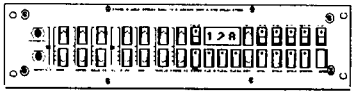
ACCESS



INSTRUCTION MANUAL
BEDIENUNGSANLEITUNG

SOFTWARE V.2.0

MANUAL

Hughes & Kettner®

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INTRODUCTION

The **Hughes & Kettner ACCESS** was designed to function as the "main brain", and preset library for the modern guitar rack. The updated **V.2.0 Software** enhances the operational and MIDI capabilities of the ACCESS.

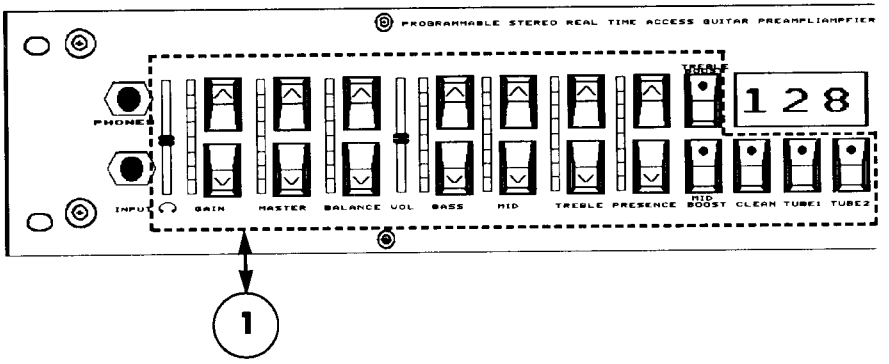
A BRIEF SUMMARY OF THE NEW FEATURES

- *DISPLAY read out after reconfiguring sounds*
- *software version ID READ OUT in the DISPLAY*
- *SUPER-SOFT-SWITCHING between preamps*
- *additional STAGEBOARD mode with bank assignment facility*
- *parameter READ OUT in the DISPLAY*
- *COPIES SINGLE presets*
- *SAVE and LOAD ALL DATA for all MIDI recorders/sequencers*
- *Special MIDI PEDAL mode*
- *Special SEQUENCER mode*
- *CONTINUOUS CONTROL NUMBER can be freely defined for each parameter*

The new **Software Version 2.0** incorporates several exciting, new features. In the interest of expedience and simplicity, some of the ACCESS' control features were assigned dual functions.

The **POWER UP** mode, where functions are activated by pressing a key simultaneously to switching the AC power on, is a new feature as well. The following pages will explain the ACCESS' control features and their functions.

FRONT PANEL FEATURES



The pushbuttons execute the following functions:

1) - select respective functions
- abort a step during MIDI editing
- abort the STORE process

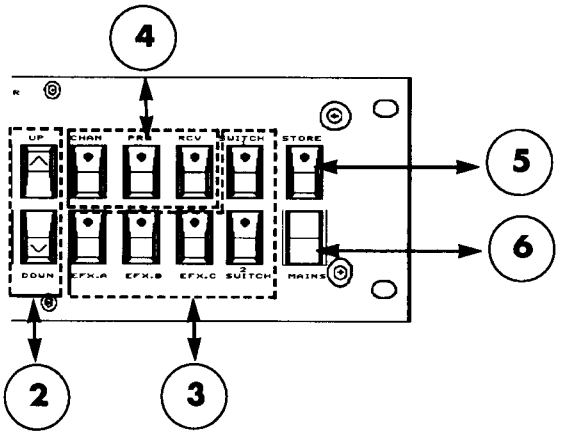
2) - adjust the parameter designated in the DISPLAY
- call up ACCESS presets (001-128)

3) - activate effects loops A/B/C or analog switches 1/2
- abort a step during MIDI editing
- abort the STORE process

4) - select the following MIDI functions:

MIDI CH#: Select a MIDI SEND channel by pressing the MIDI CH key:

1x 1.command - FX A will flash
2x 2.command - FX B will flash
3x 3.command - FX C will flash
4x 4.command - all three preamp LEDs will flash



MIDI PRG: Select a MIDI program number by pressing the MIDI PRG key:

1x 1.command - FX A will flash

2x 2.command - FX B will flash

3x 3.command - FX C will flash

4x 4.command - all three preamp LEDs will flash

MIDI RCV: Select a MIDI receive channel by pressing the RCV key:

1x MIDI BASIC CHANNEL:OFF/1-16/ALL

2x cop = COPY single presets

3x dup = COPY all presets

4x LO = LOAD ALL PRESETS sequencer/recorder

5x SA = SAVE ALL PRESETS

6x CON = MIDI CONTROLLER assignment

5) - STORE current parameter settings

- COPY a preset or current parameter setting to another memory location
- depress for app. four seconds for the Mode 1 parameter READ OUT

6) POWER UP mode. Press the one of the following and keep it depressed.

Switch the power supply on (MAINS) plus:

GAIN = STAGEBOARD mode

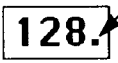
MASTER = PARAMETER READ OUT

BALANCE = MIDI CONTINUOUS CONTROLLER response

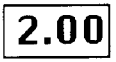
SWITCH 2 = software ID in the DISPLAY

3.0 THE NEW FUNCTIONS AND THEIR DISPLAY IDENTIFIERS

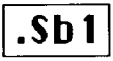
The left-hand column depicts the DISPLAY read-out, the right is a brief description of the function.



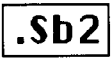
- DISPLAY memory during preset editing



- software version ID



- STAGEBOARD MODE 1 (standard mode)



- STAGEBOARD MODE 2 (new mode)

PARAMETER READ OUT on (parameter defined as a numerical value in the DISPLAY)

PARAMETER READ OUT off (parameter is indicated by the LED chain only)

- COPY single presets

- COPY all 128 presets

- SAVE ALL DATA

- LOAD ALL DATA

- MIDI CONTINUOUS CONTROL

- MIDI CONTINUOUS CONTROL for a sequencer

- FOOTCONTROLLER MODE

DISPLAY MEMORY DURING PRESET EDITING 4.0

The **V.2.0 software** has a feature designed to help you edit presets. If you call up a **PRESET** (001-128) and adjust one or more of its parameters, e.g. GAIN,TREBLE, MASTER, MIDI CHANNEL, etc., a dot will appear in the bottom right corner of the DISPLAY. The purpose of this feature is to prevent accidental overwriting of presets.

