



ZOOM Guitar Lab

Version 7.0

Reference guide

This document cannot be displayed properly
on black-and-white displays.

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Introduction

ZOOM Guitar Lab is an application that is compatible with ZOOM effect products. Using this app, you can add and remove effects, manage patches and even edit and/or create new patches from a computer.

Copyrights

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Installing and launching **ZOOM Guitar Lab**

1. Download **ZOOM Guitar Lab** to the computer

Download the application from the ZOOM website (zoomcorp.com/en/jp/support/).

HINT

- Download the latest **ZOOM Guitar Lab** from the above website.
- Download **ZOOM Guitar Lab** for the operating system that you are using.

2. Install **ZOOM Guitar Lab** on the computer

Follow the instructions that appear on screen to install **ZOOM Guitar Lab**.

3. Start **ZOOM Guitar Lab**



Click the **ZOOM Guitar Lab** icon and launch the application.

4. Select the effects product

Use a USB cable to connect the computer and a ZOOM effects product supported by **ZOOM Guitar Lab**.

NOTE

When using with a **GCE-3** Guitar Lab Circuit Emulator connected, select the product to emulate. (→ “Selecting the product emulated by the **GCE-3**” on P.32)

EFFECT View - Overview

* As shown connected to G11.

Managing versions / Showing the Update History/ Showing the manual P.30 – P.31

Opening the EFFECT view P.9

Sorting effects P.12

Category	Effect	Power	Comment	Use	★
DYNAMICS	Comp	3%	This compressor in the style of the MXR Dyna Comp.	9	★
DYNAMICS	RackComp	4%	This compressor allows more detailed adjustment than Comp.	2	★
DYNAMICS	SlowATTCK	3%	This effect slows the attack of each note, resulting in a violin-like performance.	1	★
DYNAMICS	ZNR	2%	ZOOM's unique noise reduction cuts noise during pauses in playing without affecting the tone.	77	★
DYNAMICS	MuteSW	3%	This effect allows you to mute the volume using the foot switch.	0	★
DYNAMICS	GrayComp	10%	This models a ROSS Compressor. Added parameters allow you to adjust the tone.	4	★
DYNAMICS	NoiseGate	3%	This is a noise gate that cuts the sound during playing pauses.	6	★
DYNAMICS	OptComp	6%	This is an optical compressor.	3	★
DYNAMICS	BlackOpt	7%	This is a simulation of the Demeter COMP-1 Compulator. Added parameters allow you to adjust the tone.	18	★
DYNAMICS	LMT-76	6%	This is a simulation of the UREI 1176LN.	15	★

Server connection LED

- Connected
- Not connected

Loading new effects on the device P.10

Checking the amount of device memory used P.10

Used Memory 55%

Deleting and restoring effects on the device / Viewing effect properties P.11

Selecting favorite effects P.12

PATCH View - Overview

Managing Versions P.30

Undoing the last change to a patch P.16

Showing the manual / Update History P.31

Opening the PATCH view P.13

Patch Number	Patch Name	Comment
001	Lead BGN	This modern lead sound uses XtasyBlue and ModDelay.
002	Phazed	This is an MS 800 drive sound with a phaser effect.
003	UFO	Using ParaEQ, the midrange is emphasized in this sound in the style of Michael Schenker.
004	DreamWorld	This crunch sound has TapeEcho and Hall reverb added to SweetDrv.
005	The Brown	MS 800 is used to emulate Eddie Van Halen's brown sound.
006	Funk Sauce	This funk rhythm tone adds Air to AutoWah and Phaser effects.
007	Hard Rock	This drive sound that uses XtasyBlue and Hall is good for hard rock.
008	GrungeFuzz	The distortion of TB MK1.5 is added to XtasyBlue for this grunge fuzz sound.
009	MS.Mudd	FD Spring reverb is added to a powerful drive sound made using MS 800.
010	OctaveSolo	This lead tone combines Octave with MS 800 and TS Drive effects.

Editing patch names P.15

Editing patch comments P.16

Checking patch sounds / Changing patch order / Showing patch properties P.14

Backing up patches on the device / Restoring patches to the device P.17 - P.18

Import IR View - Overview

* Import IR View is available in products that support IRs.

Managing Versions P.30

Showing the manual / Update History P.31

Opening the IR view P.20

IR Number	IR Category	IR Name	IR Pool
066	FACTORY	7H_12in	▶ Vintage Cabs ▶ Modern Cabinets ▶ Spaces ▶ JTS ▶ Mic'd Cabinets ▼ Favorites 57_TS_1_inch_cap_pres A_59_Tweed_P10N A_64_A30_G12 A_64_USDeluxe_P12N A_67_Brit_Greenback A_70s_WhoWatt_100 A_90s_Cali_V30 C414_TS_1_foot_pres MD421_TS_1_inch_cap_pr.. NT5_TS_stereo_dead_roo.. SM7B_TS_1_inch_cap_pr..
067	FACTORY	7H_1in	
068	FACTORY	PL_Room	
069	FACTORY	PL_12in	
070	FACTORY	PL_1in	
071	USER	57_TS_1_i	
072	USER	C414_TS_1	
073	USER	A_90s_Cal	
074	USER	NT5_TS_st	
075	USER	A_67_Brit	

IR Category

Editing User IR Names P.21

Importing IRs to the device P.20

IR Number

EDITOR View - Overview

* As shown connected to G11.

Add effects/ Delete effects/Reorder effects P.24
 Save patch/ Adjust level/ Adjust tempo/ Tune your instrument P.27
 Display Overview
 Opening the EDITOR view P.22

View, change and adjust effects P.23

Patch Number	Patch Name	Comment
C-009	SyncDLY	This tempo shift delay sound combines dotted eighth note and quarter note ModDelay effects.
C-010	Red Hot	This modern blues sound uses REDLOOM and GEMINOS.
C-011	MudBlues	This crunch sound uses MUDDY and is perfect for blues.
C-012	OctDown	This drive sound uses KRAMPUS with PolyShift to add an octave down.

