ⓑ BOSS®

ME-33 GUITAR MULTIPLE EFFECTS

Owner's Manual

Thank you, and congratulations on your choice of the BOSS ME-33 Guitar Multiple Effects.

Before using this unit, carefully read the sections entitled:

• **USING THE UNIT SAFELY (page 2–3)**

• **IMPORTANT NOTES (page 8)**

These sections provide important information concerning the proper operation of the unit.

Additionally, in order to feel assured that you have gained a good grasp of every feature provided by your new unit, Owner's manual should be read in its entirety. The manual should be saved and kept on hand as a convenient reference.
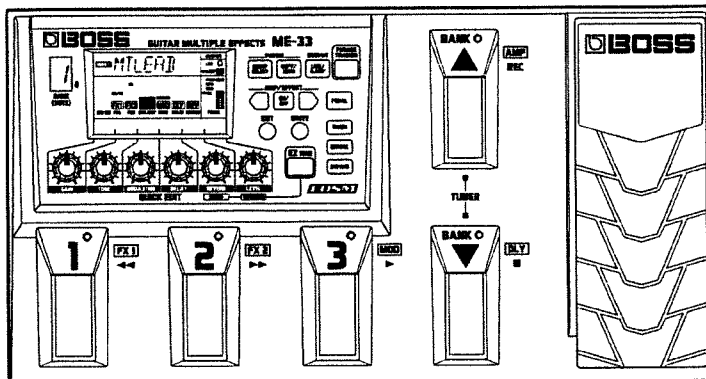
USING THE UNIT SAFELY

INSTRUCTIONS FOR THE PREVENTION OF FIRE, ELECTRIC SHOCK, OR INJURY TO PERSONS

About ⚠ WARNING and ⚠ CAUTION Notices

⚠**WARNING**	Used for instructions intended to alert the user to the risk of death or severe injury should the unit be used improperly.
⚠**CAUTION**	Used for instructions intended to alert the user to the risk of injury or material damage should the unit be used improperly. * Material damage refers to damage or other adverse effects caused with respect to the home and all its furnishings, as well to domestic animals or pets.

About the Symbols

⚠	The △ symbol alerts the user to important instructions or warnings.The specific meaning of the symbol is determined by the design contained within the triangle. In the case of the symbol at left, it is used for general cautions, warnings, or alerts to danger.
⊗	The ⊘ symbol alerts the user to items that must never be carried out (are forbidden). The specific thing that must not be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the unit must never be disassembled.
⊜	The ● symbol alerts the user to things that must be carried out. The specific thing that must be done is indicated by the design contained within the circle. In the case of the symbol at left, it means that the power-cord plug must be unplugged from the outlet.

-------------------------------- **ALWAYS OBSERVE THE FOLLOWING** --------------------------------

⚠WARNING

- Before using this unit, make sure to read the instructions below, and the Owner's Manual. ⚠

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- Do not open (or modify in any way) the unit or its AC adaptor. ⊗

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- Do not attempt to repair the unit, or replace parts within it (except when this manual provides specific instructions directing you to do so). Refer all servicing to your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" page. ⊘

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- Never use or store the unit in places that are:
  - Subject to temperature extremes (e.g., direct sunlight in an enclosed vehicle, near a heating duct, on top of heat-generating equipment); or are
  - Damp (e.g., baths, washrooms, on wet floors); or are
  - Humid; or are
  - Exposed to rain; or are
  - Dusty; or are
  - Subject to high levels of vibration.

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- Make sure you always have the unit placed so it is level and sure to remain stable. Never place it on stands that could wobble, or on inclined surfaces. ⊜

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- Use only the specified AC adaptor (BOSS PSA-series), and make sure the line voltage at the installation matches the input voltage specified on the AC adaptor's body. Other AC adaptors may use a different polarity, or be designed for a different voltage, so their use could result in damage, malfunction, or electric shock. ⚠

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⚠WARNING

- Do not excessively twist or bend the power cord, nor place heavy objects on it. Doing so can damage the cord, producing severed elements and short circuits. Damaged cords are fire and shock hazards! ⊘

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- This unit, either alone or in combination with an amplifier and headphones or speakers, may be capable of producing sound levels that could cause permanent hearing loss. Do not operate for a long period of time at a high volume level, or at a level that is uncomfortable. If you experience any hearing loss or ringing in the ears, you should immediately stop using the unit, and consult an audiologist. ⊘

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- Do not allow any objects (e.g., flammable material, coins, pins); or liquids of any kind (water, soft drinks, etc.) to penetrate the unit. ⊘

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- Immediately turn the power off, remove the AC adaptor from the outlet, and request servicing by your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" sheet when: ⚠
  - The AC adaptor or the power-supply cord has been damaged; or
  - Objects have fallen into, or liquid has been spilled onto the unit; or
  - The unit has been exposed to rain (or otherwise has become wet); or
  - The unit does not appear to operate normally or exhibits a marked change in performance.

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⚠ WARNING

- In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

- Protect the unit from strong impact. (Do not drop it!)

- Do not force the unit's power-supply cord to share an outlet with an unreasonable number of other devices. Be especially careful when using extension cords—the total power used by all devices you have connected to the extension cord's outlet must never exceed the power rating (watts/amperes) for the extension cord. Excessive loads can cause the insulation on the cord to heat up and eventually melt through.

- Before using the unit in a foreign country, consult with your retailer, the nearest Roland Service Center, or an authorized Roland distributor, as listed on the "Information" sheet.

- Batteries must never be recharged, heated, taken apart, or thrown into fire or water.

⚠ CAUTION

- The unit and the AC adaptor should be located so their location or position does not interfere with their proper ventilation.

- Always grasp only the plug or the body of the AC adaptor when plugging into, or unplugging from, an outlet or this unit.

- Whenever the unit is to remain unused for an extended period of time, disconnect the AC adaptor.

- Try to prevent cords and cables from becoming entangled. Also, all cords and cables should be placed so they are out of the reach of children.

- Never climb on top of, nor place heavy objects on the unit.

- Never handle the AC adaptor body, or its plugs, with wet hands when plugging into, or unplugging from, an outlet or this unit.

⚠ CAUTION

- Before moving the unit, disconnect the AC adaptor and all cords coming from external devices.

- Before cleaning the unit, turn off the power and unplug the AC adaptor from the outlet.

- Whenever you suspect the possibility of lightning in your area, disconnect the AC adaptor from the outlet.

- If used improperly, batteries may explode or leak and cause damage or injury. In the interest of safety, please read and observe the following precautions (p. 38).

  - Carefully follow the installation instructions for batteries, and make sure you observe the correct polarity.

  - Avoid using new batteries together with used ones. In addition, avoid mixing different types of batteries.

  - Remove the batteries whenever the unit is to remain unused for an extended period of time.

  - If a battery has leaked, use a soft piece of cloth or paper towel to wipe all remnants of the discharge from the battery compartment. Then install new batteries. To avoid inflammation of the skin, make sure that none of the battery discharge gets onto your hands or skin. Exercise the utmost caution so that none of the discharge gets near your eyes. Immediately rinse the affected area with running water if any of the discharge has entered the eyes.

  - Never keep batteries together with metallic objects such as ballpoint pens, necklaces, hairpins, etc.

- Used batteries must be disposed of in compliance with whatever regulations for their safe disposal that may be observed in the region in which you live.

Contents

Main Features

Knob Controls and Large-Sized LCD for Superior Operability

Six individual knobs allow for intuitive operation. This allows you to readily manipulate a number of parameters at the same time, much like you would using individual effects pedals. Plus, the large LCD screen lets you see the on/off status of each effect, the selected mode, and more, all at a glance.

Quick Edit

Six knobs provide easy, real-time control of Gain, Tone, Modulation, Delay, Reverb, and Level.

EZ Tones

Find your favorite sounds, from clean to heavy distortion, simply and easily by selecting from 36 different pre-programmed sample settings, arranged by category.

COSM Modeling

The ME-33 features modeling effects using COSM, Roland's original modeling technology, including guitar amp simulator (p. 22), guitar simulator (p. 16), feedback simulator (p. 18), and other COSM effects.

Simultaneous Guitar Amp Simulation and Overdrive/Distortion

You can use both a guitar amp simulation and overdrive/distortion at the same time, allowing you to produce virtually every different kind of distortion.

"Phrase Trainer" Included

You can also practice playing along with sound from a CD player, tape recorder, or other input connected to the AUX IN jack.

Additionally, you can use the ME-33's "Phrase Trainer" (p. 36) feature, a convenient function for sampling (or recording) and repeating phrases that handles repeated playback of up to twelve seconds of music recorded from the device connected to the AUX IN jack. You can also slow down the playback, giving you the power to learn even difficult phrases.

Battery-Powered Operation

The ME-33 runs on six AA batteries for outstanding portability. Of course, an optional AC adaptor may also be used.

Expression Pedal

The ME-33 also features an expression pedal for controlling a variety of functions. Use it as a volume pedal, or for controlling ring modulator, wah, and pitch bend.

COSM (Composite Object Sound Modeling)

Composite Object Sound Modeling (COSM) is Roland's innovative and powerful sound modeling technology. COSM analyzes the many factors that make up the original sound, such as the electrical and physical characteristics of the original, and then produces a digital model that can reproduce the same sound.

5

Names of Things

Bank Display

Liquid Crystal
Display (LCD)   Operation Buttons

BANK Up Pedal

BANK Up Indicator

Quick Edit Knobs

Number Pedal

Number Indicator

BANK Down Pedal

BANK Down Indicator

Expression pedal

INPUT Jack

PHONES Jack

POWER Switch

AC Adaptor jack

Cord Hook

AUX IN Jack

OUTPUT Jack R

OUTPUT Jack L (MONO)

MicroSaver Security Slot ( )
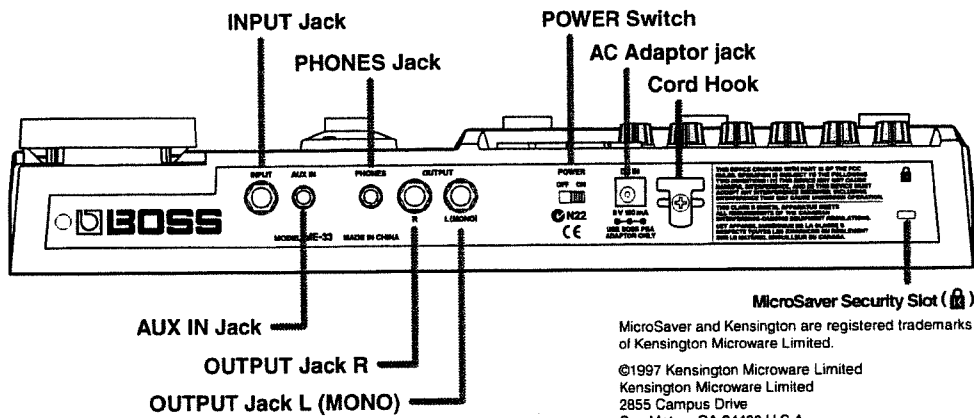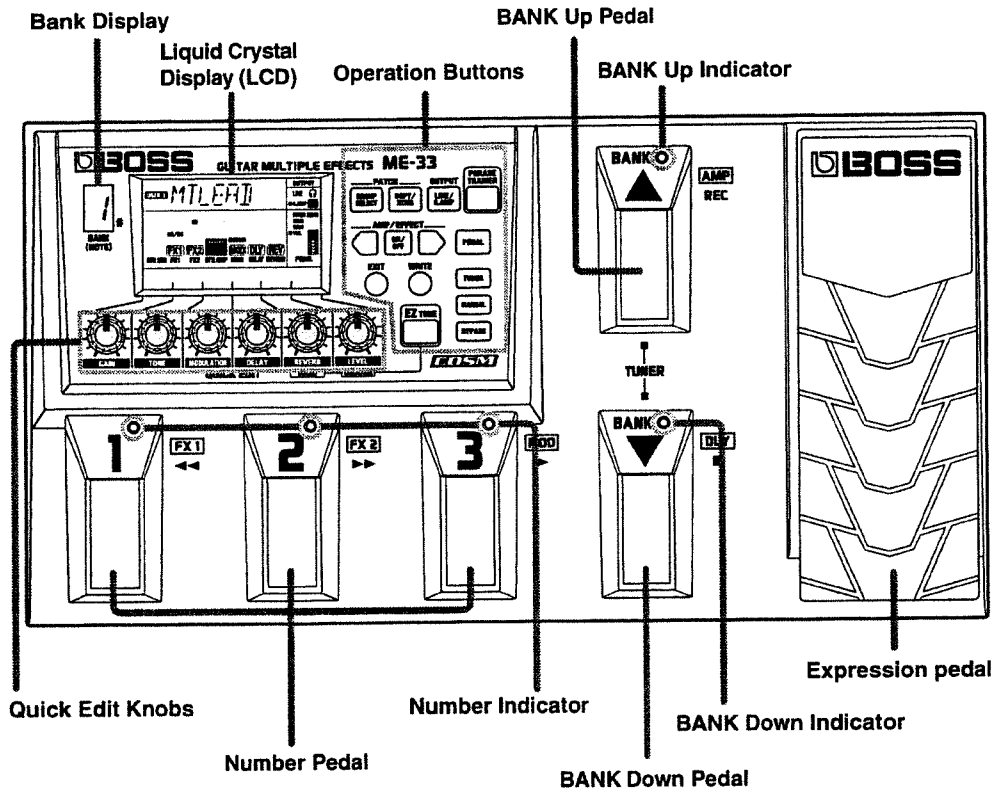
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Kensington Microware Limited
2855 Campus Drive
San Mateo, CA 94403 U.S.A.

