GUITAR
HYPERFORMANCE
PROCESSOR

AX30G

Owner's manual

TONEWORKS
GUITAR HYPERFORMANCE PRODUCTS
KORG

Ⓔ ①

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Chapter 6

Chapter 7,8,9

Thank you for purchasing TONEWORKS **Guitar High Performance Processor AX30G**.
In order to enjoy long years of trouble-free service, please read this manual carefully.

Precautions

Location

Avoid using the unit in the following types of location, since this may cause malfunctions.

•In direct sunlight.

•In locations where the temperature is extremely high or extremely low.

•In dusty or sandy locations.

•In locations where there is heavy vibration.

Power supply

Use only the power supply that is included with the AX30G. Be sure that the AC outlet is the correct voltage as marked on the power supply. When the unit is not in use, unplug the AC adaptor from the AC outlet.

Electrical interference with other devices

This product uses microcomputer circuitry, and thus in some cases may cause noise to be heard in radios or televisions operated nearby. Locate this product at a sufficient distance from any radios or televisions.

Handle with care

Avoid applying excessive force to the switches or knobs, since this may result in malfunctions.

Care

Use a soft dry cloth to clean the exterior when necessary. Never use solvents such as benzene or thinner, cleaning compounds, or flammable polishing compounds.

Warranty

This product is warranted for one year after the date of purchase. Service will be free of charge, but this will not apply unless the warranty form has been properly completed by the store. Be sure to have the sales person complete the warranty form, and keep it in a safe place.

Keep this manual

For future reference, keep this manual in a safe place after you read it.

Table of contents

Main features
The **AX30G** includes **28 effects**, **16 user programs**, and **50 preset programs**.
The programs of the **AX30G** consist of combinations of **Chains** (sequences of connected effects). Block 1 provides six different chains, and block 2 provides four different chains. This gives a total of 24 different combinations.
The **Hybrid Gain Structure technology** of the **AX30G** allows you to add sustain and overdrive to the distortion when created distortion sounds, for a driving sound in which each note is clearly defined.
The **Pressure Pedal** allows you to control the depth of wah or reverb and perform bending effects, for rich expressive possibilities.
The **LCD display** and **dial** allow quick and easy operation.
When editing an **AX30G** program in **Edit mode**, you can not only change the order of effects and edit parameters, but can also use the **IPE function** to select a desired effect from the effect variations provided by TONEWORKS to quickly create your own personalized multi-effects unit.
The **AX30G** has a built-in **Auto Chromatic Tuner**, and this can be calibrated to the standard pitch you use.
By connecting a headphone stereo or other audio source to the **AUX IN**, you can practice along with a cassette, etc.

Chapter 1. Front and rear panel

1-1. Front panel

■ Compare/Write key
When this key is pressed and immediately released, it functions as the Compare key (☞ p.21). When this key is pressed and held for longer than 2 seconds it functions as the Program Write key (☞ p.23).

■ LCD display
In Play mode, this displays the Program number and Chain. In Edit mode, this displays the edit menu and other settings.

■ Bank/Note display
When selecting User programs, this displays the Bank number of the program (☞ p.7). When tuning, it displays the note name (☞ p.11).

■ Tuner display
In conjunction with the Bank/Note display, this is used for tuning (☞ p.11).

■ Pressure pedal
When a program that uses the pressure pedal is selected, the "PRESSURE" indicator will light (☞ p.10). Pedal movements will control the effect unit that is assigned to the pedal (☞ p.20).

■ Bank switch
When selecting User programs in conjunction with the Program switches, use this pedal to select the Bank (☞ p.7). This switch is also used to turn Individual on/off (☞ p.9).

■ IPE keys [DRIVE], [TONE], [MOD], [AMBIENCE]
In conjunction with the dial, these keys are used for editing with the IPE function (☞ p.19).

■ Pressure key
This key is used to select the effect parameter that will be controlled by the Pressure pedal, and to specify the depth of the effect (☞ p.20).

■ Edit/Exit key
Press this key to move from Play mode to Edit mode or from Edit mode to Play mode. In Edit mode you can also press this key to move to an upper level.

■ Parameter/Value key
In Edit mode, this key is used to display parameters and select values.

■ Dial
By rotating the dial you can modify the settings indicated by the cursor or the blinking characters in the LCD display.

■ Output Level knob
This knob adjusts the output volume (☞ p.4).

■ Peak indicator
Use this indicator together with the Input Level knob to adjust the volume of the input (☞ p.4).

■ Input Level knob
While watching the Peak indicator, use this knob to adjust the input level.

■ Program LEDs [1] – [4]
When a Program is selected (☞ p.7) the corresponding LED will light. When Bypass is ON (☞ p.22) the LED will blink. If the sound is muted (☞ p.11) while the Tuner is being used, the LED will blink rapidly. The LED will also light/blink to indicate Individual on/off (☞ p.9).

■ Program switches [1] – [4]
In conjunction with the Bank switch, use these switches to select User programs (☞ p.7). These are also used to turn Individual on/off (☞ p.9).

■ Level key
Use this key to adjust the total volume of each Program (☞ p.21).

■ Noise Reduction key
Use this key to adjust the noise reduction of the Program (☞ p.21).

1-2. Rear panel

■ Input jack
Connect the output jack of your guitar to this jack.

■ Output jacks (L/MONO, R)
Connect these jacks to the inputs of your amp or mixer. For a monaural system, use the L/MONO jack.

■ Headphone jack
A set of headphones can be connected to this jack for stereo monitoring.

■ AUX IN
Connect the output jack of a CD or cassette player etc. to this jack.

■ DC9V
Connect the included AC adaptor to this jack.

■ Parameter Pedal jack
Connect the output jack of an optional Korg XVP-10 or EXP-2 Expression pedal to this jack.

■ Volume Pedal jack
Connect the output jack of an optional Korg XVP-10 or EXP-2 Expression pedal to this jack.

1-3. Overview of AX30G operation

PLAY MODE

PROGRAM SELECT (☞p.7)

use the dial to select

```
U11 HOSTILE
DST1-wah -3BEQ-c
```

```
U44 HYPER ZONE
HYPR-TRML-RNDF-X
```

```
P 1 HOSTILE
DST1-wah -3BEQ-c
```

```
P50 CLEAN LINE
COMP-dst1-3beq-E
```

EDIT/EXIT

select the MODE

EDIT MODE

EDIT MENU SELECT (☞p.12)

EDIT/EXIT

PARAM/VALUE

use the dial to select

Effect ON/OFF (☞p.12)
```
EDIT MENU
[EFFECT ON/OFF]
```
Effect Select
```
EFFECT ON/OFF
DISTORTION 1
```

Chain Edit BLOCK 1 (☞p.13)
```
EDIT MENU
[CHAIN BLOCK.1]
```
Chain Select
```
CHAIN BLOCK.1 #3
DST1-wah -3BEQ-c
```

Chain Edit BLOCK 2 (☞p.13)
```
EDIT MENU
[CHAIN BLOCK.2]
```
Chain Select
```
CHAIN BLOCK.2 #1
cho -RNDF-REV
```

Variation Effect Edit (☞p.14)
```
EDIT MENU
[VARIATION EDIT]
```
Effect Select
```
VARIATION EDIT
cho -RNDF-REV
```

Effect Parameter Edit (☞p.15)
```
EDIT MENU
DISTORTION 1
```
Parameter Select
```
DISTORTION 1
EFFECT      ON
```

Rename (☞p.16)
```
EDIT MENU
[RENAME]
```
RENAME
```
RENAME
HOSTILE
```

INDIVIDUAL (☞p.17)
```
EDIT MENU
[INDIVIDUAL]
```
Effect Select
```
INDIVIDUAL   SW 1
DST1+3BEQ
```

TUNER (☞p.18)
```
EDIT MENU
[TUNER]
```
CALIBRATE
```
TUNER
CALIBRATE   440Hz
```

DRIVE TONE MOD AMBIENCE   **EDIT/EXIT**   **PRESSURE**   **EDIT/EXIT**   **NR**   **EDIT/EXIT**   **LEVEL**   **EDIT/EXIT**   **COMPARE/WRITE**   **EDIT/EXIT**

IPE (☞p.19)

DRIVE
```
IPE      DRIVE
DISTORTION 1
```

TONE
```
IPE      TONE
3 BAND EQUALIZER
```

MOD1/2
```
IPE      MOD1
chorus
```

AMBIENCE
```
IPE   AMBIENCE
REVERB
```

Pressure Parameter Edit (☞p.20)
```
PRESSURE
PARAM RNDF;BAL
```

NR (☞p.21)
```
NOISE REDUCTION
REDUCTION-11.0dB
```

Total Level (☞p.21)
```
TOTAL LEVEL
LEVEL       43
```

COMPARE / WRITE

COMPARE (☞p.21)
```
3 BAND EQUA[CMP]
MID FREQ   800Hz
```

WRITE (☞p.23)
```
PROGRAM WRITE
U11  ▶ U11
```

Chapter 2. Connections and basic operation

2-1. Make connections

Before making connections, be sure to turn the power **off** for all the devices you will be connecting, and lower the volume levels.
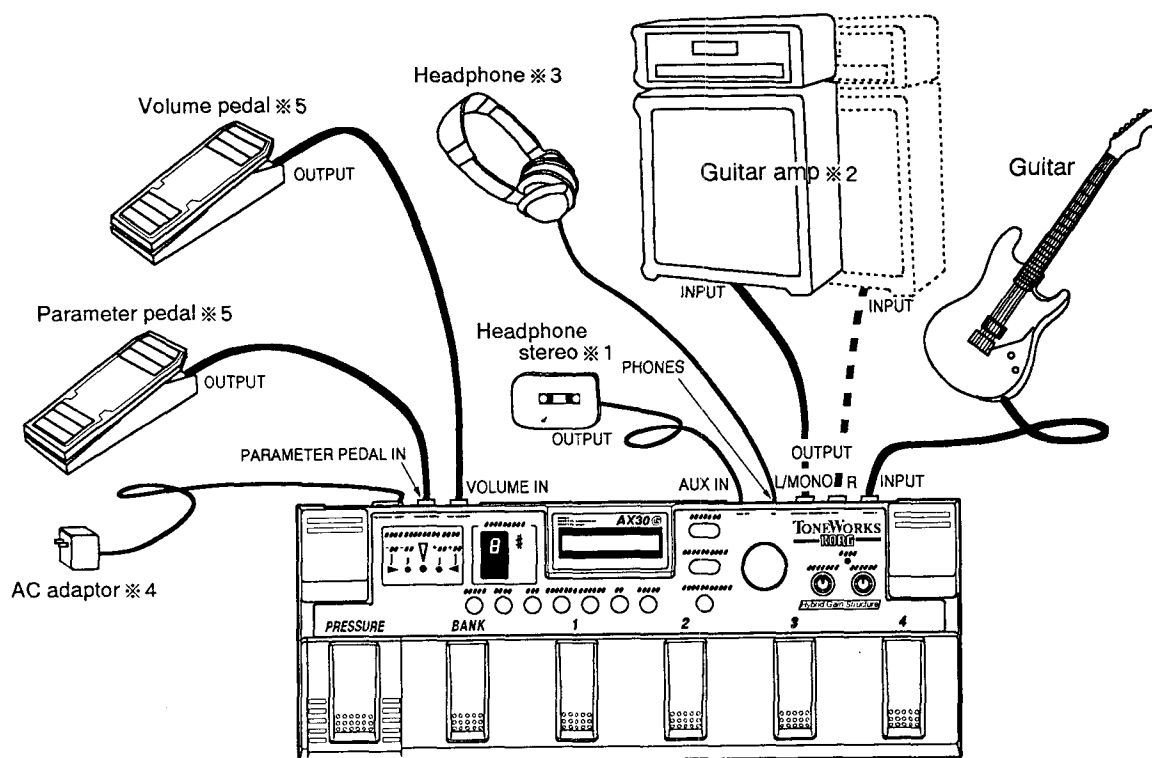
※1 By connecting a headphone stereo etc. to AUX IN, you can play along with a cassette, etc. (Use a stereo type cable to make the connection.) However, volume adjustments must be made at the connected device.

