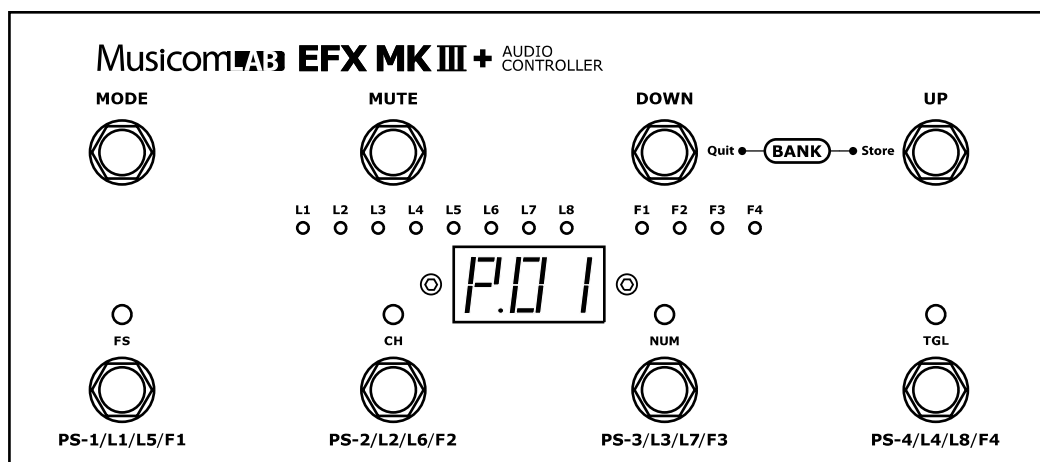


EFX MK III + AUDIO CONTROLLER



USER MANUAL

(Rev 1.0)

Musicom LAB

Thank you for purchasing the Musicom Lab EFX MkIII+ Audio Controller. This Manual will introduce you to the EFX MkIII+ and its features. Make sure to keep this for future reference.

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1. Introduction

The EFX MkIII+ Audio Controller is the ultimate floor-based switching system.

It is a compact, easy to use, has 8 fully programmable loops, 4 function switches and a MIDI foot controller.

The EFX Mk III+ Audio Controller has 240 memory locations, configured as 60 banks of 4 presets, plus a global preset. It can transmit 5 MIDI Program Change messages on 5 MIDI channels and 12 MIDI Control Change messages on an appointed MIDI channel.

Also one continuous controller port(XPDL) is included and can be programmed with designated MIDI channels and controller numbers.

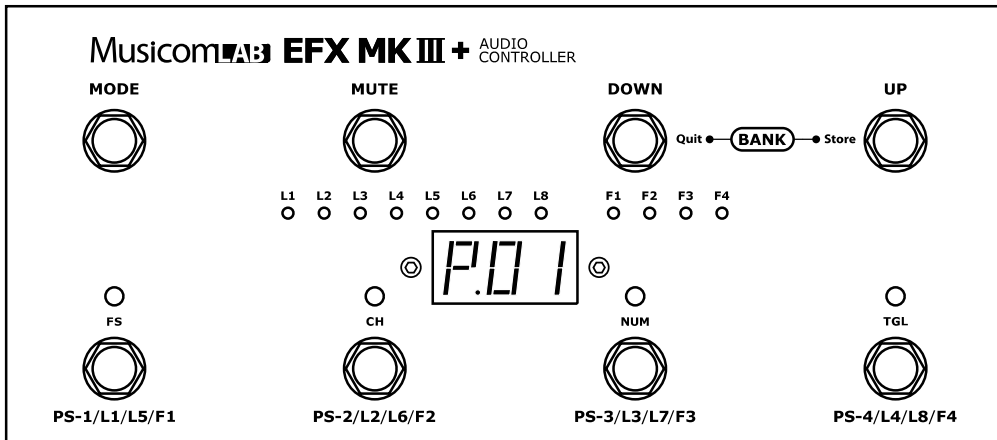
The Master/Slave Mode allows one EFX MkIII+ to function as a master controller for a second slave EFX MkIII+ unit.

The EFX Mk III+ Audio Controller has a low-noise, high quality buffer to prevent the loss of guitar signal. The input buffer can be bypassed for Hi-Z input pedals such as Fuzzes etc.

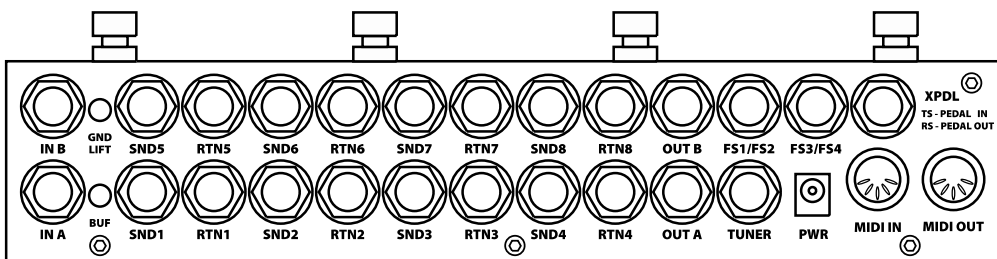
The EFX Mk III+ Audio Controller is made of high quality parts, including heavy-duty stomp switches and gold-plated relays.

It is cased within a compact and rugged aluminium enclosure(11"W x 5.2"D x 1.7"FH x 2.2"RH).

Top Panel View

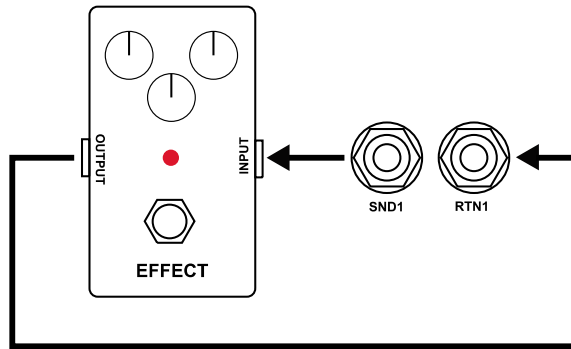


Rear Panel View

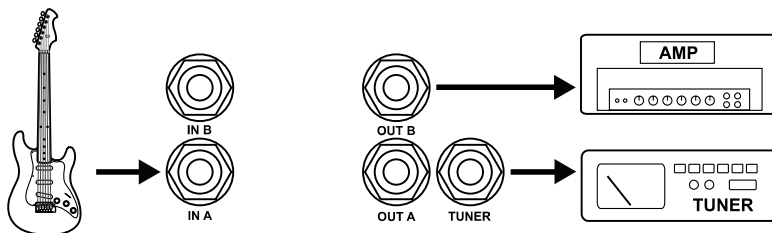


2. Basic Connection

- ① The loop send jacks(**SND1 ~ SND8**) and return jacks(**RTN1 ~ RTN8**) connect to the effects unit's inputs and outputs.

