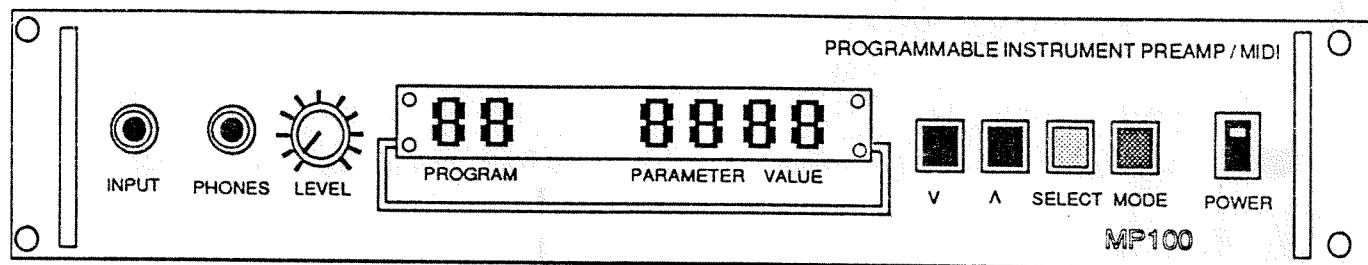


ANALOG CONTROL TECHNOLOGY

MP 100

OWNER'S MANUAL



ANALOG CONTROL TECHNOLOGY
225 PARSONS STEET
KALAMAZOO, MICHIGAN 49007

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INTRODUCTION

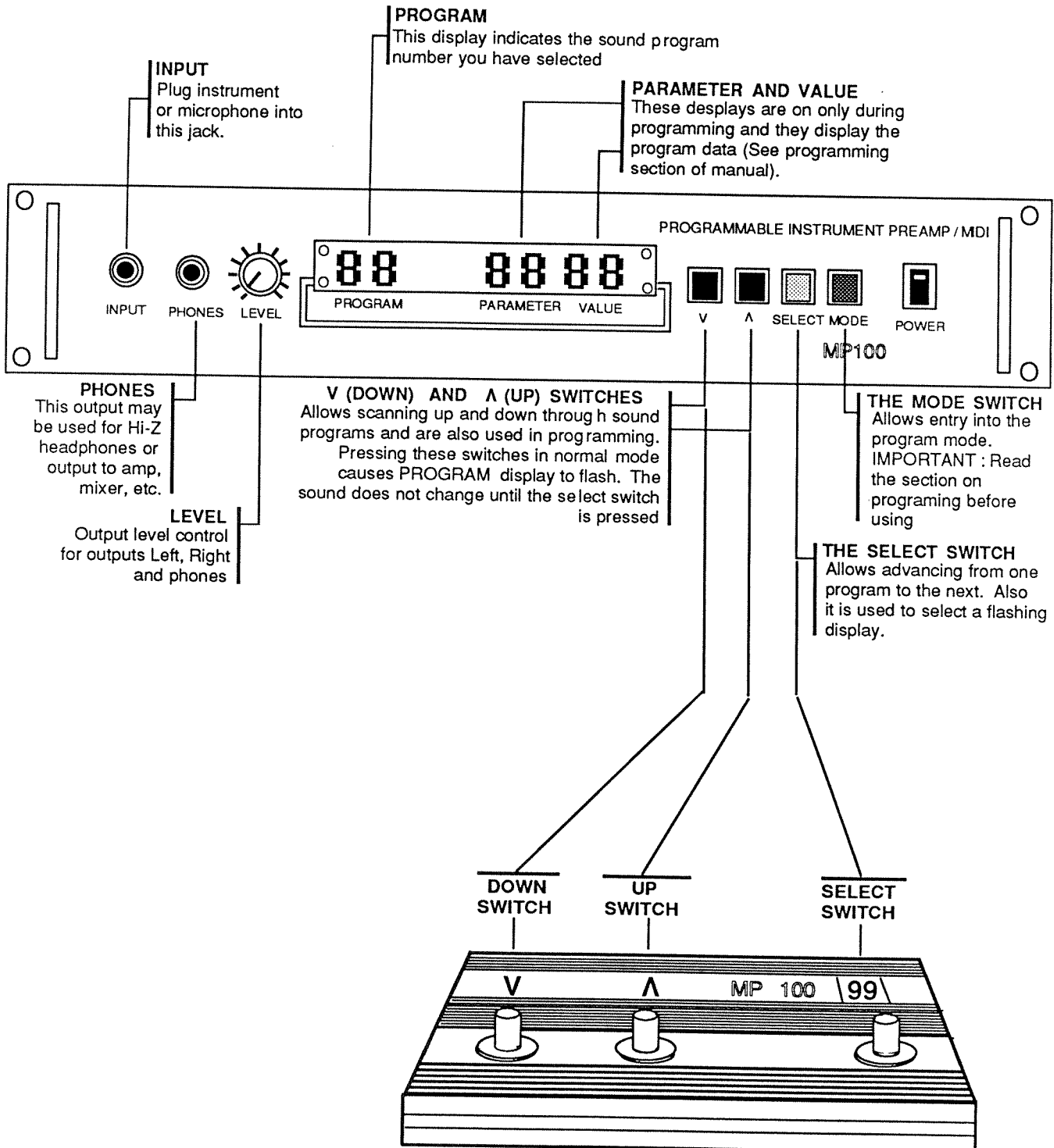
Welcome to the "high tech" world of ANALOG CONTROL TECHNOLOGY. The MP100 programmable instrument preamp allows the user access to 100 preset sound of an almost unlimited variety, all with only one simple footswitch.

