BP50

::: DigiTech®
The Power to Create

MODELING
BASS
PROCESSOR

User's
Guide

CAUTION

RISK OF ELECTRIC SHOCK
DO NOT OPEN

ATTENTION: RISQUE DE CHOC ELECTRIQUE • NE PAS OUVRIR

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC
SHOCK DO NOT EXPOSE THIS EQUIPMENT TO RAIN OR MOISTURE

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 owner's 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.

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

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 instruction 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 receptacles:
Replace fuse with same type and rating only.

DECLARATION OF CONFORMITY

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

declares that the product:

Product name: BP50
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: EN 60065 (1998)

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

Supplementary Information:

The product herewith complies with the requirements of the Low Voltage Directive 73/23/EEC and the EMC
Directive 89/336/EEC as amended by Directive 93/68/EEC.

                              Vice-President of Engineering
                              8760 S. Sandy Parkway
                              Sandy, Utah 84070, USA
                              Date: February 21, 2003

European Contact: Your local DigiTech Sales and Service Office or

                              Harman Music Group
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                              Ph: (801) 566-8800
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Warranty

We at DigiTech are very proud of our products and back-up each one we sell 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.

Introduction

Thanks to the continuous advances in musical technology, the BP50 offers you the flexibility, power, and capability of producing sounds never before thought possible. We recommend that you read through this User's Guide with your BP50 in front of you to help you better understand its features.
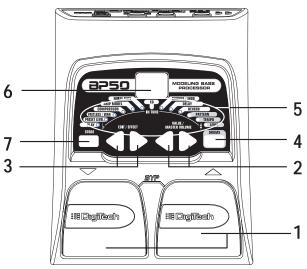
Included Items
Before you get started, please make sure that the following items have been included:

- **BP50**
- **Warranty Card**

The utmost care was taken while your BP50 was being manufactured. Everything should be included and in perfect working order. If anything is missing, contact the factory at once. Please help us become acquainted with you and your needs by completing your warranty card or registering online at http://www.digitech.com.
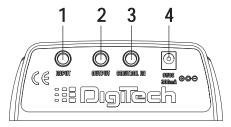
The Front Panel

1. Footswitches - These 2 Footswitches are used to select presets, access the Tuner, or bypass the BP50. Press the Up Footswitch to increment, and the Down Footswitch to decrement through the presets. Press both Footswitches simultaneously to bypass the selected preset. Press and hold both Footswitches to access the Tuner.

2. Value Buttons - The Value Buttons perform various functions depending on which mode is selected. In Play mode, these buttons control the BP50's Master Level. In Edit mode, these buttons adjust the selected effect. These buttons also change the Pattern, Tempo, and Level of the Drum machine when it is turned on. When the Tuner is on, these buttons select the tuning reference.

3. Effect/Edit Buttons - Pressing either of the Edit buttons enters Edit mode and selects the individual effects to be edited. Press the left and right Edit buttons to move through the effects. The effect LEDs light to identify which effect you are editing

4. Drums - The Drums button is used to turn the BP50's drum machine on and off . When the Drums feature is on, the Drums LED lights and the selected drum pattern plays continuously.

5. Effect LEDs - The Effect LEDs provide information regarding the current preset. In Edit mode, the LEDs identify the effect selected for editing. In Tuner mode, the LEDs indicate whether the note played is sharp, flat, or in tune.

6. Display - The Display provides information for different functions depending on the selected mode. In Play mode, the display shows the selected preset number. . In Edit mode, the display shows the value of the parameter being adjusted. When the Tuner is selected, the display shows the note played.

7. Store - The Store button saves your custom changes to the user presets.

Rear Panel

1. Input - Connect your instrument to this jack.

2. Output - This is a stereo TRS jack. Connect from this jack to the input of a single amplifier for mono applications, or use a TRS stereo "Y" cord to connect to the inputs of 2 amplifiers for stereo applications. This jack also can be used as a headphone jack.

Note: When using the BP50 direct into a mixer or recording device, or when using it with headphones, you can enable the Global Cabinet Modeling feature to emulate speaker simulation on each of the BP50's presets. (See Page 20 for more on Global Cabinet Modeling.)

