

6APPEAL MAIN CONTROLS

ENC (ENCODER)

ENC turn = select preset (1G...24R)

In Player Mode:

ENC long push = preset Save Mode

ENC turn = select preset to save to

ENC long push = save to preset

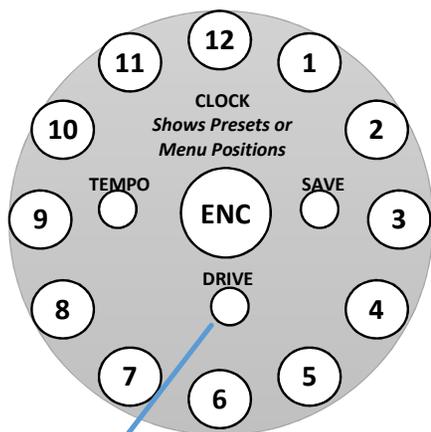
(FX/ESC in Save Mode = Exit)

ENC short push = enter Menus

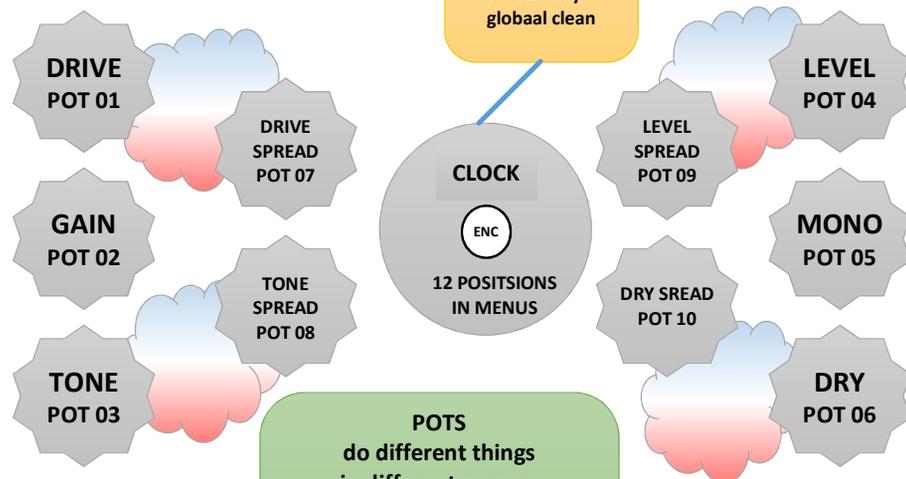
Select Menu = footswitch P, N

Select Menu Item = ENC turn

(No Save in Menus, besides Bank Save in Submenu 10.11)



IN PLAYER MODE,
CLOCK LEDS SHOW
12G, 12R PRESETS
Preset 24 is your
global clean



CLOCK

ENC

12 POSITIONS
IN MENUS

POTS

do different things
in different menus.

Example:

Menu 2 Pot 1...6 = String Pan

Menu 3,4,5 Pot 1...6 =
Modulation Depth

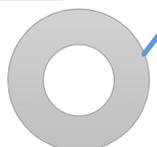


PREVIOUS

Left Footswitch

Previous Preset

Previous Menu



FX/ESC Footswitch

Toggle between

Clean (no effect) = **Red**
Drive = **Green**

Exit without save



NEXT

Right Footswitch

Next Preset

Next Menu

MENUS

Indicated by blinking Pots (1...10)

