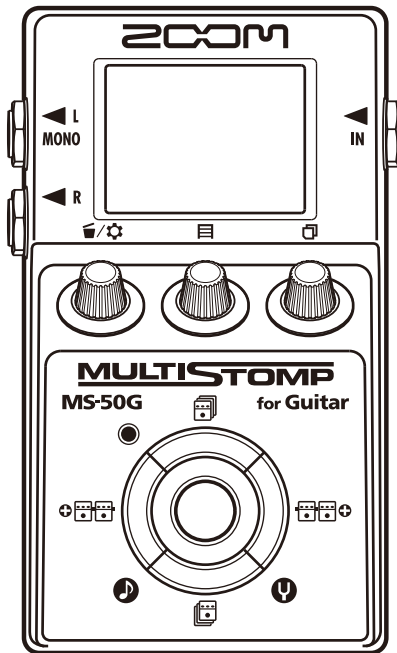Sound Laboratory

ZOOM®

MULTISTOMP
MS-50G for Guitar

Effect Types and Parameters (Ver.2)

Effect Types and Parameters

Parameter		Parameter range			

Effect type

Effect explanation

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.			

Effect screen

Parameter explanation

Tempo synchronization possible icon

■ Effect Types and Parameters
[COMP]

M Comp	This compressor provides a more natural sound.						
			Knob1		**Knob2**		**Knob3**
	Page01	THRSH	0–50	Ratio	1–10	Level	0–150
		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						

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						

Effect Types and Parameters

[FILTER]

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.		

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					

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.		

[DRIVE]

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					

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					

Effect Types and Parameters

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									

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									

Effect Types and Parameters

[MOD]

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.			

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.			

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.					

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.					

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.			

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.	

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.			

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Effect Types and Parameters

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	
		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.							

[SFX]

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.							

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.	

Effect Types and Parameters

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

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.		

[DELAY]

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.

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.	

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Effect Types and Parameters

[REVERB]

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.						

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.	

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.	