Sound Laboratory

ZOOM

MULTISTOMP
MS-50G for Guitar

OPERATION MANUAL

Thank you very much for purchasing the ZOOM **MS-50G**.
Please read this manual carefully to learn about all the functions of
the **MS-50G** so that you will be able to use it fully for a long time.
Keep this manual in a convenient place for reference when necessary.

If the MS-50G is not used for 10 hours, it will turn off automatically by default.

If you want the power to stay ON all the time, please see "4 To set the Power Management function" on page 19 and set the value to OFF.

*A printed list of effect parameters is not included with the **MS-50G**.
Please download a copy from the ZOOM website. → http://www.zoom.co.jp/downloads/

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Contents

Terms used in this manual

Patch memory

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

Effect unit

The **MS-50G** can use between 1 and 6 effects at a time and you can change the number used as you like. Each one of these is called an "effect unit".

SAFETY PRECAUTIONS

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

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

Other symbols

| ❗ | Required (mandatory) actions |
| 🚫 | Prohibited actions |

⚠️ Warning

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

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

Alterations
🚫 Never open the case or attempt to modify the product.

⚠️ Precautions

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

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

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

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

Connecting cables with INPUT and OUTPUT jacks
❗ Always turn the power OFF for all equipment before connecting any cables.

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

Usage Precautions

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

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

DC9V AC adapter jack
To power the unit from an outlet, connect an AD-16 adapter here (→P6).

USB connector
Use to connect to a computer and update firmware (→P23).

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

INPUT jack
Connect a guitar.

Display
Shows the currently selected effect and various other screens (→P7).

ON/OFF indicator
Lights when the current effect is ON.
Does not light when the effect is OFF (→P8).
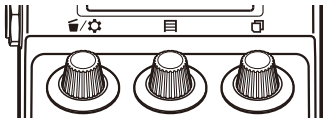
Parameter knobs
(→P5)

Cursor keys
(→P5)

Footswitch
Turns the effect shown on the display ON and OFF (→P8).
Press and hold for 1 second to open the Tuner or Tap Tempo (→P14, 16).

ZOOM

MULTISTOMP
MS-50G for Guitar
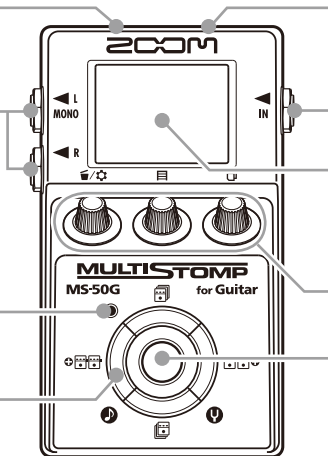
■ Parameter knobs

From the left

Parameter knob 1 [🗑/⚙]

Turn left and right to adjust the parameter.

Press to open the MENU where you can remove and rearrange effects and make various settings (→P12, 18). You can also check the firmware version (→P22).

Parameter knob 2 [🗐]

Turn left and right to adjust the parameter.

Press to open the MEMORY screen where you can select and save patch memories, and change patch memories using the footswitch (→P10, 11).

Parameter knob 3 [🗇]

Turn left and right to adjust the parameter.

Press to change the parameter page (→P9).

■ Cursor keys
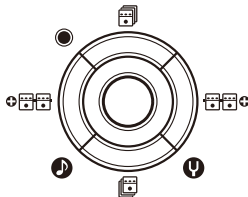
Up and down cursor keys [🗐/🗐]

Press to change the effect type.

Press and hold for 1 second to select the effect category (→P8).

Left and right cursor keys [⊕🔲🔲/🔲🔲⊕]

Press to show the effect to the left or right.

Press and hold for 1 second to add a new effect left or right of the current effect (→P12).

1 | To turn the power ON

1. Lower the amplifier's volume all the way.

2. Power the unit with batteries or an adapter.

   \<When using batteries\>
   Open the cover on the bottom of the unit and insert batteries in the compartment.
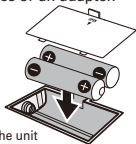
   Bottom of the unit

   \<When using an adapter\>
   Connect an AD-16 adapter.

3. Plug a guitar cable into the INPUT jack.
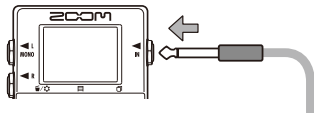
   HINT
   - When using batteries, the power will turn on when the cable is connected to the INPUT jack.

