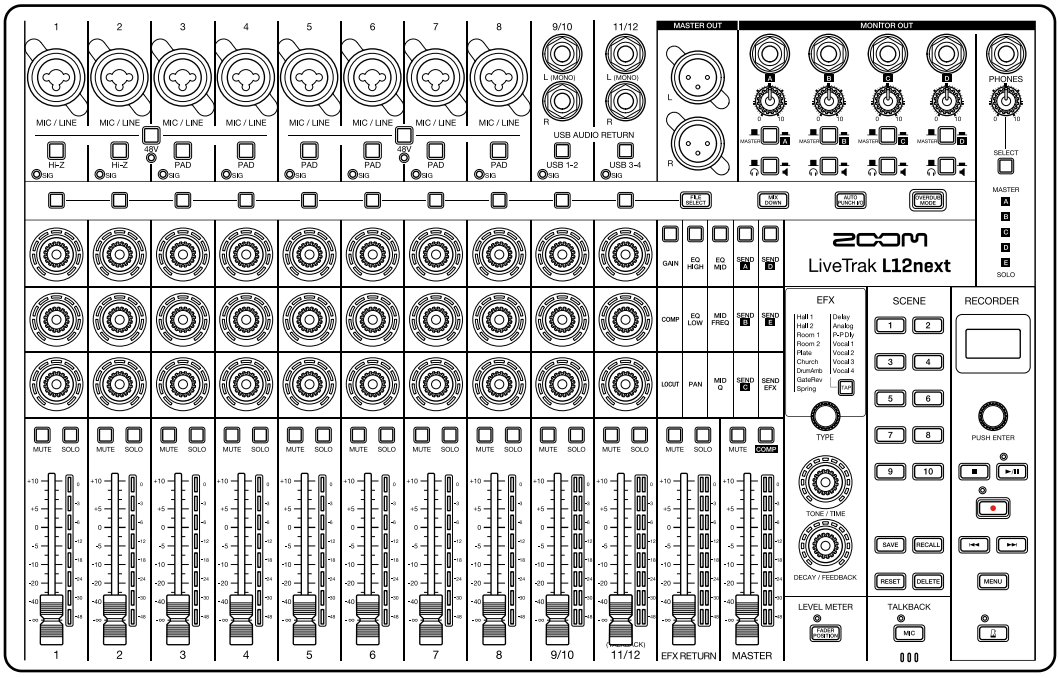
L12next

LiveTrak



Operation Manual

You must read the Usage and Safety Precautions before use.

Notes about this Operation Manual

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Contents

L12next overview

Combining the convenience of digital with the usability of analog

Analog mixers have dedicated knobs for every channel, enabling quick intuitive operation but they cannot save and recall scenes (settings).
On the other hand, many digital mixers can save and recall scenes (settings), but knobs are shared, so channels must be selected before making adjustments.
The L12next combines the convenience of digital with the usability of analog. For each channel strip, it has 3 knobs along with a channel knob selection button that allows their functions to be chosen instantly.

Realizing high audio quality while mixing

Input sounds are processed using 32-bit float format, so the audio quality at input is maintained while mixing.
In addition, the L12next can record mixed stereo files in 32-bit float format. This allows high sound quality to be retained during post-editing.

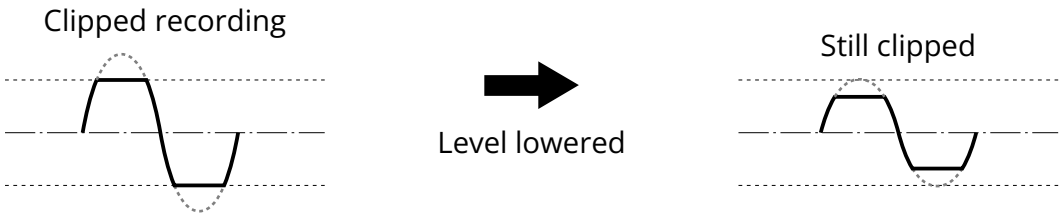
32-bit float WAV file overview

Master files that are recorded as stereo mixes by the L12next are saved using 32-bit float WAV file format. 32-bit float WAV files have the following advantages over conventional 16/24-bit WAV files. These advantages allow the recording audio quality to be preserved even when editing in a DAW or other software.

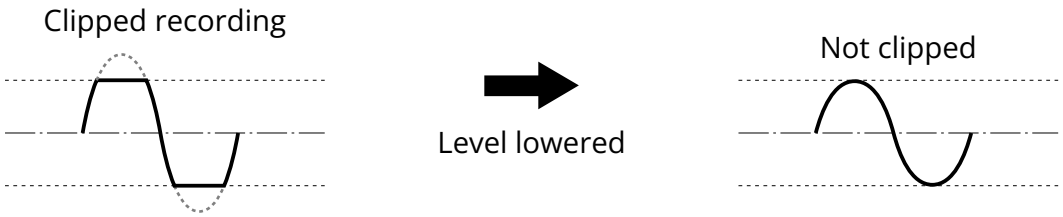
Clipping advantage

If a waveform sounds clipped when output from the L12next or in a DAW, it can be edited after recording to lower its volume and restore an unclipped waveform because the data in the 32-bit float WAV file itself is not clipped.

