ZOOM

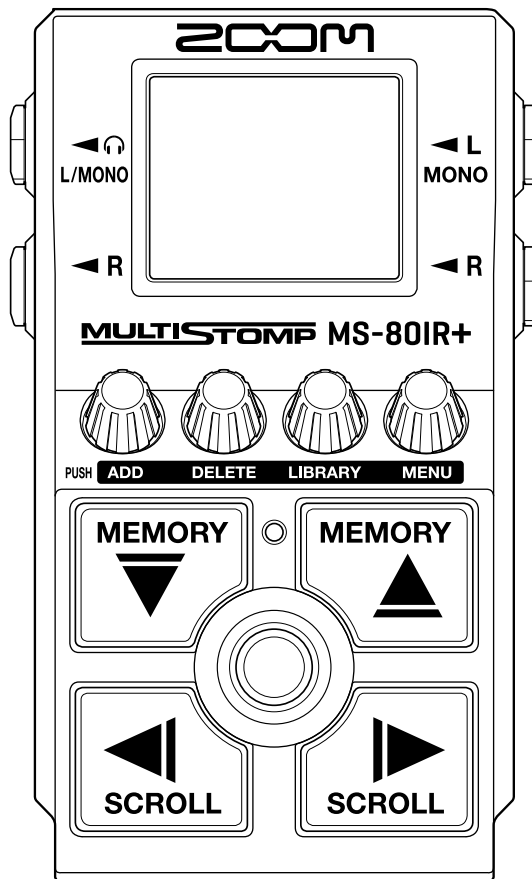# MS-80IR+

MULTISTOMP

Effect Types and Parameters

This document cannot be displayed properly on black-and-white displays.

Effect explanation overview

Effect type	Effect explanation		Parameter range
FD TWIN-R	This models the sound of the Fender '65 Twin Reverb.		
	BRGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF, ON
	GAIN	Adjusts the gain.	10 - 100
	VOL	Adjusts the volume.	10 - 100
	BASS	Adjusts volume of low frequencies.	10 - 100
	MID	Adjusts volume of middle frequencies.	10 - 100
	TREBLE	Adjusts volume of high frequencies.	10 - 100
	DEPTH	Sets the depth of the modulation.	10 - 100
	SPEED	Sets the speed of the modulation.	10 - 100 ♪

Effect Screen   Parameter   Parameter explanation   Tempo synchronization possible icon

Contents

MS 45os	This models the sound of the Marshall JTM 45 Offset.			
	IN1	Adjusts the gain of the input1.	OFF,0 - 100	
	IN2	Adjusts the gain of the input2.	OFF,0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
MS 1959	This models the sound of the Marshall 1959 SUPER LEAD 100.			
	IN1	Adjusts the gain of the input1.	OFF,0 - 100	
	IN2	Adjusts the gain of the input2.	OFF,0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
MS 800	This models the sound of the Marshall JCM800 2203.			
	INPUT	Adjusts the input gain.	LO, HI	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	
FD B-MAN	This models the sound of the Fender '59 Bassman.			
	INPUT	Selects the input channel.	NORMAL, BRIGHT	
	GAIN	Adjusts the gain.	10 - 120	
	VOL	Adjusts the volume.	10 - 120	
	BASS	Adjusts volume of low frequencies.	10 - 120	
	MID	Adjusts volume of middle frequencies.	10 - 120	
	TREBLE	Adjusts volume of high frequencies.	10 - 120	
	PRESENCE	Adjusts volume of super-high frequencies.	10 - 120	
FD TWIN-R	This models the sound of the Fender '65 Twin Reverb.			
	BRGHT	Sets the high frequency response. The effect is noticeable at lower gain settings.	OFF, ON	
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	MID	Adjusts volume of middle frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	DEPTH	Sets the depth of the modulation.	10 - 100	
	SPEED	Sets the speed of the modulation.	10 - 100	♪