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

2 | Display information

■The Home Screen shows the current effect

Virtual knob

Graphic for selected effect

Shows other effects are in this direction.
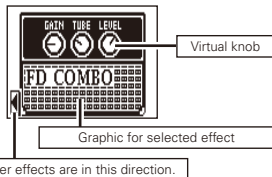
HINT

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

■ Edit Screen shows parameter being edited

Effect type

Page tabs

Parameter names

Parameter values
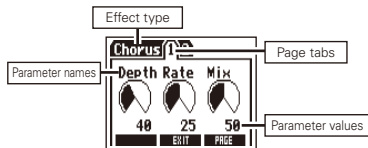
HINT

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

Confirm that the Home Screen is shown.

1 | To turn an effect ON and OFF

Press

OFF | ON
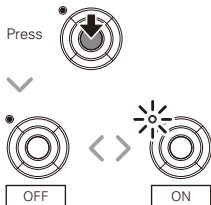
NOTE

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

2 | To select an effect type

Press either

HINT

- Press and hold to select the effect category.
  See step 2 of "To add an effect" . (See page 12.)

3 | To adjust parameters

Turn

Chorus 1 2
Depth Rate Mix

40   25   50

4 | To change the page

Press

The next page opens.

Chorus 1 2

Tone Level

7 100

EXIT PAGE

Effect processing limit

The **MS-50G** allows you to combine 6 effects as you like. However, if you combine effect types that require great amounts of processing power (amp models, for example), the available processing capacity might not be enough. If the processing required for an effect exceeds the available capacity, the effect is bypassed and a "DSP Full!" message appears. This can be avoided by changing 1 or more of the effect types or setting them to THRU.

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

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

Confirm that the Home Screen is shown.

1 | To select a patch memory

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

1. Open the MEMORY list.

   Press

   MEMORY
   01:160Comp
   02:RackCmp
   03:CHORUS
   04:Flanger
   STORE   EXIT   A/B

2. Select a patch memory.
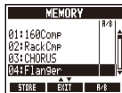
   Turn

2 | To save a patch memory with a new name

1. Open the MEMORY list.

   Press

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

   Turn

   Press

   MEMORY
   01:160Comp
   02:RackCmp
   04:Flanger
   STORE   EXIT   A/B
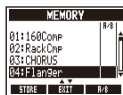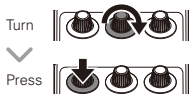
3. Change the name and select where to save the patch memory.

   MEMORY STORE
   Flanger
   Store to
   03:CHORUS
   ENTER   EXIT   CHAR

   • Turn to move the cursor :

   • Turn to change the character :

   • Press to change the type of character/symbol :

   • Turn to select where to save the patch memory :
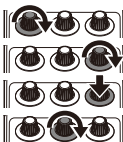
4. Save the patch memory with the new name.

   Press

Confirm that the Home Screen is shown.

---

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

1. Open the MEMORY list.

Press

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

Turn

```
MEMORY                A/B
01:160Comp
02:RackCmp
03:CHORUS
04:Flanger
STORE    EXIT    A/B
```

3. Add or remove it.

Press

```
MEMORY                A/B
01:160Comp
02:RackCmp
03:CHORUS
04:Flanger            A
STORE    EXIT    A/B
```
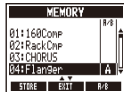
HINT

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

---

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

1. Open the MEMORY list.

Press

2. Change the patch memory.

Press

HINT

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

```
MEMORY                A/B
01:160Comp            B
02:RackCmp            C
03:CHORUS
04:Flanger            A
STORE    EXIT    A/B
```

   [04:Flanger]
   [01:160Comp]
   [02:RackCmp]
   [04:Flanger]
↓ [01:160Comp] …

Confirm that the Home Screen is shown.