Clipboard

001	Blue Wah	12%
002	Cln Twin	21%
003	The Fuzz	17%

Select patches for editing

Create clips/ Add clips / Delete clips / Rename clips / Change clip order P.25 – P.26

NEWS View - Overview

News update featuring artists

Click on an update to view its contents P.29

Open the NEWS view P.28

For G5n, G3n and G3Xn Users:

NEW STOMPBOXES

- VioletDST - This models the sound of a SUHR Riot Reloaded.
- Duo Phase - This effect combines two phasers.
- HotSpice - This effect simulates a sitar tone.
- SoftEcho - This echo has a soft tone. This echo effect allows the use of modulation.

VIOLET DST **DuoPhase** **HOT SPICE** **SOFT ECHO**

**New Amp, Cabinet and Stompboxes are automatically downloaded to the Effect Pool*

Zoom Sound Lab Skater DRV

Zoom Sound Lab - Skater DRV 16.4K

Zoom Sound Lab - DuoPhase 12K

Zoom Sound Lab - HotSpice 11.6K

Zoom Sound Lab - Soft Lead 11.7K

Zoom Sound Lab
Zoom G-Series Patches: March 2018 Release by Zoom

ADD THESE PATCHES TO THE PATCH POOL:

G5n Users G3n Users G3Xn Users

NEW PATCHES

Updates

ZOOM FACTORY PATCHES

- VioletDST Update
- RandyTrain Update
- MS45 Update
- Block + Boogie Update
- TapeEcho3 Update
- Match 30 Update
- ZEP 1959 Update
- Shoegazer Update
- The Orange Update
- Deluxe Update
- Super - Slice Update
- Throttle Update
- BMan Muff Update

G3n

LATEST UPDATE

December 26, 2019

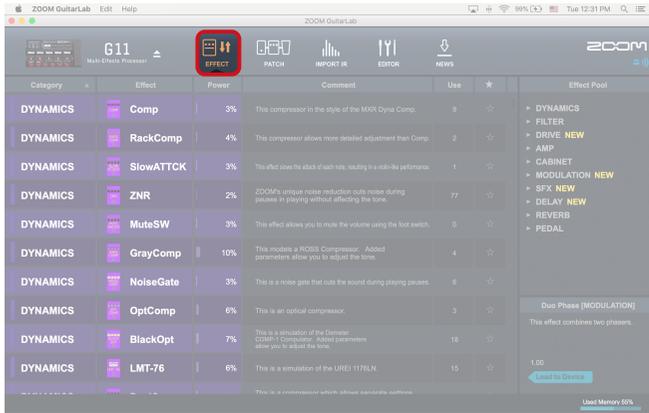
CREATOR PATCHES

- Olarn Promjal (4)
- Eric Struthers (23)
- Kyle Bolden (8)
- Richard Patrick (17)
- Allen Epley (20)
- Jeff Schroeder (20)
- Andrew Elstner (10)
- Christophe Godin (25)
- Luca Colombo (20)

Add Patches to Guitar Lab's patch pool P.29

Preview sound examples and video clips

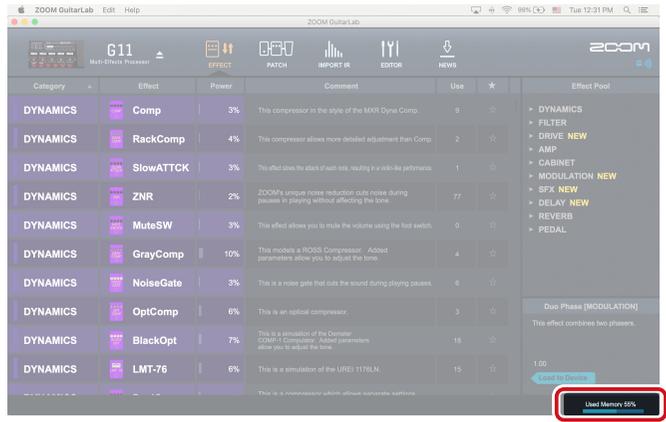
Opening the EFFECT view



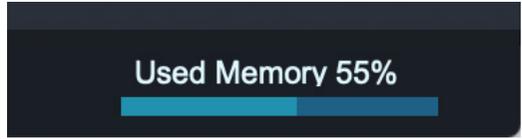
Click the EFFECT icon.



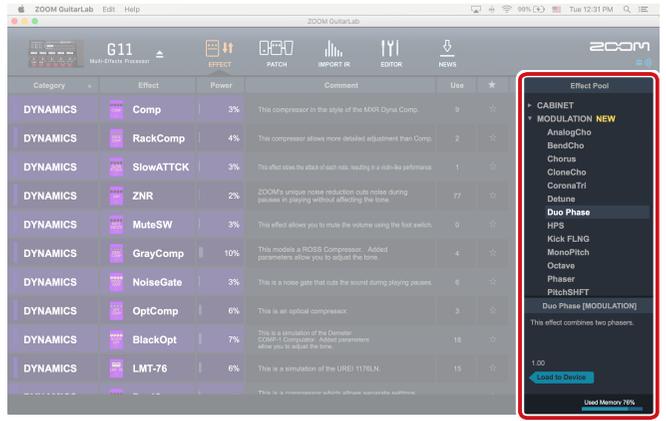
Checking the amount of device memory used



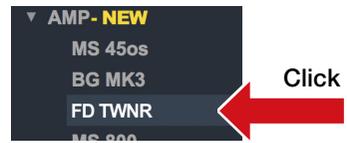
You can check the amount of memory used on the device.



Loading new effects on the device



1. Click the new effect to add.

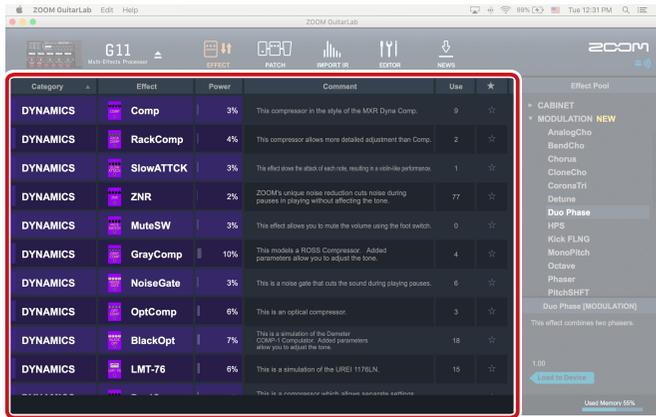


2. Select "Load to device".



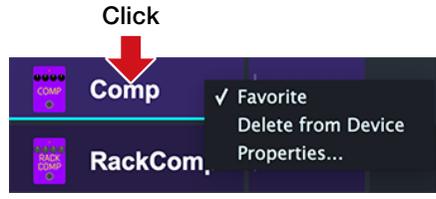
HINT
NEW appears by folders that contain new effects.

