






























22 AMP MODELS











	<p>FD COMBO Modeled sound of a Fender Twin Reverb ('65), which is loved by guitarists in various genres.</p>		<p>DELUXE-R This models the sound of a Fender Deluxe Reverb made in 1965.</p>
	<p>FD VIBRO Modeled sound of a '63 Fender Vibroverb.</p>		<p>US BLUES Crunch sound of a Fender Tweed Bassman.</p>
	<p>VX COMBO Modeled sound of a British combo amplifier representing the 1960s Liverpool sound.</p>		<p>VX JMI This simulates the sound of an early model of a class-A British combo amp.</p>
	<p>BG CRUNCH Crunch sound of a Mesa Boogie MkIII combo amp.</p>		<p>MATCH 30 Modeled sound of a DC-30 (channel 1), the Matchless flagship combo amp.</p>
	<p>CAR DRIVE This models the sound of a Carr Mercury high-end small combo amp.</p>		<p>TW ROCK This crunch sound uses the drive channel of a Two Rock Emerald 50, an American boutique amplifier.</p>
	<p>TONE CITY This models the sound of a Sound City 50 Plus Mark 2, a legendary British amplifier.</p>		<p>HW STACK Modeled sound of the legendary Hiwatt Custom 100 all-tube amplifier from the UK.</p>
	<p>TANGERINE This models the Orange Graphic 120 with its unique design and sound.</p>		<p>B-BREAKER This models the sound of a Marshall 1962 Bluesbreaker combo amp.</p>
	<p>MS CRUNCH The crunch sound of the Marshall 1959 that has given birth to many legends.</p>		<p>MS 1959 This models the sound of a Marshall 1959 Plexi made in 1969.</p>
	<p>MS DRIVE The high gain sound of a JCM2000 Marshall stack amp.</p>		<p>BGN DRIVE This simulates the lead sound from channel 3 of a Bogner Ecstasy.</p>
	<p>BG DRIVE The high gain sound of the Mesa Boogie Dual Rectifier red channel (Vintage mode).</p>		<p>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.</p>
	<p>ALIEN This simulates the high-gain sound of the Engl Invader, which features a powerful low-end.</p>		<p>REVO-1 This simulates the high-gain sound of a Krank Revolution 1 Plus.</p>

94 STOMPBOX EFFECTS






















DYNAMICS

	<p>Comp This compressor in the style of the MXR Dyna Comp.</p>	 <p>RackComp This compressor allows more detailed adjustment than COMP.</p>
	<p>M Comp This compressor provides a more natural sound.</p>	 <p>SlowATTCK This effect slows the attack of each note, resulting in a violin-like performance.</p>
	<p>ZNR ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.</p>	 <p>NoiseGate This is a noise gate that cuts the sound during playing pauses.</p>
	<p>DirtyGate This vintage style gate features a characteristic way of closing.</p>	

FILTER/EQ

	<p>GraphicEQ This unit has a six band equalizer.</p>	 <p>ParaEQ This is a 2-band parametric equalizer.</p>
	<p>CombFLTR This effect uses the comb filter that results from fixing the modulation of the flanger like an equalizer.</p>	 <p>AutoWah This effect varies wah in accordance with picking intensity.</p>
	<p>Resonance This effect varies the resonance filter frequency according to picking intensity.</p>	 <p>Cry This effect varies the sound like a talking modulator.</p>
	<p>M-Filter This envelope filter has the flavor of a MOOG MF-101 low pass filter and can be set in a wide range.</p>	 <p>Step This special effect gives the sound a stepped quality.</p>
	<p>SeqFLTR The sequence filter has the flavor of a Z.Vex Seek-Wah.</p>	 <p>RndmFLTR This filter effect changes character randomly.</p>

DRIVE

	<p>Booster The booster increases signal gain to make the sound more powerful.</p>		<p>OverDrive Simulation of the Boss OD-1, the compact effect box that was the first to take the "overdrive" title.</p>
	<p>T Scream Simulation of the Ibanez TS808, which is loved by many guitarists as a booster and has inspired numerous clones.</p>		<p>Governor Simulation of the Guv'nor distortion effect from Marshall.</p>
	<p>Dist + Simulation of the MXR distortion+ effect that made distortion popular worldwide.</p>		<p>Dist 1 Simulation of the Boss DS-1 distortion pedal, which has been a long-seller.</p>
	<p>Squeak Simulation of the popular Pro Co Rat famous for its edgy distortion sound.</p>		<p>FuzzSmile Simulation of the Fuzz Face, which has made rock history with its humorous panel design and smashing sound.</p>
	<p>GreatMuf Simulation of the Electro-Harmonix Big Muff, which is loved by famous artists around the world for its fat, sweet fuzz sound.</p>		<p>MetalWRLD Simulation of the Boss Metal Zone, which is characterized by long sustain and a powerful lower midrange.</p>
	<p>HotBox Simulation of the compact Matchless Hotbox pre-amplifier with a built-in tube.</p>		<p>Z Clean ZOOM original unadorned clean sound.</p>
	<p>Z MP1 An original sound created by merging characteristics of an ADA MP1 and a MARSHALL JCM800.</p>		<p>Z Bottom A high gain sound that emphasizes low and middle frequencies.</p>
	<p>Z Dream A high gain sound for lead playing based on the Mesa Boogie Road King Series II Lead channel.</p>		<p>Z Scream An original high gain sound balanced from low to high frequencies.</p>
	<p>Z Neos A crunch sound modeled on a modified British class A combo amplifier.</p>		<p>Z Wild A high gain sound with even more overdrive boost.</p>
	<p>Lead Lead a bright and smooth distortion sound.</p>		<p>ExtremeDS This distortion effect boasts the highest gain in the world.</p>
	<p>Aco.Sim This effect changes the tone of an electric guitar to make it sound like an acoustic guitar.</p>		

DELAY



Delay

This long delay has a maximum length of 2500 ms.



