Time: produces an offset to the glide knob setting, allowing each step that contains a glide setting to have its own glide speed.

Scale: forces sequences to play within specific music key scales. Use the “Chromatic” setting when no scale limiting is desired.

RD-7 Real Drum Module

The RD-7 is a stereo drum module with more than 100 drum sounds plus a full set of GM-compatible percussion. Drums are mapped in GM standard mapping (from A#0-C5), featuring mixable overhead and room mics, plus special pre-programmed FX per kit. Drum sounds are easily auditioned, assigned, and edited by first clicking a key on the stylized keyboard at the bottom of the instrument (toms, hats, crashes, and rides are handled as sets).



Edit Select

Use this menu or click a pad/key on the keyboard to choose the sound or set you wish to edit. Clicking a pad/key also auditions the currently selected sound.

Sound Select

Use this menu to choose a sound or set for the selected pad/key.

Sound Edit Knobs

The first six sound edit knobs affect only the selected pad/key.

Tune: fine-tunes the selected instrument or set.

Tone: adjusts the low pass filter for the selected instrument or set. Turning left reduces the treble in the sound.

Decay: shortens the decay and release time of the selected instrument or set.

Pan: sets the stereo panorama position of the selected instrument or set.

Level: sets the volume of the selected instrument or set.

FX: each preset kit has a preprogrammed special effect, which is not editable. These are mostly additional reverbs but sometimes distortion or modulation, etc.

Master Section

OH: controls the overall level of the overhead mics for the kit.

Room: controls the overall level of the room mics for the kit.

Size: adjusts the size of the drum room.

FX: controls the overall level of the preprogrammed FX for the kit.

EB-8 Electric Bass

The EB-8 Electric Bass guitar module features various finger, pick, fretless and slap electric basses, an acoustic bass, and some useful synth bass patches. All Electric Bass sounds have additional slides, dead notes, fret noise (from C5-C6) and harmonics, which switch via the mod wheel. Each patch can have its own effects and each sound has a number of editing controls.



Sound Controls

Drive: tube amp overdrive.

Punch: a special compression algorithm that accentuates the attack and controls the sustain portion of the sound.

Bass: low frequency EQ control.

Treble: high frequency EQ control.

Decay: sets how long the bass notes will sustain.

Tone: low pass filter control.

Mod Wheel Response

On the left of the module are two knobs that determine how the EB-8 responds to mod wheel info.

Vibrato: when this button is in the down position, the mod wheel controls vibrato depth.

Harmonics: when this button is in the down position and the mod wheel is moved to a value higher than 65, the electric bass patches (only) will switch to playing harmonics.

With only a little practice, most players can achieve normal bass playing with vibrato and harmonics quite easily, but for flexibility, we have provided the above switches so the player can choose the behavior of the mod wheel.

Contacting M-Audio

We at M-Audio have worked diligently to ensure that the Drum and Bass Rig is an optimal piece of software for your studio. However, due to the wide variety of host computers and configurations, you may encounter unexpected behavior from your software. If you feel that Drum and Bass Rig is not working properly, you can contact M-Audio Technical Support for assistance.

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LC-5 Loop Creator Patches

01	Arabic	15	House 2
02	Rock 1	16	Latin 2
03	Jazz	17	Reggae
04	Latin 1	18	Rnb 1
05	Bigbeat	19	Rnb 2
06	Dnb 1	20	Rock 2
07	Dnb 2	21	Techno 1
08	Downtemp	22	Techno 2
09	Dub	23	Techno 3
10	Electro		
11	Funk		
12	Hip Hop 1		
13	Hip Hop 2		
14	House 1		

BL-6 Bassline Patches

01 Melodic Line	21 Crazy Bass	41 TB Saw 4
02 Noise Bass	22 Dist Fat Bass	42 TB Saw 5
03 Industrial	23 Dist Saw Bass	43 TB Saw FX
04 Dist TB Saw 1	24 DistTB Saw 2	44 TB Sq 1
05 Filter Bass	25 Three Sync	45 TB Sq 2
06 Eyeliner	26 E-Bass	46 TB Sq 3
07 Pulse Bass 1	27 EBM Line 2	47 TB Sq 4
08 Downbeat	28 Slow Space	47 TB Sq 5
09 Bass War	29 Clean & Nice	48 Wicked Line
10 Overtone Baz	30 Fun Electric	49 Tri Angel
11 Dark Baseline	31 Industrial 2	50 Tri Some
12 Bad Square	32 Offbeat	51 TriPPER
13 Resonar	33 Old School	52 Tri Stesse
14 Waltz Line	34 Pattern Melo	
15 Wicked Pulse	35 Pulse Bass 2	
16 Dist TB SQ1	36 Slow Waltz	
17 EBM Line 1	37 Sync Bass	
18 80s Bass	38 TB Saw 1	
19 Bizarre Biz	39 TB Saw 2	
20 Club Bass	40 TB Saw 3	