3. Control In - Connect a passive volume pedal to this jack to control Volume, Wah, and Whammy™ in the BP50.

4. Power Input - Connect only the optional DigiTech PS200R power supply to this jack.
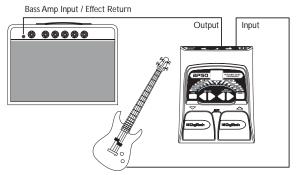
Making Connections

There are several different connection options available when using the BP50. The following diagrams show the connections for some of these options.

Before connecting the BP50, make sure that the power to your amplifier is turned off, and the power to the BP50 is disconnected. There is not a power switch on the BP50. To turn the BP50 off, disconnect your instrument from the Input Jack (for battery power) or disconnect the optional PS200R power supply from the Power Jack or the AC outlet.
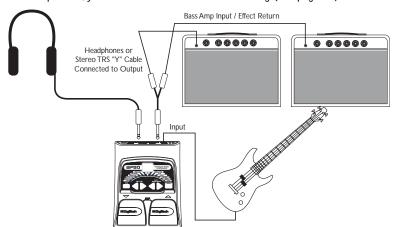
Mono Operation

Connect your bass to the Input of the BP50. Connect a single mono instrument cable from the Stereo Output of the BP50 to the instrument input on your amplifier.

Bass Amp Input / Effect Return

Output   Input

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Stereo Operation

For stereo operation connect the bass to the Input of the BP50. Connect a TRS stereo "Y" cord or a pair of stereo headphones to the BP50's Output. When using a "Y" cord, connect one end of the "Y" cord to the input of one amplifier or channel of a mixer. Connect the second end of the "Y" cord to a second amplifier, or second channel of a mixer. If connecting to a mixing console, set the pan controls of the mixer hard left and right to retain stereo separation. To emulate a bass cabinet sound when using the BP50 with a mixer or headphones, you can use Global Cabinet Modeling (see page 20).

Bass Amp Input / Effect Return

Headphones or
Stereo TRS "Y" Cable
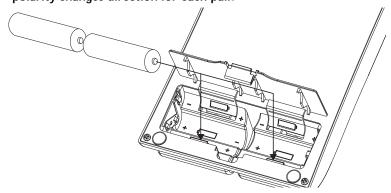Connected to Output

Input

Applying Power

There are two options for powering the BP50: battery power, and the optional PS200R power supply. Before applying power to anything, set your amp(s) to a clean tone and set the tone controls to a flat EQ response (on most amps, this would be 0 or 5 on the tone controls).

Battery Power

The BP50 can be run for more than 15 hours on 6 AA batteries. The battery compartment is located on the bottom of the BP50. The following diagram shows how to install the batteries.

Note: Pay close attention to the battery polarity when installing batteries as polarity changes direction for each pair.

Connecting an instrument cable to the Input applies power to the BP50. Disconnecting your instrument from the Input of the BP50 disconnects the battery power. Turn your amplifier(s) on and adjust the volume(s) to a normal playing level. To prolong the battery life, disconnect your instrument from the BP50's Input when it is not in use .

AC Power

The BP50 can also be powered with the optional PS200R power supply. Connect the plug of the PS200R power supply to the power jack on the rear panel of the BP50. Connect the other end of the PS200R power supply to an AC outlet. Turn your amplifier(s) on and adjust the volume(s)to a normal playing level.
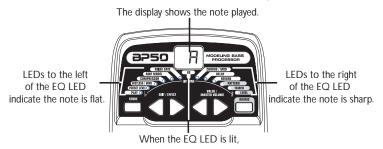
About the BP50

The Presets

Presets are numbered locations of programmed sounds. Presets are recalled with the Footswitches. The BP50 comes with 40 User Presets (Presets 1-40) and 40 Factory Presets (Presets 41-80). The User Presets are locations where you can store presets. The Factory Presets may not be saved over. From the factory, the 40 User Presets are exact duplicates of the 40 Factory Presets.

Play Mode

When you first apply power to the BP50, it powers up in Play mode. The far left LED lights, indicating you're in Play mode. In Play mode, use the Up and Down Footswitches to access the presets.