■ 16/24-bit WAV

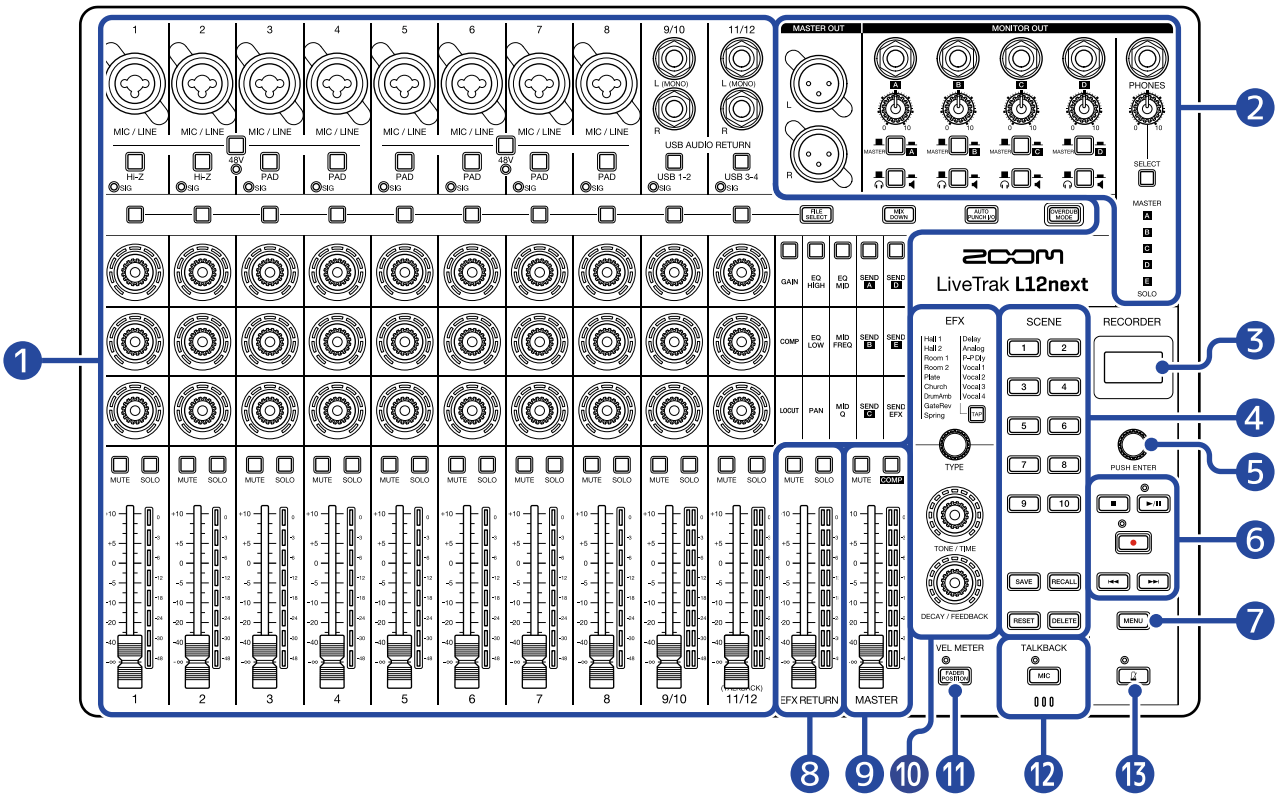


■ 32-bit float WAV



Functions of parts

Top



1 Channel operation section (→ Channel operation section)

Connect mics, guitars, synthesizers, effects and other equipment here. Conduct operations for each channel, including making input settings and adjusting tone, panning, levels and effect send levels.

2 Output section (→ Output section)

Connect powered monitors, a PA system and headphones, for example, here, and adjust the MASTER and MONITOR outputs.

3 Display

This shows various types of information.

4 Scene section (→ Scene section)

Use these to save and recall L12next settings.

5 Selection knob

- When the Menu Screen is open, turn this to select items and press it to confirm selected items.
- Press this when recording or playing to add a mark.

6 Recorder section (→ Recorder section)

Use this for recording and playback operations.

7 MENU button

Press this when the Home Screen is open to open the Menu Screen.

Press this when the Menu Screen is open to return to the previous screen. Press this repeatedly to return to the Home Screen.

8 EFX RETURN section

- EFX RETURN fader: This adjusts the levels of the signals sent from the built-in effect to the MASTER in a range from −∞ dB to +10 dB.
- EFX RETURN level meters: These show the levels of signals that pass through the EFX RETURN fader from the internal effect and are sent to the MASTER in a range from −48 dB to 0 dB.
- MUTE button: Press this, lighting it, to mute the channel.
- SOLO button: Press this, lighting it, to enable signals before the EFX RETURN fader to be heard from the MONITOR OUT (PHONES) jack.
  At this time, SOLO will automatically be selected as the signal output from the MONITOR OUT (PHONES) jack.

9 Master section

- MASTER fader: This adjusts the levels of the signals sent to the MASTER in a range from −∞ dB to +10 dB.
- MASTER level meters: These show the levels of the signals sent to the MASTER bus in a range from −48 dB to 0 dB.
- MUTE button: Press this, lighting it, to mute the channel.
- COMP button: The compressor can be used on the MASTER output to increase the sound pressure.

10 Send effect section (→ Send effect section)

Select internal effects and adjust their parameters here.

11 FADER POSITION button

While this is being pressed, the set fader positions will be shown on the level meters.

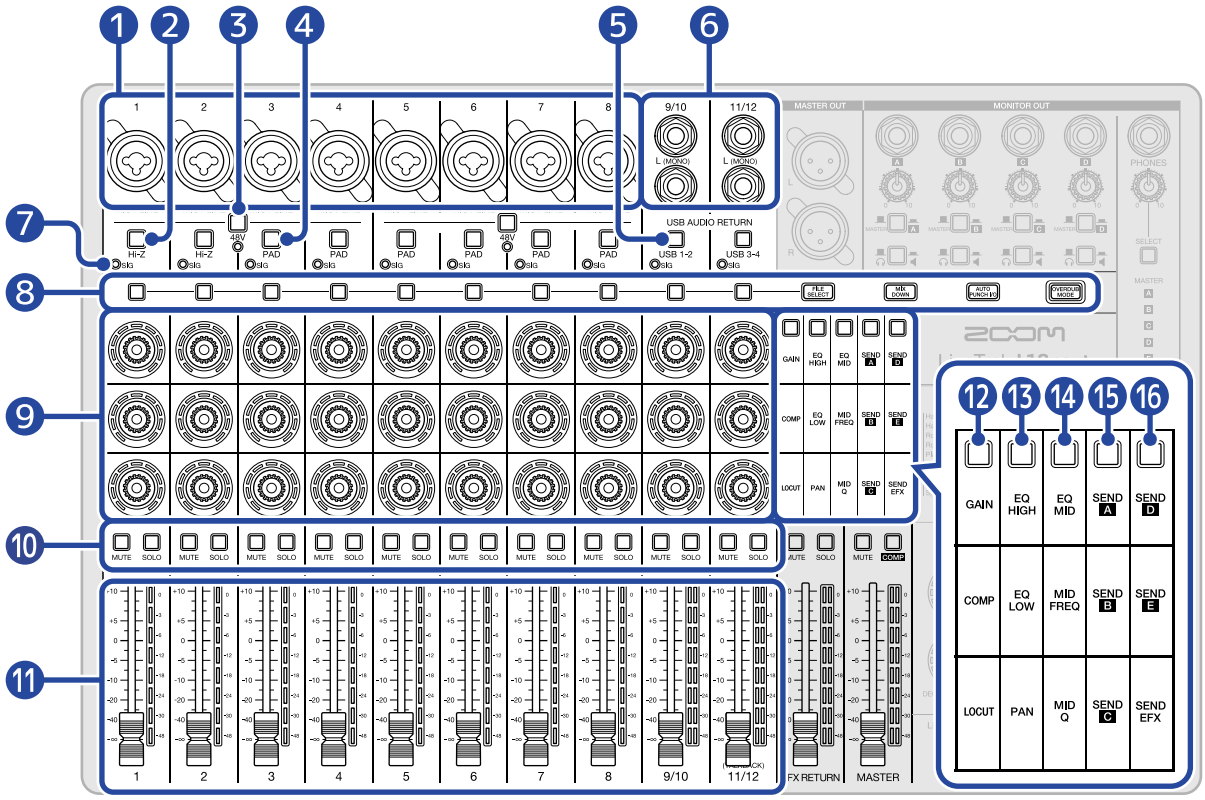
12 TALKBACK MIC button and indicator

While this is being pressed, talkback mic input will be enabled.
Talkback mic audio will be input on channels 11/12 instead of audio from the LINE (11/12) input jacks.

13 Metronome button and indicator

This opens the Metronome Screen where tempo, click and related settings can be made.
This indicator lights when the metronome is enabled.

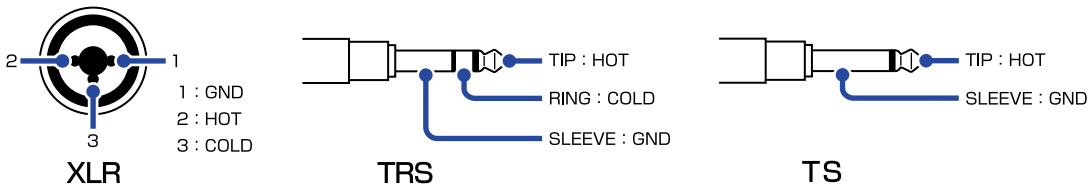
■ Channel operation section



1 MIC/LINE input jacks (channels 1–8 (mono))

Connect mics and instruments, for example, to these.

These can be used with both XLR and 1/4-inch (TRS/balanced or TS/unbalanced) phone plugs.



2 Hi-Z switches

Press these when directly connecting guitars or basses. (These switch the input impedance of the MIC/LINE input jacks.)