SOFTWARE VERSION READ OUT IN THE DISPLAY 5.0

The **ACCESS** can identify the currently installed software:

- Press the SWITCH 2 **key and keep it depressed.** Switch the unit's power supply on (POWER UP mode).
- The DISPLAY will read **2.00** for app. two second, denoting the updated software. The DISPLAY will then read the current preset ID number.

PREAMP SUPER SOFT SWITCHING 6.0

The **ACCESS'** circuitry executes a number of switching and control processes when you go from one preset to another. Because not all of these functions take an equal amount of time, unfavorable combinations can lead to level fluctuations. That's when you hear the dreaded popping noise!

Most programmable units automatically switch to a mute or bypass mode when you are changing presets. Unfortunatly, this leaves you with nothing but silence, which is anything but golden in a live situation!

Not so with the **ACCESS.** The switching process is neither muted nor bypassed; up to 20 different control functions can be executed simultaneously.

We analysed numerous switching combinations during the development of the unit. We then created software-driven safeguards that maintain an even signal level for the noisycombinations, without interrupting or delaying the switching process.

7.0 THE TWO STAGEBOARD MODES

The addition of another **STAGEBOARD mode** was designed to improve the user-friendliness and the utilitarian aspects of the **ACCESS**. The primary considerations that led to the addition of a second **STAGEBOARD** were the different approaches to playing live.

.Sb1 STAGEBOARD MODE 1

This is the original V.1.0 software application. The **UP/DOWN** key selects one of the memory banks 1-12, and thus the first digit of the preset. The second digit is determined by the **STAGEBOARD's** 1-9 footswitches.

Every push of a key or switch calls up a new sound preset in the **STAGEBOARD MODE 1.**

The advantage: The **UP/DOWN** key can be used to devise a CHAIN of presets. With the help of just one button, e.g. the STAGEBOARD's UP footswitch, you can call up 12 different presets.

Example: 011 - **UP** to 021 - **UP** to 031 - **UP** ..... to 121.

Disadvantage: Calling up presets with substantial numerical differences between them.

Example: Going from presets 011 to 086. The UP key has to be pushed seven times and the 6 footswitch once, with an audible change of sound every time you hit the footswitch.

.Sb2 STAGEBOARD MODE 2

The new **STAGEBOARD MODE** simplifies recall between presets with substantial differences in the value of their ID numbers. The CHAIN function is no longer possible.

If you select a new memory bank (increments of ten), a flashing column will appear in the DISPLAY. Only after selecting the one increment digit will you have an audible sound, and then the DISPLAY will stop flashing.

You can choose between the STAGEBOARD **Sb1** and **Sb2** modes using the **GAIN key** during the **POWER-UP procedure.**

SELECTING A STAGEBOARD MODE

■ Ensure the ACCESS' **power supply is off.**

■ Press the **GAIN key and keep it depressed.** Press the power supply pushbutton (**MAINS**). The DISPLAY will read:

.Sb2 - The new **STAGEBOARD MODE is now activated**

■ Turn the power off.

■ Press the **GAIN key** and the **power supply pushbutton again.** The DISPLAY will read:

.Sb1 - The **original V.1.0 STAGEBOARD MODE** is activated

don dof PATRAMETER READ OUT ON / OFF 8.0

The tried and true **LED chains** give you a clear picture of the **ACCESS'** preset parameters. The **V.2.0 software** introduces a new function designed to simplify and improve the accuracy of preset editing: the **DISPLAY PARAMETER READ OUT.**

don The **DISPLAY** will show the exact value of a parameter as a number (between 000 and 127) when the **DISPLAY PARAMETER READ OUT** mode is engaged. After app. one second, the **DISPLAY** will automatically read the current preset ID number.

dof **DISPLAY PARAMETER READ OUT off** - The ACCESS' **DISPLAY** reads the current preset ID number. Parameter value changes are not shown in the DISPLAY, they are represented solely by the **LED chains.** Activate the modes by pressing the **MIDI RCV key**, the **LED on the pushbutton will flash.** Press the UP/DOWN key to scroll through the new modes listed below. After reviewing the modes, simply press **MIDI RCV**, and the ACCESS returns to it's basic functions, i.e. the UP/DOWN key is used to call up presets.

SELECTING A PARAMETER MODE

You can select the don or dof modes during the power up procedure.

- Ensure the ACCESS' **power supply is off.**

- Press the **lower MASTER key** and **keep it depressed.** Press the **power supply** pushbutton (MAINS). The DISPLAY will read the current mode. If the new PARAMETER READ OUT (ON) is activated, then the DISPLAY will read:

don The **PARAMETER READ OUT ON** mode **is active.** The DISPLAY will read the parameters as numeric values, e.g. GAIN = 64, Master = 74, etc.

To deactivate the **PARAMETER READ OUT** mode:

- Turn the **power off.**
- Press the **MASTER key** and the **power supply pushbutton** (MAINS) again. "**dof**" will appear in the DISPLAY.

9.0 DOCUMENTING PRESET PARAMETERS

A special function allowing you to make a record of parameter settings was incorporated in the new software.

- Press the **STORE key**, and **keep it depressed for app. three seconds.** The GAIN LED and the DISPLAY will flash.

- The **DISPLAY** now reads the GAIN parameter value.

Press any of the other soundkeys (e.g. Master, Bass, Treble), and their respective numeric parameter values will appear in the DISPLAY. You can record the settings and list them in a parameter "library".

- Exit this mode by pressing a **key with a red LED**, or by pressing the **UP key.**

MIDI RECEIVE - MIDI BASIC CHANNEL

The selection of a **channel or channels** for **MIDI data reception**from an external MIDI-capable device should be familiar to you, as this procedure has not been updated:

- Press the **MIDI RCV key**, the **LED on the key will flash**. Using the UP/DOWN key, you can now scroll through and activate one/several/all of the **MIDI channels 1 - 16**.