Tuner

The Tuner in the BP50 lets you quickly tune or check the tuning of your bass. Press and hold both Footswitches simultaneously to access the tuner. A ᴜ briefly displays indicating that you are in Tuner mode. To begin tuning, play a note on your bass (the neck pickup usually works best). The display shows the note being played. The Effect LEDs indicate whether the note is sharp or flat. The right 6 red LEDs indicate the note is sharp and should be tuned down. The left 6 red LEDs indicate the note is flat and should be tuned up. The center Green LED indicates the note is in tune. The output is muted in Tuner mode.

The display shows the note played.

LEDs to the left
of the EQ LED
indicate the note is flat.

LEDs to the right
of the EQ LED
indicate the note is sharp.

When the EQ LED is lit,

In Tuner Mode, you can change your tuning reference. The default factory setting is A=440 Hz. (displayed as 40). Press the Value Buttons to select alternate dropped tunings. Alternate tunings are A = Ab (displayed as Ab), A = G (displayed as 9), and A = Gb (displayed as 9b). The display window briefly flashes the selected tuning preference. Exit tuner mode by pressing either Footswitch. The tuning reference is retained when the unit is turned off.

Bypass

The BP50 presets can be bypassed for a clean, unprocessed bass tone. To bypass the BP50, press both footswitches simultaneously. The display reads b५ indicating the preset is bypassed. Press either footswitch to exit Bypass and return the the last selected preset.
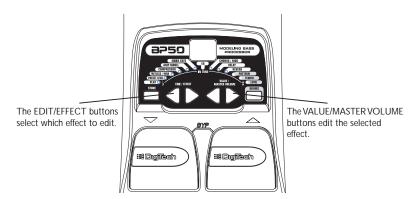
Editing/Creating Presets

The BP50 lets you create your own presets, or fine tune existing presets to suit your needs. When creating or editing a sound, you must start with a User or Factory Preset. It is not possible to start with an empty preset. You can save your preset to any User Preset location while storing the preset (see Storing a Preset pg 12).

To edit or create a Preset:
1. Press the **FOOTSWITCHES** to select a preset
2. Press the **EDIT** buttons in conjunction with the Effect LEDs to choose the effect you want to edit.
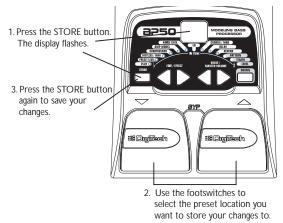3. Press the **VALUE** Buttons to change the parameter values.

The Effect LEDs

When editing a preset, the Effect LEDs are used to identify which effect is selected for editing. The Edit buttons move you through the Effect modules. The LEDs light identifying which effect group is selected. Each effect has multiple settings to select from. The Value buttons are used to change the value for the selected effect. As a button is pressed, the value or status is shown in the display.

The EDIT/EFFECT buttons select which effect to edit.

The VALUE/MASTER VOLUME buttons edit the selected effect.

When the stored value of an effect is changed, the lower right decimal point in the display lights indicating you need to store the changes. Changing presets, or turning the power off before storing any changes will erase any changes made and revert to the stored values for the preset.
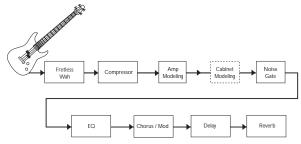
Storing/Copying a Preset

Once the preset has been modified, you may store your settings to one of the 40 User Preset locations (Presets 1-40). The following steps outline how to store changes to a preset or copy a preset to a different location:

1. Press the STORE button. The display flashes.

3. Press the STORE button again to save your changes.

2. Use the footswitches to select the preset location you want to store your changes to.

1. Press the **STORE** button once. The current preset location flashes in the display.
2. Press the **FOOTSWITCHES** to select the User Preset location.
3 Press the **STORE** button again to save the changes.

Effect Definitions

The BP50 can be thought of as several different "virtual" amplifiers, and individual hi-tech effects. Each effect within the BP50 can be programmed to suit your personal application. Understanding how these effects alter the sound helps you achieve the sound you are looking for. The following overview of the BP50's effects outlines what each effect does.

Preset Level

Controls the individual level for each preset. Because this setting is individual to each preset, you may adjust the volume when using louder or softer amp models.

Fretless/Wah

The fretless simulator creates a fretless bass sound when using a fretted bass. Wah is an effect controlled by an expression pedal making the bass sound as if it's saying "Wah."