FD DELUXE-R	This models the sound of the Fender '65 Deluxe Reverb.			
	INPUT	Selects the input channel.	NORMAL, VIBRATO	
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	DEPTH	Sets the depth of the modulation.	10 - 100	
	SPEED	Sets the speed of the modulation.	10 - 100	♪

FD MASTER	This models the sound of the Fender ToneMaster B channel.			
	GAIN	Adjusts the gain.	10 - 100	
	VOL	Adjusts the volume.	10 - 100	
	BASS	Adjusts volume of low frequencies.	10 - 100	
	MID	Adjusts volume of middle frequencies.	10 - 100	
	TREBLE	Adjusts volume of high frequencies.	10 - 100	
	FAT	Sets the sound style.	OFF,ON	

UK 30A	This models the sound of an early class A British combo amp.			
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	TONE CUT	Adjusts the tone.	0 - 100	
	DEPTH	Sets the depth of the modulation.	0 - 100	
	SPEED	Sets the speed of the modulation.	0 - 100	♪

BG MARK1	This models the sound of the Mesa Boogie Mark I combo amp.			
	GAIN1	Adjusts the gain of the first stage.	0 - 100	
	GAIN2	Adjusts the gain of the second stage.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

BG MARK3	This models the sound of the Mesa Boogie Mark III combo amp.			
	GAIN1	Adjusts the gain of the first stage.	0 - 100	
	GAIN2	Adjusts the gain of the second stage.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

RECTI DUAL	This models the sound of the Mesa Boogie Dual Rectifier Orange Channel.			
	MODE	Sets the tone of the character.	VNTG, MDRN	
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

XTACY BLUE	This models the sound of the Bogner Ecstasy Blue channel.		
	STRUCT	Selects the type and gain of the tone.	LO, HI
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
HW 100	This models the sound of the Hiwatt Custom 100.		
	INPUT	Selects the input channel.	NORMAL, BRILL
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
ORG120	This models the sound of the Orange Graphic120.		
	INPUT	Selects the input channel.	LO,HI
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	COLOR	Sets the tone of the effect type.	1 - 6
DZ DRIVE	This models the sound of the Diezel Herbert Channel2.		
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100
	DEEP	Emphasizes low frequencies.	0 - 100
	MIDCUT	Cuts middle frequencies.	0 - 100
MATCH30	This models the sound of the Matchless DC-30.		
	GAIN1	Adjusts the gain of channel1.	OFF, 0 - 100
	BASS1	Adjusts volume of low frequencies in the channel1.	0 - 100
	TRBL1	Adjusts volume of high frequencies in the channel1.	0 - 100
	GAIN2	Adjusts the gain of channel2.	OFF, 0 - 100
	TONE2	Adjusts the tone of channel2.	0 - 5
	CUT	Adjusts the tone.	0 - 100
	VOL	Adjusts the volume.	0 - 100, OFF

KRAMPUS	Combines the solid low range of a modern high gain amplifier with the brightness of an 80's British amplifier.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

REDLOOM	Merges the simple tone of the early days of guitar amps with the rich overtones of a 60's small tube amp. Ideal for playing rhythm.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

VELVET	Provides a smooth character amp that balances the dynamic response between the wound and plain strings, enabling you to play both lead and backing without switching tones.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

MUDDY	Delivers a vintage style amp sound processed with a clear measured tone with natural crunch. Perfect for blues and rock.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

7 HEAVEN	Emphases on the sound for 7 and 8 string guitars by blending the dynamic response with a very tight low end. Expect a very powerful metal sound.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

POLLEX	With extreme drop-tuning, this amp delivers a heavy-metal Djent style of sound. Recommended for slap-playing as well.		
	GAIN	Adjusts the gain.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	BASS	Adjusts volume of low frequencies.	0 - 100	
	MID	Adjusts volume of middle frequencies.	0 - 100	
	TREBLE	Adjusts volume of high frequencies.	0 - 100	
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100	