The MP100 features simple push-button control of over 25 different parameters allowing you to program in an extremely wide range of sounds for your instrument and save them for immediate access at any time you desire.

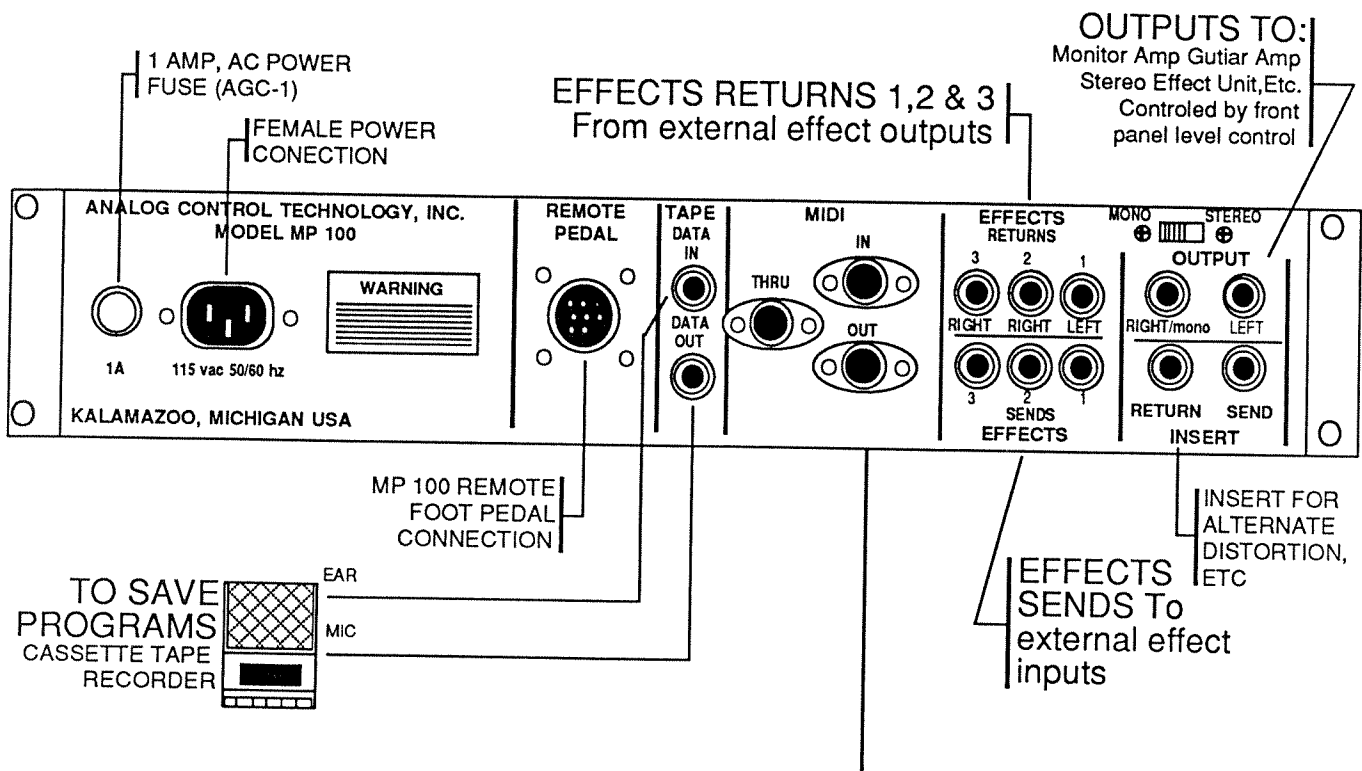
Parameters Include:

- 6 programmable level or mix controls.
- Split 14 band graphic EQ.
- Programmable compressor.
- Clean or super multi-distortion with external insert.
- 3 programmable effect loops.
- MIDI control of external effects.
- MIDI controlled by sequencers etc.
- STEREO effect returns and outputs.

MP 100 FRONT PANEL BASIC OPERATION



REAR PANEL AND BASIC CONNECTIONS



MIDI CONNECTIONS

MIDI IN

Allows MP100 programs to be selected via a MIDI signal, such as a Sequencer, Recorder or Synthesizer.

MIDI THROUGH

Re-Transmits MIDI data received at the MIDI IN connector.

MIDI OUT

Sends MIDI program change information from the MP100 to another MIDI - equipped device.

