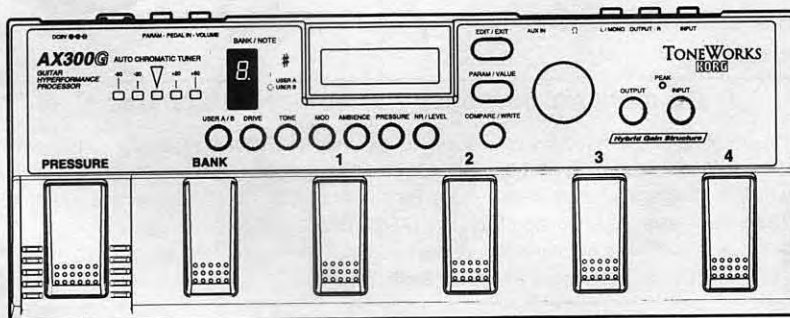


GUITAR  
HYPERFORMANCE  
PROCESSOR

# AX300G

## Owner's manual



Thank you for purchasing the **Korg AX300G ToneWorks Guitar Hyperformance Processor**. In order to take full advantage of the AX300G's functionality, please read this owner's manual carefully.

- Chapter 1 ————— Front and rear panel
- Chapter 2 ————— Connections and basic operation
- Chapter 3 ————— Play mode
- Chapter 4 ————— Edit mode
- Chapter 5 ————— Other functions
- Chapter 6 ————— Effect parameter list
- Chapter 7 ————— Program list
- Chapter 8 ————— Troubleshooting
- Chapter 9 ————— Specifications and options

Chapter  
1

Chapter  
2

Chapter  
3

Chapter  
4

Chapter  
5

Chapter  
6

Chapter  
7,8,9

---

## Precautions

### Location

Using the unit in the following locations can result in a malfunction.

- In direct sunlight
- Locations of extreme temperature or humidity
- Excessively dusty or dirty locations
- Locations of excessive vibration

### Power supply

Please connect the designated AC adaptor to an AC outlet of the correct voltage. Do not connect it to an AC outlet of voltage other than that for which your unit is intended.

### Handling

To avoid breakage, do not apply excessive force to the switches or controls.

### Care

If the exterior becomes dirty, wipe it with a clean, dry cloth.

Do not use liquid cleaners such as benzene or thinner, or cleaning compounds or flammable polishes.

### Keep this manual

After reading this manual, please keep it for later reference.

### Keeping foreign matter out of your equipment

- Never set any container with liquid in it near this equipment. If liquid gets into the equipment, it could cause a breakdown, fire, or electrical shock.

- Be careful not to let metal objects get into the equipment.

If something does slip into the equipment, unplug the AC adaptor from the wall outlet. Then contact your nearest Korg dealer or the store where the equipment was purchased.

## CE mark for European Harmonized Standards

CE mark which is attached to our company's products of AC mains operated apparatus until December 31, 1996 means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

And, CE mark which is attached after January 1, 1997 means it conforms to EMC Directive (89/336/EEC), CE mark Directive (93/68/EEC) and Low Voltage Directive (73/23/EEC).

Also, CE mark which is attached to our company's products of Battery operated apparatus means it conforms to EMC Directive (89/336/EEC) and CE mark Directive (93/68/EEC).

## THE FCC REGULATION WARNING

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.

Unauthorized changes or modification to this system can void the user's authority to operate this equipment.

---

# Table of contents

<b>Chapter 1. Front and rear panel</b> .....1	4-6. Program rename .....16
1-1. Front panel.....1	4-7. Selecting effects for Individual on/off .....17
1-2. Rear panel .....1	4-8. Tuner calibration .....18
1-3. Overview of AX300G operation .....2	
<b>Chapter 2. Connections and basic operation</b> .....3	<b>Chapter 5. Other functions</b> .....19
2-1. Make connections .....3	5-1. IPE (Integrated Parameter Edit).....19
2-2. Basic operation of the AX300G.....4	5-2. Pressure parameter edit.....20
2-3. About programs .....5	5-3. Noise reduction settings .....21
Programs .....5	5-4. Total level settings.....21
Chains.....5	5-5. The Compare function .....21
Block 1 and block 2 .....6	5-6. The Bypass function .....22
Effects .....6	5-7. The Program Write function .....23
Parameters .....6	
Other settings .....6	<b>Chapter 6. Effect parameter list</b> .....24
<b>Chapter 3. Play mode</b> .....7	6-1. Block 1 .....24
3-1. Entering Play mode .....7	Compressor .....24
3-2. Selecting a Program .....7	3 band equalizer .....24
Program Change 1 (selecting a User program) ...7	Wah .....24
Program Change 2 (selecting a User program	Distortion 1 .....24
or Preset program) .....8	Distortion 2.....25
3-3. Checking the effects .....8	Hyper Resonator .....25
3-4. Individual on/off.....9	6-2. Block 2 .....25
3-5. Using the Pressure pedal (Expression pedal) .....10	A.Sim/Exct .....26
3-6. Tuning procedure .....11	Mod1 .....26
	Mod2.....27
	Ambience.....29
<b>Chapter 4. Edit mode</b> .....12	<b>Chapter 7. Program list</b> .....30
4-1. Entering Edit mode.....12	
4-2. Effect on/off.....12	<b>Chapter 8. Troubleshooting</b> .....31
4-3. Chain edit (Block 1, Block 2) .....13	
4-4. Variation edit .....14	<b>Chapter 9. Specifications and options</b> .....32
4-5. Effect parameter edit .....15	

## Main features

The **AX300G** includes **28 effects**, **32 user programs**, and **100 preset programs**.

The programs of the **AX300G** 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 **AX300G** 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 **AX300G** 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 **AX300G** 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 programs, this indicates the bank number of the program (p.7). When tuning, this indicates the note name (p.11). The LED will light when a user program B is selected, and to indicate a sharp (#) while tuning.

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

**■ User A/B key**  
This switches between user programs A and B (p.7).

**■ 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).

**■ Noise Reduction/Level key**  
This adjusts the noise reduction and overall volume of each 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.

