

BP200

**MODELING
BASS
PROCESSOR**



**User's
Guide**



These symbols are internationally accepted symbols that warn of potential hazards with electrical products. The lightning flash means that there are dangerous voltages present within the unit. The exclamation point indicates that it is necessary for the user to refer to the owners manual.

These symbols warn that there are no user serviceable parts inside the unit. Do not open the unit. Do not attempt to service the unit yourself. Refer all servicing to qualified personnel. Opening the chassis for any reason will void the manufacturer's warranty. Do not get the unit wet. If liquid is spilled on the unit, shut it off immediately and take it to a dealer for service.

Disconnect the unit during storms to prevent damage.

Electromagnetic Compatibility

Operation is subject to the following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.
- Use only shielded interconnecting cables.
- Operation of this unit within significant electromagnetic fields should be avoided.

Warning

For your protection, please read the following:

Water and Moisture: Appliances should not be used near water (e.g. near a bathtub, washbowl, kitchen sink, laundry tub, in a wet basement, or near a swimming pool, etc.) Care should be taken so that objects do not fall and liquids are not spilled into the enclosure through openings.

Power Sources: The appliance should be connected to a power supply only of the type described in the operating instructions or as marked on the appliance.

Grounding or Polarization: Precautions should be taken so that the grounding or polarization means of an appliance is not defeated.

Power Cord Protection: Power supply cords should be routed so that they are not likely to be walked on or pinched by items placed upon or against them, paying particular attention to cords at plugs, convenience receptacles, and the point where they exit from the appliance.

Servicing: To reduce the risk of fire or electrical shock, the user should not attempt to service the appliance beyond that described in the operating instructions. All other servicing should be referred to qualified service personnel.

For units equipped with externally accessible fuse receptacle: Replace fuse with same type and rating only.

DECLARATION OF CONFORMITY

Manufacturer's Name: DigiTech
Manufacturer's Address: 8760 S. Sandy Parkway
Sandy, Utah 84070, USA

declares that the product:

Product name: BP200
Note: Product name may be suffixed by the letters EU, JA, NP and UK.

Product option: all (requires Class II power adapter that conforms to the requirements of EN60065, EN60742, or equivalent.)

conforms to the following Product Specifications:

Safety: IEC 60065 (1998)

EMC: EN 55013 (1990)
EN 55020 (1991)

Supplementary Information:

The product herewith complies with the requirements of the Low Voltage Directive 72/23/EEC and the EMC Directive 89/336/EEC as amended by Directive 93/68/EEC.

DigiTech / Johnson
President of Harman Music Group
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Date: September 14, 2001

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Fax: (801) 568-7573

Warranty

We at DigiTech are very proud of our products and back-up each one we sell with the following warranty:

1. The warranty registration card must be mailed within ten days after purchase date to validate this warranty.
2. DigiTech warrants this product, when used solely within the U.S., to be free from defects in materials and workmanship under normal use and service.
3. DigiTech liability under this warranty is limited to repairing or replacing defective materials that show evidence of defect, provided the product is returned to DigiTech WITH RETURN AUTHORIZATION, where all parts and labor will be covered up to a period of one year. A Return Authorization number may be obtained from DigiTech by telephone. The company shall not be liable for any consequential damage as a result of the product's use in any circuit or assembly.
4. Proof-of-purchase is considered to be the burden of the consumer.
5. DigiTech reserves the right to make changes in design, or make additions to, or improvements upon this product without incurring any obligation to install the same on products previously manufactured.
6. The consumer forfeits the benefits of this warranty if the product's main assembly is opened and tampered with by anyone other than a certified DigiTech technician or, if the product is used with AC voltages outside of the range suggested by the manufacturer.
7. The foregoing is in lieu of all other warranties, expressed or implied, and DigiTech neither assumes nor authorizes any person to assume any obligation or liability in connection with the sale of this product. In no event shall DigiTech or its dealers be liable for special or consequential damages or from any delay in the performance of this warranty due to causes beyond their control.

NOTE: The information contained in this manual is subject to change at any time without notification. Some information contained in this manual may also be inaccurate due to undocumented changes in the product or operating system since this version of the manual was completed. The information contained in this version of the owner's manual supersedes all previous versions.

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Introduction

The BP200 gives you the flexibility and power to produce sonic creations never before thought possible. To become better acquainted with the BP200, we recommend you go through this User's Guide with your BP200 in front of you.