3 48V switches/indicators

Press these to supply +48V phantom power to the MIC/LINE input jacks (channels 1–4/5–8 XLR). The indicators light when they are on.

4 PAD switches

These attenuate input signals by 26 dB.

Press these when connecting equipment with line level output.

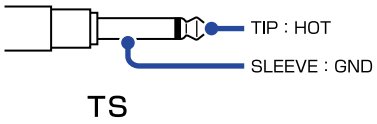
5 USB AUDIO RETURN 1–2/3–4 buttons

These switch the signals input to channels 9/10 and 11/12.

- Lit: When using the L12next as an audio interface, audio from computer or smartphone channels 1–2/3–4 will be input.
- Unlit: The audio from the LINE input jacks will be input.

6 LINE input jacks (stereo channels 9/10, 11/12)

Connect keyboards and other audio devices here. These can be used with TS plugs.



TS

When connecting mono devices, connect them to the L (MONO) jacks.

- When using the L12next as an audio interface, press the USB 1-2 (USB AUDIO RETURN 1–2) or USB 3-4 (USB AUDIO RETURN 3–4) button, lighting it, to enable input of stereo audio from a computer or smartphone on that channel. (→ Inputting audio output from a computer, smartphone or tablet on channels 9/10 and 11/12)
- When the talkback mic is activated, its audio will be input on channels 11–12. (→ Using the talkback mic)

7 Signal indicators (channels 1–8, 9/10, 11/12)

These show input signal states.

SIG : Audio being input / SIG : Clipping

Adjust so that these do not light red.

8 Overdubbing section (→ Overdubbing section)

Use these for overdubbing, punching in/out, and assigning files to channels.

9 Top, middle and bottom channel knobs (channels 1–8, 9/10, 11/12)

Use these to adjust the gain, compression, low cut, EQ, panning, effect send levels and MONITOR OUT jack (SEND A–E) levels for each channel. Use the channel knob selection buttons (1–5) to select the functions to adjust.

Adjusted levels are shown on the display and by indicators around the knobs.

10 MUTE and SOLO buttons (channels 1–8, 9/10, 11/12)

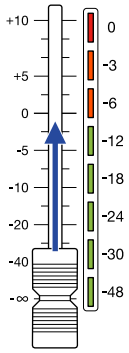
MUTE button: Press these, lighting them, to mute those channels.

SOLO button: Press these, lighting them, to enable the pre-fader signals of those channels to be heard from the MONITOR OUT (PHONES) jack. At this time, SOLO will automatically be selected as the signal output from the MONITOR OUT (PHONES) jack.

11 Channel faders and level meters

Channel faders: These adjust channel signal levels in a range from −∞ to +10 dB.

Level meters: These show the signal levels after adjustment by the channel faders. (Range shown: −48 dB – 0 dB)



⓬ Channel knob selection button 1 (GAIN, COMP, LOCUT)

Select this to adjust the gain, compression and low cut for each channel.

- **GAIN:** Adjust the input gain.
- **COMP:** Adjust the amount of compression.
- **LOCUT:** Low frequencies can be cut to reduce the sound of wind and vocal pop noises, for example.

Adjusted levels are shown by indicators around the knobs.

⓭ Channel knob selection button 2 (EQ HIGH, EQ LOW, PAN)

Select this to adjust the high and low EQ frequencies and the left-right stereo position for each channel.

- **EQ HIGH:** Adjust high frequencies.
- **EQ LOW:** Adjust low frequencies.
- **PAN:** Adjust the left-right position.

Adjusted levels are shown by indicators around the knobs.

⓮ Channel knob selection button 3 (EQ MID, MID FREQ, MID Q)

Select this to adjust the mid EQ frequencies for each channel.

- **EQ MID:** Adjust mid frequencies.
- **MID FREQ:** This changes the central frequency of the adjusted mid frequencies. (100 Hz – 8 kHz)
- **MID Q:** This adjusts the width of the middle band that is adjusted.

Adjusted levels are shown by indicators around the knobs.

⓯ Channel knob selection button 4 (SEND A, SEND B, SEND C)

Select this to adjust the levels sent to the MONITOR OUT jacks through SEND A–C.

- **SEND A:** Use this to adjust levels sent to the MONITOR OUT A jack.
- **SEND B:** Use this to adjust levels sent to the MONITOR OUT B jack.
- **SEND C:** Use this to adjust levels sent to the MONITOR OUT C jack.

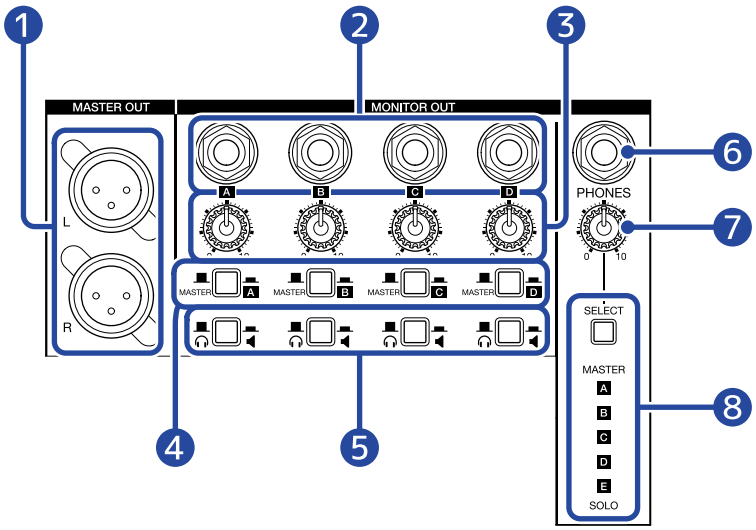
Adjusted levels are shown by indicators around the knobs.

⓰ Channel knob selection button 5 (SEND D, SEND E, SEND FX)

Select this to adjust the levels sent to the MONITOR OUT jacks through SEND D–E and to the internal effect.

- **SEND D:** Use this to adjust levels sent to the MONITOR OUT D jack.
- **SEND E:** Use this to adjust levels sent to the MONITOR OUT E jack.
- **SEND EFX:** Use this to adjust the levels sent to the internal effect.

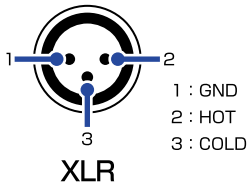
■ Output section



1 MASTER OUT L/R jacks

Connect these to a PA system or powered monitors, for example, to output the stereo sound mixed on the L12next.

These can be used with XLR plugs.



2 MONITOR OUT (A–D) jacks

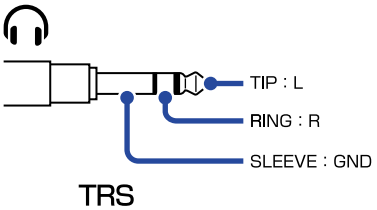
Connect headphones and powered monitors, for example, here to monitor the stereo sound mixed on the L12next.

MASTER or SEND A–D can be selected as the audio output from the MONITOR OUT (A–D) jacks.

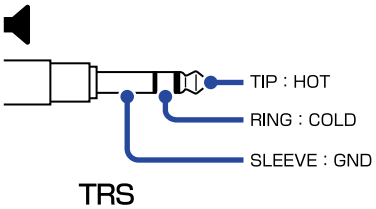
(→Making monitoring settings)

These can be used with TRS plugs.

When a MONITOR OUT device switch is set to



When a MONITOR OUT device switch is set to



3 MONITOR OUT A–D knobs

Use these to adjust the volumes of the audio output from the MONITOR OUT A–D jacks.