※2 It is most effective if guitar amps are connected in stereo using both R and L/MONO.

※3 By connecting a set of headphones, you can monitor in stereo.

※4 When connecting the AC adaptor, be sure to loop the cable around the hook as shown in step ① of "Basic operation of the AX30G" (☞ p.4).

※5 Use a separately sold Korg EXP-2 or XVP-10 Expression Pedal and special cables (stereo type shielded cables) for the Volume pedal and Parameter pedal. If you connect a conventional guitar volume pedal to the Parameter pedal jack or Volume pedal jack, use a cable as described in the following diagram.

to the input jack of the guitar volume pedal

to the Parameter pedal jack or Volume pedal jack of the **AX30G**

to the output jack of the guitar volume pedal
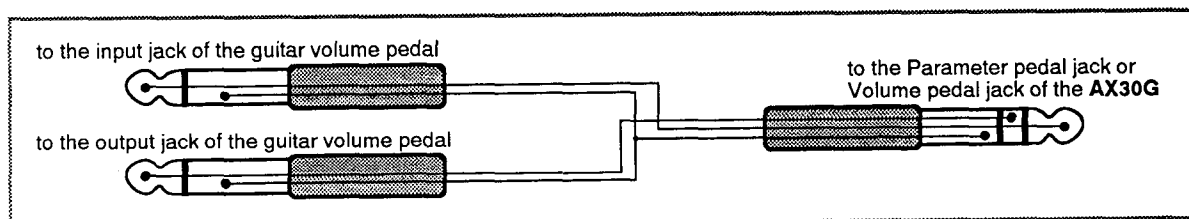
Note: If you connect and attempt to operate a guitar volume pedal or a pedal that cannot be used with the **AX30G**, the LCD display may show a warning of **INVALID PEDAL** as shown at right. In this case, please use the correct type of pedal as specified above. However if the minimum volume of the volume pedal is set fairly high, this warning may not appear.

Even if the pedal you connect is one that can be used by the **AX30G**, there may be a briefly displayed warning of **INVALID PEDAL** when you plug it into the **AX30G**'s pedal jack, but this is not a malfunction.

```
U11 HOSTILE
INVALID PEDAL
```

2-2. Basic operation of the AX30G
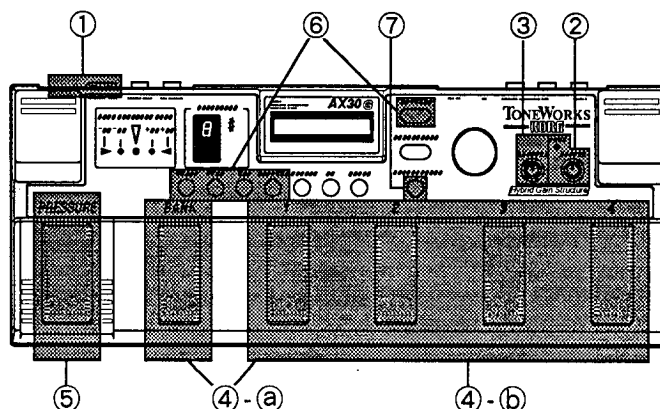
① Turn the power on

When you finish making connections, connect the AC adaptor. As shown in the following diagram, loop the AC adaptor cable around the cable hook to keep it from being pulled out accidentally.
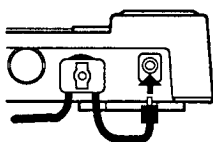
The **AX30G** has no power switch. When the AC adaptor is connected, **U11** (User Program no.11) will be selected, and operation will begin.

Note: *Before connecting or disconnecting the AX30G's AC adaptor, be sure to lower the volume controls of all connected equipment.*

② Adjust the input level

Play the guitar connected to the **AX30G**, and adjust the input level so that the peak indicator lights when you play a chord most strongly. If the input level is too high or too low, the **AX30G** will not operate correctly, and you will not get the desired sound effects.

Note: Some effect value settings can cause distortion (clipping) even when the peak indicator does not light. In such cases, check whether the Level and Gain parameters of the effect are not set excessively high.

③ Adjust the output level

Use the output level knob to adjust the volume you hear from the amplifier. If you hear no sound from the amplifier, check the connections once again. If you hear sound in the headphones, the problem is located after the output of the **AX30G**.

④ Select a program (☞p.7, 8)

The **AX30G** has 16 User programs and 50 Preset programs. Here we will explain how to select User programs. For details of how to select Preset programs, refer to p.8.

ⓐ Press the Bank switch. When the Bank/Note display shows a blinking " – ", use Program switches [1] – [4] to select the bank. (The selected bank number will blink in the Bank/Note display.)

ⓑ Use the Program switches [1] – [4] to select a program. (The Bank/Note display and a Program LED will be lit.) If you wish to select a different program in the same bank, simply press the appropriate Program switch.

⑤ Using the Pressure pedal (☞p.10)

If you select a user program that allows you to use the Pressure pedal, **PRESSURE** will light. Now you can press the Pressure pedal as you play your guitar, and the sound will change as determined by the parameter settings.

Go ahead and select a user program that uses the Pressure pedal, and try this out. If an Expression pedal is connected, you can use it in the same way as the Pressure pedal.

⑥ Program Edit (☞p.12) and IPE (☞p.19)

You can modify the selected program to your taste by adjusting parameters in Edit mode, or use the IPE function to select an effect you like and create a new program.

⑦ Program Write (☞p.23)

A program you create can be written (stored) as a User program by using the Compare/Write key. The Compare/Write key also allows you to recall program settings you wrote previously (the Compare function).

Note: If the Compare/Write key is pressed for longer than 2 seconds the Program Write display will appear (☞ p.23). If pressed for less than 2 seconds the Compare function will operate (☞ p.21).

Note: When you write a program, the program that was previously stored in that location will be overwritten by the newly written program.
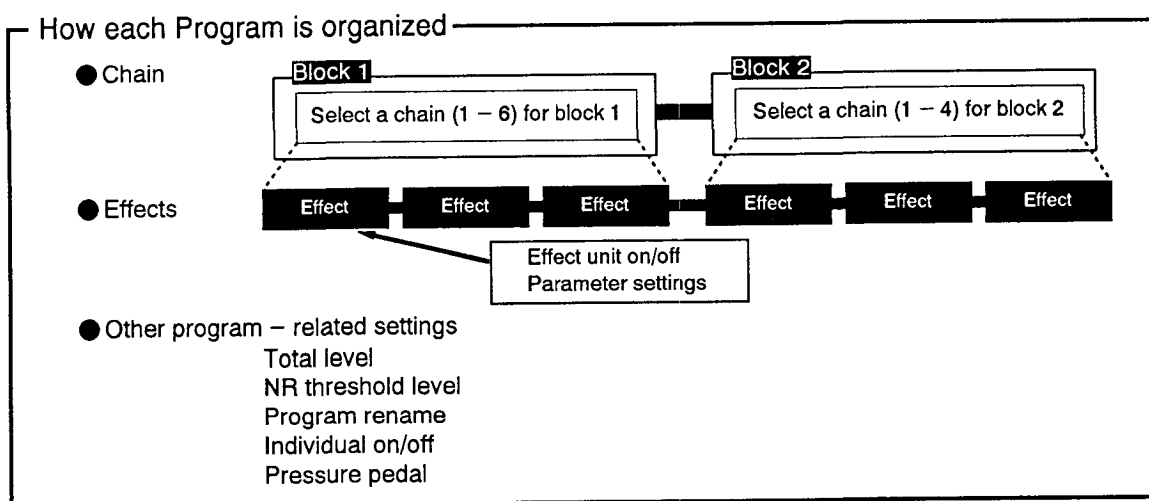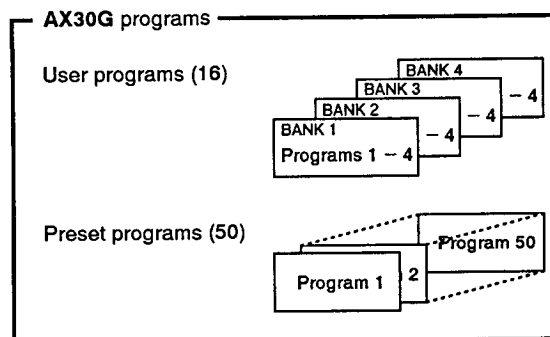
2-3. About programs

The **AX30G** is a multi-effects unit in a single package. Each program consists of several effects. The **AX30G** allows you to connect up to 6 effects simultaneously. A sequence of connected effects is called a Chain.

Programs

Each program of the **AX30G** contains settings that determine the on/off status and parameters for each effect in the chain, program utility settings such as total level and threshold level, and individual on/off settings.

User programs and Preset programs

As shown in the diagram at right, the **AX30G** provides 16 User programs (organized as 4 Banks, each containing 4 Programs) and 50 Preset programs.

```
┌─ AX30G programs ──────────────────────────┐
│                              ┌──────────┐  │
│  User programs (16)         │ BANK 4   │  │
│                           ┌─┤ BANK 3   │─4│
│                         ┌─┤ BANK 2   │─4┘ │
│                       ┌─┤ BANK 1   │─4┘   │
│                       │ Programs 1 – 4 │   │
│                       └────────────┘       │
│                                            │
│  Preset programs (50)        ┌── Program 50│
│                          ┌──┬─┤            │
│                          │Program 1│ 2      │
│                          └──┴──────┘        │
└────────────────────────────────────────────┘
```

┌─ How each Program is organized ──────────────────────────────────────┐
│   ● Chain   ┌─Block 1──────────────┐   ┌─Block 2──────────────┐   │
│   │ Select a chain (1 – 6) for block 1 │ │ Select a chain (1 – 4) for block 2 │ │
│   └──────────────────────┘   └──────────────────────┘   │
│   │
│   ● Effects   ┌Effect┬Effect┬Effect┐ ┌Effect┬Effect┬Effect┐   │
│   └──┐   │
│   ┌─────────────────────┐   │
│   │ Effect unit on/off   │   │
│   │ Parameter settings   │   │
│   └─────────────────────┘   │
│   │
│   ● Other program – related settings   │
│   Total level   │
│   NR threshold level   │
│   Program rename   │
│   Individual on/off   │
│   Pressure pedal   │
└──┘

Chains

The order in which effects are connected is determined by the Chain you select. When the chains of block 1 and the chains of block 2 are combined, the **AX30G** provides 24 possible chain combinations. Up to 6 effects (up to 3 effects in the block 1 chain and up to 3 effects in the block 2 chain) can be connected. In other words, the **AX30G** is able to act as up to 6 individual effect devices connected together. NR is not included in a chain.

Block 1 and block 2

For block 1 you can select one of the 6 chains provided for block 1. For block 2 you can select one of the 4 chains provided for block 2. The chains you select for blocks 1 and 2 determine how the effects will be connected in a program.

■ Block 1

The block 1 chain consists of up to three of the following effects.