Menu 1 "Sound" Drive Type / Tone Off / Filter On / Root Boost / Per String

Menu 2 "Pan" AutoPanning / String Panning / Spread Type

Menu 3 "Sequencer" Seq Per Channel / Type / Depth

Menu 4 "LFO 1" Per Channel / Type / Depth / Sync to Ext or Tap Tempo

Menu 5 "LFO 2" Per Channel / Type / Depth / Sync to LFO 1

Menu 6 "Envelope" Per Channel / FX footswitch / Depth / ADSR

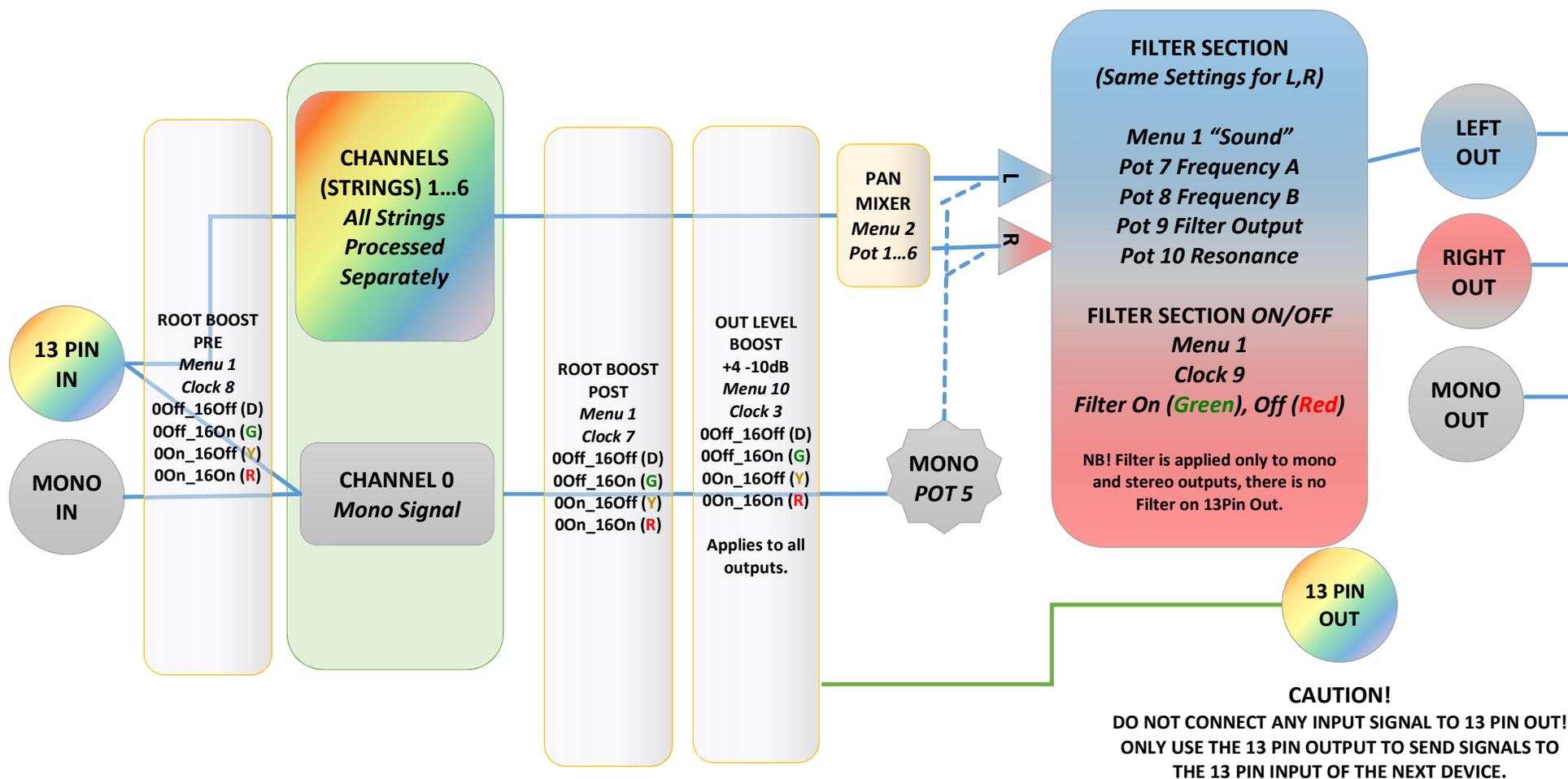
Menu 6 "MIDI Control" Set up MIDI control

