

MULTISTOMP MS-50G for Guitar

Effect Types and Parameters



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	Para	meter	Pa	Parameter range							
Effect type					I	Effect ex	planation				
Flanger	This is	a jet sound	l like a	ı ADA fla	ange	er.					
			Knob1				Knob2			Knob3	
INFIT MATE REAL	D01	Depth	0–100	' T	R	ate	0-50	Ņ	Reso	-10–10	
	Pageor	Sets the dept	h of the r	nodulation.	S	ets the spe	ed of the modulation		Adjusts the intens	sity of the modulation re	sonance.
Hanser		PreD)-50		N	1ix	0-100		Level	0–150	
	Page02	Sets pre-delay	time of	effect soun	d. Ar	djusts the a nat is mixed	mount of effected so with the original soun	ur d d.	Adjusts the c	utput level.	
Effect screen		Parameter	explan	ation			Tempo synch	۱ro	nization pos	sible icon	

Effect Types and Parameters

[DYN/FLTR]

Comp	This co	This compressor in the style of the MXR Dyna Comp.								
	\sim		Knob1			Knob2			Knob3	
SEMSE TIME LEVEL	D01	Sense	0–10		Tone	0–10		Level	0–150	
	PageUI	Adjusts the c	ompressor sensitivit	.y.	Adjusts the t	one.		Adjusts the o	utput level.	
		ATTCK	Slow, Fast							
	Page02	Sets compr Fast or Slow.	essor attack speed	d to						
RackComp	This co	mpressor	allows more d	eta	iled adjust	ment than Cor	np.			
	\sim		Knob1			Knob2			Knob3	
		THRSH	0–50		Ratio	1–10		Level	0–150	
	Page01	Sets the lev compressor.	vel that activates	the	Adjusts the c	ompression ratio.		Adjusts the o	utput level.	
	Dage 02	ATTCK	1–10							
	Fageuz	Adjusts the c	ompressor attack ra	te.						
SlowATTCK	This eff	ect slows	the attack of e	ach	n note, res	ulting in a violi	n-li	ke perform	nance.	
	\square		Knob1			Knob2			Knob3	
		Time	1–50		Curve	0–10		Level	0–150	
SION ATTCK	Page01	Adjusts the a	ttack time.		Set the curve attack.	of volume change du	ring	Adjusts the o	utput level.	
	Page02									
	1 age 02									
ZNR	ZOOM'	s unique no	bise reduction c	uts	noise durin	g pauses in play	/ing	without af	fecting the tone	э.
			Knob1			Knob2			Knob3	
	Page01	THRSH	1–25		DETCT	GtrIn, EfxIn		Level	0–150	
THESH LEVEL	rageor	Adjusts the e	ffect sensitivity.		Sets control	signal detection level	l	Adjusts the o	utput level.	
_ ZNR 🕲 🔍 🗒 _	Page02									
	. ugooz									
LineSel	Sound i effect ir	nput into th order whe	e LineSel effect n ON.	is s	sent directl	y to the OUTPUT	r ja	cks when C	FF and to the n	ext
	\sim		Knob1			Knob2			Knob3	
		EFX_L	0–150		OUT_L	0–150				
	Page01	Adjusts level	sent to next effect.		Adjusts lev outputs.	el sent directly to	the		<u></u>	
	Page02									

GraphicEQ	This un	it has a 6-	band equalizer							
			Knob1			Knob2			Knob3	
		160Hz	-12–12	1	400Hz	-12-12	1	800Hz	-12–12	Γ
IIIII	Page01	Boosts or cuts band.	the low (160 Hz) frequ	iency	Boosts or cu Hz) frequenc	uts the low-middle y band.	(400	Boosts or cu frequency ba	ts the middle (800 nd.	Hz)
		3.2kHz	-12-12		6.4kHz	-12-12		12kHz	-12-12	
GrafficEQ	Page02	Boosts or c frequency ba	uts the high (3.2 nd.	kHz)	Boosts or ci (6.4 kHz) free	uts the extremely quency band.	high	Boosts or co kHz) frequenc	uts the harmonics by band.	(12
	Page03	Level Adjusts the o	0–150 utput level.							
ParaEQ	This is	a 2-band p	arametric equ	aliz	er.					
	\sim		Knob1			Knob2			Knob3	
		Freq1	20Hz–20kHz	Γ	Q1	0.5, 1, 2, 4, 8, 16		Gain1	-12-12	Γ
∕[• ôB₀E])	Page01	Adjusts cente	er frequency of EQ1.		Adjusts EQ1	Q.		Adjusts EQ1	gain.	
	Page02	Freq2	20Hz–20kHz		Q2	0.5, 1, 2, 4, 8, 16		Gain2	-12–12	
	Fageuz	Adjusts cente	er frequency of EQ2		Adjusts EQ2	Q.		Adjusts EQ2	gain.	
	Page03	Level	0–150							
	lagooo	Adjusts the o	utput level.							
AutoWah	This eff	ect varies	wah in accord	land	e with pic	king intensity.				
	\sim		Knob1			Knob2			Knob3	
SENSE RESO LEVEL		Sense	-101, 110		Reso	0–10		Level	0–150	
AutoWah	Page01	Adjusts the s	ensitivity of the effe	ect.	Adjusts the in sound.	ntensity of the reson	ance	Adjusts the o	utput level.	
	Page02									
Cry	This eff	ect varies	the sound like	e a t	alking mo	dulator.				
	\sim		Knob1			Knob2			Knob3	
FANGE PEST SENSE		Range	1–10	Γ	Reso	0-10	Τ	Sense	-101, 110	Γ
	Page01	Adjusts the fro by the effect.	equency range proce	ssed	Adjusts the in resonance so	itensity of the modul und.	ation	Adjusts the s	ensitivity of the effe	ct.
		Bal	0–100		Level	0–150				
	Page02	Adjusts the b and effect so	alance between orig unds.	ginal	Adjusts the c	output level.				
M-Filter	This env	elope filter	has the flavor o	faN	Noog MF-10	01 low pass filte	r an	d can be se	t in a wide range	Э.
	\square		Knob1			Knob2			Knob3	
		Freq	0–100		Sense	0–10		Reso	0–10	
	Page01	Sets minimur filter.	m frequency of enve	lope	Sets effect s	ensitivity.		Sets effect re	sonance.	
MaElitor	Page02	Туре	HPF, BPF, LPF		Chara	2Pole, 4Pole		VLCTY	Fast, Slow	
l ⊓ Fincer		Sets filter typ)e.	1	Adjusts amo	unt of filter applied.	-	Sets speed o	f filter action.	T
	Page03	Adjusts the b	alance between orig	ginal	Adjusts the c	utput level.				
Sten	This sn	ecial effec	t aives the sou	ind	a stenner	d quality				
Otep	11113 SP		Knoh1	ana		Knoh?			Knob3	
		Denth	0-100	Г	Bate	0-50	L N	Beso	0-10	T
STEP RITE	Page01	Sets the dep	th of the modulation	ı.	Sets the spe	ed of the modulation	n.	Adjusts the in resonance sou	tensity of the modula und.	ation
℗ℎ℩ℾ⅏℗		Shape	0-10	1	Level	0-150				1
	Page02	Adjusts the e	ffoct onvolono		Adjusts the c	output level.				
		,	nect envelope.	_						
SeqFLTR	The se	quence filt	er has the flav	or o	of a Z.Vex	Seek-Wah.	_			
SeqFLTR	The se	quence filt	er has the flav	or o	of a Z.Vex	Seek-Wah. Knob2			Knob3	
SeqFLTR	The sec	quence filt _{Step}	er has the flav Knob1 2-8	or o	of a Z.Vex	Seek-Wah. Knob2		Speed	Knob3 1–50	>
	The sec Page01	quence filt Step Adjusts numb	Er has the flav Knob1 2-8 per of sequence ste	ps.	of a Z.Vex PTTRN Sets effect p	Seek-Wah. Knob2 1-8 attern.		Speed Sets modulat	Knob3 1–50 ion speed.	♪
SeqFLTR	The see Page01	Quence filt Step Adjusts numb Shape	er has the flav Knob1 2-8 Der of sequence ste 0-10	ps.	of a Z.Vex PTTRN Sets effect p. Reso	Seek-Wah. Knob2 1-8 attern. 0-10		Speed Sets modulat Level	Knob3 1–50 ion speed. 0–150	↓