The **ALL mode** enables all channels for simultaneous MIDI data reception. The **OFF mode** switches the MIDI IN circuit off, and the ACCESS ignores all incoming MIDI data.

- Press the **STORE key once** to store the **selected MIDI channel(s)**.

The **ACCESS will now respond** to MIDI data on the selected channels.

11.0 NEW MIDI RCV FUNCTIONS

The MIDI RECEIVE key's functions have been updated from the original software version. By pressing the MIDI RCV key a given number of times, you can activate the following functions. Press MIDI RCV:

1 x

ALL to select the MIDI BASIC CHANNEL

2 x

cop to COPY single presets

3 x

dup to COPY all 128 presets

4 x

LO to LOAD ALL DATA from recorder/sequencer

5 x

SA to SAVE ALL DATA to recorder/sequencer

6 x

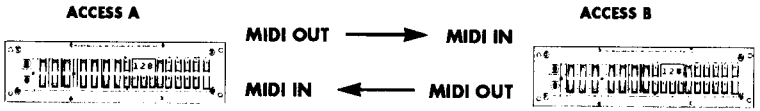
CON for MIDI CONTROLLER ASSIGNMENT

12.0 COPYING PRESET DATA

The international **MIDI standard** enables data exchange between MIDI compatible devices. The updated **ACCESS software 2.0** contains four applications for copying/storing and administrating preset data in the MIDI format. The updated software retains the original function for copying all 128 presets (**dup**), as well introducing the COPY function for single presets (**cop**) from one ACCESS to another. Another updated feature is the capability to **SAVE ALL DATA (SA)** to and **LOAD ALL DATA** from MIDI data recorders.

cop COPYING SINGLE PRESETS

The new COPY (**COP**) mode allows you to copy single sound presets from one ACCESS to another. Connect the two preamps as follows:



For example, if you wanted to COPY preset number 66 from **ACCESS A**, to an available preset on **ACCESS B**, say preset 95:

- First ensure that **ACCESS A** is in the ALL mode, or preselect one of the 16 **MIDI channels**. Be sure that it is not in the OFF mode.
- Locate the **PRESETNUMBER** of the sound you want to copy to **ACCESS B** in the **DISPLAY**.

Now you can go to **ACCESS B** and determine where you want to store preset 66 from **ACCESS A** (preset 95).

- Press the **MIDI RCV** key on **ACCESS B**.
- Press the **RCV key twice** to locate the **COP** function in the **DISPLAY**. The **MIDI RCV key LED**and the **DISPLAY** will flash.
- Press the **STORE key** on **ACCESS B** and **keep it depressed** until the **DISPLAY on ACCESS B** reads the number of the previous preset.

The preset has just been successfully copied.

12.2 dup COPYING ALL 128 PRESETS

ACCESS A is the data source, ACCESS B is the target unit.
Connect the preamps as illustrated in the diagram on the previous page.

The preamp acting as the data source (ACCESS A) needs no further adjustment, but ensure that one of the **MIDI channels 1- 16**, or the **ALL** function **is activated.**

- **ACCESS B** is ready to receive the data after you press the **MIDI RCV key three times** to call "**DUP**" into the DISPLAY.

- Send the data by depressing the **STORE key on ACCESS B**; the **DISPLAY** will read **IN**.
  After several seconds, the **IN** read out will disappear and the **DISPLAY** will read the number of the previous preset.

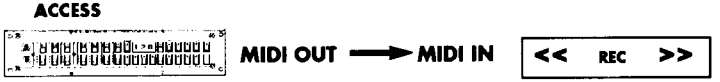
ACCESS B has now stored all of ACCESS A's 128 presets.
If ERROR (ER) appears in the DISPLAY, please refer to Chapter 15.0.

13.0 SA SAVE ALL DATA

The new **SAVE ALL DATA** (TO COMPUTER) mode allows you to transfer the entire ACCESS memory, all 128 presets, or more precisely, their parameter data, to a sequencer or MIDI recorder.

Application A: An external memory will allow you to recall the ACCESS data. Take the worst case scenario: you have lost or overwritten the ACCESS memory. Simply replace the data by loading it back from a sequencer, etc.

Application B: You can create several preset banks of 128 presets, and load them for the appropriate occasion. You can thereby substantially increase the number of presets you have available. (Please refer to the ACCESS BANKLOADER appendix.) Connect your set up as follows:



- Press the ACCESS' **MIDI RCV key five times.** **SA** will appear in the **DISPLAY.**

- Set the **SEQUENZER / MIDI RECORDER** in the **receive mode.** (Consult the unit's manual.) Start **a track on the sequencer** and push the record button.

- **Press the ACCESS' STORE key.** The ACCESS will now send all the data for the 128 presets to the **SEQENZER / RECORDER.**

The procedure is completed when the **ACCESS DISPLAY** reads the last setting you had before starting the SAVE ALL DATA process.

LO LOAD ALL DATA FROM COMPUTER 14.0

This is the reverse process of the **SA** mode. You can load all presets/parameter data from a sequencer/recorder into the ACCESS' memory with the **LO** mode in the **DISPLAY.** You can then scroll with the UP/DOWN key to recall individual presets.

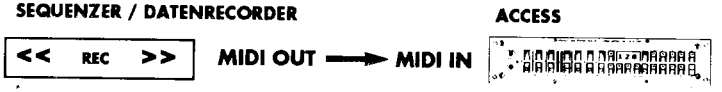
- Press the **ACCESS' MIDI RCV key four times.** The DISPLAY will read "**LO**".

- Press the STORE key and keep it depressed throughout the entire procedure!In

The ACCESS is now ready to receive data.

- Start the sequencer/recorder.

When the loading process is completed, the **ACCESS' DISPLAY** will read the preset number you had before starting the loading procedure.



15.0 er MIDI DATA ERROR INDICATORS

The **MIDI data error indicators** have also remained unchanged from the ACCESS V.1.0 software. If you get an **ERROR read out** when attempting to transmit data from one ACCESS to another, you have incurred some type of fault in the transfer of MIDI data. Four types of **MIDI DATA ERRORS** will appear in the DISPLAY.