Deleting effects on the device / Restoring deleted effects / Viewing effect properties

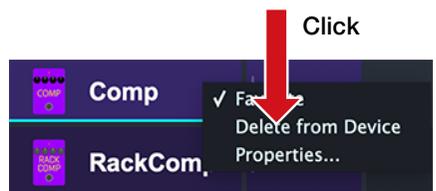


Deleting effects on the device

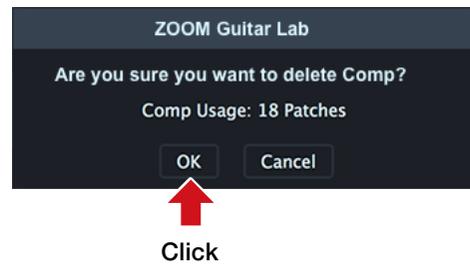
1. Right-click the effect to delete.



2. Select "Delete From Device".



3. Click "OK".



Restoring deleted effects

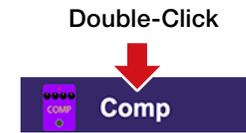
Click the load icon to restore the effect.



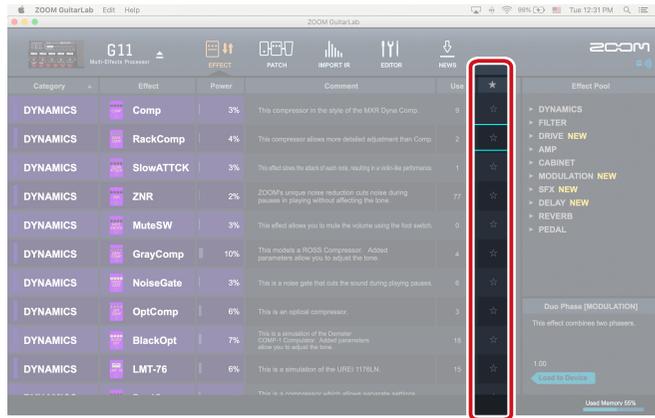
HINT
The load icon will appear for effects that had been loaded after they are removed.

Viewing effect properties

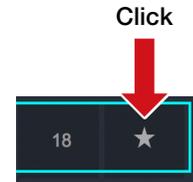
Double-click an effect to view its properties.



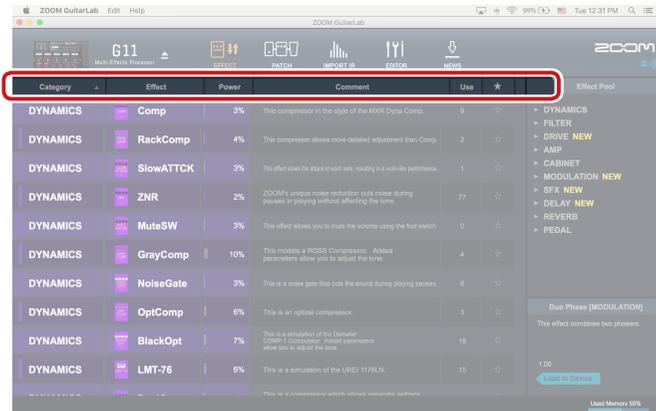
Selecting favorite effects



Click the ★ to select an effect as a favorite.



Sorting effects



Select the order in which effects are sorted.



■ Sort condition types

Category	Sort in category order.
Effect	Sort in alphabetical order.
Power	Sort by power usage.
Use	Show by the number of times used in patches on the device.
★	Sort with favorites first.

Opening the PATCH view



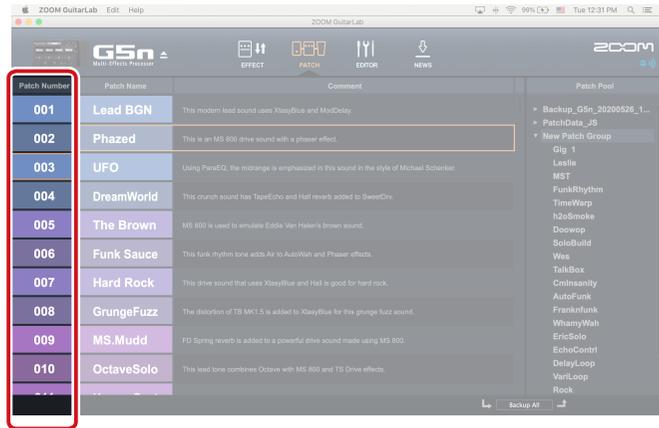
Click the PATCH icon.



HINT

 appears next to patches that use effects that are not loaded on the device.

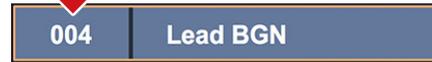
Checking patch sounds / Changing patch order / Showing patch properties



Checking patch sounds

Select a patch to check its sound.

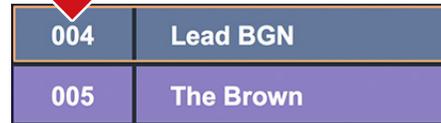
Click



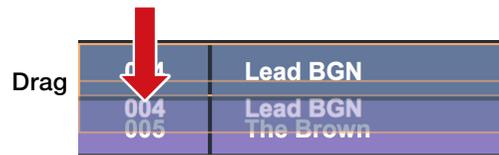
Changing the patch order

1. Select the patch to reorder.

Click



2. Drag that patch to the position you want.



3. Release the mouse to drop the reordered patch.



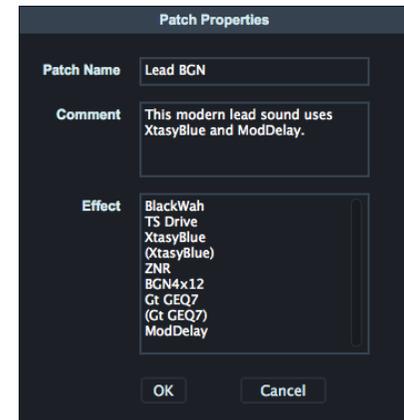
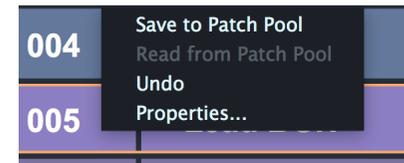
Showing patch properties