1 | To add an effect

1. Open the ADD EFFECT UNIT screen.

   Press and
   hold either for 1 second

2. Select the effect category.

   Press any

   Press

   ```
   ADD EFFECT UNIT
   DYN/   OD/    AMP
   FLTR   DIST
   MOD/   DLY/   EXIT
   SFX    REV
   ```

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

2 | To remove an effect

1. Open the MENU.

   Press

2. Select DELETE EFFECT UNIT.

   Turn

   Press
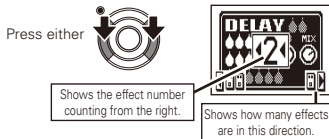
   ```
   MENU
   DELETE EFFECT UNIT
   EFFECT CHAIN
   SETTINGS
   VERSION
   ENTER   EXIT
   ```

3. Select YES.

   Turn

   Press

   ```
   DELETE EFFECT UNIT
   DELETE Comp
   Are you sure?
   YES
   NO
   ENTER   EXIT
   ```

3 | To scroll through the effects shown

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

Press either

Shows the effect number counting from the right.

Shows how many effects are in this direction.

4 | To change the order of effects

1. Open the MENU.

Press

2. Select EFFECT CHAIN.

Turn
(Select)

Press

MENU
DELETE EFFECT UNIT
EFFECT CHAIN
SETTINGS
VERSION
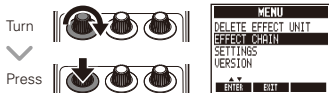
3. Select the effect to move and "lift" it.

Turn
(Select)

Press
(Lift)

EFFECT CHAIN
Room Choru OverD
       s   rive
LIFT UP   EXIT
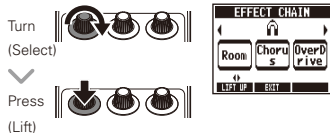
HINT

• Effects that are OFF appear gray.

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

Turn
(Select)

Press
(Drop)

EFFECT CHAIN
       Choru
        s
OverD
rive
LIFT DOWN   EXIT
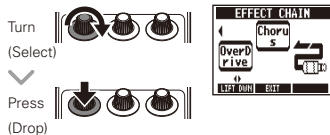
5. To complete these procedures

Press

1 | To activate the Tuner

Press and hold for 1 second
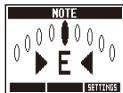
NOTE

• A setting must be changed to make pressing and holding the footswitch activate Tap Tempo. (See page 18.)

2 | To end tuning

Press

3 | To change the tuner's standard pitch

Confirm that the Tuner Screen is open.

Press

Turn

TUNER SETTINGS
CALIB   TYPE
440Hz HRO-
        ATIC
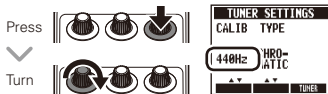
4 | To select the tuner type

Confirm that the Tuner Screen is open.

Press

Turn

TUNER SETTINGS
CALIB TYPE FLAT
440Hz GUITAR ×0
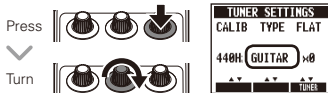
CHROMATIC

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

Other tuner types

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

Please see the table at the end of this manual for the types that can be selected. (See page 18.)

5 | To use a drop tuning

Confirm that the Tuner Screen is open.
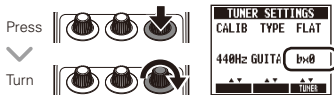
NOTE

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

6 | To tune a guitar

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

■ Chromatic tuner

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

| Flat | Correct pitch | Sharp |

■ Other tuners

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

| Flat | Correct pitch | Sharp |

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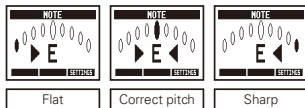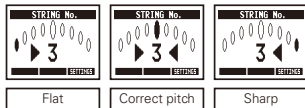
The tempo can be set by tapping the footswitch or a knob.

1 | To set the tempo by tapping the footswitch

NOTE

• By default, **when pressed and held, the footswitch is set to activate the Tuner.** To tap the tempo with the footswitch, the setting must be changed so that it activates Tap Tempo when pressed and held. (See page 18.)

1. Open the Tap Tempo Screen.

Press and hold for 1 second

DELAY
TIME F.B MIX
TEMPO 120

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

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

3. Complete the setting.

Press and hold for 1 second

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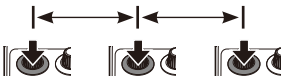
• If you press the footswitch when the effect is ON, the ON/OFF indicator becomes unlit and the effect turns OFF for 1 second.

2 | To tap tempo by hand

1. Open an effect that can be synchronized to the tempo on the Home Screen. (See page 8, 24.)

2. Open the parameter editing screen.

Press

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

Press

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

Delay 1 2 3
Time F.B Mix
TEMPO 120
TAP   EXIT   FREE

NOTE

• Tempo settings are saved separately for each patch memory.

