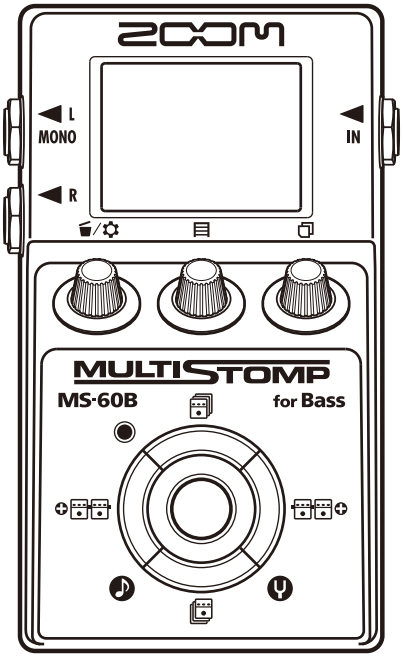
Sound Laboratory

ZOOM®

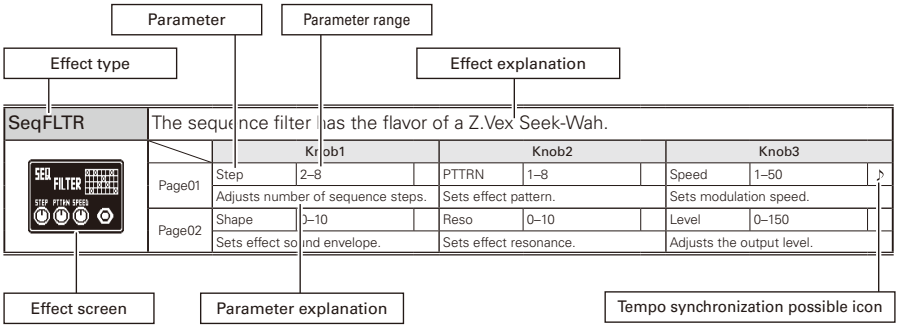
MULTI STOMP

MS-60B for Bass

Effect Types and Parameters



Effect Types and Parameters



SeqFLTR	The sequence filter has the flavor of a Z.Vex Seek-Wah.						
		Knob1		Knob2		Knob3	
	Page01	Step	2–8	PTTRN	1–8	Speed	1–50 ♪
		Adjusts number of sequence steps.		Sets effect pattern.		Sets modulation speed.	
	Page02	Shape	0–10	Reso	0–10	Level	0–150
		Sets effect sound envelope.		Sets effect resonance.		Adjusts the output level.	

■ Effect Types and Parameters

[DYN/FLTR]

D Comp	This compressor in the style of the MXR Dyna Comp.					
	Knob1		Knob2		Knob3	
Page01	Sense	0–10	Tone	0–10	Level	0–150
	Adjusts the effect sensitivity.		Adjusts the tone.		Adjusts the output level.	
Page02	ATTCK	Slow, Fast				
	Sets compressor attack speed to Fast or Slow.					

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						

160 Comp	This compressor is in the style of the dbx 160A.					
	Knob1		Knob2		Knob3	
Page01	THRSH	-60–0	Ratio	1.0–10.0	Gain	0–20
	Adjusts the threshold that determines when the effect is activated.		Adjusts the compression ratio.		Adjusts the gain after compression.	
Page02	Knee	Hard, Soft	Level	0–150		
	Sets the type of knee.		Adjusts the output level.			

Limiter	This is a limiter that suppresses signal peaks above a certain reference level.					
	Knob1		Knob2		Knob3	
Page01	THRSH	0–50	Ratio	1–10	Level	0–150
	Adjusts the reference signal level for the limiter action.		Adjusts the compression ratio of the limiter.		Adjusts the output level.	
Page02	REL	1–10				
	Adjusts the delay between the point where the signal level falls below the threshold level and the limiter release.					

Effect Types and Parameters

SlowATTCK

This effect slows the attack of each note, resulting in a violin-like performance.

	Knob1		Knob2		Knob3	
Page01	Time	1–50	Curve	0–10	Level	0–150
	Adjusts the attack time.		Set the curve of volume change during attack.		Adjusts the output level.	
Page02						

ZNR

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

	Knob1		Knob2		Knob3	
Page01	THRSH	1–25	DETCT	GtrIn, EfxIn	Level	0–150
	Adjusts the threshold that determines when the effect is activated.		Sets control signal detected.		Adjusts the output level.	
Page02						

LineSel

Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.

	Knob1		Knob2		Knob3	
Page01	EFX_L	0–150	OUT_L	0–150		
	Adjusts level sent to next effect.		Adjusts level sent directly to the outputs.			
Page02						

Ba GEQ

This 7-band graphic equalizer is suitable for the bass frequency range.