1. Select the patch to view.

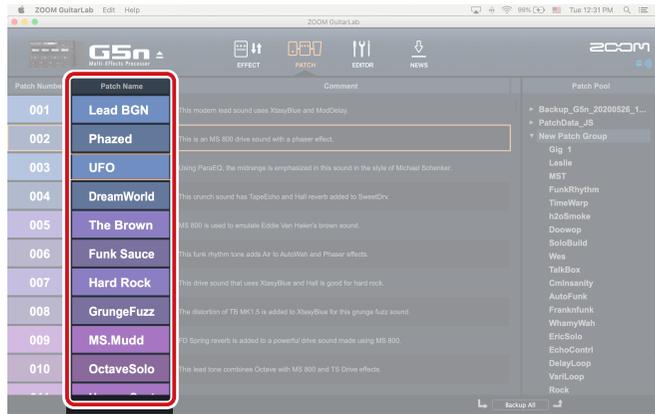
Click



2. Right-click the patch and select "Properties..." from the context menu.



Editing patch names



1. Double-click the patch name to edit.



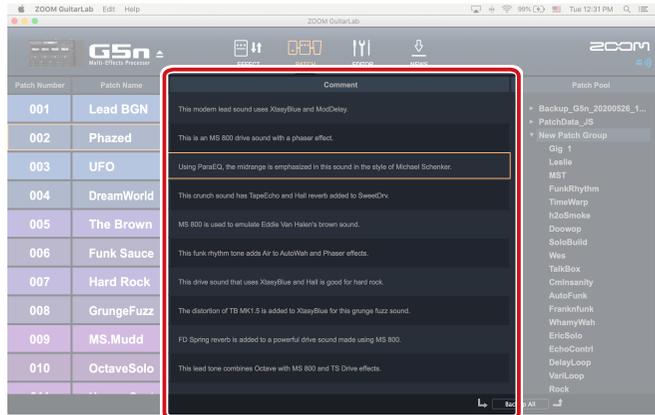
2. Edit the patch name.



NOTE

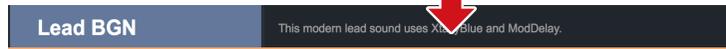
- The characters and symbols that can be used are as follows.
! # \$ % & ' () + , - . ; = @ [] ^ _ ` { } ~ (space) A-Z, a-z, 0-9
- Patch names can have a maximum of 10 characters.

Editing patch comments

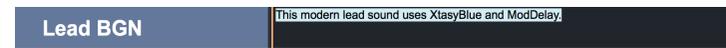


1. Double-click the comment to edit.

Click



2. Edit the comment.



NOTE

A comment can have a maximum of 200 characters.

Undoing the last change to a patch



1. Click "Edit".

Click



2. Select "Undo".

Click



Backing up patches on the device



Backing up individual patches

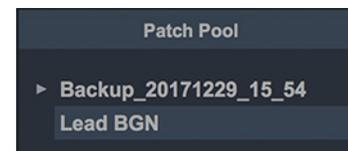
1. Right-click a patch to back up.



2. Select "Save To Patch Pool" to back up the patch.



3. The patch is copied to the pool.



Backing up all patches

1. Select a patch on the device.



2. Select "Backup All".



HINT

- Select multiple patches to back up by holding down the Cmd key (Mac) /Ctrl key (Win) as you click them.
- Export patches by dragging and dropping them outside the application window.
- Import patches by dragging and dropping their files into the application window.

Restoring patches to the device

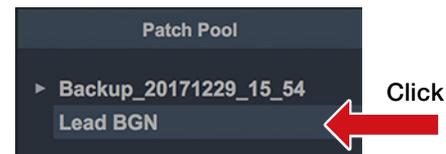


Restoring individual patches

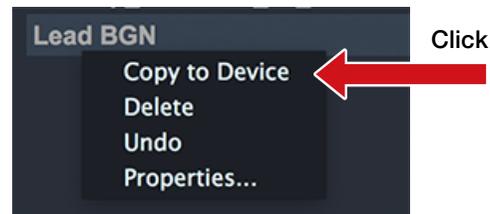
1. Select where to restore the patch.



2. Right-click the patch to restore.

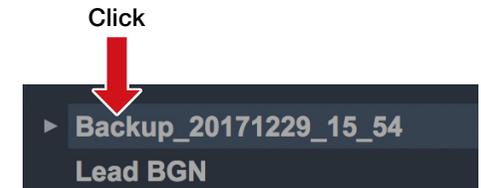


3. Select "Copy To Device".



Restoring patch backups

1. Select the patch backup to restore.



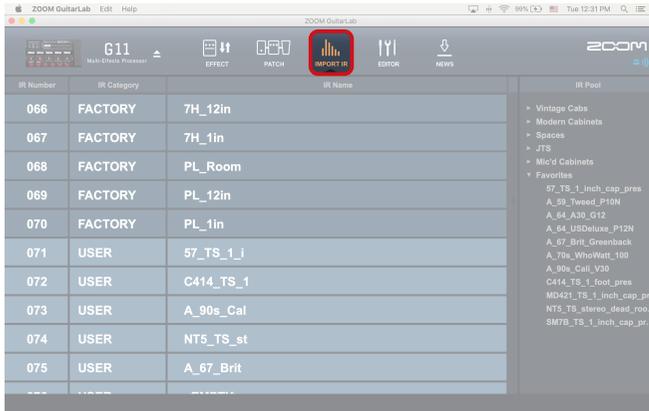
2. Click "Restore All".



HINT

Select multiple patches by holding down the Cmd Key (Mac)/ Ctrl key(Win) as you click them.

