

MULTISTOMP

MS-100BT with Bluetooth

OPERATION MANUAL

Thank you very much for purchasing the ZOOM **MS-100BT** .
Please read this manual carefully to learn about all the functions of the **MS-100BT** so that you will be able to use it fully for a long time.
Keep this manual in a convenient place for reference when necessary.

*A printed list of effect parameters is not included with the **MS-100BT** .
Please download a copy from the ZOOM website. → <http://www.zoom.co.jp/downloads/>

If the MS-100BT is not used for 10 hours, it will turn off automatically by default.

If you want the power to stay ON all the time, please see "4 To set the Power Management function" on page 22 and set the value to OFF.

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Terms used in this manual

Patch memory

The ON/OFF status and the parameter settings of each effect are stored as "patch memories". The **MS-100BT** can store 50 patch memories.

Effect unit

The **MS-100BT** can use between 1 and 6 effects at a time and you can change the number used as you like. Each one of these is called an "effect unit".

Add new effects to this next generation effector

Built-in *Bluetooth*[®] wireless technology allows you to add new effects to the **MS-100BT** wirelessly. Add new effects simply by using Bluetooth to connect the **MS-100BT** to an iOS device that is running **StompShare**. This free app allows you to buy effects you want.

StompShare app made for this pedal

StompShare includes a wide variety of effects, ranging from emulations of classic gear and standard pedals that belong in every setup to amp models and unique ZOOM original effects. After auditioning these effects and trying them out, you can easily buy the ones you like. We plan to continue increasing the variety of effects available in the future. Download the **StompShare** app for free from the App Store.

Combine a variety of effects as you like

The 100 preloaded effects include not only distortion, reverb and other classic effects, but also modulation and special effects, as well as models of amps that are prized on stage and in studios around the world. You can combine and use up to 6 of these at a time as you like.

SAFETY PRECAUTIONS

In this manual, symbols are used to highlight warnings and cautions that you must read to prevent accidents. The meanings of these symbols are as follows:

 Warning	Something that could cause serious injury or death.
 Caution	Something that could cause injury or damage to the equipment.

Other symbols

	Required (mandatory) actions
	Prohibited actions

Warning

Operation using an AC adapter

-  Use only a ZOOM AD-16 AC adapter with this unit.
-  Do not use do anything that could exceed the ratings of outlets and other electrical wiring equipment.

Operation using batteries

-  Use 4 conventional 1.5-volt AA batteries (alkaline or nickel-metal hydride).
-  Always close the battery compartment cover when using the unit.

Alterations

-  Never open the case or attempt to modify the product.

Precautions

Product handling

-  Do not drop, bump or apply excessive force to the unit.
-  Be careful not to allow foreign objects or liquids to enter the unit.

Operating environment

-  Do not use in extremely high or low temperatures.
-  Do not use near heaters, stoves and other heat sources.
-  Do not use in very high humidity or near splashing water.
-  Do not use in places with excessive vibrations.
-  Do not use in places with excessive dust or sand.

AC adapter handling

-  When disconnecting the AC adapter from an outlet, always pull the body of the adapter itself.

Battery handling

-  Install the batteries with the correct +/- orientation.
-  Use a specified battery type. Do not mix new and old batteries or different brands or types at the same time. When not using the unit for an extended period of time, remove the batteries from the unit.
-  If a battery leak should occur, wipe the battery compartment and the battery terminals carefully to remove all battery residue.

Connecting cables with INPUT and OUTPUT jacks

-  Always turn the power OFF for all equipment before connecting any cables.

Volume

-  Do not use the product at a loud volume for a long time.

Usage Precautions

Cleaning

Use a soft cloth to clean the panels of the unit if they become dirty. If necessary, use a damp cloth that has been wrung out well.

Malfunction

If the unit becomes broken or malfunctions, immediately disconnect the AC adapter, turn the power OFF and disconnect other cables. Contact the store where you bought the unit or ZOOM service with the following information: product model, serial number and specific symptoms of failure or malfunction, along with your name, address and telephone number.

Copyrights

"Made for iPod," "Made for iPhone," and "Made for iPad" mean that an electronic accessory has been designed to connect specifically to iPod, iPhone, or iPad, respectively, and has been certified by the developer to meet Apple performance standards. Apple is not responsible for the operation of this device or its compliance with safety and regulatory standards. Please note that the use of this accessory with iPod, iPhone, or iPad may affect wireless performance.

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Bluetooth and the Bluetooth logo are registered trademarks of Bluetooth SIG, Inc. and are used under license by ZOOM CORPORATION.

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Note: All trademarks and registered trademarks mentioned in this manual are for identification purposes only and are not intended to infringe on the copyrights of their respective owners.

DC9V AC adapter jack

To power the unit from an outlet, connect an AD-16 adapter here (→P8).

