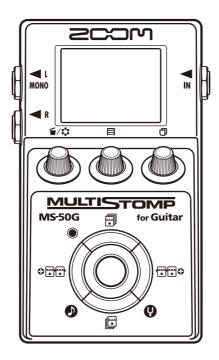
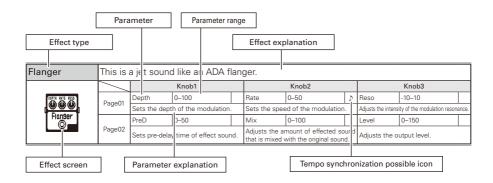


MULTISTOMP MS-50G for Guitar

Effect Types and Parameters



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■ Effect Types and Parameters

[DYN/FLTR]

Comp	This co	mpressor	in the style of	the	MXR Dyr	na Comp.					
			Knob1			Knob2			Knob3		
SENSE TONE LEVEL	D01	Sense	0-10		Tone	0–10		Level	0-150	\Box	
	Page01	Adjusts the c	ompressor sensitivit	y.	Adjusts the to	one.	Adjusts the output level.				
LUMP)		ATTCK	Slow, Fast							П	
	Page02	Sets compr Fast or Slow.	essor attack speed	d to							
RackComp	This co	compressor allows more detailed adjustment than Comp									
			Knob1			Knob2			Knob3		
		THRSH	0-50		Ratio	1–10		Level	0-150	П	
RackConp	Page01	Sets the le- compressor.	vel that activates	the	Adjusts the c	ompression ratio.		Adjusts the o	utput level.		
	Page02	ATTCK	1–10								
	rageuz	Adjusts the c	ompressor attack ra	te.							
SlowATTCK	This ef	fect slows	the attack of e	ach	note, res	ulting in a violi	n-li	ke performance.			
			Knob1			Knob2			Knob3		
TIME CURIE LEHEL		Time	1–50		Curve	0–10		Level	0–150		
SION ATTCK	Page01				Set the curve attack.	of volume change du	iring	Adjusts the o	utput level.		
	Page02	-								Щ	
ZNR	ZOOM'	s unique no	oise reduction co	uts	noise durin	g pauses in play	/ing	ı without af	fecting the tone	 ә.	
			Knob1			Knob2			Knob3		
• Ity - ENIELDE		THRSH	1–25	П	DETCT	Gtrln, Efxln	Г	Level	0-150	П	
Efx NR DIT	Page01	Adjusts the e	ffect sensitivity.	_	Sets control s	signal detection leve	l.	Adjusts the o	utput level.		
ZNR 🍪 🍪 📳	D 00									П	
	Page02								•		
LineSel	Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the nex effect in order when ON.							next			
			Knob1			Knob2			Knob3		
		EFX_L	0-150		OUT_L	0-150				П	
LineSel	Page01	Adjusts level	sent to next effect.	Adjusts level sent directly to the outputs.			the				
Cinesei	Page02									П	