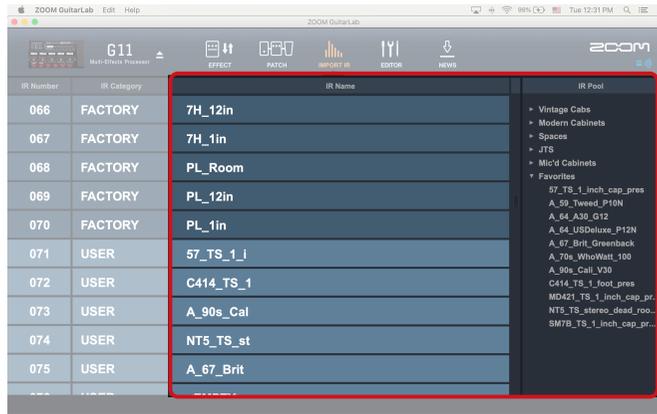
Opening the Import IR view



Click the IMPORT IR icon.

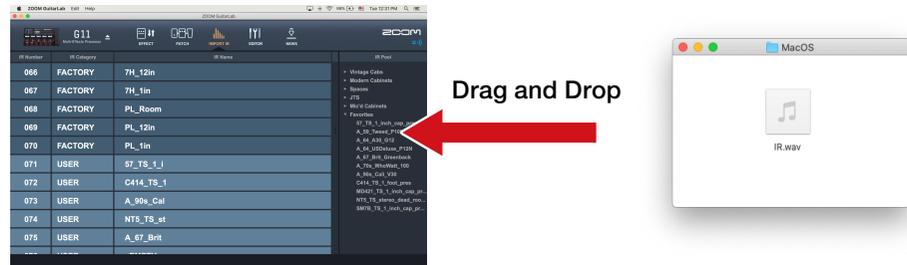


Importing IRs to the device

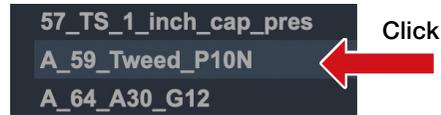


Importing an IR to the device

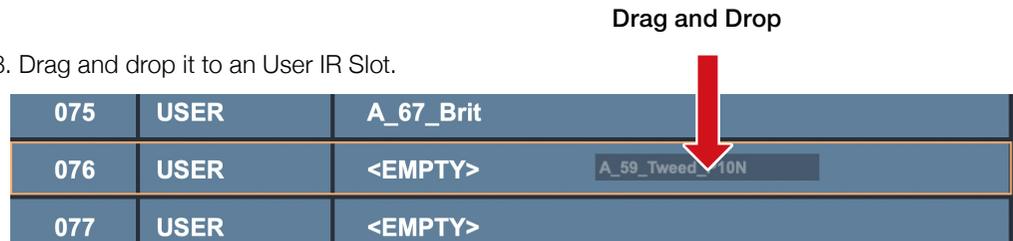
1. Drag and drop one or more compatible IRs from the OS into the IR Pool.



2. Select the IR in the Pool.



3. Drag and drop it to an User IR Slot.



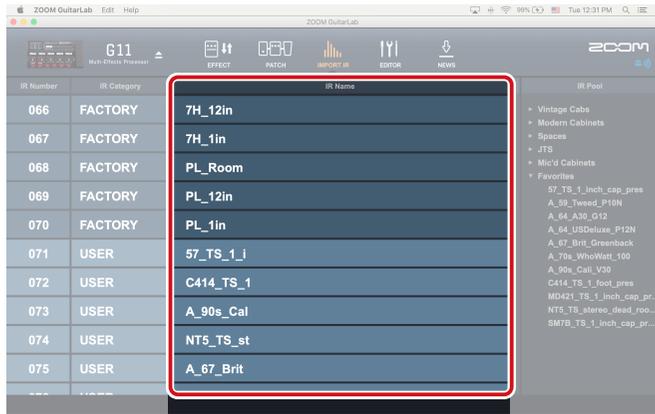
4. The IR is imported into the Device.



HINT
 Impulse Response data in the following format can be Loaded:

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

Editing User IR names



1. Double-click the user IR name to edit.

Double-Click



USER	C414_TS_1
------	-----------

2. Edit the IR name.

USER	C414_TS_1
------	-----------

NOTE

- The characters and symbols that can be used are as follows.
! # \$ % & ' () +, - . ; = @ [] ^ _ ` { } ~ (space) A-Z, a-z, 0-9
- IR names can have a maximum of 9 characters.
- Only User IR Names can be edited.

Opening the EDITOR view



Click the EDITOR icon.



Adjust effect parameters / Change an effect type

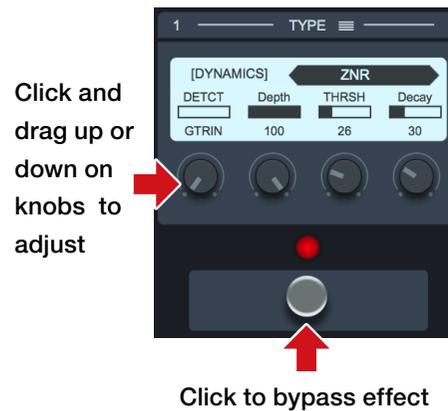


Adjust effect parameters of a patch

1. Select a patch you want to edit.



2. Click and drag any of the knobs to adjust their values.

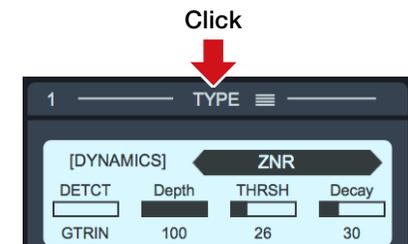


Change an effect type

1. Select the patch you want to edit.



2. Click TYPE at the top of the effect.



3. Select a category and an effect from the Effect Type View.



HINTS

- Press ESC to close the Effect Type View.
- When changing parameters use CTRL + mouse (Win) CMD + mouse (Mac) to make fine adjustments.
- Click the  at the bottom right to zoom the display of an effect.

Add effects/ Delete effects/ Change effect order

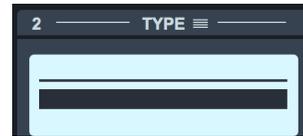


Add an effect to the patch

1. Click the ADD button in the toolbar. 
2. Place the mouse cursor  in the Display Overview where you'd like to insert the effect and click the mouse button.