Menu 8 For great surprises in the future

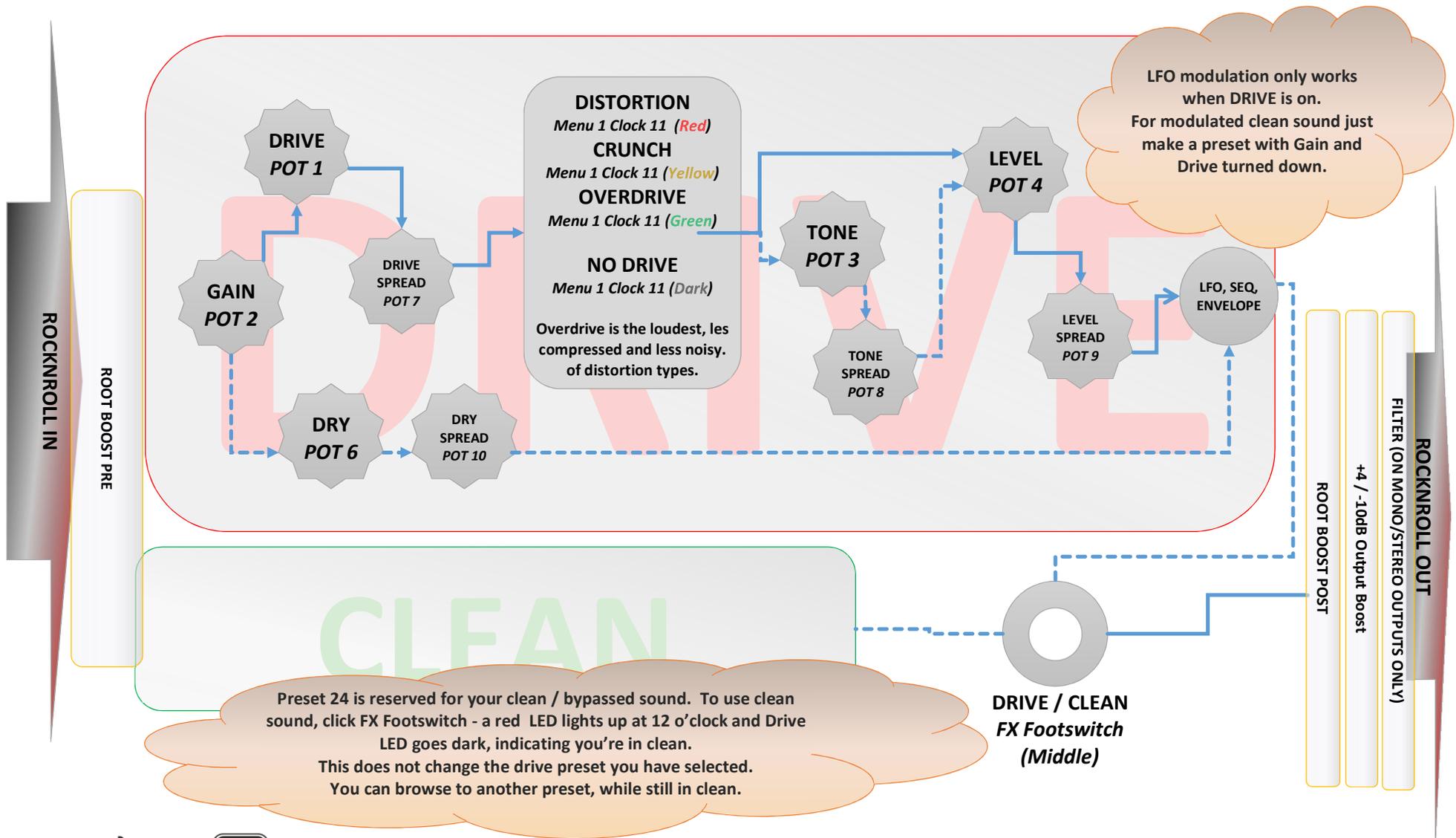
Menu 9 "MIDI" MIDI Channel / USB MIDI

Menu 10 "Global Parametres" MonoGuitar / Breakout Box / Bank

6 APPEAL GENERAL FLOW



CHANNEL FLOW OF 6APPEAL



6APPEAL PRESET FLOW

6 PRESET BANKS (use if needed)

12 GREEN
MEMORY
SLOTS

DRIVE
PRESETS
1...12

PRESET 24
IS CLEAN
(FX OFF)