[OD/DIST]

							_		
Booster	The bo	oster incre	in t	o make th	e sound more	ро	owerful.		
	\sim		Knob1			Knob2		Knob3	
		Gain	0–100		Tone	0-100		Level 0-150	
Boottor	Page01	Adjusts the g	ain.		Adjusts the te	one.		Adjusts the output level.	
	Page02			-		1			
OverDrive	Simula "overdi	tion of the ive" title.	BOSS OD-1	, tł	ne compa	ct effect box t	ha	t was the first to take	e the
			Knob1			Knob2		Knob3	
*	D01	Gain	0–100		Tone	0–100		Level 0-150	
DuerDrive	Fageor	Adjusts the g	ain.		Adjusts the te	one.		Adjusts the output level.	
	D02								
	Pageuz								
T Scream	Simula inspire	tion of the d numerou	lbanez TS808 s clones.	3, ∨	/hich is lov	ved by many g	uita	arists as a booster and	l has
CONTRACTOR CONTRACTOR			Knob1			Knob2		Knob3	
	Page01	Gain	0–100		Tone	0–100		Level 0-150	
TScream	- ugooi	Adjusts the g	ain.		Adjusts the te	one.		Adjusts the output level.	
	Page02								
	1 age 02								
Dist+	Simula	tion of the	MXR distortio	n+	effect that	t made distorti	on	popular worldwide.	
			Knob1			Knob2		Knob3	
	D01	Gain	0–100		Tone	0–100		Level 0-150	
Dist +	Pageor	Adjusts the g	ain.		Adjusts the te	one.		Adjusts the output level.	
	Page02								
Dist 1	Simula	tion of the	BOSS DS-1 di	isto	ortion peda	l, which has be	eer	a long-seller.	
			Knob1			Knoh2		Knob3	
		Gain	0-100	1	Tone	0-100	[Level 0-150	
	Page01	Adjusts the a	ain		Adjusts the to	0.000		Adjusts the output level	
Dist 1		, lajaoto tito gi							
	Page02								
Squeak	Simula	tion of the	popular Pro C	οB	at famous	for its eday di	sto	rtion sound	
oquoun			Kash1			Karbo		Kraho	
GAIN TONE LEVEL		Cala	0, 100	1	Teres	Knob2	r	Knob3	
	Page01	Gain A diverse sheep an	0-100		Ione	0-100			
Squeak		Adjusts the g	ain.	_	Adjusts the ti	ine.		Adjusts the output level.	
Q	Page02								
GreatMuff	Simula world f	tion of the or its fat, s	Electro-Harmo weet fuzz sou	oni» Ind.	K Big Muff	, which is love	d b	ı y famous artists around	d the
			Knob1			Knob2	_	Knob3	
	Page01	Gain	0–100		Tone	0–100		Level 0-150	
GreatMuff	rugcor	Adjusts the g	ain.		Adjusts the te	one.		Adjusts the output level.	
	Page02								
	Fageuz								
MetalWRLD	Simula powerf	tion of th ul lower m	e BOSS Met idrange.	al Z	Zone, whi	ch is characte	əriz	ed by long sustain a	nd a
	\sim		Knob1			Knob2		Knob3	
	D-1. ~	Gain	0–100		Tone	0–100		Level 0-150	
MetalWRLD	Page01	Adjusts the g	ain.		Adjusts the te	one.	•	Adjusts the output level.	
	D 63								
	Page02				i			' '	

HotBox	Simula	tion of the	compact Mate	chle	ess Hotbo>	pre-amplifier	wit	h a built-in	tube.	
	\sim		Knob1			Knob2			Knob3	
	D01	Gain	0–100		Tone	0–100		Level	0–150	
	Pageur	Adjusts the g	ain.		Adjusts the to	one.		Adjusts the o	utput level.	
HotBox	Daga 02									
	1 ageoz									
Z Clean	ZOOM	original ur	nadorned clear	SC	ound.					
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150	
	1 ageo1	Adjusts the g	justs the gain.			one.		Adjusts the o	utput level.	
Z Clean 👁	Page02									
	1 uge 02									
ExtremeDS	This dis	his distortion effect boasts the			ghest gain	in the world.				
			Knob1			Knob2			Knob3	
A 666	Page01	Gain	0–100		Tone	0–100		Level	0–150	
EXTREME	1 ageo1	Adjusts the g	ain.		Adjusts the to	one.		Adjusts the o	utput level.	
O DISTORTION	Page02									
	1 ugoo2									
Aco.Sim	This eff	ect chang	es the tone of	an	electric gu	iitar to make it	so	und like ar	n acoustic guit	ar.
	/		Knob1			Knob2			Knob3	
ACOUSTIC		Тор	0–100		Body	0–100		Level	0–150	
0000	Page01	Adjusts the acoustic guita	unique string tone ars.	e of	Adjusts the bo guitars.	dy resonance of acou	ustic	Adjusts the o	utput level.	
	Page02									
	i ageuz									

[AMP]

FD COMBO	Modele	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.								
			Knob1			Knob2			Knob3	
	Daga01	Gain	0–100		Tube	0–100		Level	0–150	
	Fageor	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
	Daga 02	Trebl	0–100		Middl	0–100		Bass	0–100	
	Fageuz	Adjusts volun	ne of high frequenci	es.	Adjusts volum	e of middle frequenc	es.	Adjusts volume of low frequencies.		
	Daga 02	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	Fage03	Adjusts volume	of super-high frequent	cies.	Selects cabin	et.	Selects type	of connected device		
DELUXE-R	This m	odels the s	sound of a Fen	der	Deluxe R	everb made in	19	65.		
			Knob1			Knob2			Knob3	
	Daga01	Gain	0–100		Tube	0–100		Level	0–150	
	Fageor	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
10) #1 (0) (12) 3	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
	1 ageoz	Adjusts volun	ne of high frequencies.		Adjusts volum	e of middle frequenc	ies.	Adjusts volur	ne of low frequencie	IS.
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	1 age 00	Adjusts volume	of super-high frequen	cies.	Selects cabin	et.		Selects type	of connected device	<u>.</u>
US BLUES	Crunch	sound of	a Fender Twee	d B	assman.					
	/		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tube	0–100		Level	0–150	
	1 ageo1	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
USBUDS	Daga 02	Trebl	Trebl 0-100			0–100		Bass	0–100	
	1 ageoz	Adjusts volume of high frequencies.			Adjusts volum	e of middle frequenc	es.	es. Adjusts volume of low frequencies.		IS.
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	i ageos	Adjusts volume of super-high frequencies. Selects cabinet.						Selects type	of connected device	