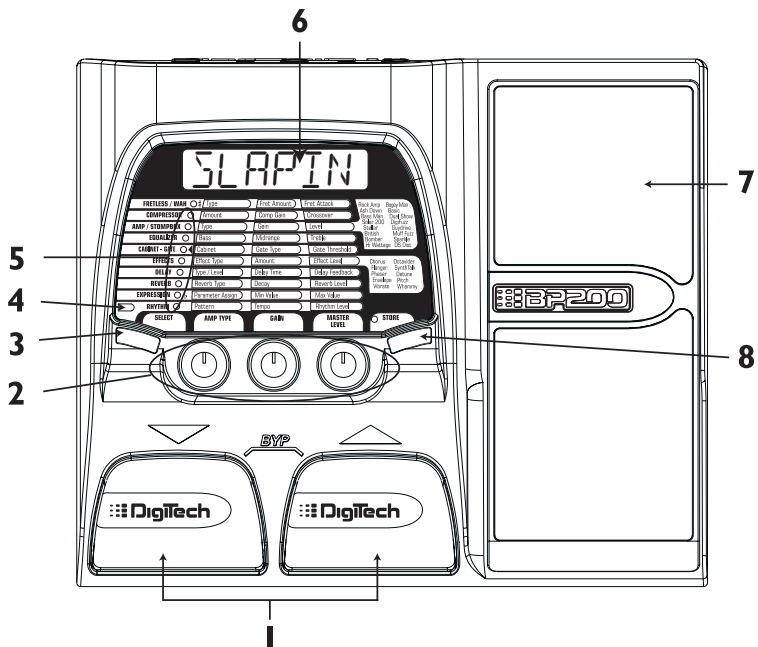
Included Items

Before you get started, please make sure that the following items have been included:

- BP200
- PS0913B Power Supply
- User's Guide
- Warranty Card

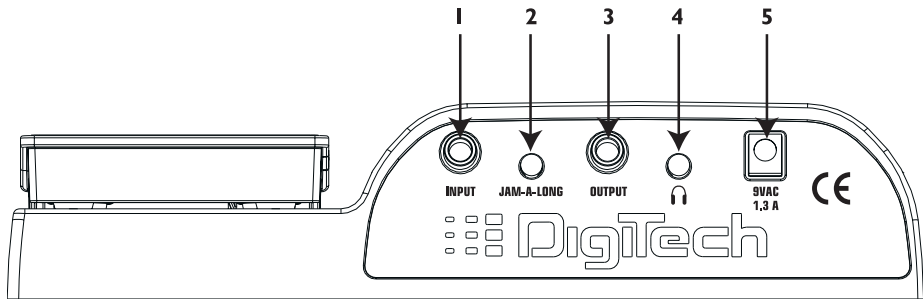
The utmost care was taken while your BP200 was being manufactured. Everything should be included and in perfect working order. If anything is missing, contact the factory at once. Please help us become acquainted with you and your needs by completing your warranty card. Thank you!

Front Panel



1. **FOOT SWITCHES** - Navigate through all 80 presets. When pressed together, they bypass the current preset. When pressed together and held, Tuner mode is entered.
2. **AMP TYPE, GAIN, MASTER LEVEL** Knobs - Adjusts the effect parameters in Edit Mode and adjust Amp Type, Gain, and Master Level in Performance Mode, and select Pattern, Tempo, and Rhythm Level in Rhythm mode.
3. **SELECT** button - Enters and exits Edit Mode. Successive presses will navigate through all the effect rows.
4. **RHYTHM** button - Turns on and off the Rhythm Trainer function.
5. **EFFECTS MATRIX** - Lists all effect parameters available for editing. The LEDs next to each effect will light when the effect is on in a preset. The LEDs also serve as a reference when using the BP200's Tuner.
6. **DISPLAY** - Provides information for all the BP200's different functions.
7. **EXPRESSION PEDAL** - Controls the BP200's parameters in real time.
8. **STORE** button - Stores or copies presets to User preset locations.