OUTPUT jacks

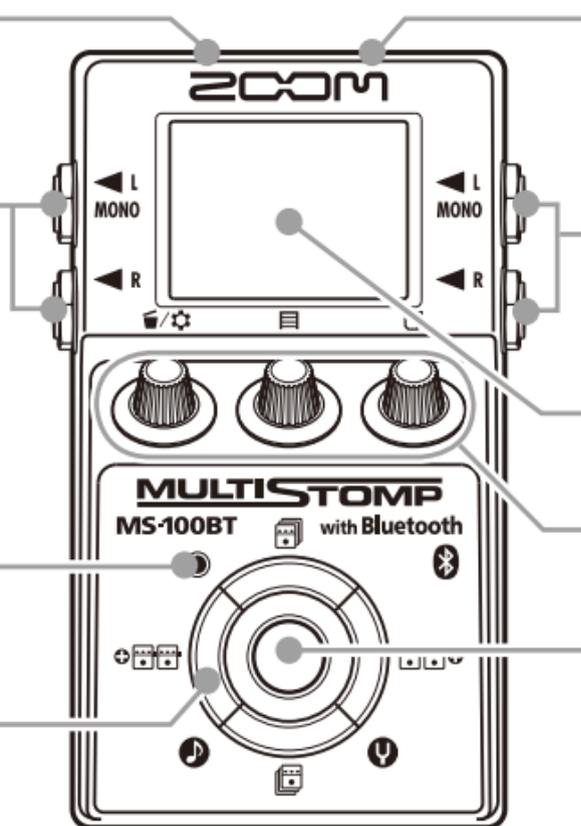
Connect to an amp or another effector.
Use the MONO jack for a mono connection.

ON/OFF indicator

Lights when the current effect is ON.
Does not light when the effect is OFF (→P10).

Cursor keys

(→P7)

**Bluetooth**

Use to connect with an iOS device and add new effects (→P20).
Use also to update the firmware (→P25).

INPUT jack

Connect a guitar.
Use the MONO jack for a mono connection.

Display

Shows the currently selected effect and various other screens (→P9).

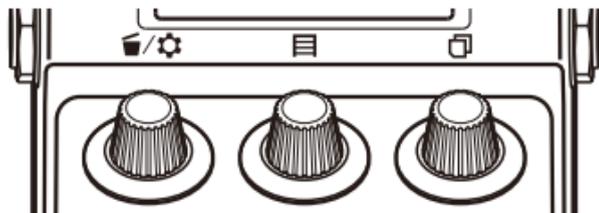
Parameter knobs

(→P7)

Footswitch

Turns the effect shown on the display ON and OFF (→P10).
Press and hold for 1 second to open the Tuner or Tap Tempo (→P16, 18).

■ Parameter knobs



From the left

Parameter knob 1 [/]

Turn left and right to adjust the parameter.

Press to open the MENU where you can remove and rearrange effects and make various settings (→P14, 21).

You can also check the firmware version (→P25).

Parameter knob 2 []

Turn left and right to adjust the parameter.

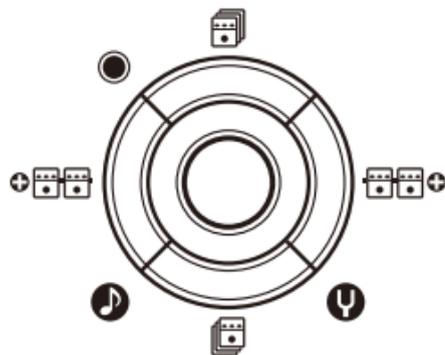
Press to open the MEMORY screen where you can select and save patch memories, and change patch memories using the footswitch (→P12, 13).

Parameter knob 3 []

Turn left and right to adjust the parameter.

Press to change the parameter page (→P11).

■ Cursor keys



Up and down cursor keys [/]

Press to change the effect type.

Press and hold for 1 second to select the effect category (→P10).

Left and right cursor keys [/]

Press to show the effect to the left or right.

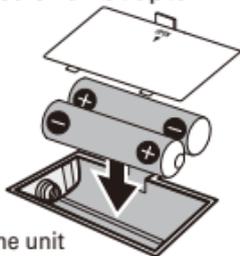
Press and hold for 1 second to add a new effect left or right of the current effect (→P14).

1 To turn the power ON

1. Lower the amplifier's volume all the way.
2. Power the unit with batteries or an adapter.

<When using batteries>

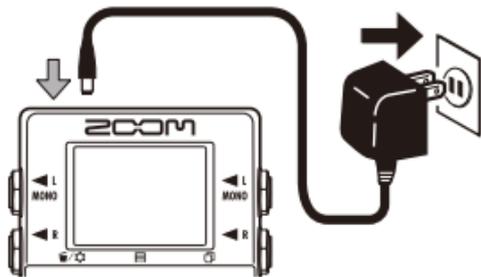
Open the cover on the bottom of the unit and insert batteries in the compartment.



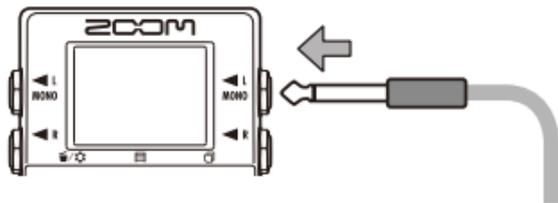
Bottom of the unit

<When using an adapter>

Connect an AD-16 adapter.



3. Plug a guitar cable into the INPUT jack.



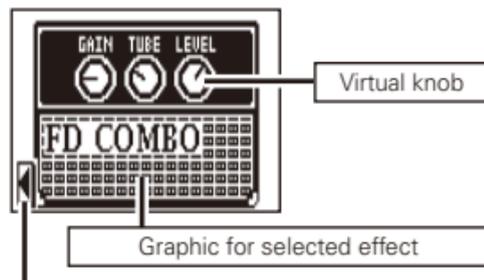
HINT

- When using batteries, the pedal will power on when a cable is connected to the L input jack.

