

GuitarFX

User Manual

ALESIS

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1 Introduction

Welcome!

Thank you for making the Alesis GuitarFX a part of your setup. Since 1984, we've been designing and building creative tools for the audio community. We believe in our products, because we've heard the results that creative people like you have achieved with them. One of Alesis' goals is to make high-quality music equipment available to everyone, and this user manual is an important part of that. After all, there's no point in making equipment with all kinds of capabilities if no one explains how to use them. So, we try to write our manuals as carefully as we build our products.

The goal of this manual is to get you the information you need as quickly as possible, with a minimum of hassle. We hope we've achieved that. If not, please drop us an email and give us your suggestions on how we could improve future editions of this manual.

We hope your investment will bring you many years of creative enjoyment and help you achieve your musical goals.

Sincerely,
The people of Alesis

About the GuitarFX

The first thing you'll probably notice about the GuitarFX is its size—it's not that much larger or smaller than most other guitar effects pedals. But don't let that fool you. The GuitarFX does much more than most pedals you'll find on the market today (and for an unbeatable price too). We've packed a lot of effects (more than 40!) and features into this unit. Here's a glimpse:

GuitarFX Key Features

- 80 preset patches that you can fully edit, store and restore to the factory default settings
- 9 effect modules that provide multiple selectable effects
- Over 40 different effects with adjustable parameters and innumerable effect combinations
- Built-in auto-chromatic tuner
- Battery-powered operation and an external power option (9VDC)
- Simple interface that gives you quick and easy access to the GuitarFX's features

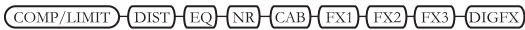
GuitarFX Basics

Benefits of a Multi-Effects Pedal

If you've ever used guitar pedals, you know they come in an infinite array of effects, colors and sizes. If you use multiple pedals, you probably do so by linking them all together into a chain. The GuitarFX eliminates the need for so many pedals because it combines just about all the effects you need into one unit. Instead of turning knobs and pushing buttons on pedal after pedal, with the GuitarFX you have full control over dozens of effects with one foot pedal! It's that easy.

Effect Modules

If you were to think of the GuitarFX as a series of individual pedals linked together, then each pedal in that series would be considered an effect module. The GuitarFX has nine separate effect modules, as shown below:



You can assign one effect to each of these modules and adjust its parameters accordingly. On the face of the unit, you'll see a list of possible effect types for some of these modules. For more on effect modules, see chapter 10.

Effect Types

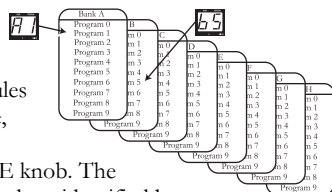
When we use the word “effect” in this manual, we’re usually referring to an effect type. Each module provides you with a selection of effect types, only one of which may be chosen for each module. For example, the DIST module allows you to select which type of distortion you want (ACOUSTIC, FDR CLEAN, RHYTHM and others). The behavior of each of these effect types may be adjusted in one or more ways to produce variations of the effect.

Parameters

A parameter is a control that changes the characteristics of an effect. When we use the word “parameter,” we are referring to the “direct control” parameter available to the DIST, FX1, FX2 and FX3 modules. DIST’s parameter is called DRIVE, and the parameters for FX1, FX2 and FX3 are labeled PARAM. The characteristic controlled by a parameter varies from effect to effect.

Programs

A program is a combination of effects modules and their respective settings. In PLAY mode, you have quick access to the GuitarFX’s 80 programs via the foot pedals and the VALUE knob. The programs are divided up into banks A – H and are identified by a bank letter and a program number on the display.



How to Use This Manual

This manual is divided into the following sections describing the various functions and applications for the GuitarFX. While it's a good idea to read through the entire manual once carefully, if you already have general knowledge about guitar effects, you should use the table of contents to look up specific functions.

Chapter 3: Getting Started shows you how to get the unit connected and turned on. We've included a hookup diagram and some tips on using the GuitarFX.

Chapter 4: A Tour of the GuitarFX describes all the controls and features of the unit. This chapter features diagrams of the top and rear panels that are labeled with the name and a brief overview of each function. The paragraphs that follow the diagrams provide more in-depth discussion of these features.

Chapters 5 through 9 include step-by-step instructions for using the GuitarFX, including how to select and edit programs, use the tuner function, store and copy programs, and defer program changes.


Chapter 10: Effects Knob Settings explains the unit's effect modules and types, as well as other settings controlled by the EFFECT and VALUE knobs.

Chapter 11: Troubleshooting can give you a hand if you're experiencing problems with the GuitarFX. You'll find that most issues can be resolved simply and quickly.

Chapter 12: Specifications is full of information for the more technical users.

Chapter 13: Warranty/Contact Alesis explains the warranty we supply with the GuitarFX and lets you know the best way to reach us if you have any questions or comments.

Helpful tips and advice are highlighted in a shaded box like this

 *When something important appears in the manual, an exclamation mark (like the one shown at left) will appear with some explanatory text. This symbol indicates that this information is vital when operating the GuitarFX.*

2 Important Safety Instructions

Important Safety Instructions (English)

Safety symbols used in this product



This symbol alerts the user that there are important operating and maintenance instructions in the literature accompanying this unit.



This symbol warns the user of uninsulated voltage within the unit that can cause dangerous electric shocks.



This symbol warns the user that output connectors contain voltages that can cause dangerous electrical shock.

Please follow these precautions when using this product:



1. Read these instructions.
2. Keep these instructions.
3. Heed all warnings.
4. Follow all instructions.
5. Do not use this apparatus near water.
6. Clean only with a damp cloth. Do not spray any liquid cleaner onto the faceplate, as this may damage the front panel controls or cause a dangerous condition.
7. Install in accordance with the manufacturer's instructions.
8. Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
9. Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding-type plug has two blades and a third grounding prong. The wide blade or the third prong is provided for your safety. When the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

10. Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
11. Use only attachments or accessories specified by the manufacturer.
12. Use only with a cart, stand, bracket, or table designed for use with professional audio or music equipment. In any installation, make sure that injury or damage will not result from cables pulling on the apparatus and its mounting. If a cart is used, use caution when moving the cart/apparatus combination to avoid injury from tip-over.



13. Unplug this apparatus during lightning storms or when unused for long periods of time.
14. Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as when the power-supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.