4 MONITOR OUT A–D output switches

Select the signals output from the MONITOR OUT A–D jacks.

- **MASTER:** The MASTER signals are output.
- **A** – **D** : Signals set for SEND A–D are output.

5 MONITOR OUT A–D device switches

These set the type of output device (headphones or a line device such as a powered monitor).

- : Use this when connecting headphones (stereo signals will be output).
- : Use this when connecting a powered monitor or another line device (balanced mono signals will be output).

6 MONITOR OUT (PHONES) jack

The MASTER OUT, SEND A–E or SOLO signals can be selected for output.

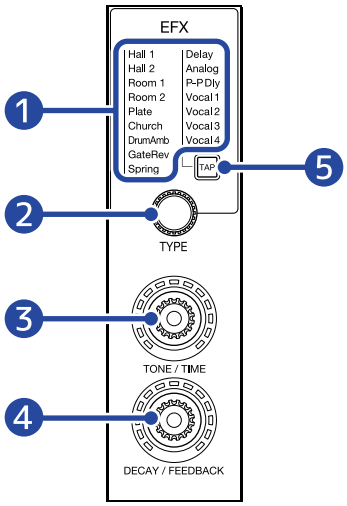
7 MONITOR OUT (PHONES) knob

Use this to adjust the volume of the audio output from the MONITOR OUT (PHONES) jack.

8 MONITOR OUT (PHONES) output switch and indicator

Select the audio output from the MONITOR OUT (PHONES) jack.
Press this to cycle through the options. (The selected output lights.)
When a SOLO button is activated, SOLO will be selected automatically. At such times, changing the output with the MONITOR OUT (PHONES) output switch will cancel soloing.

■ Send effect section



1 Effect type indicators

The indicator lights for the selected internal effect.

2 Effect type selection knob

Use this to select the internal effect. Turn this knob to select the effect type and press it to confirm.

3 TONE/TIME knob

Use this to adjust parameters for the selected internal effect.
Adjusted levels are shown by indicators around the knobs.

4 DECAY/FEEDBACK knob

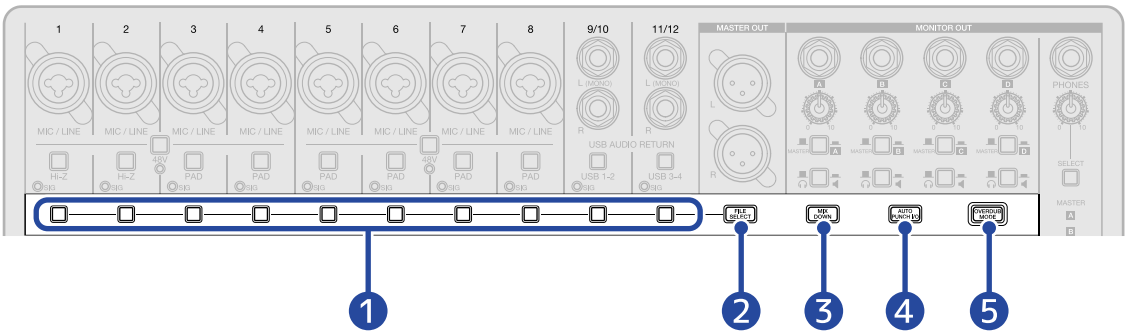
Use this to adjust parameters for the selected internal effect.
Adjusted levels are shown by indicators around the knobs.

5 TAP button

This lights or blinks when an internal effect with a settable delay time is selected. In that case, the tempo can be set by pressing this repeatedly at the desired speed (tap tempo).

The TAP (TAP) button blinks at the set delay time tempo.

■ Overdubbing section



1 Channel selection buttons

- When overdubbing mode is on, these switch each channel between playback and recording.
- Select a channel to assign a file to it.

2 FILE SELECT button

The Menu Screen will open when assigning files to channels.

3 MIX DOWN button

A final stereo mix can be recorded to the master track.

4 AUTO PUNCH I/O button

Parts of already recorded tracks can be re-recorded.

- **Punch in:** The operation of switching a track from playback to recording.
- **Punch out:** The operation of switching a track from recording to playback.

5 OVERDUB MODE button

- Lit (on) 

: Overdubbing mode is on.

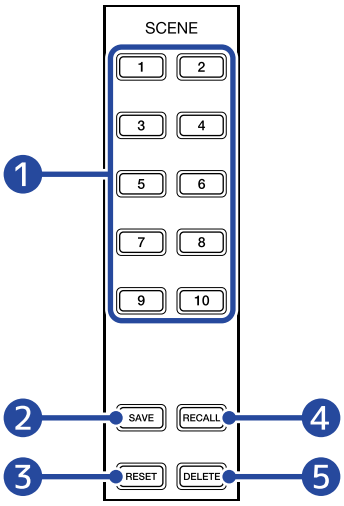
  The current project will be overwritten when recording. Recorded files on each channel can be played back and specified channels can be recorded.

- Unlit (off) 

: Overdubbing mode is off.

  A new project will be created each time recording is started.

Scene section



1 Number buttons (1–10)

Use these to save and recall L12next mixer settings.

2 SAVE button

Use this when saving the current mixer settings to a scene.

3 RESET button

Default mixer settings are saved.
RESET can recall a saved scene with the factory default mixer settings.

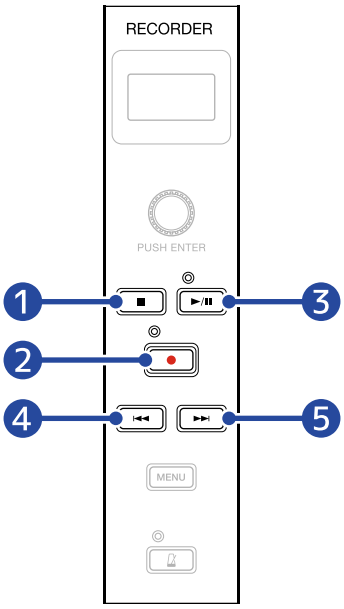
4 RECALL button

Use this to load scenes saved to number buttons 1–10.

5 DELETE button

Use this to delete scenes saved to number buttons 1–10.

■ Recorder section



1 STOP button

This stops recording/playback.

2 RECORD button and indicator

This starts recording.
This indicator lights red when recording.

3 PLAY/PAUSE button/indicator

This starts and pauses file playback.
This indicator lights green when recording or playing back.

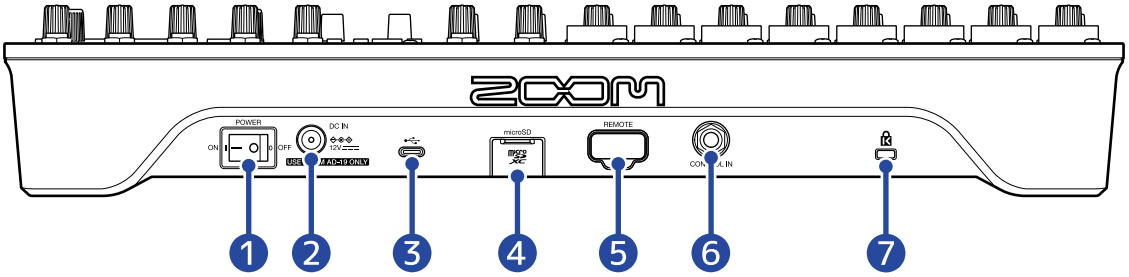
4 REWIND button

When playing back or paused, this moves to the previous project.
Press and hold this to search backward.
If there are marks, this will move to the previous one.

5 FAST FORWARD button

When playing back or paused, this moves to the next project.
Press and hold this to search forward.
If there are marks, this will move to the next one.

