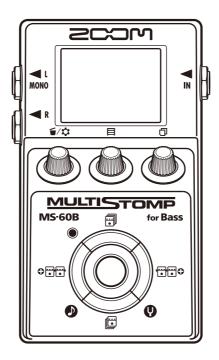
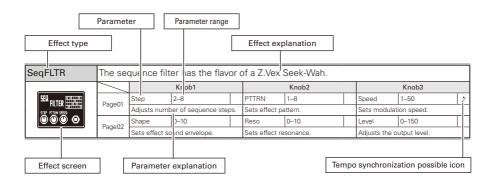


# MS-60B for Bass

### **Effect Types and Parameters**



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#### **■** Effect Types and Parameters

#### [DYN/FLTR]

D Comp	This co	mpressor	in the style of	the	MXR Dyı	na Comp.				
		Ė	Knob1			Knob2			Knob3	
SENSE TIME LEHEL		Sense	0-10	Т	Tone	0-10	Т	Level	0-150	$\top$
(0 COOKE)	Page01	Adjusts the	effect sensitivity.		Adjusts the t	one.		Adjusts the	output level.	
(D COUNT)		ATTCK	Slow, Fast							
	Page02	Sets comp Fast or Slow	essor attack spee	d to						
M Comp	This co	mpressor	provides a mo	re i	natural sou	und.				
			Knob1			Knob2			Knob3	
THESH RATIO LEVEL		THRSH	0-50		Ratio	1–10		Level	0-150	
M Comp	Page01	Sets the le compressor.	vel that activates	the	Adjusts the o	compression ratio		Adjusts the	output level.	
	Page02	ATTCK	1–10							
	rageuz	Adjusts the	compressor attack ra	ite.						
OptComp	This co	mpressor	is in the style	of a	an APHEX	Punch FACT	ORY.			
			Knob1			Knob2			Knob3	
OF COMP O	Page01	Drive	0-10		Tone	0-100		Level	0-150	
O D Pa	rageui	Adjusts the o	lepth of the compress	sion.	Adjusts the to	one.		Adjusts the	output level.	
COMP	Page02									
	1 agcoz									
160 Comp	This co	mpressor	is in the style	of t	the dbx 16	0A.				
			Knob1			Knob2			Knob3	
**************************************		THRSH	-60-0		Ratio	1.0-10.0		Gain	0-20	
THEN ENTE LECTH OOO OO	Page01		hreshold that determ ect is activated.	nines	Adjusts the o	compression ratio		Adjusts the	gain after compres	sion.
	Page02	Knee	Hard, Soft		Level	0-150				
	rageuz	Sets the typ	e of knee.		Adjusts the o	output level.				
Limiter	This is	a limiter t	hat suppresses	s się	gnal peaks	above a cer	tain r	eference	level.	
			Knob1			Knob2			Knob3	
		THRSH	0-50		Ratio	1–10		Level	0-150	
Limiter	Page01	Adjusts the the limiter a	reference signal leve ction.	el for	Adjusts the dimiter.	compression ratio	of the	Adjusts the	output level.	
. <u>000 =                                 </u>		REL	1–10							
	Page02	where the s	delay between the p gnal level falls below el and the limiter relea	/ the						

SlowATTCK	This ef	fect slows the attac	k of each	note, res	ulting in a vio	lin-li	ke perform	nance.	
		Knob1		, ,,	Knob2			Knob3	
TIME CURVE LEVEL		Time 1–50		Curve	0–10	$\top$	Level	0-150	Т
SION RITCK	Page01	Adjusts the attack time.		Set the curve attack.	of volume change of	during	Adjusts the o	utput level.	
	Page02								
ZNR	ZOOM's	s unique noise reducti	ion cuts no	oise durinç	pauses in play	/ing v	vithout affe	cting the tone.	
		Knob1			Knob2			Knob3	
• Etv ENIELDE •		THRSH 1-25		DETCT	Gtrln, Efxln		Level	0–150	
7NP (A) (A) (B)	Page01	Adjusts the threshold that when the effect is activate		Sets control :	signal detected.	_	Adjusts the o	utput level.	
	Page02								
LineSel		nput into the LineSel order when ON.	effect is s	ent directly	y to the OUTPL	JT jad	cks when O	FF and to the	next
		Knob1			Knob2			Knob3	
NEIT EF WI		EFX_L 0-150		OUT_L	0–150				
LineSel	Page01	Adjusts level sent to next		Adjusts leve outputs.	el sent directly to	o the			
	Page02								
Ba GEQ	This 7-l	oand graphic equaliz	zer is suit	able for t	he bass frequ	ency	range.		
		Knob1			Knob2			Knob3	
		50Hz -12-12		120Hz	-12–12	$\perp$	400Hz	-12–12	
IIIIIII	Page01	Adjusts the amount of boo Hz.		120 Hz.	amount of boost/o	out at	400 Hz.	amount of boost/o	cut at
	Page 02	500Hz -12–12		800Hz	-12-12	<u>.                                    </u>	4.5kHz	-12-12	<u>.                                    </u>
Bass Graphic EQ	Page02	Adjusts the amount of be 500 Hz.		Adjusts the a	amount of boost/o	out at	Adjusts the a 4.5 kHz.	amount of boost/o	cut at
		10kHz -12-12		Level	0–150	$\perp$			
	Page03	Adjusts the amount of bi 10 kHz.	oost/cut at	Adjusts the o	utput level.				
Ba PEQ	This 2-l	pand parametric equ	ualizer is	suitable f	or the bass fr	eque	ncy range	١.	
		Knob1			Knob2			Knob3	
	Page01	Freq1 20Hz-20kH	Z	Q1	0.5, 1, 2, 4, 8, 16	$\top$	Gain1	-20-20	
Bass T	rageui	Adjusts center frequency	of EQ1.	Adjusts EQ1	Ω.		Adjusts EQ1	gain.	
FREG. A. GAIN	Page02	Freq2 20Hz-20kH		Q2	0.5, 1, 2, 4, 8, 16		Gain2	-20–20	
	- agooz	Adjusts center frequency	of EQ2.	Adjusts EQ2	Q.		Adjusts EQ2	gain.	
	Page03	Level 0-150							
		Adjusts the output level.					l		
Splitter		fect divides the sigr the two bands.	nal into tv	vo bands	(high/low) an	d let	s you free	ely adjust the	mix
		Knob1			Knob2			Knob3	
		Hi 0–100		Lo	0–100	I	Freq	80Hz-2.5kHz	I
	Page01	Adjusts the mix ratio o frequency band.		Adjusts the frequency ba	mix ratio of the	low	Adjusts the cro	ossover point between and low frequency I	en the
Splitter		Level 0–150		iroquorioy bu	T	$\top$	mgri rioquorioy	and low requestoy i	Junu.
	Page02	Adjusts the output level.			1			I .	-
Bottom B	Empha	sizes the low and h	igh frequ	encies.					
		Knob1			Knob2			Knob3	
INSS TRESL LEVEL		Bass 0-10		Trebl	0–10	T	Level	0–150	Т
©©© Bottom	Page01	Adjusts the amount of low boost.		Adjusts the a boost.	mount of high-frequency	uency	Adjusts the o	utput level.	
~~ B						$\top$			
	Page02								