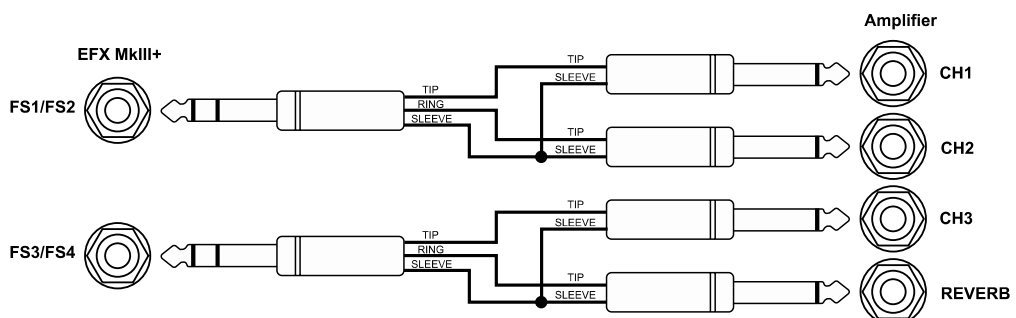


- ② The guitar connects to **IN A** jack, and amplifier input connects to **OUT B** jack.
When the Hi-Z input pedal is in the loop, the buffer must be bypassed. Refer to page 5.
- ③ The tuner connects to the **TUNER** jack. Refer to page 5.



- ④ The channel control jacks connect to the **FS1/FS2** and **FS3/FS4** jacks when function switches are used for remote amplifier channel switching.

For example:



3. Mode Description

The EFX Mk III+ Audio Controller utilizes three modes of operation: Preset Mode, Instant Access Mode and Edit Mode.

On power-up, the display will show its firmware version, upon which bank 1 (**P.01** : Preset mode . Bank 1) and the global preset will be selected.

3.1 Preset Mode

The EFX Mk III+ Audio Controller has 241 presets, configured as 60 banks of 4 presets, plus a global preset which is common to all banks.

The Preset Mode is automatically selected when the power is initially turned on.

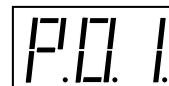
- ① Press/hold the **BANK UP** or **BANK DOWN** switches to scroll through the 60 available banks.
- ② The display will flash.
- ③ The preset is selected via pressing any switches from **PS-1** through **PS-4**.
- ④ The display will stop flashing and the LED above the switch turn on.

For example: to select the second preset of bank 3, press the **BANK UP** switch until the **P.03** is shown on the display. And then press the **PS-2** switch.

The global preset is a preset with all the capabilities of preset 1 through 4, but is the same for all banks. Pressing the switch of a preset that is already on selects the global preset and will cause the LED above the switch to turn off.

3.1.1 Mute

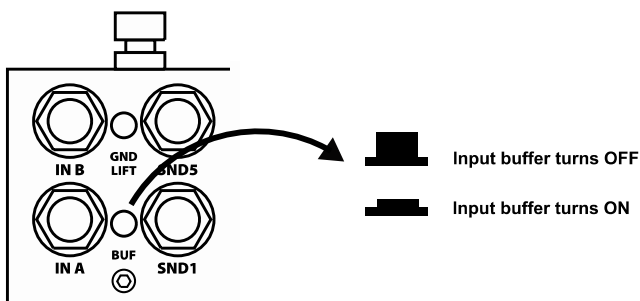
Press the **MUTE** switch to mute the output. When muted, the guitar signal flows into the **TUNER** jack and the three decimal points on the display will turn on and the output signal will be muted.



Press the **MUTE** switch to cancel the mute function. The mute function is available in all modes.

3.1.2 Buffer On/Off

When you connect Hi-Z stompboxes like a Fuzz into the Loop, the buffer must be bypassed.

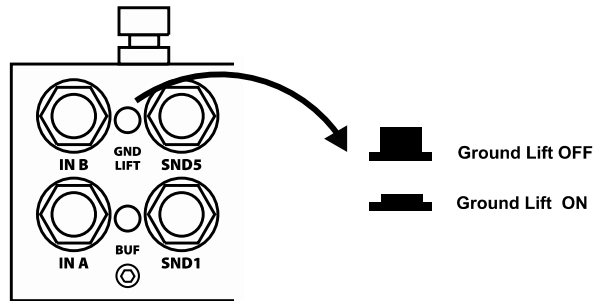


3.1.2 Ground Lift On/Off

The 8 loops of the EFX MkIII+ Audio Controller make up 2 groups.

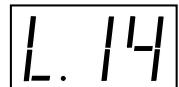
One is Group A from **IN A** to **Out A**, the other is Group B from **IN B** to **OUT B**.

The ground Lift switch is useful to prevent ground loop hum/noise when connecting a musical instrument to **OUT A** and **IN B** jacks. Refer to page 15~18.

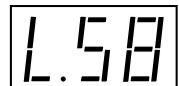


3.2 Instant Access Mode (Programming the Loops and Function Switches)

- ① Select the preset to be programmed in the Preset Mode.
- ② Press the **MODE** switch to enter the Instant Access Mode. The display will show:
And the 4 LEDs above the **PS-1** ~ **PS-4** switches will indicate the corresponding Loop1 ~ Loop4 as on or off.
- ③ Press the **PS-1** through **PS-4** switches to turn the corresponding Loop1 ~ Loop4 on or off. The corresponding LEDs will go on or off.