VX JMI	This simulates the sound of an early model of a class-A British combo amp.									
	\sim		Knob1			Knob2			Knob3	
	D 01	Gain	0–100		Tube	0–100		Level	0–150	
GALIN THE LEVEL	PageUI	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
	D00	Trebl	0–100		Middl	0–100		Bass	0–100	
	Pageuz	Adjusts volur	ne of high frequenci	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volur	ne of low frequencie	s.
		Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	Page03	Adjusts vo frequencies.	lume of super-h	igh	Selects cabin	et.		Selects type	of connected device	
TW ROCK	This cr boutiqu	unch sou le amplifie	nd uses the c r.	driv	e channe	l of a Two Ro	ck	Emerald !	50, an Americ	an
			Knob1			Knob2			Knob3	
	Dogo01	Gain	0–100		Tube	0–100		Level	0–150	
	Pageor	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
TW ROCK	1 ageoz	Adjusts volur	ne of high frequenci	es.	Adjusts volum	e of middle frequenc	es.	Adjusts volur	ne of low frequencie	s.
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	. ugooo	Adjusts volume	of super-high frequen	cies.	Selects cabin	et.		Selects type	of connected device	
MS 1959	This m	odels the s	sound of a Ma	rsha	all 1959 Pl	exi made in 19	69.			
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tube	0–100		Level	0–150	
MS 1959	- ageor	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
DATH THE LEVEL	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
		Adjusts volur	ne of high frequenci	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volur	ne of low frequencie	s.
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	Ľ	Adjusts volume	of super-high frequen	cies.	Selects cabin	et.		Selects type	of connected device	
DZ DRIVE	The 3-o amplifie	channel hig er that allo	gh gain sound ws control of t	of thre	a Diezel H e indepen	lerbert, which dent channels.	is a	a handmad	de German gui	tar
	\sim		Knob1			Knob2			Knob3	
	D01	Gain	0–100		Tube	0–100		Level	0–150	
NOZ DRIVEN)	Pageor	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
× × × × × ×	D02	Trebl	0–100		Middl	0–100		Bass	0–100	
	Pageuz	Adjusts volur	ne of high frequenci	es.	Adjusts volum	e of middle frequenc	es.	Adjusts volur	ne of low frequencie	s.
	Page 02	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	1 ageos	Adjusts volume	of super-high frequen	cies.	Selects cabin	et.		Selects type	of connected device	
ALIEN	This sir	nulates the	e high-gain sou	Ind	of the Eng	I Invader, whic	n fe	eatures a p	owerful low-en	id.
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tube	0–100		Level	0–150	
	1 ageo1	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the o	utput level.	
EATH THE LEVEL	Page02	Trebl	0–100		Middl	0–100		Bass	0–100	
000	. uge02	Adjusts volur	ne of high frequenci	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volur	ne of low frequencie	s.
	Page03	Prese	0–100		CAB	See Table 1		OUT	See Table 3	
	. age 00	Adjusts volume	of super-high frequen	cies.	Selects cabin	et.		Selects type	of connected device	

[MOD/SFX]

Tremolo	This eff	fect varies	the volume at	a r	egular rate	Э.				
			Knob1			Knob2			Knob3	
		Depth	0-100		Rate	0-50	♪	Level	0–150	Τ
	Page01	Adjust the de	epth of the modulatio	n.	Adjusts the r	ate of the modulatior	۱.	Adjusts the o	utput level.	
Trenolo ©	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9							
		Sets the mod	dulation waveform.							
Phaser	This eff	fect adds a	a phasing variat	tior	n to the so	und.				
	\square		Knob1			Knob2			Knob3	
	Page01	Rate	1–50	⊅	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
(Phaser)	rageor	Sets the spe	ed of the modulation	I	Sets the tone	e of the effect type.		Adjusts the o	utput level.	-
	D 00									
	PageU2									
TheVibe	This vit	be sound f	eatures unique	ur	dulations.					
	\sim		Knob1			Knob2			Knob3	
The Vibe	D01	Speed	0–50		Depth	0–100		Bias	0–100	
	Pageor	Sets modulat	tion speed.		Sets the dep	th of the modulation.		Adjusts bias o	f waveform modulat	ion.
	Page02	Wave	0–100		Mode	VIBRT, CHORS		Level	0–150	
	1 age 02	Adjusts mod	ulation waveform.		Sets effect to	vibrato or chorus.		Adjusts the o	utput level.	
Chorus	This eff	fect mixes	a shifted pitch	wi	th the orig	ginal sound to a	dd	movemer	nt and thickne	SS.
			Knob1			Knob2			Knob3	
		Depth	0–100		Rate	1–50		Mix	0–100	
	RUS	Sets the depth of the modulation.			Sets the spe	ed of the modulation		Adjusts the ar that is mixed y	mount of effected s with the original sou	ound nd.
0		Tone 0–10			Level	0-150				Ť
	Page02	Adjusts the t	one.		Adjusts the c	output level.				
Detune	By mix type ha	ing an effe as a chorus	ect sound that s effect withou	is s t m	slightly pit uch sense	ch-shifted with of modulation	th	e original s	sound, this eff	fect
	\sim		Knob1			Knob2			Knob3	
CENT MIC MIX		Cent	-25–25		PreD	0–50		Mix	0–100	
Netune	Page01	Adjusts the o	detuning in cents, with ments of 1/100-semite	hich ane	Sets the pre-	delay time of the ef	fect	Adjusts the ar	mount of effected s	ound nd
		Tone	0-10		Level	0-150		unat lo mixed i		10.
	Page02	Adjusts the t	one.		Adjusts the c	utput level.				_
StereoCho	This is	a stereo c	horus with a cl	ear	tone.					
		1	Knob1			Knob2			Knob3	
DEPTH RATE MIX		Depth	0-100		Rate	1-50		Mix	0-100	T
	Page01	Sets the dep	th of the modulation		Sets the spe	ed of the modulation		Adjusts the ar	mount of effected s	ound
		Tone	0-10		Level	0-150		unat is mixed v		nu.
	Page02	Adjusts the t	one.		Adjusts the c	utput level.			I	_
SuperCho	This m	odels the	sound of a BOS	SS	CH-1 SUP	ER CHORUS				
			Knoh1			Knoh2			Knob3	
		E.LVL	0-120		Rate	0-100		Depth	0-100	Т
	Page01	Adjusts am	ount of effect so riginal sound	und	Sets the spe	ed of the modulation		Adjust the de	pth of the modulati	ion.
SuperCho		EQ	0-100		Mode	MONO, STR				Т
	Page02	Adjusts effec	t tone.	1	Sets output t When stereo from L chanr sound is outp	o mono or stereo (S , effect sound is out nel and unchanged in ut from R channel.	FR). put put			