	Knob1		Knob2		Knob3	
Page01	50Hz	-12–12	120Hz	-12–12	400Hz	-12–12
	Adjusts the amount of boost/cut at 50 Hz.		Adjusts the amount of boost/cut at 120 Hz.		Adjusts the amount of boost/cut at 400 Hz.	
Page02	500Hz	-12–12	800Hz	-12–12	4.5kHz	-12–12
	Adjusts the amount of boost/cut at 500 Hz.		Adjusts the amount of boost/cut at 800 Hz.		Adjusts the amount of boost/cut at 4.5 kHz.	
Page03	10kHz	-12–12	Level	0–150		
	Adjusts the amount of boost/cut at 10 kHz.		Adjusts the output level.			

Ba PEQ

This 2-band parametric equalizer is suitable for the bass frequency range.

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

Splitter

This effect divides the signal into two bands (high/low) and lets you freely adjust the mix ratio of the two bands.

	Knob1		Knob2		Knob3	
Page01	Hi	0–100	Lo	0–100	Freq	80Hz–2.5kHz
	Adjusts the mix ratio of the high frequency band.		Adjusts the mix ratio of the low frequency band.		Adjusts the crossover point between the high frequency and low frequency band.	
Page02	Level	0–150				
	Adjusts the output level.					

Bottom B

Emphasizes the low and high frequencies.

	Knob1		Knob2		Knob3	
Page01	Bass	0–10	Trebl	0–10	Level	0–150
	Adjusts the amount of low-frequency boost.		Adjusts the amount of high-frequency boost.		Adjusts the output level.	
Page02						

Effect Types and Parameters

Exciter

This exciter is in the style of the BBE Sonic Maximizer.

	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 output level.
Page02			

BaAutoWah

You can adjust the mix of this bass guitar auto-wah with the original signal.

	Knob1	Knob2	Knob3
Page01	Sense -10– -1, 1–10	Reso 0–10	Dry 0–100
	Adjusts the sensitivity of the effect.	Adjusts the intensity of the resonance sound.	Adjusts level of original sound.
Page02	Level 0–150		
	Adjusts the output level.		

ZTron

This is like a Q-Tron Envelope Filter in LP mode.

	Knob1	Knob2	Knob3
Page01	Sense -10– -1, 1–10	Reso 0–10	Dry 0–100
	Adjusts the sensitivity of the effect.	Adjusts the intensity of the resonance sound.	Adjusts level of original sound.
Page02	Level 0–150		
	Adjusts the output level.		

M-Filter

This envelope filter with Moog MF-101 Low Pass Filter favor can be set in a wide range.

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

A-Filter

This is a resonance filter with a sharp envelope.

	Knob1	Knob2	Knob3
Page01	Sense 1–10	Peak 0–10	Mode Up, Down
	Adjusts the effect sensitivity.	Adjusts the Q value of the filter.	Selects whether the direction of filter change is up or down.
Page02	Dry 0–100	Level 0–150	
	Adjusts level of original sound.	Adjusts the output level.	

Ba Cry

This talking modulator is suitable for the bass frequency range.

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

SeqFLTR

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

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

[OD/DIST]

Ba Boost

This is a simulation of the Xotic EP Booster, which is warm and firm.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Bass	-10–10	Trebl	-10–10
	Adjusts the gain.		Adjusts the low frequency level.		Adjusts the high frequency level.	
Page02	Level	0–150				
	Adjusts the output level.					

Bass OD

Simulates the ODB-3 overdrive bass machine from BOSS.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

Bass Muff

This is a simulation of the Electro-Harmonix Bass Big Muff.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Mode	NORM, BsBST	Bal	0–100		
	Selects the distortion mode.		Adjusts the balance between the original sound and the effected sound.			

Ba Dist 1

This BOSS DS-1 emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

Ba Metal

This BOSS Metal Zone emulation has an added parameter that allows you to adjust the volume balance between the original and distorted sounds.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	0–100	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	Bal	0–100				
	Adjusts the balance between the original sound and the effected sound.					

BassDrive

Simulation of the SansAmp BASS DRIVER DI, highly popular among bass players.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Trebl	-10–10	Prese	-10–10
	Adjusts the low frequency level.		Adjusts the high frequency level.		Adjusts the super-high frequency level.	
Page02	Gain	0–100	Blend	0–100	Level	0–150
	Adjusts the gain.		Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.	
Page03	Mid	-10–10				
	Adjusts the middle frequency level.					