GraphicEQ	This un	it has a 6-band	d equalizer.						
			ob1		Knob2			Knob3	
		160Hz -12-		400Hz	-12–12		800Hz	-12–12	Т
	Page01		ow (160 Hz) frequency		ts the low-middle (4	100		ts the middle (800) Hz)
GraffitEO	Page02	3.2kHz -12- Boosts or cuts the	-12 the high (3.2 kHz)	6.4kHz Boosts or cu	-12-12 ts the extremely h	iah	12kHz Boosts or cu	-12-12 its the harmonics	(12
		frequency band.		(6.4 kHz) freq		5	kHz) frequenc		T.
	Page03	Adjusts the output							_
ParaEQ	This is	a 2-band parar	metric equaliz	er.					
		Kno	ob1		Knob2			Knob3	
√t. ån 🖼	Page01	Freq1 20H	dz=20kHz	Q1 Adjusts EQ1 (0.5, 1, 2, 4, 8, 16		Gain1 Adjusts EQ1 o	-12–12 rain	
FREG. A. SAN	Page02	Freq2 20H	lz–20kHz	Ω2	0.5, 1, 2, 4, 8, 16		Gain2	-12–12	Π
	- 511	Adjusts center free		Adjusts EQ2 (Ω.		Adjusts EQ2 (gain.	_
	Page03	Level 0–15 Adjusts the output							_
AutoWah	This ef	fect varies wal		e with pic	king intensity.				
		Kno	ob1		Knob2			Knob3	
	D01	Sense -10-	1, 1–10	Reso	0–10		Level	0–150	
AutoWah	Page01	Adjusts the sensiti	ivity of the effect.	Adjusts the in sound.	tensity of the resonal	nce	Adjusts the o	utput level.	
	Page02								
Cry	This ef	fect varies the	sound like a	alking mod	dulator.				
		Kno	ob1		Knob2			Knob3	
WIGH RED 1996		Range 1–10		Reso	0–10		Sense	-101, 1-10	
	Page01	Adjusts the frequent by the effect.	ncy range processed	Adjusts the int resonance sou	ensity of the modulatind.	ion	Adjusts the se	ensitivity of the effe	et.
	Page02	Bal 0–10		Level	0–150				
		and effect sounds.		Adjusts the or					
M-Filter	This env	elope filter has	the flavor of a l	Vloog MF-10	1 low pass filter	and	d can be set	in a wide range	e.
		Kno	ob1		Knob2			Knob3	
	D 04	Freq 0-10		Sense	0–10		Reso	0–10	
FREL SENSE RESE	Page01	filter.	quency of envelope	Sets effect se	· · · · · · · · · · · · · · · · · · ·		Sets effect re		
M-Citor	Page02		BPF, LPF		2Pole, 4Pole		VLCTY	Fast, Slow	\perp
		Sets filter type. Bal 0–10	nn I	Adjusts amou Level	nt of filter applied. 0-150	_	Sets speed of	iller action.	Т
	Page03		ce between original						
Step	This sp	ecial effect giv		a stepped	quality.		<u> </u>		
		Kno	ob1		Knob2			Knob3	
ОСЕТН		Depth 0-10	00	Rate	0–50	Þ	Reso	0–10	
	Page01	Sets the depth of t		Sets the spee	d of the modulation.		Adjusts the int resonance sou	ensity of the moduland.	ation
THE STATE OF THE S	Page02	Shape 0–10 Adjusts the effect		Level Adjusts the or	0-150 utput level.				L
SeqFLTR	The se	quence filter h					·		
		Kno	ob1		Knob2			Knob3	
SER CHITED PROBE	PogoC1	Step 2–8		PTTRN	1–8		Speed	1–50	Þ
STEP PTIEN SPEED	Page01	Adjusts number of		Sets effect pa			Sets modulati		
	Page02	Shape 0-10		Reso "	0–10	_	Level	0-150	
	<u> </u>	Sets effect sound	envelope.	Sets effect re	sonance.		Adjusts the or	utput level.	

[OD/DIST]

Booster	The bo	oster incre	eases signal ga	ain t	o make th	e sound more	po	werful.		
			Knob1			Knob2			Knob3	
GEEN LEVEL	D01	Gain	0-100	T	Tone	0–100		Level	0-150	
Booster	Page01	Adjusts the o	gain.		Adjusts the t	one.	_	Adjusts the o	utput level.	
<u> </u>	D 00			T						
	Page02						_			
OverDrive		tion of th	e BOSS OD-1	l, th	ne compa	ct effect box	that	t was the	first to take	the
l			Knob1			Knob2			Knob3	
	Page01	Gain	0-100		Tone	0–100		Level	0–150	
OverDrive	1 ageor	Adjusts the o	gain.		Adjusts the to	one.		Adjusts the o	utput level.	
	Page02									
T Scream		tion of the d numero	e Ibanez TS808 us clones.	8, w	hich is lov	ved by many g	juita	arists as a	booster and	has
			Knob1			Knob2			Knob3	
	Do01	Gain	0-100		Tone	0-100		Level	0-150	
T Serson	Page01	Adjusts the o	gain.		Adjusts the t	one.	_	Adjusts the o	utput level.	
I Screun				Т			П			
	Page02						_			
Dist+	Simula	tion of the	MXR distortion	on+	effect tha		on	popular w	orldwide.	
l			Knob1			Knob2			Knob3	
	Page01	Gain	0-100		Tone	0–100		Level	0–150	
DiSt.+	rageui	Adjusts the o	gain.		Adjusts the t	one.		Adjusts the o	utput level.	
				T			П			
	Page02					'				
Dist 1	Simula	tion of the	BOSS DS-1 c	disto	rtion peda	ıl, which has b	een	a long-se	ller.	
			Knob1			Knob2			Knob3	
	D01	Gain	0-100	T	Tone	0-100	П	Level	0-150	
DiSt 1	Page01	Adjusts the g	gain.		Adjusts the to	one.		Adjusts the o	utput level.	
J 51801				T						
	Page02					'				
Squeak	Simula	tion of the	popular Pro C	o R	at famous	for its edgy di	sto	rtion soun	d.	
			Knob1			Knob2			Knob3	
888	Page01	Gain	0-100		Tone	0–100		Level	0-150	
Squenk	Pageui	Adjusts the o	gain.		Adjusts the t	one.		Adjusts the o	utput level.	
© (Page02			\Box						
	5									
GreatMuff	Simula		Electro-Harm			, which is love	d by	y famous a	artists around	I the
GreatMuff	Simula						d by	I y famous a		I the
GOUNT TONE LEGICA	Simula world f	or its fat,	Sweet fuzz sou Knob1			Knob2	d by		Knob3	I the
	Simula	or its fat, s	Sweet fuzz sou Knob1 0-100		Tone	Knob2	d by	Level	Knob3 0–150	I the
GOUNT TONE LEGICA	Simula world f	or its fat,	Sweet fuzz sou Knob1 0-100			Knob2	d by		Knob3 0–150	I the
	Simula world f	or its fat, s	Sweet fuzz sou Knob1 0-100		Tone	Knob2	d by	Level	Knob3 0–150	I the
	Simula world f Page01 Page02 Simula	Gain Adjusts the Q	Knob1 0-100 gain. ne BOSS Met	und.	Tone Adjusts the t	Knob2 0–100 one.		Level Adjusts the o	Knob3 0–150 utput level.	
Great Muff	Simula world f Page01 Page02 Simula	Gain Adjusts the g	Knob1 0-100 gain. ne BOSS Met	und.	Tone Adjusts the t	Knob2 0–100 one.		Level Adjusts the o	Knob3 0–150 utput level.	
Great Muff	Simula world f Page01 Page02 Simula powerf	Gain Adjusts the g	Knob1 0-100 gain. ne BOSS Met nidrange.	und.	Tone Adjusts the t	Knob2 0-100 one. 		Level Adjusts the o	Knob3 0-150 utput level. g sustain ar	
Great Muff	Simula world f Page01 Page02 Simula	Gain Adjusts the gation of the fullower n	Knob1 0-100 gain. ne BOSS Met nidrange. Knob1 0-100	und.	Tone Adjusts the to	Knob2 0-100 one. ich is charact Knob2 0-100		Level Adjusts the o	Knob3 0-150 utput level. g sustain ar Knob3 0-150	
Great Muff	Simula world f Page01 Page02 Simula powerf	Gain Adjusts the gation of the fullower name Gain	Knob1 0-100 gain. ne BOSS Met nidrange. Knob1 0-100	und.	Tone Adjusts the to	Knob2 0-100 one. ich is charact Knob2 0-100		Level Adjusts the o	Knob3 0-150 utput level. g sustain ar Knob3 0-150	