	_		-			-				
Exciter	This ex	citer is in	the style of the	e BE	BE Sonic N	Лахimizer.				
			Knob1			Knob2			Knob3	
HES THE LITE		Bass	0-100		Trebl	0–100	Le	evel	0-150	
Exciter	Page01	Adjusts the a phase correct	amount of low-freque	ency	Adjusts the a phase correct	mount of high-frequen tion.	Cy A	djusts the ou	utput level.	
	Page02						+			
BaAutoWah	You car	adjust th		ass	guitar aut	o-wah with the	orig	ginal signa	al.	
			Knob1			Knob2	_		Knob3	
Ø € Ø	Page01	Sense Adjusts the s	-101, 1-10 sensitivity of the effe	ct.		0-10 tensity of the resonan		djusts level o	0–100 f original sound.	
	Page02	Level	0–150		sound.					
	1 -9	Adjusts the o	output level.							
ZTron	This is	like a Q-Tr	on Envelope Fi	ilter	in LP mo					
			Knob1			Knob2	$\perp$		Knob3	
SENSE 🕝	Dogo01	Sense	-101, 1-10		Reso	0–10	_	ry	0–100	$\perp$
	Page01	<u> </u>	sensitivity of the effe	ct.	Adjusts the in sound.	tensity of the resonan	ce A	djusts level o	f original sound.	
	Page02	Level Adjusts the o	0-150				+			
	- I				404   5			1		
M-Filter	This en	ivelope filt		IVIF-	101 Low F	Pass Filter favor	can	be set in		ge.
			Knob1	_	_	Knob2	+		Knob3	
FREL SENSE RESO	Page01	Freq Sets minimum	0-100 m frequency of enve	lope	Sense Sets effect se	0–10 ensitivity.	+	eso ets effect res	0-10 sonance.	
		Type	HPF, BPF, LPF	_	Chara	2Pole, 4Pole	1//	LCTY	Fast, Slow	$\overline{}$
M-Filter	Page02	Sets filter type				unt of filter applied.	_	ets speed of		
[	-	Bal	0–100	Т	Level	0-150	+	cto opeca of	inter detion.	$\neg$
	Page03		alance between orig	ginal	Adjusts the o		$\top$			
A-Filter	This is	a resonan	ce filter with a	sha	arp envelo	pe.				
			Knob1			Knob2			Knob3	
SENSE PEH MODE		Sense	1–10		Peak	0–10	N	1ode	Up, Down	П
A-FILTER	Page01	Adjusts the e	effect sensitivity.		Adjusts the C	value of the filter.			ther the directi s up or down.	on of
	Page02	Dry	0–100		Level	0–150				
	1 agoo2	Adjusts level	of original sound.		Adjusts the o	utput level.				
Ba Cry	This tal	king modu	ulator is suitabl	le fo	or the bass	s frequency rang	ge.			
			Knob1			Knob2			Knob3	
MANDE REID SENSE	Page01		1–10 equency range proces	ssed		0-10 tensity of the modulation	on	ense djusts the se	-101, 1-10 ensitivity of the ef	fect.
0 A		by the effect.	0-100	Г	resonance sor	0–150	+	I		$\neg \neg$
	Page02		palance between oriç	ginal	Adjusts the o		$\top$			
SeqFLTR	The sec	quence filt	ter has the flav	or c	of a Z.Vex	Seek-Wah.				
			Knob1			Knob2			Knob3	
SEQ CUTED PROMP	D- ~	Step	2–8	П	PTTRN	1–8	S	peed	1–50	<b>D</b>
STEP PITEN SPEED	Page01	Adjusts num	ber of sequence step	ps.	Sets effect pa	attern.	Se	ets modulati	on speed.	
	Page02	Shape	0–10		Reso	0–10	Le	evel	0–150	
	i ageuz	Cata offeet o	ound envelope.		Sets effect re	ennance	Δ	djusts the ou	itnut lovol	