4. Connect to an amp, then turn the amp on and raise the volume.

2 Display information

■ The Home Screen shows the current effect

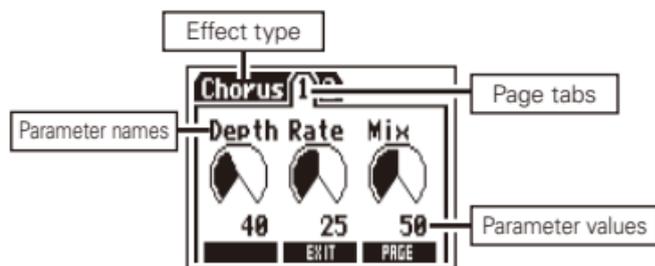


Shows other effects are in this direction.

HINT

- The positions of the virtual knobs change with the parameter values.

■ Edit Screen shows parameter being edited

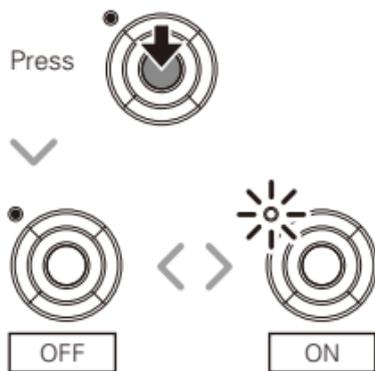


HINT

- If there are 4 or more parameters that can be adjusted, multiple page tabs will be shown.

Confirm that the Home Screen is shown.

1 To turn an effect ON and OFF



NOTE

- When an effect is ON, the footswitch LED lights.
- When an effect is OFF, the footswitch LED is unlit.

2 To select an effect type



HINT

- Press and hold to select the effect category.
See step 2 of "To add an effect" . (See page 14.)

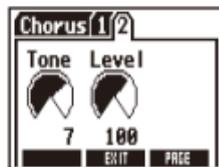
3 To adjust parameters



4 To change the page



The next page opens.



Effect processing limit

The **MS-100BT** allows you to combine 6 effects as you like. However, if you combine effect types that require great amounts of processing power (amp models, for example), the available processing capacity might not be enough. If the processing required for an effect exceeds the available capacity, the effect is bypassed and a "DSP Full!" message appears. This can be avoided by changing 1 or more of the effect types or setting them to THRU.



NOTE

- An effect requires the same amount of processing power whether it is ON or OFF.

HINT

- Press and hold the  button for at least 1 second to immediately set an effect to THRU.

Confirm that the Home Screen is shown.

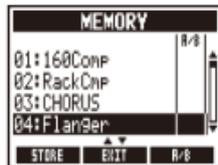
1 To select a patch memory

When shipped from the factory, the automatic patch memory saving function is active. As soon as a parameter is adjusted this change is automatically saved.

1. Open the MEMORY list.



2. Select a patch memory.

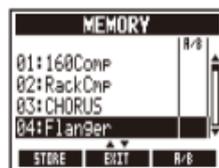


2 To save a patch memory with a new name

1. Open the MEMORY list.



2. Select the patch memory to be saved with a new name.



3. Change the name and select where to save the patch memory.

- Turn to move the cursor :



- Turn to change the character :



- Press to change the type of character/symbol :



- Turn to select where to save the patch memory :



4. Save the patch memory with the new name.



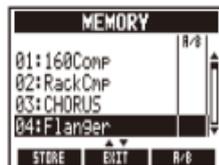
Confirm that the Home Screen is shown.

1 To add or remove patch memories to a list that the footswitch cycles through

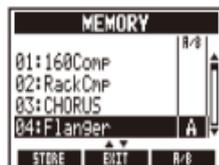
1. Open the MEMORY list.



2. Select a patch memory to add to or remove from the footswitch (A/B) list.



3. Add or remove it.



HINT

- Press and hold  to remove all patch memories from the footswitch list.

2 To cycle through patch memories in the list in order using the footswitch

1. Open the MEMORY list.



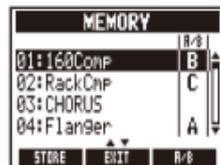
2. Change the patch memory.



HINT

- In the example on the right, pressing the footswitch cycles through the patch memories in alphabetical order like this.

↓
[04:F1an9er]
[01:160Comp]
[02:RackCmp]
[04:F1an9er]
[01:160Comp] ...



Confirm that the Home Screen is shown.

1 To add an effect

1. Open the ADD EFFECT UNIT screen.

Press and hold either



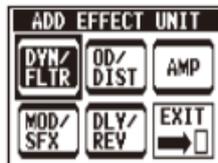
for 1 second

2. Select the effect category.

Press any



Press



HINT

- Select EXIT to return to the Home Screen without adding any effect.

2 To remove an effect

1. Open the MENU.

Press

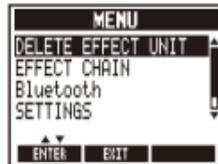


2. Select DELETE EFFECT UNIT.

Turn



Press

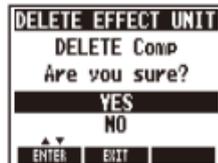


3. Select YES.

Turn



Press



3 To scroll through the effects shown

When multiple effects are in use, scroll to change the visible one.

Press either



Shows the effect number counting from the right.