Rear Panel

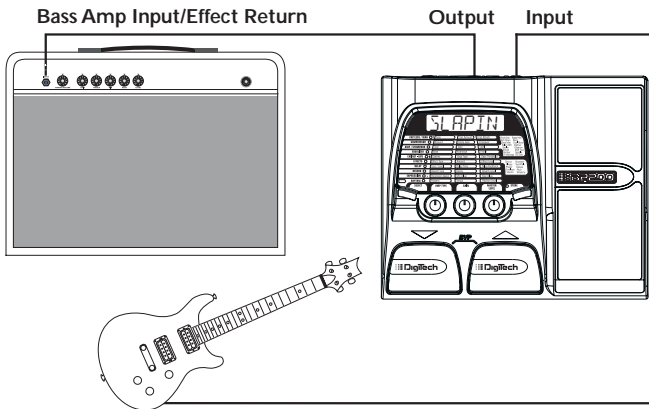


1. **INPUT** - Connect your instrument to this jack.
2. **JAM-A-LONG** - Connect the headphone output of your CD, tape, or MP3 player to this 1/8" stereo jack to practice along with your favorite music.
3. **OUTPUT** - The BP200's output is a TRS (tip, ring, sleeve) Stereo output that is used for both mono and stereo applications. Connect one end of a single mono instrument cable, or a TRS stereo "Y" cord to this jack, and the other end to an amplifier, mixer, or recording device's input(s).
4. **HEADPHONE** - Connect a pair of stereo headphones to this jack.
5. **POWER** - Connect only the DigiTech PS0913B power supply to this jack.

Connecting the BP200

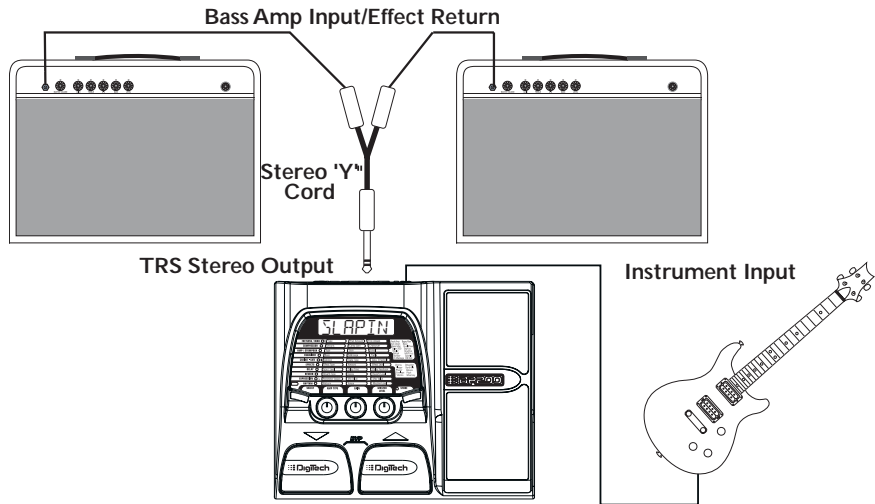
The BP200 can be connected in several different ways. The following diagrams show a few possible options. Before connecting the BP200, make sure the power to your amplifier is turned off. The BP200 should also be powered off or unplugged.

Mono Operation



1. Connect your bass to the BP200's Input.
2. Connect a single mono instrument cable from the BP200's Output to the amplifier's instrument input, or a power amp's line input.

Stereo Operation



1. Connect your bass to the BP200's Input.
2. Connect a TRS stereo "Y" cord to the BP200's Stereo Output.
3. Connect one end of the "Y" cord to an amplifier, mixer channel, or power amp input.
4. Connect the second end of the "Y" cord to another amplifier, mixer channel, or power amp output.

Note: If connecting to a mixing console, set the pan controls of the mixer hard left and right, and be sure to use the BP200's Cabinet Modeling. See page 20 for more information on selecting Cabinet Modeling.

Modes and Functions

Performance Mode

The BP200 initially powers up in performance mode. While in Performance mode, the BP200's buttons, knobs, and footswitches function as follows:

SELECT Button - Enters Edit Mode. Successive presses move to the next row of effects in the Matrix. If this button is pressed after the Expression LED lights, you return to Performance mode. Press and hold this button to exit Edit mode.

STORE Button - Enters Store Mode.

AMP TYPE, **GAIN**, and **MASTER LEVEL** Knobs - These knobs control the Amp Type, Gain, and Master Level of the current preset.

FOOT SWITCHES - The 2 foot switches navigate up and down through the BP200's presets. Press both footswitches simultaneously to access Bypass mode. Press and hold these together to access the Tuner mode. When a preset is selected the first three letters of the preset name followed by a space and preset number are shown in the display. After one second, the full preset name is displayed.

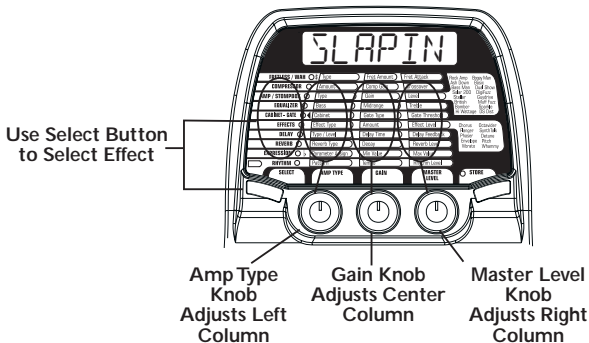
RHYTHM Button - Turns on or off the Rhythm Trainer. When the Rhythm Trainer is active, the **AMP TYPE** knob selects the Rhythm pattern, the **GAIN** knob changes the Rhythm Tempo, and the **MASTER LEVEL** knob changes the Rhythm Level.