3. A bypassed effect unit will be inserted.



4. Click the TYPE button in the effect header to open the Effect Type View.
5. Select a category and an effect.

Category	Effect	
	Effect Type List	
DYNAMICS	Comp	14%
FILTER	RackComp	18%
DRIVE	SlowATTCK	14%
AMP	ZNR	11%
CABINET	MuteSW	18%
MODULATION	GrayComp	50%
SFX	NoiseGate	17%
DELAY	OptComp	32%
REVERB	BlackOpt	36%
PEDAL	LMT-76	34%

Delete an effect

1. Click the DELETE button in the toolbar. 
2. Place the mouse cursor  in the Display Overview on the effect you wish to remove. The effect is highlighted.



3. Click to delete it.

Change effect order

1. In the Display Overview, click the effect that you want to move. 
2. Drag it left or right along the signal flow line to re-order it.



3. Release the mouse when the effect is in the desired position.



Create a clip/ Add a clip to a patch

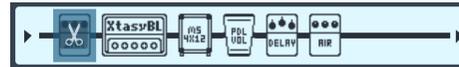


Clips

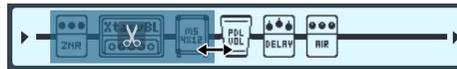
A "Clip" is a frequently used combination of 1 - 4 effects and their settings. In Guitar Lab, you can create your own clips, store them in the Clipboard pane, and use them to quickly build new patches.

Create a clip

1. Click the CLIP button in the toolbar and select any effect. 



2. Resize the highlighted selection box by clicking and dragging the left/right edge to include up to 4 effects in your clip.



You can also move the selection box.

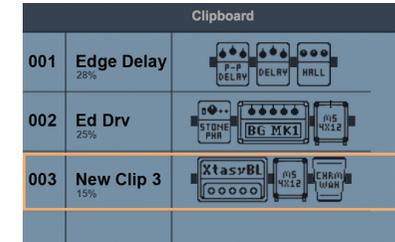


3. Click the clip icon  in the selection box to add the clip to the Clipboard. The new clip appears in the Clipboard pane.



Add a clip to a patch

1. Click to select a clip in the clipboard.



2. Drag the clip from the clipboard into the Display Overview.

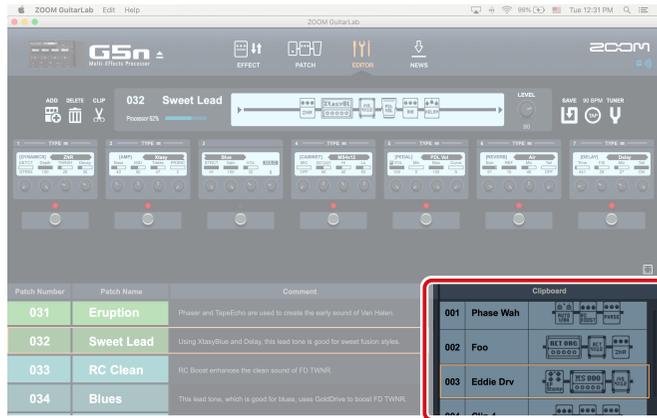


3. Release the mouse when the indicator is in the desired location.



The effects from the clip are added to the patch.

Edit a clip name / Delete a clip / Change the clip order



Edit a clip name

1. Double-click the clip name to edit it.

Double-Click



2. Edit the clip name.



3. Press ENTER to accept the change, or press ESC to cancel.

Delete a clip

1. Right-click the clip you want to delete.

Click



2. Choose "Delete".

Change the clip order

1. Click the clip you want to reorder.

Click

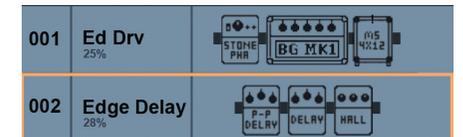


2. Drag that clip to the position you want.

Drag



3. Release the mouse to drop the reordered clip.



Save a patch / Adjust patch level/ Adjust tempo / Tune your instrument



Autosave

When autosave is enabled on your device, any edits are automatically saved. You can also save a patch at any time whether the hardware's autosave feature is enabled or not.



If a patch has been edited the SAVE button will appear orange.



If a patch hasn't been edited, the SAVE button will appear white.

Saving edits to a patch

1. Click the SAVE button in the toolbar.



2. Use the up/down arrow buttons to select the patch number you want to overwrite.



3. Click "OK" to save the patch or "Cancel" to return to the EDITOR view.

Adjust patch level

On the hardware, each patch has its own level setting (Menu | Patch | Level). In Guitar Lab, you can easily adjust patch level in the Display Overview:

1. Click and drag the patch level knob to adjust the volume of the patch.



Adjust tempo

1. Click the "TAP" button repeatedly to set the tempo to your mouse click interval.



2. Double-click the tempo value.



3. Type in the desired tempo value.

4. Press ENTER to accept the change. Press ESC key to cancel the change.

Tune your instrument

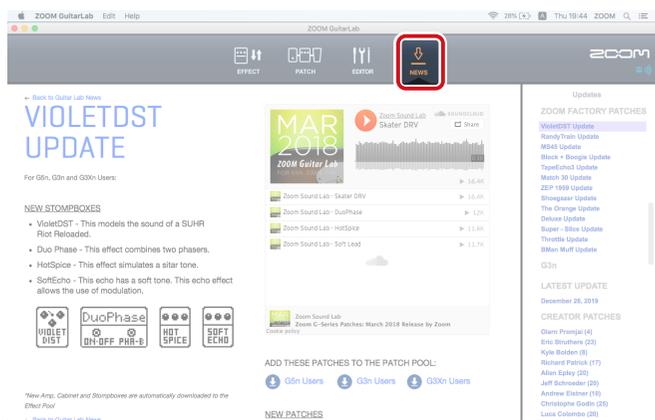
1. Click the Tuner button to show/hide the tuner display



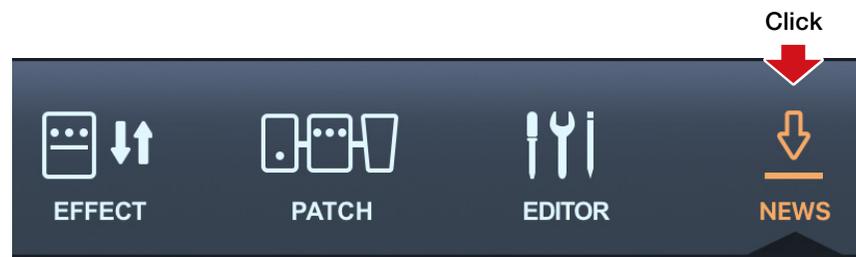
2. Use the on Display Overview to help you adjust the tuning of your instrument.



