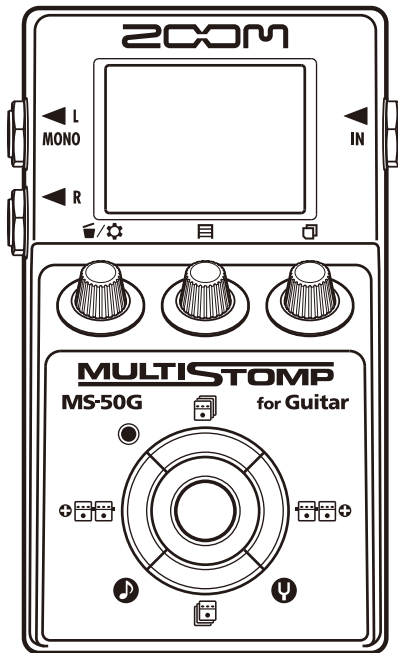



# **MULTISTOMP**

## **MS-50G** for Guitar

### Effect Types and Parameters




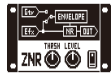



# Effect Types and Parameters








Effect type	Parameter	Parameter range	Effect explanation	
	This is a jet sound like all ADA flanger.			
		Knob1	Knob2	Knob3
	Page01	Depth 0-100 Sets the depth of the modulation.	Rate 0-50 Sets the speed of the modulation.	Reso -10-10 Adjusts the intensity of the modulation resonance.
Page02	PreD 0-50 Sets pre-delay time of effect sound.	Mix 0-100 Adjusts the amount of effected sound that is mixed with the original sound.	Level 0-150 Adjusts the output level.	
Effect screen	Parameter explanation	Tempo synchronization possible icon		

## ■ Effect Types and Parameters

[DYN/FLTR]









Comp	This compressor in the style of the MXR Dyna Comp.			
		Knob1	Knob2	Knob3
	Page01	Sense 0-10 Adjusts the compressor sensitivity.	Tone 0-10 Adjusts the tone.	Level 0-150 Adjusts the output level.
	Page02	ATTCK Slow, Fast Sets compressor attack speed to Fast or Slow.		
RackComp	This compressor allows more detailed adjustment than Comp.			
		Knob1	Knob2	Knob3
	Page01	THRSH 0-50 Sets the level that activates the compressor.	Ratio 1-10 Adjusts the compression ratio.	Level 0-150 Adjusts the output level.
	Page02	ATTCK 1-10 Adjusts the compressor attack rate.		
SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.			
		Knob1	Knob2	Knob3
	Page01	Time 1-50 Adjusts the attack time.	Curve 0-10 Set the curve of volume change during attack.	Level 0-150 Adjusts the output level.
	Page02			
ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.			
		Knob1	Knob2	Knob3
	Page01	THRSH 1-25 Adjusts the effect sensitivity.	DETCT GtrIn, EfxIn Sets control signal detection level.	Level 0-150 Adjusts the output level.
	Page02			
LineSel	Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.			
		Knob1	Knob2	Knob3
	Page01	EFX_L 0-150 Adjusts level sent to next effect.	OUT_L 0-150 Adjusts level sent directly to the outputs.	
	Page02			