EXPRESSION PEDAL - Controls the selected preset's parameter that is assigned to it.

Edit Mode

The BP200 lets you create your own presets, and modify existing presets. To create your own preset, do the following:

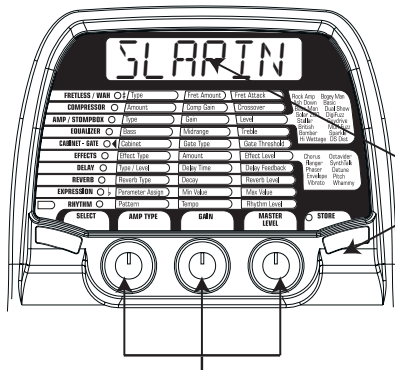
1. Select a User or Factory Preset.
2. Press the **SELECT** button. The Matrix's first effect row LED begins flashing.
3. Modify the parameters in the selected row using the **AMP TYPE**, **GAIN**, and **MASTER LEVEL** knobs. When changes are made, the Store LED lights, and an abbreviated parameter name with a space followed by a two digit parameter value is displayed. To move to the next effect in the Matrix, press the **SELECT** button again.
4. Press the **STORE** button to save your changes. See page 10 for more information on storing presets.



Store Mode

After modifying a preset, you must store your settings to one of the 40 User Preset locations. Do the following to store changes, or store a preset to a different location:

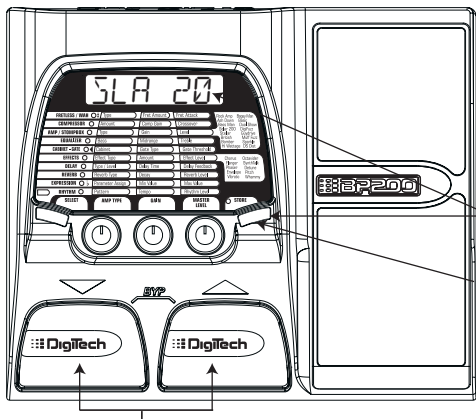
1. Press the **STORE** button. The STORE LED begins blinking off and on and the first character of the name flashes.
2. Use the **AMP TYPE** knob or either footswitch to change the character. Use the **GAIN** knob to move to the next character to the left or right in the name.



1. Press Store Characters in Display Flash Individually

2. Use Knobs to Name Preset

3. Press the **STORE** button again. A three letter abbreviation of the preset name and the preset number is displayed.
4. Select a new preset location (if desired) using the **UP** or **DOWN** footswitches or the **MASTER LEVEL** knob. Only presets 1-40 can be overwritten.
5. Press the **STORE** button a final time to store your changes. *STORE* followed by the current preset name is displayed.



3. Press Store Again
Preset Number Flashes
5. Press Store Again
Saves Preset to BP200

4. Select Destination
with Footswitches

Note: The **SELECT** and **RHYTHM** buttons abort the Store Mode.

Bypass Mode

The BP200 can be bypassed so only a clean, unprocessed bass signal is heard. To bypass the BP200, do the following:

1. Press both footswitches simultaneously. *BYPASS* appears in the display.
2. Press either of the footswitches again to return to Performance mode with all edits in tact.

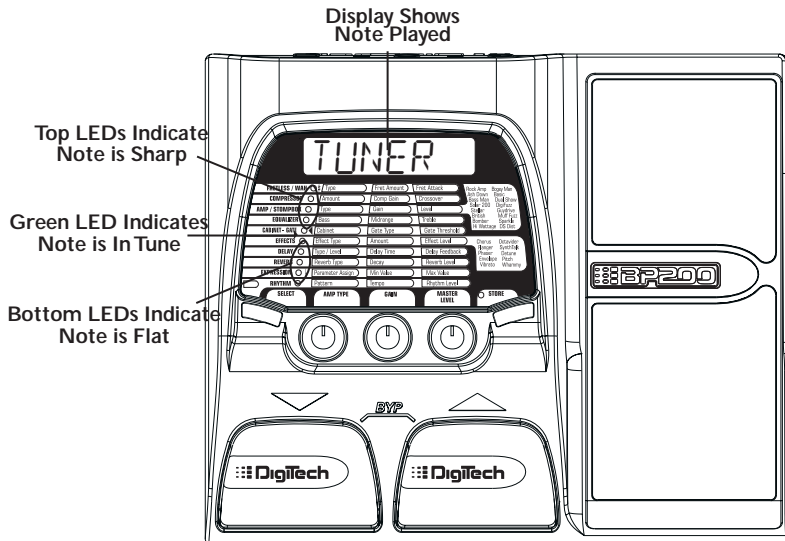
Note: the SELECT, RHYTHM, and STORE buttons, and the AMP TYPE, GAIN, and MASTER LEVEL knobs are disabled in Bypass mode.