Web: www.kensington.com

Character Display Area

PRESET USER 1 USER 2

PHRASE TRAINER

EZ TONE

OUTPUT LINE G.AMP — Output Select Area

Effects Area

EQ HUMANIZER AUTO RIFF
PHASER EQ P.SHIFTER
WAH PHASER TREMOLO
OD/DS WAH FLANGER
COMP OD/DS CHORUS

NAME MASTER

PITCH BEND RING WAH VOL — Pedal Area

Effect Icon — GTR SIM FX1 FX2 MOD DLY REV — Pedal Icon

Effect Name — GTR SIM FX1 FX2 GTR AMP MOD DELAY REVERB PEDAL

NS THRES RATE SUSTAIN DEPTH ATTACK KEY FEEDBACK SENS TONE PHRASE STEP
EFFECT TYPE MID.f GAIN TREBLE PITCH MIDDLE RESO BASS MAN E.LEVEL — Parameter Name
SPEED TIME(x100) DRIVE TIME D.LEVEL

Parameter Area

Copy / Exchange Button
[COPY / XCHG]

Group Select Button
[GROUP SELECT]

Line / Guitar Amp Button
[LINE / G.AMP]

PATCH OUTPUT PHRASE TRAINER

GROUP SELECT COPY/ XCHG LINE/ G.AMP

Phrase Trainer Button
[PHRASE TRAINER]

Amp / Effect Button

AMP/ EFFECT

ON/ OFF

PEDAL

Pedal Button
[PEDAL]

Amp / Effect On/Off Button
[ON / OFF]

EXIT WRITE

TUNER

Tuner Button
[TUNER]

Exit Button
[EXIT]

MANUAL

Manual Button
[MANUAL]

Write Button
[WRITE]

EZ TONE

BYPASS

Bypass Button
[BYPASS]

EZ Tone Button
[EZ TONE]

As shown above, certain symbols and text enclosed by square brackets ([ ]) denote button names in this manual.

IMPORTANT NOTES

In addition to the items listed under "USING THE UNIT SAFELY" on page 2–3, please read and observe the following:

Power Supply: Use of Batteries

- Batteries are supplied with the unit. The life of these batteries may be limited, however, since their primary purpose was to enable testing.

- When installing or replacing batteries, always turn off the power on this unit and disconnect any other devices you may have connected. This way, you can prevent malfunction and/or damage to speakers or other devices.

- The use of an AC adaptor is recommended as the unit's power consumption is relatively high. Should you prefer to use batteries, please use the alkaline type.

- The AC adaptor will begin to generate heat after long hours of consecutive use. This is normal, and is not a cause for concern.

- Do not use this unit on the same power circuit with any device that will generate line noise (such as an electric motor or variable lighting system).

- Before connecting this unit to other devices, turn off the power to all units. This will help prevent malfunctions and/or damage to speakers or other devices.

Placement

- This device may interfere with radio and television reception. Do not use this device in the vicinity of such receivers.

- Do not expose the unit to direct sunlight, place it near devices that radiate heat, leave it inside an enclosed vehicle, or otherwise subject it to temperature extremes. Excessive heat can deform or discolor the unit.

- To avoid possible breakdown, do not use the unit in a wet area, such as an area exposed to rain or other moisture.

Maintenance

- For everyday cleaning wipe the unit with a soft, dry cloth or one that has been slightly dampened with water. To remove stubborn dirt, use a cloth impregnated with a mild, non-abrasive detergent. Afterwards, be sure to wipe the unit thoroughly with a soft, dry cloth.

- Never use benzine, thinners, alcohol or solvents of any kind, to avoid the possibility of discoloration and/or deformation.

Additional Precautions

- Please be aware that the contents of memory can be irretrievably lost as a result of a malfunction, or the improper operation of the unit. To protect yourself against the risk of loosing important data, we recommend that you periodically save a backup copy of important data you have stored in the unit's memory on a paper.

- Unfortunately, it may be impossible to restore the contents of data that was stored in the unit's memory once it has been lost. Roland Corporation assumes no liability concerning such loss of data.

- Use a reasonable amount of care when using the unit's buttons, sliders, or other controls; and when using its jacks and connectors. Rough handling can lead to malfunctions.

- Never strike or apply strong pressure to the display.

- When connecting / disconnecting all cables, grasp the connector itself—never pull on the cable. This way you will avoid causing shorts, or damage to the cable's internal elements.

- To avoid disturbing your neighbors, try to keep the unit's volume at reasonable levels. You may prefer to use headphones, so you do not need to be concerned about those around you (especially when it is late at night).

- When you need to transport the unit, package it in the box (including padding) that it came in, if possible. Otherwise, you will need to use equivalent packaging materials.

- Use a cable from Roland to make the connection. If using some other make of connection cable, please note the following precautions.
  - Some connection cables contain resistors. Do not use cables that incorporate resistors for connecting to this unit. The use of such cables can cause the sound level to be extremely low, or impossible to hear. For information on cable specifications, contact the manufacturer of the cable.

Copyright

- Unauthorized recording, distribution, sale, lending, public performance, broadcasting, or the like, in whole or in part, of a work (musical composition, video, broadcast, public performance, or the like) whose copyright is held by a third party is prohibited by law.

- Do not use this unit for purposes that could infringe on a copyright held by a third party. Roland assumes no responsibility whatsoever with regard to any infringements of third-party copyrights arising through your use of this unit.

How to Make the Connections

Using the ME-33 requires external amplification, or headphones. To listen to the ME-33, connect it to a guitar amp, stereo headphones, or other such sound equipment.

NOTE

To prevent malfunction and/or damage to speakers or other devices, always turn down the volume, and turn off the power on all devices before making any connections.
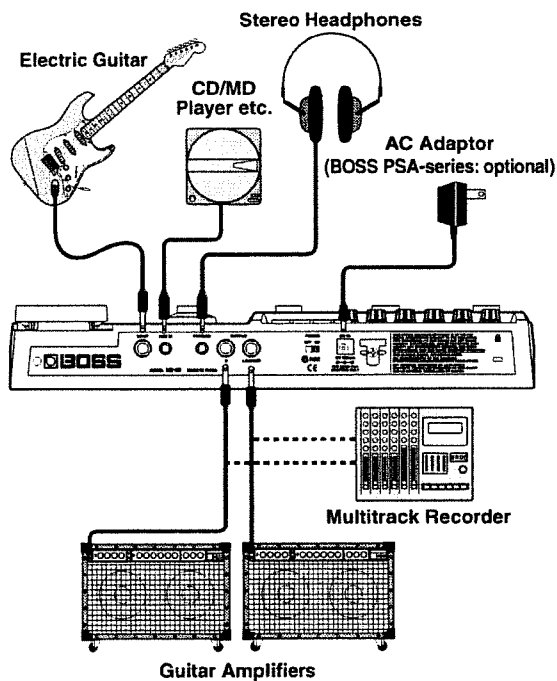
* When using the ME-33 in mono, such as to the input of a guitar amp connect a cable to the OUTPUT L (MONO) jack only.

* Do not use a cable containing a resistor to connect CD or MD players to the AUX IN jack.

* When using battery power, connect the batteries according to the instructions in "About Changing Batteries" (p. 38).

* When using the ME-33 with the an AC adaptor, be sure to use only a BOSS PSA-series adaptor. Use of other adaptors may result in overheating and possible damage to the unit.

* If there are batteries in the unit while the AC adaptor is being used, normal operation will continue should the line voltage be interrupted (power blackout or power cord disconnection).

* To prevent the inadvertent disruption of power to your unit (should the plug be pulled out accidentally), and to avoid applying undue stress to the AC adaptor jack, anchor the power cord using the cord hook, as shown in the illustration.
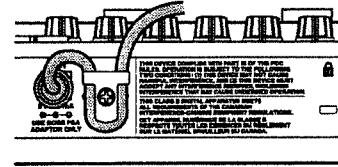
Turning on the Power

Once the connections have been completed, turn on power to your various devices in the order specified. By turning on devices in the wrong order, you risk causing malfunction and/or damage to speakers and other devices.

(CD/MD Player)
↓
ME-33
↓
Guitar Amp / Stereo, Multitrack Recorder, Etc.

* Turn up the volume on amps and other equipment only after all connections are completed and the power for connected devices is turned on.

* This unit is equipped with a protection circuit. A brief interval (several seconds) after power up is required before the unit will operate normally.

* When the ME-33 is operating on battery power only, "BATT L" appears in the LCD's character display area when the batteries begin to run low. Replace the batteries when this occurs.

Making the Settings for the Connected Device (Output Select)

In order to get the most from the COSM amp modeling technology in the ME-33, match the ME-33's output to the type of amplification devices being used.

Each time [LINE/G.AMP] is pressed, the square ("■") toggles between positions to the left of LINE and G.AMP in the LCD screen's output select area.
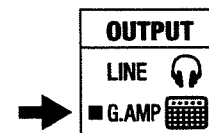
LINE: Select LINE for listening through headphones, playing through a PA system, or recording to a Audio/multitrack recorder.

G.AMP: Select this setting when the ME-33 is connected to a guitar amp.

If There Is No Sound/If the Volume is Low

● Are connections to other devices correctly made?

Check the connections once more.

● Is the volume turned down?

Check the volume levels on any connected amp, guitar or mixer.

● Can you hear sound through the headphones when headphones are connected?

If you can hear sounds, it may be that there is a short in the cable used to connect the amp or other device, or perhaps a mistake in an external device's settings. Check the connecting cables and external devices once more.

● Has the level been lowered with the expression pedal?

Sounds are not output when the toe of the expression pedal is in the raised position while the pedal is set to function as a volume pedal ("VOL" is indicated in the LCD screen's pedal area).

● Is the ME-33 in Tuner mode (p. 34)?

Output is muted in Tuner mode.

● Is a cable containing a resistor being used to connect a CD or MD player to the AUX IN jack?

Using a cable containing a resistor may prevent sound from CD and MD players from being audible.

Try Outputting Sounds — Play Mode

The ME-33 is set to Play mode when the power is turned on. This is the mode used for playing while using the pedals to call up patches one after another.

What is a Patch?

When actually performing on a guitar, a variety of tones are required to suit whatever the situation may be. The effects that you may want to have turned on and parameter settings for such effects vary according to the selected tone.

With the ME-33, you can set these parameters, volume levels, and so on, store a number of the aggregate settings in memory, and use the pedals to switch the stored settings, allowing you to change tones instantly. Such a "set" of settings is called a "patch." The ME-33 includes sixty "**User patches**," the contents of which you can change and use as you like, and thirty "**Preset patches**," which cannot be overwritten.

The ninety patches are divided into three "**groups**" (USER 1, USER 2, and PRESET) of thirty patches each. USER 1 and 2 are the User patch groups, and PRESET is the Preset patch group.

Additionally, each group is further divided into ten "**banks**," each of which contains three patches.
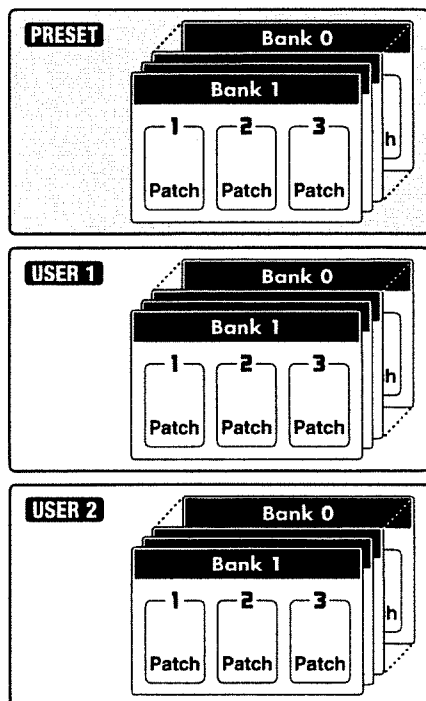
* As shipped from the factory, the ME-33's USER 1 group contains the same patches as in the PRESET group.

How to Switch Patches (Patch Change)

To switch patches, use [GROUP SELECT] and the BANK ▼ pedal, BANK ▲ pedal, and the number pedals (1–3).

* Bank 1, Number 1 in the USER 1 group is selected when the power is turned on.

Switching Numbers

When the number pedal (1) is pressed, the number indicator (2) above the pedal lights up, the patch with that number in the currently selected group and bank is called up, and the tone is switched instantly.
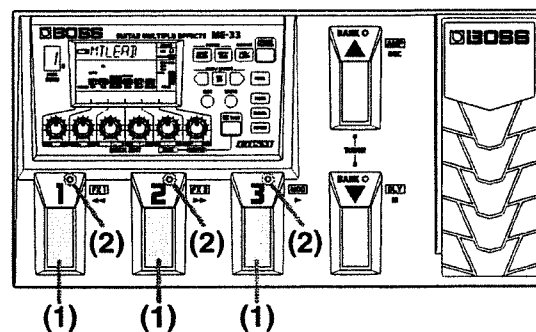
Switching Banks

The bank is switched each time the BANK ▼ pedal or BANK ▲ pedal (1) is pressed. The currently selected bank flashes in the Bank Display (2).

(At this time, tones are not yet switched.)

* You can switch among ten banks 1–0.

While in this state, if you press any of the number pedals (3), the tone instantly switches to the sound of the patch at the currently selected group/bank/number.
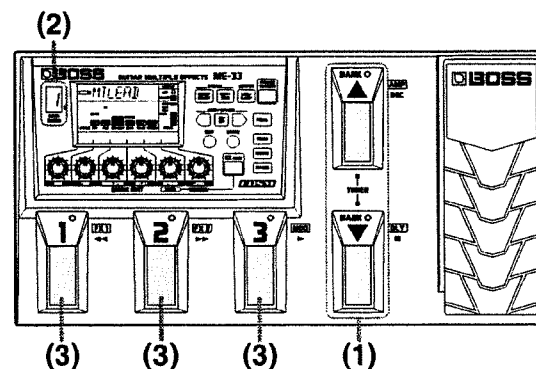
Switching Groups

The group is switched each time [GROUP SELECT] (1) is pressed, and the currently selected group is indicated by "PRESET," USER 1," or "USER 2" appearing at the left of the character display area in the LCD screen.
(At this time, tones are not yet switched.)

While in this state, if you press any of the number pedals (3), the tone instantly switches to the sound of the patch at the currently selected group/bank/number.
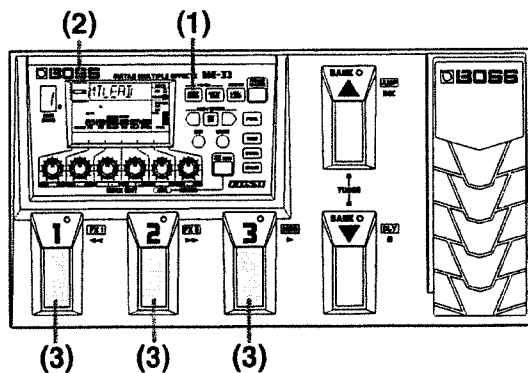
If the Patch Does Not Change

● Is the ME-33 set to Bypass (p. 33)?