## Effect Types and Parameters




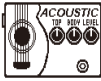
<b>GraphicEQ</b>		This unit has a 6-band equalizer.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	160Hz	-12-12	400Hz	-12-12	800Hz	-12-12	
	Page02	3.2kHz	-12-12	6.4kHz	-12-12	12kHz	-12-12	
	Page03	Level	0-150					
		Boosts or cuts the low (160 Hz) frequency band.		Boosts or cuts the low-middle (400 Hz) frequency band.		Boosts or cuts the middle (800 Hz) frequency band.		
		Boosts or cuts the high (3.2 kHz) frequency band.		Boosts or cuts the extremely high (6.4 kHz) frequency band.		Boosts or cuts the harmonics (12 kHz) frequency band.		
		Adjusts the output level.						
<b>ParaEQ</b>		This is a 2-band parametric equalizer.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Freq1	20Hz-20kHz	Q1	0.5, 1, 2, 4, 8, 16	Gain1	-12-12	
	Page02	Freq2	20Hz-20kHz	Q2	0.5, 1, 2, 4, 8, 16	Gain2	-12-12	
	Page03	Level	0-150					
		Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.		
		Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.		
		Adjusts the output level.						
<b>AutoWah</b>		This effect varies wah in accordance with picking intensity.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Sense	-10- -1, 1-10	Reso	0-10	Level	0-150	
	Page02	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.		
<b>Cry</b>		This effect varies the sound like a talking modulator.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Range	1-10	Reso	0-10	Sense	-10- -1, 1-10	
	Page02	Bal	0-100	Level	0-150			
		Adjusts the frequency range processed by the effect.		Adjusts the intensity of the modulation resonance sound.		Adjusts the sensitivity of the effect.		
		Adjusts the balance between original and effect sounds.		Adjusts the output level.				
<b>M-Filter</b>		This envelope filter has the flavor of a Moog MF-101 low pass filter and can be set in a wide range.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Freq	0-100	Sense	0-10	Reso	0-10	
	Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	VLCTY	Fast, Slow	
	Page03	Bal	0-100	Level	0-150			
		Sets minimum frequency of envelope filter.		Sets effect sensitivity.		Sets effect resonance.		
		Sets filter type.		Adjusts amount of filter applied.		Sets speed of filter action.		
		Adjusts the balance between original and effect sounds.		Adjusts the output level.				
<b>Step</b>		This special effect gives the sound a stepped quality.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Depth	0-100	Rate	0-50	Reso	0-10	
	Page02	Shape	0-10	Level	0-150			
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance sound.		
		Adjusts the effect envelope.		Adjusts the output level.				
<b>SeqFLTR</b>		The sequence filter has the flavor of a Z.Vex Seek-Wah.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Step	2-8	PTTRN	1-8	Speed	1-50	
	Page02	Shape	0-10	Reso	0-10	Level	0-150	
		Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.		
		Sets effect sound envelope.		Sets effect resonance.		Adjusts the output level.		

## Effect Types and Parameters




### [OD/DIST]

<b>Booster</b>	The booster increases signal gain to make the sound more powerful.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>OverDrive</b>	Simulation of the BOSS OD-1, the compact effect box that was the first to take the "overdrive" title.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>T Scream</b>	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>Dist+</b>	Simulation of the MXR distortion+ effect that made distortion popular worldwide.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>Dist 1</b>	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>Squeak</b>	Simulation of the popular Pro Co Rat famous for its edgy distortion sound.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>GreatMuff</b>	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>MetalWRLD</b>	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	






## Effect Types and Parameters

<b>HotBox</b>	Simulation of the compact Matchless Hotbox pre-amplifier with a built-in tube.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>Z Clean</b>	ZOOM original unadorned clean sound.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>ExtremeDS</b>	This distortion effect boasts the highest gain in the world.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>Aco.Sim</b>	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Top	0-100	Body	0-100	Level	0-150
	Page02	Adjusts the unique string tone of acoustic guitars.		Adjusts the body resonance of acoustic guitars.		Adjusts the output level.	

## [AMP]








<b>FD COMBO</b>	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page03	Trebl	0-100	Middl	0-100	Bass	0-100
	Page02	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Page03	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
<b>DELUXE-R</b>	This models the sound of a Fender Deluxe Reverb made in 1965.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page03	Trebl	0-100	Middl	0-100	Bass	0-100
	Page02	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Page03	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	
<b>US BLUES</b>	Crunch sound of a Fender Tweed Bassman.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page03	Trebl	0-100	Middl	0-100	Bass	0-100
	Page02	Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Page03	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.	

## Effect Types and Parameters







VX JMI		This simulates the sound of an early model of a class-A British combo amp.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
TW ROCK		This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
MS 1959		This models the sound of a Marshall 1959 Plexi made in 1969.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
DZ DRIVE		The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of three independent channels.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		
ALIEN		This simulates the high-gain sound of the Engl Invader, which features a powerful low-end.					
		Knob1		Knob2		Knob3	
	Page01	Gain	0-100	Tube	0-100	Level	0-150
		Adjusts the gain.		Adjusts tube amp compression.		Adjusts the output level.	
	Page02	Trebl	0-100	Middl	0-100	Bass	0-100
		Adjusts volume of high frequencies.		Adjusts volume of middle frequencies.		Adjusts volume of low frequencies.	
	Page03	Prese	0-100	CAB	See Table 1	OUT	See Table 3
	Adjusts volume of super-high frequencies.		Selects cabinet.		Selects type of connected device.		