WHITE CANVAS	With an unassuming clear tone and just the right amount of compression, this original amp model can emphasize the appealing characteristics of connected stump boxes.		
	GAIN	Adjusts the gain.	0 - 100
	VOL	Adjusts the volume.	0 - 100
	BASS	Adjusts volume of low frequencies.	0 - 100
	MID	Adjusts volume of middle frequencies.	0 - 100
	TREBLE	Adjusts volume of high frequencies.	0 - 100
	PRESENCE	Adjusts volume of super-high frequencies.	0 - 100

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WOODY STUDIO	This re-creation of a studio set up for recording can produce calm reverb.			
	AMBIENCE	Adjusts the amount of reverberation that is mixed with the original sound.	10 - 100	
URBAN STUDIO	This re-creation of a studio that features stone walls can produce bright reverb.			
	AMBIENCE	Adjusts the amount of reverberation that is mixed with the original sound.	10 - 100	
LIVE MUSIC CLUB	This re-creation of a live music club with an audience capacity of 1000 can produce deep reverb.			
	AMBIENCE	Adjusts the amount of reverberation that is mixed with the original sound.	10 - 100	
CONCERT HALL	This wooden concert hall re-creation can produce warm reverb.			
	AMBIENCE	Adjusts the amount of reverberation that is mixed with the original sound.	10 - 100	
LARGE CHAPEL	This re-creation of a spacious chapel can produce gorgeous reverb.			
	AMBIENCE	Adjusts the amount of reverberation that is mixed with the original sound.	10 - 100	

■ Impulse response (IR) overview

Impulse responses capture the acoustic characteristics of spaces and quantify them as data. The characteristics of various speaker cabinets can be quantified as data and used for effects by capturing the acoustic characteristics of guitar sounds output from them when recorded by mics. Using this effect, convincing guitar sounds can be re-created without outputting them from speaker cabinets. Use Handy Guitar Lab for MS-80IR+, an iOS/iPadOS app, to load impulse response data that is your own or that you acquired from a third party. The name of the file for the loaded impulse response data will be shown on the effect icon (up to 20 characters).

 A custom IR data collection, which was created in cooperation by ZOOM, Jensen Speakers and Overloud, can be downloaded from the zoom website (zoomcorp.com).

[NOTE]

• Either one IR or one studio ambience can be used in each patch memory.

• When an IR is selected, the cabinet of the amp model will be bypassed.

• Impulse response data in the following format can be loaded.

  Format: WAV

  Sampling frequency: 44.1–192 kHz

IR		Impulse responses capture the acoustic characteristics of spaces and quantify them as data.		
	LO	Adjusts volume of low frequencies.	0 - 100	
JsBB48_1	**HI**	Adjusts volume of high frequencies.	0 - 100	
	BAL	Adjusts the balance between original and effect sounds. When it is set between -100 to -1, the polarity of effect sound is reversed.	-100 - 100	
	VOL	Adjusts the volume.	-60.0 - 6.0	

NOISE GATE	This is a noise gate that cuts the sound during playing pauses.		
	DETCT	Sets control signal detection level.	GTRIN,EFXIN
	DEPTH	Sets the depth of noise reduction.	0 - 100
	THRSH	Adjusts the effect sensitivity.	0 - 100
	DECAY	Adjust the envelope release.	0 - 100

ZOOM NOISE REDUCTION	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.		
	DETCT	Sets control signal detection level.	GTRIN,EFXIN
	DEPTH	Sets the depth of noise reduction.	0 - 100
	THRSH	Adjusts the effect sensitivity.	0 - 100
	DECAY	Adjust the envelope release.	0 - 100

STEREO GUITAR GRAPHIC EQ	This stereo graphic equalizer has 6 bands that suit guitar frequencies.		
	160HZ	Boosts or cuts the low (160 Hz) frequency band.	-12.0 - 12.0
	400HZ	Boosts or cuts the low (400 Hz) frequency band.	-12.0 - 12.0
	800HZ	Boosts or cuts the low (800 Hz) frequency band.	-12.0 - 12.0
	3.2KHZ	Boosts or cuts the low (3.2 kHz) frequency band.	-12.0 - 12.0
	6.4KHZ	Boosts or cuts the low (6.4 kHz) frequency band.	-12.0 - 12.0
	12KHZ	Boosts or cuts the low (12 kHz) frequency band.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100