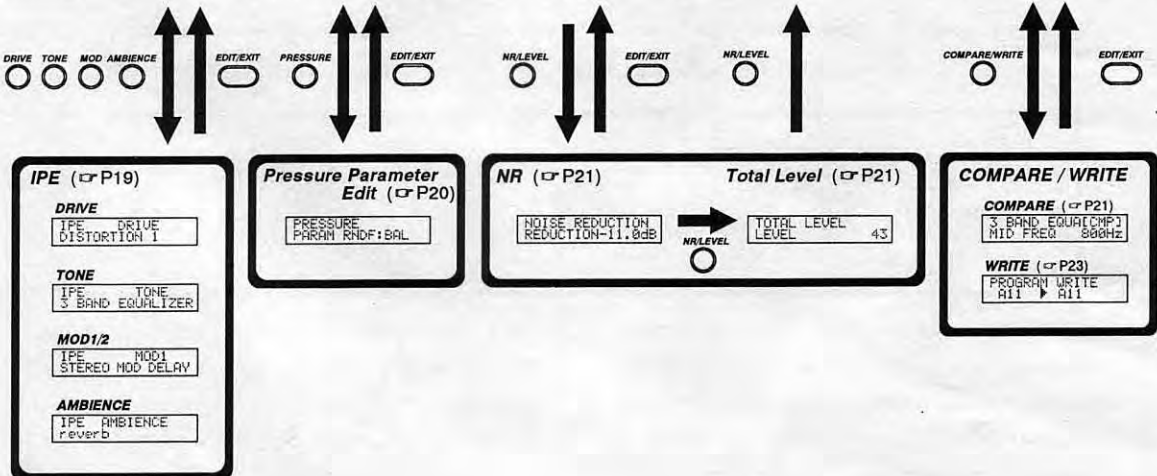
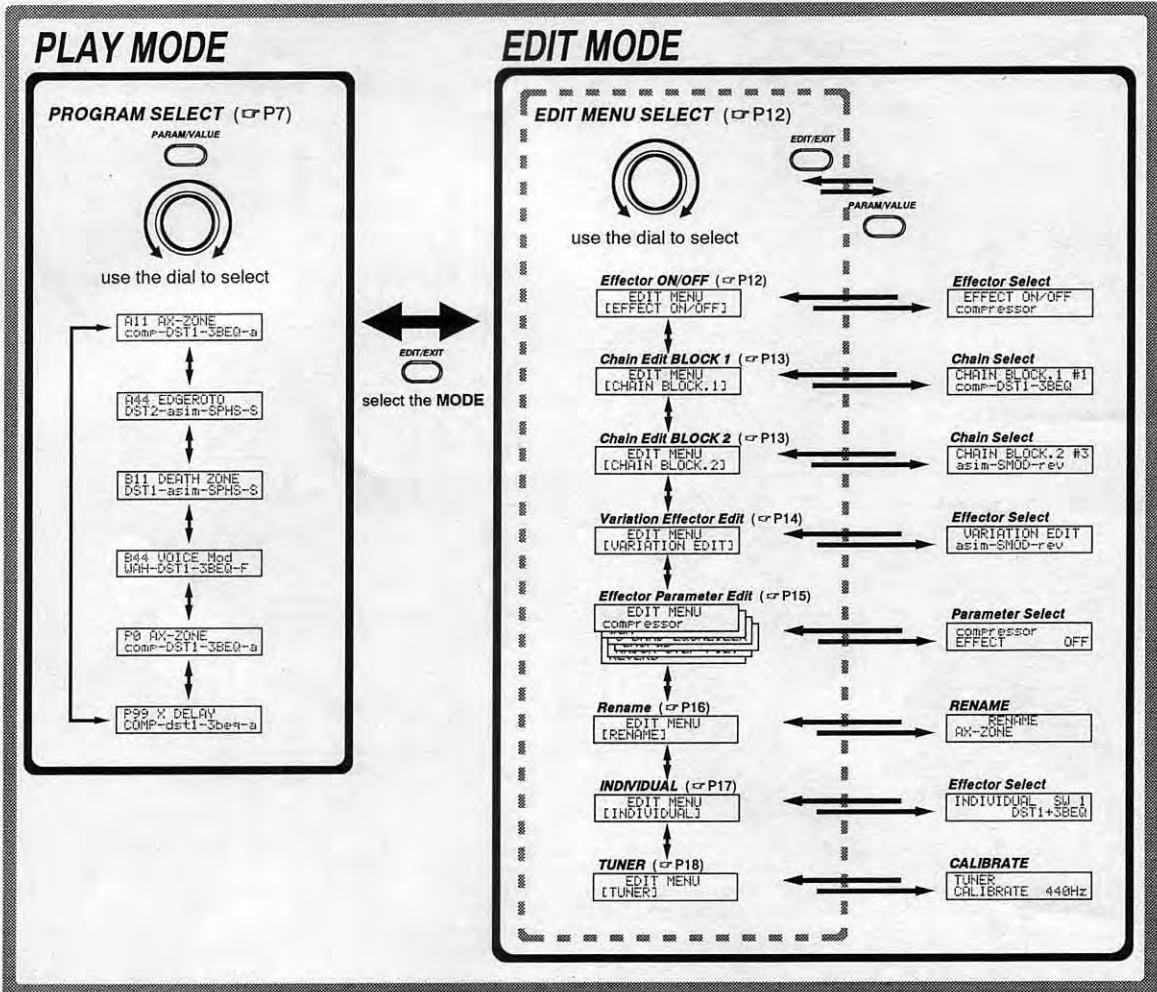
**■ DC9V**  
Connect the included AC adaptor to this jack.