Back



1 Power switch

This turns the power on/off.

2 DC 12V AC adapter connector

Connect the dedicated AC adapter (ZOOM AD-19) here.

3 USB port (Type-C)

Connected to a computer, smartphone or tablet, the following uses are possible.

- Use the file transfer function (computer only)
- Use the L12next as an audio interface
- Control the L12next using MIDI functions

4 microSD card slot

Insert a microSD card here.

5 REMOTE connector

Connect a ZOOM BTA-1 or another dedicated wireless adapter here.
This enables wireless operation of the L12next from an iPad using a dedicated app.

6 CONTROL IN connector

Connect a footswitch (ZOOM FS01) here.
The footswitch can be assigned to one function: starting/stopping recorder playback, manually punching in/out or muting/unmuting the internal effect.

7 Kensington Security Slot

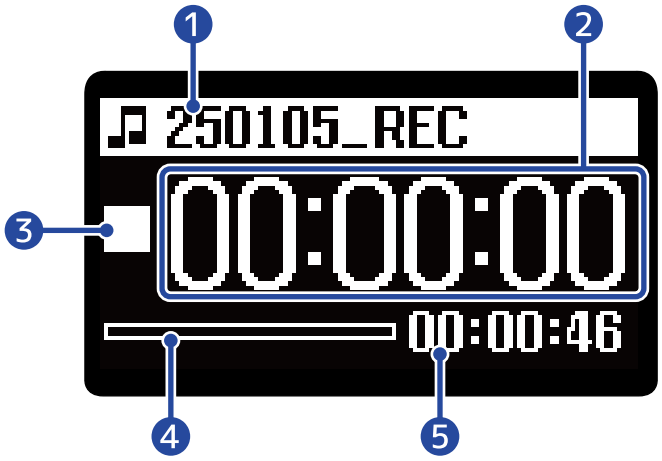
The L12next can be secured using an attachment with a wire or a chain.

Overview of screens that appear

In this section, we explain the screens shown on the display of the L12next.

Home Screen

This screen appears on the display when the L12next power is turned on. It shows the project name, recording/playback status and counter.



1 Project name

This shows the name of the selected project.

2 Counter

This shows the time in hours, minutes and seconds.
This can also be switched to show bars, beats and ticks (which are shorter than beats). (→ Changing the counter display)

3 Status icon

- ☐ : Stopped
- ❚❚ : Paused
- ● : Recording
- ▶ : Playing back

4 Progress bar

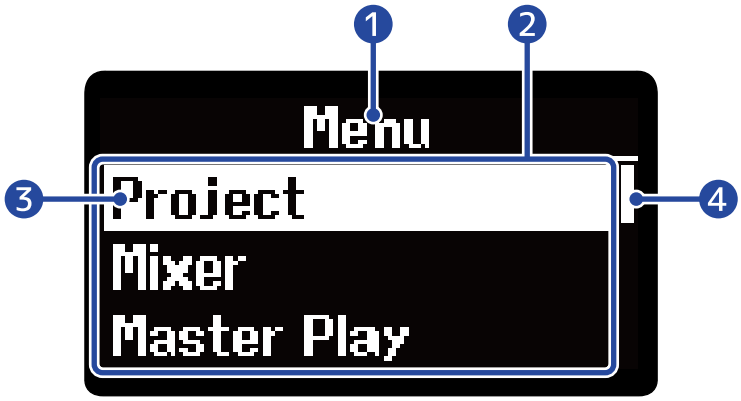
The progress bar shows the amount of time from the beginning to the end of the project.
The remaining available recording time will be shown when recording in a project for the first time.

5 Longest file time in project

This shows the length of the longest file in the project.
The remaining available recording time will be shown when recording in a project for the first time.

Menu Screen

When the Home Screen is open, press the MENU (MENU) button to open this.
Use this to make various settings, for example.



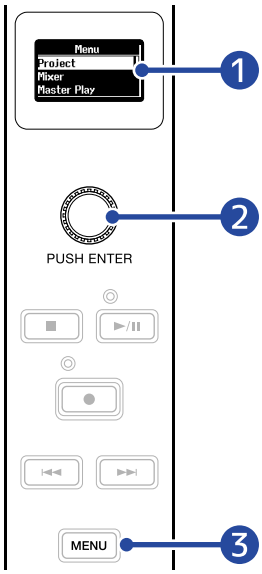
1 Menu title

2 Menu items
This shows setting items and setting values, for example.

3 Selected setting item
This appears highlighted.

4 Scrollbar
This will appear when a list has more items than will fit on the display.

■ Using the Menu Screen



1 Display
Press this to open the Menu Screen.

2 Selection knob

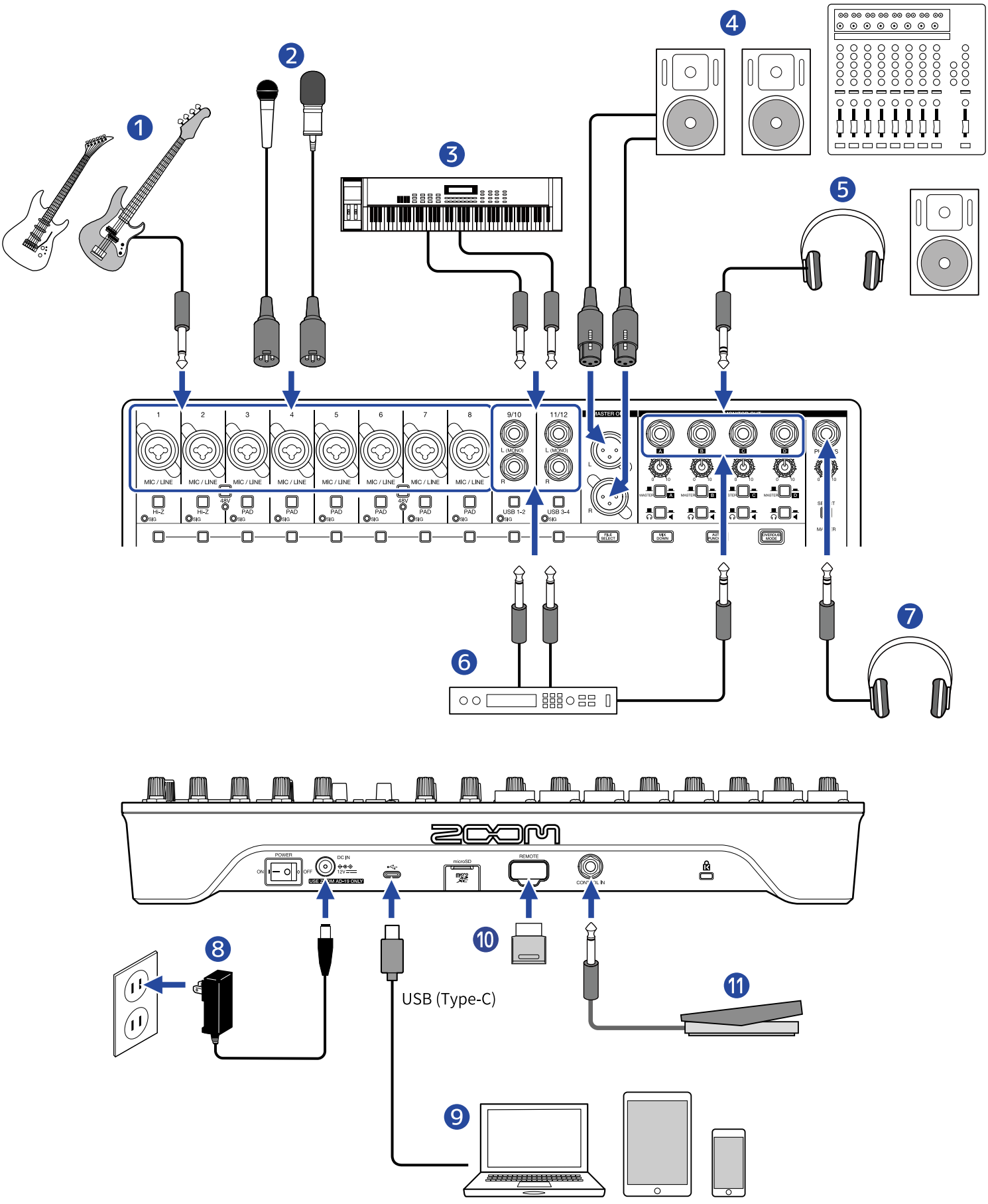
- Turn this to select items. (The selected item is highlighted.)
- Press this to confirm the selected item.
- When the “BACK” menu item appears, select it and press this to return to the previous screen.

