BASS MULTIPLE EFFECTS

ME-90B

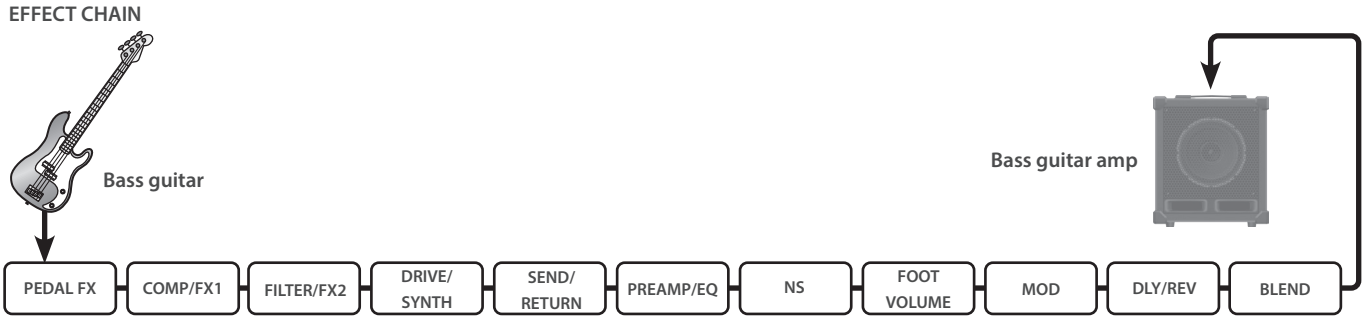
Parameter Guide

Contents

Effects

Effect signal chain

The signal chain (how the effects are connected) on the ME-90B is shown below.



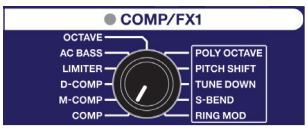
The signal chain is automatically optimized to match the effect type that's selected. You can change the SEND/RETURN to come after the PREAMP/EQ.

COMP/FX1 (compressor/effect 1)

Averages out the volume, giving a sustained sound without distortion. You can also select from a variety of unique effects.

In manual mode or in memory edit mode, you can turn the effect on/off with the number [1]/[COMP] pedal.

Compressor/effect types



Effect type	Indicator color	Explanation
1. COMP	Blue	This models a BOSS CS-3 compact effect unit.
2. M-COMP		A compressor that uses MDP (Multi-Dimensional Processing).
3. D-COMP		This models an MXR DynaComp.
4. LIMITER		Attenuates loud input levels to prevent distortion.
5. AC BASS		Simulates the sound of an acoustic bass.
6. OCTAVE		Adds pitches one and two octaves lower.
7. POLY OCTAVE		An octave effect that works with polyphonic input.
8. PITCH SHIFT	Light blue	Changes the pitch of the original sound within a range of ±2 octaves. * Use single notes when playing with this effect.
9. TUNE DOWN	Blue	Gives the effect of tuning your bass guitar lower. * Use single notes when playing with this effect.
10. S-BEND		Gives a pitch shift up/down effect. The effect is applied while you hold down the pedal.
11. RING MOD		Combines the internal oscillator and the bass guitar tone to create an atonal, metallic sound.

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #11 effect (RING MOD) with the following effects.
Different settings can be made for each memory.

Effect type	Indicator color	Explanation
BASS SIM HUM	Blue	Gives the sound of a humbucking pickup.
BASS SIM ACT		Gives the sound of an active pickup.