USING PROGRAMMED SOUNDS

The MP100 comes from the factory with 50 different sound programs. These programs are located at numbers 0 thru 49 and are repeated at 50 thru 99. These sound programs can be heard simply by pressing either the front panel SELECT or the SELECT switch under the remote footpedal display. The SELECT switch will advance the program by one count each time it is pressed. You can also randomly select any program by using the UP or DOWN switches to change the program display. You will notice the sound will not change and the display will begin to flash indicating the number on the display is different than the sound program number you are hearing. You must press the SELECT switch to select the desired flashing program number. You can return from the flashing display to the sound program you are in by pressing both UP and DOWN switches simultaneously. Also, to aid in scanning up and down, these switches have auto repeat when held down for 1 second, and high speed repeat when held down for more than 10 counts.

MOVING PROGRAMMED SOUNDS

The full power of the MP100 cannot be realized unless the programmed sounds are arranged in an order desired by the user. Moving programs from one location to another can be accomplished by using the following steps.

- 1) Select the sound that is to be moved to a new Program number.
- 2) Press the MODE switch twice. The Parameter and Value displays will show "--" and the Program number will begin flashing.

3) Use the UP and DOWN switches to obtain the new Program number desired.

4) Press the SELECT switch to store the sound at the new program number.

NOTE: The Sound Program that is overwritten in step 4 can be recovered. See SPECIAL MODE.

CREATING NEW SOUNDS

The MP100 contains memory for storing 100 sound programs. These programs are numbered 0 to 99 and are created from 27 different sound parameters.

Each parameter is controlled by the value setting. To create or change a sound, you adjust the values of any of the parameters.

All possible parameters and values are listed on the Parameter List.

To create new sounds on the MP 100, you change or edit old programs, you do not start with a "blank program". There are 100 sounds already in memory. If you have a new sound in mind, the easiest approach is to select a sound that resembles the sound you want to create. Then use the following steps to achieve the desired sound.

- 1) Press the MODE switch. The Parameter display will begin flashing, and the Value display will light.
- 2) Use the UP and DOWN switches to obtain the parameter number you want to change. (Refer to PARAMETER LIST page.9)
- 3) Press the SELECT switch to "select" that parameter. The Value display will begin to flash and the Parameter display will go steady.
- 4) Now use the UP and DOWN switches to obtain the desired effect while listening

to the sound. To return to the original value, press both the UP and DOWN switches simultaneously.

5) Pressing the SELECT switch again will allow you to select the next parameter that you wish to change. Repeat steps 2 thru 5 above until all desired changes have been made.

6) After a new sound has been created and you are ready to save it in memory, press the MODE switch. The Parameter and Value displays will both show "--" and the Program display will begin flashing.

7) Now use the UP and DOWN switches and obtain the program number you choose to store your new sound. If you want to use the same program number simply proceed to the next step.

8) Press the SELECT switch to enter the new sound into the program number displayed. This will over write the old sound at this program number.

NOTE: This old sound can be recovered. See SPECIAL MODE instructions.

SPECIAL MODE "SP"

A special mode is provided for recovering sound programs that have been written over by new programs. When the MP 100 stores a new program in memory, it makes a copy of the old program and allows you to place the old program in a new location (or the same one) by the following instructions:

1) Press the MODE switch. The Parameter display will flash and the Value display will light.

2) Press both UP and Down switches simultaneously. The letters "SP" will light in the Parameter display and the Program display will flash.

3) Using the UP and DOWN switches choose a new program number in which to store the last overwritten program.

4) Press the SELECT switch to store the sound into the program location chosen.

NOTE: If this mode is entered inadvertently, simply press MODE switch to return to programming.

THE MP100 PROGRAM PARAMETERS

The parameter numbers represent a logical progression through the functional elements of the MP100 (Refer to the "Internal Block Diagram" Pg. 10).

The 10's group represents the INPUT controls.

The 20's group represents the internal effects, compression, distortion (or insert) and low pass filter.

The 30's group represents the compensation control.

The 40's group represents the output level and effects loop mix.

The 60's group is a special function "CHAIN" parameter.

The 70's group controls the MIDI transmit section.

The 80's and 90's are SYSTEM parameters

DESCRIPTION OF PARAMETERS

PARAMETER 10 - INPUT LEVEL CONTROL

Adjust this VALUE while giving the MP 100 a maximum level from the instrument. Run the VALUE up until the PEAK light just starts to light then bring it down slightly, or until undesirable distortion is no longer present.

PARAMETERS 11 thru 17 - **E Q 1**

These are the seven (7) bands of the input Graphic Equalizer. The center frequencies of these bands are given in the parameter list. (Pg.9) When a particular band is boosted at this EQ, that boosted frequency will have a greater effect on the compressor and distortion (or INSERT) section.

The real power of this is realized when you restore the full sound using the second EQ section and can therefore choose the frequencies that will form your ultimate sound.

A VALUE of zero (0) is -12db at center frequency, a VALUE of twelve (12) is "flat", and a VALUE of twenty-four (24) is +12db.

PARAMETER 20 - **COMPRESSION CONTROL**

This parameter allows control of the MP 100 internal compressor. A VALUE of zero (0) will turn the compressor off, and selecting a VALUE from one (1) to seven (7) allows the user to set the desired compression level. The higher this VALUE, the greater the compression.

PARAMETER 21 - **INTERNAL GAIN CONTROL**

This parameter is used to set the amount of drive level to the distortion stage. The higher this VALUE is set, the greater the amount of distortion and internal signal level.

