

# Using BOSS TONE STUDIO for KATANA Mk II

This document explains basic operation of BOSS TONE STUDIO for KATANA Mk II (subsequently referred to as "TONE STUDIO").

## Getting Ready to Use TONE STUDIO

### Installing the USB Driver

Before you use TONE STUDIO, the appropriate USB driver for the product you're using must be installed on your computer.

1. From the product support page, download the KATANA Driver.

To obtain the latest USB driver, access the following URL, and download and install the appropriate driver for the product you're using.

<http://www.boss.info/support/>

2. Double-click the downloaded KATANA Driver.

Installation begins.

Proceed with the installation as directed by the installation screens.

When the screen indicates "Installation has been completed," click the [Close] button.

The KATANA Driver has been installed on your computer.

### Installing TONE STUDIO

#### MEMO

Before you install TONE STUDIO, the USB driver must be installed in your computer as described in "Installing the USB Driver" (p. 1).

### Windows Users

1. Unpack the Zip file.
2. Double-click "BOSS TONE STUDIO for KATANA Mk II Installer.exe."  
Installation begins.
3. Proceed with installation as directed by the install screens.
4. When the screen indicates "Completing the BOSS TONE STUDIO for KATANA Mk II Setup Wizard," click the [Finish] button.

### Mac Users

1. Unpack the Zip file.
2. Double-click "BOSS TONE STUDIO for KATANA Mk II Installer.pkg."  
Installation begins.
3. Proceed with installation as directed by the install screens.
4. When the screen indicates "The installation was successful. The software was installed," click the [Close] button.

## Starting TONE STUDIO

1. Use a USB cable to connect the KATANA Mk II to your computer, and then turn on the power of the KATANA Mk II.

#### MEMO

You can edit livesets and download livesets from BOSS TONE CENTRAL even if the KATANA Mk II is not connected to your computer via a USB cable.

However, you can't save the result of editing a patch. In order to save the edited patch, you'll need to be connected to your computer.

2. In the [Start] menu, choose [All Programs] → [BOSS TONE STUDIO for KATANA Mk II] → [BOSS TONE STUDIO for KATANA Mk II].

The first time you start up, the dialog box "Choose a device connect with." appears.

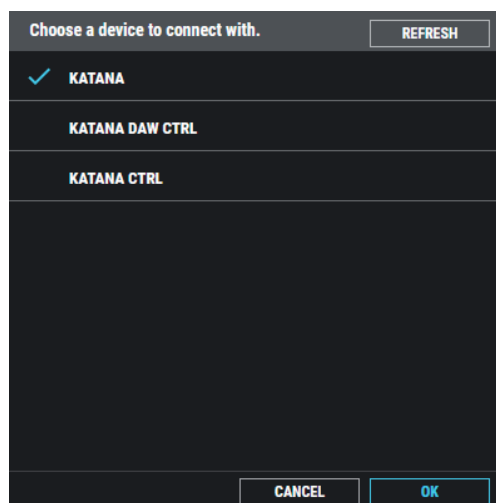
#### MEMO

On the second and subsequent startups, the device is selected automatically.

#### Mac OS users

From the Finder, in the application/BOSS/KATANA Mk II folder, double-click [BOSS TONE STUDIO for KATANA Mk II (.app)].

3. Choose "KATANA," and click the [OK] button.



TONE STUDIO starts.

#### MEMO

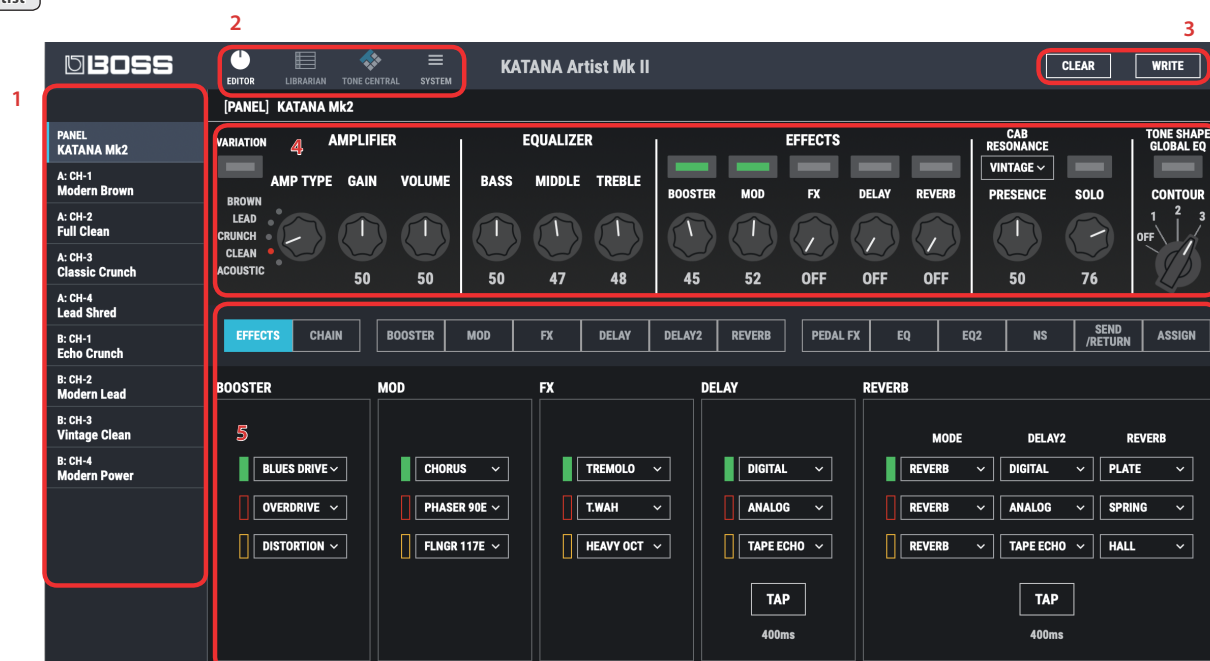
Since data will be loaded from the KATANA Mk II, it may take some time until you can use TONE STUDIO.

## Editor Basic Screen

50/100/100/212/HEAD



Artist



1. Tone Setting select area

2. Function select area

3. [CLEAR] / [WRITE] button

If you click the [CLEAR] button, all settings are initialized to the KATANA Mk II's original settings. By clicking the [WRITE] button you can save the edited settings in the tone setting select area (p. 3).

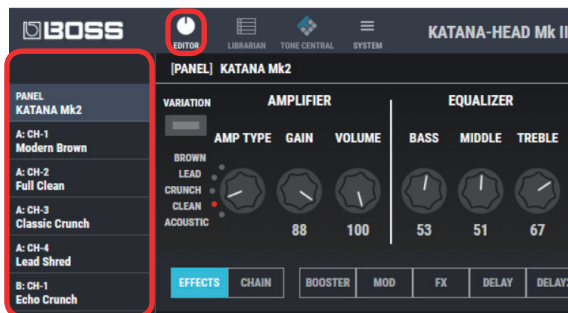
4. Amp setting editing area

5. Effect editing area

Here you can specify the effects that you want to assign to the [BOOSTER], [MOD], [FX], [DELAY], and [REVERB] knobs, and to the expression pedal.

## Editing a Tone Setting

1. At the top of KATANA Mk II Editor screen, click the [EDITOR] button.
2. Click the tone setting that you want to edit.



3. To edit the settings, use the mouse to operate the knobs and buttons in the screen.

## Saving Edited Settings (WRITE)

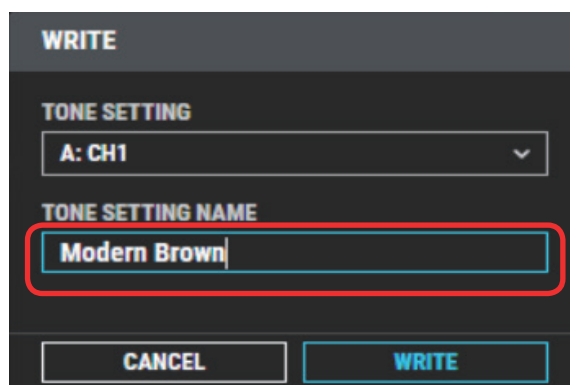
Here's how to save the edited settings.

1. In the upper right of the KATANA Mk II Editor screen, click the [WRITE] button.

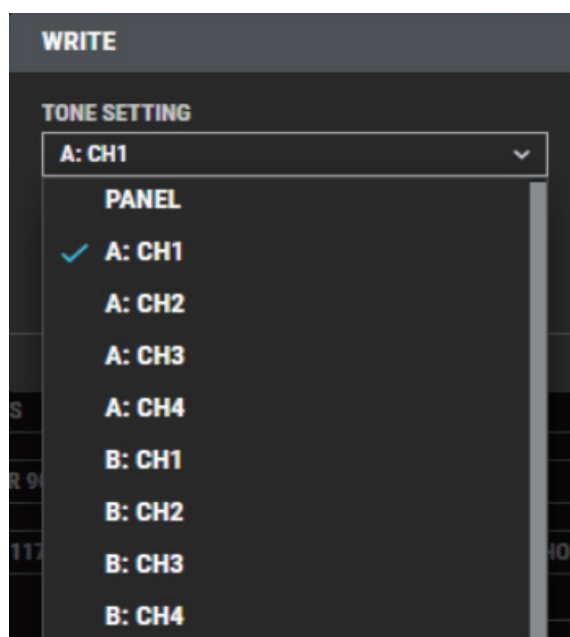


The "WRITE" dialog box appears.

2. If you want to change the name of the tone setting, click the TONE SETTING NAME field. You can use your computer keyboard to enter a tone setting name.



3. Select the write-destination.

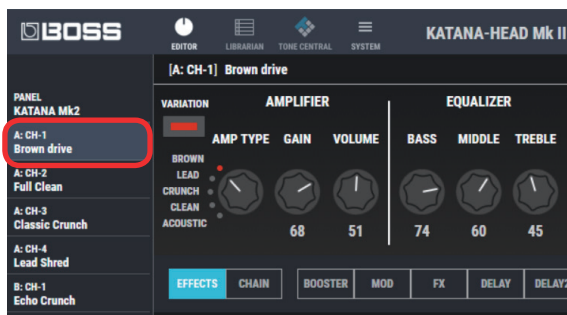


### NOTE

When you save, the tone setting of the selected number is overwritten; the original settings cannot be recovered. Select a tone setting that you don't mind overwriting.

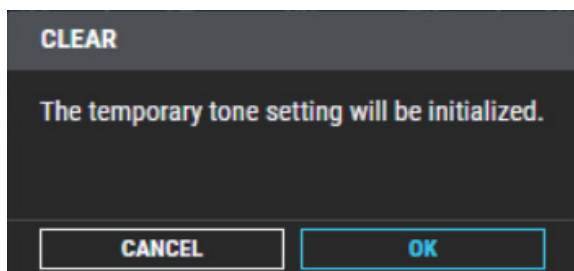
### 4. Click [WRITE].

The settings of the new tone setting are saved in the specified destination.

