

VARIAK WORKBENCH™



K. Townson
© 2005 Kerry L. Townson

TUTORIAL

*A comprehensive collection of information, techniques,
tips & tricks contributed by the users of this technology.*

Variax Workbench Tutorial

Dedicated to all who contribute

their time, effort, and knowledge in the
never ending pursuit for perfect tone.

Tadd King – *General Author, Compilation & Design*
Yorkville, Illinois USA
kingtf@sbcglobal.net

Mark Hollowood – *Online Help File Compilation & Design*
Wales, United Kingdom

Chris Brandin – *Author of 12 Strings, Harmonic Open Tuning
(HOT), Controls Section, and Technical Advisor*
Colorado Springs, Colorado USA

Kerry Townson – *Graphics Design*
Slidell, Louisiana USA

Mark Charles – *Proof Reader, Tech Advise*
Brea, California USA

Lynn Sargent – *Proof Reader, Tech Advise*
New York, NY

Thank you Line 6, for allowing us to write this tutorial freely.

Variax Workbench Tutorial

Disclaimer

This manual/tutorial has been compiled with the permission of Line 6 and the various other owners of the content contained within. This information is not for sale and is distributed freely for reference by the users of the Line 6 Workbench software product, and its applicable devices. All Line 6 logo's, trademarks, and/or images used within are the exclusive property of Line 6. We make no claim or representation to such trademarks. It is not our intention to use any intellectual property without the permission of its owner. Every effort has been made to ensure that the information provided within this manual/tutorial is accurate and up to date, but no legal responsibility is accepted for any errors, omissions, or misleading statements. It is our policy to obtain permission to link to other web sites, where appropriate. These links are provided as additional references only. We are not responsible for, and cannot guarantee the accuracy of, information on web sites that we do not manage; nor shall the inclusion of a hyperlink be taken to mean endorsement by us of the web site to which it points.