

**TB-3 EFX Parameter Guide**

Effect	Parameter 1	Parameter 2	Parameter 3	Parameter 4	Parameter 5	Parameter 6	Parameter 7	Parameter 8	Parameter 9	Parameter 10	Parameter 11	Parameter 12	
EFX1 Sysex	00 20 20 02	00 20 20 04	00 20 20 06	00 20 20 08	00 20 20 0A	00 20 20 0C	00 20 20 0E	00 20 20 10	00 20 20 12	00 20 20 14	00 20 20 16	00 20 20 18	
EFX2 Sysex	00 20 30 02	00 20 30 04	00 20 30 06	00 20 30 08	00 20 30 0A	00 20 30 0C	00 20 30 0E	00 20 30 10	00 20 30 12	00 20 30 14			
Compressor	SW (0 - 1) 0 = OFF 1 = ON	Attack (0 - 124) 0-800ms	Release (0 - 24) 0 - 8000ms	Threshold (0 - 40) -40 - 0dB	Ratio (0 - 13) 1:1.0 - 1:INF	Knee (0 - 9) 0 = Hard Soft1 - Soft9	Gain (0 - 80) -40 - 40dB	Balance (0 - 1000) ' -50 - 50					
	Ring Modulator	SW (0 - 1) 0 = OFF 1 = ON	Frequency (0 - 127)	SENS (0 - 127)	Polarity (0 - 1) 0 = Up 1 = Down	EQ Low (0 - 30) -15 - 15dB	EQ High (0 - 30) -15 - 15dB	Balance (0 - 100) -50 - 50	Level (0 - 127)				
Bit Crusher	SW (0 - 1) 0 = OFF 1 = ON	Filter (0 - 127)	Sample Rate (0 - 127)	EQ Low (0 - 30) -15 - 15dB	EQ High (0 - 30) -15 - 15dB	Level (0 - 127)							
	Tremolo	SW (0 - 1) 0 = OFF 1 = ON	Type (0 - 5) 0 - TRI 1 - SAW1 2 - SAW2 3 - SIN 4 - SQR 5 - RND	Phase 0 - 360 (0 - 100)	Rate 8000 - 20ms (0 - 100)	BPM Sync (0 - 20)	Shape (0 - 100)	Depth (0 - 100)	Pan Select (0 - 1) 0 = TRE 1 = PAN	Level (0 - 100)			
Chorus	SW (0 - 1) 0 = OFF 1 = ON	Mode (0 - 2) 0 - Mono 1 - Stereo1 2 - Stereo2	Rate 8000 - 20ms (0 - 100)	BPM Sync (0 - 20)	Depth (0 - 100)	Pre Delay 0 - 80ms (0 - 80)	HPF Flat - 800Hz (0 - 17)	LPF 630Hz - Flat (0 - 14)	Level (0 - 100)				
	Flanger	SW (0 - 1) 0 = OFF 1 = ON	Rate 8000 - 20ms (0 - 100)	BPM Sync (0 - 20)	Depth (0 - 100)	Manual -50 - 50 (0 - 100)	Resonance (0 - 100)	SEPARATION (0 - 100)	HPF Flat - 800Hz (0 - 17)	Effect Level (0 - 100)	Direct Level (0 - 100)		
Phaser	SW (0 - 1) 0 = OFF 1 = ON	Type (0 - 3) 0 = 4 Stage 1 = 8 Stage 2 = 12 Stage 3 = Bi-Phase	Rate 8000 - 20ms (0 - 100)	BPM Sync (0 - 20)	Depth (0 - 100)	Manual -50 - 50 (0 - 100)	Resonance (0 - 100)	Step Rate (0 - 20)	Effect Level (0 - 100)	Direct Level (0 - 100)			
	Delay	SW (0 - 1) 0 = OFF 1 = ON	Type (0 - 2) 0 = Single 1 = PAN 2 = Stereo	Time 0 - 100ms (0 - 100)	Tap Time 0 - 100% (0 - 100)	BPM Sync (0 - 13)	Feedback (0 - 100)	LPF 630Hz - Flat (0 - 14)	HF Damp -30 - 0dB (0 - 30)	Effect Level (0 - 100)	Direct Level (0 - 100)		
Pitch Shifter (EFX1 Only)	SW (0 - 1) 0 = OFF 1 = ON	Voice (0 - 2) 0 = 1MONO 1 = 2MONO 2 = 2Stereo	PS 1 Pitch -2400 - 2400 Cent (0 - 48)	PS 1 Pre Delay 0 - 100ms (0 - 100)	Feedback (0 - 100)	PS 1 EFX Level (0 - 100)	PS 2 Pitch -2400 - 2400 Cent (0 - 48)	PS 2 Pre Delay 0 - 100ms (0 - 100)	PS 2 EFX Level (0 - 100)	Direct Level (0 - 100)			
	EQ (EFX1 Only)	SW (0 - 1) 0 = OFF 1 = ON	Low Cut Flat - 800Hz (0 - 17)	Low Gain -20 - 20dB (0 - 40)	Low Mid Freq 20.0 - 10.0kHz (0 - 27)	Low Mid Q 0.5 - 16 (0 - 5)	Low Mid Gain -20 - 20dB (0 - 40)	High Mid Freq 20.0 - 10.0kHz (0 - 27)	High Mid Q 0.5 - 16 (0 - 5)	High Mid Gain -20 - 20dB (0 - 40)	High Cut 630Hz - Flat (0 - 14)	High Gain -20 - 20dB (0 - 40)	Level -20 - 20dB (0 - 40)
Reverb (EFX2 Only)	SW (0 - 1) 0 = OFF 1 = ON	Type (0 - 6) 0 = Ambient 1 = Room 2 = Hall1 3 = Hall2 4 = Plate 5 = Spring 6 = Modulation	Time (0 - 99)	Pre Delay 0 - 100ms (0 - 100)	HPF Flat - 800Hz (0 - 17)	LPF 630Hz - Flat (0 - 14)	Density (0 - 10)	Effect Level (0 - 100)	Direct Level (0 - 100)	Spring Sens (0 - 100)			