DNAfx-git Files data structures

Introduction

This is more of a reference doc than anything else.
To be consulted as you dig in some data formats with this device, including USB protocol requests.

There are two kinds of files issued from the device through original free software.

1. Unit preset (**.phb** extension) : Those are in JSON format, so easier to understand.
2. Backup files (**.bhb** extension).Those are binary files, so a little bit obscure at first sight, but only at first sight.

Understanding format of both is important as **.bhb** sections are really close to the device memory setup per section and exchange protocols with the device, whereas **.phb**, easy to understand JSON files, enlight some obscure settings by providing easy to search values in the PRESETS **.bhb** section.

They both help to understand later structured exchange to have with the device through USB (read or write). Also their understanding is vital to ensure backward compatibility with original files softwares for those using them (PC and Mac - but also multi effects preset/patches free sharing platforms such as https://guitarpatches.com/, their contributors and users).

Preset export/import files (.phb)

Each preset may be exported through original provided software.
Resulting files are easy to understand JSON files. They contain the following sections :

- **EXP** : Describes expression pedal associated to this preset.
- **effectModule** : This is a section for all of the 9 items in a single preset. They are presented in the following order :
    - **AMP**
    - **CAB**
    - **DELAY** : Warning - This is not the same name than the one commonly used (**DLY**)
    - **DS/OD** : Warning - This is not the same name than the one commonly used (**DS**)
    - **EQ**
    - **FX/COMP** : Warning - This is not the same name than the one commonly used (**FX**)
    - **MOD**
    - **NS/GATE** : Warning - This is not the same name than the one commonly used (**NS**)

    - **REVERB** : Warning - This is not the same name than the one commonly used (**RV**)
- **fileInfo** : Contains release information for compatibility insurance.

Note : the structure of this file does not follow the device settings structure,its memory mapping or its USB exchange protocol regarding item orders (see later).
Reason why is not really understandable, but this should not be an issue as each parameter is named.

DNAfx-git backup files (.bhb files - DNAfx_GIT)

Those files may be initially generated through original software.
They are a full device dump.
Despite the JSON **.php** files, they exactly match the data structures of the device and USB exchanges done with it.
When retrieving or saving presets or part of them through USB, it totally matches the device expectations. Same for restoring.

Those are binary little endian encoded files,

Global file format :

Header (size 72 bytes (0x48))

Contains various padded Strings regarding product internal name, device provider and releases (device, firmware). May be ignored as other ways exist to grab that information. However, to rebuild a backup file from scratch, this section must be templated and reproduced if target device releases are compatible.

Buffer (size 952 bytes (0x3B8) - difference of 24 bytes with a pure 32 bytes multiple.)

- “BUFF” - probably padded String with 0x00
- Full 0x00 for the remaining size - As sample backup file was done at device boot not sure what it contains, but probably some kind of partial internal device memory dump.

TBD : Still to be documented but not critical. Not sure yet it is useful in our context so far

HB100_PRESETS (size 39064 bytes (0x9898))

- String ‘HB100_PRESETS’ with 0x00 padding (total size 288 bytes (0x120))
- 200 presets follow (theoretical size 38800 bytes (200 * 0xC2) - in file size is 38768 bytes - 32 bytes missing - hard or soft initial bug, see later.)
    - each preset (size 194 bytes(0xC2) (except last preset (#199 - missing 32 bytes - see later)) :
    - Preset structure :
        - preset number (2 bytes)
        - preset name (16 bytes)
        - Each 9 sections : (Sequentially : FX, DS, AMP, CAB, NS, EQ, MOD, DLY, REV)
        - is_on : 2 bytes - 0/1
        - Effect type : 2 bytes.
        - parameter (1 to 6 params) : 2 bytes each - see effect list to find #params per preset.
        - Expression pedal parameters :
            - MODULE_CTRL (2 bytes)
            - PARA_CTRL (2 bytes)
            - FUN_SWITCH (2 bytes)
            - VOL_SWITCH (2 bytes)
            - VOL_MIN (2 bytes)
            - VOL_MAX (2 bytes)

        - 0x00 padding : Applied depending on multiple possible numbers of params in the effect sections. See effect sections table to know possible sizes.
          Padding done to fill preset size of 0xC2.