15. This unit produces heat when operated normally. Operate in a well-ventilated area with at least six inches of clearance from peripheral equipment.
16. This product, in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should consult an audiologist.
17. Do not expose the apparatus to dripping or splashing. Do not place objects filled with liquids (flower vases, soft drink cans, coffee cups) on the apparatus.
18. **WARNING:** To reduce the risk of fire or electric shock, do not expose this apparatus to rain or moisture.

Instructions de Sécurité Importantes (French)

Symboles utilisés dans ce produit



Ce symbole alerte l'utilisateur qu'il existe des instructions de fonctionnement et de maintenance dans la documentation jointe avec ce produit.



Ce symbole avertit l'utilisateur de la présence d'une tension non isolée à l'intérieur de l'appareil pouvant engendrer des chocs électriques.



Ce symbole prévient l'utilisateur de la présence de tensions sur les raccordements de sorties, représentant un risque d'électrocution.



Veillez suivre ces précautions lors de l'utilisation de l'appareil:

1. Lisez ces instructions.
2. Gardez ces instructions.
3. Tenez compte de tous les avertissements.
4. Suivez toutes les instructions.
5. N'utilisez pas cet appareil à proximité de l'eau.
6. Ne nettoyez qu'avec un chiffon humide. Il est potentiellement dangereux d'utiliser des pulvérisateurs ou nettoyeurs liquides sur cet appareil.
7. Installez selon les recommandations du constructeur.
8. Ne pas installer à proximité de sources de chaleur comme radiateurs, cuisinière ou autre appareils (don't les amplificateurs) produisant de la chaleur.
9. Ne pas enlever la prise de terre du cordon secteur. Une prise murale avec terre deux broches et une troisième reliée à la terre. Cette dernière est présente pour votre sécurité. Si le cordon secteur ne rentre pas dans la prise de courant, demandez à un électricien qualifié de remplacer la prise.

10. Évitez de marcher sur le cordon secteur ou de le pincer, en particulier au niveau de la prise, et aux endroits où il sort de l'appareil.

11. N'utilisez que des accessoires spécifiés par le constructeur.



12. N'utilisez qu'avec un stand, ou table conçus pour l'utilisation d'audio professionnel ou instruments de musique. Dans toute installation, veillez de ne rien endommager à cause de câbles qui tirent sur des appareils et leur support.

13. Débranchez l'appareil lors d'un orage ou lorsqu'il n'est pas utilisé pendant longtemps.



14. Faites réparer par un personnel qualifié. Une réparation est nécessaire lorsque l'appareil a été endommagé de quelque sorte que ce soit, par exemple lorsque le cordon secteur ou la prise sont endommagés, si du liquide a coulé ou des objets se sont introduits dans l'appareil, si celui-ci a été exposé à la pluie ou à l'humidité, ne fonctionne pas normalement ou est tombé.

15. Puisque son fonctionnement normale génère de la chaleur, placez cet appareil au moins 15cm. des équipements périphériques et assurez que l'emplacement permet la circulation de l'air.

16. Ce produit, utilisé avec un amplificateur et un casque ou des enceintes, est capable de produire des niveaux sonores pouvant engendrer une perte permanente de l'ouïe. Ne l'utilisez pas pendant longtemps à un niveau sonore élevé ou à un niveau non confortable. Si vous remarquez une perte de l'ouïe ou un bourdonnement dans les oreilles, consultez un spécialiste.

17. N'exposez pas l'appareil à l'égoutture ou à l'éclaboussement. Ne placez pas les objets remplis de liquides (vases à fleur, boîtes de boisson non alcoolique, tasses de café) sur l'appareil.

18. **AVERTISSEMENT:** Pour réduire le risque du feu ou de décharge électrique, n'exposez pas cet appareil à la pluie ou à l'humidité.

Lesen Sie bitte die folgende Sicherheitshinweise (German)

Sicherheit Symbole verwendet in diesem Produkt



Dieses Symbol alarmiert den Benutzer, daß es wichtige Funktionieren und Wartung Anweisungen in der Literatur gibt, die diese Maßeinheit begleitet.



Dieses Symbol warnt den Benutzer der nicht isolierten Spannung innerhalb der Maßeinheit, die gefährliche elektrische Schläge verursachen kann.



Dieses Symbol warnt den Benutzer, dem Ausgabestecker Spannungen enthalten, die gefährlichen elektrischen Schlag verursachen können.

Folgen Sie bitte diesen Vorkehrungen, wenn dieses Produkt verwendet wird:



1. Lesen Sie die Hinweise.
2. Halten Sie sich an die Anleitung.
3. Beachten Sie alle Warnungen.
4. Beachten Sie alle Hinweise.
5. Bringen Sie das Gerät nie mit Wasser in Berührung.
6. Verwenden Sie zur Reinigung nur ein weiches Tuch. Verwenden Sie keine flüssigen Reinigungsmittel. Dies kann gefährliche Folgen haben.
7. Halten Sie sich beim Aufbau des Gerätes an die Angaben des Herstellers.
8. Stellen Sie das Gerät nicht in der Nähe von Heizkörpern, Heizungsklappen oder anderen Wärmequellen (einschließlich Verstärkern) auf.
9. Verfehlen Sie nicht den Zweck des grounding Terminals auf dem Netzstecker. Dieses Terminal wird für Ihre Sicherheit zur Verfügung gestellt.

10. Verlegen Sie das Netzkabel des Gerätes niemals so, daß man darüber stolpern kann oder daß es gequetscht wird.

11. Benutzen Sie nur das vom Hersteller empfohlene Zubehör.

12. Verwenden Sie ausschließlich Wagen, Ständer, oder Tische, die speziell für professionelle Audio- und Musikinstrumente geeignet sind. Achten Sie immer darauf, daß die jeweiligen Geräte sicher installiert sind, um Schäden und Verletzungen zu vermeiden. Wenn Sie einen Rollwagen benutzen, achten Sie darauf, das dieser nicht umkippt, um Verletzungen auszuschließen.



13. Ziehen Sie während eines Gewitters oder wenn Sie das Gerät über einen längeren Zeitraum nicht benutzen den Netzstecker aus der Steckdose.