**■ 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-20 Expression pedal to this jack.

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

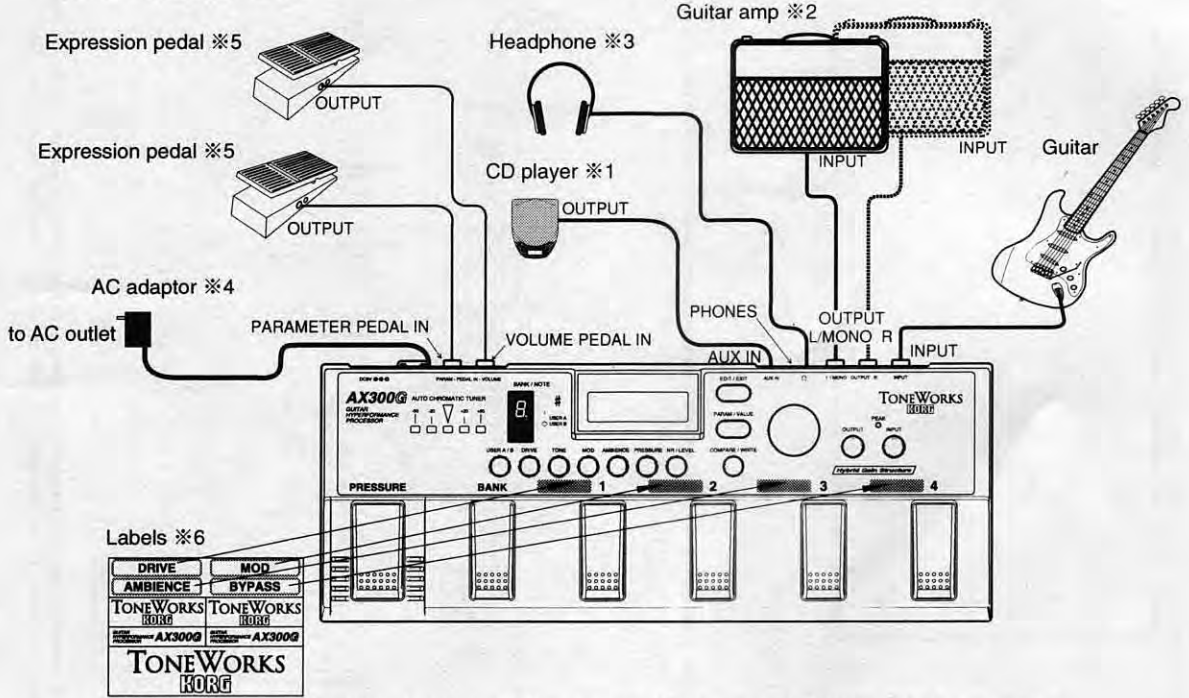
### 1-3. Overview of AX300G operation



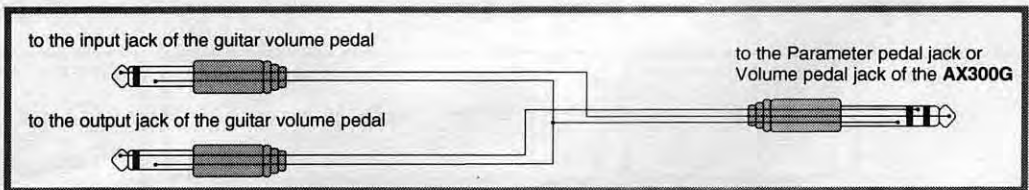
# Chapter 2. Connections and basic operation

## 2-1. Making 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 CD player etc. to AUX IN, you can play along with a CD etc. (Use a stereo-type cable.) However you will need to adjust the volume on 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 an AC adapter, be sure to hook the cable as shown in step (1) of "Basic operation of the AX300G" (☞ p.4) to prevent accidental disconnection. Also be sure that you are using the AC adapter that is specified for this unit.
- ※ 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.
- ※ 6 If you affix the included labels, Individual ON/OFF (☞ p.9) operations will be more convenient.

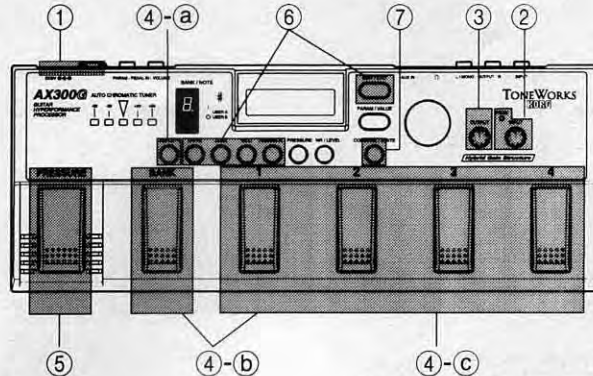


**Note:** If you connect and attempt to operate a guitar volume pedal or a pedal that cannot be used with the AX300G, the LCD display may show a warning of **INVALID PEDAL** as shown at right. In this case, please use the correct type of pedal as specified above. However if the minimum volume of the 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 AX300G, there may be a briefly displayed warning of **INVALID PEDAL** when you plug it into the AX300G's pedal jack, but this is not a malfunction.

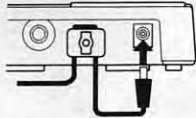
A11 AX-ZONE  
INVALID PEDAL

## 2-2. Basic operation of the AX300G



### 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 **AX300G** has no power switch. When the AC adaptor is connected, **A11** (User Program A no.11) will be selected, and operation will begin.

**Note:** Before connecting or disconnecting the **AX300G**'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 **AX300G**, 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 **AX300G** 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 **AX300G**.

### ④ Select a program (☞ p.7, 8)

The **AX300G** has 32 User programs and 100 Preset programs. Here we will explain how to select User programs. For details of how to select Preset programs, refer to p.8.

#### Ⓐ User Programs A or B selection

Press the User A/B key to select User Programs A or B. (User Programs A are selected when the Bank/Note display LED is dark, and user programs B are selected when it is lit.)

Ⓑ 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 you continue pressing the Compare/Write key for 2 seconds or longer, the Program Write display will appear (☞ p.23). Press and immediately release the Compare/Write key to access the Compare function (☞ 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