Shows how many effects are in this direction.

4 To change the order of effects

1. Open the MENU.

Press

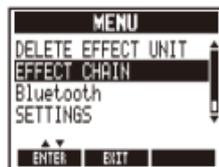


2. Select EFFECT CHAIN.

Turn



Press

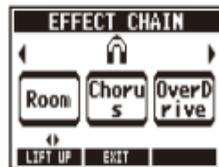


3. Select the effect to move and "lift" it.

Turn
(Select)



Press
(Lift)



HINT

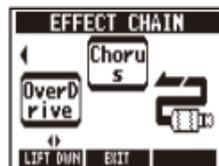
- Effects that are OFF appear gray.

4. Select the new location for the effect and "drop" it.

Turn
(Select)



Press
(Drop)



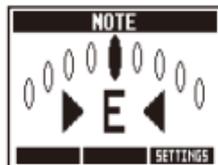
5. To complete these procedures

Press



1 To activate the Tuner

Press and hold  for 1 second



NOTE

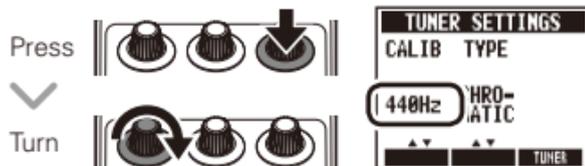
- A setting must be changed to make pressing and holding the footswitch activate Tap Tempo. (See page 21.)

2 To end tuning

Press 

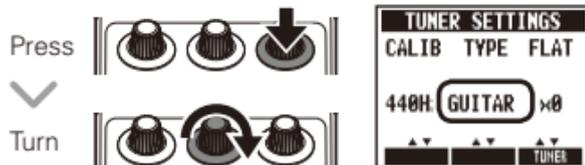
3 To change the tuner's standard pitch

Confirm that the Tuner Screen is open.



4 To select the tuner type

Confirm that the Tuner Screen is open.



CHROMATIC

The chromatic tuner shows the nearest pitch name (semitone) and how far the input sound is from that pitch.

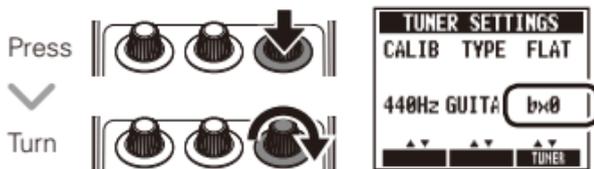
Other tuner types

Depending on the selected type, the nearest string name and how far the sound input is from that pitch are shown.

Please see the table at the end of this manual for the types that can be selected. (See page 38.)

5 To use a drop tuning

Confirm that the Tuner Screen is open.



NOTE

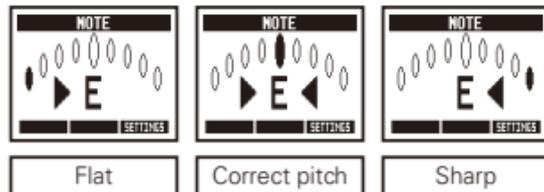
- Drop tuning is not possible when the TYPE is set to CHROMATIC.

6 To tune an instrument

Play the open string that you want to tune and tune it.

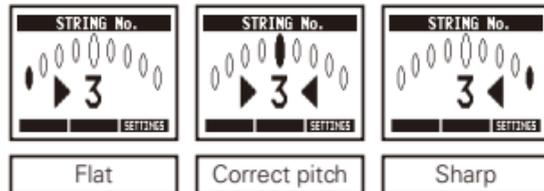
Chromatic tuner

The name of the nearest note and the pitch accuracy are shown.



Other tuners

The number of the nearest string and the pitch accuracy are shown.



Delay effects and some modulation and filter effects can be synchronized to the tempo. Select an effect that can be synchronized, and set its Time, Rate or other parameter that can be synchronized to a ♩ or ♪ note value.

The tempo can be set by tapping the footswitch or a knob.

- 1 To set the tempo by tapping the footswitch

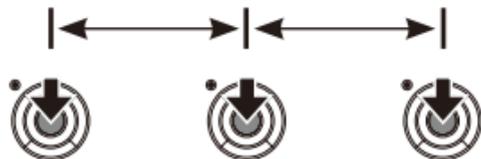
NOTE

- By default, **when pressed and held, the footswitch is set to activate the Tuner.** To tap the tempo with the footswitch, the setting must be changed so that it activates Tap Tempo when pressed and held. (See page 21.)

1. Open the Tap Tempo Screen.



2. Tap the footswitch 2 or more times at the desired tempo.



The ON/OFF indicator flashes in time with the tempo.

3. Complete the setting.



NOTE

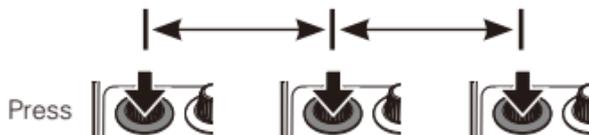
- If you press the footswitch when the effect is ON, the ON/OFF indicator becomes unlit and the effect turns OFF for 1 second.

2 To tap tempo by hand

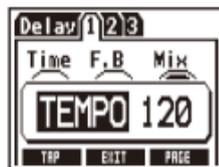
1. Open an effect that can be synchronized to the tempo on the Home Screen. (See page 10, 26.)
2. Open the parameter editing screen.



