GENESIS 3

GENETX™ GUITAR PROCESSOR

Users Guide

DigiTech
The Power to Create

These symbols are internationally accepted symbols that warn of potential hazards with electrical products. The lightning flash means that there are dangerous voltages present within the unit. The exclamation point indicates that it is necessary for the user to refer to the owners manual.

These symbols warn that there are no user serviceable parts inside the unit. Do not open the unit. Do not attempt to service the unit yourself. Refer all servicing to qualified personnel. Opening the chassis for any reason will void the manufacturer's warranty. Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately and take it to a dealer for service.

Disconnect the unit during storms to prevent damage.

U.K. Mains Plug Warning

A molded mains plug that has been cut off from the cord is unsafe. Discard the mains plug at a suitable facility. **Never under any circumstances should you insert a damaged or cut mains plug into a 13 amp power socket.** Do not use the mains plug without the fuse cover in place. Replacement fuse covers can be obtained from your local retailer. Replacement fuses are 13 amps and MUST be ASTA approved to BS1362.

Safety Instructions

Notice for customers if your unit is equipped with a power cord.

Warning: This appliance must be earthed.

The cores in the mains lead are colored in accordance with the following code:

Green and Yellow - Earth Blue - Neutral Brown - Live

As colors of the cores in the mains lead of this appliance may not correspond with the colored markings identifying the terminals in your plug, proceed as follows:

- The core which is colored green and yellow must be connected to the terminal in the plug marked with the letter E, or with the earth symbol, or colored green, or green and yellow.
- The core which is colored blue must be connected to the terminal marked N, or colored black.
- The core which is colored brown must be connected to the terminal marked L, or colored red.

This equipment may require the use of a different line cord, attachment plug, or both, depending on the available power source at installation. If the attachment plug needs to be changed, refer servicing to qualified service personnel who should refer to the table below. The green/yellow wire shall be connected directly to the unit's chassis.

CONDUCTOR		WIRE COLOR	
		Normal	Alt
L	LIVE	BROWN	BLACK
N	NEUTRAL	BLUE	WHITE
E	EARTH GND	GREEN/YEL	GREEN

Warning: If the ground plug is defeated, certain fault conditions in the unit or in the system to which it is connected can result in full line voltage between chassis and earth ground. Severe injury or death can then result if the chassis and earth ground are touched simultaneously.

Warning

For your protection, please read the following:

Water and Moisture: Appliances should not be used near water (e.g. near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc.) Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

Power Sources: The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.

Grounding or Polarization: Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.

Power Cord Protection: Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.

Servicing: To reduce the risk of fire or electrical shock, the user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

For units equipped with externally accessible fuse receptacle: Replace fuse with same type and rating only.

Electromagnetic Compatibility

Operation is subject to the following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.
- Use only shielded interconnecting cables.
- Operation of this unit within significant electromagnetic fields should be avoided.

DECLARATION OF CONFORMITY

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

declares that the product:

Product name: Genesis3
Note: Product name may be suffixed by the letters EU, JA, UK and NP.

Product option: all (requires Class II power adapter that conforms to the requirements of EN60065, EN60742, or equivalent.)

conforms to the following Product Specifications:

Safety: IEC60065 (1998)
EN 60065 (1993)

EMC: EN 55013 (1990)
EN 55020 (1991)

Supplementary Information:

The product herewith complies with the requirements of the Low Voltage Directive 72/23/EEC and the EMC Directive 89/336/EEC as amended by Directive 93/68/EEC.

DigiTech
8760 S. Sandy Parkway
Sandy, Utah 84070, USA
Date: May 4, 2001

European Contact:
Your local DigiTech Sales and Service Office or

Harman Music Group
8760 South Sandy Parkway
Sandy, Utah 84070 USA
Ph: (801) 566-8800
Fax: (801) 568-7573

Warranty

We at **DigiTech** are proud of our products and back-up each one with the following warranty:

1. The warranty registration card must be mailed within ten days after purchase date to validate this warranty.

2. DigiTech warrants this product, when used solely within the U.S., to be free from defects in materials and workmanship under normal use and service.

3. DigiTech liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned to DigiTech WITH RETURN AUTHORIZATION, where all parts and labor will be covered up to a period of one year. A Return Authorization number may be obtained from DigiTech by telephone. The company shall not be liable for any consequential damage as a result of the product's use in any circuit or assembly.

4. Proof-of-purchase is considered to be the burden of the consumer.

5. DigiTech reserves the right to make changes in design, or make additions to, or improvements upon this product without incurring any obligation to install the same on products previously manufactured.

6. The consumer forfeits the benefits of this warranty if the product's main assembly is opened and tampered with by anyone other than a certified DigiTech technician or, if the product is used with AC voltages outside of the range suggested by the manufacturer.

7. The foregoing is in lieu of all other warranties, expressed or implied, and DigiTech neither assumes nor authorizes any person to assume any obligation or liability in connection with the sale of this product. In no event shall DigiTech or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.

NOTE: The information contained in this manual is subject to change at any time without notification. Some information contained in this manual may also be inaccurate due to undocumented changes in the product or operating system since this version of the manual was completed. The information contained in this version of the owner's manual supersedes all previous versions.

Table of Contents

Introduction

Congratulations on your purchase of the DigiTech Genesis3!

You now own one of the most powerful studio tools available anywhere. The Genesis3 is more than a professional guitar amp modeling and effects processing system equipped with a digital output for direct recording. There is no other direct recording device quite like the Genesis3 in the world. Sure the Genesis3 includes 16 of the most popular guitar amp models, an acoustic guitar model, and a library full of different effects to choose from, but it goes far beyond modeling and processing. Thanks to the technological break through provided by GeNetX™, the Genesis3 places the power to create HyperModels™ as unique as your own DNA in your hands. The simple user interface provides intuitive controls and an obvious operating system. Although the operating system is extremely simple, carefully reading this User's Guide will ensure that you get the most satisfaction out of your Genesis3.

Included Items

The utmost care was taken as your Genesis3 was being manufactured. Everything should be included and in perfect working order. Please make sure that you have received the following items:

- **Genesis3**
- **PSS3 Power Supply**
- **GENEDIT™ Editor/Librarian Software**
- **Users Guide**
- **Warranty Registration Card**

Please take a moment to complete the Warranty Card or register on line at **http://www.digitech.com/cgi-bin/register.pl**. The product registration is your safe guard in the unlikely event that your Genesis3 malfunctions. Save all packing materials and use them to return your Genesis3 should a problem arise.

Features

- GeNetX™ Technology
- Hypermodel™ Creation
- 16 Guitar Amp Models
- Acoustic Guitar Simulator
- Studio Quality Effects
- S/PDIF Digital Output
- Dry Track Capability
- Full MIDI Implementation
- 24 bit A/D/A Conversion
- Chromatic Tuner
- GENEDIT™ Editor/Librarian Software
- External Power Supply
- 48 Factory/48 User Presets
- Control X Foot Controller Option

Introduction
Quick Start

We have included this handy Quick Start guide for those of you who are anxious to get started and prefer to play now and read later.

Making Connections:
Connect your instrument to the input jack on the rear panel of the Genesis3. Connect the **LEFT** and/or **RIGHT** Outputs to the input(s) of your mixer.

Apply Power:
Turn the **OUTPUT LEVEL** knob on the rear panel of the Genesis3 all the way down (counter clockwise). Connect the plug of the power supply to the power jack on the Genesis3. Connect the other end of the power supply to an AC outlet. Press the **POWER** switch located on the rear panel of the Genesis3 to the on position. Turn your mixer's power switch to the on position and adjust the channel faders to their nominal position (0 dB). Gradually increase the Genesis3's **OUTPUT LEVEL** knob to achieve the desired level. Be sure that the input(s) of your mixer are not clipping. If clipping occurs, reduce either the level of the Genesis3's **OUTPUT LEVEL** or the channel trim pots on your mixer.

Select the Desired Output Mode:
Select either Mono or Stereo as your Output Mode in the Utility menu. To do this, press the **AMP SAVE** and **STORE** buttons simultaneously. This will take you into the Utility menu. Press the **TAP-IT** or **EDIT** buttons until MONO or STEREO appears in the display. Turn the **DATA/PRESET** Knob to select MONO or STEREO .

Select Target System Setup:
The Genesis3 needs to know the type of amplification system it will be used with. From the previous Output selection step, press the **EDIT** button once. This takes you to the Target System Setup menu. Use the **DATA/PRESET** Knob to select the amplification system you will be using the Genesis3 with (see page 32 for more information about Target System Setup). Press the **AMP SAVE** and **STORE** buttons simultaneously to return the Genesis3 to Performance mode.

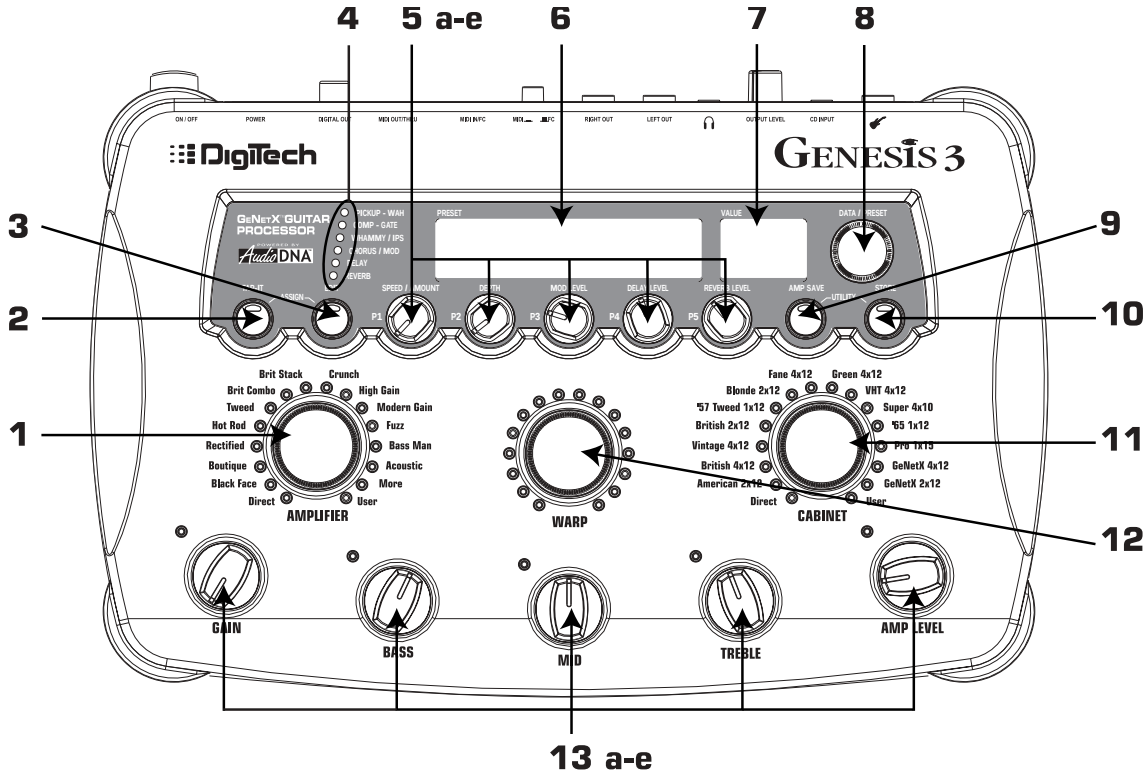
Select Preset:
The Genesis3 comes loaded with 48 pre-programmed factory presets, and 48 user presets. From the factory, the user presets are exact duplicates of the factory presets. This allows you to experiment without running the risk of losing any of the original sounds contained in the Genesis3. Rotate the **DATA/PRESET** knob to select different Presets. Once you have found presets that suit your taste, you can alter the sounds to your specific needs.

Customize Your Sound:
Rotate the **AMP MODEL** knob (1) to change Amp Models for the selected Amp Channel. Push down the **Warp** knob (12) to select one of two Amp Channels. Rotate the **CABINET** knob (11) to select Cabinet Models to be applied to the Amp Model. Rotate the **GAIN** knob (13a) to adjust the amount of distortion, the **TREBLE**, **MID**, and **BASS** knobs (13b, c, & d) to adjust the EQ, and the **AMP LEVEL** knob (13e) to adjust the volume of the selected Amp Channel. Rotate the **WARP** knob (16) to combine the characteristics of the Amp and Cabinet Models selected for the Green and Red Amp Channels. In performance mode, the five knobs (a, b, c, d, & e) located directly beneath the Display adjust the modulation speed or pitch amount, modulation depth, modulation level, delay level, and reverb level. Press the **EDIT** button (3) to access all effects and parameters. Successive presses of the **EDIT** button advance through each effect module. The selected effect is indicated by the effect LEDs (4). The Effect Parameter knobs beneath the display adjust the parameters of the selected effect.

Note: Keep in mind the user presets are duplicates of the factory presets, so don't be afraid to experiment.

Guided Tour

Front Panel



1. Amp Model - This knob is used to select the Amp Model for the active green or red amp channel (indicated by the color of the amp parameter LEDs). One green and one red LED light indicating the selected Amp Models for both Channels. If both Amp Channel's have the same Amp Model selected, one yellow LED lights.

2. Tap-It - This button is used to synchronize the Delay repeats with the tempo of the music. Tapping this button sets the Delay time at the rate in which it is tapped. Press **TAP-IT** and **EDIT** simultaneously to access the Assign menu. When in Utility mode, **TAP-IT** selects the previous menu. When in Store or Amp Save mode, **TAP-IT** selects the previous character when naming presents and user HyperModels™.

3. Edit - This button is used to edit selected effects. The effect LEDs indicated the selected effect. Successive presses of the Edit button advance through all available effects. Press **EDIT** and **TAP-IT** simultaneously to access the Assign menu. When in Utility mode, **EDIT** selects the next menu. When in Store or Amp Save mode, **EDIT** selects the next character when naming presents and user HyperModels™.

4. Effects LEDs - In performance mode, the effect LEDs provide a visual indication of the active effects in the the selected preset. In Edit mode, they indicate the effect currently selected for editing.

5. Effect Parameter knobs - In Performance mode, these knobs control the most commonly adjusted effect parameters. In Edit mode, these knobs adjust the parameters of the selected effect.

a. Speed/Amount/P1 - In Performance mode, this knob adjusts the Speed of the selected Modulation effect, or the Amount of the selected Pitch Shift or Detune effects. In Edit mode, this knob adjusts the first parameter of the selected effect.

b. Speed/Amount/P2 - In Performance mode, this knob adjusts the Depth of the selected Modulation effect. In Edit mode, this knob adjusts the second parameter of the selected effect.

c. Mod Level/P3 - In Performance mode, this knob adjusts the Modulation level or mix. In Edit mode, this knob adjusts the third parameter of the selected effect.

d. Delay Level/P4 - In Performance mode, this knob adjusts the Delay level of the selected preset. In Edit mode, this knob adjusts the fourth parameter of the selected effect.

e. Reverb/P5 - In Performance mode, this knob adjusts the Reverb level of the active preset. In Edit mode, this knob adjusts the fifth parameter of the selected effect.

6. Alpha-numeric Display - In Performance mode, the display shows the selected preset name, bank names when changing banks, and momentarily flashes the active Amp Channel when the Amp Channel is changed. In Edit mode, the display shows the selected effect. As Effect Parameter knobs are turned, the display shows the parameter name that corresponds to the knob being turned. In Tuner mode, the display provides sharp or flat indications.

7. Numeric Display - In Performance mode, the display shows the selected preset number. In Edit mode, the display shows the current value for the selected parameter. In Tuner mode, the display shows the note being played.

8. Data/Preset - This knob is used to select presets, change the on/off status of the selected effect, adjust selections in the Utility menu, and change alpha-numeric characters in the naming process.

9. Amp Save - This button is used to store any changes made to the characteristics of Amps and Cabinets (tone, gain, level, amp type, cabinet type, warp, or cabinet tuning) as HyperModels™ for later retrieval or warping. It is also used in conjunction with the Store button to access the Utility menu.

10. Store - This button is used to save custom settings to the User Presets. Pressing this button once allows you to name the Preset. The second press allows you to choose the User Preset location where the custom settings will be stored, and the third press of the Store button saves the settings to the selected User Preset location. The Store button is also used in conjunction with the Amp Save button to access the Utility menu.

11. Cabinet Select - Rotating this knob will select the Cabinet Model for the currently active Green or Red Amp Channel (indicated by the color of the Amp Parameter LEDs). The LEDs surrounding this knob will light one green and one red to indicate the currently selected Cabinet Models for both Channels. If both Channels have the same Cabinet Model selected, the LED of the selected Model will light yellow.

12. Warp/Channel Select - Rotating this knob creates hybrid amps by warping the characteristics of the selected green and red Amp and Cabinet Models together. Pressing this knob alternates between selecting the Green, Red, and Yellow (Warped) Channels. (indicated by the color of the Amp Parameter LEDs) for Amp/Cabinet selection, and editing purposes.

