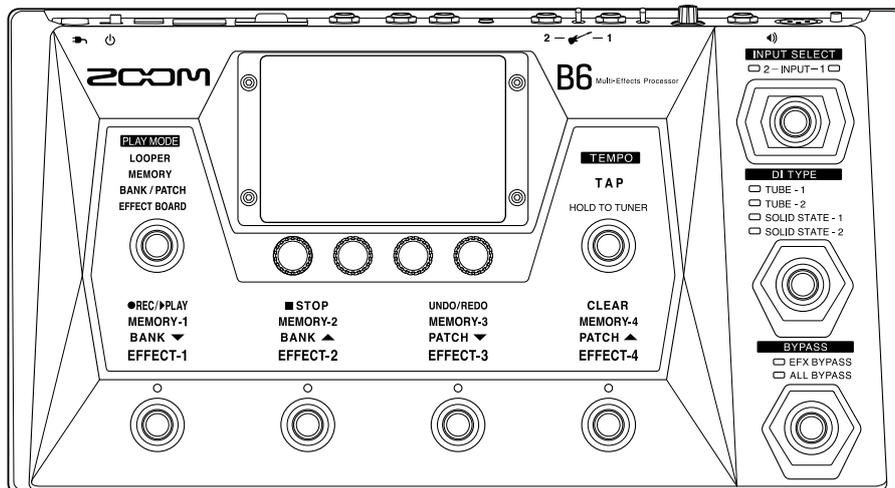


B6

Multi-Effects Processor



Operation Manual

You must read the Usage and Safety Precautions before use.

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Proper display is not possible on grayscale devices.

Notes about this Operation Manual

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Terms used in this manual

Patch memory

Patch memories store effects and amps used, effect on/off states and parameter setting values, allowing easy recall. Effects are saved and recalled in units of patch memories. Up to 9 effects can be added to a patch memory, and up to 240 patch memories can be stored.

Bank

One group of 4 patch memories is a “bank”. Patch memories can be quickly recalled by switching banks. Up to 60 banks can be stored.

Effect type

The available effect types include various bass effects and amp/cabinet simulation models. Effects can be selected from these types to be added to patch memories.

Category

Effects are grouped by types into categories.

Autosave

This function automatically saves changes to patch memory and effect settings.

ECO mode

This function will automatically turn the power off 10 hours after the last operation.

Looper

Stereo phrases that are up to 45 seconds long can be recorded and played back repeatedly.

By using an SD card, the recording time can be lengthened and phrases can be saved. An SD card also enables use of other audio files as loops.

Preselect

This function allows continued use of the current patch memory sound while switching to another patch memory at a distant number.

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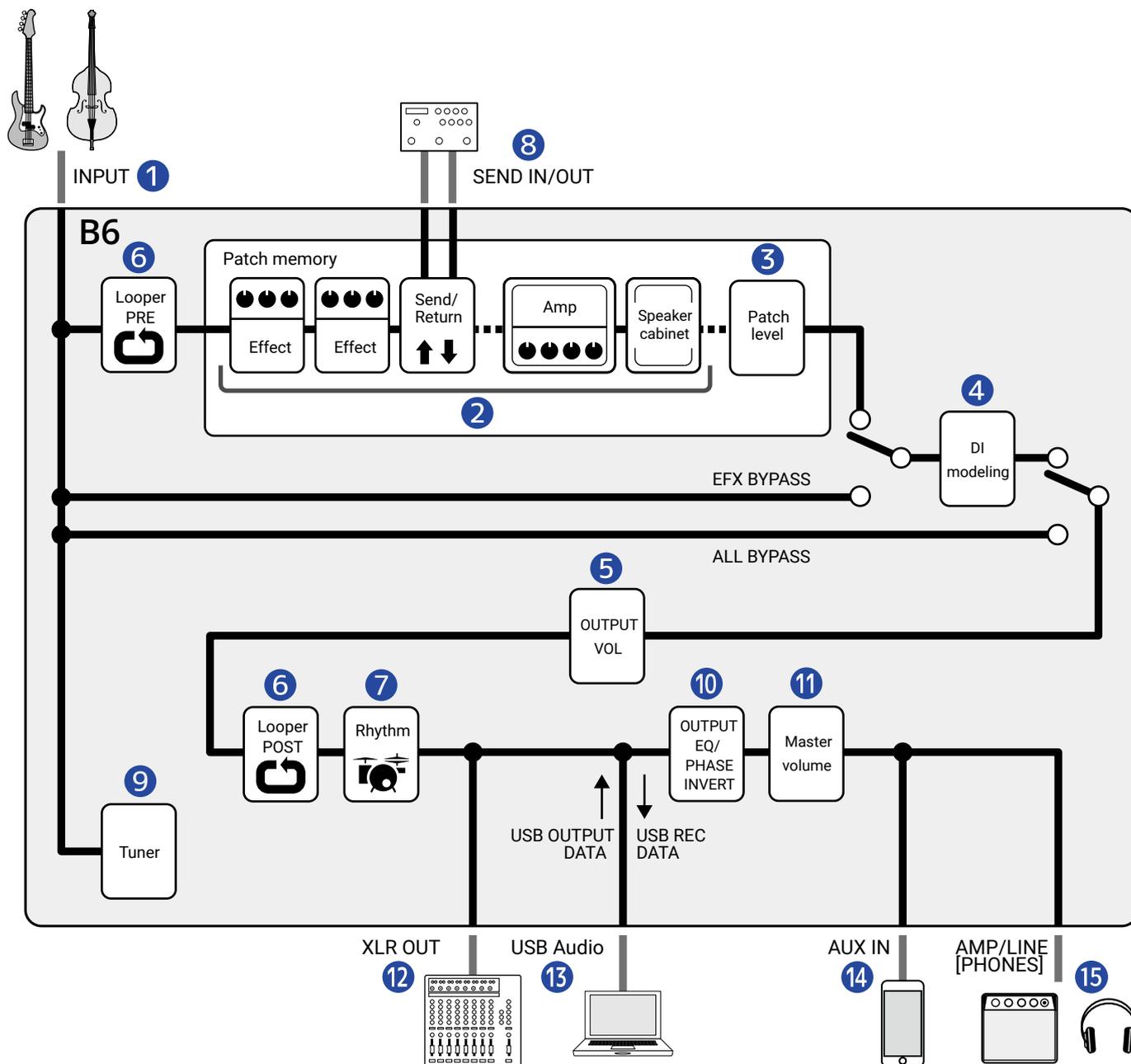
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B6 structure

Signal flow



1 INPUT

Two basses can be connected and one selected for use with a switch. (→[Selecting the input \(INPUT SELECT\)](#))

2 Effects board

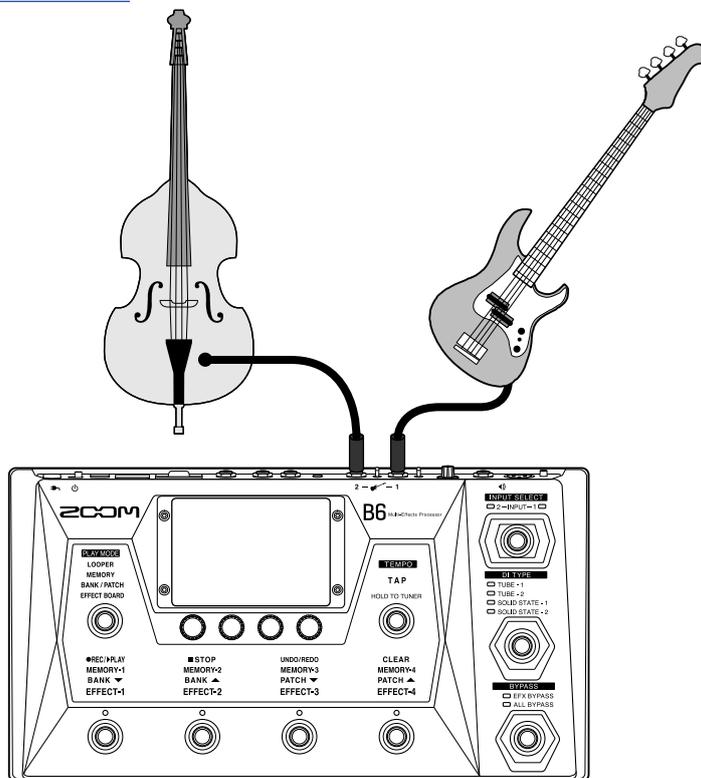
The input bass sound passes through effects, followed by amp and speaker cabinet models, in order. (→[Adjusting effects](#))

- 3 Patch level**
This adjusts the patch memory level. (→[Setting the patch memory level](#))
- 4 DI modeling**
The type of DI (direct injection) modeled can be selected from tube and solid-state options. (→[Selecting the input \(DI TYPE\)](#))
- 5 OUTPUT VOL**
The volume of each channel can be adjusted. This setting is retained even when the patch memory is changed. (→[Adjusting output EQ and volume](#))
- 6 Looper**
Recorded loops can be played back. The looper can be placed either before (PRE) or after (POST) effects and other adjustments.(→[Using the looper while playing](#))
- 7 Rhythm**
Drum sounds can be played back using built-in rhythm patterns. (→[Using rhythms](#))
- 8 SEND IN/OUT**
External effects can be used. (→[Using the send and return](#))
- 9 Tuner**
This can be used to tune connected basses. (→[Using the tuner](#))
- 10 OUTPUT EQ/PHASE INVERT**
The equalization can be adjusted and the phase can be inverted for each channel independently. These settings are retained even when the patch memory is changed. (→[Adjusting output EQ and volume](#))
- 11 Master volume**
This adjusts the overall volume. This setting is retained even when the patch memory is changed. (→[Adjusting the master level](#))
- 12 XLR OUT**
This is output from the BALANCED OUTPUT jack. Connect this to a PA mixer, for example. (→[Adjusting the master level](#))
- 13 USB AUDIO**
Data can be exchanged with a computer using the audio interface function. (→[Using audio interface functions](#))
- 14 AUX IN**
Audio can be played back from a smartphone, portable audio player or other device.
- 15 AMP/LINE [PHONES]**
Connect this to an amp or headphones.

INPUT SELECT function

Two basses, for example, an electric bass guitar and an acoustic bass, can be connected to the B6 and switched for use one at a time.

The input jacks have impedance selection switches, so the input can be set to suit the connected bass. (→[Selecting the input \(INPUT SELECT\)](#))



DI section function

The DI section of the B6 has four types that reproduce the characteristics of vacuum tube and solid-state DIs and can be selected as desired.

The DI type can be selected easily using the dedicated switch.

(→[Selecting the input \(DI TYPE\)](#))

What is DI?

DI is an abbreviation for "Direct Injection Box," which is a device for converting high-impedance signals output from electric basses to low impedance. By connecting one, signals output from a bass can be sent efficiently to PA systems, for example. They suppress noise when used during live performance and recording.

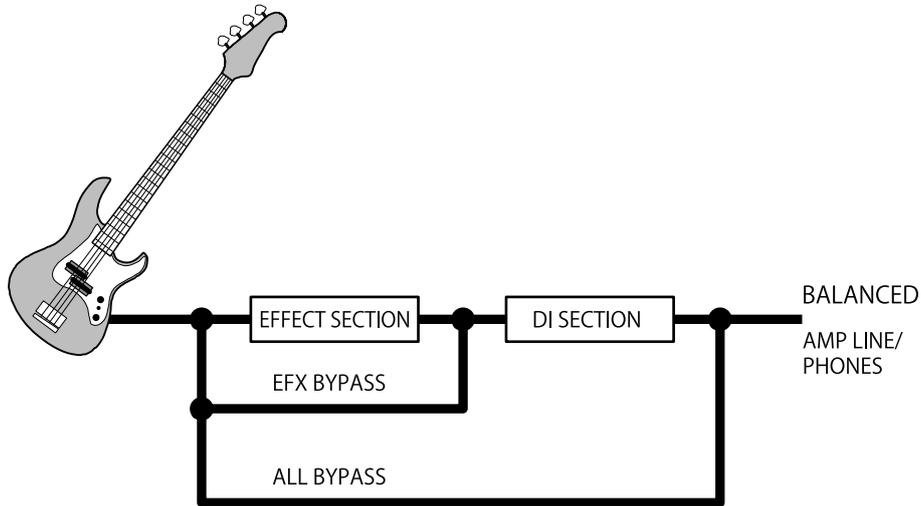
Each DI also has its own characteristics that affect the sound. The B6 includes models of 4 typical DIs that can be selected according to playing style and preference.

BYPASS function

The effects section of the B6 can be bypassed. Moreover, the DI section can also be included when bypassing.

A dedicated switch allows bypassing with a single press.

(→ [Using the bypass function](#))



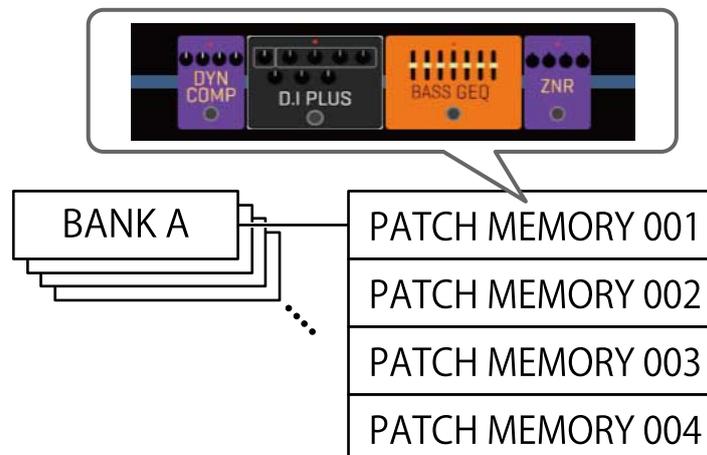
Memory overview (patch memories/banks)

Patch memories

These store the effects used, their order, on/off states and parameter settings. Effects are saved and recalled in units of patch memories. Up to 240 of these can be stored.

Banks

These are groups of 4 patch memories. Up to 60 banks can be stored.



Play mode overview

The B6 has four play modes that can be selected with one press using the PLAY MODE selection section(→ [Functions of parts](#))

Use each mode as needed while playing.

PLAY MODE	Explanation
LOOPER	The looper appears on the touchscreen and can be operated using the footswitches. (→ Using the looper while playing)
MEMORY	Banks and the patch memories in them are shown on the touchscreen, and patch memories can be selected using footswitches. (→ Switching patch memories in one bank while playing)
BANK / PATCH	Patch memory names are shown with large characters on the touchscreen, and banks and patch memories can be selected using footswitches. (→ Switching banks and patch memories while playing)
EFFECT BOARD	The effects used in a patch memory are shown on the touchscreen, and each effect can be turned on/off using footswitches. (→ Turning effects on and off while playing)

Touchscreen operation overview

B6 operations and settings can be made using the touchscreen.
This section explains operations using the touchscreen.

Screens that appear on the touchscreen

PLAY MODE Screens

These appear when the power is turned on and a play mode is selected in the PLAY MODE selection section (→ [Functions of parts](#)).

LOOPER



MEMORY



BANK / PATCH

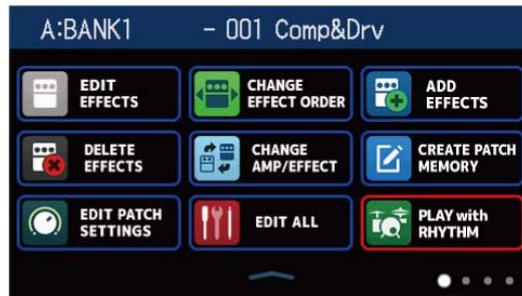


EFFECT BOARD



Menu Screen

All B6 functions are arranged as icons on the Menu Screen, so each one can easily be accessed by touch.

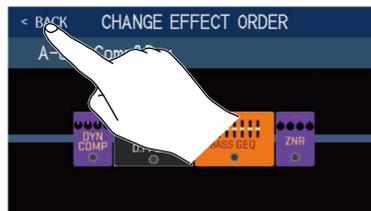


Opening the Menu Screen

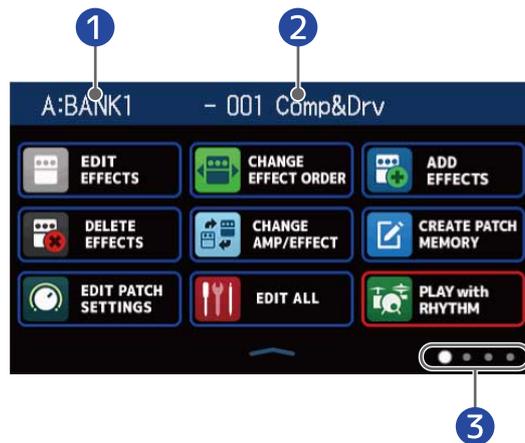
When a PLAY MODE Screen is open
Swipe down from the toolbar.



When a setting screen is open
Touch **< BACK** repeatedly.

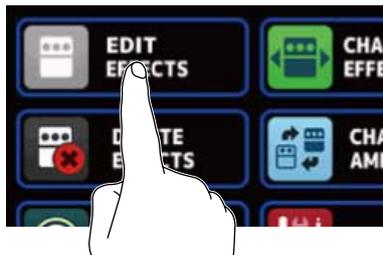


Using the Menu Screen

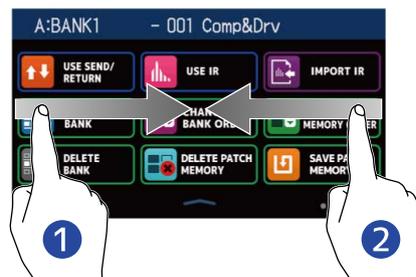


- 1 Current bank
- 2 Current patch memory
- 3 The Menu Screen has four pages. This shows which page is currently open.

Touch an icon to select a function to set or adjust.

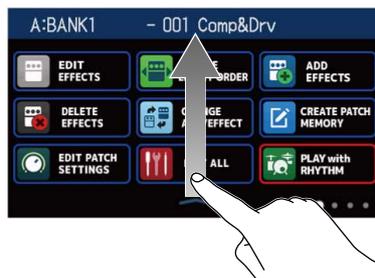


Show the previous/next page.



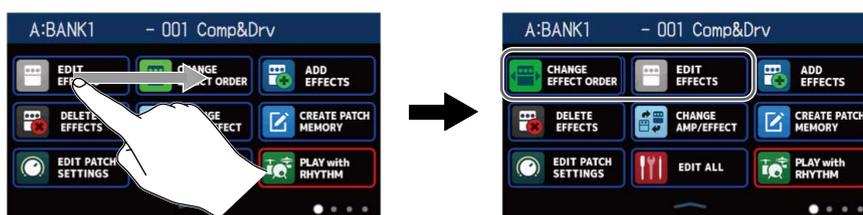
- 1 Show the previous page.
Swipe right from the left edge.
- 2 Show the next page.
Swipe left from the right edge.

Swipe up from the bar at the bottom of the Menu Screen to return to the PLAY MODE Screen.



HINT

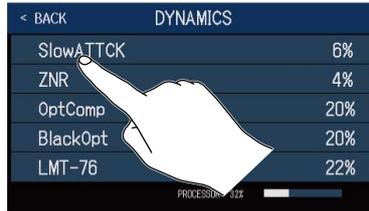
- Even when the Menu Screen is open, the selected play mode is active and can be operated using footswitches.
- Icons can be reordered on the Menu Screen by dragging them (moving them left, right, up and down while touching them).



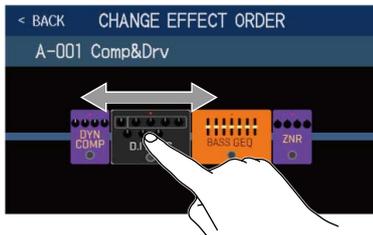
Using various function screens

Touch and drag screens to use them.

Touch an item to select it.

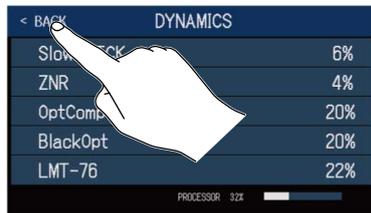


Drag an item to move or adjust it (slide finger left, right, up or down).



Returning to a previous screen

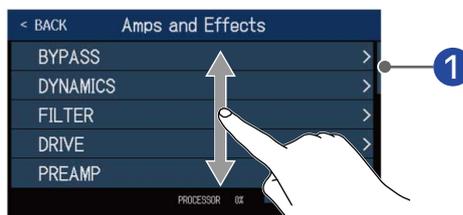
When **< BACK** appears at the top left of the touchscreen, touch it to return to the previous screen.



Scrolling lists

When a list has more items than will fit on the touchscreen, a scrollbar will appear on the right edge.

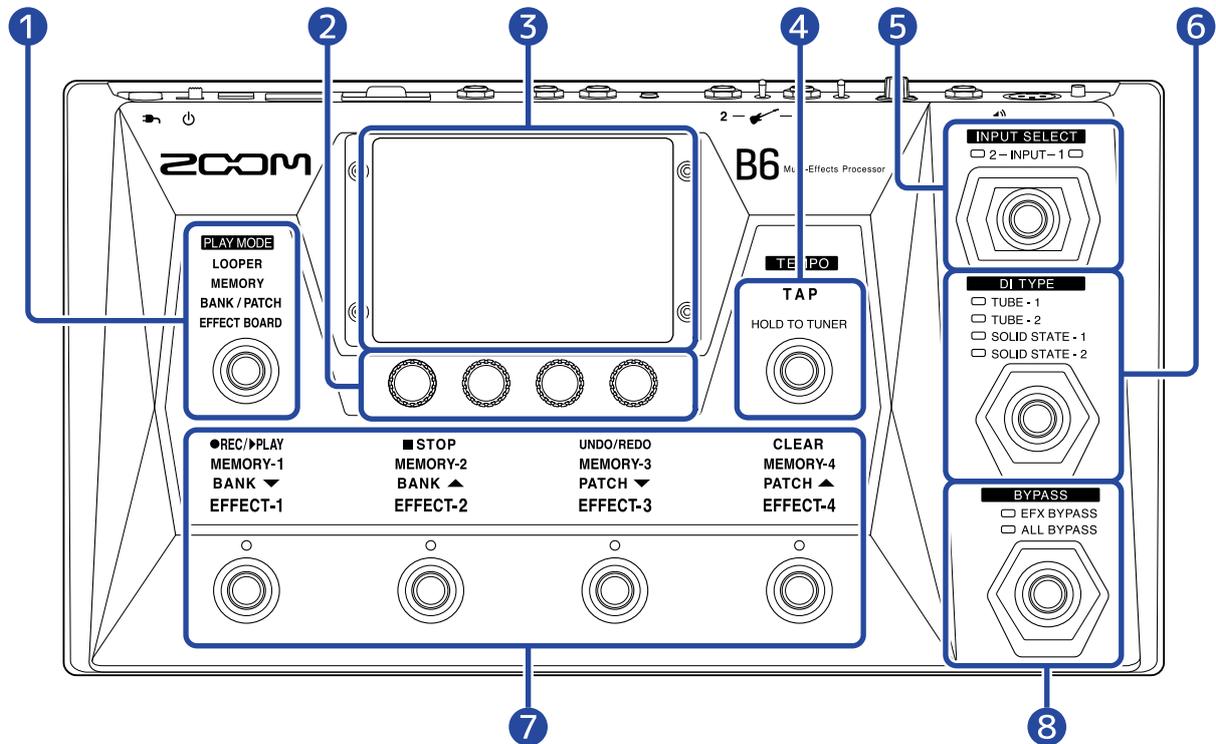
Drag the touchscreen up and down to scroll the display.



1 Scrollbar

Functions of parts

Top



1 PLAY MODE selection section

Use this to select the B6 PLAY MODE. (The selected mode lights.)

For PLAY MODE details, see [Play mode overview](#).

2 Parameter knobs

Use these to adjust effect parameters and make various settings.

3 Touchscreen

Use the touchscreen to select and set patch memories and banks, as well as to make B6 settings, for example.

For details about operation, see [Touchscreen operation overview](#).

4 TAP Switch

Tap this to adjust the tempo.

Press and hold it to use the tuner.

5 INPUT SELECT switch

Use this to select the input (The selected input lights.)

6 DI TYPE switch

Use this to select the DI type (The selected type lights.)

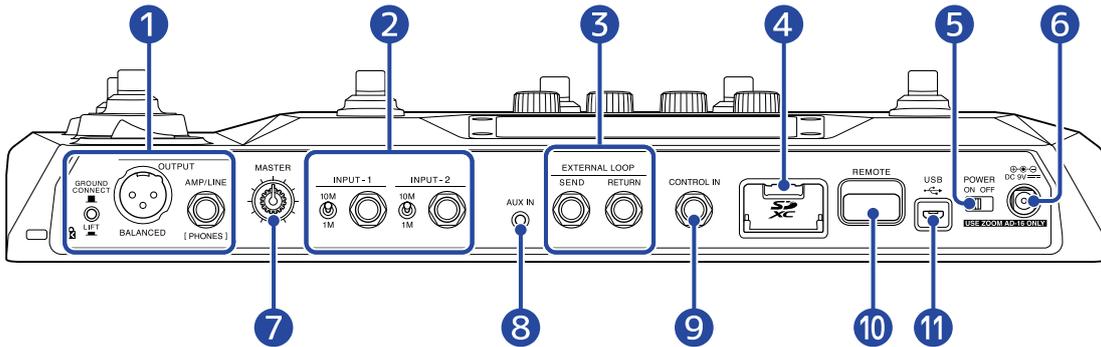
7 Footswitches and function indicators

Use these to select patch memories and banks, turn effects on and off, and operate the looper. The functions that can be controlled by the footswitches light.