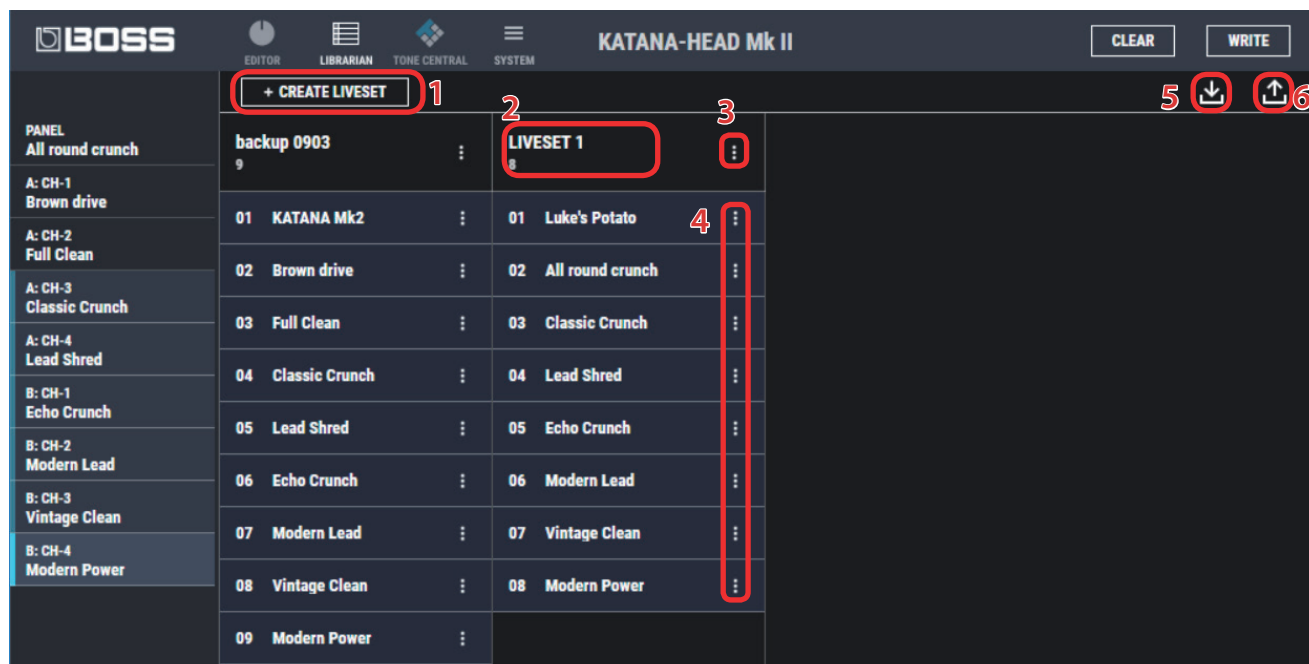


### MEMO

If you want to discard the settings, click the [CLEAR] button located in the upper right of the screen.



## LIBRARIAN Basic Screen



### 1. [CREATE LIVESET] button

Press this button to create a new empty liveset.

### 2. Liveset name

Shows the name of the liveset and the number of tone settings.

### 3. Liveset name edit button

Click this to edit the name of the liveset. You can click the trash can symbol to delete the liveset.

### 4. TONE SETTING name edit button

Click this to edit the name of the tone setting. You can click the trash can symbol to delete the tone setting.

### 5. [Import] button

This lets you import all of the KATANA Mk II unit's tone settings into the LIBRARIAN, or import a LIBRARIAN file from your computer into the LIBRARIAN.

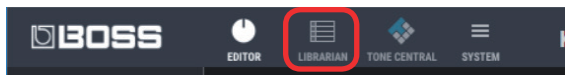
### 6. [Export] button

This lets you export a liveset to the KATANA Mk II unit, or export a liveset and save it on your computer.

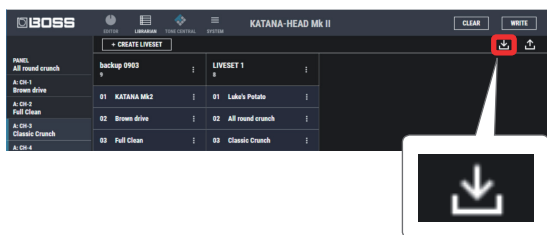
## Importing All the Tone Settings into the LIBRARIAN (IMPORT FROM KATANA Mk II)

Here's how to import all of the KATANA Mk II's tone settings into LIBRARIAN. All tone settings are saved as a liveset.

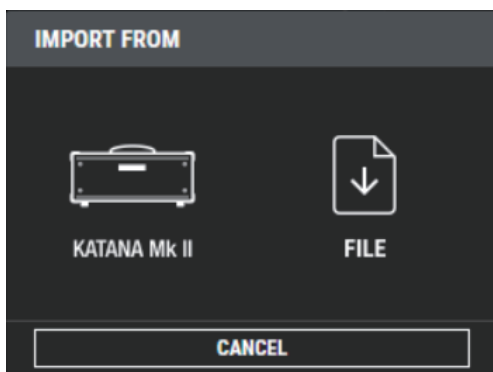
1. In TONE STUDIO screen, click the [LIBRARIAN] button.



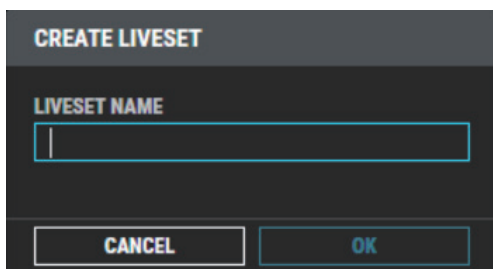
2. At the top of the TONE STUDIO screen, click the [Import] button.



3. Click the [KATANA Mk II] button.



The CREATE LIVESET screen appears.



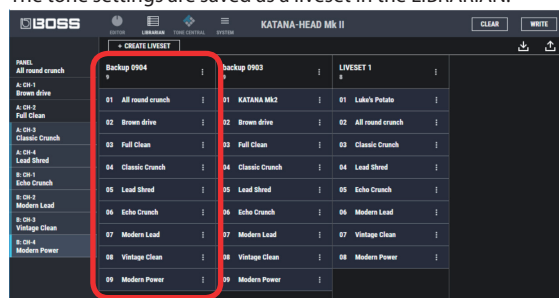
4. Enter the liveset name, and click the [OK] button.

Import begins. If you decide to cancel during the operation, click the [CANCEL] button.

It will take some time to import all of the KATANA Mk II's tone settings. When import is finished, the message "Completed." appears.

5. Click the [OK] button.

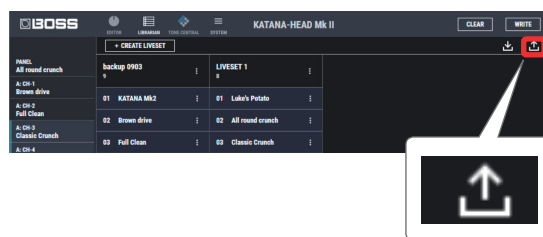
The tone settings are saved as a liveset in the LIBRARIAN.



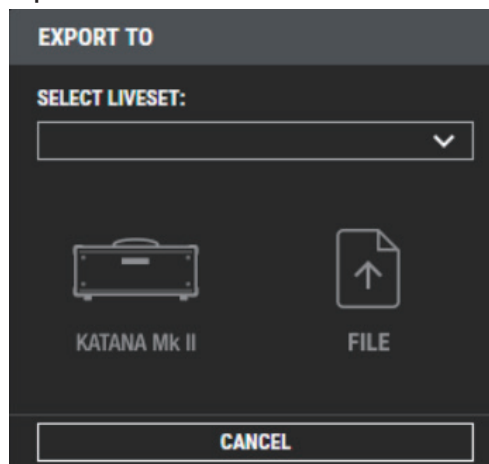
## Exporting a LIBRARIAN Liveset to the KATANA Mk II (EXPORT TO KATANA Mk II)

Here's how a liveset that you saved can be restored to the KATANA Mk II's user patch.

1. At the top of the TONE STUDIO screen, click the [Export] button.



2. From SELECT LIVESET, select the liveset that you want to export.



3. Click the [KATANA Mk II] button.

Export begins. If you decide to cancel during the operation, click the [CANCEL] button.

When export is finished, the message "Completed." appears.

4. Click the [OK] button.

The selected liveset is written back into the KATANA Mk II.

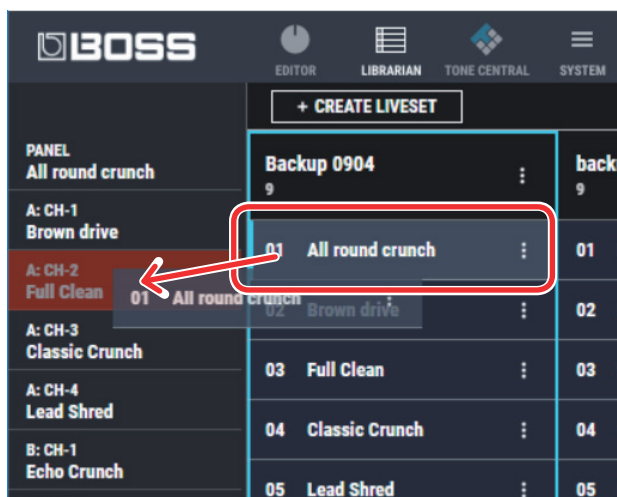
### Restoring a Tone Setting to the KATANA Mk II

Here's how to select a tone setting from a liveset that you saved, and restore it back to the KATANA Mk II.

1. Drag the tone setting that you want to restore and drop it onto the desired user patch number of the KATANA Mk II.

#### NOTE

When you drop a tone setting, it overwrites the tone setting of the selected number; the original settings cannot be recovered. Select a user tone setting that you don't mind overwriting.



#### MEMO

You can also select multiple tone settings as described in "Selecting multiple tone settings" (p. 9).

### Saving a Liveset to a Computer (EXPORT TO FILE)

A liveset that you backed up can be exported to your computer (Export).

1. At the top of the TONE STUDIO screen, click the [Export] button.
2. From SELECT LIVESET, select the liveset that you want to export.
3. Click the [FILE] button.  
The "Save As" dialog box appears.
4. Enter a name and save-destination, and click the [Save] button.

A liveset file (.tsl) is created at the save-destination.

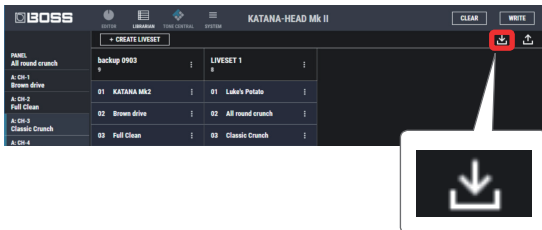
### Ways to use an exported liveset

- Use a USB flash drive to copy the liveset to a different computer.
- Sent the liveset via email to another KATANA Mk II user.

## Importing a Liveset from a Computer into the LIBRARIAN (IMPORT FROM FILE)

A liveset that you exported to a computer can be imported into a TONE STUDIO library (Import).

1. At the top of the TONE STUDIO screen, click the [Import] button.



2. Click the [FILE] button.

The "Open" dialog box appears.

3. Select the liveset file (extension: .tsl) that you want to import into the library, and click the [Open] button.

The liveset is imported into the LIBRARIAN.

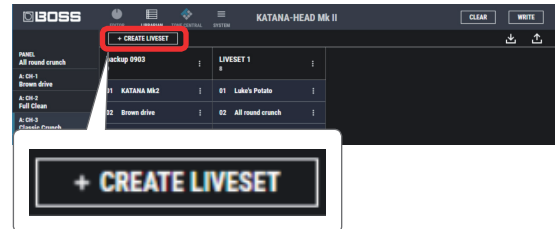
### MEMO

The TONE STUDIO can also import the livesets created by KATANA-Artist, KATANA-100/212, KATANA-100, KATANA-50, KATANA-HEAD into the LIBRARIAN.

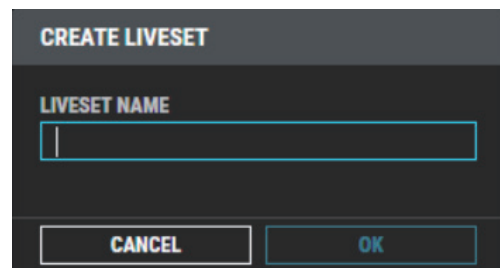
## Creating an Original Liveset

You can collect your favorite tonesettings to create an original liveset.

1. At the top of the TONE STUDIO screen, click the [CREATE LIVESET] button.

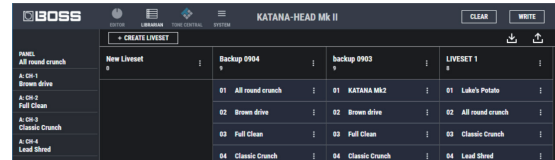


2. Input a name for the liveset.

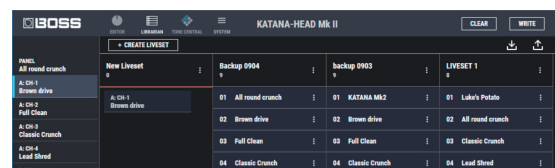


3. Click the [OK] button.

An empty liveset containing no tone settings is created.