13. Amp Parameters - These knobs adjust the tonal characteristics for the Amp Model in the currently selected Amp Channel. The LEDs associated with each of these knobs will light either green or red indicating the currently selected Amp Channel. Press the Warp knob to select between the Green or Red Channel.

a. Gain - Adjusts the amount of drive or distortion content for the Amp Model in the currently selected Amp Channel.

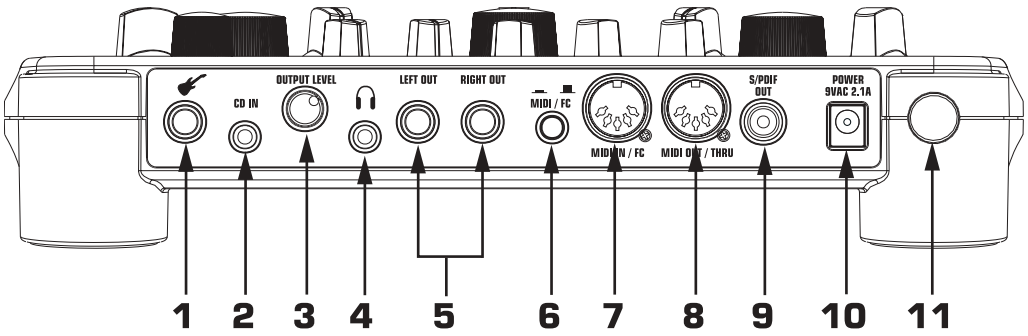
b. Bass - Adjusts the amount of low frequency enhancement for the Amp Model in the currently selected Amp Channel.

c. Mid - Adjusts the amount of midrange frequency enhancement for the Amp Model in the currently selected Amp Channel.

d. Treble - Adjusts the amount of high frequency enhancement for the Amp Model in the currently selected Amp Channel.

e. Amp Level - Adjusts the individual volume level for the Amp Model in the currently selected Amp Channel.

Rear Panel



1. Input - Connect your instrument to this jack.

2. CD In - Use an 1/8" stereo plug to connect this jack to the output of a tape or CD player. This allows you to jam along with a recording through the same amplification system.

3. Output Level - This knob controls the overall volume level of the Genesis3.

4. Headphone Output - Connect stereo headphones to this jack. **Do not** connect a mono plug here as doing so may damage the output driver.

5. Left/Right Outputs - Connect one of these jacks to a channel input on your mixer for mono applications, or both of these jacks to two channel inputs on your mixer for stereo applications. Be sure to select the desired output mode from the Utility menu. See page 32 for more information on selecting the output mode.

6. MIDI/FC Switch - This switch is used to select whether the MIDI In/FC jack will be used as a MIDI Input, or for the optional DigiTech Control X Foot Controller. When this switch is in, the MIDI In/FC jack is configured to receive standard MIDI messages. When this switch is out, the MIDI In/FC jack is configured to provide phantom power and receive messages from the DigiTech Control X foot Controller.

7. MIDI In/FC Jack - Connect either the Control X Foot Controller, or the MIDI Out of your computer or MIDI controller to this jack for remotely controlling or programming the Genesis3.

NOTE: Be sure to set the MIDI/FC selector switch to MIDI before connecting any MIDI device. Failing to do so may damage the MIDI device.

8. MIDI Out/Thru - Connect from this jack to either the MIDI Input on your computer for sending information from the Genesis3 to the computer, or to the MIDI Input on other MIDI devices you wish to control.

NOTE: To pass incoming MIDI data through the Genesis3, MIDI merge must be ON. Turn MIDI merge on in the Utility menu. See page 35 for more information.

9. S/PDIF Digital Output - This is the digital output from the Genesis3. The signal at this output is in a stereo digital format, and is to be connected to a digital S/PDIF input found on digital recording devices or digital mixers.

NOTE: Do not connect the S/PDIF output to analog auxiliary, CD, phono, or tape inputs on consumer electronic devices. It is not compatible with these inputs.

10. Power Jack - Connect only the provided PSS3 power supply to this jack.

11. Power Switch - This switch is used to turn the power to the Genesis3 on and off.

Introduction

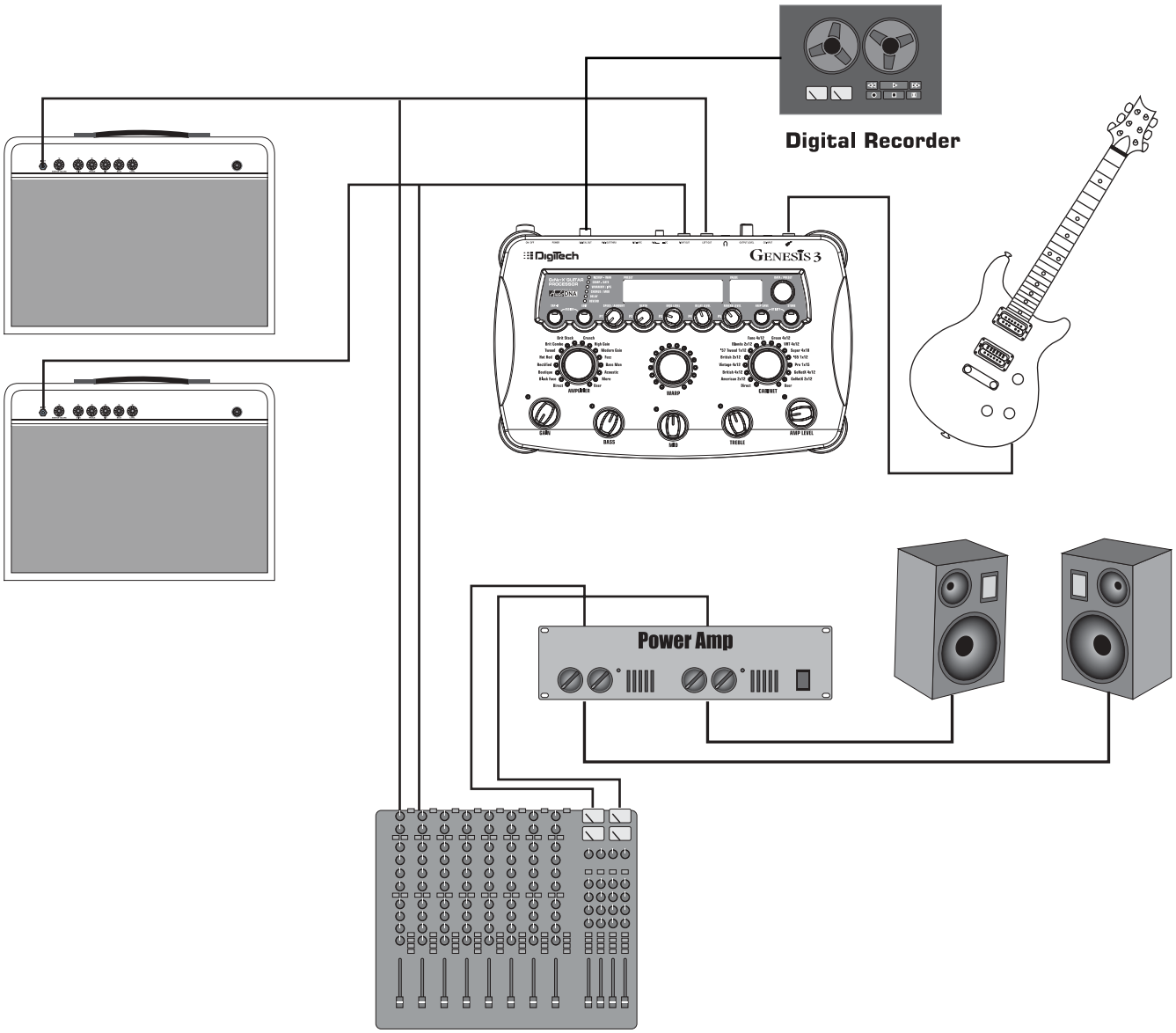
Getting Started

Making Connections

Before connecting the Genesis3 to external equipment, make sure that the amplifier powering your speakers is turned off, and that the power switch on the Genesis3 is off.

There are several different connection options available when using the Genesis3. You may run mono into one channel, stereo into two channels, connect digitally to the input of a digital recorder or mixer, or a combination of these. The illustration below depicts the mono/stereo setup connections.

Mono/Stereo Setup



S/PDIF Digital Set Up

The Genesis3 includes a S/PDIF digital output allowing direct connections to digitally equipped devices. Connect from the S/PDIF output of the Genesis3 to the S/PDIF input on your digital mixer or recorder. You must have S/PDIF inputs on the receiving device in order to use this output. You may use the analog and digital outputs of the Genesis3 simultaneously. Be sure to use a shielded 75 ohm or RCA video cable when connecting the Digital Output.

NOTE: Do not connect the S/PDIF output to analog auxiliary, CD, phono, or tape inputs on consumer electronic devices. It is not compatible with these inputs.

Applying Power

Once the audio connections have been made, turn the **OUTPUT LEVEL** located on the rear panel of the Genesis3 all the way down (counterclockwise). Press the **POWER** switch on the rear panel. Select your desired Output mode in the Genesis3's Utility menu (see page 32 for more on selecting the Output mode). Select the appropriate Target System Setup option in the Utility menu (see page 32 for more on selecting the Target System Setup). Turn your mixer and the amp powering your speakers to the on position. Set the channel faders of your mixer to the nominal level (0 dB). Gradually turn the **OUTPUT LEVEL** of the Genesis3 up to achieve the desired volume level.

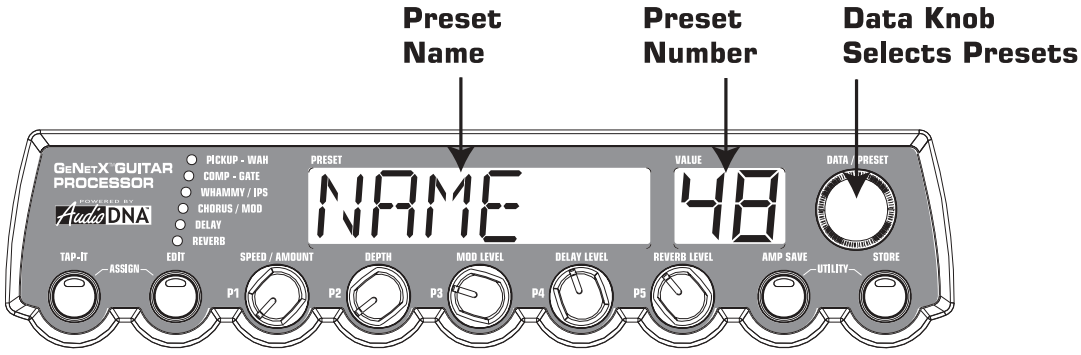
About the Genesis3

Performance Mode

When you first turn on the Genesis3, it will power up in Performance mode. This is the top level mode and the mode used while you are performing. While in Performance mode, the display will show the currently selected preset name and number and the 5 knobs directly beneath the display adjust the parameters labeled directly above them. The effect LEDs will indicate which effects are active in the selected preset. From Performance mode, you have access to all of the presets within the Genesis3.

The Presets

Presets are numbered locations of programmed sounds which reside in the Genesis3. The Genesis3 comes with 48 Factory and 48 User Presets available. The Factory Presets will not allow you to store any changes to them. The User Presets are locations where your creations may be stored. From the factory, the 48 User Presets are exact duplicates of the 48 Factory Presets. This allows you to make your own Presets without the worry of losing any of the sounds that originally came with the Genesis3. When you select a Preset, the name will be shown in the alpha-numeric Display, and the preset number will be shown in the red numeric Display. An LED in the lower right corner of the numeric Display indicates whether you are in a User or Factory Preset. To select a preset, rotate the **Data knob**.



After selecting a Preset, all Parameter values will correspond to the values of the knobs at the time the Preset was stored. The current position of the effect parameter and amp parameter knobs will not reflect the values that you are hearing. The knobs must be turned before the Genesis3 will update the parameter value to the position of the knob.

Bypass Mode

The Genesis3 does not have a total bypass function available from the front panel. All effects can be bypassed individually using the Effect Edit functions. The Amp Modeling can be bypassed by selecting Direct as the Amp Model. The optional Control X foot controller has the ability to bypass all Modeling and Effects within the Genesis3, thus providing a clean, unprocessed signal.

Introduction

CD In (Jam-Along™)

The CD input allows you to connect a Tape, CD, or MP3 player to the Genesis3, and jam with your favorite artists. The signal from your player is output through the left and right, and headphone outputs of the Genesis3. To use the **CD INPUT** feature, do the following:

1. Connect the headphone output of your player to the **CD INPUT**.

NOTE: Use a 1/8" stereo cable.

2. Press play on your Tape, CD, or MP3 player.
3. Adjust the volume.
4. Adjust the Genesis3's **OUTPUT LEVEL**.

Editing Functions
Editing/Creating a Preset

The Genesis3 was designed to make the process of sound creation easy and intuitive. Because the Genesis3 provides both Amp Modeling and Effects Processing, the editing functions have been divided into the Amp/Cabinet Modeling section and the Effects section. The GeNetX™ technology contained in the Genesis3 allows you to go much further than mere Amp Modeling. GeNetX™ lets you create your own Model by combining the characteristics of any two Amp or Cabinet Models, and storing this custom creation to a User HyperModel™ location. When editing either the Amp/Cabinet Modeling or the Effects section, you must start with one of the User or Factory Presets. It is not possible to start with a completely empty Preset. The Preset you begin with does not necessarily need to be the location which you intend to have it reside, as you can save your creation to any User Preset location during the store process. To begin creating a Preset, you will have to select a Preset which will be your starting point by rotating the **DATA** knob.

Amp/Cabinet Modeling

Once you have selected a Preset you wish to edit, you can select the Amp Models and Cabinet Types for your Preset. Amp/Cabinet Modeling is a technology which applies the tone of one of several vintage or modern Amp Models and Cabinet Types to your guitar signal. The Genesis3 includes 16 popular Amp Models, and 1 Acoustic Guitar Simulation. These Models are capable of producing the smoothest of the blues tones to the full shred of a cranked up stack. Separate Model types, Gain, EQ, and Level settings can be set for each Amp Channel of every Preset. Your choices include:

Amp Models

DIRECT 1 - Turns the amp modeling off
BLKFAC 2 - Based on a Fender Twin Reverb
BOUTIQ 3 - Based on a Matchless DC30
RECTIF 4 - Based on a Mesa Dual Rectifier
HOTROD 5 - Based on a Mesa Boogie Mark IIC
TWEED 6 - Based on a `57 Fender Tweed Deluxe
BRTCMB 7 - Based on a '63 Vox AC30 Top Boost
BRTSTK 8 - Based on a '78 Marshall Master Volume
CRUNCH 9 - Based on a overdriven tube amp combo
HIGAIN 10 - Based on a Johnson JM150
MODGAN 11 - Based on a Marshall JCM900
FUZZ 12 - Based on a vintage fuzz distortion pedal
BASSMN 13 - Based on a '59 Fender Bassman
ACOUST 14 - Flat top acoustic guitar simulation
CLNTUB 15 - Based on a clean tube combo
BLUES 16 - Based on a overdriven blues combo
HIWATG 17 - Based on a Hiwatt 50 stack
USER U1-U9 - User Amp Locations

The Genesis3 includes CIT™ (Cabinet Imaging Technology, the most advanced and flexible Speaker Cabinet Modeling ever designed. There are 14 different types of simulated Speaker Cabinets Models which can be applied to the selected Amp Model. Cabinet choices include:

Cabinet Types

DIRECT 1 - Turns the cabinet modeling off
AM2X12 2 - American 2x12
BR4X12 3 - Marshall 4x12
V 4X12 4 - Vintage 30 4x12
BR2X12 5 - Jennings (Vox AC30) 2x12
TWD1X12 6 - `57 Tweed 1x12
BL2X12 7 - Blonde 2x12
FN4X12 8 - Fane 4x12
GR4X12 9 - Greenback 4x12
BQ4X12 10 - Boutique 4x12
AM4X10 11 - American 4x10
65 1X12 12 - Deluxe 1x12
JAZ1X15 13 - Pro 1x15
GEN4X12 14 - GeNetX™ 4x12
GEN2X12 15 - GeNetX™ 2x12
USER U1-U9 - User Cabinet Locations

Editing Functions

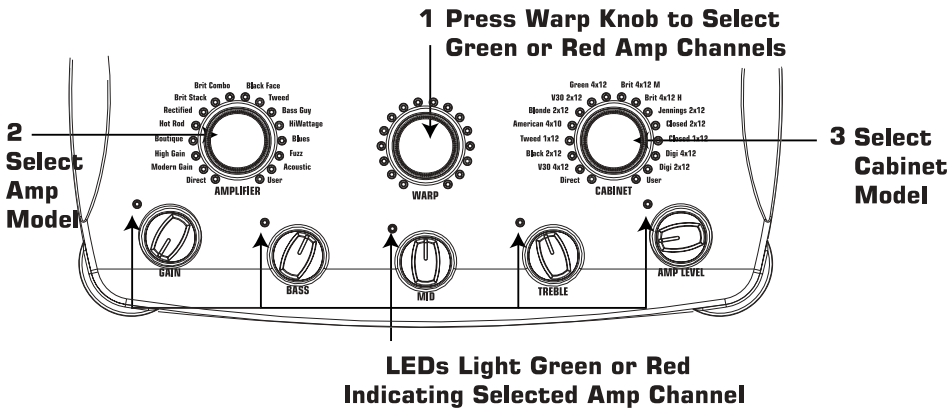
Editing Amp Models and Cabinet Types

Each Preset in the Genesis3 is equipped with a Green, Red, and Yellow (Warped) Amp Channel. The Green and Red Amp Channels include individually assignable Amp Models, Cabinet Types, Gain, EQ, and Level settings. Each Green and Red Cabinet can also be tuned, meaning that you can select the Cabinet's resonant frequency. Once these Parameters have been adjusted, the characteristics selected for the Green and Red channels can then be Warped together resulting in a completely new HyperModel™.