D.I Plus

This is a simulation of the MXR Bass D.I.+, which has both clean and distortion channels.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Gain	0–100	Blend	0–100	Level	0–150
	Adjusts the gain.		Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.	
Page03	Color	OFF, ON	CHAN	CLN, DIST		
	Turns preset EQ OFF or ON.		Switches between clean and distortion channels.			

Effect Types and Parameters

Bass BB

This is a simulation of the Xotic Bass BB Preamp, which has a tube-like, thick sound.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Bass	-10–10	Trebl	-10–10
	Adjusts the gain.		Adjusts the low frequency level.		Adjusts the high frequency level.	
Page02	Blend	0–100	Level	0–150		
	Adjusts the balance between the original sound and the effected sound.		Adjusts the output level.			

DI5

This simulates the AVALON DESIGN U5 preamp.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Tone	OFF, 1–6	Level	0–150
	Adjusts the gain.		Adjusts the tone.		Adjusts the output level.	
Page02	HiCut	OFF, ON				
	Cuts high frequencies when ON.					

Bass Pre

This is a preamp model with a semi-parametric equalizer for the mid-range.

	Knob1		Knob2		Knob3	
Page01	Bass	0–10	Trebl	0–10	Level	0–150
	Adjusts the low frequency level.		Adjusts the high frequency level.		Adjusts the output level.	
Page02	Mid	-10–10	Freq	100Hz–4.5kHz		
	Adjusts the middle frequency level.		Adjusts the center frequency of the mid-range.			

AC Bs Pre

This is a preamp model with a graphic equalizer.

	Knob1		Knob2		Knob3	
Page01	Gain	0–100	Depth	0–10	Level	0–150
	Adjusts the gain.		Adjusts the low frequency level.		Adjusts the output level.	
Page02	Bass	-10–10	L-Mid	-10–10	LM_F	32Hz–6.3kHz
	Adjusts the low frequency level.		Adjusts the low mid frequency level.		Adjusts the L-Mid center frequency.	
Page03	Mid	-10–10	H-Mid	-10–10	Trebl	-10–10
	Adjusts the middle frequency level.		Adjusts the high mid frequency level.		Adjusts the high frequency level.	

[AMP]

SVT

Simulation of the ultimate rock bass amp, the Ampeg SVT.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Ultra	OFF, Low, Hi, Both, Cut	CAB	See Table 1	Mix	0–100
	Emphasizes high and low frequencies.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

B-Man

Simulation of the Fender BASSMAN 100.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Deep	OFF, ON	CAB	See Table 1	Mix	0–100
	Adjusts the low-frequency character.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Effect Types and Parameters

HRT3500

Simulation of the Hartke HA3500 famous for its aluminum cone.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Tube	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the mix of tube and transistor type sounds.		Adjusts the output level.	
Page03	Comp	OFF,1–10	CAB	See Table 1	Mix	0–100
	Adjusts the amount of compression.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

acoustic

Simulation of the acoustic 360 well known for its gutsy midrange.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Bright	OFF, ON	CAB	See Table 1	Mix	0–100
	Emphasizes high frequencies when ON.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Ag Amp

Simulation of the Aguilar DB750 famous for its powerful sound.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Char	OFF, Deep, Brght, Both	CAB	See Table 1	Mix	0–100
	Selects one of 4 types of preset tones.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

Mark B

This simulates the Italian Markbass Little Mark III.

	Knob1		Knob2		Knob3	
Page01	Bass	-10–10	Mid	-10–10	Trebl	-10–10
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the high frequency level.	
Page02	Mid_F	32Hz–6.3kHz	Gain	0–100	Level	0–150
	Adjusts the center frequency of the mid-range.		Adjusts the gain.		Adjusts the output level.	
Page03	Color	0–6	CAB	See Table 1	Mix	0–100
	Adjusts low and high frequencies.		Selects the cabinet.		Adjusts the mix balance of the signal after the pre-amp and the signal after the cabinet.	

[MOD/SFX]

Tremolo

This effect varies the volume at a regular rate.

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

Phaser

This effect adds a phasing variation to the sound.

	Knob1		Knob2		Knob3	
Page01	Rate	1–50 ♪	Color	4 STG, 8 STG, inv 4, inv 8	Level	0–150
	Sets the speed of the modulation.		Sets the tone of the effect type.		Adjusts the output level.	
Page02						

Ba Chorus

You can cut the low frequencies of this bass chorus effect sound.

	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	LoCut	OFF–800Hz	Level	0–150	PreD	OFF, ON
	Specifies the low-range cutoff point for the effect sound.		Adjusts the output level.		Turns pre-delay OFF or ON.	