Tuner Mode

The tuner in the BP200 lets you quickly tune or check the tuning of your bass. To access the Tuner do the following:

1. Press and hold both foot switches until *TUNER* appears in the display.
2. Begin playing and the note appears in the display. The Matrix LED's indicate whether the note is sharp (red LED's lit above the green CABINET-GATE LED) or flat (red LED's lit below the green CABINET-GATE LED). When the note is in tune, only the green CABINET-GATE LED is lit.
3. Press the **SELECT** button to select the tuning reference (A=440, A=Ab, A=G, A=Gb)
4. Rotate the **AMP TYPE, GAIN, and MASTER LEVEL** knobs to change the tuning reference in semitone steps. This setting is maintained until changed by the user or a factory reset is performed.

5. Press either of the 2 foot switches to exit the Tuner mode, and returns you to the last mode used.



Note: The STORE and RHYTHM buttons are disabled in Tuner mode. The EXPRESSION PEDAL returns sound to the signal and acts as bypass volume.

Rhythm Trainer

The BP200 includes 31 sampled drum patterns that may be used to develop a good sense of timing. To use the Rhythm Trainer, do the following:

1. Press the **RHYTHM** button.
2. Rotate the **AMP TYPE** knob to select 1 of the 30 patterns available.
3. Rotate the **GAIN** knob to set the pattern tempo (40-240BPM).
4. Rotate the **MASTER LEVEL** knob to adjust the rhythm playback level (0-99).
5. Press the **RHYTHM** button again to exit the Rhythm Trainer. All rhythm settings are maintained until the BP200 is powered off.

Note: Press the **SELECT** button to return to Edit Mode. Press the **STORE** button to return to Store Mode. Press either footswitch to return to Performance Mode with the Rhythm Trainer playback still enabled.

Expression Pedal

Assigning a Parameter

The BP200 includes a built-in Expression pedal. The Expression pedal is used to control many of the BP200's effect parameters in real time. To assign a parameter to the Expression pedal, do the following:

1. Select a User or Factory Preset.
2. Press the **SELECT** button until the Matrix's last effect row LED begins flashing.
3. Rotate the **AMP TYPE** knob to select the parameter the pedal will control.

4. Rotate the **GAIN** knob to adjust the minimum value the expression pedal reaches (toe up).
5. Rotate the **MASTER LEVEL** knob to adjust the maximum value the expression pedal reaches (toe down).
6. Press the **STORE** button to store your changes. See page 10 for more information on storing presets.

Here is a list of the parameters that can be assigned to the expression pedal:

PARAMETER	MIN VALUE	MAX VALUE
WAH	1	99
A GAIN	0	99
AMPLVL	0	99
AMOUNT	1	99
EFFLVL	0	99
WHAMMY	0	99
FBACK	1	99--R--HOLD
DLYLVL	0	99
DECAY	1	99
REVLVL	0	99
VOLPRE	***	***
VOLPST	***	***

Expression Pedal Calibration

It is important to calibrate your expression pedal for it to function properly. To calibrate the expression pedal, do the following:

1. Power up unit while pressing the UP footswitch until *TOE DN* is displayed.
2. Rock the Expression pedal forward (toe down position).
3. Press a footswitch, until *TOE UP* is displayed.
4. Rock the Expression pedal forward (toe up position).
5. Press a footswitch again to complete calibration.

Note: If *ERROR* is displayed, an error has occurred in the calibration and all steps must be repeated. This calibration procedure does not erase user presets.

Factory Reset

This function resets the BP200 to its original factory settings. This procedure erases all custom user presets, and recalibrates the Expression Pedal. To complete a factory reset, do the following:

Attention: ALL user defined presets will be lost if this function is performed!