8 BYPASS switch

Use this to turn bypass on/off and select the bypass type. (The selected setting lights.)

Back



1 Output jack section



GROUND LIFT switch: Ground connection can be enabled/disabled for the BALANCED OUTPUT

jack.

- CONNECT (): This connects the ground pin to the ground.
- LIFT (): This disconnects the ground pin from the ground. This is useful if noise is caused by a ground loop.



BALANCED OUTPUT jack: Connect this to a PA system.



AMP/LINE [PHONES] jack: Connect this to a bass amp, monitor speakers or headphones.

2 Input jack section



INPUT 1/2 jacks: Connect basses to these.

10M



Impedance selection 1/2 switches: Set these to suit connected basses.

3 EXTERNAL LOOP jacks

External effects can be connected here.



SEND jack: Connect this to the input jack of the external effect.



RETURN jack: Connect this to the output jack of the external effect.

4 SD card slot

Loading an SD card makes the following possible.

- Loops can be saved and their recording times made longer.
- Impulse response data can be loaded.
- The B6 can be used as a card reader.
- The firmware can be updated.

Cards that conform to SD, SDHC or SDXC specifications are supported.

Use the B6 to format the SD card. (→ [Formatting SD cards](#))

5 POWER switch

This turns the power on/off.

6 DC 9V AC adapter connector

Connect the dedicated AC adapter (ZOOM AD-16) here.

7 MASTER knob

Use this to adjust the volume of the B6.

8 AUX IN jack

Connect a portable music player or similar device here.

9 CONTROL IN jack

Connect an expression pedal (ZOOM FP02M) here, and use it to adjust a pedal effect.

10 REMOTE jack

Connect a ZOOM BTA-1 or other dedicated wireless adapter here.

This enables wireless control of the B6 from an iPhone/iPad using the iOS/iPadOS Handy Guitar Lab for B6 app.

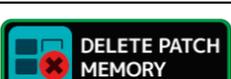
11 USB (Micro-B) port

Connecting a computer makes the following possible.

- The B6 can be used as an audio interface.
- The B6 can be operated using Guitar Lab.
- The B6 can be used as a card reader.

Menu Screen

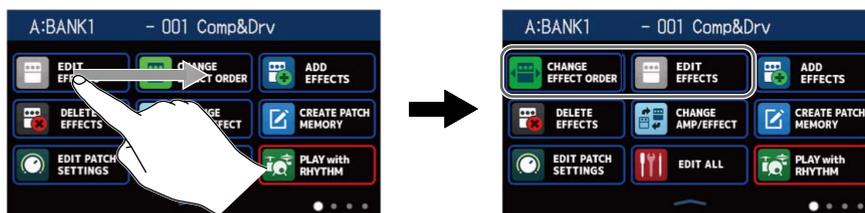
This list introduces the functions of the icons shown on the Menu Screen.

Icon	Explanation	Icon	Explanation
	Adjust effect parameters. (→ Adjusting effects)		Change the order of effects in patch memories. (→ Changing the order of effects)
	Add effects in patch memories. (→ Adding effects)		Delete effects in patch memories. (→ Deleting effects)
	Change effects and amps in patch memories. (→ Replacing effects)		Create patch memories. (→ Creating patch memories)
	Set patch memory names and levels. (→ Setting the patch memory level , Changing patch memory names)		Make all settings for patch memories. (→ Making all settings on one screen)
	Use rhythms. (→ Using rhythms)		Make send/return settings. (→ Using the send and return)
	Use impulse responses (IR). (→ Using impulse responses (IR))		Load impulse response (IR) data. (→ Loading impulse response (IR) data)
	Creates banks. (→ Creating banks)		Change the bank order. (→ Changing the order of banks)
	Change the patch memory order. (→ Changing the order of patch memories)		Delete banks. (→ Deleting banks)
	Delete patch memories. (→ Deleting patch memories)		Save patch memories. (→ Saving patch memories)
	Change and check system settings. Manage SD cards. (→ Checking the firmware versions , Managing SD cards)		Set the tempo used for the effects, rhythms and looper. (→ Adjusting the master tempo)
	Make USB audio settings. (→ Making audio interface settings)		Turn the AUTOSAVE function on/off. (→ Setting the AUTOSAVE function)

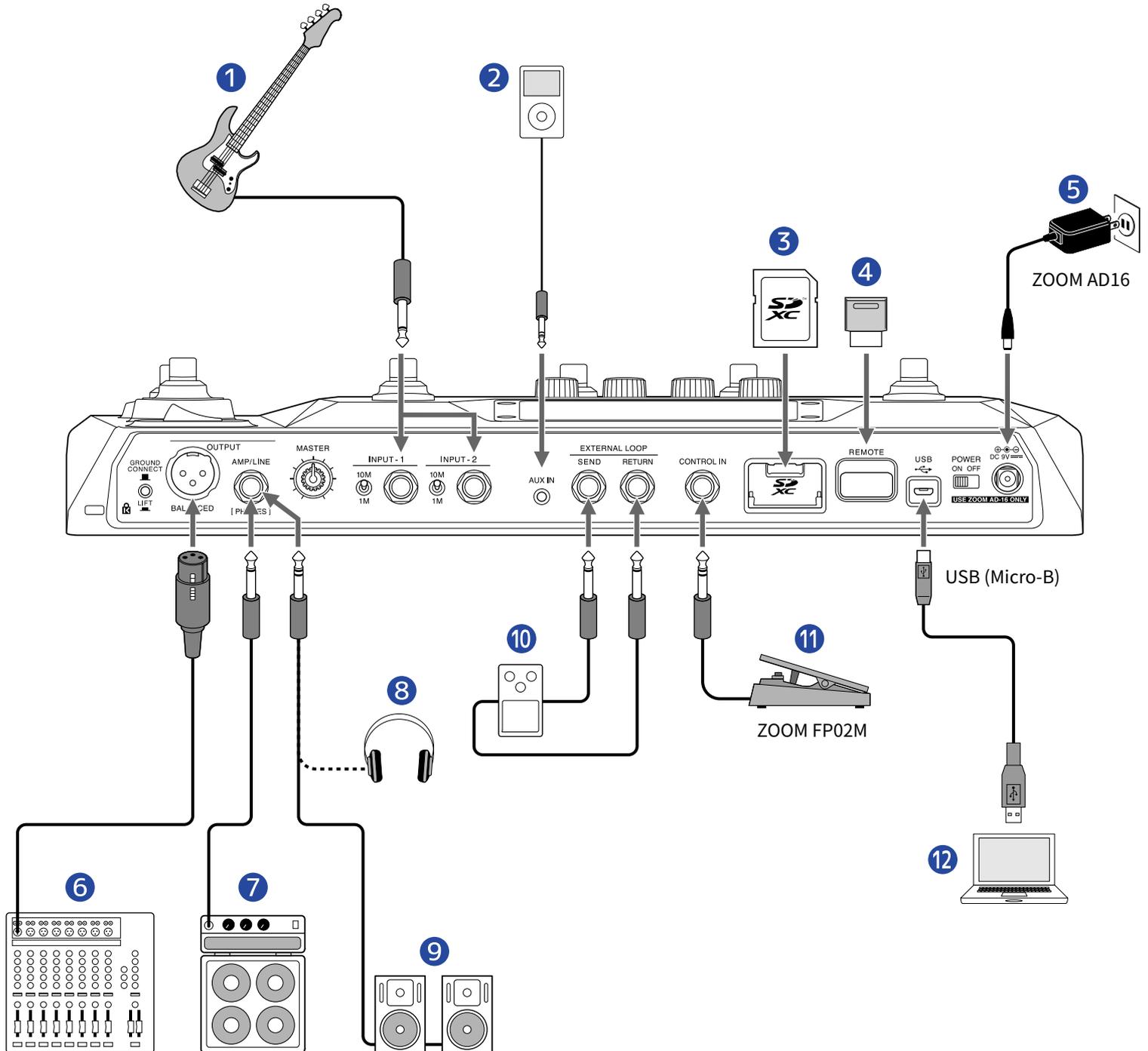
Icon	Explanation	Icon	Explanation
	Adjust the touchscreen brightness and turn ECO mode on/off. (→ Adjusting the brightness of the touchscreen 、 Setting the ECO mode)		Make specific tuner settings. (→ Changing tuner settings)
	Use the tuner. (→ Using the tuner)		Set the tone and other characteristics of the output sounds for each input channel. (→ Adjusting output EQ and volume)
	Turn the PRESELECT function on/off. (→ Using the PRESELECT function)		Show patch memory names in large characters for selection on the touchscreen. (→ Switching banks and patch memories while playing)
	This shows the effects used in the patch memory on the touchscreen. (→ Turning effects on and off while playing)		Select the 4 patch memories in a bank using the footswitches. (→ Switching patch memories in one bank while playing)
	Use the looper. (→ Using the looper while playing)		

HINT

Icons can be reordered on the Menu Screen by dragging them (moving them left, right, up and down while touching them).



Making connections



1 Bass

Connect to the INPUT 1 or INPUT 2 jack. Set the impedance selection switch to suit the connected bass.

- 10M
 •  Use with ordinary electric basses
 1M
- 10M
 •  Use with acoustic basses that have piezo pickups
 1M

2 Portable music player, etc.

Adjust the volume on the connected device.

3 SD card

Use an SD card to save loops and increase loop recording time.

Use it also to import IR data and update the firmware.

4 ZOOM BTA-1 or other dedicated wireless adapter

This enables wireless control of the B6 using the iOS/iPadOS Handy Guitar Lab for B6 app.

5 AC adapter (ZOOM AD-16)

6 PA mixer, etc.

Use  to enabled/disable ground connection for the BALANCED OUTPUT jack.

- CONNECT (): This connects the ground pin to the ground.
- LIFT (): This disconnects the ground pin from the ground. This is useful if noise is caused by a ground loop.

7 Bass amp

8 Headphones

9 Powered monitors

10 External effect unit

Connect the SEND jack to the input jack on the effect and connect the RETURN jack to the output jack on the effect.

11 Expression pedal (ZOOM FP02M)

A pedal can be used to control effects.

12 Computer (Mac/Windows)

Connect with a micro USB cable.

The B6 can be used as an audio interface and with Guitar Lab.

HINT

The Guitar Lab computer app can be used to manage patch memories and to edit and add effects. Guitar Lab can be downloaded from the ZOOM website (zoomcorp.com).

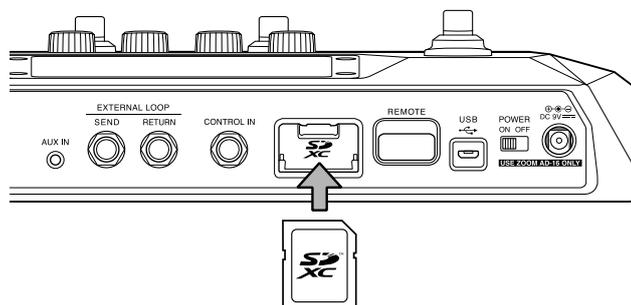
The B6 can be controlled remotely using the Handy Guitar Lab for B6 iOS/iPadOS app. Handy Guitar Lab for B6 can be downloaded from the App Store.

Inserting SD cards

Inserting an SD card in the B6 makes the following possible.

- Loops can be saved and loop recording time increased.
- Impulse response data, including data you already have and from third parties, can be loaded and used.
- The B6 can be used as a card reader.
- The firmware can be updated.

1. When the power is off, open the SD card slot cover, and insert an SD card all the way into the slot. To remove an SD card, push it further into the slot and then pull it out.

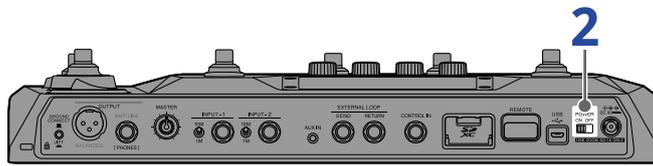


NOTE

- Cards that conform to SD, SDHC or SDXC specifications are supported.
- Disable write-protection on the SD card before inserting it.
- Inserting or removing an SD card while the power is on could result in data loss.
- When inserting an SD card, be sure to insert the correct end with the top side up.
- Before using SD cards that have just been purchased or that have been formatted on a computer, they must be formatted by the B6 (→ [Formatting SD cards](#)).

Turning the power on/off

Turning the power on



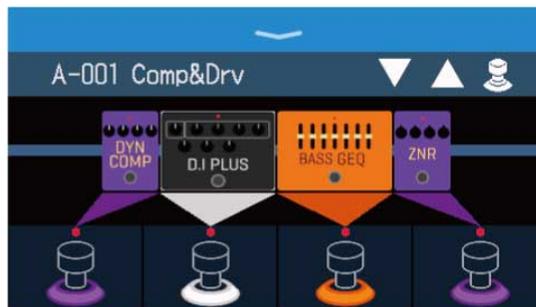
1. Minimize the volume of the amp or powered monitors.

NOTE

To prevent noise and malfunction, connect powered monitors and bass amps before turning the power on.

2. Set  to ON.

This turns the B6 power on and opens the PLAY MODE Screen (→[Play mode overview](#)) on the touchscreen.



HINT

When the power is turned on, the PLAY MODE active when the power was last turned off will be reactivated.

3. Raise the volume of the amp or monitor speakers.

ECO mode overview

- By default, ECO mode is set to ON, so the power will automatically turn off if no use occurs for 10 hours.
- ECO mode can also be set to OFF. (→ [Setting the ECO mode](#))

Turning the power off

1. Minimize the volume of the amp or monitor speakers.

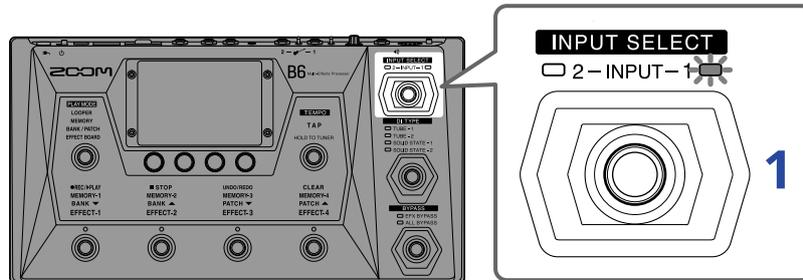
2. Set  to OFF.

The touchscreen display will turn off.

Selecting the input (INPUT SELECT)

Two basses, for example, an electric bass guitar and an acoustic bass, can be connected to the B6 and switched for use one at a time.

Connect basses to the INPUT 1 and INPUT 2 jacks, and set the impedance selection switches to suit the connected basses. (→ [Making connections](#))



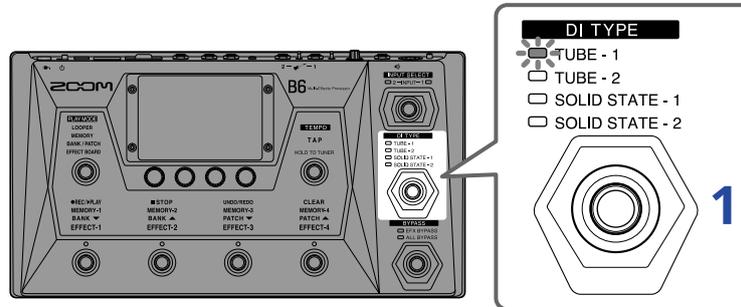
1. Press  to select the input.

The indicator for the selected input will light.

Selecting the input (DI TYPE)

The DI section of the B6 has four selectable types that reproduce the characteristics of vacuum tube and solid-state DIs.

The DI section affects the output of both the BALANCED OUTPUT and AMP/LINE [PHONES] jacks.



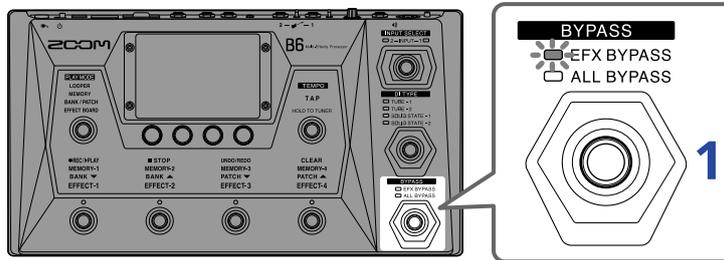
1. Press  to select the DI type.

The indicator for the selected DI type will light.

TUBE-1	This models the characteristics of a vacuum tube DI with rich harmonics and thick low frequencies.
TUBE-2	This models the characteristics of a vacuum tube DI with a clear attack and tight low frequencies.
SOLID STATE-1	This models the characteristics of a solid-state DI with moderate compression and a sharp tone.
SOLID STATE-2	This models the characteristics of a solid-state DI with a clear tone and little distortion
Unlit	The DI section is off.

Using the bypass function

The effects section of the B6 can be bypassed. Moreover, the DI section can also be included when bypassing.



1. Press  to set the bypass type.

The indicator for the selected bypass type will light.

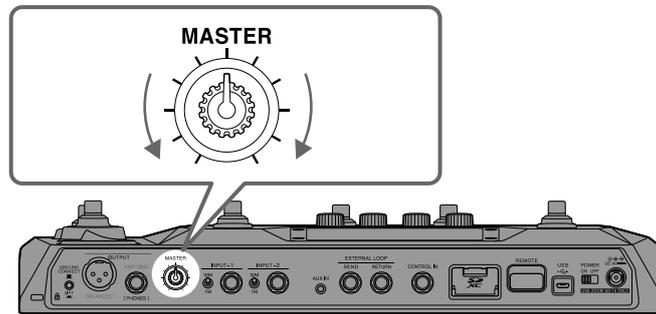
EFX BYPASS	This bypasses the effects section. (Only the DI section is used.)
ALL BYPASS	This bypasses the effects and DI sections.
Unlit	This bypasses nothing.

HINT

- Adjusting the EQ and volume of a bass amp, for example, is easier if the B6 effects are bypassed.
- The bypass function will be off when the power is turned on.

Adjusting the master level

The volume output from the B6 can be adjusted.



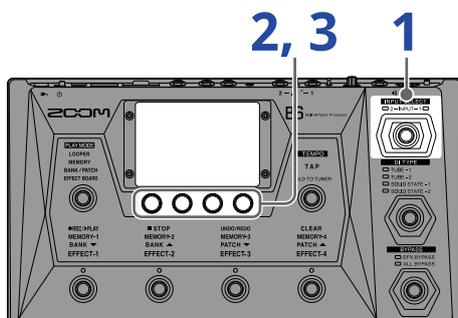
NOTE

- The setting range is $-\infty$ - +6 dB.
- The setting is 0 dB when the knob is centered.

Adjusting output EQ and volume

The volume and EQ of sound output from the B6 can be adjusted for each channel.

These settings affect the AMP/LINE [PHONES] jack output. The VOL setting also affects the BALANCED OUTPUT jack output.



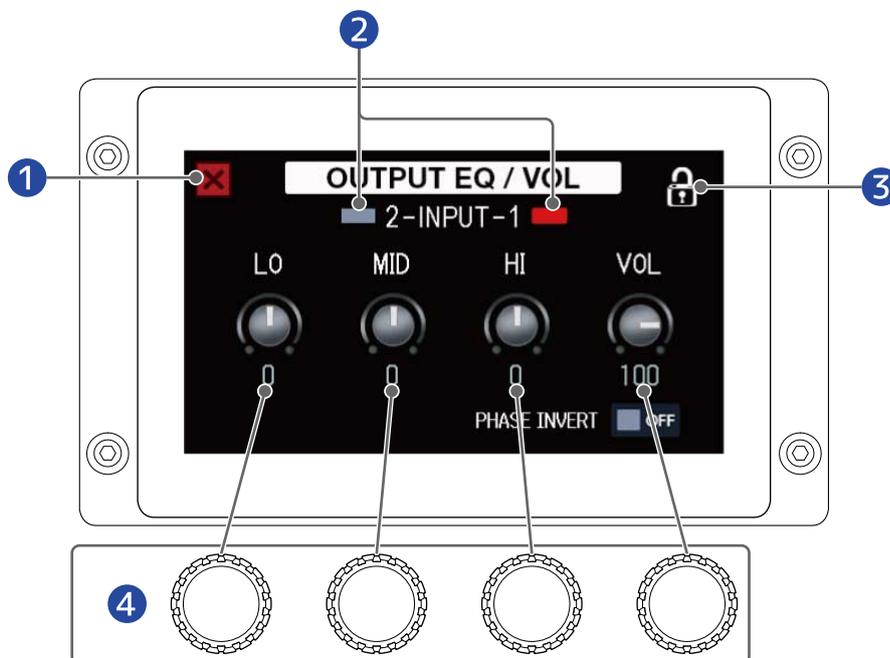
1. Press **INPUT SELECT**  to select a channel for output EQ and volume adjustment.

The indicator for the selected input will light.

2. Turn  in MEMORY, BANK/PATCH or EFFECT BOARD mode.

This opens the OUTPUT EQ/VOL Screen on the touchscreen.

3. Turn  to adjust the EQ and volume of the output sound.



1 Return to the previous screen.

2 Select and show the input channel.

Touch this to change the input.

3 Lock/unlock the settings.

 Locked

 Unlocked

4 Adjust the low-range/mid-range/high-range/volume.

When adjustment is completed, the previous screen will reopen after a moment

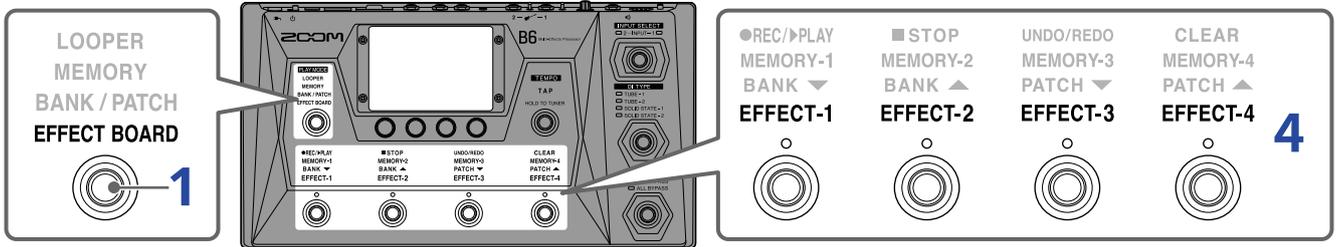
HINT

- Touching  on the Menu Screen will also open the OUTPUT EQ/VOL Screen.
- When the OUTPUT EQ/VOL Screen is open, press  to change the channel so its EQ and volume can be adjusted.
- During live performances, the outputs of bass amps and monitor speakers can interfere with each other, making the sound on stage seem weaker. Inverting the phase of the B6 output could prevent this phenomenon. Touch this to turn it on, inverting the phase.



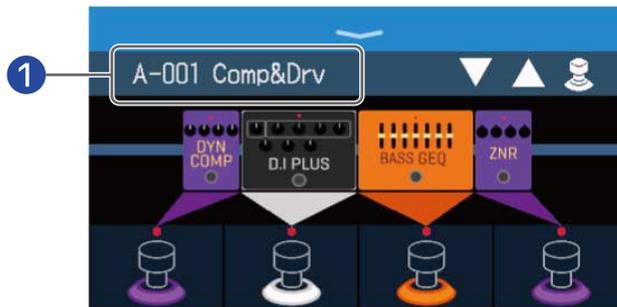
Turning effects on and off while playing

In EFFECT BOARD mode, the effects and amp used in the patch memory are shown on the touchscreen and can be turned on and off using the footswitches.



1. Press repeatedly to select **EFFECT BOARD**

This activates the B6 EFFECT BOARD mode in which all the effects and the amp used in the patch memory can be seen at a glance.

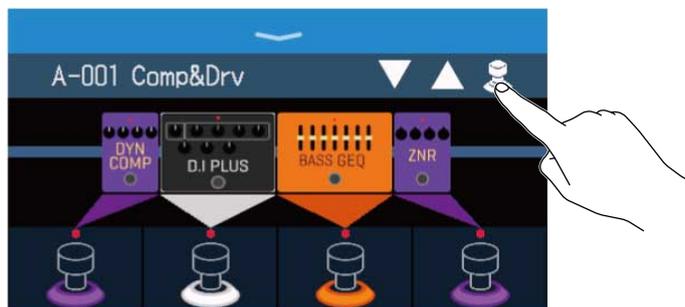


1 Current patch memory

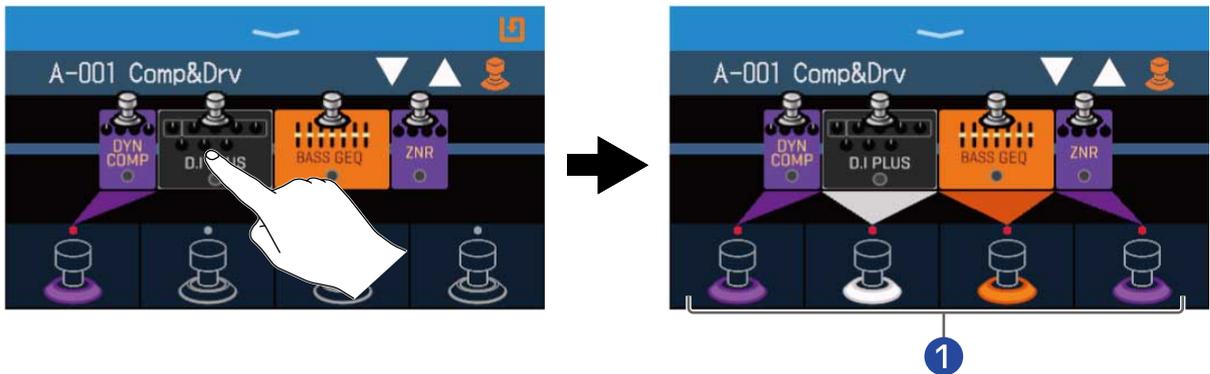
HINT

Touching  on the Menu Screen will also activate EFFECT BOARD mode.