#### [OD/DIST]

Ba Boost	This is	a simulation of the Xot	ic EP	Booster,	which is warm	and	d firm.	
		Knob1			Knob2		Knob3	
		Gain 0–100		Bass	-10-10		Trebl -10-10	
Bass	Page01	Adjusts the gain.		Adjusts the I	ow frequency level.		Adjusts the high frequen	cy level.
Booster		Level 0-150	$\top$		1			
	Page02	Adjusts the output level.			1		-	
Bass OD	Simula	tes the ODB-3 overdriv	e bas	ss machin	e from BOSS	_		
		Knob1			Knob2		Knob3	
(2000 2000 1000)		Gain 0–100	$\overline{}$	Tone	0-100	$\overline{}$	Level 0–150	
.000cl	Page01	Adjusts the gain.		Adjusts the t	1	Щ	Adjusts the output level.	
BassOverDrive	-	Bal 0–100	_	Aujusts tile i	Tone.		Aujusts trie output level.	
	Page02	Adjusts the balance between	on the			_		
	1 -9	original sound and the effected						
Bass Muff	This is	a simulation of the Ele	ctro-l	Harmonix	Bass Big Muff.			
		Knob1			Knob2		Knob3	
(ERIN TONE LEVEL)		Gain 0–100	$\top$	Tone	0-100	П	Level 0-150	
.000	Page01	Adjusts the gain.		Adjusts the 1	tone.		Adjusts the output level.	
BR55 MUFF		Mode NORM, BsBST	$\neg \neg$	Bal	0–100	П		
	Page02			Adjusts the	balance between			
		Selects the distortion mode.			d and the effected so			
Ba Dist 1		OSS DS-1 emulation has between the original				low	s you to adjust the	e volume
		Knob1			Knob2		Knob3	
THE LEVEL	D 04	Gain 0–100	$\top$	Tone	0-100		Level 0-150	
<u> </u>	Page01	Adjusts the gain.		Adjusts the 1	tone.		Adjusts the output level.	
Bass Dist1		Bal 0-100	$\top$					
	Page02	Adjusts the balance between			1	_		
		original sound and the effected				_		
Ba Metal		OSS Metal Zone emula balance between the					at allows you to a	djust the
		Knob1			Knob2		Knob3	
DAIN TONE LEVEL	Page01	Gain 0–100		Tone	0-100		Level 0-150	
000	Pageui	Adjusts the gain.		Adjusts the 1	tone.		Adjusts the output level.	
Bassnetal		Bal 0-100	$\neg$					
	Page02		1					
	1 ageuz	Adjusts the balance between						
BassDrive	1 ageoz	Adjusts the balance between original sound and the effected						
שאושפטטוועפ	<u> </u>		sound.	DRIVER D	OI, highly popula	ar a	mong bass players	3.
DUSSUIVE	<u> </u>	original sound and the effected	sound.	DRIVER D	OI, highly popula	ar a	mong bass players	S.
DUSSIDING	Simula	original sound and the effected tion of the SansAmp B.	sound.	DRIVER D		ar a		6.
ME TO	<u> </u>	original sound and the effected tion of the SansAmp B. Knob1	ASS	Trebl	Knob2	ar a	Knob3	
BES THE	Simula	original sound and the effected tion of the SansAmp B.  Knob1  Bass -10-10	ASS	Trebl	Knob2	ar a	Knob3 Prese -10-10	
Ross Drive	Simula	original sound and the effected tion of the SansAmp B.  Knob1  Bass	ASS	Trebl Adjusts the I	Knob2 -10-10 nigh frequency level.		Knob3 Prese -10-10 Adjusts the super-high free Level 0-150	
BASS DRIVE	Simula Page01	original sound and the effected tion of the SansAmp B.  Knob1  Bass   -10-10  Adjusts the low frequency leve Gain   0-100  Adjusts the gain.	ASS	Trebl Adjusts the I Blend Adjusts the	Knob2 -10-10 nigh frequency level. 0-100	the	Knob3 Prese -10-10 Adjusts the super-high free	
BASS DRIVE	Simula Page01	original sound and the effected tion of the SansAmp B.    Knob1	ASS	Trebl Adjusts the I Blend Adjusts the	Knob2  -10–10  ingh frequency level.  0–100  balance between	the	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150	
BASS DRIVE	Simula Page01	original sound and the effected tion of the SansAmp B.  Knob1  Bass   -10-10  Adjusts the low frequency leve Gain   0-100  Adjusts the gain.	ASS	Trebl Adjusts the I Blend Adjusts the	Knob2  -10–10  ingh frequency level.  0–100  balance between	the	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150	
BASSDRIVE  BASSDRIVE  BASSDRIVE  D.I Plus	Simula Page01 Page02 Page03	original sound and the effected tion of the SansAmp B.  Knob1  Bass	ASS	Trebl Adjusts the I Blend Adjusts the original soun	Knob2  -10-10  igh frequency level.  0-100  balance between d and the effected soi	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.	quency level.
HISS THE!  BASSDRIVE  BASSDRIVE	Simula Page01 Page02 Page03	original sound and the effected tion of the SansAmp B.  Knob1  Bass	ASS	Trebl Adjusts the I Blend Adjusts the original soun	Knob2  -10-10  igh frequency level.  0-100  balance between d and the effected soil  which has both  Knob2	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level. an and distortion of Knob3	quency level.
BASS DRIVE	Simula Page01 Page02 Page03	original sound and the effected tion of the SansAmp B.  Knob1  Bass	ASS   level.	Trebl Adjusts the IBlend Adjusts the original soun  SS D.I.+, V	Knob2  -10-10  igh frequency level.  0-100  balance between d and the effected soi  Which has both  Knob2  -10-10	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.  an and distortion c  Knob3 Trebl -10-10	quency level.
BASS DRIVE	Simula Page01 Page02 Page03 This is	original sound and the effected	ASS   level.	Trebl Adjusts the I Blend Adjusts the original soun  SS D.I.+, V Mid Adjusts the I	Knob2  -10-10 nigh frequency level.  0-100 balance between d and the effected soi  Which has both  Knob2  -10-10 middle frequency level.	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.  an and distortion of Knob3 Trebl -10-10 Adjusts the high frequent	quency level.
BASS DRIVE	Simula Page01 Page02 Page03 This is	original sound and the effected tion of the SansAmp B.  Knob1  Bass	ASS   level.	Trebl Adjusts the I Blend Adjusts the original soun SS D.I.+, v Mid Adjusts the I Blend	Knob2  -10-10 nigh frequency level.  0-100 balance between d and the effected so  which has both  Knob2  -10-10 middle frequency level.  0-100	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.  an and distortion c  Knob3 Trebl -10-10	quency level.
BASSDRUE	Simula Page01 Page02 Page03 This is	original sound and the effected tion of the SansAmp B    Knob1	ASS   level.	Trebl Adjusts the IBlend Adjusts the original soun  SS D.I.+, \( \)  Mid Adjusts the IBlend Adjusts the IBlend Adjusts the original soun	Knob2  -10-10  igh frequency level.  0-100  balance between d and the effected soil  Which has both  Knob2  -10-10  inddle frequency level.  0-100  balance between d and the effected soil	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.  an and distortion of Knob3 Trebl -10-10 Adjusts the high frequent	quency level.
BASS DRIVE	Simula Page01 Page02 Page03 This is	original sound and the effected	ASS   level.	Trebl Adjusts the IBlend Adjusts the original soun  SSS D.I.+, \( \) Mid Adjusts the iBlend Adjusts the original soun CHAN	Knob2  -10-10  igh frequency level.  0-100  balance between d and the effected soil  which has both  Knob2  -10-10  iddle frequency level.  0-100  balance between do not between de not b	the und.	Knob3 Prese -10-10 Adjusts the super-high free Level 0-150 Adjusts the output level.  an and distortion c  Knob3 Trebl -10-10 Adjusts the high frequen Level 0-150	quency level.