1 | To change various settings

1. Open the MENU.

Press

2. Select SETTINGS.

Turn

Press

```
MENU
DELETE EFFECT UNIT
EFFECT CHAIN
SETTINGS
VERSION
ENTER    EXIT
```
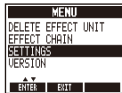
NOTE

• These settings are shared by all patch memories.

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

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

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

Turn

Press

```
SETTINGS
HOLD FOR TUNER/TAP
BYPASS/MUTE TUNER
POWER MANAGEMENT
AUTO SAVE
ENTER    EXIT
```

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

Turn

Press

```
HOLD FOR TUNER/TAP
TUNER
TAP TEMPO
▲▼    EXIT
```

HINT

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

3 | To set the tuner mode

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

Turn ∨

Press

```
          SETTINGS
 ⊘ HOLD FOR TUNER/TAP
 ⅱ BYPASS/MUTE TUNER
 ⊘ POWER MANAGEMENT
 ≙ AUTO SAVE
     ENTER     EXIT
```
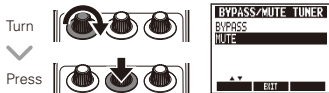
2. Set the tuner mode

Turn ∨

Press

```
   BYPASS/MUTE TUNER
 BYPASS
 MUTE

      ▲▼
           EXIT
```

HINT

- BYPASS: The effects are bypassed when the tuner is being used.

- MUTE: The output is muted when the tuner is being used.

4 | To set the Power Management function

1. Select POWER MANAGEMENT from the SETTINGS menu.

Turn ∨

Press

```
          SETTINGS
 ⊘ HOLD FOR TUNER/TAP
 ⅱ BYPASS/MUTE TUNER
 ⊘ POWER MANAGEMENT
 ≙ AUTO SAVE
     ENTER     EXIT
```

2. Set the Power Management function.

Turn ∨

Press

```
   POWER MANAGEMENT
 OFF
 ON

      ▲▼
           EXIT
```

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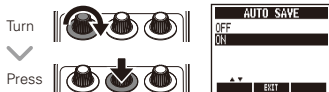
- ON (default): The Power Management function is enabled. If left unused for 10 hours, it turns off automatically.

- OFF: The Power Management function is disabled.

5 | To set the Auto Save function

1. Select AUTO SAVE from the SETTINGS menu.

Turn

Press

```
          SETTINGS
○ HOLD FOR TUNER/TAP
Ⅱ BYPASS/MUTE TUNER
⊙ POWER MANAGEMENT
⟳ AUTO SAVE
  ▲▼
ENTER    EXIT
```

2. Set the Auto Save function.

Turn

Press
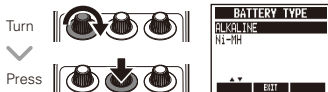
```
   AUTO SAVE
OFF
ON
  ▲▼
       EXIT
```

HINT

- ON (default): Changes to presets are automatically saved.

- OFF: Changes to presets are not saved until they are saved manually. (See page 10.)

6 | To select the battery type

1. Select BATTERY TYPE from the SETTINGS menu.

Turn

Press

```
          SETTINGS
Ⅱ BYPASS/MUTE TUNER
⊙ POWER MANAGEMENT
⟳ AUTO SAVE
▯ BATTERY TYPE
  ▲▼
ENTER    EXIT
```

2. Set the type of batteries used.

Turn

Press

```
  BATTERY TYPE
ALKALINE
Ni-MH
  ▲▼
       EXIT
```

HINT

- You can confirm the remaining battery charge on the MENU.