COMPRESSOR (compressor)

DISTORTION 1 (distortion 1)

DISTORTION 2 (distortion 2)

WAH (Wah)

3 BAND EQUALIZER (3 band equalizer)

HYPER RESONATOR (hyper resonator)

■ Block 2

The block 2 chain consists of up to three effects which you select from different effect groups.

A.sim/Exct: amp simulator/exciter type effect group (mono)

AMP SIMULATOR (amp simulator)

EXCITER (exciter)

Mod1: modulation type effect group (mono)

CHORUS (chorus)

FLANGER (flanger)

PHASER (phaser)

VIBRATO (vibrato)

TREMOLO (tremolo)

RING MODULATOR (ring modulator)

Mod2: modulation type effect group (mono/stereo)

MODULATION DELAY (modulation delay)

STEREO MODULATION DELAY (stereo modulation delay)

SWEEP MODULATION DELAY (sweep modulation delay)

STEREO PHASER (stereo phaser)

RANDOM STEP FILTER (random step filter)

PITCH SHIFTER (pitch shifter)

PEDAL BENDER (pedal bender)

PANNER (panner)

Ambience: delay/reverb type effect group (mono/stereo)

STEREO DELAY (stereo delay)

CROSS DELAY (cross delay)

TAP TEMPO DELAY (tap tempo delay)

HOLD DELAY (hold delay)

REVERB (reverb)

Effects

The **AX30G** provides 28 types of effect. Twenty-seven of these effects (with the exception of NR) can be connected to form the chains in a program. Effect on/off and parameter settings can be made independently for each effect.

Parameters

Each effect has various settings that determine the resulting sound, and you can set the value of each of these settings. These settings are called Parameters.

Other settings

These are settings that affect the entire program.

■ Total level

Set the total volume of the program.

■ NR threshold level

Set the threshold level for noise reduction.

■ Program rename

Assign a name to the program.

■ Individual on/off

Select on/off for individual effects.

■ Pressure pedal

Select the effect parameter that will be controlled by the Pressure pedal.

Chapter 3. Play mode

Play mode is the mode in which you play your instrument through an **AX30G** Program. In Play mode you can select Programs, change Individual on/off settings, operate the Pressure pedal, and use the Tuning function.

3-1. Entering Play mode

When you connect the AC adaptor to the **AX30G**, it will automatically enter Play mode, and the program select display will appear. In Edit mode, pressing and holding the Edit/Exit key for one second or longer will take you into Play mode. Also, any time you are in the IPE function, editing a parameter, or setting NR or Total Level, pressing and holding the Edit/Exit key for one second or longer will take you into Play mode.

```
U11 HOSTILE
DST1-wah -3BEQ-c
```

3-2. Selecting a Program

The **AX30G** has 16 User programs (**U11 – U14, U21 – U24, U31 – U34, U41 – U44**) and 50 Preset programs (**P1 – P50**). For details on the **AX30G**'s programs refer to p.5.

■ **Program Change 1** (selecting a User program)

User programs can be selected directly using the Bank switch and the Program switches [1] – [4]. The following example shows how to select User program No.23.
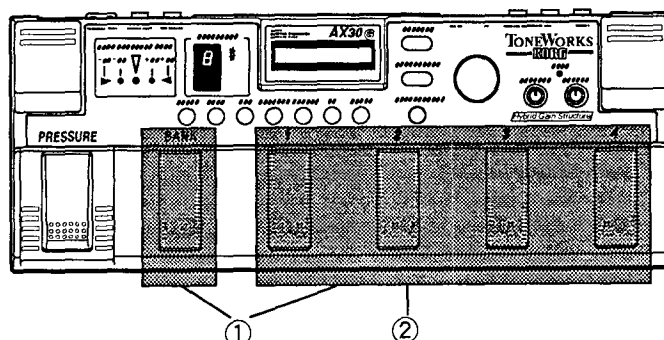

① Specify the Bank.

Press the Bank switch, and then press Program switch **[2]**. The Bank/Note display will blink " – " when you press the Bank switch, and when you press Program switch [2] the bank number **2** will blink.

Press Program switch [2]

Press the Bank switch → [– blinks] → [2 blinks]
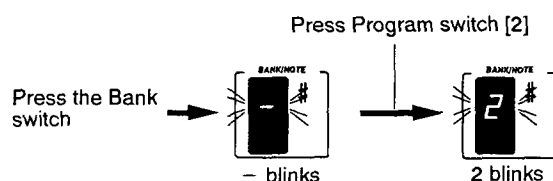
If after the Bank/Note display is showing a blinking " – " you decide not to select a program, press the Bank switch once again.

② Specify the Program number.

Press Program switch **[3]**. The Bank number blinking in the Bank/Number display will now change from blinking to steadily lit, and a Program LED will light to indicate the selected Program. At the same time, the upper left of the LCD display will show the Program number you just selected (**U23** in this example).

[2 blinks] → [2 is lit]   Program LED [3] lights
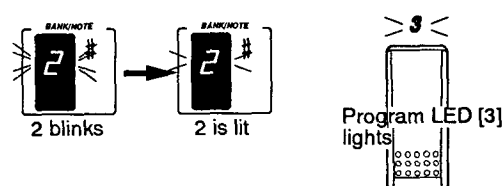
Note: *With the Program Change 1 method described*

here, the new program will actually become active only after both the Bank and also the Program number have been specified.

If you wish to select a different Program in the same Bank, just press the desired Program switch.

For example if you wish to select User program No.**21** (continuing from the previous example), just press Program switch **[1]**.

■ **Program Change 2** (selecting a User program or Preset program)

User programs and Preset programs can be selected using the Dial. The upper left of the LCD display will show a **U** at the left of the number when a User program is selected, and a **P** when a Preset program is selected.

① If the Program number in the upper left of the LCD display is lit steadily, press the Parameter/Value key to make it blink. Then rotate the dial to left or right to successively select User programs and Preset programs.
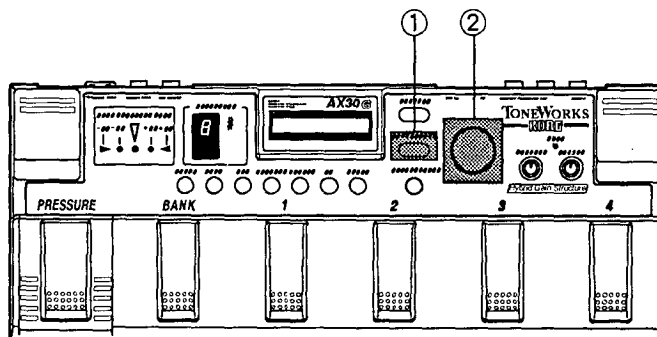
② To make the Program number light, press the Parameter/Value key once again.

	Bank/Note display	Program LED
User programs	Bank No. is lit	the corresponding Program LED is lit
Preset programs	P is lit	4 is lit

If a Preset program is selected and you wish to use the switches to select a User program, follow the procedure from step ① as described in "Program Change 1" from (☞ p.7). However this will cancel program change selection using the Dial.

3-3. Checking the effects

You can check which effects are used in a program, and the on/off status of each effect.

① In Program mode, if the Program number in the upper left of the LCD display is blinking, press the Parameter/Value key to make the Program number light steadily.

② Rotate the dial to left or right, and the names of the effects used in the chains of that program will be displayed as shown in the following diagram. If an effect is turned **on** it will be displayed in uppercase letters, and if turned **off** it will be displayed in lowercase letters.

Rotate the dial

```
U11 HOSTILE      rotate to right  U11 HOSTILE      rotate to right  U11 HOSTILE
DST1-wah -3BEQ-c  ←rotate to left  3BEQ-cho -RNDF-R  ←rotate to left  Q-cho -RNDF-REV
```
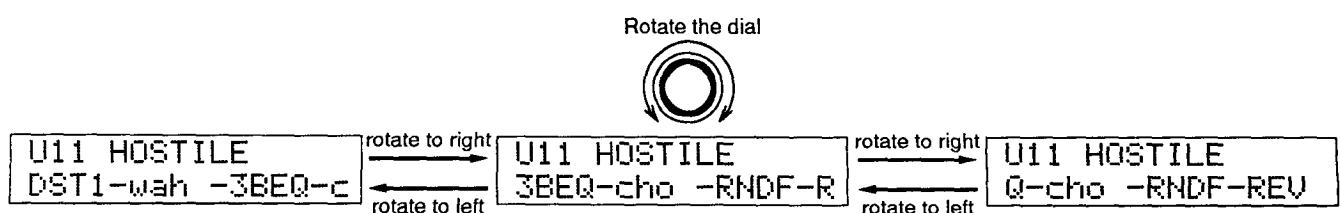
# 3-4. Individual on/off

While playing through the **AX30G**, you can change the on/off status of the effects assigned to each Program switch, or switch the bypass on/off. Since this function can be used to turn each effect on/off or to turn bypass on/off even when you are not in Edit mode, it is called Individual on/off.

Of the effects that can be controlled using Individual on/off, the **DRIVE**-type effects are assigned to Program switch [1], the **MOD**-type effects to Program switch [2], and the **AMBIENCE**-type effects to Program switch [3]. However effects will differ depending on the program. If you change effect assignments, refer to "Selecting effects for Individual on/off" (☞ p.17). You may wish to affix the included **DRIVE**, **MOD**, **AMBIENCE**, and **BYPASS** stickers in an appropriate visible location.

■ Switching effects on/off
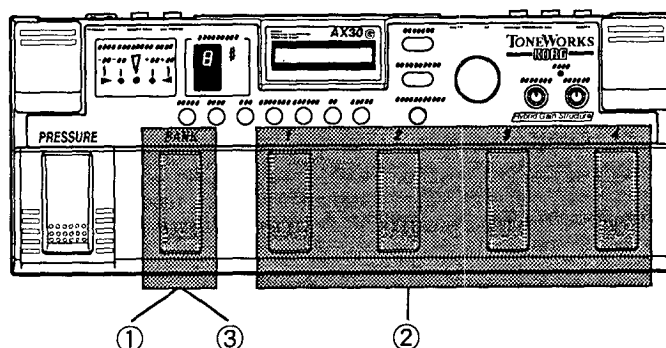
① In Play mode, select a program. Then press and hold the Bank switch for longer than 1 second, waiting until the blinking Bank/Note display changes to being steadily lit. The LCD display will now show **INDIVIDUAL MODE**.
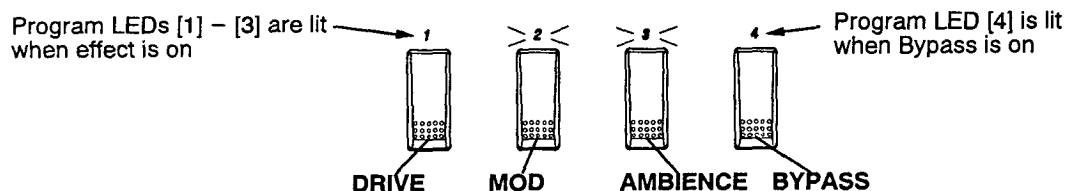
If the effect assigned to a Program switch is on, the corresponding Program LED will be on. If two or more effects are assigned to a Program switch, the corresponding Program LED will be on if at least one of the effects are on.

If Bypass is turned on for this program, the Program switch [4] LED will be blinking.

② Pressing a Program switch **[1]** – **[3]** will turn each effect on/off. Pressing Program switch **[4]** will turn Bypass on/off for this program.

When you press a Program switch to turn an effect on/off, all effects assigned to that switch will be turned **off** and the Program LED will go off. When you press the Program switch again, all effects will be turned **on**, and the program LED will light.

③ Press the Bank switch and you will return to Play mode. The effect on/off settings will return to the condition they were in before you used the Individual on/off function.

