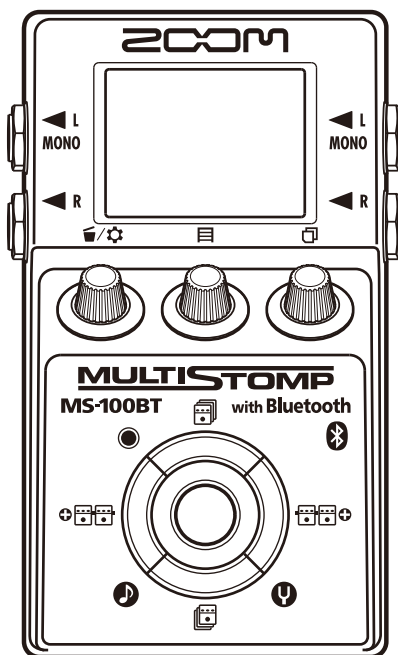Sound Laboratory

ZOOM ®

MULTISTOMP
MS-100BT with Bluetooth

Effect Types and Parameters

Effect Types and Parameters
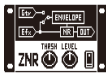
Parameter | Parameter range

Effect type | Effect explanation

Flanger		This is a jet sound like an ADA Flanger.					
		Knob1		**Knob2**		**Knob3**	
	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.	

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	Tone	0–10	Level	0–150
		Adjusts the compressor sensitivity.		Adjusts the tone.		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	Ratio	1–10	Level	0–150
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
	Page02	ATTCK	1–10				
		Adjusts the compressor attack rate.					

M Comp		This compressor provides a more natural sound.					
		Knob1		**Knob2**		**Knob3**	
	Page01	THRSH	0–50	Ratio	1–10	Level	0–150
		Sets the level that activates the compressor.		Adjusts the compression ratio.		Adjusts the output level.	
	Page02	ATTCK	1–10				
		Adjusts the compressor attack rate.					

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
		Adjusts the depth of the compression.		Adjusts the tone.		Adjusts the output level.	
	Page02						

SlowATTCK		This effect slows the attack of each note, resulting in a violin-like performance.					
		Knob1		**Knob2**		**Knob3**	
	Page01	Time	1–50	Curve	0–10	Level	0–150
		Adjusts the attack time.		Set the curve of volume change during attack.		Adjusts the output level.	
	Page02						

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Effect Types and Parameters

ZNR

ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.

	Knob1		Knob2		Knob3	
Page01	THRSH	1–25	DETCT	GtrIn, EfxIn	Level	0–150
	Adjusts the effect sensitivity.		Sets control signal detection level.		Adjusts the output level.	
Page02						

NoiseGate

This is a noise gate that cuts the sound during playing pauses.

	Knob1		Knob2		Knob3
Page01	THRSH	1–25	Level	0–150	
	Adjusts the effect sensitivity.		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	OUT_L	0–150	
	Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.		
Page02					

GraphicEQ

This unit has a 6-band equalizer.

	Knob1		Knob2		Knob3	
Page01	160Hz	-12–12	400Hz	-12–12	800Hz	-12–12
	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.	
Page02	3.2kHz	-12–12	6.4kHz	-12–12	12kHz	-12–12
	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.	
Page03	Level	0–150				
	Adjusts the output level.					

ParaEQ

This is a 2-band parametric equalizer.

	Knob1		Knob2		Knob3	
Page01	Freq1	20Hz–20kHz	Q1	0.5, 1, 2, 4, 8, 16	Gain1	-12–12
	Adjusts center frequency of EQ1.		Adjusts EQ1 Q.		Adjusts EQ1 gain.	
Page02	Freq2	20Hz–20kHz	Q2	0.5, 1, 2, 4, 8, 16	Gain2	-12–12
	Adjusts center frequency of EQ2.		Adjusts EQ2 Q.		Adjusts EQ2 gain.	
Page03	Level	0–150				
	Adjusts the output level.					

Exciter

Adjusts the depth of the compression.

	Knob1		Knob2		Knob3	
Page01	Bass	0–100	Trebl	0–100	Level	0–150
	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.	
Page02						

CombFLTR

This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.

	Knob1		Knob2		Knob3	
Page01	Freq	1–50	Reso	-10–0–10	Mix	0–100
	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.			

Effect Types and Parameters

AutoWah

This effect varies wah in accordance with picking intensity.

