

Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
1	Mark +	Thru				Mark B	Bass 7 Mid_F 300 Color 1	Mid 7 Gain 50 CAB MB 1x12	Trebl 0 Level 70 Mix 60	Ba PEQ	Freq1 350 Freq2 2.0k Level 90	Q1 1 Q2 1	Gain1 4 Gain2 2	Ba Boost	Gain 13 Level 65	Bass 0	Trebl -3
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
2	Rock SVT	Thru				Thru				SVT	Bass 2 Mid_F 350 Ultra off	Mid 4 Gain 50 CAB AG 8x10	Trebl 2 Level 45 Mix 60	Ba GEQ	50Hz -3 500Hz 0 10kHz 0	120Hz 0 800Hz 3 Level 100	400Hz 0 4.5kHz 0
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
3	Slap	Thru				160 Comp	THRSH -18 Knee hard	Ratio 4 Level 110	Gain 6	Ba PEQ	Freq1 63 Freq2 8.0k Level 106	Q1 4 Q2 4	Gain1 5 Gain2 12	Ba GEQ	50Hz 7 500Hz 0 10kHz 6	120Hz 2 800Hz 0 Level 120	400Hz 0 4.5kHz 3
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
4	Dragon Wah	Thru				Ba GEQ	50Hz 6 500Hz 0 10kHz 5	120Hz 0 800Hz 0 Level 113	400Hz 0 4.5kHz 0	BaAutoWah	Sense 2 Level 105	Reso 8	Dry 98	M Comp	THRSH 25 ATTCK 5	Ratio 4	Level 105
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
5	SANS UP	Thru				Ba PEQ	Freq1 300 Freq2 250 Level 100	Q1 1 Q2 1	Gain1 5 Gain2 0	Ba Boost	Gain 31 Level 50	Bass 0	Trebl -2	BassDrive	Bass 0 Gain 80 Mid 0	Trebl 2 Blend 80	Prese -1 Level 50
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
6	Flanger	Thru				Ba PEQ	Freq1 80 Freq2 300 Level 100	Q1 1 Q2 1	Gain1 4 Gain2 3	BaFlanger	Depth 62 PreD 0 LoCut 120	Rate 32 Mix 50	Reso 3 Level 45	OptComp	Drive 8	Tone 77	Level 70
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
7	Octaver	Ba Detune	Cent 12 Tone 10	PreD 3 Level 99	Mix 50 LoCut 200	Ba GEQ	50Hz 0 500Hz -2 10kHz 5	120Hz 0 800Hz 0 Level 100	400Hz -3 4.5kHz 4	M Comp	THRSH 2 ATTCK 1	Ratio 4	Level 105	Ba Octave	Oct 80 Low 5	Dry 100 Mid 6	Tone 6 Level 80
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
8	Paul Bass	Thru				B-Man	Bass 5 Mid_F 300 Deep off	Mid 7 Gain 40 CAB BM 4x12	Trebl -1 Level 75 Mix 60	Ba GEQ	50Hz -8 500Hz 5 10kHz 0	120Hz -3 800Hz 0 Level 100	D Comp	Sense 7 ATTCK slow	Tone 3	Level 90	

Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
9	Chopper 80'	Delay	Time 45 HiDMP 2 Tail off	F.B 1 P-P mono	Mix 44 Level 100	Ba Chorus	Depth 39 LoCut 60	Rate 15 Level 100	Mix 53 PreD off	Splitter	Hi 38 Level 90	Lo 32	Freq 125	160 Comp	THRS -15 Knee hard	Ratio 3.9 Level 100	Gain 5
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
10	FAT Drv	Thru				acoustic	Bass 2 Mid_F 500 Bright off	Mid 5 Gain 53 CAB AC 1x18	Trebl 6 Level 30 Mix 60	BassDrive	Bass 0 Gain 67 Mid 10	Trebl 0	Prese 0 Level 75	Ba Boost	Gain 76 Level 50	Bass 2	Trebl -3
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
11	Phase	M-Filter	Freq 56 Type LPF Bal 31	Sense 3 Chara 2Pole Level 100	Reso 7 VLCTY fast	Phaser	Rate 13	Color inv 4	Level 100	Exciter Exciter	Bass 9	Trebl 7	Level 100	Ba Boost	Gain 32 Level 55	Bass 0	Trebl -2
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
12	Reggae	Thru				SVT	Bass 10 Mid_F 350 Ultra low	Mid -5 Gain 40 CAB AG 8x10	Trebl -9 Level 30 Mix 39	Ba Detune	Cent 6 Tone 6	PreD 2 Level 100	Mix 40 LoCut 60	Ba Octave	Oct 15 Low 4	Dry 100 Mid 5	Tone 10 Level 85
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
13	Red Hot	Bass Pre	Bass 2 Mid 7	Trebl 4 Freq 300	Level 55	Splitter	Hi 42 Level 110	Lo 32	Freq 315	A-Filter	Sense 6 Dry 50	Peak 6 Level 51	Mode up	M Comp	THRS 42 ATTCK 4	Ratio 4	Level 125
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
14	Thumb Wah	Thru				M-Filter	Freq 52 Type LPF Bal 100	Sense 5 Chara 4Pole Level 130	Reso 5 VLCTY Fast	Z Tron	Sense 2 Level 100	Reso 8	Dry 81	Exciter	Bass 8	Trebl 9	Level 85
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
15	Rec Set	Thru				DIS	Gain 60 HiCut off	Tone off	Level 100	Splitter	Hi 26 Level 90	Lo 30	Freq 315	160 Comp	THRS -17 Knee hard	Ratio 3.5 Level 88	Gain 7
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
16	Jaco	ModDelay2	Time 400 Rate 1 Tail off	F.B 26 Level 100	Mix 26 Depth 0	Ba Ensmbl	Depth 48 Tone 4	Rate 23 Level 85	Mix 80	AC Bs Pre	Gain 75 Bass -3 Mid 0	Depth 10 L-Mid 7 H-Mid 10	Level 75 LM_F 6.3k Trebl -8	Defret	Sense 20 Tone 8	Color 10	Level 140

Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
17	Heavy Booty	Thru				Thru				Ba Dist 1	Gain 40 Bal 78	Tone 53	Level 82	Z Tron	Sense 2 Level 68	Reso 5	Dry 62
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
18	Hello	Thru				ZNR	THRSH 6	DETCT EfxIn	Level 80	160 Comp	THRSH -22 Knee hard	Ratio 4	Gain 6	StdSyn	Sense 10 Synth 100	Sound 1 Dry 12	Tone 8 Level 100
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
19	Melody	ModDelay2	Time 400	F.B 25	Mix 25	Ba Chorus	Depth 42	Rate 23	Mix 45	M Comp	THRSH 21	Ratio 4	Level 100	PitchSHFT	Shift 12	Tone 7	Bal 11
			Rate 12	Level 100	Depth 33		LoCut 120	Level 100	PreD off		ATTCK 5				Fine 0	Level 100	
			Tail off														
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
20	Jet Fuzz	Thru				Thru				Ba Flanger	Depth 80	Rate 36	Reso 7	Bass Muff	Gain 85	Tone 87	Level 70
											PreD 4	Mix 70	Level 75		Mode BsBST	Bal 100	
											LoCut 120						
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
21	Add4thMelo	Exciter	Bass 2	Trebl 20	Level 83	Plate	PreD 1	Decay 73	Mix 38	Splitter	Hi 20	Lo 32	Freq 630	Ba Pitch	Shift 5	Tone 7	Bal 50
							Color 89	LoDMP 67	HiDMP 78		Level 33				Fine 0	Level 140	
							Tail on	Level 100									
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
22	Wrath	Thru				Thru				Bass Muff	Gain 88	Tone 95	Level 105	SVT	Bass -7	Mid 9	Trebl 1
											Mode BsBST	Bal 100			Mid_F 350	Gain 45	Level 50
															Ultra off	CAB AG 8x10	Mix 50
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
23	FREAK	Thru				BaAutoWah	Sense 3	Reso 4	Dry 44	ModReverb	Depth 75	Decay 25	Mix 50	Ba Flanger	Depth 47	Rate 46	Reso 10
							Level 35				Rate 24	Tone 5	PreD 30		PreD 2	Mix 100	Level 95
											Level 100	Tail on			LoCut 60		
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
24	HINTOPHIL	Thru				Thru				Ba Cry	Range 8	Reso 9	Sense 8	Ba Boost	Gain 90	Bass 5	Trebl -2
											Bal 100	Level 70			Level 80		

Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
25	TimeTravel	Thru				SVT	Bass 2	Mid 4	Trebl 2	SeqFLTR	Step 4	PTTRN 4	Speed 25	160 Comp	THRSH -17	Ratio 2.2	Gain 5
							Mid_F 350	Gain 40	Level 40		Shape 8	Reso 3	Level 138		Knee hard	Level 72	
							Ultra off	CAB AG 8x10	Mix 44								
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
26	Dino-Bass	Thru				ModReverb	Depth 38	Decay 20	Mix 45	Bottom B	Bass 6	Trebl 7	Level 40	Bass Muff	Gain 82	Tone 69	Level 92
							Rate 20	Tone 6	PreD 30						Mode BsBST	Bal 100	
							Level 100	Tail off									
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
27	The Owl	Thru				Ba Octave	Oct 12	Dry 100	Tone 8	Z-Syn	Wave saw	Decay 83	Tone 7	D Comp	Sense 5	Tone 6	Level 103
							Low 3	Mid 4	Level 85		Freq 1	Range 13	Reso 16		ATTCK fast		
											Synth 63	Dry 100	Level 98				
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
28	PB Clean	Thru				HRT3500	Bass 1	Mid 0	Trebl 3	Ba Ensmbl	Depth 65	Rate 16	Mix 100	Exciter	Bass 33	Trebl 44	Level 94
							Mid_F 50	Tube 0	Level 40		Tone 6	Level 98					
							Comp off	CAB HA 4x10	Mix 50								
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
29	PB Fuzz	SVT	Bass 5	Mid 0	Trebl 3	BaFlanger	Depth 100	Rate 20	Reso 0	Bass Muff	Gain 39	Tone 90	Level 100	DI5	Gain 64	Tone off	Level 100
			Mid_F 350	Gain 45	Level 28		PreD 18	Mix 100	Level 95		Mode BsBST	Bal 100			HiCut off		
			Ultra off	CAB AG 8x10	Mix 50		LoCut off										
Patch #	Patch Name	Effect Unit 4 (output)	Param 1	Param 2	Param 3	Effect Unit 3	Param 1	Param 2	Param 3	Effect Unit 2	Param 1	Param 2	Param 3	Effect Unit 1 (input)	Param 1	Param 2	Param 3
30	PB Olskool	Thru				acoustic	Bass 3	Mid -7	Trebl 0	Defret	Sense 26	Color 4	Level 140	DI5	Gain 67	Tone off	Level 100
			Mid_F 350	Gain 41	Level 90		Bright off	CAB AC 1x18	Mix 50		Tone 9				HiCut off		