PARAMETER 22 - **DISTORTION SELECT**

The VALUE of this parameter allows the MP 100 user to select a clean sound or one of the three internal distortion circuits. When the VALUE is set a zero (0), "clean" is selected. (NOTE: Distortion can still be generated if INPUT LEVEL CONTROL (10) or DISTORTION DRIVE LEVEL (21)

VALUES are at high settings.) With the VALUE set at one (1), the MP100 will produce a range from "edge" to medium heavy distortion depending on the drive level setting of parameter 21. Setting the VALUE at two (2) will select a combination of the first and third (or INSERT) distortion circuits. With the VALUE set at three (3) the third distortion circuit (or external INSERT) is selected. This setting is used for medium to heavy distortion sounds which are high in harmonic content and give very good sustain.

PARAMETER 23 - **LOW PASS FILTER**

A value of (0) is flat. A value of (1) cuts off high frequency signal.

PARAMETER 30 - **COMPENSATION LEVEL CONTROL**

This Parameter controls an attenuator used to compensate for excessive levels caused by high values of DISTORTION DRIVE LEVEL parameter 21.

PARAMETERS 31 thru 37 - **E Q 2**

These are the seven (7) bands of the output graphic equalizer. The center frequencies are given in the parameter list. (Pg.9) This equalizer is used to restore full sound or to provide desired equalization at the output.

PARAMETER 40 - **DIRECT MIX LEVEL**

This parameter is used to control the desired level of the direct created program sound in the mix with external effects 1 thru 3. The value of this parameter can be adjusted from zero (0) to sixty-four (64) giving a range of level adjustment from off to maximum respectively.

PARAMETER 41 - LEFT EFFECT LEVEL

The VALUE of this parameter will allow control of the level of the left effect (#1) in the mix with direct created program sound. This VALUE can be set to range from zero (off) to 64 (maximum).

PARAMETER 42 - RIGHT EFFECT LEVEL

The VALUE of this parameter will allow control of the level of the right effect (#2) in the mix with direct created program sound. This VALUE can be set to range from zero (off) to 64 (maximum).

PARAMETER 43 - RIGHT EFFECT (3) SWITCH

This parameter can be programmed with each sound to turn on or off one additional effect unit. Set the VALUE at zero (0) to turn the effect off, and one (1) to turn it on. Control of the mix of this effect can be achieved by adjusting the DIRECT MIX and the external effects output level.

PARAMETER 60 - CHAIN CONTROL

This parameter allows the MP100 to chain together a number of programs such that these programs will be repeated over and over as the SELECT switch is pressed. The number of programs in this chain is determined by the VALUE of this parameter. To exit a chain use the UP or DOWN switches.

PARAMETER 70 - FIRST TRANSMIT MIDI CHANNEL SELECT

When the VALUE of this parameter is set to zero (0), the FIRST MIDI transmit is turned off and no data will be sent. Setting the VALUE to a number from one (1) to

sixteen (16) will cause the MP100 to transmit the FIRST MIDI program number on that channel.

PARAMETER 71 - FIRST MIDI PROGRAM NUMBER

The VALUE of this parameter should be set to the FIRST MIDI program number that is to be transmitted when the sound program is selected.

PARAMETER 72 - SECOND MIDI TRANSMIT CHANNEL SELECT

When the VALUE of this parameter is set to zero (0), the SECOND MIDI transmit is turned off and no data will be sent. Setting the VALUE to a number from one (1) to sixteen (16) will cause the MP100 to transmit the SECOND MIDI program number on that channel.

PARAMETER 73 - SECOND MIDI PROGRAM NUMBER

The VALUE of this parameter should be set to the SECOND MIDI program number that is to be transmitted when the sound program is selected.

SYSTEM PARAMETERS

(Numbers 80 thru 90 can be accessed from program number "0" only.)

PARAMETER 80 - MIDI RECEIVE CHANNEL

When the VALUE of this parameter is set at zero (0) the MP100 is in the OMNI-ON mode and will receive data from all the MIDI channels. With the VALUE set to a