2. Touch .

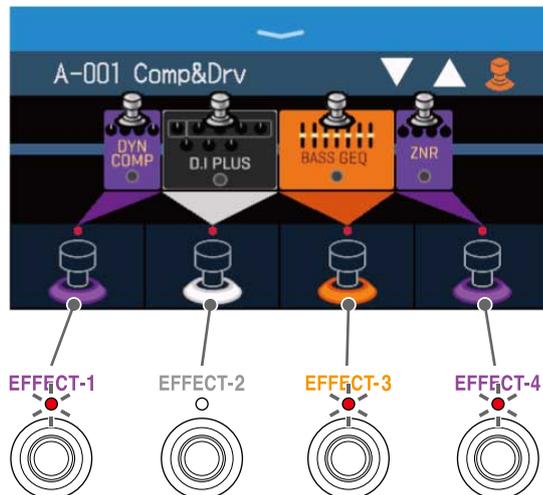


- 3.** Touch an effect to enable turning it on/off with a footswitch. The touched effect is assigned to a footswitch. Touch it again to remove the assignment.



- 1** When effects are assigned, the color at the base of the footswitch changes color according to the category.

- 4.** Press footswitches to turn effects on/off.



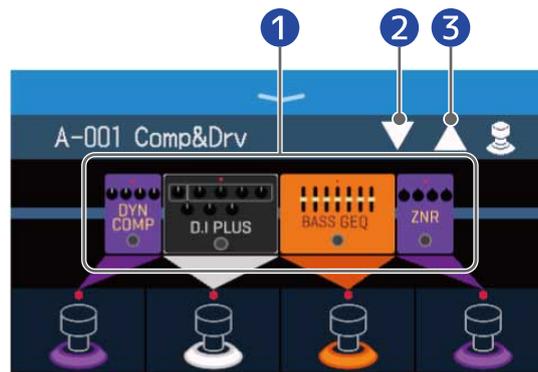
- The indicators light when effects are on.
- The footswitch display colors depend on the effect category.

NOTE

- Regardless of the order that the effects are touched, they are assigned to the footswitches from the left.
- After effects have been assigned to all footswitches, touching other effects will not assign them.
- Some effects assign special functions to footswitches. (This includes effects that turn on only while the footswitch is being pressed, for example.) Special functions can be selected on the EDIT EFFECTS Screen. (→ [Footswitch special functions](#))

HINT

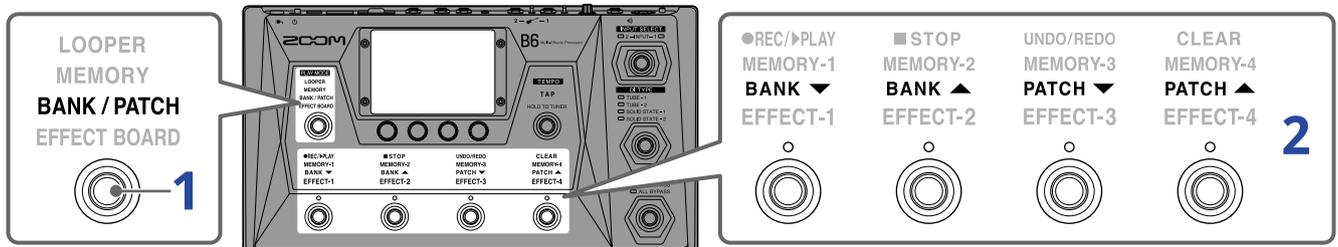
The following operations are also possible on the touchscreen.



- 1 Open the EDIT EFFECTS Screen.
(→ [Adjusting effects](#))
 - 2 Select the previous patch memory.
 - 3 Select next patch memory.
-

Switching banks and patch memories while playing

Bank and patch memory names can be shown with large characters and selected on the touchscreen.



1. Press  repeatedly to select **BANK / PATCH**.

This activates the B6 BANK/PATCH mode, and the name of the selected bank and patch memory are shown in large letters for easy confirmation.



- 1 Current bank
- 2 Current patch memory

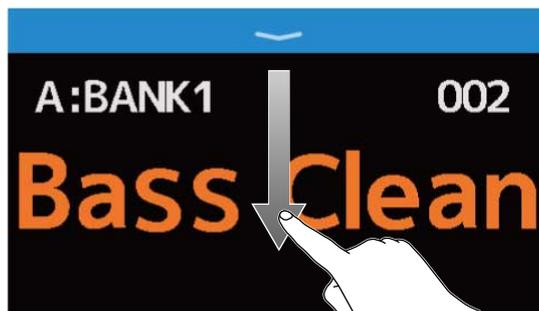
HINT

Touching  on the Menu Screen will also activate BANK/PATCH mode.

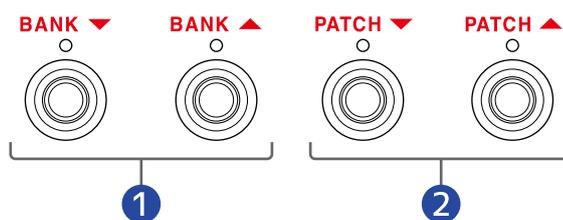
2. Swipe up or down on the touchscreen to select patch memories.
Select the next patch memory.



Select the previous patch memory.



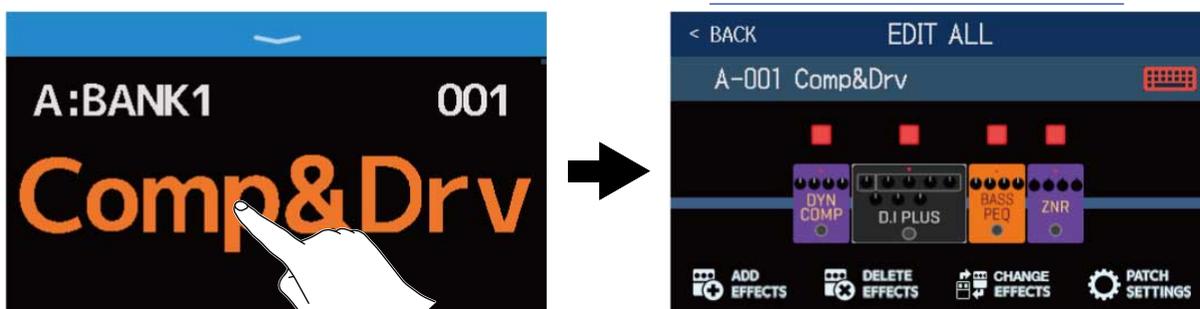
The footswitches can also be used to select banks and patch memories.



- 1 Select the previous/next bank.
- 2 Select the previous/next patch memory.

HINT

- Touch the patch memory name to open a screen where the patch memory can be edited, allowing effects to be added, changed, deleted and adjusted, for example. (→[Making all settings on one screen](#))



- The PRESELECT function can be used in BANK/PATCH mode. This allows the next patch memory to be selected in advance and then switched to with one press. This is useful for switching to patch memories that are not near the current one when performing live. (→[Using the PRESELECT function](#))

Using the PRESELECT function

The PRESELECT function can be used in BANK/PATCH mode.

When the PRESELECT function is ON, switching banks and patch memories will not occur until  is pressed to confirm the patch memory change.

This makes it possible to switch directly to a patch memory that is not near the current one during live performance.

Turning the PRESELECT function on/off

The PRESELECT function can be turned on/off.

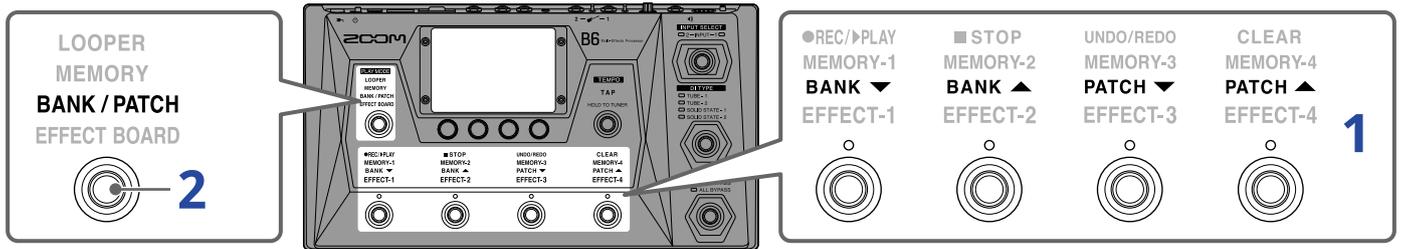
1. Touch  on the Menu Screen.

2. Touch the switch to set it to ON/OFF.
Touching this toggles it ON/OFF.

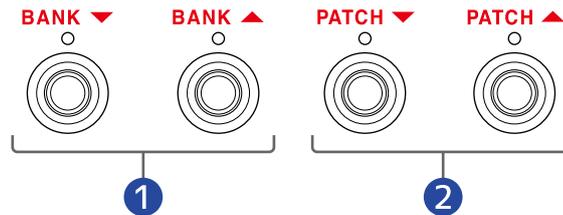


Setting	Explanation
ON	This turns on the PRESELECT function.
OFF	This turns off the PRESELECT function.

Selecting patch memories when the PRESELECT function is on



1. In BANK/PATCH mode, use the footswitches to select the bank and patch memory.



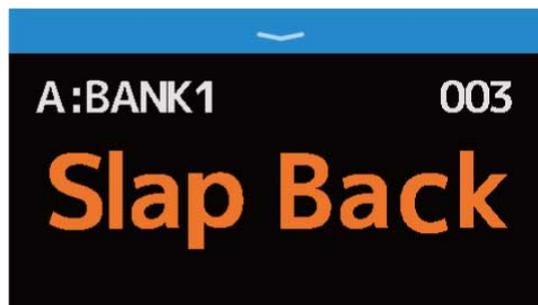
- 1 Select the previous/next bank.
- 2 Select the previous/next patch memory.

The current selected patch memory and the next selected patch memory will be shown.



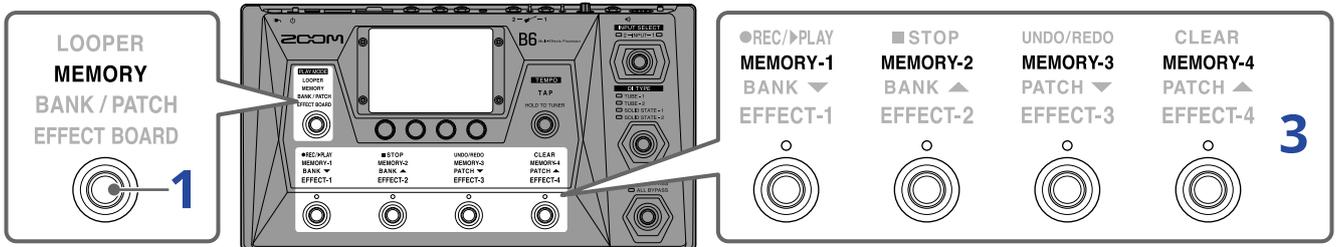
- 1 Current selected patch memory
- 2 Next selected patch memory

2. Press  to confirm the selection.



Switching patch memories in one bank while playing

A bank can be shown on the touchscreen, and the four patch memories in it can be selected with one press.



1. Press  repeatedly to select **MEMORY**.

This activates the B6 MEMORY mode in which the name of the selected bank and the four patch memories can be checked.



- 1 Current bank
- 2 Patch memories in the bank

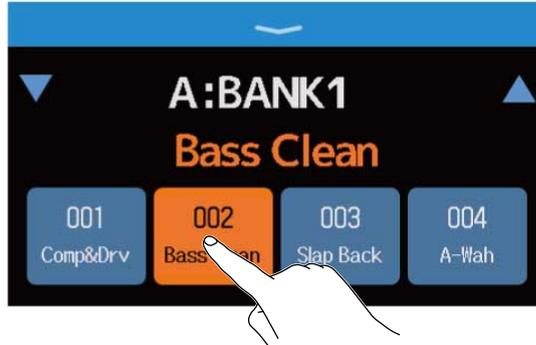
HINT

Touching  on the Menu Screen will also activate MEMORY mode.

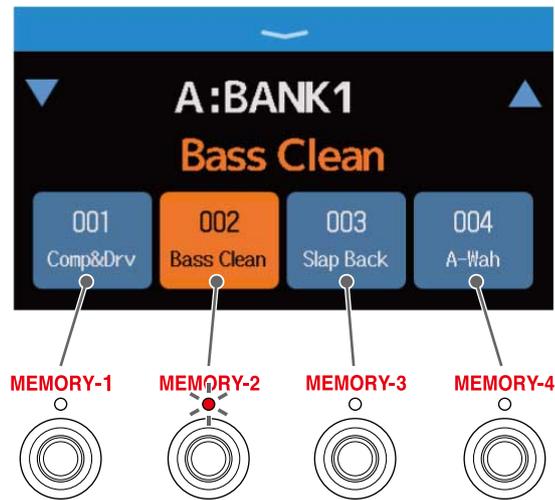
2. Touch  and  on either side of the bank name to select the desired bank.



- 1 Select previous bank.
- 2 Select next bank.
3. Touch the desired patch memory.
The selected patch memory will be highlighted.



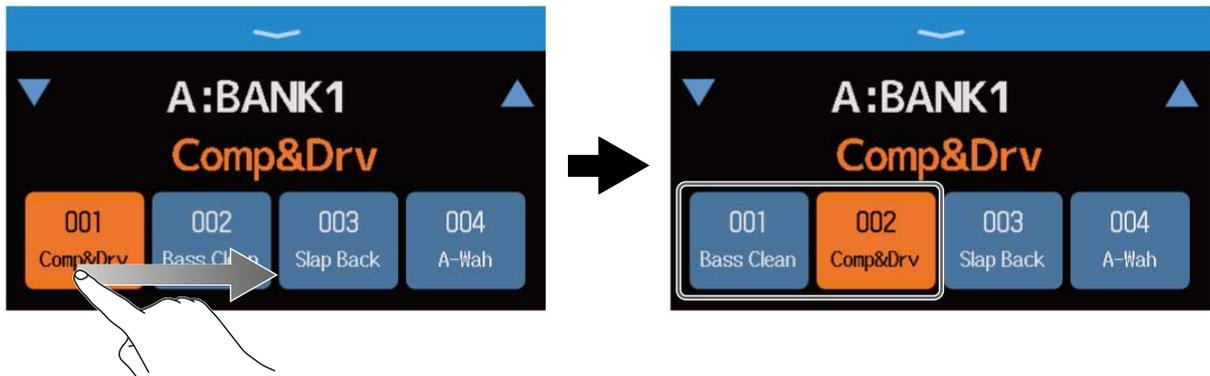
The footswitches can also be used to select patch memories directly.



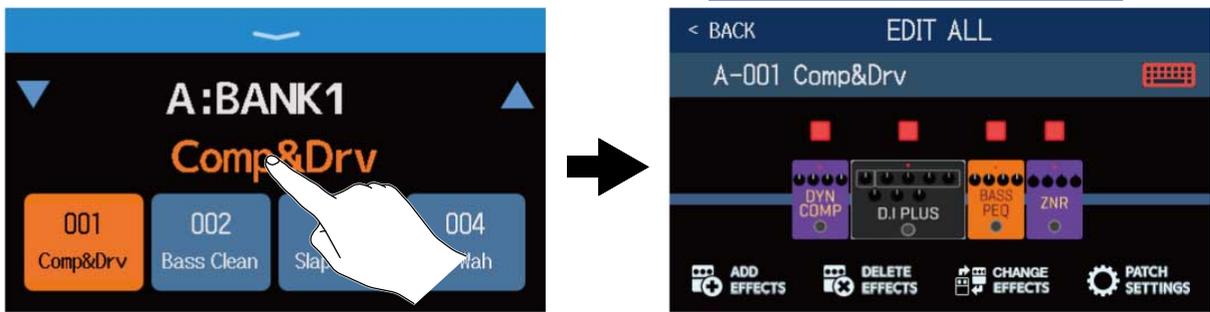
The indicator for the selected patch memory lights.

HINT

- Patch memories can be dragged to reorder them.

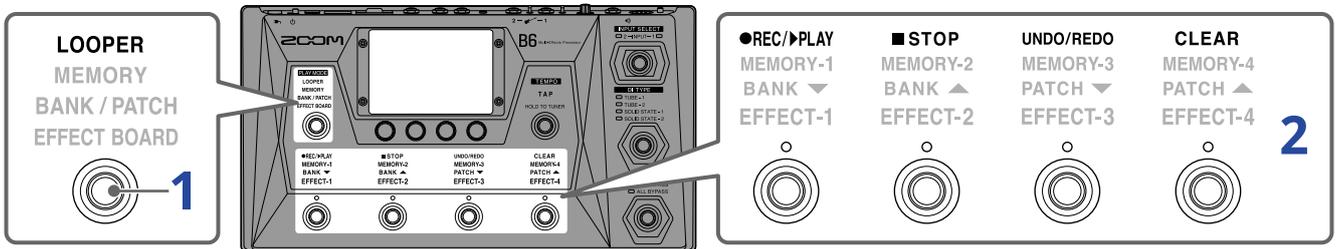


- Touch the patch memory name to open a screen where the patch memory can be edited, allowing effects to be added, changed, deleted and adjusted, for example. (→[Making all settings on one screen](#))



Using the looper while playing

Played phrases can be recorded to create stereo loops up to 45 seconds long.



1. Press  repeatedly to select **LOOPER**.

This activates the B6 LOOPER mode, and opens the Looper Control Screen on the touchscreen.



- 1 Looper status
- 2 Lock/unlock the settings.



HINT

Touching  on the Menu Screen will also activate LOOPER mode.

2. Using the looper
- See the following for operation details
- [Recording loops](#)
 - [Stopping recording and starting loop playback](#)
 - [Stopping playback](#)
 - [Starting loop playback of the recorded phrase](#)
 - [Adding performances to recorded loops \(overdubbing\)](#)
 - [Erasing the last overdubbed phrase \(UNDO function\)](#)
 - [Restoring an undone overdub \(REDO function\)](#)
 - [Clearing loops](#)

■ Notes about the looper tempo

- The looper tempo is also used by effects and rhythms.
- The tempo can be set as explained in [Adjusting the master tempo](#) and [Adjust the tempo..](#)
- Changing the tempo will delete recorded loops in the following cases.
 - If the loop recording time is set to $\downarrow \times 1-64$ (→ [Setting the recording time](#))
 - During rhythm playback (→ [Using rhythms](#))

NOTE

- If the COUNT function is on, recording will start after the precount. (→ [Setting the precount](#))
- Sound input through the AUX IN jack will not be recorded.
- See [Setting the looper](#) for recording time, volume and other settings.

HINT

- Using an SD card, loops can be recorded for longer times and saved. Moreover, loops on the SD card can be recalled for playback and overdubbing. (→ [Using SD cards](#))
- During rhythm playback (→ [Using rhythms](#)), quantization is enabled so even if the recording ending time is not exact, the loop will automatically be adjusted so that loop playback stays in time.
- Different play modes can be selected and the Menu Screen can be opened during loop playback. This allows patch memories to be selected and rhythms to be used, for example, while the loop continues to play. To stop loop playback when doing other operations, press  repeatedly and select **LOOPER**,

or touch  on the Menu Screen. Then, stop playback.

When other PLAY MODE Screens are open, the looper playback status is shown at the top left.

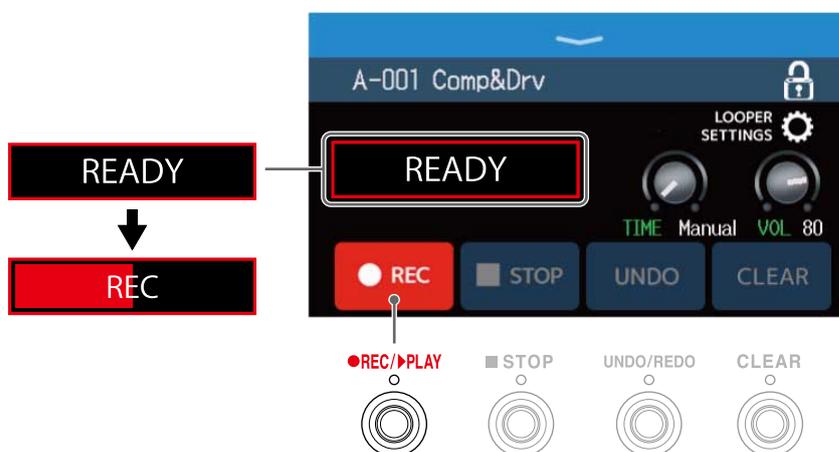


-  PLAY Playing back
-  REC Recording
-  STOP Stopped
-  OVERDUB Overdubbing

Looper operations

Recording loops

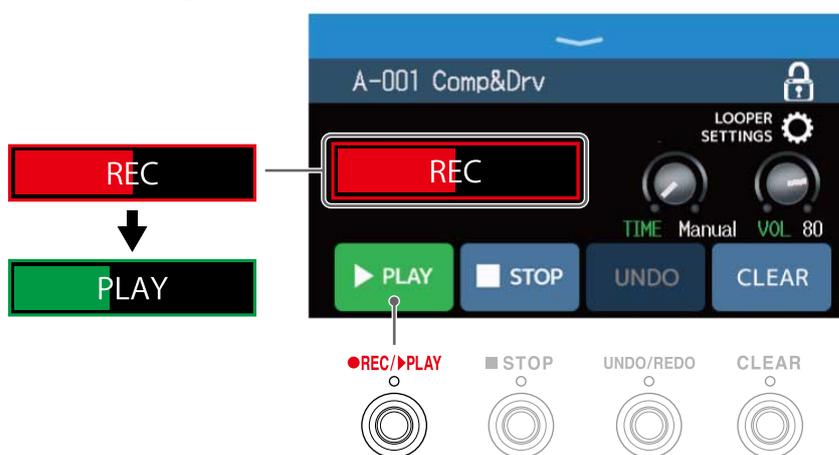
When no loop has been recorded (“READY” shown), press  or touch .



Press  when recording to cancel recording.

Stopping recording and starting loop playback

When recording, press  or touch .

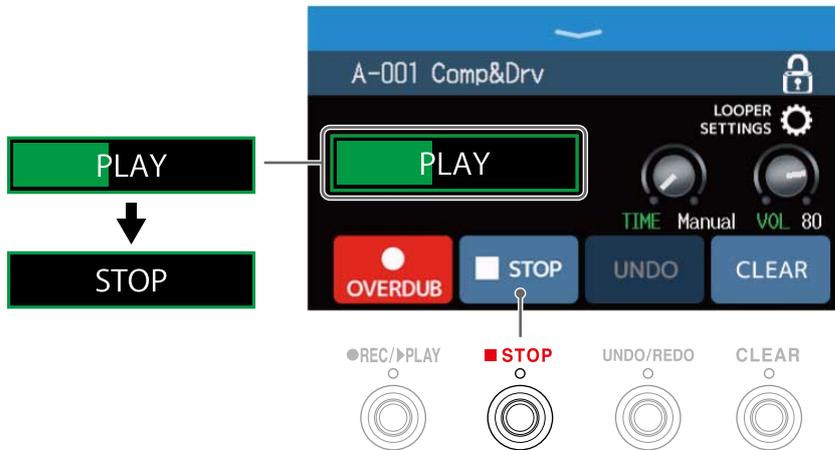


NOTE

- If the maximum recording time is reached, recording will stop and loop playback will start.
- If the recording time is set to “J×1-64”, recording will stop and loop playback will start after the set recording time has elapsed. (→ [Setting the recording time](#))

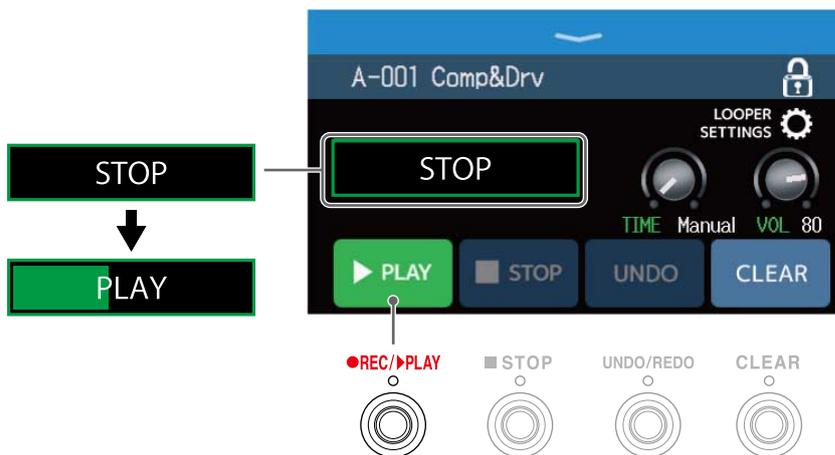
Stopping playback

When playing, press  or touch .