14. Die Wartung sollte nur durch qualifiziertes Fachpersonal erfolgen. Die Wartung wird notwendig, wenn das Gerät beschädigt wurde oder aber das Stromkabel oder der Stecker, Gegenstände oder Flüssigkeit in das Gerät gelangt sind, das Gerät dem Regen oder Feuchtigkeit ausgesetzt war und deshalb nicht mehr normal arbeitet oder heruntergefallen ist.



15. Dieses Gerät produziert auch im normalen Betrieb Wärme. Achten Sie deshalb auf ausreichende Lüftung mit mindestens 15 cm Abstand von anderen Geräten.

16. Dieses Produkt kann in Verbindung mit einem Verstärker und Kopfhörern oder Lautsprechern Lautstärkepegel erzeugen, die anhaltende Gehörschäden verursachen. Betreiben Sie es nicht über längere Zeit mit hoher Lautstärke oder einem Pegel, der Ihnen unangenehm ist. Wenn Sie ein Nachlassen des Gehörs oder ein Klingeln in den Ohren feststellen, sollten Sie einen Ohrenarzt aufsuchen.

17. Setzen Sie den Apparat nicht Bratenfett oder dem Spritzen aus. Plazieren Sie die Nachrichten, die mit Flüssigkeiten (gefüllt werden Blumenvases, Getränk Dosen, Kaffeetassen) nicht auf den Apparat.

18. **WARNING:** um die Gefahr des Feuers oder des elektrischen Schlages zu verringern, setzen Sie diesen Apparat nicht Regen oder Feuchtigkeit aus.

CE Declaration Of Conformity

See our website at

<http://www.alesis.com>

FCC Compliance Statement

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.

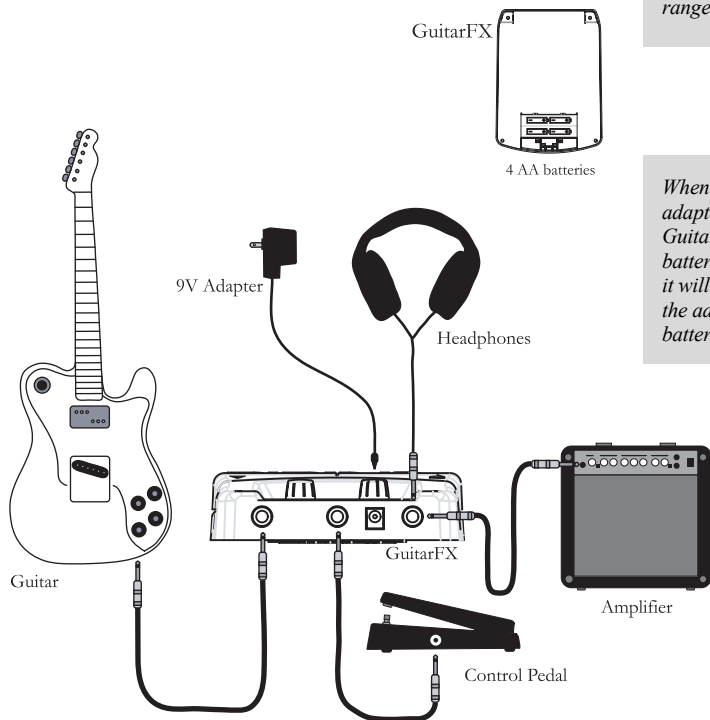
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

3 Hookup Diagram

The first thing we'll show you is how to get your GuitarFX up and running. The following diagram shows you the most common method of hooking up your GuitarFX, but there are other ways of doing it. For example, you may decide to run the GuitarFX straight into your mixer or recording device instead of an amplifier (that's what we had in mind when we created those great cabinet simulator effects). You may even want to go so far as to use the GuitarFX to add effects to keyboards or other electronic instruments.

Although you can experiment with different types of instruments, the GuitarFX performs best with a guitar, as it was made specifically to handle that instrument's frequency range.



When you plug an adapter into the GuitarFX while batteries are in the unit, it will be powered by the adapter and not the batteries.

4 A Tour of the GuitarFX

Top Panel

Display

Indicates bank and program, shows parameter values and displays pitch in tuner mode.

VALUE knob

Adjusts parameter values, program numbers and master volume; stores changes.

EFFECT knob

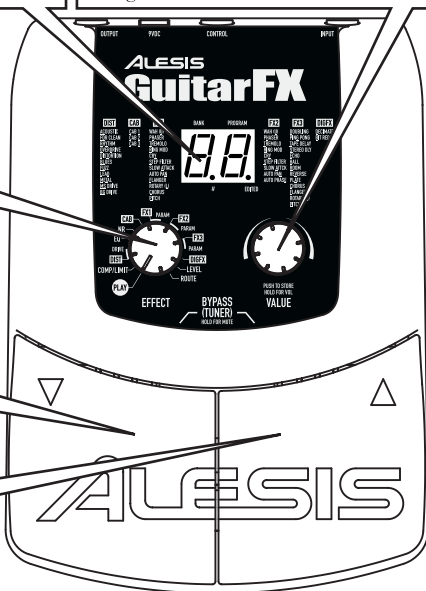
Puts the GuitarFX in PLAY mode or EDIT mode. You are in EDIT mode when you select a module or parameter with this knob.

Left foot pedal

Decrements program number; when used with the right foot pedal, puts the unit in BYPASS and MUTE modes and accesses the tuner.

Right foot pedal

Increments program number; when used with the left foot pedal, puts the unit in BYPASS and MUTE modes and accesses the tuner.



Display

This LED display is made up of two digits and two decimal points. In PLAY mode the digits indicate the current bank letter and program number. When you turn the EFFECT knob to a module or parameter, the two digits display the setting of the selection. Descriptions of settings for each mode and parameter are in chapter 10.



When either of the decimal points on the display is flashing, battery power is low and about to run out.

The Display also contains two decimal points, each to the right of one of the digits. The # decimal point is used by the

GuitarFX's tuner to help indicate the pitch of a note you're playing, and the EDITED decimal point lights up when you have changed the settings of the current program. You can read more about these in chapter 6 "Editing Programs" and chapter 7, "Using the Tuner."

EFFECT knob

The EFFECT knob is used for selecting effect modules, parameters and other settings to edit. Around the knob, you'll see the names of sixteen different settings, including nine effect modules, four effect parameters (DRIVE and the three PARAMs) and two program-level settings (LEVEL and ROUTE). The PLAY setting is what you'll want to be in while playing your guitar through the GuitarFX.