4. From the tone setting list at the left of the TONE STUDIO screen, drag and drop your favorite tone settings into the new liveset.



The selected tone settings are registered in the new liveset.

### MEMO

- A maximum of 15 tone settings can be registered in one liveset. If inserting tone settings would cause the liveset to exceed 15 tone settings, the tone settings that exceed 15 are not inserted (a message is displayed).
- Tone settings that are registered in another liveset can also be dragged and dropped into the new liveset.
- You can drag and drop the tone settings in the liveset to change their order.
- TONE STUDIO lets you create up to 50 livesets. If you want to create and save more than 50 livesets, use the EXPORT TO FILE function to save existing livesets on your computer.

## Copying Tone Settings

Here's how to copy a tone setting to another liveset or to an KATANA Mk II tone setting.

### 1. Click the tone setting that you want to copy.

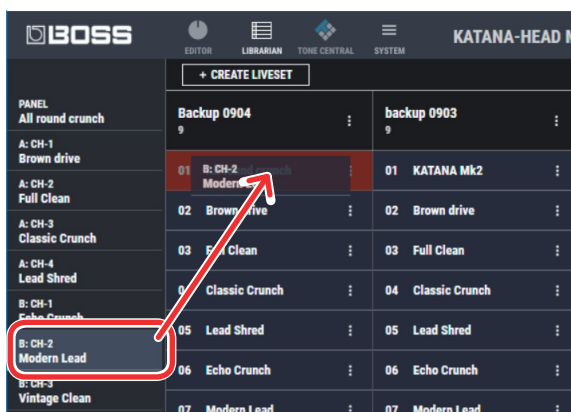
#### MEMO

You can also select and copy multiple tone settings as described in "Selecting multiple tone settings" (p. 9).

### 2. Drag and drop the selected tone settings onto the desired copy-destination.

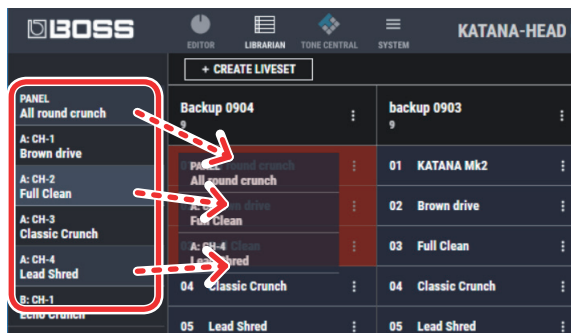
#### NOTE

When you drop the tone settings, they are overwritten onto the tone settings of the selected red area, and the original settings cannot be recovered. Select tone settings that you don't mind overwriting.



#### MEMO

- If you select non-consecutive tone settings and copy them, they are copied as successive tone settings.



- A maximum of 50 tone settings can be registered in one liveset. If inserting tone settings would cause the liveset to exceed 50 tone settings, the tone settings that exceed 50 are not inserted (a message is displayed).
- Tone settings that are registered in a liveset can be copied to your own liveset or to a new liveset.

## Selecting multiple tone settings

By using your computer's mouse and keyboard together, you can select multiple tone settings.

### Selecting a range of tone settings

Here's how to select a range of consecutive tone settings.

#### 1. Click the first tone setting that you want to select.

#### 2. While holding down your computer keyboard's [Shift] key, click the last tone setting that you want to select.

The first through last tone settings that you click are selected.

### Selecting tone settings individually

Here's how to select just the individual tone settings that you click.

#### 1. While holding down your computer keyboard's [Ctrl] key, click a tone setting that you want to select.

The tone setting you click is selected. The selected tone setting is highlighted.

#### Mac OS users

While holding down your computer keyboard's [command] key, click a tone setting that you want to select.

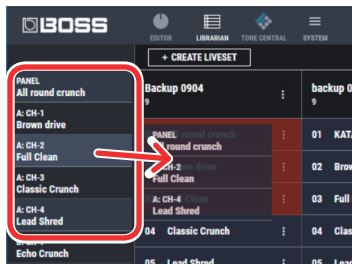
#### 2. If you want to select other tone settings, repeat step 1.

If you hold down the [Ctrl] key and click a selected (highlighted) tone setting once again, the selection is cleared (that tone setting is no longer highlighted).

## The difference between operations when selecting and copying multiple tone settings

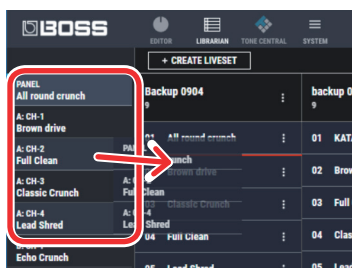
When you drag and drop the selected tone settings, the copy result will differ depending on your mouse operation.

### Drag and drop when a red area is shown at the copy-destination (overwrite copy)



The tone settings are copied to the area indicated by the red color.

### Drag and drop between copy-destination tone settings (insert)



The tone settings are inserted at the position of the red line. Subsequent tone settings are moved backward.

## Moving Tone Settings

Here's how to move a tone setting to another liveset or to an KATANA Mk II tone setting. When you move a tone setting, it disappears from its previous location.

1. Click the tone setting that you want to move.

#### MEMO

You can also select and move multiple tone settings as described in "Selecting multiple tone settings" (p. 9).

2. While holding down your computer keyboard's [Alt] key, drag and drop the selected tone setting to the desired copy-destination.

#### Mac OS users

While holding down your computer keyboard's [option] key, drag and drop.

## Deleting Tone Settings

Here's how to delete an unwanted tone setting.

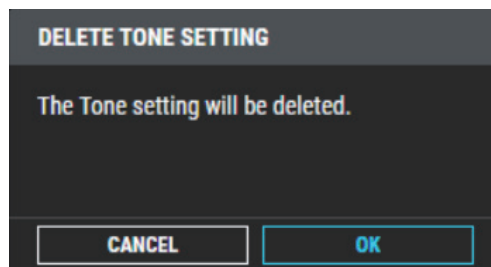
1. Click the tone setting that you want to delete.

#### MEMO

You can also select and delete multiple tone settings as described in "Selecting multiple tone settings" (p. 9).

2. Press your computer keyboard's [Delete] key.

The "DELETE TONE SETTING" message appears.



#### NOTE

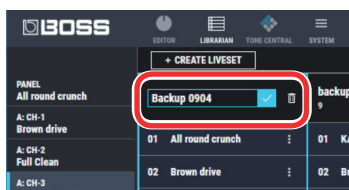
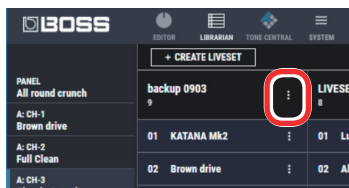
Deleted tone settings cannot be recovered. If you decide not to delete, click the [CANCEL] button.

3. Click the [OK] button.

The selected tone settings are deleted.

## Editing a Liveset Name

1. Click the [⋮] button located at the right of the name of the liveset that you want to edit.

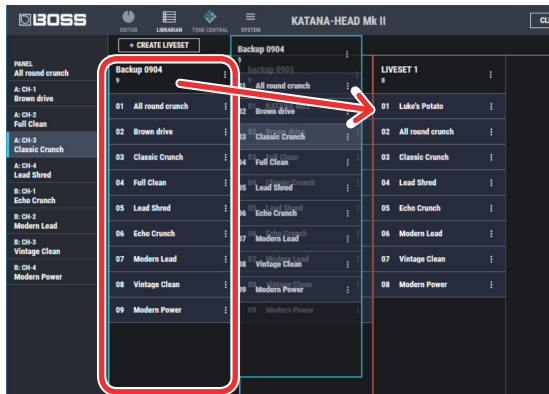


## Rearranging Livesets

Here's how to rearrange the livesets that are displayed.

1. Click the liveset that you want to rearrange.
2. Drag and drop the liveset name.

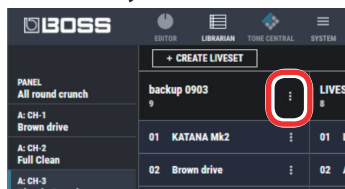
The liveset moves to the position indicated by the red line.



## Deleting a Liveset

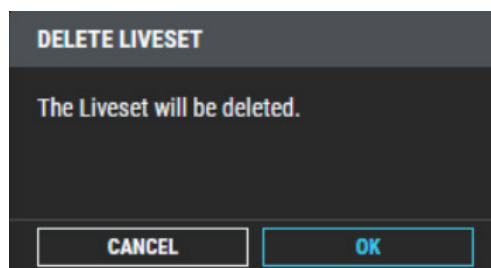
Here's how to delete a liveset that you no longer need.

1. Click the [⋮] button located at the right of the name of the liveset that you want to delete.



2. Click the [X] button.

The "Delete liveset" message appears.



### NOTE

The deleted liveset cannot be recovered. If you decide to cancel without deleting, click the [CANCEL] button.

3. Click the [OK] button.

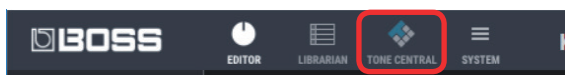
The selected liveset is deleted.

## Using the BOSS TONE CENTRAL Library

### Downloading Livesets from BOSS TONE CENTRAL

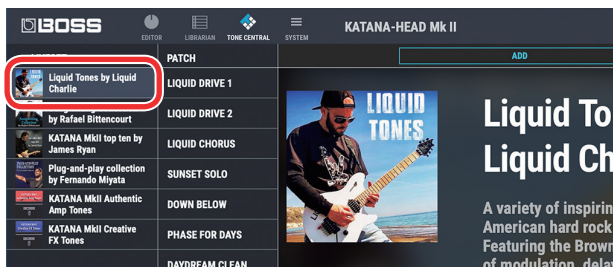
Livesets that have been published on BOSS TONE CENTRAL can be downloaded and used on the KATANA Mk II.

1. At the top of the TONE STUDIO screen, click the [TONE CENTRAL] button.

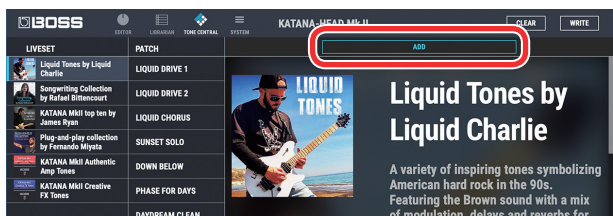


The tone settings published on BOSS TONE CENTRAL are listed together with explanations of the tone settings.

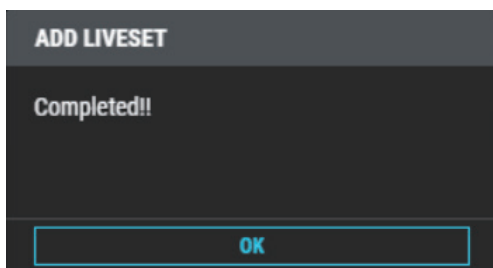
2. In LIVESET, select the liveset that you want to download.  
In this example, select "Liquid Tones by Liquid Charlie."



3. At the top of the screen, click the [ADD] button.



The liveset is downloaded, and the message "Completed." appears.



#### MEMO

Downloads from BOSS TONE STUDIO are done in units of livesets. You can't download individual tone settings, nor add individual tone settings to the library.

4. Click the [OK] button, and click the [LIBRARIAN] button once again.



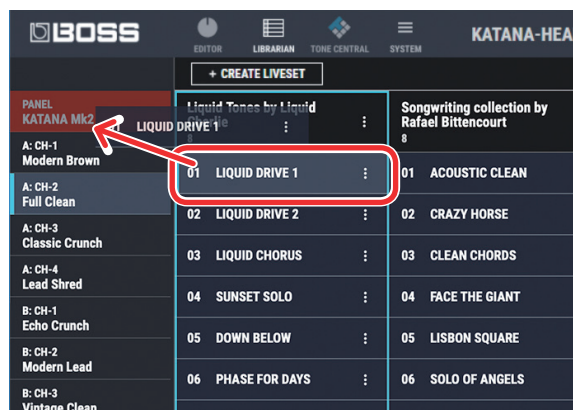
The liveset you downloaded appears.

