Param	CC	Range	Behaviour
SIMULATION			
Power Amp			
On/Off	0	0-1	0 = Off ; 1 = On
Model	1	0-7	0 = Model #0 ; 1 = Model #1...
Volume	2	0-30	0 = 0dB ; 30 = 30dB
Presence	3	0-127	0 = 0% ; 63 = 50% ; 127 = 100%
Depth	4	0-127	0 = 0% ; 63 = 50% ; 127 = 100%
Character	5	0-1	0 = Triode ; 1 = Pentode
Cab/Mic			
On/Off	6	0-1	0 = Off ; 1 = On
Mode	7	0-7	0 = Cab/Mic ; 1= User 0 ; 2= User1; 3 = User 2 ; 4 = User 3
Cab	8	0-num files	0 = Cab #0 ; 1 = Cab #1...
User 0	9	0-num files	0 = File #0 ; 1 = File #1...
User 1	10	0-num files	0 = File #0 ; 1 = File #1...
User 2	11	0-num files	0 = File #0 ; 1 = File #1...
User 3	12	0-num files	0 = File #0 ; 1 = File #1...
Mic	13	0-7	0 = Mic #0 ; 1 = Mic #1...
Distance	14	0-127	0 = 0% ; 63 = 50% ; 127 = 100%
Center	15	0-127	0 = 0% ; 63 = 50% ; 127 = 100%
Position	16	0-1	0 = Back ; 1 = Front
EQ			
On/Off	17	0-1	0 = Off ; 1 = On
Mode	18	0-1	0 = Guitar ; 1 = Bass
Low	19	0-40	0 = -20dB ; 20 = 0dB ; 40 = 20dB
Low Mid	20	0-40	0 = -20dB ; 20 = 0dB ; 40 = 20dB
Mid	21	0-40	0 = -20dB ; 20 = 0dB ; 40 = 20dB
High Mid	22	0-40	0 = -20dB ; 20 = 0dB ; 40 = 20dB
High	23	0-40	0 = -20dB ; 20 = 0dB ; 40 = 20dB
Level			
Preset Level	24	0-95	0 = -95dB ; 95 = 0dB
Reverb			
On/Off	25	0-1	0:Off 1:On
Room	26	0-7	0 = Room #0 ; 1 = Room #1...
Dry Wet	27	0-127	0 = 0% ; 63 = 50% ; 127 = 100%
ARCADE			
Instrument	28	0-1	0 = Guitar ; 1 = Bass
Speaker	8	0-num files	0 = Cab #0 ; 1 = Cab #1...
Mic	13	0-7	0 = Mic #0 ; 1 = Mic #1...
Room	26	0-7	0 = Room #0 ; 1 = Room #1...
Power Amp	29	0-30	0 = Off ; 1 = min ; 30 = max
Distance	30	0-44	0 = min ; 44 = max
Tone	31	0-44	0 = min ; 44 = max
Contour	32	0-40	0 = min ; 40 = max
Preset Level	33	0-95	0 = -95dB ; 95 = 0dB
General – Preset			
Mode	34	0-1	0 = Simulation; 1 = Arcade
General			
Out Level	35	0-107	0 = -95dB ; 95 = 0dB ; 107 = 112dB
Mute	36	0-1	0 = Off ; 1 = Mute