HotBox	Simulation of the compact Matchless Hotbox pre-amplifier w						/ith	n a built-ir	tube.	
			Knob1			Knob2	П		Knob3	
EATH TINE LEVEL		Gain	0-100		Tone	0-100	7	Level	0-150	
	Page01	Adjusts the g	ain.		Adjusts the to	one.		Adjusts the output level.		
HotBox	Page02						\dashv			
Z Clean	ZOOM	original ui	nadorned clean	SC	und.					
			Knob1			Knob2	П		Knob3	
GAIN TONE LEVEL	D01	Gain	0-100		Tone	0-100	T	Level	0-150	
	Page01	Adjusts the g	jain.		Adjusts the to	one.	Adjusts the output level.			
Z Clean 🔘	Page02						\dashv			
ExtremeDS	This dis	stortion ef	fect boasts the	hię	ghest gain	in the world.				
			Knob1			Knob2	\neg		Knob3	
	_		KIIODI			Knob2	- 1		KIIODS	
A 000	Paga01	Gain	0-100	Г	Tone	0–100	+	Level	0-150	Т
P EXTREME	Page01	Gain Adjusts the g	0–100		Tone Adjusts the to	0–100	\rightarrow	Level Adjusts the o	0–150	
EXTREME O DISTORTION			0–100			0–100	\rightarrow		0–150	
EXTREME O DISTORTION	Page01		0–100			0–100	\rightarrow		0–150	
Aco.Sim	Page02	Adjusts the o	0-100 lain.	an	Adjusts the to	0–100		Adjusts the c	0-150 utput level.	ar.
EXTREME O DISTORTION	Page02	Adjusts the o	0-100 lain.	an	Adjusts the to	0–100 one.		Adjusts the c	0-150 utput level.	ar.
	Page02 This eff	Adjusts the o	0-100 pain. es the tone of	an	Adjusts the to	0-100 one.	SOL	Adjusts the c	0-150 uutput level. acoustic guit	ar.
Aco.Sim	Page02	Adjusts the g	es the tone of Knob1 0-100 unique string tone		Adjusts the to	0-100 one. uitar to make it s	SOL	Adjusts the d	0-150 utput level. n acoustic guit Knob3 0-150	ar.
	Page02 This eff	Adjusts the general feet change Top Adjusts the	es the tone of Knob1 0-100 unique string tone		Adjusts the to	o-100 one. uitar to make it s Knob2 0-100	SOL	Adjusts the country and like ar	0-150 utput level. n acoustic guit Knob3 0-150	car.