Flanger	This is	a jet soun	d like an ADA f	lan	ger.					
	\vee		Knob1			Knob2			Knob3	
DEPTH RATE RESU		Depth	0-100		Rate	0-50	⊅	Reso	-10–10	Т
	Page01	Sets the dep	th of the modulation		Sets the spee	ed of the modulation		Adjusts the intens	ity of the modulation resor	nance.
Flanser		PreD	0-50		Mix	0–100		Level	0–150	1
	Page02	Sets pre-dela	y time of effect sou	nd.	Adjusts the ar that is mixed v	mount of effected so with the original soun	und d.	Adjusts the o	utput level.	
Vibrato	This eff	fect autom	atically adds v	ibra	ito.					
	\sim		Knob1			Knob2			Knob3	
		Depth	0–100		Rate	0–50	♪	Bal	0–100	Τ
Vibrato	Page01	Sets the dep	th of the modulation		Sets the spee	ed of the modulation		Adjusts the b and effect so	alance between ori unds.	ginal
	Page02	Tone	0–10		Level	0–150				
	1 ageoz	Adjusts the te	one.		Adjusts the o	utput level.				_
Octave	This eff	fect adds s	sound one octa	ave	and two o	ctaves below	the	original so	ound.	
	/		Knob1			Knob2			Knob3	
		Oct1	0–100		Oct2	0–100		Dry	0–100	
Octave	Page01	Adjusts the octave below	level of the sound the effect sound.	one	Adjusts the I octaves below	evel of the sound v the effect sound.	two	Adjusts the v sound.	olume of the unaffe	cted
	Page02	Chara	0–100		Tone	0–10		Level	0–150	
	1 ugooz	Adjusts effec	t character.		Adjusts the to	one.		Adjusts the o	utput level.	
PitchSHFT	This eff	fect shifts	the pitch up or	do	wn.					
			Knob1			Knob2			Knob3	
907 IN 80	D 01	Shift	-12–12 , 24		Tone	0–10		Bal	0–100	
Pitch SHFT	Page01	Adjusts the pito Selecting "0" g	h shift amount in semite ives a detuning effect.	ones.	Adjusts the to	one.		Adjusts the b and effect so	alance between ori unds.	ginal
	D 00	Fine	-2525		Level	0–150				
	Page02	Allows fine a amount in Cen	djustment of pitch t (1/100 semitone) ste	shift ps.	Adjusts the o	utput level.				
MonoPitch	This is	a pitch shi	fter with little s	sou	nd varianc	e for monopho	nic	s (single no	ote) playing.	
	/		Knob1			Knob2			Knob3	
SALET TENE (ML		Shift	-12 – 12 , 24		Tone	0–10		Bal	0–100	
MonoPitch	Page01	Adjusts the pito Selecting "0" g	h shift amount in semite ives a detuning effect.	ones.	Adjusts the to	one.		Adjusts the b and effect so	alance between ori unds.	ginal
		Fine	-25 – 25		Level	0–150				
	Page02	Allows fine a amount in Cen	djustment of pitch t (1/100 semitone) ste	shift ps.	Adjusts the o	utput level.				
HPS	This int scale a	telligent pi nd key set	tch shifter out tings.	put	s the effe	ct sound with	the	e pitch shi	fted according	ı to
			Knob1			Knob2			Knob3	
IIPS .	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 2)		Кеу	C, C#, D, D#, E, F, F#, G, G#, A, A#, B		Mix	0–100	
		Sets the pit sound added	ch of the pitch-shi to the original sound.	fted	Sets the tonic for pitch shiftir	(root) of the scale ung.	ised	Adjusts the arthe that is mixed v	mount of effected so with the original sour	ound nd.
	Page02	Tone Adjusts the te	0–10		Level Adiusts the o	0–150 utput level.				

[DLY/REV]

Delay	This long delay has a maximum length of 4000 ms.									
	<u> </u>		Knoh1			Knoh?			Knob3	
		Time	1-4000	Þ	EB	0-100	T	Mix	0-100	
	Page01	Sets the dela	y time.		Adjusts the fe	edback amount.		Adjusts the a that is mixed	mount of effected sound with the original sound.	
DELAY 🎄		HiDMP	0–10		P-P	MONO, P-P		Level	0–150	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	utput level.	
		Tail	OFF/ON							
	Page03	When ON, e even after ef OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ed off.	ues 'hen hen						
TapeEcho	This ef the ech	fect simula loes.	ates a tape ec	ho.	Changing	the "Time" p	ara	meter cha	nges the pitch of	
	/		Knob1			Knob2			Knob3	
		Time	1–2000	⊅	F.B	0–100		Mix	0–100	
TapeEcho	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the a that is mixed	mount of effected sound with the original sound.	
		HiDMP	0–10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	djusts the treble attenuation of the elay sound.			utput level.		When ON, e even after ef OFF, effect s effect is turne	effect sound continues fect is turned off. When sound stops right when ed off.	
ModDelay	This de	lay effect	allows the use	of	modulatio	n.				
	\sim		Knob1			Knob2			Knob3	
		Time	1–2000	♪	F.B	0–100		Mix	0-100	
🕈 🚥 ModDeias 🗂	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the a that is mixed	mount of effected sound with the original sound.	
		Rate	1–50		Level	0–150		Tail	OFF/ON	
	Page02	Sets the spe	ed of the modulation	I.	Adjusts the o	utput level.		When ON, e even after ef OFF, effect s effect is turne	effect sound continues fect is turned off. When sound stops right when ed off.	
AnalogDly	This an	alog delay	simulation has	s a	long delay	with a maxim	num	length of	4000 ms.	
	/		Knob1			Knob2			Knob3	
		Time	1–4000	♪	F.B	0–100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the a that is mixed	mount of effected sound with the original sound.	
	D02	HiDMP	0–10		P-P	MONO, P-P		Level	0–150	
Analog 💭 I I I I	Pageuz	Adjusts the t delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail	OFF/ON							
	Page03	even after ef OFF, effect s effect is turne	frect sound contin fect is turned off. W ound stops right w ed off.	ues hen hen						
ReverseDL	This rev	/erse dela	y is a long dela	y v	vith a max	imum length a	of 20	000 ms.		
			Knob1	, 		Knob2			Knob3	
		Time	10-2000	♪	F.B	0–100	Τ	Bal	0–100	
ReverseDelay	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the b and effect so	alance between original unds.	
		HiDMP	0–10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		

StompDly	By turning the feedback up on this stomp-style delay, you can make it self-oscillate.									
			Knob1			Knob2			Knob3	
		E.LVL	0–120		F.B	0–100		Time	1–600	
	Page01	Adjusts am mixed with o	ount of effect so riginal sound.	und	Adjusts the fe	eedback amount.		Sets the dela	y time.	
		Sync	OFF, ♪–J×8	♪	Mode	MONO, STR		Tail	OFF/ON	
Stomp Dly	Page02	Activates ten	npo sync.		Sets output t When stereo from L chann sound is outp	o mono or stereo (, effect sound is c iel and unchanged but from R channel	STR). utput input	When ON, e even after eff OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ad off.	lues /hen /hen
		HiDMP	0–10							
	Page03	Adjusts the t delay sound.	reble attenuation of	the						
HD Hall	This is a	a dense ha	all reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0–100		Mix	0–100	
HD Hall	Page01	Adjusts the the original reverb sound	delay between inpu sound and start of	t of the	f Sets the duration of the reverberations.			Adjusts the arthe that is mixed v	mount of effected so with the original sour	ound nd.
		LoDMP	0–100		HiDMP	0–100		Tail	OFF/ON	
	Page02	Adjusts low reverb sound	frequency damping	g in	Adjusts high reverb sound	frequency dampi	ng in	When ON, e even after eff OFF, effect s effect is turne	ffect sound contin fect is turned off. W ound stops right w ed off.	iues /hen /hen
Hall	This rev	verb effect	simulates the	ас	coustics of a concert hall.					
	\backslash	Knob1				Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0–100	
• HALL	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the to	one.		Adjusts the arthet is mixed v	mount of effected so with the original sour	ound nd.
		PreD	1–100		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the de original sound a	elay between input of nd start of the reverb so	the und.	Adjusts the o	utput level.		When ON, e even after eff OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ad off.	hues /hen /hen
Room	This rev	verb effect	simulates the	ас	oustics of	a room.				
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0–100	
" ROOM LAND"	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the to	one.		Adjusts the arthe that is mixed v	mount of effected so with the original sour	ound nd.
		PreD	1–100		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the de original sound a	elay between input of nd start of the reverb so	the und.	Adjusts the o	utput level.		When ON, e even after eff OFF, effect s effect is turne	ffect sound contin fect is turned off. W ound stops right w ed off.	iues /hen /hen
Spring	This rev	verb effect	: simulates a sj	prir	ng reverb.					
	\square		Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0–100	
	Page01	Sets the durat	tion of the reverberati	ons.	Adjusts the te	one.	-1	Adjusts the an that is mixed w	mount of effected so with the original sour	ound nd.
Spring		PreD	1–100		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the de original sound a	elay between input of nd start of the reverb so	the und.	Adjusts the o	utput level.		When ON, e even after eff OFF, effect s effect is turne	ffect sound contin fect is turned off. W ound stops right w ed off.	lues /hen /hen