		Knob1		Knob2		Knob3	
Page01	Sense	-10– -1, 1–10	Reso	0–10	Level	0–150	
	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.		
Page02							

Resonance

This effect varies the resonance filter frequency according to picking intensity.

		Knob1		Knob2		Knob3	
Page01	Sense	-10– -1, 1–10	Reso	0–10	Level	0–150	
	Adjusts the sensitivity of the effect.		Adjusts the intensity of the resonance sound.		Adjusts the output level.		
Page02							

Cry

This effect varies the sound like a talking modulator.

		Knob1		Knob2		Knob3	
Page01	Range	1–10	Reso	0–10	Sense	-10– -1, 1–10	
	Adjusts the frequency range processed by the effect.		Adjusts the intensity of the modulation resonance sound.		Adjusts the sensitivity of the effect.		
Page02	Bal	0–100	Level	0–150			
	Adjusts the balance between original and effect sounds.		Adjusts the output level.				

M-Filter

This envelope filter has the flavor of a Moog MF-101 Low Pass Filter and can be set in a wide range.

		Knob1		Knob2		Knob3	
Page01	Freq	0–100	Sense	0–10	Reso	0–10	
	Sets minimum frequency of envelope filter.		Sets effect sensitivity.		Sets effect resonance.		
Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	VLCTY	Fast, Slow	
	Sets filter type.		Adjusts amount of filter applied.		Sets speed of filter action.		
Page03	Bal	0–100	Level	0–150			
	Adjusts the balance between original and effect sounds.		Adjusts the output level.				

Step

This special effect gives the sound a stepped quality.

		Knob1		Knob2		Knob3	
Page01	Depth	0–100	Rate	0–50 ♪	Reso	0–10	
	Sets the depth of the modulation.		Sets the speed of the modulation.		Adjusts the intensity of the modulation resonance sound.		
Page02	Shape	0–10	Level	0–150			
	Adjusts the effect envelope.		Adjusts the output level.				

SeqFLTR

The sequence filter has the flavor of a Z.Vex Seek-Wah.

		Knob1		Knob2		Knob3	
Page01	Step	2–8	PTTRN	1–8	Speed	1–50 ♪	
	Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.		
Page02	Shape	0–10	Reso	0–10	Level	0–150	
	Sets effect sound envelope.		Sets effect resonance.		Adjusts the output level.		

RndmFLTR

This filter effect changes character randomly.

		Knob1		Knob2		Knob3	
Page01	Speed	1–50 ♪	Range	0–100	Reso	0–10	
	Sets modulation speed.		Adjusts frequency range affected.		Sets effect resonance.		
Page02	Type	HPF, BPF, LPF	Chara	2Pole, 4Pole	Bal	0–100	
	Sets filter type.		Adjusts amount of filter applied.		Adjusts the balance between original and effect sounds.		
Page03	Level	0–150					
	Adjusts the output level.						

fCycle	This filter effect changes tone characteristics cyclically.								
		Knob1			Knob2			Knob3	
	Page01	Rate	1–50	♪	Wave	Sine, Tri, SawUp, SawDn		Level	0–150
		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.				

[OD/DIST]

Booster	The booster increases signal gain to make the sound more powerful.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

OverDrive	Simulation of the BOSS OD-1, the compact effect box that was the first to take the "overdrive" title.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

T Scream	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Governor	Simulation of the Guv'nor distortion effect from Marshall.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Dist+	Simulation of the MXR distortion+ effect that made distortion popular worldwide.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Dist 1	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Squeak	Simulation of the popular Pro Co RAT famous for its edgy distortion sound.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Effect Types and Parameters

FuzzSmile	Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

GreatMuff	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

MetalWRLD	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

HotBox	Simulation of the compact MATCHLESS HOT BOX pre-amplifier with a built-in tube.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Z Clean	ZOOM original unadorned clean sound.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Z MP1	An original sound created by merging characteristics of an ADA MP1 and a Marshall JCM800.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Z Bottom	A high gain sound that emphasizes low and middle frequencies.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Z Dream	A high gain sound for lead playing based on the Mesa Boogie Road King Series II Lead channel.								
		Knob1			Knob2			Knob3	
	Page01	Gain	0–100		Tone	0–100		Level	0–150
		Adjusts the gain.			Adjusts the tone.			Adjusts the output level.	
	Page02								

