

# ME-50

GUITAR MULTIPLE EFFECTS

BOSS®



# BOSS' Most Intuitive Multi-Effects Ever!

- 30 Preset Patches including delay, modulation, reverb, compressor and more
- Killer COSM® overdrive/distortion effects including "Square" synth sound
- Dedicated knobs for each effect section—no menus to navigate!
- Tone Modify function offers Preset EQ settings for quick tone editing
- Rugged metal case with clear panel layout

# Killer Tone is Just a Stomp Away...

The BOSS ME-50 gives guitarists easy knob-based access to killer effects like delay, modulation and reverb—plus tons of incredible-sounding COSM overdrive and distortion effects. A new metal case provides road-proof durability, while three footswitches and an assignable expression pedal give players complete control over their tone. The compact ME-50 can even run on batteries.



## Tasty Overdrive and Distortion Modeling

The ME-50's 22 new COSM overdrive and distortion models serve up some of the crunchiest overdriven sounds you can imagine—perfect for use with your favorite amp. There's even a "Square" effect for cool synth-type sounds.



## Ultra-Smooth Modulation Effects

Fatten up your tone with silky smooth chorus and flanging effects, or take the ME-50's amazing new Rotary effect for a spin. You'll also find standards like phasing, tremolo and BOSS' killer Harmonist and Uni-V effects.



## Professional Delay

Dial in anything from doubling to longer rhythmic delay effects. The ME-50 can even do analog delay and panning delays. And with dedicated knobs for delay time and feedback, you're always in control.

### Easy Tonal Shaping



With the ME-50's new Tone Modify effect, you can easily change the overall tone of your guitar by selecting among preset EQ settings like "Fat," "Presence" and "Acoustic."

### Dedicated Compressor and Noise Suppressor



Use the compressor to smooth out levels while eliminating hum and pickup noise with the Noise Suppressor. Simple controls like Sustain and Threshold make it easy to adjust both effects.

### Pro-Quality Reverb



Select from four types of reverb: room, hall, spring reverb and a "Mod" algorithm that adds a touch of modulation for ultra-smooth reverb sounds.

### 30 User Memories



Using the footswitches and Bank Up/Down buttons, you can quickly select one of the ME-50's 10 memory banks and switch between the Patches.

### Convenient Tuning Capabilities



The ME-50's chromatic tuner uses an LED array to show tuning accuracy and can even display the note name—perfect for tuning up on stage.

### Simplified Pedal Control



Thanks to the dedicated Pedal Mode switch and knob, you can quickly route the onboard expression pedal to one of six effects like wah and pitch bend, or use it as a volume pedal.

### ME-50 SPECIFICATIONS

•AD Conversion: 24-bit + AF method (\*) •DA Conversion: 24-bit •Sampling Frequency: 44.1 kHz •Patches: 30 (user) •Effects: Tone Modify, Compressor, Overdrive/Distortion, Chorus/Phaser/Flanger/Harmonist/Tremolo/Pan/Vibrato/Uni-V/Rotary, Delay, Reverb, Noise Suppressor, Effects for Expression Pedal, Foot Volume/Wah/Resonance/Voice/Ring Modulator/Bend (+1 OCTAVE, -1 OCTAVE) •Nominal Input Level: INPUT: -10 dBu, AUX IN: -10 dBu •Input Impedance: INPUT: 1 M $\Omega$ , AUX IN: 100 k $\Omega$  •Nominal Output Level: -10 dBu •Output Impedance: 2 k $\Omega$  •Power Supply: DC 9 V: Dry batteries (R6/LR6 (AA) type) x 6, AC Adaptor •Current Draw: 120 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: 384 (W) x 225 (D) x 102 (H) mm (15-1/8 x 8-7/8 x 4-1/16 inches) •Weight (incl. batteries): 3.15 kg/7 lbs •Accessories: Owner's Manual, Dry Batteries (Alkaline: LR6 (AA) type) x 6 •Options: AC Adaptor: BOSS PSA series, Foot Switch: BOSS FS-5U \*0 dBu = 0.775 Vrms (\*) 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.



# ME-50 GUITAR MULTIPLE EFFECTS COSM

## COSM Composite Object Sound Modeling

Once a musical instrument generates sound vibrations, it reaches the human ear through various mediating objects, each of which significantly affects the sound. The material and configuration of the instrument, the electric/electronic/magnetic amplifying system, the air and the reverberation of the room all affect the final sound. Sound modeling, the latest DSP technology, "virtually" reconstructs these objects. Roland's breakthrough Composite Object Sound Modeling (COSM) uses the advantages of multiple modeling methods and succeeds in accurately emulating existing sounds, as well as producing sounds that have never before been created.