# Effect Types and Parameters

## [MOD/SFX]

<b>Tremolo</b>		This effect varies the volume at a regular rate.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	0-50	Level	0-150
	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9				
		Adjusts the depth of the modulation.		Adjusts the rate of the modulation.		Adjusts the output level.	
		Sets the modulation waveform.					
<b>Phaser</b>		This effect adds a phasing variation to the sound.					
	Page01	Knob1		Knob2		Knob3	
		Rate	1-50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0-150
	Page02						
		Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.	
<b>TheVibe</b>		This vibe sound features unique undulations.					
	Page01	Knob1		Knob2		Knob3	
		Speed	0-50	Depth	0-100	Bias	0-100
	Page02	Wave	0-100	Mode	VIBRT, CHORS	Level	0-150
		Sets modulation speed.		Sets the depth of the modulation.		Adjusts bias of waveform modulation.	
		Adjusts modulation waveform.		Sets effect to vibrato or chorus.		Adjusts the output level.	
<b>Chorus</b>		This effect mixes a shifted pitch with the original sound to add movement and thickness.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the tone.		Adjusts the output level.			
<b>Detune</b>		By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.					
	Page01	Knob1		Knob2		Knob3	
		Cent	-25-25	PreD	0-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
		Adjusts the detuning in cents, which are fine increments of 1/100-semitone.		Sets the pre-delay time of the effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the tone.		Adjusts the output level.			
<b>StereoCho</b>		This is a stereo chorus with a clear tone.					
	Page01	Knob1		Knob2		Knob3	
		Depth	0-100	Rate	1-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the tone.		Adjusts the output level.			
<b>SuperCho</b>		This models the sound of a BOSS CH-1 SUPER CHORUS.					
	Page01	Knob1		Knob2		Knob3	
		E.LVL	0-120	Rate	0-100	Depth	0-100
	Page02	EQ	0-100	Mode	MONO, STR		
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.		Adjust the depth of the modulation.	
		Adjusts effect tone.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.			






## Effect Types and Parameters

<b>Flanger</b>		This is a jet sound like an ADA flanger.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Depth	0-100	Rate	0-50	Reso	-10-10	
	Sets the depth of the modulation.		Sets the speed of the modulation.				Adjusts the intensity of the modulation resonance.	
	Page02	PreD	0-50	Mix	0-100	Level	0-150	
Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.			Adjusts the output level.			
<b>Vibrato</b>		This effect automatically adds vibrato.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Depth	0-100	Rate	0-50	Bal	0-100	
	Sets the depth of the modulation.		Sets the speed of the modulation.				Adjusts the balance between original and effect sounds.	
	Page02	Tone	0-10	Level	0-150			
Adjusts the tone.		Adjusts the output level.						
<b>Octave</b>		This effect adds sound one octave and two octaves below the original sound.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Oct1	0-100	Oct2	0-100	Dry	0-100	
	Adjusts the level of the sound one octave below the effect sound.		Adjusts the level of the sound two octaves below the effect sound.				Adjusts the volume of the unaffected sound.	
	Page02	Chara	0-100	Tone	0-10	Level	0-150	
Adjusts effect character.		Adjusts the tone.			Adjusts the output level.			
<b>PitchSHFT</b>		This effect shifts the pitch up or down.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Shift	-12-12, 24	Tone	0-10	Bal	0-100	
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.				Adjusts the balance between original and effect sounds.	
	Page02	Fine	-25-25	Level	0-150			
Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.						
<b>MonoPitch</b>		This is a pitch shifter with little sound variance for monophonic (single note) playing.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Shift	-12 - 12 , 24	Tone	0-10	Bal	0-100	
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.				Adjusts the balance between original and effect sounds.	
	Page02	Fine	-25 - 25	Level	0-150			
Allows fine adjustment of pitch shift amount in Cent (1/100 semitone) steps.		Adjusts the output level.						
<b>HPS</b>		This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.						
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 2)	Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B	Mix	0-100	
	Sets the pitch of the pitch-shifted sound added to the original sound.		Sets the tonic (root) of the scale used for pitch shifting.				Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0-10	Level	0-150			
Adjusts the tone.		Adjusts the output level.						