Program LEDs [1] – [3] are lit when effect is on

Program LED [4] is lit when Bypass is on

DRIVE   MOD   AMBIENCE BYPASS

3-5. Using the Pressure pedal (Expression pedal)

The Pressure pedal lets you have realtime control over the parameters of modulation-type effects such as wah, and delay hold etc. You can also connect an optional Korg **EXP-2** or **XVP-10** expression pedal to the rear panel Parameter pedal jack (☞ p.3) for the same type of control.

① In Play mode, select a Program that allows you to use the Pressure pedal. The **PRESSURE** indicator will be illuminated.

> PRESSURE <

lit
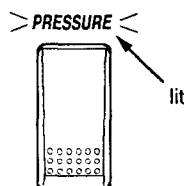
② As you play your instrument, move the Pressure pedal (or a connected expression pedal). When you press the Pressure pedal, the sound will change as specified by the settings in Pressure Parameter Edit (☞ p.20). Refer to Pressure Parameter Edit (☞ p.20) for details on selecting the parameter to be controlled by the Pressure pedal and setting the parameter value.

Note: If you wish to use the Pressure pedal (or a connected expression pedal) to control an effect, you must set the PARAM setting in Pressure Parameter Edit (☞ p.20) to specify the effect parameter to be controlled.

Note: If you wish to control WAH, you must set the TYPE setting in Effect Parameter Edit (☞ p.15) to **PEDAL**.

Note: The Pressure pedal is constructed to be stiffer than the Program switches and the Bank switch. However, you should familiarize yourself with the amount of foot pressure required to produce the desired effect, and be careful not to step on the unit any more heavily than necessary.

The following effect parameters can be controlled by the Pressure pedal (or a connected Expression pedal).

		Effect	Controllable parameters
Block 1	DST2	DISTORTION2	Gain
	WAH	WAH	Frequency (Pedal Wah)
	HYPR	HYPER RESONATOR	Harmonics / Depth / Resonance
Block 2	Mod1	CHORUS	Speed / Depth
		FLANGER	Speed / Depth / Manual / Resonance
		PHASER	Speed / Depth / Manual / Resonance
		VIBRATO	Speed
		TREMOLO	Speed / Depth
		RING MODULATOR	Frequency / Balance
	Mod2	MODULATION DELAY	Speed / Depth / Feedback / High Damp
		STEREO MODULATION DELAY	Speed / Depth
		SWEEP MODULATION DELAY	Depth / Feedback
		RANDOM STEP FILTER	Speed / Depth / Manual / Balance
		PITCH SHIFTER	Pitch / Feedback
		BENDER	Bend
		STEREO PHASER	Speed / Depth / Manual / Resonance
		PANNER	Speed / Depth / Width
	Dly/Rev	STEREO DELAY	High Damp
		CROSS DELAY	High Damp / Balance
		TAP TEMPO DELAY	Feedback / High Damp / Tempo ✳1
		HOLD DELAY	Feedback / High Damp / Hold ✳2
		REVERB	Balance

✳ 1 **Tempo:** *The time elapsed from when you press the Pressure pedal once to when you press it a second time will be set as the Delay Time of the Tempo Delay effect (maximum 1000 msec). One second after the delay time is set, the newly set delay time will take effect. If you do not use the Pressure pedal (a connected Expression pedal) to set the Tempo Delay time, the delay time specified by the program will be in effect.*

✳ 2 **Hold:** *When you press and then release the Pressure pedal, Hold will be turned on. The Hold time will be the same as the Delay Time specified by the program. When you press the Pressure pedal (Expression pedal) once again, Hold will be turned off, and will operate as a conventional delay.*

3-6. Tuning procedure

The **AX30G** contains an automatic chromatic tuner. This tuner operates when Bypass is turned on in Play mode. The tuner can be calibrated over the range of **A=438 − 445**, as explained in "Calibrating the tuner" (☞ p.18).
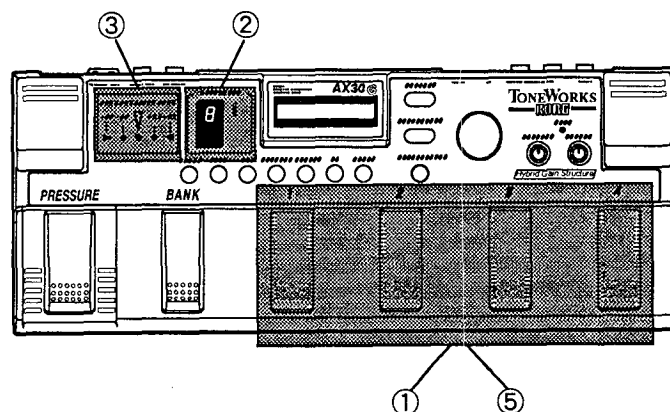
① In Play mode, press the Program switch of a program whose LED is lit, to turn Bypass on (☞ p.22) (the Program LED will change to blinking).

② Play single notes on your guitar, and the note name nearest to the note you play will be displayed in the Bank/Note display. If the pitch of the instrument is a chromatic step higher than the displayed note, a **#** (sharp) sign will appear in the Bank/Note display. If the pitch of the instrument is significantly off, the note name you expect will not appear, and you will need to adjust the tuning of your instrument so that the correct note is displayed.

For example, if the display shows **A#**, you will need to lower the pitch of your instrument to tune it to **A**.

display shows A, #
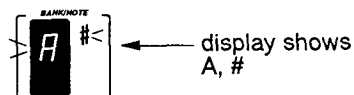
Note: When tuning, be careful not to allow two or more notes to sound simultaneously.

③ Make sure that the desired note name is shown in the Bank/Note display, and adjust the pitch of your instrument so that the center LED of the Tuner display lights.

AUTO CHROMATIC TUNER

the center LED will light
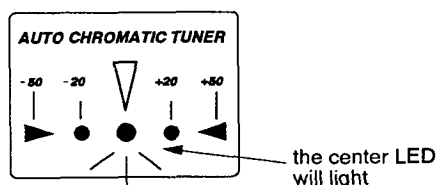
④ Follow steps ① and ② for the other strings of your instrument.

⑤ Turn Bypass off (☞ p.22) by either pressing the blinking Program switch or by changing the program.

If you wish to mute (silence) the sound while you are tuning, press the Program switch whose Program LED is blinking and hold it down for at least 1 second. Mute will be turned on, and the Program LED will change from blinking to rapid blinking.

press and hold Program switch for longer than 1 second

Program LED blinks → Program LED blinks rapidly
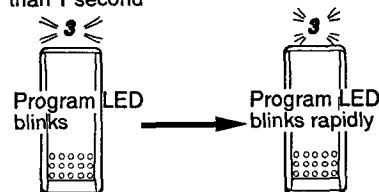
To defeat muting, press the Program switch whose Program LED is blinking. The rapid blinking will change to being steadily lit, and bypass will also be turned off. (You can also use the Program switches to turn off bypass and mute.)

Note: While you are tuning, Edit mode, IPE, and Compare will not function. While tuning, pressing either the Edit/Exit key, Compare/Write key, or Bank key will cancel tuning and then perform the function of the key you pressed.

Chapter 4. Edit mode

The **AX30G** allows you to start from one of the 16 User programs or 50 Preset programs, and modify the settings to create your own program. The process of modifying a program is called Editing. An edited program can be Written (stored) as a new User program. To write a program, refer to "Program Write" (☞ p.23).
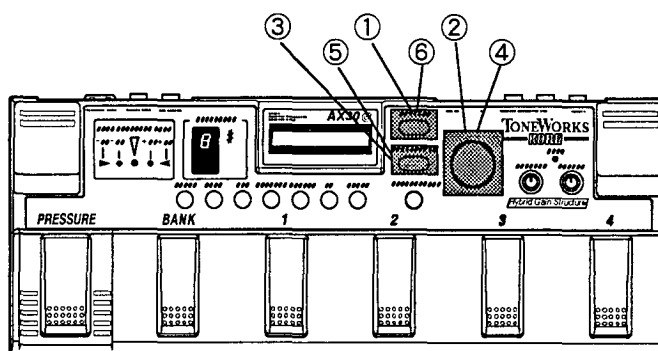
4-1. Entering Edit mode

In Play mode, select the program you wish to edit, and press the Edit/Exit key. You will enter Edit mode, and the Edit Menu Select display will appear. Use the dial to select from the edit menu.

4-2. Effect on/off

Here's how you can turn on/off each effect in a chain.
You can also change the effect on/off settings in "Effect Parameter Edit" (☞ p.15) or "IPE" (☞ p.19).

① In Play mode, select the program you wish to edit, and press the Edit/Exit key to enter Edit mode. The edit menu display will appear.

② Use the dial to select the screen in which to make Effect on/off settings. The LCD display will show **[EFFECT ON/OFF]**.

③ Press the Parameter/Value key (the effect name will appear in the lower line of the LCD display).

④ Use the dial to select the effect you wish to turn on or off.

⑤ Press the Parameter/Value key, and the effect will be turned on or off. The effect name will be displayed in uppercase characters if the effect is **on**, and in lowercase characters if the effect is **off**.

⑥ Press the Edit/Exit key once, and the display of step (2) will reappear. Press it once again and you will return to Play mode.

Note: If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

4-3. Chain edit (Block 1, Block 2)

Here is how you can select the Chains used in blocks 1 and 2 of the program.
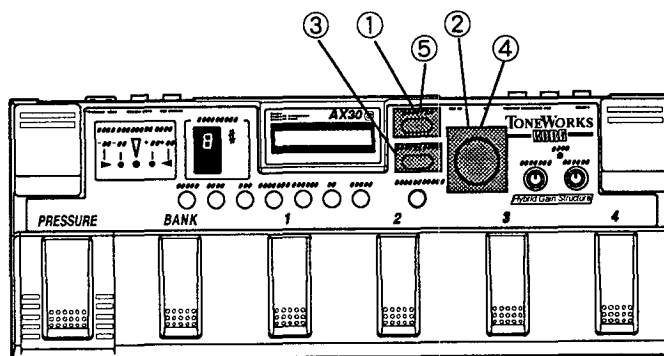
① Press the Edit/Exit key to enter Edit mode, and the edit menu display will appear.

② Use the dial to select the screen in which to chose a chain for blocks 1 and 2. (The LCD display will show **[CHAIN BLOCK.1]** or **[CHAIN BLOCK.2]**.)

③ Press the Parameter/Value key. (The lower line of the LCD display will show the effects which make up the chain.) Effects which are turned **on** will be displayed in uppercase characters, and effects which are turned **off** will be displayed in lowercase characters.

④ Use the dial to select a chain **#1~#6** for block 1, and a chain **#1~#4** for block 2. All effects in the selected chain will automatically be turned on.