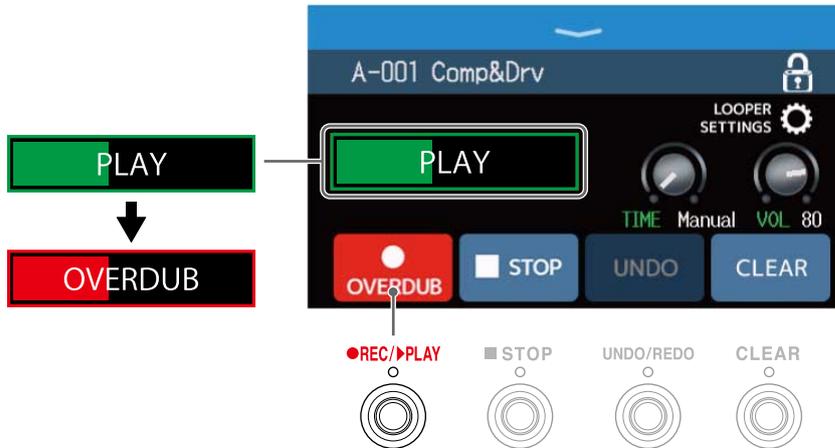
Starting loop playback of the recorded phrase

When stopped, press  or touch .



Adding performances to recorded loops (overdubbing)

When playing, press  or touch .



- When the end of the loop is reached, loop playback will continue from the beginning, and overdubbing can be repeated.
- When overdubbing, press  to stop overdubbing, but continue loop playback.

Erasing the last overdubbed phrase (UNDO function)

Press  or touch .



Restoring an undone overdub (REDO function)

Press  or touch **REDO** .



Clearing loops

Press  or touch **CLEAR** .



This clears the recorded loop.

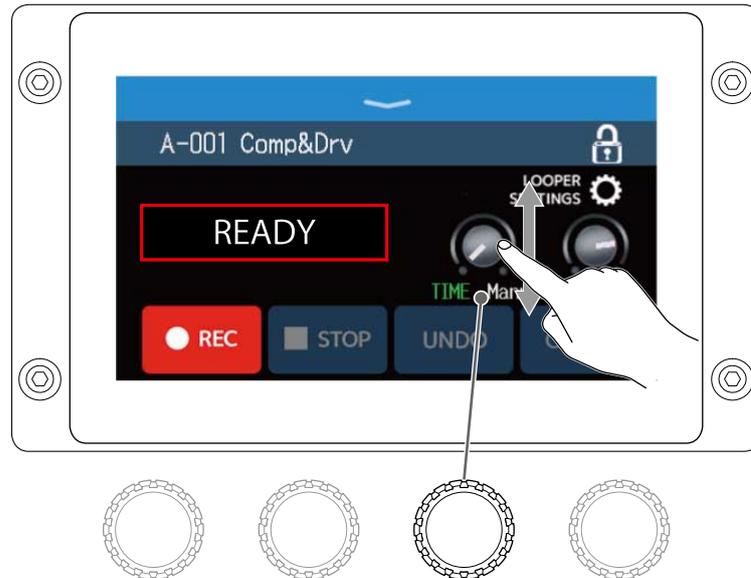
Setting the looper

Various looper settings can be made.

Setting the recording time

The length of the recorded loop can be set.

1. Turn  or drag the TIME knob up or down on the Looper Control Screen (→ [Using the looper while playing](#))



Setting	Explanation
MANUAL	Recording will continue until stopped manually or the maximum recording time is reached.
J×1-64	This sets the value to 1-64 quarter notes. The actual recording time depends on the BPM (tempo) setting (→ Adjusting the master tempo) Recording time (seconds) = $60 \div \text{BPM} \times \text{number of quarter notes}$ When the set recording time is reached, recording will stop and loop playback will start.

NOTE

- The setting options include MANUAL and 1-64 quarter notes.
- The recording time for the looper is 2-45 seconds when stereo and 2-90 seconds when mono. To switch between stereo and mono, see [Setting to stereo or mono](#)
- Settings that would exceed the maximum recording time will be adjusted automatically.
- Changing the recording time will delete the recorded data.

Adjusting the volume

The looper volume can be adjusted.

1. Turn  or drag the VOL knob up or down on the Looper Control Screen (→ [Using the looper while playing](#))



HINT

This can be set from 0 to 100.

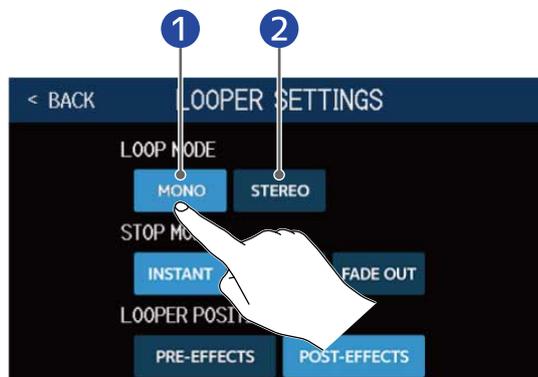
Setting to stereo or mono

Loops can be recorded in stereo or mono.

1. Touch LOOPER SETTINGS on the Looper Control Screen (→ [Using the looper while playing](#))



2. Touch the desired setting.



- 1 Mono
- 2 Stereo

NOTE

- The recording time for the looper is 2–45 seconds when stereo and 2–90 seconds when mono.
- When using an SD card (→ [Using SD cards](#)), the STEREO/MONO setting cannot be changed. It is fixed to STEREO.

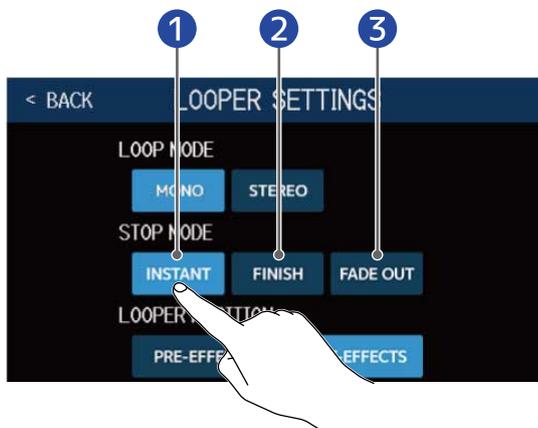
Setting the STOP MODE

How the looper behaves when stopped can be set.

1. Touch LOOPER SETTINGS on the Looper Control Screen (→ [Using the looper while playing](#))



2. Touch the desired STOP MODE.



- 1 The loop will stop immediately after a stop operation.
- 2 The loop will stop after playing to its end.
- 3 The loop will stop after fading out.

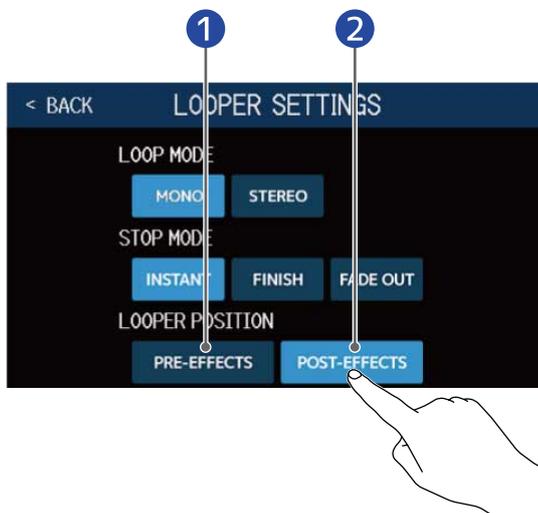
Changing the looper position

The looper position can be changed.

1. Touch LOOPER SETTINGS on the Looper Control Screen (→ [Using the looper while playing](#))



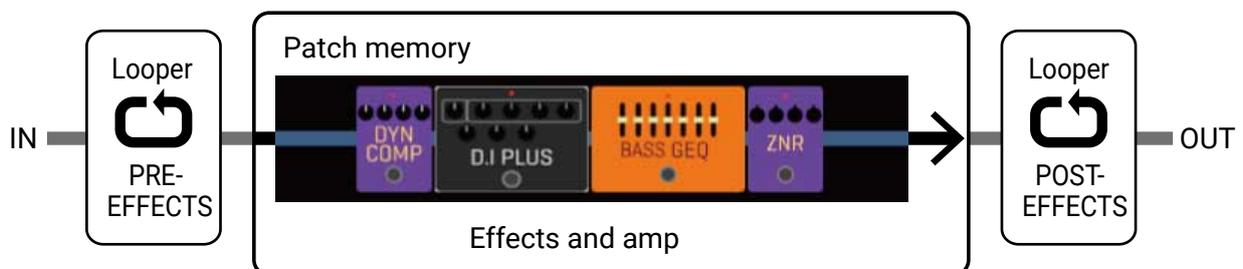
2. Touch the desired looper position.



- 1 This places the looper before effects.
- 2 This places the looper after effects.

HINT

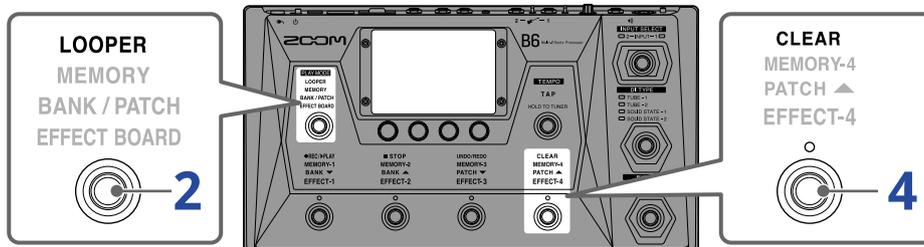
By placing the looper before the effects, the sound of a looped performance can be altered to craft the sound without continuing to play.



Using SD cards

By loading an SD card in the B6, loop recording time can be increased and loops can be saved. Other audio files can also be loaded and used as loops.

Creating loops and saving them to SD cards



1. Insert the SD card (→ [Inserting SD cards](#))

2. Press  repeatedly and select **LOOPER**, or touch  on the Menu Screen. This activates the B6 LOOPER mode, and opens the Looper Control Screen on the touchscreen.



1 This appears when an SD card is loaded.

2 “New Loop File” appears, indicating that a new loop can be created. The name of the selected loop will be shown when a loop is being created or has been selected.

3. Create a loop.

Using the looper while playing Follow the procedures in step 2 of [LINK] to create a loop.



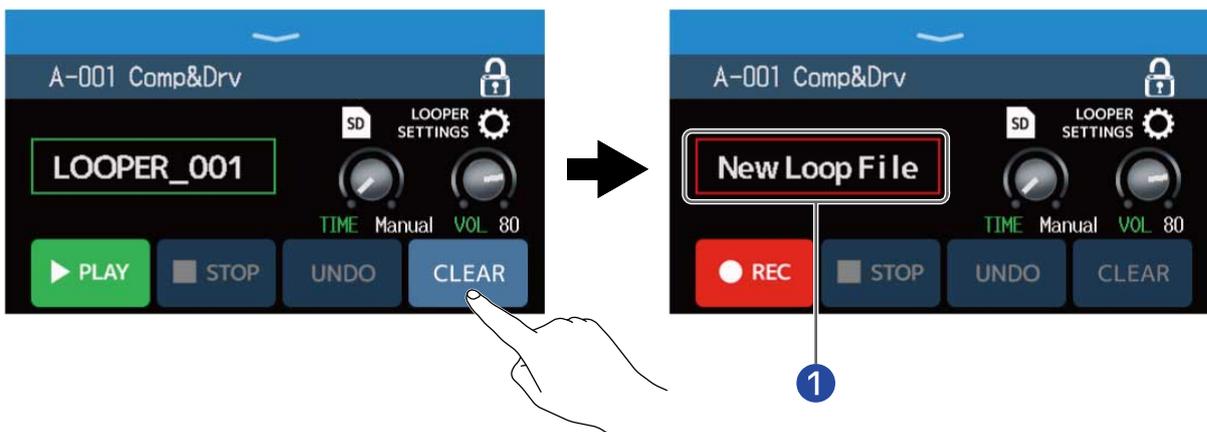
- 1 When loop recording starts, the name of the loop is shown. The loop that is being created will be saved with the name that is shown.

NOTE

- Loops will be created and named "LOOPER_xxx". The "xxx" in the loop name is a sequential number.
- When an SD card is loaded, loops cannot be deleted. Use a computer or other device to delete saved loops on an SD card.
- When an SD card is loaded, the looper status will not be shown on the touchscreen.
- When an SD card is loaded, the recording time is from 2 seconds to 2 hours.

4. When done creating a loop, press  or touch .

The created loop will be saved on the SD card.



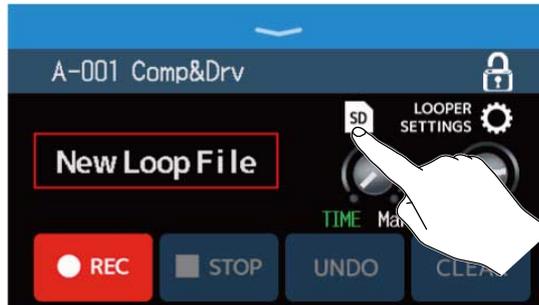
- 1 "New Loop File" appears, and a new loop can be created.

NOTE

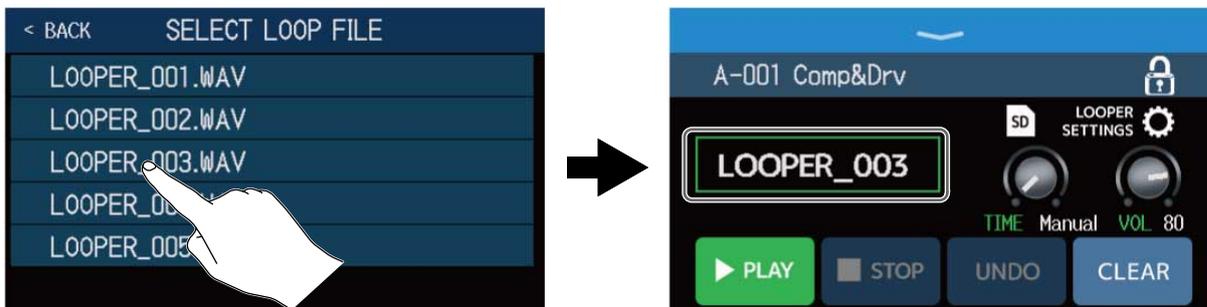
Setting the looper The settings made in [LINK] cannot be saved separately for different loops. The same settings are used for all loops.

Selecting loops saved on SD cards

1. Touch  on the Looper Control Screen (→ [Using the looper while playing](#)).



2. Touch a loop to select it.
The selected loop appears on the Looper Control Screen.



The selected loop can be played back and overdubbed.

HINT

To load your own audio files and use them as loops, copy them to the "B6_Looper" folder on the SD card in advance. (→ [\[LINK\]B6 folder and file structure](#))

The "B6_Looper" folder is created at the top level of an SD card when it is formatted by the B6. (→ [Formatting SD cards](#))

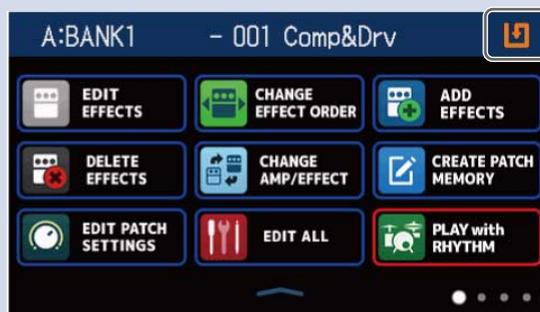
Audio files in the following format can be loaded.

- Sampling frequency: 44.1 kHz
 - Bit rate: 16-bit
 - Stereo
-

Adjusting effects

Saving changes

- When the AUTOSAVE function is on, changes to patch memories will be saved automatically. (The default setting is ON.) (→ [Setting the AUTOSAVE function](#))
- If the AUTOSAVE function is off, patch memories will not be saved automatically. When the content of a patch memory has been changed,  will appear at the top right of the touchscreen, showing that it is different from the saved settings. Touch  to open the screen for saving patch memories, and save it as necessary. (→ [Saving patch memories](#))



Turning effects on/off

Individual effects in patch memories can be turned on and off.

1. Select the patch memory that has an effect you want to turn on/off.
2. Touch  on the Menu Screen.
3. Touch the indicator above an effect to turn it on/off.



When on, it lights red. When off, it is unlit.

HINT

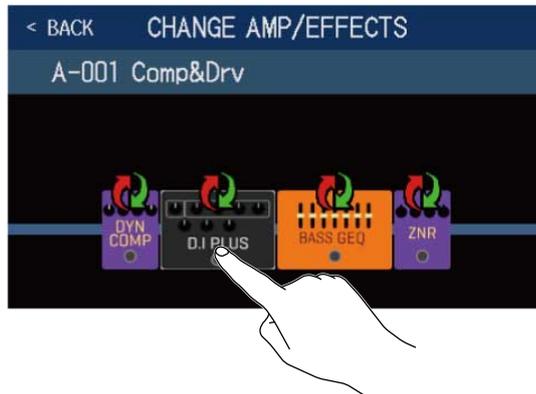
Using , patch memory editing can be conducted on a single screen.

(→ [Making all settings on one screen](#))

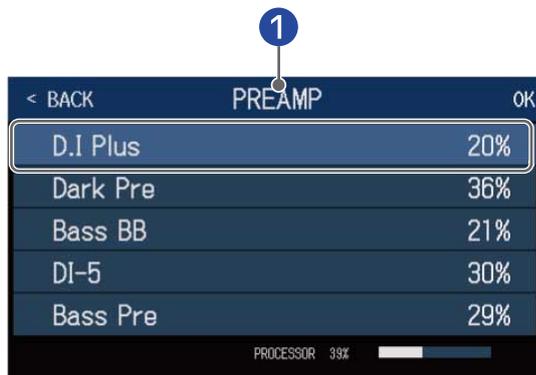
Replacing effects

Effects in a patch memory can be replaced with other effects as desired.

1. Select the patch memory with the effect you want to replace.
2. Touch  on the Menu Screen.
3. Touch the effect that you want to replace.

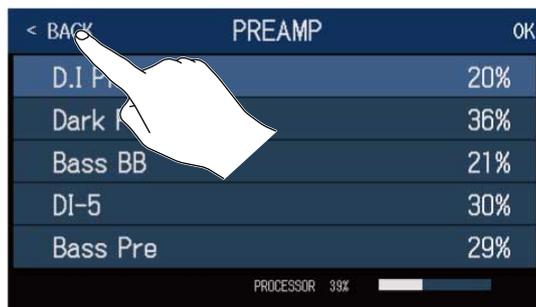


The touched effect is shown in a list.

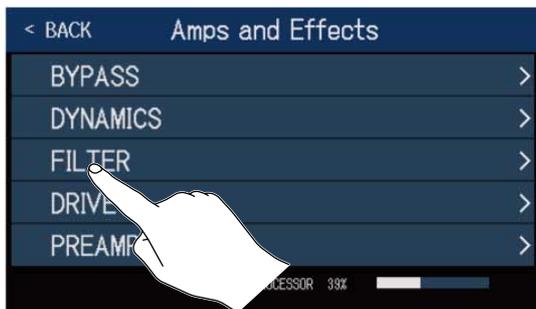


1 Category name

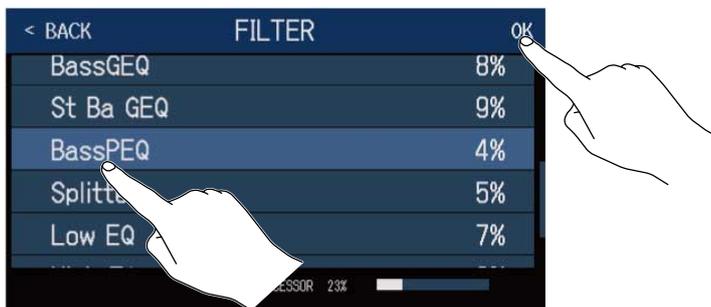
4. Skip to step 6 to select another effect in the same category.
Touch  to select an effect in a different category.



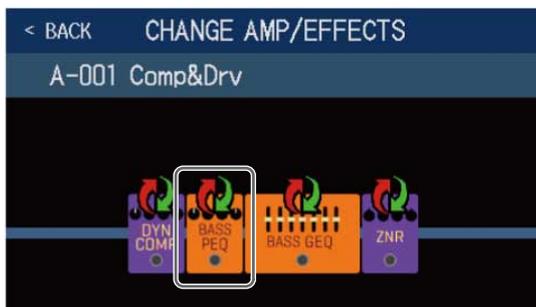
5. Touch the desired category.



6. Touch an amp or effect to select it. Then, touch "OK".



The selected effect or amp will replace the previous one.



NOTE

If an effect in a patch memory has been deleted from Guitar Lab, the deleted effect will appear with  and be disabled.

HINT

See Guitar Lab for the explanations of each effect.

Note about the number of effects in patch memories

The B6 allows you to combine up to 6 effects freely. However, you must select effects that do not cause the processor to exceed 100%.

The processing load can be checked on the category and effect selection screens.



Effect	Processor Load
SeqFLTR	11%
EG FLTR	22%
Exciter	10%
BassA-Wah	8%
Z Tron	9%

PROCESSOR 35%

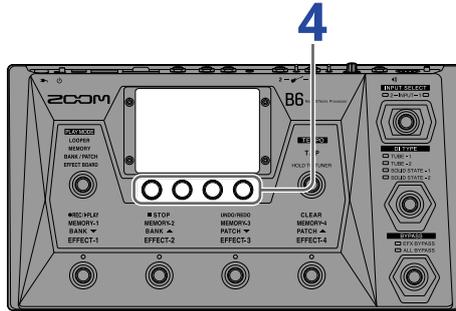
If an effect is selected that would cause the processor to exceed 100%, the effect will not be selected and the following message will appear before the previous screen reopens.



In this case, change or delete another amp or effect so the processor does not exceed 100%.

Adjusting effects

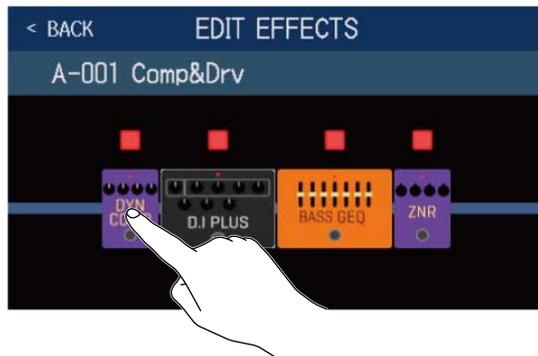
The individual effects used in patch memories can be adjusted.



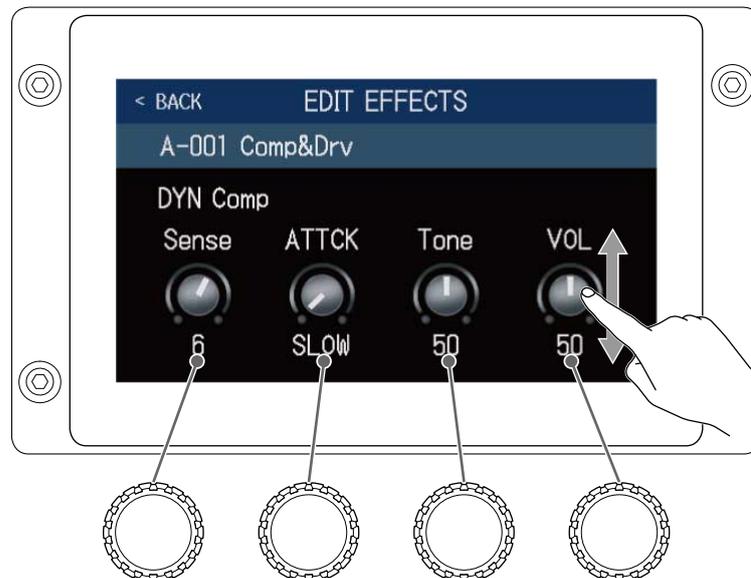
1. Select a patch memory that has an effect you want to adjust.

2. Touch  on the Menu Screen.

3. Touch the effect to adjust.



4. Turn  or drag parameter knobs up and down to change effect parameters.



HINT

- Set Time, Rate and other effect parameters to musical notes to sync them to the tempo. (→ [Adjusting the master tempo](#))
 - See Guitar Lab for the explanations of each effect.
 - To change effects (→ [Replacing effects](#))
 - To add effects (→ [Adding effects](#))
 - To delete effects (→ [Deleting effects](#))
-

Using large effects

Effects that look bigger in EFFECT BOARD mode and on the EDIT EFFECTS Screen are called “large effects” and use two effect spaces.



Large effects have more parameters, so their EDIT EFFECT Screens have two pages. Touch  or  at the bottom of the screen to change pages.



- 1 Open the next screen
- 2 Open the previous screen

Footswitch special functions

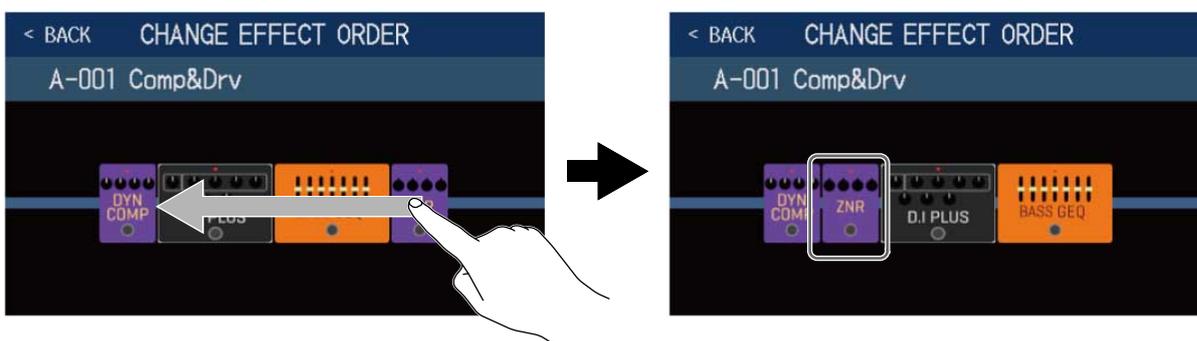
Some effects assign special functions to footswitches, including turning the effect on only while the footswitch is being pressed. Parameters that select special functions appear on the touchscreen as dark letters on a light background.