# Effect Types and Parameters

## [DLY/REV]

Delay		This long delay has a maximum length of 4000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	1-4000	↗	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	HiDMP	0-10	P-P	MONO, P-P	Level	0-150	
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		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.							
TapeEcho		This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.						
		Knob1		Knob2		Knob3		
	Page01	Time	1-2000	↗	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	HiDMP	0-10	Level	0-150	Tail	OFF/ON	
	Adjusts the treble attenuation of the delay 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.			
ModDelay		This delay effect allows the use of modulation.						
		Knob1		Knob2		Knob3		
	Page01	Time	1-2000	↗	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	Rate	1-50	Level	0-150	Tail	OFF/ON	
	Sets the speed of the modulation.		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.			
AnalogDly		This analog delay simulation has a long delay with a maximum length of 4000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	1-4000	↗	FB	0-100	Mix	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.		
	Page02	HiDMP	0-10	P-P	MONO, P-P	Level	0-150	
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		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.							
ReverseDL		This reverse delay is a long delay with a maximum length of 2000 ms.						
		Knob1		Knob2		Knob3		
	Page01	Time	10-2000	↗	FB	0-100	Bal	0-100
		Sets the delay time.		Adjusts the feedback amount.		Adjusts the balance between original and effect sounds.		
	Page02	HiDMP	0-10	Level	0-150	Tail	OFF/ON	
	Adjusts the treble attenuation of the delay 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.			

## Effect Types and Parameters

StompDly		By turning the feedback up on this stomp-style delay, you can make it self-oscillate.					
		Knob1		Knob2		Knob3	
	Page01	E.LVL	0-120	FB	0-100	Time	1-600
	Page02	Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
	Page03	Sync	OFF, 1/2, 1/4, 1/8	Mode	MONO, STR	Tail	OFF/ON
	Page02	Activates tempo sync.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
	Page03	HiDMP	0-10				
	Page03	Adjusts the treble attenuation of the delay sound.					
HD Hall		This is a dense hall reverb.					
		Knob1		Knob2		Knob3	
	Page01	PreD	1-200	Decay	0-100	Mix	0-100
	Page02	Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	LoDMP	0-100	HiDMP	0-100	Tail	OFF/ON
	Page02	Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
Hall		This reverb effect simulates the acoustics of a concert hall.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
	Page02	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1-100	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.	
Room		This reverb effect simulates the acoustics of a room.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
	Page02	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1-100	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.	
Spring		This reverb effect simulates a spring reverb.					
		Knob1		Knob2		Knob3	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
	Page02	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	PreD	1-100	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.	

## Effect Types and Parameters

### Table 1 CAB Parameter

Type	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 2 Scale Parameter

Setting	Scale used	Interval	Setting	Scale used	Interval
-6	Major	6th down	3	Major	3rd up
-5		5th down	4		4th up
-4		4th down	5		5th up
-3		3rd down	6		6th up
-m	Minor	3rd down			
m		3rd up			

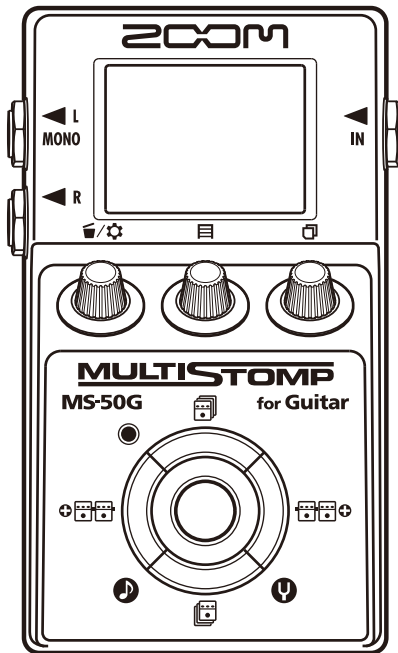
### Table 3 OUT Parameter

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)



# Effect Types and Parameters






Effect type	Parameter	Parameter range	Effect explanation	
	This filter effect changes tone characteristics cyclically.			
		Knob1	Knob2	Knob3
	Page01	Rate 1-50	Wave Sine, Tri, SawUp, SawDn	Level 0-150
	Page02	Depth 0-100	Reso 0-10	
Effect screen	Parameter explanation	Tempo synchronization possible icon		

## ■ Effect Types and Parameters [COMP]



M Comp	This compressor provides a more natural sound.			
		Knob1	Knob2	Knob3
	Page01	THRSH 0-50	Ratio 1-10	Level 0-150
	Page02	ATTCK 1-10		
OptComp	This compressor is in the style of an APHEX Punch FACTORY.			
		Knob1	Knob2	Knob3
	Page01	Drive 0-10	Tone 0-100	Level 0-150
	Page02			
NoiseGate	This is a noise gate that cuts the sound during playing pauses.			
		Knob1	Knob2	Knob3
	Page01	THRSH 1-25	Level 0-150	
	Page02			