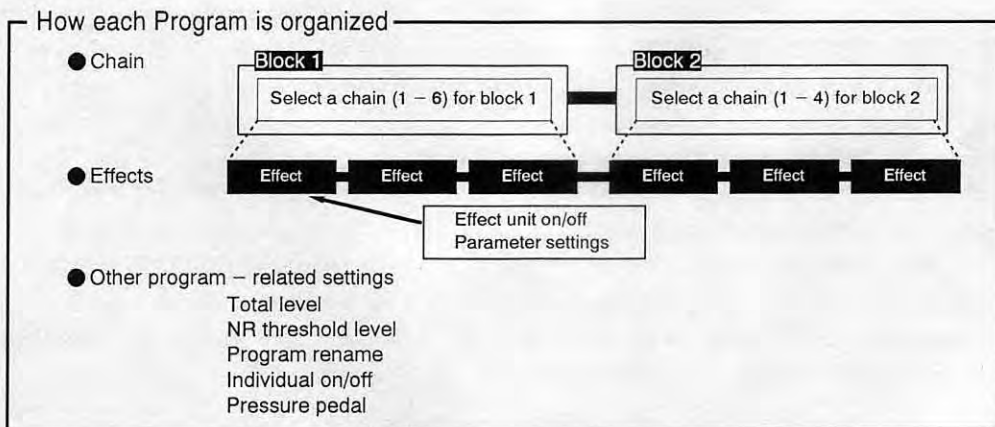
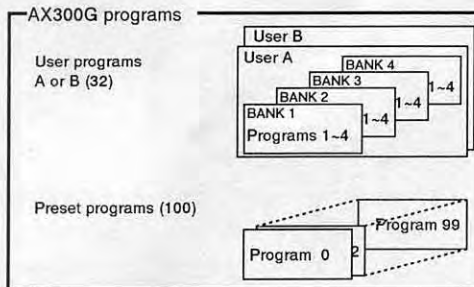
The **AX300G** is a multi-effects unit in a single package. Each program consists of several effects. The **AX300G** allows you to connect up to 6 effects simultaneously. A sequence of connected effects is called a Chain.

**Programs**

Each program of the **AX300G** 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 the right, the **AX300G** provides 100 preset programs along with two groups (A and B) of 16 user programs each, for a total of 32 User programs. (Each user program group contains 4 bank of 4 programs.)



**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 **AX300G** 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 **AX300G** 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 **AX300G** 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**

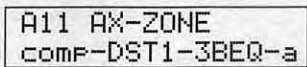
Select the effect parameter that will be controlled by the Pressure pedal.

# Chapter 3. Play mode

Play mode is the mode in which you play your instrument through an **AX300G** 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 the AC adapter is connected to the **AX300G**, 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.



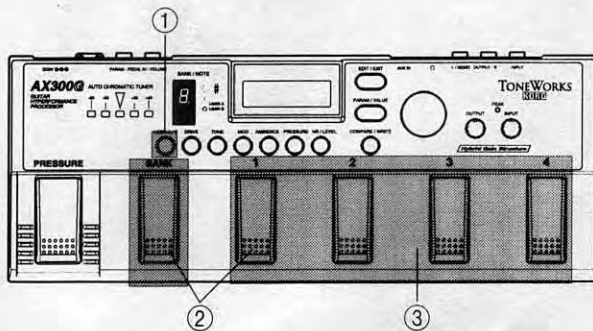
## 3-2. Selecting a Program

The **AX300G** has 32 User programs (**A11 – A44**, **B11 – B44**) and 100 Preset programs (**P0 – P99**). For details on the **AX300G**'s programs refer to p.5.

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

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

① Press the User A/B key to select user programs A. (The upper left of the LCD display will indicate **Axx**.)  
The Bank/Note display LED will be unlit for user programs A, and will be lit for user programs B.



② 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.



If after the Bank/Note display is showing a blinking “-” you decide not to select a program, press the Bank switch once again.

③ 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 (**A23** in this example).



**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 user program 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 **A** or **B** 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.

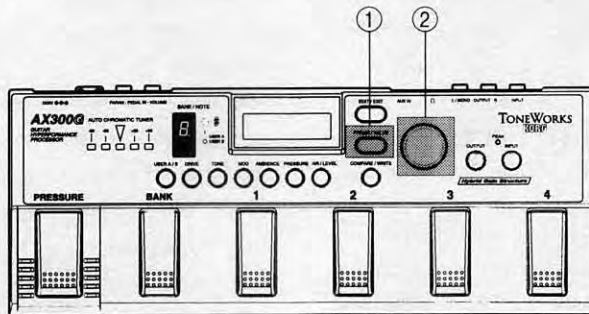
② To make the Program number light, press the Parameter/Value key once again.

	Bank/Note display	Program LED
User programs	A	LED unlit, bank no. is lit
	B	LED lit, bank no. is lit
Preset programs	P is lit	4 is lit

If you use the dial to select a preset program, only user programs A can be selected using switches. In this case, proceed from step (2) of "Program Change 1" (p.7). However, the program change status of the dial will also be canceled.

**3-3. Checking the effects**

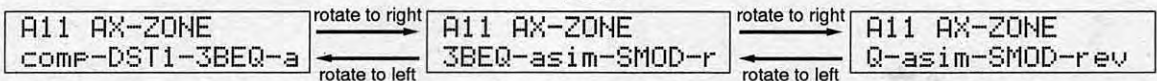
You can check which effects are used in a program, and the on/off status of each effect.



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

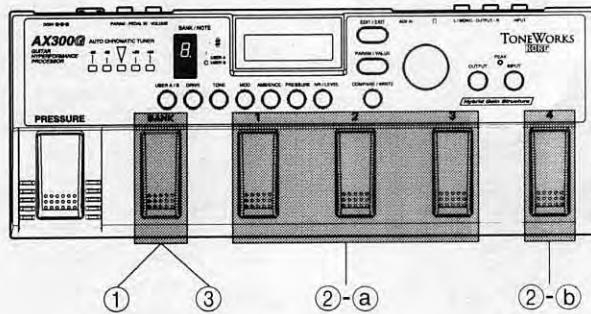


### 3-4. Individual on/off

While playing through the **AX300G**, 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).

#### ■ 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 change to the Individual On/Off page, and will indicate **INDIVIDUAL MODE**.

Simply displaying **INDIVIDUAL MODE** does not modify the on/off settings of the effects, so this will not affect the sound.

At this time, program LEDs [1] – [3] will indicate the on/off status of the effects assigned to each program switch, as shown in the figure below. Program LED [4] will blink to indicate Bypass ON, will be unlit to indicate Bypass OFF, or will blink rapidly to indicate Mute ON.

For example in the case of A11 AX-ZONE, SMOD which is assigned to program switch [2] is ON, so program LED [2] will be lit.