Effect Types and Parameters

Z Scream	An original high gain sound balanced from low to high frequencies.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Z Neos	A crunch sound modeled on the sound of a modified British class A combo amplifier.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Z Wild	A high gain sound with even more overdrive boost.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Lead	Lead a bright and smooth distortion sound.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

ExtremeDS	This distortion effect boasts the highest gain in the world.							
		Knob1		Knob2		Knob3		
	Page01	Gain	0–100	Tone	0–100	Level	0–150	
		Adjusts the gain.		Adjusts the tone.		Adjusts the output level.		
	Page02							

Aco.Sim	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.							
		Knob1		Knob2		Knob3		
	Page01	Top	0–100	Body	0–100	Level	0–150	
		Adjusts the unique string tone of acoustic guitars.		Adjusts the body resonance of acoustic guitars.		Adjusts the output level.		
	Page02							

[AMP]

FD COMBO	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.		

		Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tube	0–100	Level	0–150
	Adjusts the gain.		Adjusts 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.	

DELUXE-R	This models the sound of a Fender Deluxe Reverb made in 1965.		

		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.	

US BLUES	Crunch sound of a Fender Tweed Bassman.		

		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.	

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.	

Effect Types and Parameters

DZ DRIVE	The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of 3 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.	

[MOD/SFX]

Tremolo	This effect varies the volume at a regular rate.						
		Knob1		Knob2		Knob3	
	Page01	Depth	0–100	Rate	0–50 ♪	Level	0–150
		Adjust the depth of the modulation.		Adjusts the rate of the modulation.		Adjusts the output level.	
	Page02	Wave	UP 0–UP 9, DWN 0–DWN 9, TRI 0–TRI 9				
		Sets the modulation waveform.					

Slicer	This effect creates a rhythmical sound by continuously slicing the input.						
		Knob1		Knob2		Knob3	
	Page01	PTTRN	1–20	Speed	1–50 ♪	Bal	0–100
		Sets effect pattern.		Sets modulation speed.		Adjusts the balance between original and effect sounds.	
	Page02	THRSH	0–50	Level	0–150		
		Adjusts effect threshold.		Adjusts the output level.			

Phaser	This effect adds a phasing variation to the sound.						
		Knob1		Knob2		Knob3	
	Page01	Rate	1–50 ♪	Color	4 STG, 8 STG, inv 4, inv 8	Level	0–150
		Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.	
	Page02						

DuoPhase	This effect combines 2 phasers.						
		Knob1		Knob2		Knob3	
	Page01	RateA	1–50 ♪	RateB	1–50, SyncA, RvrsA	Level	0–150
		Adjusts speed of LFO A modulation.		Adjusts speed of LFO B modulation.		Adjusts the output level.	
	Page02	ResoA	0–10	ResoB	0–10	Link	Seri, Para, STR
		Adjusts resonance of LFO A modulation.		Adjusts resonance of LFO B modulation.		Sets how 2 phasers are connected.	
	Page03	DPT_A	1–100	DPT_B	1–100		
		Adjusts depth of LFO A modulation.		Adjusts depth of LFO B modulation.			

Effect Types and Parameters

WarpPhase	This phaser has a one way effect.						
		Knob1			**Knob2**		**Knob3**
	Page01	Speed	1–50	♪	Reso	0–10	Level	0–150
		Sets modulation speed.			Sets effect resonance.		Adjusts the output level.
	Page02	DRCTN	Go, Back					
		Sets direction of warping.						

TheVibe	This vibe sound features unique undulations.						
		Knob1			**Knob2**		**Knob3**
	Page01	Speed	0–50		Depth	0–100	Bias	0–100
		Sets modulation speed.			Sets the depth of the modulation.		Adjusts bias of waveform modulation.
	Page02	Wave	0–100		Mode	VIBRT, CHORS	Level	0–150
		Adjusts modulation waveform.			Sets effect to vibrato or chorus.		Adjusts the output level.

Chorus	This effect mixes a shifted pitch with the original sound to add movement and thickness.						
		Knob1			**Knob2**		**Knob3**
	Page01	Depth	0–100		Rate	1–50	Mix	0–100
		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.
	Page02	Tone	0–10		Level	0–150		
		Adjusts the tone.			Adjusts the output level.		