Knob functions

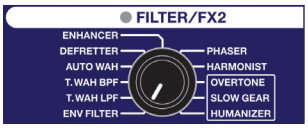
Effect type	1	2	3
1. COMP	SUSTAIN 0–99 Sets how long the sound rings out (sustains).	ATTACK 0–99 Sets the attack time of the sound.	LEVEL 0–99 Sets the volume.
2. M-COMP	SUSTAIN 0–99 Sets how long the sound rings out (sustains).	ATTACK 0–99 Sets the attack time of the sound.	LEVEL 0–99 Sets the volume.
3. D-COMP	SUSTAIN 0–99 Sets how long the sound rings out (sustains).	ATTACK 0–99 Sets the attack time of the sound.	LEVEL 0–99 Sets the volume.
4. LIMITER	SUSTAIN 0–99 Sets how long the sound rings out (sustains).	ATTACK 0–99 Sets the attack time of the sound.	LEVEL 0–99 Sets the volume.
5. AC BASS	LOW 0–99 Adjusts the low-frequency tonal character.	HIGH 0–99 Adjusts the high-frequency tonal character.	LEVEL 0–99 Sets the volume.
6. OCTAVE	-1 OCT LEVEL 0–99 Sets the volume of the sound that's one octave below.	-2 OCT LEVEL 0–99 Sets the volume of the sound that's two octaves below.	DIRECT LEVEL 0–99 Sets the volume of the direct sound.
7. POLY OCTAVE	RANGE 0–99 This selects the register to which the effect is applied.	D. LEVEL 0–99 Sets the volume of the direct sound.	E. LEVEL 0–99 Sets the volume of the sound that's one octave below.
8. PITCH SHIFT	PITCH -24–DETUNE–+24 Sets how much to shift the pitch, in semitones. This gives a detuning effect when "0" is shown on the display.	D. LEVEL 0–99 Sets the volume of the direct sound.	E. LEVEL 0–99 Sets the volume of the effect sound.
9. TUNE DOWN	LOW -12–0 Adjusts the pitch in semitones.	– No function is controlled.	– No function is controlled.
10. S-BEND	PITCH -3–+4 Adjusts the pitch in octaves.	RISE TIME 0–99 Ajusts the amount of time it is to take for the effect to transition to the maximum.	FALL TIME 0–99 Adjusts the amount of time it is to take for the effect to transition to the original.
11. RING MOD	FREQ 0–99 Sets the frequency of the internal oscillator.	D. LEVEL 0–99 Sets the volume of the direct sound.	E. LEVEL 0–99 Sets the volume of the modulated sound.
11. BASS SIM HUM	LOW 0–99 Adjusts the low-frequency tonal character.	HIGH 0–99 Adjusts the high-frequency tonal character.	LEVEL 0–99 Sets the volume.
11. BASS SIM ACT	LOW 0–99 Adjusts the low-frequency tonal character.	HIGH 0–99 Adjusts the high-frequency tonal character.	LEVEL 0–99 Sets the volume.

FILTER/FX2 (filter/effect 2)

This changes the filtering to produce a wah effect.

In manual mode or in memory edit mode, you can turn the effect on/off with the number [2]/[FILTER] pedal.

Filter/effect types



Effect type	Indicator color	Explanation
1. ENV FILTER	Blue	Models the Mu-Tron III made by Musitronics. The filter operates according to the input strength, producing a wah effect. The filter lets only the low-frequency region pass through.
2. T.WAH LPF	Blue	This changes the filter according to the input strength, producing a wah effect. The filter lets only the low-frequency region pass through, and works on the high frequencies.
3. T.WAH BPF	Blue	This changes the filter according to the input strength, producing a wah effect. The filter lets only specific frequencies pass through, and works on the high frequencies.
4. AUTO WAH	Light blue	This changes the filtering over a periodic cycle, providing an automatic wah effect.
5. DEFRETTER	Blue	This simulates a fretless bass.
6. ENHANCER	Blue	This emphasizes the attack portion of the sound according to the changes in input level, adding more definition to the input audio.
7. PHASER	Green	Adds an out-of-phase sound for a modulated, swelling effect.
8. HARMONIST	Light blue	Produces harmonies in the diatonic scale. * Use single notes when playing with this effect. The direct sound is set to a fixed volume.
9. OVERTONE	Light blue	This effect uses MDP technology to add new harmonics to the sound, producing resonance and richness that was not present in the original sound.
10. SLOW GEAR	Blue	This produces a volume-swell effect ("violin-like" sound).
11. HUMANIZER	Blue	Alters the bass guitar tone to make it sound more like a human voice.

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #11 effect (HUMANIZER) with the following effects.
Different settings can be made for each memory.

Effect type	Indicator color	Explanation
M-COMP	Blue	A compressor that uses MDP.
T.WAH DOWN	Blue	This changes the filter according to the input strength, producing a wah effect. The filter works on the low frequencies.
ENV FILTER BPF	Blue	Models the Mu-Tron III made by Musitronics. The filter operates according to the input strength, producing a wah effect. The filter lets only specific frequencies pass through.
FLANGER	Purple	Adds modulation that sounds like a jet airplane taking off and landing.
SCRIPT PHASER	Green	This models the MXR Phase 90 which was manufactured during the '70s.