12 RED
MEMORY
SLOTS

DRIVE
CHANNEL
PRESETS
13...23

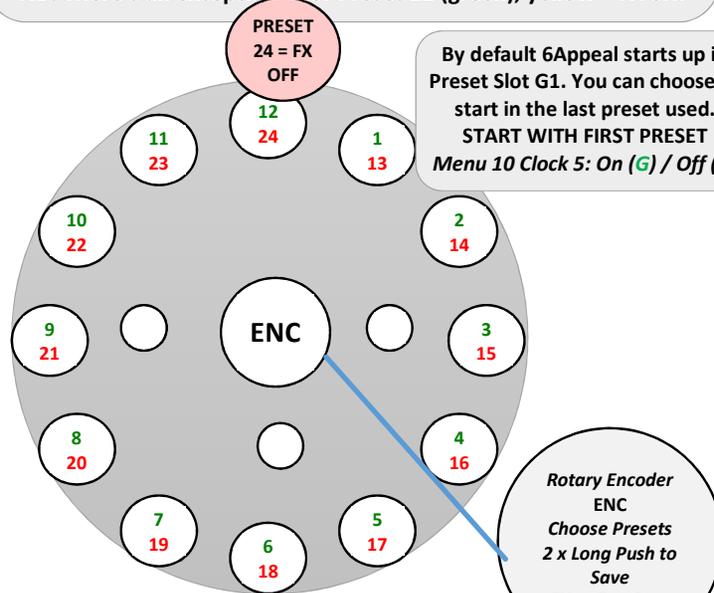
PRESET 24
IS CLEAN
(FX OFF)

Preset 24 is reserved for your clean / bypassed sound (FX off).
Use FX Footswitch to toggle it. The drive preset selected remains
the same. You can browse to another preset, while still in clean, and
then switch FX back on.

A red LED lights up at 12 o'clock and Drive LED goes dark, when
you're in clean.

NB! There's an exception – for Preset 12 (green), yellow = FX off.

By default 6Appeal starts up in
Preset Slot G1. You can choose to
start in the last preset used.
START WITH FIRST PRESET
Menu 10 Clock 5: On (G) / Off (R)



POT KNOB BEHAVIOUR

If physical knob position does not
match its internal position, the knob is
dark. It lights up when turned past the
saved position (marked green).
From then on the knob is red until
automatic store or saving.

AUTOMATIC STORE

If you tune the pots in a preset, the new
settings are stored automatically, so
that the next time you return to this
preset slot, you have the last used
settings.

NB! Settings are autostored until the
device is powered on. You loose all
unsaved content if you switch off
without saving.

SAVING PRESETS

Only in Player Mode

ENC Long Push = Enter Save Mode

ENC turn = choose where to Save

*One more ENC Long Push = Save
(FX/ESC footswitch to Escape)*

You can set up six different
PRESET BANKS

Menu 10 Clock 11:

Toggle position 1..6 in submenu

Previous Preset
Footswitch

FX/ESC Footswitch
Toggle between Drive
and Clean Channel
Exit Save Mode without
saving

Next Preset
Footswitch

RECALL SAVED PRESET

(Override the Automatic Store)
Short push ENC + FX/ESC footswitch

RECALL DEFAULT (INITIAL) PRESET
(Start sculpting sound)
*Long simultaneous push ENC + FX/ESC
footswitch*

6APPEAL MENU MANAGEMENT

ENC short push = enter last used Menu
Select Menu = footswitch Prev, Next
Select Menu Item = ENC turn
FX short = Exit Menu without save
ENC long = Enter Save Mode (from Player Mode)
ENC long second = Save

ENC (ENCODER)
ENC turn = select MENU POSITIONS
(1Green...12Red)
ENC push in Position = next setting
(combinations of Green and Red or Dark, Green, Yellow, Red)

ENC long push = Save Mode
One more ENC long = Save
FX/ESC Footswitch = Escape

POTS have different functions depending on the menu selected.