Bass BB	This is	This is a simulation of the Xotic Bass BB Preamp, which has a tub							thick sound.	
200 22			Knob1			Knob2	<i>,</i> u	lubo into,	Knob3	
GAIN BRES TREBL		Gain	0-100		Bass	-10-10		Trebl	-10-10	
000	Page01	Adjusts the g	gain.		Adjusts the lo	ow frequency level.		Adjusts the h	igh frequency level.	
Bass & B		Blend	0-100		Level	0-150				
	Page02		balance between and the effected sou		Adjusts the o	output level.				
DI5	This sir	nulates th	e AVALON DES	SIG	iN U5 prea	amp.				
			Knob1			Knob2			Knob3	
• DAIN TONE LEVEL •	Page01	Gain	0-100		Tone	OFF, 1–6		Level	0-150	
	rageor	Adjusts the g	gain.		Adjusts the to	ne.		Adjusts the o	utput level.	
. 45	Page02	HiCut	OFF, ON							
	1 ageoz	Cuts high fre	quencies when ON.							
Bass Pre	This is	a preamp	model with a s	em	ni-paramet	ric equalizer fo	th	ne mid-rang	ge.	
			Knob1			Knob2			Knob3	
NISS TREAL LEVEL	Page01	Bass	0-10		Trebl	0-10		Level	0–150	
	rageor	Adjusts the le	ow frequency level.		Adjusts the h	igh frequency level.		Adjusts the o	utput level.	
Dace Due		Mid	-10–10		Freq	100Hz-4.5kHz				
Dassire	Page02	Adjusts the r	middle frequency leve	el.	Adjusts the omid-range.	center frequency of	the			
AC Bs Pre	This is	a preamp	model with a g	rap	hic equali	zer.				
			Knob1			Knob2			Knob3	
l	Page01	Gain	0-100		Depth	0–10		Level	0-150	
AcBsPre	Pageui	Adjusts the g	gain.		Adjusts the lo	ow frequency level.		Adjusts the o	utput level.	
GRIN DEPTH LENEL	Page02	Bass	-10–10		L-Mid	-10–10		LM_F	32Hz-6.3kHz	
	1 ageuz	Adjusts the le	ow frequency level.		Adjusts the lo	ow mid frequency lev	el.	Adjusts the L	Mid center frequen	су.
	Page03	Mid	-10–10		H-Mid	-10–10		Trebl	-10–10	
	1 ageos	Adjusts the r	niddle frequency leve	el.	Adjusts the h	igh mid frequency le	vel.	Adjusts the high frequency level.		

