KORG A1 — PERFORMANCE SIGNAL PROCESSOR
PROGRAM CHAIN LIST

volume pedal insert point

Series Chain (01~18)

01 — L: SIZE 2, SIZE 1 → L / R
02 — SIZE 5, SIZE 5, SIZE 1 → L / R
03 — SIZE 2, SIZE 3, SIZE 5 → L / R
04 — SIZE 2, SIZE 5, SIZE 3 → L / R
05 — SIZE 4, SIZE 7, SIZE 1 → L / R
06 — SIZE 5, SIZE 5, SIZE 2, SIZE 8 → L / R
07 — SIZE 2, SIZE 8, SIZE 7, SIZE 4 → L / R
08 — SIZE 5, SIZE 9, SIZE 8, SIZE 1 → L / R
09 — SIZE 7, SIZE 7, SIZE 7, SIZE 1 → L / R
10 — SIZE 5, SIZE 5, SIZE 2, SIZE 8 → L / R
11 — SIZE 5, SIZE 5, SIZE 8, SIZE 2 → L / R
12 — SIZE 5, SIZE 5, SIZE 7, SIZE 3 → L / R
13 — SIZE 5, SIZE 5, SIZE 3, SIZE 5 → L / R
14 — SIZE 7, SIZE 7, SIZE 8, SIZE 2 → L / R
15 — SIZE 7, SIZE 7, SIZE 7, SIZE 7, SIZE 3 → L / R
16 — SIZE 7, SIZE 7, SIZE 7, SIZE 5, SIZE 4 → L / R
17 — SIZE 7, SIZE 7, SIZE 7, SIZE 8, SIZE 7, SIZE 4 → L / R
18 — SIZE 7, SIZE 7, SIZE 7, SIZE 9, SIZE 9, SIZE 6, SIZE 6 → L / R

Dual Chain (19~22)

19 — L: SIZE 4, SIZE 7 (L); R: SIZE 4, SIZE 7 (R)
20 — L: SIZE 5, SIZE 5 (L); R: SIZE 5, SIZE 5 (R)
21 — L: SIZE 9, SIZE 7, SIZE 5 (L); R: SIZE 9, SIZE 7, SIZE 5 (R)
22 — L: SIZE 7, SIZE 9, SIZE 5 (L); R: SIZE 7, SIZE 9, SIZE 5 (R)

Parallel Chain (23~43)

23 — L: SIZE 2; R: SIZE 3 → SIZE 5 → L / R
24 — SIZE 5 → SIZE 8, SIZE 4 (L); SIZE 8, SIZE 4 (R) → L / R
25 — L: SIZE 7, SIZE 7, SIZE 7; R: SIZE 7, SIZE 7 → INPUT SW → SIZE 7 → L / R
26 — L: SIZE 1; R: SIZE 2 → MIX 2 → L / R

③

■ Parallel Chain (23~43)

27
L → SIZE 5 → MIX 1 → SIZE 1 → L
R → SIZE 7 → MIX 1 → SIZE 1 → R

28
L → SIZE 5 → MIX 1 → SIZE 2 → L
R → SIZE 5 → MIX 1 → SIZE 2 → R

29
L → LIM OR GATE1~3 → SIZE 2 → MIX1 → L
R → SIZE 9 → → → → R

30
L → SIZE 5 → MIX1 → L
R → SIZE 2 → SIZE 5 → MIX1 → R

31
L → SIZE 4 → SIZE 7 → MIX 1 → L
R → SIZE 3 → SIZE 7 → MIX 1 → R

32
L → SIZE 7 → SIZE 7 → MIX1 → SIZE 2 → L
R → SIZE 7 → MIX1 → SIZE 2 → R

33
L → SIZE 5 (L) → SIZE 5 (L) → MIX1 → L
R → SIZE 5 (R) → SIZE 5 (R) → MIX1 → R

34
L → SIZE 7 → SIZE 7 (L) → MIX1 → L
R → SIZE 7 (L) → SIZE 5 (L) → SIZE 5 (L) → MIX1 → R

35
L → SIZE 2 → MIX 2 → L
R → SIZE 1 → MIX 2 → R

36
L → SIZE 5 (L) → MIX 2 → L
R → SIZE 5 (R) → SIZE 1 → MIX 2 → R

37
L → SIZE 7 → SIZE 4 → MIX 2 → L
R → SIZE 1 → MIX 2 → R

38
L → PAN ★ → SIZE 1 (L) → L
R → PAN ★ → R

39
L → PAN ★ → SIZE 4 (L) → L
R → PAN ★ → SIZE 4 (R) → R

40
L → SIZE 2 → PAN ★ → SIZE 8 (L) → L
R → SIZE 8 (R) → R

41
L → PAN ★ → SIZE 7 (L) → SIZE 7 (L) → L
R → SIZE 7 (R) → SIZE 7 (R) → R

42
L → SIZE 7 (L) → SIZE 7 (L) → PAN ★ → L
R → SIZE 7 (R) → SIZE 7 (R) → PAN ★ → R

43
L → SIZE 5 (L) → SIZE 8 (L) → PAN ★ → L
R → SIZE 5 (R) → SIZE 8 (R) → PAN ★ → R

★ PAN = DYNAPAN, PAN, SPAN, ENVELOPE SW or INPUT SW

■ Key- In Chain (44~47)