HB100_SYSTEM (Size 0X12C bytes)

To be done : Still to be documented but not critical. Not sure yet it is useful in our context so far

HB100_RYTHM (size 0x128 bytes)

To be done : Still to be documented. Not sure RYTHM section can be independently set by Software. If yes, it could open the road to RYTHM presets, but this is not a priority so far.

Effect #199 issue :

From backup files :
Total Preset Section size = 140 bytes
Total preset size = 194 bytes with header = 0xC2
For 199 presets (#0 to #198) : size 38606 bytes = 0x96ce
For 200 presets(#0 to #200) :
Theoretical size : 38800 bytes = 0x9790
Real size from file : 38768 bytes = 0x9770 ?? 32 bytes missing ?
Checking presets size:
Preset #0 to #198 : each at 0xC2 => OK !
Preset #199 : 0xA2, 162 bytes => Here are the 32 bytes missing

Warning : Issue with preset #199 (the 200's one) is probably due to a buffer undersizing in the backup procedure. Not an issue per se, as far as only the 199 first preset are used : range[#0…#198]. This is an original bug from the HB firmware or software contractor. We will wait for analysis of USB protocol and data (HB100 <-> Computer) to determine if the issue root cause is related to HB100 firmware or default provided software.

Effects Sections :

Here are the identified format and codes per Preset sections, then Effects available per presets are presented and finally number and type of parameters per effects.

Sections formats and codes :

Section Name	Seq. order	Relative offset from first section (bytes)	Section Size (bytes)	Params number	Possible padding
FX/COMP	1	0	12	Fixed : 4	None
DS/OD	2	12	10	Fixed : 3	None
AMP	3	22	16	Fixed : 6	None
CAB	4	38	14	Choice : [1,4]	Variable
NS/GATE	5	52	10	Fixed : 3	None

EQ	6	62	22	Choice : [5,6]	Variable
MOD	7	84	18	One of [3,4]	Variable
DELAY	8	102	18	One of [4,5]	Variable
REVERB	9	120	12	Fixed : 4	None

Parameters per section and possible effects

Here are listed the 9 sections possibilities of effects/amps/cabs/… with for each effect, the possible numbers of values for each of its params.

FX/COMP section

Possible effects :

rank	ID	Nb. param	val names	Name	Template
1	0	4	Q / Position / Peak / Level	CRY WAH	DUNLOP GCB95
2	1	4	Q / Position / Peak / Level	535 WAH	DUNLOP Crybaby 535Q
3	2	4	Rate / Range / Peak / Level	AUTO WAH	@WAH
4	3	4	Rate / Range / Peak / Level	TALK WAH AH	RedKid Talk wah ’AH’
5	4	4	Rate / Range / Peak / Level	TOUCH WAH	Talk wah ’OH’
6	5	4	Attack / Sens / peak / level	TOUCH WAH ENVELOPE	auto-wah
7	6	4	Attack / Tresh / Ratio / Level	YELLOW COMP	YELLOW COMP compressor
8	7	4	Attack / Tresh / Ratio / Level	BLUE COMP	BLUE COMP compressor

Values content :

Value name	Value type	Value content	Comment

ALL	num range	[0..100]	N/A

DS/OD section

Possible effects :

ID	Abs file ID	Nb. val	val names	Name	Template
1	0	3	Volume / Tone / Gain	TUBE DR	B.K. Butler Tubedrive
2	1	3	Volume / Tone / Gain	808	IBANEZ Ts808
3	2	3	Volume / Tone / Gain	PURE BOOST	PURE BOOST
4	3	3	Volume / Tone / Gain	FLEX BOOST	FLEX BOOST
5	4	3	Volume / Tone / Gain	DDRIVE	BARBER Direct Drive
6	5	3	Volume / Tone / Gain	BLACKRAT	BLACKRAT ProCo Rat
7	6	3	Volume / Tone / Gain	GREY FAZE	Dunlop Fuzz Face
8	7	3	Volume / Tone / Gain	MUFFY	EH Big Muff
9	8	3	Volume / Tone / Gain	MTL ZONE	BOSS METAL ZONE
10	9	3	Volume / Tone / Gain	MTL MASTER	Digitech METAL MASTER
11	10	3	Volume / Tone / Gain	OBSESSIVE DIST	Fulltone OCD
12	11	3	Volume / Tone / Gain	JIMMY OD	1 Paul Cochrane Timmy OD
13	12	3	Volume / Tone / Gain	FULL DRV	Fulltone Fulldrive 2
14	13	3	Volume / Tone /	SHRED	Marshall Shred master