Selecting the Amp/Cabinet Models

The procedure for selecting an Amp or Cabinet Model for the Green and Red Channels is as follows:

1. Press the **WARP** knob to select the Green Channel indicated by the LEDs next to the Amp Parameter knobs lighting green.
2. Rotate the **AMP MODEL knob** to select the Green Amp Model. As the knob is rotated, a green LED will indicate the selected Amp Model and the Amp name will appear in the alpha-numeric Display. See the Amp/Cabinet Modeling section on page 9 for a complete list of Amp Models.
3. Rotate the **CABINET** knob to select the Green Cabinet Model. As the knob is rotated, a green LED will indicate the selected Cabinet Model and the Cabinet name will appear in the alpha-numeric Display. See the Amp/Cabinet Modeling section on page 9 for a complete list of Cabinet Models.
4. Press the **WARP** knob again until all Amp Parameter LEDs turn Red indicating that the Amp Parameters for the Red Channel have been accessed. Then repeat steps 2 and 3 for selecting the Red Channel Amp and Cabinet Models.



Adjusting the Amp Parameters

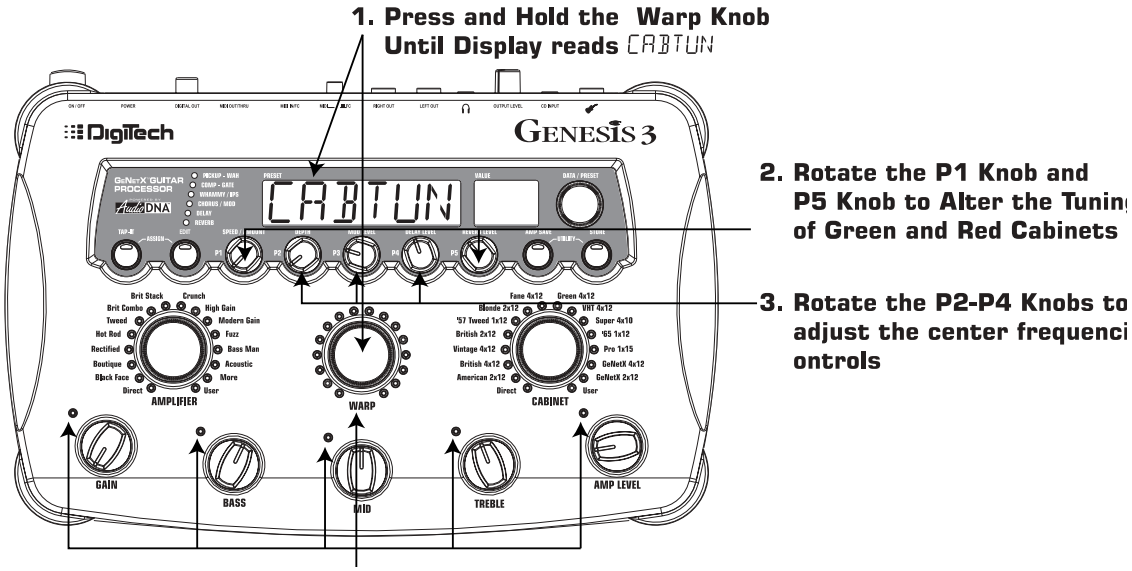
The Gain, EQ, and Level Parameters can be adjusted individually for the Green and Red Amp Channels. The Gain ranges from 0 (0) to 99 (99). The Bass, Mid, and Treble EQ range from -12 (-12 dB) to 12 (+12 dB). The Level ranges from 0 (0) to 99 (99). The procedure for adjusting the Amp Parameters is as follows:

1. Press the **WARP** knob until all Amp Parameter LEDs light green. This indicates that you have accessed the Amp Parameters for the Green Channel.
2. Rotate the **GAIN** knob to adjust the distortion drive for the Green Amp Channel.
3. Rotate the **BASS** knob to adjust the low frequency enhancement for the Green Amp Channel.
4. Rotate the **MID** knob to adjust the Mid range frequency enhancement for the Green Amp Channel.
5. Rotate the **TREBLE** knob to adjust the high frequency enhancement for the Green Amp Channel.
6. Rotate the **LEVEL** knob to adjust the volume for the Green Amp Channel.
7. Press the **WARP** knob again until all Amp Parameter LEDs turn Red indicating that the Amp Parameters for the Red Channel have been accessed. Then repeat steps 2 through 6 for adjusting the Red Amp Channel.

Cabinet Tuning/EQ Frequencies

The resonant frequency of the selected speaker cabinets can also be individually tuned. Cabinet Tuning ranges from -120 (one octave below) to 120 (one octave above). You can change the center frequencies of the amp EQ for the selected amp channel. The procedure for tuning the cabinets and changing the EQ center frequency is as follows:

1. Press and hold the **WARP** knob down. Release the Warp knob after about 2 seconds when the Display reads CABTUN (Cabinet Tuning).
2. Rotate the **P1** knob to adjust the tuning of the Green Cabinet (GT) and the P5 knob to adjust the tuning of the Red Cabinet (RT).
3. Rotate the **P2** knob to adjust the Bass center frequency (50-300Hz), the **P3** knob to adjust the mid-range center frequency (300-5kHz), and the **P4** knob to adjust the treble center frequency (500-8kHz) for the selected channel. The selected Cabinet's Channel is indicated by the amp parameter LEDs lighting either green or red. Successive presses of the **WARP** knob selects either the Green or Red Cabinet for EQ adjustments.
4. Once the desired tuning has been selected for both Green and Red Cabinets, press and hold the **WARP** knob again to exit the Cabinet tuning function.



Creating HyperModels™

Once the Green and Red Amp Models and Cabinet types have been selected and the Amp Parameters and Cabinet Tuning have been adjusted, GeNetX™ technology allows you to do something amazing. The characteristics of each Amp and Cabinet used in the Green and Red Channels can actually be combined or "Warped" to create a completely new Amp HyperModel™. The procedure for Warping the Green and Red Amps together is as follows:

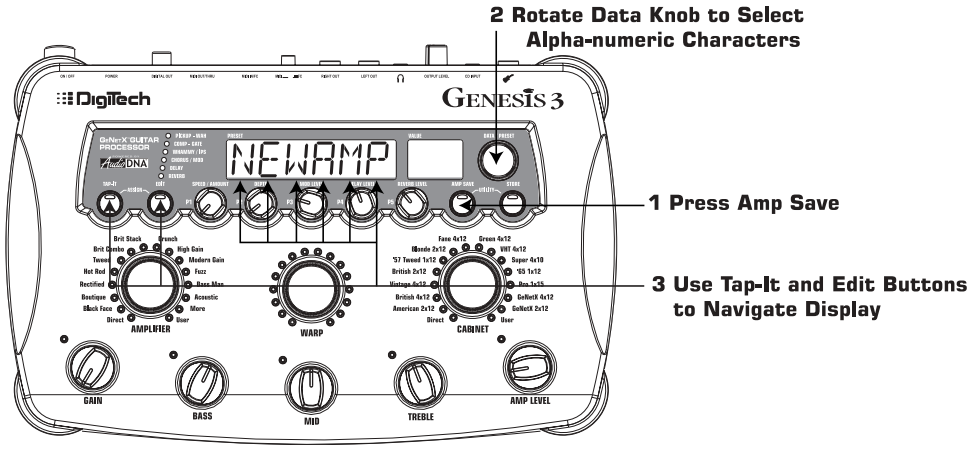
1. Rotate the **WARP** knob to smoothly combine the Amps and Cabinets assigned to the Green and Red Channels together. Rotating counterclockwise will add more of the Green Channel characteristics, and clockwise will add more of the Red Channel characteristics.

Editing Functions

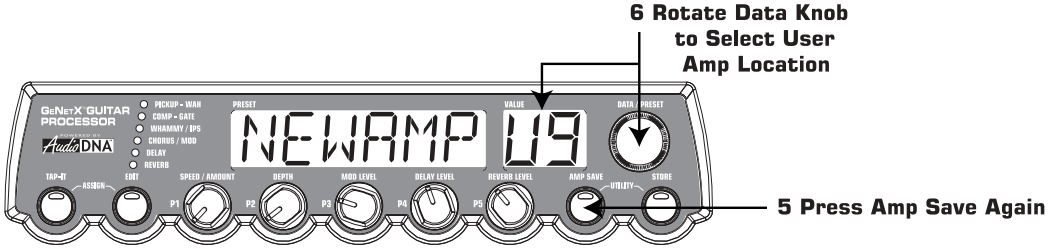
Saving HyperModels™ (Amp Save)

When you have obtained the desired blend of the Green and Red Channels, you now must perform the Amp Save procedure to create your new HyperModel™ for future use. This Hypermodel™ can be saved in one of 9 User Hypermodel™ locations. Your new Hypermodel™ can then be selected for use in either the Green or Red Amp Channel, and can even be Warped again with any other Factory Amp Model or User Hypermodel™. The Amp Save procedure is as follows:

1. Press the **AMP SAVE** button once. The **AMP SAVE** button will begin to flash and the Display will read NEWAMP. The N of NEWAMP will be flashing indicating that you can now name your HyperModel™.
2. Rotate the **DATA** knob to select the desired alpha-numeric character.
3. Press the **EDIT** button to move to the next character (to the right), or press the **TAP-IT** button to select the previous character (to the left).



4. Repeat steps 2 and 3 until the desired Hypermodel™ name is shown in the Display.
5. Press the **AMP SAVE** button again to select one of the 9 User HyperModel™ locations. If the Genesis3 has any unused HyperModel™ locations available, the Display will read EMPTY U1. The U1 will be flashing indicating that this is the first available location for your new creation to be stored. If all 9 Hypermodel™ locations are filled, the Genesis3 will default to the first Hypermodel™ location and will display the name of Hypermodel™ stored in the number 1 location.
6. Use the **DATA** knob to select the User location where the Hypermodel™ will be saved. If all locations have been used, the Display will show the name of the HyperModel™ about to be overwritten.



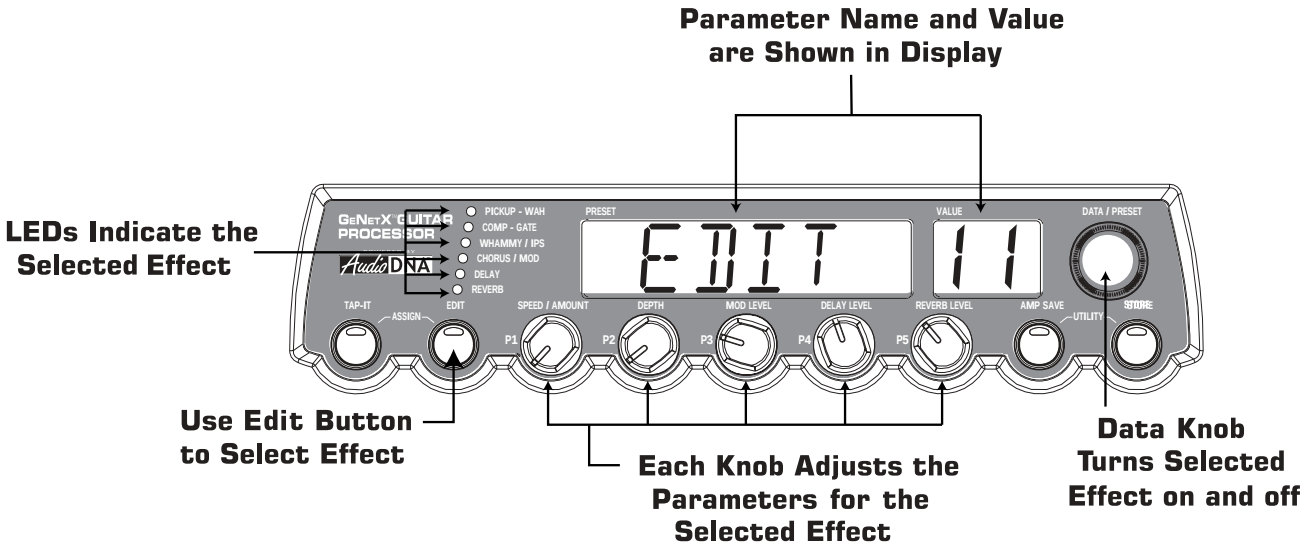
7. Once the desired location has been selected, press the **Amp Save** button again to complete the Amp Save procedure.

Pressing the **STORE** button at any time during the Amp Save procedure will abort the process.

Note: The Amp Save procedure only saves Amp/Cabinet combinations to the User Hypermodel™ locations. It does not store any changes or the new Hypermodel™ to the currently selected Preset. See page 14 for information on storing changes to a Preset.

Editing the Effects

The Genesis3 contains a comprehensive library of fully programmable, studio quality Effects. The Effects section is accessed with the **EDIT** button. Successive presses of the **EDIT** button will advance through all available effects in a Preset. The effect LEDs will light one at a time to indicate the selected Effect. When you have selected the desired effect, you have up to 5 Parameters which can be edited using the effect parameter knobs. Rotating the **DATA** knob will turn the selected effect on or off. The 5 knobs located directly beneath the Display will adjust the Parameters associated with the selected effect. When a knob is turned, the corresponding Parameter name will appear in the green alpha-numeric Display and the Parameter value will be shown in the red numeric Display.



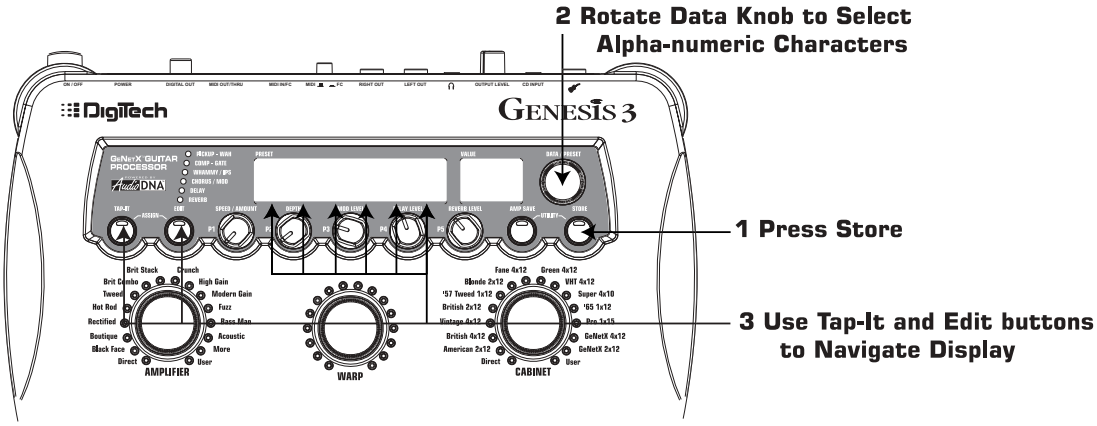
Rotating the effect parameter knobs will increase or decrease the value of the corresponding parameter and you will hear the change in real time. When parameter values have been changed, the Store LED will light indicating the preset has been modified and must be stored in order to retain your changes (see page 14 for more on the store procedure). Changing Presets, or turning the power off before storing any changes will erase your changes and revert to the stored values for the selected preset. When the preset has been edited to your liking, you may store your settings to any of the 48 user preset locations.