PARAMETER LIST

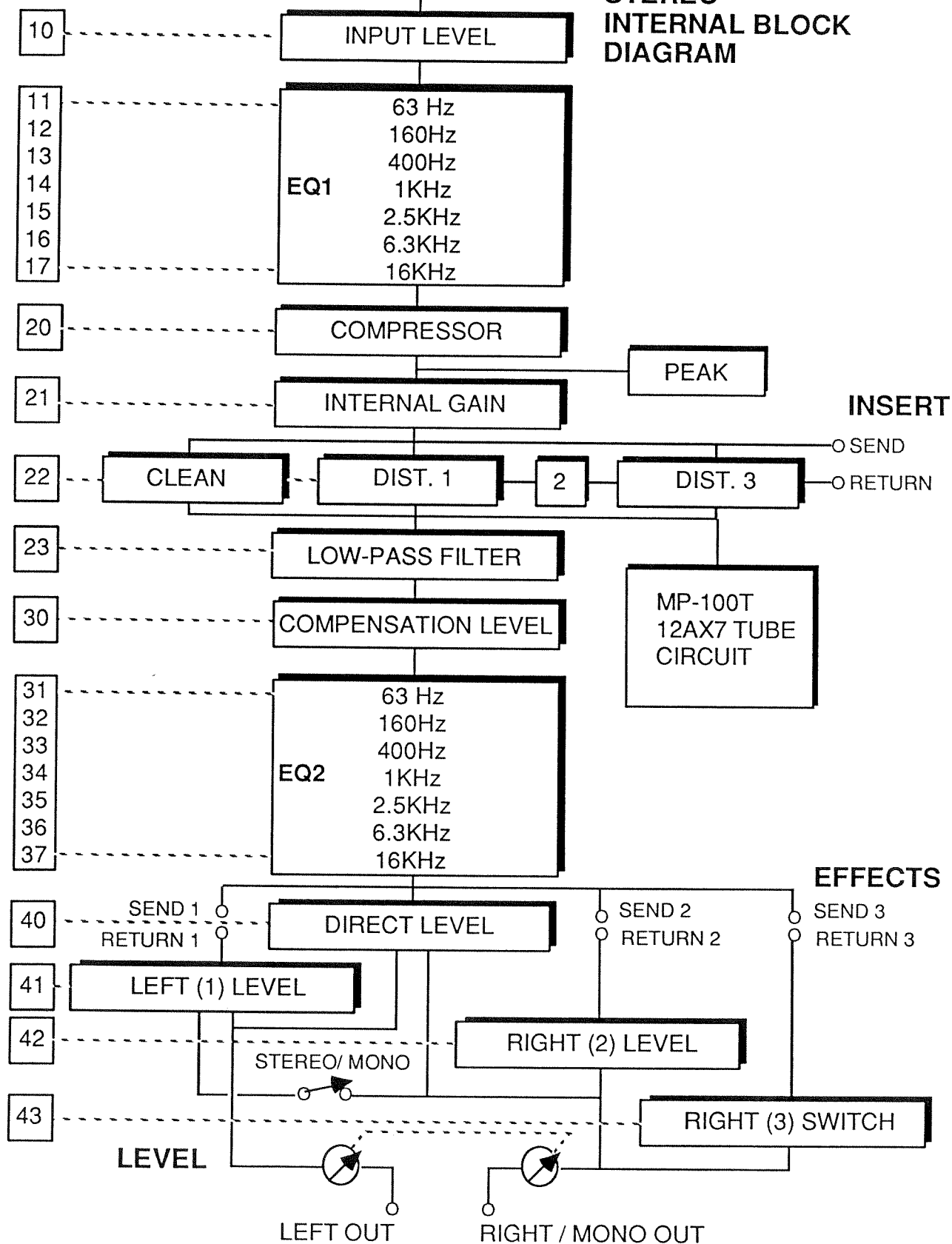
NO.	NAME	VAL. RANGE	NOTES
10	INPUT LEVEL CONTROL	0 TO 64	0=MIN/64=MAX
11	EQ1 BAND 1 (63HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
12	EQ1 BAND 2 (160HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
13	EQ1 BAND 3 (400HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
14	EQ1 BAND 4 (1KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
15	EQ1 BAND 5 (2.5KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
16	EQ1 BAND 6 (6.3KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
17	EQ1 BAND 7 (16KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
20	COMPRESSOR CONTROL	0 TO 7	0=OFF/7=MAX
21	INTERNAL GAIN CONTROL	0 TO 64	0=MIN/64=MAX
22	DISTORTION SELECT	0 TO 3	0=OFF/1=EDGE/2=SUM/3=MAX
23	LOW PASS FILTER	0 TO 1	0=OFF/1=ON
30	COMPENSATION LEVEL	0 TO 64	0=OFF/64=MAX
31	EQ2 BAND 1 (63HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
32	EQ2 BAND 2 (160HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
33	EQ2 BAND 3 (400HZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
34	EQ2 BAND 4 (1KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
35	EQ2 BAND 5 (2.5KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
36	EQ2 BAND 6 (6.3KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
37	EQ2 BAND 7 (16KHZ)	0 TO 24	0=-12DB/12=0DB/24=+12DB
40	DIRECT MIX LEVEL	0 TO 64	0=OFF/64=MAX
41	LEFT EFFECT (1) LEVEL	0 TO 64	0=OFF/64=MAX
42	RIGHT EFFECT (2) LEVEL	0 TO 64	0=OFF/64=MAX
43	RIGHT EFFECT (3) SW.	0 TO 1	0=OFF/1=ON
60	CHAIN CONTROL	0 TO 99	0=OFF/1-99=LENGTH
70	1ST MIDI TRANSMIT CH. SELECT	0 TO 16	0=OFF/1-16=CHANNEL
71	1ST MIDI PROGRAM NUMBER	0 TO 99	0-99=PROGRAM
72	2ND MIDI TRANSMIT CH. SELECT	0 TO 16	0=OFF/1-16=CHANNEL
73	2ND MIDI PROGRAM NUMBER	0 TO 99	0-99=PROGRAM

