FX-Tracker Presets

Version 2.0

The following step-by-step process will allow you to try the factory presets that come pre-loaded in FX-Tracker:

1) Use only the supplied AC adapter and power on the unit. The two LEDs will stay yellow and the display will be blank for about 10 seconds while a complete self-test is run on the unit. After that, the display will cycle from 0-99 and then 0-19 while the presets and arpeggiator patterns are loaded.

2) Connect the input from your guitar or effect loop into the input jack and feed the output jack into the mono or stereo inputs of your mixer or amp. Place FX-Tracker before any high gain distortion effects so that it can identify the notes that you are playing.

3) Set the right slide switch to Preset and use the right control knob to select the desired preset number (see the presets below).

4) Press the footswitch to activate the effect. If the effect is active, one of the LEDs will be green, other wise they will be red.

5) Change the preset number to try out other presets while the unit is active. This only works if the decimal point is not blinking (see below).

6) Adjust the input level for each preset so that the signal does not overdrive the input using the decimal point in the LED display as an indicator. You may need to increase the input level depending on your signal source. You can do a global adjustment of all preset input levels by setting the MIDI channel to zero and then pressing the left control knob (see the users manual).

7) If you are playing chords you may need to increase the Threshold to avoid false triggering.

8) If you change a preset parameter, the decimal point in the display will blink. To restore the original parameters, press the right control knob.

9) To save your changes, press the left control knob once and then again to confirm the save. You can also change to an unused preset number before saving.

Num	Name	Effect Number	Mix Value	Thresh - Time Value	Tweak1 Value	Tweak2 Value	Layered Delay Type	Layered Delay Fdback	Layered Delay Time	Comments
0	Delay Tracker 1	9	10	2	45	18	0			A multiple delay repeat tracks your playing speed. Adjust Tweak 2 to shorten the relative delay.
1	Reverse Delay	2	10	2			0			A reverse delay effect is used. Each time you play a note, the signal is played back in reverse from the current note to the preveious note.
2	Inverse Delay	10	8	2	46	5	0			Play slower that 0.5 seconds and no delay will sound. Play faster that 0.5 seconds to get longer delay. Adjust Tweak 2 to change the delay timing.
3	Auto-Ramp Up	60	10	2	24	18	0			Each note that you play ramps up an octave higher. If you play slower, the ramp gets longer. Set the mix to 20 to hear only the pitch shift. Adjust Tweak 1 to change the ramp note.
4	Tremolo vs Delay	30	16	0	7	7	6	13	2	The sine tremolo has a fixed period and can be heard when you play slowly. A delay with multiple repeats is heard if you play fast. Adjust Tweak 2 to change the tremolo speed.
5	Harmonica	34	20	1	1	18	3	48	20	Your playing triggers a volume envelope. A single delay is added before the envelope generator that tracks your playing speed. This provides two notes at once during the envelope. Adjust Tweak 2 to change the envelope