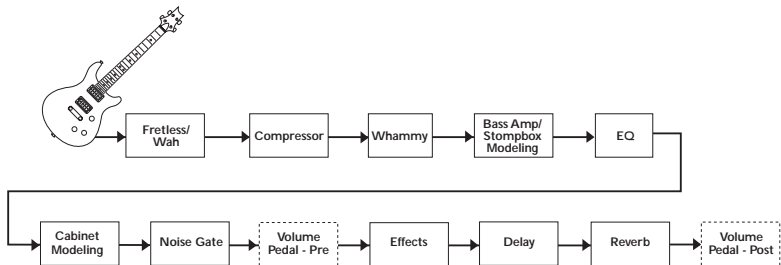
1. Disconnect the power supply from the BP200.
2. Press and hold the **SELECT** button while connecting the power supply.
3. When *RST ?* displays, release the button and press the **STORE** button. *RESET* displays and the BP200 is reset.

Once a factory reset has been completed, it is required to calibrate the Expression Pedal. Follow steps 2-5 of the calibration procedure outlined in the previous section.

Effects and Parameters

Signal Path

The BP200 is comprised of the following effect modules linked as follows:



Fretless / Wah

The fretless simulator creates a fretless bass sound with a fretted bass. The wah effect is controlled by an Expression pedal and makes the bass sound as if it's saying "Wah".

Type - Rotate the **AMP TYPE** knob to select one of the following: OFF, Fretless1-3, Cry Wah, Boutique Wah, and Full Range Wah.

Fret Amount - Rotate the **GAIN** knob to change the character of the fretless simulator.

Fret Attack - Rotate the **MASTER LEVEL** knob to set the attack time of the fretless simulator.

Note: Fret Amount and Fret Attack do not function when a Wah is selected.

Compressor

A Compressor is used to increase sustain, and prevent the signal from clipping the input of the other effects. The compressor threshold is a fixed setting.

Amount - Rotate the **AMP TYPE** knob to increase the amount of compression (OFF, 1-99).

Comp Gain - Rotate the **GAIN KNOB** to increase the compression level (1-6)

Crossover - Rotate the **MASTER LEVEL** knob to adjust the compressor crossover frequency. Signals below this frequency are compressed (50Hz, 63Hz, 80Hz, 100Hz, 125Hz, 160Hz, 200Hz, 250Hz, 315Hz, 400Hz, 500Hz, 630Hz, 800Hz, 1.0KHz, 1.25KHz, 1.6KHz, 2.0KHz, 2.5KHz, 3.15KHz, & Full Range).

Amp/Stompbox Models

Selects the amp to be used for the preset. Choices are as follows:

Rock Amp *ROCK* - Model based on an Ampeg SVT

Ash Down *ASHDOWN* - Model based on an Ashdown ABM-C410H

Bass Man *BASMAN* - Model based on a Fender Bassman

Solar 200 *SOLAR* - Model based on a Sunn 200S

Stellar *STELLA* - Model based on a SWR Interstellar Overdrive

British *BRITISH* - Model based on a Trace-Elliot Commando

Bomber *BOMBER* - Model based on an Ampeg B-15

Hi Wattage *HIWATTG* - Modeled based on an Hiwatt 50

Bogey Man *BOGGMN* - Model based on an Mesa/Boogie Bass 400+

Basic *BASIC* - Model based on an SWR Basic Black

Dual Show *DUAL SH* - Model based on an Fender Dual Showman

DigiFuzz *DIGFUZZ* - DigiTech Fuzz

Guydrive *GUY DRV* - Model based from a Guyatone OD-2

Muff Fuzz *MUFFUZZ* - Model based from a Big Muff Pi

Sparkle *SPARKL* - Model based from a Voodoo Labs Sparkledrive

DS Dist *DSDIST* - Model based from a Boss DS-1 Distortion

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Type - Rotate the **AMP TYPE** knob to select the type of Amp/Stompbox model.

Gain - Rotate the **GAIN** knob to adjust the amount of gain for the selected model (1-99)

Level - Rotate the **MASTER LEVEL** knob to control the preset level for the selected model (0-99).

EQ

Equalization is a useful tool used to shape the tonal response of the bass signal. The EQ is a 3-band EQ consisting of Bass, Mid and Treble. The frequency centers for each band may vary depending on the model selected in order to optimize their usability.

Bass - Rotate the **AMP TYPE** knob to adjust the boost/cut of the Bass Frequency (+/- 12dB).

Midrange - Rotate the **GAIN** knob to adjust the boost/cut of the Mid Frequency (+/- 12dB).

Treble - Rotate the **MASTER LEVEL** knob to adjust the boost/cut of the Treble Frequency (+/-12dB).