[AMP]

FD COMBO	Modele	d sound of	a Fender Twin I	Rev	/erb ('65), v	which is loved b	y g	uitarists in	various genres	i.
			Knob1			Knob2			Knob3	
	Page01	Gain	0-100		Tube	0-100		Level	0-150	
EATH THE LEHEL	Pageui	Adjusts the g	ain.		Adjusts tube	amp compression.		Adjusts the output level.		
ED COMBO	Page02	Trebl	0-100		Middl	0-100		Bass	0–100	
CD CONDUSTS	Adjusts volume of high frequencies. Adjusts volume of middle frequencies.				es.	Adjusts volun	ne of low frequencie	s.		
"	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 3	
	rageus	Adjusts volume	of super-high frequenc	ies.	Selects cabin	et.		Selects type	of connected device	
DELUXE-R	This mo	This models the sound of a Fender Deluxe Reverb made in 1965.								
			Knob1			Knob2			Knob3	
l	Page01	Gain	0-100		Tube	0-100		Level	0–150	
GAIN THE LEHEL	rageui	Adjusts the gain.			Adjusts tube	amp compression.		Adjusts the o	utput level.	
DEIONER	Page02	Trebl	0-100		Middl	0-100		Bass	0–100	
addeeppriddeepprid	1 ageuz	Adjusts volur	ne of high frequencie	es.	Adjusts volum	ne of middle frequenc	ies.	Adjusts volume of low frequencie		s.
	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 3	
	1 ageos	Adjusts volume	of super-high frequenc	ies.	Selects cabin	et.		Selects type of connected device.		
US BLUES	Crunch	sound of	a Fender Tweed	d B	assman.					
			Knob1			Knob2			Knob3	
	Pago01	Gain	0-100		Tube	0-100		Level	0–150	
EATH THE LEHEL	1 ageo1	Page01 Adjusts the gain. Adjusts tube amp compression.					Adjusts the o	utput level.		
USELUES	Page02	Trebl	0-100		Middl	0–100		Bass	0–100	
	1 ageuz	ne of high frequencie	es.	Adjusts volum	e of middle frequenci	es.	Adjusts volun	ne of low frequencie	s.	
""	Page03	Prese	0-100		CAB	See Table 1		OUT	See Table 3	
	Adjusts volume of super-high frequencies. Selects cabinet.				Selects type	of connected device	. 7			

VX JMI	This simulates the sound of an early model of a class-A British combo amp.								
		Knob1			Knob2		Knob3		
	D 04	Gain 0–100		Tube	0-100	Level	0-150		
DATH THE LEVEL	Page01	Adjusts the gain.		Adjusts tube	amp compression.	Adjusts the	output level.		
	D 00	Trebl 0-100		Middl	0-100	Bass	0-100		
VX JMI	Page02	Adjusts volume of high frequenc	ies.	Adjusts volum	e of middle frequencie	s. Adjusts volu	me of low frequencies.		
[<u>WWWWW</u>]		Prese 0-100		CAB	See Table 1	OUT	See Table 3		
	Page03	Adjusts volume of super-lifrequencies.	nigh	Selects cabin	et.	Selects type	of connected device.		
TW ROCK		runch sound uses the ue amplifier.	Emerald	50, an American					
		Knob1			Knob2		Knob3		
		Gain 0–100		Tube	0-100	Level	0-150		
DAIN THE LEVEL	Page01	Adjusts the gain.		Adjusts tube	amp compression.	Adjusts the	output level.		
0000		Trebl 0-100		Middl	0-100	Bass	0-100		
TW ROCK	Page02	Adjusts volume of high frequenc	ies.	Adjusts volum	e of middle frequencies	. Adjusts volu	me of low frequencies.		
Tamamamamamamama		Prese 0-100	П	CAB	See Table 1	OUT	See Table 3		
	Page03	Adjusts volume of super-high frequer	cies.	Selects cabin	et.	Selects type	of connected device.		
MS 1959	This m	odels the sound of a Ma	rsh	all 1959 Ple	exi made in 1969	9.	:		
		Knob1			Knob2		Knob3		
	Page01	Gain 0–100		Tube	0–100	Level	0-150		
MS 1959	1 ageo1	Adjusts the gain.		Adjusts tube	amp compression.	Adjusts the	output level.		
TATALTHE LEID	Page02	Trebl 0-100		Middl	0–100	Bass	0–100		
	1 ageuz	Adjusts volume of high frequenc	ies.	Adjusts volum	e of middle frequencie	s. Adjusts volu	me of low frequencies.		
	Page03	Prese 0-100		CAB	See Table 1	OUT	See Table 3		
	1 ageos	Adjusts volume of super-high frequer	cies.	Selects cabin	et.	Selects type	of connected device.		
DZ DRIVE		channel high gain sound er that allows control of				a handma	de German guitar		
		Knob1			Knob2		Knob3		
		Gain 0–100	Т	Tube	0-100	Level	0-150		
NOT ORIVE	Page01	Adjusts the gain.	_	Adjusts tube	amp compression.	Adjusts the	output level.		
* * * * * * * * * * * * * * * * * * *		Trebl 0-100		Middl	0–100	Bass	0–100		
TAIN THE LEHEL	Page02	Adjusts volume of high frequence	ies.	Adjusts volum	e of middle frequencies	. Adjusts volu	me of low frequencies.		
(000)		Prese 0-100		CAB	See Table 1	OUT	See Table 3		
	Page03	Adjusts volume of super-high frequer	cies.	Selects cabin	et.	Selects type	of connected device.		
ALIEN	This sir	nulates the high-gain sou	l Invader, which	features a p	owerful low-end.				
		Knob1			Knob2		Knob3		
	D 6:	Gain 0–100		Tube	0-100	Level	0-150		
MEIEN	Page01	Adjusts the gain.		Adjusts tube	amp compression.	Adjusts the	output level.		
		Trebl 0-100		Middl	0-100	Bass	0-100		
O O O	Page02	Adjusts volume of high frequence	ies.	Adjusts volum	e of middle frequencie	s. Adjusts volu	me of low frequencies.		
CRIM THEE LEHEL	Page02	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ies.	Adjusts volum	ne of middle frequencie	Adjusts volu	me of low frequencies. See Table 3		