Changing the order of effects

Effects in a patch memory can be reordered as desired.

1. Select the patch memory with effects that you want to reorder.
2. Touch  on the Menu Screen.
3. Drag effect icons to move them to the desired positions.



Adding effects

Desired effects can be added to patch memories.

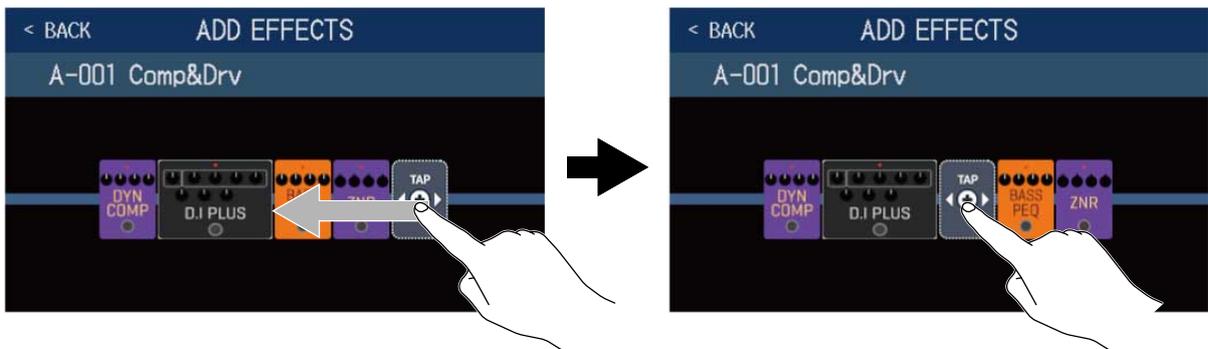
NOTE

Up to 6 effects can be combined freely using the B6. (→ [Note about the number of effects in patch memories](#))

1. Select a patch memory to which you want to add an effect.

2. Touch  on the Menu Screen.

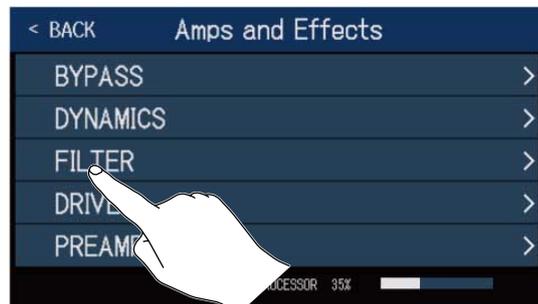
3. Drag the  to the position where you want to add an effect. Then, touch .



NOTE

If the maximum number of effects are in use,  will not be shown.

4. Touch the category of the effect that you want to add.



5. Touch an amp or effect to select it. Then, touch "OK".



The selected effect will be added.



will appear again, so more effects can be added as necessary by repeating steps 3-5.

Deleting effects

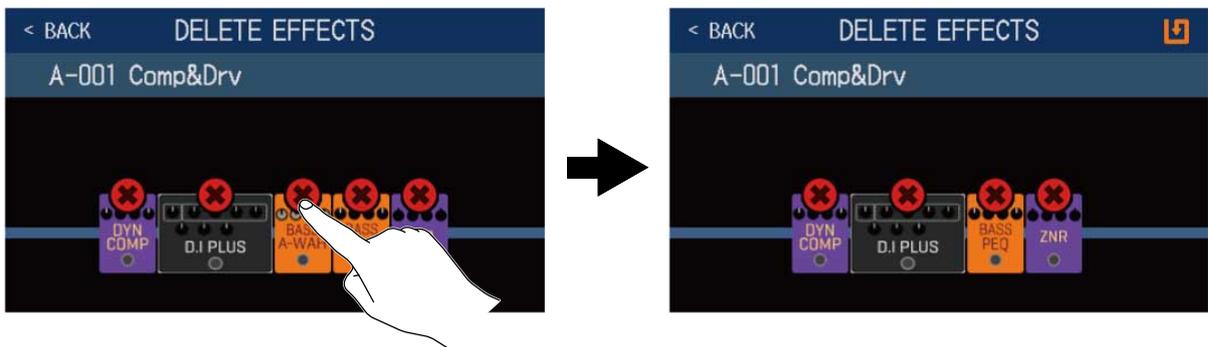
Effects that are not needed can be deleted from patch memories.

1. Select a patch memory from which you want to delete an effect.

2. Touch  on the Menu Screen.

3. Touch  on an effect to delete it.

The selected effect will be deleted.



Making all settings on one screen

All patch memory editing can be conducted on a single screen.

1. Select the patch memory that you want to edit.
2. Touch  on the Menu Screen.
3. Edit the patch memory.

Turning amps and effects on/off

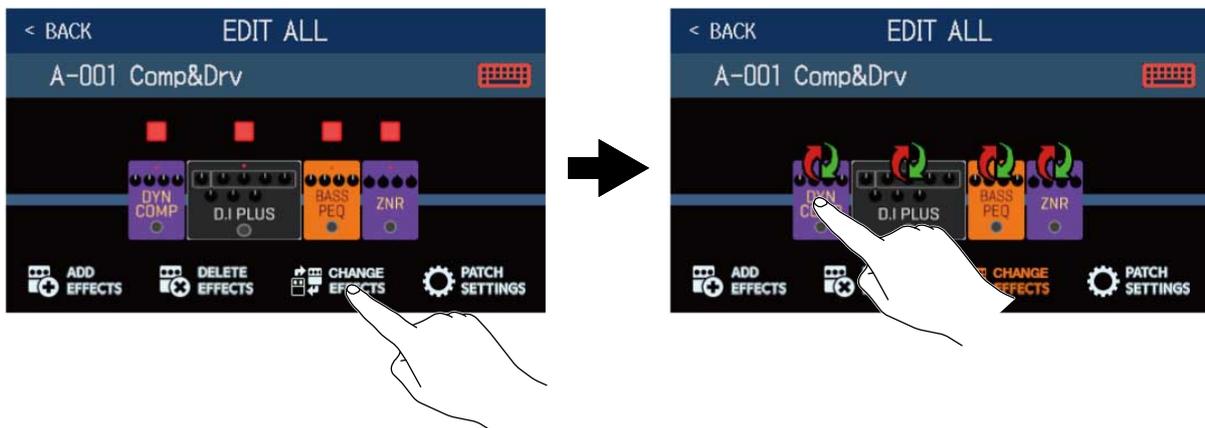
Touch the indicator above an amp or effect to turn it on/off.



When on, it lights red. When off, it is unlit.

Replacing amps and effects

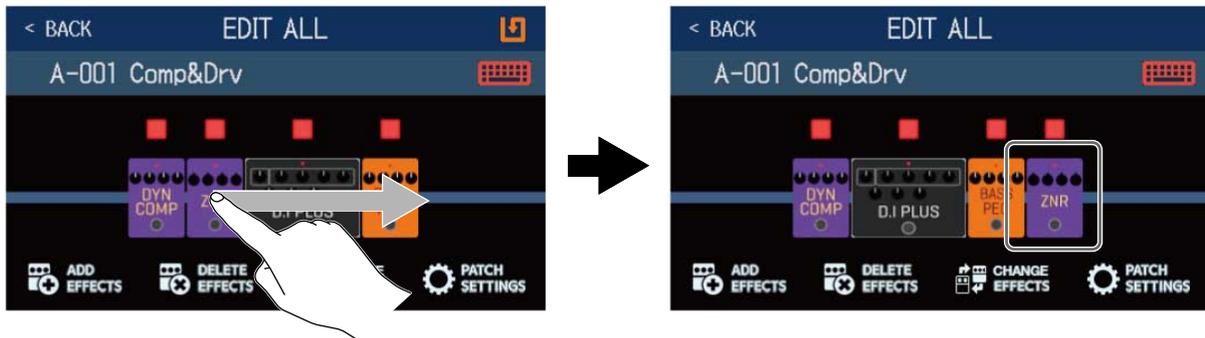
Touch CHANGE EFFECTS.



Touch the amp or effect that you want to change to open the corresponding list. Follow the instructions in [Replacing effects](#) to replace the amp or effect.

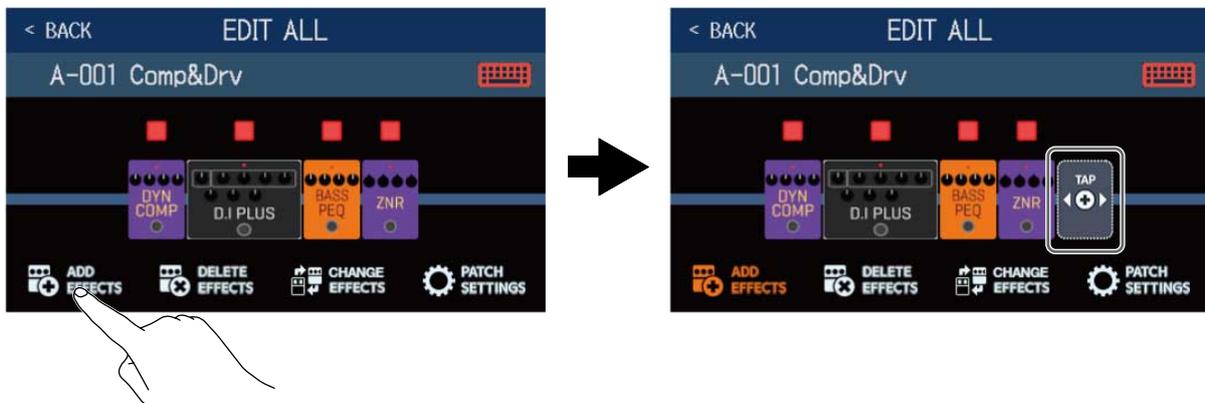
Changing the order of effects

Drag effect icons to move them to the desired positions.



Adding effects

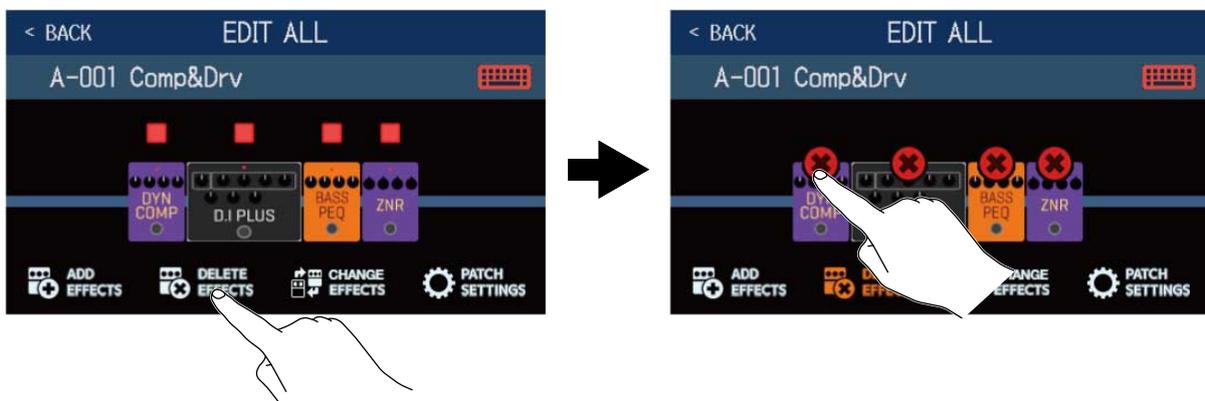
Touch ADD EFFECTS.



will appear. Follow the procedures in [Adding effects](#) to add an effect.

Deleting effects

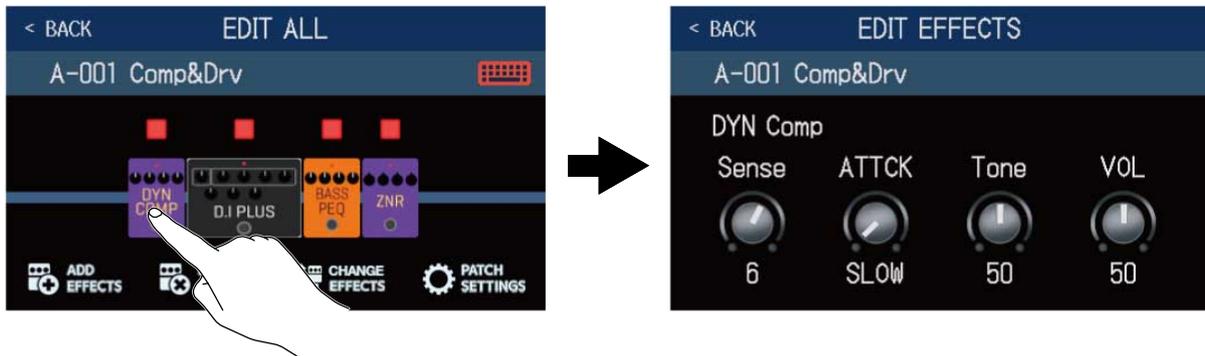
Touch DELETE EFFECTS.



Touch  on the effect you want to remove it from the patch memory.

Adjusting effects

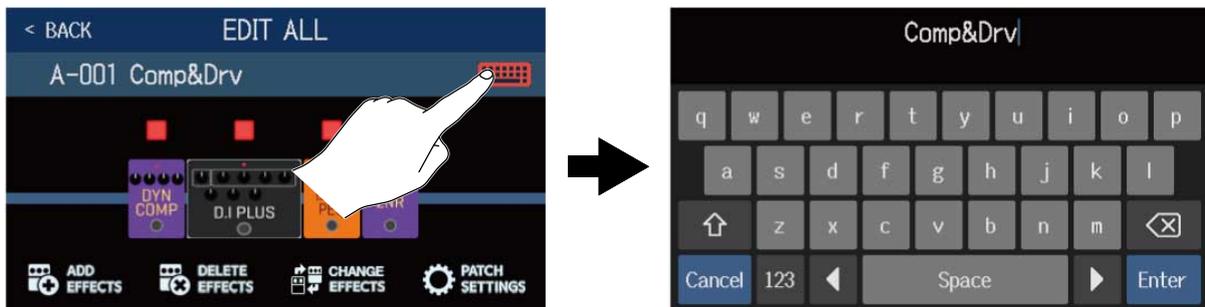
Touch the effect that you want to adjust.



The EDIT EFFECTS Screen will open. Follow the procedures in [Adjusting effects](#) to adjust the effect.

Changing patch memory names

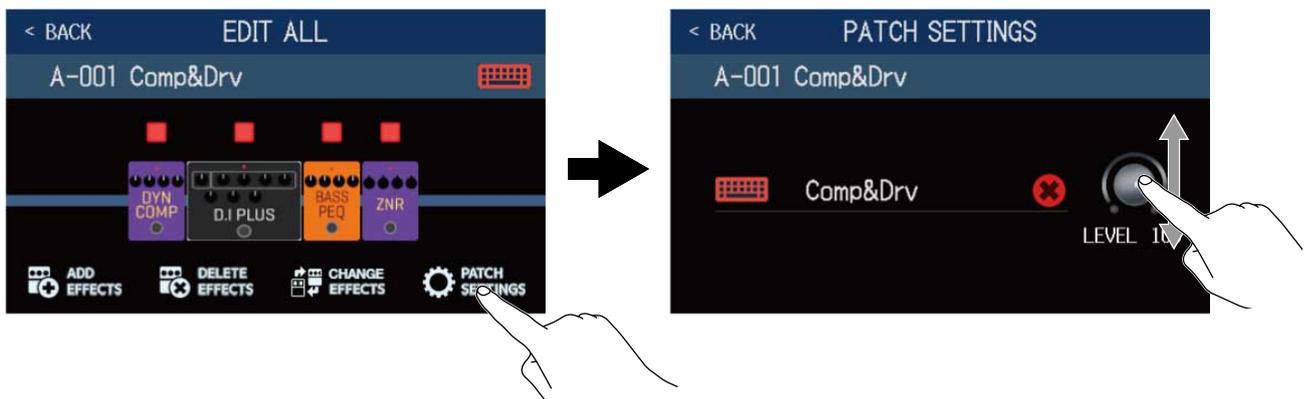
Touch .



Touch the keyboard and input the patch memory name. (→ [Changing patch memory names](#))

Setting the patch memory level

Touch PATCH SETTINGS.

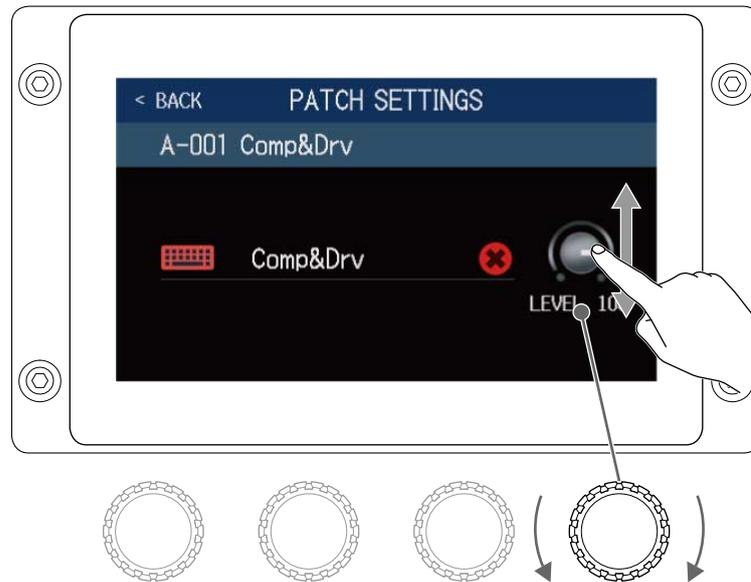


Drag the LEVEL knob to adjust the patch memory level. (→ [Setting the patch memory level](#))

Setting the patch memory level

The level can be adjusted separately for each patch memory.

1. Select the patch memory for which you want to set the level.
2. Touch  on the Menu Screen.
3. Turn  or drag the LEVEL knob to set the level.



HINT

The volume can be set from 0 to 120.

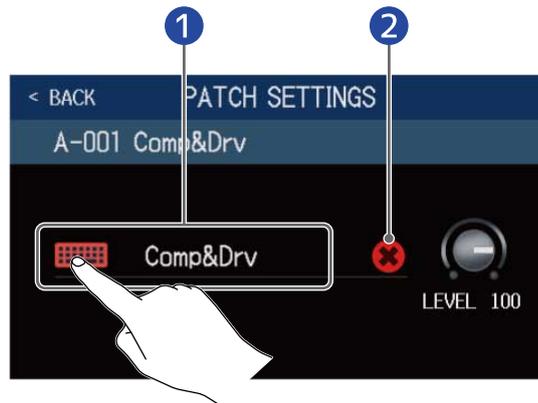
Changing patch memory names

Patch memory names can be changed.

1. Select the patch memory with the name you want to change.

2. Touch  on the Menu Screen.

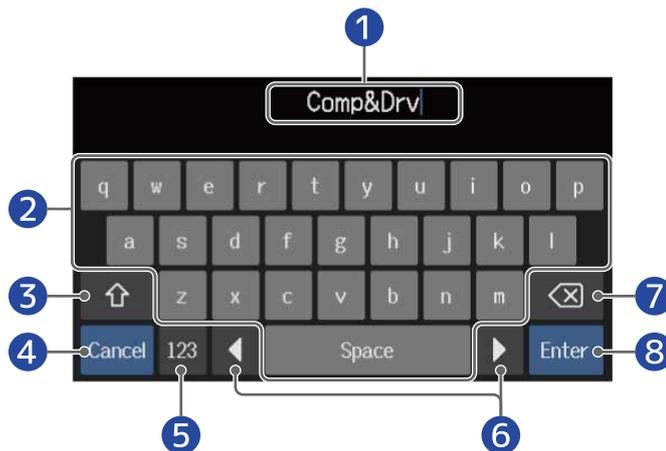
3. Touch  to open the keyboard.



1 Patch memory name

2 This can be touched to delete the name of the patch memory.

4. Touch the keyboard and input the patch memory name.



1 Character input area

A cursor shows the input position.

2 Input characters

3 Switch between uppercase and lowercase

- ④ Cancel input
This reopens the previous screen.
- ⑤ Change character type
- ⑥ Move cursor
- ⑦ Delete character
- ⑧ Confirm patch memory name
This reopens the previous screen.

HINT

The characters and symbols that can be used are as follows.

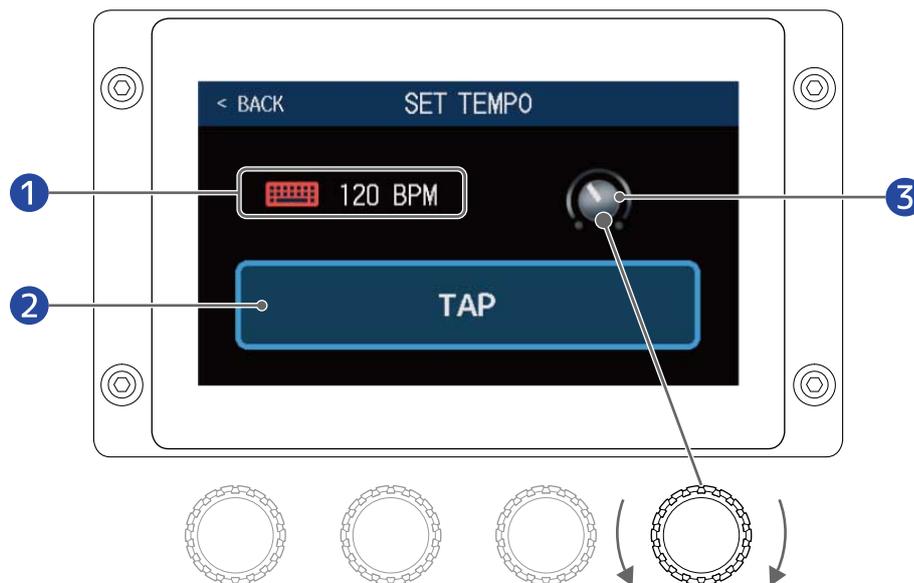
! # \$ % & ' () + , - . ; = @ [] ^ _ ` { } ~ (space) A-Z, a-z, 0-9

Adjusting the master tempo

The tempo used by rhythms, the looper, delay effects and some modulation effects can be adjusted.

1. Touch  on the Menu Screen.

2. Adjust the tempo.



1 **Current tempo**

Touch to open a keyboard that allows direct input of the tempo.

2 **Tap tempo button**

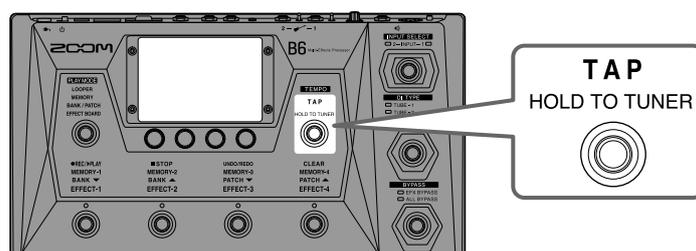
Tap this repeatedly to set the tempo at the tapped interval speed.

3 **Tempo adjustment knob**

Turn or drag  to adjust the tempo.

HINT

- The tempo setting range is 40–250 ♩ (bpm).
- The tempo can also be set by tapping  repeatedly. The tempo is shown on the touchscreen while the tempo is being set.



Managing patch memories

Saving patch memories

The AUTOSAVE function is on by default. When it is off, changes, including adjustments to effects and amps, as well as volume settings, will not be saved automatically. Save changes manually in this case. Patch memories can also be saved to other locations.

HINT

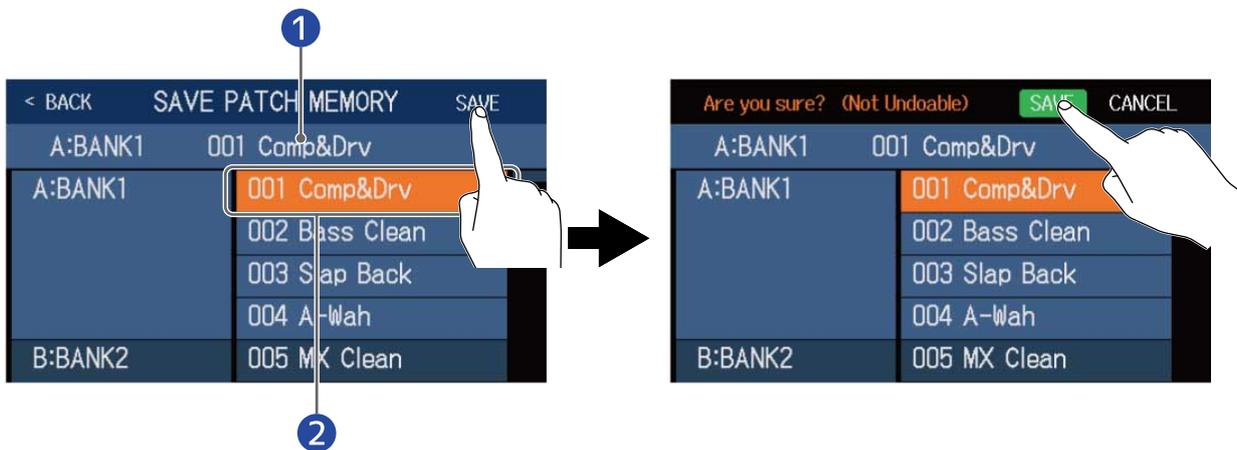
See [Setting the AUTOSAVE function](#) for details about the AUTOSAVE function.