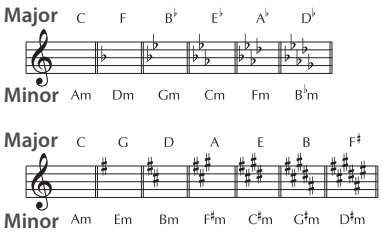
Knob functions

Effect type	1	2	3
1. ENV FILTER	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the tone (brightness).	PEAK 0–99 Sets the strength (character) of the effect.
2. T.WAH LPF	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the tone (brightness) of the wah effect.	PEAK 0–99 Sets the strength (character) of the effect.
3. T.WAH BPF	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the tone (brightness) of the wah effect.	PEAK 0–99 Sets the strength (character) of the effect.
4. AUTO WAH	RATE 0–99 Sets the speed of modulation.	DEPTH 0–99 Sets the amount of modulation.	E. LEVEL 0–99 Sets the volume of the effect sound.
5. DEFRETTER	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
6. ENHANCER	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the frequency range of the enhancer audio.	LEVEL 0–99 Adjusts the volume of the enhancer audio.
7. PHASER	RATE 0–99 Sets the rate of the modulation.	DEPTH 0–99 Sets the amount of modulation.	RESONANCE 0–99 Sets the strength (character) of the effect.
8. HARMONIST	KEY C (Am)–B (G♯m) Sets the key of the song you're playing. *1	HARMONY -8th–DETUNE–+8th Sets the pitch of the harmony sound in steps. This gives a detuning effect when "0" is shown on the display. *2	E. LEVEL Sets the volume of the effect sound.
9. OVERTONE	UPPER 0–99 Adjusts the volume of the harmonic one octave above.	LOWER 0–99 Adjusts the volume of the harmonic one octave below.	D. LEVEL 0–99 Sets the volume of the direct sound.
10. SLOW GEAR	SENS 0–99 Sets the input sensitivity.	ATTACK 0–99 Sets how long it takes to reach maximum volume.	LEVEL 0–99 Sets the volume.
11. HUMANIZER	SENS 0–99 Sets the input sensitivity.	VOWEL1 a, e, i, o, u Selects the first vowel.	VOWEL2 a, e, i, o, u Selects the second vowel.
11. M-COMP	SUSTAIN 0–99 Sets how long the sound rings out (sustains).	ATTACK 0–99 Sets the attack time of the sound.	LEVEL 0–99 Sets the volume.
11. T.WAH DOWN	SENS 0–99 Sets the input sensitivity.	TONE 0–99 Sets the tone (brightness) of the wah effect.	PEAK 0–99 Sets the strength (character) of the effect.

Effects

Effect type	1	2	3
11. ENV FILTER BPF	**SENS** 0–99 Sets the input sensitivity.	**TONE** 0–99 Sets the tone (brightness) of the wah effect.	**PEAK** 0–99 Sets the strength (character) of the effect.
11. FLANGER	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**RESONANCE** 0–99 Sets the strength (character) of the effect.
11. SCRIPT PHASER	**RATE** 0–99 Sets the rate of the modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.

***1: Song keys and sheet music accidentals (♯, ♭)**



Examples of key indications

(E) (C#)

***2: Examples of harmony indications**

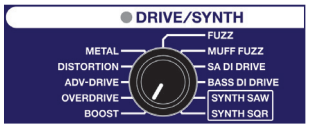
-1 octave Detune Up a third +1 octave

DRIVE/SYNTH (Drive/Synthesizer)

The drive effect distorts the audio, and the synthesizer effect processes the input audio to create a synth-like sound.

In manual mode or in memory edit mode, you can turn the effect on/off with the number [3]/[DRV/SYN] pedal.

Drive/synthesizer types



Effect type	Indicator color	Explanation	
1. BOOST	Yellow	Gives a punchy, clean tone.	
2. OVERDRIVE	Yellow	Overdrive tuned especially for use with basses.	
3. ADV-DRIVER	Yellow	This effect uses MDP to provide ideal distortion in all pitch ranges, from low to high.	
4. DISTORTION	Orange	Distortion tuned especially for use with basses.	
5. METAL	Red	Wild, radical distortion sound.	
6. FUZZ	Red	Fuzz tuned especially for use with basses.	
7. MUFF FUZZ	Red	This models an Electro-Harmonix Big Muff π.	
8. SA DI DRIVE	Orange	This models a TECH21 SANSAMP BASS DRIVER DI.	
9. BASS DI DRIVE	Orange	This models a MXR Bass D.I.+.	
10. SYNTH SAW	Blue	Processes the bass guitar input sound to create a synth sound with a sawtooth wave signal.	The filter operates differently according to how strongly you play the bass and what pitch you play. * Be sure to mute all the other strings and play only one note at a time.
11. SYNTH SQUARE	Blue	Processes the bass input sound to create a synth sound with a square wave signal.	

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #11 effect (SYNTH SQUARE) with the following effects.
Different settings can be made for each memory.

Effect type	Indicator color	Explanation
HI BAND	Orange	With this effect, distortion is applied only to the high frequency sounds, and not to the sounds in the low frequency range. This effect retains a strong low end sound while adding powerful distortion.
BLUES OD	Yellow	The sound of the BOSS BD-2.
'60S FUZZ	Red	This models a FUZZFACE.
OCT FUZZ	Red	The Octavia sound (a certain kind of fuzz with a mixed-in tone one octave higher).

Knob functions

Effect type	①	②	③
1. BOOST	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.