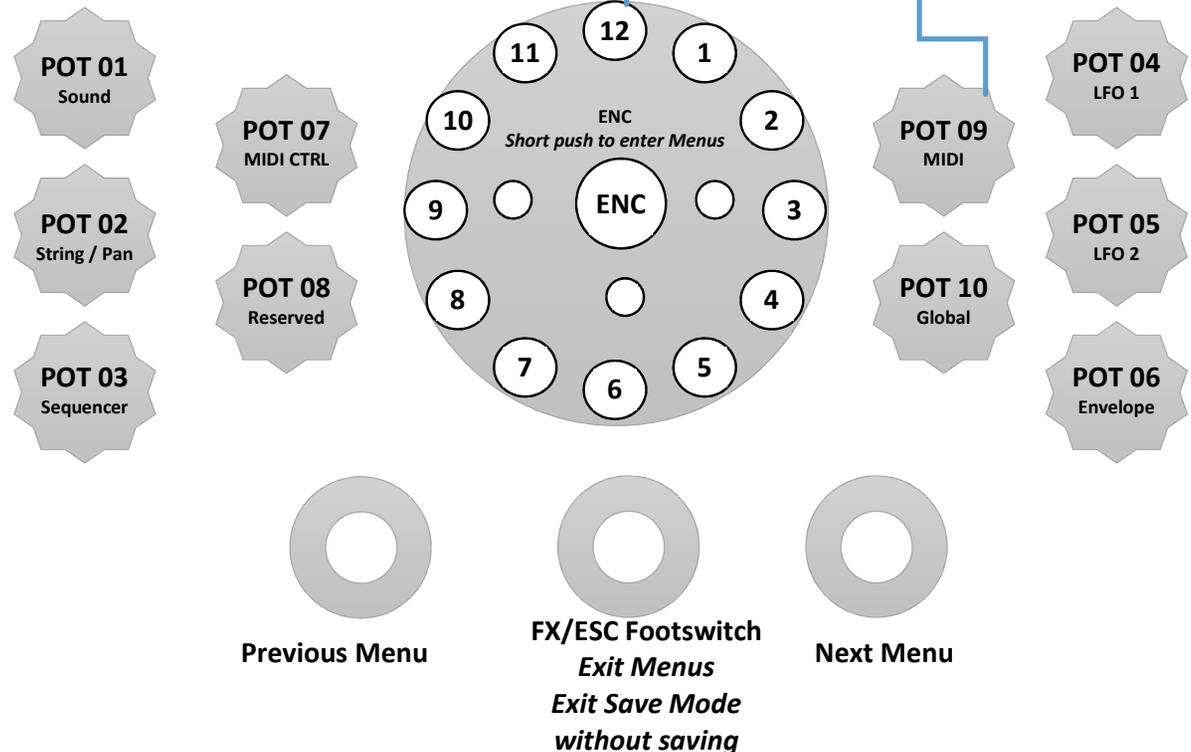
Some POTS become active only if a corresponding setting is active (like the Filter Pots in Menu 1)

In menus with per string settings POT 1...6 and Clock Positions 1...6 control strings 1...6

MENUS

Indicated by blinking Pots (1...10)

- Menu 1 "Sound 1"
Drive Type / Tone off / Filter on / Root Boost
- Menu 2 "Sound 2"
Autopanning / Spread Type
- Menu 3 "Sequencer"
Per Channel / Type / Depth
- Menu 4 "LFO 1"
Per Channel / Type / Depth
- Menu 5 "LFO 2"
Per Channel / Type / Depth
- Menu 6 "Envelope"
Per Channel / Footswitch / Depth / ADSR
- Menu 7 "MIDI Control"
Submenus for controls
- Menu 8
For great surprises in the future
- Menu 9 "MIDI"
- Menu 10 "Global Parameters"



6APPEAL PLAYER MODE (NO MENU)

ENC Long Push = Enter Save Mode
 ENC turn = choose where to Save
 One more ENC Long Push = Save
 (ENC Short or FX footswitch to Escape)
 ENC + FX footswitch = recall preset

Rotary Encoder ENC

Choose Presets
 2 x Long Push to Save
 FX to Exit Save

DRIVE affects all channels, including the mono channel
 DRIVE TYPE Menu 1 Clock 11: Overdrive (Green) / Crunch (Yellow) / Fuzz (Red) / Off (Dark)
 GAIN adjust to taste