1. Select the patch memory to be saved.
2. Touch  on the Menu Screen.

3. Save the patch memory.
See [Overwriting the current patch](#) to overwrite the current patch or [Saving to a different location](#) to save to a different location.

Overwriting the current patch

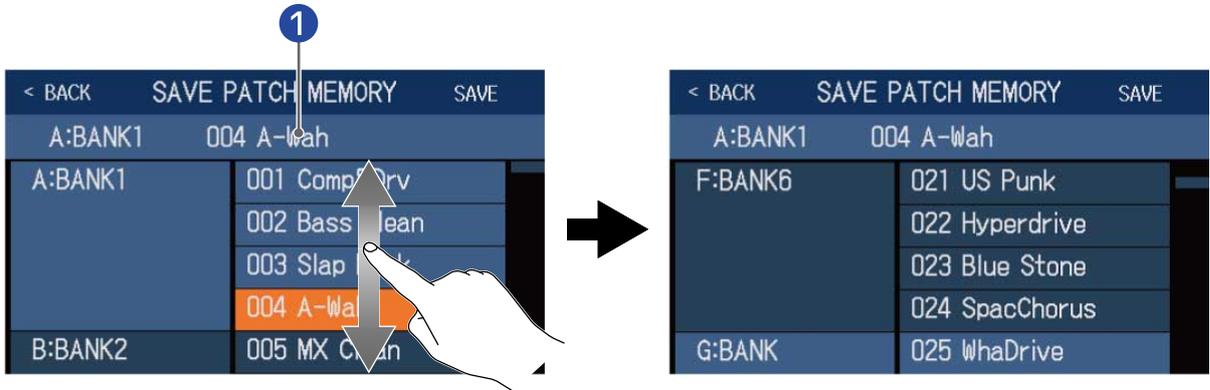
Touch SAVE, and then touch SAVE again.



- 1 Patch memory to be saved
- 2 Save destination
This appears highlighted.

Saving to a different location

1. Swipe up or down to show the save destination.
Save destinations are shown by bank.

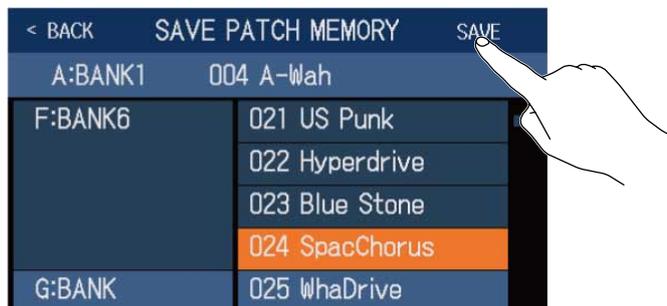


- 1 Patch memory to be saved

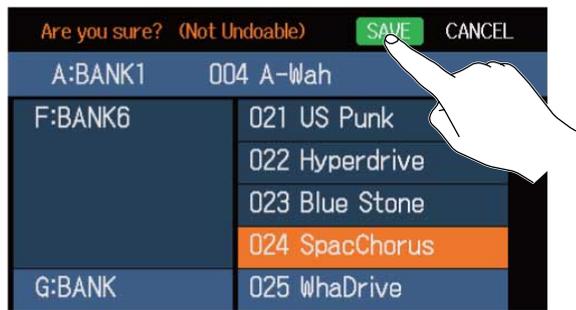
2. Touch the save destination.
The save destination appears highlighted.



3. Touch SAVE.



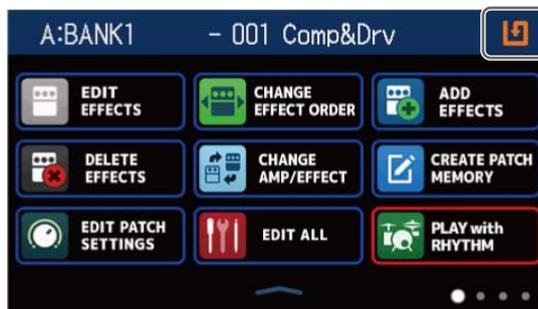
4. Touch SAVE again.
It will be saved in the selected location.



HINT

When the AUTOSAVE function is OFF, if the content of a patch memory has been changed,  will appear at the top right of the touchscreen, showing that it is different from the saved settings.

Touch  to open the screen for saving patch memories.



Changing the order of patch memories

The patch memory order can be changed.

1. Touch  on the Menu Screen.

2. Drag the  of a patch memory up or down to change its order.



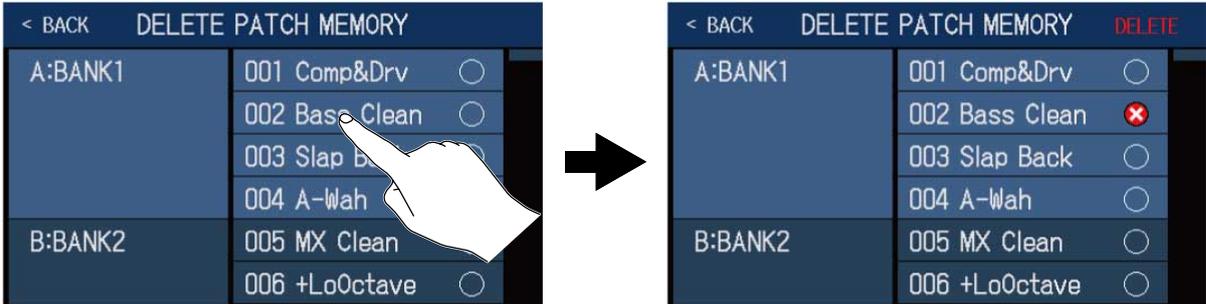
Deleting patch memories

Unnecessary patch memories can be deleted.

1. Touch  on the Menu Screen.

2. Touch a patch memory to be deleted.

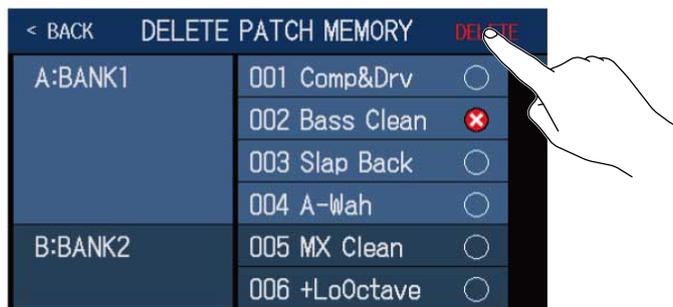
A  deletion icon appears next to the touched patch memory.



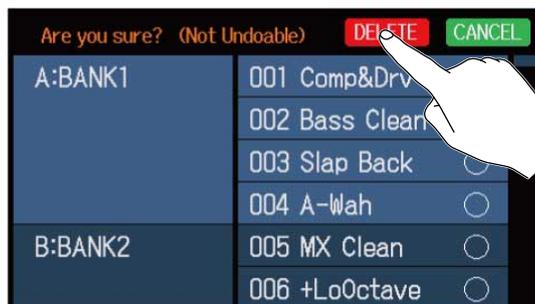
HINT

- Patch memories are shown by bank.
- Multiple patch memories can be selected for deletion.
- Touch it again to remove the deletion icon and cancel deletion.

3. Touch DELETE.



4. Touch DELETE.



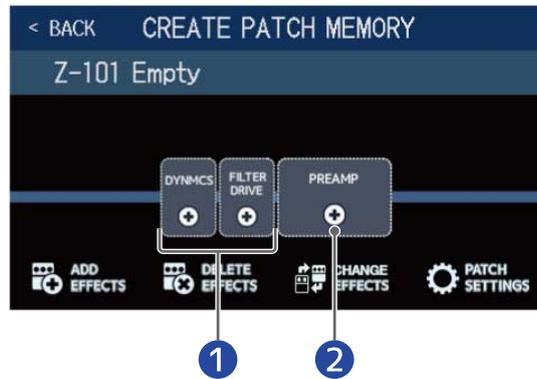
Deleted patch memories will have their contents cleared and be shown as "Empty".

Creating patch memories

New patch memories can be created.

1. Touch  on the Menu Screen.

This opens a screen for creating patch memories.



- 1 Select effects
- 2 Select a preamp

The CREATE PATCH MEMORY Screen starts with two effect categories and a preamp ready for selection.

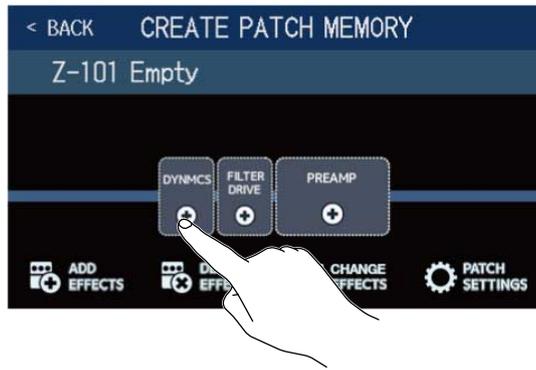
Create a patch memory by selecting desired effects and a preamp.

- DYNMCS: Use this to select compressors and other dynamics effects.
- FILTER/DRIVE: Use this to select equalizers and other filter effects, as well as to select overdrive and other distortion effects.
- PREAMP: Use this to select a preamp.

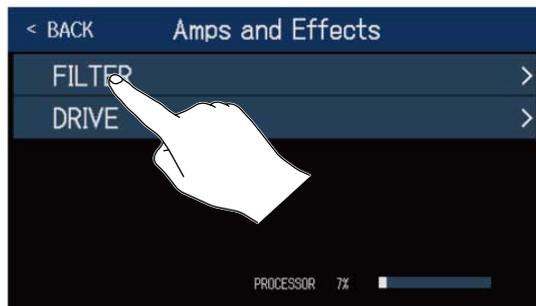
NOTE

Up to 240 patch memories can be saved. The CREATE PATCH MEMORY Screen will not be shown if there are no empty patch memories. Delete unnecessary patch memories to enable use.

2. Touch an effect or preamp icon to select it.



3. Select a category.

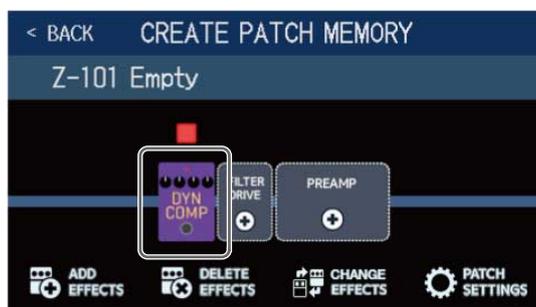


The category selection screen will not be shown when DYNMCS or PREAMP is selected. In this case, proceed to step 4.

4. Touch an effect or preamp to select it. Then, touch "OK".



The selected effect or amp will be added.



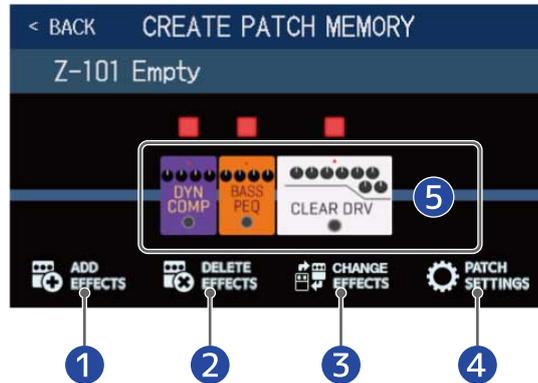
5. Repeat steps 2–4 to select other effects and preamps.

If the AUTOSAVE function (→ [Setting the AUTOSAVE function](#)) is on, created patch memories will be saved automatically.

If the AUTOSAVE function is off, touch  to open the screen for saving patch memories and follow the instructions in [Saving patch memories](#)

6. Edit the patch memory as necessary.

Effects can be added, deleted and replaced. The patch memory name can also be changed and the patch level adjusted, for example.



1 Add effects

Various effects can be added, including choruses, flangers and other modulation effects, delays, reverbs and other spatial effects, as well as pedal effects. (→ [Adding effects](#))

2 Delete effects

(→ [Deleting effects](#))

3 Replace effects

(→ [Replacing effects](#))

4 Change patch memory names and levels

(→ [Changing patch memory names](#), [Setting the patch memory level](#))

5 Adjust effects

Touch the icon for an added effect or preamp to enable adjusting it. (→ [Adjusting effects](#))

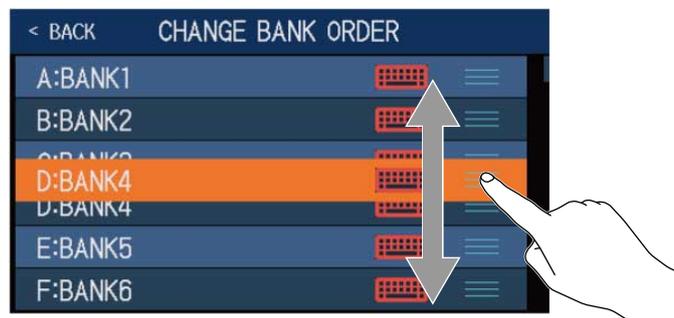
Managing banks

Changing the order of banks

The bank order can be changed.

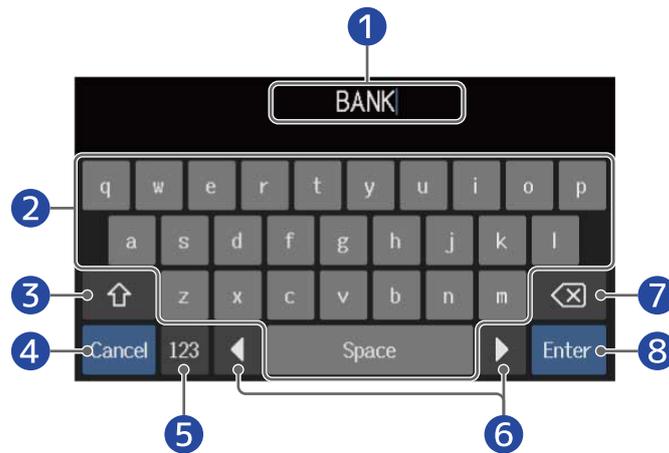
1. Touch  on the Menu Screen.

2. Drag the  of a bank up or down to change its order.



HINT

Touch  to open a keyboard that enables bank name editing.



- 1 Character input area
A cursor shows the input position.
 - 2 Input characters
 - 3 Switch between uppercase and lowercase
 - 4 Cancel input
This reopens the previous screen.
 - 5 Change character type
 - 6 Move cursor
 - 7 Delete character
 - 8 Confirm bank name
This reopens the previous screen.
-

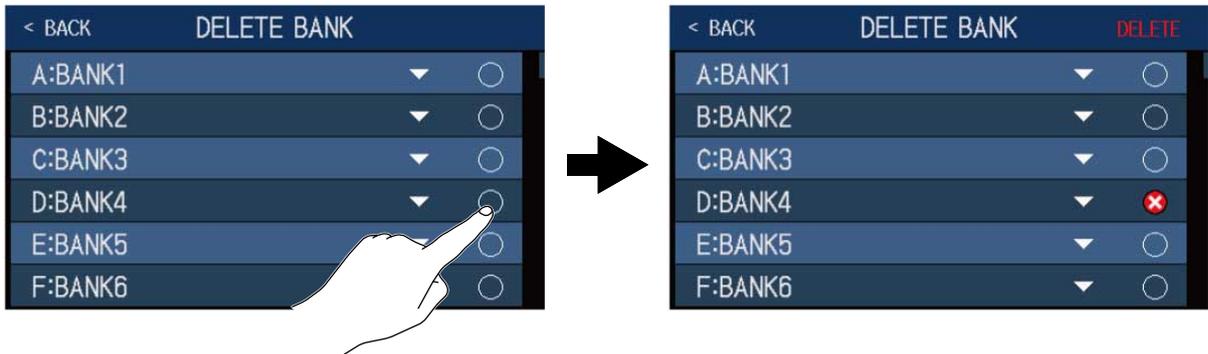
Deleting banks

Unnecessary banks can be deleted.

1. Touch  on the Menu Screen.

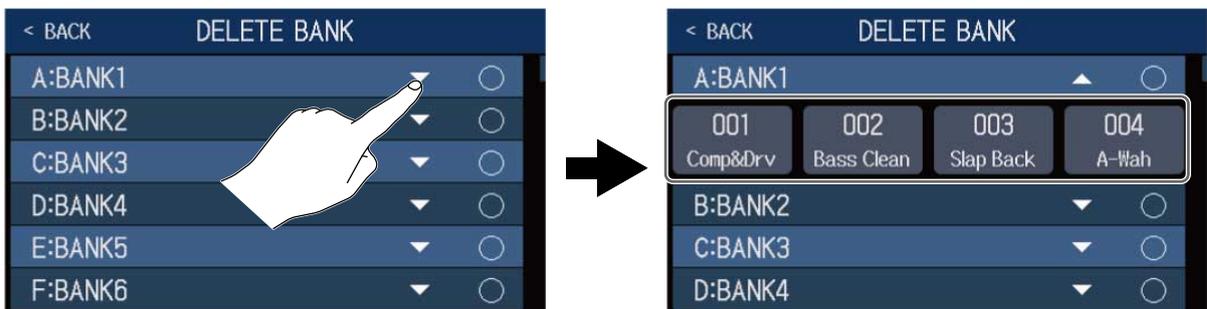
2. Touch the ○ on a bank to delete it.

A  deletion icon appears next to the touched bank.



HINT

- Multiple banks can be selected for deletion.
- Touch a deletion icon to deselect that item.
- Touch ▼ to check the patch memories in a bank.



3. Touch DELETE.



4. Touch DELETE.



This deletes that bank and moves the following banks up.

NOTE

Deleting a bank also deletes the patches in it. Please check before deleting.

Creating banks

New banks can be created.

1. Touch  on the Menu Screen.

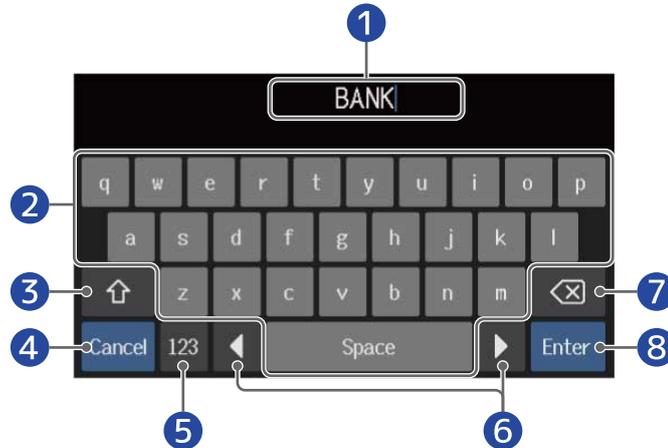
NOTE

If "All banks are full. Please delete a bank and try again." appears on the touchscreen, no empty banks are available. Delete an unnecessary bank. (→ [Deleting banks](#))

2. Touch .



3. Input the bank name.



- 1 Character input area
A cursor shows the input position.
- 2 Input characters
- 3 Switch between uppercase and lowercase
- 4 Cancel input
This reopens the previous screen.
- 5 Change character type
- 6 Move cursor

7 Delete character

8 Confirm bank name

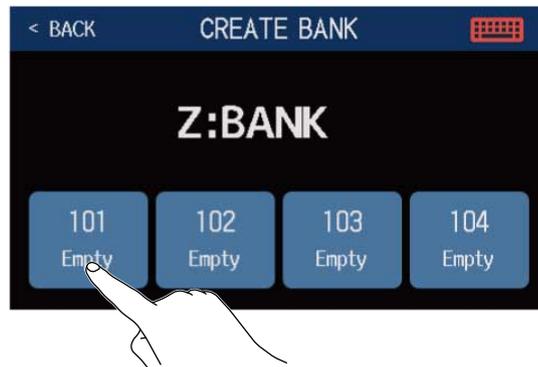
This reopens the previous screen.

NOTE

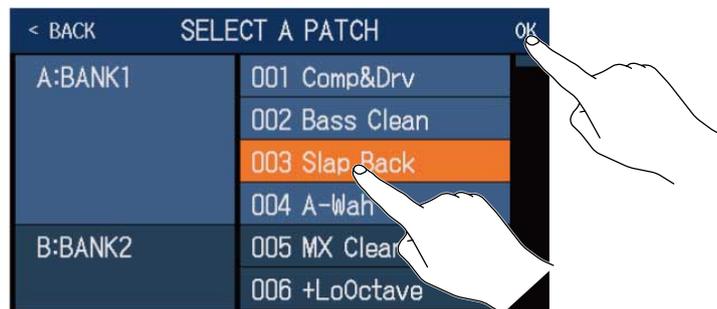
The characters and symbols that can be used are as follows.

! # \$ % & ' () + , - . ; = @ [] ^ _ ` { } ~ (space) A-Z, a-z, 0-9

4. Touch a location where you want to assign a patch memory.



5. Touch the patch memory you want to assign, and touch OK.



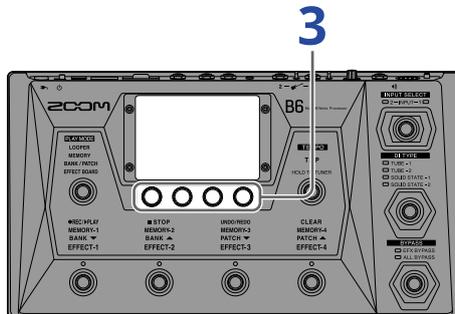
The selected patch memory will be assigned.



6. Repeat steps 4-5 to select other patch memories.

Using a connected expression pedal

An expression pedal (ZOOM FP02M) can be connected and used to adjust effects in the PEDAL category. The expression pedal can be used to change the application of the effect.



1. Select a patch memory to be set up for an external pedal.

2. Touch  on the Menu Screen.



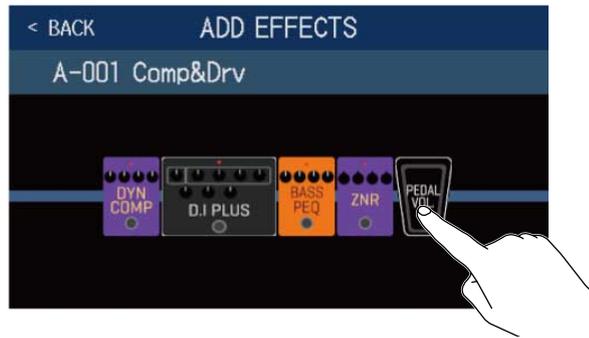
After  appears, follow the instructions in [Adding effects](#) to add an effect in the PEDAL category.



HINT

An effect already in the patch memory can also be changed to a pedal effect. (→ [Replacing effects](#))

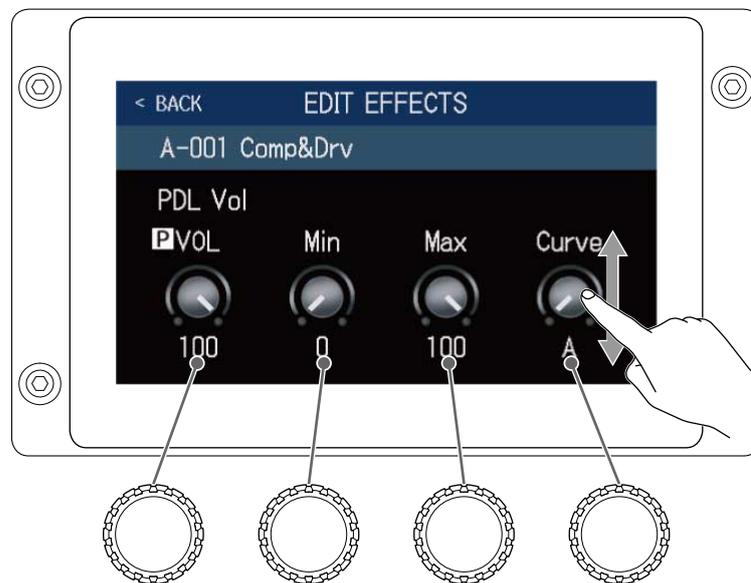
3. Touch the added pedal effect.



This opens the EDIT EFFECTS Screen.

4. Adjust the added pedal effect.

Adjusting effects Follow the procedures in [LINK] to adjust the effect.



5. Use the expression pedal.

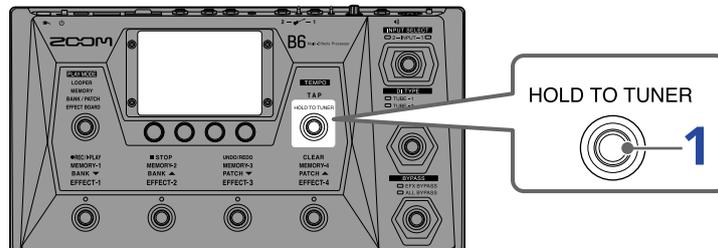
This changes the application of the effect.

The parameter with **P** added to it on the EDIT EFFECTS Screen in step 3 can be adjusted.

Using the tuner

Activating the tuner

Enable the tuner to use the B6 to tune a bass.



1. Press and hold , or touch  on the Menu Screen.

This activates the tuner and opens the USE TUNER Screen.

2. Play the open string that you want to tune and adjust its pitch.



1 Tuner type and standard pitch

Touch this to change tuner settings. [Changing tuner settings](#)

- The nearest note name and pitch detuning will be shown.
- When the pitch is accurate, the left and right indicators will become green.
- Different tuner types can be shown by swiping right and left.