5. Drag and drop tone settings from the downloaded liveset into the desired tone setting numbers of the KATANA Mk II.

#### NOTE

When you drop a tone setting, it overwrites the tone setting of the selected number; the original settings cannot be recovered. Select a tone setting that you don't mind overwriting.

In this example, drag and drop the tone setting "01 LIQUID DRIVE 1" onto "PANEL."

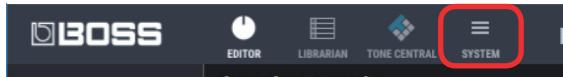


## Selecting the Device Controlled by TONE STUDIO

Here's how to select the device controlled by TONE STUDIO.

1. At the top of the TONE STUDIO screen, click the [SYSTEM] button.

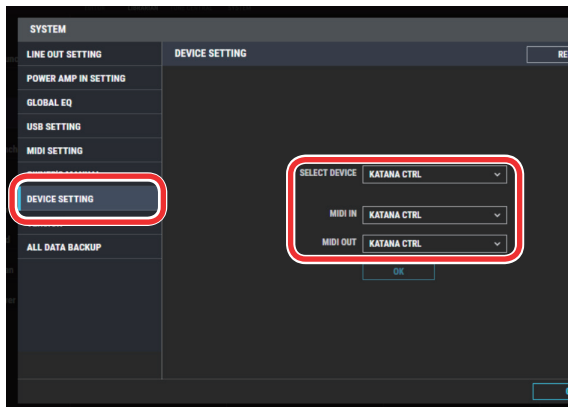
The MENU screen appears.



2. Click the [DEVICE SETTING] button.

The "Device" screen appears.

3. Click SELECT DEVICE, and from the list choose [KATANA Mk II].



## Saving All KATANA Mk II Settings to the Computer (ALL DATA BACKUP)

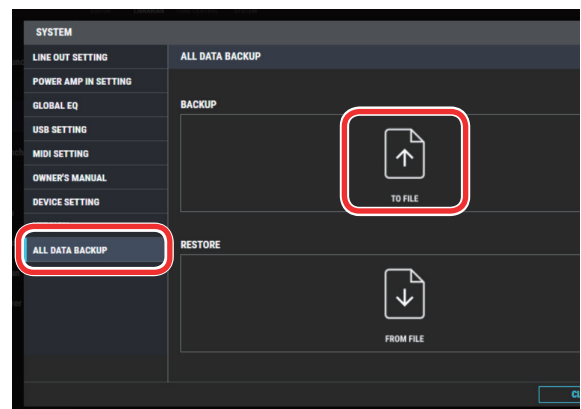
Here's how all data saved in the KATANA Mk II can be backed-up to the computer.

1. At the top of the TONE STUDIO screen, click the [SYSTEM] button.

2. Click [ALL DATA BACKUP].

The ALL DATA BACKUP screen appears.

3. Click the [TO FILE] button.



The "Save As" dialog box appears.

4. Input a name and save-destination, and click the [Save] button.

Export begins.

It will take some time for all data to be exported.

When the operation is finished, the message "Completed." appears.

5. Click the [OK] button.

An all data file (.alb file) is created in the save-destination.

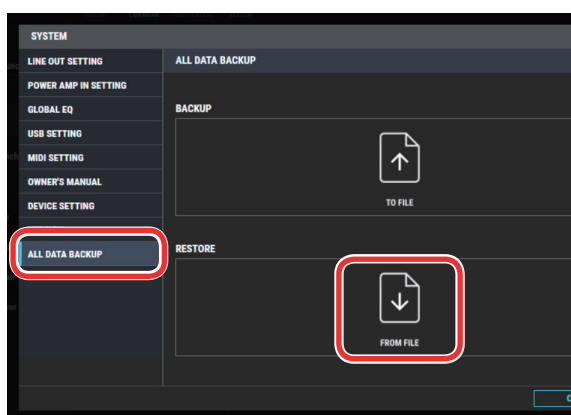
## Restoring an All Data File from the Computer to the KATANA Mk II (ALL DATA RESTORE)

Here's how an all data file previously saved on the computer can be restored to the KATANA Mk II.

### NOTE

When you restore, all data is overwritten, and cannot be returned to its previous settings.

1. At the top of the TONE STUDIO screen, click the [SYSTEM] button.
2. Click [ALL DATA BACKUP].  
The ALL DATA BACKUP screen appears.
3. Click the [FROM FILE] button.



The "Open" dialog box appears.

4. Select the all data file (extension: .alb) that you want to restore, and click the [Open] button.

Import begins.

Since all data is being imported, this will take some time. When the operation is finished, the message "Completed." appears.

5. Click the [OK] button.

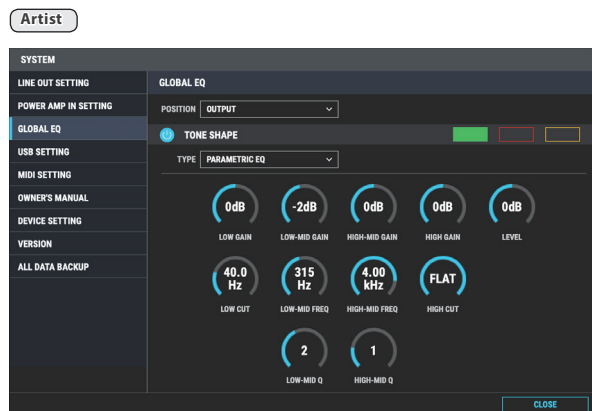
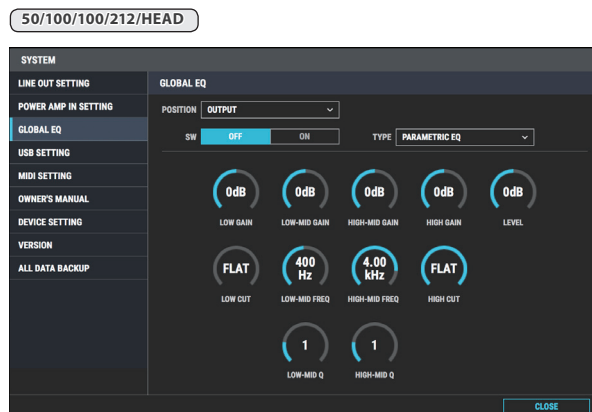
All data is restored to the KATANA Mk II.

## Adjusting the Tone of the Entire KATANA Mk II (GLOBAL EQ)

You can place the global equalizer either before (INPUT) or after (OUTPUT) the effect chain.

1. At the top of the TONE STUDIO screen, click the [SYSTEM] button.
2. Click [GLOBAL EQ].

The GLOBAL EQ screen appears.



3. Make settings for the global equalizer.

50/100/100/212/HEAD

You can make one type of equalizer settings.

Artist

You can make three types of equalizer settings (green, red, orange) and switch between them during use.

4. Click the [CLOSE] button.

The settings are completed.

# KATANA Mk II Effect Parameter List

## MEMO

- MONO** This effect sound is mono.
- STEREO** This effect sound is output with two channels.
- MONO/STEREO** These effects take a mono input and output it on two channels.

## BOOSTER

MONO

Various boosters and distortion effects can be selected.

### BOOSTER Type

| Type         | Explanation                                                                                                                               |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| CLEAN BOOST  | This not only functions as a booster, but also produces a clean tone that has punch even when used alone.                                 |
| TREBLE BOOST | This is a booster that has bright characteristics.                                                                                        |
| MID BOOST    | This is a booster with unique characteristics in the midrange. Making the connection before the preamp produces sound suitable for solos. |
| CRUNCH OD    | A lustrous crunch sound with an added element of amp distortion.                                                                          |
| BLUES DRIVE  | This is a crunch sound of the BOSS BD-2.<br>This produces distortion that faithfully reproduces the nuances of picking.                   |
| OVERDRIVE    | This models the sound of the BOSS OD-1.<br>This produces sweet, mild distortion.                                                          |
| NATURAL OD   | This is an overdrive sound that provides distortion with a natural feeling.                                                               |
| WARM OD      | This is a warm overdrive.                                                                                                                 |
| TURBO OD     | This is the high-gain overdrive sound of the BOSS OD-2.                                                                                   |
| T-SCREAM     | This models an Ibanez TS-808.                                                                                                             |
| DISTORTION   | This gives a basic, traditional distortion sound.                                                                                         |
| FAT DS       | A distortion sound with thick distortion.                                                                                                 |
| DST+         | This models a MXR DISTORTION+.                                                                                                            |
| GUV DS       | This models a Marshall GUV'NOR.                                                                                                           |
| RAT          | This models a Proco RAT.                                                                                                                  |
| METAL ZONE   | This models the sound of the BOSS MT-2.<br>It produces a wide range of metal sounds, from old style to slash metal.                       |
| METAL DS     | This is distortion sound that is ideal for performances of heavy riffs.                                                                   |
| '60S FUZZ    | This models a FUZZFACE.<br>It produces a fat fuzz sound.                                                                                  |
| MUFF FUZZ    | This models an Electro-Harmonix Big Muff π.                                                                                               |
| OCT FUZZ     | A fuzz sound with rich harmonic content.                                                                                                  |

### BOOSTER Parameters

| Parameter    | Value                 | Explanation                                                                                                                                                                               |
|--------------|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE         | Refer to BOOSTER Type |                                                                                                                                                                                           |
| DRIVE        | 0–120                 | Adjusts the depth of distortion.                                                                                                                                                          |
| TONE         | -50–+50               | Adjusts the tone.                                                                                                                                                                         |
| BOTTOM       | -50–+50               | Adjusts the tone for the low frequency range. Turning this to the left (counterclockwise) produces a sound with the low end cut; turning it to the right boosts the low end in the sound. |
| EFFECT LEVEL | 0–100                 | Adjusts the volume of the effect sound.                                                                                                                                                   |
| SOLO SW      | OFF, ON               | Switches to a tone that is suitable for solos.                                                                                                                                            |
| SOLO LEVEL   | 0–100                 | Adjusts the volume level when the Solo Sw is ON.                                                                                                                                          |
| DIRECT MIX   | 0–100                 | Adjusts the volume of the direct sound.                                                                                                                                                   |

## MOD/FX

With MOD and FX, you can select the effect to be used from the following. You can select the same effect for MOD and FX.