44
L → LIMIT OR GATE3 → SIZE 5 → SIZE 1 → L
R → R
SIZE 9

45
L → LIMIT OR GATE3 → SIZE 5 → SIZE 4 → SIZE 4 → L
R → R
SIZE 9

46
L → LIMIT OR GATE3 → SIZE 5 → SIZE 6 → SIZE 5 → SIZE 8 → L
R → R
SIZE 9

47
L → LIMIT OR GATE1~3 → SIZE 9 → SIZE 8 → SIZE 7 → SIZE 5 → L
R → R
SIZE 7

■ Send/Return Chain (48~50)

48
SEND / RETURN (L)
L → SIZE 2 → S/R MIX → SIZE 2 → L
R → R

49
SEND / RETURN (L)
L → SIZE 5 → SIZE 5 → S/R MIX → SIZE 5 → SIZE 5 → L
R → R

50
SEND / RETURN (L)
L → SIZE 7 → SIZE 7 → SIZE 8 → S/R MIX → SIZE 7 → SIZE 3 → L
R → R
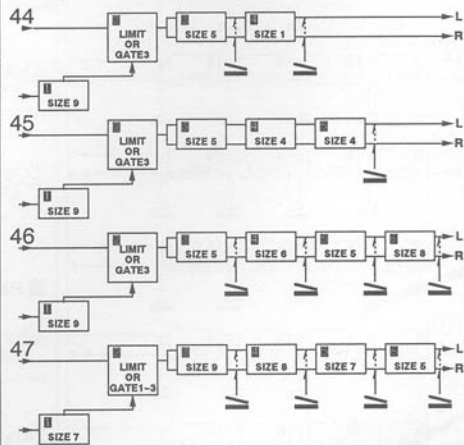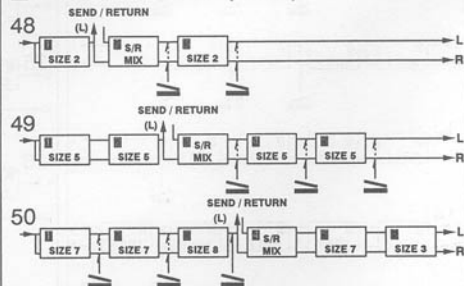
● Reverb Programs (00~19)

Prog.#00 LARGE HALL　　　　　　Chain #35 Parallel Type
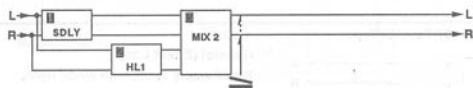
General (Effect Loop)
Hall Reverb with Stereo Delay in parallel.

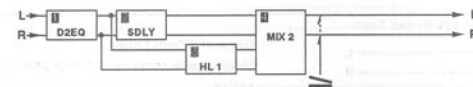**Prog.#01 SMOOTH HALL**　　　　　Chain #35 Parallel Type

General (Effect Loop)
Bright and dark Hall Reverb effects in parallel.
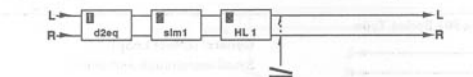

Prog.#02 WARM HALL　　　　　　Chain #37 Parallel Type

General (Effect Loop)
Dual 2Band EQ in series with warm Hall Reverb and Stereo Delay effects in parallel.

Prog.#03 E/R HALL　　　　　　　Chain #02 Series Type

General (Effect Loop)
Hall Reverb with high early reflection level.

Prog.#04 HUGE HALL　　　　　　Chain #35 Parallel Type

General (Effect Loop)
Very long reverb decay.

Prog.#05 RICH PLATE　　　　　　Chain #01 Series Type
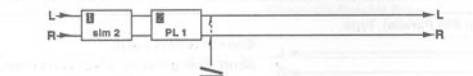
General (Effect Loop)
Plate Reverb effect in series with Stereo Limiter.

Prog.#06 BRIGHT PLATE　　　　　Chain #01 Series Type
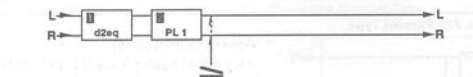
General (Effect Loop)
Bright Plate Reverb. Turn on Dual 2Band EQ for low boost.

Prog.#07 LIVE PLATE　　　　　　Chain #01 Series Type
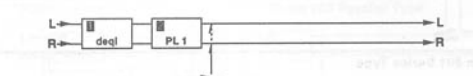
General (Effect Loop)
Bright Plate Reverb with short decay.
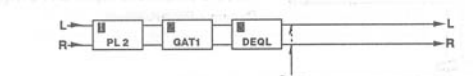

Prog.#08 LIMIT PLATE　　　　　Chain #04 Series Type
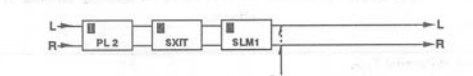
General (Effect Loop)
Compressed Bright Plate Reverb effect.