STEREO GUITAR GRAPHIC EQ7	This stereo graphic equalizer has 7 bands that suit guitar frequencies.		
	100HZ	Adjust to boost or cut 100 Hz.	-12.0 - 12.0
	200HZ	Adjust to boost or cut 200 Hz.	-12.0 - 12.0
	400HZ	Adjust to boost or cut 400 Hz.	-12.0 - 12.0
	800HZ	Adjust to boost or cut 800 Hz.	-12.0 - 12.0
	1.6KHZ	Adjust to boost or cut 1.6k Hz.	-12.0 - 12.0
	3.2KHZ	Adjust to boost or cut 3.2k Hz.	-12.0 - 12.0
	6.4KHZ	Adjust to boost or cut 6.4k Hz.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100

STEREO PARAMETRIC EQ	This is a 1-band parametric equalizer.		
	FREQ	Sets the frequency of the equalizer.	20Hz - 20kHz
	Q	Adjusts equalizer Q.	0.5 - 16.0
	GAIN	Adjusts the gain.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100

STEREO LOW EQ	Designed for low frequencies, this equalizer allows you to select the type.		
	TYPE	Sets filter type.	SHELF, HPF
	FREQ	Sets the frequency of the filter.	20Hz - 640Hz
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to HPF.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100

STEREO HIGH EQ	Designed for high frequencies, this equalizer allows you to select the type.		
	TYPE	Sets filter type.	SHELF,LPF
	FREQ	Sets the frequency of the filter.	500Hz - 20kHz
	GAIN	Adjusts the gain. This setting is disabled when the Type parameter is set to LPF.	-12.0 - 12.0
	VOL	Adjusts the volume.	0 - 100
BPM	The BPM, which is used for tempo synchronization, can be set separately for each patch memory. The tempo can be set by pressing the footswitch repeatedly at a steady pace. The indicator will blink at the set tempo interval.		
	BPM	Sets the tempo.	40 - 250

DELAY	This long delay has a maximum length of 4000 mS.		
	TIME	Sets the delay time.	1 - 599 600 - 4000 ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, ♩	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF,ON	

ANALOG DELAY	This analog delay simulation has a long delay with a maximum length of 4000 mS.		
	TIME	Sets the delay time.	1 - 599 600 - 4000 ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, ♩	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
	P-P	Sets delay output to mono or ping-pong.	MONO,P-P	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF,ON	

TAPE ECHO	This effect simulates a tape echo. Changing the "Time" parameter changes the pitch of the echoes.		
	TIME	Sets the delay time.	1 - 599 600 - 2000 ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, ♩	
	REPEAT	Adjusts the number of repeats.	0 - 100	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	HIDMP	Adjusts the treble attenuation of the delay sound.	0 - 10	
	VOL	Adjusts the volume.	0 - 100	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF,ON	

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STEREO DELAY	This stereo delay allows the left and right delay times to be set separately.			
	TIME L	Adjusts delay time of left channel delay.	1 - 599 600 - 2000 ♪	♪
	TIME R	Adjusts delay time of right channel delay.	1 - 599 600 - 2000 ♪	♪
	MODE	Sets the delay time range. When metronome is chosen, the delay time is synchronized to the tempo.	SHORT, LONG, 🎛	
	MIX	Adjusts the amount of effected sound that is mixed with the original sound.	0 - 100	
	REP L	Adjusts the number of left channel delay repeats.	0 - 100	
	REP R	Adjusts the number of right channel delay repeats.	0 - 100	
	VOL L	Adjusts the volume of left channel.	0 - 100	
	VOL R	Adjusts the volume of right channel.	0 - 100	
	VOL	Adjusts the volume.	0 - 100	
	TAIL	When ON, effect sound continues even after effect is turned off. When OFF, effect sound stops right when effect is turned off.	OFF,ON	