## Effect Types and Parameters








### [FILTER]

<b>Exciter</b>		Adjusts the depth of the compression.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Bass	0-100	Trebl	0-100	Level	0-150
	Page02	Adjusts the amount of low-frequency phase correction.		Adjusts the amount of high-frequency phase correction.		Adjusts the level of the signal after it has passed through the module.	
<b>CombFLTR</b>		This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Freq	1-50	Reso	-10-0-10	Mix	0-100
	Page02	This sets the emphasized frequency.		Adjusts the intensity of the resonance sound of the effect.		Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	HiDMP	0-10	Level	0-150		
		Adjusts the treble attenuation of the effect sound.		Adjusts the output level.			
<b>Resonance</b>		This effect varies the resonance filter frequency according to picking intensity.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Sense	-10--1, 1-10	Reso	0-10	Level	0-150
	Page02	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.	
<b>RndmFLTR</b>		This filter effect changes character randomly.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Speed	1-50	Range	0-100	Reso	0-10
	Page02	Sets modulation speed.		Adjusts frequency range affected.		Sets effect resonance.	
	Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	Bal	0-100
	Page03	Sets filter type.		Adjusts amount of filter applied.		Adjusts the balance between original and effect sounds.	
	Page03	Level	0-150				
		Adjusts the output level.					
<b>fCycle</b>		This filter effect changes tone characteristics cyclically.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Rate	1-50	Wave	Sine, Tri, SawUp, SawDn	Level	0-150
	Page02	Sets the speed of the modulation.		Sets the modulation waveform.		Adjusts the output level.	
	Page02	Depth	0-100	Reso	0-10		
		Sets the depth of the modulation.		Adjusts the intensity of the modulation resonance.			

### [DRIVE]








<b>Governor</b>		Simulation of the Guv'nor distortion effect from Marshall.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
<b>FuzzSmile</b>		Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.					
	<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>		
	Page01	Gain	0-100	Tone	0-100	Level	0-150
	Page02	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	

## Effect Types and Parameters

<p>Z MP1</p> 	<p>An original sound created by merging characteristics of an ADA MP1 and a Marshall JCM800.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Z Bottom</p> 	<p>A high gain sound that emphasizes low and middle frequencies.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Z Dream</p> 	<p>A high gain sound for lead playing based on the Mesa Boogie Road King Series II Lead channel.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Z Scream</p> 	<p>An original high gain sound balanced from low to high frequencies.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Z Neos</p> 	<p>A crunch sound modeled on the sound of a modified British class A combo amplifier.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Z Wild</p> 	<p>A high gain sound with even more overdrive boost.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		
<p>Lead</p> 	<p>Lead a bright and smooth distortion sound.</p>						
<p>Page01</p>	<p>Knob1</p>		<p>Knob2</p>		<p>Knob3</p>		
<p>Page02</p>	<p>Gain 0-100</p>	<p>Tone 0-100</p>	<p>Level 0-150</p>				
	<p>Adjusts the gain.</p>		<p>Adjusts the tone.</p>		<p>Adjusts the output level.</p>		