Refer to chapter 10 for descriptions of the possible values for the EFFECT knob's settings.

VALUE knob

In PLAY mode, this knob lets you select a program. When you make a selection other than PLAY with the EFFECT knob, you are in edit mode, and the VALUE knob allows you to change the setting of the mode, parameter or global setting you have selected. Also, you can press this knob to store changes you have made to a program.

Foot Pedals

While in PLAY mode, the left foot pedal decrements the program number, and the right foot pedal increments the program number. When you press both pedals together, the GuitarFX goes into bypass mode, in which the audio signal from your guitar simply passes through the GuitarFX without being affected. When you hold both foot pedals down for longer than half a second, the GuitarFX goes into mute mode, in which no signal at all leaves the GuitarFX. When you are in bypass or mute mode, the tuner is activated.

While in PLAY mode, if you press and hold the VALUE knob for longer than half a second, the display will change to the current master volume setting (1 to 30). Default volume is 21 (unity gain) and each number indicates a 2dB change from the number above or below it. Unlike LEVEL, which indicates the level of an individual program, the master volume is a global setting that is remembered each time the unit is turned off.

Rear Panel

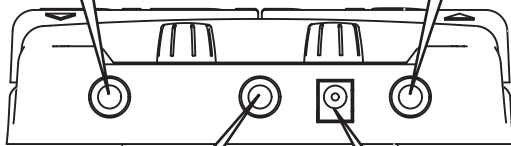
The rear panel is where you'll connect the power source, your guitar and amplifier and an optional control pedal. It's important that you use the right types of plugs in these jacks. Be sure to follow these guidelines.

INPUT jack

This input jack is a 1/4" monophonic high impedance unbalanced input. If you are using battery power, the unit powers on when you insert a plug here.

OUTPUT jack

This is a stereo 1/4" unbalanced jack that provides enough current to drive headphones. You may use a stereo-to-mono Y cable to run this into two amplifiers.



CONTROL jack

This is a 1/4" jack where you can connect an optional control pedal, which can be used to control most effects. You may plug in pedals that have 50kOhm linear taper control with 1/4" TRS connection and a wiper on the ring.

9VDC jack

Here's where you plug in the AC power adapter. This jack is compatible with most other 9VDC adapters. The unit powers on as soon as you connect the adapter.

5 Selecting Programs

After you've plugged everything in, you'll probably want to check out the factory presets we programmed into the GuitarFX. This chapter shows you how to do that.

To Select Programs

1. Make sure the GuitarFX is hooked up properly and turned on, as outlined in chapter 3.
2. Make sure you're in PLAY mode (turn the EFFECT knob to PLAY).
3. You can switch programs in two different ways:

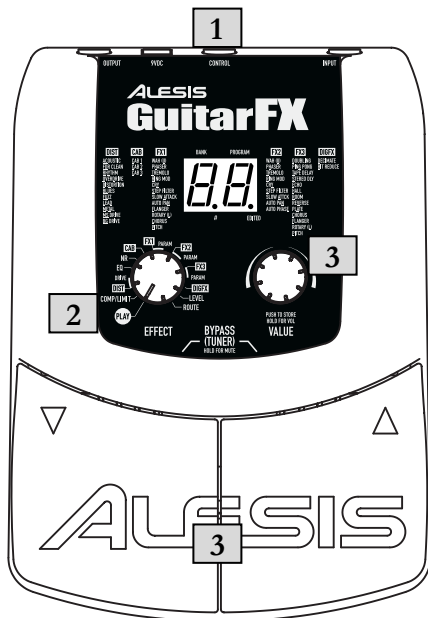
Foot pedals

This is the easiest way to switch programs, especially while playing your guitar. Just step on the left foot pedal ▽ to decrement the program number and the right △ to increment it. You can hold down a pedal to increment or decrement programs continuously.

VALUE knob

You also can turn this knob to switch programs.

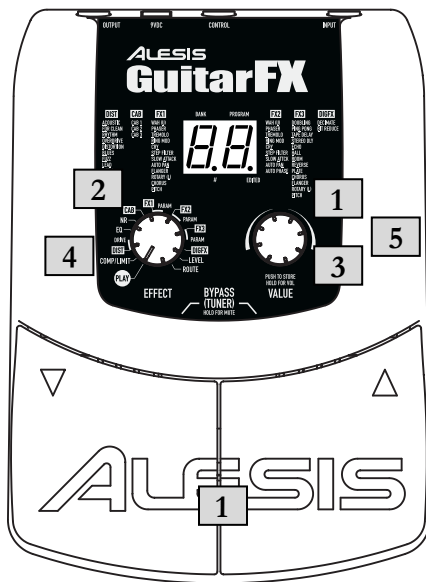
4. Play your guitar to see how the program affects the sound.



6 Editing Programs

To Edit a Selected Program

1. Select a program to edit using the foot pedals or VALUE knob.
2. Turn the EFFECT knob to the effect module or parameter you wish to modify.
3. Turn the VALUE knob to select an effect type or value for the module. As soon as you change the value, the EDITED decimal point on the display lights up to show you a change has been made to the current program.
4. If the module has a parameter such as DRIVE or PARAM, turn the EFFECT knob to select the parameter.
5. Using the VALUE knob, select a value for the parameter.
6. Continue in this way until you have completed assignments for all modules and parameters.



To toggle an effect module on and off, press both pedals while the effect module is selected.



To Restore Factory Presets

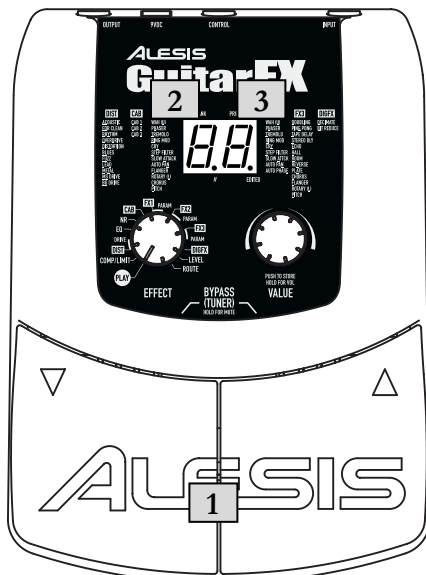
Once you have saved changes to a preset program, you can still recall the original settings. To enter the RESTORE FACTORY PRESETS mode, simply hold down the VALUE knob as you turn the unit on and then select the program to be restored (or AL for all programs). Press the VALUE knob to confirm your selection. Any program changes you have made will be lost, so you might want to copy the program to another location first.