3. Tap the knob 2 or more times at the desired tempo.



The ON/OFF indicator flashes in time with the tempo.



NOTE

- Tempo settings are saved separately for each patch memory.

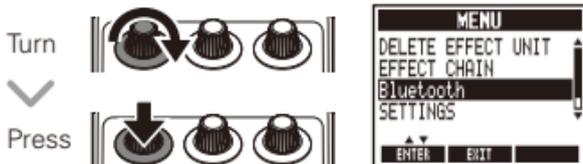
1 To connect to an iOS device

To connect to an iOS device, you must pair the **MS-100BT** with the iOS device.

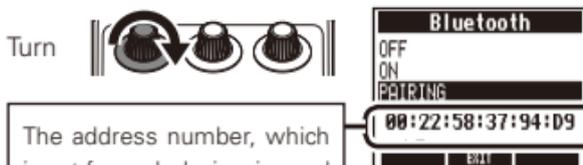
1. Open the MENU.



2. Select Bluetooth.



3. Select PAIRING.



The address number, which is set for each device, is used to identify Bluetooth devices.

4. Select ZOOM MS-100BT on the iOS device.

- For detailed instructions about pairing and connections, see the Help guide of the **StompShare** app.
- When pairing succeeds and the iOS device is connected, ON is selected automatically.

5. Select EXIT.



HINT

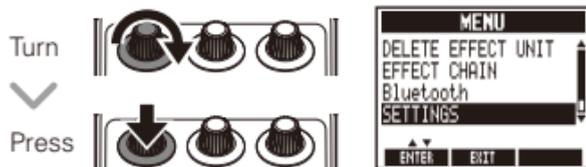
- ON: Enables Bluetooth functions.
- OFF: Disables Bluetooth functions.
- PAIRING: Select when pairing with the iOS device.
- After being paired once, the **MS-100BT** will automatically connect when its power is turned ON (and Bluetooth is ON).
- When connected to an iOS device,  appears on the Home Screen.
- After selecting ON or OFF, press EXIT to activate the setting and close this screen.

1 To change various settings

1. Open the MENU.



2. Select SETTINGS.



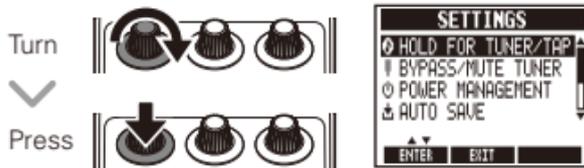
NOTE

- These settings are shared by all patch memories.

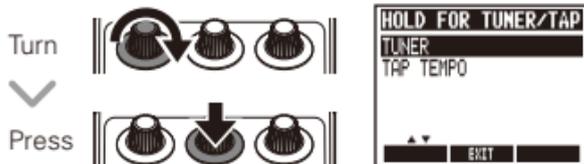
2 To set the function activated by pressing and holding the footswitch

Set the function activated by pressing the footswitch continuously for 1 second to TUNER or TAP TEMPO.

1. Select HOLD FOR TUNER/TAP from the SETTINGS menu.



2. Set the function activated by pressing and holding the footswitch

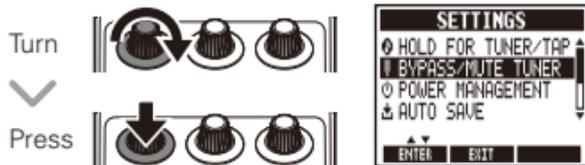


HINT

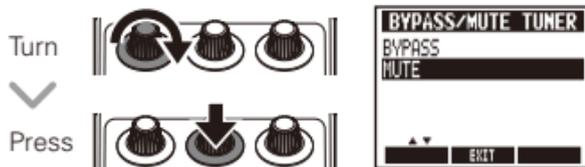
- TUNER: Activates the Tuner (default setting).
- TAP TEMPO: Activates Tap Tempo.

3 To set the tuner mode

1. Select **BYPASS/MUTE TUNER** from the **SETTINGS** menu.



2. Set the tuner mode

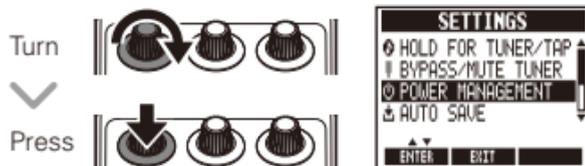


HINT

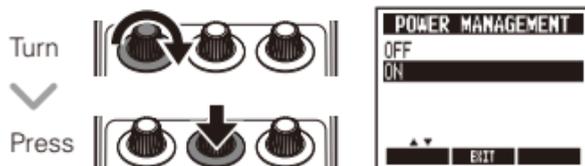
- **BYPASS:** The effects are bypassed when the tuner is being used.
- **MUTE:** The output is muted when the tuner is being used.

4 To set the Power Management function

1. Select **POWER MANAGEMENT** from the **SETTINGS** menu.



2. Set the Power Management function.

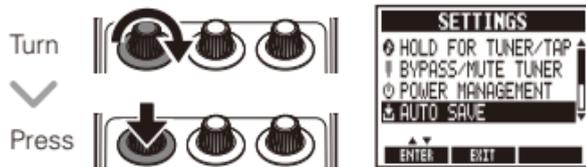


HINT

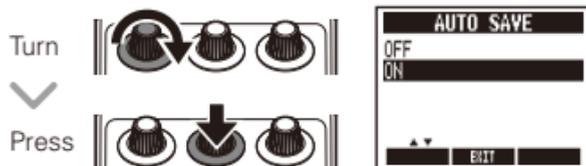
- **ON (default):** The Power Management function is enabled. If left unused for 10 hours, it turns off automatically.
- **OFF:** The Power Management function is disabled.

