



GUITAR EFFECTS PROCESSOR

# Magicstomp

## PATCH LIST

No	Patch Name	Category	Knob 1		Knob 2		Knob 3	
1	HeavyHiGain	Multi	GAIN	Gain	MSTR	Master	TONE	Tone
2	HeavyTrem	Multi	GAIN	Gain	MSTR	Master	TRSP	TremoloSpeed
3	Drivin'Verb	Multi	GAIN	Gain	MSTR	Master	RLVL	ReverbLevel
4	VinTremolo	Multi	MSTR	Master	TONE	Tone	TRSP	TremoloSpeed
5	70'sRockLead	Multi	GAIN	Gain	MSTR	Master	TONE	Tone
6	SciFiFlange	Multi	GAIN	Gain	MSTR	Master	EQ3G	EQ3Gain
7	AllPurpose	Multi	GAIN	Gain	MSTR	Master	TONE	Tone
8	CrunchChorus	Multi	GAIN	Gain	MSTR	Master	CHLV	ChorusLevel
9	CleanCutting	Multi	GAIN	Gain	CTHR	Comp.Threshold	CHDP	ChorusDepth
10	BluesSolo	Multi	GAIN	Gain	MSTR	Master	TONE	Tone
11	Cuttin'Fl	Multi	GAIN	Gain	TONE	Tone	FLVL	FlangerLevel
12	ArpDelay	Multi	MSTR	Master	TONE	Tone	DTFB	DelayTime
13	FatGermFuzz	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
14	BuzzsawFuzz	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
15	TubeDrive	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
16	VinMidBoost	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
17	ClassicDist	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
18	BigSusFuzz	Distortion	GAIN	Gain	MSTR	Master	EQ1F	EQ1Freq.
19	Overdrive	Distortion	GAIN	Gain	MSTR	Master	TONE	Tone
20	MetalDist	Distortion	GAIN	Gain	MSTR	Master	EQ1F	EQ1Freq.
21	SmashingFuzz	Distortion	GAIN	Gain	MSTR	Master	EQ2G	EQ2Gain
22	JetFuzz	Dist+Mod	GAIN	Gain	TONE	Tone	FLSP	FlangerSpeed
23	Flangitis	Dist+Mod	GAIN	Gain	MSTR	Master	FLVL	FlangerLevel
24	VibeFuzz	Dist+Mod	GAIN	Gain	MSTR	Master	PHSP	PhaserSpeed
25	OD Chorus	Dist+Mod	GAIN	Gain	TONE	Tone	CHLV	ChorusLevel
26	WobbleFuzz	Dist+Mod	GAIN	Gain	TONE	Tone	CHDP	ChorusDepth
27	VinClean	Amp	GAIN	Gain	MSTR	Master	TONE	Tone
28	FatBassCombo	Amp	GAIN	Gain	MSTR	Master	EQ2G	EQ2Gain
29	ClassACombo	Amp	GAIN	Gain	MSTR	Master	TONE	Tone
30	70'sBrit	Amp	GAIN	Gain	MSTR	Master	EQ3G	EQ3Gain
31	ClassACrunch	Amp	GAIN	Gain	MSTR	Master	TONE	Tone
32	HiVoltage	Amp	GAIN	Gain	MSTR	Master	EQ2G	EQ2Gain
33	HiGainStk	Amp	GAIN	Gain	MSTR	Master	TONE	Tone
34	ModernHiGain	Amp	GAIN	Gain	MSTR	Master	EQ1G	EQ1Gain
35	BatteryAmp	Amp	GAIN	Gain	MSTR	Master	TONE	Tone
36	SmallRadio	Amp	-	-	-	-	LVL1	Level1
37	AnalogChorus	Chorus	SPD1	Speed1	DPT1	Depth1	PAN1	Pan1 *1
38	RichStereoCh	Chorus	FREQ	Freq.	DPT	Depth	MIX	Mix
39	Symphonic	Chorus	FREQ	Freq.	DPT	Depth	MIX	Mix
40	Womanizer	Chorus	FIN1	Fine1	FIN2	Fine2	MIX	Mix
41	AnalogFlange	Flanger	SPD	Speed	DPTH	Depth	FB	Feedback
42	JupiterRay	Flanger	SPD	Speed	DPTH	Depth	FB	Feedback
43	TunnelFlange	Flanger	SPD	Speed	DPTH	Depth	FB	Feedback
44	AnalogPhaser	Phaser	SPD	Speed	DPTH	Depth	FB	Feedback
45	PhaserFan	Phaser	SPD	Speed	DPTH	Depth	FB	Feedback
46	StrwbrryFaze	Phaser	SPD	Speed	DPTH	Depth	FB	Feedback
47	VinVibe	Vibe	FREQ	Freq.	DPT	Depth	MIX	Mix
48	PitchVibrato	Vibe	-	-	SPD1	Speed1	DPT1	Depth1
49	OptComTrem	Tremolo	TONE	Tone	TRSP	TremoloSpeed	TRDP	TremoloDepth
50	PanTrem	Tremolo	WAVE	Wave *2	FREQ	Freq.	DPTH	Depth

Note) \*1 : Direct sound = L10.0 (fixed). PAN1 sets effect sound's pan position (default = center).