Prog.#09 GATED PLATE　　　　　Chain #03 Series Type

General (Effect Loop)
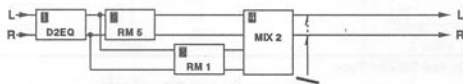Gated Plate Reverb effect into Stereo Parametric EQ.

Prog.# 10   SMALL ROOM   Chain #26 Parallel Type

L [RM 1] [MIX 2] — L
                        — R
R [HL 2]

General (Effect Loop)
Small room ambience with a door open.

Prog.# 11   E/R ROOM   Chain #37 Parallel Type

L [D2EQ] [RM 5] [MIX 2] — L
R   — R
        [RM 1]

General (Effect Loop)
Small empty room with wood floor.

Prog.# 12   TILE ROOM   Chain #35 Parallel Type

L [SDLY] [MIX 2] — L
R   — R
    [RM 2]

General (Effect Loop)
Bright, short Room Reverb with Stereo Delay in parallel.

Prog.# 13   MEDIUM ROOM   Chain #01 Series Type

L [slm 1] [RM 1] — L
R   — R

General (Effect Loop)
Medium size room reverb with Stereo Limiter in series.

Prog.# 14   WARE HOUSE   Chain #01 Series Type

L [RM 3] [D2EQ] — L
R   — R

General (Effect Loop)
Small warehouse ambience.

Prog.# 15   SLAP SPRING   Chain #35 Parallel Type

L [SDLY] [MIX 2] — L
R   — R
    [SPG 1]

General (Effect Loop)
Dark Spring Reverb with slap delay.

Prog.# 16   AMBI SPRING   Chain #35 Parallel Type

L [SDLY] [MIX 2] — L
R   — R
    [SPG 1]
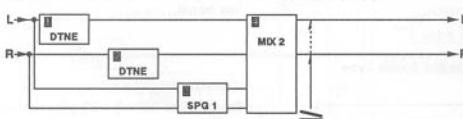
General (Effect Loop)
Short Spring Reverb effect adds room type ambience.

Prog.# 17   BRIGHT SPRING   Chain #36 Parallel Type

L [DTNE] [MIX 2] — L
R   — R
    [DTNE]
        [SPG 1]
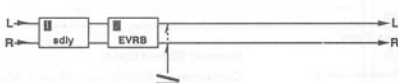
General (Effect Loop)
Very bright Spring Reverb with two Detune effects in parallel.

Prog.# 18   ECHOVERB   Chain #01 Series Type
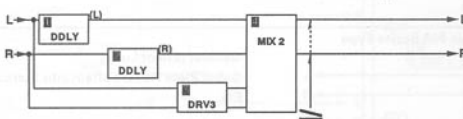
L [sdly] [EVRB] — L
R   — R

General (Effect Loop)
This effect has an internal pre-delay with a feedback loop for creating echoing type reverb effects.

Prog.# 19   DINAMIC REV   Chain #36 Parallel Type

L [DDLY] (L) [MIX 2] — L
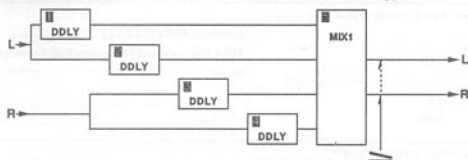R   (R)   — R
    [DDLY]
        [DRV3]

General (Effect Loop)
Low input levels trigger the Dynamic Delays, mixed in parallel and higher levels trigger the Dynamic Reverb effect.

● Delay Programs (20~24)

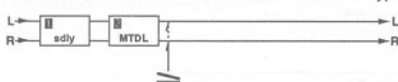**Prog.# 20 DYNAMIC DLYS**   Chain #33 Parallel Type

L→ DDLY
DDLY
DDLY
MIX1
DDLY
R→
→ L
→ R

General (Effect Loop)
Low input levels trigger the short delays panned close and higher levels trigger the long delays panned wide.

Prog.# 21 MultiTap DLY   Chain #01 Series Type

L→ sdly MTDL
R→
→ L
→ R

General (Effect Loop)
This effect has two delay taps that can be spread out in the stereo field as well as a parameter that controls feedback density.

Prog.# 22 1.34sec DELAY   Chain #01 Series Type

L→ LDLY hi 1
R→
→ L
→ R

General (Effect Loop)
Delay time set at 1339.9msec.

Prog.# 23 SWEEP DELAYS   Chain #35 Parallel Type

L→ SWD 1 MIX 2
R→ SWD 2
→ L
→ R

General (Effect Loop)
Pitch up in left and Pitch down in right.

Prog.# 24 HOLD DELAY   Chain #01 Series Type

L→ cho HDLY
R→
→ L
→ R
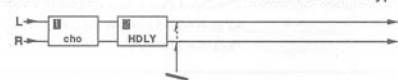
General (Effect Loop)
Press the Hold Delay's "Manual Record" button, ("C"), in the Edit Mode, to record and overdub.