Туре	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers
OFF	No cabinet used.

■ Table 1 CAB Parameter

■ Table 2 Scale Parameter

Setting	Scale used	Interval	Setting	Scale used	Interval
-6		6th down	3		3rd up
-5	N de le re	5th down	4	N.4-1	4th up
-4	iviajor	4th down	5	iviajor	5th up
-3		3rd down	6		6th up
-m	Minor	3rd down			
m	IVIITIO	3rd up			

■ Table 3 OUT Parameter

Parameter value	Meaning
LINE	Use when connected to headphones, speakers or line level inputs.
COMBO FRONT	Use when connected to an ordinary combo amp input
STACK FRONT	Use when connected to an ordinary stack amp input
COMBO POWER AMP	Use when connected to an ordinary combo amp return
STACK POWER AMP	Use when connected to an ordinary stack amp return



MULTISTOMP MS-50G for Guitar

Effect Types and Parameters (Ver.2)



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	Para	neter		Parameter rai	nge					
Effect type						Effect ex	planation			
fCycle	This filt	er effect cl	han	ges tone d	har	acteristics	s cyclically.			
			Kn	b1			Knob2		Knob3	
	Page01	Rate	1–50)	Þ	Wave	Sine, Tri, SawUp, SawDn	Level	0–150	
		Sets the speed	d of th	ne modulation.		Sets the mo	dulation waveform.	Adjusts the o	output level.	
GLEEL		Depth)–10	0		Reso	0–10			
	Page02	Sets the dept	l of t	he modulation		Adjusts the ir resonance.	ntensity of the modulation	n		
Effect screen	Pa	rameter exp	plan	ation	Te	empo synch	ronization possible	icon		

■ Effect Types and Parameters [COMP]

M Comp	This co	mpressor	provides a mo	re r	natural sou	ind.				
			Knob1			Knob2			Knob3	
THESE RATES LEVEL		THRSH	0–50		Ratio	1–10		Level	0–150	
M Conp	Page01	Sets the lev compressor.	vel that activates	the	Adjusts the c	ompression ratio.		Adjusts the o	utput level.	
	Daga 02	ATTCK	1–10							
	Fageuz	Adjusts the c	ompressor attack ra							
OptComp	This co	mpressor	is in the style	of a	IN APHEX	Punch FACTO	RY.			
		Knob1			Knob2			Knob3		
100 T COMP	Page01	Drive	0–10		Tone	0–100		Level	0–150	
		Adjusts the depth of the compression.			Adjusts the to	ne.		Adjusts the o	utput level.	
COMPO	Page02									
	1 ageuz									
NoiseGate	This is	a noise ga	te that cuts the	e s	ound durin	ig playing paus	es.			
			Knob1			Knob2			Knob3	
	Dogo01	THRSH	1–25		Level	0–150				
Noise Gate	Fageor	Adjusts the e	ffect sensitivity.		Adjusts the o	utput level.				
 0 	Page02									
	Fageuz									

[FILTER]

Exciter	Adjusts	the depth	of the compr	ess	ion.					
			Knob1			Knob2			Knob3	
		Bass	0–100		Trebl	0-100		Level	0–150	
Exciter	Page01	Adjusts the a phase correct	mount of low-freque	ency	Adjusts the a phase correct	mount of high-freque	ency	Adjusts the le has passed th	evel of the signal af rough the module.	ter it
	Page02									
CombFLTR	This eff an equa	ect uses t alizer.	he comb filter	tha	at results i	from fixing the	m	odulation o	of the flanger	like
	\sim		Knob1			Knob2			Knob3	
FRED RESD MIX		Freq	1–50		Reso	-10-0-10		Mix	0–100	
000	Page01	This sets the	emphasized frequer	ncy.	Adjusts the in sound of the e	itensity of the resonation of	ance	Adjusts the ar that is mixed v	mount of effected so with the original sour	ound nd.
CombFLTR		HiDMP	0–10		Level 0-150					
	Page02	Adjusts the t effect sound.	reble attenuation of	the	Adjusts the o	utput level.				
Resonance	This eff	ect varies	the resonance	e filt	ter freque	ncy according	to p	icking inte	ensity.	
	/		Knob1			Knob2			Knob3	
SEMSE RESO LEVEL		Sense	-10– -1, 1–10		Reso	0–10		Level	0–150	
Exciter CombFLTR CombFLTR CombFLIN Resonance	Page01	Adjusts the s	ensitivity of the effe	ct.	Adjusts the in sound.	tensity of the reson	ance	Adjusts the o	utput level.	
	Page02									
RndmFLTR	This filt	er effect c	hanges charac	ter	randomly.					_
	\sim		Knob1			Knob2			Knob3	
	D 01	Speed	1–50	♪	Range	0–100		Reso	0–10	
Dirt sww@	Pageui	Sets modulat	ion speed.		Adjusts frequ	ency range affected		Sets effect re	sonance.	
		Туре	HPF, BPF, LPF		Chara	2Pole, 4Pole		Bal	0–100	
௶௶ௐௐௐ	Page02	Sets filter typ	e.		Adjusts amou	unt of filter applied.		Adjusts the b and effect so	alance between ori unds.	ginal
	Page02	Level	0–150							
	1 ageos	Adjusts the o	utput level.							
fCycle	This filt	er effect c	hanges tone c	har	acteristics	cyclically.				
			Knob1			Knob2			Knob3	
	Page01	Rate	1–50	Þ	Wave	Sine, Tri, SawUp, SawDn		Level	0–150	
Section Sectio		Sets the spee	d of the modulation.		Sets the mod	lulation waveform.		Adjusts the o	utput level.	
		Depth	0–100		Reso	0–10				
	Page02	Sets the dept	h of the modulation		Adjusts the in resonance.	tensity of the modula	ation			

[DRIVE]

Governor	Simulat	Simulation of the Guv'nor distortion effect from Marshall.									
			Knob1			Knob2		Knob3			
	Daga01	Gain	0–100		Tone	0–100		Level	0–150		
	Pageor	Adjusts the g	ain.		Adjusts the to	one.		Adjusts the output level.			
Governor	Dogo02										
	Fageuz										
FuzzSmile	Simulation of the Fuzz Face, which has made rock history with its humorous panel desigr and smashing sound.								ign		
_	/		Knob1			Knob2			Knob3		
AN LINE	Dogo01	Gain	0–100		Tone	0–100		Level	0–150		
	Fageor	Adjusts the g	ain.		Adjusts the to	one.		Adjusts the o	utput level.		
	Dogo02										
	Fageuz										