			Gain		
15	14	3	Volume / Tone / Gain	Beebee PRE	Xotic BB Preamp
16	15	3	Volume / Tone / Gain	BeeBee +	Xotic BB Plus
17	16	3	Volume / Tone / Gain	RIET	Suhr Riot
18	17	3	Volume / Tone / Gain	TIGHT DS	Amptweaker TightRock
19	18	3	Volume / Tone / Gain	FULL DS	Fulltone GT-500
20	19	3	Volume / Tone / Gain	GOLD CLON	Klon Centaur

Values content :

Value name	Value type	Value content	Comment
ALL	num range	[0..100]	N/A

AMP section

Possible effects :

ID	Abs file ID	Nb. val	val names	Name	Template
1	0	6	Gain / Bass / Mid / Treeble/ Pres / Mst	65US DX	Fender 65 Deluxe reverb
2	1	6	Gain / Bass / Mid / Treeble/ Pres / Mst	65 USTW	Fender 65 Twin Reverb
3	2	6	Gain / Bass / Mid / Treeble/ Pres / Mst	59 US BASS	Fender 59 Bassman
4	3	6	Gain / Bass / Mid / Treeble/ Pres / Mst	US SONIC	Fender Super Sonic
5	4	6	Gain / Bass / Mid / Treeble/ Pres / Mst	US BLUES CL	Fender Blues Deluxe clean channel
6	5	6	Gain / Bass / Mid /	US BLUES OD	Fender Blues Deluxe

			Treeble/ Pres / Mst		
7	6	6	Gain / Bass / Mid / Treeble/ Pres / Mst	J800	Marshall JCM800
8	7	6	Gain / Bass / Mid / Treeble/ Pres / Mst	J900	Marshall JCM900
9	8	6	Gain / Bass / Mid / Treeble/ Pres / Mst	PLX 100	Marshall Plexi 100
10	9	6	Gain / Bass / Mid / Treeble/ Pres / Mst	E650 CL	Engl E650 Clean
11	10	6	Gain / Bass / Mid / Treeble/ Pres / Mst	E650 DS	Engl E650 Distortion
12	11	6	Gain / Bass / Mid / Treeble/ Pres / Mst	POWERBELL CL	Engl E645 Clean
13	12	6	Gain / Bass / Mid / Treeble/ Pres / Mst	POWERBELL DS	Engl E645 Distortion
14	13	6	Gain / Bass / Mid / Treeble/ Pres / Mst	BLACKNIIGHT CL	Engl EN650 Blackmore Clean
15	14	6	Gain / Bass / Mid / Treeble/ Pres / Mst	BLACKNIGHT DS	Engl EN650 Blackmore Distortion
16	15	6	Gain / Bass / Mid / Treeble/ Pres / Mst	MARKIII CL	Mesa Boogie MARK III Clean
17	16	6	Gain / Bass / Mid / Treeble/ Pres / Mst	MARKIII DS	Mesa Boogie MARK III Distortion
18	17	6	Gain / Bass / Mid / Treeble/ Pres / Mst	MARKV CL	Mesa Boogie MARK V Clean
19	18	6	Gain / Bass / Mid / Treeble/ Pres / Mst	MARKV DS	Mesa Boogie MARK V Distortion
20	19	6	Gain / Bass / Mid / Treeble/ Pres / Mst	TRI REC CL	Mesa Boogie Triple Rectifier Clean
21	20	6	Gain / Bass / Mid / Treeble/ Pres / Mst	TRI REC DS	Mesa Boogie Triple Rectifier Distortion
22	21	6	Gain / Bass / Mid / Treeble/ Pres / Mst	ROCK VRB CL	Orange Rockerverb Clean
23	22	6	Gain / Bass / Mid / Treeble/ Pres / Mst	ROCK VRB DS	Orange Rockerverb Distortion