### MOD/FX Type

This is a list of the effects that can be selected for MOD/FX.

| Effect Name                                  | Explanation                                                                                                                                                                                                  |
|----------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CHORUS                                       | Frequency band division is employed to produce two different choruses, one for low frequencies and one for higher frequencies. This allows you to achieve a more natural chorus sound.                       |
| FLANGER                                      | The flanging effect gives a twisting, jet-airplane-like character to the sound.                                                                                                                              |
| PHASER                                       | By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound.                                                                                   |
| UNI-V                                        | This models a Uni-Vibe.<br>Although this resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.                                                           |
| TREMOLO                                      | Tremolo is an effect that creates a cyclic change in volume.                                                                                                                                                 |
| VIBRATO                                      | This effect creates vibrato by slightly modulating the pitch.                                                                                                                                                |
| ROTARY                                       | This produces an effect like the sound of a rotary speaker.                                                                                                                                                  |
| RING MOD<br>(Ring Modulator)                 | This creates a bell-like sound by ring-modulating the guitar sound with the signal from the internal oscillator. The sound can be unmusical and lack distinctive pitches.                                    |
| SLOW GEAR                                    | This produces a volume-swell effect ("violin-like" sound).                                                                                                                                                   |
| SLICER                                       | This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.                                                                                               |
| COMP<br>(Compressor)                         | This is an effect that produces a long sustain by evening out the volume level of the input signal. You can also use it as a limiter to suppress only the sound peaks and prevent distortion.                |
| LIMITER                                      | The limiter attenuates loud input levels to prevent distortion.                                                                                                                                              |
| T. WAH<br>(Touch Wah)                        | You can produce a wah effect with the filter changing in response to the guitar level.                                                                                                                       |
| AUTO WAH                                     | This changes the filtering over a periodic cycle, providing an automatic wah effect.                                                                                                                         |
| PEDAL WAH                                    | You can use an expression pedal connected to the FX jack on the rear panel of the GA-FC foot controller (sold separately) to control the wah effect in real time.                                            |
| GRAPHIC EQ<br>(Graphic Equalizer)            | Adjusts the tone. You can adjust the sound quality in ten bands.                                                                                                                                             |
| PARAMETRIC EQ<br>(Parametric Equalizer)      | Adjusts the tone. You can adjust the sound quality in four bands.                                                                                                                                            |
| GUITAR SIM<br>(Guitar Simulator)             | Simulation of the characteristics of particular guitar components such as pickups and different guitar bodies allows you to switch among a number of different guitar types all while using a single guitar. |
| AC.GUITAR SIM<br>(Acoustic Guitar Simulator) | This transforms the sound of an electric guitar into the sound of an acoustic guitar.                                                                                                                        |
| AC. PROCESSOR<br>(Acoustic Processor)        | This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar.          |
| WAVE SYNTH                                   | This is a synth sound that processes the guitar input signal.                                                                                                                                                |
| OCTAVE                                       | This adds a note one octave lower, creating a richer sound.                                                                                                                                                  |
| HEAVY OCTAVE                                 | This adds sound lowered by an octave to the original sound. Since you can play chords even when using this effect, you can use it to fatten the sound of your chordal playing as well.                       |
| PITCH SHIFTER                                | This effect changes the pitch of the original sound (up or down) within a range of two octaves.                                                                                                              |
| HARMONIST                                    | Harmonist is an effect where the amount of shifting is adjusted according to an analysis of the guitar input, allowing you to create harmony based on diatonic scales.                                       |
| HUMANIZER                                    | This can create human vowel-like sounds.                                                                                                                                                                     |
| PHASER 90E                                   | This models an MXR EVH-90 Phase Shifter.                                                                                                                                                                     |
| FLANGER117E                                  | This models an MXR EVH-117 Flanger.                                                                                                                                                                          |

## KATANA Mk II Effect Parameter List

| Effect Name | Explanation                                                                                                                                                                                                                                                  |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| WAH 95E     | This models a Jim Dunlop EVH-95 Wah pedal. You can control the wah effect in real time by adjusting the expression pedal connected to the SEL CH1 CH2/EXP PEDAL jack on the rear panel, or to the rear panel of the GA-FC foot controller (sold separately). |
| DC-30       | This models a Roland DC-30.                                                                                                                                                                                                                                  |

## MOD/FX Effect Parameters

### CHORUS

MONO > STEREO

Frequency band division is employed to produce two different choruses, one for low frequencies and one for higher frequencies. This allows you to achieve a more natural chorus sound.

| Parameter           | Value           | Explanation                                                                                                                                                 |
|---------------------|-----------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------|
| LOW RATE            | 0–100,          | Adjust the speed of the chorus effect for the low frequency range.                                                                                          |
| LOW DEPTH           | 0–100           | Adjust the depth of the chorus effect for the low frequency range. If you wish to use this as a doubling effect, use a setting of 0.                        |
| LOW PRE DELAY       | 0.0 ms–40.0 ms  | Adjusts the delay of the effect sound in the low-frequency range. Extending the pre-delay will produce the sensation of multiple sounds (doubling effect).  |
| LOW LEVEL           | 0–100           | Adjusts the volume of the effect sound in the low-frequency range.                                                                                          |
| DIRECT MIX          | 0–100           | Adjusts the volume of the direct sound.                                                                                                                     |
| HIGH RATE           | 0–100,          | Adjust the speed of the chorus effect for the high frequency range.                                                                                         |
| HIGH DEPTH          | 0–100           | Adjust the depth of the chorus effect for the high frequency range. If you wish to use this as a doubling effect, use a setting of 0.                       |
| HIGH PRE DELAY      | 0.0 ms–40.0 ms  | Adjusts the delay of the effect sound in the high-frequency range. Extending the pre-delay will produce the sensation of multiple sounds (doubling effect). |
| HIGH LEVEL          | 0–100           | Adjusts the volume of the effect sound in the high-frequency range.                                                                                         |
| CROSSOVER FREQUENCY | 100 Hz–4.00 kHz | This sets the frequency dividing the low- and high-frequency ranges.                                                                                        |

### FLANGER

STEREO

The flanging effect gives a twisting, jet-airplane-like character to the sound.

| Parameter    | Value              | Explanation                                                                                                                                 |
|--------------|--------------------|---------------------------------------------------------------------------------------------------------------------------------------------|
| RATE         | 0–100              | This sets the rate of the flanging effect.                                                                                                  |
| DEPTH        | 0–100              | Determines the depth of the flanging effect.                                                                                                |
| RESONANCE    | 0–100              | Determines the amount of resonance (feedback). Increasing the value will emphasize the effect, creating a more unusual sound.               |
| MANUAL       | 0–100              | Adjusts the center frequency at which to apply the effect.                                                                                  |
| EFFECT LEVEL | 0–100              | Adjusts the volume of the flanger.                                                                                                          |
| LOW CUT      | FLAT, 55 Hz–800 Hz | This sets the frequency at which the low cut filter begins to take effect. When "Flat" is selected, the low cut filter will have no effect. |
| DIRECT MIX   | 0–100              | Adjusts the volume of the direct sound.                                                                                                     |

### PHASER

MONO

By adding varied-phase portions to the direct sound, the phaser effect gives a whooshing, swirling character to the sound.

| Parameter    | Value      | Explanation                                                                                                                                                                               |
|--------------|------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE         |            | Selects the number of stages that the phaser effect will use.                                                                                                                             |
|              | 4 STAGE    | This is a four-phase effect. A light phaser effect is obtained.                                                                                                                           |
|              | 8 STAGE    | This is a eight-phase effect. It is a popular phaser effect.                                                                                                                              |
|              | 12 STAGE   | This is a twelve-phase effect. A deep phase effect is obtained.                                                                                                                           |
|              | BiPHASE    | This is the phaser with two phase shift circuits connected in series.                                                                                                                     |
| RATE         | 0–100      | This sets the rate of the phaser effect.                                                                                                                                                  |
| DEPTH        | 0–100      | Determines the depth of the phaser effect.                                                                                                                                                |
| RESONANCE    | 0–100      | Determines the amount of resonance (feedback). Increasing the value will emphasize the effect, creating a more unusual sound.                                                             |
| MANUAL       | 0–100      | Adjusts the center frequency of the phaser effect.                                                                                                                                        |
| EFFECT LEVEL | 0–100      | Adjusts the volume of the phaser.                                                                                                                                                         |
| STEP RATE    | OFF, 0–100 | This sets the cycle of the step function that changes the rate and depth. When it is set to a higher value, the change will be finer. Set this to "Off" when not using the Step function. |
| DIRECT MIX   | 0–100      | Adjusts the volume of the direct sound.                                                                                                                                                   |

### UNI-V

MONO

This models a Uni-Vibe.

Although this resembles a phaser effect, it also provides a unique undulation that you can't get with a regular phaser.

| Parameter | Value | Explanation                            |
|-----------|-------|----------------------------------------|
| RATE      | 0–100 | Adjusts the rate of the UNI-V effect.  |
| DEPTH     | 0–100 | Adjusts the depth of the UNI-V effect. |
| LEVEL     | 0–100 | Adjusts the volume.                    |

### TREMOLO

STEREO

Tremolo is an effect that creates a cyclic change in volume.

| Parameter  | Value | Explanation                                                                |
|------------|-------|----------------------------------------------------------------------------|
| WAVE SHAPE | 0–100 | Adjusts changes in volume level. A higher value will steepen wave's shape. |
| RATE       | 0–100 | Adjusts the frequency (speed) of the change.                               |
| DEPTH      | 0–100 | Adjusts the depth of the effect.                                           |
| LEVEL      | 0–100 | Adjusts the volume.                                                        |

### VIBRATO

STEREO

This effect creates vibrato by slightly modulating the pitch.

| Parameter | Value | Explanation                       |
|-----------|-------|-----------------------------------|
| RATE      | 0–100 | Adjusts the rate of the vibrato.  |
| DEPTH     | 0–100 | Adjusts the depth of the vibrato. |
| LEVEL     | 0–100 | Adjusts the volume.               |

## ROTARY

MONO  
STEREO

This produces an effect like the sound of a rotary speaker.

| Parameter | Value | Explanation                                       |
|-----------|-------|---------------------------------------------------|
| RATE      | 0–100 | Adjusts the speed of the rotation.                |
| DEPTH     | 0–100 | Adjusts the amount of depth in the rotary effect. |
| LEVEL     | 0–100 | Adjusts the volume.                               |

## RING MOD

STEREO

The sound can be unmusical and lack distinctive pitches.

| Parameter    | Value                                         | Explanation                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------------|-----------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         | This selects the mode for the ring modulator. |                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|              | NORMAL                                        | This is a normal ring modulator.                                                                                                                                                                                                                                                                                                                                                                                                   |
|              | INTELLIGENT                                   | By ring-modulating the input signal, a bell like sound is created. The intelligent ring modulator changes the oscillation frequency according to the pitch of the input sound and therefore produces a sound with the sense of pitch, which is quite different from NORMAL. This effect does not give a satisfactory result if the pitch of the guitar sound is not correctly detected. So, you must use single notes, not chords. |
|              |                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| FREQUENCY    | 0–100                                         | Adjusts the frequency of the internal oscillator.                                                                                                                                                                                                                                                                                                                                                                                  |
| EFFECT LEVEL | 0–100                                         | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                                                                            |
| DIRECT MIX   | 0–100                                         | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                                                                            |

## SLOW GEAR

STEREO

This produces a volume-swell effect ("violin-like" sound).

| Parameter | Value | Explanation                                                                                                                                                                                                                                                                            |
|-----------|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| SENS      | 0–100 | Adjusts the sensitivity of the slow gear. When it is set to a lower value, the effect of the slow gear can be obtained only with a stronger picking, while no effect is obtained with a weaker picking. When the value is set higher, the effect is obtained even with a weak picking. |
| RISE TIME | 0–100 | Adjusts the time needed for the volume to reach its maximum from the moment you begin picking.                                                                                                                                                                                         |
| LEVEL     | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                |

## SLICER

STEREO

This consecutively interrupts the sound to create the impression that a rhythm backing phrase is being played.

| Parameter    | Value  | Explanation                                                                                                                                                                                                                                                                                                                                                                  |
|--------------|--------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PATTERN      | P1–P20 | Select the slice pattern that will be used to cut the sound.                                                                                                                                                                                                                                                                                                                 |
| RATE         | 0–100  | Adjust the rate at which the sound will be cut.                                                                                                                                                                                                                                                                                                                              |
| TRIGGER SENS | 0–100  | Adjust the sensitivity of triggering.<br>With low settings of this parameter, softly picked notes will not retrigger the phrase (i.e., the phrase will continue playing), but strongly picked notes will retrigger the phrase so that it will playback from the beginning. With high settings of this parameter, the phrase will be retriggered even by softly picked notes. |
| EFFECT LEVEL | 0–100  | Adjusts the volume of the effect sound.                                                                                                                                                                                                                                                                                                                                      |
| DIRECT MIX   | 0–100  | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                                      |

## COMP

STEREO  
MONO

This is an effect that produces a long sustain by evening out the volume level of the input signal. You can also use it as a limiter to suppress only the sound peaks and prevent distortion.