Cabinet - Gate

The Cabinet Modeling simulates different types of miked speaker cabinets. There are six cabinet types. The Silencer Noise Gate eliminates noise when you are not playing. The Auto Swell gate has 9 attack settings for automatically fading in the bass signal. The Cabinet choices are as follows:

1x15 – Based on an Ampeg Portaflex 1x15 cabinet

1x18 – Based on an Acoustic 360 1x18 cabinet

2x15 - Based on an Sunn 200S 2x15 cabinet

4x10 - Based on an Fender Bassman 4x10 cabinet

4x10 H - Based on an Eden 4x10 w/horn cabinet

8x10 - Based on an Ampeg SVT 8x10 cabinet

Ampeg, Acoustic, Sunn, Fender, and Eden are trademarks of their respective companies and are in no way associated with DigiTech.

Cabinet - Rotate the **AMP TYPE** knob to select one of 6 cabinet types .

Gate Type - Rotate the **GAIN** knob to select the gate type (Off, Silncr, or Swel 1-9).

Gate Thresh - Rotate the **MASTER LEVEL** knob to select the Noise Gate's threshold, higher settings are higher thresholds (1-40).

Effects

The Effects row has several effects to choose from: Off, Chorus, Flanger, Phaser, Vibrato, Octavider, SynthTalk™, Envelope Filter, Pitch, Detune, and Whammy™. When the Effects row is selected, the following settings apply:

Type - Selects the type of effect used in the EFFECTS module.

Amount - Controls different aspects of effects depending on the type selected.

Level - Controls Level, Depth, or Mix depending on type selected.

Note: Only one of the effects in this row can be used at a time.

Chorus

A chorus adds a short delay to your signal. The delayed signal is modulated in and out of tune and mixed back with the original signal to create a thicker sound.

Amount - Rotate the **GAIN** knob to simultaneously adjust the effect's speed and depth (1-99).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust chorus the level (1-99).

Flanger

A flanger uses the same principle as a chorus but uses a shorter delay time and adds regeneration (repeats) to the modulating delay. This results in an exaggerated up and down sweeping motion of the effect.

Amount - Rotate the **GAIN** knob to simultaneously adjust the effect's speed and depth (1-99).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the flanger level (1-99).

Phaser

A phaser splits the incoming signal, and changes the phasing of the signal. The signal is then taken in and out of phase and mixed back in with the original signal. As the phasing changes, different frequencies get cancelled resulting in a warm twisting sound.

Amount - Rotate the **GAIN** knob to simultaneously adjust the phaser speed and depth (1-99).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the phaser level (1-99).

Envelope Filter

The Envelope Filter is a dynamic Wah effect that alters your sound based upon how hard you play.

Amount - Rotate the **GAIN** knob to adjust the amount of input signal (sensitivity) required to trigger the Envelope effect (1-99).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the mix of the Envelope effect (0-99).

Vibrato

A vibrato effect modulates the pitch of the incoming signal at an even rate.

Amount - Rotate the **GAIN** knob to adjust the speed at which the pitch modulates (1-99).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the depth of the modulation (0-99).

Octavider

The Octavider effect creates a smooth tracking unison note one octave below the note being played.

Amount - Has no function when Octavider is used.

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the level of the Octavider effect (0-99).

SynthTalk™

SynthTalk™ is exclusive to DigiTech. It appears to make your bass speak based upon the attack or how hard you strike the strings.

Amount - Rotate the **GAIN** knob to select one of the ten different synth voices (Vox 1- Vox 10).

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the the input signal (sensitivity) required to trigger SynthTalk™ (0-99).

Pitch Shift

The pitch shifting copies the incoming signal, shifts the pitch of the copy to a different note, and then mixes it back with the original signal. This gives the illusion that two basses are playing different notes at the same time.

Amount - Rotate the **GAIN** knob to select the interval of the shifted pitch (+/-12 semitones).

Effect Level - Rotate the **MASTER LEVEL** knob to control the mix level of the shifted pitch (0-99).

Detune

A detuner makes a copy of the original signal, takes the copied signal slightly out of tune, and mixes the two signals back together. This gives the illusion that two guitars are playing the same part together.

Amount - Rotate the **GAIN** knob to adjust the amount of detune (+/-24 cents).

Effect Level - Rotate the **MASTER LEVEL** knob to control the mix of the detuned note (0-99).

Whammy™

Whammy is an effect that uses an Expression Pedal to bend the pitch of the incoming signal, or add a bendable harmony with the original signal. As the pedal is moved, the note is bent either up or down.

Amount - Rotate the **GAIN** knob to select the type of pitch bend.