Effect type	1	2	3
2. OVERDRIVE	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
3. ADV-DRIVER	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
4. DISTORTION	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
5. METAL	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
6. FUZZ	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
7. MUFF FUZZ	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
8. SA DI DRIVE	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
9. BASS DI DRIVE	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
10. SYNTH SAW	FREQ 0–99 Adjusts the frequency at which the harmonic contents of the sound are cut off.	RESONANCE 0–99 Adjusts the resonant character of the sound.	E. LEVEL 0–99 Sets the volume of the synth sound.
11. SYNTH SQUARE	FREQ 0–99 Adjusts the frequency at which the harmonic contents of the sound are cut off.	RESONANCE 0–99 Adjusts the resonant character of the sound.	E. LEVEL 0–99 Sets the volume of the synth sound.
11. HI BAND	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
11. BLUES OD	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
11. '60S FUZZ	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.
11. OCT FUZZ	DRIVE 0–99 Sets the strength of the distortion.	TONE 0–99 Sets the tonal brightness.	LEVEL 0–99 Sets the volume.

DLY/REV (Delay/Reverb)

Delays the sound to create an echo-like effect. You can also use this to add reverberations to the sound.

In manual mode or in memory edit mode, you can turn the effect on/off with the number [4]/[DLY/REV] pedal.

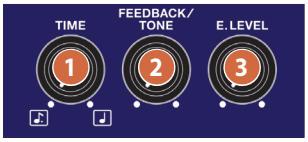
Delay types

Effect type	Indicator color	Explanation
1. STANDARD	White	Delays the sound to create an echo-like effect. The delay time can be set within a range of 10–800 ms (milliseconds).
2. ANALOG	White	Gives a mild analog delay sound.
3. MODULATE	White	This delay adds a pleasant wavering effect to the sound.
4. TEMPO	White	Use the pedal to set the delay time (tempo).
5. TERA ECHO	White	This effect uses MDP technology for a unique ambience and spaciousness that changes with the dynamics of the input signal.
6. PHRASE LOOP	White	Lets you record your performance and play it back repeatedly. This is useful for both playing live and when practicing.
7. ROOM	Blue-green	Simulates the reverberation in a small room.
8. HALL	Blue-green	Simulates the reverberation in a concert hall.
9. PLATE	Blue-green	Simulates plate reverberation (a reverb unit that uses the vibration of a metallic plate). Provides a metallic sound with a distinct upper range.
10. SHIMMER	Blue-green	A reverb with a brilliant-sounding high end. This creates dreamlike reverberations full of expanding harmonics.
11. DELAY+REVERB	White	This effect combines delay and reverb, which multiplies to create rich reverberations.

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #11 effect (DELAY+REVERB) with the following effects. Different settings can be made for each memory.

Effect type	Indicator color	Explanation
STEREO CHORUS	Light blue	This is a two-phase stereo chorus effect that adds different chorus sounds to the L and R channels.
CE-1 CHORUS	Light blue	The chorus sound of the BOSS CE-1.
CHO + DELAY	White	A delay combined with chorus.
WARP	White	Produces a dream-like sound. The effect is applied while you hold down the pedal.
TWIST	White	Produces an aggressive sense of rotation. Using this in conjunction with distortion produces an even wilder sense of rotation. The effect is applied while you hold down the pedal.
GLITCH	White	Creates a machine gun-like delay effect. The effect is applied while you hold down the pedal.

Knob functions



Effect type	1	2	3
1. STANDARD	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
2. ANALOG	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
3. MODULATE	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
4. TEMPO	**♪, ♩** Sets the beat of the delay. *2	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
5. TERA ECHO	**TIME** 0–99 Adjusts the length of the effect sound.	**FEEDBACK** 0–99 Adjusts the decay of the effect sound.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
6. PHRASE LOOP	– No function is controlled.	– No function is controlled.	**LEVEL** 0–99 Sets the volume of the phrase loop.
7. ROOM	**TIME** 0–99 Adjusts the length (time) of reverberation.	**TONE** 0–99 Adjusts the tonal character of the reverb.	**E. LEVEL** 0–99 Adjusts the volume of the reverb sound.
8. HALL	**TIME** 0–99 Adjusts the length (time) of reverberation.	**TONE** 0–99 Adjusts the tonal character of the reverb.	**E. LEVEL** 0–99 Adjusts the volume of the reverb sound.
9. PLATE	**TIME** 0–99 Adjusts the length (time) of reverberation.	**TONE** 0–99 Adjusts the tonal character of the reverb.	**E. LEVEL** 0–99 Adjusts the volume of the reverb sound.
10. SHIMMER	**TIME** 0–99 Adjusts the length (time) of reverberation.	**TONE** 0–99 Adjusts the tonal character of the reverb.	**E. LEVEL** 0–99 Adjusts the volume of the reverb sound.
11. DELAY+REVERB	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. STEREO CHORUS	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. CE-1 CHORUS	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.

Effect type	1	2	3
11. CHO + DELAY	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the decay of the effect sound.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. WARP	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	– No function is controlled.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. TWIST	**RISE TIME** 0–99 Adjusts the amount of time it is to take for the effect to transition to the maximum.	**FALL TIME** 0–99 Adjusts how much time it takes for the rotary effect to stop.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. GLITCH	**TIME** 0–99 Adjusts the length of the effect sound.	**GLITCH** 0–99 Adjusts the intensity of the effect.	**BALANCE** 0–99 Adjusts the volume balance between the direct sound and effect sound. A setting of "99" mutes the direct sound.

