BOSS

GUITAR MULTIPLE EFFECTS

ME-90

Parameter Guide

Contents

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Effects

Effect signal chain

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

Guitar

Guitar amplifier

| PEDAL FX | COMP/FX1 | OD/DS | SEND/RETURN | PREAMP | NS | FOOT VOLUME | MOD | EQ/FX2 | DELAY | REVERB |
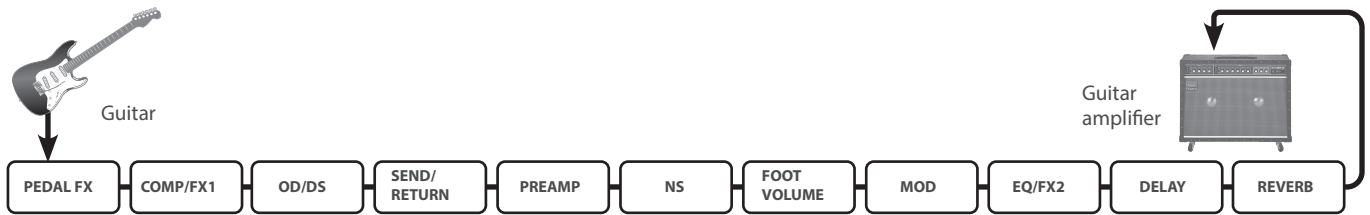
The signal chain is automatically optimized to match the effect type that's selected. You can insert the SEND/RETURN after the PREAMP.

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	Makes the sound sustain without distorting. This also works as a limiter to suppress high volume input.
2. T.WAH UP	Blue	Gives a wah effect according to the dynamics of your picking. The frequency of the filter rises.
3. SLOW GEAR	Blue	This produces a volume-swell effect ("violin-like" sound).
4. DEFRETTER	Blue	This simulates a fretless guitar.
5. OCTAVE	Blue	Adds pitches one and two octaves lower.
6. HUMANIZER	Blue	Alters the guitar tone to make it sound more like a human voice.
7. FEEDBACKER	Blue	Generates feedback performance. The effect is applied while you hold down the pedal.
8. AC SIM	Blue	Alters the sound from an electric guitar to make it sound like an acoustic guitar.
9. SOLO	Blue	Use this in combination with the OD/DS or PREAMP effect for a sound that's optimal for playing solos.
10. TUNE DOWN	Blue	Gives the effect of tuning your guitar lower.
11. S-BEND	Blue	Gives a pitch shift up/down effect that's not possible when using typical guitar vibrato bar techniques. The effect is applied while you hold down the pedal.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 11. S-BEND with the following effects.

Different settings can be made for each patch.

Effect type	Indicator color	Explanation
D-COMP	Blue	This models an MXR DynaComp.
RING MOD	Blue	Combines the internal oscillator and the guitar tone to create an atonal, metallic sound.
POLY OCTAVE	Blue	An octave effect that works with polyphonic input.
T.WAH DOWN	Blue	Gives a wah effect according to the dynamics of your picking. The frequency of the filter falls.
Single > Hum	Blue	Makes a single-coil pickup tone sound like a humbucking pickup tone.
Hum > Single	Blue	Makes a humbucking pickup tone sound like a single-coil pickup tone.

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. T.WAH UP	**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. 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.
4. DEFRETTER	**SENS** 0–99 Sets the input sensitivity.	**TONE** 0–99 Sets the tonal brightness.	**LEVEL** 0–99 Sets the volume.
5. 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.
6. 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.
7. FEEDBACKER	- No function is controlled.	**DEPTH** 0–99 Adjusts how readily the feedback is applied.	- No function is controlled.
8. AC SIM	**LOW** 0–99 Specifies the sense of volume for the low-frequency range.	**HIGH** 0–99 Specifies the sense of volume for the high-frequency range.	**LEVEL** 0–99 Sets the volume.
9. SOLO	**LOW** 0–99 Specifies the sense of volume for the low-frequency range.	**HIGH** 0–99 Specifies the sense of volume for the high-frequency range.	**LEVEL** 0–99 Sets the volume.
10. TUNE DOWN	**PITCH** -12–0 Adjusts the pitch in semitones.	- No function is controlled.	- No function is controlled.
11. S-BEND	**PITCH** -3–+4 Adjusts the pitch in octaves.	**RISE TIME** 0–99 This parameter adjusts the amount of time it is to take for the effect to transition to the maximum.	**FALL TIME** 0–99 This parameter adjusts the amount of time it is to take for the effect to transition to the original.
11. 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.