Just turn the EFFECT knob to exit the RESTORE FACTORY PRESETS mode, or turn the unit off and then on again.

7 Using the Tuner

To Tune Your Guitar

1. In PLAY mode, enter BYPASS  or MUTE  mode by pressing both foot pedals at the same time once (for BYPASS) or by holding them both down for more than half a second (for MUTE). The display will now show tuning information.
2. Make sure your guitar is connected to the GuitarFX, and play the open string you wish to tune. The left digit of the display indicates the pitch nearest that of the open string. If the # decimal point is lit, the note is a sharp. If it is not lit, the note is a natural.
3. Look at the right digit of the display to determine if the pitch is correct. If the top four segments of the digit are rotating clockwise, then the pitch is higher than the pitch shown in the first digit. If the bottom four segments are rotating counterclockwise, the pitch is low. The more the pitch is off, the faster the rotation. If no pitch is detected, you'll see a dash in the left digit.
4. Tune the string until an 8 appears in the second digit, indicating that the string is in tune with the pitch displayed in the left digit.

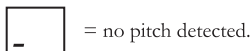


The visual guide on the next page shows you what you'll see on the display while tuning your guitar.

Visual Guide to Tuning




The bottom four segments rotate counterclockwise if pitch is low. The top four rotate clockwise if the pitch is high. An 8 means you're in tune.



Here are the 12 possible pitches (a decimal point indicates a sharp):



Changing Pitch Reference

If you turn the VALUE knob while using the tuner, the display shows you the setting for the GuitarFX's pitch reference, which is set to 440Hz (shown as ) for the A note above middle C. The possible range of values for this setting is 35 to 45, which represents 435Hz to 445Hz.

When you turn the GuitarFX on and off again, the reference pitch is reset to 40.

While you are viewing or editing the pitch reference, the display will return to pitch indication if you do not rotate the encoder for more than two seconds.

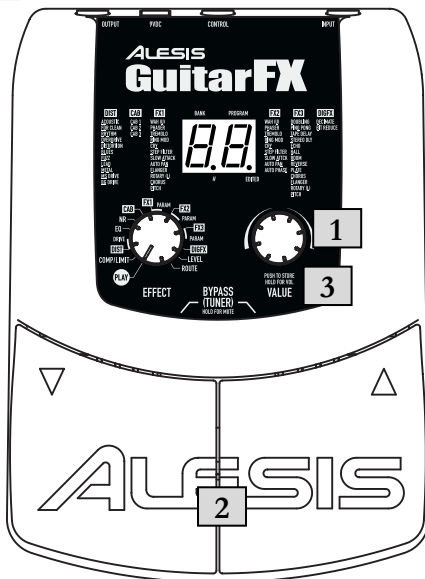
8 Storing & Copying Programs

To Store a Program

1. In PLAY or EDIT mode, press the VALUE knob. The display will flash the current program number.



2. Use the VALUE knob or the foot pedals to select the program number where the current program will be stored. If you want to save it in the same program number, you can skip this step.
3. Press the VALUE knob again to store the program in the selected place. The GuitarFX then returns to the mode it was in before you began the store operation, and the destination program becomes the current program.



To Copy a Program

A copy is just a store of a program that hasn't been modified, so just follow the same steps as you would to store a program.

The store operation times out if you do nothing for more than five seconds. You also can abort the operation by turning the EFFECT knob to a different position.

9 Deferred Program Change

When you switch programs, the GuitarFX normally changes immediately to the program shown on the display. However, in some situations—especially when playing live—you may want the ability to scroll through program numbers while remaining in the current program setting. For example, let's say you're soloing in program A3, which gives you strong distortion and fat chorus. If you want to scroll up to program C6 for a clean rhythm sound while you continue playing, you'll have to be in deferred program-change mode, which allows you to defer a program change until you confirm it. Here's how:

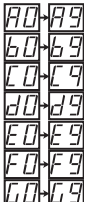
To Defer Program Change




1. As you turn on the GuitarFX, hold down either foot pedal. Letters will scroll by on the display, spelling the word “deferred.”
2. While in PLAY mode, step on one of the foot pedals or turn the VALUE knob to change the program number. You'll notice that the GuitarFX remains in the program it was in before you changed the program value. Also, the display will flash the digit that is different from the currently selected program. For example, if you are playing in program D5 and scroll up to program D7, the 7 will flash. If you scroll up to F2, both digits will flash.
3. Once the display shows the program number you desire, step on both foot pedals at the same time $\nabla\Delta$ to confirm the program change. The display will stop flashing and the GuitarFX will switch to the new program.
4. To return to normal program-change mode, turn off the GuitarFX and turn it back on without holding down either foot pedal.



Deferred program-change mode is especially useful when you're performing and want to switch easily between a rhythm setting and a lead setting as you continue playing.











10 EFFECT Knob Settings

Following are descriptions of each of the effect modules (and other settings of the EFFECT knob), along with their effect types and parameters.

PLAY	
In this setting the display shows you the current program number. This is the mode in which you should be performing, as it allows you to easily switch programs via the foot pedals.	
	Indicates the bank letter and program number of the current program.

COMP/LIMIT (Compressor/Limiter)	
Compression evens out the highs and lows of your sound by squeezing them into a thinner range of levels, bringing down the high levels and boosting the lows. Limiting eases only the high levels.	
	Provide increasing levels of compression.
	Provide increasing limiting.
	Turns COMP/LIMIT off.

DIST (Distortion)	
This setting adds that universal effect that was first used in rock music decades ago and now has become a staple for guitarists in many genres.	
	Acoustic Emulates the sound of an acoustic guitar.
	Tube Clean Simulates the clean sound of a classic tube amplifier.