DATA ERROR 1: The MIDI IN jack is not receiving any information (within three seconds). Possible fault source: Your MIDI cable is defective or not properly plugged in.

DATA ERROR 2: Data transmission was interrupted. Fault source: A defective or shorted MIDI cable. Try a new cable.

DATA ERROR 3: Data transmission was prematurly interrupted because the STORE key was not depressed for a sufficient period of time. Repeat the entire procedure, but keep the STORE key depressed for a longer interval.

DATA ERROR 4: MIDI DATA ERROR 4 is a CHECK-SUM fault. The cause is some type of electronic disturbance, e.g. AC noise. Please repeat the DUMP process until you complete a successful data transmission.

con MIDI CONTINUOUS CONTROL

16.0

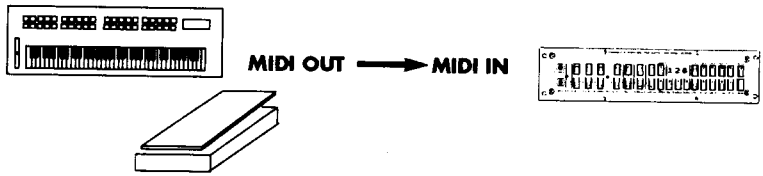
The **MIDI CONTINUOUS CONTROL** function allows you to adjust one or all of the ACCESS' control parameters, e.g. GAIN, MASTER, BASS, etc., with **MIDI commands**, via an external controller. Experienced MIDI users know the advantages of remote control capabilities.

The **external MIDI controller** can be any type of unit; a MIDI footpedal, a sequencer, synthesizer, etc., provided it has a **CONTINUOUS CONTROL** capability.

The following will explain how to assign a **CON.NO (CONTROLLER NUMBER)** to the **ACCESS** parameters. Instructions for controlling and changing the parameters on your external MIDI device will of course be located in the device's manual.

The new **CON** mode allows you to freely assign a **CONTROLLER NUMBER** for specific parameters.

Follow the diagram below for equipment installation.



CONTROLLER NUMBER ASSIGNMENT

- First ensure that **MIDI data exchange** between the ACCESS and your external device is possible. The ACCESS' **MIDI RECEIVE channel** must be compatible with the controller device's **MIDI SEND channel**.
- Press the ACCESS' **MIDI RCV key 6 times** - the DISPLAY will read "**con**".
- Press the applicable key for the parameter you want to adjust with the **MIDI CONTINUOUS CONTROL** function. The parameter **LED will flash.**

- Scroll in the desired **CONTROLLER NUMBER**, from 000 to 127, for the **ACCESS** parameter via the **UP/DOWN** control.

- Press the **STORE key** to store the **CONTROLLER NUMBER** and return the **ACCESS** back to the normal mode.

The **CONTROLLER NUMBERS are now stored** in the ACCESS' memory, and will of course remain there even after turning the power off.

17.0 MIDI CONTINUOUS CONTROL RESPONSE FOR SEQUENZER / MIDI FOOTCONTROLLER

The **ACCESS'** preset parameters can be controlled by a **computer/sequencer** comparable to the mix-automations found in some studios. **CONTROLLER DATA** must be sent from the **sequencer** to the ACCESS in order to determine parameter values.

The **ACCESS** receives the **MIDI SEQUENZER DATA** and changes the parameters to the desired values. Several parameters can be adjusted simultaneously.

Be sure to consult your sequencer manual, both units have to function in tandem for the procedure to be successful.

Controller parameter assignment on the ACCESS is executed via the new **CON** function.

- Press the **ACCESS' MIDI RCV** key to situate "**Con**" in the **DISPLAY**.

- Press the **ACCESS parameter key** that you want to assign a new **MIDI CONTROLLER NUMBER** to.

- The **DISPLAY** will read the **current value**. Use the **UP/DOWN** key to locate the desired value.

- Press the **STORE key**. The applicable parameter **key's LED** and the **DISPLAY will flash.**

- Press the **STORE key again. The CONTROLLER NUMBER is now stored.**

The **ACCESS** deals with incoming MIDI data in two ways. The **SEQUENZER MODE** (**sec**) translates the incoming data directly. Due to technical specifications, this method can lead to problems when using a **MIDI footcontroller**. The V.2.0 software introduces a **FOOTCONTROLLER mode** designed to eliminate these problems.

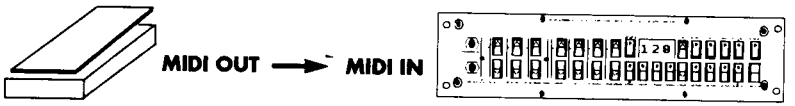
Fcr FOOTCONTROLLER MODE 18.0

The new **FOOTCONTROLLER mode** allows you to dependably control **ACCESS** preset parameters with a MIDI pedal. The MIDI pedal sends MIDI **CONTINUOUS CONTROLLER COMMAMDS**, and adjusts the ACCESS' parameters.

Practical application: You are currently using one of the ACCESS' presets. You engage the MIDI pedal. The sound of the preset remains the same until you reach the preprogrammed parameter value with the pedal.
The parameter, and subsequently the sound, then changes to the one you previously specified. The LED chain will register the change.

A smooth transition between all of the parameters, from 000 to 127, was initially not possible during rapid pedal movements, so an 8-bit Windows MIDI capability was installed. Subsequently, the data transmission is rapid and accurate, lending an authentic pedal feel to the control process.

A MIDI footcontroller controls ACCESS parameters.



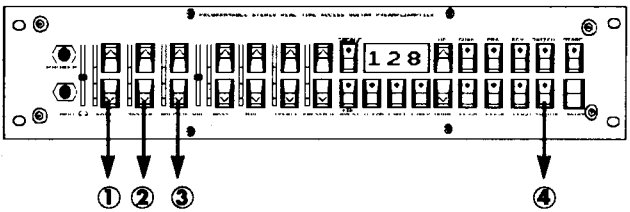
19.0 THE POWER-UP MODE

The **software version V.2.0** offers you the added benefit of a simplified function selction, the **POWER UP-MODE.**

If you press a **function selection key simultaneously** to turning the ACCESS **AC power supply** (MAINS) on, the function shown in the **DISPLAY** will change to the one you selected.