\*2 : WAVE = Modulation waveform (Sine, Triangle, Square)

No	Patch Name	Category	Knob 1		Knob 2		Knob 3	
51	VinRotary	Rotary	DRV	Drive	ROT	Rotate *3	SPD	Speed *4
52	SmallComp	Compressor	RATI	Comp.Ratio *5	ATAK	Comp.Attack	GAIN	Comp.Gain
53	ShadowDly	Delay	DT	DelayTime	FB	Feedback	LEVL	Level
54	TapeEcho	Delay	TIME	DelayTime	FB	Feedback	MIX	Mix
55	MultiHead	Delay	DT1	DelayTime1	FB1	Feedback1	ELVL	EffectLevel
56	AnalogDelay	Delay	TIME	DelayTime	FB	Feedback	MIX	Mix
57	PingPongDly	Delay	DT1	DelayTime1	FB1	Feedback1	ELVL	EffectLevel
58	AnalogModDly	Delay	DT1	DelayTime1	FB1	Feedback1	PAN1	Pan1 *6
59	Symphdelay	Delay	MDT	Mod.DelayTime	DPT	Depth	MIX	Mix
60	UD-Chorus1	Delay	ELVL	EffectLevel	DLVL	DirectLevel	DPAN	DirectPan
61	UD-Lead1	Delay	ELVL	EffectLevel	DLVL	DirectLevel	DPAN	DirectPan
62	UD-VolSwell1	Delay	ELVL	EffectLevel	DLVL	DirectLevel	DPAN	DirectPan
63	HallRev	Reverb	TIME	ReverbTime	HRAT	HighRatio	MIX	Mix
64	PlateRev	Reverb	TIME	ReverbTime	HRAT	HighRatio	MIX	Mix
65	SpringRev	Reverb	-	-	-	-	REV	ReverbLevel
66	ModRev	Reverb	-	-	RT	ReverbTime	MIX	Mix
67	ShaloWaters	Reverb	RT	ReverbTime	BAL	Reverb/Symphonic *7	MIX	Mix
68	D.FilterUp	Filter	SENS	Sense	OFST	Offset	DCY	Decay
69	DynaJetFlang	Filter	SENS	Sense	OFST	Offset	DCY	Decay
70	TalkingPhase	Filter	SENS	Sense	OFST	Offset	DCY	Decay
71	CatShelter	Filter	SENS	Sense	FB	FeedbackGain	DCY	Decay
72	RingMod	RingModulator	OSC	OSC Freq.	FM.F	FM Freq.	FM.D	FM Depth
73	PitchShift	PitchShifter	PIT	Pitch	FINE	Fine	MIX	Mix
74	12Strings	SoundEffect	FIN1	Fine1	FIN2	Fine2	MIX	Mix
75	SparklMod	SoundEffect	PIT	Pitch	DT	DelayTime	MIX	Mix
76	DiveDown	SoundEffect	DT	DelayTime	FB	FeedbackGain	MIX	Mix
77	DiminishUpDw	SoundEffect	LVL1	Level1	LVL2	Level2	MIX	Mix
78	Bats	SoundEffect	PIT	Pitch	FINE	Fine	MIX	Mix
79	MachineGun	SoundEffect	ELVL	EffectLevel	DT1	DelayTime1	FB1	Feedback1
80	RotModDly	SoundEffect	ELVL	EffectLevel	DT1	DelayTime1	FB1	Feedback1
81	SlowSpace	SoundEffect	GAIN	Gain	RLVL	ReverbLevel	NGTH	NoiseGateThreshold
82	Traktor	SoundEffect	FREQ	Freq.	MDT	Mod.DelayTime	MIX	Mix
83	Mob	SoundEffect	FREQ	Freq.	DPT	Depth	FB	FeedbackGain
84	Shimmer	SoundEffect	BAL	ReverbBalance *8	MDT	Mod.DelayTime	MIX	Mix
85	SpaceGun	SoundEffect	PIT	Pitch	DT	DelayTime	MIX	Mix
86	GlamRiff *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	TONE	Tone
87	WestCoastRif *9	Multi+SP.Sim	GAIN	Gain	TONE	Tone	DLVL	DelayLevel
88	LongSusLead *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	TONE	Tone
89	SurfSound *9	Multi+SP.Sim	TONE	Tone	DLVL	DelayLevel	RLVL	ReverbLevel
90	BigRock *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	TONE	Tone
91	CleanTremolo *9	Multi+SP.Sim	MSTR	Master	TONE	Tone	TRSP	TremoloSpeed
92	SweetFaze *9	Multi+SP.Sim	GAIN	Gain	TONE	Tone	PHLV	PhaserLevel
93	HeatFlange *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	FLVL	FlangerLevel
94	SaucyRock *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	TONE	Tone
95	80'sR-n-B *9	Multi+SP.Sim	GAIN	Gain	MSTR	Master	TONE	Tone
96	AG Stroke *10	AG Multi	BLND	MicSimBlend	VOL	Volume	RLVL	ReverbLevel
97	AG Arpeggio *10	AG Multi	BLND	MicSimBlend	VOL	Volume	RLVL	ReverbLevel
98	AG Lead *10	AG Multi	BLND	MicSimBlend	VOL	Volume	RLVL	ReverbLevel
99	AG NylonStr *11	AG Multi	BLND	MicSimBlend	VOL	Volume	RLVL	ReverbLevel

Note) \*3 : Stop=[Rotation stop] / Start=[Rotation start]

\*4 : Selects rotation speed (Slow or Fast).

\*5 : Range= 1:1 to ∞ (infinity):1

\*6 : Direct sound = L10.0 (fixed). PAN1 sets effect sound's pan position (default = center).

\*7 : Reverb and symphonic balance. (0%=all reverb, 100%=all symphonic)

\*8 : Reverb and chorused reverb balance. (0%=all chorused reverb, 100%=all reverb)

\*9 : Multi effector + Speaker simulator. Designed for recording.

\*10 : For electric-acoustic guitar.

\*11 : For electric-acoustic nylon string guitar.