- ④ Press the **MODE** switch. The display will show:
And the 4 LEDs above the **PS-1** ~ **PS-4** switches will indicate the corresponding Loop5 ~ Loop8 as on or off.
- ⑤ Press the **PS-1** through **PS-4** switches to turn the corresponding Loop5 ~ Loop8 on or off. The corresponding LEDs will go on or off.



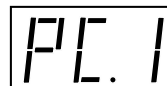
- ⑥ Press the **MODE** switch. The display will show:
And the 4 LEDs above the **PS-1** ~ **PS-4** switches will indicate the corresponding Function Switch1 ~ Function Switch4 as on or off.
- ⑦ Press the **PS-1** through **PS-4** switches to turn the corresponding Function Switch 1 ~ Function Switch 4 on or off. The corresponding LEDs will go on or off.



- ⑧ Press the **BANK UP** switch to store the edit and return to Preset Mode. For the other side, press the **BANK DOWN** switch to return to preset mode without storing the edit.
- ⑨ Follow the same procedure ①~⑧ for any other presets you want to program for the loops and function switches.

3.3 Edit Mode

The Edit Mode contains the utility functions. To enter the Edit Mode, you must be in the Preset Mode. Press/hold the **MODE** switch to enter the Edit Mode for 1 second. The display will show:



Press/hold the **PS-1** switch(FS, function select) to scroll through the utility functions. Below is a list of functions in the order that they are shown.

Function Select Order List

PC.1	sets 1st MIDI Program Change
PC.2	sets 2nd MIDI Program Change
PC.3	sets 3rd MIDI Program Change
PC.4	sets 4th MIDI Program Change
PC.5	sets 5th MIDI Program Change
LP.1	sets 1st MIDI Control Change for the Loop1 On/Off
LP.2	sets 2nd MIDI Control Change for the Loop2 On/Off
LP.3	sets 3rd MIDI Control Change for the Loop3 On/Off
LP.4	sets 4th MIDI Control Change for the Loop4 On/Off
LP.5	sets 5th MIDI Control Change for the Loop5 On/Off
LP.6	sets 6th MIDI Control Change for the Loop6 On/Off
LP.7	sets 7th MIDI Control Change for the Loop7 On/Off
LP.8	sets 8th MIDI Control Change for the Loop8 On/Off
FS.1	sets 9th MIDI Control Change for the Function Switch1 On/Off
FS.2	sets 10th MIDI Control Change for the Function Switch2 On/Off
FS.3	sets 11th MIDI Control Change for the Function Switch3 On/Off
FS.4	sets 12th MIDI Control Change for the Function Switch4 On/Off
EPL / ESW	sets MIDI Control Change for the continuous control port XPDL
r.ch	sets MIDI receive channel of EFX MkIII+
M.ou / M.th	sets MIDI OUT or THRU
L.of ~ L.dr	sets Master/Slave mode or Send/Receive EFX MkIII+ data
Pr.0 ~ Pr.4	sets 5-stage popping noise reduction control
PS.F / PS.n	sets MIDI SysEx for the VOODOO LAB Pedal Switcher

3.3.1 MIDI Program Change

- ① Select the preset to be edited in the Preset Mode
 - ② Press/hold the **MODE** switch to enter the Edit Mode for 1 second if you are in the Preset Mode. The **PC.1** will be automatically selected and the display will show:
-
- ③ Press the **PS-2** switch(CH, channel) to set a **PC.1** channel number. The display will show the current **PC.1** channel.
-
- ④ Press/hold the **BANK UP** or **BANK DOWN** switches to select a channel from 1 through 16. The LED above the **PS-2** switch will flash.

⑤ Press the **PS-2** switch to store a new **PC.1** channel in memory. The display will show **str** (store) for a moment and the LED above the **PS-2** switch will stop flashing.

* The **PC.x** channel is global (the same for all banks/presets). You don't need to edit this for any other banks/presets if you have already done so. In this case, omit procedures ③~⑤.

⑥ Press the **PS-3** switch(NUM, number) to set a **PC.1** number. The display will show the current **PC.1** number.



⑦ Press/hold the **BANK UP** or **BANK DOWN** switches to select a **PC.1** number from **001.** through **128.** or ---. The LED above the **PS-3** switch will flash.

⑧ Press the **PS-3** switch to store a new **PC.1** number in memory. The display will show **str** (store) for a moment and the LED above the **PS-3** switch will stop flashing.

⑨ Press the **PS-1** switch(FS, function select) to set other **PC.x** and follow the same procedure as ③~⑧.

Note

* The ---. means no Program Change is transmitted.

* The last decimal point on the display means that the display shows a Program Change number or controller number.

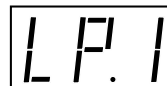
* For initial default Program Change channels and number settings are refer to page 14.

3.3.2 MIDI Control Change

The MIDI Control Changes are transmitted via the **MIDI OUT** jack when the assigned loops or function switches turn on or off. The **LP.1** is assigned the Loop1, ... , and the **FS.4** is assigned the Function Switch 4.

* The Control Change channel and controller number are global (the same for all banks/presets). You don't need to edit these for any other banks/presets if you have already done so.

① If you are already in the Edit Mode, press/hold the **PS-1** switch(FS, function select) to edit the 1st Control Change until the **LP.1** is shown on the display.



② Press the **PS-2** switch(CH, channel) to set a 1st Control Change channel. The display will show the current 1st Control Change channel.

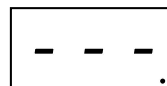
③ Press/hold the **BANK UP** or **BANK DOWN** switches to select a channel from 1 through 16. The LED above the **PS-2** switch will flash.



④ Press the **PS-2** switch to store a new 1st Control Change channel in memory. The display will show **str**(store) for a moment and the LED above the **PS-2** switch will stop flashing.

⑤ Press the **PS-3** switch(NUM, number) to set 1st controller number. The display will show the current 1st controller number.

⑥ Press/hold the **BANK UP** or **BANK DOWN** switches to select a 1st controller number from **000.** through **127.** or ---. The LED above the **PS-3** switch will flash.