3 MENU button
Press this to return to the previous screen.

■ Returning to the Home Screen

Press the MENU (MENU) button repeatedly until the Home Screen reappears.

Connection example



1. Guitar, bass, etc. (→ Connecting guitars and basses)

   When using a passive guitar or bass, connect it to a MIC/LINE input jack (1 or 2), and turn the Hi-Z (Hi-Z) switch on.

2. Mics for lead and backing vocals and drums, for example (→ Connecting mics)

   Connect them to MIC/LINE (1–8) input jacks. For condenser mics and other devices that require phantom power, turn the 48V (48V) switch on.

3. Synthesizers and other instruments (→ Connecting synthesizers and effects)

   Connect them LINE (9/10, 11/12) input jacks. When connecting them to MIC/LINE (1–8) input jacks, turn the PAD (PAD) switch on.

4. Powered monitors and PA systems, for example (MASTER outputs) (→ Connecting headphones, powered monitors and mixers)

   This outputs stereo audio mixed by the L12next.

5. Headphones, powered monitors, for example (MONITOR outputs) (→ Connecting headphones, powered monitors and mixers)

   The 4 A–D MONITOR output jacks can each output different mixes.

6. External effect (→ Making monitoring settings)

   Connect a MONITOR OUT (A–D) jack to the input jack of the effect device, and connect the output jacks of that device to L12next LINE input jacks (9/10 or 11/12).

7. Headphones (→ Connecting headphones, powered monitors and mixers)

   This output can be switched between SEND A–D, MASTER and SOLO.

8. AC adapter (→ Turning on the power)

9. Computer, smartphone or tablet (→ Connecting computers, smartphones and tablets)

   Use the file transfer function to exchange files, and use the audio interface function to input and output audio.

   The L12next can also be controlled using MIDI functions.

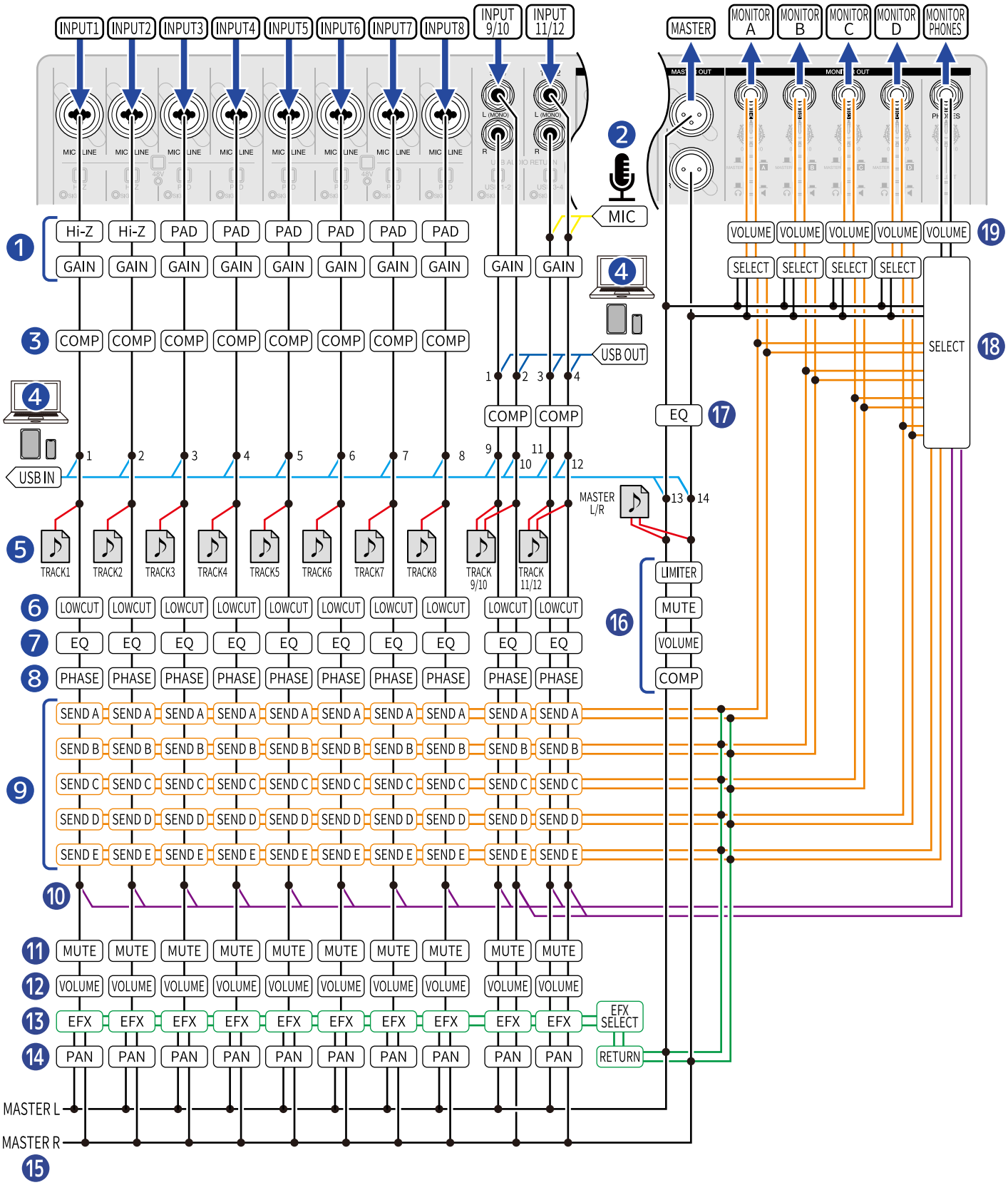
10. ZOOM BTA-1 or another dedicated wireless adapter (→ Controlling from an iPad)

    The L12next can be controlled from an app by wirelessly connecting it to an iPad.

11. Footswitch (ZOOM FS01) (→ Using a footswitch)

    The footswitch can start/pause playback, manually punch in/out or mute/unmute the internal effect.

Signal flow


INPUT1
INPUT2
INPUT3
INPUT4
INPUT5
INPUT6
INPUT7
INPUT8
INPUT 9/10
INPUT 11/12
MASTER
MONITOR A
MONITOR B
MONITOR C
MONITOR D
MONITOR PHONES
MIC
USB OUT
USB IN
MASTER L/R
Hi-Z
PAD
GAIN
COMP
LOWCUT
EQ
PHASE
SEND A
SEND B
SEND C
SEND D
SEND E
MUTE
VOLUME
EFX
PAN
SELECT
TRACK1
TRACK2
TRACK3
TRACK4
TRACK5
TRACK6
TRACK7
TRACK8
TRACK 9/10
TRACK 11/12
LIMITER
COMP
EFX SELECT
RETURN
MASTER L
MASTER R
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19

1 Hi-Z/PAD/GAIN

- Hi-Z: Turn these on when directly connecting passive guitars and basses.
- PAD: These attenuate input signals by 26 dB.
- GAIN: These adjust the gains of input audio signals.