Editing Functions

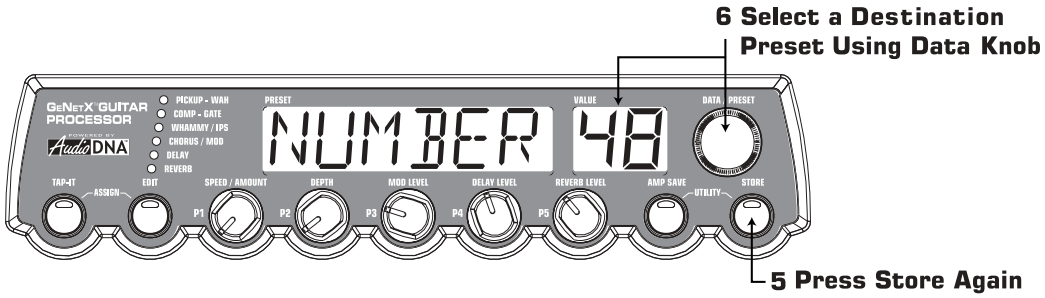
Storing/Copying a Preset

When editing a Preset, the Store LED will light indicating that you have changed a Parameter and need to store the changes. Once you have modified the Amp Models, Cabinet types, and Effect Parameters to your liking, you can store your creation to a User Preset location. The following steps outline the procedure for storing a Preset:

1. Press the **STORE** button once and the Genesis3 will enter a naming mode. The first letter of the currently loaded Preset name will begin to flash.
2. Rotate the **DATA** knob to select the desired alpha-numeric character.
3. Press the **EDIT** button to select the next character to the right, and press the **TAP-IT** button to select the previous character to the left.



4. Repeat steps 2 and 3 until the desired Preset name shows in the Display.
5. Once you have entered the desired name for the Preset, press the **STORE** button again. The current Preset location will flash in the numeric Display. This is asking you to select a User Preset location where your new sound will reside.
6. Select the User Preset location using the **DATA** knob.



7. Press the **STORE** button again to complete the Store process.

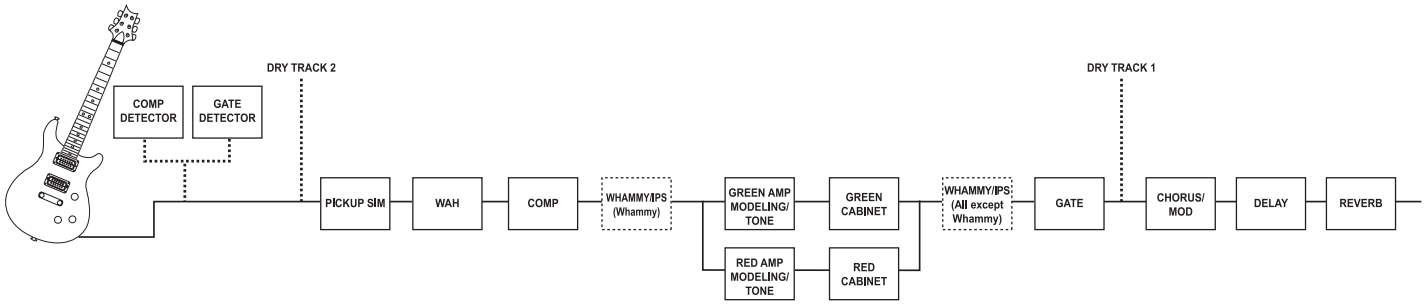
The procedure for copying one Preset to another Preset location is the same. Simply begin by selecting the Preset that you want to copy, then follow the steps listed above.

Pressing the **AMP SAVE** button at any time during the Store procedure will abort the Store process.

Effects

About the Effects

The Genesis3 can be thought of as several different "virtual" amps combined with a studio full of high quality effects. The following chart shows the order of the effects and Amp Modeling in the Genesis3.



Effect Definitions

Each Effect within the Genesis3 is fully programmable to suit your personal tastes and application. Understanding how these Effects will alter the sound, and how each Parameter will alter the Effect will help you achieve the sound you are looking for. The following overview of the Genesis3's effects outlines what each Effect and Parameter does.

Pickup-Wah

The **Pickup Simulator** applies the warmth and thickness of a double coil humbucker pickup to a single coil guitar, or the unique, crisp sound of a single coil pickup to a guitar with a humbucker. This allows you to have the best of both worlds without ever changing guitars. When the Pickup Effect is selected, rotating the **DATA** knob will turn the Pickup Simulator off (PICKUP OF), or select the type of simulation including SC>HB (Gives a single coil pick up the warm tone of a humbucker), and HB>SC (Gives a humbucker the unique sound of a single coil).

.

A **Wah** is an effect controlled by the Expression Pedal. A Wah applies a boost in gain to a narrow band of frequencies. As the Expression Pedal is rocked back and forth, the center frequency receiving the boost is swept up and down making the guitar sound as if it is saying "Wah." The Wah is engaged and disengaged by applying pressure to the V-Switch located under the toe of the Expression Pedal. See Page 32 for more information regarding the V-Switch.

Wah On/Off - The **DATA** knob engages and disengages the Wah effect.

Wah Type - The **P1** knob selects the type of Wah. Values include: CRY (Cry Wah is a traditional sounding Wah), BOTIQU (Boutique Wah is a wide sweeping Wah with a more modern sound) and FULRNG (Full Range Wah sweeps the entire spectrum of audible frequencies).

Wah Minimum - The **P2** knob is used to select the minimum point the Wah (WAHMIN) will reach in the toe up position of the Expression Pedal. Ranges from 0 to 99.

Wah Maximum - The **P3** knob is used to select the maximum point the Wah (WAHMAX) will reach in the toe down position of the Expression Pedal. Ranges from 0 to 99.

Compressor

A Compressor can be used to increase sustain, and tighten up guitars. A Compressor sets boundaries for a signal's strength. When a signal exceeds the set boundary, it is forced back into the set boundary. As the signal fades to a point where it no longer exceeds the boundary, the compressor expands the signal strength and increases sustain. Compression Parameters are as follows:

Comp On/Off - The **DATA** knob engages and disengages the Compressor when the Compressor is selected.

Attack - The **P1** knob adjusts the length of time it takes for the Compressor to respond to a signal exceeding the Threshold. Values include: FAST, MEDIUM, and SLOW.

Ratio - The **P2** knob adjusts the input to output ratio once the Threshold has been exceeded. For instance, a Ratio of 4 to 1 means that a signal exceeding the Threshold by 4 dB will only be allowed 1 dB of increased output. Higher settings yield a tighter, sound and increase sustain. Lower settings allow better dynamics. Ranges include: 1.2-1 (1.2:1), 1.5-1 (1.5:1), 1.8-1 (1.8:1), 2.0-1 (2:1), 2.5-1 (2.5:1), 3.0-1 (3:1), 4.0-1 (4:1), 5.0-1 (5:1), 8.0-1 (8:1), 10-1 (10:1), 20-1 (20:1), and INF-1 (infinity:1).

Effects

Threshold - The **P3** knob selects the maximum strength the signal is allowed to reach before the compressor begins to work. Low Threshold settings will activate the Compressor with weaker signals. Higher settings will require a stronger signal to activate compression. Ranges from 0 to 99.

Gain - The **P4** knob adjusts the Output Gain from the Compressor. This parameter should be used to balance the level of the Compressor in order to achieve unity gain. It is possible to clip other effects in the Genesis3 by setting the Compressor Gain too high. Ranges from 0 to 20(dB).

The **P5** knob has no function when the Compressor is selected.

Noise Gate

A **Noise Gate** is designed to eliminate hiss and ambient noise while you are not playing. A Noise Gate can also be used to create an automatic swell in volume. The Genesis3 includes two different types of Noise Gates: Silencer™, and Pluck. The Silencer™ operates as a standard Noise Gate. The Pluck Noise Gate is designed to close after every note (depending on the Pluck Sensitivity). This allows automatic volume swells to occur on a note for note basis.

Gate On/Off - The **DATA** knob turns the Noise Gate on and off.

Gate Type - The **P1** knob selects between the SILNCR (Silencer™) or PLUCK (Pluck) type of Noise Gates.

Gate Threshold - The **P2** knob sets the signal strength required to open or close the Noise Gate. The Gate Threshold (THRESH) parameter ranges from 0 (opens easily) to 40 (requires strong signals to open).

Gate Attack - The **P3** knob adjusts the length of time it takes the gate to open (ATTACK) and the signal to become audible once the Threshold has been exceeded. Ranges from 0 (immediate signal), to 9 (This setting will gradually ramp up the volume).

Pluck Sensitivity - The **P4** knob controls the point where the Gate retriggers (PLKSNS) when using the Pluck type Noise Gate. This Parameter is only available when Pluck is the selected type of Noise Gate. Ranges from 0 (requires strong signals to retrigger) to 99 (retriggers with weak signals).

The P5 knob has no function when the Noise Gate is selected.

Whammy/IPS

This module includes 4 types of pitch altering effects: Whammy™, IPS, Detune, and Pitch Shift. The **DATA knob** turns the Whammy/IPS module on and off. The **P1** knob (Type) selects whether the module is a WHAMMY (Whammy), IPS (Intelligent Pitch Shifter), DETUNE (Detuner), or PITCH (Pitch Shifter). The P1, P2, and P3 knobs will have different functions depending upon which effect is selected in this module.

Whammy™ is an effect that uses an Expression Pedal to bend the pitch of the incoming signal, or add a bendable harmony with the original signal. As the Pedal is moved, the note will bend either up or down. When Whammy is selected, it is automatically placed before the Amp Modeling as shown in the block diagram (at the beginning of the Effects section). The Whammy effect must be linked to the Expression Pedal in order to function. See page 29 for more information on linking the Expression Pedal.

Whammy Interval - The **P2** knob selects the interval and direction of the pitch bend. Choices include:

Whammy™ (no dry signal)	**Harmony Bends (dry signal added)**
1OCTUP (1 octave up)	M3>MA3 (minor 3rd to a major 3rd)
2OCTUP (2 octaves up)	2NDMA3 (2nd above to a major 3rd up)
2NDDWN (a second down)	3RD4TH (3rd above to a 4th above)
REV2ND (a second down reverse pedal action)	4TH5TH (4th above to a 5th above)
4THDWN (a forth down)	5THOCT (5th above to 1 octave above)
1OCTDN (1 octave down)	HOCTUP (1 octave above)
2OCTDN (2 octaves down)	HOCTDN (1 octave down)
DIVBOM (Dive Bomb)	OCTU>D (1 octave above to 1 octave down)

Whammy Pedal - The **P3** knob provides a manual control of the Whammy™ pedal (WHMPDL) position. Ranges from 0 to 99.

Intelligent Pitch Shifting (IPS) makes a copy of the incoming signal, and then changes the pitch of the copied note to a diatonically correct interval specified by the Amount Parameter. An Intelligent Pitch Shifter differs from a regular Pitch Shifter in the fact that an Intelligent Pitch Shifter will sharp or flat the shifted pitch in order to keep the specified interval within the selected key and scale creating a true harmony.

IPS Amount - The **P2** knob selects the Amount or interval of the shifted pitch. Interval choices include:

OCTDN (octave down)	2NDUP (a second above)
7THDN (a seventh below)	3RDUP (a third above)
6THDN (a sixth below)	4THUP (a fourth above)
5THDN (a fifth below)	5THUP (a fifth above)
4THDN (a fourth below)	6THUP (a sixth above)
3RDDN (a third below)	7THUP (a seventh above)
2NDDN (a second below)	OCTUP (an octave above)

IPS Scale - The **P3** knob selects the scale the IPS will use. Key choices include: MAJOR (Major), MINOR (minor), DORIAN (Dorian), MIXLYD (Mixolydian), LYDIAN (Lydian), HARMIN (Harmonic minor).

IPS Key - The **P4** knob selects the musical key the IPS will use. Key choices range from KEY E (Key E) through KEY E (Key Eb).

Detuning is similar to a standard pitch shifter with the exception that it shifts the copied signal by less than a semitone resulting in an effect as if two guitars were slightly out of tune and playing in unison.

Detune Amount - The **P2** knob selects the AMNT (Amount) of detuning applied to the copied pitch in cents (100 cents equals 1 semitone). Ranges from -24 (24 cents below) to +24 (24 cents above).

A **Pitch Shifter** will keep the shifted pitch at a parallel distance from the input note.

Pitch Interval - The **P2** knob selects the SHIFT (Shift) of the pitch in semitone intervals. Ranges from -24 (two octaves below) to +24 (two octaves above).

Level - The **P5** knob adjusts the Level or Mix (IPSLVL/IPSMIX) of all pitch altering effects in this module. Ranges from 0 to 99.

Chorus/Mod Effects

The Modulation Effects row is a multi-function module allowing you to select effects such as; Chorus, Flanger, Phaser, Triggered Flanger, Triggered Phaser, Tremolo, Panner, Vibrato, Rotary Speaker, AutoYa™, YaYa™, SynthTalk™, Envelope Filter (auto wah), Detune, and Pitch Shift. Only one of the effects in this row can be used at a time. The following pages describe each Effect and their Parameters in more detail.

On/Off - The **DATA** knob is used to turn the Chorus/Mod module on and off.

Type - The **P1** knob is used select the type of Effect to be used in the Effect module. After selecting the type of effect, the **P2**, **P3**, **P4**, and **P5** knobs adjust the individual Parameters associated with the selected effect.

Chorus (CHORUS)

A **Chorus** adds a short delay to your signal. The delayed signal is modulated in and out of tune and then mixed back with the original signal to create a thicker sound.

Speed - The **P2** knob adjusts the rate (SPEED) of the modulation. Ranges from 1 to 99.

Depth - The **P3** knob adjusts the intensity (DEPTH) of the modulation. Ranges from 1 to 99.

PreDelay - The **P4** knob adjusts the PreDelay (PREDLY) or length of time before the Chorus effect is applied to the input signal. Ranges from 1 to 20.

*** Waveform -** Selects the waveform used by the Chorus. Waveforms include Triangle, Sine, and Square.

*** Balance -** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.

Mod Level - The **P5** knob controls the volume of the Chorus. Ranges from 0 to 99.

Flange (FLANGE)

A **Flanger** uses the same principle as a Chorus but uses a shorter delay time and adds regeneration (or repeats) to the modulating delay. This results in an exaggerated up and down sweeping motion to the effect.

Speed - The **P2** knob adjusts the rate (SPEED) of the modulation. Ranges from 1 to 99.

Depth - The **P3** knob adjusts the intensity (DEPTH) of the Modulation. Ranges from 1 to 99.

Feedback - The **P4** knob adjusts the amount of feedback (REGEN) added to the Flanger delay. Ranges from 0 to 99.

*** Waveform-** Selects the waveform used by the Flanger. Waveforms include Triangle, Sine, and Square.

*** Balance -** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.

Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

*** These Parameters are only available using the GenEdit™ computer editor software.**

Effects

Phaser (PHASER)
A **Phaser** splits the incoming signal, and then changes the phasing of the signal. This signal is then taken in and out of phase and mixed back in with the original signal. As the phasing changes, different frequencies get canceled resulting in a warm sort of twisting sound.

Speed - The **P2** knob adjusts the rate (SPEED) of the modulating phase. Ranges from 1 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the modulation. Ranges from 1 to 99.
Regeneration - The **P4** knob adjusts the amount of effected signal returned to the input of the Phaser (REGEN). Ranges from 0 to 99.
*** Waveform -** Selects the waveform used by the Phaser. Waveforms include Triangle, Sine, and Square.
*** Balance -** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Triggered Flanger (TRGFLG)
A **Triggered Flanger** is the same sound as a regular Flanger but allows you to choose the starting point of the Flanger sweep. In a regular Flanger, the low frequency oscillator (LFO) is continually sweeping up and down. This means that when you begin to play, the flanger may be at the top, bottom, or any random point of the sweep. With a Triggered Flanger, every time the signal exceeds the **Sensitivity** level setting, the Flanger will begin at the point of the sweep that you designate with the value of the **LFO Start** Parameter.

Speed - The **P2** knob adjusts the rate (SPEED) of the modulation. Ranges from 1 to 99.
Sensitivity - The **P3** knob adjusts the strength the signal must be (SENSTV) in order to trigger the Flanger. Ranges from 1 (requiring strong signals to trigger) to 99 (triggers with weak signals).
LFO Start - The **P4** knob selects the Flanger sweep starting point (LFO ST). Ranges from 0 to 99.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Triggered Phaser (TRGPHA)
A **Triggered Phaser** is the same sound as a regular Phaser but allows you to choose the starting point of the Phaser sweep. In a regular Phaser, the low frequency oscillator (LFO) is continually changing the phase of the signal. This means that when you begin to play, the phaser may be at the any random point of the phase. With a Triggered Phaser, every time the signal exceeds the **Sensitivity** level setting, the Phaser will begin at the point of phasing that you designate with the value of the **LFO Start** Parameter.