#### [AMP]

SVT	Simula	tion of the	ultimate rock l	oas	s amp, th	e Ampeg SVT.				
			Knob1			Knob2			Knob3	
	D01	Bass	-10-10		Mid	-10-10		Trebl	-10–10	
	Page01	Adjusts the lo	ow frequency level.		Adjusts the r	niddle frequency level		Adjusts the h	igh frequency level.	
S C C		Mid_F	32Hz-6.3kHz		Gain	0-100		Level	0-150	
51/7	Page02	Adjusts the omid-range.	-range.			Adjusts the gain.			utput level.	
(**************************************	Page03	Ultra	OFF, Low, Hi, Both, Cut		CAB	See Table 1		Mix	0–100	
	Page03	Emphasizes h	igh and low frequenc	ies.	Selects the o	abinet.			x balance of the signal d the signal after the cab	
B-Man	Simula	tion of the	Fender BASSI	VΙΑ	N 100.					
			Knob1			Knob2			Knob3	
	Page01	Bass	-10-10		Mid	-10-10		Trebl	-10-10	
IRSS MID TREEL	Pageui	Adjusts the lo	ow frequency level.		Adjusts the r	niddle frequency level		Adjusts the h	igh frequency level.	
		Mid_F	32Hz-6.3kHz		Gain	0-100		Level	0-150	
B-man	Page02	Adjusts the omid-range.	center frequency of	the	Adjusts the g	ain.		Adjusts the o	utput level.	
,		Deep	OFF, ON		CAB	See Table 1		Mix	0–100	
	Page03	Adjusts the lov	v-frequency character.		Selects the o	abinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.		

HRT3500	Simula	tion of the	Hartke HA350	00 f	amous fo	r its aluminum o	on	ne.		
			Knob1			Knob2			Knob3	
		Bass	-10-10	Т	Mid	-10-10		Trebl	-10-10	Т
	Page01	Adjusts the le	ow frequency level.		Adjusts the	middle frequency leve	l.	Adjusts the I	high frequency level	l.
Hrt-3500		Mid_F	32Hz-6.3kHz		Tube	0-100		Level	0-150	
IRSS MID TREEL	Page02	Adjusts the mid-range.	center frequency of	fthe	Adjusts the type sounds.	mix of tube and transis	tor	Adjusts the	output level.	
· • • • • • • • • • • • • • • • • • • •		Comp	OFF,1-10		CAB	See Table 1		Mix	0-100	
	Page03	Adjusts the a	mount of compress	ion.	Selects the	cabinet.			ix balance of the signa od the signal after the ca	
acoustic	Simula	tion of the	acoustic 360	wel	l known f	or its gutsy midi	rar	nge.		
			Knob1			Knob2			Knob3	
	D01	Bass	-10-10		Mid	-10–10		Trebl	-10–10	
l —	Page01	Adjusts the le	ow frequency level.		Adjusts the	middle frequency leve	l.	Adjusts the I	high frequency level	l.
000		Mid_F	32Hz-6.3kHz		Gain	0-100		Level	0-150	
acoustic	Page02	Adjusts the mid-range.	center frequency of	the	Adjusts the	gain.		Adjusts the	output level.	·
,		Bright	OFF, ON		CAB	See Table 1		Mix	0-100	
	Page03	Emphasizes ON.	high frequencies w	vhen	Selects the	cabinet.			ix balance of the signa od the signal after the ca	
Ag Amp	Simula	tion of the	Aguilar DB750	0 fa	mous for	its powerful sou	ınc	d.		
			Knob1			Knob2			Knob3	
	Page01	Bass	-10-10		Mid	-10–10		Trebl	-10–10	
	Pageui	Adjusts the le	ow frequency level.		Adjusts the	middle frequency leve	l.	Adjusts the I	high frequency level	l.
'fagamp f'		Mid_F	32Hz-6.3kHz	Π	Gain	0-100		Level	0-150	
	Page02	Adjusts the mid-range.	center frequency of	f the	Adjusts the	gain.		Adjusts the	output level.	
	Page03	Char	OFF, Deep, Brght, Both		CAB	See Table 1		Mix	0–100	
	rageus	Selects one of	f 4 types of preset to	nes.	Selects the	cabinet.			ix balance of the signa od the signal after the ca	
Mark B	This sir	nulates th	e Italian Markl	oas:	s Little Ma	ark III.				
			Knob1			Knob2			Knob3	
	D 04	Bass	-10-10		Mid	-10-10		Trebl	-10-10	
	Page01	Adjusts the le	ow frequency level.		Adjusts the	middle frequency leve	l.	Adjusts the I	high frequency level	l.
Mark B 🗆		Mid_F	32Hz-6.3kHz	П	Gain	0-100		Level	0-150	
/ <b>ÖÖÖ</b> /	Page02	Adjusts the mid-range.	center frequency of	the	Adjusts the	gain.		Adjusts the	output level.	
		Color	0–6		CAB	See Table 1		Mix	0-100	
	Page03	Adjusts low a	and high frequencies	5.	Selects the	cabinet.			ix balance of the signa od the signal after the ca	