● Modulation and Pan Programs (25~34)

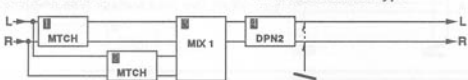**Prog.# 25 GIANT CHORUS**   Chain #35 Parallel Type

L→ MTCH MIX 2
R→ MTCH
→ L
→ R

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 26 PARA CHORUS   Chain #28 Parallel Type

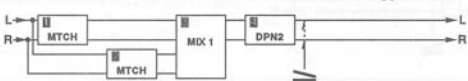L→ MTCH MIX 1 DPN2
R→ MTCH
→ L
→ R

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 27 PARA FLANGE   Chain #28 Parallel Type
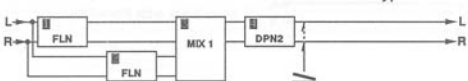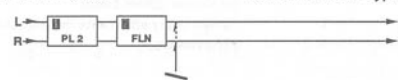
L→ MTCH MIX 1 DPN2
R→ MTCH
→ L
→ R

General (Effect Loop)
MIDI Controller#93 controls Flanger effect level.

Prog.# 28 Cymbal FLANGE   Chain #28 Parallel Type

L→ FLN MIX 1 DPN2
R→ FLN
→ L
→ R

General (Effect Loop)
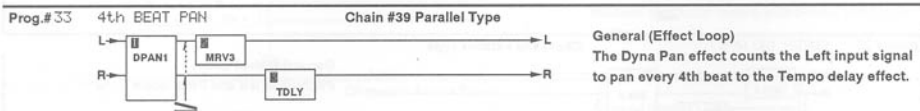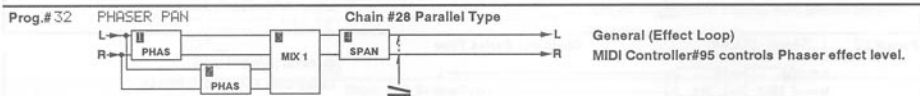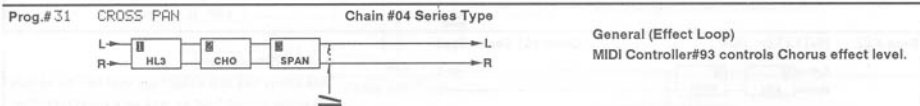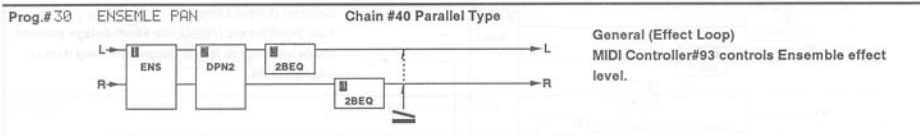MIDI Controller#93 controls Chorus effect level.

Prog.# 29 FLANGE VERB   Chain #01 Series Type

L→ PL 2 FLN
R→
→ L
→ R

General (Effect Loop)
MIDI Controller#93 controls Flanger effect level.

Prog.# 30   ENSEMLE PAN   Chain #40 Parallel Type

L → ENS → DPN2 → 2BEQ → L
R → 2BEQ → R

General (Effect Loop)
MIDI Controller#93 controls Ensemble effect level.

Prog.# 31   CROSS PAN   Chain #04 Series Type

L → HL3 → CHO → SPAN → L
R → R

General (Effect Loop)
MIDI Controller#93 controls Chorus effect level.

Prog.# 32   PHASER PAN   Chain #28 Parallel Type

L → PHAS → MIX 1 → SPAN → L
R → PHAS → R

General (Effect Loop)
MIDI Controller#95 controls Phaser effect level.

Prog.# 33   4th BEAT PAN   Chain #39 Parallel Type

L → DPAN1 → MRV3 → L
R → TDLY → R

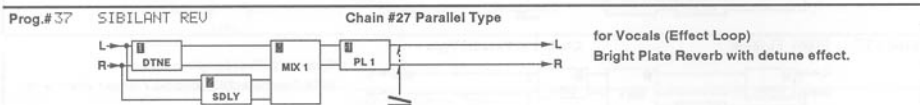General (Effect Loop)
The Dyna Pan effect counts the Left input signal to pan every 4th beat to the Tempo delay effect.

Prog.# 34   REV SWITCH   Chain #39 Parallel Type

L → DPAN1 → MRV3 → L
R → MRV5 → R

General (Effect Loop)
The Dyna Pan effect counts the Left input signal to alternate between the panned Hall and Plate reverb effects.

● Vocal Programs (35~49)

Prog.# 35   RECITAL HALL   Chain #35 Parallel Type

L → MTDL → MIX 2 → L
R → HL 1 → R

for Vocals (Effect Loop)
Ambient medium size hall with Multi Tap Delay.