5 To set the Auto Save function

1. Select AUTO SAVE from the SETTINGS menu.



2. Set the Auto Save function.

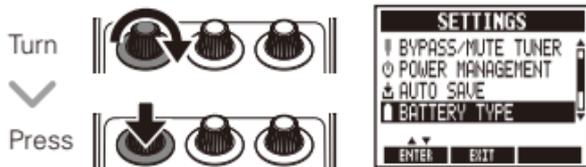


HINT

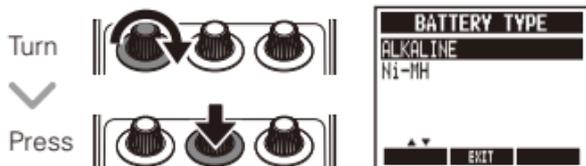
- ON (default): Changes to presets are automatically saved.
- OFF: Changes to presets are not saved until they are saved manually. (See page 12.)

6 To select the battery type

1. Select BATTERYTYPE from the SETTINGS menu.



2. Set the type of batteries used.



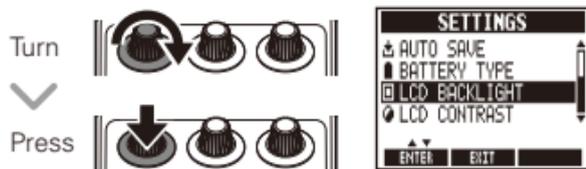
HINT

- You can confirm the remaining battery charge on the MENU.
- "Low Battery!" appears when the batteries need to be changed.

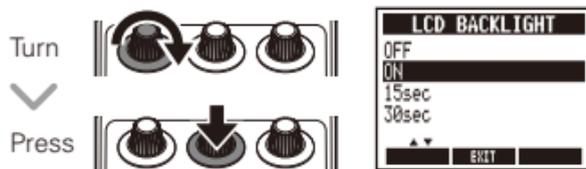


7 To set the amount of time until the backlight dims

1. Select LCD BACKLIGHT from the SETTINGS menu.

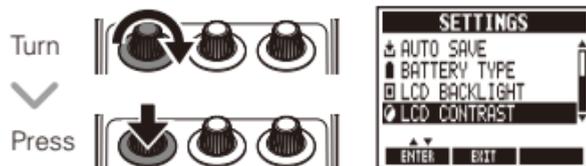


2. Set the amount of time until the backlight dims.

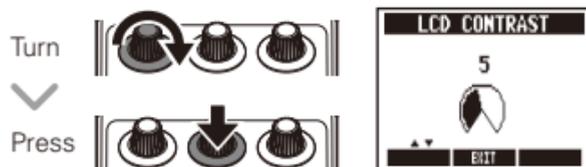


8 To adjust the display contrast

1. Select LCD CONTRAST from the SETTINGS menu.



2. Adjust the display contrast.



9 To view the firmware versions

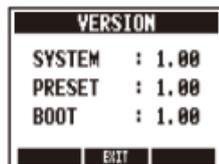
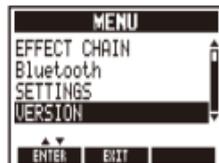
1. Open the MENU.



2. Select VERSION.



The firmware version is shown.



HINT

- Use the **StompShare** app to check for the latest firmware. If there is newer firmware, use **StompShare** to update the pedal.

Category	Effect type	Effect explanation	Tempo sync.
DYN/ FLTR	Comp	This compressor in the style of the MXR Dyna Comp.	
	RackComp	This compressor allows more detailed adjustment than Comp.	
	M Comp	This compressor provides a more natural sound.	
	OptComp	This compressor is in the style of an APHEX Punch Factory.	
	SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.	
	ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.	
	NoiseGate	This is a noise gate that cuts the sound during playing pauses.	

Category	Effect type	Effect explanation	Tempo sync.
DYN/ FLTR	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.	
	GraphicEQ	This unit has a 6-band equalizer.	
	ParaEQ	This is a 2-band parametric equalizer.	
	Exciter	Adjusts the depth of the compression.	
	CombFLTR	This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.	
	AutoWah	This effect varies wah in accordance with picking intensity.	
	Resonance	This effect varies the resonance filter frequency according to picking intensity.	

Category	Effect type	Effect explanation	Tempo sync.
DYN/ FLTR	Cry	This effect varies the sound like a talking modulator.	
	M-Filter	This envelope filter has the flavor of a Moog MF-101 low pass filter and can be set in a wide range.	
	Step	This special effect gives the sound a stepped quality.	♪
	SeqFLTR	The sequence filter has the flavor of a Z.Vex Seek-Wah.	♪
	RndmFLTR	This filter effect changes character randomly.	♪
	fCycle	This filter effect changes tone characteristics cyclically.	♪
OD/DIST	Booster	The booster increases signal gain to make the sound more powerful.	
	OverDrive	Simulation of the BOSS OD-1, the compact effect box that was the first to take the "overdrive" title.	