SYSTEM PARAMETERS

80	MIDI RECEIVE CHANNEL	0 TO 16	0=OMNI ON/1-16=CHANNEL
81	MIDI RECEIVE CONFIG.	0 TO 2	0=OFF/1=PGM#/2=KEY#
82	MIDI TRIGGER KEY NUMBER	0 TO 99	0-99="NOTE ON" KEY#
83	AUTO REPEAT SPEED	0 TO 4	0=SLOW/4=FAST
90	CASSETTE PROG Save/Load	0 TO 2	0=OFF/1=LOAD/2=SAVE
91	MIDI PROGRAM Save/Load	0 TO 2	0=OFF/1=LOAD/2=SAVE

SOUND PARAMETER

MP100 STEREO INTERNAL BLOCK DIAGRAM



number from one (1) to sixteen (16) the MP 100 will receive data from that selected channel only.

PARAMETER 81 - MIDI RECEIVE CONFIGURATION

When the VALUE of this parameter is set at zero (0) MIDI receive is turned off, and the MP 100 will not respond to data on the MIDI connector. With the VALUE set at one (1) the MP100 will respond only to MIDI "program change" messages by changing to the sound program number indicated by the MIDI data. Setting the VALUE at two (2) will enable a special "trigger key number" mode that advances the MP 100 to the next sound program when a MIDI "note-on key number" message is received that matches the key number selected in parameter 82.

PARAMETER 82 - MIDI TRIGGER KEY NUMBER

This parameter is used only when parameter 81 is set at the VALUE two (2). The VALUE should be set from zero (0) to ninety-nine (99) to match the desired "note-on key number".

PARAMETER 83 - AUTO REPEAT SPEED

The value of this parameter sets the rate of the Auto repeat on the UP and DOWN switches. A VALUE of zero (0) is the slowest rate and a VALUE of four (4) is fast.

MP 100 MIDI

One of the most powerful features of the MP100 is the MIDI interface. This feature allows the MP100 to directly control the new breed of MIDI equipped effect processors providing total control of instrument sound including effects such as reverb, echo, chorus, flanging, harmonizing, and many more. All this from

a press of a switch, AND--

The MP100 also allows MIDI sequence recorders, drum machines, personal computers, etc. to control which sound program is selected.

The following are examples of some possible MIDI applications:

EXAMPLE 1 - THE MP100 AND MIDI EQUIPPED EFFECTS PROCESSORS

Connect the MIDI OUT jack of the MP100 to the MIDI in jack on the effect processor. Then determine which MIDI channel number that the effect processor is set to receive on. Now enter this number into the MIDI TRANSMIT CHANNEL SELECT parameter (70) of each of the MP 100 sounds that you want to have transmit program change information to the effect processor.

Next, enter the desired effect processor number into the MIDI PROGRAM NUMBER parameter (71).

NOTE: The MP100 uses MIDI program change numbers starting at "0" and continuing to "99". Not all MIDI equipment uses this same scheme, therefore, some adjustment may have to be made to this number. Refer to the equipment's manual.

EXAMPLE 2 THE MP 100 AND A MIDI SEQUENCE RECORDER

Connect MIDI IN and MIDI OUT of the MP100 to the MIDI OUT and MIDI IN of the sequence recorder respectively.

First, the MIDI RECEIVE CONFIGURATION parameter (81) must be set to "1", the program change mode. Now set the MP 100's MIDI RECEIVE CHANNEL SELECT, parameter (80), to the desired channel number. Next, make sure that the sound program number of each sound to be used is in the MIDI PROGRAM NUMBER parameter (71) of that sound and also that

the MIDI TRANSMIT CHANNEL SELECT parameter is set to the proper channel for each sound.

Referring to the sequence recorder's manual, set it into RECORD mode. Now use your remote footpedal or front panel switches to select the desired sound precisely when you want the sound program to change. When you play back the sequencer, your MP100 sounds will change automatically at the precise time that you chose during recording.

Cassette back-up PROGRAM LOAD

To load your MP100's memory with a complete new set of 100 programs from a previously recorded tape, follow these directions.

CAUTION: Make sure you have a backup tape of any important programs before you load new programs, as the old programs will be lost. Refer to PROGRAM SAVE.

First, make sure that the "EAR" or "LINE OUT" jack of the cassette player is connected to the TAPE DATA IN jack on the rear of the MP 100. Then begin the following steps:

- 1) Press the DOWN switch until sound program "0" is displayed.
- 2) Press the MODE switch. The Parameter display will flash and the Value display will light.
- 3) Use the UP switch to obtain "90" on the Parameter display.
- 4) Press the SELECT switch. The Value display will begin flashing and the Parameter display will go steady.
- 5) Press the UP switch once to obtain a "1" on the Value display.

6) Now press the SELECT switch and "PL" will appear in the Parameter display.

7) Start the cassette player in the "play" mode. After a few moments a "-" should appear in the value display. If this load indicator does not appear or "EE" is displayed, then rewind the tape and repeat steps 2 through 6.

When the program LOAD has been successfully completed, the MP100 will automatically go to sound Program "0"

Cassette back-up PROGRAM SAVE

To make a back-up tape of the complete set of programs in the MP100's memory proceed with the following instructions.