Speed - The **P2** knob adjusts the rate (SPEED) of the modulating phase. Ranges from 1 to 99.
Sensitivity - The **P3** knob adjusts the strength the signal must be (SENSTV) in order to trigger the Phaser. Ranges from 1 (requiring strong signals to trigger) to 99 (triggers with weak signals).
LFO Start - The **P4** knob selects the Phaser sweep starting point (LFO ST). Ranges from 0 to 99.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Tremolo (TREMLO)
A **Tremolo** effect modulates the volume of the signal at an even rate.

Speed - The **P2** knob adjusts the rate (SPEED) at which the volume modulates. Ranges from 1 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the modulating volume. Ranges from 0 to 99.
Waveform - The **P4** knob selects the type of wave form the modulation will use. Choices include: TRINGL (triangle), SINE (sine), and SQUARE (square).
The **P5** knob has no function when the Tremolo is selected.

Panner (PANNER)
An **Auto Panner** modulates the sound from left to right at an even rate.

Speed - The **P2** knob adjusts the rate (SPEED) at which the signal pans from side to side. Ranges from 1 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the changing pan. Ranges from 0 to 99.
Waveform - The **P4** knob selects the type of wave form the modulation will use. Choices include: TRINGL (triangle), SINE (sine), and SQUARE (square).
The **P5** knob has no function when the Panner is selected.

*** These Parameters are only available using the GENEDIT™ computer editor software.**

Vibrato (VIBRTO)
A **Vibrato** effect modulates the pitch of the incoming signal at an even rate.
Speed - The **P2** knob adjusts the rate (SPEED) at which the pitch modulates. Ranges from 1 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the modulating pitch. Ranges from 1 to 99.
Waveform - The **P4** knob selects the type of wave form the modulation will use. Choices include: TRINGL (triangle), SINE (sine), and SQUARE (square).
The **P5** knob has no function when the Vibrato is selected.

Rotary *Speaker* (ROTARY)
Rotary Speaker is an emulation of a device that included a spinning horn and rotor (woofer). The rotation of these two speakers produced an interesting combination of the sound panning from side to side, as well as a slight pitch change due to speed of the sound coming towards, and then going away from the listener.
Speed - The **P2** knob adjusts the rate (SPEED) of the spinning speakers. Ranges from 0 to 99.
Depth - The **P3** knob controls the intensity (DEPTH) of the Effect. Ranges from 0 to 99.
Doppler - The **P4** knob controls the Pitch Shift (DOPPLR) effect which is the ratio between the horn and the rotor positions. Ranges from 0 to 99.
*** Crossover -** Selects the crossover frequency between the horn and rotor. Ranges from 200Hz to 1500Hz.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

*** These Parameters are only available using the GENEDIT™ computer editor software.**

AutoYa™ (AUTOYA)
An **AutoYa** combines the characteristics of a Wah and a Flanger together creating an almost human vowel sound as if the guitar were saying "Yah." The AutoYa automatically provides this animation by modulating the sound at an even rate.
Speed - The **P2** knob adjusts the rate (SPEED) of the modulation. Ranges from 1 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the AutoYa™ effect. Ranges from 1 to 99.
Range - The **P4** knob adjusts the throaty quality (RANGE) of the AutoYa™ effect. Ranges from 1 to 50.
*** Balance -** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

YaYa™ (YAYA)
The **YaYa** is another effect exclusive to DigiTech products. The YaYa is controlled by the Expression Pedal and combines the characteristics of a wah and a flanger together providing a unique talk box type of effect. As the Expression Pedal is rocked back and forth, the guitar appears to say "Yah." The YaYa effect must be linked to the Expression Pedal in order to function. See page 29 for more information on linking the Expression Pedal.
YaYa Pedal - The **P2** knob adjusts the Ya Pedal position (YA PDL). Ranges from 0 to 99.
Depth - The **P3** knob adjusts the intensity (DEPTH) of the YaYa™ effect. Ranges from 1 to 99.
Range - The **P4** knob adjusts the throaty quality (RANGE) of the YaYa™ effect. Ranges from 1 to 50.
*** Balance-** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.
Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

SynthTalk™ (SYNTLK)
SynthTalk is an effect exclusive to DigiTech. It makes your guitar seem to speak based upon the dynamics of your playing style.
Attack - The **P2** knob adjusts the ATTACK of the synthesized voice. Ranges from 0 to 99.
Release - The **P3** knob adjusts the RELEAS of the synthesized voice. Ranges from 1 to 99, and oo (infinity).
Voice - The **P4** knob changes the characteristics of the various synth voices (VOX). Ranges from 0 to 99.
*** Balance -** Adjusts the left to right balance of the wet signal. Ranges from L 99 to R 99.
Sensitivity - The **P5** knob adjusts the sensitivity (SENSTV) of the input signal required to trigger the SynthTalk™ effect. Ranges from 1 to 99.

Effects

Envelope Filter (ENVLOP)

The **Envelope Filter** is an automatic Wah effect that alters your sound based upon how hard the strings are struck.

Sensitivity - The **P2** knob adjusts the sensitivity (SENSTV) of the input signal required to trigger the Wah effect. Ranges from 1 to 99.

Range - The **P3** knob adjusts the frequency range (RANGE) of the Wah effect. Ranges from 1 to 99.

Balance - The **P4** knob adjusts the left/right balance of the Wah signal. Ranges from BAL L99 (left 99) to BAL R99 (right 99).

Mod Mix - The **P5** knob controls the mix of wet and dry signal. Ranges from 0 (all dry) to 99 (all wet).

Detune (DETUNE)

A **Detuner** will make a copy of your incoming signal, take the copied signal slightly out of tune from the original, and mix the two signals together. The result is a doubling type of effect as if two guitars were playing the same part together.

Amount - The **P2** knob adjusts the amount of pitch difference (AMNT) applied to the copied signal. Ranges from -24 cents to +24 cents.

Balance - The **P3** knob adjusts the left/right balance of the detuned signal. Ranges from BAL L99 (left 99) to BAL R99 (right 99).

Mod Level - The **P5** knob controls the volume of the detuned note. Ranges from 0 to 99.

The P4 knob has no function when the Detune effect is selected.

Pitch Shift (PITCH)

A **Pitch Shifter** copies the incoming signal, then shifts the pitch of the copied note to a different note. The shifted note is then mixed back with the original signal sounding as if two guitars were playing parallel notes.

Amount - The **P2** knob adjusts the Amount of Pitch Shift (SHIFT) in intervals of one semi-tone. Ranges from -12 (12 semitones below) to +24 (24 semitones above).

Balance - The **P3** knob adjusts the left/right balance of the shifted pitch. Ranges from BAL L99 (left 99) to BAL R99 (right 99).

Mod Level - The **P5** knob controls the volume of the shifted pitch. Ranges from 0 to 99.

The P4 knob has no function when the Pitch Shifter is selected.

Delay

Delay is an effect that will record a portion of the incoming signal, and then play it back a short time later. The recorded segment can repeat just once, several times, or infinitely (which turns the input to the Delay off and allows you to play over the top of a passage in the Delay loop). The Delay in the Genesis3 also includes a Ducker Threshold which allows you to set the signal strength required before the Delay will record. This feature allows you to control the Delay through the dynamics of your playing.

Delay On/Off - The **DATA** knob turns the Delay on and off

Delay Type - The **P1** knob selects one of the 4 different types of Delay. Delay choices include:

MONO (Mono Digital Delay - clear concise repeats)
PPONG (Ping Pong Delay - bounces from side to side)
ANALOG (Analog Delay - deteriorates with each repeat)
ALGPNG (Analog Ping Pong - side to side with deterioration)
SPREAD (Mono Delay with stereo imaging)

Time - The **P2** knob adjusts the length of time between repeats. Ranges from 10 MS through 2000MS (10 through 2000 ms in 10 ms increments).

Feedback - The **P3** knob adjusts the number of times the delayed signal will repeat (FEEDBK). Ranges from 0 to 99 and RPHOLD (infinite repeat).

Ducker Threshold - The **P4** knob adjusts the level (THRESH) the input signal must reach before the Delay signal is attenuated. Ranges from 1 to 99 and OF (off).

Delay Level - The **P5** knob adjusts the volume (DLYLVL) of the Delay signal. Ranges from 0 to 99.

*** Ducker Attenuation -** The Ducker Level selects the amount of attenuation applied to the Delay signal when the Ducker Threshold has been exceeded. Ranges from 0 to 99.

*** Delay Balance -** The Delay Balance adjusts the left/right balance of the Delay signal. Ranges from L 99 to R 99. (not available with Spread Delay)

*** Spread -** Spread adjusts the stereo imaging of the Spread Delay. Ranges from 1ms to 50ms. (Spread Delay only)

*** These Parameters are only available using the GENEDIT™ computer editor software.**

Reverb

Reverb can give the listener a sense that the material is being performed in various acoustical environments. It can provide the tight acoustics of a small room, or the ambience of huge arena.

Reverb On/Off - The **DATA** knob turns the Reverb on and off.

Reverb Type - The **P1** knob selects the Type of Reverb or acoustic environment. The Genesis3 provides ten different environments to choose from including:

STUDIO = Studio	AMPTHR = Amphitheater
ROOM = Wood Room	CHURCH = Church
CLUB = Club	GARAGE = Parking Garage
PLATE = Plate	ARENA = Arena
HALL = Hall	SPRING = Spring

PreDelay - The **P2** knob adjusts the amount of time (PREDLY) it takes for the initial sound to reach the first reflective surface in the simulated environment. Ranges from 0 to 15.

Decay - The **P3** knob adjusts the length of time the Reverb is audible (DECAY). Ranges from 1 to 99.

Damping - The **P4** knob controls the amount of sound which is absorbed (DAMPNG) in the simulated environment. Ranges from 0 to 99.

Reverb Level - The **P5** knob adjusts the volume (RVBLVL) of the Reverb. Ranges from 0 to 99.

*** Reverb Balance -** The Reverb Balance adjusts the left/right balance of the Reverb signal. Ranges from L 99 to R 99.

*** These Parameters are only available using the GenEdit™ computer editor software.**

Tutorial

A Guided Example

Suppose you wanted to create your own Hypermodel™ that incorporated the sweet tones of a vintage Tweed with a Blonde 2x12 cabinet, and the ripping distortion of a Rectified Amp with a Marshall 4x12 cabinet. Let's also suppose that we want to be able to toggle between an acoustic guitar simulation and this new HyperModel™ in a Preset which gave your single coil pickup a humbucker sound, used no Compression, had a Noise Gate that opens quickly, a subtle Chorus effect, no Delay, and a little bit of a Hall reverb. The following steps will guide you through the procedure for creating just such a Preset in the Genesis3.

Choose a Preset

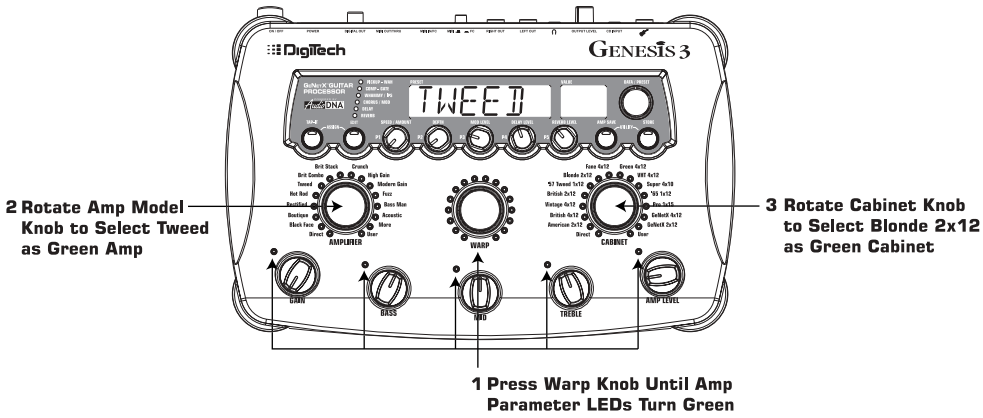
The first step in creating a Preset is selecting your starting point. You can start with any Preset, but for this example let's start with Preset 40. Rotate the **DATA** knob to select Preset 40.

Create a Hypermodel™

For this example, we are going to use a vintage Tweed amp with an Blonde 2x12 Cabinet, and warp it with a Rectified Amp using a Marshall 4x12 cabinet. After selecting Preset 40, the Genesis3 will be ready to select the Amp Models.

Select the Green Channel Amp and Cabinet

Press the Warp knob until the LEDs next to the Amp Parameter knobs are green indicating that the Green Channel has been selected for editing. To assign the vintage Tweed amp to the Green Channel, rotate the **AMP MODEL** knob until the Display reads TWEED (Tweed). The LED next to the word "Tweed" in the LEDs surrounding the Amp Model knob will light green. Then rotate the **CABINET** knob until the Display reads BL2x12 (Blonde 2x12). The LED indicating Blonde 2x12 surrounding the Cabinet knob will also light green.

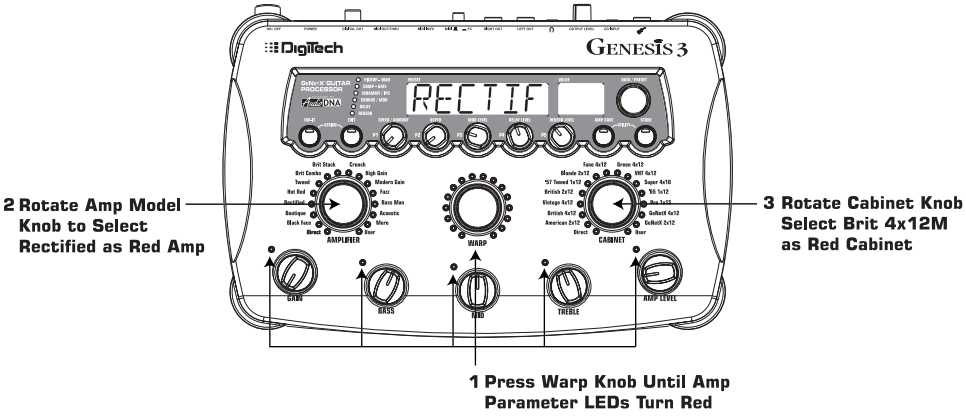


Adjust the Green Channel Parameters

The Tweed amp that we selected for our Green Channel assignment will initialize with factory default settings for the Gain, EQ, and Level Parameters. These settings may not necessarily suit your personal taste and require some fine tuning. Use the 5 Amp Parameter knobs next to the green LEDs to adjust the Green Channel Gain, Bass, Mid, Treble, and Level.

Select the Red Channel Amp and Cabinet

Press the **WARP** knob until the LEDs next to the Amp Parameter knobs are red indicating that the Red Channel has been selected for editing. Rotate the **AMP MODEL** knob until the Display reads RECTIF (Rectified). The LED next to the word "Rectified" in the LEDs surrounding the Amp Model knob will light red. Then rotate the **CABINET** knob until the Display reads BR4X12 (Brit 4x12M). The LED indicating Brit 4x12M surrounding the Cabinet knob will also light red.

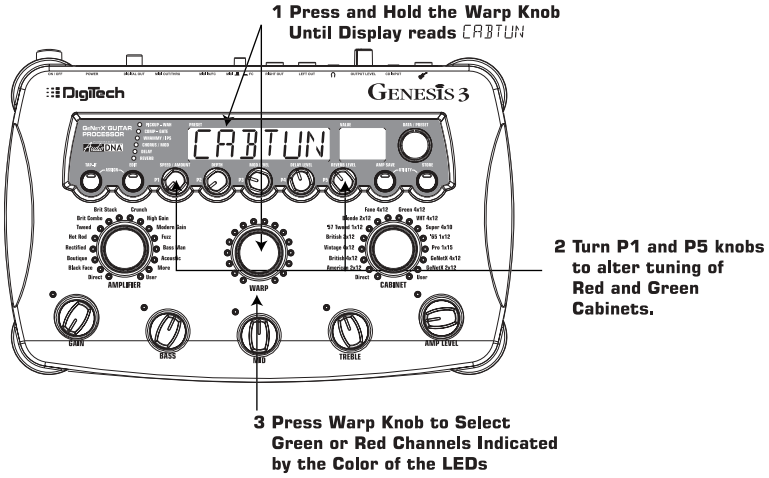


Adjust the Red Channel Parameters

Like the Tweed amp in the Green Channel, the Rectified amp in the Red Channel may need to be tweaked to suit your personal taste. Use the 5 Amp Parameter knobs next to the red LEDs to adjust the Rectified Gain, Bass, Mids, Treble, and Level.

Tune the Cabinets (optional)

We may also want to tune the resonance for the Blonde 2x12 and the British 4x12 Cabinets. To access the Cabinet tuning, press and hold the **WARP** knob until the Display reads CABTUN (Cabinet Tuning). Release the **WARP** knob and rotate the **P1** knob to adjust the tuning for the green cabinet. Rotate the **P5** knob to adjust the tuning of the red cabinet. Once the tuning of both Cabinets has been adjusted, press and hold the **WARP** knob again to exit the Cabinet Tuning menu.