24	23	6	Gain / Bass / Mid / Treeble/ Pres / Mst	CITRUS 30	Orange AD 30
25	24	6	Gain / Bass / Mid / Treeble/ Pres / Mst	CITRUS 50	Orange OR 50
26	25	6	Gain / Bass / Mid / Treeble/ Pres / Mst	SLOW 100 CR	Soldano SLO-100 Crunch
27	26	6	Gain / Bass / Mid / Treeble/ Pres / Mst	SLOW100 DS	Soldano SLO-100 Distortion
28	27	6	Gain / Bass / Mid / Treeble/ Pres / Mst	DR.ZEE 18 JR	DR.Z Maz18 Jr
29	28	6	Gain / Bass / Mid / Treeble/ Pres / Mst	DR.ZEE	RECK DR.Z Z-Wreck
30	29	6	Gain / Bass / Mid / Treeble/ Pres / Mst	JET100H CL	Jet City JCA100H Clean
31	30	6	Gain / Bass / Mid / Treeble/ Pres / Mst	JET100H OD	Jet City JCA100H Distortion
32	31	6	Gain / Bass / Mid / Treeble/ Pres / Mst	JAZZ 120	Roland JC-120
33	32	6	Gain / Bass / Mid / Treeble/ Pres / Mst	UK30 CL	Vox AC30 Clean
34	33	6	Gain / Bass / Mid / Treeble/ Pres / Mst	UK30 OD	Vox AC30 Overdriven
35	34	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HWT103	Hiwatt DR-103
36	35	6	Gain / Bass / Mid / Treeble/ Pres / Mst	Pv5050 CL	Peavey 5150 Clean
37	36	6	Gain / Bass / Mid / Treeble/ Pres / Mst	P5050 DS	Peavey 5150 Distortion
38	37	6	Gain / Bass / Mid / Treeble/ Pres / Mst	REGAL TONE CL	Tone King Falcon Rhythm
39	38	6	Gain / Bass / Mid / Treeble/ Pres / Mst	REGAL TONE Od1	Tone King Falcon Tweed
40	39	6	Gain / Bass / Mid / Treeble/ Pres / Mst	REGAL TONE Od2	Tone King Falcon Lead
41	40	6	Gain / Bass / Mid / Treeble/ Pres / Mst	CAROL CL	Two Rock Coral Clean
42	41	6	Gain / Bass / Mid /	CAROL OD	Two Rock Coral Overdriven

			Treeble/ Pres / Mst		
43	42	6	Gain / Bass / Mid / Treeble/ Pres / Mst	CARDEFF	Two Rock Cardiff
44	43	6	Gain / Bass / Mid / Treeble/ Pres / Mst	Ev5050 CL	EVH 5150 Clean
45	44	6	Gain / Bass / Mid / Treeble/ Pres / Mst	Ev5050 DS	EVH 5150 Distortion
46	45	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HT CLUB CL	Blackstar HT Stage 100 Clean
47	46	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HT CLUB DS	Blackstar HT Stage 100 Distortion
48	47	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HUGEN CL	Diezel Hagen Clean
49	48	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HUGEN OD	Diezel Hagen Overdrive
50	49	6	Gain / Bass / Mid / Treeble/ Pres / Mst	HUGEN DS	Diezel Hagen Distortion
51	50	6	Gain / Bass / Mid / Treeble/ Pres / Mst	KOCHE OD	Koch Powertone Overdrive
52	51	6	Gain / Bass / Mid / Treeble/ Pres / Mst	KOCHE DS	Koch Powertone Distortion
53	52	6	Gain / Bass / Mid / Treeble/ Pres / Mst	ACOUSTIC 1	Acoustic simulator 1
54	53	6	Gain / Bass / Mid / Treeble/ Pres / Mst	ACOUSTIC 2	Acoustic simulator 2
55	54	6	Gain / Bass / Mid / Treeble/ Pres / Mst	ACOUSTIC 3	Acoustic simulator 3

Values content :

Value name	**Value type**	**Value content**	**Comment**
ALL	num range	[0..100]	N/A