Ba Detune

By mixing a small amount of the pitch-shifted effect sound with the original sound, a natural bass chorus effect is achieved.

	Knob1		Knob2		Knob3	
Page01	Cent	-50–50	PreD	0–50	Mix	0–100
	Adjusts the detuning in cents, which are fine increments of 1/100-semitone.		Sets the pre-delay time of the effect sound.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Tone	0–10	Level	0–150	LoCut	OFF–800Hz
	Adjusts the tone.		Adjusts the output level.		Sets the cut frequency in the low range of the effect sound.	

Ba Ensmbl

This bass chorus ensemble features a sense of 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.			

BaFlanger

Modeled after the ADA Flanger, this effect has an added parameter that allows you to adjust the volume balance between the original and effected sounds.

	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.	
Page03	LoCut	OFF–800Hz				
	Sets the cut-off frequency in the low range of the effect sound.					

Ba Octave

This effect adds sound one octave below the original sound.

	Knob1		Knob2		Knob3	
Page01	Oct	0–100	Dry	0–100	Tone	0–10
	Adjusts the level of the one-octave lower sound component.		Adjusts the level of the original sound.		Adjusts the tonal quality of the one-octave lower sound component.	
Page02	Low	0–10	Mid	0–10	Level	0–150
	Adjusts the low frequency level.		Adjusts the middle frequency level.		Adjusts the output level.	

Effect Types and Parameters

PitchSHFT

This effect shifts the pitch up or down.

	Knob1		Knob2		Knob3	
Page01	Shift	-12–12, 24	Tone	0–10	Bal	0–100
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
Page02	Fine	-25–25	Level	0–150		
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.			

Ba Pitch

This pitch shifter was designed specifically for playing single notes in the bass frequency range.

	Knob1		Knob2		Knob3	
Page01	Shift	-12–12, 24	Tone	0–10	Bal	0–100
	Adjusts the pitch shift amount in semitones. Selecting "0" gives a detuning effect.		Adjusts the tone.		Adjusts the balance between original and effect sounds.	
Page02	Fine	-25–25	Level	0–150		
	Allows fine adjustment of pitch shift amount in cent (1/100 semitone) steps.		Adjusts the output level.			

Ba Synth

This effect produces the sound of a monophonic (single-note playing) bass synthesizer that detects the pitch of the input signal.

	Knob1		Knob2		Knob3	
Page01	Decay	0–100	Wave	Saw, Pulse, PWM	Reso	0–10
	Adjusts the rate of sound change.		Sets the waveform type to "Saw" (sawtooth), "Pulse" (square wave), or PWM (pulse width modulation resulting in fatter sound).		Adjusts the intensity of the effect character.	
Page02	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

StdSyn

ZOOM original bass synthesizer sound.

	Knob1		Knob2		Knob3	
Page01	Sense	0–100	Sound	1–4	Tone	0–10
	Adjusts the sensitivity for trigger detection.		Selects a synthesizer variation.		Adjusts the tonal quality of the sound.	
Page02	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

SynTlk

This effect produces a synthesizer sound similar to a talking modulator producing vowels.

	Knob1		Knob2		Knob3	
Page01	Decay	0–100	Type	iA, UE, UA, oA	Tone	0–10
	Adjusts the rate of sound change.		Selects a vowel variation.		Adjusts the tonal quality of the sound.	
Page02	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

Z-Syn

This bass synthesizer sound adds analog synth fatness.

	Knob1		Knob2		Knob3	
Page01	Wave	Saw, Sqr	Decay	0–100	Tone	0–10
	Selects the waveform.		Adjusts the speed of tone modulation.		Adjusts the tone.	
Page02	Freq	0–10	Range	0–20	Reso	0–20
	Sets the cut-off frequency of the low-pass filter.		Adjusts the amount of cut-off frequency modulation.		Adjusts the intensity of the filter resonance.	
Page03	Synth	0–100	Dry	0–100	Level	0–150
	Adjusts level of synthesizer sound.		Adjusts level of original sound.		Adjusts the output level.	

Defret

Turns the sound from any bass guitar into a fretless bass sound.

	Knob1		Knob2		Knob3	
Page01	Sense	0–30	Color	1–10	Level	0–150
	Adjusts the effect sensitivity.		Adjusts the harmonics contents of the sound. Higher setting values result in stronger effect character.		Adjusts the output level.	
Page02	Tone	1–50				
	Adjusts the tonal quality of the sound.					

Effect Types and Parameters

[DLY/REV]

Delay

This long delay has a maximum length of 4000 ms.