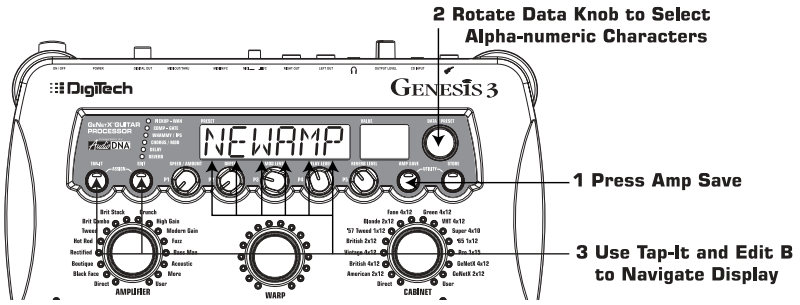
Tutorial

Warp the Green and Red Channels Together

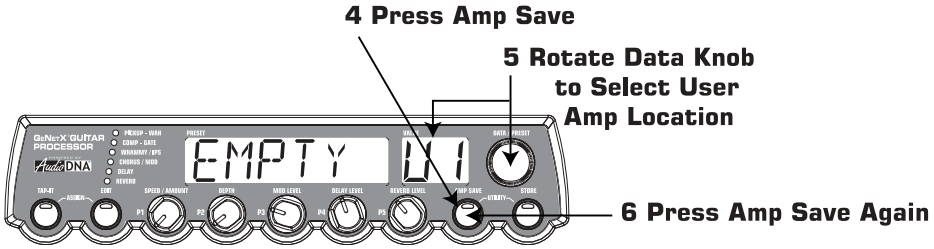
When we have the Amps and Cabinets in our Green and Red Channels dialed in to suit our taste, we can Warp them together to create our new HyperModel™. Rotate the **WARP** knob to achieve the desired blend of the Amps and Cabinets in our Green and Red Channels.

Save the HyperModel™

Now that we have designed our own Amp/Cabinet HyperModel™, we need to save our creation to one of the 9 User HyperModel™ locations. This will enable us to use it in Presets. Press the **AMP SAVE** button once. The Display will read NEWAMP (New Amp) and the first letter (N) will be flashing. This is asking us to name the new HyperModel™. For the sake of this example, let's name the HyperModel™ "Rectwd" (Rectified Tweed). Rotate the **DATA** knob to select R as the first letter. Use the **EDIT** button to select the next character in the Display. This character should already be an E because we started out with the name "NEWAMP." If it is not an E, rotate the **DATA** knob to select E as the character. Continue to use the **EDIT** button to select the next character location in the Display, and rotate the **DATA** knob to select the alphabetic characters until the Display reads RECTWD.



Then press the **AMP SAVE** button again. This will take us to the second step of saving a HyperModel™, which is choosing one of the 9 User HyperModel™ locations. The alpha-numeric Display should read EMPTY (Empty) and the red numeric Display should read U 1 because this is the first HyperModel™ stored to your Genesis3. Press the **AMP SAVE** button again to store this new creation to this Amp location. The Display will briefly read AMPSVD (Amp Saved) and then return to showing the name of the currently selected Preset.



Select Models for the Preset Channels

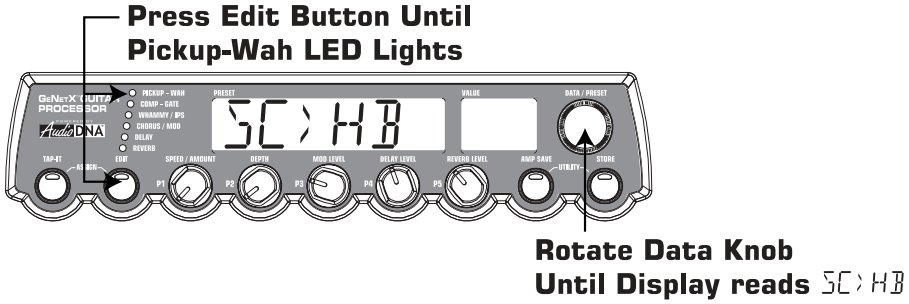
In the previous steps, we assigned a Tweed to the Green Channel and a Rectified Model to the Red Channel. Then we Warped the two together to create our HyperModel™. This HyperModel™ is now saved as an amp type that we named Rectwd, but it is not currently a part of our Preset. In this example Preset, we were going to have the ability to toggle between an acoustic guitar simulation and our new HyperModel™. To do this we need to select the acoustic model for the Green Channel and our new Rectwd to the Red Channel of our Preset. Press the **WARP** knob until the Amp Parameter LEDs are Green. Now rotate the **AMP MODEL** knob until the Display reads ACOUST. Now press the **WARP** knob again and the Amp Parameter LEDs will light red. Rotate the **AMP MODEL** knob until the Display reads RECTWD (our new HyperModel™). We will now be able to toggle between these two sounds without changing Presets.

Edit the Preset

The next step to creating our example Preset is to enter the Effect Edit mode. To do this, press the **Edit Button** once. At this point only the Wah-Pickup LED should light. The Display will briefly show EDIT and then cycle between showing the status of the Pickup simulator Effect.

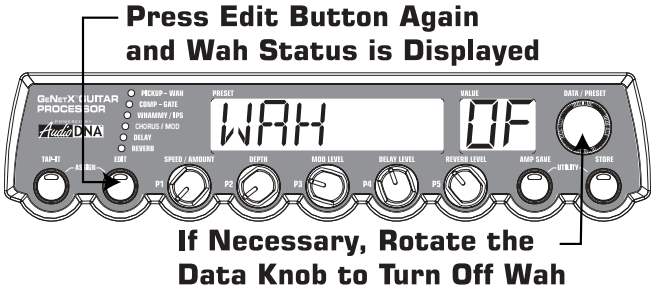
Select the Pickup Type

In our example Preset we were assuming that we were using a single coil pickup, but wanted it to sound like a double coil humbucker. With the Wah-Pickup LED lit, rotate the **DATA** knob until the Display shows SC>HB. This means that a single coil will sound like a Humbucker.



Turn the Wah Off

Our example Preset was not going to use a Wah. To access the Wah parameters, press the **EDIT** button again. The Pickup-Wah LED will remain lit and the status of the Wah will be shown in the display. If the display shows that the Wah is on (WAH On), rotate the **DATA** knob counterclockwise to turn it off (since our example is not using a Wah).



Turn the Compressor Off

Next, we didn't want to use compression in our Preset so, we need to turn the compressor off. Press the **EDIT** button again. The Compressor LED in the Effect Matrix will light and the Display will show the current status of the Compressor. If the Compressor is on, rotate the **DATA** knob until the Display shows CMPRS OF. The Compressor will then be disengaged.

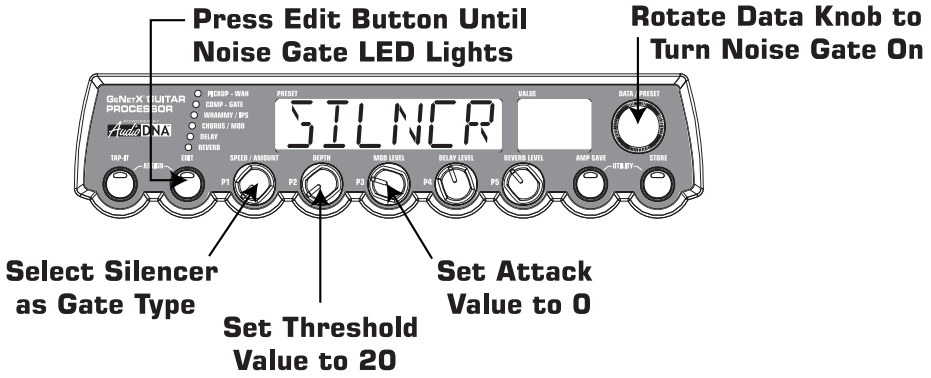
Turn the Whammy™/IPS Off

We didn't want to use any Whammy™ or IPS effects in this Preset. Press the **EDIT** button again and the LED on the Whammy/IPS row will light. If the Display indicates that either one of these effects is active, turn the **DATA** knob until the Display reads WHMIPS OF (IPS Off).

Tutorial

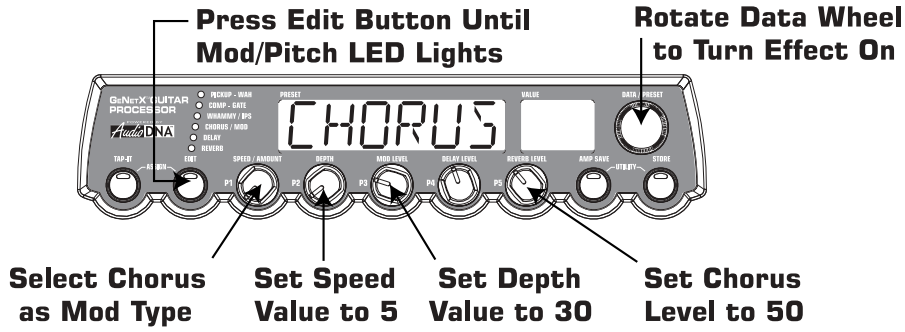
Adjust the Noise Gate

For our example, we wanted our Noise Gate to open quickly with a relatively weak signal. This type of gate would use the Silencer™ with a low Threshold and short Attack Time. Press the **EDIT** button again and the Noise Gate LED will light. If the Display indicates that the Noise Gate is off (GATE OF), rotate the **DATA** knob until the Display reads GATE ON (Gate On). Rotate the **P1** knob until the Display reads SILNCR (Silencer) as the type of gate. Rotate the **P2** knob to set the Threshold to a value of 20 (this may need further adjustment depending upon your guitar). Rotate the **P3** knob to set the Attack Time value to 0 (fast attack).



Select and Adjust the Chorus

Next we wanted to thicken up the sound in our Preset by adding a subtle Chorus effect. Press the **EDIT** button again and the Mod/Pitch LED will light. If the Display indicates that this module is off (CHOMODOF), rotate the **DATA** knob until the Display reads CHOMODon (Effect On). Then rotate the **P1** knob until the Display shows CHORUS (Chorus) as the effect type. Rotate the **P2** knob to set the Chorus Speed to a value of 5. Rotate the **P3** knob to set the Chorus Depth to a value of 30. Rotate the **P5** knob to set the Chorus Level to a value of 50.

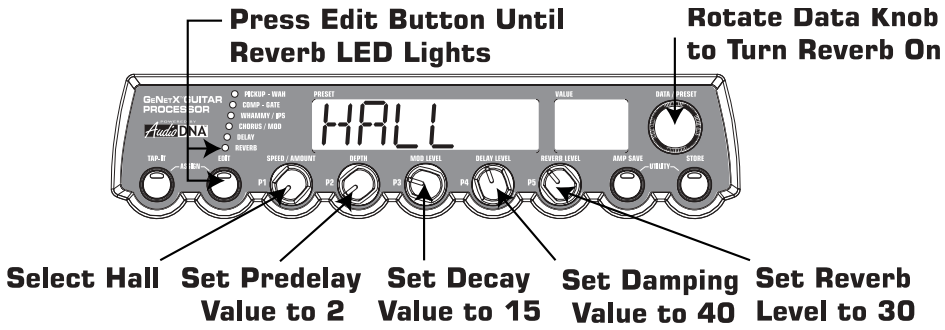


Turn the Delay Off

In our example Preset we wanted the Delay to be bypassed. Press the **EDIT** button again and the Delay LED will light. If the Display indicates that the Delay is on (DELAY ON), rotate the **DATA** knob until the Display reads DELAY OF (Delay Off).

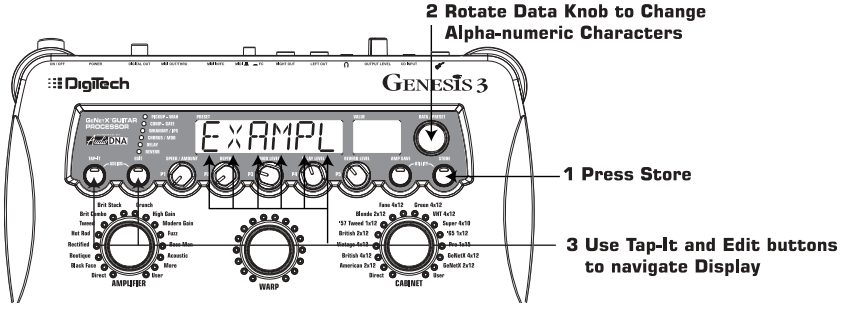
Select and Adjust the Reverb

In our example Preset we also wanted a little bit of Hall Reverb to provide some ambience. Press the **EDIT** button again and the Reverb LED will light. If the Display indicates that the Reverb is off (REVERBOF), rotate the **DATA** knob until the Display reads REVERBOn (Reverb On). Rotate the **P1** knob to select HALL (Hall) as the Reverb Type. Rotate the **P2** knob to set the Reverb Predelay to a value of 2. Rotate the **P3** knob to set the Reverb Decay to a value of 15. Rotate the **P4** knob to set the Reverb Damping to a value of 40. Rotate the **P5** knob to set the Reverb Level to a value of 30.

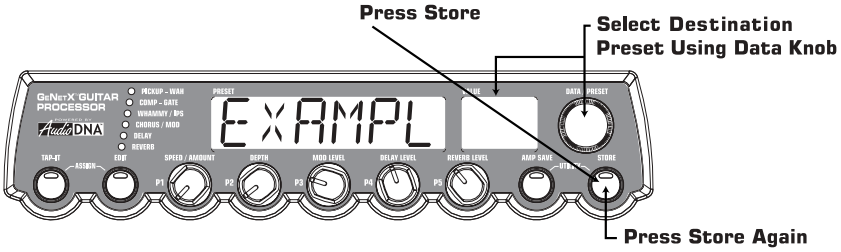


Store the Preset

The last step that we need to do is to store our changes to a User Preset. If we changed Presets or turned the Genesis3 off without storing these settings, it would forget what we had done and revert back to the original Preset. Press the **STORE** button once. The first letter in the Display begins to flash which is asking us to rename the Preset. Since this is an example Preset, let's name the Preset EXAMPL. Rotate the **DATA** knob until the flashing character in the Display is an E. Press the **EDIT** button and the second character begins to flash. Use the **DATA** knob again until the flashing character is an X. Press the **EDIT** button again to Select the third character and change it to an A using the **DATA** knob. Continue using the **EDIT** button to select the characters and the **DATA** knob to change the characters.



Once the Display reads EXAMPL, press the **STORE** button again. Now the numbers in the red numeric display are flashing, which is asking where to store this new preset. Rotate the **DATA** knob to select 48 as the destination. Press the **STORE** button one more time to execute the Store function.



Congratulations! You have successfully created a preset.

Tutorial/Other Functions

"Busy" Display

The Genesis3 utilizes the latest advances in programming and semiconductor technology, including FLASH memory. This type of memory allows users to store the sounds they create to memory that requires NO internal backup battery, and to update their units to the latest software version from their computer via the Internet.

To keep the Genesis3 groomed and working to peak performance, the system will optimize FLASH memory after approximately every thirty preset saves. During this time, when you have initiated a normal preset save procedure and pressed the store button, the display shows a BUSY message for a few seconds while it performs this memory optimization routine (much like defragmenting a computer hard drive). Rest assured the system is functioning normally and all of your presets (including the new one) are in perfect order and ready to be recalled at any time for that ultimate guitar sound.

Other Functions

Assign

The Genesis3 includes a variety of real time expression control options. These options allow your choice of parameters to be assigned for control. The Genesis3 includes 2 Low Frequency Oscillators and the optional Control X Foot Controller offers 3 individual Expression Pedal assignments, and an assignable Footswitch. The Assign menu is entered and exited by pressing the **TAP-IT** and **EDIT** buttons simultaneously. Both of these buttons will light green when the assign menu is active. The Data knob is used to select the expression controller and the 5 knobs directly beneath the display are used to make assignments to the selected expression controller. The following subsections describe each of the assign options in more detail as well as outlining the procedure for assigning parameters to these expression controllers.

Expression Pedal

The Expression Pedal on the Control X can be assigned to control up to 3 Genesis3 Parameters in real time including the Volume, Whammy, Ya Ya, or just about any other parameter.. When a parameter has been assigned to the Expression Pedal, the minimum and maximum values the assigned Parameter will reach can also be programmed. The Control X Expression Pedal includes DigiTech's exclusive V-Switch. The V-Switch allows the Expression Pedal assignment to be switched on the fly. Applying extra pressure to the toe of the Expression Pedal will engage the V-Switch and the function of the Expression Pedal will switch between the assigned parameter and Wah. The sensitivity or amount of pressure required to engage the V-Switch can be adjusted to suit your personal taste (or weight of your foot). See page 32 for the V-Switch Sensitivity adjustment procedure.