Effect type	①	②	③
11. RING MOD	**FREQ** 0–99 Sets the frequency of the internal oscillator.	**DIRECT LEVEL** 0–99 Sets the volume of the direct sound.	**MOD LEVEL** 0–99 Sets the volume of the modulated sound.
11. POLY OCTAVE	**RANGE** 0–99 This selects the register to which the effect is applied.	**-1 OCT LEVEL** 0–99 Sets the volume of the sound that's one octave below.	**DIRECT LEVEL** 0–99 Sets the volume of the direct sound.
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.
11. Single > Hum	**LOW** 0–99 Specifies the sense of volume for the low-frequency range.	**HIGH** 0–99 Specifies the sense of volume for the high-frequency range.	**LEVEL** 0–99 Sets the volume.
11. Hum > Single	**LOW** 0–99 Specifies the sense of volume for the low-frequency range.	**HIGH** 0–99 Specifies the sense of volume for the high-frequency range.	**LEVEL** 0–99 Sets the volume.

OD/DS (overdrive/distortion)

This effect gives distortion and sustain characteristics to the sound.

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

Overdrive/distortion types

Effect type	Indicator color	Explanation
1. BOOST	Yellow	This is a booster with unique characteristics in the midrange. Use this along with an AIRD preamp to create sounds that are great for playing solos.
2. OVERDRIVE	Yellow	The sound of the BOSS SD-1.
3. T-SCREAM	Yellow	This models an Ibanez TS-808.
4. CENTA OD	Yellow	This models a KLON CENTAUR.
5. BLUES OD	Yellow	The sound of the BOSS BD-2.
6. DISTORTION	Orange	The sound of the BOSS DS-1.
7. TURBO DS	Orange	Gives a characteristic distortion effect in the midrange band. This is the sound you hear when BOSS DS-2 TURBO=ON.
8. RAT DS	Orange	This models a Proco RAT.
9. METAL DS	Red	The sound of the BOSS METAL ZONE MT-2.
10. CORE	Red	This is a BOSS ML-2 sound that's optimal for playing high-speed heavy metal riffs.
11. MUFF FUZZ	Red	This models an Electro Harmonics Big Muff π.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 11. MUFF FUZZ with the following effects.

Different settings can be made for each patch.

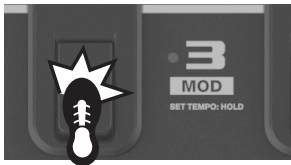| Effect type	Indicator color	Explanation
CLEAN BOOST	Yellow	This not only functions as a booster, but also produces a clean tone that has punch even when used alone.
TREBLE BOOST	Yellow	This is a booster that has bright characteristics.
OD-1	Yellow	The sound of the BOSS OD-1. This produces sweet, mild distortion.
TURBO OD	Yellow	A powerful overdrive sound. This is the sound you hear when BOSS OD-2 TURBO=ON.
GUV DS	Orange	This models a Marshall GUV'NOR.
'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
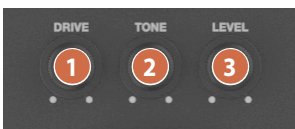
Effect type	①	②	③
	DRIVE	TONE	LEVEL
All OD/DS types	0–99 Sets the strength of the distortion.	0–99 Sets the tonal brightness.	0–99 Sets the OD/DS volume.

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 number [3]/[MOD] pedal.