6	Delayed Octave	65	20	1	24	0	15	48	20	A delay that tracks your playing speed is used. The delayed signal is shifted up one octave using the pitch shifter. Adjust Tweak 1 to change the pitch shift value.
7	Triggered Flanger	43	15	5	45	20	0			Each time you play a chord, a single triangle flanger sweep is triggered. The length of the sweep depends on how fast you play. Adjust Tweak 2 to change the envelope length.
8	Bass Drop	63	10	2	1	2	0			Each time you play a note, a bass tone is ramped down quickly to one octave below. Adjust Tweak 2 to change the ramp rate. Adjust Tweak 1 to change the ramp note.
9	Auto Chorus	20	20	3	46	10	12	44	20	This is a stereo chorus where the chorus period tracks your playing speed. A delay is in parallel with the chorus with a delay that also tracks your playing speed. Adjust Tweak 2 to change the chorus period.
10	Arpeggio Harmonies	66	10	2	1	4	0			For every 4 notes that you play, a new harmony interval is heard. Adjust Tweak 1 to try different arpeggio patterns. Adjust Tweak 2 to change the pattern change
11	Auto Wah	51	20	2	10	15	0			An auto wah is triggered for each note that you play. Adjust Tweak 2 to change the ramp rate.
12	Opposite Delay	10	5	1	47	5	3	48	7	Delay 1 is a multiple delay that becomes longer with playing faster that 500mS. Delay 2 is a single delay that becomes shorter with faster playing.
13	Loud/Soft Delay	4	10	1	38	4	2	27	3	Delay 1 has short multiple repeats with loud playing Delay 2 has longer multiple repeats with soft playing
14	Delayed Delay	4	12	1	47	2	13	46	5	A delay effect is used with a single 500mS repeat. The delayed signal is routed through another delay that has a short multiple repeat of 120mS.
15	Looping	6	10	19	0	10	2	45	2	Delay 1 is a looping mode with up to 60 seconds of record time. When you enable the effect, the LED switches to yellow and recoding begins. Press the footswitch again to stop recording a to start loop playback.
16	Vibrato	55	10	0	0	4	0			Vibrato effect. Change the vibrato speed by adjusting Threshold or Tweak 2.
17	Low Pulse	62	20	2	7	1	6	6	4	Pitch shift pulse for each note that you play. Post delay feedback level depends on playing speed. Adjust the pulse width using Tweak 2. Adjust the pulse note value using Tweak 1.
18	Soft Harmony	65	10	2	15	4	0			Softer playing provides a pitch shift up a 3rd. Loud playing has no pitch shift. Reset the loud verse soft range by disabling the unit and then re-enabling it. Adjust the note value using Tweak 1. Adjust the playing volume transition using Tweak 2.
19	Layered Arpeggios	65	10	2	15	0	7	48	20	A fixed pitch shift of +3 is mixed with the dry signal. Post delay time matches playing speed to give extra harmonies layered on previous harmonies. Use Tweak 1 to try different pitch shift intervals.
20	Standard Chorus	14	15	1	45	2	0			Standard sine chorus setting. Try different values of Tweak 1 to see how the chorus depth reacts to your playing.
21	Delayed Chorus	16	13	2	46	10	14	46	10	A static delay of 1 second with multiple repeats is used. The delayed signal goes through a sine wave chorus effect where the chorus period depends on your playing speed. Adjust the relative chorus period using Tweak 2.
22	Delayed Reverse	2	20	2			14	47	6	A static delay of 0.6 second with multiple repeats is used. The delayed signal is played backward.

