

# 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 previous note.
2	Inverse Delay	10	8	2	46	5	0			Play slower than 0.5 seconds and no delay will sound. Play faster than 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 than 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 recording begins. Press the footswitch again to stop recording and 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.