[MOD/SFX]

							_			_
Tremolo	This eff	ect varies	the volume at	a r	egular rate	Э.				
			Knob1			Knob2	_		Knob3	
		Depth	0–100	П	Rate	0–50	♪	Level	0-150	
000	Page01	Adjust the de	epth of the modulation	on.	Adjusts the r	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	ect adds a	a phasing varia	tior	to the so	und.				
			Knob1			Knob2			Knob3	
	Page01	Rate	1–50	♪	Color	4 STG, 8 STG, inv 4, inv 8		Level	0–150	
Phaser		Sets the spee	ed of the modulation	١.	Sets the tone	e of the effect type.		Adjusts the o	utput level.	
	Page02									
	1 ageuz									
TheVibe	This vib	e sound f	eatures unique	e ur	dulations.					
			Knob1			Knob2			Knob3	
The Vibe	Page01	Speed	0-50		Depth	0–100		Bias	0–100	
9780 1971 186	rageui	Sets modulat	tion speed.		Sets the dep	th of the modulation		Adjusts bias o	f waveform modulat	ion.
	Page02	Wave	0–100		Mode	VIBRT, CHORS		Level	0–150	
	1000	Adjusts mode	ulation waveform.		Sets effect to	vibrato or chorus.	_	Adjusts the o	utput level.	
Chorus	This eff	ect mixes	a shifted pitch	wi	th the orio	ginal sound to a	ıdd	movemer	nt and thicknes	SS.
			Knob1			Knob2			Knob3	
	D 04	Depth	0–100		Rate	1–50		Mix	0–100	
CHORUS	Page01	Sets the dep	th of the modulation		Sets the spe	ed of the modulation			mount of effected so with the original sour	
	Page02	Tone	0-10		Level	0–150				
	1 - 9 - 0 -	Adjusts the to	one.		Adjusts the o	output level.	_			
Detune						ch-shifted with e of modulatior		e original s	sound, this eff	fect
			Knob1			Knob2			Knob3	
		Cent	-25–25		PreD	0–50		Mix	0–100	
Detune	Page01		detuning in cents, w ments of 1/100-semit		Sets the pre sound.	-delay time of the ef	fect		mount of effected so with the original sour	
	Page02	Tone	0–10		Level	0–150				
	1 49002	Adjusts the to	one.		Adjusts the o	output level.				
StereoCho	This is	a stereo cl	horus with a cl	ear	tone.					
			Knob1			Knob2			Knob3	
DEPTH RATE MEX		Depth	0–100		Rate	1–50		Mix	0–100	
StereoCho	Page01	Sets the dep	th of the modulation	١.	Sets the spe	ed of the modulation			mount of effected so with the original sour	
	Page02	Tone	0–10		Level	0–150				
	1 agcoz	Adjusts the to	one.		Adjusts the o	output level.				
SuperCho	This me	odels the	sound of a BO	SS	CH-1 SUP	ER CHORUS.				
			Knob1			Knob2			Knob3	
l	Page01	E.LVL	0–120	<u>L</u>	Rate	0–100		Depth	0–100	
	rageor	Mixed with o	ount of effect so riginal sound.	und	Sets the spe	ed of the modulation		Adjust the de	pth of the modulati	on.
SuperCho		EQ	0–100		Mode	MONO, STR				
	Page02	Adjusts effec	t tone.		When stered from L chann	to mono or stereo (S o, effect sound is ou nel and unchanged in ut from R channel.	tput			