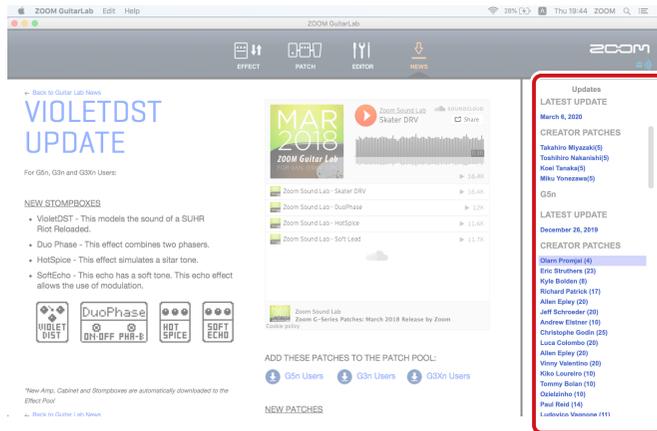
Opening the NEWS view



Click the NEWS icon.



Select and view news updates / Add new patches to Guitar Lab



Select and view news updates

News updates are organized by hardware model, then into 3 categories: “LATEST UPDATE,” “CREATOR PATCHES,” and “FACTORY PATCHES.”

1. Double-click a Gray header label (e.g. “FACTORY PATCHES”) to show the list of contents.

2. Click a factory patch (e.g. “VioletDST Update”). The news update related to “VioletDST Update” will appear in the main part of the screen.

Add new patches to Guitar Lab

1. Select an update to view.

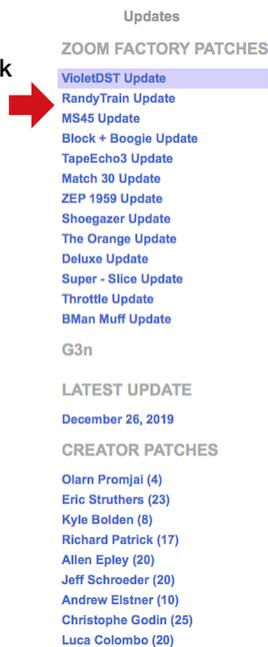
2. Click the “Add Patches to Patch Pool” link for your hardware.



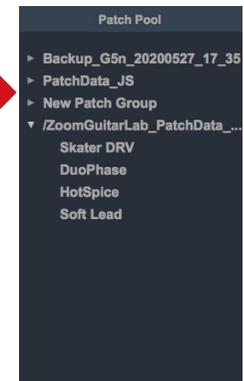
The patches will be downloaded, extracted and installed into the Patch Pool.

3. Select one or more of the patches and drag into the Patch List to install it on your hardware device.

Double-click to show list



Select patch and drag to Patch List



NOTE

Guitar Lab must be connected to the internet to view News Updates.

Managing versions

Showing the application and device version

1. Click “ZOOM Guitar Lab”.



2. Select “About”.



3. Check the application and hardware device versions.



Setting version update notifications

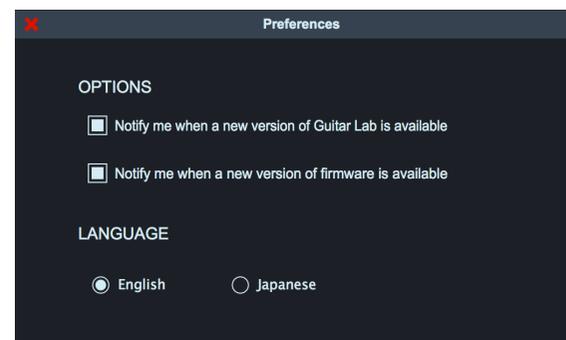
1. Click “ZOOM Guitar Lab”.



2. Select “Preferences...”



3. Select “Notify when the new version of ZOOM Guitar Lab exists” and/or “Notify when the new version of firmware exists” from the Preferences panel.

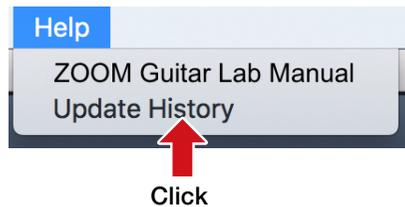


Showing the update history

1. Click "Help".



2. Select "Update History".

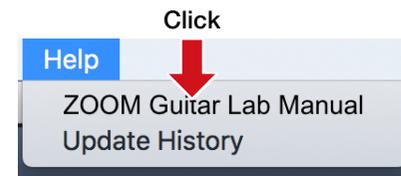


Showing the manual

1. Click "Help".

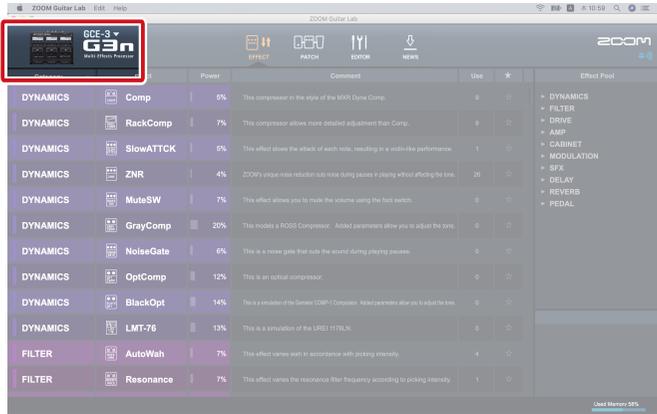


2. Select "ZOOM Guitar Lab Manual".



Using when connected to a **GCE-3** Guitar Lab Circuit Emulator

Selecting the product emulated by the **GCE-3**



GCE-3

GCE-3 With ZOOM **GCE-3**, you can immediately access the massive library of preset patches and artist patches available for products that are compatible with Guitar Lab. You can also edit all the amp models and effects. You can also edit patches with the **GCE-3** and share them with emulated products. For example, you can use a compact **GCE-3** at home and a ZOOM multi-effect processor unit with high mobility for rehearsals and live performances. Use the model that is best for your circumstances.