Category	Effect type	Effect explanation	Tempo sync.
OD/DIST	T Scream	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.	
	Governor	Simulation of the Guv'nor distortion effect from Marshall.	
	Dist+	Simulation of the MXR distortion+ effect that made distortion popular worldwide.	
	Dist 1	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.	
	Squeak	Simulation of the popular Pro Co Rat famous for its edgy distortion sound.	
	FuzzSmile	Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.	

Category	Effect type	Effect explanation	Tempo sync.
OD/DIST	GreatMuff	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.	
	MetalWRLD	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.	
	HotBox	Simulation of the compact Matchless Hotbox pre-amplifier with a built-in tube.	
	Z Clean	ZOOM original unadorned clean sound.	
	Z MP1	An original sound created by merging characteristics of an ADA MP1 and a MARSHALL JCM800.	
	Z Bottom	A high gain sound that emphasizes low and middle frequencies.	

Category	Effect type	Effect explanation	Tempo sync.
OD/DIST	Z Dream	A high gain sound for lead playing based on the Mesa Boogie Road King Series II Lead channel.	
	Z Scream	An original high gain sound balanced from low to high frequencies.	
	Z Neos	A crunch sound modeled on the sound of a modified British class A combo amplifier.	
	Z Wild	A high gain sound with even more overdrive boost.	
	Lead	Lead a bright and smooth distortion sound.	
	ExtremeDS	This distortion effect boasts the highest gain in the world.	
	Aco.Sim	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.	

Category	Effect type	Effect explanation	Tempo sync.
AMP	FD COMBO	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.	
	DELUXE-R	This models the sound of a Fender Deluxe Reverb made in 1965.	
	US BLUES	Crunch sound of a Fender Tweed Bassman.	
	VX JMI	This simulates the sound of an early model of a class-A British combo amp.	
	TW ROCK	This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.	
	MS 1959	This models the sound of a Marshall 1959 Plexi made in 1969.	

Category	Effect type	Effect explanation	Tempo sync.
AMP	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.	
	ALIEN	This simulates the high-gain sound of the Engl Invader, which features a powerful lowend.	
MOD/ SFX	Tremolo	This effect varies the volume at a regular rate.	
	Slicer	This effect creates a rhythmical sound by continuously slicing the input.	
	Phaser	This effect adds a phasing variation to the sound.	
	DuoPhase	This effect combines 2 phasers.	

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	WarpPhase	This phaser has a one way effect.	
	TheVibe	This vibe sound features unique undulations.	
	Chorus	This effect mixes a shifted pitch with the original sound to add movement and thickness.	
	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.	
	VintageCE	This is a simulation of the BOSS CE-1.	
	StereoCho	This is a stereo chorus with a clear tone.	
	Ensemble	This is a chorus ensemble that features three-dimensional movement.	

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	SuperCho	This models the sound of a BOSS CH-1 SUPER CHORUS.	
	VinFLNGR	This analog flanger sound is similar to an MXR M-117R.	
	Flanger	This is a jet sound like an ADA flanger.	
	DynaFLNGR	The volume of the effect sound changes according to the input signal level with this dynamic flanger.	
	Vibrato	This effect automatically adds vibrato.	
	Octave	This effect adds sound 1 octave and 2 octaves below the original sound.	
	PitchSHFT	This effect shifts the pitch up or down.	

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	MonoPitch	This is a pitch shifter with little sound variance for monophonic (single note) playing.	
	HPS	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.	
	BendCho	This effect provides pitch bending that uses the input signal as trigger and processes each note separately.	
	MojoRolle	This effect modulates the pitch after picking.	
	RingMod	This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.	
	BitCrush	This effect creates a lo-fi sound.	

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	Bomber	This effect produces an explosive sound when picking.	
	MonoSynth	This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.	
	Z-Organ	This effect simulates an organ sound.	
	AutoPan	This effect cyclically moves the panning position of the sound.	
	Rt Closet	Simulates a rotary speaker.	
DLY/REV	Delay	This long delay has a maximum length of 4000 ms.	
	TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.	

Category	Effect type	Effect explanation	Tempo sync.
DLY/REV	ModDelay	This delay effect allows the use of modulation.	♪
	AnalogDly	This analog delay simulation has a long delay with a maximum length of 4000 ms.	♪
	ReverseDL	This reverse delay is a long delay with a maximum length of 2000 ms.	♪
	MultiTapD	This effect produces several delay sounds with different delay times.	♪
	DynaDelay	This dynamic delay adjusts the volume of the effect sound according to the input signal level.	♪
	FilterDly	This effect filters a delayed sound.	♪
	PitchDly	This effect applies pitch shift to a delayed sound.	

Category	Effect type	Effect explanation	Tempo sync.
DLY/REV	StereoDly	This stereo delay allows the left and right delay times to be set separately.	♪
	PhaseDly	This effect applies a phaser to a delayed sound.	♪
	TrgHldDly	This delay samples and holds using picking as the trigger.	
	StompDly	By turning the feedback up on this stomp-style delay, you can make it self-oscillate.	♪
	HD Hall	This is a dense hall reverb.	
	HD Reverb	This is a high-definition reverb.	
	Hall	This reverb effect simulates the acoustics of a concert hall.	
	Room	This reverb effect simulates the acoustics of a room.	