Z MP1	An orig JCM80	ginal soun 10.	d created by	me	rging cha	racteristics of	an	ADA MP	1 and a Marsl	hall
	\sim		Knob1			Knob2			Knob3	
	D01	Gain	0–100		Tone	0-100		Level	0-150	
	PageUI	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
Z MP1 🔘	Daga 02									
	Fage02									
Z Bottom	A high	gain sound	d that emphasi	izes	s low and	middle frequer	ncie	es.		
400000000000000000000000000000000000000			Knob1			Knob2			Knob3	
	D01	Gain	0–100		Tone	0–100		Level	0–150	
POTOON	Pageor	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
Dellion	D02	1								
	Fage02									
Z Dream	A high channe	gain soun el.	d for lead play	/ing	based or	n the Mesa Bo	ogi	ie Road Ki	ng Series II Le	ead
CATH TIME LEVEL			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150	
DREAM	rageor	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02									
	1 ugeoz									
Z Scream	An orig	jinal high g	ain sound bala	ince	ed from lo	w to high frequ	Jer	ncies.		
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150	
ZSCREAM	rageor	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02									
	1 ugoo2									
Z Neos	A crune	ch sound n	nodeled on the	e so	ound of a r	modified British	n cl	ass A com	bo amplifier.	
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150	
Z NeosXXXXXX	. ugooi	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02									
		<u> </u>								
ZWild	A high	gain sound	d with even me	ore	overdrive	boost.				
			Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150	
7.001	rageor	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Page02									
	1 ageoz									
Lead	Lead a	bright and	smooth disto	rtio	n sound.					
			Knob1			Knob2			Knob3	
GAIN TENE LEVEL	Descot	Gain	0–100		Tone	0-100		Level	0–150	
	PageU1	Adjusts the g	ain.		Adjusts the t	one.		Adjusts the o	utput level.	
	Design									
(International)	Page02									

[MOD]

Slicer	This eff	ect create	s a rhythmical	SOI	und by cor	ntinuously slicir	ng	the input.		
			Knob1			Knob2			Knob3	
the comments		PTTRN	1–20		Speed	1–50	♪	Bal	0–100	
	Page01	Sets effect pa	ttern.		Sets modulat	ion speed.		Adjusts the b and effect so	alance between orig unds.	ginal
	Page02	THRSH	0–50		Level	0–150				
	Tageoz	Adjusts effect	t threshold.		Adjusts the o	utput level.				
DuoPhase	This eff	ect combi	nes 2 phasers.							
			Knob1			Knob2			Knob3	
	Page01	RateA	1–50	Þ	RateB	1–50, SyncA, RvrsA		Level	0–150	
		Adjusts speed	d of LFO A modulati	on.	Adjusts speed	d of LFO B modulati	on.	Adjusts the o	utput level.	
RATE & RATE & LEVEL	Page02	ResoA	0–10		ResoB	0–10		Link	Seri, Para, STR	
	1 uge 02	Adjusts resona	nce of LFO A modula	tion.	Adjusts resona	ince of LFO B modula	tion.	Sets how 2 pl	nasers are connecter	d.
	Page03	DPT_A	1–100		DPT_B	1–100				
	. ugooo	Adjusts depth	of LFO A modulation	on.	Adjusts depth	n of LFO B modulation	on.			
WarpPhase	This ph	aser has a	one way effect	et.						
SPEED NED LEVEL			Knob1			Knob2	_		Knob3	_
000	Page01	Speed	1–50	♪	Reso	0–10		Level	0-150	
WarpPhaser	-	Sets modulat	ion speed.	_	Sets effect re	sonance.	_	Adjusts the o	utput level.	_
	Page02	DRCTN	Go, Back							
		Sets direction	of warping.							
VintageCE	This is	a simulatio	on of the BOSS	S C	E-1.					
	\sim		Knob1			Knob2			Knob3	
		Comp	0–9		Rate	1–50		Mix	0–100	
U UintaseCE 6	Page01	Sets the sensi	tivity of the compres	sor.	Sets the spee	ed of the modulation		Adjusts the arthe that is mixed v	mount of effected so with the original sour	ound nd.
	Page02	Level	0–150							
	1 uge 02	Adjusts the o	utput level.							
Ensemble	This is	a chorus e	nsemble that f	eat	ures three	-dimensional r	no	vement.		
			Knob1			Knob2	_		Knob3	
1000	_	Depth	0–100		Rate	1–50		Mix	0–100	
Ensemble	Page01	Sets the dept	h of the modulation		Sets the spee	ed of the modulation		Adjusts the au that is mixed v	mount of effected so with the original sour	ound nd.
	Page02	Tone	0–10		Level	0–150				
	Ŭ	Adjusts the to	one.		Adjusts the o	utput level.				
VinFLNGR	This an	alog flange	er sound is sim	nilar	to an MX	R M-117R.				
	/		Knob1			Knob2			Knob3	
	Page01	Depth	0–100		Rate	0–50	♪	Reso	-10–10	
	. ugooi	Sets the dept	h of the modulation		Sets the spee	ed of the modulation		Adjusts the intens	ity of the modulation resor	nance.
		PreD	0–50		Mix	0–100		Level	0–150	
	Page02	Sets pre-dela	y time of effect sour	nd.	Adjusts the ar that is mixed v	mount of effected so with the original soun	und d.	Adjusts the o	utput level.	
DynaFLNGR	The vo dynami	lume of th c flanger.	ne effect sour	nd o	changes a	ccording to th	ie i	nput sign	al level with t	his
			Knob1			Knob2			Knob3	
	Page01	Depth	0–100		Rate	0–50	♪	Sense	-101, 1-10	
DynaFLNGR	rageor	Sets the dept	h of the modulation		Sets the spee	ed of the modulation		Adjusts the s	ensitivity of the effe	ct.
	Page02	Reso	-10–10		Level	0–150				
	, ayeuz	Adjusts the intens	ity of the modulation reson	ance.	Adjusts the o	utput level.				

BendCho	This effe	ct provides	pitch bending that	t us	es the input	signal as trigger a	and	processes e	each note separat	tely.
			Knob1			Knob2			Knob3	
		Depth	0–100		Time	0–50		Bal	0–100	
	Page01	Adjusts the e	ffect depth.		Sets time be	fore effect starts.		Adjusts the balance between original and effect sounds.		
	Daga 02	Mode	Up, Down		Tone	0–10		Level 0–150		
	Fageuz	Sets direction	n of pitch bend.		Adjusts the t	one.		Adjusts the o	utput level.	
MojoRolle	This eff	ect modul	ates the pitch	afte	er picking.					
			Knob1		Knob2			Knob3		
(LEPTH SPEED RISE)		Depth	0–100		Speed	0–100	♪	Rise	0–100	
MojoRoller	Page01	Sets the dept	h of the modulation		Sets the spe	ed of the modulation		Sets the tir begins to mo	me before the ef dulate the pitch.	fect
	Page02	Mode	Up-Dn, Up, Down		Level	0–150				
		Sets the direc	tion of pitch modulati	on.	Adjusts the c	utput level.				
RingMod	This eff drastic	fect produc change of	ces a metallic i sound charact	ring er.	jing sound	. Adjusting the	"F	req" paraı	meter results i	n a
	/		Knob1			Knob2			Knob3	
FEEL TIME HILL		Freq	1–50		Tone	0–10		Bal	0–100	
RingMod	Page01		ency of the modulati	on.	Adjusts the t	one.		Adjusts the balance between original and effect sounds.		
	D02	Level	0–150							
	rayeuz	Adjusts the o	utput level.							