⑤ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: *If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.*

	Block 1	Block 2
Chain 1	COMP — DST1 — 3BEQ	Mod1 — Mod2 — Ambience
Chain 2	COMP — WAH — 3BEQ	Mod1 — Ambience — Mod2
Chain 3	DST1 — WAH — 3BEQ	A.Sim/Exct — Mod2 — Ambience
Chain 4	WAH — DST1 — 3BEQ	A.Sim/Exct — Ambience — Mod2
Chain 5	DST2	——————
Chain 6	HYPR	——————

※ *In the above table, the effect names for block 1 are the same as the indication in the LCD display. The names given for block 2, however, are the Effect Group names, and these will not match what appears in the LCD display. For details of the individual effects in block 2, refer to "Chapter 7. Effect parameter list" (☞p.25).*

4-4. Variation edit

Here you can specify the effect configuration of block 2. The chain for block 2 consists of Effect Groups, and you can chose a desired effect for each group. However the effects available for selection will depend on the chain you select for block 2. For details on the block 2 chain configuration, refer to the chart in "Chain edit" (☞ p.13). For details on the parameters and values of each effect, refer to "Chapter 6. Effect parameter list" (☞ p.24).
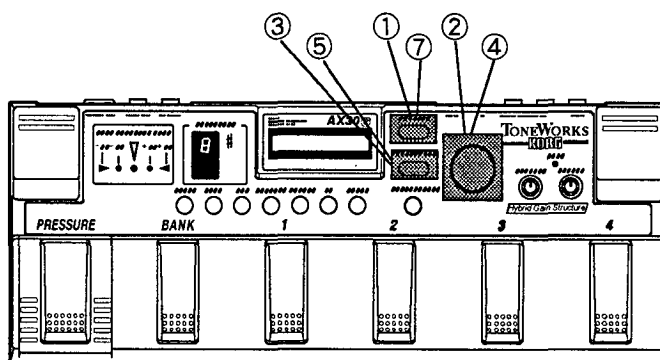
① Press the Edit/Exit key to enter Edit mode, and the edit menu display will appear.

② Use the dial to select the Variation Edit display. (The LCD display will show **[VARIATION EDIT]**.)

③ Press the Parameter/Value key. (The lower line of the LCD display will show the effects which make up the block 2 chain, and the effect name at left will blink.) Effects which are turned **on** will be displayed in uppercase characters, and effects which are turned **off** will be displayed in lowercase characters.

④ Rotate the dial, and the blinking effect will change.

⑤ Each time you press the Parameter/Value key, the blinking area will move from left ➡ center ➡ right ➡ left ➡ center ...

⑥ Repeat steps ④ – ⑤ to select other effects. Effects you select will automatically be turned on.

⑦ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

4-5. Effect parameter edit

Here you can make parameter settings for the effects used in the program. For details on the parameters and values of each effect, refer to "Chapter 6. Effect parameter list" (☞ p.24).
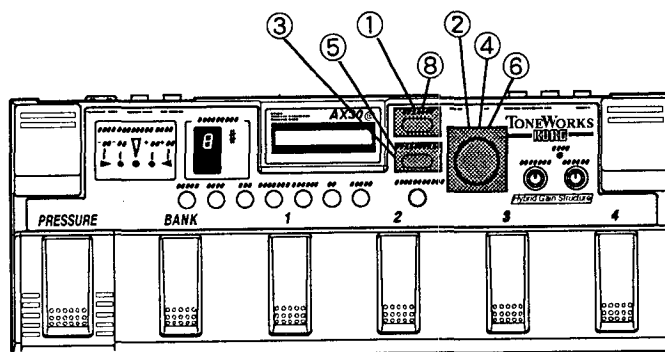
① Press the Edit/Exit key to enter Edit mode, and the edit menu display will appear.

② Use the dial to select the Effect Parameter Edit display. (The lower line of the LCD display will show only the effect name, and unlike other edit displays, square brackets [ ] will not appear.) Effects which are turned **on** will be displayed in uppercase characters, and effects which are turned **off** will be displayed in lowercase characters.
Note: In Effect Parameter Edit, there will be between 4 to 6 screens, depending on the chain selected for the program.

③ Press the Parameter/Value key. (The upper line of the LCD display will show the effect name, and the lower line will show a blinking **EFFECT.**)
To turn an effect on/off, go to steps ⑤–⑥.

④ To select a parameter, rotate the dial when the left side of the lower line in the LCD display is blinking. (When you select a parameter, the parameter value will be displayed at the right of the parameter name.)
Note: The available parameters will differ depending on the effect.

⑤ Press the Parameter/Value key to move the blinking area to the right.

⑥ Use the dial to set the value.

⑦ Repeat steps ④ – ⑥ to make effect parameter settings.

⑧ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

4-6. Program rename

Here you can modify the name of a program, or assign a name to a newly created program.
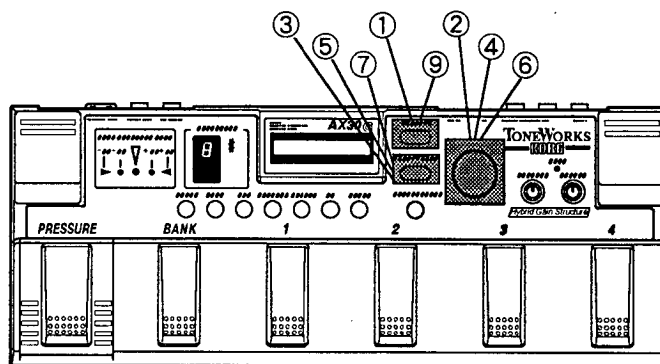
① In Play mode, select the program you wish to rename, and press the Edit/Exit key to enter Edit mode. The edit menu display will appear.

② Use the dial to select the Rename display. (The LCD display will show **[RENAME]**.)

③ Press the Parameter/Value key. (The lower line of the LCD display will show the program name.)

④ Rotate the dial to move the cursor to the character you wish to modify.

⑤ Press the Parameter/Value key to make the character at the cursor start blinking. (The cursor will disappear.)

⑥ Use the dial to select a character. The available characters are shown in the table below.

⑦ Press the Parameter/Value key, and the blinking area will move to the right of the character you input in step ⑥.

⑧ Repeat steps ⑥ – ⑦ to assign a name to the program. The program name can consist of uppercase letters, lowercase letters or symbols, and can be up to 10 characters long.

⑨ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: *If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.*

In step ⑦, if you press the Parameter/Value key once again, the blinking will change to being steadily lit, and the cursor will appear below that character. This cursor can be moved using the dial. The character at the cursor can be changed using steps ⑤–⑥.

	!	"	#	$	%	&	'	(	)	*	+	,	−	.	/	0	1	2	3	4	5	6	7
8	9	:	;	<	=	>	?	@	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O
P	Q	R	S	T	U	V	W	X	Y	Z	[	¥	]	^	_	`	a	b	c	d	e	f	g
h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	{	l	}	→	←

4-7. Selecting effects for Individual on/off

You can assign effects so that they can be turned on/off by Program switches [1] – [3]. For details on turning effects on/off, refer to "Individual on/off" (☞ p.9).

In the **AX30G**, effects in a program are classified in three effect types; **DRIVE**, **MOD** (Modulation), and **AMBIENCE**. Effects that are to be turned on/off individually can be assigned to the corresponding Program switches [1] – [3]. You may find it convenient to affix the included **DRIVE, MOD, AMBIENCE,** and **BYPASS** stickers to an easily visible location.
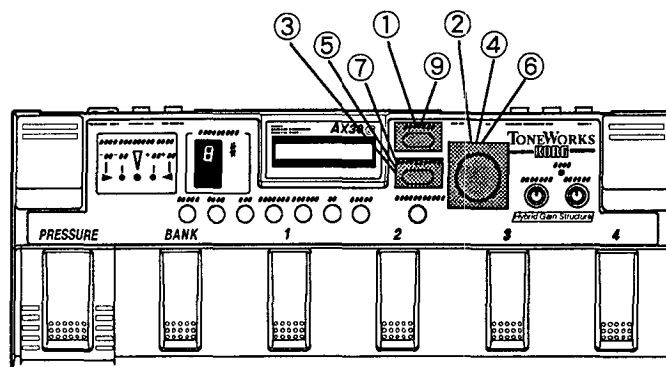
① In Play mode, select the program you wish to edit, and press the Edit/Exit key to enter Edit mode. The edit menu display will appear.

② Use the dial to select the Individual display. (The LCD display will show **[INDIVIDUAL]**.)

③ Press the Parameter/Value key. (The upper line of the LCD display will show a blinking **SW1**.)

④ Use the dial to select from **SW1, SW2** or **SW3**.
   SW1: Program switch [1]
   SW2: Program switch [2]
   SW3: Program switch [3]

⑤ Press the Parameter/Value key to move the blinking area to the lower line.

⑥ Rotate the dial to select the effect you wish to turn on/off by the Program switch. The effects from which you can select are shown in the table below.

⑦ Press the Parameter/Value key to move the blinking area to the upper line.

⑧ Repeat steps ④ – ⑦ to select the effects which will be turned on/off by Program switches [1] – [3].

⑨ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: If you wish to save an edited program, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

	Program switch [1] (DRIVE)	Program switch [2] (MOD)	Program switch [3] (AMBIENCE)
Chain 1	COMP, DST1, 3BEQ, DST1+3BEQ, COMP+DST1+3BEQ	Mod1, Mod2, Mod1+Mod2	Ambience*
Chain 2	COMP, WAH, 3BEQ, COMP+3BEQ, WAH+3BEQ, COMP+WAH+3BEQ	Mod1, Mod2, Mod1+Mod2	
Chain 3 Chain 4	DST1, WAH, 3BEQ, DST1+3BEQ, WAH+3BEQ, DST1+WAH+3BEQ	Mod2*	
Chain 5	DST2*	————	————
Chain 6	HYPR*	————	————

* For these locations, only one effect is available, and other effects cannot be selected. However the Mod2 and Ambience effects will differ depending on the chain being used.

※ In the above table, the effect names for Program switch 1 are the same as the indication in the LCD display. However the names given for Program switches 2 and 3 are the Effect Group names, and these will not match what appears in the LCD display.

4-8. Tuner calibration

The pitch standard used for tuning can be adjusted over a range of **A=438 – 445 Hz**. The calibration setting you make here will affect only the Tuning function (☞ p.11).
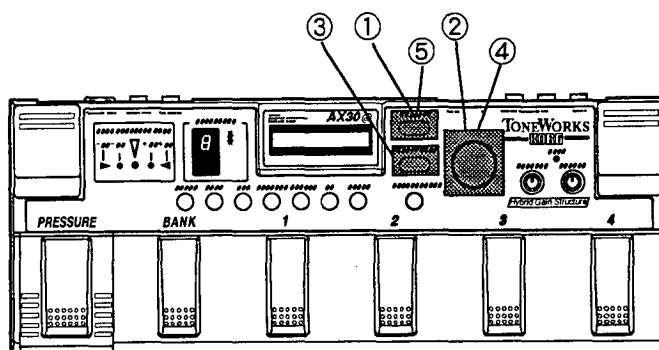
① Press the Edit/Exit key to enter Edit mode, and the edit menu display will appear.

② Use the dial to select the Calibration display. (The LCD display will show **[TUNER]**.)

③ Press the Parameter/Value key.

④ Use the dial to set the calibration value. Normally this will be **440 Hz.**

⑤ Press the Edit/Exit key once and the display of step ② will reappear. Press it once again and you will return to Play mode.

Note: *The calibration setting cannot be written. (I.e., the setting you make here will be lost when the power is turned off, and when the power is turned on again it will be automatically reset to **440 Hz**.)*

Chapter 5. Other functions

These functions can be used whether you are in Play mode or Edit mode.