#	Name									Description
23	Chorus/Delay Tracking	14	15	0	44	8	8	46	10	A multi-repeat post-delay has a time value that is locked to the chorus period. Adjust the Threshold or Tweak 2 to change the chorus period. This will also change the delay time.
24	Fast Tremolo	28	16	2	50	5	11	44	10	A sine tremolo that tracks your playing speed. A single repeat delay is in parallel that also tracks your playing speed. Adjust Tweak 2 to change the relative tremolo period.
25	Standard Square	31	12	0	4	10	0			A square tremolo where the period is fixed and the depth increases as you play slower.
26	Auto-ramp Delayed	35	20	2	1	14	8	5	10	The volume ramps up for each note that you play. A post delay tracks your playing speed and the delay feedback is higher when you play slower. Adjust the relative length of the ramp using Tweak 2.
27	Delayed Tremolo	26	20	0	50	7	13	47	6	A static delay of 600mS is used. A tremolo with a fixed period of 140mS is heard only on the delayed signal. Adjust Tweak 2 to change the tremolo period.
28	Volume Flanger	38	16	0	37	10	0			A sine flanger where louder playing provides more depth. Adjust the flanger period using Tweak 2.
29	Extreme Flanger	39	18	2	76	20	0			Flanger with a high feedback level where the flanger period depends on your playing speed. Adjust Tweak 1 to change the depth and feedback. Adjust Tweak 2 to change the relative flanger period.
30	Delayed Flanger	39	20	2	68	10	15	46	20	A delay is used that matches your playing speed. The delayed signal is sent through a sine flanger with a period that also tracks your playing speed.
31	Auto Flanger	42	10	2	35	10	0			A single flanger envelope is triggered by each note that you play. Louder playing provides more flanger depth. Change the envelope length using Tweak 2.
32	Sine Filter	46	18	0	7	6	0			Fixed period sine filter that increases in depth the slower that you play. Adjust the filter period using Tweak 2.
33	Exponential Filter	49	14	2	47	10	12	44	10	Exponential filter waveform with a period that depends on your playing speed. A delay with multiple repeats is in parallel that also tracks your playing speed.
34	Fixed Wah	53	20	2	10	15	0			An auto-wah ramp that is set to a fixed length. Adjust the ramp rate using Tweak 2.
35	Delayed Ramp	60	20	2	24	18	16	4	20	A multiple delay that matches your playing speed. The delay feedback is larger when you play slower. The delayed signal is a ramped pitch shift where the length of the ramp matches your playing speed. Adjust Tweak 1 to change the pitch.
36	Stereo Delay	13	10	3	45	8	0			Stereo delay that gets longer if you play faster than 0.8 seconds. Adjust Tweak 2 to change the delay time.
37	Stereo Chorus	18	12	0	45	6	0			Stereo sine wave chorus with static period. Adjust Threshold and Tweak 2 to change the period.
38	Stereo Tremolo	32	20	3	50	5	0			Stereo tremolo with a period that depends on your playing speed. Adjust Tweak 2 to change the relative
39	Stereo Flanger	41	15	3	59	10	0			Stereo flanger with a period that depends on your playing speed. Adjust Tweak 2 to change the relative period. Adjust Tweak 1 to change the depth and
40	Square Pitch Shift	57	10	3	15	2	0			A square wave pitch shift up a third with a period that depends on your playing speed. Adjust Tweak 1 to change the pitch, or adjust Tweak 2 to change the relative period.
41	Triangle Shift with Parallel Delay	59	15	2	24	20	11	48	10	A triangle pitch shift envelope with an envelope length that depends on your playing speed. The pitch shift is up one octave. A parallel delay is added that also matches your playing speed. Adjust Tweak 1 to change the shifted note value or adjust Tweak 2 to change the envelope
42	Auto Arpeggios	66	10	2	6	15	0			For each note that you play, an arpeggio sequence is triggered based on your playing speed. Adjust Tweak 1 to change the arpeggio pattern.
43	Tremolo Buzz	26	20	0	50	1	0			A sine tremolo set to a very short period. Change the period using Tweak 1 or Threshold.
44	Space Man	39	16	1	80	1	0			A fast flanger period that tracks your playing speed. Adjust the feedback and depth using Tweak 1.
45	Duck Quack	49	15	3	50	3	0			A fast flanger period that tracks your playing speed. The depth increases as you play faster. Adjust the relative period using Tweak 2.
	The following four presets allow you to hear how the position of the layered delay affects the sound.									
46	Filter Envelopes Pre-Delay	50	20	2	10	10	2	46	4	Filter envelopes with a multiple repeat delay before the filter. The delay time is constant. Adjust Tweak 2 to change the envelope length.
47	Filter Envelopes Post-Delay	50	20	2	10	10	6	46	4	Filter envelopes with a multiple repeat delay after the filter. The delay time is constant. Adjust Tweak 2 to change the envelope length.
48	Filter Envelopes Parallel-	50	20	2	10	10	10	46	4	Filter envelopes with a multiple repeat delay in parallel with the filter. The delay time is constant. Adjust Tweak 2 to change the envelope length.
49	Filter Envelopes Delay Effect	50	20	2	10	10	14	46	4	Filter envelopes with a multiple repeat where only the delayed signal is filtered. The delay time is constant. Adjust Tweak 2 to change the envelope length.
50	12-String Guitar	64	9	1	24	0	5	48	2	This emulates a 12-string guitar with a single echo delay at the end of the signal chain.
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