The procedure for assigning a parameter to the Expression Pedal is as follows:

1. Press the **TAP-IT** and **EDIT** buttons simultaneously to enter the Assign menu.
2. Rotate the **DATA** knob until the Display reads EXPDL1 (Expression Pedal Link 1), EXPDL2 (Expression Pedal Link 2), or EXPDL3 (Expression Pedal Link 3), depending upon which assignment you wish to use or the number of Parameters you intend to assign. The Display will alternate between showing the Expression Pedal selection and the currently assigned Parameter.
3. Rotate the **P1** knob until the desired Parameter appears in the Display. See the Expression Parameter Assignment List on page 29 for a complete list of assignable Parameters.
4. Rotate the **P2** knob to select the minimum value the assigned parameter will reach with the Expression Pedal in the toe up position (not available when volume is the assigned parameter).
5. Rotate the **P3** knob to select the maximum value the assigned parameter will reach with the Expression Pedal in the toe down position (not available when volume is the assigned parameter).
6. Store your Expression Pedal assignment to your Preset. See page 14 for more information on the storing procedure.

LFOs

The Genesis3 includes two assignable low frequency oscillators (LFO1 and LFO2) which can be assigned to any of the same parameters available for assignment to the Expression Pedal. A low frequency oscillator will automatically vary the value of the assigned parameter at a steady rate. A minimum and maximum value each LFO will reach may be also be assigned. For instance: if the Amp Gain was assigned to LFO1, and the minimum value was set at 1 and the maximum value was set at 99, the Genesis3 would automatically sweep the amount of distortion from a fully clean sound to a fully distorted sound. Individual LFO speeds are also available for assignment. In the previous example, the LFO speed would determine the length of time it took the LFO to sweep from the clean to the distorted sound. The procedure for assigning the LFOs in the Genesis3 is as follows:

1. Press the **TAP-IT** and **EDIT** buttons simultaneously to enter the Assign menu.
2. Rotate the **DATA** knob to select whether you want to assign LFO1 (LFO1) or LFO2 (LFO2).
3. Rotate the **P1** knob until the desired Parameter appears in the Display. See the Expression Parameter Assignment list on page 29 for a complete list of assignable Parameters.
4. Rotate the **P2** knob to select the minimum value the assigned parameter will reach at the bottom turn around point for the LFO (not available when volume is the assigned parameter).
5. Rotate the **P3** knob to select the maximum value the assigned parameter will reach at the top turn around point for the LFO (not available when volume is the assigned parameter).
6. Rotate the **P4** knob to select the speed at which the LFO will oscillate from the minimum to the maximum values. LFO speed ranges from .05 HZ (.05 Hz) to 10.0 HZ (10.0 Hz).
7. Rotate the **P5** knob to select the waveform the LFO will oscillate on. Your choices include:

TRINGL (Triangle) - a smooth rise and fall, but abrupt turn around in oscillation.
SINE (Sine) - a smooth rise, fall, and turn around in oscillation.
SQUARE (Square) - an abrupt rise, fall, and turn around in oscillation.

8. Store your LFO assignment to your Preset. See page 14 for more information on the storing procedure.

Amp Footswitch

From the factory, the Genesis3 has the Amp Footswitch on the Control X assigned to change between the Green and the Red Amp Channels. However, the Genesis3 allows you to select the function of the Amp Footswitch. The procedure for assigning the function of the Amp Footswitch is as follows:

1. Press the **TAP-IT** and **EDIT** buttons simultaneously to enter the Assign menu.
2. Rotate the **DATA** knob until the Display reads AMP FS (Amp Footswitch).
3. Rotate the Number 1 knob to select the desired function of the Amp Footswitch. Your choices include:
   - G-R - Switches between the Green and Red Amp Channels.
   - G-Y - Switches between the Green and Yellow (Warped) Channels.
   - R-Y - Switches between the Red and Yellow (Warped) Channels.
   - G-R-Y - Switches between the Green, Red, and Yellow (Warped) Channels.
4. Store your Amp Footswitch assignment to your Preset. See page 14 for more information on the storing procedure.

Expression Parameter Assignment List

The following Parameters can be assigned to the any of the 3 Expression Pedal links, LFO 1, or LFO 2.

NOLINK (No Link) - No Parameter is assigned
CMPATK (Compressor Attack) - Controls the Compressor's Attack time.
CMPRTO (Compressor Ratio) - Controls the Compressor's Ratio.
CMPTHR (Compressor Threshold) - Controls the Compressor's Threshold.
CMPGAN (Compressor Gain) - Controls the Compressor's Gain.
AMOUNT/SHIFT (Parameter 1) - Controls the interval for the IPS module.
WHMPDL (Whammy™ Parameter 2) - Controls the pitch bend when Whammy™ is engaged.
SCALE (IPS Parameter 2) - Controls the scale when the IPS module is engaged.
KEY (IPS Parameter 3) - Controls the key type when the IPS module is engaged.
IPSMIX/IPSLVL (IPS Mix/Level) - Controls the wet/dry mix or Level for the IPS module.
AMPCHN (Amp Channel) - Switches Amp Channels.

Other Functions

A WARP (Amp Warp) - Warps the Green and Red Amp Models.
C WARP (Cabinet Warp) - Warps the Green and Red Cabinet types.
WARP (Warp) - Warps the Green and Red Channels.
G GAIN (Green Gain) - Controls the Amp Gain for the Green Channel.
G LEVL (Green Level) - Controls the Volume of the Green Channel.
R GAIN (Red Gain) - Controls the Amp Gain for the Red Channel.
R LEVL (Red Level) - Controls the Volume of the Red Channel.
GATTHR (Gate Threshold) - Controls the Noise Gate's Threshold.
GATATK (Gate Attack) - Controls the Noise Gate's Attack time.
PLKSNS (Gate Pluck) - Controls the Noise Gate's Pluck Sensitivity.

Modulation Effects Parameters

Effect						
Chorus	SPEED	DEPTH	PREDLY	MODBAL	MODLVL	
Flanger	SPEED	DEPTH	REGEN	MODBAL	MODMIX	
Phaser	SPEED	DEPTH	REGEN	MODBAL	MODMIX	
Triggered Flanger	SPEED	SENSTV	LFO ST	MODMIX		
Triggered Phaser	SPEED	SENSTV	LFO ST	MODMIX		
Tremolo	SPEED	DEPTH				
Panner	SPEED	DEPTH				
Vibrato	SPEED	DEPTH				
Rotary Speaker	SPEED	DEPTH	DOPPLR	XOVER	MODBAL	MODMIX
Auto Ya™	SPEED	DEPTH	RANGE	MODBAL	MODMIX	
YaYa™	YA PDL	DEPTH	RANGE	MODBAL	MODMIX	
SynthTalk	ATTACK	RELEAS	VOX	MODBAL	SENSTV	
Envelope Filter	SENSTV	RANGE	MODBAL	MODMIX		
Detune	AMOUNT	MODBAL	MODLVL			
Pitch Shift	SHIFT	MODBAL	MODLVL			

DLYFBK (Delay Feedback) - Controls the amount of Delay Feedback.
DUKTHR (Delay Threshold) - Controls the Ducker Threshold for the Delay.
DUKATN (Ducker Attenuation) - Controls the attenuation level applied to the Delay signal when the Ducker Threshold is exceeded.
DLYLVL (Delay Level) - Controls the Mix Level of the selected Delay Type.
DLYBAL (Delay Balance) - Controls the left/right balance of the selected Delay Type.
RVBPRE (Reverb Predelay) - Controls the Reverbs Predelay time.
RVBDCY (Reverb Decay) - Controls the Reverbs Decay time.
RVBLVL (Reverb Level) - Controls the Reverbs Mix Level.
RVBBAL (Reverb Balance) - Controls the left/right balance of the selected Reverb Type.
VOLPRE (Volume Pre) - Controls the Volume after the Amp Modeling but before the Effects.
VOLPST (Volume Post) - Controls the Volume at the end of the Effects chain.
LF1SPD (LFO 1 Speed) - Controls the modulation speed of Expression LFO 1.
LF2SPD (LFO 2 Speed) - Controls the modulation speed of Expression LFO 2.

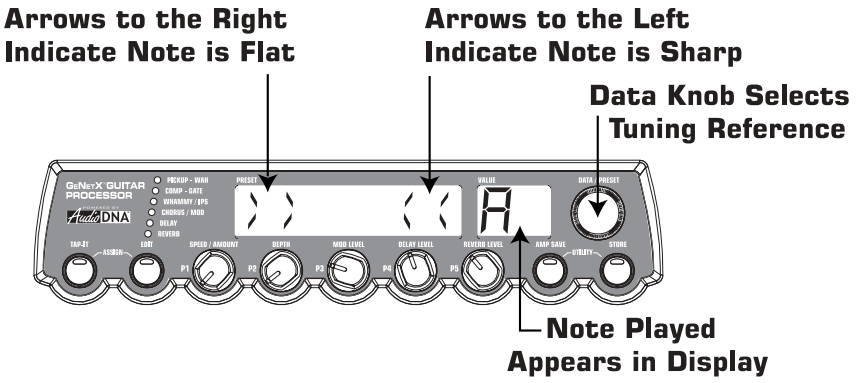
Utilities

The Utility section contains various menus which affect global functions of the Genesis3. These menus include: Output Mode, Target System Setup, Tuner, V-Switch Sensitivity, Volume Pedal Update, Bank Names, MIDI Channel, MIDI Bulk Dump, MIDI Preset Dump, MIDI Mapping, MIDI Merge, Digital Output Level, Dry Track Enable, Expression Pedal Calibration, and Factory Reset. To access the Utility functions, press the **AMP SAVE** and **STORE** buttons simultaneously. These buttons appear green when in Utility mode. The word UTILITY will scroll across the display indicating that you are in Utility mode. The Display will then alternate between showing the currently selected Utility menu, and the current status or value for that menu. Once the Utilities have been accessed, pressing the **TAP-IT** button will select the previous Utility menu, and pressing the **EDIT** button will advance to the next Utility menu selection. Rotating the **DATA** knob will change the value or status of the selected Utility. Pressing the **AMP SAVE** and **STORE** buttons simultaneously will exit the Utility menu and return the Genesis3 to the previous mode.

Tuner Mode

The Tuner in the Genesis3 allows you to accurately tune your instrument prior to a recording session. The Tuner can be instantly accessed from the Control X Foot controller, or through the Utility menu in the Genesis3 processor. The following steps outline the procedure for entering the Tuner from the Genesis3 front panel:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the TUNER displays.
3. Press the flashing **STORE** button to enter Tuner mode.
4. To begin tuning, play a note on your guitar (a harmonic at the 12th fret usually works best). The red numeric Display will show the note being played, and the green alpha-numeric display will indicate whether the note is sharp or flat, or in tune. Arrows pointing to the left (<<<) indicate the note is sharp and should be tuned down. Arrows pointing to the right (>>>) indicate the note is flat and should be tuned up. When your note is in tune, the Display will read -><- .



In Tuner mode, you can select your tuning reference with the **DATA** knob. The default factory setting is A=440 Hz. The tuning reference ranges from 427 Hz to 453 Hz, which is the equivalent of ± 50 cents (1/2 semitone) in either direction from 440 Hz. When you scroll below 427 Hz, you will also find three alternate dropped tunings. Alternate tunings are REF A (A=Ab), REF G (A=G), and REF G (A=Gb). The display window will briefly flash the currently selected tuning preference.

Exit Tuner mode by pressing the **AMP SAVE** and **STORE** buttons simultaneously again.

Other Functions

Output Mode

The output mode is used to select whether the Genesis3 will produce a stereo image or a mono signal at the left and right outputs. Setting the Output mode to Stereo will produce a Stereo image. Setting it to Mono will produce a mono signal. The procedure for selecting the Output Mode is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light green indicating you are in Utility mode.
2. Press the **TAP-IT** or **EDIT** buttons until STEREO or MONO appear in the display.
3. Rotate the **DATA** knob to select whether the Stereo Output mode is either on or off.
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to exit.

Target System Setup

The Genesis3 can be connected to any type of amplification system. However, the signal requirements will change depending upon the type of amplification used. The Target System Setup is intended to optimize the Genesis3 for the type of amplification system it will be used with. The procedure for selecting the desired Target System is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Using the **TAP-IT** or **EDIT** buttons to scroll to the left or right until the display shows one of the following listings of Target Systems:

DIRECT (For direct to console applications)
IN1x12 (Instrument input of a 1x12 combo amp)
FX1x12 (Input into the effect return of a 1x12 combo)
IN2x12 (Instrument input of a 2x12 combo amp)
FX2x12 (Input into the effect return of a 2x12 combo)
IN4x12 (Instrument input of a 4x12 combo amp)
FX4x12 (Input into the effect return of a 4x12 combo)

3. Rotate the **DATA** knob to select the type of amplification system (from the preceding list) to be used.
4. Press the **AMP SAVE** and **STORE** buttons simultaneously to return to the Genesis3 Presets.

Volume Pedal Update

The Genesis3 provides the option of selecting the Expression Pedal's position to be updated after changing Presets when it is linked to the Volume Parameter. This feature allows you to change Presets and retain the same volume level from the previous Preset if the Expression Pedal is assigned to control volume on both Presets. If this feature is disabled, new Presets will initialize at the volume level stored to the Preset. The procedure for enabling or disabling the Volume Pedal Update is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the Display shows VOLUPD (Volume Pedal Update).
3. Rotate the **DATA** knob to select On (enabled), or OF (disabled).
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

V-Switch Sensitivity

Applying extra pressure on the toe of the Expression Pedal of the Control X Foot controller engages a feature we call the V-Switch. The V-Switch is used to alternate between the Expression Pedal controlling the assigned Parameter(s), and acting as a Wah Pedal. The sensitivity of the V-Switch can be tailored to engage with the amount of pressure you wish to use.

The following steps outline the procedure for adjusting the V-Switch threshold:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the display shows VSWICH (V-Switch).
3. Rotate the **DATA** knob to select the threshold setting you desire. Ranges from 1 to 99 (with 99 requiring more pressure to engage). The sensitivity may be auditioned while making adjustments. The display will read either WAH ON, or WAHOFF (depending on the status of the Wah) as the V-Switch engages and disengages.
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 presets.

Expression Pedal Calibration

The Expression Pedal on the Control X Foot Controller needs to be calibrated for use when first connected or after a factory reset has been performed. This calibration procedure is automatically entered if the Control X is connected at the time of the factory reset procedure. In the event the Pedal's calibration fails, or if the Pedal does not function properly, it can be re-calibrated using the Pedal Calibration menu. The procedure for Calibrating the Expression Pedal is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light green indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric display shows PDLCAL (Pedal Calibration).
3. Press the blinking **STORE** button once to enter the Pedal Calibration Menu. The alpha-numeric display reads TOE DN (Toe Down).
4. Rock the **Expression Pedal** all the way forward to the toe down position and press the blinking number **2 Footswitch**. The display changes to read TOE UP (toe up).
5. Rock the **Expression Pedal** all the way back to the toe up position and press the blinking number **3 Footswitch**. The display will show VSWTCH and allow you to adjust the V-Switch threshold.
6. Rock the Expression Pedal forward and apply the desired V-Switch pressure to the toe of the pedal. If further adjustment to the threshold is required, use the **DATA** knob to select the desired threshold.

Note: If the display shows CALERR, an error has occurred and steps 2 through 5 should be repeated.

7. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

Bank Names

The Genesis3 provides the ability to customize the names of each of the 16 User Banks where the 48 User Presets reside. Customized Bank names aid in quickly identifying the User Bank containing the Presets you may need for a particular song or set. The procedure for naming the User Banks is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows BANKS.
3. Rotate the **DATA** knob to select the User Bank you wish to rename.
4. Press the **Store** button once which takes you into the naming menu. The first character of the Bank name begins to blink.
5. Use the **DATA** knobs to change the alpha-numeric character.
6. Press the **EDIT** button clockwise to select the next character to the right, or press the **TAP-IT** to select the previous character to the left.
7. Repeat steps 5 and 6 until the desired Bank name is shown in the display. To abort saving a name, press the **AMP SAVE** button and turn the data knobs counter clockwise until Banks displays.
8. Once the desired Bank name is showing in the display, press the Store button again. The display will briefly show NAMSVD indicating that the Bank name has been saved, and then return to the new Bank name.
9. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 presets.

Other Functions

MIDI

The Genesis3 utilizes full MIDI implementation to control parameters and presets in real time. Every aspect of the Genesis3 can be controlled using MIDI, as well as programming your presets using the GENEDIT™ Editor Librarian software.

NOTE: Before making any MIDI connections to the Genesis3, make sure that the MIDI IN/FC switch on the rear panel is depressed (MIDI In). Leaving this switch out (FC position) could damage any connected MIDI equipment.