5-1. IPE (Integrated Parameter Edit)

A certain amount of experience is needed if you wish to adjust individual parameters for each effect parameter in Edit mode. However the IPE function allows you to quickly and easily create a desired sound by putting together desired effects using the **[DRIVE]**, **[TONE]**, **[MOD]** and **[AMBIENCE]** IPE keys and the dial. (The IPE function of the **AX30G** allows you to select 375 variations from 24 types of effect.)
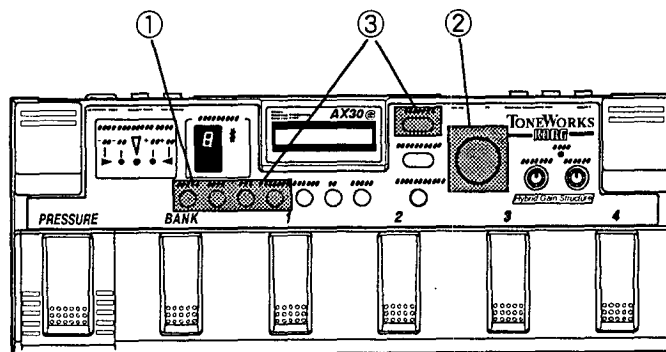
① In Play mode or Edit mode, press an IPE key. The upper line of the LCD display will show the selected IPE name, and the lower line will show the effect name. (The effects selected by the **[DRIVE]** and **[TONE]** IPE keys are for block 1, and the effects selected by the **[MOD]** and **[AMBIENCE]** IPE keys are for block 2.)

② Use the dial to select a variation. When you rotate the dial, a number will appear at the right of the IPE name in the LCD display, and the lower line will show the corresponding effect name. The variations available for selection will depend on the specified chain as shown in the table below.To turn an effect on/off, press the Param/Value key. (Effects which are turned **on** will be displayed in uppercase characters,

and effects which are turned **off** will be displayed in lowercase characters.)

③ To return to the mode you were in before using IPE, press the same IPE key or the Edit/Exit key.

Note: *If you wish to save a program edited using IPE, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.*

If the program uses chains 1 and 2 (i.e., if a Mod1 or Mod2 effect is included in the program), each time you press the IPE **[MOD]** key in step ① the display will alternate between the **MOD1 display**, the **MOD2 display**, and the display of the previous mode. Use the IPE **[MOD]** key to select the **MOD1** or **MOD2** display, and use the dial to make settings for each.

		[DRIVE]	[TONE]	[MOD]	[AMBIENCE]
Chain 1		DRIVE 1~60: DISTORTION1		MOD1 1~6: CHORUS 1~4: FLANGER 1~4: PHASER 1~2: VIBRATO 1~4: TREMOLO 1~2: RING MODULATOR	AMBIENCE 1~6: STEREO DELAY 1~6: CROSS DELAY 1~6: TAP TEMPO DELAY 1~6: HOLD DELAY 1~18: REVERB
Chain 2		DRIVE 1~32: COMPRESSOR	TONE 1~32: 3BAND EQUALIZER	MOD2 1~8: MOD DLY 1~8: STEREO MOD DLY 1~6: SWEEP MOD DLY 1~4: STEREO PHASER	
Chain 3 Chain 4		DRIVE 1~60: DISTORTION1		1~6: RANDOM STEP FILT 1~8: PITCH SHIFTER 1~2: BENDER 1~4: PANNER	
Chain 5		DRIVE 1~45: DISTORTION2	TONE 1~32: DISTORTION2	——	——
Chain 6		DRIVE 1~32: HYPER RESONATOR	TONE 1~32: HYPER RESONATOR	——	——

5-2. Pressure parameter edit

When a program that can use the Pressure pedal is selected, you can select the effect that the Pressure pedal (or a connected Expression pedal) will control, and set the depth of control.
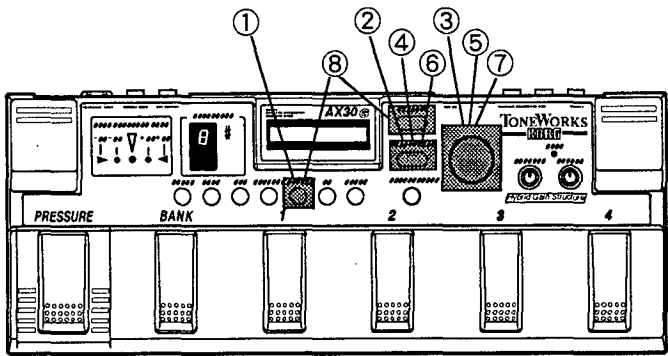
① Select a program that can use the Pressure pedal, and in either Play mode or Edit mode, press the Pressure key. The upper line of the LCD display will show **PRESSURE**. (The lower line will blink **PARAM** (Parameter).) At the right of PARAM, the effect parameter (or ----:-----) will be displayed.

② Press the Parameter/Value key, and the blinking area will move from left to right.

③ Use the dial to select the effect parameter.
The parameters available for selection are listed in the table in "Using the Pressure pedal (Expression pedal)" (☞ p.10). The LCD display will show the parameter in uppercase characters (long name will be abbreviated).
Note: *For the parameter you select here, the Pressure pedal will take priority in determining the value, rather than the parameter value specified in Edit mode Effect Parameter Edit.*

④ Press the Parameter/Value key and the blinking area will move from right to left, and **PARAM** will once again begin blinking.

⑤ Use the dial to select **MIN** (Minimum) or **MAX** (Maximum).

PARAM	Select the effect parameter to be controlled by the Pressure pedal
MIN	Set the depth that the effect will have when the Pressure pedal is not pressed
MAX	Set the depth that the effect will have when the Pressure pedal is fully depressed

⑥ Press the Parameter/Value key to move the blinking area to the right.

⑦ Use the dial to make settings. However it is not possible to set the value for MIN, MAX, if you set the PARAM parameter to **TDLY:TEMPO** or **HDLY:HOLD** in step ③.

⑧ To return to the previous mode, press the Pressure key or the Edit/Exit key.

> In a program that is able to use WAH, if you set the Effect Parameter Edit (☞ p.15) TYPE parameter to **PEDAL** but fail to select the PARAM parameter to **WAH:FREQ** in step ③ , WAH will operate with the default parameter settings made in Effect Parameter edit of Edit mode.
> Also, in a program that is able to use BENDER, if you fail to select the PARAM parameter to **BEND:BEND** in step ③ , BENDER will operate with the default parameter settings made in Effect Parameter edit of Edit mode.

Note: *If you change the chain configuation while in Chain Edit or Variation Edit, or while making IPE settings, the settings made in step ③ will be canceled.*

Note: *If you wish to use the Pressure pedal (or Expression pedal) to control an effect, be sure to turn that effect on (☞p.12, 15, 19).*

Note: *If you wish to save an edited program, be sure to perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.*

5-3. Noise reduction settings

The reduction gain for noise reduction can be set independently for each program.

① From Play mode or Edit mode, press the Noise Reduction key. The upper line of the LCD display will show **NOISE REDUCTION**. (The lower line will show the blinking value.)

② Use the dial to adjust the value over a range of **0.0dB – -30.0dB**. Increasingly negative (-) settings will result in greater noise reduction.
Normally, you should make settings so that noise is not obtrusive when the guitar strings are lightly muted.

③ When you finish making settings, press the Noise Reduction key or the Edit/Exit key to return to the previous mode.

Note: If you wish to save an edited program, be sure to perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

5-4. Total level settings

The output level can be set independently for each program.

① From Play mode or Edit mode, press the Level key. The upper line of the LCD display will show **TOTAL LEVEL**. (The lower line will show the blinking value.)

② Use the dial to adjust the value over a range of **0 – 50**. Make settings to keep an appropriate balance with other programs. For example you might set a lower program volume for background playing and a higher program volume for solo playing.

③ When you finish making settings, press the Level key or the Edit/Exit key to return to the previous mode.

Note: If you wish to save an edited program, be sure to perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

5-5. The Compare function

While editing a program, you can recall the settings that were last written into that program number, and compare them with the settings you are currently making. This is called the Compare function. (You can also view the original values.) However it is not possible to edit the values being recalled.

① Press and immediately release the Compare/Write key. The upper line of the LCD display will show the Compare indicator (**[CMP]**), and the original value of the displayed parameter (the value of the written parameter) will be displayed. You can also play your instrument to hear the original (written) effect.

② To return to the previous condition, press the Compare/Write key.

Note: If the chain configuration or the variation has been changed, it will not be possible to view the original values.

Note: When the Compare/Write key is pressed and immediately released, it functions as the Compare key, but when it is pressed and held for longer than 2 seconds it the Program Write display will appear. Please be aware of this in order to avoid executing an unintended operation.

5-6. The Bypass function

The **AX30G** allows you to use a Program switch to switch between the sound processed by the selected effect and the bypass sound (the unprocessed sound). However if you wish to switch Bypass on/off when you are using the Program switches to switch Individual on/off, refer to "Individual on/off" (☞ p.9).
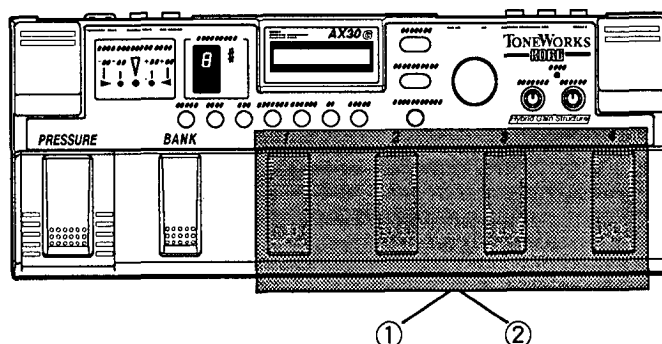
① In Play mode, press and immediately release the Program switch of the currently selected program, and the effect will be bypassed. The program LED will change from being lit to blinking, and the Bank/Note display will show the tuning.

Press the Program switch that is lit

If you press and hold the Program switch for a longer time, the program LED will blink faster, and the sound will be muted (silenced) (☞ p.11).
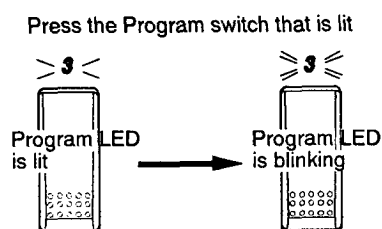
② When you want to bring back the effect, press the Program switch once again. The program LED will change from blinking to lit, and the Bank/Note display will show the Bank number. Pressing another Program switch will also turn Bypass off, and the selected effect will be heard.

Note: *While Bypass is on, pressing the Edit/Exit key, Compare/Write key, or Bank key will execute their respective functions. However if you wish to hear the edited sound, you must turn Bypass off.*

5-7. The Program Write function

A program you create can be stored in the internal memory of the **AX30G**. The operation of writing a program into the User area is called Program Write.

① ② ③
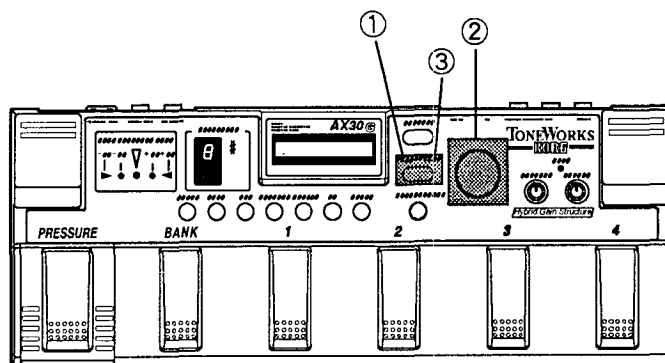
① When you finish editing a program (including settings for Pressure pedal, NR reduction gain, and total level), press and hold the Compare/Write key for 2 seconds or more. The upper line of the LCD display will show **PROGRAM WRITE**. The source program number will be shown at the left side of the lower line, and the destination program number will be shown at the right side.

```
PROGRAM WRITE
U23  ▶ U23
```

Program number   Program number of
of source   writing destination
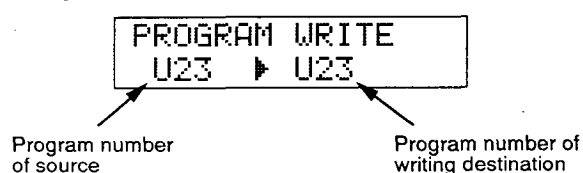
If the source is a User program, the source program number (**Uxx**) will be displayed in both the left and right sides. If the source is a Preset program, the writing destination will initially be **U11**.