| Parameter | Value     | Explanation                                                                                                                                              |
|-----------|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      | BOSS COMP | This models a BOSS CS-3.                                                                                                                                 |
|           | HI-BAND   | This is a compressor that adds an even stronger effect in the high end.                                                                                  |
|           | LIGHT     | This is a compressor with a light effect.                                                                                                                |
|           | D-COMP    | This models a MXR DynaComp.                                                                                                                              |
|           | ORANGE    | This is modeled on the sound of the Dan Armstrong ORANGE SQUEEZER.                                                                                       |
|           | FAT       | When applied heavily, this compressor effect provides a fat tone with a boosted midrange.                                                                |
|           | MILD      | When applied heavily, this compressor effect produces a sweet tone with the high end cut.                                                                |
| SUSTAIN   | 0–100     | Adjusts the range (time) over which low-level signals are boosted. Larger values will result in longer sustain.                                          |
| ATTACK    | 0–100     | Adjusts the strength of the picking attack when the strings are played. Higher values result in a sharper attack, creating a more clearly defined sound. |
| LEVEL     | 0–100     | Adjusts the volume.                                                                                                                                      |
| TONE      | -50–+50   | Adjusts the tone.                                                                                                                                        |

## LIMITER

STEREO

The limiter attenuates loud input levels to prevent distortion.

| Parameter | Value                       | Explanation                                                                                                                                              |
|-----------|-----------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      | Selects the limiter type.   |                                                                                                                                                          |
|           | BOSS LIMITER                | This selects a stereo limiter.                                                                                                                           |
|           | RACK 160D                   | This models a dbx 160X.                                                                                                                                  |
|           | VTG RACK U (VINTAGE RACK U) | This models a UREI 1178.                                                                                                                                 |
| THRESHOLD | 0–100                       | Adjust this as appropriate for the input signal from your guitar. When the input signal level exceeds this threshold level, limiting will be applied.    |
| RATIO     | 1:1–INF:1                   | This selects the compression ratio used with signals in excess of the threshold level.                                                                   |
| ATTACK    | 0–100                       | Adjusts the strength of the picking attack when the strings are played. Higher values result in a sharper attack, creating a more clearly defined sound. |
| RELEASE   | 0–100                       | Adjusts the release time.                                                                                                                                |
| LEVEL     | 0–100                       | Adjusts the volume.                                                                                                                                      |

## KATANA Mk II Effect Parameter List

### T. WAH

MONO

You can produce a wah effect with the filter changing in response to the guitar level.

| Parameter    | Value | Explanation                                                                                                                                                                                                                                                 |
|--------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         |       | Selects the wah mode.                                                                                                                                                                                                                                       |
|              | LPF   | Low pass filter. This provides a wah effect over a wide frequency range.                                                                                                                                                                                    |
|              | BPF   | Band pass filter. This provides a wah effect in a narrow frequency range.                                                                                                                                                                                   |
| POLAR        |       | Selects the direction in which the filter will change in response to the input.                                                                                                                                                                             |
|              | DOWN  | The frequency of the filter will fall.                                                                                                                                                                                                                      |
|              | UP    | The frequency of the filter will rise.                                                                                                                                                                                                                      |
| SENS         | 0–100 | Specifies the sensitivity with which the filter changes in the direction specified by the POLAR setting. Higher values will produce a stronger tone which emphasizes the wah effect more. With a setting of 0, the strength of picking will have no effect. |
| FREQ         | 0–100 | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                                             |
| PEAK         | 0–100 | Adjusts the way in which the wah effect applies to the area around the center frequency. Higher values will produce a stronger tone which emphasizes the wah effect more. With a value of 50 a standard wah sound will be produced.                         |
| EFFECT LEVEL | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                                                     |
| DIRECT MIX   | 0–100 | Adjusts the volume of the direct sound.                                                                                                                                                                                                                     |

### AUTO WAH

MONO

This changes the filtering over a periodic cycle, providing an automatic wah effect.

| Parameter    | Value | Explanation                                                                                                                                                                                                                         |
|--------------|-------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE         |       | Selects the wah mode.                                                                                                                                                                                                               |
|              | LPF   | Low pass filter. This provides a wah effect over a wide frequency range.                                                                                                                                                            |
|              | BPF   | Band pass filter. This provides a wah effect in a narrow frequency range.                                                                                                                                                           |
| RATE         | 0–100 | Adjusts the frequency (speed) of the change.                                                                                                                                                                                        |
| DEPTH        | 0–100 | Adjusts the depth of the effect.                                                                                                                                                                                                    |
| FREQ         | 0–100 | Adjusts the center frequency of the Wah effect.                                                                                                                                                                                     |
| PEAK         | 0–100 | Adjusts the way in which the wah effect applies to the area around the center frequency. Higher values will produce a stronger tone which emphasizes the wah effect more. With a value of 50 a standard wah sound will be produced. |
| EFFECT LEVEL | 0–100 | Adjusts the volume of the effect sound.                                                                                                                                                                                             |
| DIRECT MIX   | 0–100 | Adjusts the volume of the direct sound.                                                                                                                                                                                             |

### PEDAL WAH

MONO

You can control the wah effect in real time by adjusting the expression pedal connected to the SEL CH1 CH2/EXP PEDAL jack on the rear panel, or to the rear panel of the GA-FC foot controller (sold separately).

| Parameter                  | Value       | Explanation                                                                                                                        |
|----------------------------|-------------|------------------------------------------------------------------------------------------------------------------------------------|
| TYPE                       |             | Selects the wah mode.                                                                                                              |
|                            | CRY WAH     | This models the sound of the CRY BABY wah pedal popular in the '70s.                                                               |
|                            | VO WAH      | This models the sound of the VOX V846.                                                                                             |
|                            | FAT WAH     | This is a wah sound featuring a bold tone.                                                                                         |
|                            | LIGHT WAH   | This wah has a refined sound with no unusual characteristics.                                                                      |
|                            | 7STRING WAH | This expanded wah features a variable range compatible with seven-string and baritone guitars.                                     |
|                            | RESO WAH    | This completely original effect offers enhancements on the characteristic resonances produced by analog synth filters.             |
| PEDAL POS (PEDAL POSITION) | 0–100       | Adjusts the position of the wah pedal.<br>* This parameter is used after it's been assigned to an EXP Pedal or similar controller. |
| PEDAL MIN                  | 0–100       | Selects the tone produced when the heel of the EXP Pedal is depressed.                                                             |
| PEDAL MAX                  | 0–100       | Selects the tone produced when the toe of the EXP Pedal is depressed.                                                              |
| EFFECT LEVEL               | 0–100       | Adjusts the volume of the effect sound.                                                                                            |
| DIRECT MIX                 | 0–100       | Adjusts the volume of the direct sound.                                                                                            |

### GRAPHIC EQ

STEREO

This adjusts the tone. You can adjust the sound quality in ten bands.

| Parameter | Value      |
|-----------|------------|
| 31 Hz     | -20→+20 dB |
| 62 Hz     |            |
| 125 Hz    |            |
| 250 Hz    |            |
| 500 Hz    |            |
| 1 kHz     |            |
| 2 kHz     |            |
| 4 kHz     |            |
| 8 kHz     |            |
| 16 kHz    | -20→+20 dB |
| LEVEL     |            |

## PARAMETRIC EQ

STEREO

This adjusts the tone. You can adjust the sound quality in four bands.

| Parameter          | Value                 | Explanation                                                                                                                                   |
|--------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| LOW GAIN           | -20~+20 dB            | Adjusts the low frequency range tone.                                                                                                         |
| LOW-MID GAIN       | -20~+20 dB            | Adjusts the low-middle frequency range tone.                                                                                                  |
| HIGH-MID GAIN      | -20~+20 dB            | Adjusts the high-middle frequency range tone.                                                                                                 |
| HIGH GAIN          | -20~+20 dB            | Adjusts the high frequency range tone.                                                                                                        |
| LEVEL              | -20~+20 dB            | Adjusts the overall volume level of the equalizer.                                                                                            |
| LOW-MID FREQUENCY  | 20 Hz~10.0 kHz        | Specifies the center of the frequency range that will be adjusted by the LOW-MID GAIN.                                                        |
| LOW-MID Q          | 0.5~16                | Adjusts the width of the area affected by the EQ centered at the LOW-MID FREQ. Higher values will narrow the area.                            |
| HIGH-MID FREQUENCY | 20 Hz~10.0 kHz        | Specifies the center of the frequency range that will be adjusted by the HIGH-MID GAIN.                                                       |
| HIGH-MID Q         | 0.5~16                | Adjusts the width of the area affected by the EQ centered at the HIGH-MID FREQ. Higher values will narrow the area.                           |
| LOW CUT            | FLAT, 20 Hz~800 Hz    | This sets the frequency at which the low cut filter begins to take effect. When "Flat" is selected, the low cut filter will have no effect.   |
| HIGH CUT           | 630 Hz~12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When "FLAT" is selected, the high cut filter will have no effect. |

## GUITAR SIM

MONO

Simulation of the characteristics of particular guitar components such as pickups and different guitar bodies allows you to switch among a number of different guitar types all while using a single guitar.

| Parameter | Value                     | Explanation                                                                                                                                                                                                                       |
|-----------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE      |                           | Selects the type of the guitar simulator.                                                                                                                                                                                         |
|           | S → H                     | Changes from a single-coil pickup tone to a humbucking pickup tone.                                                                                                                                                               |
|           | H → S                     | Changes from a humbucking pickup tone to a single-coil pickup tone.                                                                                                                                                               |
|           | H → HF (HALF TONE)        | Changes from a humbucking pickup tone to a single-coil pickup half tone.                                                                                                                                                          |
|           | S → HOLLOW                | Changes a single-coil pickup tone to a hollow body tone with the body resonance added.                                                                                                                                            |
|           | H → HOLLOW                | Changes a humbucking pickup tone to a hollow body tone with the body resonance added.                                                                                                                                             |
|           | S → AC (ACOUSTIC)         | Changes a single-coil pickup tone to an acoustic guitar tone.                                                                                                                                                                     |
|           | H → AC (ACOUSTIC)         | Changes a humbucking pickup tone to an acoustic guitar tone.                                                                                                                                                                      |
|           | P → AC (PIEZO → ACOUSTIC) | Changes a piezo pickup tone to an acoustic guitar tone.                                                                                                                                                                           |
| LOW       | -50~+50                   | Adjusts the low frequency range tone.                                                                                                                                                                                             |
| HIGH      | -50~+50                   | Adjusts the high frequency range tone.                                                                                                                                                                                            |
| BODY      | 0~100                     | Adjusts the way the body sounds when TYPE is set to S → HOLLOW, H → HOLLOW, S → AC, H → AC or P → AC.<br>The body sound increases as the value is raised; reducing the value produces a tone similar to that from a piezo pickup. |
| LEVEL     | 0~100                     | Adjusts the volume of the effect sound.                                                                                                                                                                                           |

## AC. GUITAR SIM

MONO

This effect simulates the tonal character of an acoustic guitar.

| Parameter | Value   | Explanation                                                 |
|-----------|---------|-------------------------------------------------------------|
| BODY      | 0~100   | Adjusts the body resonance.                                 |
| LOW       | -50~+50 | Specifies the sense of volume for the low-frequency range.  |
| HIGH      | -50~+50 | Specifies the sense of volume for the high-frequency range. |
| LEVEL     | 0~100   | Specifies the volume of the effect.                         |

## KATANA Mk II Effect Parameter List

### AC. PROCESSOR

MONO

This processor allows you to change the sound produced by the pickup on an acoustic electric guitar, creating a richer sound similar to that obtained with a microphone placed close to the guitar.

| Parameter   | Value                      | Explanation                                               |
|-------------|----------------------------|-----------------------------------------------------------|
| TYPE        | Selects the modeling type. |                                                           |
|             | SMALL                      | This is the sound of a small-bodied acoustic guitar.      |
|             | MEDIUM                     | This is a standard, unadorned acoustic guitar sound.      |
|             | BRIGHT                     | This is a bright acoustic guitar sound.                   |
|             | POWER                      | This is a powerful acoustic guitar sound.                 |
| BASS        | -50+50                     | Adjusts the tone for the low frequency range.             |
| MIDDLE      | -50+50                     | Adjusts the midrange balance.                             |
| TREBLE      | -50+50                     | Adjusts the tone for the high frequency range.            |
| PRESENCE    | -50+50                     | Adjusts the balance in the extended upper range.          |
| LEVEL       | 0-100                      | Adjusts the volume.                                       |
| MIDDLE FREQ | 20.0 Hz-10.0 kHz           | Specifies the frequency range to be adjusted with Middle. |

### WAVE SYNTH

MONO

This is a synth sound that processes the guitar input signal.