② Switch the effects and bypass ON/OFF

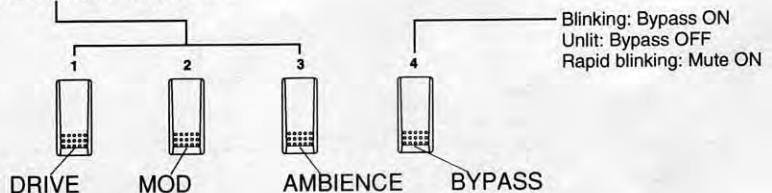
Ⓐ Pressing a Program switch [1] – [3] will turn **OFF** all effects that are assigned to that program switch, pressing the switch once again will turn all effects **ON**.

At this time, program LEDs [1] – [3] will indicate the on/off status of the effects assigned to each program switch, as shown in the figure below.

Ⓑ Pressing Program switch [4] will switch Bypass on/off for this program. (Blinking indicates Bypass ON, dark indicates Bypass OFF.) You can also turn Mute ON (p.11).

③ Press the Bank switch and you will return to Play mode. The effect on/off settings that you changed in ②-Ⓐ will be canceled.

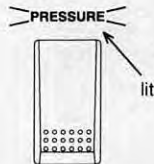
- Lit: One or more effects assigned to the program switch is ON (during step ①)
- All effects assigned to the program switch are ON (during step ②)
- Unlit: All effects assigned to the program switch are OFF



### 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 for which **PRESSURE** is displayed.



- 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 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**.

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

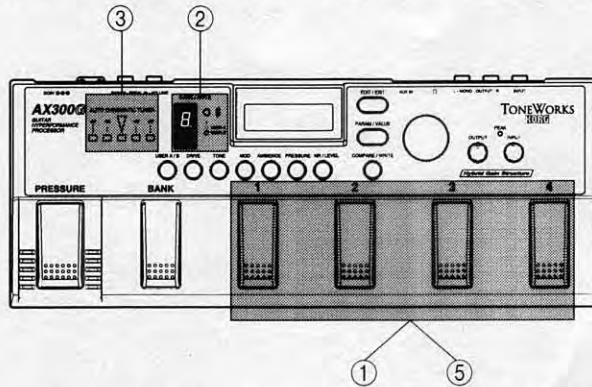
		Effect	Controllable parameters
Block 1	DST2	DISTORTION2	Gain
	WAH	WAH	Frequency (Pedal Wah)
	HYPR	HYPER RESONATOR	Harmonics / Depth / Resonance
Block 2	Mod1	CHORUS	Speed / Depth
		FLANGER	Speed / Depth / Manual / Resonance
		PHASER	Speed / Depth / Manual / Resonance
		VIBRATO	Speed
		TREMOLO	Speed / 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
	Dly/Rev	PANNER	Speed / Depth / Width
		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 (a Expression 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 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.

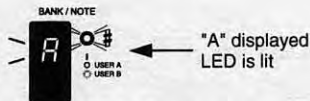
### 3-6. Tuning procedure

The AX300G contains an auto chromatic tuner. This tuner will operate in Play mode when Bypass is ON or when Mute is ON. The tuner calibration can be set in Edit mode "Tuner Calibration" (☞ p.18).



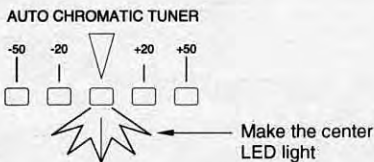
① In Play mode, press the program switch whose program LED is lit to turn mute ON (☞ p.22). When bypass is ON, the program LED will be blinking, and when mute is ON, the program LED will be blinking rapidly.

② Play a single note on your guitar, and the closest note name to that pitch will appear in the bank/note display. If the instrument pitch is a semitone higher than the note name, the bank/note display LED will light. If the instrument pitch is significantly different, the desired note name will not be displayed, so adjust the pitch until the note name appears. For example if the display indicates **A** and the LED is lit, you would need to lower the pitch to tune to the **A** note.



**Note:** When tuning, be careful not to allow two or more notes to sound simultaneously.

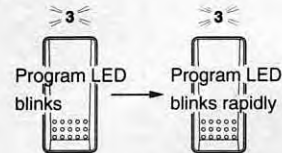
③ Make sure that the desired note name is shown in the Bank/Note display, and adjust the pitch of your instrument so that the center LED of the Tuner display lights.



- ④ Follow steps ① and ② for the other strings of your instrument.
- ⑤ Either by pressing the blinking program switch or by changing the program, turn bypass OFF or mute OFF (☞ p.22).

If you wish to mute (silence) the sound while tuning, press and hold the program switch whose program LED is blinking for 1 second or more. 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



To turn mute OFF, press the program switch whose program LED is blinking. The rapid blinking will change to steadily lit, and bypass will also be turned OFF. (It is also possible to turn bypass and mute OFF by changing the program.)

**Note:** While tuning, pressing the edit/exit key, the compare/write key, or the bank switch will cancel tuning, and will access the corresponding function.

## Chapter 4. Edit mode

The **AX300G** allows you to start from one of the 32 User programs or 100 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

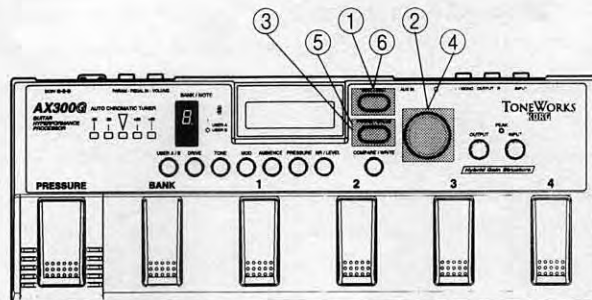
In Play mode, select the program you wish to edit, and press the Edit/Exit key. You will enter Edit mode, and the Edit Menu Select display will appear. Use the dial to select from the edit menu.



### 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.

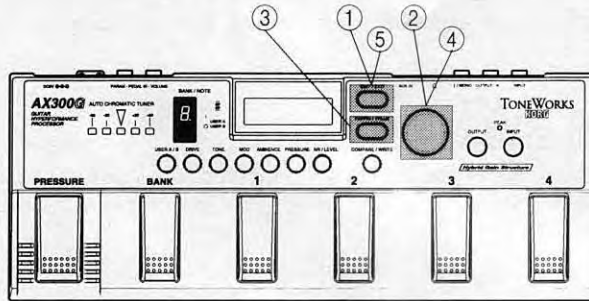
⑤ Press the Parameter/Value key, and the effect will be turned on or off. The effect name will be displayed in uppercase characters if the effect is **on**, and in lowercase characters if the effect is **off**.