CAB section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template
1	0	4	Tube / MIC / Center / Distance	US DLX112	Fender Deluxe reverb 112
2	1	4	Tube / MIC / Center / Distance	US TWN 212	Fender Twin reverb 112
3	2	4	Tube / MIC / Center / Distance	US BASS 410	Fender Bassman 410
4	3	4	Tube / MIC / Center / Distance	SONIC 112	Fender Super Sonic 112
5	4	4	Tube / MIC / Center / Distance	BLUES 112	Fender Blues deluxe 112
6	5	4	Tube / MIC / Center / Distance	1960 412	Marshall 1960A 412
7	6	4	Tube / MIC / Center / Distance	EAGLE P412	Engl Pro XXL 412
8	7	4	Tube / MIC / Center / Distance	EAGLE S412	Engl Vintage XXL 412
9	8	4	Tube / MIC / Center / Distance	MARK 112	Mesa Boogie Mark 112
10	9	4	Tube / MIC / Center / Distance	REC412	Mesa Boogie Rectifier 412
11	10	4	Tube / MIC / Center / Distance	CITRUS 412	Orange Pc412
12	11	4	Tube / MIC / Center / Distance	CITRUS 212	Orange Pc212
13	12	4	Tube / MIC / Center / Distance	SLOW 412	Soldano SLO 412
14	13	4	Tube / MIC / Center / Distance	DRZEE 112	DR.Z Maz 112
15	14	4	Tube / MIC / Center / Distance	DRZEE 212	DR.Z Z-Wreck 212
16	15	4	Tube / MIC / Center	JAZZ 212	Roland JC120 212

			/ Distance		
17	16	4	Tube / MIC / Center / Distance	UK 212	Vox AC30 212
18	17	4	Tube / MIC / Center / Distance	HW T412	Hiwatt Ap412
19	18	4	Tube / MIC / Center / Distance	PV 5050 412	Peavey 5150 412
20	19	4	Tube / MIC / Center / Distance	REGAL TONE 110	Tone King Falcon 110
21	20	4	Tube / MIC / Center / Distance	TWO STONES 212	Two Rock 212
22	21	4	Tube / MIC / Center / Distance	CARDEFF 112	Two Rock 112
23	22	4	Tube / MIC / Center / Distance	EV 5050 412	EVH 5150 412
24	23	4	Tube / MIC / Center / Distance	HT 412	Blackstar HTV 412
25	24	4	Tube / MIC / Center / Distance	GAS STATION 412	Diezel Hagen 412
26	25	4	Tube / MIC / Center / Distance	ACOUSTIC 112	1 x 12” cabinet for acoustic amplification
27 - 36		1	Tube	Empty	UNUSED SLOT - RESERVED FOR FUTURE USE ?

Values content :

Value name	Value type	Value content	Comment
Center	num range	[0..100]	N/A
Distance	num range	[0..100]	N/A
Tube	num IDs	0 = OFF 1 = EL34 2 = EL84 3 = 6L6 4 = 6V6	N/A

Mic	num IDs	1 = SM57 2 = U47 3 = U87 4 = NT1 5 = MD421 6 = MD441 7 = MXL2001 8 = MXL2003 9 = C3000 10 = C4000B	N/A

NS/GATE section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template
1	0	1	Thres	NOISE KILLER	NOISE KILLER
2	1	1	Sens	INTEL REDUCER	Intelligent Noise Reduction
3	2	3	Attack / Release / Thres	NOISE GATE	Digital noise gate

Values Types :

Value name	Value type	Value content	Comment
ALL	num range	[0..100]	N/A

EQ section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template

1	0	5	100Hz / 250Hz / 630Hz / 1.6KHZ / 4KHz	GUITAR EQ	G 5 band graphic EQ for guitar
2	1	5	80Hz / 240Hz / 750Hz / 2.2KHz / 6.6Khz /	METAL EQ	HM 5 band graphic EQ for BASS guitar
3	2	6	100Hz / 200Hz / 400Hz / 800Hz / 1.6KHz / 3.2KHz	6BAND EQ	G-6 6 band graphic EQ for Guitar
4	3	6	Gain1 / 100Hz / Gain2 / 600Hz / Gain3 / 1250Hz	CUSTOM EQ	3 band parametric EQ with adjustable frequencies and ±12Db boost/cut

Values types :

Value name	Value type	Value content	Comment
All frequencies	num range	[-16..+16]	0 is mid point for related frequency
Gain[1..3]	num range	[-16..+16]	0 is mid point for related frequency