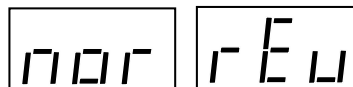
⑦ Press the **PS-3** switch to store a new 1st controller number in memory. The display will show **str** (store) for a moment and the LED above the **PS-3** switch will stop flashing.

- ⑧ The EFX MkIII+ has an additional reverse function that reverses the control value.

Press the **PS-4** switch(TGL, toggle) to reverse 1st control value.

The display will show the current 1st control value mode, *nor* or *rEv*.

The tables below show the control value and FS contact of the normal and reverse modes.



	Loop or FS turn on	Loop or FS turn off		FS Contact
<i>nor</i> (normal)	127 (0x7F)	0 (0x00)	<i>nor</i> (normal)	Normally - Open
<i>rEv</i> (reverse)	0 (0x00)	127 (0x7F)	<i>rEv</i> (reverse)	Normally - Closed

- ⑨ Press the **BANK UP** switch to toggle between normal and reverse. The LED above the **PS-4** switch will flash.
- ⑩ Press the **PS-4** switch to store the reverse function in memory. The display will show *str* (store) for a moment and the LED above the **PS-4** switch will stop flashing.
- ⑪ Follow the same procedure as ①~⑩ to set from 2nd MIDI Control Change through 12th MIDI Control Change.

Note

- * The ---. means no Control Change is transmitted.
- * The *nor* means normal and the *rEv* means reverse.
- * The last decimal point on the display means that the display shows a Program Change number or controller number.
- * For initial default Control Change channels and controller numbers setting, refer to page 14.

3.3.3 XPDL Port

The EFX Mk III+ Audio Controller contains a **XPDL** port for expression pedal input or external foot switch input. This can be used to alter parameters(via MIDI) in effects device that offer this capability.

The MIDI Control Change Value is transmitted according to the position of expression pedal or external foot switch.

Any passive volume or expression pedal can be used. Our recommended expression pedals are Boss FV500L and FV300L, and our recommended external foot switches are Boss FS-5U and FS-5L.

- * The *EPL* or *ESW* channel and number are global (the same for all banks/presets). you don't need to edit these for any other banks/presets if you have already done so.

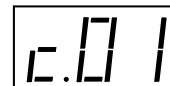
- ① If you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) to edit the *EPL* or *ESW* for the **XPDL** port until the *EPL* or *ESW* is shown on the display.



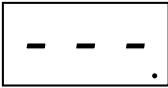
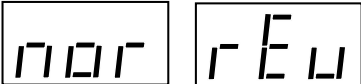
The display shows the *EPL*(Expression Pedal) when the expression pedal is connect to the **XPDL** jack.

Otherwise, The display shows the *ESW*(External Foot Switch) when the external foot switch is connected or a plug is not connected to the **XPDL** jack.

- ② Press the **PS-2** switch(CH, channel) to set an *EPL* or *ESW* channel. The display will show the *EPL* or *ESW* channel.



- ③ Press/hold the **BANK UP** or **BANK DOWN** switches to select a channel from 1 through 16. The LED above the **PS-2** switch will flash.

- ④ Press the **PS-2** switch to store a new channel in memory. The display will show **str** (store) for a moment and the LED above the **PS-2** switch will stop flashing.
- ⑤ Press the **PS-3** switch(NUM, number) to set an **EPL** or **ESW** controller number. The display will show the current **EPL** or **ESW** controller number. 
- ⑥ Press/hold the **BANK UP** or **BANK DOWN** switches to select an **EPL** or **ESW** controller number from **000**. through **127**. or ----. The LED above the **PS-3** switch will flash.
- ⑦ Press the **PS-3** switch to store a new **EPL** or **ESW** controller number in memory. The display will show **str** (store) for a moment and the LED above the **PS-3** switch will stop flashing.
- ⑧ The EFX MkIII+ has an additional reverse function that reverses the control value. Press the **PS-4** switch(TGL, toggle) to reverse an **EPL** or **ESW** control value. The display will show the current **EPL** or **ESW** control value mode. 

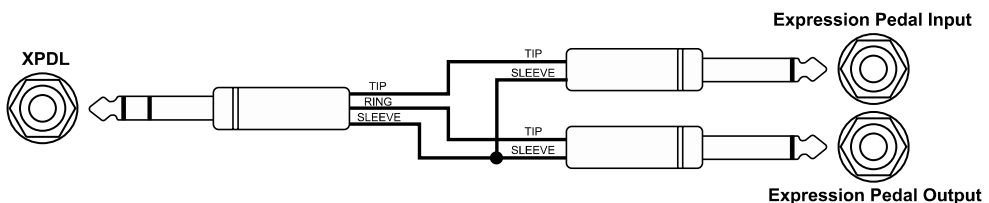
The table below shows the control value of the normal and reverse modes.

	Expression Pedal (EPL)			External Foot switch (ESW)	
	Normal	Reverse		Normal	Reverse
Minimum Position	0 (0x00)	127 (0x7F)	Open	0 (0x00)	127 (0x7F)
⋮	⋮	⋮	Closed	127 (0x7F)	0 (0x00)
Maximum Position	127 (0x7F)	0 (0x00)			

- ⑨ Press the **BANK UP** switch to toggle between normal and reverse. The LED above the **PS-4** switch will flash.
- ⑩ Press the **PS-4** switch to store the reverse function in memory. The display will show **str**(store) for a moment and the LED above the **PS-4** switch will stop flashing.

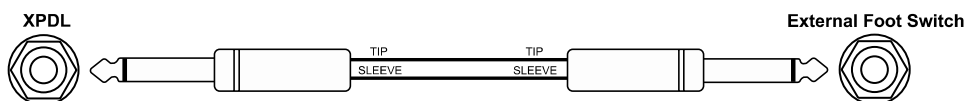
Cable Wiring for Expression Pedal

The cable required is a stereo (TRS) to two mono 1/4" phone plugs. Connect the tip(stereo plug) to the pedal input, ring to the pedal output and sleeve to ground on all 3 plugs.



Cable Wiring for External Foot Switch

The cable required is a mono (TS) to a mono(TS) 1/4" phone plugs.