MIDI Channel

The MIDI channel in the Genesis3 is used for receiving incoming MIDI data only. The Genesis3 does not send out any MIDI program change commands or CC data. The procedure for selecting the MIDI channel is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows MIDICH. The numeric Display will show the currently selected MIDI channel.
3. Rotate the **DATA** knob to select the desired MIDI channel. your choices include 1 through 16, AL (all), and OF (off).
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

Bulk Dump

The Sysex Bulk Dump menu allows up loading of all the Genesis3 Presets and Utility data to a sysex librarian, or MIDI recording device. This is useful for making a backup copy of all your customized settings. The procedure for performing a Bulk Dump is as follows:

1. Connect a MIDI cable from the Genesis3 **MIDI OUT/THRU** to the the MIDI In of another Genesis3.
2. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
3. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows BLKDMP (Bulk Dump). The Store button begins blinking indicating that you must press the store button in order to send a bulk dump.
4. Set the MIDI recording device to record.
5. Press the **STORE** button to begin the dump. The Display reads SNDBLK until the dump is complete at which time the Display will return to showing BLKDMP. This may take several seconds.
6. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

Note: The Bulk Dump will send information on the MIDI channel defined in the MIDI Channel menu.

MIDI Preset Dump

The Sysex Preset Dump menu allows up loading of just the Genesis3 Presets to a sysex librarian, or MIDI recording device. This is useful for making a backup copy of your customized Presets, or loading your Presets into another Genesis3. The procedure for performing a Sysex Preset Dump is as follows:

1. Connect a MIDI cable from the Genesis3 **MIDI OUT/THRU** to the the MIDI In of another Genesis3.
2. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
3. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows SNDPST (Preset Dump). The numeric Display will show 1 indicating that the Genesis3 is ready to dump Preset number 1.
4. Use the **DATA** knob to select the Preset number you wish to send out.
5. Press the **STORE** button once. The Display reads SND TO which is asking you to select the destination Preset location.
6. Use the **DATA** knob to select the destination Preset number.
7. Set the MIDI recording device to record.
8. Press the **STORE** button again. The Display reads PSTSND until the dump is complete at which time the Display briefly reads DONE before it returns to showing PSTDMP.
9. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets. The Preset Dump will send information on the MIDI channel defined in the MIDI Channel menu.

Hypermodel™ Amp Dump

The Amp Dump menu allows archiving of just the Genesis3 Amp HyperModels™ to a sysex librarian, or MIDI recording device. This is useful for making a backup copy of your customized Amp HyperModels™, or loading your HyperModels™ into another Genesis3. The procedure for performing a Sysex Preset Dump is as follows:

1. Connect a MIDI cable from the Genesis3 MIDI Out to the the MIDI In of a MIDI recording device or the MIDI in of another Genesis3.
2. Press the **AMP SAVE** and **STORE** once. The LED in the Utility button will light indicating you are in the Utility section.
3. Using the **TAP-IT** or **EDIT** buttons, scroll to the left or right until the alpha-numeric Display shows AMPDMP (Amp Dump). The numeric Display will show U 1 indicating that the Genesis3 is ready to dump Amp number 1.
4. Use the **DATA KNOB** to select the Amp number you wish to send out.
5. Press the **STORE** button once. The Display reads SND TO which is asking you to select the destination User Amp location.
6. Use the **DATA KNOB** to select the destination User Amp number.
7. Set the MIDI recording device to record.
8. Press the **STORE** button again. The Display reads AMPSND until the dump is complete at which time the Display briefly reads DONE before it returns to showing AMPDMP.
9. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

MIDI Mapping

The MIDI Mapping in the Genesis3 allows any of the Factory, or User Preset to be accessed from external MIDI program change commands which may not necessarily correspond to the desired Genesis3 Preset. This is useful when multiple MIDI devices are chained together and are all controlled by one central unit. For example, the main MIDI controller can send out a program change command telling a particular MIDI unit to change to Program 10, but you may want the Genesis3 to change to User Preset 27. You can remap the Genesis3 so when it receives MIDI Program change 10, it calls up User Preset 27. The Procedure for mapping MIDI program changes is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** Buttons until the alpha-numeric Display shows M 1>U.
3. With the digit to the right of the M blinking, use the **DATA** knob to select the incoming MIDI program number you wish to remap.
4. When the incoming MIDI program number has been selected, press the **EDIT** button. The digit in the red numeric Display will begin to flash. This number represents the Preset number within the Genesis3 that will be accessed when the Genesis3 receives the MIDI program number shown to the right of the M in the alpha-numeric Display.
5. Rotate the **DATA** knob to select the desired Preset number the Genesis3 will recall when it receives the selected MIDI program change.
6. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

MIDI Merge

The MIDI Merge function is used to echo the incoming MIDI data to the **MIDI OUT/THRU** port of the Genesis3. This is necessary when multiple MIDI devices are chained together and you want to pass the incoming MIDI Data on to MIDI devices downstream from the Genesis3. The procedure for enabling or disabling the MIDI Merge function is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows MMERGE (MIDI Merge). The red numeric display will read either On (on) or OF (off) depending upon the current status of the MIDI merge function.
3. Rotate the **DATA** knob to select the desired status.
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

Other Functions

Digital Output Level

This menu allows you to adjust the signal strength at the S/PDIF Digital Output. This is useful in getting enough level into a digital mixer or recorder. The procedure for selecting and adjusting the Digital Output Level is as follows:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until DIGLVL shows in the display.
3. Rotate the **DATA** knob to select the desired Digital Output Level (1-20).
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to exit.

Dry Track

The Dry Track feature is useful for recording dry guitar tracks with the intent of adding processing after the tracks have been recorded. All effects can be monitored through the analog left/right and headphone outputs when Dry Track is enabled. With Dry Track 1 enabled, the signal delivered to the Digital Output signal includes processing from the Pickup Modeling module through the Noise Gate module. With Dry Track 2 enabled, the signal is tapped of the input jack and sent directly to the digital output. This lets you record an unprocessed signal that can be fed back into the input for the purpose of 're-amping' your signal through different amp models. If Dry Track is disabled, the signal is tapped off after all effects (same as the analog outputs). To access the Dry Track option:

1. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light indicating you are in the Utilities.
2. Press the **TAP-IT** or **EDIT** buttons until DRYTRK shows in the display.
3. Rotate the **DATA** knob to select OF (disabled), 1 (Dry Track 1), or 2 (Dry Track 2).
4. Press the **AMP SAVE** and **STORE** buttons simultaneously again to exit.

Factory Reset

The Factory Reset procedure is used to restore the Genesis3 to it's original Factory settings. This procedure will erase all user programmed Presets, and Utility settings. The procedure for performing a Factory Reset is as follows:

NOTE: Performing this function will erase all user-programmed data. All such data will be lost forever! Be sure you want to erase the memory and start fresh before continuing with this procedure.

1. Disable the DigiTech Control X foot controller (if connected) by switching the **FC/MIDI** switch on the rear panel to the MIDI position.
2. Press the **AMP SAVE** and **STORE** buttons simultaneously. Both buttons will light green indicating you are in the Utilities.
3. Press the **TAP-IT** or **EDIT** buttons until the alpha-numeric Display shows RESET (Reset).
4. Press the flashing **STORE** button. The display reads NO YES (No Yes) and the NO is blinking.
5. Press the **STORE** button while the no is blinking in the display to abort the Reset procedure.
6. If you are sure that you want to reset all user settings, press the **EDIT** button until the word YES begins blinking in the display.
7. Pressing the **STORE** button will reset the Genesis3. The display will return to the RESET screen
8. Press the **AMP SAVE** and **STORE** buttons simultaneously again to return to the Genesis3 Presets.

Foot Controller Options

The Genesis3 can be remotely controlled using the optional Control X Foot Controller (or any MIDI controller). The Control X is a full function foot controller with 8 switches and an expression pedal. The Control X will change Presets, toggle Amp Channels, and turn on and off the Chorus/Mod Effects, and Delay. The Control X displays the active Preset number, and provides access to the Tuner as well as Tuning indicators. The Control X's expression pedal controls any assignable Parameter including Volume, Whammy, and Wah. The Control X connects to the **MIDI In/FC** jack on the rear panel of the Genesis3, and is phantom powered from the Genesis3. A switch on the rear panel of the Genesis3 is used to select whether the jack will be used with the Control X and provide the phantom power, or as a MIDI input. The Genesis3 requires that the Expression Pedal on the Control X be calibrated in order to function correctly. The following steps outline the procedure to Calibrate the Pedal:

1. Turn the Genesis3's **Power** switch to the off position.
2. Press and hold the **Tuner/Utility** button while turning the Genesis3's **Power** switch on. The Genesis3's Display will read CA (abbreviation for Calibrate). The Display on the Control X will show the software version followed by Pb (abbreviation for Pedal back).
3. Rock the Expression Pedal back to the toe up position, and press any footswitch. The Control X Display now reads PF (abbreviation for Pedal forward).
4. Rock the Expression Pedal fully forward to the toe down position and press any footswitch.

This completes the Pedal Calibration procedure. If an error occurs during the Calibration, the Control X Display will read Er followed by Pb and the Calibration procedure must be repeated.

GENEDIT™ Editor/Librarian

The creative flexibility of the Genesis3 is impressive by itself. However, the possibilities are endless when you install the GENEDIT™ Editor/Librarian software in your home computer. Before installing the GENEDIT™ CD in your Mac or PC, connect the MIDI out from your computer to the MIDI In on the Genesis3. Connect from the MIDI Out on the Genesis3 to your computer's MIDI In. Then insert the GENEDIT™ CD ROM into the CD ROM drive on your computer.

PC

If the GENEDIT™ setup window does not appear on your monitor automatically, just select Run from your start menu, and double click on the Setup.exe file in your CD ROM drive. The GENEDIT™ Editor/Librarian software is intuitive and includes help menus to answer any questions, as well as guide you through programming and controlling the Genesis3.

Mac

If the GENEDIT™ setup window does not appear on your monitor automatically, double click on the CD icon in your desktop. When the GENEDIT™ window opens, double click on the "Read Me" file. This document will provide the latest information and instructions for running the GENEDIT™ software. You may want to print this document out. Once you are finished with the Read Me file, close the document and double click on the Installer icon and follow the installation instructions from there.

Appendix
Appendix

Preset List

Bank 1 (SHOCAS)
1. HYBRID
2. CLNCHO
3. 2CHUNK

Bank 2 (GENETX)
4. WARPME
5. BLKBAS
6. MEAT2X

Bank 3 (STARS)
7. ERIC J
8. CARLOS
9. KOBB

Bank 4 (AMPS)
10. BASSMN
11. MATCHD
12. VOXTOP

Bank 5 (BLUES)
13. BLUDLY
14. BLUBAL
15. TEXBLU

Bank 6 (CNTRY)
16. PICKEN
17. PSTEEL
18. A MIXO

Bank 7 (ROCK)
19. MO WAH
20. FAZOUT
21. THICKR

Bank 8 (CLEAN)
22. ACOUST
23. CMPCLN
24. WRMCLN

Bank 9 (METAL)
25. RECTFY
26. SOLO
27. WHAMMY

Bank 10 (STUDIO)
28. STACKD
29. VOLSWL
30. BIGDUK

Bank 11 (JAZZ)
31. JAZZY
32. 5THS
33. FUSOLO

Bank 12 (VINTAG)
34. SURFIN
35. FUZZO
36. TREMBO

Bank 13 (FUNK)
37. CLNWAH
38. FNKPHS
39. ENVLOP

Bank 14 (HYBRID)
40. BLKFUZ
41. TUNCAB
42. TRGPHS

Bank 15 (STARS2)
43. CUSTRD
44. DEDODO
45. OLDEVH

Bank 16 (SPECIA)
46. WHALIN
47. TRIPLT
48. AUTOYA

Continuous Control (CC)

Continuous Control is a type of MIDI command capable of changing the value of a parameter in real time..These CC commands make up the backbone when using the GENEDIT™ software to control or program the Genesis3. Every Parameter in the Genesis3 is assigned an individual CC number. Sending value changes on these CC numbers will change the Parameter setting in real time. Conversely, changing the values on the Genesis3's front panel will display changes on the GENEDIT™ control panel. The following list identifies each Parameter's assigned CC number:

Parameter	CC#
Pickup Type/Off	CC 1
Wah On/Off	CC 2
Wah Type	CC 3
Wah Minimum	CC 4
Wah Maximum	CC 5
Wah Pedal	CC 6
Comp On/Off	CC 8
Comp Attack	CC 9
Comp Threshold	CC 10
Comp Ratio	CC 11
Comp Gain	CC 12
IPS On/Off	CC 13
IPS Type	CC 14
IPS Level	CC 15
IPS Param 1	CC 16
IPS Param 2	CC 17
IPS Param 3	CC 18
Whammy Pedal	CC 19
Amp Channel (FS)	CC 20
Green Amp Type	CC 22
Green Amp Gain	CC 23
Green Amp Level	CC 24
Green Cab Type	CC 25
Green Cab Tuning	CC 26
Green Bass Level	CC 29
Green Mid Freq (Coarse)	CC 30
Green Mid Freq (Fine)	CC 31
Green Mid Level	CC 32
Green Treble Freq (Coarse)	CC 33
Green Treble Freq (Fine)	CC 34
Green Treble Level	CC 35
Red Amp Type	CC 36
Red Amp Gain	CC 37
Red Amp Level	CC 38
Red Cab Type	CC 39
Red Cab Tuning	CC 40
Red Bass Level	CC 43
Red Mid Freq (Coarse)	CC 44
Red Mid Freq (Fine)	CC 45
Red Mid Level	CC 46
Red Treble Freq (Coarse)	CC 47
Red Treble Freq (Fine)	CC 48
Red Treble Level	CC 49

Parameter	CC#
Amp Morph	CC 79
Cabinet Morph	CC 80
Amp/Cabinet Morph	CC 81
Gate On/Off	CC 50
Gate Type	CC 51
Gate Threshold	CC 52
Gate Attack	CC 53
Gate Pluck	CC 54
Effect On/Off	CC 55
Effect Type	CC 56
Effect Level	CC 57
Effect Param 1	CC 58
Effect Param 2	CC 59
Effect Param 3	CC 60
Effect Param 4	CC 61
Effect Param 5	CC 62
Delay On/Off	CC 63
Delay Type	CC 120
Delay Level	CC 65
Delay Time (Coarse)	CC 66
Delay Time (Fine)	CC 67
Delay Feedback	CC 68
Ducker Threshold	CC 69
Ducker Attenuation	CC 70
Delay Balance	CC 71
Reverb On/Off	CC 72
Reverb Type	CC 73
Reverb Level	CC 74
Reverb Decay	CC 75
Reverb Damping	CC 76
Reverb PreDelay	CC 77
Reverb Balance	CC 78
Volume Pre	CC 7
Volume Post	CC92
LFO 1 Speed	CC 105
LFO 1 Waveform	CC 106
LFO 2 Speed	CC 110
LFO 2 Waveform	CC 111

Appendix

MIDI Implementation

Function	Transmitted	Received	Remarks
MIDI Channel	1 - 16	1 - 16	
Mode	X	2, 4	
Note Number	X	X	
Velocity	X	X	
After Touch	X	X	
Pitchbend	X	X	
Control Change	X	0 - 127	See MIDI CC List
Program Change	O	0 - 128	
System Exclusive	O	O	
System Common			
Song Position:	X	X	
Song Select:	X	X	
Tune:	X	X	
System Real Time			
Clock:	X	X	
Commands:	X	X	
Aux Messages	X	X	

Mode 2: Omni On, Mono
Mode 4: Omni Off, Mono

O: Yes
X: No

Specifications

A/D Converter:	24 bit
D/A Converter:	24 bit
Sampling Frequency:	44.1 kHz

DSP Section:
Dual DSP architecture with true 24-Bit stereo processing @ 128 Million Instructions Per Second (MIPS)

Connections:

Guitar Input and Outputs:	1/4" TS
Headphone:	1/8" Stereo TRS
CD Input	1/8" Stereo TRS
MIDI:	In and Out/Thru
Foot Controller:	Input via MIDI In jack
Digital Output:	S/PDIF format

General (all distortions and effects disabled):

Frequency Response:	25 Hz. – 20 kHz. +1, -3 dB
S/N ratio:	Greater than 101 dB (A weighted); ref = max signal, 22kHz measurement bandwidth.
Total Harmonic Distortion:	Less than 0.009% (1kHz).
Memory Capacity:	48 Factory/48 User

Power Requirements:

US and Canada:	120 VAC, 60 Hz
Japan:	100 VAC, 50/60 Hz
Europe:	230 VAC, 50 Hz
UK:	240 VAC, 50 Hz

Power Consumption:	19.5 watts
Dimensions:	Width 10.5" x Depth 6.6" x Height 2"
Unit Weight:	2.24 lbs.

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