The **DISPLAY** will read the selected function, and after approximately one second, show the previous preset. The **ACCESS** is now ready to rock.

The selected function will not change after turning the power off/on. Only a repeat of the **POWER UP** procedure will again change the function.



THE POWER UP PUSHBUTTON CONTROLS

1 **GAIN:**	**Stageboardmode1** (same as V.1.0 original)	Sb1
	Stageboardmode2 (Bank pre selection)	Sb2
2 **MASTER:**	**Parameter Read out ON**	don
	Parameter Read out OFF	dof
3 **BALANCE:**	**Midi Continious Control Response**	
	■ Sequenzer (direct)	SEC
	■ Midi Pedal (8-bit Window)	Fcr
4 **SWITCH2:**	**Software Version ID in the Display**	2.00

ACCESS OPERATING MODES

NORMAL / PRESET MODE

- no LEDs flash
- preset number read out in the DISPLAY

PRESET EDITING

- a dot appears after the preset number
  the current setting must be stored to prevent lossdas DISPLAY

EDIT MODE

- three dots appear in the DISPLAY
  press any preset key to quit the EDIT mode; the dots will dissappear

STORE MODE

- the preset number in the DISPLAY and the STORE LED will flash.
  Use the UP/DOWN key to scroll in the preset number.
  The preset is stored in the memory when you press the STORE key.

PARAMETER READ OUT MODE

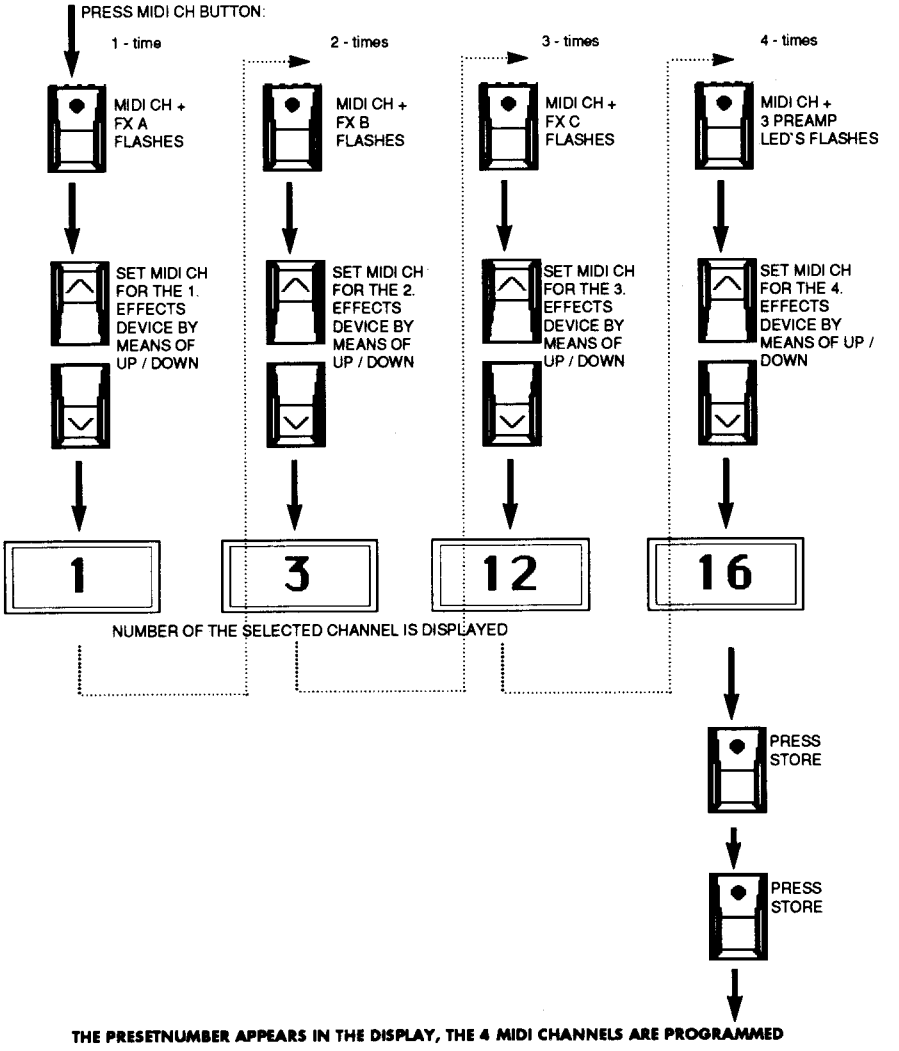
- Press the STORE key and keep it depressed for app. three seconds.
  The GAIN LED will flash and the DISPLAY reads a value from 001 - 127.
  Press a parameter key, its value will appear in the DISPLAY.
  Press any key other than one with a green LED chain beside it to quit this mode.