## Effect Types and Parameters

### [MOD]



<b>Slicer</b>		This effect creates a rhythmical sound by continuously slicing the input.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	PTRN	1-20	Speed	1-50	Bal	0-100
	Page02	THRSH	0-50	Level	0-150		
		Sets effect pattern.		Sets modulation speed.		Adjusts the balance between original and effect sounds.	
		Adjusts effect threshold.		Adjusts the output level.			
<b>DuoPhase</b>		This effect combines 2 phasers.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	RateA	1-50	RateB	1-50, SyncA, RvrsA	Level	0-150
	Page02	ResoA	0-10	ResoB	0-10	Link	Seri, Para, STR
	Page03	DPT_A	1-100	DPT_B	1-100		
			Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.
		Adjusts resonance of LFO A modulation.		Adjusts resonance of LFO B modulation.		Sets how 2 phasers are connected.	
		Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.			
<b>WarpPhase</b>		This phaser has a one way effect.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Speed	1-50	Reso	0-10	Level	0-150
	Page02	DRCTN	Go, Back				
		Sets modulation speed.		Sets effect resonance.		Adjusts the output level.	
		Sets direction of warping.					
<b>VintageCE</b>		This is a simulation of the BOSS CE-1.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Comp	0-9	Rate	1-50	Mix	0-100
	Page02	Level	0-150				
		Sets the sensitivity of the compressor.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the output level.					
<b>Ensemble</b>		This is a chorus ensemble that features three-dimensional movement.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Depth	0-100	Rate	1-50	Mix	0-100
	Page02	Tone	0-10	Level	0-150		
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the amount of effected sound that is mixed with the original sound.	
		Adjusts the tone.		Adjusts the output level.			
<b>VinFLNGR</b>		This analog flanger sound is similar to an MXR M-117R.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Depth	0-100	Rate	0-50	Reso	-10-10
	Page02	PreD	0-50	Mix	0-100	Level	0-150
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance.	
		Sets pre-delay time of effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.		Adjusts the output level.	
<b>DynaFLNGR</b>		The volume of the effect sound changes according to the input signal level with this dynamic flanger.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Depth	0-100	Rate	0-50	Sense	-10--1, 1-10
	Page02	Reso	-10-10	Level	0-150		
		Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the sensitivity of the effect.	
		Adjusts the intensity of the modulation resonance.		Adjusts the output level.			






## Effect Types and Parameters

<b>BendCho</b>		This effect provides pitch bending that uses the input signal as trigger and processes each note separately.						
	Page01	Knob1		Knob2		Knob3		
		Depth	0-100	Time	0-50	Bal	0-100	
	Page02	Adjusts the effect depth.		Sets time before effect starts.		Adjusts the balance between original and effect sounds.		
		Mode	Up, Down	Tone	0-10	Level	0-150	
		Sets direction of pitch bend.		Adjusts the tone.		Adjusts the output level.		
<b>MojoRoll</b>		This effect modulates the pitch after picking.						
	Page01	Knob1		Knob2		Knob3		
		Depth	0-100	Speed	0-100	Rise	0-100	
	Page02	Sets the depth of the modulation.		Sets the speed of the modulation.		Sets the time before the effect begins to modulate the pitch.		
		Mode	Up-Dn, Up, Down	Level	0-150			
		Sets the direction of pitch modulation.		Adjusts the output level.				
<b>RingMod</b>		This effect produces a metallic ringing sound. Adjusting the “Freq” parameter results in a drastic change of sound character.						
	Page01	Knob1		Knob2		Knob3		
		Freq	1-50	Tone	0-10	Bal	0-100	
	Page02	Sets the frequency of the modulation.		Adjusts the tone.		Adjusts the balance between original and effect sounds.		
		Level	0-150					
		Adjusts the output level.						
<b>[SFX]</b>								
<b>BitCrush</b>		This effect creates a lo-fi sound.						
	Page01	Knob1		Knob2		Knob3		
		Bit	4-16	SMPL	0-50	Bal	0-100	
	Page02	Sets bit depth.		Sets sampling rate.		Adjusts the balance between original and effect sounds.		
		Tone	0-10	Level	0-150			
		Adjusts the tone.		Adjusts the output level.				
<b>Bomber</b>		This effect produces an explosive sound when picking.						
	Page01	Knob1		Knob2		Knob3		
		PTRN	HndGn, Arm, Bomb, Thndr	Decay	1-100	Bal	0-100	
	Page02	Sets type of effect sound.		Sets length of reverberations.		Adjusts the balance between original and effect sounds.		
	Page03	THRSH	0-50	Power	0-30	Tone	0-10	
		Adjusts effect threshold.		Adjusts strength of explosive sound.		Adjusts the tone.		
		Level	0-150					
		Adjusts the output level.						
<b>MonoSynth</b>		This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.						
	Page01	Knob1		Knob2		Knob3		
		Synth	0-100	Dry	0-100	Level	0-150	
	Page02	Adjusts synthesizer sound level.		Adjusts level of original sound.		Adjusts the output level.		
		Wave	Sine, Tri, SawUp, SawDn	Tone	0-10	Speed	0-100	
		Sets waveform.		Adjusts the tone.		Adjusts smoothness of pitch change.		
<b>Z-Organ</b>		This effect simulates an organ sound.						
	Page01	Knob1		Knob2		Knob3		
		Upper	0-100	Lower	0-100	Dry	0-100	
	Page02	Adjusts volume of high frequencies.		Adjusts volume of low frequencies.		Adjusts level of original sound.		
		HPF	0-10	LPF	0-10	Level	0-150	
		Adjusts high-pass filter cutoff frequency.		Adjusts low-pass filter cutoff frequency.		Adjusts the output level.		