MOD section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template
1	0	3	Rate, Level, Depth	PHASER	Based on the custom phaser effect
2	1	3	Rate, Level, Depth	STEP PHASER	Square wave phase shifter
3	2	3	Rate, Level, Depth	FAT PHASER	Low frequency phase shifter
4	3	3	Rate, Mix, Feedback	FLANGER	Based on the custom flanger effect
5	4	3	Rate, Mix, Feedback	JET-FLANGER	Based on the JET FLANGER

6	5	3	Rate, Mix, Tone	TREMOLO	Based on the custom tremolo effect
7	6	3	Rate, Mix, Tone	STUTTER	Choppy cut off filter
8	7	3	Rate, Depth, Tone	VIBRATO	Pitch modulation
9	8	3	Pitch, Mix, Tone	PITCH SHIFT	Dry signal pitch shifter. Can simulate classic whammy
10	9	3	Pitch, Mix, Tone	DETUNE	Fine tune pitch adjustment
11	10	3	Rate, Mix, Tone	ROTARY	Simulates a vintage leslie rotating speaker
12	11	3	Rate, Mix, Tone, Depth	ANA-CHORUS	Stompbox style analog chorus
13	12	4	Rate, Mix, Tone, Depth	TRI-CHORUS	Rich multi stage chorus
14	13	3	Rate, Mix, Tone	RING MOD	Ring modulator
15	14	3	Rate, Mix, Q	Q-FILTER	Static notch filter (like a half cocked wah pedal)
16	15	3	Rate, Mix, Range	HIGH PASS	Static high frequency pass filter
17	16	3	Rate, Mix, Range	LOW PASS	Static low frequency pass filter
18	17	3	Rise, Level	SLOW GEAR	Auto volume swell
19	18	3	Sample, Mix, Bit	LOFI	Low rate sampling filter

Values types :

Value name	**Value type**	**Value content**	**Comment**
Default for ALL	num range	[-16..+16]	Except otherwise specified thereafter.
Pitch	num range	[-12.0..+12.0]	**WARNING** : Signed Float

DELAY section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template
1	0	4	Level, F.Back, Time, Sub-D	DIGITAL	Recreates the crystal-clear repeats of the 80's delay units
2	1	4	Level, F.Back, Time, Sub-D	ANALOG	Modeled after classic stompbox delays with BB chips
3	2	4	Level, F.Back, Time, Sub-D	DYNAMIC	Digital Delay which responds to instrument dynamics
4	3	4	Level, F.Back, Time, Sub-D	REAL	Realistic and natural echo
5	4	4	Level, F.Back, Time, Sub-D	TAPE	Recreates swirly 70's tape echo
6	5	4	Level, F.Back, Time, Sub-D	MOD	Digital Delay with modulated repeats
7	6	4	Level, F.Back, Time, Sub-D	REVERSE	Backwards delay
8	7	5	Level, F.Back, Time, Sub-D, Thres	DUAL DELAY 2	delays with independent controls
9	8	6	Level, F.Back, Time A, sub A, Time B, Sub B	PINGPONG	Stereo delay

Values types :

Value name	Value type	Value content	Comment
Default for ALL	num range	[0..100]	Except otherwise specified thereafter.
Time, TimeA, TimeB	num range	[40..2500]	N/A
Sub-D Sub A Sub B	num IDs	1 = OFF 2 = 1/4 3 = 1/4T 4 = 1/4D 5 = 1/8 6 = 1/8T 7 = 1/8D	N/A

		8 = 1/16 9 = 1/16T 10=1/16D	

REVERB section

Possible effects :

ID	Abs file ID	Nb. val	val types	Name	Template
1	0	4	P.Delay, Level, Decay, Tone	ROOM	Small room reverb
2	1	4	P.Delay, Level, Decay, Tone	HALL	Large room reverb
3	2	4	P.Delay, Level, Decay, Tone	CHURCH	Huge room reverb
4	3	4	P.Delay, Level, Decay, Tone	PLATE	Studio style plate reverb
5	4	4	P.Delay, Level, Decay, Tone	SPRING	Classic spring reverb tank
6	5	4	P.Delay, Level, Decay, Tone	MOD	Reverb with modulation
7	6	4	P.Delay, Level, Decay, Tone	CAVE	Spacious and atmospheric reverb

Values Types :

Value name	Value type	Value content	Comment
ALL	num range	[0..100]	N/A