● Is the ME-33 in Manual mode (p. 33)?

● Is the ME-33 in Tuner mode (p. 34)?

● Is the Phrase Trainer function in use (p. 36)?

● Is the EZ Tone function in use (p. 14)?

Try Changing the Tones — Quick Edit

The ME-33's panel features six control knobs. Whenever you want to make a change in a selected patch's tone, you can do so very simply with these knobs.

QUICK EDIT
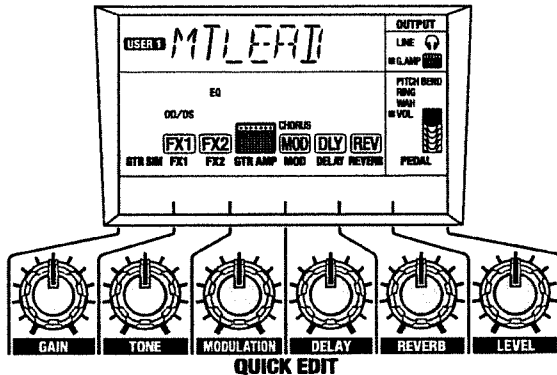
* With some patches, a certain amount of noise may be audible if you turn the knobs while playing your guitar.

GAIN:

Adjusts the distortion. Turn the knob to the right (clockwise) to make the distortion stronger; turn to the left (counterclockwise) to decrease the distortion.

TONE:

Adjusts the tone brightness. Turn the knob to the right to boost the higher frequencies to create a crisper sound; turn to the left to boost the lower frequencies and create a deeper sound.

MODULATION:

Adjusts the spacial effects (such as chorus, flanger, etc.) Turning the knob to the right strengthens the effect; turning it to the left reduces the effect.

DELAY:

Adjusts the echo (repetition of sounds). Turning the knob to the right increases the echo; turning it to the left reduces the echo.

REVERB:

Adjusts the amount of reverberation in the sound. Turn the knob to the right to increase the reverb; turn it to the left to reduces this sound.

LEVEL:

Adjusts the overall volume level. Turn the knob to the right make the sound louder; turn it to the left to reduce the volume.

* A dot lights up in the lower right of the Bank display when a tone is being altered. This indicates that additional changes have been made to the patch's tone. However, tones that have been changed are only held temporarily, and are lost once you switch to a different tone (Patch Change: p. 11). If you want to be able to use an altered tone again, carry out the Write procedure (p. 15) and save it to a User patch.

BANK
(NOTE)
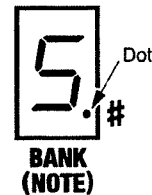
Find Just the Right Sound Characteristics — EZ Tones

Besides the 90 Preset and User patches, the ME-33 features 36 different sound sample that can be very helpful in creating your own tones. These settings are known as "EZ Tones."

The EZ Tones are classified into six musical Categories (**SOUND**), including Rock and Metal, with six different variations (**VARIATION**) offered within each Category.

Using the EZ Tones feature lets you find your favorite sounds, from clean to heavy distortion, simply and easily just by selecting from these pre-programmed sample settings.
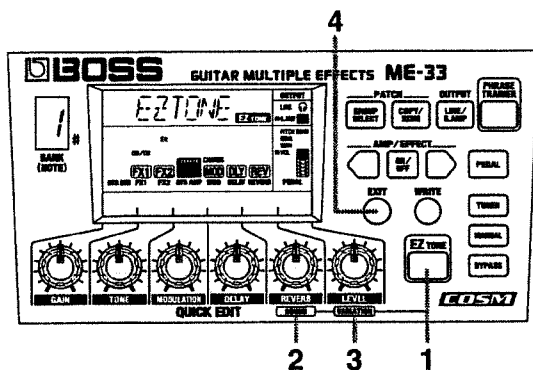
1. **Press [EZ TONE].**

   The EZ TONE icon flashes in the LCD screen, while at the same time "EZ TONE" appears in the character display area.

2. **Turn the SOUND knob to select the SOUND (musical genre).**

   The SOUND (musical genre) is indicated in the character display area of the LCD screen.

   (SOUND Types)

   CNTRY: Country; some clean and some with light distortion sounds.

   BLUES: Blues; fatter crunch sound.

   ROCK: Rock; solid Rock sound.

   HARD: Hard Rock; Hard Rock sound with heavy distortion.

   METAL: Heavy Metal; Metal sound with sustain.

   7STNG: Grunge sound with intense distortion suitable for seven-stringed guitar

3. **Turn the VARIATION knob to select the variation.**

   Each Category features six different variations.

   The number of the selected variation (1–6) is indicated at the right of the LCD screen's character display area.

   (Screen shot)

Category   Variation Number
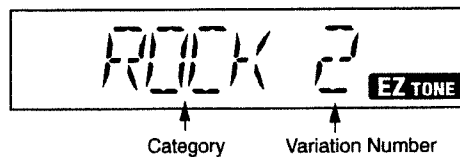
4. **Press [EXIT] to return to the Play Mode screen.**

   * *Although the Play Mode screen reappears, the tones stay at the sounds you selected with EZ Tones. If you want to go back to the original patch sounds, choose the patch again.*

   MEMO

   You can also use the Quick Edit knobs to make changes to the tones you chose with EZ Tones.

Storing the Tones You Create — The Write Procedure

When you want to keep tones created using EZ Tones and Quick Edit, as well as other tones that have been changed, use the Write procedure to store them to the User patches.

* *If the Write procedure is not carried out, then the tone you have created is erased when the power is turned off or when you switch to a different tone (Patch Change: p. 11).*
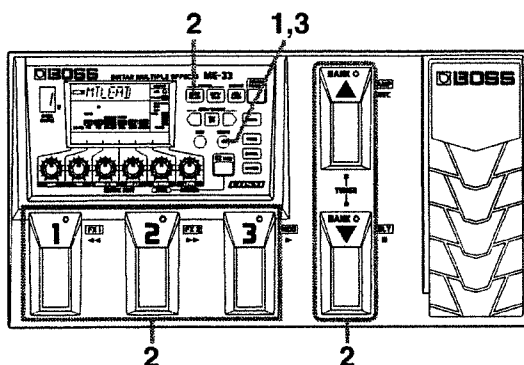
1. Press [WRITE].

The characters "WRITE->" flash in the LCD screen's character display area, and the current bank and number are shown in the Bank display and by the Pedal Number indicator.

2. Select the User patch to be used as the save destination.

* *This procedure is not required if you want to use the current User patch.*

■ Press [GROUP SELECT] to select the group (USER 1 or USER 2).

■ Press the BANK ▼ or BANK ▲ pedal to select the bank.

■ Press a number pedal (1–3) to select the number.

* *To stop the Write procedure, press [EXIT]. This cancels the Write procedure.*

3. Press [WRITE] once more.

The text "WRITE" flashes in the LCD screen's character display area, and the tone is saved to the selected User patch.

* *The tone stored in the patch designated as the save destination will be replaced by the new tone once the Write procedure is executed.*

Adding Effects

This section describes the features of the ME-33's internal effects, and explains the workings of effects and parameters.

❓ Parameters

These are the elements (functionally equivalent to the knobs on an effects pedal) that determine how an effect sounds. The number of parameters, as well as what they do, varies with the effect.

* *The effects are connected internally in the most common order.*

GTR SIM (Guitar Simulator)

COSM technology allows you to alter the guitar's characteristics.
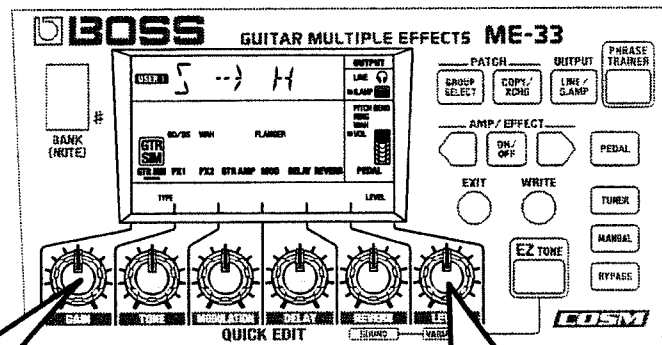
TYPE

S -> H
Changes from a single-coil pickup tone to a humbucking pickup tone.

S -> AG
Changes from single-coil pickup tone to an acoustic guitar tone.

H -> S
Changes from a humbucking pickup tone to a single-coil pickup tone.

H -> HF
Changes from a humbucking pickup tone to a single-coil pickup half tone.

H -> AG
Changes the sound produced with a humbucking pickup to an acoustic guitar tone.

LEVEL 0-100
Sets the volume level when the guitar simulator is on. Use this in achieving a volume balance when switching the guitar simulator on and off.

FX1, FX2

With FX1, you can select the effect to be used from the following.

- COMP (Compressor)
- OD/DS (Overdrive/Distortion)
- WAH
- PHASER
- EQ (Equalizer)

With FX2, you can select the effect to be used from the following.

- OD/DS (Overdrive/Distortion)
- WAH
- PHASER
- EQ (Equalizer)
- HUMANIZER

* *The same effect cannot be selected concurrently in FX1 and FX2.*

COMP (Compressor) ....

This effect controls the maximum loudness of heavy input signals while amplifying weaker input. This is used for long sustain without distortion, and can also be used for increasing overall volume.

SUSTAIN 0-100
Adjusts how long the sound is sustained. The more the knob is turned to the right, the more the effect increases, lengthening the time that the sound continues to play. However, it can make noises not related to your playing more conspicuous.

LEVEL 0-100
Adjusts the volume level when the compressor is on.
Use this in achieving a volume balance when switching the compressor on and off.

EFFECT
Selects the effect to be used.
Select "COMP" using this knob.

ATTACK 0-100
Adjusts the strength of the attack during picking. The more the knob is turned to the right, the sharper the attack becomes, creating a sound with good bite.

TONE -50-+50
Adjusts the tone quality. The more the knob is turned to the right of center, the more the higher frequencies are boosted, providing a crisper sound. Conversely, the more the knob is turned to the left of center, the more the high frequencies are suppressed, creating a softer sound.

OD/DS (Overdrive/Distortion)

These are effects that distort the sound. The various types differ in the character of their tone, but they can be largely divided into two major types, overdrive and distortion.

OD (Overdrive) OD, FAT, BLUES

These resemble the distortion that occurs naturally as the volume of a tube amp is turned up, thus providing a natural-sounding distortion. These effects are often used for amp pre-boost.

DS (Distortion) DIST, METAL, FUZZ

These effects not only give amp distortion, but also the characteristically heavy, deep distortion found in Heavy Metal and Grunge.

DRIVE 0-100
Adjusts the amount of distortion of the sound.
The more the knob is turned to the right, the deeper the distortion becomes.

LEVEL 0-100
Adjusts the volume level when the effect is on.
Use this to achieve a volume balance when switching the overdrive or distortion effects on and off.

EFFECT
Choose the type you want from the following.

OD (Overdrive)
Gives a mild distortion, like that when an older amp is overdriven.

FAT
Gives an even fatter overdrive sound.

BLUES
Overdrive effect that provides volume control with no loss of picking nuance, from light, blues-style distortion to sounds suitable for solos.

DIST (Distortion)
Provides a standard distortion sound applicable to a wide range of musical genres.

METAL
A distortion sound offering a midrange tone characteristic that is perfect for Hard Rock and Heavy Metal.

FUZZ
Powerful distortion with a characteristic bass, providing a heavy distortion sound great for Grunge and Alternative music.

TONE -50-+50
Adjusts the tone quality.
The more the knob is turned to the right of center, the more the higher frequencies are boosted, providing a crisper sound. Conversely, the more the knob is turned to the left of center, the more the high frequencies are suppressed, creating a softer sound.

FEEDBACK 0-100
COSM feedback modeling. Adding feedback is easy, even to low-volume sounds. The more the knob is turned to the right, the more the effect increases.

* Feedback modeling analyzes the pitch of the guitar input, then generates resonance internally, within the ME-33. In other words, it does not simply add sound that has been separately synthesized, but instead, processes the guitar sound thoroughly, and then provides a model of the conditions producing feedback. Thus, the effect may not be exhibited to as full a degree when listening through headphones, or when playing the sound at low volumes. Furthermore, in situations where pitch is difficult to analyze, such as when chords are played, or when the guitar is not being played at all, the feedback sound could end up sounding like noise.

WAH ....

The ME-33 features two types of wah effect, AT WAH (Auto-Wah) and T WAH (T-Wah).

AT WAH (Auto-Wah)

Changes the filter frequency automatically for an effect that lends a particular motion to the sound.

RATE 0-100
Adjusts the speed of the effect.
The rate increases as the knob is turned to the right.

MAN (Manual) 0-100
Adjusts the range to which the effect is applied.
The range to which the effect is applied is raised the more the knob is turned to the right.

EFFECT
Selects the effect to be used.
Select "AT WAH" using this knob.

DEPTH 0-100
Adjusts the depth of the effect.
Depth increases as the knob is turned to the right.

T WAH1, T WAH2 (T-Wah 1, 2)

The filter frequency responds to the guitar volume (picking), which then affects the sound.

T WAH1: The filter frequency moves higher with the picking.
T WAH2: The filter frequency moves lower with the picking.

SENS 0-100
Adjusts the sensitivity.
The more the knob is turned to the right, the more the sensitivity increases, with even weaker picking triggering the effect.

* This sensitivity is an independent setting separate from other sensitivity settings (Humanizer: p. 21, Auto Riff: p. 25).

EFFECT
Selects the effect to be used.
Select "T WAH1" or "T WAH2" using this knob.

DEPTH 0-100
Adjusts the depth of the effect.
Depth increases as the knob is turned to the right.

PHASER ....

This is an effect that lends a kind of swirling, rotating sensation to the sound. Although it resembles a flanger effect (p. 23), the phaser gives a gentler, more natural sense of rotation.

RATE 0-100
Adjusts the rotation speed.
The speed increases as the knob is turned to the right.

STEP 0-100
Causes changes in the sound to occur in discrete steps, creating a special effect.
The step interval is shortened as the knob is turned clockwise.
When at 0, the step effect is off.

EFFECT
Selects the effect to be used.
Select "PHASER" using this knob.