2 Talkback mic (yellow)

Audio can be input through the built-in talkback mic of the L12next.

3 Compressor

Compressors can be applied to the inputs of channels 1–8, 9/10 and 11/12.

4 USB output (dark blue) / USB input (light blue)

- USB output: When in use as an audio interface, these signals are output from the computer, smartphone or tablet.
- USB input: When in use as an audio interface, these signals are input to the computer, smartphone or tablet.

The USB input position can be set to before or after the compressor. (→ Setting whether signals are recorded before or after compression)

5 Recording files (red)

Channel inputs 1–8, 9/10, 11/12 and the master outputs are recorded on the microSD card.
The files for each channel can be set to be recorded before or after the compressor. (→ Setting whether signals are recorded before or after compression)
The master volume and compressor/limiter on/off states affect MASTER recording files so be aware when adjusting the master volume and compressor on/off state during playback.

6 Low cut

This cuts low frequencies, reducing noise.

7 Equalizer

The equalization of channels 1–8, 9/10 and 11/12 can be adjusted.

8 PHASE

The polarities of channels 1–8, 9/10 and 11/12 can be inverted.

9 MONITOR outputs (orange)

Signals can be output from the following MONITOR output jacks. The levels sent from each channel can be adjusted.

- SEND A: MONITOR OUT A and/or PHONES jacks
- SEND B: MONITOR OUT B and/or PHONES jacks
- SEND C: MONITOR OUT C and/or PHONES jacks
- SEND D: MONITOR OUT D and/or PHONES jacks
- SEND E: MONITOR OUT (PHONES) jack

The output positions can be switched to after the channel faders. (→ Setting the positions where channel signals are sent to monitor outputs)

⑩ Solo (purple)

These allow the pre-fader signals of channels 1–8, 9/10 and 11/12 to be heard from the MONITOR OUT (PHONES) jack.

⑪ MUTE

Audio from channels 1–8, 9/10 and 11/12 can be muted.

⑫ VOLUME

The levels of channels 1–8, 9/10 and 11/12 can be adjusted.

⑬ EFX (green)

Signals can be sent to the internal effect. The effect can be selected from 16 types, and the level sent from each channel can be adjusted.

⑭ PAN

The stereo positions of channels 1–8, 9/10 and 11/12 can be adjusted.

⑮ MASTER L/R (black)

Signals are output to the MASTER.

⑯ MASTER compressor, level and limiter

- COMP: Compression can be applied to the MASTER audio.
- VOLUME: Adjust the level sent to the MASTER.
- MUTE: The MASTER audio can be muted. The mute position can be changed. (→ Setting the master mute position)
- LIMITER: A limiter can be applied to the MASTER audio.

⑰ Master equalizer

MASTER equalization can be adjusted. (This is only possible using the dedicated L12next Control app.)

⑱ Monitoring source switches

Use these to select the signals output from the monitoring jacks.

⑲ Monitoring volumes

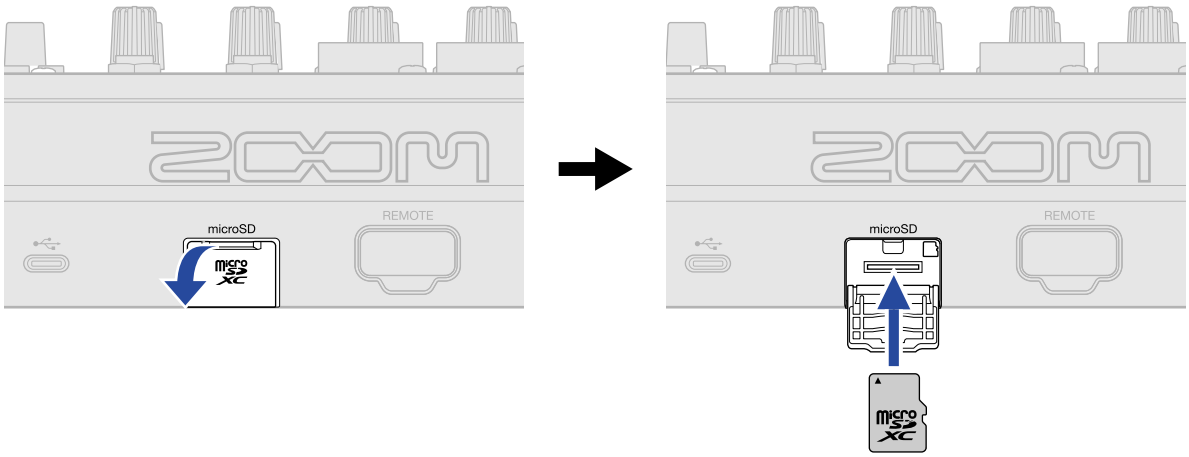
Use this to adjust the volume of the audio output from the monitoring jacks.

Making preparations

Inserting microSD cards

By inserting a microSD card, the sound input on each channel as well as a stereo mix can be recorded. Projects are saved on microSD cards and can be easily recalled.

1. When the power is off, open the microSD card slot cover, and insert a microSD card all the way into the slot with its logo facing up.



To remove a microSD card, push it further into the slot and then pull it out.

2. Close the microSD card slot cover.

NOTE

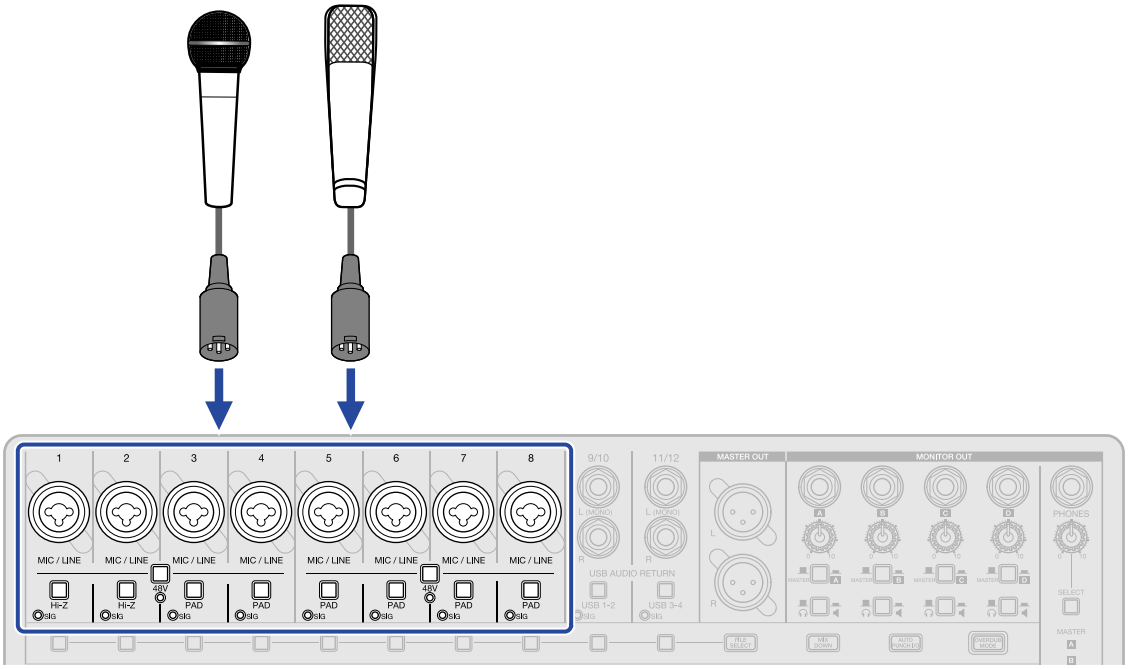
- Always make certain that the power is off when inserting or removing a microSD card. Inserting or removing a card while the power is on could result in data loss.
- When inserting a microSD card, be sure to do so with the correct orientation and facing.
- When removing a microSD card, be careful not to let it fly out.
- Recording, playback and project saving are not possible when a microSD card is not loaded.
- Always use the L12next to format microSD cards in order to maximize their performance after purchasing them new or using them with a different device. (→ Formatting microSD cards)
- The following recording media formats are supported.
  - microSDHC memory cards
  - microSDXC memory cards