\* When you use a wave synthesizer, observe the following points.

- Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played. Be sure to mute all the other strings and play only one note at a time.
- If the unit cannot detect the attack, it may not sound correctly. If the unit cannot detect the attack, it may not sound correctly.
- The sensitivity may vary according to the guitar's TONE knob and pickup type.

| Parameter    | Value                                               | Explanation                                                                                                                                           |
|--------------|-----------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|
| WAVE         | Selects a wave type which the synth sound is based. |                                                                                                                                                       |
|              | SAW                                                 | Creates a synth sound with a saw waveform (  ).                    |
|              | SQUARE                                              | Creates a synth sound with the square waveform (  ).               |
| CUTOFF       | 0-100                                               | Adjusts the frequency where the harmonics contents of the sound are cut off.                                                                          |
| RESONANCE    | 0-100                                               | Adjusts the amount of resonance (and the tone coloration) in the synth sound. The higher the value, the more the synth tone coloration is emphasized. |
| SYNTH LEVEL  | 0-100                                               | Adjusts the volume of the synth sound.                                                                                                                |
| FILTER SENS  | 0-100                                               | Adjusts the amount of filtering applied in response to the input.                                                                                     |
| FILTER DECAY | 0-100                                               | This sets the time needed for the filter to finish its sweep.                                                                                         |
| FILTER DEPTH | 0-100                                               | Adjusts the depth of the filter. When the value is higher, the filter will change more drastically.                                                   |
| DIRECT MIX   | 0-100                                               | Adjusts the volume of the direct sound.                                                                                                               |

### OCTAVE

MONO

This adds a note one octave lower, creating a richer sound.

| Parameter    | Value                                                     | Explanation                                                                                                       |
|--------------|-----------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| RANGE        | This selects the register to which the effect is applied. |                                                                                                                   |
|              | RANGE 1 (B1-E6)                                           | B1 (corresponds to the sound of an open 7th string) to E6 (corresponds to the 1st string played at the 24th fret) |
|              | RANGE 2 (B1-E5)                                           | B1 (corresponds to the sound of an open 7th string) to E5 (corresponds to the 1st string played at the 12th fret) |
|              | RANGE 3 (B1-E4)                                           | B1 (corresponds to the sound of an open 7th string) to E4 (corresponds to the sound of an open 1st string)        |
|              | RANGE 4 (B1-E3)                                           | B1 (corresponds to the sound of an open 7th string) to E3 (corresponds to the 4th string played at the 2nd fret)  |
| EFFECT LEVEL | 0-100                                                     | Adjusts the volume of the sound one octave below.                                                                 |
| DIRECT MIX   | 0-100                                                     | Adjusts the volume of the direct sound.                                                                           |

### HEAVY OCTAVE

MONO

This adds sound lowered by an octave to the original sound. Since you can play chords even when using this effect, you can use it to fatten the sound of your chordal playing as well.

| Parameter  | Value | Explanation                                        |
|------------|-------|----------------------------------------------------|
| 1OCT LEVEL | 0-100 | Adjusts the volume of the sound one octave below.  |
| 2OCT LEVEL | 0-100 | Adjusts the volume of the sound two octaves below. |
| DIRECT MIX | 0-100 | Adjusts the volume of the direct sound.            |

### PITCH SHIFTER

MONO

This effect changes the pitch of the original sound (up or down) within a range of two octaves.

| Parameter                      | Value                                                   | Explanation                                                                                                                                                   |
|--------------------------------|---------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
| VOICE                          | Selects the number of voices for the pitch shift sound. |                                                                                                                                                               |
|                                | 1VOICE                                                  | One-voice pitch-shifted sound output in monaural.                                                                                                             |
|                                | 2VOICE                                                  | Two-voice pitch-shifted sound (PS1, PS2) output in monaural.                                                                                                  |
| PS1:PITCH<br>PS2:PITCH         | -24+24                                                  | Adjusts the amount of pitch shift (the amount of interval) in semitone steps.                                                                                 |
| 1:LEVEL<br>2:LEVEL             | 0-100                                                   | Adjusts the volume of the pitch shifter.                                                                                                                      |
| DIRECT MIX                     | 0-100                                                   | Adjusts the volume of the direct sound.                                                                                                                       |
| PS1:MODE<br>PS2:MODE           | Selection for the pitch shifter mode.                   |                                                                                                                                                               |
|                                | FAST,<br>MEDIUM,<br>SLOW                                | The response is slower in the order of FAST, MEDIUM and SLOW, but the modulation is lessened in the same order.                                               |
|                                | MONO                                                    | MONO is used for inputting single notes.<br>* You may be unable to produce the intended effect when playing chords (two or more notes played simultaneously). |
| PS1:FINE<br>PS2:FINE           | -50+50                                                  | Make fine adjustments to the interval. The amount of the change in the Fine 100 is equivalent to that of the Pitch 1.                                         |
| PS1:PRE DELAY<br>PS2:PRE DELAY | 0 ms-300 ms                                             | Adjusts the time from when the direct sound is heard until the pitch shifted sounds are heard. Normally you can leave this set at 0 ms.                       |
| PS1:FEEDBACK                   | 0-100                                                   | Adjusts the feedback amount of the pitch shift sound.                                                                                                         |

## HARMONIST

MONO

Harmonist is an effect where the amount of shifting is adjusted according to an analysis of the guitar input, allowing you to create harmony based on diatonic scales.

- \* Because of the need to analyze the pitch, chords (two or more sounds played simultaneously) cannot be played. Be sure to mute all the other strings and play only one note at a time.
- \* If the unit cannot detect the attack, it may not sound correctly. If the unit cannot detect the attack, it may not sound correctly.
- \* The sensitivity may vary according to the guitar's TONE knob and pickup type.

| Parameter                      | Value               | Explanation                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------------|---------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| VOICE                          |                     | Selects the number of voices for the pitch shift sound.                                                                                                                                                                                                                                                                                                        |
|                                | 1VOICE              | One pitch-shifted voice is output in monaural.                                                                                                                                                                                                                                                                                                                 |
|                                | 2VOICE              | Two pitch-shifted voices are output in monaural.                                                                                                                                                                                                                                                                                                               |
| HR1:HARMONY<br>HR2:HARMONY     | -2 oct-+2 oct, USER | This determines the pitch of the sound added to the input sound, when you are making a harmony.<br>It allows you to set it by up to 2 octaves higher or lower than the input sound. When the scale is set to USER, this parameter sets the user scale number to be used.                                                                                       |
| MASTER KEY                     | C (Am)-B (G#m)      | The key setting corresponds to the key of the song (#, b) as follows.<br><div> <p><b>Major</b> C F B<sup>b</sup> E<sup>b</sup> A<sup>b</sup> D<sup>b</sup></p> <p><b>Minor</b> Am Dm Gm Cm Fm B<sup>b</sup>m</p> <p><b>Major</b> C G D A E B F<sup>#</sup></p> <p><b>Minor</b> Am Em Bm F<sup>b</sup>m C<sup>b</sup>m G<sup>b</sup>m D<sup>b</sup>m</p> </div> |
| DIR.MIX<br>(DIRECT MIX)        | 0-100               | Adjusts the volume of the direct sound.                                                                                                                                                                                                                                                                                                                        |
| HR1:PRE DELAY<br>HR2:PRE DELAY | 0 ms-300 ms,        | Adjusts the time from when the direct sound is heard until the harmonist sounds are heard. Normally you can leave this set at 0 ms.                                                                                                                                                                                                                            |
| HR1:FEEDBACK                   | 0-100               | Adjusts the feedback amount of the harmonist sound.                                                                                                                                                                                                                                                                                                            |
| HR1:LEVEL<br>HR2:LEVEL         | 0-100               | Adjusts the volume of the harmony sound.                                                                                                                                                                                                                                                                                                                       |

| Parameter           | Value | Explanation                            |
|---------------------|-------|----------------------------------------|
| USER SCALE<br>*1 *2 | C     | -24▼C-+24▲C                            |
|                     | Db    | -24▼D <sub>b</sub> -+24▲D <sub>b</sub> |
|                     | D     | -24▼D-+24▲D                            |
|                     | Eb    | -24▼E <sub>b</sub> -+24▲E <sub>b</sub> |
|                     | E     | -24▼E-+24▲E                            |
|                     | F     | -24▼F-+24▲F                            |
|                     | F#    | -24▼F <sub>#</sub> -+24▲F <sub>#</sub> |
|                     | G     | -24▼G-+24▲G                            |
|                     | Ab    | -24▼A <sub>b</sub> -+24▲A <sub>b</sub> |
|                     | A     | -24▼A-+24▲A                            |
|                     | Bb    | -24▼B <sub>b</sub> -+24▲B <sub>b</sub> |
|                     | B     | -24▼B-+24▲B                            |

You can specify a pitch in the range two octaves above or below the direct sound.

\*1 This can be specified if HR1:HARMONY or HR2:HARMONY is "USER."

\*2 The correspondence between the note names and the knobs differs depending on the specified KEY. Knob [1] of the first page is the tonic (root note) of the specified KEY. The table shows the example of when KEY is set to C (Am).

## HUMANIZER

MONO

This can create human vowel-like sounds.

| Parameter | Value         | Explanation                                                                                                                                                                                                                                                                                             |
|-----------|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| MODE      |               | This sets the mode that switches the vowels.                                                                                                                                                                                                                                                            |
|           | PICKING       | It changes from VOWEL 1 to VOWEL 2 along with the picking. The time spent for the change is adjusted with the rate.                                                                                                                                                                                     |
|           | AUTO          | By adjusting the rate and depth, two vowels (VOWEL 1 and VOWEL 2) can be switched automatically.                                                                                                                                                                                                        |
| VOWEL 1   | a, e, i, o, u | Selects the first vowel.                                                                                                                                                                                                                                                                                |
| VOWEL 2   | a, e, i, o, u | Selects the second vowel.                                                                                                                                                                                                                                                                               |
| RATE      | 0-100         | Adjusts the cycle for changing the two vowels.                                                                                                                                                                                                                                                          |
| DEPTH     | 0-100         | Adjusts the depth of the effect.                                                                                                                                                                                                                                                                        |
| LEVEL     | 0-100         | Adjusts the volume.                                                                                                                                                                                                                                                                                     |
| SENS *1   | 0-100         | Adjusts the sensitivity of the humanizer. When it is set to a lower value, no effect of the humanizer is obtained with weaker picking, while stronger picking produces the effect. When it is set to a higher value, the effect of the humanizer can be obtained whether the picking is weak or strong. |
| MANUAL *2 | 0-100         | Adjusts the cycle for changing the two vowels. When it is set to lower than 50, the time for VOWEL 1 is shorter. When it is set to higher than 50, the time for VOWEL 1 is longer.                                                                                                                      |

\*1 Setting available when MODE is set to PICKING.

\*2 Setting available when MODE is set to AUTO.