***1: Examples of delay time (TIME) indications**

10 ms

790 ms

***2: Examples of beat (♪, ♩) indications**

Dotted eighth note

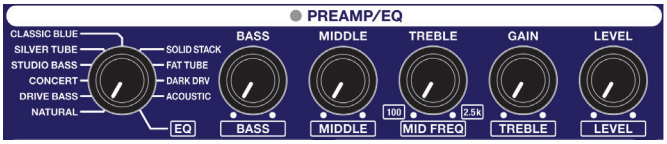
Quarter note

PREAMP/EQ (Preamp/Equalizer)

This models the characteristics of a preamp. This effect also adjusts the tonal character.

In manual mode or in memory edit mode, you can turn the effect on/off with the [BANK ▼]/[AMP] pedal.

Preamp/equalizer types



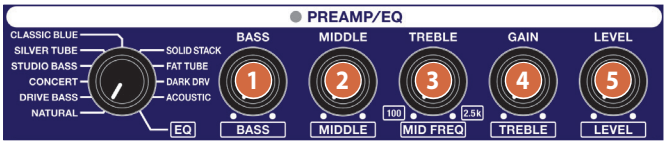
Effect type	Indicator color	Explanation
1. NATURAL	Green	A simple, clean sound for bass guitar.
2. DRIVE BASS	Orange	High-gain sound for bass guitar, using MDP to provide a wide ranging and comfortable sense of separation.
3. CONCERT	Yellow	This models the Ampeg SVT.
4. STUDIO BASS	Yellow	This models the Markbass Little Mark III.
5. SILVER TUBE	Yellow	This models a Fender Bassman 100.
6. CLASSIC BLUE	Yellow	This models the Acoustic 360.
7. SOLID STACK	Yellow	This models the Gallien-Krueger 800RB.
8. FAT TUBE	Yellow	This models the Orange AD200B MKIII.
9. DARK DRV	Red	This models the Darkglass Electronics MICROTUBES B7K.
10. ACOUSTIC	Green	This is the optimal amp for acoustic bass and similar instruments.
11. EQ	Green	This is a three-band equalizer.

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #11 effect (EQ) with the following effects.

Different settings can be made for each memory.

Effect type	Indicator color	Explanation
SUPER FLAT	Green	An amp with flat tonal characteristics.
FLIP TOP	Yellow	This models the Ampeg B-15.
SW-TOUR	Yellow	This models the SWR SM-400.
DARK DRV+CAB	Red	This models the Darkglass Electronics MICROTUBES B7K (Cab Sim ON).
GTR CRUNCH	Yellow	A guitar amp with a crunch sound that uses MDP to deliver a crisp tone from all strings.
GTR HI GAIN	Orange	A guitar amp with a high-gain sound that uses MDP to provide a wide ranging and comfortable sense of separation.
GTR MODDED	Red	A guitar amp with a core sound that uses MDP to preserve the definition of the sound even with extreme gain.

Knob functions



Effect type	1	2	3	4	5
	BASS	MIDDLE	TREBLE	GAIN	LEVEL
All PREAMP types	0–99 Adjusts the volume of the low-frequency range.	0–99 Adjusts the volume of the middle-frequency range.	0–99 Adjusts the volume of the high-frequency range.	0–99 Adjusts the amount of distortion in the preamp.	0–99 Adjusts the volume of the entire preamp.

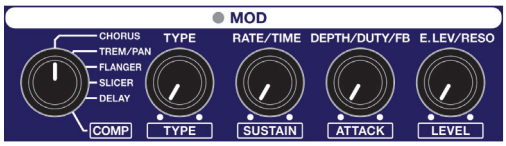
Effect type	1	2	3	4	5
EQ	**BASS** 0–99 Adjusts the volume of the low-frequency range.	**MIDDLE** 0–99 Adjusts the volume of the middle-frequency range.	**MID FREQ** 100–2.5 kHz Sets the frequency of the midrange.	**GAIN** 0–99 Adjusts the volume of the high-frequency range.	**LEVEL** 0–99 Sets the volume.

MOD (modulation)

Adds spaciousness or an undulating character to the sound.

In manual mode or in memory edit mode, you can turn the effect on/off with the [BANK ▲]/[MOD] pedal.

Effect type



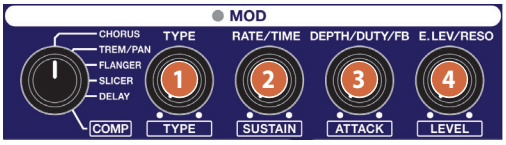
You can use the [TYPE] knob to change how the effects work.