Whammy (no Dry Signal)

1OCTUP (1 octave above)

2OCTUP (2 octaves above)

2NDOWN (a second below)

REV2ND (a second below reversed pedal action)

4THDOWN (a fourth below)

1OCTDN (an octave below)

2OCTDN (2 octaves below)

DIVEBOM (Dive Bomb)

Harmony Bends (Dry Signal Added)

M3;MA3 (a minor third to a Major third)

2ND;MA3 (a second above to a Major third above)

3RD;4TH (a third above to a fourth above)

4TH;5TH (a fourth above to a fifth above)

5THOCT (a fifth above to an octave above)

HOC TUP (one octave above)

HOC TDN (one octave down)

Effect Level - Rotate the **MASTER LEVEL** knob to adjust the volume of the Whammy (0-99).

Delay

Delay records a portion of the incoming signal, and plays it back a short time later. The recording can repeat just once or several times.

Type/Level - Rotate the **AMP TYPE** knob to select one of the following: Mono 1-9, Analog 1-9, and Ping Pong 1-9, and Spread 1-9. (1-9 are varying delay levels).

Delay Time - Rotate the **GAIN** knob to select the delay time (10ms - 990ms, 1sec - 2sec).

Delay Feedback - Rotate the **MASTER LEVEL** knob to adjust the amount of feedback (repeats) (0-99, RHold).

Reverb

Using reverb in recorded program material gives the listener a sense that the material is being performed in an actual room or hall. This similarity to actual acoustic spaces makes reverberation a useful tool in recorded music.

Reverb Type - Rotate the **AMP TYPE** knob to select 1 of 10 reverb effects, or Off .

REV OFF = Reverb Off

PLATE = Plate

GARAGE = Parking Garage

STUDIO = Studio

HALL = Hall

ARENA = Arena

ROOM = Wood Room

AMPTHE = Amphitheater

SPRING = Spring

CLUB = Club

CHURCH = Church

Decay - Rotate the **GAIN** knob to adjust the reverb decay time (1-99).

Reverb Level - Rotate the **MASTER LEVEL** knob to adjust the reverb level (0-99).

Appendix

Specifications:

Input: 1/4" TS

Jam-A-Long: 1/8" Stereo TRS

Output: 1/4" Stereo TRS

Headphone: 1/8" Stereo TRS

A/D/A: 24 bit Delta Sigma

Power Supply: 9 VAC, 1.3A (PS0913B)

Power Consumption: 6.8 Watts

Memory: 40 User/40 Factory

Effects: Fretless Simulator, Wah, Compressor, 16 Bass Amp/Stompbox Models, 3 band EQ, Noise Gate, Cabinet Modeling, Chorus, Flange, Phaser, Envelope Filter, Vibrato, Octavider, SynthTalk™, Detune, Pitch Shift, Whammy™, Delay, and Reverb.

Rhythm Trainer: 31 Patterns

Dimensions: 8.5" L x 10" W x 2.25" H

Weight: 3 lbs.

Preset List

Number	Preset Name	Display Name	Number	Preset Name	Display Name
1/41	Punch Bass	PUNCH	21/61	Auto Wah	AUTOWAH
2/42	Crunch	CRUNCH	22/62	Phased	PHASED
3/43	Growl	GROWL	23/63	Comp Clean	CMPCLN
4/44	Grit Bass	GRITTY	24/64	Chorus	CHORUS
5/45	Beefy	BEEFY	25/65	Traced	TRACED
6/46	Slappin'	SLAPIN	26/66	Amped	AMPED
7/47	Rockin'	ROCKIN	27/67	Sunny	SUNNY
8/48	Jazzy	JAZZY	28/68	Solo	SOLO
9/49	Smooth	SMOOTH	29/69	Bright	BRIGHT
10/50	Spank	SPANK	30/70	Dark	DARK
11/51	Fretless	NOFRET	31/71	Studio	STUDIO
12/52	Dirt Bass	DIRT	32/72	Tight	TIGHT
13/53	Octave Fuzz	OCTFUZ	33/73	Big Butt	BIGBUT
14/54	Grind	GRIND	34/74	Fat Fuzz	FATFUZ
15/55	Synthlike	SYNTH	35/75	Fuzz Phase	FUZFAZ
16/56	Sweep	SWEEP	36/76	Vibro	VIBRO
17/57	Phat	PHAT	37/77	Vintage	VINTAG
18/58	Standup	STNDUP	38/78	B- Man	B-MAN
19/59	Funken	FUNKEN	39/79	Strings	STRNGS
20/60	Pick It	PICKIT	40/80	Space	SPACE

Notes:

Notes:

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Printed in the USA 9/2001

Manufactured in the USA

BP200 Owners Manual 18-1315-A

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