Modulation types

Effect type	Indicator color	Explanation
1. PHASER	Green	Adds an out-of-phase sound for a modulated, swelling effect.
2. FLANGER	Purple	Adds modulation that sounds like a jet airplane taking off and landing.
3. TREMOLO	Green	Gives a retro effect by cyclically changing the volume.
4. CHORUS	Light blue	Chorus is an effect that creates a beautiful spaciousness and depth by adding a slightly modulated sound. The direct sound is set to a fixed volume.
5. VIBRATO	Light blue	Gives a wild vibrato effect that can't be created using standard guitar playing techniques.
6. PITCH SHIFT	Light blue	This effect changes the pitch of the original sound (up or down) within a range of two octaves.
7. HARMONIST	Light blue	Creates harmonies similar to playing twin guitar. * Use single notes when playing with this effect. The direct sound is set to a fixed volume.
8. ROTARY	Light blue	Produces a stereo effect like the sound of a rotary speaker.
9. UNI-V	Light blue	Models the Uni-Vibe sound that's a must-have for 1960s rock.
10. DELAY	White	Delays the sound to create an echo-like effect. You can set the delay time between 10–800 ms (milliseconds), for use as a second delay.
11. 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.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 11. OVERTONE with the following effects.

Different settings can be made for each patch.

Effect type	Indicator color	Explanation
SCRIPT PHASER	Green	This models the MXR Phase 90 which was manufactured during the '70s.
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.
AUTO WAH	Light blue	This changes the filtering over a periodic cycle, providing an automatic wah effect.

Knob functions

Effect type	1	2	3
1. 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.
2. 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.
3. TREMOLO	**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.
4. 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.
5. VIBRATO	**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. 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.
7. 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.
8. ROTARY	**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.
9. UNI-V	**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.
10. DELAY	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *3	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
11. 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.
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.

Effect type	①	②	③
	RATE	**DEPTH**	**E. LEVEL**
11. STEREO CHORUS	0–99 Sets the speed of modulation.	0–99 Sets the amount of modulation.	0–99 Sets the volume of the effect sound.
	RATE	**DEPTH**	**E. LEVEL**
11. CE-1 CHORUS	0–99 Sets the speed of modulation.	0–99 Sets the amount of modulation.	0–99 Sets the volume of the effect sound.
	RATE	**DEPTH**	**E. LEVEL**
11. AUTO WAH	0–99 Sets the speed of modulation.	0–99 Sets the amount of modulation.	0–99 Sets the volume of the effect sound.

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

Major C F B♭ E♭ A♭ D♭

Minor Am Dm Gm Cm Fm B♭m

Major C G D A E B F♯

Minor Am Em Bm F♯m C♯m G♯m D♯m

Examples of key indications

(E)   (C♯)

*2: Examples of harmony indications

-1 octave   Detune   Up a third   +1 octave

*3: Examples of delay time (TIME) indications

10 ms   790 ms

DELAY

Delays the sound to create an echo-like effect. Use this to add thickness or for tricky-sounding effects.

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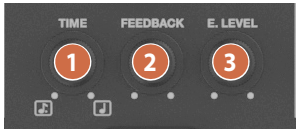

Delay types

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. TAPE	White	This setting provides the characteristic wavering sound of the tape echo.
4. WARM	White	A slightly vague, warm-sounding digital delay.
5. MODULATE	White	This delay adds a pleasant wavering effect to the sound.
6. REVERSE	White	Produces a reverse playback effect.
7. TEMPO	White	Use the pedal to set the delay time (tempo).
8. TERA ECHO	White	This effect uses MDP technology to create a unique ambience and a spaciousness that changes according to your picking dynamics.
9. SHIMMER	White	Delay with pitch-shifted sound mixed in.
10. PHRASE LOOP	White	Lets you record your performance and play it back repeatedly. This is useful for both playing live and when practicing.
11. +REVERB	White	A delay combined with reverb, which multiplies the effects to create rich reverberations.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 11. +REVERB with the following effects.

Different settings can be made for each patch.

Effect type	Indicator color	Explanation
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 Sets how many times to repeat the delay.	**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 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
3. TAPE	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
4. WARM	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
5. MODULATE	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
6. REVERSE	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**BALANCE** 0–99 Adjusts the volume balance between the effect sound and the direct sound. A setting of "99" mutes the direct sound.
7. TEMPO	**♪, ♩** Sets the beat of the delay. *2	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
8. 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.
9. SHIMMER	**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.
10. PHRASE LOOP	- No function is controlled.	- No function is controlled.	**LEVEL** 0–99 Sets the volume of the phrase loop.
11. +REVERB	**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. 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.

Effect type	①	②	③
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 This parameter 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

This models the characteristics of a preamp.