DEPTH 0-100
Adjusts the depth of the rotation.
Depth increases as the knob is turned to the right.

MAN (Manual) 0-100
Adjusts the range to which the effect is applied.
The range to which the effect is applied is raised the more the knob is turned to the right.

RESO (Resonance) 0-100
Changes the character of the sound by adjusting the resonance (feedback amount).
The effect is strengthened as the knob is turned to the right, resulting in a powerful sound with a particular quality.

EQ (Equalizer) ....

This changes the tonal character through separate adjustments to the high-frequency, midrange, and low-frequency portions of the sound. You can also select the midrange frequency (pitch) to which the effect is applied.

Furthermore, in FX2, you can select whether the equalizer is to be connected before ("EQ->") or after ("->EQ") the guitar amp simulator.

MID.f (Middle Frequency)
315/500/800/1250/2000/3150/5000/8000 (Hz)
Selects the midrange frequency to be adjusted with "MIDDLE." Higher midrange frequencies are selected as the knob is turned to the right. The frequency (Hz) is indicated in the LCD screen's character display area.

LEVEL -20-+20 (dB)
Adjusts the overall level of the equalizer.

EFFECT
Selects the effect to be used.
Select "EQ" using this knob.

TREBLE -20-+20 (dB)
Adjusts the volume of the high-frequency range.
The more the knob is turned to the right of center, the more the higher frequencies are boosted; conversely, turning the knob to the left of center cuts the high frequencies in the sound. The actual amount of boost or cut (in dB) is shown in the LCD screen's character display area.

BASS -20-+20 (dB)
Adjusts the volume of the low-frequency range.
The more the knob is turned to the right of center, the more the low frequencies are boosted, while turning the knob to the left of center creates a tone with a cut in the low end. The actual amount of boost or cut (in dB) is shown in the LCD screen's character display area.

MIDDLE -20-+20 (dB)
Adjusts the volume of the midrange frequencies.
The more the knob is turned to the right of center, the more the midrange frequencies are boosted, whereas turning the knob to the left of center creates a tone with a cut in midrange.
The actual amount of boost or cut (in dB) is shown in the LCD screen's character display area.

HUMANIZER ....

This effect changes the guitar tone to a sound resembling a human voice.

HUMAN1

Changes cyclically between two vowel sounds. Change starts along with the picking.

HUMAN2

Change between two vowel sounds occurs only once with the guitar picking. This allows an effect similar to that of the T-Wah.

RATE 0–100
Adjusts the speed of the change.
The rate increases as the knob is turned
to the right.

PHRASE A–U–A–U
Selection for a pair of vowels; any two of
these vowels can be selected: "a," "e," "i,"
"o," "u."

EFFECT
Selects the effect to be used.
Select "HUMAN 1" or
"HUMAN 2" using this knob.

DEPTH 0–100
Adjusts the depth of the change.
Depth increases as the knob is turned to the right, making
the change in vowel sounds clearer.

SENS 0–100
Adjusts the sensitivity used for detecting the picking, which triggers
the start of the change.
The more the knob is turned to the right, the more the sensitivity
increases, with even weaker picking triggering the effect.

* This setting for this parameter is integrated with the Auto Riff
setting. Changing this value also changes the Auto Riff
sensitivity (p. 25). However, the T-Wah sensitivity (p. 19) is a
separate parameter that is set independently.

GTR AMP (Guitar Amp Simulator)

This uses COSM modeling technology to simulate different kinds of guitar amps. This feature allows you to reproduce the sound characteristics of a variety of different well-known amps. Furthermore, this can be used in conjunction with the OD/DS effects, allowing you to create all kinds of distortion sounds.

GAIN 0-100
Adjusts the amp's volume and distortion. To get deep, heavy distortion, set the gain high and adjust the level, which is described later. On the other hand, if you want to reduce the distortion, lower the gain and then raise the level.

LEVEL 0-100
Adjusts the overall level of the amp.

TYPE
Six guitar amps are included, each with its own distinct characteristics.

JC-120
Sound of the Roland "JC-120," an amp loved by pro musicians the world over.

TWIN
Provides the sound of a typical , American-style combo tube amp.

MATCH
Provides the sound of a custom combo tube amp.

BG STK
Stacked tube amp sound that characterizes the sound popular the late 1970s and into the 1980s.
Features a "sticky" midrange.

MS STK
Gives the sound of the large, stacked tube amps characterizing the sound of British Hard Rock in the 1970s.

METAL
A stacked amp sound that gives a powerful high-gain metal sound.

BASS 0-100
Adjusts the volume of the low-frequency range.

MIDDLE 0-100
Adjusts the volume of the midrange frequencies.

TREBLE 0-100
Adjusts the volume of the high-frequency range.

* With some TYPE settings, there may be no sound when BASS, MIDDLE, and TREBLE are all set to "0."

MOD (Modulation)

You can select which of the following effects in this block to use.

- CHORUS
- FLANGER
- TREMOLO/PAN
- P.SHIFTER (Pitch Shifter)
- HARMONIST
- AUTO RIFF

CHORUS ....

This effect adds a subtle sway to the guitar sound for a distinctive sound featuring more breadth and fullness. Developed by BOSS, this is one of the world's most well-known effects.

CHO1 (Chorus1)

Normal chorus; when used in stereo with two amps, you can get a special mix of the dry sound and the effect sound.

CHO2 (Chorus2)

Stereo chorus with the chorus effect applied independently to the left and right sides, creating a thicker, fuller sound.

RATE 0–100
Adjusts the speed of the swaying.
The rate of the swaying increases as the knob is turned to the right.

E.LEVEL (Effect Level) 0–100
Adjusts the volume level of the chorus sound (swaying sound).
Turning the knob to the right increases the volume of the chorus sound, adding breadth and fullness to the sound.

EFFECT
Selects the effect to be used.
Select "CHO 1" or "CHO 2" using this knob.

DEPTH 0–100
Adjusts the depth of the swaying.
The depth of the swaying increases as the knob is turned to the right.

TONE -50–+50
Adjusts the tone quality of the chorus sound (swaying sound).
The more the knob is turned to the right of center, the more the higher frequencies are boosted, providing a crisper sound. Conversely, the more the knob is turned to the left of center, the more the high frequencies are suppressed, creating a softer sound, similar to the effect produced with an analog chorus.

FLANGER ....

This effect adds a sweeping characteristic to the sounds.

RATE 0–100
Adjusts the speed of the sweep.
The speed increases as the knob is turned to the right.

MAN (Manual) 0–100
Adjusts the range to which the effect is applied.
The range to which the effect is applied is raised the more the knob is turned to the right.

EFFECT
Selects the effect to be used.
Select "FLANGE" using this knob.

DEPTH 0–100
Adjusts the depth of the sweep.
The depth increases as the knob is turned to the right.

RESO (Resonance) 0–100
Changes the character of the sound by adjusting the resonance (feedback amount).
The effect is strengthened as the knob is turned to the right, resulting in a powerful sound with a particular quality.

TREMOLO/PAN ....

TRMLO (Tremolo)

Tremolo is an effect that alters the volume in periodic fashion. This can vary greatly, from the light tremolo like that of vintage amps to a heavy slicing effect that causes the sound to cut out and play intermittently.

PAN (Auto Pan)

With the volume level of the left and right sides alternately changing, when playing sound in stereo, you can get an effect that makes the guitar sound appear to fly back and forth between the speakers.

RATE 0–100
Adjusts the speed of the tremolo/pan effect. The speed increases as the knob is turned to the right.

EFFECT
Selects the effect to be used. Select "TRMLO" or "PAN" using this knob.

DEPTH 0–100
Adjusts the depth of the tremolo/pan effect. The depth increases as the knob is turned to the right.
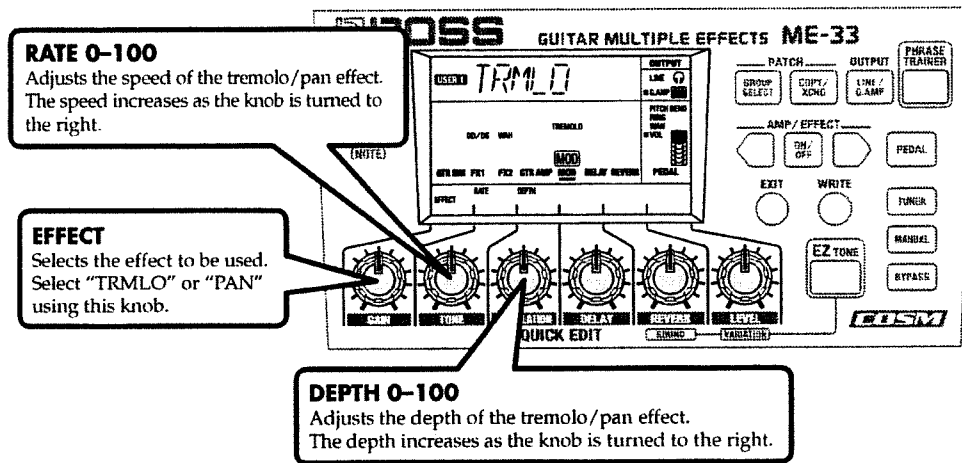
P.SHIFTER (Pitch Shifter) ....

This effect alters the guitar's pitch. You can use this to get a variety of effects, for example adding sound one octave higher for a sound like a twelve-string guitar, or changing a six-string guitar sound to that of a seven-string guitar.

Furthermore, by layering a subtly pitch-shifted sound with the direct sound, you can create a detuned chorus sound that gives a different sense of breadth than that obtained with ordinary chorus.

EFFECT
Selects the effect to be used. Select "P SFT" using this knob.

E.LEVEL (Effect Level) 0–100
Adjusts the volume level of the pitch-shifted sound.

PITCH -24, -12– -1, DETUNE, +1– +12, +24
Adjusts the amount of change in pitch in half-step (semitone) steps in a range of one octave above and below the given note. Furthermore, when set up or down two octaves, you can also set the detuning.

D.LEVEL (Direct Level) 0–100
Adjusts the guitar level used as the direct sound.

HARMONIST ·····

While this is one kind of pitch shifter, the usual pitch shifter always changes the pitch by the same amount, whereas with the Harmonist, the amount of shifting is adjusted according to an analysis of the pitch of the guitar input, and the key selected, allowing you to create correct harmonies based on diatonic scales.

Using the Harmonist, one person can play twin lead phrases.

 * *Because of the need to analyze the pitch,* **chords (two or more sounds played simultaneously) cannot be played.**

EFFECT
Selects the effect to be used.
Select "HRMNST" using this knob.

E.LEVEL (Effect Level) 0-100
Adjusts the volume level of the pitch-shifted sound.

PITCH -16, -8-DETUNE-+8, +16
In contrast to the pitch shifter, which sets the pitch in semitone steps, the Harmonist designates "degrees."
In addition to a range of ±8 degrees (1 octave), you can also set detune within a range of ±16 degrees (2 octaves).

KEY A-A♭, AM (Am) -A♭M (A♭m)
Sets the key to be used for making the harmony.
The Harmonist creates the selected harmony using pitches in this key.

AUTO RIFF ·····

This automatically produces a phrase just from picking single notes. This makes it simple for you to get the sound of high-speed guitar play.

RATE 0-100
Adjusts the phrase speed.
The speed increases as the knob is turned to the right.

PHRASE 1-16
Selects the phrase to be created with Auto Riff.
You can select the phrase you like from sixteen different phrases.

EFFECT
Selects the effect to be used.
Select "AT RIF" using this knob.

ATTACK 0-100
Adjusts the attack of each note in the phrase. The more the knob is turned to the right, the more the attack of each note increases, making it appear that you are picking each individual note. When the knob is turned to the left, the attack fades, producing a sound like tapping when you play.

SENS 0-100
Adjusts the sensitivity.
The more the knob is turned to the right, the more the sensitivity increases, with even weaker picking triggering the effect.

 * This setting for this parameter is integrated with the Humanizer setting (p. 21). Changing this value also changes the Humanizer sensitivity. However, the T-Wah sensitivity (p. 19) is a separate parameter that is set independently.

KEY A-A♭, AM (Am) -A♭M (A♭m)
Sets the key to be used for making the harmony.
Auto Riff creates the phrases in this key.

DELAY

This produces an echo effect where sounds are repeated.

E.LEVEL (Effect Level) 0–120
Adjusts the volume level of the delay sound.

TYPE
Select from the two types below.
NORMAL
Typical delay sound.
PAN (Panning)
A panned delay in which the repeated sounds come alternately from the left and right channels.
* When using the ME-33 in mono, the panning delay is not effective, even when PAN is selected.

TIME (x100) 0–2000MS
Adjusts the delay time (the interval at which the sound is repeated), in 100-ms units (the first two digits). Turning the knob to the right increases the delay time in 100 ms units.

TIME 0–98MS
Adjusts the delay time (the interval at which the sound is repeated), in 2-ms units (the last two digits). Turning the knob to the right increases the delay time in 2 ms units.

Using the TIME (x100) and TIME parameters, you can set a maximum delay time of 2000 ms.

TONE -50–+50
Adjusts the tone quality of the delay sound.
The more the knob is turned to the right of center, the more the higher frequencies are boosted, providing a crisper sound. Conversely, the more the knob is turned to the left of center, the more the high frequencies are reduced, creating a softer sound, similar to the sound of an analog delay.

FEEDBACK 0–100
Adjusts the amount of feedback (number of repeats).
Turning the knob to the right increases the number of times the sound repeats.

REVERB

This effect adds reverberation to the sound.

E.LEVEL (Effect Level) 0–100
Adjusts the volume level of the reverb sound.

TYPE
Select from the two types below.
ROOM
Provides reverberation found in clubs and other such smaller spaces. This reverb is a relatively shorter and wider.
HALL
Provides reverberation found in concert halls and other such large spaces. This is a comparatively long reverb with more depth.

TIME 0–100
Adjusts the reverberation time.
Turning the knob to the right lengthens the reverberation.

TONE -50–+50
Adjusts the tone quality of the reverb sound.
The more the knob is turned to the right of center, the more the higher frequencies are boosted, providing a crisper sound. Conversely, the more the knob is turned to the left of center, the more the high frequencies are suppressed, creating a softer sound.

MASTER

NS (Noise Suppressor) ....

This effect suppresses noises and hum picked up by the guitar.