Note: *When the Compare/Write key is pressed and held for longer than 2 seconds the Program Write display will appear, but if it is immediately released it will function as the Compare key.*

② If you wish to change the writing destination, use the dial to select a program number.

③ Press the Compare/Write key to write the program into the specified memory. (The LCD display will briefly show **WRITE COMPLETED**, and the program newly written into the writing destination will be selected.)

Note: *If before step ③ you press any key other than the Compare/Write key (e.g., an IPE key or the Edit/Exit key, etc.), the Program Write operation will be cancelled and you will return to the previous mode.*

Note: *When you execute the Program Write operation, the previous contents of the writing destination will be overwritten by the newly written data.*

This Program Write function can also be used to arrange the order of programs.

For example, you can select the program number you wish to use **first**, select **U11** as the writing destination, and use the Compare/Write key to write it. Write the program you wish to use **second** into **U12**, and the program to use **third** into **U13**, etc. This will make it easy for you to switch programs during a performance. However you should remember that the previous data in a program memory will be lost when new data is written into that memory.

Chapter 6. Effect parameter list

6-1. Block 1

■ COMP (COMPRESSOR)

This is an effect that smoothes out changes in volume, creating sustain.

Sensitivity	0 — 50	adjusts the sensitivity at which the compressor is applied
Level	0 — 50	adjusts the level when the effect is on
Attack	0 — 50	adjusts the sharpness of the attack

■ 3BEQ (3 BAND EQUALIZER)

This is an equalizer that allows you to control the tone in three frequency bands. Positive (+) gain settings create boost, and negative (-) settings create cut.

Bass	± 16dB	adjusts the level of the low frequency range
Mid Freq (middle frequency)	250Hz — 4kHz	sets the frequency that the mid-range adjustment will affect
Mid Gain	± 16dB	adjusts the level of the middle frequency range
Treble	± 16dB	adjusts the level of the high frequency range
Trim Gain	-18dB — +6dB	adjusts the level when the effect is on

■ WAH (WAH)

This is a wah-wah with two types: pedal and auto.

Type	AUTO / PEDAL	selects between auto wah or pedal wah
Polarity	UP / DOWN	selects the direction in which automatic wah will occur
Sensitivity	0 — 50	for auto wah, sets the sensitivity of the wah effect to the input
Attack	0 — 50	for auto wah, sets the speed at which wah will begin
Default	0 — 50	sets the wah frequency that will be used when the Pressure pedal (Expression pedal) is not in use

■ DST1 (DISTORTION1)

This is a distortion effect with four variations of sound: 1 overdrive and 3 distortions.

Type	CLASSIC / CRUSH / STUDIO / HASH	selects the type of drive (CLASSIC: overdrive; CRUSH, STUDIO, HASH: distortion)
Gain	0 — 50	adjusts the amount of distortion
Level	0 — 50	adjusts the output level when the effect is on
Treble	± 16dB	adjusts the high frequency level

■ DST2 (DISTORTION2)

This is a distortion effect with three variations of sound: 2 overdrive and 1 distortion. The pre equalizer setting that comes before the distortion provides a variety of tones.

Type	VINTAGE/TUBE/HIGH GAIN	selects the type of drive (VINTAGE, TUBE: overdrive; HIGH GAIN: distortion)
PreEQ(Hz) (pre equalizer)	250Hz — 4kHz	sets the frequency that the PRE EQ will affect
PreEQ(dB) (pre equalizer)	± 16dB	adjusts the level of the PRE EQ
Gain	0 — 50	adjusts the amount of distortion
Level	0 — 50	adjusts the output level when the effect is on
Bass	± 16dB	adjusts the level of the low frequency range
Mid Freq (middle frequency)	250Hz — 4kHz	sets the frequency that the mid-range adjustment will affect
Mid Gain	± 16dB	adjusts the level of the middle frequency range
Treble	± 16dB	adjusts the level of the high frequency range

■ HYPR (HYPER RESONATOR)

This is a combination of a harmonic driver and sweep resonator, providing a variety of sounds ranging from fuzz-type sounds to guitar synth-type sounds.

Type	1/2	selects the type of distortion (1: fuzz-type distortion, 2: distortion with more overtones)
Harmonics	0 — 50	adjusts the amount of overtones
Sensitivity	0 — 50	adjusts the sensitivity of the resonator
Polarity	UP / DOWN	sets the direction in which the resonator will sweep
Depth	0 — 50	adjusts the depth of the resonator sweep
Decay	0 — 50	adjusts the time of the resonator sweep
Resonance	0 — 50	adjusts the amount of resonance
Direct Level	0 — 50	adjusts the volume of direct sound
Effect Level	0 — 50	adjusts the volume of processed sound

6-2. Block 2

The following diagrams ⓐ – ⓔ show the four possible input/output routings of the Mod2 and Ambience effects in block 2.
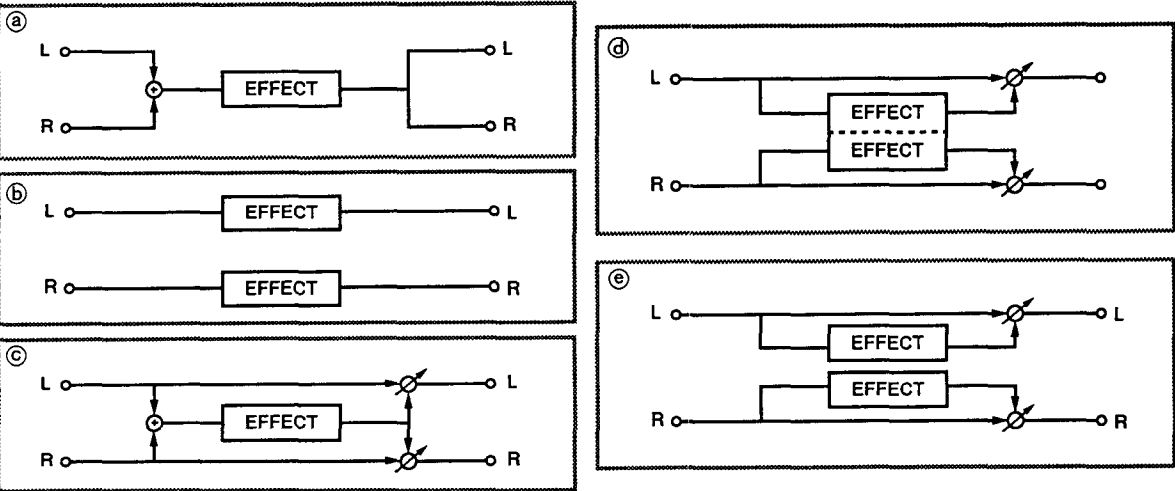
■ A.Sim/Exct

This group of mono input effects provides amp simulation and an exciter.

1: ASIM (AMP SIMULATOR)

This effect simulates the characteristics of a guitar, and is especially suitable for direct line recording.

Type	6L6 / EL84 / SS	selects the type of amp simulator

2: EXCT (EXCITER)

This effect harmonic overtones to sharpen a sound's sonic image.

Freq (Frequency)	500Hz — 8kHz	sets the frequency at which overtones will be emphasized
Blend	0 — 50	adjusts the amount of processed sound to mix into the original sound

■ Mod1

This group of mono input effects provides modulation-type effects.

1: CHO (CHORUS)

This effect adds richness to the sound.

Speed	0.02Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation

2: FLAN (FLANGER)

This effect creates the well-known flanging sound, a jet airplane-like effect.

3: PHAS (PHASER)

This effect creates the modulation characteristic of a rotating speaker.

Speed	0.02Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation
Manual	0 — 50	adjusts the frequency at which the effect will be applied
Resonance	± 50	adjusts the depth of resonance

4: VIBR (VIBRATO)

This effect creates cyclic change in pitch.

Speed	0.5Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation
LFO (Low Frequency Oscillator)	TRI/SIN	selects the type of low frequency oscillator (TRI: triangle wave, SIN: sin wave)

5: TRML (TREMOLO)

This effect creates cyclic change in volume.

Speed	0.5Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation

6: RING (RING MODULATOR)

This effect creates bell-like sounds. When the Pressure pedal is used, unique pitch bending-type effects can be created.

Freq (Frequency)	0Hz — 1230Hz	sets the frequency of the carrier signal
Balance	0 — 50	adjusts the balance between the direct sound and processed sound

■ Mod2

This is a group of mono/stereo input/output modulation effects.

1: MODD (MODULATION DELAY) (☞p.25ⓒ)

This effect allows you to add pitch changing effects to a delayed sound.

Speed	0.02Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation
Dly Time (Delay Time)	1ms — 500ms	adjusts the delay time
Feedback	0 — 50	adjusts the amount of feedback
High Damp	0 — 50	adjusts the amount of high damping
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound

2: SMOD (STEREO MODULATION DELAY) (☞p.25ⓔ)

This effect allows you to add pitch changing effects to a stereo delayed sound.

Speed	0.02Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation
L Dly Time (L Delay Time)	1ms — 250ms	adjusts the left delay time
R Dly Time (R Delay Time)	1ms — 250ms	adjusts the right delay time
L Feedback	0 — 50	adjusts the amount of left feedback
R Feedback	0 — 50	adjusts the amount of right feedback
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound

3: SWPM (SWEEP MODULATION DELAY) (☞p.25ⓒ)

This effect adds modulation that varies according to the strength of picking.

Type	FLN / CHO / DLY	selects the type of operation (FLN: flanger type, CHOR: chorus type, DLY: delay time)
Polarity	UP / DOWN	selects the sweep direction
Sweep Time	0 — 50	adjusts the sweep time
Depth	0 — 50	adjusts the depth of modulation
Initial Dly (Initial Delay)	0 — 50	adjusts the initial delay
Feedback	± 50	adjusts the amount of feedback
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound

4: SPHS (STEREO PHASER) (☞p.25ⓑ)
This effect simulates the modulation characteristic of a rotating speaker.

Speed	0.02Hz — 9.5Hz	adjusts the speed of modulation
Depth	0 — 50	adjusts the depth of modulation
Manual	0 — 50	adjusts the frequency at which the effect will be applied
Resonance	± 50	adjusts the depth of resonance

5: RNDF (RANDOM STEP FILTER) (☞p.25ⓒ)
This effect creates random change in filter frequency. Depending on the Type setting it can also function as a random oscillator.

Type	FILT / OSC1 / OSC2	selects the type of operation (FILT: filter, OSC1: oscillator responding to the input signal, OSC2: oscillator)
Speed	1Hz — 40Hz	adjusts the step speed
Depth	0 — 50	adjusts the depth of modulation
Manual	0 — 50	adjusts the frequency at which the effect will be applied
Resonance	0 — 50	adjusts the depth of resonance
Balance	0 — 50	adjusts the balance between the direct sound and the effect sound

6: PTCH (PITCH SHIFTER) (☞p.25ⓒ)
This effect creates parallel harmony by mixing in a pitch-shifted sound.

Type	SLOW / FAST	selects the type of pitch shifting (FAST: fast response, SLOW: a more steady-pitched effect sound)
Pitch	± 2400	adjusts the pitch in 100-cent steps (= 1 chromatic step)
Fine	± 50	adjusts the pitch in 1-cent steps
Dly Time (Delay Time)	1ms — 300ms	adjusts the delay time
Feedback	0 — 50	adjusts the amount of feedback
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound

7: BEND (BENDER) (☞p.25ⓐ)
This effect lets you use the Pressure pedal (Expression pedal) to change the pitch.