TONE controls classic distortion tone circuit

LEVEL controls master volume

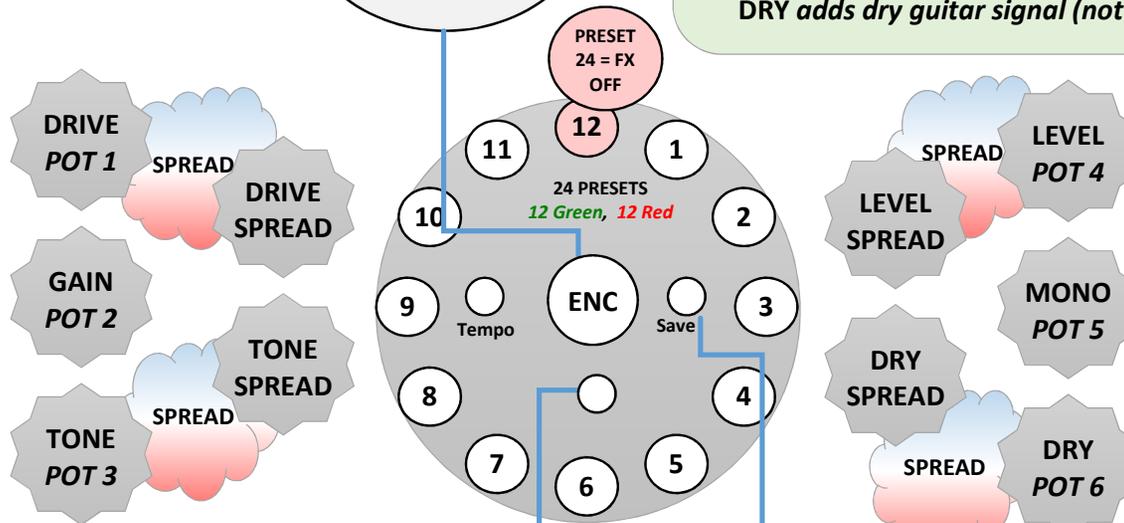
MONO adds monophonic signal

DRY adds dry guitar signal (not affected by Clean Channel settings)

KNOBS
 Light up when the position corresponds to preset

Green when the position corresponds to position saved in preset

Red when active but not saved yet



SPREAD KNOBS

Yellow light = central position

TILT: Apply more effect on lower (turn CCW) or higher strings (CW)
 SMILE: Adjust by smiley face (CW) or sad face (CCW) curve

Drive Spread
 Less drive on lower strings means less mud and more punch

Level Spread
 Make different strings louder

Tone Spread
 Only if Tone Stack is in Menu1, Clock 10: On (G) / Off (R)

Dry Spread
 More dry (clean hex signal) on different strings

SPREAD TYPE
 Menu 2, Clock 12
 Tilt (G) / Smile (R)

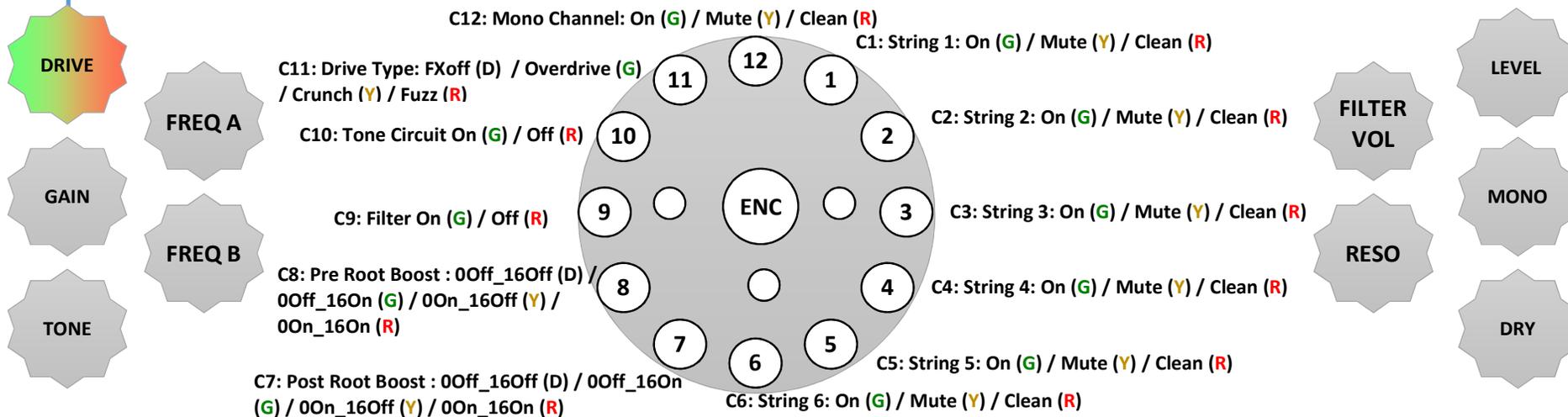
Save LED Red = preset changed, save if you want to keep changes

6APPEAL MENU 1 "SOUND"

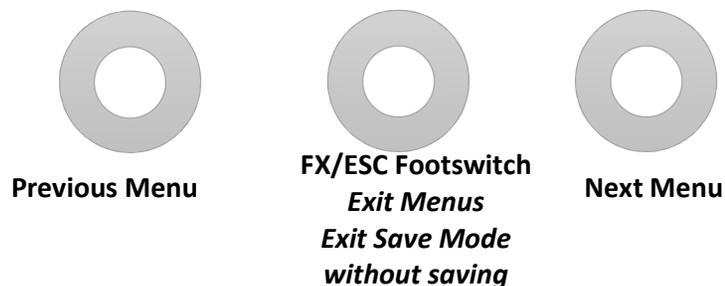
POT1 blinks, indicating you're in MENU 1 (M1)

CHANGE SETTINGS IN CLOCK POSITIONS
Dark (blinking) / Green / Yellow / Red
Use ENC to choose and toggle.