Use this when noise that occurs while the guitar is not being played becomes noticeable. This feature is especially effective when you use the compressor, overdrive, distortion, and other such effects.

Since it suppresses noise while still monitoring the volume of the sound produced by the guitar itself, it provides a very natural effect.

THRESHOLD 0 (off)–100
Sets the volume level at which the effect is triggered. The effect starts at higher volumes as the value is increased. Raise this value when there is a lot of noise in the sound; use lower values if there is little noise.
When set to 0, the noise suppressor is turned off.

Noise that occurs when the guitar is not being played is eliminated, while in addition this control provides natural-sounding attenuation of the guitar sound.

* Turning down the guitar volume while the threshold is set to a high value may result in no sound being produced.
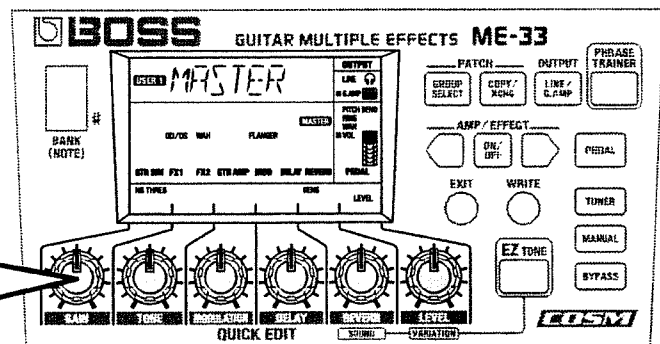
Other Settings ....

SENS 0–100
Adjusts the sensitivity used to detect the picking, which acts as the trigger that starts the Humanizer (p. 21) and Auto Riff (p. 25) effects.
The more the knob is turned to the right, the more the sensitivity increases, with even weaker picking triggering the effect.

* This setting for this parameter is integrated with the Humanizer and Auto Riff settings. Changing this value also changes the sensitivity for both these effects.

* The T-Wah (p. 19) sensitivity is a separate parameter that is set independently.
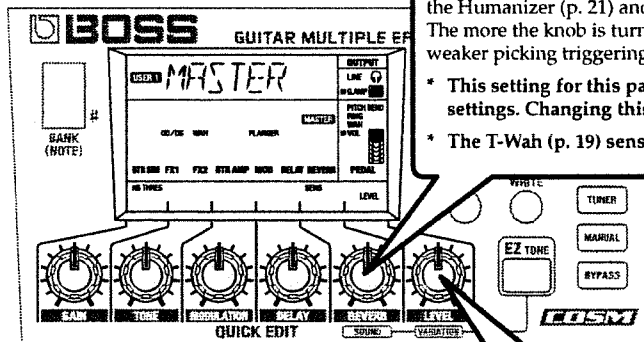
LEVEL (Master Level) 0–120
Adjusts the overall volume level of the patch.

About the Expression Pedal

The ME-33 includes certain effects that are specially controlled with an expression pedal; one of these can be selected at a time. You can specify different effects for each individual patch (p. 11).

You can check to see which effect is selected in the pedal area of the LCD screen (the effect is indicated by a "■" to the left of the effect name).

When you select an effect, the effect name also appears in the text area of the LCD screen.
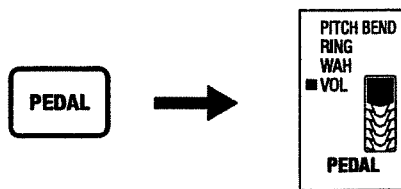
*   When an effect other than volume is selected, the effect can be turned on and off by forcefully pressing the expression pedal toe as you play. When the effect is off, the pedal icon no longer appears in the pedal area.

Strongly pressing
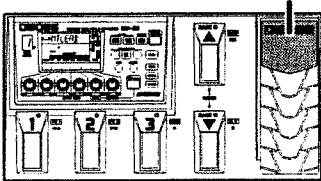
When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the panel.

In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

VOL (Volume Pedal)...

Adjusts the volume. The volume decreases as the pedal's toe is raised, and increases when the pedal is pressed down.

VOL->

When the volume pedal is placed between GTR SIM and FX1 while at the same time the OD/DS or GTR AMP is used, the volume and OD/DS or GTR AMP distortion are both altered by the pedal movements.

->VOL

When the volume pedal is placed after GTR AMP, then only the volume is changed. This setting is best for adjusting the volume level of the overall sound during setup and performance.

WAH ••

The effect creates a "wah wah" in the guitar sound when the pedal is moved. Raising the toe of the pedal creates an "oo" sound; pressing the pedal down creates a "wah" sound.

WAH->

Places the wah pedal between GTR SIM and FX1. This setting is best when distortion (OD/DS) is used.

->WAH

Places the wah pedal after GTR AMP. This results in stronger application of the effect, thus emphasizing the effect more.

RING (Ring Modulator)••

This is an effect that crosses the ME-33's internal oscillator with the guitar source sound to change the sound to a metallic sound devoid of any feeling of pitch.

Pressing the pedal down even more changes the internal oscillator's frequency, creating a particular metallic, sweeping sound.

PITCH BEND ••

This effect alters the pitch of the guitar sound being input, producing effects resembling arm up and arm down. The following five effects are available.

BEND 1

Allows the pitch to be raised up to one octave above the original guitar sound.

BEND 2

Allows the pitch to be raised up to two octaves above the original guitar sound.

BEND 3

Allows the pitch to be lowered up to one octave below the original guitar sound.

BEND 4

Allows the pitch to be lowered up to two octaves below the original guitar sound.

BEND 5

Adds to the original guitar sound a note that changes from one octave below the source to one octave above the source.

Changing the Settings for Ease of Use

Now let's try changing the patch arrangement and effect settings to match the song being played and the performance situation.

Copying Patches

You can copy a Preset patch or User patch to a separate User patch.
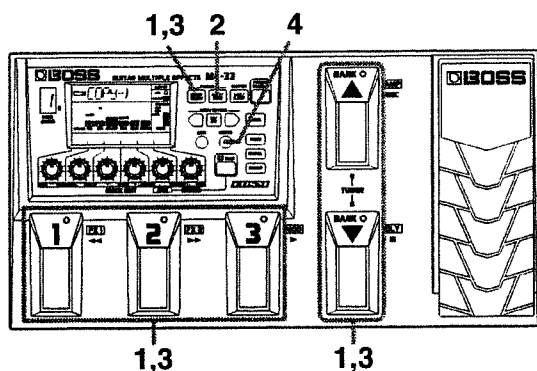
1. **Select the copy-source patch.**

   (Refer to "How to Switch Patches" on p. 11).

2. **Press [COPY/XCHG] once.**

   "COPY->" flashes in the LCD screen's character display area.
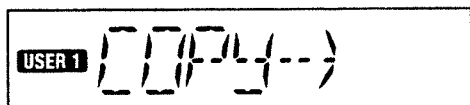
3. **Select the copy destination User patch.**

   You can select a User patch in a different bank or group (USER 1 or 2) (refer to "How to Switch Patches" on p. 11).

   * *To cancel the copy, press [EXIT]. The ME-33 returns to its previous status.*

4. **Press [WRITE].**

   The text "COPY" flashes in the LCD screen's character display area, and the contents of the copy-source patch are copied to the destination User patch.
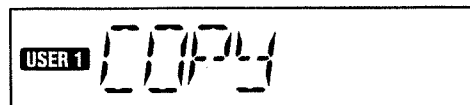
   * *The tone stored in the patch designated as the save destination is erased in the copy procedure.*

* *Once the copy is executed, the content of the settings stored in the copy destination patch cannot be restored.*

Changing the Order of the User Patches

With the ME-33, you can exchange patches to change the patch order.
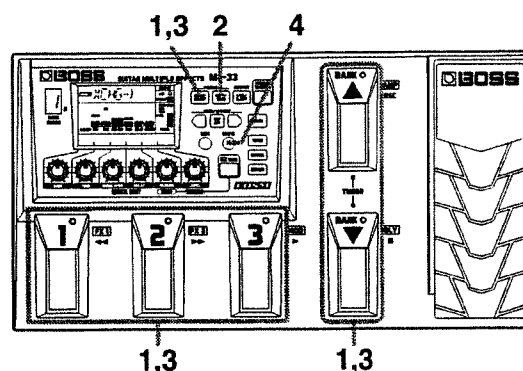
1. **Select one of the patches to be exchanged .**

   (Refer to "How to Switch Patches" on p. 11).

2. **Press [COPY/XCHG] twice.**

   "XCHG->" flashes in the LCD screen's character display area.
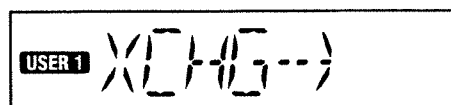
3. **Select the other patch to be exchanged.**

   You can select a User patch in a different bank or group (USER 1 or 2) (refer to "How to Switch Patches" on p. 11).

   * *To cancel the exchange, press [EXIT]. The ME-33 returns to its previous status.*

4. **Press [WRITE].**

   The text "XCHG" flashes in the LCD screen's character display area, and the User patches are exchanged.
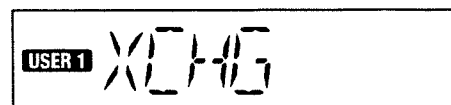
Changing Tones — Edit

"Edit" is the term used to describe making changes to the contents of a patch (effect on/off settings and parameter values). Although you can accomplish most tone editing using Quick Edit (refer to p. 13), the following procedures make it possible to freely create sounds with more detail and precision.

Parameter Area   Effect Icon   Character Display Area

1,4,6   5

3,6   4   2
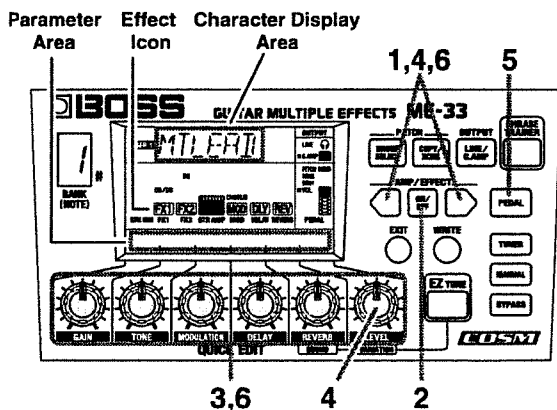
1. **Select an effect.**

   When you press ◁ or ▷ , a flashing bar appears under the effect icon. The effect that has the bar under it becomes the one to undergo editing.

   Pressing ◁ or ▷ moves the bar, while at the same time the parameters being controlled by the knobs are indicated in the LCD screen's parameter area.

2. **Select the on/off status for the effect.**

   Pressing [ON/OFF] alternately switches the effect selected for editing on and off. The effect icon is displayed while the effect is on.

3. **Change the parameter value.**

   You can use the knobs to change the parameters indicated above the knobs. When doing this, the name of the affected parameter is shown flashing, and the parameter value is indicated in the character display area of the LCD screen.

   * *When changing parameter values, do so with the effect turned on. If the knobs are turned while the effect is off, only the current value is displayed, and no change is made in the value.*

MEMO

If there is a discrepancy between the current knob position and the parameter stored in the patch, the change in the parameter begins at the point when the knob is moved past the position matching the parameter value as stored in the patch.

4. **Determine the master level.**

   Determines the overall volume level for the currently selected patch. Use this to achieve volume balance with other patches, or raise the volume of patches you want to use for solos.

(1)

(2)
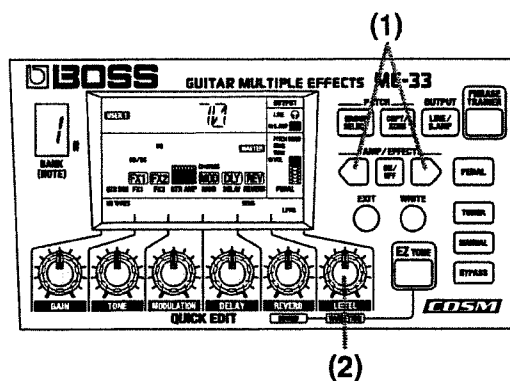
(1) Press ◁ or ▷ a number of times until "MASTER" is shown flashing in the upper right of the effects area.

(2) Turn the LEVEL knob to adjust the master level.
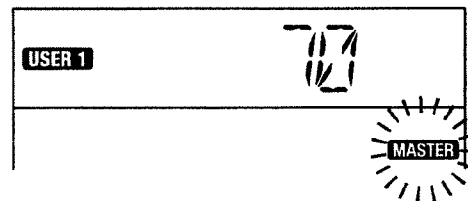
If There Is No Sound/If the Volume is Low

● Are volume-related parameters set to a low value? Check "LEVEL" and other volume parameters to make sure none is set too low.

   * *A dot lights up in the lower right of the Bank display when a tone is being edited. This indicates that additional changes have been made to the patch's tone. However, tones that have been changed are only held temporarily, and are lost once you switch tones (Patch Change). If you want to be able to use an edited tone again, carry out the Write procedure (p. 15) and save it to a User patch.*

* *If you want to abandon an edit in progress, press [EXIT]. Each time [EXIT] is pressed, the screen in effect one step before the current point is restored.*

* *To restore a tone to its condition before editing began, reselect the patch.*

5. **Select a effect that uses the expression pedal.**

   When [PEDAL] is pressed, the effect currently selected with the expression pedal is indicated in the character display area of the LCD display.

   After that, the effect being controlled with the expression pedal is switched as shown below each time [PEDAL] is pressed.

* *If a period of two seconds elapses, then the next time [PEDAL] is pressed, the effect is switched from the second time you press [PEDAL].*

* *Refer to p. 28 for more detailed information on the workings of each effect.*

```
NONE → VOL --) → --) VOL → WAH --) → --) WAH
  ↑                                          ↓
                                        RING-M
                                          ↓
BEND 5 ← BEND 4 ← BEND 3 ← BEND 2 ← BEND 1
```
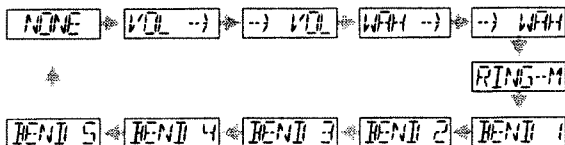
* *When WAH, RING (Ring Modulator), or PITCH BEND is selected for the effect, you can store the on/off status in effect when the patch is switched.*
  The effect is alternately turned on and off each time the toe of the expression pedal is pressed forcefully, and when the effect is off, the pedal icon no longer appears in the pedal area.