#### [MOD/SFX]

	_						_			
Tremolo	This ef	fect varies	the volume at	ar	egular rate	).				
			Knob1			Knob2			Knob3	
	D 04	Depth	0-100		Rate	0-50	Þ	Level	0-150	
.000	Page01	Adjust the de	epth of the modulation	on.	Adjusts the ra	ate of the modulation	٦.	Adjusts the o	utput level.	
Trenolo	Page02	Wave	UP 0-UP 9, DWN 0-DWN 9, TRI 0-TRI 9							
		Sets the mod	dulation waveform.							
Phaser	This eff	fect adds a	a phasing varia	tior	to the so	und.				
			Knob1			Knob2			Knob3	
000	Page01	Rate	1–50	٥	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
(Phaser)		Sets the spe	ed of the modulation	n.	Sets the tone	of the effect type.	_	Adjusts the o	utput level.	
	Page02									
Ba Chorus	You car	cut the lo		of t	his bass ch	norus effect sou	ınd			
			Knob1			Knob2			Knob3	
DEPTH RATE HEX		Depth	0–100		Rate	1–50		Mix	0–100	
Bass	Page01		th of the modulation	١.		ed of the modulation		that is mixed	mount of effected so with the original sour	
[CHOROS]	D00	LoCut	OFF-800Hz		Level	0–150		PreD	OFF, ON	Ш
	Page02	for the effect			Adjusts the o				ay OFF or ON.	
Ba Detune			all amount of us effect is ach			ted effect sou	nd	with the	original sound	l, a
			Knob1			Knob2			Knob3	
#CENT Pre0 MIX₩		Cent	-50-50		PreD	0–50		Mix	0-100	П
Bass Notune	Page01	Adjusts the of are fine increr	detuning in cents, w ments of 1/100-semit	hich one.	Sets the pre- sound.	delay time of the ef	fect	Adjusts the a that is mixed	mount of effected so with the original sour	ound nd.
		Tone	0–10		Level	0–150		LoCut	OFF-800Hz	
	Page02	Adjusts the t	one.		Adjusts the o	utput level.		Sets the cut range of the	frequency in the effect sound.	low
Ba Ensmbl	This ba	ss chorus		ture	s a sense	of three-dimer	nsio	onal move		
			Knob1			Knob2			Knob3	
1888	D01	Depth	0–100		Rate	1–50		Mix	0–100	Щ
Ensemble !	Page01	· .	th of the modulation	۱.	·	ed of the modulation			mount of effected so with the original sour	
	Page02	Tone	0–10		Level	0–150				Щ
BaFlanger			e ADA Flange			has an added			nat allows you	ı to
	aujust	uie volume		vee	n the origi	nal and effecte	u S	ounds.		
			Knob1			Knob2			Knob3	
	Page01	Depth Sets the dep	0–100 th of the modulation	1.	Rate Sets the spee	0–50 ed of the modulation			-10-10 tensity of the modula	ation
		PreD	0–50		Mix	0–100		resonance. Level	0–150	П
Flanger Bass  Flanger	Page02	Sets pre-dela	y time of effect sou	nd.		mount of effected so with the original soun		Adjusts the o	utput level.	
		LoCut	OFF-800Hz							
	Page03	Sets the cut- range of the	off frequency in the effect sound.	low						
Ba Octave	This ef	fect adds s		ave	below the	original sound	1.			
			Knob1			Knob2			Knob3	
	Page01		0-100 level of the one-oc	tave	Dry Adjusts the le	0–100 vel of the original sou	nd.		0-10 onal quality of the	one-
Octave		lower sound	· ·	_	· ·	-	_		sound component.	$\vdash$
<u> </u>	Page02	Low Adjusts the le	0-10 ow frequency level.	_	Mid Adjusts the m	0-10 niddle frequency leve	L el.	Level Adjusts the o	0-150 utput level.	
		1								

PitchSHFT	This ef	fect shifts	the pitch up or	do	wn.					
			Knob1			Knob2			Knob3	
(CUTET TIME ON )		Shift	-12-12, 24		Tone	0-10		Bal	0-100	T
© © ©	Page01		h shift amount in semito ves a detuning effect.	nes.	Adjusts the to	one.		Adjusts the band effect so	palance between or ounds.	riginal
		Fine	-25–25		Level	0-150				
(,	Page02		djustment of pitch s t (1/100 semitone) step		Adjusts the o	utput level.				
Ba Pitch	This pir	tch shifter	was designed	spe	ecifically fo	or playing singl	e n	otes in th	e bass freque	ncy
			Knob1			Knob2			Knob3	
		Shift	-12–12, 24		Tone	0-10		Bal	0-100	$\top$
000	Page01		h shift amount in semito	nes.	Adjusts the to	one.			palance between or	riginal
Bass Pitch			ves a detuning effect.				_	and effect so	unds.	_
	Page02	Fine	-25-25	1. 164	Level	0–150				
	1 49002		djustment of pitch s t (1/100 semitone) step		Adjusts the o	utput level.				
Ba Synth			ces the sound of the input sign		monopho	nic (single-note	e pl	aying) bas	s synthesizer	that
			Knob1			Knob2			Knob3	
( arrest 1994 - 1974 )		Decay	0–100		Wave	Saw, Pulse, PWM		Reso	0–10	
S S Synth	Page01	Adjusts the r	ate of sound change.		(sawtooth),	iveform type to "S "Pulse" (square wa ilse width modula atter sound).	ve),	Adjusts the character.	intensity of the e	effect
	Page02	Synth	0-100		Dry	0–100		Level	0–150	
	rageuz	Adjusts level	of synthesizer sound	d.	Adjusts level	of original sound.		Adjusts the c	utput level.	
StdSyn	ZOOM	original ba	ass synthesizer	sc	und.					
			Knob1			Knob2			Knob3	
SENSE SOUND TONE	Page01		0-100 sensitivity for trig	ger	Sound Selects a syn	1–4 thesizer variation.		Tone Adjusts the to	0–10 onal quality of the so	ound.
I Stasyn	-	detection. Synth	0-100	_	Dry	0–100	_	Level	0–150	_
	Page02	<u> </u>	of synthesizer sound	L 1.		of original sound.		Adjusts the o		
SynTlk	This ef	fect produ	ces a synthesiz	zer	sound sim	nilar to a talking	m g	odulator p	roducing vow	els.
			Knob1			Knob2			Knob3	
DEELHY THYE TENE	D01	Decay	0-100		Туре	iA, UE, UA, oA		Tone	0–10	$\top$
Svn	Page01	Adjusts the ra	te of sound change.		Selects a vow	el variation.		Adjusts the to	onal quality of the so	und.
	Page02	Synth	0-100		Dry	0-100		Level	0–150	
	1 agcoz	Adjusts level	of synthesizer sound	d	Adjusts level	of original sound.		Adjusts the c	utput level.	
Z-Syn	This ba	ss synthe	sizer sound add	ds a	analog syn	th fatness.				
			Knob1			Knob2			Knob3	
	Page01	Wave	Saw, Sqr		Decay	0–100		Tone	0–10	
7- O O O SYN		Selects the w	1	_		peed of tone modulati	on.	Adjusts the t		_
	Page02		0-10 off frequency of the l	ow-		0-20 nount of cut-off freque	ency		0-20 intensity of the	filter
<u></u>	-	pass filter. Synth	0-100		modulation. Drv	0-100		resonance. Level	0-150	$\top$
	Page03		of synthesizer sound	L	Adjusts level	of original sound.		Adjusts the o		
Defret	Turns t		from any bass (				oun			
			Knob1			Knob2			Knob3	
		Sense	0–30		Color	1–10		Level	0-150	$\top$
Defret .	Page01	Adjusts the e	effect sensitivity.		the sound.	harmonics content: Higher setting val nger effect character	ues	Adjusts the o	1	
(E)										
	Page02	Tone	1–50				L			