ENC Long Push = Enter Save Mode
ENC turn = choose where to Save
One more ENC Long Push = Save
ENC Short or FX footswitch to Exit
ENC + FX footswitch = recall preset



Clock Positions (C) that show presets in Player Mode, are now dedicated to different functions you can pick using ENC (encoder).



In MENU 1 is dedicated to sculpting the sound. POTS 1...6 have the main functions.

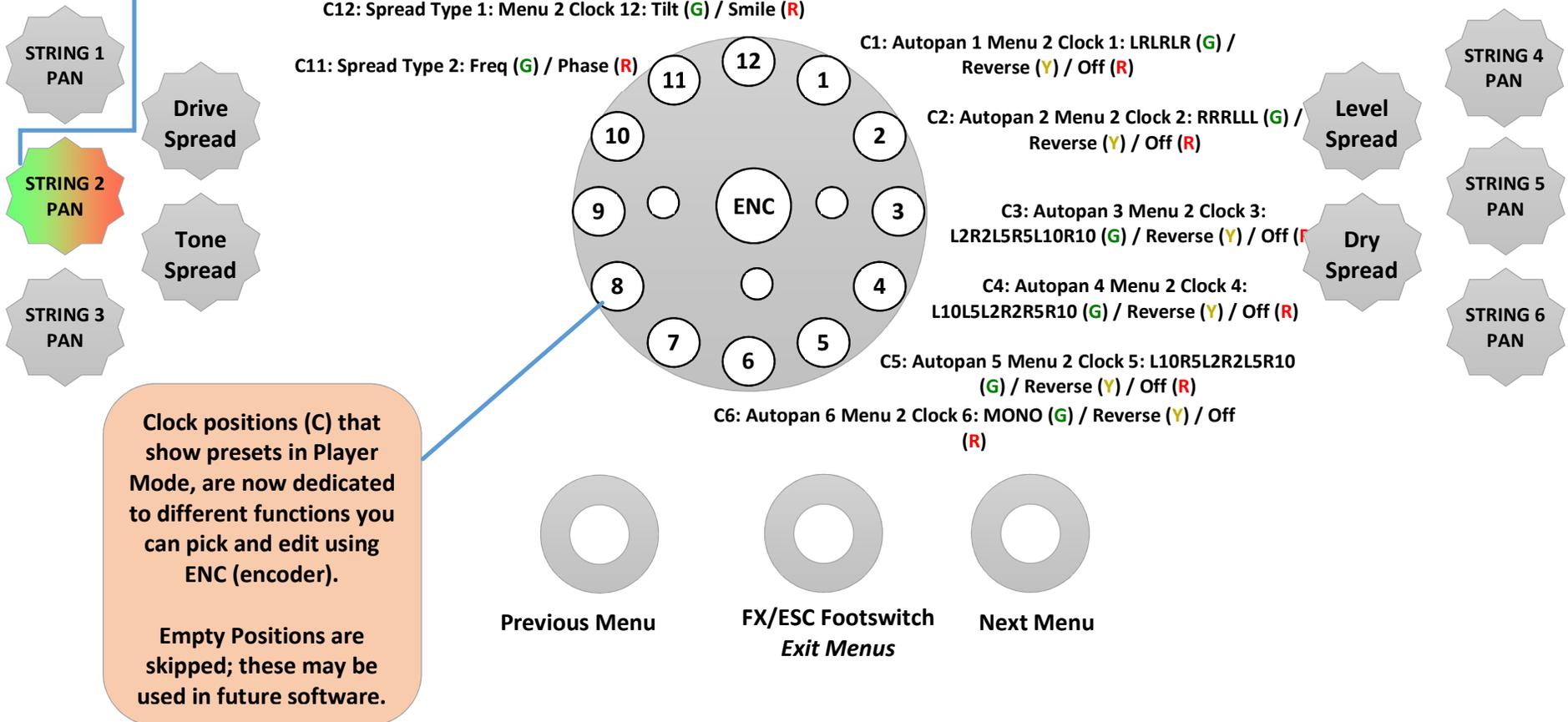
POTS 7...10 are dedicated to tuning the FILTER. Note that if the Filter Volume is all turned all the way down there is no sound.