Fretless/Wah Type - The Value buttons select the Fretless or Wah type that is simulated.

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The fretless effect has 30 types (10-39). The first digit shows the fretless type, the second digit (0-9) recalls defaults with the following parameters:

OF = off	5 = Amt 55/ Attk 55	0 = Amt 99/ Attk 91
1 = Amt 19/ Attk 16	6 = Amt 99/ Attk 55	Cr – Cry Wah
2 = Amt 55/ Attk 16	7 = Amt 99/ Attk 75	$b0$ – Boutique Wah
3 = Amt 99/ Attk 16	8 = Amt 20/Attk 91	Fr – Full Range Wah
4 = Amt 19/ Attk 55	9 = Amt 55/ Attk 91	

Compressor

A Compressor is used to automatically limit the dynamic level of the bass signal. The Compressor effect has 110 different settings (00-99;F0-F9). The first digit represents the crossover frequency. Any signal below this frequency is compressed. The second digit (0-9) increases the amount of compression.

OF = off	3 = 100Hz	7 = 630Hz
0 = 50Hz	4 = 160Hz	8 = 1kHz
1 = 63Hz	5 = 250Hz	9 = 1.6kHz
2 = 80Hz	6 = 400Hz	F = Full Range

(Example: a compressor setting of 62 would be a crossover frequency of 400 Hz with a compression amount of 2.)

Amp/Stompbox Modeling

Modeling is a technology that reproduces the tones popular modern and vintage amps and distortion stompoxes. Values 1-9 increase the amp or stompbox gain and level.

r 1-r9	– based on an Ampeg SVT	y1-y9	– based on a Hiwatt Custom 50
A1-A9	– based on an Ashdown Bass Magnifier	C1-C9	– based on a Mesa/Boogie 400+
		d1-d9	– based on an SWR Basic Black
b1-b9	– based on a Fender Bassman	F1-F9	– DigiFuzz Fuzz distortion
51-59	– based on a Sunn 200S	g1-g9	– based on a Guyatone OD-1
O1-O9	– based on an SWR Interstellar Overdrive	P1-P9	– based on a EH Big Muff Pi
t1-t9	– based on a Trace-Elliot Commando	L1-L9	– based on a Voodoo Labs Sparkledrive
H1-H9	– based on a Ampeg B15	n1-n9	– based on a Boss DS-1

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EQ

Equalization is used to shape the tonal response of your bass guitar signal. The EQ in the BP50 is similar to the tone knobs on an amplifier. Values 1-4 cut the level of each band, 5 is flat (no cut or boost), and values 6-9 boost the level of each band.

Bass (b1- b9) - The Value buttons adjust the amount of low end enhancement (Bass).

Mid (d1- d9)- The Value buttons adjust the amount of mid range enhancement.

Treble (t1- t9)- The Value buttons adjust the amount of high end enhancement (Treble).

Noise Gate

A Noise Gate is designed to eliminate noise while you are not playing. The AutoSwell

setting creates a volume pedal effect automatically with varying attack times. Different bass guitars and pickups require different threshold settings. Choose a setting that fully mutes the sound when you are not playing for the lowest setting.

OF.9 1-99 - Selects the Silencer™ Noise Gate. Settings 1-9 select the threshold. Of turns
   the gate effect off.

5 1-59 - Selects the Auto Swell volume swell effect. Settings 1-9 select the attack time.

Chorus/Mod

The Chorus/Mod module is a multi-function module that lets you select the following effects: Chorus, Flanger, Phaser, Vibrato, SynthTalk™, Octavider, Envelope, Detune, Pitch Shift, and Whammy™ effects. When the Chorus/Mod module is selected, the Value buttons are used to choose the type of effect. Only one of the effects in this row can be used at a time. The following list describes each effect and their parameters in more detail.

Chorus (*C 1-C9*)

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, and stereo image. Use the Value buttons to select one of the nine Chorus settings.

Flange (*F 1-F9*)

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. Use the Value buttons to select one of the nine Flanger settings.

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Phaser (P1-P9)

A phaser splits the incoming signal, and changes the phasing of the signal. The signal is 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. Use the Value buttons to select one of the nine Phaser settings.