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.

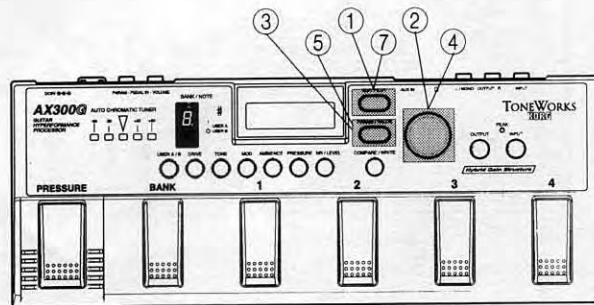
	Block 1	Block 2
Chain 1	COMP — DST1 — 3BEQ	Mod1 — Mod2 — Ambience
Chain 2	COMP — WAH — 3BEQ	Mod1 — Ambience — Mod2
Chain 3	DST1 — WAH — 3BEQ	A.Sim/Exct — Mod2 — Ambience
Chain 4	WAH — DST1 — 3BEQ	A.Sim/Exct — Ambience — Mod2
Chain 5	DST2	_____
Chain 6	HYPR	_____

※ 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 choose 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 ...

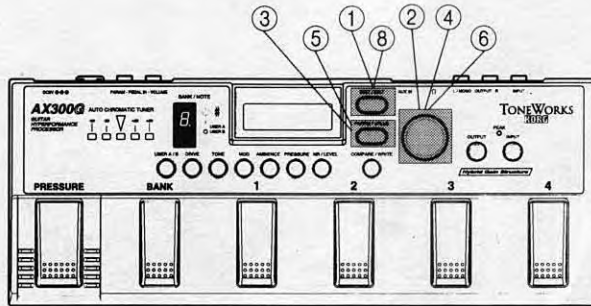
⑥ Repeat steps ④ – ⑤ to select other effects. Effects you select will automatically be turned on.

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.

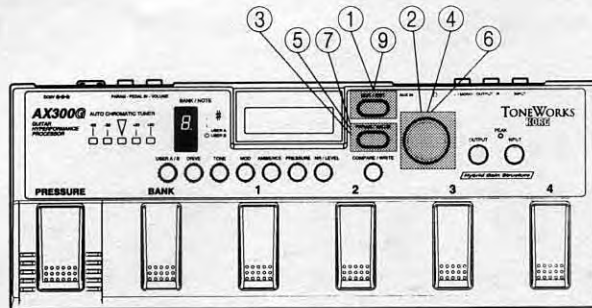
⑦ Repeat steps ④ – ⑥ to make effect parameter settings.

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.

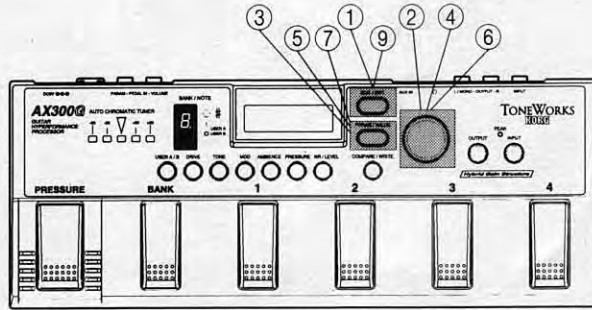
In step ⑦, if you press the Parameter/Value key once again, the blinking will change to being steadily lit, and the cursor will appear below that character. This cursor can be moved using the dial. The character at the cursor can be changed using steps ⑤–⑥.

	!	"	#	\$	%	&	'	(	)	*	+	,	-	.	/	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	{		}	→	←

## 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 **AX300G**, 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].



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.

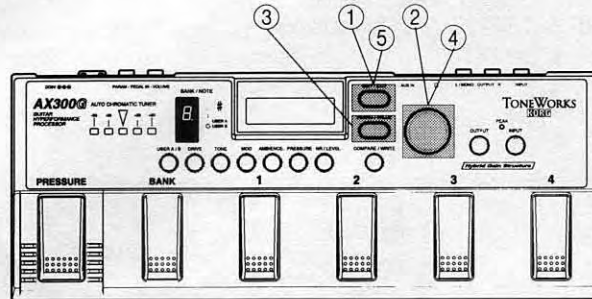
	Program switch [1] (DRIVE)	Program switch [2] (MOD)	Program switch [3] (AMBIENCE)
Chain 1	COMP, DST1, 3BEQ, DST1+3BEQ, COMP+DST1+3BEQ	Mod1, Mod2, Mod1+Mod2	Ambience*
Chain 2	COMP, WAH, 3BEQ, COMP+3BEQ, WAH+3BEQ, COMP+WAH+3BEQ	Mod1, Mod2, Mod1+Mod2	
Chain 3	DST1, WAH, 3BEQ, DST1+3BEQ, WAH+3BEQ, DST1+WAH+3BEQ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

\* The effects which can be selected will depend on the chain that is being used in block 2. Also, other effects cannot be selected.  
 ※ 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 tuning of an instrument is expressed as the pitch of the middle A note on a piano (e.g., A=440 Hz). The AX300G allows you to set the A4 standard pitch in the range of 438 – 445 Hz. The process of adjusting the standard pitch is referred to as “calibration.”

The calibration setting you make here will affect only the Tuning operation (☞ 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.

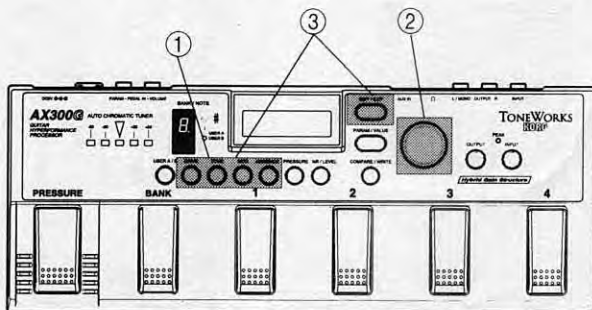
**Note:** The calibration setting cannot be written. (I.e., the setting you make here will be lost when the power is turned off, and when the power is turned on again it will be automatically reset to **440 Hz**.)

