

MS-70CDR+

MULTISTOMP



Quick Tour

Software and documents related to this product can be viewed on the following website.



zoomcorp.com/help/ms-70cdrplus

You must read the Usage and Safety Precautions before use.

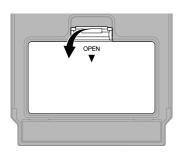
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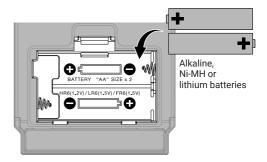
Copying or reprinting this manual in part or in whole without permission is prohibited.

You might need this manual in the future. Always keep it in a place where you can access it easily.

The contents of this manual and the specifications of the product could be changed without notice.

Installing batteries





A dedicated AC adapter (ZOOM AD-16) or a commercially-available portable USB battery can also be used.

AC adapter (ZOOM AD-16)

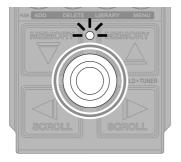
Portable USB battery

Portable USB battery

Connecting equipment and turning the power on



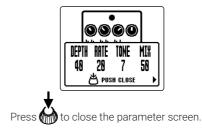
Turning effects on/off

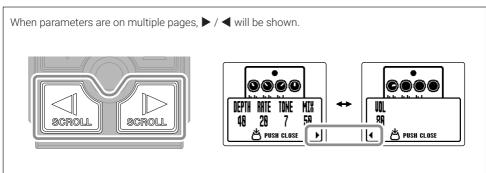




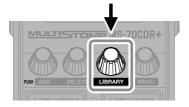
Adjusting effects



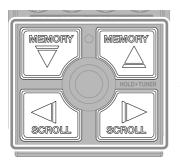




Replacing effects



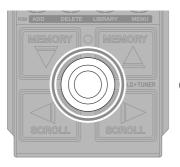




Select

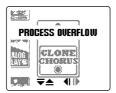


LIBRARY Screen



Confirm

The MS-70CDR+ can combine up to 6 effects, but the message below will appear if the processing power is exceeded. Change one of the effects to end this condition.



Adding effects





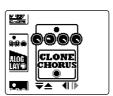


Select





Confirm



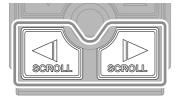
Select an effect from the library and create an original sound.

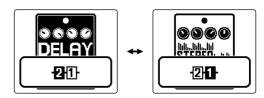
Up to 6 effects can be combined freely using the MS-70CDR+.

The following message will appear when trying to add an effect that would exceed the maximum combination limit. Delete one effect before adding another one.



Changing the effect position shown



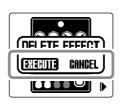


Deleting effects







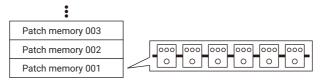


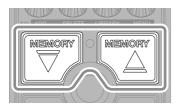




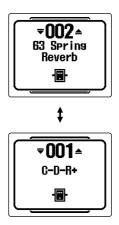
Switching patch memories

Patch memories store effect on/off states and parameter setting values. MS-70CDR+ effects are saved and recalled in units of patch memories. Up to 6 effects can be used in a single patch memory.

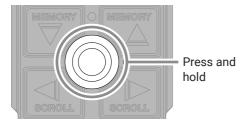


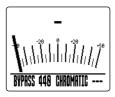


Use these to switch patch memories, enabling performance with various tones.



Using the tuner

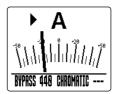




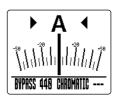
TUNER Screen

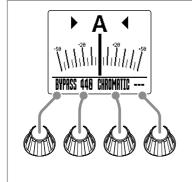
The tuner cannot be used when the selected effect has a special function assigned, for example, effects that are on only while the footswitch is being pressed.

- Play an open string and adjust its pitch to tune it
- The nearest note name and pitch detuning will be shown.