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

Preamp type

Preamp type	Indicator color	Explanation
1. NATURAL	Green	An unembellished, clean sound that minimizes the amp's idiosyncrasies, such as its trebly character and boomy low end.
2. X-CRUNCH	Orange	Crunch sound that uses MDP to deliver a crisp tone from all strings.
3. X-HI GAIN	Orange	High-gain sound that uses MDP to obtain high-gain sound with a wide range and a great-feeling sense of separation.
4. MAXIMUM	Orange	An amp that delivers the distinctively great response and tone of a vintage Marshall, while making it even higher gain.
5 JUGGERNAUT	Red	A large stack sound that has been tweaked extensively in the pursuit of the ultimate metal sound.
6. X-MODDED	Red	Core sound that uses MDP to preserve the definition of the sound even with extreme gain.
7. TWIN COMBO	Green	This models a Fender Twin Reverb.
8. TWEED COMBO	Orange	This models a Fender Bassman 4x10" Combo.
9. DIAMOND	Orange	This models a VOX AC30.
10. BRIT STACK	Orange	This models a Marshall 1959.
11. RECTI STACK	Red	This models the sound of the Channel 2 MODERN Mode on the MESA/Boogie DUAL Rectifier.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 11. RECTI STACK with the following preamps.

Different settings can be made for each patch.

Effect type	Indicator color	Explanation
TRANSPARENT	Green	An amp with a broad frequency range and an extremely flat response. Good for acoustic guitar.
BOUTIQUE	Orange	Crunch sound that allows the nuances of your picking to be expressed even more faithfully than on conventional combo amps.
SUPREME	Orange	Great-feeling crunch sound that responds to the nuances of your picking while taking advantage of the distinctive character of a 4x12" speaker cabinet.
JC-120	Green	This models the sound of the Roland JC-120.
DELUXE COMBO	Orange	This models a Fender Deluxe Reverb.

Knob functions

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

NS (noise suppressor)

Reduces the noise and hum picked up by guitar pickups.

1. Press the [BANK▼] [BANK▲] pedals while holding down the [EDIT] button to adjust the threshold.

Setting range	Explanation
0–50	Adjust this parameter as appropriate for the volume of the noise. If the noise level is high, a higher setting is appropriate. If the noise level is low, a lower setting is appropriate. When this is set to "0", the noise suppressor is turned off.
	* If the setting is higher than necessary, no sound may be heard if the volume of the guitar sound is low.

EQ/FX2 (equalizer/effect 2)

This adjusts the tone. 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 [BANK ▲]/[EQ] pedal.

Effect type
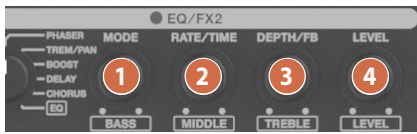
You can use the [MODE] knob to change how the effects work.

Effect type	Indicator color	Mode	Explanation
1. PHASER	Green	1: NORMAL	Adds an out-of-phase sound for a modulated, swelling effect.
		2: SCRIPT	This models the MXR Phase 90 which was manufactured during the '70s.
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. BOOST	Yellow	1: MID	This is a booster with unique characteristics in the midrange. Use this along with a preamp to create sounds that are great for playing solos.
		2: CLEAN	This not only functions as a booster, but also produces a clean tone that has punch even when used alone.
		3: TREBLE	This is a booster that has bright characteristics.
4. DELAY	White	1: STANDARD	Delays the sound to create an echo-like effect.
		2: ANALOG	Gives a mild analog delay sound.
		3: TAPE	This setting provides the characteristic wavering sound of the tape echo.
5. 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.
6. EQ	Green	-	This is a three-band equalizer.

You can use the BOSS TONE STUDIO for ME-90 dedicated app to exchange the 6. EQ with the following effects.

Different settings can be made for each patch.

Effect type	Indicator color	Explanation
FLANGER	Purple	Adds modulation that sounds like a jet airplane taking off and landing.
VIBRATO	Light blue	Gives a wild vibrato effect that can't be created using standard guitar playing techniques.
PITCH SHIFT	Light blue	This effect changes the pitch of the original sound (up or down) within a range of two octaves.
HARMONIST	Light blue	Creates harmonies similar to playing twin guitar. * Use single notes when playing with this effect. The direct sound is set to a fixed volume.
ROTARY	Light blue	Produces a stereo effect like the sound of a rotary speaker.
UNI-V	Light blue	Models the Uni-Vibe sound that's a must-have for 1960s rock.
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.