Prog.# 36   BALL COURT   Chain #37 Parallel Type

L → d2eq → SDLY → MIX 2 → L
R → PL 3 → R

for Vocals (Effect Loop)
Very live hard surface type ambience.

Prog.# 37   SIBILANT REV   Chain #27 Parallel Type

L → DTNE → MIX 1 → PL 1 → L
R → SDLY → R

for Vocals (Effect Loop)
Bright Plate Reverb with detune effect.

Prog.# 38   LATE PLATE   Chain #35 Parallel Type

L → SDLY → MIX 2 → L
R → PL 1 → R

for Vocals (Effect Loop)
Long Plate with Stereo Delay.

Prog.# 39   TEMPO PLATE   Chain #01 Series Type

L → TDLY → PL 2 → L
R → R

for Vocals (Effect Loop)
Tempo Delay effect sets the pre-delay of the Plate Reverb.

6

Prog.#40 MOD ROOM   Chain #36 Parallel Type

for Vocals (Effect Loop)
Panned Mod Delay with medium size room.

Prog.#41 EMPTY ROOM   Chain #36 Parallel Type

for Vocals (Effect Loop)
Panned Mod Delay with small, bright, empty
sounding room ambience.

Prog.#42 WailWall   Chain #01 Series Type

for Vocals (Effect Loop)
Very small room early reflections with Mod Delay.

Prog.#43 LATE ROOM   Chain #01 Series Type

for Vocals (Effect Loop)
Stereo Delay effect sets the pre – delay for the
Room Reverb.

Prog.#44 ALCOVE   Chain #01 Series Type

for Vocals (Effect Loop)
Chamber ambience with Stereo Delay.

Prog.#45 TAP HALL   Chain #01 Series Type

for Vocals (Effect Loop)
Hall Reverb with Multi-Tap Delay used for pre-
delay.

Prog.#46 ALPINE ECHO1   Chain #28 Parallel Type

for Vocals (Effect Loop)
Plate Reverb with quarter note delays panned left
and right with tempo at 86bpm.

Prog.#47 ALPINE ECHO2   Chain #28 Parallel Type

for Vocals (Effect Loop)
Plate Reverb with a quarter note delay in left, and
an eighth note delay in right, with tempo at
86bpm.

Prog.#48 DELAY GATE   Chain #28 Parallel Type

for Vocals (Effect Loop)
The Gate cuts off the delay repeat

Prog.#49 SEND TO TAPE   Chain #50 Send/Return Type

for Vocals (Effect Loop)
Use the A1 SEND "out" to record a vocal to tape.
Plug a direct out of your tape machine "or mixer
back into the A1 RETURN to monitor through
reverb.

7

● Drum Programs – in Effect Loop(50~54)

Prog.#50 AMBIENCE 1   **Chain #01 Series Type**

For Drums (Effect Loop)
Gated Hall Reverb.

Prog.#51 AMBIENCE 2   **Chain #04 Series Type**
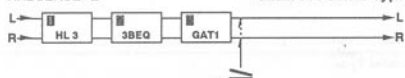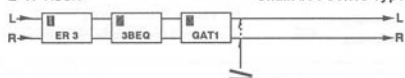

For Drums (Effect Loop)
Gated Hall Reverb with Low boost.

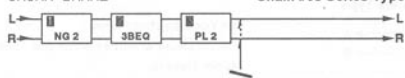**Prog.#52** KICK ROOM   **Chain #08 Series Type**
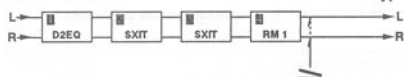
For Drums (Effect Loop)
Short Room Reverb for bass drum.

Prog.#53 E/R KICK   **Chain #04 Series Type**
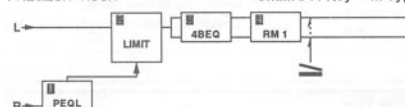

For Drums (Effect Loop)
Gated Early Reflection for bass drum.

Prog.#54 CHINA SNARE   **Chain #05 Series Type**

For Drums (Effect Loop)
Noise Generator effect adds decay sound effect
for snare drum.

● Key – In Programs (55, 56)

Prog.#55 FREQLIM→KICK   **Chain #44 Key – In Type**

For Drums (Direct In)
This mono "direct-in" program is a frequency
weighted compression effect for bass drum.

Prog.#56 SNAREXTRACT!   **Chain #29 Parallel Type**
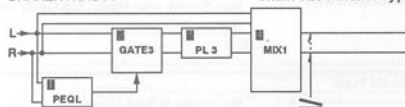
For Drums (Direct In)
This stereo "direct-in" program, adds reverb to a
snare in a dry stereo drum mix.
The EQ controls the "key-in" of the gate,
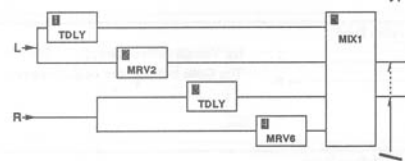producing a frequency selective gating effect.