# 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 AX300G 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.

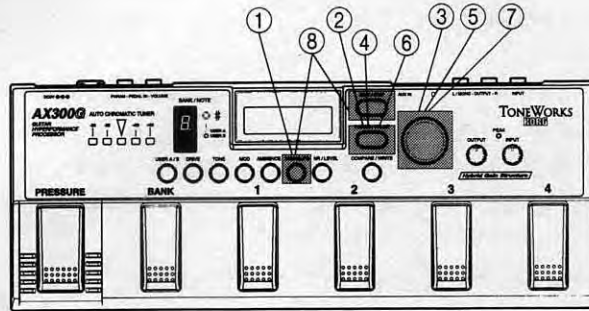
**Note:** If you wish to save a program edited using IPE, you must perform the Program Write operation. If you select another program, or if the power is turned off, the edited program settings will be lost.

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.

	Block 1		Block 2	
	[DRIVE]	[TONE]	[MOD]	[AMBIENCE]
Chain 1	DRIVE 1-80: DISTORTION1	TONE 1-32: 3BAND EQUALIZER	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		MOD2 1-8: MOD DLY 1-8: STEREO MOD DLY 1-6: SWEEP MOD DLY 1-4: STEREO PHASER 1-6: RANDOM STEP FILT 1-8: PITCH SHIFTER	
Chain 3 Chain 4	DRIVE 1-60: DISTORTION1		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

If the selected program allows you to use the pressure pedal, you can specify the effect which will be controlled and the depth of control that will occur when you operate the built – in pressure pedal (or a connected expression pedal).



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 configuration while in Chain Edit or Variation Edit, or while making IPE settings, the settings made in step ③ ⑦ 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/Level key once. 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/Level key twice 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 Noise Reduction/Level key twice. 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 Noise Reduction/Level key once 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.

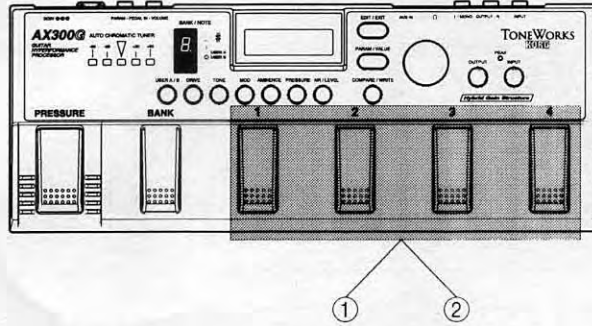
**Note:** If the chain configuration or the variation has been changed, it will not be possible to view the original values.

**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.



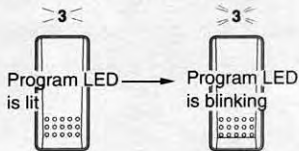
## 5-6. The Bypass function

The AX300G 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 the currently selected switch and immediately release it to turn bypass ON. 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



When a preset program is selected, pressing program switch [4] will turn bypass ON.

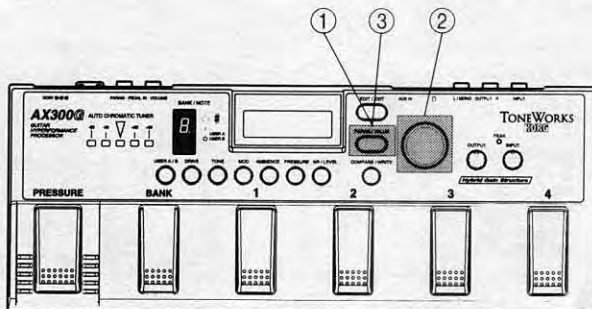
If you press and hold the Program switch for a longer time, the program LED will blink faster, and the sound will be muted (silenced) (☞ p.11).

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. Also, pressing another program switch will turn bypass OFF, and the effect sound of the selected program will be heard.

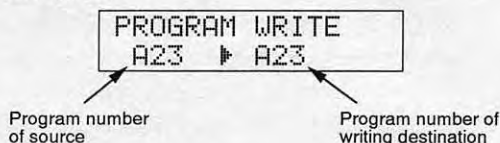
**Note:** While Bypass is on, pressing the Edit/Exit key, Compare/Write key, or Bank key will execute their respective functions. However if you wish to hear the edited sound, you must turn Bypass off.

## 5-7. The Program Write function

A program you create can be stored in the internal memory of the **AX300G**. The operation of writing a program into the User area is called Program Write.



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.



If the source is a User program, the source program number (**Axx** or **Bxx**) will be displayed in both the left and right sides. If the source is a Preset program, the writing destination will initially be **A11**.

**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 **A11** as the writing destination, and use the Compare/Write key to write it. Write the program you wish to use **second** into **A12**, and the program to use **third** into **A13**, 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

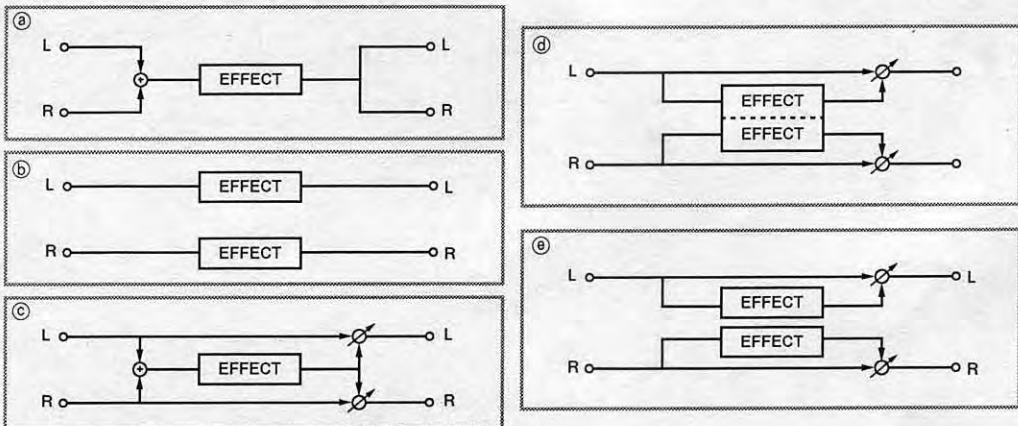
■ **HYPR (HYPER RESONATOR)**

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 ① – ⑤ 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 A