## Effect Types and Parameters

<b>AutoPan</b>	This effect cyclically moves the panning position of the sound.							
	Page01	Knob1		Knob2		Knob3		
		Rate	0-50	Width	L50-R50	Level	0-150	
	Sets the speed of the modulation.		Sets the width of the panning.				Adjusts the output level.	
	Page02	Depth	0-10	Clip	0-10			
Sets the depth of the modulation.		Adjusts the amount of waveform clipping. Higher values emphasize the auto-panning effect more.						
<b>Rt Closet</b>	Simulates a rotary speaker.							
	Page01	Knob1		Knob2		Knob3		
		Bal	0-100	Mode	Slow, Fast	Level	0-150	
	Adjusts the balance between the horn (high frequencies) and the drum (low frequencies).		Sets the rotary mode.				Adjusts the output level.	
	Page02	Drive	0-100					
Adjusts the amount of amplification from the preamp.								

## [DELAY]






<b>MultiTapD</b>	This effect produces several delay sounds with different delay times.							
	Page01	Knob1		Knob2		Knob3		
		Time	1-3000	PITRN	1-8	Mix	0-100	
	Sets the delay time.		Sets the tap pattern, which varies from rhythmical to random patterns.				Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Tone	0-10	Level	0-150	Tail	OFF/ON	
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.		
<b>DynaDelay</b>	This dynamic delay adjusts the volume of the effect sound according to the input signal level.							
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	Sense	-10- -1, 1-10	Mix	0-100	
	Sets the delay time.		Adjusts the effect sensitivity.				Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	FB	0-100	Level	0-150	Tail	OFF/ON	
Adjusts the feedback amount.		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.		
<b>FilterDly</b>	This effect filters a delayed sound.							
	Page01	Knob1		Knob2		Knob3		
		Time	1-2000	FB	0-100	Mix	0-100	
	Sets the delay time.		Adjusts the feedback amount.				Adjusts the amount of effected sound that is mixed with the original sound.	
	Page02	Rate	1-50	Depth	0-100	Reso	0-10	
	Sets the speed of the modulation.		Sets the depth of the modulation.				Adjusts the intensity of the modulation resonance.	
Page03	Level	0-150	Tail	OFF/ON				
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.						

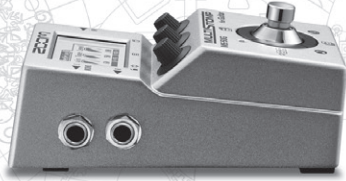
## Effect Types and Parameters

PitchDly		This effect applies pitch shift to a delayed sound.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	Pitch	-12-12	Mix	0-100
	Page02	FB	0-100	Tone	0-10	Level	0-150
	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.					
StereoDly		This stereo delay allows the left and right delay times to be set separately.					
		Knob1		Knob2		Knob3	
	Page01	TimeL	1-2000	TimeR	1-2000	Mix	0-100
	Page02	LchFB	0-100	RchFB	0-100	Level	0-150
	Page03	LchLv	0-100	RchLv	0-100	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.					
PhaseDly		This effect applies a phaser to a delayed sound.					
		Knob1		Knob2		Knob3	
	Page01	Time	1-2000	FB	0-100	Mix	0-100
	Page02	Rate	1-50	Color	4 STG, 8 STG, inv 4, inv 8	Level	0-150
	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.					
TrgHldDly		This delay samples and holds using picking as the trigger.					
		Knob1		Knob2		Knob3	
	Page01	Time	10-1000	Duty	25-100	Mix	0-100
	Page02	THRSH	0-30	Level	0-150	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.					