#### [DLY/REV]

Delay	This lor	ng delay ha	as a maximum	ler	ngth of 40	00 ms.				
			Knob1			Knob2			Knob3	
		Time	1-4000	Þ	F.B	0-100		Mix	0–100	
	Page01	Sets the dela	y time.		Adjusts the f	eedback amount.			mount of effected with the original so	
DELAY &&		HiDMP	0-10		P-P	MONO, P-P		Level	0-150	
	Page02	Adjusts the t delay sound.	reble attenuation of	the	Sets delay o pong.	utput to mono o	ping-	Adjusts the o	output level.	
		Tail	OFF, ON							
	Page03	even after eff	effect sound continued in the second stops right was a second stop of the second sto	/hen						
StompDly	By turn	ing the fee	edback up on t	his	stomp-sty	/le delay, you	can	make it se	elf-oscillate.	
			Knob1			Knob2			Knob3	
		E.LVL	0-120		F.B	0–100		Time	1–600	
	Page01	Adjusts am mixed with o	ount of effect so riginal sound.	und	Adjusts the f	eedback amount.		Sets the dela	y time.	
000		Sync	OFF, ♪-Jx8	♪	Mode	MONO, STR		Tail	OFF, ON	
Stomp Dly	Page02	Activates tem	npo sync.		When stered from L chan	to mono or stereo o, effect sound is nel and unchanged out from R channe	output I input	even after et	effect sound confect is turned off. sound stops right ed off.	When
		HiDMP	0-10							
	Page03	Adjusts the t delay sound.	reble attenuation of	the						
ModDelay2	You car	adjust the	e depth of this	m	odulation					
			Knob1			Knob2			Knob3	
	Page01	Time Sets the dela	1–2000 y time.	D	F.B Adjusts the f	0–100 eedback amount.			0–100 mount of effected with the original so	
* Mod Dela 92 *	Page02	Rate	1–50 ed of the modulation		Level Adjusts the o	0-150		Depth	0–100	
		Tail	OFF, ON	i.	Aujusts the C	Tutput level.	$\neg$	Aujust the ut	T The module	ition.
	Page03	When ON, e	effect sound continuent fect is turned off. Wound stops right wo	/hen						
HD Hall	This is	a dense ha	all reverb.							
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0-100		Mix	0-100	
HD Hall	Page01		delay between inpu sound and start of		Sets the dura	tion of the reverber	ations.		mount of effected with the original so	
		LoDMP	0-100	П	HiDMP	0-100		Tail	OFF, ON	
	Page02	Adjusts low reverb sound	frequency dampin	g in	Adjusts high reverb sound		ing in	even after et	effect sound confect is turned off. sound stops right ed off.	When
Room	This re	verb effect	simulates the	ac	oustics of	a room.				
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10	T	Mix	0-100	
* ROOM   /-	Page01	Sets the durat	ion of the reverberati	ions.	Adjusts the t	one.			mount of effected with the original so	
DECHYTING MIX		PreD	1–100		Level	0-150		Tail	OFF, ON	
	Page02		elay between input of and start of the reverb so		Adjusts the o	output level.		even after et	effect sound con- fect is turned off. sound stops right ed off.	When