POWER UP MODE

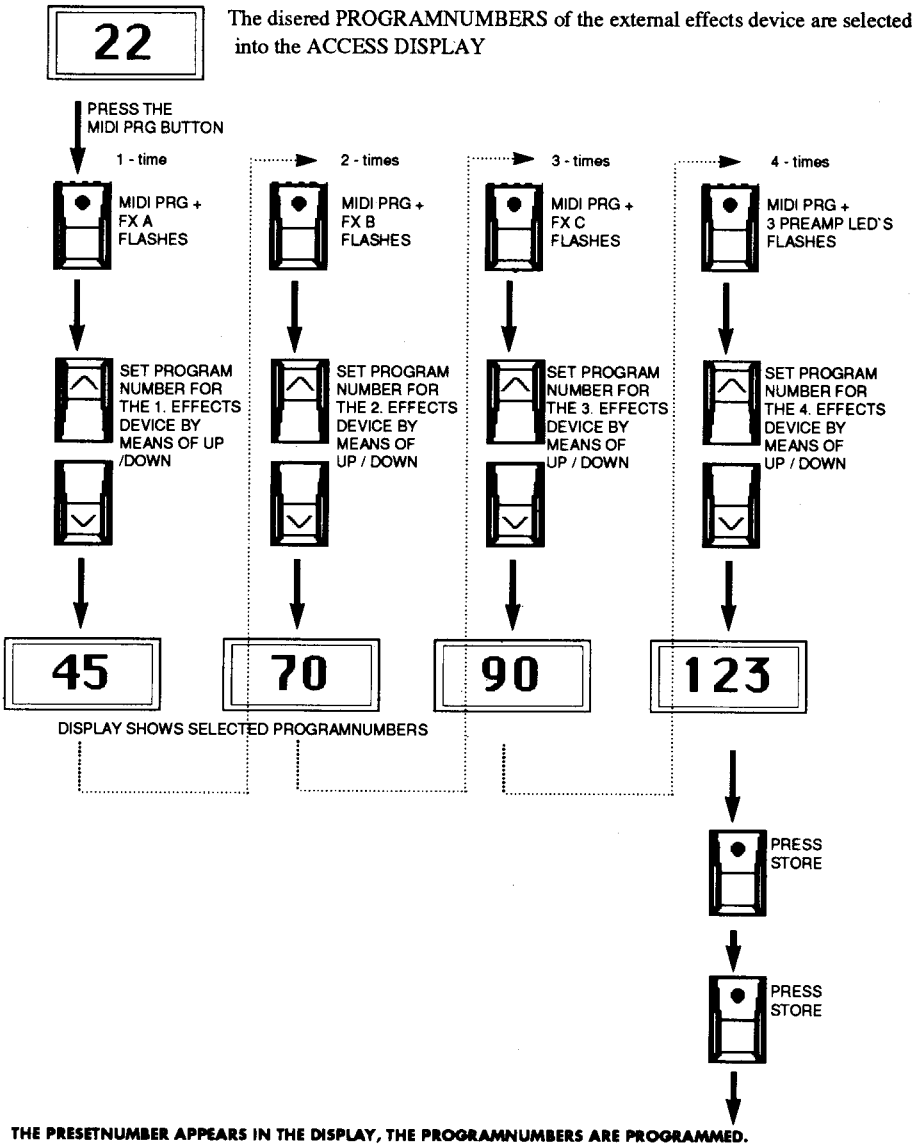
- if the GAIN, MASTER, BALANCE, or SWITCH 2 keys are pressed simultaneously to switching the AC power on, then the respective ACCESS functions are activated:

MIDI PROGRAMMING DIAGRAM - MIDICHANNEL

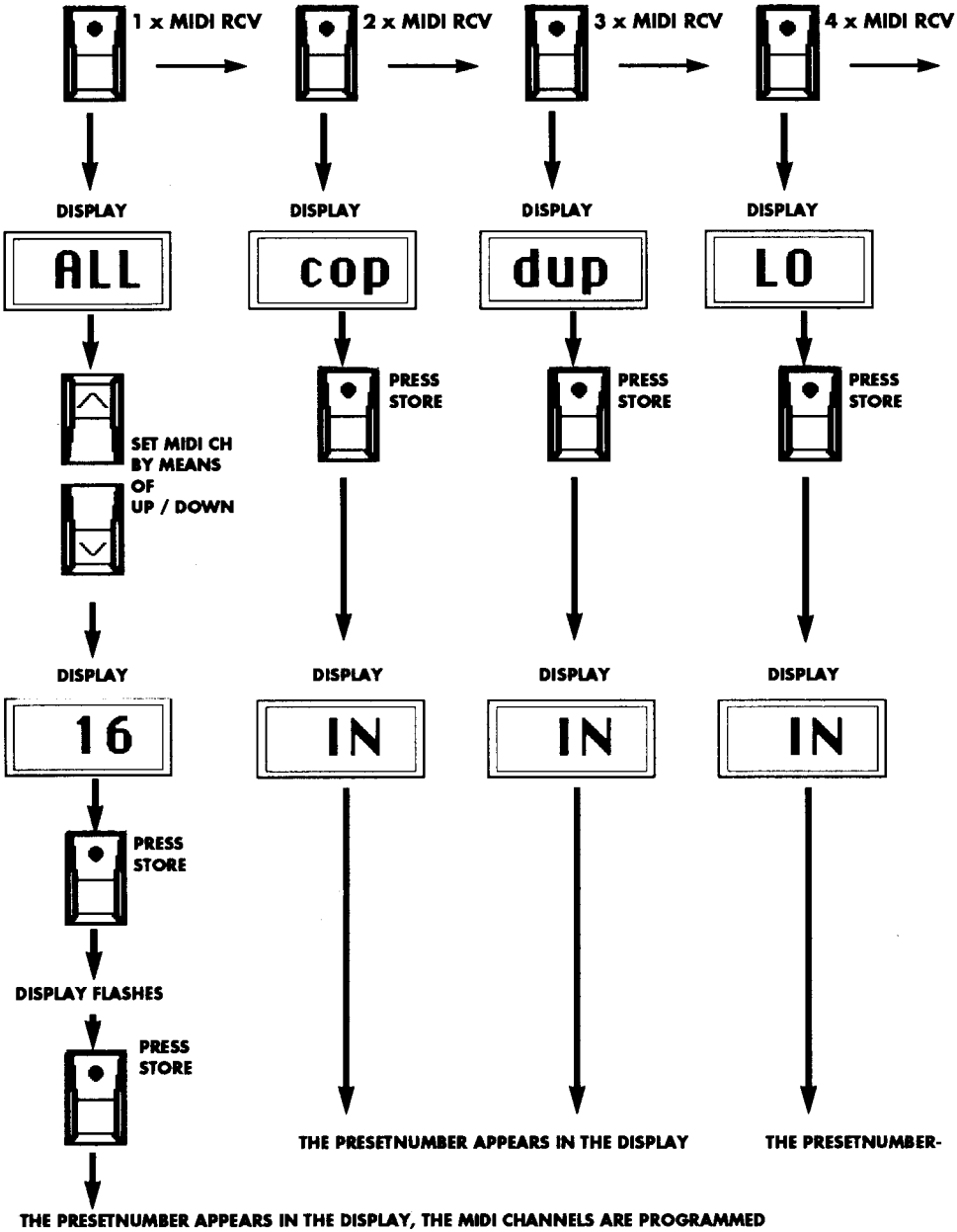
The following diagram illustrates how to assign four different external effects devices to **1** (!) ACCESS preset. Scroll the preset number you want to assign an effect (s) into the DISPLAY.