RD-7 Real Drums Patches

01 Pop Kit 1	16 Funk Kit 2
02 Pop Kit 2	17 Soul Kit 1
03 Pop Kit 3	18 Soul Kit 2
04 Pop Kit 4	19 RnB Set 1
05 Live Kit	20 RnB Set 2
06 Rock Drums 1	21 Jazz Brushes
07 Rock Drums 2	22 Jazz Sticks
08 Classic Rock Kit 1	23 Mod Kit
09 Classic Rock Kit 2	24 Hi Tuned Kit
10 Hip Hop	25 Mini Kit
11 Modern RnB	26 Big Arena
12 Gated Kit	27 Distorted Drums
13 Heavy Drums 1	28 Megaphone Kit
14 Heavy Drums 2	
15 Funk Kit 1	

EB-8 Electric Bass Patches

00 Finger 1 DI	35 Slap 2 Delay
02 Finger 1 Amp	36 Acoustic DI
03 Finger 1 Punch	37 Acoustic Amp
04 Finger 1 Dirty	38 Acoustic Punch
05 Finger 1 Chorus	39 Acoustic Dirty
06 Finger 2 DI	40 Acoustic Reverb
07 Finger 2 Amp	41 Synth Bass DI
08 Finger 2 Punch	42 Synth Bass Amp
09 Finger 2 Dirty	43 Synth Bass Punch
10 Finger 2 Autowah	44 Synth Bass Dirty
11 Pick 1 DI	45 Synth Bass Gate
12 Pick 1 Amp	46 Ultrasynth DI
13 Pick 1 Punch	47 Ultrasynth Amp
14 Pick 1 Dirty	48 Ultrasynth Punch
15 Pick 1 Phaser	49 Ultrasynth Dirty
16 Pick 2 DI	50 Ultrasynth Phaser
17 Pick 2 Amp	51 Sub Bass DI
18 Pick 2 Punch	52 Sub Bass Amp
19 Pick 2 Dirty	53 Sub Bass Punch
20 Pick 2 Slapback	54 Sub Bass Dirty
21 Fretless DI	55 Sub Bass Squash
22 Fretless Amp	
23 Fretless Punch	
24 Fretless Dirty	
25 Fretless Chorus	
26 Slap 1 DI	
27 Slap 1 Amp	
28 Slap 1 Punch	
29 Slap 1 Dirty	
30 Slap 1 Slapback	
31 Slap 2 DI	
32 Slap 2 Amp	
33 Slap 2 Punch	
34 Slap 2 Dirty	

Effects Presets

The following effects are available for the MFX (master FX and the EB-8 Electric Bass).

		Parameter 1	Parameter 2
Reverb	Chorus Reverb	Chor Depth	Rev Time
	Room Reverb 1	Size	Damping
	Room Reverb 2	Size	Pre-Del
	Hall Reverb 1	Size	Damping
	Hall Reverb 2	Size	Pre-Del
	Plate Reverb	Size	EQ
	Gate Reverb	Size	EQ
	Early Reflections	Size	EQ
Delay	Delay	Delay	Feedback
	Lofi Delay	Delay	Feedback
	Stereo Delay	Delay	Feedback
	Lofi Stereo Delay	Delay	Feedback
	Ping Pong	Delay	Feedback
	Lofi Ping Pong	Delay	Feedback
	Gallop Echo	Delay	Feedback
	Vox Tape Echo	Delay	Feedback
Chorus	Chorus	Rate	Depth
	Rich Chorus	Rate	Depth
	Ensemble	Rate	Depth
	Space Chorus	Rate	Depth
	Quad Chorus	Rate	Depth
	Stereo Width	Width	Delay
Tremolo	Tremolo	Rate	Shape
	Autopan	Rate	Shape
	Rotary Speaker	Slow/Fast	Rate
Flanger	Flanger	Rate	Depth
	Deep Flanger	Rate	Depth
	Death Flanger	Rate	Depth
Phaser	Phaser	Rate	Depth
	Deep Phaser	Rate	Depth
Wah Wah	Auto Wah	Depth	Frequency
	Mod Wah	Rate	Depth
	Talkbox	Rate	Vowel
Pitch Shift	Detune	Detune	Delay
	Stereo Pitch	Left	Right
EQ	2 Band EQ 1	Low Gain	Hi Gain
	2 Band EQ 2	Low Gain	Hi Mid Gain
	Sweep EQ Wide	Gain	Frequency
	Sweep EQ Sharp	Gain	Frequency
	Enhancer	Hi Tune	Lo Depth
Distortion	Distortion	Drive	Tone
	Amp Simulator	Drive	Amp Model
	Feedback Amp	Drive	Amp Model
	Overdrive	Drive	Shape
	Bit Crusher 1	Bit Depth	Rate
	Bit Crusher 2	Bit Depth	Rate
Dynamics	Attack Compressor	Drive	Ratio
	Squash Compressor	Drive	Ratio
	Limiter	Drive	Attack