● Dual Processing Programs (57~59)
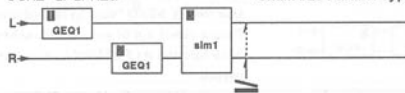
Prog.#57 DUAL RM&HL   **Chain #21 Dual Type**
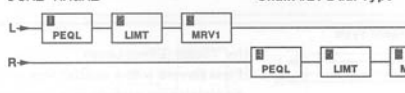
General (Effect Loop)
Room Reverb in left channel, Hall Reverb in right
channel.

Prog.#58 DUAL DLY&REV   **Chain #33 Parallel Type**

General (Effect Loop)
Room Reverb with 16th note (at 120bpm) pre-
delay in left channel, and Plate Reverb with 8th
note (at 120bpm) pre-delay in right channel.

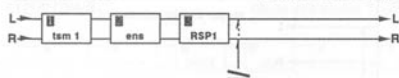**Prog.#59** DUAL GraphEQ   **Chain #23 Parallel Type**

General (Direct In)
Stereo 7 band Graphic Equalizer program. (EQ
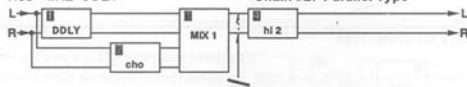points: 80, 220, 500, 1K, 2.5K, 6.3K, 16KHz)

● Dynamic Modulation Programs (60~66)

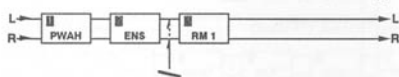**Prog.#60** MOD*WHL R.SP — Chain #02 Series Type

L→ [tsm 1] [ens] [RSP1] →L
R→ →R

For Organ (Direct In)
Modulation wheel (Controller#01) switches
Rotary Speaker speed.

Prog.#61 MOD*WHL DDLY — Chain #27 Parallel Type

L→ [DDLY] [MIX 1] [hl 2] →L
R→ [cho] →R

For Keyboard (Direct In)
Modulation wheel (Controller#01) controls the
Input level of the Delay effect.

Prog.#62 MOD*WHL WAH — Chain #02 Series Type
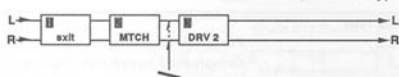
L→ [PWAH] [ENS] [RM 1] →L
R→ →R

For Keyboard (Direct In)
Modulation wheel (Controller#01) controls the
sweep range of the Pedal Wah effect.

Prog.#63 MOD*WHL PAN — Chain #01 Series Type

L→ [HL 2] [PAN 1] →L
R→ →R

For Keyboard (Direct In)
Modulation wheel (Controller#01) controls
panning.
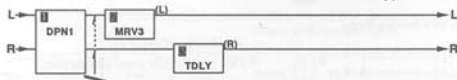

Prog.#64 VELO*DynaREV — Chain #02 Series Type

L→ [sxit] [MTCH] [DRV 2] →L
R→ →R

For Keyboard
Velocity controls the input level of the Reverb
effect.

Prog.#65 MIDI*CLK DLY — Chain #01 Series Type

L→ [TDLY] [hl 1] →L
R→ →R

(Direct In)
MIDI Clock(from external device) sets the tempo
parameter. The delay time is selected as note
length.

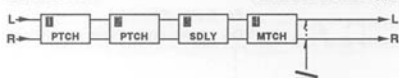**Prog.#66** MIDI*CLK PAN — Chain #39 Parallel Type

L→ [DPN1] [MRV3] (L) →L
R→ [TDLY] (R) →R

(Direct In)
MIDI Clock(from external device) sets the tempo
to control pan timing.

● Pitch Shifter Programs (67~71)

**Prog.#67** ORCHESTRA — Chain #12 Series Type

L→ [PTCH] [PTCH] [SDLY] [MTCH] →L
R→ →R

(Direct In)
Pitch Shifter added one octave below and one
octave up to create a huge orchestra hit sound.

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Prog.#68 EXAGGERATION — Chain #13 Series Type

L→ [PTCH] [PTCH] [LDLY] [MTCH] →L
R→ →R
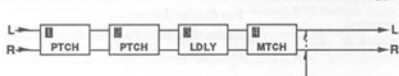
(Direct In)
A "Direct – In" special program featuring Pitch
Shifter, Long Delay and Tap Chorus.

Prog.#69 MAJOR (DM) — Chain #33 Parallel Type

L→ [PTCH]
[PTCH]
[PTCH] [MIX1] →L
R→ [PTCH] →R
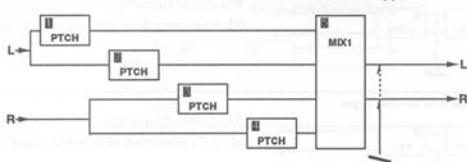
Detuned and panned root with 3rd and 5th
intervals.
Pedal control of Dynamic Modulation changes
major 3rd to minor 3rd.