[SFX]

BitCrush	This eff	ect create	s a lo-fi sound.							
			Knob1			Knob2			Knob3	
BIT SPIPLING BAL		Bit	4–16		SMPL	0-50		Bal	0–100	
Bit Crush	Page01	Sets bit dept	h.		Sets samplin	g rate.		Adjusts the b and effect so	alance between orig unds.	jinal
	D02	Tone	0–10		Level	0–150				
	Pageuz	Adjusts the te	one.		Adjusts the c	output level.				
Bomber	This eff	ect produ	ces an explosiv	/e s	sound whe	en picking.				
			Knob1			Knob2		Knob3		
	Page01	PTTRN	HndGn, Arm, Bomb, Thndr		Decay	1–100		Bal	0–100	
	Tageor	Sets type of	effect sound.	Sets length c	of reverberations.		Adjusts the b and effect so	alance between orig unds.	jinal	
BUMBEN	Page02	THRSH	0–50		Power	0–30		Tone	0–10	
	1 ageoz	Adjusts effec	t threshold.		Adjusts stren	igth of explosive sou	nd.	Adjusts the to	one.	
	Page 02	Level	0–150							
	1 ageos	Adjusts the o	utput level.							
MonoSynth	This ef that de	fect produ tects the p	ces the sound pitch of the inp	of ut s	a monop signal.	honic (single-n	ote	playing) g	guitar synthesi	zer
	\sim		Knob1			Knob2			Knob3	
STATIN LET	D01	Synth	0–100		Dry	0–100		Level	0–150	
	Pageur	Adjusts synth	nesizer sound level.		Adjusts level	of original sound.		Adjusts the o	utput level.	
	Page02	Wave	Sine, Tri, SawUp, SawDn		Tone	0–10		Speed	0–100	
		Sets wavefor	m.		Adjusts the t	one.		Adjusts smoo	thness of pitch chang	e.
Z-Organ	This eff	ect simula	ates an organ s	nd.						
			Knob1			Knob2			Knob3	
	Page01	Upper	0–100		Lower	0–100		Dry	0–100	
Z-OrSon	Adjusts volume of high frequencies				Adjusts volume of low frequencies.			. Adjusts level of original sound.		
	Page02	HPF	0–10		LPF	0-10		Level	0–150	
	i ageuz	Adjusts high-p	ass filter cutoff freque	ncy.	cy. Adjusts low-pass filter cutoff frequency. Adjusts the output level.					

AutoPan	This eff	ect cyclica	ally moves the	ра	nning posi [.]	tion of the sou	٦d.				
	\sim		Knob1			Knob2			Knob3		
	D01	Rate	0–50	⊅	Width	L50-R50		Level	0–150	Τ	
A REFERENCE	Pageor	Sets the spe	ed of the modulation	n.	Sets the widt	th of the panning.		Adjusts the c	output level.		
I III Tephn		Depth	0–10		Clip	0–10					
	Page02	Sets the dep	th of the modulation	۱.	Adjusts the clipping. Hig the auto-pann	amount of wavefo gher values emphas ning effect more.	orm size				
Rt Closet	Simula	tes a rotar	y speaker.								
	\sim		Knob1			Knob2			Knob3		
		Bal	0–100		Mode	Slow,Fast		Level	0–150		
Noto Closet	Page01	Adjusts the horn (high fre (low frequent	balance between equencies) and the d cies).	the Irum	Sets the rota	ry mode.		Adjusts the c	output level.		
119 <u></u>		Drive	0–100								
	Page02	Adjusts the from the prea	amount of amplifica amp.	ation							
[DELAY]								•			
MultiTapD	This ef	ect produ	ces several de	lay	sounds wi	ith different de	ay	times.			
	\sim		Knob1			Knob2			Knob3		
		Time	1–3000	⊅	PTTRN	1–8		Mix	0–100		
Multi Tap Delay	Page01	Sets the dela	y time.		Sets the tap p rhythmical to	attern, which varies fi random patterns.	om	Adjusts the a that is mixed	mount of effected s with the original sou	sound und.	
		Tone	0–10		Level	0–150		Tail	OFF/ON		
	Page02	Adjusts the t	one.		Adjusts the o	output level.		When ON, e even after ef OFF, effect s effect is turn	effect sound conti fect is turned off. V sound stops right v ed off.	nues Nhen when	
DynaDelay	This dy level.	namic del	ay adjusts the	VO	lume of th	ne effect sound	la	ccording t	o the input sig	gnal	
	\sim		Knob1			Knob2			Knob3		
		Time	1–2000	⊅	Sense	-101, 1-10		Mix	0–100		
	Page01	Sets the dela	y time.		Adjusts the e	ffect sensitivity.		Adjusts the a that is mixed	mount of effected s with the original sou	sound und.	
		F.B	0–100		Level	0–150		Tail	OFF/ON		
(Dyna Delay)	Page02	Adjusts the f	eedback amount.		Adjusts the o	output level.		When ON, e even after ef OFF, effect s effect is turn	effect sound conti fect is turned off. V sound stops right v ed off.	nues Nhen when	
FilterDly	This eff	ect filters	a delayed sour	nd.							
	\sim		Knob1			Knob2			Knob3		
		Time	1–2000	⊅	F.B	0–100		Mix	0–100		
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the a that is mixed	mount of effected s with the original sou	sound und.	
■ ▲ ▲ ▲ →		Rate	1–50		Depth	0–100		Reso	0–10		
Filter II ©	Page02	Sets the spe	ed of the modulatior	٦.	Sets the dep	th of the modulation.		Adjusts the in resonance.	tensity of the modu	lation	
		Level	0–150		Tail	OFF/ON					
	Page03	Adjusts the c	output level.		When ON, e even after ef OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right wi ed off.	ues hen hen				