Detune	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.						
		Knob1			**Knob2**		**Knob3**
	Page01	Cent	-25–25		PreD	0–50	Mix	0–100
		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.
	Page02	Tone	0–10		Level	0–150		
		Adjusts the tone.			Adjusts the output level.		

VintageCE	This is a simulation of the BOSS CE-1.						
		Knob1			**Knob2**		**Knob3**
	Page01	Comp	0–9		Rate	1–50	Mix	0–100
		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.
	Page02	Level	0–150					
		Adjusts the output level.					

StereoCho	This is a stereo chorus with a clear tone.						
		Knob1			**Knob2**		**Knob3**
	Page01	Depth	0–100		Rate	1–50	Mix	0–100
		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.
	Page02	Tone	0–10		Level	0–150		
		Adjusts the tone.			Adjusts the output level.		

Ensemble	This is a chorus ensemble that features three-dimensional movement.						
		Knob1			**Knob2**		**Knob3**
	Page01	Depth	0–100		Rate	1–50	Mix	0–100
		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.
	Page02	Tone	0–10		Level	0–150		
		Adjusts the tone.			Adjusts the output level.		

Effect Types and Parameters

SuperCho	This models the sound of a BOSS CH-1 SUPER CHORUS.							
		Knob1		Knob2			Knob3	
	Page01	E.LVL	0–120	Rate	0–100		Depth	0–100
		Adjusts amount of effect sound mixed with original sound.		Sets the speed of the modulation.			Adjust the depth of the modulation.	
	Page02	EQ	0–100	Mode	MONO, STR			
		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.				

VinFLNGR	This analog flanger sound is similar to an MXR M-117R.							
		Knob1		Knob2			Knob3	
	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.	

Flanger	This is a jet sound like an ADA Flanger.							
		Knob1		Knob2			Knob3	
	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.	

DynaFLNGR	The volume of the effect sound changes according to the input signal level with this dynamic flanger.							
		Knob1		Knob2			Knob3	
	Page01	Depth	0–100	Rate	0–50	♪	Sense	-10– -1, 1–10
		Sets the depth of the modulation.		Sets the speed of the modulation.			Adjusts the sensitivity of the effect.	
	Page02	Reso	-10–10	Level	0–150			
		Adjusts the intensity of the modulation resonance.		Adjusts the output level.				

Vibrato	This effect automatically adds vibrato.							
		Knob1		Knob2			Knob3	
	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.				

Octave	This effect adds sound one octave and two octaves below the original sound.							
		Knob1		Knob2			Knob3	
	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.	

PitchSHFT	This effect shifts the pitch up or down.							
		Knob1		Knob2			Knob3	
	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.				

Effect Types and Parameters

MonoPitch	This is a pitch shifter with little sound variance for monophonic (single note) playing.						
		Knob1		**Knob2**		**Knob3**	
	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.			

HPS	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.						
		Knob1		**Knob2**		**Knob3**	
	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.			

BendCho	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.						
		Knob1		**Knob2**		**Knob3**	
	Page01	Depth	0–100	Time	0–50	Bal	0–100
		Adjusts the effect depth.		Sets time before effect starts.		Adjusts the balance between original and effect sounds.	
	Page02	Mode	Up, Down	Tone	0–10	Level	0–150
		Sets direction of pitch bend.		Adjusts the tone.		Adjusts the output level.	

MojoRolle	This effect modulates the pitch after picking.						
		Knob1		**Knob2**		**Knob3**	
	Page01	Depth	0–100	Speed	0–100 ♪	Rise	0–100
		Sets the depth of the modulation.		Sets the speed of the modulation.		Sets the time before the effect begins to modulate the pitch.	
	Page02	Mode	Up-Dn, Up, Down	Level	0–150		
		Sets the direction of pitch modulation.		Adjusts the output level.			

RingMod	This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.						
		Knob1		**Knob2**		**Knob3**	
	Page01	Freq	1–50	Tone	0–10	Bal	0–100
		Sets the frequency of the modulation.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
	Page02	Level	0–150				
		Adjusts the output level.					

BitCrush	This effect creates a lo-fi sound.						
		Knob1		**Knob2**		**Knob3**	
	Page01	Bit	4–16	SMPL	0–50	Bal	0–100
		Sets bit depth.		Sets sampling rate.		Adjusts the balance between original and effect sounds.	
	Page02	Tone	0–10	Level	0–150		
		Adjusts the tone.		Adjusts the output level.			