Prog.#70   MAJ 6th (DM)   **Chain #33 Parallel Type**
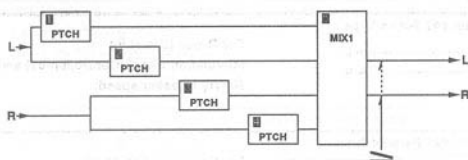
Detuned root with 5th, 6th and 3rd intervals.
Pedal control of Dynamic Modulation changes
major 3rd to minor 3rd.

Prog.#71   7th Chord(DM)   **Chain #33 Parallel Type**
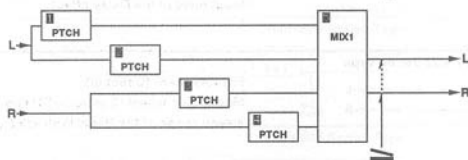

Detuned root with 3rd, 5th and 7th intervals.
Pedal control of Dynamic Modulation changes
major 3rd to minor 3rd.

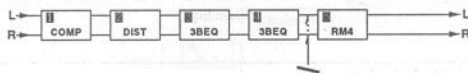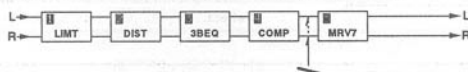● **Guitar Programs – Direct In (72~79)**
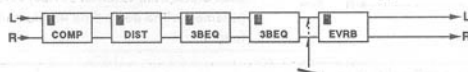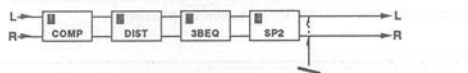
Prog.#72   HI-GAIN   **Chain #15 Parallel Type**

For Guitar (Direct In)
Hi-gain amp distortion in room ambience.

Prog.#73   PEDAL DIST   **Chain #16 Series Type**

For Guitar (Direct In)
Compressed analog distortion pedal sound.

Prog.#74   POCKET DIST   **Chain #16 Series Type**

For Guitar (Direct In)
Compact analog distortion unit simulation.

Prog.#75   DRY VALVE 1   **Chain #09 Series Type**

For Guitar (Direct In)
Dry high-gain amp simulation.

Prog.#76   DRY VALVE 2   **Chain #09 Series Type**
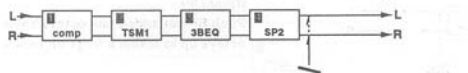
For Guitar (Direct In)
Dry crunch rhythm amp simulation.

Prog.#77   STUDIO X   **Chain #09 Series Type**
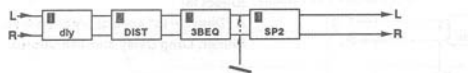
For Guitar (Direct In)
Distortion with Speaker Simulation effect for
recording.

Prog.#78   STUDLY DIST   **Chain #16 Series Type**
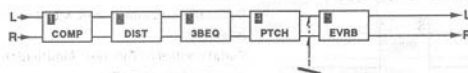
For Guitar (Direct In)
Hi-gain distortion with octave-down pitch shift.

Prog.#79   4TH-UP DIST   **Chain #16 Series Type**
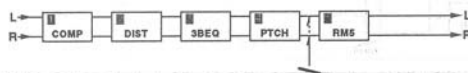
For Guitar (Direct In)
Hi-gain distortion with fourth-up pitch shift.

Prog.#80   STEVE!WHY■   **Chain #18 Series Type**

L → [COMP] — [DIST] — [3BEQ] — [XCITE] — [dly] — [AWAH] — [CHO] → L
R →   → R
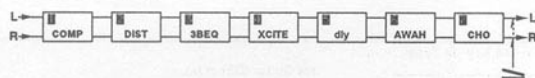
for Guitar (Direct In)
Distortion with Auto Wah effect.

Prog.#81   BLUES VIBE   **Chain #16 Series Type**

L → [TSM2] — [3BEQ] — [COMP] — [SDLY] — [SPG2] → L
R →   → R
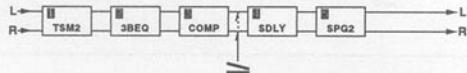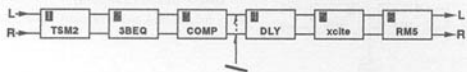
for Guitar (Direct In)
Use neck position single coil pick-up with this
smoothe overdrive sound.
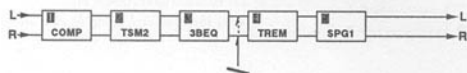

Prog.#82   smallMICDamp   **Chain #17 Series Type**

L → [TSM2] — [3BEQ] — [COMP] — [DLY] — [xcite] — [RMS] → L
R →   → R

for Guitar (Direct In)
Small miked-up amp with delay in room
ambience.

Prog.#83   TREM-De'LUXE   **Chain #15 Series Type**

L → [COMP] — [TSM2] — [3BEQ] — [TREM] — [SPG1] → L
R →   → R

for Guitar (Direct In)
Vintage tube amp with tremolo.

Prog.#84   ROTARY WAH   **Chain #17 Series Type**

L → [TSM2] — [3BEQ] — [COMP] — [DLY] — [PWAH] — [RSP1] → L
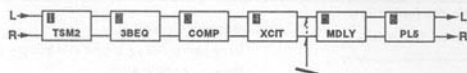R →   → R
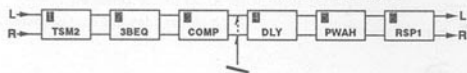
for Guitar (Direct In)
Guitar amp with wah pedal through a rotary
speaker.