Knob functions

Effect type	1	2	3	4
1. PHASER	**MODE** 1: NORMAL 2: SCRIPT Selects the effect type.	**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 with the MODE 1: NORMAL setting. **E. LEVEL** 0–99 Sets the volume of the effect sound with the MODE 2: SCRIPT setting.
2. TREM/PAN	**MODE** 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. BOOST	**MODE** 1: MID 2: CLEAN 3: TREBLE Selects the effect type.	**DRIVE** 0–99 Sets the strength of the distortion.	**TONE** 0–99 Sets the tonal brightness.	**LEVEL** 0–99 Sets the volume.
4. DELAY	**MODE** 1: STANDARD 2: ANALOG 3: TAPE Selects the effect type.	**TIME** 10–800 Sets the delay time (10–800 ms) in units of 10 ms. *1	**FEEDBACK** 0–99 Sets how many times to repeat the delay.	**E. LEVEL** 0–99 Sets the volume of the effect sound.
5. CHORUS	**MODE** 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.
6. 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. 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.
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. PITCH SHIFT	- No function is controlled.	**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.

Effect type	①	②	③	④
6. HARMONIST	– No function is controlled.	**KEY** C (Am)–B (G♯m) Sets the key of the song you're playing. *2	**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. *3	**E. LEVEL** 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. UNI-V	– 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.

*1: Examples of delay time (TIME) indications

10 ms   790 ms

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

Major   C   F   B♭   E♭   A♭   D♭

Minor   Am   Dm   Gm   Cm   Fm   B♭m

Major   C   G   D   A   E   B   F♯

Minor   Am   Em   Bm   F♯m   C♯m   G♯m   D♯m

Examples of key indications

(E)   (C♯)

*3: Examples of harmony indications

-1 octave   Detune   Up a third   +1 octave

REVERB

This adds a stereo reverberation to the sound.

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

Reverb type

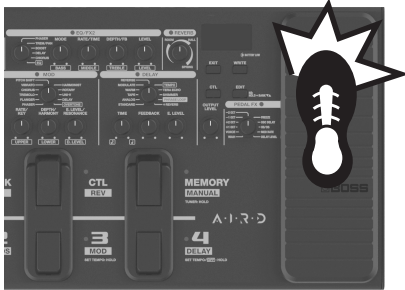| Reverb type	Indicator color	Explanation	Example indications
ROOM	Blue-green	Simulates indoor reverberations. (Value: E. LEVEL 0–49)	
HALL	Blue-green	Simulates hall reverberations. (Value: E. LEVEL 0–49)	
SPRING	Blue-green	A reverb that models a spring reverb. (Value: E. LEVEL 0–49)	

* When this is set to "0", reverb 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 volume pedal.

Pedal effect types

| Effect type	Indicator color	Explanation
1. WAH	Pink	A wah effect.
2. VOICE	Pink	Creates an effect like the sound of a human voice.
3. +1 OCT	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.
4 +2 OCT	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.
5. -1 OCT	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.
6. -2 OCT	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.
7. FREEZE	Pink	When you press the pedal, the freeze function turns on, which makes the guitar sound sustain. The freeze function is applied right when you press the pedal.
8. OSC DELAY	Pink	An effect that uses FEEDBACK and TIME to generate DELAY oscillation, which you can control with just the pedal.
9. OD/DS	Orange	Lets you control the DRIVE parameter when using OD/DS effects. * The maximum value you can control with the expression pedal is the value you set using the [DRIVE] knob.
10. MOD RATE	Light blue	Lets you control the RATE parameter when using MOD effects. * The maximum value you can control with the expression pedal is the value you set using the [RATE] knob.
11. DELAY LEVEL	White	Lets you control the delay level when using DELAY effects. * The maximum value that you can control with the expression pedal is the value you set using the [E. LEVEL] 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

Configuring the system settings

1. **Press the [MEMORY/MANUAL] pedal to switch to manual mode.**

2. **Press the [EDIT] button to select the parameter to set.**

   The parameter to set changes each time you press the [EDIT] button.
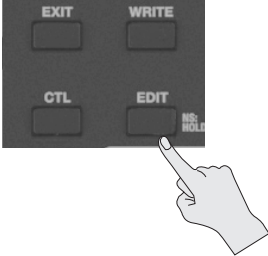
3. **Use the [BANK ▼] [BANK ▲] pedals to select a value.**

4. **Press the [WRITE] button.**

   The settings are saved.