6APPEAL MENU 2 "PAN"

POT2 blinks, indicating you're in MENU 2 (M2)

CHANGE SETTINGS IN CLOCK POSITIONS
 Dark (blinking) / Green / Yellow / Red
 Use ENC to choose and toggle.

ENC Long Push = Enter Save Mode
 ENC turn = choose where to Save
 One more ENC Long Push = Save
 ENC Short or FX footswitch to Exit
 ENC + FX footswitch = recall preset

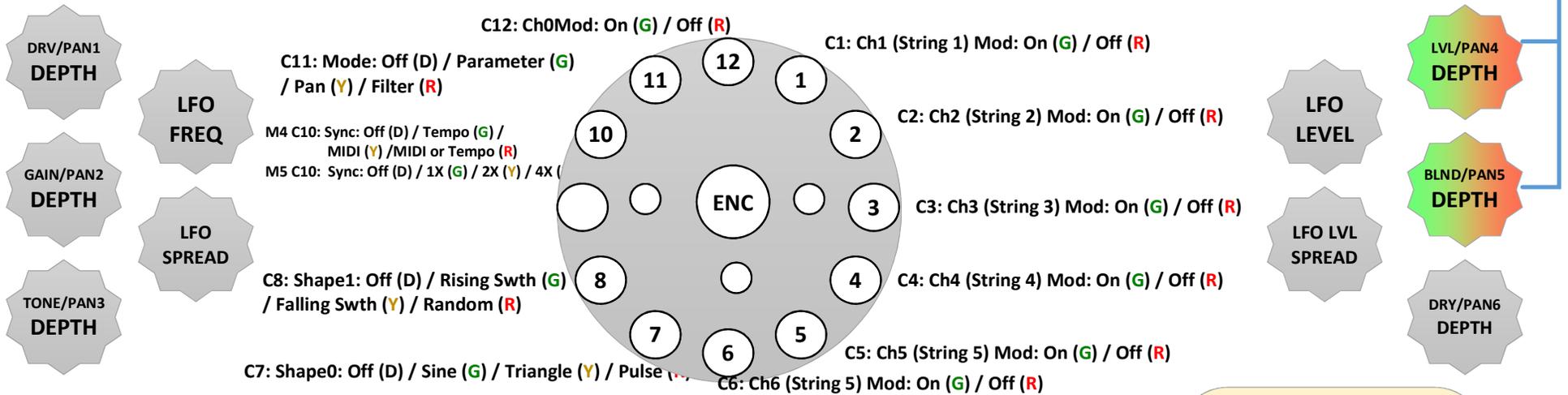


6APPEAL MENU 4&5 "LFO 1 & LFO2"

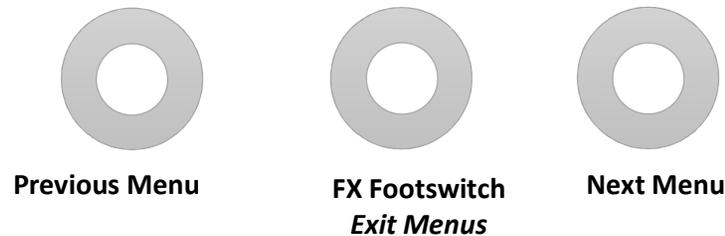
You can set Menu 3..5 Pot 8 to spread frequency or phase for low and high strings:
SPREADTYPE 2 Menu 2 Clock 11: Freq (G) / Phase (R)

INDICATORS IN CLOCK POSITIONS
Dark (blinking) / Green / Yellow / Red
Use ENC to choose and toggle.

POT4 blinks for M4 (LFO1)
or
POT5 blinks for M5 (LFO2)



Clock positions (C) that show presets in Player Mode, are now dedicated to different functions you can pick using ENC (encoder).



MODULATIONS

To get going, pick a mode from C11 and Shape from C7 or/and C8 (for mono guitar turn mod on from C12).
POTS 1...6 for parameter, panning or filter parameter mod depth.
POTS 7...10 to tune LFO.

You can sync LFOs (C10).

6APPEAL POT INDICATION