	Rhythm A slightly distorted sound; great for rhythm playing.
	Overdrive Provides more grit than the Rhythm setting, like you're really pushing those amplifier tubes.
	Distortion Adds a crunchiness to your sound.
	Blues A warm yet slightly crunchy sound associated with some of the blues-guitar greats.
	Fuzz That classic fuzz distortion effect of the 60s. Just listen and you'll see how it got the name.
	Lead A searing overdrive that will make your solos scream.
	Metal A heavily overdriven sound with a long sustain; perfect for banging your head.
	Stack Drive A heavy, driving distortion that sounds like you're playing through a massive tube stack amp.
	Combo Drive Another heavyweight distortion; sounds like a tube stack amp with a well-defined midrange.
	Off Turns DIST off.

DRIVE

This is a parameter of the DIST module.



Increasing levels of drive/gain for the DIST module.



Pedal control of the drive/gain.

EQ (Equalizer)

This setting gives you a 4-band equalizer that you can use to shape the sound of your audio signal by cutting and boosting certain frequencies.



Varying levels of cut and boost for low, middle and high audio frequencies broken down as follows:
 01 – 10: Lower values = attenuated highs and emphasized lows
 11 – 20: Lower values = lower emphasized frequency
 21 – 24: Lower values result in emphasized midrange
 25: Flat EQ curve
 26 – 30: Higher values = emphasized highs
 31 – 40: Higher values = higher emphasized frequency
 41 – 50: Higher values = emphasized presence and lows



Off
Turns off the EQ.

NR (Noise Reduction)

This is a combination of two effects—hum elimination and noise reduction. Hum elimination works by cutting out the frequency that contains the hum (60Hz). Noise reduction works by gating the signal (muting the signal until its level rises above a certain point).

Hum Elimination (Left digit of display)

Increasing levels of hum elimination (60Hz harmonic notch filters)



Turns off hum elimination

Noise Reduction (Right digit of display)





Increasing levels of gate threshold.



Turns off noise reduction








CAB (Cabinet Simulator)












This module emulates cabinet setups of various sizes. This effect is especially useful if you are plugging your guitar directly into the board instead of using an amplifier.







	A single 12" driver cabinet.
	A 2 x 12" driver cabinet.
	A 4 x 10" driver cabinet.
	Off Turns off CAB.

FX1 (Multi-Effect Module 1, Mono to Stereo Effects)

This module gives you a choice of mono effects. You assign one effect at a time to this module.


	Auto Wah A wah sound controlled by playing intensity. Attack the strings aggressively for more effect. Higher values indicate higher input sensitivity.
	Pedal-Controlled Wah A wah sound controlled by moving the optional control pedal up and down as you play.
	Phaser An effect that shifts the phase of the signal and adds it to the original sound (in simpler terms, it adds a duplicate signal that is delayed a bit). The phaser gives your guitar a full, pulsating sound. Higher values result in more feedback, producing a more intense effect.
	Pedal-Controlled Phaser A phaser effect whose feedback is controlled by the control pedal.
	Tremolo Varies the volume of the signal, creating a rising and falling effect. Higher values result in greater depth of variation.
	Pedal-Controlled Tremolo A tremolo effect whose depth is controlled by the control pedal.
	Ring Modulation An effect that modulates the amplitude of the signal, giving it a metallic sound. Higher values result in greater modulation depth.

	Pedal-Controlled Ring Modulation Ring modulation whose depth is controlled by the control pedal.
	Cry Creates an effect similar to that of a voice box, adding a human-like crying effect to the sound. Higher values result in greater intensity.
	Pedal-Controlled Cry A cry effect whose intensity is controlled by the control pedal.
	Random Sample and Hold Step Filter For this effect, the filter cutoff frequency changes abruptly to a new pseudo-random value at a fixed time interval, producing an arpeggiator-like sound.
	Pedal-Controlled Step Filter A step filter whose depth is controlled by the control pedal.
	Slow Attack Reduces the attack rate of the signal, slowing the rate at which the volume of the sound rises when you attack a string. Higher values result in higher sensitivity.
	Auto Pan Pans the signal back and forth from left to right at a constant rate determined by the PARAM setting. Higher values result in increased pan depth.
	Flanger Shifts the pitch of the signal up and down, creating a swirling effect. Higher values result in longer delay.
	Pedal-Controlled Flanger A flanger whose delay is controlled by the control pedal.
	Rotary Speaker Emulates the sound of the classic rotary, creating a Doppler effect similar to that achieved by an organ's rotating speaker. Higher values result in greater intensity and pan depth.
	Pedal-Controlled Rotary Speaker A rotary speaker effect whose intensity and pan depth are controlled by the control pedal.




	<p>Chorus Adds fullness to your sound by emulating a chorus of multiple instruments. Higher values indicate greater modulation depth.</p>
	<p>Pedal Chorus A Chorus effect whose modulation depth is controlled by the control pedal.</p>
	<p>Pitch Transpose Transposes the pitch of the signal either up or down. P0 – P4 transpose the pitch down a minor third, a major third, a perfect fourth and a perfect fifth respectively. P5 – P9 transpose the pitch up in the same manner.</p>
	<p>Variable Pitch Transpose Up Variably transposes the pitch upward from 0 to 2 octaves according to the setting of the direct-control parameter (PARAM) for FX1.</p>
	<p>Variable Pitch Transpose Down Variably transposes the pitch downward from 0 to 2 octaves according to the setting of the direct-control parameter (PARAM) for FX1.</p>
	<p>Off Turns off FX1.</p>

PARAM (Direct-Control Parameter for FX1)

This parameter modifies the operation of the effect selected for the FX1 module. Changing between effect types with dissimilar value ranges will scale this value accordingly. For example, if you set Phaser to PARAM=63 and then switch to the Auto Wah effect, its PARAM value will be 12. Changing back to Phaser will result in a PARAM value of 63.


	<p>Indicates the value of FX1's direct-control parameter, according to the following:</p> <p>For Auto Wah, Phaser, Tremolo, Step Filter, Auto Pan, Flanger and Chorus, indicates the rate of the effect.</p> <p>For Ring Mod, indicates the rate of the modulation.</p>
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10 EFFECT Knob Settings

	<p>For Slow Attack, indicates the rate of the attack.</p> <p>For Leslie, indicates the rate of the speaker rotation.</p> <p>For Pedal Pitch Transpose Up and Down, indicates the amount of pitch change in 1/4 semitones (from 1/4 semitone to more than 2 octaves). Wet/dry mix is fixed at 100% wet.</p>
	<p>For Cry, indicates the sensitivity of the filter modulation</p> <p>For Pitch Transpose with a fixed interval, indicates the wet/dry mix from 0 (100% dry) to 10 (50% wet, 50% dry) to 20 (100% wet).</p>
	Indicates that the control pedal controls the parameter.
	Indicates that the effect assigned to the FX1 module does not have a direct-control parameter (for example, Pedal Wah) or that FX1 is off.