Note

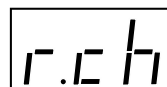
- * The **---** means no Control Change is transmitted.
- * The last decimal point on the display means that the display shows a Program Change number or controller number.
- * For initial default Control Change channels and controller numbers setting, refer to page 14.
- * Connect an expression pedal or an external foot switch to the **XPDL** jack before turning on the EFX MkIII+ Audio Controller.

3.3.4 MIDI Receive Channel

The EFX MkIII+ can receive the MIDI Program Change and Control Change Message.

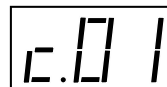
The MIDI channel can be set to any individual channel from 1 to through 16, or reception can be turned off.

- ① If you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) to edit the MIDI receive channel until the **r.ch** is shown on the display.



- ② Press the **PS-2** switch(CH, channel) to set a MIDI receive channel. The display will show the current MIDI receive channel.

- ③ Press/hold the **BANK UP** or **BANK DOWN** switches to select a channel from 1 through 16 or **C.--**. The LED above the **PS-2** switch will flash.



- ④ Press the **PS-2** switch to store a new channel in memory. The display will show **str** (store) for a moment and the LED above the **PS-2** switch will stop flashing.

Note

- * The **c.--** means reception can be turned off.
- * The initial default setting is **C.01**.
- * For receiving the Program number refer to page 14.
- * Receiving Controller Number is the same as Transmitting Controller Number.

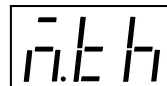
3.3.5 MIDI OUT / THRU

The MIDI OUT connector of the EFX MkIII+ functions as a MIDI OUT or MIDI THRU.

When MIDI OUT operation is selected, MIDI data in the EFX MkIII+ are transmitted via the MIDI OUT connector. And all Program Change and Control Change on the receive MIDI channel are not retransmitted.

When MIDI THRU operation is selected, received MIDI data via the MIDI IN connector is retransmitted via the MIDI OUT connector. In this case, MIDI data in the EFX MkIII+ are not transmitted.

- ① if you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) until the **M.ou** or **M.th** is shown on the display.



- ② Press the **BANK UP** switch to select MIDI OUT or MIDI THRU. It will automatically be stored in memory when you return to Preset Mode.

Note

- * The **M.ou** and **M.th** mean MIDI OUT and MIDI THRU.
- * The initial default setting is **M.th**.

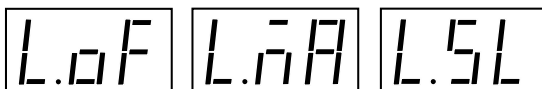
3.3.6 LINK

Two EFX MkIII+'s can be setup to operate in a Master/Slave manner, allowing two EFX MkIII+'s to control the same rig from remote on-stage and off-stage locations. All MIDI and loop combination data in the slave EFX MkIII+ is ignored.

In the Link data send/receive functions, you can copy all data from the Master EFX MkIII+ to the slave unit.

Link Master/Slave Mode

- ① If you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) to select the master/slave mode until the **L.oF**, **L.MA** or **LSL** is shown on the display.



- ② Press the **BANK UP** switch to select **L.oF**, **L.MA** or **LSL**.
It will automatically be stored in memory when you return to Preset Mode.

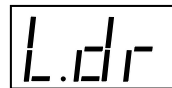
Note

- * The **L.oF**, **L.MA** and **LSL** mean Link OFF, Link Master and Link Slave.
- * The initial default setting is **L.oF**.

Link DATA Send/Receive

- ① If you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) of the slave EFXIII+ until the **L.oF**, **L.MA** or **LSL** is shown on the display.

- ② Press the **BANK UP** switch of the slave EFX MkIII+ to receive the data from master unit until the **L.dr** is shown on the display.



- ③ if you are already in the Edit Mode, press/hold the **FS-1** switch(FS, function select) of the master EFXIII+ until the **L.oF**, **L.MA** or **LSL** is shown on the display.

- ④ Press the **BANK UP** switch of the master EFX MkIII+ to send the data to slave unit until the **L.dS** is shown on the display. The LED above the **PS-4** switch will flash.



- ⑤ Press the **FS-4** switch of the master EFXIII+, The data from the master EFX MkIII+ will be transmitted to the slave unit. During the data sending/receiving, the display will flash. When the data sending/receiving is successful, the display will stop flashing.

Note

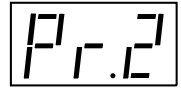
- * The **L.dS** and **L.dr** mean Link DATA Send and Receive.

3.3.7 Popping Noise Reduction Control

The EFX MkIII+ Audio Controller is based on relay switching. This method is utilized to route the audio signal with absolutely no tone coloration or degradation. The disadvantage of relays is that they can produce a slight popping noise when they switch on/off. The 5-stage popping noise reduction control is excellent for reducing this popping noise by muting time control of audio signal and switching order when the relays switch on/off.

- * The popping noise reduction control is global (the same for all banks/presets). You don't need to edit this for any other banks/presets if you have already done so.

① If you are already in the Edit Mode, press/hold the **PS-1** switch(FS, function select) to set the popping noise reduction control until the **Pr.2** is shown on the display.



② Press/hold the **BANK UP** switch to set a popping noise reduction control from **Pr.0** through **Pr.4**.

It will automatically be stored in memory when you return to Preset Mode.

Pr0 means the popping noise reduction control is not used.

⋮

Pr4 means the maximum of the popping noise reduction control.

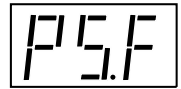
Note

* The initial default setting is **Pr.2**.

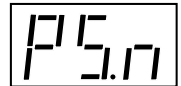
3.3.8 Control the Pedal Switcher

When you need more audio loops, you can use the Pedal Switcher of Voodoo Lab. The Pedal Switcher accepts only MIDI SysEx messages. The EFX MkIII+ can transmit these messages.

① If you are already in the Edit Mode, press/hold the **PS-1** switch(FS, function select) to control the Pedal Switcher until the **PS.F** is shown on the display.



② Press the **BANK UP** switch to select **PS.n**.



③ Press the **MODE** switch to store the function and return to Preset Mode.

④ Select the preset to be programmed in the Preset Mode.