* *If you do not want anything to be controlled with the expression pedal, select "NONE."*

* *You can specify and store different effects to each individual patch (refer to p. 11).*

6. **Name the patch.**

   After changing the settings and coming up with a patch that you like, go ahead and name the patch (Patch Name). You can use up to six characters for the patch name.

(1)

(2)
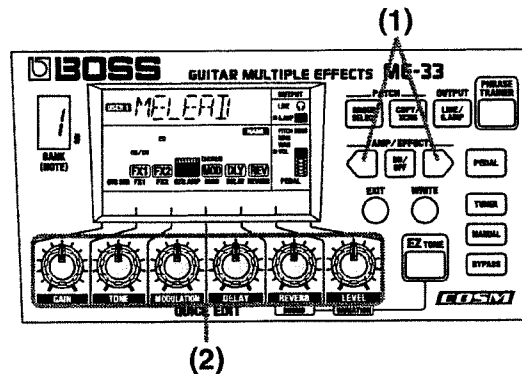
(1) Press ◁ or ▷ until "NAME" is shown flashing in the upper right of the effects area.

(2) Turn the knob to select the characters.

   The six knobs provide for selection of various characters. It's a good idea to give the patch an easily distinguishable name, one which suggest its sound.

If you want to keep the contents of your edit, carry out the Write procedure (p. 15).

Convenient Functions of the ME-33

Using the Pedals to Turn the Effects On and Off — Manual Mode

In addition to Play mode, which is the usual mode in which patches are switched, the ME-33 also features a **Manual mode**.

In Manual mode, the pedals, which normally are used for switching patches, are instead used to turn effects on and off, allowing you to use the ME-33 much like you would if you lined up a collection of your favorite stomp boxes.
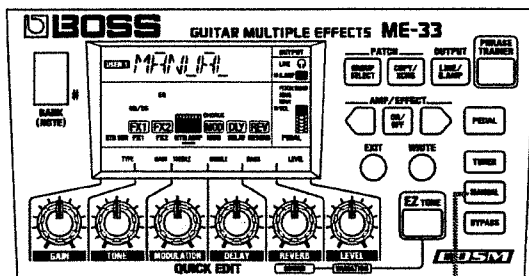
1,2

1. Press [MANUAL], then the ME-33 switche to Manual mode.

   In Manual mode, the number pedals (1–3) correspond to FX1, FX2, and MODULATION, respectively, and the BANK ▼ pedal BANK ▲ pedal respectively correspond to DELAY and GTR AMP (Guitar Amp Simulator).

   Pressing a pedal toggles the corresponding effect on and off.

   You can also edit effects the same way you perform regular editing.

   * When switching to Manual mode, the tone of the patch at the time the switch is made remains unchanged.

   * The results of editing done in Manual mode can be saved to a patch using the Write procedure (p. 15).

Guitar Amp Simulator

FX 1   FX 2   Modulation   Delay

You can confirm the on/off status of each effect by checking the effect icon in the LCD screen and the indicator for each pedal.

On: Effect Icon (Displayed)/Indicator (Lit)

Off: Effect Icon (Not Displayed)/Indicator (Off)

MEMO

As with in Edit mode, use the buttons to turn GTR SIM (Guitar Simulator) and REVERB on and off.

In addition, the effect parameters and effects that are controlled with the expression pedal are changed in the same way as in Edit mode.

2. Press [MANUAL] once more to return to Play mode.

   * Operations performed in Manual mode, such as turning the effects on and off, and editing parameters, will not be saved unless you perform the Write procedure. Go back to the Play mode and re-select the patch to restore the setting.

Having No Effects Added — Bypass Mode

When switched to Bypass mode, the sound coming from the guitar is output through the OUTPUT and PHONES jacks as is, without any effects being applied to them.

1,2
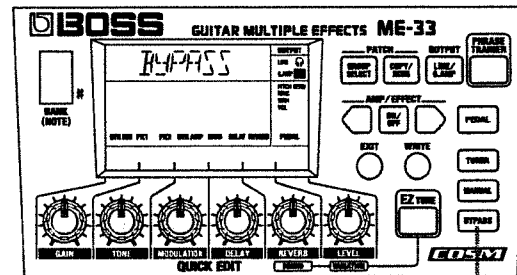
1. When [BYPASS] is pressed, "BYPASS" appears in the character display area of the LCD screen, and the ME-33 switches to Bypass mode.

2. Press [BYPASS] once more to return to the previous mode.

Tuning the Guitar — Tuner Mode

The ME-33 built-in chromatic auto-tuner, which allows you to tune your guitar easily, without any need to change any of your connections.

Moreover, the sound output is muted in Tuner mode, making it unnecessary for you to turn down your amp volume each time you tune.

1,7

2   1,7
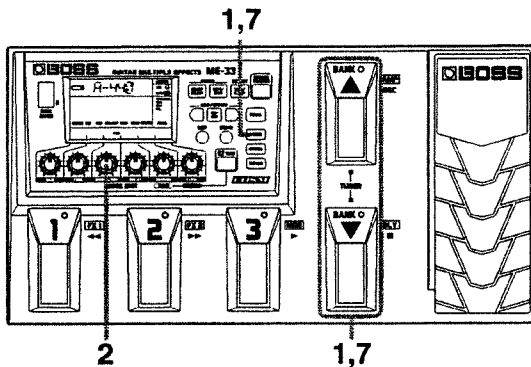
1. Press [TUNER] to switch to Tuner mode.

* *You can also switch to Tuner mode by pressing the BANK ▼ and BANK ▲ pedals simultaneously.*

2. Tune to the reference pitch.

you can change the reference pitch by turning the knob that corresponds to "PITCH." The reference pitch can be set in one-Hertz units in the range of 435–445 Hz.
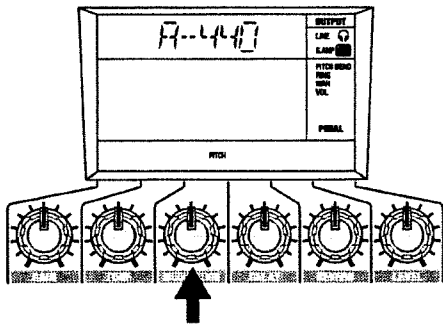
* *If changing the reference pitch, always be sure to exit Tuner mode before turning off the power. The new setting is stored upon exiting Tuner mode. If you turn off the power with the ME-33 still in Tuner mode, the changed reference pitch is not saved.*

3. Play a single note on the string to be tuned; play the string open.

The name of the note closest to the string that is played appears in the Bank display.

BANK
(NOTE)

* *Use your hand or other way to mute the other strings. You may be unable to tune the string accurately if other strings are vibrating during tuning.*

4. First do a rough tuning so that the name of the note for the string appears in the display.

Typically, the sixth and first strings are tuned to "E," the fifth to "A," the fourth to "D," the third to "G," and the seventh and second strings to "B."

* *The dot in the lower right of the Bank display changes to a sharp sign (#).*

5. Proceed to fine-tune the string.

■ When tuning according to the pitch shown in the LCD screen's character display, finely adjust the tuning as shown in the figure below.
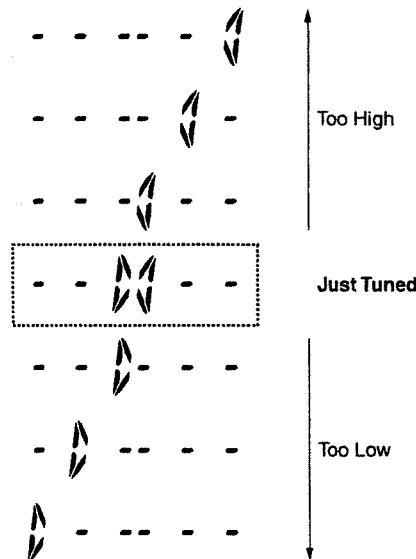
■ When tuning according to the number indicators, finely adjust the tuning so that all four Pedal 1 to BANK ▼ indicators are lit, as shown in the figure below.
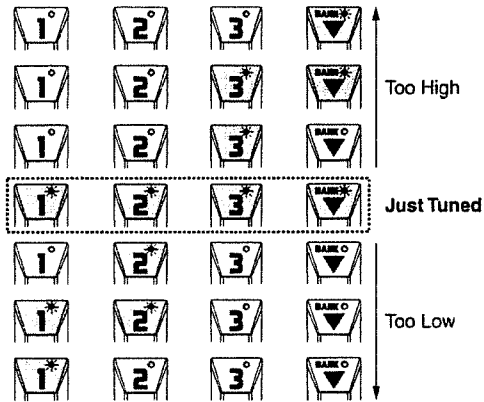
6. **Repeat Steps 3–5 to tune the other strings.**

HINT

One useful technique that may make tuning simpler is to start slightly under the target pitch and then tune upwards little by little until the string is in tune.

* *When tuning guitars equipped with arms, you may find that after tuning one string, other strings may go out of tune. In such instances, first do a rough tuning of each string in order to get them close to their respective notes, then repeat with the fine-tuning of each string.*

7. **Press [TUNER] once more to return to the previous mode.**

* *You can also return to the previous mode by pressing the BANK ▼ and BANK ▲ pedals simultaneously.*

Practicing Along with CDs and MDs — AUX IN Jack

When playing CDs, MDs, tapes, or other such input, connect the CD or MD player, tape recorder, or other device to the AUX IN jack (p. 6).

* *AUX IN is a stereo mini (1/8") jack.*

CD / MD Player etc.
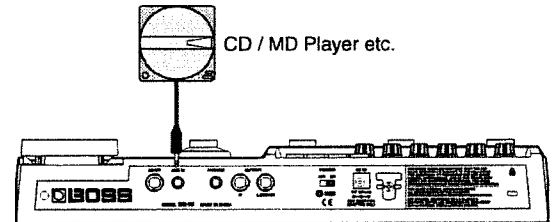
Sound input to the AUX IN jack is mixed in the ME-33 with the guitar sounds, a convenient feature when using headphones for home practice and other such situations.

When using the ME-33 with headphones or when the output of the ME-33 is connected to a stereo, portable radio/cassette player, or other such device, press [LINE/G.AMP] and select LINE (refer to "How to Make the Connections" on p. 9).

* *Do not use a cable containing a resistor to connect CD or MD players to the AUX IN jack. If a cable incorporating resistance is used, audio from CD and MD players may become inaudible.*

Copying Difficult Phrases — Phrase Trainer

The ME-33 includes a feature called "Phrase Trainer." This function digitally records a portion of music from the device connected to the AUX IN jack (such as a CD or MD player) and plays this back repeatedly to allow focussed practice of the recorded section.

You can also slow down the playback, so you can practice rapid phrases at a speed that is easier to follow.

* *The material recorded using Phrase Trainer is deleted when Phrase Trainer or the ME-33's power is turned off.*

In Phrase Trainer mode, the pedals perform the following functions.

- Number Pedal 1:   Rewind
- Number Pedal 2:   Fast Forward
- Number Pedal 3:   Play
- BANK ▼ Pedal: Stop
- BANK ▲ Pedal: Record
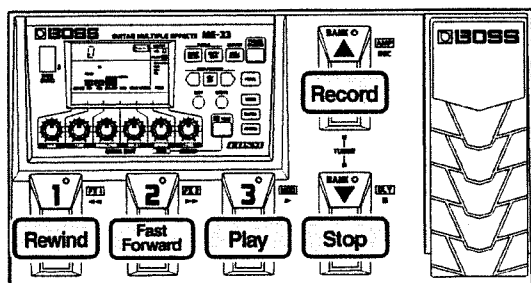
(Setup)
Connect the CD/MD player or other device to the AUX IN jack.
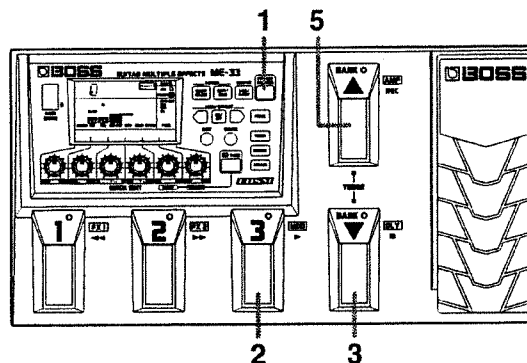
1. **Press [PHRASE TRAINER] so that "PHRASE TRAINER" appears on the right of the LCD screen's character display area.**

   The BANK ▲ indicator flashes while Phrase Trainer is turned on to indicate that the recorder is on standby.

2. **Start playback of sound from the CD, MD, or other source, and press the Play pedal when you reach the point where you want to begin recording.**

   The Play pedal indicator lights up, and recording begins.

   Recording is in mono; you can record up to a maximum of twelve seconds of material.

   A marker in the character display area changes as the recording progresses, allowing you to get a rough idea of the recording time used.

3. **Press the Stop pedal at the point you want the recording to end.**

   * *If the maximum recording time is exceeded, then recording stops automatically, even without the Stop pedal being pressed.*

4. **Press the Play pedal; the recorded material is played back repeatedly.**

   If you want to play back the recorded material from the beginning, first press the Stop Pedal, then the Rewind pedal, and then press the Play pedal once more.

■ You can rewind or fast forward while the sound is being played back by pressing the Rewind or Fast Forward pedal during playback.

   * *You can use the marker in the display as a locator for specific parts of the phrase, if you want to rewind or start from a particular part.*

SPEED   PITCH
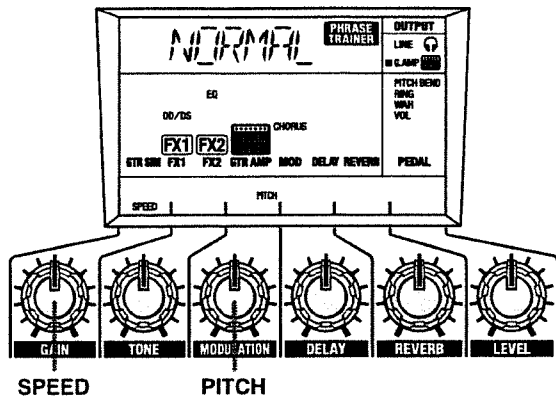
■ You can change the playback speed by turning the knob corresponding to "SPEED," either during playback, or when playback is stopped.