FX2 (Multi-Effect Module 2, Stereo Effects)











This module gives you a choice of stereo effects. These effects include all those found in FX1 except for Flanger, Rotary Speaker, Chorus and Pitch Transpose. FX2 also gives you the following additional effect.















	<p>Auto Phaser A phaser for which the delay is controlled by playing intensity.</p>
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PARAM (Direct-Control Parameter for FX2)

These parameters work exactly the same way as the direct-control parameter for FX1, with the following addition.

	For Auto Phaser, indicates the rate of the effect.
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FX3 (Multi-Effect Module 3, Delay-Based Effects)	
This module gives you a choice of delay-based effects. A delay is an echo of the original signal that can occur at varying frequency and time.	
	Doubling Doubles the signal with a slight delay, creating the effect of two instruments playing at once. Higher values indicate higher intensity.
	Pedal Doubling Doubling effect whose intensity is controlled by the control pedal.
	Ping Pong Delay Creates a delay that bounces back and forth between the right and left sides of the stereo spectrum. Higher values indicate more feedback.
	Pedal Ping Pong Ping Pong Delay effect whose amount of feedback is controlled by the control pedal.
	Tape Delay Emulates the retro tape-delay effect that was created by recording a signal to tape and playing it back as a delay. Higher values indicate more feedback.
	Pedal Tape Delay A Tape Delay effect whose feedback is controlled by the control pedal; great for singling out notes or sections to echo.
	Stereo Delay A standard delay that occurs in stereo. Higher values indicate more feedback, producing a longer-repeating echo.
	Pedal Stereo Delay A Stereo Delay effect whose feedback level is controlled by the control pedal.
	Echo An echo for which higher values indicate a wetter signal and lower values indicate a drier signal.
	Pedal Echo An echo whose wet/dry mix is controlled by the control pedal.






	<p>Hall Reverb Simulates the effect of sound waves bouncing off of the walls of a concert hall. Higher values indicate a wetter mix.</p>
	<p>Pedal Hall Reverb A Hall Reverb effect whose wet/dry mix is controlled by the control pedal.</p>
	<p>Room Reverb Simulates the effect of sound waves bouncing off of the walls of a room. Higher values indicate a wetter mix.</p>
	<p>Pedal Room Reverb A Room Reverb effect whose wet/dry mix is controlled by the control pedal.</p>
	<p>Reverse Reverb Creates a backwards-playing reverb that you hear immediately before you hear the original signal, instead of after it. Higher values indicate a wetter mix.</p>
	<p>Pedal Reverse Reverb A Reverse Reverb effect whose wet/dry mix is controlled by the control pedal.</p>
	<p>Plate Reverb Recreates the classic “plate reverb” sound achieved by using a metal plate. Higher values indicate a wetter mix.</p>
	<p>Pedal Plate Reverb A Plate Reverb effect whose wet/dry mix is controlled by the control pedal.</p>
	<p>Chorus – same as in FX1.</p>
	<p>Pedal Chorus – same as in FX1.</p>
	<p>Flanger – same as in FX1.</p>
	<p>Pedal-Controlled Flanger – same as in FX1.</p>
	<p>Rotary Speaker – same as in FX1.</p>
	<p>Pedal-Controlled Rotary Speaker – same as in FX1.</p>



	Pitch Transpose – same as in FX1.
	Variable Pitch Transpose Up – same as in FX1.
	Variable Pitch Transpose Down – same as in FX1.
	Off Indicates FX3 is off.

PARAM (Direct-Control Parameter for FX3)

This direct-control parameter works in a similar fashion as the one for FX1.

	<p>For Doubling, Ping Pong, Tape Delay and Stereo Delay, indicates the length of the delay, up to one second for Tape Delay and up to half a second for the others.</p> <p>For Chorus indicates the rate of the chorus.</p> <p>For Flanger indicates the rate of the flanger.</p> <p>For Leslie, indicates the rate of the speaker rotation.</p> <p>For Pedal Pitch Transpose Up and Down, indicates the amount of pitch change in 1/4 semitones (from 1/4 semitone to more than 2 octaves). Wet/dry mix is fixed at 100% wet.</p>
	<p>For all reverbs, higher values indicate a longer decay.</p> <p>For fixed-interval Pitch Transpose, indicates the wet/dry mix from 0 (100% dry) to 10 (50% dry, 50% wet) to 20 (100% wet).</p>
	Indicates that the control pedal controls the parameter.
	Indicates FX3 is off.

DIGFX (Digital Sampling Effects)	
This effect module emulates the effect that different variations of digital sampling can have on an audio signal.	
	Sample Rate Decimation Lower values indicate lower decimation frequency (more decimation, more aliasing).
	Pedal Sample Rate Decimation A sample rate decimator effect controlled by the control pedal.
	Bit Reduction Higher values indicate lower resultant bit depth.
	Pedal Bit Reduction Bit Reduction effect controlled by the control pedal.
	Off Indicates that DIGFX is off.

LEVEL	
In this position, the display shows you the output level of the current program.	
	Level Indicates the program output level in 2dB steps, where 25 is unity gain (0dB). Unity gain is the point at which the level of the output is the same as the level of the input.
	Pedal-Controlled Level Program level that is controlled by the control pedal.

ROUTE

In this position, the display indicates the current signal routing order of the FX modules. This ordering can have a big effect on your sound, as each effect in the configuration feeds into the next. The LEVEL setting always comes last in line.