Parameter	Display	Explanation
OUTPUT SELECT		Specifies the amp that's connected to the OUTPUT jacks.
	1	**TUBE COMBO 212 INPUT** — Use this setting when connecting to the INPUT jack of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with two 12-inch speakers.
	2	**TUBE COMBO 212 RETURN** — Use this setting when connecting to the RETURN jack of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with two 12-inch speakers.
	3	**TUBE COMBO 112 INPUT** — Use this setting when connecting to the INPUT jack of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with one 12-inch speaker.
	4	**TUBE COMBO 112 RETURN** — Use this setting when connecting to the RETURN jack of a vacuum tube combo amp (in which the amp and speakers are in a single unit) equipped with one 12-inch speaker.
	5	**TUBE STACK 412 INPUT** — Use the setting when connecting to the INPUT jack of a vacuum tube guitar amp stack (in which the amp and speaker are separate units). This assumes that the connected speaker cabinet is equipped with four 12-inch speakers.
	6	**TUBE STACK 412 RETURN** — Use the setting when connecting to the RETURN jack of a vacuum tube guitar amp stack (in which the amp and speaker are separate units). This assumes that the connected speaker cabinet is equipped with four 12-inch speakers.
	7	**JC-120 INPUT** — Use this setting when connecting to the guitar INPUT jack of a Roland JC-120 guitar amp.
	8	**JC-120 RETURN** — Use this setting when connecting to the RETURN jack of a Roland JC-120 guitar amp.
	9	**KATANA-100/212 INPUT** — Use this setting when connecting to the INPUT jack of a BOSS KATANA-100/212 guitar amp.
	10	**KATANA-100/212 RETURN** — Use this setting when connecting to the RETURN jack of a BOSS KATANA-100/212 guitar amp.
	11	**KATANA-100 INPUT** — Use this setting when connecting to the INPUT jack of a BOSS KATANA-100 guitar amp.
	12	**KATANA-100 RETURN** — Use this setting when connecting to the RETURN jack of a BOSS KATANA-100 guitar amp.
Knob motion	*n0*	The parameter value changes instantly when you operate the knobs (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-90's effects.
USB DIRECT MONITOR * Power-on setting is *d1*	*d0*	The sound of the ME-90 is not output to the PHONES jack and the OUTPUT jacks.
	d1	The sound of the ME-90 is output to the PHONES jack and the OUTPUT jacks.
USB LOOPBACK	*b0*	The input audio from the computer is not output via USB OUTPUT.
	b1	The input audio from the computer is output via USB OUTPUT.
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.

System

Parameter	Display	Explanation
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 patch. Both the bank and number are confirmed right when you press a numbered pedal, and the unit switches to the next patch. (factory setting)
	H１	The patch switches instantly when a bank pedal or numbered pedal is pressed.
Switching to manual mode	ｎ０	When you switch from memory mode to manual mode, the current knob settings are applied to the sound.
	ｎ１	When you switch from memory mode to manual mode, the memory settings are carried over (factory setting).
SEND/RETURN insertion point setting	S０	SEND/RETURN are inserted before the preamp in the signal chain. This is the optimal setting when using a distortion pedal or the like (factory setting).
	S１	SEND/RETURN are inserted after the preamp in the signal chain. This is the optimal setting when using a delay pedal or the like.
Preserving/muting the tail of an effect when switching between patches or turning effects off	ｏ０	When you switch patches, the effect's delay sound you selected in DELAY is not carried over. This does not apply to the DELAY for EQ/FX2 and MOD.
	ｏ１	When you switch patches, the effect's delay sound you selected in DELAY is carried over (factory setting). This does not apply to the DELAY for EQ/FX2 and MOD.
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 have related visual impairments, or for users who prefer a classic-looking display.
REV footswitch functions	ｒ０	In manual mode, this turns the reverb on/off (factory setting).
	ｒ１	In manual mode, this turns SEND/RETURN on/off.