Vibrato (b1-b9)

A Vibrato effect modulates the pitch of the incoming signal at an even rate. Use the Value buttons to select one of the nine Vibrato settings.

SynthTalk™ (S1-S9)

SynthTalk uses formant style filtering that produces vocal and vowel sounds. This gives the illusion of a synthesized talking bass.

Octavider (O1-O9)

The Octavider effect creates a smooth tracking unison note one octave below the note being played.

Envelope Filter (E1-E9)

The Envelope Filter is a dynamic Wah effect that alters your sound based upon how hard you play. Use the Value buttons to select one of the nine Envelope Filter settings.

Detune (d1-d9)

A Detuner makes a copy of your incoming signal, takes the copied signal slightly out of

tune from the original, and mixes the two signals together. The result is a doubling type of effect as if two bass guitars were playing the same part together. Use the Value buttons to select one of the nine Detuner settings.

Pitch Shift (*H1-H9*)

The Pitch Shifting copies the incoming signal, and shifts the pitch of the copy to a different note. The shifted note is mixed back with the original signal sounding as if two bass guitars were playing different notes. Use the Value buttons to select one of the nine Pitch Shift settings. The Pitch Shift settings are as follows:

H1= -12 semitones	*H4*= -4 semitones	*H7*= +5 semitones
H2= -7 semitones	*H5*= +3 semitones	*H8*= +7 semitones
H3= -5 semitones	*H6*= +4 semitones	*H9*= +12 semitones

Whammy™ (*Y1-Y9*)

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 bends either up or down. Use the Value buttons to select one of the nine Whammy™ settings. **W** denotes Whammy bends and **H** denotes harmony bends. The Whammy settings are as follows:

Y1=**W** Octave Up	*Y4*=**W** 2 Octaves Down	*Y7*=**H** 3rd/4th Up
Y2=**W** 2 Octaves Up	*Y5*=**H** m3rd/Maj 3rd Up	*Y8*=**H** Octave Up
Y3=**W** Octave Down	*Y6*=**H** 2nd/Maj 3rd Up	*Y9*=**H** Octave Down

Delay

The BP50 has 3 different delay types, Mono (d), Analog (A), and Ping Pong (P), each with 2 seconds of delay time available. There are two different parameters used to program the delay, Delay Variation and Time. The first parameter of the delay effect is Delay Type/Variation, which selects the delay type to be used and varies the amount of feedback (number of repeats) and level. The second delay parameter is Delay Time. This is indicated by a value 1-99 (10ms-990ms), 1.0 and 2.0 (1 and 2 seconds respectively) in the display when the Delay LED is lit. Delay settings are as follows:

d,A,P1=5% fback, level 15   d,A,P4=5% fback, level 30   d,A,P7=5% fback, level 50
d,A,P2=25% fback, level 15   d,A,P5=25% fback, level 30   d,A,P8=25% fback, level 50
d,A,P3=50% fback, level 15   d,A,P6=50% fback, level 30   d,A,P9=50% fback, level 50

Reverb

Using reverb in recorded program material gives the listener a sense that the material is being performed in an actual room or hall. It is this similarity to actual acoustic spaces that makes reverberation a useful tool in recorded music. Use the Value buttons to select one of the nine predetermined settings. The higher numbers indicate there is more reverb level. The reverb settings are as follows:

r1-r9 = Room	C1-C9=Church
H1-H9 - Hall	A1-A9 = Arena
P1-P9 - Plate	S1-S9 - Spring

Other Functions

Expression Pedal

The rear panel of the BP50 includes an input for an expression pedal. Any passive volume pedal can be used as an expression pedal with the BP50. Connect from the output of a passive volume pedal to the Expression Pedal Input on the BP50. The expression pedal controls the BP50's Volume, Wah, or Whammy™ parameters. If Wah and Whammy are disabled, the expression pedal functions as a volume pedal. If the Wah or Whammy™ effects are enabled, the expression pedal control these effects.

Drum Machine

The BP50 includes 30 sampled drum patterns plus a metronome pattern that are useful for developing a good sense of timing. Press the Drums button to enter Drums mode and start playback of the drum loop (except when in Store or Bypass mode). In Drums mode, the Edit buttons selects the drum Pattern, Tempo, and Level of the drum loop. Press the Drums button again to stop playback of the drum loop.