Flanger	This is	a jet sound	d like an ADA fl	an	ger.					
			Knob1			Knob2			Knob3	
CEPTH PATE PESS	Page01	Depth	0–100		Rate	0-50	Þ	Reso	-10–10	
1000	rageui	Sets the dept	h of the modulation.		Sets the spe	ed of the modulation		Adjusts the intens	Adjusts the intensity of the modulation resonar	
Flanser		PreD	0-50		Mix	0-100		Level	0–150	
9	Page02	Sets pre-dela	y time of effect soun	d.	Adjusts the amount of effected sound that is mixed with the original sound.			Adjusts the o	utput level.	
Vibrato	This ef	fect autom	atically adds vi	bra	ito.					
			Knob1			Knob2			Knob3	
		Depth	0-100		Rate	0-50	Þ	Bal	0–100	
Vibrato	Page01	Sets the dept	h of the modulation.		Sets the spe	ed of the modulation		Adjusts the b and effect so	alance between ori unds.	igina
	Page02	Tone	0–10		Level	0–150				
	Pageuz	Adjusts the to	one.		Adjusts the c	utput level.				
Octave	This ef	fect adds s	ound one octa	ve	and two c	ctaves below t	he	original so	ound.	
			Knob1			Knob2			Knob3	
		Oct1	0-100		Oct2	0-100		Dry	0-100	
Octave	Page01		level of the sound of the effect sound.	ne		level of the sound to w the effect sound.	wo	Adjusts the visound.	olume of the unaffe	ected
	Page02	Chara	0-100		Tone	0–10		Level	0-150	
	rageuz	Adjusts effect	t character.	Adjusts the tone.				Adjusts the o	utput level.	
PitchSHFT	This ef	fect shifts	the pitch up or	do	wn.					
			Knob1			Knob2			Knob3	
SHIFT TONE DAL		Shift	-12-12 , 24		Tone	0–10		Bal	0–100	
Pitch SHFT	Page01		h shift amount in semitor ives a detuning effect.	nes.	Adjusts the t	one.		Adjusts the b and effect so	alance between ori unds.	iginal
		Fine	-25-25		Level	0-150				
,	Page02		djustment of pitch s t (1/100 semitone) step		Adjusts the o	utput level.				
MonoPitch	This is	a pitch shi	fter with little s	ou	nd variand	e for monopho	nic	s (single no	ote) playing.	
			Knob1			Knob2			Knob3	
SHIFT TONE BAL		Shift	-12 - 12 , 24		Tone	0–10		Bal	0–100	
MonoPitch	Page01		h shift amount in semitor ives a detuning effect.	nes.	Adjusts the t	one.		Adjusts the b and effect so	alance between ori unds.	igina
		Fine	-25 – 25		Level	0–150				
	Page02		djustment of pitch s t (1/100 semitone) step		Adjusts the c	utput level.				
HPS		telligent pi nd key set	tch shifter outp	out	s the effe	ct sound with	the	e pitch shi	fted according	g to
			Knob1			Knob2			Knob3	
HPS)	Page01	Scale	-6, -5, -4, -3, -m, m, 3, 4, 5, 6 (See Table 2)		Key	C, C#, D, D#, E, F, F#, G, G#, A, A#, B		Mix	0–100	
	Page01 Sets the pitch of the pitch-shifted Sets the tonic (root) of the scale used sound added to the original sound. for pitch shifting.		sed		mount of effected s with the original sou					
	Dogo 00	Tone	0-10		Level	0-150				Т
	Page02	Adjusts the to	one.		Adjusts the c	utput level.				

[DLY/REV]