⑤ Press the **MODE** switch to enter the Instant Access Mode. The display will show:

And the 4 LEDs above **PS-1** ~ **PS-4** switches will indicate the corresponding Loop1 ~ Loop4 as on or off.



⑥ Activate all the Pedal Switcher loops you want.

⑦ Press the **BANK UP** switch to store the edit and return to Preset Mode, or press the **BANK DOWN** switch to return to Preset Mode without storing the edit.

⑧ Follow the same procedure as ④~⑦ for any other presets you want to program into the Pedal Switcher.

Note

* The **PS.F** and **PS.n** mean Pedal Switcher On and OFF.

* The initial default setting is **PS.F**.

* EFX MkIII+ can control 128 presets for the Pedal Switcher.

(from bank 1 · preset 1 to bank 32 · preset 3 and global preset)

4. Power Requirements

The EFX MkIII+ Audio Controller requires a regulated **12VDC** or **9VAC** at approximately **250mA**. The power jack is a standard 5.5mm/2.1mm barrel.

The EFX MkIII+ Audio Controller can also be powered from outputs 5 or 6 of the Voodoo Lab **Pedal Power 2 Plus**. You must set the corresponding DIP switch away from the normal position.

5. Initial Default Setting

The initial default setting for the EFX MkIII+ Audio Controller may be reset with the following procedure. This procedure will erase all user data from the EEPROM memory. Apply power while holding the **MODE** and **PS-1** switches down. The display will show:



At this moment, two switches can be released.

When the initial default setting is successful, the EFX MkIII+ Audio Controller will automatically restart.

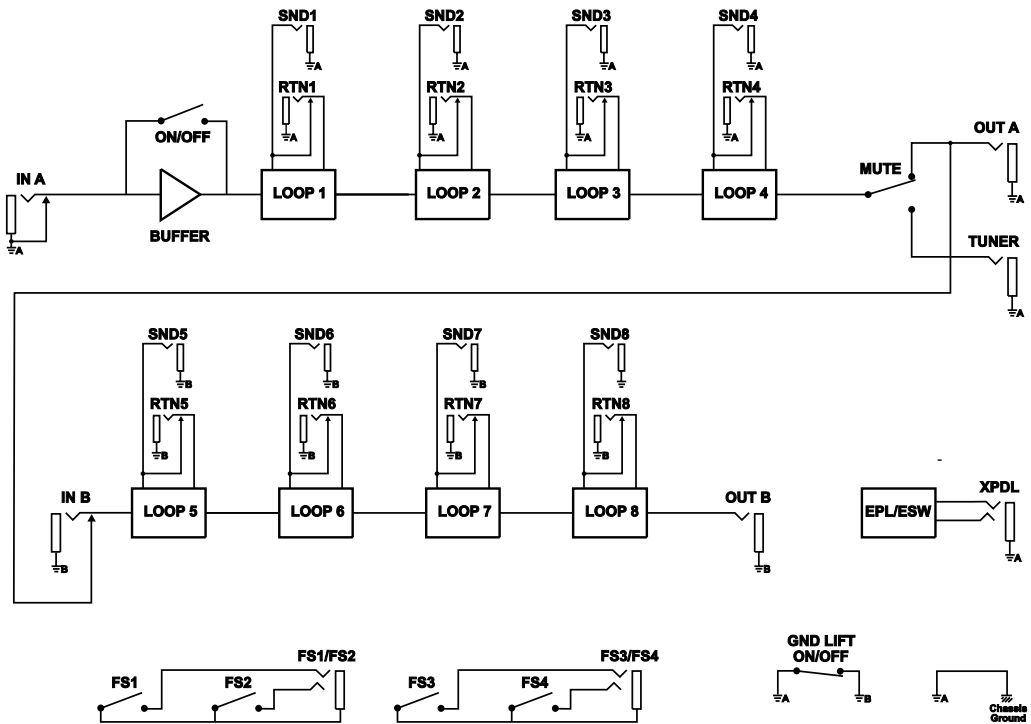
Initial Default MIDI Transmit Setting

Bank . Preset	PC1		PC2 ~ PC5		CCs / EPL	
	CH	NUM	CH	NUM	CH	NUM
Global		---		---		
1 . 1		1	PC2	---		
1 . 2		2	: 2	---		
1 . 3		3	: 3	---		
1 . 4		4	: 4	---		
:		:	: 5	:		
32 . 3	1	127	PC4	---	1	---
32 . 4		128	: 4	---		
33 . 1		---	PC5	---		
33 . 2		---	: 5	---		
:		:	:	:		
60 . 4		---	---	---		

Receiving Program Change number Map

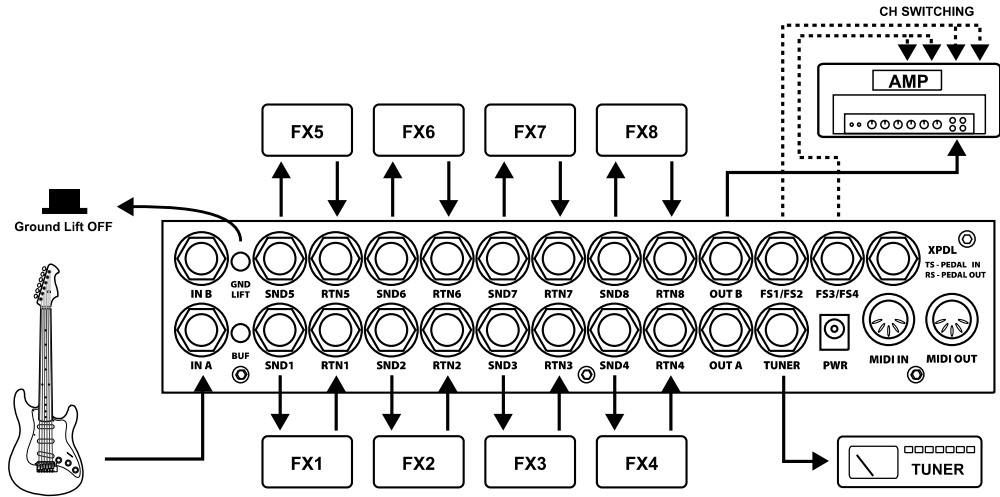
Bank . Preset	PC NUM
Global	128
1 . 1	1
1 . 2	2
1 . 3	3
1 . 4	4
:	:
32 . 3	127
32 . 4	x
33 . 1	x
33 . 2	x
:	:
60 . 4	x