# Effect Types and Parameters

## [REVERB]

<b>HD Reverb</b>		This is a high-definition reverb.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Decay	0-100	Tone	0-10	Mix	0-100
	Page02	PreD	1-200	HPF	0-10	Level	0-150
Page03	Tail	OFF/ON					
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.	
		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					
<b>TiledRoom</b>		This reverb effect simulates the acoustics of a tiled room.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.	
<b>Arena</b>		This reverb effect simulates the acoustics of a large enclosure such as a sports arena.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Decay	1-30	Tone	0-10	Mix	0-100
	Page02	PreD	1-100	Level	0-150	Tail	OFF/ON
		Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.	
<b>EarlyRef</b>		This effect reproduces only the early reflections of reverb.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Decay	1-30	Shape	-10-10	Mix	0-100
	Page02	Tone	0-10	Level	0-150	Tail	OFF/ON
		Adjusts the duration of the reverb.		Adjusts the effect envelope.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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.	
<b>Air</b>		This effect reproduces the ambience of a room, to create spatial depth.					
		<b>Knob1</b>		<b>Knob2</b>		<b>Knob3</b>	
	Page01	Size	1-100	Tone	0-10	Mix	0-100
	Page02	Ref	0-10	Level	0-150	Tail	OFF/ON
		Sets the size of the space.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
		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**

No.	NAME	COMMENT		
<b>STOMP</b>	1	<b>RAT Drive</b>	This distortion sound, which uses Squeak to stand out, is suitable for leads. Use the delay as you like.	
	2	<b>ClearCho</b>	This chorus setting has a sharp edge and is perfect for cutting through the mix.	
	3	<b>W Screamer</b>	This setting uses T Scream directly in the chain. Turn the stages before it ON instead of a booster when soloing.	
	4	<b>Funky Wah</b>	This auto-wah setting is perfect for cutting through. A little reverb is the secret ingredient.	
	5	<b>Phaser100</b>	This phaser setting is in the style of the MXR Phase100.	
	6	<b>FlangeDly</b>	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	<b>MetalDist</b>	This is a great metal sound for playing riffs. Turn on the Analog Dly and you can use it for lead parts too.	
	8	<b>NaturalCMP</b>	This is a natural-sounding compression setting that is useful in every circumstance.	
	9	<b>ShortDly</b>	Using Analog Dly, this setting is great for creating a galloping sound. You can combine it with any overdrive sound you like.	
	10	<b>RitchHall</b>	This hall reverb setting has a beautiful edge and is great for arpeggios and long tones.	
	11	<b>SEQ Wah</b>	This sequenced filter synchronizes with the tempo.	
	12	<b>ModDelay</b>	The delay sound is modulated in this slightly distorted delay setting.	
<b>MULTI</b>	13	<b>Blues OD</b>	This practical overdrive sound can be boosted using Z Clean. Use spring reverb and delay with it as you like.	
	14	<b>SilverHaze</b>	This fuzz sound brings back the late sixties. Turn The Vibe ON to give it a psychedelic sheen.	
	15	<b>AMB KING</b>	This phantasmal ambient sound is fine for both chords and single notes.	
	16	<b>PitchDist</b>	With distortion added to a 4th up pitch shift, this distortion patch is perfect for leads.	
	17	<b>Star Synth</b>	Delay is the secret ingredient in this synthesizer sound. How the filter opens can be controlled with the guitar volume.	
	18	<b>AsiaPalace</b>	This patch is inspired by the sounds of ethnic instruments from Southeast Asia.	
<b>ARTIST</b>	19	<b>RK"1"</b>	Overdrive Tone with Delay, Perfect for Classic Rock Solos or Rhythm.	<b>Richie Kotzen</b>
	20	<b>RK"2"</b>	Lush Clean Tone with Tremolo and Low end boost.	
	21	<b>Whip Clean</b>	Whip Clean is modeled after my Roland JC 120.	<b>Michael Wilton</b>
	22	<b>Whip Lead</b>	Whip Lead is modeled after my Bogner Fish preamp (brown sound).	
	23	<b>castles</b>	This crunch sound is based on a British combo amp.	<b>Zach Myers</b>
	24	<b>just got p</b>	This distortion sound combines Marshall 1959 and T Scream.	
	25	<b>DbI V wet</b>	Combines multiple reverbs, delays and chorus for a lush string sound. Volume pedal attack included. Great for big chords and orchestral scapes.	<b>Vinny Valentino</b>
	26	<b>DbI V box</b>	This is a small boxy sound. I use this when the instrumentation is dense and I want to stand out.	
	27	<b>PureBlues</b>	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.	<b>Steve Briody</b>
	28	<b>FunkStrat</b>	It features slight compression, as well as some "detune" effect, ideal for obtaining a punchy, funk rhythm guitar sound.	
	29	<b>LM R&amp;B Luv</b>	Clean all around tone, but great fit funky rhythms.	<b>Larry Mitchell</b>
	30	<b>LM M Funk</b>	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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