First, make sure that the "MIC" or "LINE-IN" jack on the cassette recorder is connected to the "TAPE DATA OUT" jack on the rear of the MP100. Also, the "EAR" or "LINE-OUT" jack of the cassette player should be connected to the "TAPE DATA IN" jack on the rear of the MP100. Then begin the following steps:

- 1) Press the DOWN switch until sound program "0" is displayed.
- 2) Press the MODE switch. The Parameter display will flash and the value display will light.
- 3) Use the UP switch to obtain "90" on the Parameter display.
- 4) Press the SELECT switch. The Parameter display will light steady and the Value display will begin to flash.
- 5) Press the UP switch twice to obtain a "2" on the Value display.
- 6) Now press the SELECT switch and "PS" will be displayed in the Parameter display.
- 7) Start the cassette recorder in the "record" mode. Wait for any leader to pass.

8) Press the MODE switch to output data to the tape. A "-" in the Value display indicates that data is being sent to tape.

9) When the "-" in the Value display goes off, (approx. 30 sec.) then stop and rewind tape.

10) To verify the recording start the cassette recorder in the "play" mode. The "-" should light again indicating that verify is in progress. If this does not occur or if "EE" is displayed then rewind the tape and repeat steps (2) thru (10).

When verification is complete the MP100 will return to sound program "0".

ANALOG CONTROL TECHNOLOGY, INC.

MP100 FACTORY PROGRAMS

For your convenience we have divided the programs into four amplifier groups. The programs in the COMBO AMP group are maximized for use with open back combo type guitar amplifiers. The CONCERT AMP group is ideal for use with European style concert amplifier stacks. These groups represent factory suggested optimum applications. They are only suggestions and are not ment to restrict other creative combinations using your own equipment. We encourage experimentation to obtain the sounds you want!

	Prog. #	Sound	Pickup	Guitar	Style
COMBO AMP	0	CLEAN-Twin sound	A	S	Clean*
	1	MEDIUM EDGE DISTORTION	A	S	Rock+Country Rhythm
	2	HEAVY DISTORTION w/harmonics	R	S	Rock Lead
	3	FULL TUBE DISTORTION	R,F	S	Rock Lead
	4	CLEAN DYNAMIC	M,R	S	Rhythm "Classic Strat"
	5	CLEAN	A	H	Clean
	6	EDGE DISTORTION	F,R	H	Rock Rhythm/Lead
	7	DISTORTION w/sustain	R	H	80's Lead
	8	DISTORTION w/mid boost	R	H	ZZ Sound
	9	MEDIUM DISTORTION	A	H	Rhythm/Lead
	10	CLEAN EXPRESSIVE	R	S,H	Bright/Lead
	11	CLEAN / EDGE COMPRESSED	A	S,H	Country/Rock
	12	FAT DISTORTION w/harmonics	R	S,H	70's Rock
	13	WARM SWEET EDGE	A	S,H	Jazz, Blues
	14	DISTORTION w/mid boost	R	S,H	Lead "Boston Rock"
CONCERT AMP	15	CLEAN	A	S	Clean*
	16	EXPRESSIVE EDGE	N,R	S	Rock Rhythm Lead
	17	FULL TUBE OVERDRIVE	R	S	Sustaining Lead
	18	CLEAN	A	H	Rhythm and Picking
	19	DISTORTION ON DEMAND	A	H	70's Rock
	20	CRISP DISTORTION	A	H	Rock Lead
	21	CLEAN	R	S,H	Lead and Rhythm
	22	LIGHT EDGE	A	S,H	Rock
	23	DISTORTION w/harmonics	A	S,H	80's Rock
	24	DISTORTION w/mid boost	R	S,H	Tight Distortion

PICKUP: F = Front
M = Middle
R = Rear (Bridge)
A = Any

GUITAR: S = Single Coils
H = Humbucking
A = Acoustic
B = Bass

*NOTE: Adjust amplifier to acquire a good clean sound for reference.

ANALOG CONTROL TECHNOLOGY, INC.

MP100 FACTORY PROGRAMS

The **POWER AMP** group is for use with rack mount amplifiers driving guitar speakers. The **MIXER** group programs are ideal for recording and PA direct to console applications. Again these are only suggestions and are not ment to restrict other creative combinations using your own equipment. We encourage experimentation to obtain the sounds you want!