Effect type	Indicator color	Type	Explanation
1. CHORUS	Light blue	1: MONO	Chorus is an effect that creates a beautiful spaciousness and depth by adding a slightly modulated sound.
		2: STEREO	This is a two-phase stereo chorus effect that adds different chorus sounds to the L and R channels.
		3: CE-1	The chorus sound of the BOSS CE-1.
2. TREM/PAN	Green	1: TREMOLO	Gives a retro effect by cyclically changing the volume.
		2: 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.
3. FLANGER	Purple	–	Adds modulation that sounds like a jet airplane taking off and landing.
4. SLICER	Green	1–20: switches between slice patterns	This effect continuously cuts up the sound to generate a variety of slice patterns. The first beat of pattern 1 plays at the same time that the effect is turned on.
5. DELAY	White	1: STANDARD	Delays the sound to create an echo-like effect.
		2: ANALOG	Gives a mild analog delay sound.
		3: MODULATE	This delay adds a pleasant wavering effect to the sound.
6. COMP	Blue	1: COMP	This models a BOSS CS-3.
		2: M-COMP	A compressor that uses MDP.
		3: D-COMP	This models an MXR DynaComp.

You can use the BOSS TONE STUDIO for ME-90B dedicated app to exchange the #6 effect (COMP) with the following effects.
Different settings can be made for each memory.

Effect type	Indicator color	Explanation
PRE EQ	Green	This is a three-band equalizer. This is inserted before distortion effects.
POST EQ	Green	This is a three-band equalizer. This is inserted after the preamp.
VIBRATO	Light blue	This effect creates vibrato by slightly modulating the pitch.
ROTARY	Light blue	Produces a stereo effect like the sound of a rotary speaker.
OVERTONE	Light blue	This effect uses MDP technology to add new harmonics to the sound, producing resonance and richness that was not present in the original sound.
SLICER ATK +	Green	An effect with a stronger slicer attack volume.
SLICER ATK -	Green	An effect with a weaker slicer attack volume.

Knob functions



Effect type	1	2	3	4
1. CHORUS	**TYPE** 1: MONO 2: STEREO 3: CE-1 Selects the effect type.	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
2. TREM/PAN	**TYPE** 1: TREMOLO 2: PAN Selects the effect type.	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
3. FLANGER	– No function is controlled.	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**RESONANCE** 0–99 Sets the strength (character) of the effect.
4. SLICER	**TYPE** 1–20 Selects the slice pattern.	**RATE** 0–99 Adjust the rate at which the sound will be cut.	**DUTY** 0–99 Adjusts the duration of the sound for the slice pattern.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
5. DELAY	**TYPE** 1: STANDARD 2: ANALOG 3: MODULATE Selects the effect type.	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Adjusts the amount of feedback. Higher values increase the number of delay repeats.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
6. COMP	**TYPE** 1: COMP 2: M-COMP 3: D-COMP Selects the effect type.	**SUSTAIN** 0–99 Sets how long the sound rings out (sustains).	**ATTACK** 0–99 Sets the attack time of the sound.	**LEVEL** 0–99 Sets the volume.
6. PRE EQ	**BASS** 0–99 Adjusts the sound level of the low-frequency range.	**MIDDLE** 0–99 Adjusts the sound level of the middle-frequency range.	**TREBLE** 0–99 Adjusts the sound level of the high-frequency range.	**LEVEL** 0–99 Sets the volume.
6. POST EQ	**BASS** 0–99 Adjusts the sound level of the low-frequency range.	**MIDDLE** 0–99 Adjusts the sound level of the middle-frequency range.	**TREBLE** 0–99 Adjusts the sound level of the high-frequency range.	**LEVEL** 0–99 Sets the volume.
6. VIBRATO	– No function is controlled.	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
6. ROTARY	– No function is controlled.	**RATE** 0–99 Sets the speed of modulation.	**DEPTH** 0–99 Sets the amount of modulation.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
6. OVERTONE	– No function is controlled.	**UPPER** 0–99 Adjusts the volume of the harmonic one octave above.	**LOWER** 0–99 Adjusts the volume of the harmonic one octave below.	**D. LEVEL** 0–99 Sets the volume of the direct sound.

Effect type	1	2	3	4
6. SLICER ATK+	TYPE 1–20 Selects the slice pattern.	RATE 0–99 Adjust the rate at which the sound will be cut.	DUTY 0–99 Adjusts the duration of the sound for the slice pattern.	E. LEVEL 0–99 Sets the volume of the effect sound.
6. SLICER ATK-	TYPE 1–20 Selects the slice pattern.	RATE 0–99 Adjust the rate at which the sound will be cut.	DUTY 0–99 Adjusts the duration of the sound for the slice pattern.	E. LEVEL 0–99 Sets the volume of the effect sound.

***1: Examples of delay time (TIME) indications**

10 ms

790 ms

BLEND

The direct sound is mixed with the output signal.