Closing the tuner

Press  when the tuner is in use to close it and reopen the previous screen.

Changing tuner settings

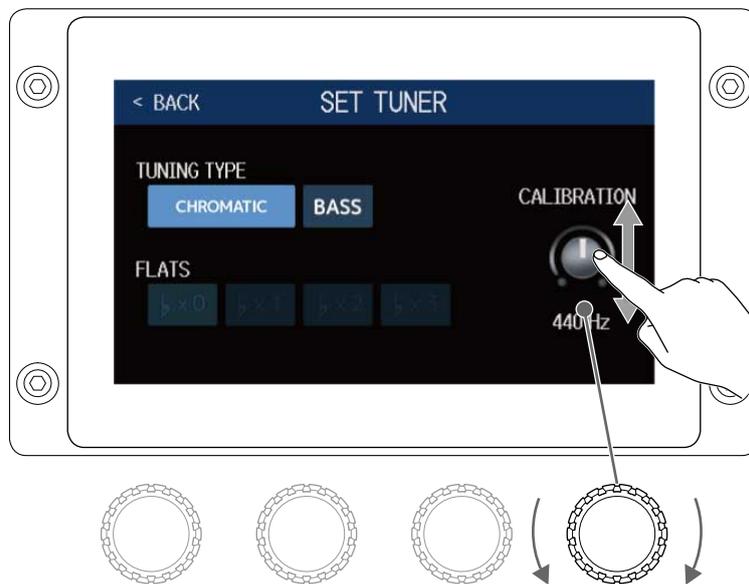
The standard pitch used by the tuner and the tuner type can be changed. Flat tuning is also possible.

1. Touch  on the Menu Screen.

2. Changing tuner settings

Changing the standard pitch of the tuner

Drag the CALIBRATION knob up and down or turn  to change the standard pitch.



HINT

- The setting range is 435–445 Hz for middle A.

Setting the tuner type

Touch the desired tuner type.



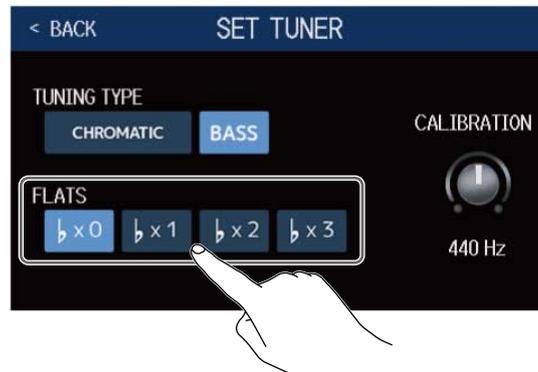
Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
BASS	This is standard bass guitar tuning with support for 5/6-string basses. The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown.

BASS tuning (“LB” is low B and “HC” is high C.)

String	LB	4	3	2	1	HC
Note	B	E	A	D	G	C

Using flat tunings

All strings can be tuned flat from an ordinary tuning by 1 ($b \times 1$), 2 ($b \times 2$) or 3 ($b \times 3$) semitones. Touch the desired flat tuning.



NOTE

Flat tuning cannot be used when the tuner type is CHROMATIC.

Using rhythms

You can play along with built-in rhythms.

Activating rhythms

When this function is activated, rhythms can be set and played.

1. Touch  on the Menu Screen.

This activates the rhythm function and opens the PLAY with RHYTHM Screen.



Rhythms can be played, stopped and set using the touchscreen and parameter knobs.

Making rhythm settings

Various rhythm settings can be made.

Selecting rhythm patterns

The rhythm pattern played can be selected.

1. Touch the rhythm pattern name on the PLAY with RHYTHM screen (→ [Activating rhythms](#))



2. Touch the desired rhythm pattern. Then, touch **< BACK** .

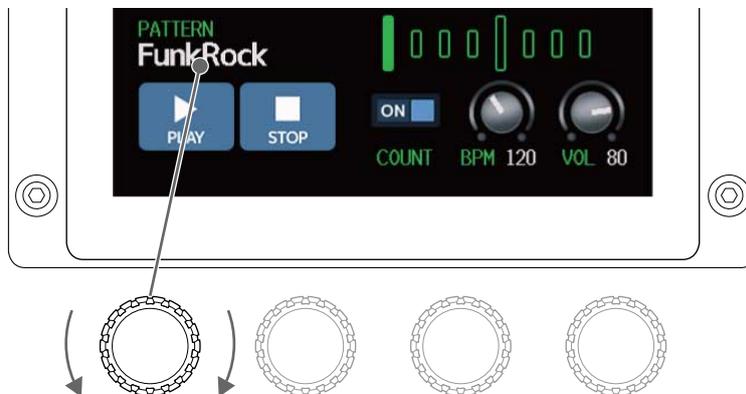


The selected rhythm pattern will be activated.

HINT

See [Rhythm patterns](#) for information about the rhythm pattern types.

 can also be turned to select rhythm patterns.



Setting the precount

This sets whether or not a count sound is played before looper recording starts.

1. Touch COUNT on the PLAY with RHYTHM Screen (→ [Activating rhythms](#)).
Touching this toggles it ON/OFF.

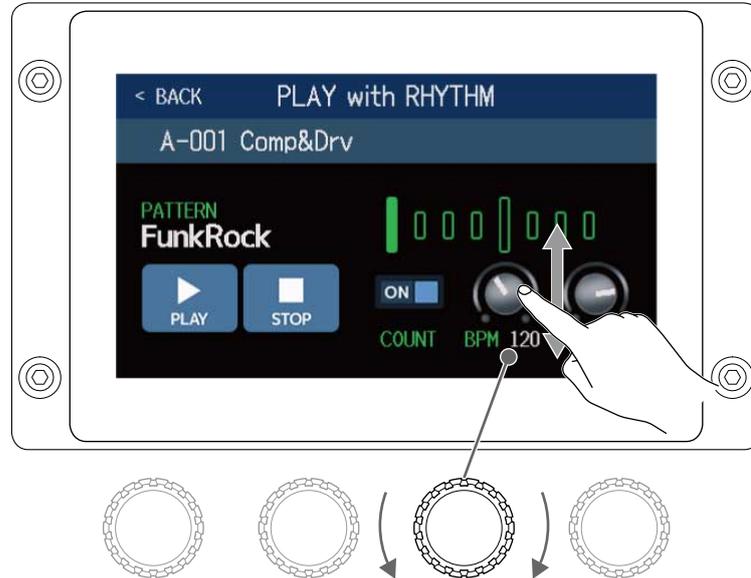


Setting	Explanation
OFF	A precount is not played.
ON	A precount is played.

Adjust the tempo.

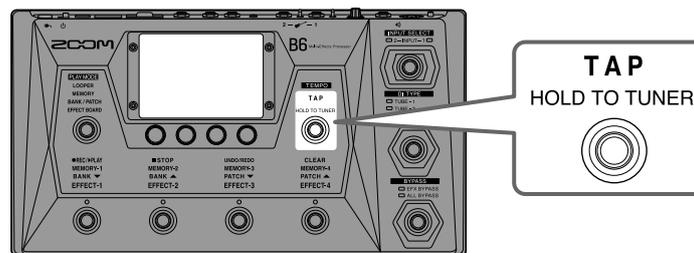
The tempo of the rhythm can be adjusted.

1. Turn  on the PLAY with RHYTHM screen (→ [Activating rhythms](#))



HINT

- This can be set from 40 to 250.
- The tempo set here will be shared by the effects and the looper.
- The tempo can also be set by tapping  repeatedly. The tempo is shown on the touchscreen while the tempo is being set.



Adjusting the volume

The volume of the rhythm can be adjusted.

1. Turn  on the PLAY with RHYTHM Screen (→ [Activating rhythms](#)) or drag the VOL knob up and down.



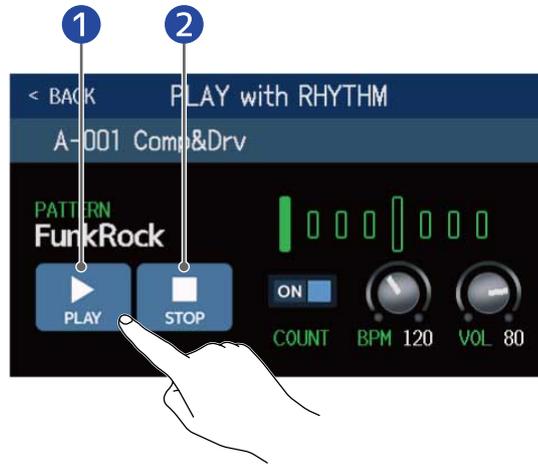
HINT

This can be set from 0 to 100.

Starting/stopping rhythm playback

Rhythm playback can be started and stopped.

1. Touch PLAY or STOP on the PLAY with RHYTHM Screen (→ [Activating rhythms](#))



- 1 Start playback
- 2 Stop playback

HINT

The PLAY MODE can be selected and the Menu Screen can be opened during rhythm playback. This allows patch memories to be selected and the looper to be used, for example, while the rhythm continues to play.

To stop the rhythm when doing other operations, touch  on the Menu Screen and then stop it.

Rhythm patterns

No.	Pattern Name	Time Sig.	No.	Pattern Name	Time Sig.
1	GUIDE	4/4	35	NewWave	4/4
2	8Beats1	4/4	36	OneDrop	4/4
3	8Beats2	4/4	37	Steppers	4/4
4	8Beats3	4/4	38	Rockers	4/4
5	16Beats1	4/4	39	Ska	4/4
6	16Beats2	4/4	40	2nd Line	4/4
7	16Beats3	4/4	41	Country	4/4
8	Rock1	4/4	42	Shuffle1	4/4
9	Rock2	4/4	43	Shuffle2	4/4
10	Rock3	4/4	44	Blues1	4/4
11	ROCKABLY	4/4	45	Blues2	4/4
12	R'n'R	4/4	46	Jazz1	4/4
13	HardRock	4/4	47	Jazz2	4/4
14	HeavyMtl	4/4	48	Fusion	4/4
15	MtlCore	4/4	49	Swing1	4/4
16	Punk	4/4	50	Swing2	4/4
17	FastPunk	4/4	51	Bossa1	4/4
18	Emo	4/4	52	Bossa2	4/4
19	TomTomBt	4/4	53	Samba1	4/4
20	Funk1	4/4	54	Samba2	4/4
21	Funk2	4/4	55	Breaks1	4/4
22	FunkRock	4/4	56	Breaks2	4/4
23	JazzFunk	4/4	57	Breaks3	4/4
24	R&B1	4/4	58	12/8 Grv	12/8
25	R&B2	4/4	59	Waltz	3/4
26	70's Soul	4/4	60	JzWaltz1	3/4
27	90's Soul	4/4	61	JzWaltz2	3/4
28	Motown	4/4	62	CtWaltz1	3/4

No.	Pattern Name	Time Sig.	No.	Pattern Name	Time Sig.
29	HipHop	4/4	63	CtWaltz2	3/4
30	Disco	4/4	64	5/4 Grv	5/4
31	Pop	4/4	65	Metro3	3/4
32	PopRock	4/4	66	Metro4	4/4
33	IndiePop	4/4	67	Metro5	5/4
34	EuroPop	4/4	68	Metro	

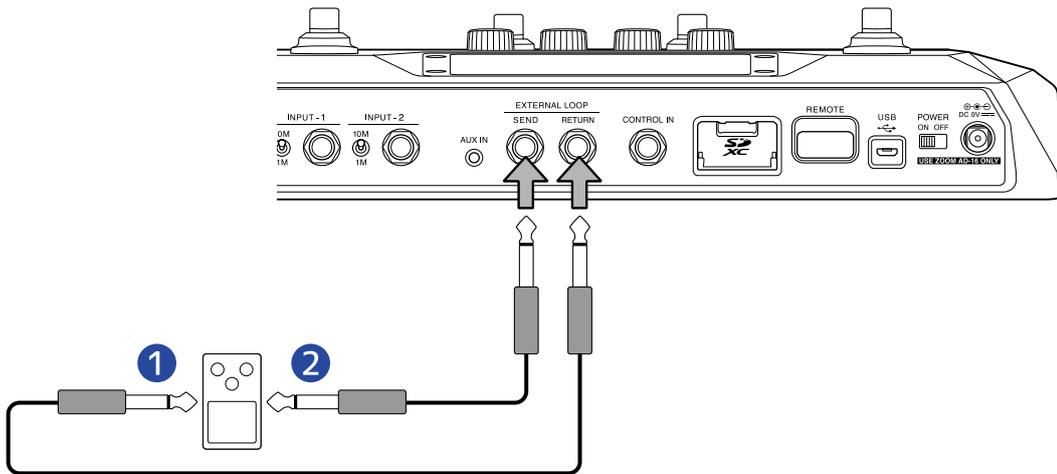
Using the send and return

External effects can be used by connecting them to the send and return jacks. The send/return positions can be set as desired and saved in each patch memory.

NOTE

The send/return is counted as one of the maximum number of the effects in the patch memory. (→ [Note about the number of effects in patch memories](#))

1. Connect an external effect to the B6.



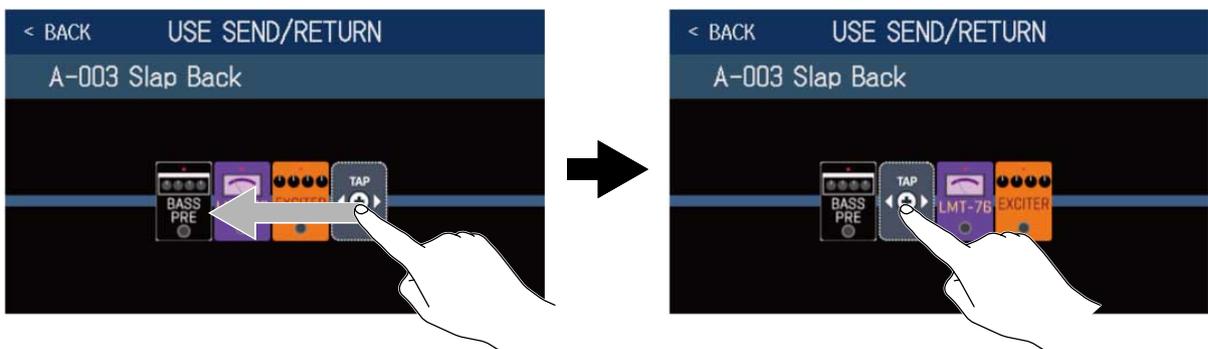
① Connect it to the output jack.

② Connect it to the input jack.

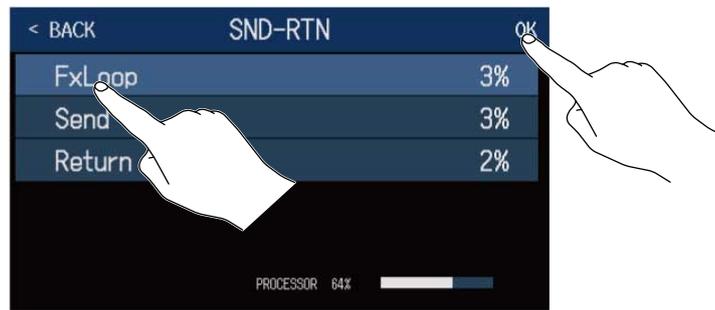
2. Select the patch memory in which you want to set a send/return.

3. Touch  on the Menu Screen.

4. Drag  to the position where you want to set the send/return. Then, touch .

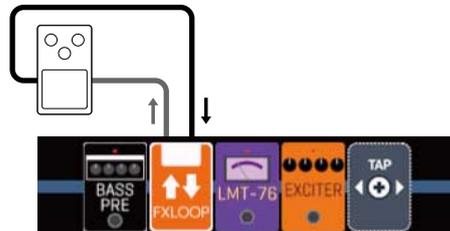


5. Touch the send/return setting. Then, touch OK.
Refer to the following options when selecting the setting.



FxLoop

A signal will be sent to the external effect from the position set on the USE SEND/RETURN Screen and a signal will be returned to the same position.



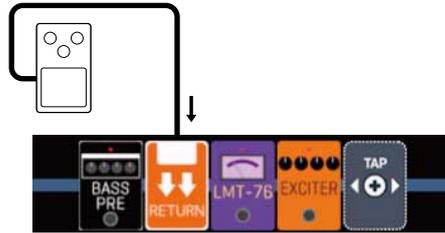
Send

A signal will be sent to the external effect from the position set on the USE SEND/RETURN Screen.



Return

A signal will be returned from the external effect to the position set on the USE SEND/RETURN Screen.



NOTE

- To delete a send/return, see [LINK]. [Deleting effects](#)
- To change a send/return, see [LINK]. [Replacing effects](#)

HINT

Sends/returns can also be added on the CHANGE AMP/EFFECTS Screen (→ [Adding effects](#))

Using impulse responses (IR)

Impulse responses capture the acoustic characteristics of spaces and quantify them as data.

By capturing the acoustic characteristics of a bass sound output from a speaker cabinet recorded by a microphone, the characteristics of various speaker cabinets can be quantified as data and used for effects. Realistic bass sounds can be re-created without output from speaker cabinets.

The B6 ships new with data for 36 impulse responses.

You can also load and use your own impulse response data and impulse response data from third parties.

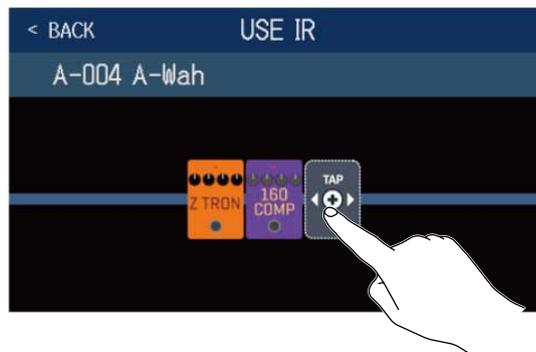
Using impulse responses (IR)

Impulse responses can be assigned to patch memories.

1. Select the patch memory in which to use the impulse response.

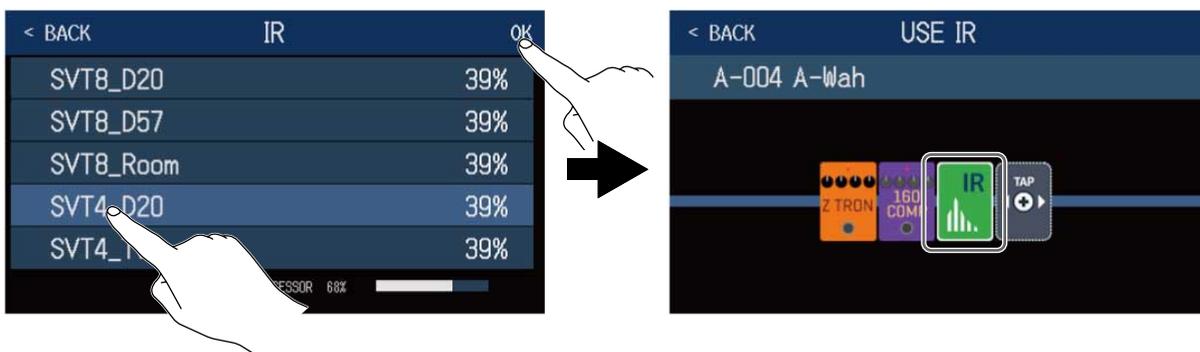
2. Touch  on the Menu Screen.

3. Touch .



Drag  to the position where you want to set the impulse response.

4. Touch the impulse response you want to use to select it. Then, touch OK.



The selected impulse response will be added.

Loading impulse response (IR) data

You can load your own impulse response data and impulse response data from third parties.

NOTE

Impulse response data in the following format can be loaded.

- Format: WAV
- Sampling frequency: 44.1–192 kHz

1. Copy impulse response data to an SD card.
Copy impulse response data to the “B6_IR” folder on the SD card. (→ [B6 folder and file structure](#))
The “B6_IR” folder is created at the top level of an SD card when it is formatted by the B6. (→ [Formatting SD cards](#))

2. Insert the SD card (→ [Inserting SD cards](#))

3. Touch  on the Menu Screen.

4. Touch  for the location where it will be assigned.



Impulse response data is already assigned to locations 001–036. You can assign impulse response data as you like to 037–120.

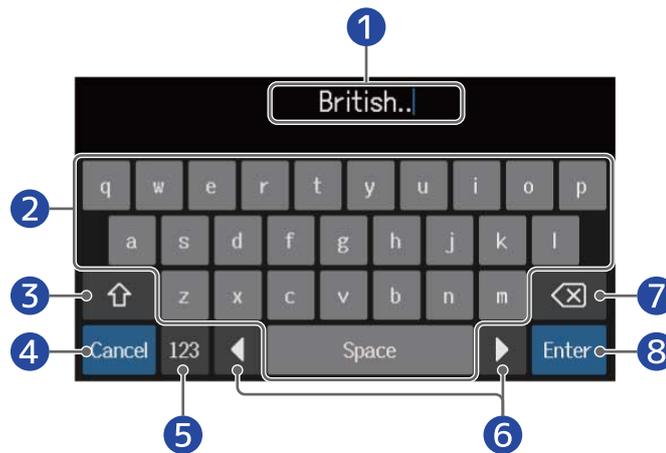
5. Touch the impulse response data that was assigned.



6. Touch



7. Input the impulse response name.



- ① Character input area
A cursor shows the input position.
- ② Input characters
- ③ Switch between uppercase and lowercase
- ④ Cancel input
This reopens the previous screen.
- ⑤ Change character type
- ⑥ Move cursor
- ⑦ Delete character
- ⑧ Confirm impulse response name
This reopens the previous screen.

NOTE

The characters and symbols that can be used are as follows.

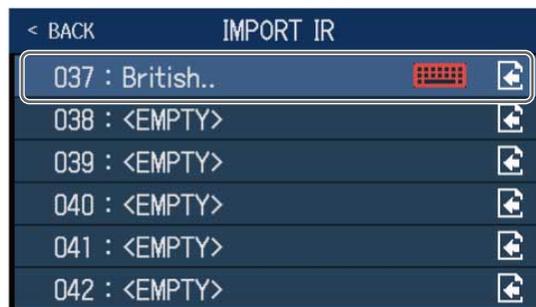
! # \$ % & ' () + , - . ; = @ [] ^ _ ` { } ~ (space) A-Z, a-z, 0-9

8. Touch OK.

The selected impulse response will be assigned.



Touch  to change the name.



Using audio interface functions

The B6 can be used as a 2-in/2-out audio interface.

From the B6, 2 channels of audio signals after effect processing can be sent to a computer.

From a computer, 2 audio signal channels can be input to a position after the effect processing.

See [Signal flow](#) for details about input and output positions.

Installing drivers

Windows computers

1. Download the B6 Driver to the computer from zoomcorp.com.

NOTE

The latest B6 Driver can be downloaded from the above website.

2. Launch the installer and follow its instructions to install the B6 Driver.

NOTE

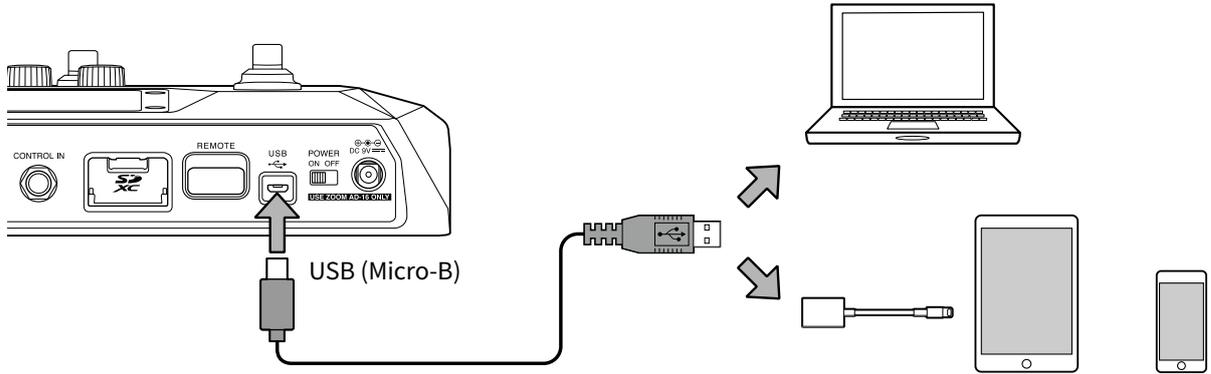
See the Installation Guide included in the driver package for detailed installation procedures.

Mac computers or iOS/iPadOS devices

No driver is necessary for use with Mac computers and iOS/iPadOS devices.

Connecting to a computer

1. Use a USB cable to connect the B6 with a Mac/Windows computer or an iOS/iPadOS device.



NOTE

- Use a USB 2.0 Micro-B cable that supports data transfer.
- B6 cannot operate on USB bus power.
- Use a Lightning to USB Camera Adapter (or Lightning to USB 3 Camera Adapter) to connect to an iOS/iPadOS device with a lightning connector.

2. Set  to ON.

Turn the B6 on and connect the iOS/iPadOS device.
If connecting to a computer, skip to step 3.