Category	Effect type	Effect explanation	Tempo sync.
DLY/REV	TiledRoom	This reverb effect simulates the acoustics of a tiled room.	
	Spring	This reverb effect simulates a spring reverb.	
	Arena	This reverb effect simulates the acoustics of a large enclosure such as a sports arena.	
	EarlyRef	This effect reproduces only the early reflections of reverb.	
	Air	This effect reproduces the ambience of a room, to create spatial depth.	

1 To execute the All Initialize function

The All Initialize function restores all the factory default settings.

NOTE

- Executing the All Initialize function will restore all the settings of the **MS-100BT**, including its patch memories, to factory defaults. Do not use this function unless you are certain that you want to do this.
- This operation does not delete effects that have been added to the pedal.

1. While pressing and holding



The All INITIALIZE screen appears.



2. Press the footswitch to execute it.

Press



The unit will not turn ON

- When running on batteries, connect a cable to the INPUT jack to start the unit.

No sound or very low volume

- Check the connections (→P8).
- Adjust the levels of the effects being used (→P10).
- Confirm that unit is not in mute mode (→P22).

There is a lot of noise

- Check shielded cables for defects.
- Use only a genuine ZOOM AC adapter (→P8).

An effect is not working

- If the effect processing capacity is exceeded, "DSP Full!" appears on the effect graphic. In this case, the effect is bypassed (→P11).

Batteries lose their charge quickly

- Confirm that you are not using manganese batteries. The continuous operation time is about 7 hours with mono input and about 5 hours with stereo input when using alkaline batteries.
- Check the battery setting (→P8). Set the type of battery being used to enable the remaining charge to be shown more accurately (→P23).
- Due to the characteristics of the batteries, they might be used more quickly in cold.

Cannot pair or connect with an iOS device

- When pairing, confirm that the **MS-100BT** Bluetooth function is set to PAIRING (→P20).
- When connecting with an iOS device, confirm that the **MS-100BT** Bluetooth function is set to ON (→P20).
- Confirm that the Bluetooth function of the iOS device is enabled.
- Confirm that there are no obstacles between the iOS device and the **MS-100BT** .
- Reduce the distance to the iOS device as much as possible.
- Delete "ZOOM MS-100BT" from the iOS device's Bluetooth setting screen and reconnect them.
- Turn off the power of both the iOS device and the **MS-100BT** and then reconnect them.

Communication with the connected device is not possible

- Confirm that there are no obstacles between the iOS device and the **MS-100BT** .
- Reduce the distance to the iOS device as much as possible to increase communication stability.
- Check the remaining battery charge. If the batteries are low, communication with the iOS device will not be possible.

Effect types	100 types	
Maximum number of simultaneous effects	6	
Number of patch memories	50	
Sampling frequency	44.1kHz	
A/D conversion	24-bit with 128x oversampling	
D/A conversion	24-bit with 128x oversampling	
Signal processing	32-bit floating point & 32-bit fixed point	
Frequency characteristics	20-20kHz (+1dB/-3dB) (10kΩ load)	
Display	LCD	
Input	Standard monaural phone jack Rated input level: -20dBm, Input impedance 1MΩ	
Output	Standard monaural phone jack Maximum output level: Line +5dBm (with output load impedance of 10 kΩ or more)	
Power	AC adapter	DC9V (center minus plug), 500 mA (ZOOM AD-16)
	Batteries	Continuous operation using 2 AA alkaline batteries for about 7 hours with mono input or about 5 hours with stereo input
Dimensions	130.3mm(D) x 77.5mm(W) x 58.5mm(H)	
Bluetooth	Firmware update	
Weight	360g	

- 0dBm=0.775Vrms

Note: For the latest information about devices and operating systems that have been confirmed to work with this pedal, see the ZOOM website (<http://www.zoom.co.jp/>).

■ Tuner Types

Display	Meaning	String number / Note name						
		7	6	5	4	3	2	1
GUITAR	Standard tuning for guitars, including 7-string guitars	B	E	A	D	G	B	E
OPEN A	In open A tuning, the open strings make an A chord	-	E	A	E	A	C#	E
OPEN D	In open D tuning, the open strings make a D chord	-	D	A	D	F#	A	D
OPEN E	In open E tuning, the open strings make an E chord	-	E	B	E	G#	B	E
OPEN G	In open G tuning, the open strings make a G chord	-	D	G	D	G	B	D
DADGAD	This alternate tuning is often used for tapping, etc.	-	D	A	D	G	A	D
BASS	Standard-bass tuning, including 5-string basses	-	-	B	E	A	D	G

For U.S.A.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

For U.S.A. and CANADA

This device complies with part 15 of the FCC Rules and Industry Canada licence-exempt RSS standard(s). Operation is subject to the following two conditions:

(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

For EU Countries



Declaration of Conformity:

This product complies with the requirements of R&TTE Directive 1995/5/EC and ErP Directive 2009/125/EC and RoHS Directive 2011/65/EU



Disposal of Old Electrical & Electronic Equipment

(Applicable in European countries with separate collection systems)

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service of the shop where you purchased the product.

The Zoom logo is rendered in a bold, black, stylized font. The letters 'Z', 'O', and 'M' are thick and blocky. The 'O' is unique, featuring a horizontal gap across its middle. A registered trademark symbol (®) is positioned to the right of the 'M'.

ZOOM CORPORATION

4-4-3 Surugadai, Kanda, Chiyoda-ku, Tokyo 101-0062 Japan

<http://www.zoom.co.jp>

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