	BANK 1	BANK 2	BANK 3	BANK 4
PROGRAM 1	A11 AX-ZONE	A21 BUSH	A31 UNCHAINED ⑩	A41 Wah Dist+ ⑩
PROGRAM 2	A12 VIBRA-KING ⑩	A22 BLUESROOM	A32 SLAPnCOMP	A42 STRNECKPU
PROGRAM 3	A13 In The Air	A23 VIBRAVERB ⑩	A33 POLYPHASE ⑩	A43 JAZZ Solo
PROGRAM 4	A14 ST-DOUBLER ⑩	A24 ANALOG ⑩	A34 GTR Solo ⑩	A44 EDGEROTO ⑩

## User programs B

	BANK 1	BANK 2	BANK 3	BANK 4
PROGRAM 1	B11 DEATH ZONE	B21 MR SCARY ⑩	B31 PORK FAT	B41 R.R.
PROGRAM 2	B12 K ⑩	B22 Crossroad	B32 VINTAGE OD	B42 OD1 PEDAL
PROGRAM 3	B13 Space MOD	B23 TREMOVERB ⑩	B33 STUNPHASER ⑩	B43 Ballads ⑩
PROGRAM 4	B14 LASER-WAH	B24 GARBAGE ⑩	B34 DIST. 6L6G ⑩	B44 VOICE Mod ⑩

## Preset programs

DISTORTION	OVER DRIVE	CLEAN	SFX	LINE	SINGLE
P0 AX-ZONE	P16 BLUESROOM	P32 RushChorus	P48 -3RD ⑩	P64 CrankTONE	P80 DST2 LDLY ⑩
P1 ACE	P17 SLAPnCOMP	P33 POLYPHASE ⑩	P49 GARBAGE ⑩	P65 BLUES MAN ⑩	P81 PEDAL WAH ⑩
P2 WILD!	P18 VINTAGE OD	P34 Space MOD	P50 MachineGun ⑩	P66 FAT ⑩	P82 PEDAL VIBS ⑩
P3 BUSH	P19 ChinaGrove	P35 FootVIOLIN ⑩	P51 Oscillator ⑩	P67 DISCOTECH ⑩	P83 TREMOLO ⑩
P4 WALK	P20 OD1 PEDAL	P36 POLYMOD ⑩	P52 ST-DOUBLER ⑩	P68 LAKINline	P84 PEDAL CHO ⑩
P5 R.R.	P21 SCRATCHY	P37 STUNPHASER ⑩	P53 PLAYinTIME ⑩	P69 RobbensTEL	P85 JET-FLANGE ⑩
P6 DEATH ZONE	P22 RAGE UN	P38 TREMOVERB ⑩	P54 STEVE WASP ⑩	P70 Dirty Rock	P86 PHASER ⑩
P7 UNCHAINED ⑩	P23 NEW BLUES	P39 HankWanger ⑩	P55 GTR Solo ⑩	P71 STEVE WHO? ⑩	P87 PEDAL RING ⑩
P8 70's ROCK	P24 STRNECKPU	P40 VIBRAVERB ⑩	P56 LASER-WAH	P72 Painkiller	P88 MOD DELAY ⑩
P9 PORK FAT	P25 XPANDOLA	P41 Ballads ⑩	P57 JET-PANNER ⑩	P73 CHOPPY ⑩	P89 SWEEP DLY ⑩
P10 Phase DIST ⑩	P26 BLUESBRAKE	P42 In The Air	P58 ANALOG ⑩	P74 HIGAINline ⑩	P90 SWEEP CHO! ⑩
P11 ERUPTION! ⑩	P27 VIBRA-KING ⑩	P43 RotoPHASE ⑩	P59 DIST. 6L6G ⑩	P75 EDGEROTO ⑩	P91 RANDOM STP ⑩
P12 REVERAND	P28 Crossroad	P44 FILTERMOD ⑩	P60 SABBATHY ⑩	P76 Solid&Fat	P92 BEND UP! ⑩
P13 MR SCARY ⑩	P29 Blue	P45 CubeChorus	P61 VOICE Mod ⑩	P77 PAN OVD ⑩	P93 PITCH D/U ⑩
P14 HOSTILE ⑩	P30 DEAD-ALIVE	P46 JAZZ Solo	P62 ANALOG TWO ⑩	P78 TROWER PAN ⑩	P94 HOLD DELAY ⑩
P15 Wah Dist+ ⑩	P31 K ⑩	P47 WHATTHE? ⑩	P63 PLANET X ⑩	P79 PANDORA XX ⑩	P95 TAP DELAY ⑩
					P96 PANNER ⑩
					P97 STEREO PHS ⑩
					P98 STEREO DLY ⑩
					P99 X DELAY ⑩

⑩: A stereo output program

⑩: A program in which the pressure pedal is assigned

# Chapter 8. Troubleshooting

If the **AX300G** 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 connected 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 **AX300G**'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 AX300G

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) typ. Impedance: 47 ohms Headphone output (mini stereo jack) Maximum output: 30 mW + 30 mW (32 ohm load) typ. 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) typ.
Dynamic range	90 dB (@IHF-A) typ.
T.H.D + N	0.3% (@ 1 kHz, full scale, 22 kHz BW)
Number of effects	28 types
Number of program memories	132 memories User programs: 32 (A11 — 44, B11 — 44) Preset programs: 100 (P0 — P99)
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/Level key, User A/B key Pressure pedal, Bank switch, Program switches [1] — [4]
Display	LCD display: 16 character x 2 lines, backlit Bank/Note display: 7-segment LED + one LED Tuner display: Five-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)

### NOTICE

**KORG** products are manufactured under strict specifications and voltages required by each country. These products are warranted by the **KORG** distributor only in each country. Any **KORG** product not sold with a warranty card or carrying a serial number disqualifies the product sold from the manufacturer's/distributor's warranty and liability. This requirement is for your own protection and safety.

**KORG**

**KORG INC.**

15 - 12, Shimotakaido 1-chome, Sugunami-ku Tokyo, Japan.