You can also use **GCE-3** as a USB audio interface. Since DSP is built-in, you can use it to record in real time to a Mac/Windows computer.

1. Click the icon .



2. Click the product to emulate.



See the ZOOM website (zoomcorp.com) for information about supported products.

NOTE
The rhythm and looper functions are not supported with the following products. G1 FOUR / G1X FOUR / B1 FOUR / B1X FOUR / A1 FOUR / A1X FOUR

Changing tuner settings

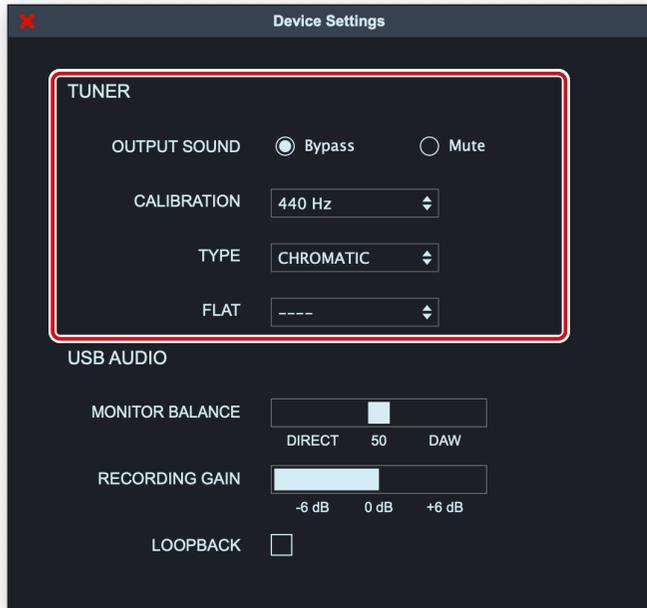
1. Click “Edit”.



2. Select “Device Settings...”



3. Change the tuner settings.



OUTPUT SOUND

Setting	Explanation
BYPASS	Effects are bypassed and the guitar sound is output.
MUTE	The guitar sound is not output.

CALIBRATION

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

TYPE

Setting	Explanation
CHROMATIC	The pitch detuning is shown according to the nearest note (in semitones).
Other tuner types	The nearest string number is shown according to the selected type, and the amount of detuning from its pitch is shown. The following tuner types can be selected.

For Guitar

Display	Explanation	String number/note						
		7	6	5	4	3	2	1
GUITAR	Standard guitar tuning with a 7th string	B	E	A	D	G	B	E
OPEN A	Open A tuning (open strings play A chord)	-	E	A	E	A	C#	E
OPEN D	Open D tuning (open strings play D chord)	-	D	A	D	F#	A	D
OPEN E	Open E tuning (open strings play E chord)	-	E	B	E	G#	B	E
OPEN G	Open G tuning (open strings play G chord)	-	D	G	D	G	B	D
DADGAD	Alternate tuning often used for tapping and other techniques	-	D	A	D	G	A	D

For Bass

Display	Explanation	String number/note					
		LB	4	3	2	1	HC
BASS	Standard bass guitar tuning (including basses with five and six strings)	B	E	A	D	G	B

NOTE

“LB” is for the low B string, and “HC” is for the high C string.

FLAT

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

NOTE

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

Changing audio interface settings

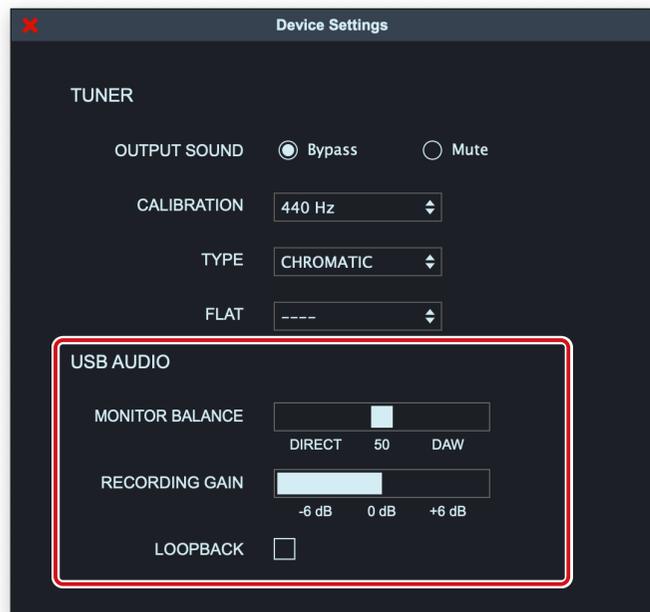
1. Click "Edit".



2. Select "Device Settings..."



3. Change the audio interface settings.



■ MONITOR BALANCE

You can balance the **GCE-3** output and the computer output.

NOTE

When using the monitoring function of DAW software, always set the USB audio monitoring balance to DAW.

Any other setting will give the output signal a flanger-like sound.

■ RECORDING GAIN

This adjusts the volume sent to the computer (DAW software).

■ LOOPBACK

The **GCE-3** output and computer output can be mixed and sent back to the computer.

Restore [GCE-3] to factory default settings

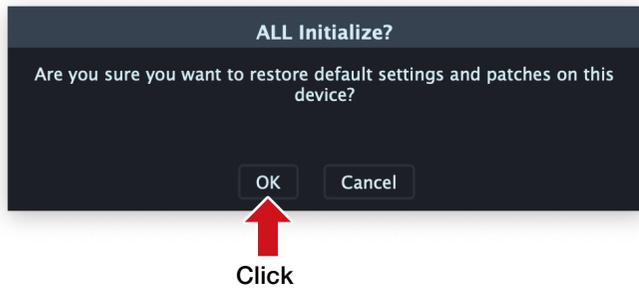
1. Click "Edit".



2. Click "All Initialize..."



3. Click "OK".



NOTE

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

ZOOM[®]

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