	Prog. #	Sound	Pickup	Guitar	Style
P O W E R A M P	25	CLEAN-Twin sound	A	S	Clean*
	26	MEDIUM EDGE DISTORTION	A	S	Rock+Country Rhythm
	27	HEAVY DISTORTION w/harmonics	R	S	Rock Lead
	28	FULL TUBE DISTORTION	R,F	S	Rock Lead
	29	CLEAN DYNAMIC	M,R	S	Rhythm "Classic Strat"
	30	CLEAN	A	H	Clean
	31	EDGE DISTORTION	F,R	H	Rock Rhythm/Lead
	32	DISTORTION w/sustain	R	H	80's Lead
	33	DISTORTION w/mid boost	R	H	ZZ Sound
	34	MEDIUM DISTORTION	A	H	Rhythm/Lead
	35	CLEAN EXPRESSIVE	R	S,H	Bright/Lead
	36	CLEAN / EDGE COMPRESSED	A	S,H	Country/Rock
	37	FAT DISTORTION w/harmonics	R	S,H	70's Rock
	38	WARM SWEET EDGE	A	S,H	Jazz, Blues
	39	DISTORTION w/mid boost	R	S,H	Lead "Boston Rock"
M I X E R	40	CLEAN	A	S	Clean*
	41	EXPRESSIVE EDGE	N,R	S	Rock Rhythm Lead
	42	FULL TUBE OVERDRIVE	R	S	Sustaining Lead
	43	CLEAN	A	H	Rhythm and Picking
	44	DISTORTION ON DEMAND	A	H	70's Rock
	45	CRISP DISTORTION	A	H	Rock Lead
	46	ACOUSTIC CLEAN	-	A	Lead and Picking
	47	ACOUSTIC w/Compression	-	A	Lead and Rhythm
	48	WALKING BASS	A	B	Finger Style
	49	SMOOTH BASS	A	B	Country Picking
PICKUP: F = Front M = Middle R = Rear (Bridge) A = Any			GUITAR: S = Single Coils H = Humbucking A = Acoustic B = Bass		*NOTE: Adjust amplifier to acquire a good clean sound for reference.



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MP100 MIDI Implementation Chart

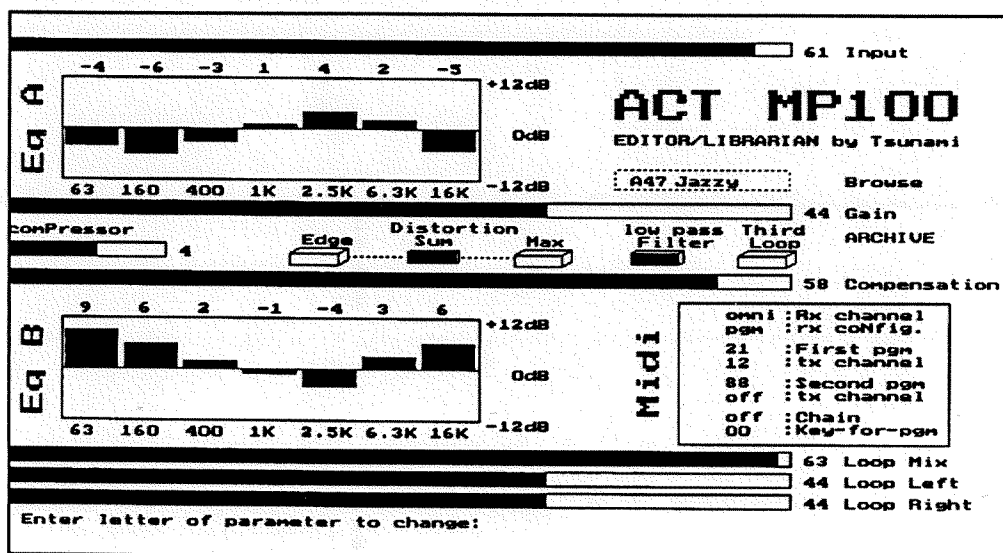
Function	Transmitted	Recognized	Remarks
Default	1 - 16	1 - 16	Data is memorized
BASIC CHANNEL			
Changed	1 - 16	1 - 16	Parameters 70, 72 and 80
MODE	NO	NO	
NOTE NUMBER	NO	0 - 99	Parameter 82
Note ON	NO	YES	Used with Parameter 81 in configuration #2 (Key#)
VELOCITY			
Note OFF	NO	NO	
AFTER TOUCH	NO	NO	
PITCH BENDER	NO	NO	
CONTROL CHANGE	NO	NO	
PROGRAM CHANGE	0 - 99	0 - 99	Parameter 71 and 73
SYSTEM EXCLUSIVE	NO	NO	
SYSTEM COMMON	NO	NO	
SYSTEM REAL TIME	NO	NO	
AUX MESSAGES	NO	NO	

REV 3.0 FACTORY SOUND PROGRAMS PARAMETER VALUE TABLE FOR THE MP-100T

PROGRAM NUMBER IS P# COLUMN													PARAMETER NUMBER IS P# ROW																
P#	10	11	12	13	14	15	16	17	20	21	22	23	30	31	32	33	34	35	36	37	40	41	42	43	60	70	71	72	73
00	45	11	10	12	17	24	22	04	05	51	00	00	60	14	14	11	12	24	23	04	35	35	35	00	00	01	26	00	00
01	51	06	19	07	21	21	24	24	00	48	03	00	59	13	10	18	06	23	18	08	43	47	47	00	00	01	38	00	00
02	63	11	16	12	24	03	06	05	00	55	03	00	51	11	11	13	08	24	18	17	54	43	43	00	00	01	26	00	00
03	60	08	18	09	22	16	24	16	02	46	03	00	60	10	12	11	00	23	21	06	51	46	46	00	00	01	21	00	00
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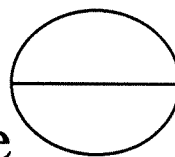
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