6. Block Diagram

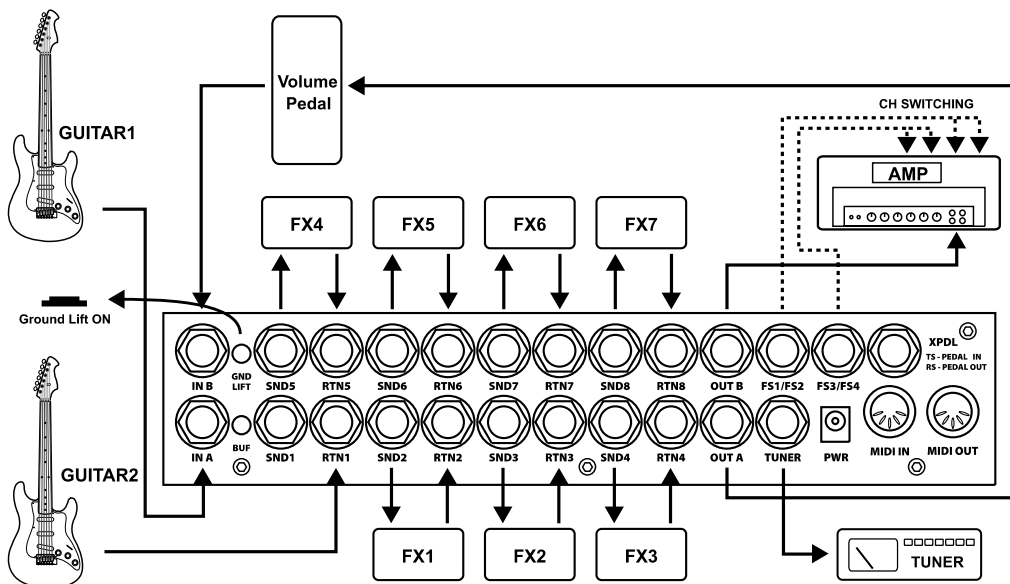


7. System Example

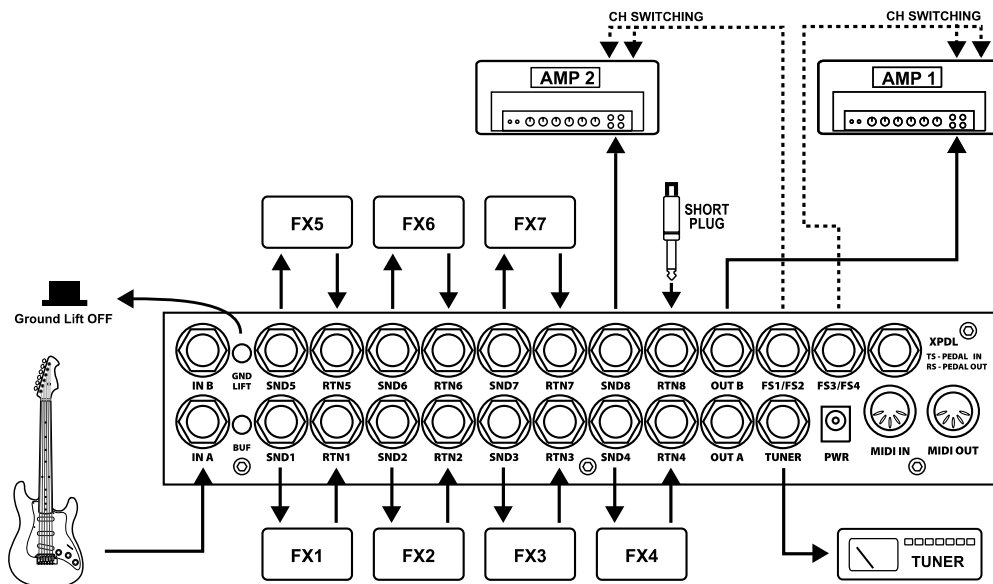
* Basic system



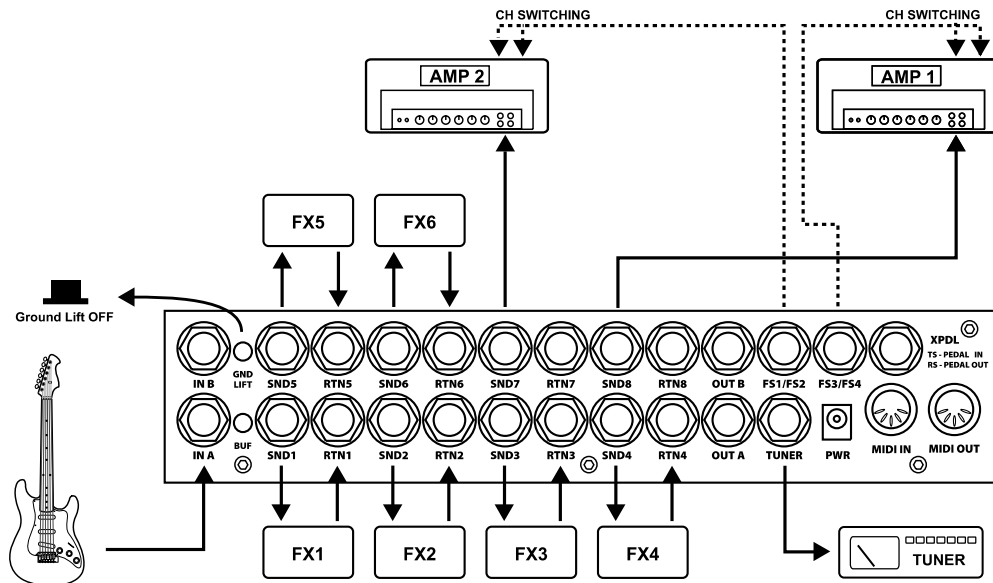
* Input switched between two guitars



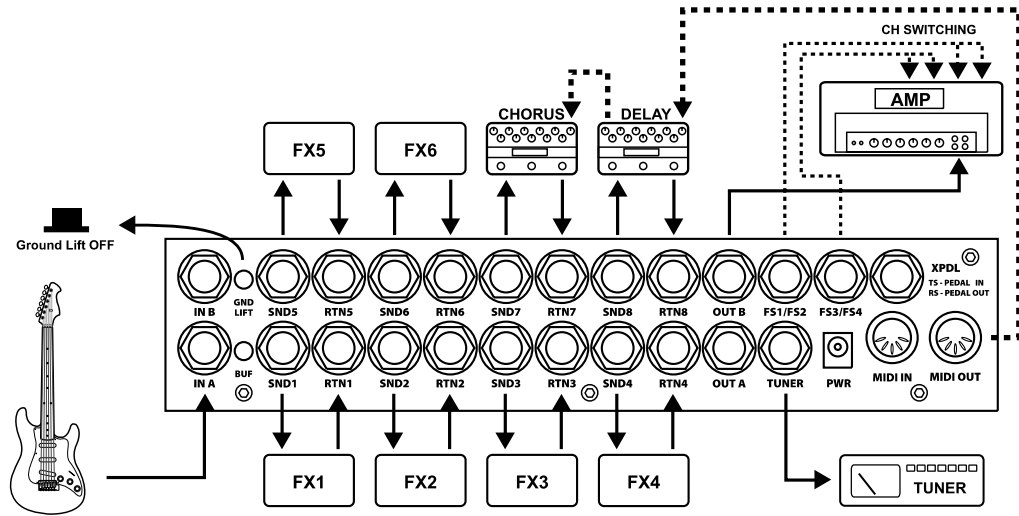
* System with output switchable to either of two amplifiers being used