Bomber	This effect produces an explosive sound when picking.						
		Knob1		**Knob2**		**Knob3**	
	Page01	PTTRN	HndGn, Arm, Bomb, Thndr	Decay	1–100	Bal	0–100
		Sets type of effect sound.		Sets length of reverberations.		Adjusts the balance between original and effect sounds.	
	Page02	THRSH	0–50	Power	0–30	Tone	0–10
		Adjusts effect threshold.		Adjusts strength of explosive sound.		Adjusts the tone.	
	Page03	Level	0–150				
		Adjusts the output level.					

Effect Types and Parameters

MonoSynth	This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.					
		Knob1		**Knob2**		**Knob3**
Page01	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts synthesizer sound level.		Adjusts level of original sound.		Adjusts the output level.	
Page02	Wave	Sine, Tri, SawUp, SawDn	Tone	0–10	Speed	0–100
	Sets waveform.		Adjusts the tone.		Adjusts smoothness of pitch change.	

Z-Organ	This effect simulates an organ sound.					
		Knob1		**Knob2**		**Knob3**
Page01	Upper	0–100	Lower	0–100	Dry	0–100
	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
	Adjusts high-pass filter cutoff frequency.		Adjusts low-pass filter cutoff frequency.		Adjusts the output level.	

AutoPan	This effect cyclically moves the panning position of the sound.					
		Knob1		**Knob2**		**Knob3**
Page01	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.			

Rt Closet	Simulates a rotary speaker.					
		Knob1		**Knob2**		**Knob3**
Page01	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.					

[DLY/REV]

Delay	This long delay has a maximum length of 4000 ms.					
		Knob1		**Knob2**		**Knob3**
Page01	Time	1–4000 ♪	F.B	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 ♪	F.B	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.	

Effect Types and Parameters

ModDelay

This delay effect allows the use of modulation.

		Knob1		Knob2		Knob3	
Page01	Time	1–2000	♪	F.B	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	♪	F.B	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	♪	F.B	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.	

MultiTapD

This effect produces several delay sounds with different delay times.

		Knob1		Knob2		Knob3	
Page01	Time	1–3000	♪	PTTRN	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.	

DynaDelay

This dynamic delay adjusts the volume of the effect sound according to the input signal level.

		Knob1		Knob2		Knob3	
Page01	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	F.B	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.	

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Effect Types and Parameters

FilterDly

This effect filters a delayed sound.

		Knob1		Knob2		Knob3	
Page01	Time	1–2000 ♪	F.B	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.				

PitchDly

This effect applies pitch shift to a delayed sound.

		Knob1		Knob2		Knob3	
Page01	Time	1–2000	Pitch	-12–12	Mix	0–100	
	Sets the delay time.		Sets volume of pitch shift applied to delayed sound.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	F.B	0–100	Tone	0–10	Level	0–150	
	Adjusts the feedback amount.		Adjusts the tone.		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.						

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	
	Adjusts delay time of left channel delay.		Adjusts delay time of right channel delay.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	LchFB	0–100	RchFB	0–100	Level	0–150	
	Adjusts delay feedback of left channel.		Adjusts delay feedback of right channel.		Adjusts the output level.		
Page03	LchLv	0–100	RchLv	0–100	Tail	OFF/ON	
	Adjusts delay output of left channel.		Adjusts delay output of right channel.		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 ♪	F.B	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	Color	4 STG, 8 STG, inv 4, inv 8	Level	0–150	
	Sets the speed of the modulation.		Sets the tone of the effect type.		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.						

TrgHldDly

This delay samples and holds using picking as the trigger.

		Knob1		Knob2		Knob3	
Page01	Time	10–1000	Duty	25–100	Mix	0–100	
	Sets the delay time.		Sets the time that the sample-and-hold sound is produced.		Adjusts the amount of effected sound that is mixed with the original sound.		
Page02	THRSH	0–30	Level	0–150	Tail	OFF/ON	
	Adjusts effect threshold.		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	F.B	0–100	Time	1–600
	Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
Page02	Sync	OFF, ♪–♩x8 ♪	Mode	MONO, STR	Tail	OFF/ON
	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				
	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
	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
	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.	