Delay	This lor	ng delay has a max	imum ler	ngth of 40	00 ms.				
		Knob1			Knob2			Knob3	
		Time 1–4000	Þ	F.B	0–100		Mix	0-100	
	Page01	Sets the delay 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 treble attenu delay sound.	uation of the	Sets delay o pong.	utput to mono or	ping-	Adjusts the o	utput level.	
		Tail OFF/ON							
	Page03	When ON, effect sound even after effect is turne OFF, effect sound stops effect is turned off.	ed off. When						
TapeEcho	This eff	fect simulates a ta oes.	pe echo.	Changing	the "Time" p	oara	meter cha	nges the pito	ch of
		Knob1			Knob2			Knob3	
		Time 1–2000	Þ	F.B	0-100		Mix	0-100	\Box
TapeEcho	Page01	Sets the delay time.		Adjusts the f	eedback amount.			mount of effected with the original so	
7000		HiDMP 0-10		Level	0-150		Tail	OFF/ON	
	Page02	Adjusts the treble attenu delay sound.	uation of the	Adjusts the o	output level.		even after ef	effect sound con fect is turned off. sound stops right ed off.	When
ModDelay	This de	lay effect allows th	ne use of	modulatio	n.				
		Knob1			Knob2			Knob3	
		Time 1–2000)	F.B	0–100		Mix	0–100	
° ■ ModDeloy °	Page01	Sets the delay time.	Adjusts the f	eedback amount.			mount of effected with the original so		
		Rate 1–50		Level	0–150		Tail	OFF/ON	
	Page02	Sets the speed of the mo	odulation.	Adjusts the o	output level.		even after ef	effect sound confect is turned off. sound stops right ed off.	When
AnalogDly	This an	alog delay simulati	on has a	long delay	with a maxin	num	length of	4000 ms.	
		Knob1			Knob2			Knob3	
		Time 1–4000)	F.B	0–100		Mix	0–100	
,	Page01	Sets the delay time.		Adjusts the f	eedback amount.			mount of effected with the original so	
		HiDMP 0-10		P-P	MONO, P-P		Level	0–150	
Analog 💆	Page02	Adjusts the treble attenu delay sound.	uation of the	Sets delay of pong.	utput to mono or	ping-	Adjusts the o	output level.	
		Tail OFF/ON							
	Page03	When ON, effect sound even after effect is turne OFF, effect sound stops effect is turned off.	ed off. When						
ReverseDL	This rev	verse delay is a lon	g delay v	vith a max	imum length	of 2	000 ms.		
		Knob1			Knob2			Knob3	
		Time 10–2000)	F.B	0–100	\Box	Bal	0-100	
ReverseDelay	Page01	Sets the delay time.		Adjusts the f	eedback amount.		Adjusts the band effect so	palance between counds.	riginal
		HiDMP 0-10		Level	0–150		Tail	OFF/ON	
	Page02	Adjusts the treble attenu delay sound.	uation of the	Adjusts the o	output level.		even after ef	effect sound con fect is turned off. sound stops right ed off.	When

StompDly	by turn	ing the lee	edback up on t	nis	Storrip-Sty	ne delay, you	Call	make it se	en-osciliate.	
			Knob1			Knob2			Knob3	
		E.LVL	0-120		F.B	0–100		Time	1–600	
	Page01	Adjusts ammixed with o	ount of effect so riginal sound.	und	Adjusts the fe	eedback amount.		Sets the dela	y time.	
000		Sync	OFF, ♪-Jx8	♪	Mode	MONO, STR		Tail	OFF/ON	
Stomp Dly	Page02	Activates tem	npo sync.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.			even after ef OFF, effect s	When ON, effect sound continues even after effect is turned off. Wher OFF, effect sound stops right wher effect is turned off.	
		HiDMP	0-10							
	Page03	Adjusts the t delay sound.	reble attenuation of	the						
HD Hall	This is	This is a dense hall 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 durat	tion of the reverbera	tions.		mount of effected s with the original sou	
		LoDMP	0-100		HiDMP	0-100		Tail	OFF/ON	Т
<u> </u>	Page02	Adjusts low reverb sound	frequency dampin	g in	Adjusts high reverb sound	frequency dampi	ng in	even after ef	effect sound continue fect is turned off. Vound stops right vound stops right vound off.	Vhen
Hall	This rev	his reverb effect simulates the acoustics of a concert hall.								
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0-10		Mix	0-100	Т
* HALL	Page01	Sets the durat	ion of the reverberati	ons.	Adjusts the to	one.			mount of effected s with the original sou	
		PreD	1–100		Level	0-150		Tail	OFF/ON	
	Page02		elay between input of nd start of the reverb so		Adjusts the o	utput level.		even after ef	effect sound continued off. Value off. Value off. Value off. Value off.	Vhen
Room	This rev	verb effect	simulates the	ac	oustics of	a room.				
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0–100	
* ROOM LAND	Page01		ion of the reverberati	ons.	Adjusts the to			that is mixed	mount of effected s with the original sour	
. 8000.		PreD	1–100		Level	0–150		Tail	OFF/ON	
	Page02		elay between input of and start of the reverb so		Adjusts the o	utput level.		even after ef	effect sound continued off. Visioned stops right view off.	Vhen
Spring	This rev	This reverb effect simulates a spring reverb.								
			Knob1			Knob2			Knob3	
		Decay	1–30		Tone	0–10		Mix	0–100	
BECHT TIME MIX	Page01	Sets the durat	ion of the reverberati	ons.	Adjusts the to	one.			mount of effected s with the original sou	
Spring .		PreD	1–100		Level	0-150		Tail	OFF/ON	
	Page02		elay between input of nd start of the reverb so		Adjusts the o	utput level.		even after ef	effect sound continuent in the section of the secti	Vhen

■ Table 1 CAB Parameter

Туре	Modeled cabinet and speakers
FD COMBO 2x12	Fender Twin Reverb ('65) cabinet with 2x12-inch Jensen speakers
DLX-R 1x12	Fender Deluxe Reverb cabinet with 1x12-inch Jensen speaker
US BLUES 4x10	Fender Tweed Bassman cabinet with 4x10-inch Jensen speakers
VX JMI 2x12	Early model British combo amp cabinet with 2x12-inch Celestion Alnico speakers
TW ROCK 1x12	Two Rock Emerald 50 cabinet with 1x12-inch Fane speaker
MS 1959 4x12	Marshall 1959 B cabinet with 4x12-inch Celestion speakers
DZ DRIVE 4x12	Diezel Herbert cabinet with 4x12-inch Celestion speakers
ALIEN 4x12	Engl Invader cabinet with 4x12-inch Celestion speakers
OFF	No cabinet used.