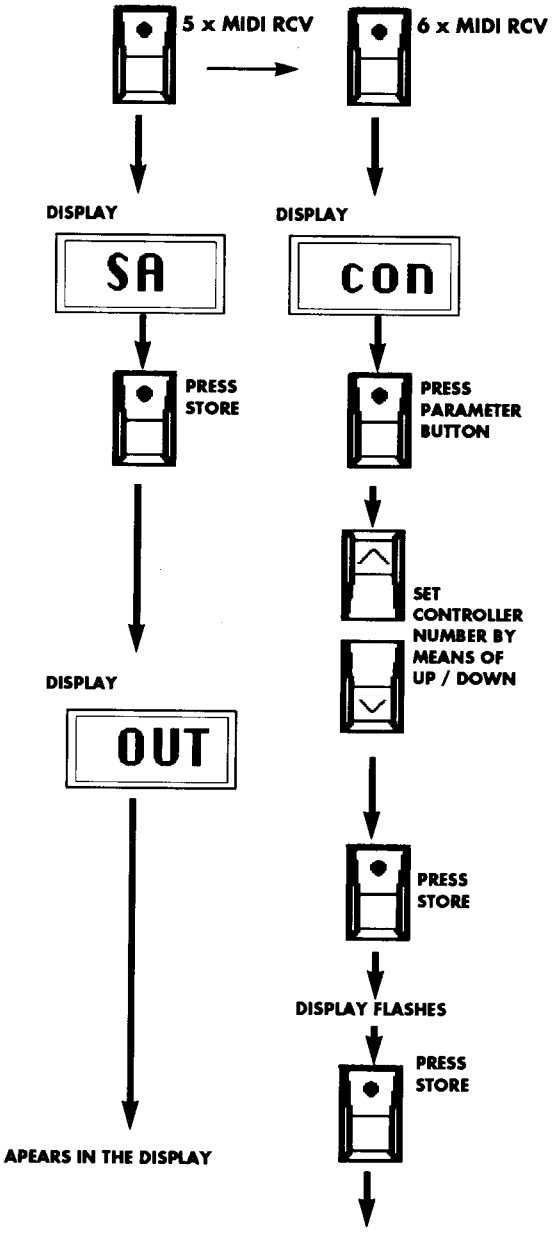
MIDI PROGRAMMING DIAGRAMM - PROGRAMMNUMBERS



MIDI PROGRAMMIER DIAGRAM MIDI RECEIVE &



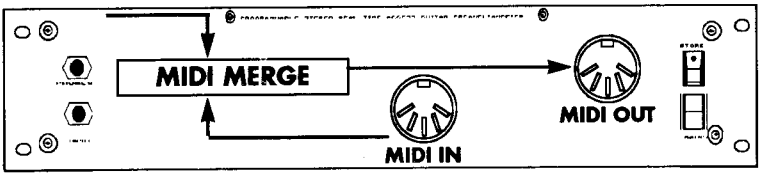
SUB - FUNCTIONS



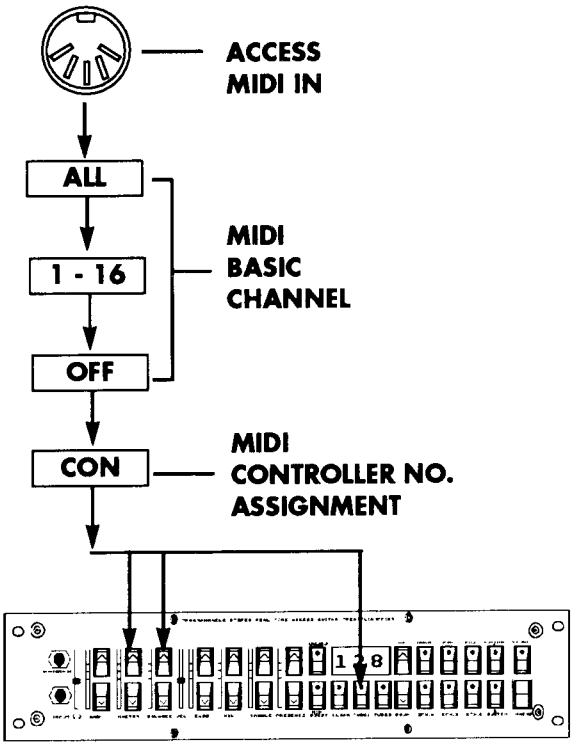
13.1 MIDI TRANSMISSION CONDITIONS:

ACCESS generated MIDI MESSAGES:

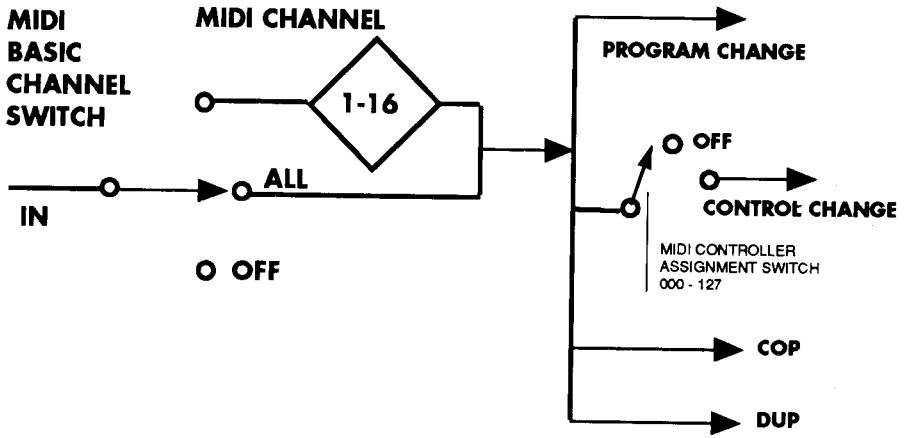
- Program change
- Bulk data



13.2 MIDI RECEIVE (RCV) DIAGRAMM:



13.3 MIDI RECEPTION CONDITIONS:



MIDI IMPLEMENTATION DATA

FUNCTION		TRANSMITTED	RECOGNIZED	REMARKS
Basic	Default	**OFF**	**1 - 16**	Memorised
Channel	Channel	**1 - 16**	**1 - 16**	
Mode	Default	**3**	**1**	
	Messages			
	Altered	**3**	**1,3**	Memorised
Note				
Number	True Voice	**o***	**x**	
Velocity	Note ON	**o***	**x**	
	Note OFF	**o***	**x**	
After	Key`s	**o***	**x**	
Touch	Channel`s	**o***	**x**	
Pitch				
Bender		**o***	**x**	
Control				
Change		**o***	**o**	
Program		**o* + #**	**o**	
Change	True#	**1 - 128**	**1 - 128**	
System				
Exclusive		**o***	**o**	
System	: Song Pos	**o***	**x**	
Common	: Song Sel	**o***	**x**	
	: Tune	**o***	**x**	
System	: Clock	**o***	**x**	
Real Time	: Commands	**o***	**x**	
Aux	: Local ON/OFF	**o***	**x**	
Messages	: All Notes OFF	**o***	**x**	
	: Active Sense	**o***	**x**	
	: Reset	**x**	**o**	

MIDI IMPLEMENTATION LEGENDE

O = YES

X = NO

*** = MIDI - THRU - DATA**

 # = DATA AS MEMORIZED IN ACCESS

MODE 1: OMNI ON, POLY

MODE 2: OMNI ON, MONO

MODE 3: OMNI OFF, POLY

MODE 4: OMNI OFF, MONO

21.0 OTHER ACCESS PERIPHERALS

ACCESS SOUNDMODULE B

The concept behind the ACCESS defines it as an evolving system. New fretboard techniques and radically different sounds demand new equipment; the ACCESS offers you the opportunity to continually update your sound.

All the circuitry that generates the ACCESS' tone, e.g the filters, the equalization, and tube drive are located on a single SOUNDMODULE board. This SOUNDMODULE can be changed with very little effort.

The **ACCESS SOUNDMODULE B** is an alternative to the SOUNDMODULE 1, which was factory installed in your ACCESS. The **SOUNDMODULE B** was designed by the Hughes & Kettner development team, and provides you with the some of the hottest new sounds, without sacrificing quality for novelty. The bottom line of the Hughes & Kettner philosophy is still the the tried and true, traditional guitar sound.

The ultimate goal that led to the development of the ACCESS SOUNDMODULE was to design extremely versatile preamps that delivered authentic, classic guitar sounds, as well as the innovative sounds of today.

Each individual channel, CLEAN / TUBE 1 / TUBE 2, offers you the opportunity to dial in all the finer nuances of classic tone. The ACCESS BOOST SECTION, with it's MID and TREBLE BOOST, consists of advanced circuitry that greatly enhances the CLEAN channel's tone spectrum. A seperate circuit, specifically designed to work in tandem with tube technology, uses the MID and TREBLE BOOST to shape the,two tube channels' tone. All three channels are beefed up to give you a much wider tonal range.

The GAIN control has been redesigned to give you greater variation in tone; you need only to adjust the input sensitivity slightly, and amazing changes in your basic tone become evident. The end result of this unique modification is three completely seperate preamps, where every channel responds in a consumate musical fashion.

The new **ACCESS SOUNDMODULE B** converts your ACCESS into a totallydifferent amp, replete with a stunning new basic sound.

OTHER ACCESS PERIPHERAL

ACCESS BANKLOADER SOFTWARE

The new **ACCESS BANKLOADER Software** enables you to easily administrate the ACCESS presets and memory banks, in conjunction with the **Atari ST computer.**

The **BANKLOADER software** administrates two independent preset banks (consisting of 128 presets each), and enables you to construct new preset banks with the SELECT and COPY functions.
The BANKLOADER disc contains 20 brand new factory sounds and the data for eight popular multi-effects processors.

A brief summary of ACCESS BANKLOADER functions:

- STORE ACCESS memory data (the 128 internal presets)
- create new preset banks
- simplified exchange of ACCESS presets in the form of disc files
- 20 new factory presets in conjunction with popular effects processors (Alessis Quadraverb, Digitech DSP 256, Digitech 33B, Yamaha FX 900, Roland SE 50, Lexicon LXP-15)

ACCESS FACTORY SOUNDS SOUNDMODULE A / B

1. TAJ MAHAL
2. WET RHYTHM GUITAR
3. CLEAN PITCH
4. CLEAN MID TONE
5. CLEAN CHORUS PLUS
6. ATS CLEAN REVERB
7. CHORUS ACOUSTIC
8. CRUNCHY CLEAN
9. SKANK GUITAR
10. THOMAS BLUG LEAD
11. FLANGED HARD
12. LEAD GUITAR 2
13. HEAVY METAL GUITAR
14. KRATZ GI - GTR
15. DETUNED ROCK
16. "DOS" DIR EINEN
17. NOSY ROCK
18. FAT LEAD
19. FULL SHREDD
20. CRUNCH DEL/REV 1
21. BLUES CLEAN
22. FLANGE HARD
23. ANDY SUMMERS
24. VELOCITY REVERB

ACCESS FACTORY SOUNDS (WITH ALESIS QUADRAVERB)

25. ROCK ACOUSTIC
26. STEREO FLANGE
27. TUBE CLEAN
28. WHY IS THERE DELAY?
29. STEVE LUKHATER
30. STEREO BRETT
31. SUPER FAT LEAD
32. U 2 DELAY
33. CHECK VOLUME POTI!
34. FULL SHREDD
35. WHITE SNAKE
36. ROCK N` ROTZ
37. FRANK GAMBALE
38. SANTANA LEAD
39. STEVE STEVENS
40. STEVE VAI RYTHM
41. STEVE VAI SOLO
42. R. BLACKMORE
43. EDDY VAN HALEN
44. GARY MOORE
45. JEFF BECK
46. S. RAY VAUGHAN
47. MARK KNOPFLER
48. RICHARDS
49. HOMELESS GUITAR