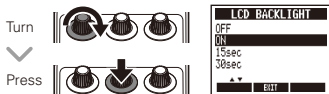- "Low Battery!" appears when the batteries need to be changed.

```
        MENU        ▭
DELETE EFFECT UNIT
EFFECT CHAIN
SETTINGS
VERSION
  ▲▼
ENTER    EXIT
```

7 | To set the amount of time until the backlight dims

1. Select LCD BACKLIGHT from the SETTINGS menu.

Turn

Press

```
        SETTINGS
  AUTO SAVE
  BATTERY TYPE
  LCD BACKLIGHT
  LCD CONTRAST
 ▲▼
ENTER   EXIT
```

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

Turn

Press

```
    LCD BACKLIGHT
 OFF
 ON
 15sec
 30sec
 ▲▼
      EXIT
```

8 | To adjust the display contrast

1. Select LCD CONTRAST from the SETTINGS menu.

Turn

Press

```
        SETTINGS
  AUTO SAVE
  BATTERY TYPE
  LCD BACKLIGHT
  LCD CONTRAST
 ▲▼
ENTER   EXIT
```

2. Adjust the display contrast.

Turn

Press

```
    LCD CONTRAST
        5
 ▲▼
      EXIT
```
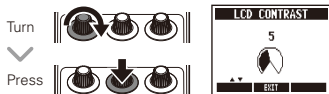
9 | To view the firmware versions

1. Open the MENU.

Press

2. Select VERSION.

Turn

∨

Press

∨

```
MENU
DELETE EFFECT UNIT
EFFECT CHAIN
SETTINGS
VERSION
  ▲▼
ENTER    EXIT
```

The firmware version is
shown.

```
VERSION

SYSTEM  : 1.00
PRESET  : 1.00
BOOT    : 1.00

        EXIT
```

HINT

- Check the ZOOM website (http://www.zoom.co.jp)
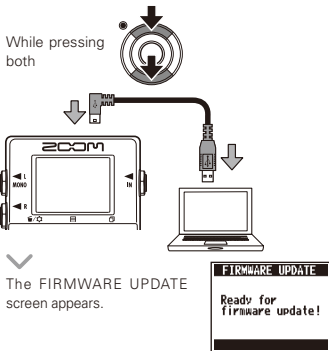 for the latest firmware versions.

1 To update the firmware

1. While pressing both the up and down cursor keys, use a USB cable to connect the USB connector to the computer.

While pressing both

The FIRMWARE UPDATE screen appears.

FIRMWARE UPDATE

Ready for firmware update!

2. Launch the firmware update application on your computer, and execute the update.

NOTE
• Do not disconnect the USB cable while the firmware is being updated.

HINT
• See the ZOOM website for instructions about how to use the application.

3. Confirm that the firmware has been updated.

When the **MS-50G** has finished updating, "Complete!" appears on the display.

Disconnect the USB cable.

HINT
• Updating the firmware will not erase saved patch memories.

Category	Effect type	Effect explanation	Tempo sync.
DYN/ FLTR	Comp	This compressor in the style of the MXR Dyna Comp.	
	RackComp	This compressor allows more detailed adjustment than Comp.	
	SlowATTCK	This effect slows the attack of each note, resulting in a violin-like performance.	
	ZNR	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.	
	LineSel	Sound input into the LineSel effect is sent directly to the OUTPUT jacks when OFF and to the next effect in order when ON.	
	GraphicEQ	This unit has a 6-band equalizer.	
	ParaEQ	This is a 2-band parametric equalizer.	

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

Category	Effect type	Effect explanation	Tempo sync.
OD/DIST	T Scream	Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.	
	Dist+	Simulation of the MXR distortion+ effect that made distortion popular worldwide.	
	Dist 1	Simulation of the BOSS DS-1 distortion pedal, which has been a long-seller.	
	Squeak	Simulation of the popular Pro Co Rat famous for its edgy distortion sound.	
	GreatMuff	Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.	
	MetalWRLD	Simulation of the BOSS Metal Zone, which is characterized by long sustain and a powerful lower midrange.	

Category	Effect type	Effect explanation	Tempo sync.
OD/DIST	HotBox	Simulation of the compact Matchless Hotbox pre-amplifier with a built-in tube.	
	Z Clean	ZOOM original unadorned clean sound.	
	ExtremeDS	This distortion effect boasts the highest gain in the world.	
	Aco.Sim	This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.	
AMP	FD COMBO	Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.	
	DELUXE-R	This models the sound of a Fender Deluxe Reverb made in 1965.	
	US BLUES	Crunch sound of a Fender Tweed Bassman.	