	Knob1		Knob2		Knob3	
Page01	Time	1–4000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	HiDMP	0–10	P-P	MONO, P-P	Level	0–150
	Adjusts the treble attenuation of the delay sound.		Sets delay output to mono or ping-pong.		Adjusts the output level.	
Page03	Tail	OFF, ON				
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.					

StompDly

By turning the feedback up on this stomp-style delay, you can make it self-oscillate.

	Knob1		Knob2		Knob3	
Page01	E.LVL	0–120	F.B	0–100	Time	1–600
	Adjusts amount of effect sound mixed with original sound.		Adjusts the feedback amount.		Sets the delay time.	
Page02	Sync	OFF, ♪ – ♩ x8 ♪	Mode	MONO, STR	Tail	OFF, ON
	Activates tempo sync.		Sets output to mono or stereo (STR). When stereo, effect sound is output from L channel and unchanged input sound is output from R channel.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	
Page03	HiDMP	0–10				
	Adjusts the treble attenuation of the delay sound.					

ModDelay2

You can adjust the depth of this modulation delay effect.

	Knob1		Knob2		Knob3	
Page01	Time	1–2000 ♪	F.B	0–100	Mix	0–100
	Sets the delay time.		Adjusts the feedback amount.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	Rate	1–50	Level	0–150	Depth	0–100
	Sets the speed of the modulation.		Adjusts the output level.		Adjust the depth of the modulation.	
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.					

HD Hall

This is a dense hall reverb.

	Knob1		Knob2		Knob3	
Page01	PreD	1–200	Decay	0–100	Mix	0–100
	Adjusts the delay between input of the original sound and start of the reverb sound.		Sets the duration of the reverberations.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	LoDMP	0–100	HiDMP	0–100	Tail	OFF, ON
	Adjusts low frequency damping in reverb sound.		Adjusts high frequency damping in reverb sound.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Room

This reverb effect simulates the acoustics of a room.

	Knob1		Knob2		Knob3	
Page01	Decay	1–30	Tone	0–10	Mix	0–100
	Sets the duration of the reverberations.		Adjusts the tone.		Adjusts the amount of effected sound that is mixed with the original sound.	
Page02	PreD	1–100	Level	0–150	Tail	OFF, ON
	Adjusts the delay between input of the original sound and start of the reverb sound.		Adjusts the output level.		When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	

Effect Types and Parameters

Plate

This simulates a plate reverb.

	Knob1	Knob2	Knob3
Page01	PreD 1–200	Decay 0–100	Mix 0–100
	Adjusts the delay between input of the original sound and start of the reverb sound.	Sets the duration of the reverberations.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Color 0–100	LoDMP 0–100	HiDMP 0–100
	Adjusts the reverb time of the low frequencies.	Adjusts low frequency damping in reverb sound.	Adjusts high frequency damping in reverb sound.
Page03	Tail OFF, ON	Level 0–150	
	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	Adjusts the output level.	

ModReverb

This reverb generates fluctuating echoes.

	Knob1	Knob2	Knob3
Page01	Depth 0–100	Decay 1–30	Mix 0–100
	Sets the depth of the modulation.	Adjusts the duration of the reverb.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	Rate 1–50	Tone 0–10	PreD 1–100
	Sets the speed of the modulation.	Adjusts the tone.	Adjusts the delay between input of the original sound and start of the reverb sound.
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.	

SlapBack

This reverb creates a repeating echo effect.

	Knob1	Knob2	Knob3
Page01	Time 1–1000 ♪	Decay 1–30	Mix 0–100
	Sets the delay time.	Sets the duration of the reverberations.	Adjusts the amount of effected sound that is mixed with the original sound.
Page02	F.B 0–100	Tone 0–10	DRBal 0–100
	Adjusts the feedback amount.	Adjusts the tone.	Sets the ratio of delay and reverb.
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.	

■Table 1 CAB Parameter

Type	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.

Sound Laboratory ZOOM®

MULTISTOMP® MS-60B for Bass

MS-60B Patch Memory List

	No.	NAME	COMMENT	
STOMP	1	Mark+	With 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	This is a beautiful mellow sound that blends harmony a fourth above with plate reverb.	
ARTIST	22	WRATH	Heavy overdriven sound.	Frank Bello
	23	FREAK	Great for chords and sustaining harmonics.	
	24	HINTOPHIL	Tribute to Phil Lynott - Thin Lizzy Bass Sound.	
	25	TimeTravel	It's supported by...it 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.	Phil Buckman
	29	PB Fuzz	A wicked fuzz, with just a hint of flanger, to really set it apart.	
	30	PB OlSkool	I love this patch for playing Motown or country. PLENTY of low end, vintage-y tone!	

*Patches 31-50 are empty by default.

Z2I-1694-01