NORMAL/94%/89%/84%/79%/75%/71%/50%/25%

■ You can select how the pitch changes when "SPEED" is changed by turning the knob corresponding to "PITCH," either during playback, or when playback is stopped.

FIXED: Pitch remains unaltered even when the playback speed is changed.

VARI: The pitch drops when the playback speed is reduced.

(When you select "VARI")

SPEED	The difference between the original and shifted pitch
Normal	Original pitch
94%	Approximately one semitone lower
89%	Approximately two semitones lower
84%	Approximately three semitones lower
79%	Approximately four semitones lower
75%	Approximately five semitones lower
71%	Approximately six semitones lower
50%	One octave lower
25%	Two octaves lower

5. If you want to record again, first press the Stop pedal to stop playback, then press the Record pedal.

Recording standby is enabled.

* *Spatial effects (delay, modulation, reverb), the expression pedal, and overdrive / distortion feedback are temporarily disabled while Phrase Trainer is in use. However, this does not mean that the patches themselves are overwritten, so once Phrase Trainer is turned off, the tones can be used just as they were before Phrase Trainer was turned on.*

Supplementary Data

About Changing Batteries

"BATT L" appears in the LCD screen's character display area when the batteries begin to run low.
Replace the batteries (R6/LR6 (AA) type x 6) when this occurs.

```
USER1  BATT L
```

⚠️ Please be careful not to get injured on protrusions inside the battery compartment when you change batteries.

* *Since the ME-33's current consumption is relatively high, we recommend the use of alkaline batteries.*

* *Do not mix new batteries with other batteries that have been used already, and do not use different types of batteries together.*

* *Take care not to get the positive (+) and negative (-) ends of the batteries reversed.*
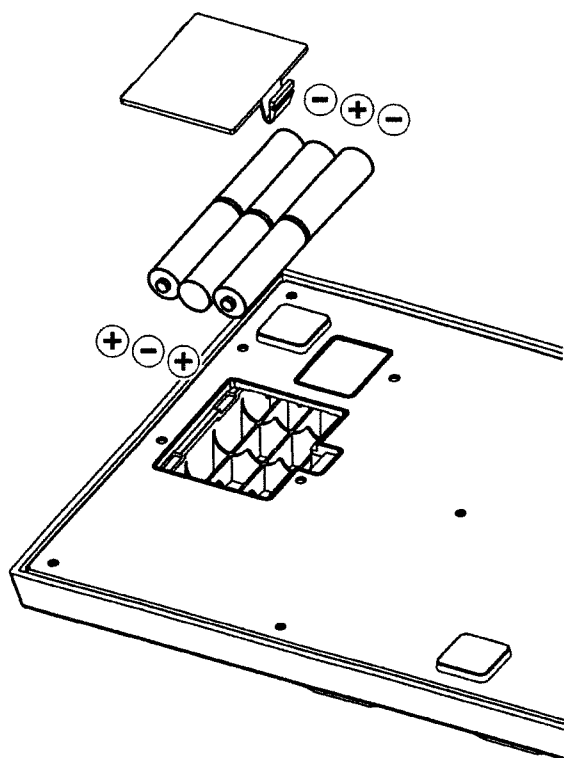
Returning the ME-33 to Its Factory Settings — Factory Reset

You can restore all of the ME-33's settings to what they were at the time the unit was shipped from the factory.
This is referred to as "Factory Reset."
To perform Factory Reset, carry out the following steps.
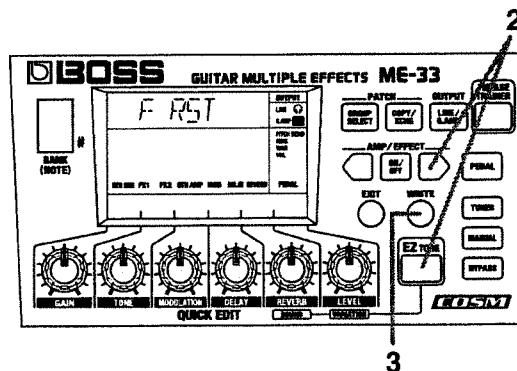
1. **Turn off the power.**

2. **While simultaneously pressing [EZ TONE] and ▷, turn on the power.**

   "F RST" appears in the LCD screen's character display area

   * *To cancel Factory Reset, first turn off the power, and then turn it on again.*

3. **Press [WRITE].**

   The text "WRITE" flashes in the LCD screen's character display area, and Factory Reset is executed.

   ⚠️ **NOTE**

   Never turn off the power while Factory Reset is in progress.

   when Factory Reset is completed, the ME-33 returns to Play mode.

For more information on the factory settings, refer to p. 42.

Adjusting the Expression Pedal

Although the ME-33's expression pedal has been set for optimum operation at the factory, extended use and the operating environment can result in the pedal going out of adjustment.

If you encounter problems such as being unable to fully cut off the sound with the volume pedal or finding that the wah effect cannot be turned on or off, you can use the following procedure to readjust the pedal.

When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the panel.

In households with small children, an adult should provide supervision until the child is capable of following all the rules essential for the safe operation of the unit.

1. **While pressing [PEDAL], turn on the ME-33's power.**
   "MAX" appears in the LCD screen's character display area.

2. **Press the toe of the expression pedal to the base, and with the pedal lightly held against the base, press** $\triangleright$.
   "MAX" flashes for several seconds, and then is replaced by a display of the numerical value.

   * *Do not move the pedal during this interval.*

3. **Press** $\triangleright$.

4. **Press the toe of the expression pedal in the same way (that is, with the same pressure) used in turning wah and other effects on and off.**
   Press the expression pedal until the displayed value no longer changes.

5. **Then, move the expression pedal to the opposite direction. Move it until the displayed value no longer changes, and the heel of the pedal contacts the base.**

6. **Press** $\triangleright$.
   The same message displayed when the power is turned on now appears in the LCD screen's character display area; when you switch to Play mode, the adjustment is complete.

NOTE

If after carrying out Step 6 the ME-33 ends up returning to the screen in Step 1, it may indicated that the unit is damaged. Consult Roland Service.

Troubleshooting

If there is no sound, or if it appears the ME-33 is not functioning correctly, first check the points below.

If the following measures do not solve the problem, contact your dealer or the nearest Roland Service Center.

No Sound/Volume is Low

● Are connections to other devices correctly made?
   Check the connections once more.

● Is the volume turned down?
   Check the volume levels on any connected amp or mixer.

● Can you hear sound through the headphones when headphones are connected?
   If you can hear sound, it may be that there is a short in the cable used to connect the amp or other device, or perhaps a mistake in an external device's settings. Check the connecting cables and external devices once more.

● Are volume-related parameters set to a low value?
   Check "LEVEL" and other volume parameters to make sure none is set too low. (p. 31)

● Has the level been lowered with the expression pedal?
   Sound is not output when the toe of the expression pedal is in the raised position while the pedal is set to function as a volume pedal ("VOL" is indicated in the LCD screen's pedal area).

● Is the ME-33 in Tuner mode (p. 34)?
   Output is muted in Tuner mode.

Patches Cannot Be Changed

● Is the status set to Bypass (p. 33)?
● Is the ME-33 in Manual mode (p. 33)?
● Is the ME-33 in Tuner mode (p. 34)?
● Is the Phrase Trainer function in use (p. 36)?
● Is the EZ Tone function in use (p. 14)?

Specifications

ME-33: Guitar Multiple Effects

AD Conversion
AF Method (*)

DA Conversion
Δ Σ Method 24-bit DAC

Sampling Frequency
44.1 kHz

Patches
60 (User) + 30 (Preset)

Effects
Guitar Simulator
Compressor
Overdrive/Distortion
Auto Wah
T-Wah
Phaser
Equalizer
Humanizer
Guitar Amp Simulator
Chorus
Flanger
Tremolo/Pan
Pitch Shifter
Harmonist
Auto Riff
Delay
Reverb
Noise Suppressor
< Effects for Expression Pedal >
Volume Pedal
Pedal Wah
Pitch Bender
Ring Modulator

Nominal Input Level
INPUT: -20 dBu
AUX IN: -10 dBu

Input Impedance
INPUT: 1 MΩ
AUX IN: 47 kΩ

Nominal Output Level
OUTPUT: -20 dBu

Output Impedance
OUTPUT: 2 kΩ

Display
7 segments, 1 character LED
Backlit Custom LCD

Jacks
INPUT Jack
AUX IN Jack (Stereo Mini Type)
OUTPUT Jacks L (MONO) / R
PHONES Jack (Stereo Mini Type)
AC Adaptor Jack

Power Supply
DC 9 V: Dry batteries (R6/LR6 (AA) type) x 6, AC Adaptor
(PSAseries: Optional)

Current Draw
160 mA

> * *Expected battery life under continuous use:*
>
> Carbon: 3.5 hours
>
> Alkaline: 12 hours
>
> These figures will vary depending on the actual conditions of use.

Dimensions
397.5 (W) x 212 (D) x 67 (H) mm
15-11/16 (W) x 8-3/8 (D) x 2-11/16 (H) inches

Weight
1.8 kg / 4 lbs (including batteries)

Accessories
Owner's Manual
Dry Batteries (Alkaline: LR6 (AA) type) x 6
Roland Service (Information Sheet)

Options
AC Adaptor (PSA series)

> * $0 \, dBu = 0.775 \, Vrms$

NOTE

In the interest of product improvement, the specifications and/or appearance of this unit are subject to change without prior notice.

(*) AF Method (Adaptive Focus method)

This is a proprietary method from Roland that vastly improves the signal-to-noise (S/N) ratio of the A/D and D/A converters.

Index

Factory Settings

GROUP	BANK	No.	NAME	GTR SIM TYPE	GTR SIM LEVEL	FX1 EFFECT	FX1 parms	FX2 EFFECT	FX2 parms	AMP TYPE	GAIN	TREBLE	MIDDLE	BASS	LEVEL
USER 1	1	1	MTLEAD			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	METAL	30	50	50	50	63
		2	MOD CH			COMP	SUSTAIN 43, ATTACK 0, TONE 0, LEVEL 57			TWIN	50	50	13	50	70
		3	BIG DS			FAT	DRIVE 100, FEEDBACK 0, TONE 0, LEVEL 30			MS STK	33	60	13	77	63
	2	1	SOUTH			EQ	MID.f 800, TREBLE -2, MIDDLE 9, BASS 2, LEVEL 0	BLUES	DRIVE 37, FEEDBACK 0, TONE 23, LEVEL 50						
		2	SMOOTH			COMP	SUSTAIN 50, ATTACK 70, TONE 0, LEVEL 50								
		3	DLLAAD			DIST	DRIVE 73, FEEDBACK 0, TONE 30, LEVEL 40								
	3	1	RCKWAH			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 800, TREBLE 5, MIDDLE 5, BASS 10, LEVEL -1	BG STK	50	50	50	50	53
		2	PBEND			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50								
		3	WHAAT					→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	MATCH	50	50	50	50	80
	4	1	HUGE			OD	DRIVE 50, v 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE 6, MIDDLE -20, BASS 20, LEVEL 0	METAL	50	30	0	100	67
		2	STLEAD			BLUES	DRIVE 90, FEEDBACK 0, TONE 20, LEVEL 30								
		3	OCTWAH			T WAH1	DEPTH 83, SENS 100	BLUES	DRIVE 37, FEEDBACK 0, TONE 3, LEVEL 60						
	5	1	HEAVEE	S→H	50			→EQ	MID.f 800, TREBLE 1, MIDDLE -9, BASS 9, LEVEL 1	METAL	100	0	53	57	50
		2	U-VIB					PHASER	RATE 37, DEPTH 80, RESO 23, MAN 60, STEP 0	MS STK	7	60	37	40	80
		3	1ST-VH	S→H	50			→EQ	MID.f 800, TREBLE 7, MIDDLE 4, BASS 9, LEVEL 1	METAL	77	27	80	100	53
	6	1	70S ML							MS STK	23	50	50	50	63
		2	LP→ST	H→HF	100			EQ→	MID.f 8000, TREBLE 0, MIDDLE 10, BASS -4, LEVEL -3						
		3	BUBBLZ			AT WAH	RATE 97, DEPTH 17, MAN 50			JC-120	50	50	50	50	80
	7	1	SMLAMP			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS -3, LEVEL 0	MATCH	40	50	0	33	80
		2	SURFIN							TWIN	50	50	50	50	80
		3	SPACEE			PHASER	RATE 70, DEPTH 80, RESO 93, MAN 53, STEP 33	T WAH1	DEPTH 100, SENS 20	TWIN	33	50	50	50	60
	8	1	TXBLUE					→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	MATCH	50	83	0	50	80
		2	ST>ACO	S→AG	100					JC-120	27	73	50	37	80
		3	YUMNWA					HUMAN1	RATE 40, DEPTH 60, SENS 40, PHRASE A-I	JC-120	73	50	50	50	80
	9	1	2FLAT			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -1, MIDDLE 3, BASS 10, LEVEL 0	METAL	50	50	50	50	50
		2	FNGRPK	S→AG	100	COMP	SUSTAIN 30, ATTACK 100, TONE 0, LEVEL 40			JC-120	50	60	40	20	80
		3	ARBEND			DIST	DRIVE 43, FEEDBACK 0, TONE 20, LEVEL 50	→EQ	MID.f 2000, TREBLE 0, MIDDLE 3, BASS 0, LEVEL 0						
	0	1	WAH LD			T WAH1	DEPTH 100, SENS 50	DIST	DRIVE 73, FEEDBACK 0, TONE 7, LEVEL 57						
		2	ARP-C							MS STK	50	50	50	50	50
		3	-FOUR			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	BG STK	50	50	50	50	50
USER 2	1	1	VINTBG					→EQ	MID.f 800, TREBLE 8, MIDDLE -6, BASS 12, LEVEL 0	BG STK	50	70	40	30	53
		2	SO CLN	H→AG	50	COMP	SUSTAIN 70, ATTACK 50, TONE -23, LEVEL 57	→EQ	MID.f 500, TREBLE -8, MIDDLE -8, BASS 9, LEVEL 1						
		3	RIF A-			OD	DRIVE 33, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 12, LEVEL 0	MS STK	50	50	50	50	50
	2	1	ON TEN	S→H	50			→EQ	MID.f 800, TREBLE 1, MIDDLE -9, BASS 9, LEVEL 1	MS STK	80	100	100	100	73
		2	JAZZ +	S→H	50	COMP	SUSTAIN 20, ATTACK 100, TONE 0, LEVEL 57	EQ→	MID.f 1250, TREBLE 0, MIDDLE 3, BASS 0, LEVEL 0	JC-120	60	50	60	50	73
		3	60S BOX					EQ→	MID.f 800, TREBLE 3, MIDDLE 10, BASS 8, LEVEL -1	MATCH	57	53	0	50	50
	3	1	TUBEY					→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	TWIN	50	50	50	50	80
		2	CLEAN1			COMP	SUSTAIN 30, ATTACK 100, TONE 0, LEVEL 50			JC-120	33	50	50	50	80
		3	VINFUZ			FUZZ	DRIVE 100, FEEDBACK 0, TONE 17, LEVEL 30	EQ→	MID.f 3150, TREBLE 12, MIDDLE 5, BASS 4, LEVEL 0						
	4	1	STEREO					→EQ	MID.f 1250, TREBLE 0, MIDDLE 0, BASS 3, LEVEL 0	MS STK	70	40	100	100	47
		2	50ROCK							TWIN	100	53	50	67	43
		3	ALL FX			FUZZ	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	PHASER	RATE 40, DEPTH 60, RESO 100, MAN 50, STEP 60	JC-120	40	50	50	80	70
	5	1	FLANGE			DIST	DRIVE 73, FEEDBACK 0, TONE 0, LEVEL 37	→EQ	MID.f 800, TREBLE 0, MIDDLE 3, BASS 1, LEVEL 0						
		2	PHASER					PHASER	RATE 27, DEPTH 57, RESO 30, MAN 80, STEP 0	JC-120	50	70	50	30	70
		3	PLAY E			OD	DRIVE 50, FEEDBACK 0, TONE 0, LEVEL 50	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	MATCH	50	50	0	50	63
	6	1	BD>DLY			BLUES	DRIVE 7, FEEDBACK 0, TONE 10, LEVEL 60								
		2	MOD TW							TWIN	60	50	57	63	57
		3	HRM-E-			METAL	DRIVE 30, FEEDBACK 0, TONE 0, LEVEL 30	→EQ	MID.f 315, TREBLE -3, MIDDLE 0, BASS 10, LEVEL 0	METAL	50	50	50	50	57
	7	1	FUZZ A			FUZZ	DRIVE 100, FEEDBACK 0, TONE 33, LEVEL 40								
		2	ANALOG			COMP	SUSTAIN 20, ATTACK 50, TONE 20, LEVEL 50			JC-120	50	60	97	37	80
		3	BASSWA			T WAH1	DEPTH 63, SENS 83			MS STK	50	50	50	50	57
	8	1	STUDIO					→EQ	MID.f 800, TREBLE 2, MIDDLE -1, BASS 5, LEVEL 0	METAL	80	80	50	53	47
		2	LINEJC			COMP	SUSTAIN 23, ATTACK 70, TONE 0, LEVEL 73	→EQ	MID.f 1250, TREBLE 1, MIDDLE -2, BASS 0, LEVEL 0	JC-120	50	70	50	50	60
		3	MELO*C					→EQ	MID.f 3150, TREBLE 4, MIDDLE 6, BASS 9, LEVEL 0	MATCH	100	60	0	70	47
	9	1	HAM-C-			BLUES	DRIVE 10, FEEDBACK 0, TONE 0, LEVEL 70	→EQ	MID.f 315, TREBLE 0, MIDDLE 2, BASS 14, LEVEL 0	MATCH	100	53	0	70	43
		2	AC GTR	S→AG	93	EQ	MID.f 315, TREBLE 7, MIDDLE -4, BASS -5, LEVEL 5								
		3	MOTION			AT WAH	RATE 20, DEPTH 50, MAN 90	PHASER	RATE 37, DEPTH 53, RESO 37, MAN 80, STEP 0	JC-120	50	50	50	50	70
	0	1	ERUPTN	S→H	50	PHASER	RATE 10, DEPTH 80, RESO 70, MAN 43, STEP 0	→EQ	MID.f 800, TREBLE 7, MIDDLE 4, BASS 9, LEVEL 1	METAL	77	27	80	47	47
		2	CLEAN2			COMP	SUSTAIN 17, ATTACK 70, TONE 0, LEVEL 73	→EQ	MID.f 1250, TREBLE 0, MIDDLE 6, BASS -3, LEVEL -3						
		3	AMINRF			OD	DRIVE 47, FEEDBACK 0, TONE 0, LEVEL 50	HUMAN1	RATE 37, DEPTH 60, SENS 40, PHRASE A-I	MS STK	47	50	50	50	60