HD Reverb	This is a high-definition reverb.					
		Knob1		Knob2		Knob3
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.					

Hall	This reverb effect simulates the acoustics of a concert hall.					
		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.	
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.		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
	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
	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

TiledRoom	This reverb effect simulates the acoustics of a tiled room.					
		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.
	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.	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
		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
		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.					
		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.
	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.	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.

EarlyRef	This effect reproduces only the early reflections of reverb.					
		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.
	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.

Air	This effect reproduces the ambience of a room, to create spatial 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.

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-100BT with Bluetooth

MS-100BT Patch Memory List

	No.	NAME	COMMENT	
STOMP	1	RAT Drive2	This distortion sound for solos uses the Squeak effect.	
	2	PercusPhas	This phaser sound is good for muted rhythm playing with single notes and chords. You can create a percussive feeling by playing with lots of brushing strokes.	
	3	CleanCho	A clean chorus sound goes well with arpeggios and muted playing.	
	4	BS DRIVE	This overdrive sound cuts through the mix and can be used not only for backing parts but also for soloing.	
	5	RotaryDRV	This 60s style guitar sound is like a driven rotary speaker. Set the Rt Closet Mode parameter as you like.	
	6	CoolFuzz	Heavy fuzz sound for the shoegazers.	
	7	CrunchAmp	This crunch sound uses the DELUXE-R effect. Turn the Booster on for an even gutsier sound.	
	8	St PanDly	Enjoy the stereo sound created by AutoPan and StereoDly effects. This patch supports stereo input.	
MULTI	9	PSZ CLEAN	This is a clear, clean sound that uses compression, pitch shifting, chorus and delay.	
	10	It'sMyTalk	A talking modulation sound in the style of Bon Jovi.	
	11	Gt Pad	By playing long chords with this patch, you can achieve a wide sound like a synthesizer pad.	
	12	MAY C	This re-creates the solo sound of Queen's Brian May. Play in the key of C.	
	13	DLY&FLTDLY	A ghostly clean tone that uses FilterDly. The overlapping delay sound is the key to this effect.	
	14	DigiSlice	This is a slicer-like sound that even suits dance music. Whole-note chords sound good with this effect.	
	15	RockVin	Combining a violin-like tone with a rock sound, this is good with slow phrases.	
	16	WarpDist	This special effect sound combines WarpPhase and Dist 1 effects.	
	17	DeepSEQ	This sound dances when you play long chords or single notes. Use the tap tempo function to make it dance in time to your song.	
	18	M FLT HOLD	Play muted single notes with this complex sound effect that uses M-Filter and TrgHldDly modules.	
ARTIST	19	Smooth GT	This is a very simple musical overdrive setting perfect for rock rhythm guitar or a bluesy lead tone. The compressor setting adds plenty of sustain without the fuzz.	**Richie Kotzen**
	20	CountryBoy	This is a more aggressive clean tone perfect for finger style percussive country guitar.	
	21	Blasting	Perfect to play rhythms or straight to the face solos. ALIEN amp heavy distortion with a tiny of NoiseGate and Hall.	**Kiko Loureiro**
	22	Gray Stone	MS 1959 combined with Octave. A good alternative for a different tone for your solos. Just like the solo on the song Gray Stone Gateway.	
	23	Acoustixy	Almost sounds like an acoustic guitar.	**Vinny Valentino**
	24	Out There	The combination of a envelope generator with ReverseDL and a slight MonoSynth puts this sound in the "Out There" category.	
	25	Whipdelay	Basic delay for soloing.	**Michael Wilton**
	26	Whipflange	Basic flange for effected chords heavy or clean.	
	27	Justis4yal	My interpretation on the guitar tone used on Metallica's Justice album.	**Willie Adler**
	28	RockerChnk	I backed the gain off of this one for a more rock vibe yet remaining heavy.	
	29	LM A Pond	Less compressed but still a bit Squashed, with some swirling Tremolo and that Spring thrown in to give it a little love. FilterDly for some depth of Space and Time.	**Larry Mitchell**
	30	LM River S	A freaky spread low texture for slow moving picked chords in time with the delay. The delay is set for dotted 8th note love. There is a pitch effect that is bypassed on the preset, turn it on for more texture.	

*Patches 31-50 are empty by default.

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