Transpose	± 2400	adjusts the pitch in 100-cent steps (= 1 chromatic step) when the Pressure pedal (Expression pedal) is not being used

8: PAN (PANNER) (☞p.25ⓑ)
This effect cyclically modulates the stereo position of a stereo input signal.

Speed	0.02Hz — 9.5Hz	adjusts the speed of panning
Depth	0 — 50	adjusts the left/right spaciousness
Width	0 — 50	adjusts the sense of depth

■ Ambience

This effect group provides mono/stereo input/output delay and reverb effects.

1: SDLY (STEREO DELAY) (☞p.25ⓔ)

This is a stereo delay with independent L/R.

L Dly Time (L Delay Time)	5ms — 500ms	adjusts the left delay time
R Dly Time (R Delay Time)	5ms — 500ms	adjusts the right delay time
L Feedback	0 — 50	adjusts the left feedback level
R Feedback	0 — 50	adjusts the right feedback level
High Damp	0 — 50	adjusts the amount of high damping
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound
Ducking	0 — 50	adjusts the sensitivity of the ducking effect that decreases the level of the effect sound when the input level increases

2: XDLY (CROSS DELAY) (☞p.25ⓓ)

This is a stereo delay in which feedback alternates between L/R.

L Dly Time (L Delay Time)	5ms — 500ms	adjusts the left delay time
R Dly Time (R Delay Time)	5ms — 500ms	adjusts the right delay time
L Feedback	0 — 50	adjusts the left feedback level
R Feedback	0 — 50	adjusts the right feedback level
High Damp	0 — 50	adjusts the amount of high damping
Balance	0 — 50	adjusts the balance between the direct sound and the effect sound
Ducking	0 — 50	adjusts the sensitivity of the ducking effect that decreases the level of the effect sound when the input level increases

3: TDLY (TAP TEMPO DELAY) (☞p.25ⓒ)

This is a long delay in which the Pressure pedal controls the delay time.

4: HDLY (HOLD DELAY) (☞p.25ⓔ)

This is a long delay of up to 1000 ms with a hold function.

Dly Time (Delay Time)	10ms — 1000ms	adjusts the delay time
Feedback	0 — 50	adjusts the feedback level
High Damp	0 — 50	adjusts the amount of high damping
L Balance	0 — 50	adjusts the left balance between the direct sound and the effect sound
R Balance	0 — 50	adjusts the right balance between the direct sound and the effect sound
Ducking	0 — 50	adjusts the sensitivity of the ducking effect that decreases the level of the effect sound when the input level increases

5: REV (REVERB) (☞p.25ⓒ)

This is an effect that adds reverberance to the sound.

Type	ROOM / HALL / PLATE	selects the type of reverb
Pre Dly (Pre Delay)	1ms — 100ms	adjusts the time delay before the reverberant sound begins
Rev Time (Reverb Time)	0.1s — 10.0s	adjusts the reverb time
High Damp	0 — 50	adjusts the amount of high damping
Balance	0 — 50	adjusts the balance between the direct sound and the effect sound

Chapter 7. Program list

User programs

	BANK 1	BANK 2	BANK 3	BANK 4
PROGRAM 1	U11 HOSTILE ℗	U21 LOOK BACK! ℗	U31 SABBATH ℗	U41 CHINA TOWN ℗
PROGRAM 2	U12 BIG GUN	U22 NATURAL OD	U32 HONKTONE	U42 JIMIwah ℗
PROGRAM 3	U13 AmbiCHORUS	U23 SLAPnCOMP	U33 HAWAII BOY ℗	U43 NW CHORUS
PROGRAM 4	U14 RotoPHASE ℗	U24 TREMOVERB ℗	U34 WAVE SEQ. ℗	U44 HYPER ZONE ℗

Preset programs

DISTORTION	OVER DRIVE	CLEAN	SFX	LINE
P 1 HOSTILE ℗	P11 VIBRA-KING ℗	P21 MODVERB ℗	P31 DARK SIDE ℗	P41 FATnBROWN ℗
P 2 ERUPTION! ℗	P12 BLUESBRAKE	P22 AmbiCHORUS	P32 HYPER ZONE ℗	P42 CRUNCHtone
P 3 CHINA TOWN ℗	P13 HONKTONE	P23 FunkPHASE ℗	P33 HELLZONE ℗	P43 Mic'dTWEED ℗
P 4 LOOK BACK! ℗	P14 BLUES MAN	P24 RotoPHASE ℗	P34 V12 ENGINE ℗	P44 ModisODIUS
P 5 SABBATH ℗	P15 NATURAL OD	P25 TREMOVERB ℗	P35 HAWAII BOY ℗	P45 STUDIO MAN
P 6 BARRAKUDA ℗	P16 TUBE humper	P26 VIBRAVERB ℗	P36 RING GONG ℗	P46 STUDIO MAN2
P 7 SCREAMING ℗	P17 PRESS IT! ℗	P27 SLAPnCOMP	P37 PLANET X ℗	P47 GALLAGER69
P 8 SCHENKWAH ℗	P18 BIRDTONE	P28 TOPWAHMAN	P38 WAVE SEQ. ℗	P48 SPITwah
P 9 Phase DIST ℗	P19 BIG GUN	P29 VIBRO-MOD ℗	P39 VOICE Mod ℗	P49 VintageAMP ℗
P10 JIMIwah ℗	P20 CROSSFIRE ℗	P30 NW CHORUS	P40 JET-PANNER ℗	P50 CLEAN LINE ℗

℗: Indicates programs with Pressure Pedal assignment.

	BANK 1	BANK 2	BANK 3	BANK 4
PROGRAM 1	U11	U21	U31	U41
PROGRAM 2	U12	U22	U32	U42
PROGRAM 3	U13	U23	U33	U43
PROGRAM 4	U14	U24	U34	U44

	BANK 1	BANK 2	BANK 3	BANK 4
PROGRAM 1	U11	U21	U31	U41
PROGRAM 2	U12	U22	U32	U42
PROGRAM 3	U13	U23	U33	U43
PROGRAM 4	U14	U24	U34	U44

Chapter 8. Troubleshooting

If the **AX30G** does not perform the way you expect, check the following points first. If this does not solve the problem, contact your dealer or a Korg service center.

Power does not come on

Is the AC adaptor connected to an AC outlet

[Action] *Check connections (☞p.3).*

No sound

Are the guitar and amp or headphones corrected to the correct jack?

Is the amp power turned on and is it set correctly?

Is a cable broken?

[Action] *If there is sound in the headphones, the problem is located after the **AX30G**'s output jack. Check connections and cables (☞p.3)*

Is the Output Level knob or the Total Level setting at 0?

[Action] *Adjust the Output Level knob and the Total Level to an appropriate volume (☞p.4, 21).*

Is an Expression pedal connected to the Volume pedal jack set to Minimum?

[Action] *Move the Expression pedal.*

Is Mute turned on?

[Action] *If a Program LED is blinking rapidly, Mute is turned on. Turn Mute off (☞p.11).*

The connected pedal does not control the AX30G

Are you using an Expression pedal?

Are you using an appropriate cable?

[Action] *Check connections (☞p.33).*

The instrument connected to AUX IN is too loud (too soft)

Is the volume setting too high (too low)?

[Action] *Adjust the volume of the connected instrument and the Output Level knob to an appropriate volume.*

Effects are not applied

Is Bypass turned off?

[Action] *If a Program LED is blinking, Bypass is turned on. Turn Bypass off (☞p.22).*

Are the effects in a chain turned on?

[Action] *If the effect name is displayed in lowercase characters, the effect is turned off. Turn the effect on (☞p.12, 15, 19).*

Is the Balance parameter set to 0?

[Action] *Effects that have a Balance parameter will produce no effect sound if their Balance parameter is set to 0. Set the Balance parameter to an appropriate value. For details on effects that have a Balance parameter, refer to the sections for Mod2 and Ambience in "Chapter 6. Effect parameter list" (☞p.27 – 29).*

Operating the Pressure pedal (Expression pedal) does not produce the desired effect

Have you correctly selected the parameter to be controlled by the Pressure pedal (Expression pedal) and made appropriate MIN and MAX settings?

[Action] *Make the correct settings in "Pressure parameter edit" (☞p.20).*

Is the effect you wish to control with the Pressure pedal (Expression pedal) turned on?

[Action] *If the effect name is displayed in lowercase characters, the effect is turned off. Turn the effect on (☞p.12, 15, 19).*

Cannot select programs

Are you in Play mode?

[Action] *If you are in Edit mode, or if you are setting a parameter in IPE, Pressure Parameter edit, NR, or Total Level, move to Play mode (☞p.7) and then select a program.*

Are you using the correct procedure to select programs?

[Action] *Use the procedure given in "Selecting a program" (☞p.7) to select programs.*

Cannot tune

Are you in Play mode?

[Action] *If you are in Edit mode, or if you are setting a parameter in IPE, Pressure Parameter edit, NR, or Total Level, move to Play mode (☞p.7) and then tune (☞p.11).*

Chapter 9. Specifications and options

Input	Guitar input (phone jack)
	    Sensitivity: –13 dBu — + 8dBu
	    Impedance: 1 M-ohm
	Mix input (mini stereo jack)
	    Maximum input level: 350 mVrms
	    Impedance: 47 k-ohms
	Continuous control pedal input (stereo phone jack)
	    Parameter, Volume

Output	Line output (L/MONO, R) (phone jack)
	    Maximum output level: +5 dBu (10 k-ohm load)
	    Impedance: 47 ohms
	Headphone output (mini stereo jack)
	    Maximum output: 30 mW + 30 mW (32 ohm load)
	    Impedance: 10 ohms

AD conversion	Bitstream 18 bit
DA conversion	4-times oversampling filter + noise shaper 18 bit
Sampling frequency	39.0625 kHz
Frequency response	20Hz — 19 kHz (± 1dB)
Dynamic range	Greater than 90 dB (@IHF-A)
T.H.D + N	Less than 0.3% (@ 1 kHz, full scale, 22 kHz BW)
Number of effects	28 types

Number of program memories	66 memories
	    User programs: 16 (U11 – U14, U21 – U24, U31 – U34, U41 – U44)
	    Preset programs: 50 (P1 – P50)

Backup length of user program memory	Greater than 100 years
Tuner section detection range, Detection precision	A0 – C7 (27.5 Hz – 2093 Hz) ± 1 cent
Controls	Input level knob, Output level knob, Dial Edit/Exit key, Parameter/Value key, Compare/Write key IPE keys [DRIVE], [TONE], [MOD], [AMBIENCE], Pressure key, Noise Reduction key, Level key Pressure pedal, Bank switch, Program switches [1] – [4]
Display	LCD display: 16 character x 2 lines, backlit Bank/Note display: 7 segment LED Tuner display: 6 point (meter + #) LED
Indicators	Peak indicator Program LED[1] – [4] Pressure LED
Power supply	DC9V
Power consumption	3W
Dimensions (W x H x D)	410 x 43 x 160 mm (16 1/8″ x 1 5/8″ x 6 1/4″)
Weight	1.3 kg (2.87 lbs)
Included items	Owner's manual, Warranty, AC adaptor One sheet of labels (DRIVE, MOD, AMBIENCE, BYPASS, etc.)
Options	Korg Expression Pedal XVP-10, EXP-2

✳ Specifications and appearance are subject to change without notice for product   (0dBu=0.775Vrms)

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