■ Table 2 Scale Parameter

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

Setting	Scale used	Interval
3	Major	3rd up
4 5 6		4th up
		5th up
		6th up

■ Table 3 OUT Parameter

Parameter value	Meaning	
LINE	Use when connected to headphones, speakers or line level inputs.	
COMBO FRONT	Use when connected to an ordinary combo amp input	
STACK FRONT	Use when connected to an ordinary stack amp input	
COMBO POWER AMP	Use when connected to an ordinary combo amp return	
STACK POWER AMP Use when connected to an ordinary stack amp return		





MULTISTOMP MS-50G for Guitar

MS-50G Patch Memory List

1	No.	NAME	COMMENT		
STOMP	1	RAT Drive	This distortion sound, which uses Squeak to stand out, is suitable for leads. Use the delay as you like.		
	2	ClearCho	This chorus setting has a sharp edge and is perfect for cutting through the mix.		
	3	W Screamer	This setting uses T Scream directly in the chain. Turn the stages before it ON instead of a booster when soloing.		
	4	Funky Wah	This auto-wah setting is perfect for cutting through. A little reverb is the secret ingredient.		
	5	Phaser100	This phaser setting is in the style of the MXR Phase100.		
	6	FlangeDly	This setting combines a little bit of flanger with a dotted eighth-note synchronized delay. Put distortion in front of it to bring the flanger effect out even more.		
	7	MetalDist	This is a great metal sound for playing riffs. Turn on the Analog Dly and you can use it for lead parts too.		
	8	NaturalCMP	This is a natural-sounding compression setting that is useful in every circumstance.		
	9	ShortDly	Using Analog Dly, this setting is great for creating a galloping sound. You can combine it with any overdrive sound you like.		
	10	RitchHall	This hall reverb setting has a beautiful edge and is great for arpeggios and long tones.		
	11	SEQ Wah	This sequenced filter synchronizes with the tempo.		
	12	ModDelay	The delay sound is modulated in this slightly distorted delay setting.		
MULTI	13	Blues OD	This practical overdrive sound can be boosted using Z Clean. Use spring reverb and delay with it as you like.		
	14	SilverHaze	This fuzz sound brings back the late sixties. Turn The Vibe ON to give it a psychedelic sheen.		
	15	AMB KING	This phantasmal ambient sound is fine for both chords and single notes.		
	16	PitchDist	With distortion added to a 4th up pitch shift, this distortion patch is perfect for leads.		
	17	Star Synth	Delay is the secret ingredient in this synthesizer sound. How the filter opens can be controlled with the guitar volume.		
	18	AsiaPalace	This patch is inspired by the sounds of ethnic instruments from Southeast Asia.		
	19	RK"1"	Overdrive Tone with Delay, Perfect for Classic Rock Solos or Rhythm.	Richie	
	20	RK"2"	Lush Clean Tone with Tremolo and Low end boost.	Kotzen	
	21	Whip Clean	Whip Clean is modeled after my Roland JC 120.	Michael	
	22	Whip Lead	Whip Lead is modeled after my Bogner Fish preamp (brown sound).	Wilton	
	23	castles	This crunch sound is based on a British combo amp.	7ach Muarc	
ST	24	just_got_p	This distortion sound combines Marshall 1959 and T Scream.	Zach Myers	
ARTIST	25	Dbl V wet	Combines multiple reverbs, delays and chorus for a lush string sound. Volume pedal attack included. Great for big chords and orchestral scapes.	Vinny	
	26	Dbl V box	This is a small boxy sound. I use this when the instrumentation is dense and I want to stand out.	Valentino	
	27	PureBlues	This patch features a slightly overdriven and very natural sounding "blues" lead tone. The voicing features equal amounts of top-end bite. beefy midrange, and bottom, and will sound crunchy and well-balanced on any of a Strats' pickup selections.	Steve Briody	
	28	FunkStrat	It features slight compression, as well as some "detune" effect, ideal for obtaining a punchy, funk rhythm guitar sound.		
	29	LM R&B Luv	Clean all around tone, but great fit funky rhythms.	Larry	
	30	LM M Funk	Funky parliament flavor turn on and off the octave pedal for fresh low end funkiness.	Mitchell	

^{*}Patches 31-50 are empty by default.