Prog.#85   SEMI-CLN MOD   **Chain #17 Series Type**

L → [TSM2] — [3BEQ] — [COMP] — [XCIT] — [MDLY] — [PL5] → L
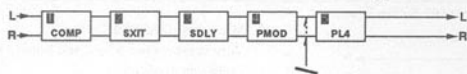R →   → R

for Guitar (Direct In)
Slightly dirty and compressed with long delay
and modulation.

Prog.#86   PitchMod+Dly   **Chain #16 Series Type**

L → [COMP] — [SXIT] — [SDLY] — [PMOD] — [PL4] → L
R →   → R

for Guitar (Direct In)
Clean compressed sound with compression and
Pitch modulation.

Prog.#87   BRIGHT COMP   **Chain #15 Series Type**

L → [3BEQ] — [XCIT] — [COMP] — [DLY] — [MTCH] → L
R →   → R

for Guitar (Direct In)
Bright compressed clean sound. Pedal control of
speed in Multi Tap Chorus.

Prog.#88   SWING PHASE   **Chain #15 Series Type**

L → [3BEQ] — [XCIT] — [PHAS] — [DLY] — [MTCH] → L
R →   → R
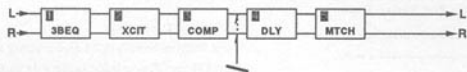
for Guitar (Direct In)
Bright clean sound with phaser and Multi tap
chorus. Pedal control of speed in Multi tap
chorus.

Prog.#89   NorthEastGTR   **Chain #06 Series Type**

L → [4BEQ] — [MTCH] — [HL2] — [SDLY] → L
R →   → R
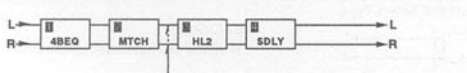
for Guitar (Direct In)
Warm clean sound with Hall reverb and slight
Multi tap chorus.
Pedal control of effect level in Multi tap chorus.

Prog.# 90   OCEAN BLUE   **Chain #07 Series Type**

L ►— [4BEQ] — [DLY] — [MTDL] — [MTCH] ►— L
R ►—   ►— R

for Guitar (Direct In)
Delay and Multi tap delay creates a natural echo.
Pedal control of effect level in Multi tap chorus.

Prog.# 91   RIPPLE   **Chain #46 Key- In Type**

◄— [LIMT] — [PTCH] — [PHAS] — [MTCH] — [SDLY] ►— L
                                              ►— R
[PEQL]

for Guitar (Direct In)
Highly processed sound with 5th- up pitch
transposition.

● Bass Programs (92~94)

Prog.# 92   ACTIVE BASS   **Chain #17 Series Type**

L ►— [LIMT] — [2BEQ] — [3BEQ] — [DXIT] — [CHO] — [RM4] ►— L
R ►—   ►— R

for BASS Guitar (Direct In)
Very bright and compressed sound for slap bass.

Prog.# 93   WHANKADELIC   **Chain #12 Series Type**

L ►— [4BEQ] — [AWAH] — [MDLY] — [GEQ2] ►— L
R ►—   ►— R

for BASS Guitar (Direct In)
Very funky sound using Auto Wah.

Prog.# 94   8veDOWN BASS   **Chain #12 Series Type**

L ►— [COMP] — [PTCH] — [3BEQ] — [LIMT] ►— L
R ►—   ►— R

for BASS Guitar (Direct In)
Pitch shifter adds one- octave below.

● Direct In Programs (95~99)

Prog.# 95   RADIO MIX1   **Chain #03 Series Type**

L ►— [SLM1] — [DEQL] — [SXIT] ►— L
R ►—   ►— R

Mix down (Direct In)
Very compressed bright and boomy sound for
radio mix application.

Prog.# 96   RADIO MIX2   **Chain #03 Series Type**

L ►— [SLM1] — [D2EQ] — [SXIT] ►— L
R ►—   ►— R

Mix down (Direct In)
Very compressed bright and boomy sound for
radio mix application.

Prog.# 97   LOUDNESS RM   **Chain #04 Series Type**

L ►— [SLM1] — [D2EQ] — [RM2] ►— L
R ►—   ►— R

Mix down (Direct In)
Very compressed bright and boomy sound with
slight Room Reverb for radio mix application.

Prog.# 98   LOUDNESS MIX   **Chain #04 Series Type**

L ►— [GAT1] — [D2EQ] — [SLM1] ►— L
R ►—   ►— R

Mix down (Direct In)
Bright compressed sound with Gate.

Prog.# 99   A1 EXAMPLE   **Chain #08 Series Type**

L ►— [SLM1] — [SXIT] — [SDLY] — [PL1] ►— L
R ►—   ►— R

EXAMPLE
Program example used in manual