Global Cabinet Modeling

The BP50 includes cabinet modeling that can be enabled on all presets when running it into a mixer, recording device, or when using it with headphones. This feature emulates a speaker cabinet connected to each of the amp models in all presets. Each amp model has a specific cabinet model that optimizes its sound when using the BP50 in this manner. To enable Cabinet Modeling:

1. Press and hold the **DRUMS** button when applying power to the BP50. Wait until the display reads CAbinEt On. Release the Drums button.

Cabinet Modeling is now enabled for all amp models in all presets. The following lists what

cabinet accompanies each model:

r1-r9 – Rock Amp – 8x10 Cabinet
A1-A9 – Ash Down – 4x10H Cabinet
b1-b9 – Bass Man – 4x10 Cabinet
51-59 – Solar 200 – 2x15 Cabinet
01-09 – Stellar Overdrive – 4x10H
            Cabinet
t1-t9 – British – 2x15 Cabinet
H1-H9 – Bomber – 1x15 Cabinet

y1-y9 – Hi Wattage – 4x10 Cabinet
C1-C9 – Boogey Man – 2x15 Cabinet
d1-d9 – Basic – 4x10H Cabinet
F1-F9 – Fuzz – 2x15 Cabinet
g1-g9 – Guydrive – 2x15 Cabinet
P1-P9 – Muff Pie – 2x15 Cabinet
L1-L9 – Sparkledrive – 2x15 Cabinet
n1-n9 – DS-1 distortion – 2x15 Cabinet

Factory Reset

This function resets the BP50 to its original factory settings. This procedure erases all custom user presets. **Performing this function erases all user-programmed data. All such data will be lost forever!**

The procedure for performing a Factory Reset is as follows:

1. Disconnect the power supply from the BP50 (AC Power) or unplug the bass guitar from the input jack (battery power).
2. Press and hold the left **EDIT** button while re-connecting the power or plugging your bass guitar into the BP50's input.
3. When the display reads --, release the button and press the **STORE** button. The display reads rE. The BP50 is now restored to its factory settings.

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Appendix
Specifications:

Input: 1/4″ input

Output: 1 - 1/4″ Stereo TRS (can be used as a headphone output)

Control In: 1/4″ input (Use a passive volume pedal as an expression controller)

A/D/A: 24 bit Delta Sigma

Power Supply: 6 AA Batteries or DigiTech PS200R (9VDC) power supply

Power Consumption: 5 Watts Maximum (w/ optional PS200R power supply)

Battery Life: >15 hours with continuous useage

Memory: 40 User/40 Factory Presets

Effects: Fretless/ Wah, Compressor, 11 Amp Models, 5 Stompbox Models, 3 band EQ, Noise Gate, Cabinet Modeling, Chorus, Flange, Phaser, Vibrato, SynthTalk™, Tremolo, Envelope Filter, Pitch Shift, Detune, Whammy™, Delay, and Reverb

Drum Machine: 30 Patterns plus metronome

Simultaneous Effects: up to 8

Dimensions: 6″ L x 5″ W x 2.125″H

Weight: 0.85 lbs (1.85 lbs. w/ power supply)

Preset List (User/Factory)

1/41	Punchy	21/61	Fuzz Phase
2/42	Phased Hall	22/62	Sparkle Grit
3/43	Basic Sub	23/63	Detuned Room
4/44	Funky Filter	24/64	Flange Plate
5/45	Chorus Hall	25/65	Rock Grind
6/46	Rock Amped	26/66	Rock Church
7/47	Basic Chorus	27/67	Grinder
8/48	Filter Up	28/68	Swell Space
9/49	Phasadelic	29/69	Phase Delay
10/50	Rock Out	30/70	Wham Down
11/51	Light Drive	31/71	DS Grind
12/52	Fretless Walk	32/72	OctaPie
13/53	Compressed Chorus	33/73	Thick Bottom
14/54	Just Basic	34/74	Funky Phase
15/55	Synth Sweep	35/75	Plate Grinder
16/56	Boogey Flange	36/76	Bass Man
17/57	Rubber Bandy	37/77	Traced
18/58	Thickness	38/78	ShowMan
19/59	Church Delay	39/79	Sunn Shine
20/60	Guy O	40/80	Amped

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