Preset patch list

Patch No.	Patch Name	CTL switch	Exp. Pedal
P1-1	ROCK LEAD	OD/DS ON/OFF MOD ON/OFF	Foot Volume (WAH)
P1-2	METAL AMP	COMP/FX1 ON/OFF	Foot Volume (+1 OCT)
P1-3	FUZZ ECHO	OD/DS ON/OFF EQ/FX2 ON/OFF MOD ON/OFF DELAY ON/OFF	Foot Volume (+1 OCT)
P1-4	SPACE CLEAN	MOD ON/OFF	Foot Volume (DELAY LEVEL)
P2-1	OVERTONE DIST	MOD ON/OFF	Foot Volume (DELAY LEVEL)
P2-2	BLUES LEAD	OD/DS ON/OFF	Foot Volume (WAH)
P2-3	DS DRIVE	COMP/FX1 ON/OFF DELAY ON/OFF	Foot Volume (WAH)
P2-4	METAL RIFF	EQ/FX2 ON/OFF MOD ON/OFF	Foot Volume (+1 OCT)
P3-1	60s FUZZ	MOD ON/OFF	Foot Volume (OD/DS)
P3-2	70s HARD ROCK	COMP/FX1 ON/OFF DELAY ON/OFF	Foot Volume (WAH)
P3-3	80s METAL	OD/DS ON/OFF MOD ON/OFF	Foot Volume (-1 OCT)
P3-4	90s ALTERNATIVE	COMP/FX1 ON/OFF OD/DS ON/OFF EQ/FX2 ON/OFF	Foot Volume (VOICE)
P4-1	PHASE LEAD	EQ/FX2 ON/OFF	Foot Volume (OSC DELAY)
P4-2	VO CRUNCH	OD/DS ON/OFF DELAY ON/OFF	Foot Volume (WAH)
P4-3	CTL TUNE DOWN	COMP/FX1 ON/OFF	Foot Volume (WAH)
P4-4	S-BEND	OD/DS ON/OFF MOD ON/OFF	Foot Volume (WAH)
P5-1	SURF TREMOLO	COMP/FX1 ON/OFF	Foot Volume (WAH)
P5-2	COUNTRY ECHO	OD/DS ON/OFF	Foot Volume (WAH)
P5-3	T-WAH FUNK	OD/DS ON/OFF MOD ON/OFF DELAY ON/OFF	Foot Volume (VOICE)
P5-4	SD OVERDRIVE	EQ/FX2 ON/OFF DELAY ON/OFF	Foot Volume (WAH)
P6-1	WAH LEAD	MOD ON/OFF	WAH
P6-2	CENTA DRIVE	COMP/FX1 ON/OFF EQ/FX2 ON/OFF	Foot Volume (WAH)
P6-3	+REV DEEP CLEAN	OD/DS ON/OFF MOD ON/OFF	Foot Volume (DELAY LEVEL)
P6-4	WARM LEAD	COMP/FX1 ON/OFF	Foot Volume (DELAY LEVEL)
P7-1	SHIMMER	MOD ON/OFF	Foot Volume (WAH)
P7-2	PEDAL BEND	MOD ON/OFF	+2 OCT
P7-3	ROTARY CRUNCH	OD/DS ON/OFF	MOD RATE
P7-4	TALK PEDAL	DELAY ON/OFF REVERB ON/OFF	VOICE
P8-1	LATIN LEAD	COMP/FX1 ON/OFF OD/DS ON/OFF PREAMP ON/OFF MOD ON/OFF	DELAY LEVEL
P8-2	FEEDBACKER	OD/DS ON/OFF	Foot Volume (WAH)
P8-3	HUMANIZER	EQ/FX2 ON/OFF MOD ON/OFF	Foot Volume (WAH)
P8-4	E.gtr to A.gtr	MOD ON/OFF	Foot Volume (WAH)
P9-1	Am/C TWIN LEAD	EQ/FX2 ON/OFF MOD ON/OFF	Foot Volume (WAH)
P9-2	SYNTHY LEAD	MOD ON/OFF	Foot Volume (WAH)
P9-3	DEFRETTER	EQ/FX2 ON/OFF	Foot Volume (+1 OCT)
P9-4	FREEZE	COMP/FX1 ON/OFF OD/DS ON/OFF	Foot Volume (FREEZE)