Category	Effect type	Effect explanation	Tempo sync.
AMP	VX JMI	This simulates the sound of an early model of a class-A British combo amp.	
	TW ROCK	This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.	
	MS 1959	This models the sound of a Marshall 1959 Plexi made in 1969.	
	DZ DRIVE	The 3-channel high gain sound of a Diezel Herbert, which is a handmade German guitar amplifier that allows control of three independent channels.	
	ALIEN	This simulates the high-gain sound of the Engl Invader, which features a powerful lowend.	
MOD/ SFX	Tremolo	This effect varies the volume at a regular rate.	♪

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	Phaser	This effect adds a phasing variation to the sound.	♪
	TheVibe	This vibe sound features unique undulations.	
	Chorus	This effect mixes a shifted pitch with the original sound to add movement and thickness.	
	Detune	By mixing an effect sound that is slightly pitch-shifted with the original sound, this effect type has a chorus effect without much sense of modulation.	
	StereoCho	This is a stereo chorus with a clear tone.	
	SuperCho	This models the sound of a BOSS CH-1 SUPER CHORUS.	
	Flanger	This is a jet sound like an ADA flanger.	♪

Category	Effect type	Effect explanation	Tempo sync.
MOD/ SFX	Vibrato	This effect automatically adds vibrato.	♪
	Octave	This effect adds sound 1 octave and 2 octaves below the original sound.	
	PitchSHFT	This effect shifts the pitch up or down.	
	MonoPitch	This is a pitch shifter with little sound variance for monophonic (single note) playing.	
	HPS	This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.	
DLY/REV	Delay	This long delay has a maximum length of 4000 ms.	♪
	TapeEcho	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.	♪

Category	Effect type	Effect explanation	Tempo sync.
DLY/REV	ModDelay	This delay effect allows the use of modulation.	♪
	AnalogDly	This analog delay simulation has a long delay with a maximum length of 4000 ms.	♪
	ReverseDL	This reverse delay is a long delay with a maximum length of 2000 ms.	♪
	StompDly	By turning the feedback up on this stomp-style delay, you can make it self-oscillate.	♪
	HD Hall	This is a dense hall reverb.	
	Hall	This reverb effect simulates the acoustics of a concert hall.	
	Room	This reverb effect simulates the acoustics of a room.	
	Spring	This reverb effect simulates a spring reverb.	

1 | To execute the All Initialize function

The All Initialize function restores all the factory default settings.

NOTE

• Executing the All Initialize function will restore all the settings of the **MS-50G**, including its patch memories, to factory defaults. Do not use this function unless you are certain that you want to do this.

1. While pressing and holding

turn the power ON.

The All INITIALIZE screen appears.

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ALL INITIALIZE

Are you sure?

YES : FOOT SW
NO  : ANY KEY
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2. Press the footswitch to execute it.

Press

The unit will not turn ON

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

No sound or very low volume

- Check the connections (→P6).
- Adjust the levels of the effects being used (→P8).
- Confirm that unit is not in mute mode (→P19).

There is a lot of noise

- Check shielded cables for defects.
- Use only a genuine ZOOM AC adapter (→P6).

An effect is not working

- If the effect processing capacity is exceeded, "DSP Full!" appears on the effect graphic. In this case, the effect is bypassed (→P9).

Batteries lose their charge quickly

- Confirm that you are not using manganese batteries. Alkaline batteries should provide about 7 hours of continuous operation.
- Check the battery setting (→P6). Set the type of battery being used to enable the remaining charge to be shown more accurately (→P20).
- Due to the characteristics of the batteries, they might be used more quickly in cold.

Troubleshooting

Effect types	55 types
Maximum number of simultaneous effects	6
Number of patch memories	50
Sampling frequency	44.1kHz
A/D conversion	24-bit with 128x oversampling
D/A conversion	24-bit with 128x oversampling
Signal processing	32-bit floating point & 32-bit fixed point
Frequency characteristics	20-20kHz (+1dB/−3dB) (10kΩ load)
Display	LCD
Input	Standard monaural phone jack Rated input level: −20dBm, Input impedance 1MΩ
Output	Standard monaural phone jack x 2 Maximum output level: Line +5dBm (with output load impedance of 10 kΩ or more)
Power	AC adapter DC9V (center minus plug), 500 mA (ZOOM AD-16) Batteries About 7 hours of continuous operation using 2 AA alkaline batteries USB
Dimensions	130.3mm(D) x 77.5mm(W) x 58.5mm(H)
USB	Firmware update
Weight	350g

・0dBm＝0.775Vrms

■Tuner Types

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

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