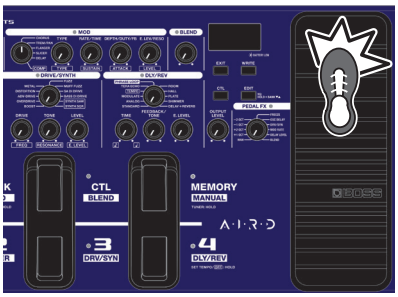
In manual mode or in memory edit mode, you can turn the effect on/off with the [CTL]/[BLEND] pedal.

Effect type

Effect type	Indicator color	Explanation
BLEND	White	Adjusts the volume of the direct sound (value: 0–99).

* When this is set to "0", blend is turned off.

PEDAL FX (pedal effects)

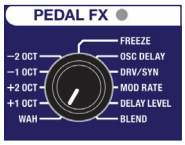


Lets you achieve various effects using the expression pedal on this unit.

You can turn the pedal effect on/off by pushing the expression pedal up with your weight on your toes.

When the pedal effect is off, the expression pedal works as a foot volume pedal.

Pedal effect types



Effect type	Indicator color	Explanation
1. WAH	Pink	A wah effect.
2. +1OUT	Pink	Lets you continuously change the pitch respective to the original, over a range of +1 octave. * Use single notes when playing with this effect.
3. +2OCT	Pink	Lets you continuously change the pitch respective to the original, over a range of +2 octaves. * Use single notes when playing with this effect.
4. -1OCT	Pink	Lets you continuously change the pitch respective to the original, over a range of -1 octave. * Use single notes when playing with this effect.
5. -2OCT	Pink	Lets you continuously change the pitch respective to the original, over a range of -2 octaves. * Use single notes when playing with this effect.
6. FREEZE	Pink	When you press the pedal, the freeze function turns on, which makes the bass guitar sound sustain. The freeze function is applied right when you press the pedal.
7. OSC DELAY	Pink	An effect that uses feedback and time to generate delay oscillation, which you can control with just the pedal.
8. DRV/SYN	Orange	Lets you control the DRIVE or FREQ parameters when using the DRIVE/SYNTH effect. * The maximum value you can control with the expression pedal is the value you set using the [DRIVE] knob. * The changes to the filter in response to bass guitar input are disabled when you're controlling FREQ with the expression pedal.
9. MOD RATE	Light blue	Lets you control the RATE parameter when using MOD (modulation) effects. * The maximum value you can control with the expression pedal is the value you set using the [RATE] knob.
10. DELAY LEVEL	White	Lets you control the delay level when using DELAY. The maximum value that you can control using the expression pedal is the value that's set using the [E. LEVEL] knob.
11. BLEND	White	You can control the blend level when using BLEND. * The maximum value you can control with the expression pedal is the value you set using the [BLEND] knob.

* When you operate the expression pedal, please be careful not to get your fingers pinched between the movable part and the unit. In places where small children are present, make sure that an adult provides supervision and guidance.

System

Parameter	Display	Explanation
OUTPUT SELECT	Specifies the amp that's connected to the OUTPUT jacks.	
	1	Use this setting when connecting to a bass amp with tweeter.
	2	Use this setting when connecting to a bass amp without a tweeter.
Knob motion	n0	The parameter value changes instantly when you operate the knobs (this is the factory setting).
	n1	The value only changes once the knob position reaches the parameter's current value.
USB LEVEL	L0–L9	Adjusts the level of audio input from your computer, which is mixed with the sound that passes through the ME-90B's effects.
USB DIRECT MONITOR * Power-on setting is d1	d0	The sound of the ME-90B is not output from the PHONES jack, the OUTPUT jacks or the BALANCED OUTPUT connector.
	d1	The sound of the ME-90B is output from the PHONES jack, the OUTPUT jacks and the BALANCED OUTPUT connector.
USB LOOPBACK	b0	The input audio from the computer is not output via USB OUT.
	b1	The input audio from the computer is output via USB OUT.
MIDI channels	C1–C9, C.0–C.6	ch 1–ch 9, ch 10–ch 16
Output settings when using the tuner	t0	No audio is output when you're using the tuner.
	t1	The direct sound is output while you're using the tuner.
Bank switch operation	h0	Pressing the bank pedal to switch banks only changes the bank shown in the display, without actually switching to a different memory. Both the bank and number are confirmed right when you press a numbered pedal, and the unit switches to the next memory (when using the factory setting).
	h1	The memory switches instantly when a bank pedal or numbered pedal is pressed.
Switching to manual mode	M0	When you switch from memory mode to manual mode, the current knob settings are applied to the sound.
	M1	When you switch from memory mode to manual mode, the memory settings are carried over (factory setting). The manual mode settings are retained when you switch from manual to memory mode.
SEND/RETURN insertion point setting	S0	SEND/RETURN are connected before the preamp/EQ in the signal chain. This is the optimal setting when using a distortion pedal or the like (factory setting).
	S1	SEND/RETURN are connected after the preamp/EQ in the signal chain. This is the optimal setting when using a delay pedal or the like.
Preserving/muting the effect sound when turning effects off or switching between memories	o0	When you switch memories, the effect's delay/reverb sound you selected in DLY/REV is not carried over. This does not apply to the DELAY for MOD settings.
	o1	When you switch memories, the effect's delay/reverb sound you selected in DLY/REV is carried over (factory setting). This does not apply to the DELAY for MOD settings.
LED illumination color	E0	The LEDs can light up in one of ten colors (factory setting).
	E1	The LEDs only light up to indicate their state in white and in color changes that are easy to distinguish (only red, yellow and blue). This mode is recommended for users with difficulties distinguishing colors or who prefer a classic-looking display.
BLEND footswitch function settings	r0	Turns BLEND on/off in manual mode (factory setting).
	r1	In manual mode, this turns SEND/RETURN on/off.