Plate	This sir	nulates a	olate reverb.					-	<del></del>	
			Knob1			Knob2			Knob3	
		PreD	1–200		Decay	0-100		Mix	0-100	
	Page01		delay between inpu sound and start of			tion of the reverberati	ions.	Adjusts the amount of effected sound that is mixed with the original sound.		
* Plate :		Color	0-100		LoDMP	0-100		HiDMP	0-100	
PERVISER PIX	Page02	Adjusts the frequencies.	reverb time of the	low	Adjusts low reverb sound	frequency dampin	g in	Adjusts high reverb sound	frequency dampir	ng in
		Tail	OFF, ON		Level	0–150				
	Page03	even after ef	effect sound contin fect is turned off. W ound stops right w ed off.	hen	Adjusts the o	utput level.				
ModReverb	This re	verb gene	ates fluctuatin	choes.						
			Knob1			Knob2			Knob3	
		Depth	0-100		Decay	1–30		Mix	0-100	
	Page01	Sets the dep	th of the modulation		Adjusts the d	uration of the reverb	٥.		mount of effected so with the original sour	
$\mathcal{M}OD$		Rate	1–50		Tone	0–10		PreD	1-100	
CEVERGE MEX	Page02	Sets the spe	ed of the modulation	١.	Adjusts the to	one.			elay between input o nd start of the reverb so	
		Level	0-150		Tail	OFF, ON				
	Page03	Adjusts the o	utput level.		even after ef	effect sound continued off. Wound stops right word off.	/hen			
SlapBack	This re	verb creat	es a repeating	ecł	no effect.					
			Knob1			Knob2			Knob3	
		Time	1–1000	♪	Decay	1–30		Mix	0–100	
*C1 D 1	Page01	Sets the dela	y time.		Sets the durat	ion of the reverberat	ions.		mount of effected so with the original sour	
"Slap Back " A Reverb	Page02	F.B	0–100		Tone	0–10		DRBal	0–100	
TIME HEAT HIX	1 ageuz	Adjusts the f	eedback amount.		Adjusts the to	one.		Sets the ratio	of delay and reverb	).
. 000.		Level	0–150		Tail	OFF, ON				
	Page03	Adjusts the o	utput level.		even after ef	effect sound continued off. Wound stops right wound off.	/hen			

#### ■Table 1 CAB Parameter

Туре	Modeled cabinet and speakers
AG 8x10	Ampeg 810E simulation.
BM 4x12	Fender BASSMAN simulation.
HA 4x10	Hartke 4.5XL simulation.
AC 1x18	acoustic 301 simulation.
AL 4X10	Aguilar GS410 simulation.
MB 1x12	Markbass 12-inch combo amp cabinet simulation.
OFF	No cabinet used.

**12** z2I-1668-01





# MULTISTOMP MS-60B for Bass

#### **MS-60B Patch Memory List**

		15.00			
	No.	NAME	COMMENT		
STOMP	1	Mark+	n modeling of a Markbass, this patch adds both thickness and shine to the original tone for use in all types of situations.		
	2	Rock SVT	This go-to rock tone uses the distinctive SVT drive sound.		
	3	Slap	This slap sound combines heavy lows with captivating highs.		
	4	Dragon Wah	This auto-wah sound adds punch and sparkle to bass.		
	5	SANS UP	This rock sound features a distorted sound through a standard preamp model. Perfect for down-picking notes. Turn Para EQ on to make the sound even thicker.		
	6	Flanger	This is a basic flanger sound that can be used any time in a song.		
	7	Octaver	This sound increases the thickness by using an octaver. Turn Detune on to make the sound even thicker.		
	8	Paul Bass	With Fender Bassman modeling, this recalls the bass sound of a classic English band.		
	9	Chopper80'	This slap sound is doubled by a short delay. Turn the chorus on for a sound that has a thickness that is great for soloing.		
	10	FAT Drv	This heavy sound is made thick and solid with midrange emphasis.		
	11	Phase	This phase sound is perfect for slap solos. Turn M-Filter on for an extreme but effective sound.		
	12	Reggae	This creates a low frequency boost sound typical in reggae. Turn the octaver on to make the sound even more extreme.		
	13	Red Hot	This emphasizes the middle frequencies and reproduces the sound of the bassist who is famous for active stage performances.		
	14	Thumb Wah	This retro auto-wah sound suits finger-playing. Turn M-Filter on for a sound that emphasizes the resonance even more.		
	15	Rec Set	This preset was designed for recording with a direct line input.		
MULTI	16	Jaco	This sound, which is perfect for bass solos, was modeled on fretless bass. Turn the modulation delay on for a magical melancholy sound.		
	17	HeavyBooty	This heavy funky sound adds auto-wah to an orthodox distortion. A key to using this patch is that your picking strength changes the amount of filter.		
	18	Hello	This creates a typical synthesizer sound. In passages with long tones, it provides the undulations and a strong presence characteristic of synthesizers.		
	19	Melody	This is a classic sound of delay added to chorus that is perfect for playing melodies in a ballad. Turn pitch-shifting on to add a tone an octave above for an even more magical sound.		
	20	Jet Fuzz	This is a distortion sound with prominent flanging. This sound adds thickness to ensemble playing.		
	21	Add4thMelo	his is a beautiful mellow sound that blends harmony a fourth above with plate reverb.		
ARTIST	22	WRATH	Heavy overdriven sound.	Fuend	
	23	FREAK	Great for chords and sustaining harmonics.	Frank Bello	
	24	HINTOPHIL	Tribute to Phil Lynott - Thin Lizzy Bass Sound.		
	25	TimeTravel	It's supported byit starts off with a 160 Comp followed by a SeqFLTR followed by a SVT of which the SVT is primarily active.	Doug Wimbish	
	26	Dino-Bass	This sound is supported by a Bass Muff, cranked up, Bottom B, ModReverb which is mad cool.		
	27	The Owl	A combination of a 1. D Comp, 2. Z-Syn, 3. Ba Octave.		
	28	PB Clean	A great sounding clean tone to really cut through the mix.	DL:I	
	29	PB Fuzz	A wicked fuzz, with just a hint of flanger, to really set it apart.	Phil Buckman	
	30	PB OlSkool	I love this patch for playing Motown or country. PLENTY of low end, vintage-y tone!		

<sup>\*</sup>Patches 31-50 are empty by default.