0	<p>This is the default order.</p> <p>COMP/LIMIT - DIST - EQ - NR - CAB - FX1 - FX2 - FX3 - DIGFX</p>
1	<p>This one is the default order with FX2 and FX3 swapped to put the delay effects in the middle of the modulation effects.</p> <p>COMP/LIMIT - DIST - EQ - NR - CAB - FX1 - FX3 - FX2 - DIGFX</p>
2	<p>This order places the cabinet simulator at the end, allowing it to emulate multiple effects pedals feeding into an amp.</p> <p>COMP/LIMIT - FX1 - FX2 - FX3 - DIGFX - DIST - EQ - NR - CAB</p>
3	<p>This one is order 2 with FX2 and FX3 swapped.</p> <p>COMP/LIMIT - FX1 - FX3 - FX2 - DIGFX - DIST - EQ - NR - CAB</p>
4	<p>This order is the default order with the compressor/limiter placed at the end, making this one ideal for recording.</p> <p>DIST - EQ - NR - CAB - FX1 - FX2 - FX3 - DIGFX - COMP/LIMIT</p>
5	<p>This one is order 4 with FX2 and FX3 swapped.</p> <p>DIST - EQ - NR - CAB - FX1 - FX3 - FX2 - DIGFX - COMP/LIMIT</p>
6	<p>This is the one to go for if you're recording and want to sound like you're running several effects pedals into an amp.</p> <p>FX1 - FX2 - FX3 - DIGFX - DIST - EQ - NR - CAB - COMP/LIMIT</p>
7	<p>This configuration is order 6 with FX2 and FX3 swapped.</p> <p>FX1 - FX3 - FX2 - DIGFX - DIST - EQ - NR - CAB - COMP/LIMIT</p>

11 Troubleshooting

Troubleshooting Index

Symptoms	Cause	Solution
Unit does not function (no display or audio).	Batteries dead.	Replace batteries.
	Incorrect AC adapter.	Use only Alesis P6 or equivalent.
	No/incorrect INPUT connection.	On battery power, the GuitarFX will turn on only when a mono 1/4" plug is inserted into the INPUT jack.
Audio distorted, even in BYPASS.	Input level too high.	Reduce instrument output level.
	Output level too high.	Turn down master volume.
	Batteries low.	Replace batteries.
No sound, level low.	Incorrect input/output connections.	Refer to pages 17 and 20.
	Master volume or program level set too low.	Change setting.
Display dim, # or EDITED dot flashing.	Batteries almost dead.	Replace batteries.

12 Specifications

For the more technical-minded, here are some detailed specifications for the GuitarFX.

AUDIO PROCESSING

Effect Modules: 9
Programs: 8 banks x 10 Programs = 80 programs,
user overwriteable, maintained when unit
is off, restorable to factory defaults

AUDIO PERFORMANCE

THD+N: < 0.05%
A/D Converter: 20-bit, 64 times oversampling
D/A Converter: 20-bit, 128 times oversampling
Sample Rate: 31.25kHz

AUDIO INPUT

Input Connector: 1/4" mono phone jack
Max. Input Level: 7.6dBu
Input Impedance: 470kOhm

AUDIO OUTPUT

Output Connector: 1/4" stereo phone jack
Max. Output Level: 1.9dBu w/ 10kHOhm or more load impedance
0.25 dBu w/ 63 Ohm load impedance

CONTROL INPUT

Input Connector: 1/4" stereo phone jack, Tip = 1.5V,
Ring = Input, Sleeve = GND

POWER

AC Adapter (sold separately): Alesis P6 - 9VDC (center
minus), 300mA
Batteries: 4 IEC R6 (size AA) batteries
Battery Life: Approximately 30 hours continuous
operation with high-drain alkaline
batteries
Dimensions: 7.5" x 5.5" x 1.6" (190mm x 140mm x
41mm)
Weight: 15.7oz (445g) without batteries

Alesis Limited Warranty

ALESIS CORPORATION ("ALESIS") warrants this product to be free of defects in material and workmanship for a period of one (1) year for parts and for a period of one (1) year for labor from the date of original retail purchase. This warranty is enforceable only by the original retail purchaser and cannot be transferred or assigned.

For the most effective service, the purchaser should register the purchase on the ALESIS website at <http://www.alesis.com/support/warranty.htm>.

During the warranty period, ALESIS shall, at its sole and absolute option, either repair or replace free of charge any product that proves to be defective on inspection by ALESIS or its authorized service representative. In all cases disputes concerning this warranty shall be resolved as prescribed by law.

To obtain warranty service, the purchaser must first call or write ALESIS at the address and telephone number available on the Alesis website to obtain a Return Authorization Number and instructions concerning where to return the unit for service. All inquiries must be accompanied by a description of the problem. All authorized returns must be sent to ALESIS or an authorized ALESIS repair facility postage prepaid, insured and properly packaged. Proof of purchase must be presented in the form of a bill of sale, canceled check or some other positive proof that the product is within the warranty period. ALESIS reserves the right to update any unit returned for repair. ALESIS reserves the right to change or improve design of the product at any time without prior notice.

This warranty does not cover claims for damage due to abuse, neglect, alteration or attempted repair by unauthorized personnel, and is limited to failures arising during normal use that are due to defects in material or workmanship in the product.

THE ABOVE WARRANTIES ARE IN LIEU OF ANY OTHER WARRANTIES OR REPRESENTATIONS WHETHER EXPRESS OR IMPLIED OR OTHERWISE, WITH RESPECT TO THE PRODUCT, AND SPECIFICALLY EXCLUDE ANY IMPLIED WARRANTIES OF FITNESS FOR A PARTICULAR PURPOSE OR MERCHANTABILITY OR OTHER IMPLIED WARRANTIES. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

IN NO EVENT WILL ALESIS BE LIABLE FOR INCIDENTAL, CONSEQUENTIAL, INDIRECT OR OTHER DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTY, INCLUDING, AMONG OTHER THINGS, DAMAGE TO PROPERTY, DAMAGE BASED ON INCONVENIENCE OR ON LOSS OF USE OF THE PRODUCT, AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

THIS CONTRACT SHALL BE GOVERNED BY THE INTERNAL LAWS OF THE STATE OF CALIFORNIA WITHOUT REFERENCE TO CONFLICTS OF LAWS. This warranty gives you specific legal rights, and you may also have other rights required by law which vary from state to state.

This warranty only applies to products sold to purchasers in the United States of America or Canada. The terms of this warranty and any obligations of Alesis under this warranty shall apply only within the country of sale. Without limiting the foregoing, repairs under this warranty shall be made only by a duly authorized Alesis service representative in the country of sale. For warranty information in all other countries please refer to your local distributor.

Alesis Contact Information

Alesis Distribution, LLC
Los Angeles, USA

E-mail: support@alesis.com
Website: <http://www.alesis.com>

GuitarFX User Manual
Version 1.0 by Edwin Erdmann
Version 1.1 by Edwin Erdmann

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