TapeEcho

This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.



ModDelay

This delay effect allows the use of modulation.



AnalogDly

This analog delay simulation has a long delay with a maximum length of 2500 ms.



ReverseDL

This reverse delay is a long delay with a maximum length of 1250 ms.



MultiTapD

This effect produces several delay sounds with different delay times.



DynaDelay

This dynamic delay adjusts the volume of the effect sound according to the input signal level.



FilterDly

This effect filters a delayed sound.



PitchDly

This effect applies pitch shift to a delayed sound.



StereoDly

This stereo delay allows the left and right delay times to be set separately.



PhaseDly

This effect applies a phaser to a delayed sound.











TrgHldDly

This delay samples and holds using picking as the trigger.

MODULATION

	<p>Tremolo This effect varies the volume at a regular rate.</p>		<p>Slicer This effect creates a rhythmical sound by continuously slicing the input.</p>
	<p>Phaser This effect adds a phasing variation to the sound.</p>		<p>DuoPhase This effect combines two phasers.</p>
	<p>WarpPhase This phaser has a one way effect.</p>		<p>Chorus This effect mixes a shifted pitch with the original sound to add movement and thickness.</p>
	<p>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.</p>		<p>VintageCE This is a simulation of the BOSS CE-1.</p>
	<p>StereoCho This is a stereo chorus with a clear tone.</p>		<p>Ensemble This is a chorus ensemble that features three-dimensional movement.</p>
	<p>VinFLNGR This analog flanger sound is similar to an MXR M-117R.</p>		<p>Flanger This is a jet sound like an ADA flanger.</p>
	<p>DynaFLNGR The volume of the effect sound changes according to the input signal level with this dynamic flanger.</p>		<p>Vibrato This effect automatically adds vibrato.</p>
	<p>Octave This effect adds sound one octave and two octaves below the original sound.</p>		<p>PitchSHFT This effect shifts the pitch up or down.</p>
	<p>MonoPitch This is a pitch shifter with little sound variance for monophonic (single note) playing.</p>		<p>HPS This intelligent pitch shifter outputs the effect sound with the pitch shifted according to scale and key settings.</p>
	<p>BendCho This effect provides pitch bending that uses the input signal as trigger and processes each note separately.</p>		<p>RingMod This effect produces a metallic ringing sound. Adjusting the "Freq" parameter results in a drastic change of sound character.</p>





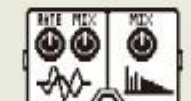

REVERB

 <p>HD Reverb This is a high-definition reverb.</p>	 <p>Hall This reverb effect simulates the acoustics of a concert hall.</p>
 <p>Room This reverb effect simulates the acoustics of a room.</p>	 <p>TiledRoom This reverb effect simulates the acoustics of a tiled room.</p>
 <p>Spring This reverb effect simulates a spring reverb.</p>	 <p>Arena This reverb effect simulates the acoustics of a large enclosure such as a sports arena.</p>
 <p>EarlyRef This effect reproduces only the early reflections of reverb.</p>	 <p>Air This effect reproduces the ambience of a room, to create spatial depth.</p>

SFX

 <p>bitcrush This effect creates a lo-fi sound.</p>	 <p>Bomber This effect produces an explosive sound when picking.</p>
 <p>MonoSynth This effect produces the sound of a monophonic (single-note playing) guitar synthesizer that detects the pitch of the input signal.</p>	 <p>Z-Organ This effect simulates an organ sound.</p>

TWIN FX

 <p>Comp+OD This effect combines compressor and overdrive.</p>	 <p>Comp+Phsr This effect combines compressor and phaser.</p>
 <p>Comp+AWah This effect combines compressor and auto-wah.</p>	 <p>Cho+Dly This effect combines chorus and delay.</p>
 <p>Dly+Rev This effect combines delay and reverb.</p>	 <p>Cho+Rev This effect combines chorus and reverb.</p>
 <p>FLG+VCho This effect combines flanger and vintage chorus.</p>	

PEDAL FX

 <p>PedalVox This simulates a vintage Vox wah pedal.</p>	 <p>PedalCry This simulates a vintage CRYBABY wah pedal.</p>
 <p>PDL Pitch Use an expression pedal to change the pitch in real time with this effect.</p>	 <p>PDL MnPit This is a pitch shifter specially for monophonic sound (single-note playing), which allows the pitch to be shifted in real time with the expression pedal.</p>
 <p>The Vibe This vibe sound features unique undulations.</p>	

* Manufacturer names and product names are trademarks or registered trademarks of their respective owners. The names are used only to illustrate sonic characteristics and do not indicate any affiliation with the Zoom Corporation.