EFFECT	MOD parm 1	parm 2	parm 3	parm 4	parm 5	DELAY TYPE	TIME	FEEDBACK	TONE	E.LEVEL	REVERB TYPE	TIME	TONE	E.LEVEL	MASTER NS THRES	SENS	LEVEL	PEDAL SW	EFFECT
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	550MS	60	0	30	ROOM	10	0	20	40	40	82	ON	→VOL
P SFT	PITCH DETUNE	D.LEVEL 100	E.LEVEL 63			NORMAL	550MS	60	0	30	HALL	27	0	10	40	40	50	ON	→VOL
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	550MS	60	0	30	ROOM	30	0	13	40	40	82	ON	VOL→
						NORMAL	120MS	30	0	30					40	40	90	ON	VOL→
CHO 2	RATE 23	DEPTH 80	TONE 0	E.LEVEL 37		NORMAL	480MS	60	0	37					40	40	50	ON	→VOL
						NORMAL	450MS	60	0	50					40	40	60	ON	VOL→
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	550MS	60	0	30					40	40	66	ON	WAH→
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30											40	40	100	ON	BEND1
PAN	RATE 40	DEPTH 50				NORMAL	550MS	80	0	50	HALL	33	0	33	50	40	100	ON	RING-M
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	550MS	60	0	30	HALL	10	0	20	40	40	70	ON	→VOL
CHO 2	RATE 23	DEPTH 50	TONE -23	E.LEVEL 87		NORMAL	550MS	60	0	30					40	40	108	ON	→VOL
P SFT	PITCH -12	D.LEVEL 100	E.LEVEL 100			NORMAL	400MS	33	-7	37					40	40	70	ON	RING-M
						PAN	2MS	80	7	80					40	40	80	ON	→VOL
						NORMAL	350MS	60	0	30	HALL	10	0	20	40	40	66	ON	→VOL
P SFT	RATE 40	DEPTH 50									HALL	10	0	20	40	40	70	ON	WAH→
											ROOM	33	0	10	40	40	80	ON	→VOL
															40	40	100	ON	→VOL
TRMLO	RATE 67	DEPTH 50				PAN	550MS	30	0	43	HALL	30	0	30	50	40	80	ON	→VOL
															40	40	70	ON	→VOL
TRMLO	RATE 57	DEPTH 50									HALL	33	0	63	40	40	66	ON	→VOL
						NORMAL	550MS	60	0	30	HALL	50	0	50	40	40	62	ON	VOL→
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	250MS	60	0	20	HALL	20	13	20	40	40	66	ON	VOL→
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	550MS	60	0	20	HALL	50	0	20	40	40	100	ON	→VOL
P SFT	PITCH -12	D.LEVEL 100	E.LEVEL 100			PAN	400MS	30	0	30	HALL	10	0	20	40	40	66	ON	→VOL
P SFT	PITCH -2	D.LEVEL 0	E.LEVEL 100			NORMAL	550MS	60	0	30	HALL	10	-33	20	40	40	100	ON	→VOL
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 50		PAN	150MS	60	0	20	HALL	33	0	20	40	40	66	ON	→VOL
AT RIF	RATE 77	ATTACK 50	KEY C	SENS 40	PHRASE 2	NORMAL	450MS	60	0	30	HALL	40	0	33	40	40	50	ON	BEND 1
						NORMAL	500MS	60	0	30					40	40	60	ON	→VOL
AT RIF	RATE 10	ATTACK 63	KEY C	SENS 40	PHRASE 14	NORMAL	550MS	60	0	30	HALL	10	0	20	40	40	80	ON	→VOL
P SFT	PITCH -5	D.LEVEL 100	E.LEVEL 40			NORMAL	550MS	60	0	30	HALL	10	0	20	40	40	66	ON	→VOL
															40	40	90	ON	→VOL
CHO 2	RATE 27	DEPTH 40	TONE 33	E.LEVEL 100		PAN	30MS	0	7	63	HALL	10	-47	17	40	40	30	ON	→VOL
AT RIF	RATE 80	ATTACK 20	KEY AM	SENS 40	PHRASE 2						HALL	10	0	3	40	40	60	ON	→VOL
						PAN	26MS	0	7	30					40	40	40	ON	→VOL
						NORMAL	156MS	70	0	27	HALL	10	0	3	40	40	98	ON	→VOL
											ROOM	17	0	30	40	40	100	ON	→VOL
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 57							HALL	33	0	20	40	40	40	ON	→VOL
CHO 2	RATE 27	DEPTH 77	TONE 20	E.LEVEL 50							HALL	80	0	33	50	40	100	ON	→VOL
															50	40	50	ON	→VOL
						NORMAL	30MS	0	0	60	ROOM	20	20	40	50	40	100	ON	→VOL
						NORMAL	128MS	27	-23	50	ROOM	50	0	47	50	40	100	ON	→VOL
P SFT	PITCH -12	D.LEVEL 73	E.LEVEL 100			PAN	150MS	50	0	80	HALL	100	0	40	50	40	102	ON	→WAH
FLANGE	RATE 33	DEPTH 60	RESO 50	MAN 60		NORMAL	100MS	23	0	27					50	40	70	ON	→VOL
											ROOM	27	0	20	50	40	100	ON	→VOL
AT RIF	RATE 70	ATTACK 10	KEY E	SENS 40	PHRASE 1	NORMAL	550MS	60	0	30					50	40	66	ON	VOL→
						NORMAL	356MS	27	0	13					50	40	100	OFF	BEND 1
TRMLO	RATE 53	DEPTH 40									ROOM	7	0	17	50	40	100	ON	→VOL
HRMNST	PITCH 3	KEY E	E.LEVEL 100			NORMAL	550MS	60	0	30					50	40	62	ON	VOL→
															50	40	50	ON	→VOL
CHO 2	RATE 30	DEPTH 50	TONE 0	E.LEVEL 30		NORMAL	150MS	60	-40	60	HALL	33	0	10	50	40	66	ON	→VOL
P SFT	PITCH -12	D.LEVEL 100	E.LEVEL 100			NORMAL	550MS	60	0	10	HALL	7	0	13	50	40	66	ON	→VOL
CHO 2	RATE 60	DEPTH 17	TONE 0	E.LEVEL 20		PAN	550MS	20	0	30					50	40	100	ON	VOL→
CHO 1	RATE 20	DEPTH 50	TONE 0	E.LEVEL 100							HALL	33	0	40	50	40	100	ON	→VOL
CHO 2	RATE 0	DEPTH 10	TONE 0	E.LEVEL 20							ROOM	30	0	20	50	40	60	ON	→VOL
HRMNST	PITCH 3	KEY C	E.LEVEL 100			NORMAL	500MS	60	0	30					50	40	100	ON	→VOL
											ROOM	27	3	27	50	40	100	ON	→VOL
PAN	RATE 40	DEPTH 50				PAN	550MS	60	0	40	HALL	33	0	23	50	40	90	ON	→VOL
P SFT	PITCH -1	D.LEVEL 0	E.LEVEL 100			PAN	402MS	43	7	20	HALL	43	-30	60	60	40	70	ON	→VOL
CHO 2	RATE 37	DEPTH 60	TONE -10	E.LEVEL 43		NORMAL	350MS	40	0	43					50	40	60	ON	→VOL
AT RIF	RATE 77	ATTACK 10	KEY C	SENS 40	PHRASE 9	NORMAL	720MS	60	0	20	HALL	33	3	40	50	40	66	ON	VOL→

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Blank Chart

GROUP	BANK	No.	NAME	GTR SIM		FX1							FX2							GTR AMP					
				TYPE	LEVEL	EFFECT	parm 1	parm 2	parm 3	parm 4	parm 5	EFFECT	parm 1	parm 2	parm 3	parm 4	parm 5		TYPE	GAIN	TREBLE	MIDDLE	BASS	LEVEL	

MOD						DELAY					REVERB				MASTER			PEDAL	
EFFECT	parm 1	parm 2	parm 3	parm 4	parm 5	TYPE	TIME	FEEDBACK	TONE	E.LEVEL	TYPE	TIME	TONE	E.LEVEL	NS THRES	SENS	LEVEL	SW	EFFECT

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Factory Patch List

■ USER 1 (PRESET)

1-1	MTLEAD
1-2	MOD CH
1-3	BIG DS
2-1	SOUTH
2-2	SMOOTH
2-3	DLLAAD
3-1	RCKWAH
3-2	PBEND
3-3	WHAAT
4-1	HUGE
4-2	STLEAD
4-3	OCTWAH
5-1	HEAVEE
5-2	U-VIB
5-3	IST-VH
6-1	70S ML
6-2	LP→ST
6-3	BUBBLZ
7-1	SMLAMP
7-2	SURFIN
7-3	SPACEE
8-1	TXBLUE
8-2	ST>ACO
8-3	YUMNWA
9-1	2FLAT
9-2	FNGRPK
9-3	ARBEND
0-1	WAH LD
0-2	ARP-C
0-3	-FOUR

■ USER 2

1-1	VINTBG
1-2	SO CLN
1-3	RIF A-
2-1	ON TEN
2-2	JAZZ +
2-3	60S BOX
3-1	TUBEY
3-2	CLEAN1
3-3	VINFUZ
4-1	STEREO
4-2	50ROCK
4-3	ALL FX
5-1	FLANGE
5-2	PHASER
5-3	PLAY E
6-1	BD>DLY
6-2	MOD TW
6-3	HRM-E-
7-1	FUZZ A
7-2	ANALOG
7-3	BASSWA
8-1	STUDIO
8-2	LINEJC
8-3	MELO*C
9-1	HAM-C-
9-2	AC GTR
9-3	MOTION
0-1	ERUPTN
0-2	CLEAN2
0-3	AMINRF

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