Preset memory list

Memory No.	Memory Name	CTL switch	Exp. Pedal
P1-1	NATURAL CLEAN	DRIVE/SYNTH ON/OFF	Foot Volume (WAH)
P1-2	ADVANCED OD	MOD ON/OFF	Foot Volume (+1OCT)
P1-3	CHORUS SLAP	FILTER/FX2 ON/OFF	Foot Volume (MOD RATE)
P1-4	FUNKY FILTER	DRIVE/SYNTH ON/OFF	Foot Volume (WAH)
P2-1	ROCK CRUNCH	DLY/REV ON/OFF	Foot Volume (-1OCT)
P2-2	DARK DRIVE	DRIVE/SYNTH ON/OFF	Foot Volume (-1OCT)
P2-3	FUZZ BASS	DLY/REV ON/OFF	Foot Volume (DRV/SYN)
P2-4	LOW OCTAVE	PEDAL FX ON/OFF BLEND ON/OFF	BLEND
P3-1	CONTRABASS	DLY/REV ON/OFF	Foot Volume (-1OCT)
P3-2	CLASSIC FUNK	DRIVE/SYNTH ON/OFF	Foot Volume (-1OCT)
P3-3	FRETLESS	DLY/REV ON/OFF	Foot Volume (+1OCT)
P3-4	SYNTH BASS	MOD ON/OFF	Foot Volume (WAH)
P4-1	STUDIO SLAP	FILTER/FX2 ON/OFF	Foot Volume (-1OCT)
P4-2	SOUL CONCERT	DRIVE/SYNTH ON/OFF	Foot Volume (WAH)
P4-3	SHIMMER REVERB	MOD ON/OFF	Foot Volume (DELAY LEVEL)
P4-4	OCTAVE SLICER	FILTER/FX2 ON/OFF	+2OCT
P5-1	PUNCHY STACK	FILTER/FX2 ON/OFF	Foot Volume (WAH)
P5-2	MILD TUBE	MOD ON/OFF	Foot Volume (WAH)
P5-3	BASS DI DRIVE	MOD ON/OFF	Foot Volume (WAH)
P5-4	SYNTH SOLO	MOD ON/OFF	Foot Volume (DRV/SYN)
P6-1	MID DISTORTION	DLY/REV ON/OFF	Foot Volume (WAH)
P6-2	MODERN ROCK DRV	DRIVE/SYNTH ON/OFF	Foot Volume (WAH)
P6-3	ORGAN SOLO	COMP/FX1 ON/OFF	Foot Volume (WAH)
P6-4	SYNTH CHORUS	FILTER/FX2 ON/OFF	Foot Volume (WAH)
P7-1	R&B PHASER	MOD ON/OFF DLY/REV ON/OFF	Foot Volume (DRV/SYN)
P7-2	FUZZ SOLO	DLY/REV ON/OFF	Foot Volume (FREEZE)
P7-3	MOD DELAY	FILTER/FX2 ON/OFF MOD ON/OFF	Foot Volume (MOD RATE)
P7-4	OCTAVE+T.WAH	DLY/REV ON/OFF	Foot Volume (WAH)
P8-1	DREAMY VIOLIN	PEDAL FX ON/OFF DRIVE/SYNTH ON/OFF	Foot Volume (+2OCT)
P8-2	SYNTH DRIVE	BLEND ON/OFF	Foot Volume (MOD RATE)
P8-3	HARMONY BASS	DLY/REV ON/OFF	Foot Volume (FREEZE)
P8-4	EXP PEDAL SYNTH	MOD ON/OFF	DRV/SYN
P9-1	LOUD FILTER	DLY/REV ON/OFF	Foot Volume (WAH)
P9-2	OD SLICER	COMP/FX1 ON/OFF	Foot Volume (WAH)
P9-3	RING MODULATOR	DLY/REV ON/OFF	FREEZE
P9-4	LOOPER	FILTER/FX2 ON/OFF DRIVE/SYNTH ON/OFF	Foot Volume (+1OCT)