• ► will appear when the pitch is in tune.





| | Output sound | BYPASS / MUTE |
|--|----------------|---|
| | Standard pitch | 430 Hz - 450 Hz |
| | Tuner type | The desired tuner type can be selected. |
| | | All strings can be tuned flat from |

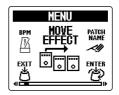
an ordinary tuning by 1 (\flat 1), 2 (\flat 2) or 3 (\flat 3) semitones.

Use to change tuner settings.

Flat tuning

Using the MENU





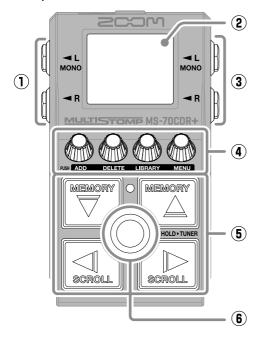
MENU Screen

| BPM BPM | The BPM, which is used for the tempo synchronization of delay time, for example, can be set separately for each patch memory. | LIBRARY SOUND | The output sound on the LIBRARY Screen (when changing effects) can be set to either just the selected effect or the entire patch memory. |
|--------------------------------|---|------------------|--|
| EFFECT | Change the effect order. | USB MIDI CH | Set the channel used to receive USB MIDI. |
| PATCH NAME | Change the patch memory name. | BATTERY Type | Set the type of batteries. |
| REVERT PATCH | This restores a changed patch memory to the state it was in immediately after selection or to its factory default settings. | BACKLIGHT - | Set the backlight brightness. |
| COPY PATCH | Copy a patch memory and save it in a different location. | CONTRAST | Adjust the display contrast. |
| NEW PATCH BBB | Create a new patch memory. | ECO MODE | Turn the ECO mode on/off. |
| ERASE PATCH | Delete a patch memory. | FACTORY RESET | Restore the factory default settings. |
| OUTPUT VOLUME | Adjust the overall volume. | VERSION | Check firmware versions. |
| AUTO SAVE | Turn the automatic saving function on/off. | PELP P | Use a smartphone to scan a 2D code and access detailed documents related to the product. |
| PRE- SELECT | Turn the preselect function on/off. | | |

See the Operation Manual for detailed information about all the functions.

Functions of parts

■ Top



1 Output jacks

Connect a guitar amp or another effect here.

② Display

This shows the selected patch memory and its effects, along with their parameter setting values, and other information.

3 Input jack

Connect a guitar here.

4 Parameter knobs

Use these to adjust effect parameters and make various settings.

⑤ Direction buttons

Use these to select patch memories and effects, for example.

They can be operated by foot.

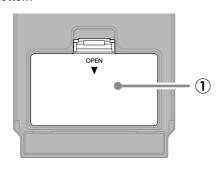
6 Footswitch

Back

This turns the effect on/off.

Press and hold this to switch to the tuner.

■ Bottom



1) DC 9V USE AD-15 ONLY DC 5V DC 5V

1 Battery cover

Open this when installing or removing AA batteries

1 DC 9V AC adapter connector

Connect the dedicated AC adapter (ZOOM AD-16) here.

2 USB (Type-C) port

Use this to connect to a computer or an iOS/iPadOS device. This supports operation on USB bus power.

Troubleshooting

The unit will not power on

- → Check the connections.
- → If using batteries, connect a cable to the INPUT (L/MONO) jack.

There is no sound or output is very quiet

- → Check the connections.
- → Adjust the levels of the effects.
- → Adjust the output volume.
- → Confirm that the tuner output setting is not "MUTE".

There is a lot of noise

- → Confirm that nothing is wrong with the instrument cable.
- → Use a genuine AC adapter (ZOOM AD-16).

An effect cannot be selected

- → If the effect processing power is being exceeded, "PROCESS OVERFLOW" will appear on the display. When "PROCESS OVERFLOW" appears for an effect, it will be bypassed.
- → "MAX EFFECTS. DELETE ONE." will appear on the display when trying to add an effect that would exceed the maximum combination limit. Delete one effect before adding another one.

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The illustrations and display screens in this document could differ from the actual product.



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