3. When connecting to a computer, set the B6 as the sound device.

Making audio interface settings

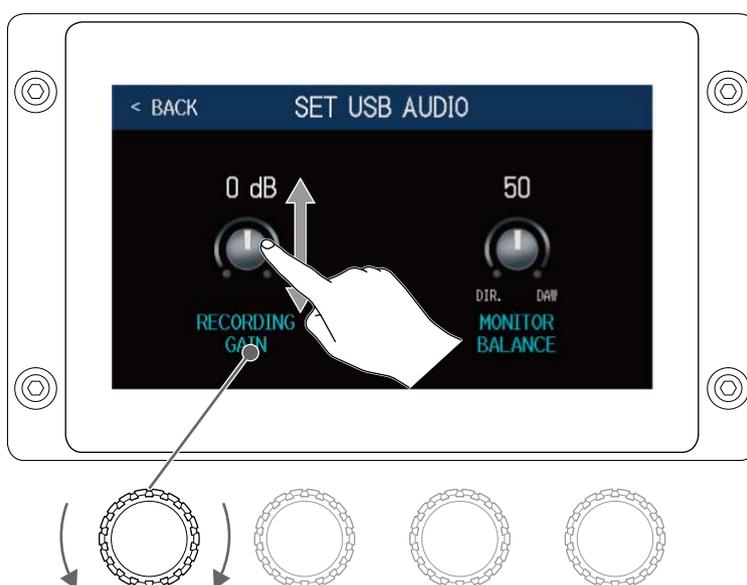
The recording levels can be adjusted and the monitoring balance can be set, for example.

1. Touch  on the Menu Screen.

2. Making audio interface settings

Adjusting the volume (recording level) sent to the computer

Turn  or drag the RECORDING GAIN knob up and down to adjust the recording level.



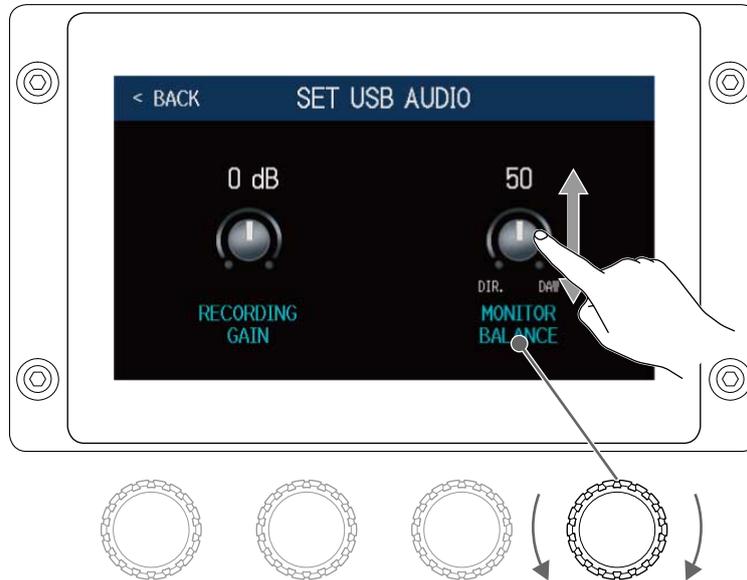
HINT

The setting range is $-6\text{ dB} - +6\text{ dB}$.

Adjusting the monitoring balance

Turn  or drag the MONITOR BALANCE knob up and down to adjust the balance between the computer output signal and the direct signal (B6 sound).

The setting values are shown above the knobs.



HINT

The setting range is 0–100. The balance will be only the direct signal when set to 0 and only the computer output when set to 100.

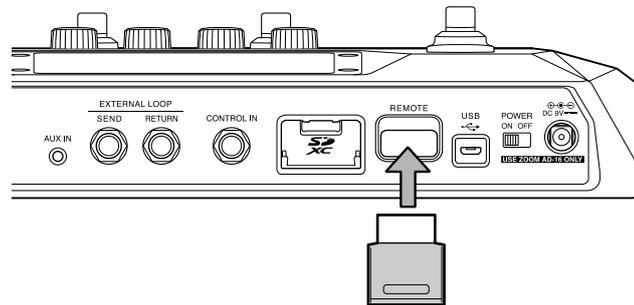
Connecting to iOS/iPadOS devices wirelessly

By connecting a ZOOM BTA-1 or other dedicated wireless adapter, the B6 can be controlled wirelessly from an iPhone/iPad using the Handy Guitar Lab for B6 iOS/iPadOS app.

NOTE

- Before turning the B6 power on, connect a ZOOM BTA-1 or other dedicated wireless adapter.
- Download the dedicated app from the App Store.

1. While the B6 power is off, connect a ZOOM BTA-1 or other dedicated wireless adapter.



2. Set **POWER ON/OFF** to ON.

3. Launch Handy Guitar Lab for B6 on the iPhone/iPad.

4. Make the connection on the Handy Guitar Lab for B6 settings screen.

HINT

For Handy Guitar Lab for B6 setting procedures, see its manual.

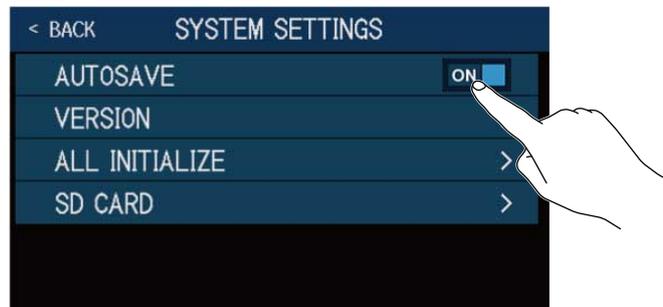
Making unit settings

Setting the AUTOSAVE function

When the AUTOSAVE function is ON, patch memories will be saved automatically when their contents are changed.

1. Touch  or  on the Menu Screen.

2. Touch the AUTOSAVE switch to set it to ON/OFF.
Touching toggles it ON/OFF.



Setting	Explanation
ON	This turns on the AUTOSAVE function.
OFF	This turns off the AUTOSAVE function.

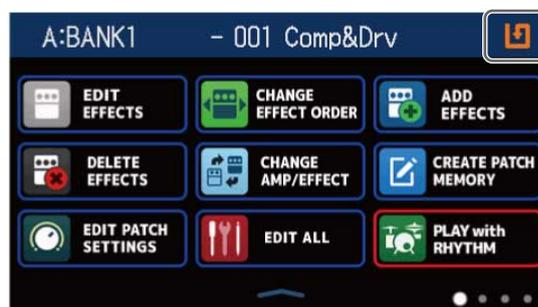
HINT

If the AUTOSAVE function is off, patch memories will not be saved automatically.

When the content of a patch memory has been changed,  will appear at the top right of the touchscreen, showing that it is different from the saved settings.

Touch  to open the screen for saving patch memories, and save it as necessary.

(→ [Saving patch memories](#))

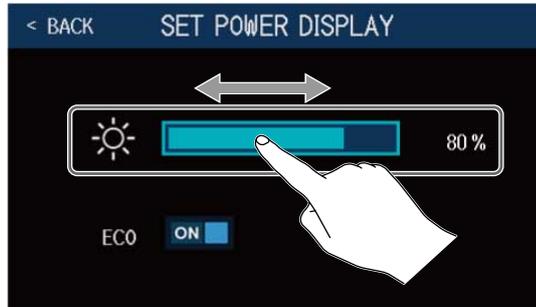


Adjusting the brightness of the touchscreen

The brightness of the touchscreen can be adjusted.

1. Touch  on the Menu Screen.

2. Drag left and right to adjust the brightness of the touchscreen.

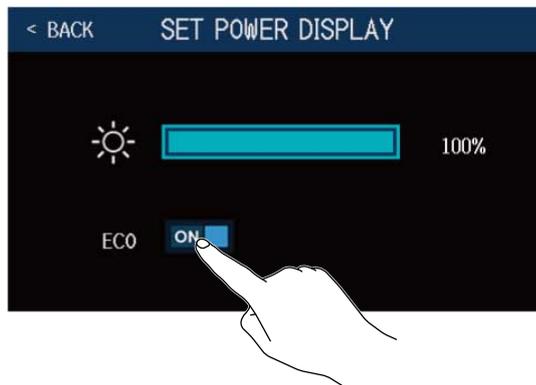


Setting the ECO mode

This function can be used to turn the power off automatically if unused for 10 hours.

1. Touch  on the Menu Screen.

2. Touch the ECO switch to set it to ON/OFF.
Touching this toggles it ON/OFF.



Setting	Explanation
ON	The power will automatically turn off if unused for 10 hours.
OFF	This disables ECO mode.

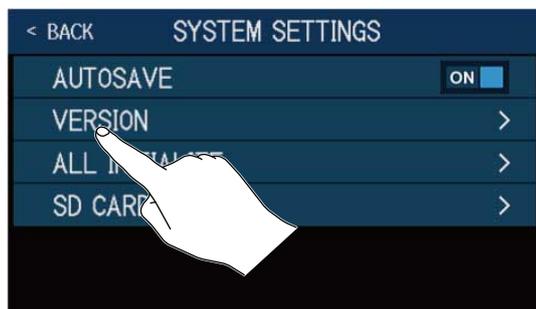
Managing the firmware

Checking the firmware versions

The firmware versions used by the B6 can be checked.

1. Touch  on the Menu Screen.

2. Touch VERSION.



This shows the firmware and preset versions.



- 1 B6 firmware version
- 2 DSP version
- 3 Preset version
- 4 BOOT version

Updating

The B6 firmware can be updated to the latest versions.

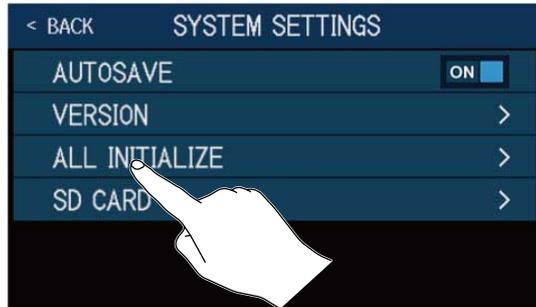
Files for the latest firmware updates can be downloaded from the ZOOM website (zoomcorp.com).

Restoring factory default settings

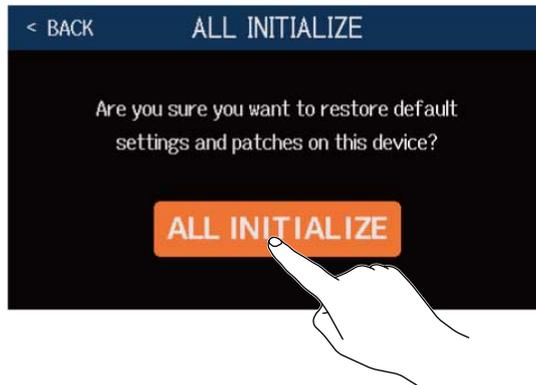
The factory default settings can be restored.

1. Touch  on the Menu Screen.

2. Touch ALL INITIALIZE.



3. Touch ALL INITIALIZE.



Initialization will be executed, restoring default settings. Then, the B6 will start up normally.

NOTE

Initialization will overwrite all settings, including patch memories, to their factory defaults. Be certain before using this function.

HINT

To cancel initialization, touch  in step 3.

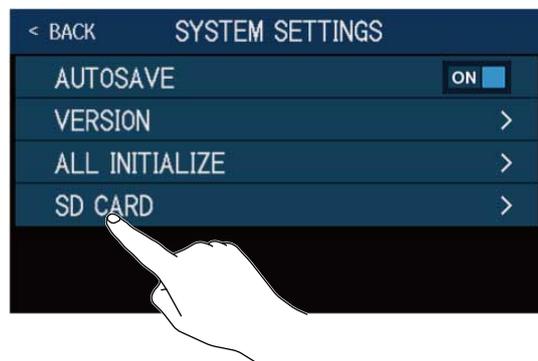
Managing SD cards

Checking SD card information

The open space of SD cards can be checked.

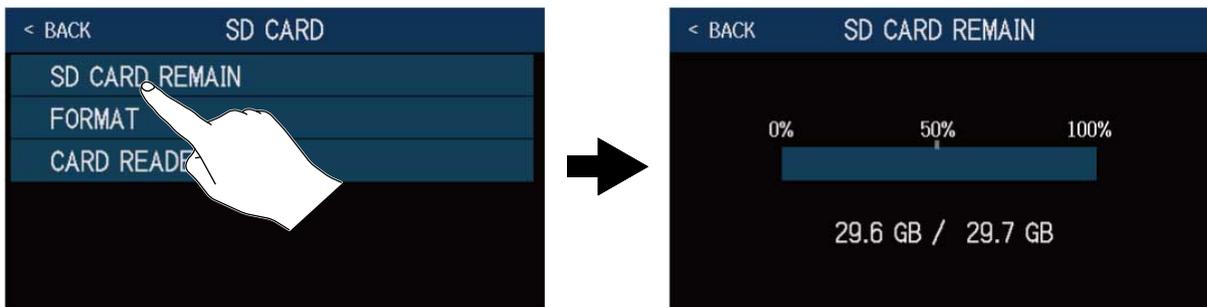
1. Touch  on the Menu Screen.

2. Touch SD CARD.



3. Touch SD CARD REMAIN.

This shows the amount of space open on the SD card.



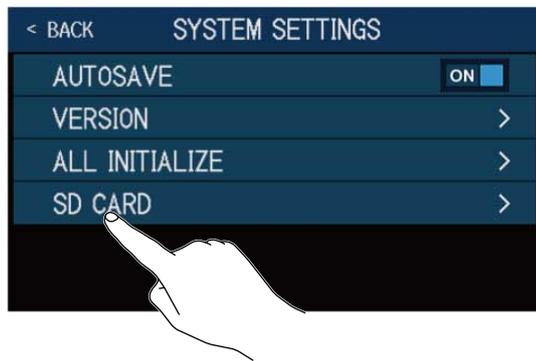
Formatting SD cards

Use the B6 to format SD cards to maximize their performance.

Before using SD cards that have just been purchased or that have been formatted on a computer, they must be formatted by the B6. Be aware that all data previously saved on the SD card will be deleted when it is formatted.

1. Touch  on the Menu Screen.

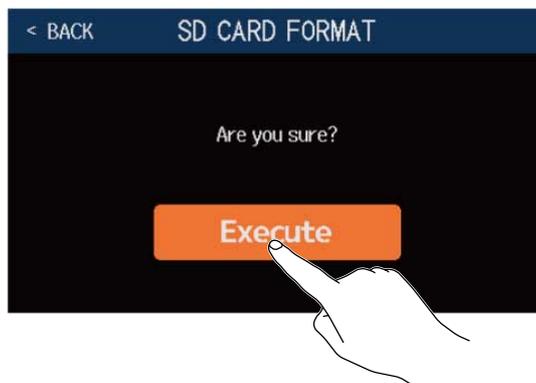
2. Touch SD CARD.



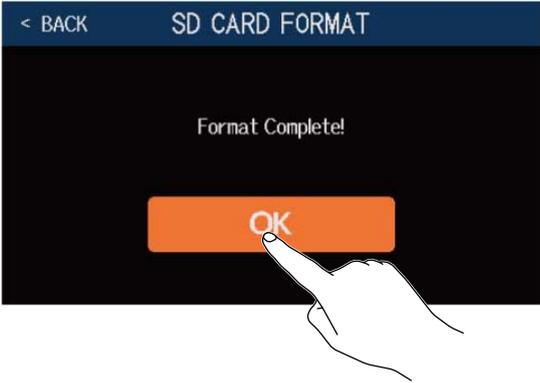
3. Touch FORMAT.



4. Touch Execute.
This formats the card.



5. Touch OK.

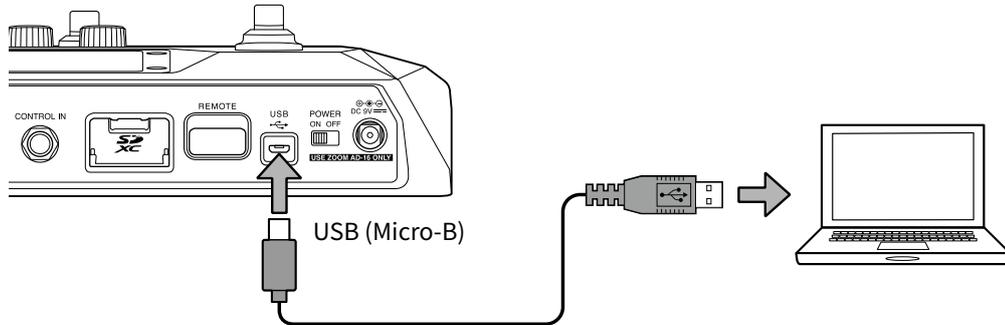


Using as a card reader

The B6 can be used as a card reader when connected to a computer.

Loops and impulse response data (both your own and from third parties) can be transferred from a computer and loaded in the B6.

1. Use a USB cable to connect the B6 with a Mac/Windows computer.

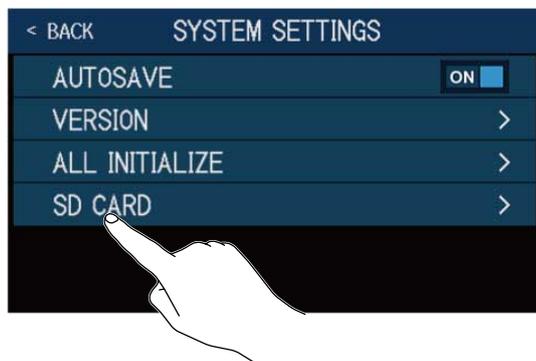


NOTE

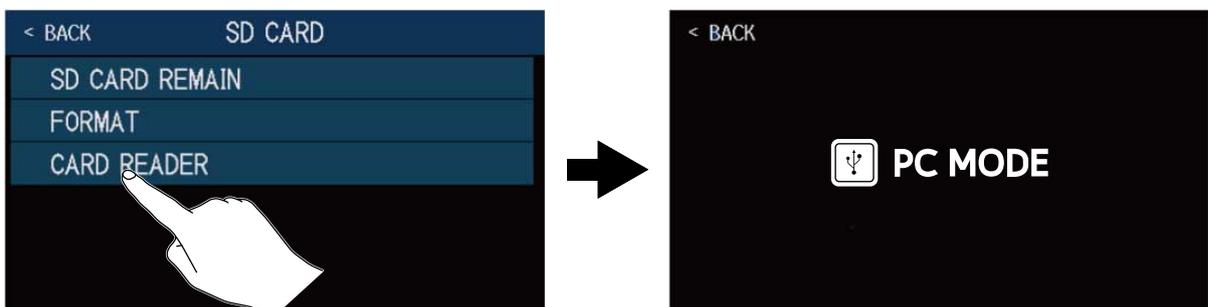
- Use a USB 2.0 Micro-B cable that supports data transfer.
- The B6 cannot operate on USB bus power.

2. Touch  on the Menu Screen.

3. Touch SD CARD.



4. Touch CARD READER.
This opens the PC MODE Screen.



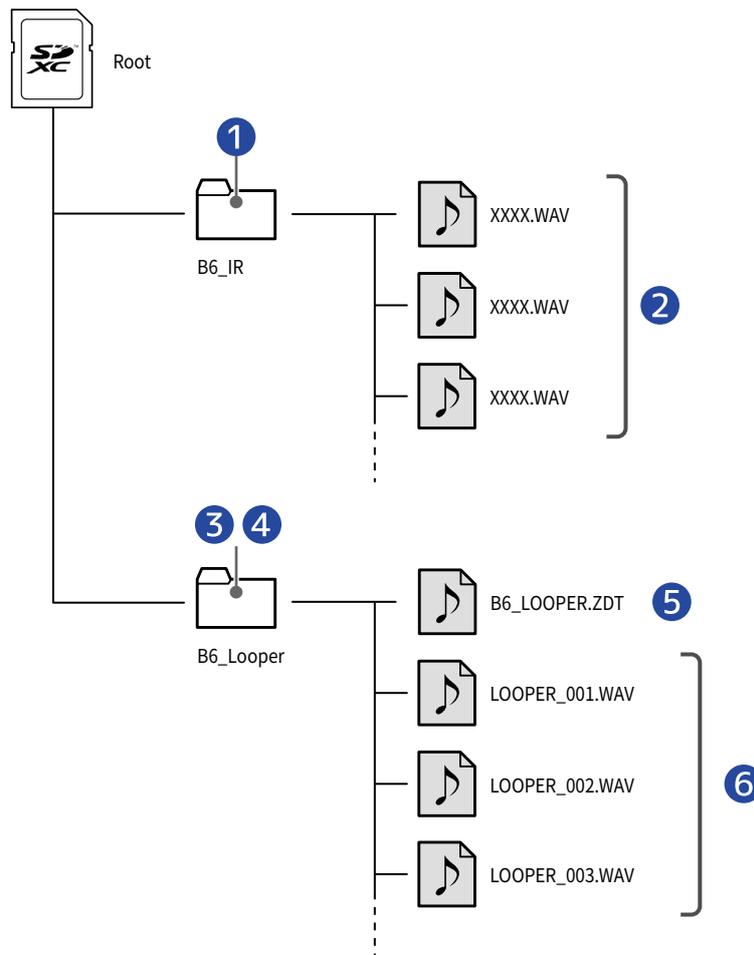
5. Use the computer to transfer the necessary files.

NOTE

When the PC MODE Screen is open, other functions cannot be used and the footswitches and parameter knobs are disabled.

B6 folder and file structure

Folders and files are created on the B6 SD card in the following manner.



- ① Impulse response WAV files put in this folder can be loaded by the B6.
(→ [Loading impulse response \(IR\) data](#))
- ② Impulse response WAV files
- ③ Loops recorded by the looper are saved in this folder.
(→ [Creating loops and saving them to SD cards](#))
- ④ Audio files put in this folder can be loaded as loops in the looper.
(→ [Selecting loops saved on SD cards](#))
- ⑤ (B6 looper settings file)
- ⑥ Loops recorded by the looper

Troubleshooting

The unit will not power on

- Confirm that the POWER switch is set to ON.
- Check the connections. (→ [Making connections](#))

There is no sound or output is very quiet

- Check the connections. (→ [Making connections](#))
- Confirm that the selected input channel is correct. (→ [Selecting the input \(INPUT SELECT\)](#))
- Adjust the levels of the effects. (→ [Adjusting effects](#))
- Adjust the level of the patch memory. (→ [Setting the patch memory level](#))
- Adjust the output volume. (→ [Adjusting the master level](#))
- If you are using an expression pedal to adjust the volume, adjust the pedal position until the volume level is suitable.

There is a lot of noise

- Confirm that an instrument cable is not the cause.
- Use a genuine ZOOM AC adapter. (→ [Making connections](#))

An effect cannot be selected

- If the effect processing power would be exceeded by effect selection, "PROCESS OVERFLOW" will appear on the display and the effect cannot be selected. (→ [Note about the number of effects in patch memories](#))

Expression pedal does not work well

- Select a pedal effect. (→ [Using a connected expression pedal](#))

- Check the expression pedal connection. (→[Making connections](#))

The level recorded in the DAW is low

Check the recording level setting. (→ [Making audio interface settings](#))

Looper cannot record correctly when using an SD cord

- SD cards can become worn out. Speed can decrease after repeated writing and erasing.
- Formatting the card with the B6 might improve this. (→ [Formatting SD cards](#))
- If formatting an SD card does not improve this, we recommend replacing the card. Please check the list of cards that have been confirmed to work on the ZOOM website.

NOTE

This is not a guarantee of specific SD card recording performance for the SD/SDHC/SDXC cards that have been confirmed to work.

This list is provided as a guideline to help find suitable cards.

Specifications

Maximum number of simultaneous effects		6 effects
User patch memories		240
Sampling frequency		88.2 kHz
A/D conversion		24-bit 128× oversampling
D/A conversion		24-bit 128× oversampling
Signal processing		32-bit
Frequency response		20 Hz – 20 kHz (+0.5 dB/–0.5 dB) (10kΩ load)
Display		4.3" TFT color LCD (480×272)
Inputs	INPUT 1/2	Standard mono phone jacks Rated input level: –20 dBu Input impedance (line): 1 or 10 MΩ (switchable)
	RETURN	Standard mono phone jack Rated input level: –20 dBu Input impedance (line): 1 MΩ
	AUX IN	Stereo mini jack Rated input level: –10 dBu Input impedance (line): 10 kΩ
Outputs	AMP/LINE [PHONES]	Standard stereo phone jack Maximum output level: Line +11.4 dBu (when 10 kΩ or more output impedance)/Phones 24 mW + 24 mW (32 Ω load)
	BALANCED OUTPUT	XLR jack Impedance: 100 Ω (HOT-GND, COLD-GND)/200 Ω (HOT-COLD) GND LIFT (switchable)
	SEND	Standard mono phone jack Maximum output level: +11.4 dBu (when 10 kΩ or more output impedance)
Noise floor (residual noise)	AMP/LINE [PHONES]	–96.0 dBu
	BALANCED OUTPUT	–100.0 dBu
	SEND	–99.0 dBu
Control input		FP02M input
Power		AC adapter (9V DC 500mA, center negative) (ZOOM AD-16)

USB		Port: USB 2.0 Micro-B/Supported cable type: Micro-B Guitar Lab: USB1.1 Full Speed Audio interface: USB 2.0 High Speed, 44.1/88.2 kHz, 32-bit (16-bit when 88.2 kHz), 2-in/2-out Mass storage class: USB 2.0 High Speed Note: Use a USB cable that supports data transfer. USB bus power operation is not supported.
SD card	Specifications	Cards that conform to SD/SDHC/SDXC specifications
	LOOPER	WAV: 44.1kHz, 16-bit, stereo
	IR	WAV: 44.1–192kHz, 16/24/32-bit
REMOTE		ZOOM BTA-1 or other dedicated wireless adapter
Dimensions		228 mm (D) × 418 mm (W) × 65 mm (H)
Weight		1890 g

Note: 0 dBu = 0.775 V



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