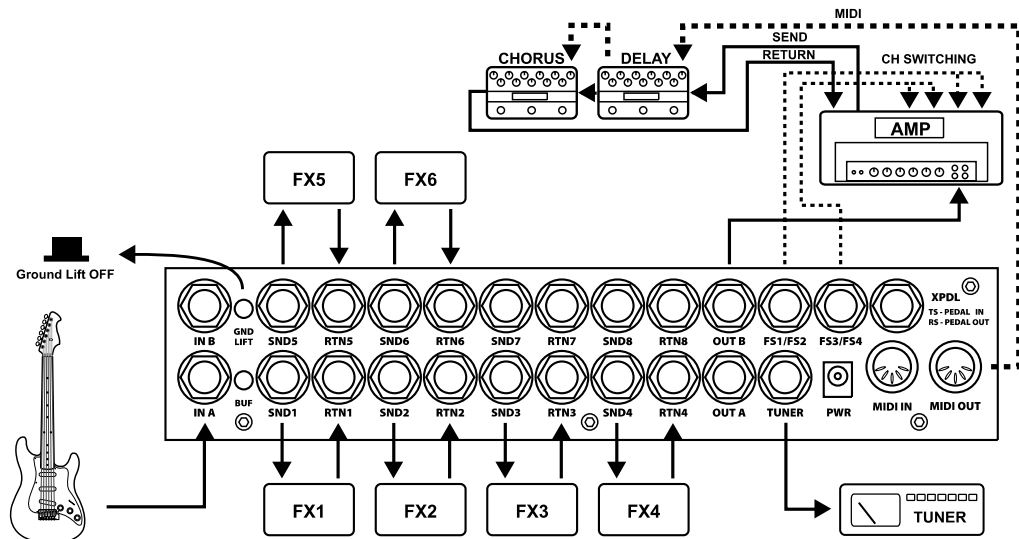
* System with output switchable to either or both of two amplifiers being used



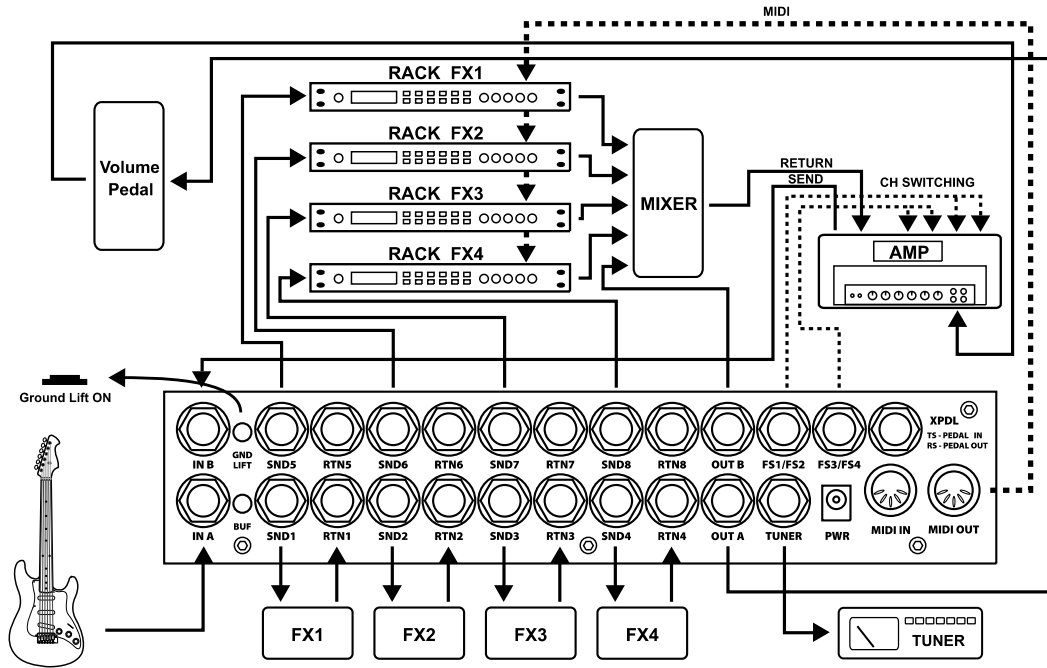
* Chorus / Delay patch change via MIDI PCs



* Chorus / Delay patch and On/OFF change via MIDI PCs and CCs



* Rack system with Mixer



* Link Master / Slave