## PHASER 90E

MONO

This models an MXR EVH-90 Phase Shifter.

| Parameter | Value   | Explanation                                                         |
|-----------|---------|---------------------------------------------------------------------|
| SCRIPT    | OFF, ON | Switches the character of the phaser.<br>OFF: Modern<br>ON: Vintage |
| SPEED     | 0-100   | Sets the rate and the depth of the phaser effect.                   |

## FLANGER117E

MONO

This models an MXR EVH-117 Flanger.

| Parameter | Value | Explanation                                                                                                       |
|-----------|-------|-------------------------------------------------------------------------------------------------------------------|
| MANUAL    | 0-100 | Adjusts the center frequency at which to apply the effect.                                                        |
| WIDTH     | 0-100 | Determines the depth of the flanging effect.                                                                      |
| SPEED     | 0-100 | This sets the rate of the flanging effect.                                                                        |
| REGEN.    | 0-100 | Determines the amount of feedback. Increasing the value will emphasize the effect, creating a more unusual sound. |

## KATANA Mk II Effect Parameter List

### WAH 95E

MONO

This models a Jim Dunlop EVH-95 Wah pedal. You can control the wah effect in real time by adjusting the expression pedal connected to the SEL CH1 CH2/EXP PEDAL jack on the rear panel, or to the rear panel of the GA-FC foot controller (sold separately).

| Parameter                     | Value | Explanation                                                                                                                        |
|-------------------------------|-------|------------------------------------------------------------------------------------------------------------------------------------|
| PEDAL POS<br>(PEDAL POSITION) | 0–100 | Adjusts the position of the wah pedal.<br>* This parameter is used after it's been assigned to an EXP Pedal or similar controller. |
| PEDAL MIN                     | 0–100 | Selects the tone produced when the heel of the EXP Pedal is depressed.                                                             |
| PEDAL MAX                     | 0–100 | Selects the tone produced when the toe of the EXP Pedal is depressed.                                                              |
| EFFECT LEVEL                  | 0–100 | Adjusts the volume of the effect sound.                                                                                            |
| DIRECT MIX                    | 0–100 | Adjusts the volume of the direct sound.                                                                                            |

### DC-30

STEREO

This models a Roland DC-30.

| Parameter        | Value      | Explanation                                                                                                                                  |
|------------------|------------|----------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE             | CHORUS     | Chorus effect                                                                                                                                |
|                  | ECHO       | Echo effect                                                                                                                                  |
| CHORUS INTENSITY | 0–100      | Adjust the depth of the chorus effect.<br>* Only when TYPE is CHORUS.                                                                        |
| ECHO REPEAT RATE | 40ms–600ms | Adjusts the delay time.<br>* Only when TYPE is ECHO.                                                                                         |
| ECHO INTENSITY   | 0–100      | Adjusts the volume that is returned to the input. A higher value will increase the number of the delay repeats.<br>* Only when TYPE is ECHO. |
| ECHO LEVEL       | 0–100      | Adjusts the volume of the delay sound.<br>* Only when TYPE is ECHO.                                                                          |
| INPUT VOLUME     | 0–100      | Adjusts the input level.                                                                                                                     |
| TONE             | –50–+50    | Adjusts the tone.                                                                                                                            |
| OUTPUT           | D/E        | Direct sound and effect sound are output respectively.                                                                                       |
|                  | D+E        | Direct sound and effect sound are mixed and output.                                                                                          |

### DELAY/DELAY 2

This effect adds delayed sound to the direct sound, giving more body to the sound or creating special effects.

#### DELAY Type

| TYPE      | Explanation                                                                                                        |
|-----------|--------------------------------------------------------------------------------------------------------------------|
| DIGITAL   | This is a simple monaural delay.                                                                                   |
| PAN       | This allows you to obtain the tap delay effect that divides the delay time, then deliver them to L and R channels. |
| STEREO    | This is a stereo-in/out delay.                                                                                     |
| ANALOG    | This gives a mild analog delay sound.                                                                              |
| TAPE ECHO | This setting provides the characteristic wavering sound of the tape echo.                                          |
| REVERSE   | This produces an effect where the sound is played back in reverse.                                                 |
| MODULATE  | This delay adds a pleasant wavering effect to the sound.                                                           |
| SDE-3000  | This models the sound of the Roland SDE-3000.                                                                      |

#### DELAY Parameters

| Parameter                       | Value                 | Explanation                                                                                                                                                                             |
|---------------------------------|-----------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE                            | Refer to DELAY Type   |                                                                                                                                                                                         |
| DELAY TIME                      | 1 ms–2000 ms          | Adjusts the delay time.                                                                                                                                                                 |
| FEEDBACK                        | 0–100                 | Adjusts the volume that is returned to the input. A higher value will increase the number of the delay repeats.                                                                         |
| HIGH CUT                        | 630 Hz–12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect.                                           |
| TAP TIME                        | 0–100%                | Adjusts the delay time of the right channel delay. This setting adjusts the R channel delay time relative to the L channel delay time (considered as 100%).<br>* Only when TYPE is PAN. |
| EFFECT LEVEL                    | 0–120                 | Adjusts the volume of the delay sound.                                                                                                                                                  |
| DIRECT MIX                      | 0–100                 | Adjusts the volume of the direct sound.                                                                                                                                                 |
| MOD RATE<br>(MODULATION RATE)   | 0–100                 | Adjusts the modulation rate of the delay sound.<br>* Only when TYPE is MODULATE or SDE-3000.                                                                                            |
| MOD DEPTH<br>(MODULATION DEPTH) | 0–100                 | Adjusts the modulation depth of the delay sound<br>* Only when TYPE is MODULATE or SDE-3000.                                                                                            |
| MOD SW<br>(MODULATION SW)       | OFF, ON               | Turns the modulation on/off.<br>* Only when TYPE is SDE-3000.                                                                                                                           |
| FILTER                          | OFF, ON               | Turns the filter on/off.<br>* If this is on, a natural-sounding effect is obtained when you're using the delay as an echo.<br>* Only when TYPE is SDE-3000.                             |
| RANGE                           | 8kHz, 17kHz           | * Models the way in which the SDE-3000's frequency response is affected by the delay range.<br>* Only when TYPE is SDE-3000.                                                            |
| DELAY PHASE                     | NORMAL, INVERSE       | Specifies the phase of the delay sound. Selecting INV inverts the phase.<br>* Only when TYPE is SDE-3000.                                                                               |
| FEEDBACK PHASE                  | NORMAL, INVERSE       | Specifies the phase of the delay sound feedback. Selecting INV inverts the phase.<br>* Only when TYPE is SDE-3000.                                                                      |

## REVERB

This effect adds reverberation to the sound.

### REVERB Type

| TYPE     | Explanation                                                                                                                                       |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------|
| PLATE    | Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range. |
| ROOM     | Simulates the reverberation in a small room. Provides warm reverberations.                                                                        |
| HALL 1   | Simulates the reverberation in a concert hall. Provides clear and spacious reverberations.                                                        |
| SPRING   | This simulates the sound of a guitar amp's built-in spring reverb.                                                                                |
| MODULATE | This reverb adds the wavering sound found in hall reverb to provide an extremely pleasant reverb sound.                                           |

### REVERB Parameters

| Parameter                        | Value                     | Explanation                                                                                                                                   |
|----------------------------------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| TYPE                             | Refer to REVERB Type      |                                                                                                                                               |
| REVERB TIME                      | 0.1 s–10.0 s              | Adjusts the length (time) of reverberation.                                                                                                   |
| PRE DELAY                        | 0 ms–500 ms               | Adjusts the time until the reverb sound appears.                                                                                              |
| EFFECT LEVEL                     | 0–100                     | Adjusts the volume of the reverb sound.                                                                                                       |
| DIRECT MIX                       | 0–100                     | Adjusts the volume of the direct sound.                                                                                                       |
| LOW CUT                          | FLAT,<br>20 Hz–800 Hz     | This sets the frequency at which the low cut filter begins to take effect. When “Flat” is selected, the low cut filter will have no effect.   |
| HIGH CUT                         | 630 Hz–<br>12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |
| DENSITY                          | 0–10                      | Adjusts the density of the reverb sound.                                                                                                      |
| COLOR<br>(TYPE =<br>SPRING only) | 0–100                     | Adjust the unique tone of the spring reverb.                                                                                                  |

## EQ

STEREO

This adjusts the tone.

### PARAMETRIC EQ

STEREO

You can adjust the sound quality in four bands.

| Parameter          | Value                     | Explanation                                                                                                                                   |
|--------------------|---------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF             | OFF, ON                   | Turns this effect on/off.                                                                                                                     |
| LOW GAIN           | -20–+20 dB                | Adjusts the low frequency range tone.                                                                                                         |
| LOW-MID GAIN       | -20–+20 dB                | Adjusts the low-middle frequency range tone.                                                                                                  |
| HIGH-MID GAIN      | -20–+20 dB                | Adjusts the high-middle frequency range tone.                                                                                                 |
| HIGH GAIN          | -20–+20 dB                | Adjusts the high frequency range tone.                                                                                                        |
| LEVEL              | -20–+20 dB                | Adjusts the overall volume level of the equalizer.                                                                                            |
| LOW-MID FREQUENCY  | 20 Hz–10.0 kHz            | Specifies the center of the frequency range that will be adjusted by the LOW-MID GAIN.                                                        |
| LOW-MID Q          | 0.5–16                    | Adjusts the width of the area affected by the EQ centered at the LOW-MID FREQ. Higher values will narrow the area.                            |
| HIGH-MID FREQUENCY | 20 Hz–10.0 kHz            | Specifies the center of the frequency range that will be adjusted by the HIGH-MID GAIN.                                                       |
| HIGH-MID Q         | 0.5–16                    | Adjusts the width of the area affected by the EQ centered at the HIGH-MID FREQ. Higher values will narrow the area.                           |
| LOW CUT            | FLAT, 20 Hz–800 Hz        | This sets the frequency at which the low cut filter begins to take effect. When “Flat” is selected, the low cut filter will have no effect.   |
| HIGH CUT           | 630 Hz–<br>12.5 kHz, FLAT | This sets the frequency at which the high cut filter begins to take effect. When “FLAT” is selected, the high cut filter will have no effect. |
| POSITION           | AMP IN                    | Positions the EQ in front of the amplifier unit within the KATANA's effect chain.                                                             |
|                    | AMP OUT                   | Positions the EQ behind the amplifier unit within the KATANA's effect chain.                                                                  |

## GE-10

STEREO

This models a BOSS GE-10 graphic equalizer. You can adjust the sound quality in ten bands.

| Parameter | Value       |                                                                                   |
|-----------|-------------|-----------------------------------------------------------------------------------|
| 31 Hz     | -12--+12 dB |                                                                                   |
| 62 Hz     |             |                                                                                   |
| 125 Hz    |             |                                                                                   |
| 250 Hz    |             |                                                                                   |
| 500 Hz    |             |                                                                                   |
| 1 kHz     |             |                                                                                   |
| 2 kHz     |             |                                                                                   |
| 4 kHz     |             |                                                                                   |
| 8 kHz     |             |                                                                                   |
| 16 kHz    |             |                                                                                   |
| LEVEL     | -12--+12 dB |                                                                                   |
| POSITION  | AMP IN      | Positions the EQ in front of the amplifier unit within the KATANA's effect chain. |
|           | AMP OUT     | Positions the EQ behind the amplifier unit within the KATANA's effect chain.      |

### NS (NOISE SUPPRESSOR)

This effect reduces the noise and hum picked up by guitar pickups. Since it suppresses the noise in synchronization with the envelope of the guitar sound (the way in which the guitar sound decays over time), it has very little effect on the guitar sound, and does not harm the natural character of the sound.

#### NS Parameters

| Parameter | Value   | Explanation                                                                                                                                                                                                                                                                                                                        |
|-----------|---------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ON/OFF    | OFF, ON | Turns this effect on/off.                                                                                                                                                                                                                                                                                                          |
| THRESHOLD | 0–100   | Adjust this parameter as appropriate for the volume of the noise. If the noise level is high, a higher setting is appropriate. If the noise level is low, a lower setting is appropriate.<br><br>* High settings for the threshold parameter may result in there being no sound when you play with your guitar volume turned down. |
| RELEASE   | 0–100   | Adjusts the time from when the noise suppressor begins to function until the noise level reaches "0."                                                                                                                                                                                                                              |

### SEND/RETURN

These are settings for the EFFECT LOOP (SEND/RETURN) jacks.

| Parameter    | Value              | Explanation                                                                                             |
|--------------|--------------------|---------------------------------------------------------------------------------------------------------|
| ON/OFF       | OFF, ON            | Turns this effect on/off.                                                                               |
| POSITION     | POST AMP, POST REV | Specifies the position at which the external effect unit is connected within the KATANA's effect chain. |
| MODE         | SERIES, PARALLEL   | Specifies whether the external effect unit is connected in series or in parallel.                       |
| SEND LEVEL   | 0–100              | Adjusts the volume of the output to the external effects device.                                        |
| RETURN LEVEL | 0–100              | Adjusts the volume of the input from the external effects device.                                       |

\* The S/R setting is valid if a plug is connected to the RETURN jack.