PitchDly	This eff	ect applies	pitch shift to a	a de	layed sour	nd.				
			Knob1			Knob2			Knob3	
		Time	1–2000		Pitch	-12–12		Mix	0–100	
	Page01	Sets the dela	y time.		Sets volume delayed soun	of pitch shift applie d.	d to	Adjusts the au that is mixed v	mount of effected so with the original sour	ound nd.
PITERDERAL	Page02	F.B	0–100		Tone	0–10		Level	0–150	
	1 uge 02	Adjusts the fe	eedback amount.		Adjusts the te	one.		Adjusts the o	utput level.	
		Tail	OFF/ON							
	Page03	When ON, e even after ef OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ad off.	iues /hen /hen						
StereoDly	This ste	ereo delay	allows the left	t an	d right del	ay times to be	se	t separate	ly.	
			Knob1			Knob2			Knob3	
		TimeL	1–2000	⊅	TimeR	1–2000	⊅	Mix	0–100	
	Page01	Adjusts dela delay.	y time of left char	nnel	Adjusts dela delay.	y time of right cha	nnel	Adjusts the art that is mixed v	mount of effected so with the original sour	ound nd.
	Page02	LchFB	0–100		RchFB	0–100		Level	0–150	
	1 ugoo2	Adjusts delay	feedback of left chan	nel.	Adjusts delay	feedback of right cha	nnel.	Adjusts the o	utput level.	_
STEREU DELAY		LchLv	0–100		RchLv	0–100		Tail	OFF/ON	
	Page03	Adjusts delay	output of left chann	nel.	Adjusts delay	output of right char	nnel.	When ON, e even after eff OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ed off.	hues /hen /hen
PhaseDly	This eff	ect applie	s a phaser to a	n de	layed sour	nd.				
	/		Knob1			Knob2			Knob3	
		Time	1–2000	⊅	F.B	0–100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the fe	eedback amount.		Adjusts the article that is mixed v	mount of effected so with the original sour	ound nd.
	Page02	Rate	1–50		Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
.000		Sets the spee	ed of the modulation	۱.	Sets the tone	of the effect type.		Adjusts the o	utput level.	
		Tail	OFF/ON							
	Page03	When ON, e even after ef OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ed off.	iues /hen /hen						
TrgHIdDly	This de	lay sample	es and holds u	sing	g picking a	s the trigger.				
			Knob1			Knob2			Knob3	
		Time	10–1000		Duty	25-100		Mix	0-100	
TRIGGER HOLD DELAY	Page01	Sets the dela	y time.		Sets the tim hold sound is	e that the sample- produced.	and-	Adjusts the arthat is mixed v	mount of effected so with the original sour	ound nd.
₽0004		THRSH	0–30		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts effec	t threshold.		Adjusts the o	utput level.		When ON, e even after eff OFF, effect s effect is turne	effect sound contin fect is turned off. W ound stops right w ed off.	iues /hen /hen

[REVERB]

HD Reverb	This is a high-definition reverb.									
	\sim		Knob1		Knob2			Knob3		
HD Reverb	Page01	Decay	0–100		Tone	0–10		Mix 0–100		
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.				
	Page02	PreD	1–200		HPF	0–10		Level 0–150		
		Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts high-pass filter cutoff frequency.		Adjusts the output level.				
	Page03	Tail	OFF/ON							
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.								
TiledRoom	This rev	nis reverb effect simulates the acoustics of a tiled room.								
	\sim		Knob1			Knob2		Knob3		
		Decay	1–30		Tone	0–10		Mix 0–100		
Tiled Rm 🖓 🕮 📲	Page01	Sets the duration of the reverberations.			Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.			
. 8000.		PreD	1–100		Level	0–150		Tail OFF/ON		
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
Arena	This reverb effect simulates the acoustics of a large enclosure such as a sports arena.									
• Arena Reverb •			Knob1			Knob2		Knob3		
	Page01	Decay	1–30		Tone	0–10		Mix 0–100		
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.				
. 0001.	Page02	PreD	1–100		Level	0–150		Tail OFF/ON		
		Adjusts the delay between input of the original sound and start of the reverb sound.			Adjusts the output level.			even after effect is turned off. When OFF, effect sound stops right when effect is turned off.		
EarlyRef	This eff	his effect reproduces only the early reflections of reverb.								
	\square		Knob1			Knob2		Knob3		
	Page01	Decay	1–30		Shape	-10–10		Mix 0-100		
		Adjusts the duration of the reverb.		Adjusts the effect envelope.		Adjusts the amount of effected sound that is mixed with the original sound.				
Early Reflection		Tone	0–10		Level	0–150		Tail OFF/ON		
<u></u> ,	Page02	Adjusts the tone.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.				
Air	This eff	ect reproc	luces the ambi	ien	ce of a room, to create spat			ial depth.		
			Knob1			Knob2		Knob3		
	Page01	Size	1–100		Tone	0–10		Mix 0-100		
		Sets the size of the space.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.				
	Page02	Ref	0–10		Level	0–150		Tail OFF/ON		
		Adjusts the amount of reflection from the wall.			Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.			



MULTISTOMP

MS-50G for Guitar

MS-50G Patch Memory List

Sound Laboratory

/5 //	No.	NAME	COMMENT						
STOMP	1	RAT Drive	This distortion sound, which uses Squeak to stand out, is suitable for leads. Use the delay as you like.						
	2	ClearCho	This chorus setting has a sharp edge and is perfect for cutting through the mix.						
	3	W Screamer	This setting uses T Scream directly in the chain. Turn the stages before it ON instead of a booster when soloing.						
	4	Funky Wah	This auto-wah setting is perfect for cutting through. A little reverb is the secret ingredient.						
	5	Phaser100	This phaser setting is in the style of the MXR Phase100.						
	6	FlangeDly	This setting combines a little bit of flanger with a dotted eighth-note synchronized delay. Put distortion in front of it to bring the flanger effect out even more.						
	7	MetalDist	This is a great metal sound for playing riffs. Turn on the Analog Dly and you can use it for lead parts too.						
	8	NaturalCMP	This is a natural-sounding compression setting that is useful in every circumstance.						
	9	ShortDly	Using Analog Dly, this setting is great for creating a galloping sound. You can combine it with any overdrive sound you li						
	10	RitchHall	This hall reverb setting has a beautiful edge and is great for arpeggios and long tones.						
	11	SEQ Wah	This sequenced filter synchronizes with the tempo.						
	12	ModDelay	ModDelay The delay sound is modulated in this slightly distorted delay setting.						
MULTI	13	Blues OD	D This practical overdrive sound can be boosted using Z Clean. Use spring reverb and delay with it as you like.						
	14	SilverHaze	PrHaze This fuzz sound brings back the late sixties. Turn The Vibe ON to give it a psychedelic sheen.						
	15	AMB KING	This phantasmal ambient sound is fine for both chords and single notes.						
	16	PitchDist	With distortion added to a 4th up pitch shift, this distortion patch is perfect for leads.						
	17	Star Synth	Delay is the secret ingredient in this synthesizer sound. How the filter opens can be controlled with the guitar volume.						
	18	AsiaPalace	This patch is inspired by the sounds of ethnic instruments from Southeast Asia.						
ARTIST	19	RK"1"	Overdrive Tone with Delay, Perfect for Classic Rock Solos or Rhythm.	Richie					
	20	RK"2"	Lush Clean Tone with Tremolo and Low end boost.	Kotzen					
	21	Whip Clean	Whip Clean is modeled after my Roland JC 120.						
	22	Whip Lead	Whip Lead is modeled after my Bogner Fish preamp (brown sound).						
	23	castles	This crunch sound is based on a British combo amp.						
	24	just_got_p	This distortion sound combines Marshall 1959 and T Scream.						
	25	Dbl V wet	Combines multiple reverbs, delays and chorus for a lush string sound. Volume pedal attack included. Great for big chords and orchestral scapes.						
	26	Dbl V box	This is a small boxy sound. I use this when the instrumentation is dense and I want to stand out.						
	27	PureBlues This patch features a slightly overdriven and very natural sounding "blues" lead tone. The voicing features equal amounts of top-end bite. beefy midrange, and bottom, and will sound crunchy and well-balanced on any of a Strats' pickup selections.		Steve Briody					
	28	FunkStrat	Strat It features slight compression, as well as some "detune" effect, ideal for obtaining a punchy, funk rhythm guitar sound.						
	29	LM R&B Luv	Clean all around tone, but great fit funky rhythms.						
	30	LM M Funk	Funky parliament flavor turn on and off the octave pedal for fresh low end funkiness.						

*Patches 31-50 are empty by default.

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