  See the ZOOM website (zoomcorp.com/help/l12next) for information about microSD cards that have been confirmed to work with this unit.

Making connections

Connecting mics

Connect dynamic and condenser mics with XLR plugs to the MIC/LINE input jacks (channels 1–8).



- Phantom power (+48V) can be supplied to condenser mics. To supply phantom power, press the 48V (48V) switch so that it lights.
- Turn the Hi-Z (Hi-Z) switches off (▬). (Turn these on when connecting passive guitars or bass guitars). (→ Connecting guitars and basses)

NOTE

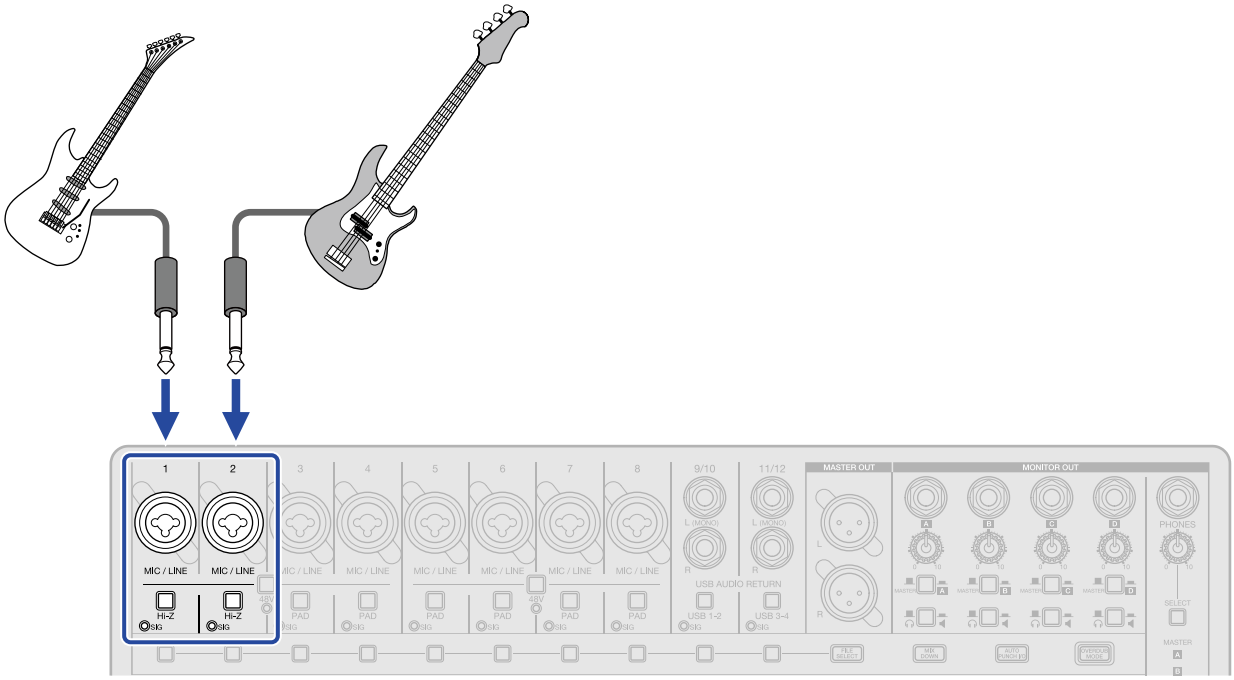
- If a SIG (signal) indicator lights red, adjust the gain so that it stops lighting red. (→ Adjusting channel gain, using compression and reducing noise (low cut))
- If the SIG (signal) indicator still lights red even when the gain is minimized, turn the PAD (PAD) switch on (▬) and adjust the gain again.
- If the gain is too low, boost can be used to raise it 10 dB. (→ Boosting gain)
- When connecting devices that are not compatible with phantom power, do not turn on the phantom setting. Doing so could damage those devices.

HINT

Phantom power is a function that supplies power to devices that require an external power supply, including condenser mics.
+48 V is standard.

Connecting guitars and basses

Connect passive guitars and basses to the channel 1 and 2 MIC/LINE input jacks.



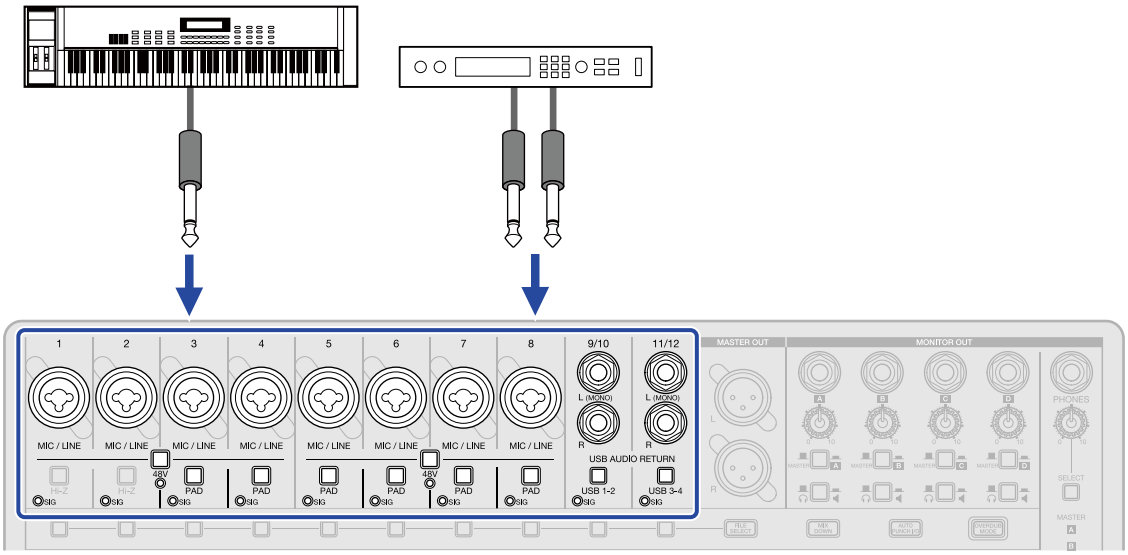
Turn the Hi-Z (Hi-Z) button on (▬).

NOTE

If a SIG (signal) indicator lights red, adjust the gain so that it stops lighting red. (→ Adjusting channel gain, using compression and reducing noise (low cut))

Connecting synthesizers and effects

Synthesizers, effects and other line-level devices can be connected to MIC/LINE (channels 1–8) and LINE (channels 9/10 and 11/12) input jacks.
The MIC/LINE (channels 1–8) jacks are mono inputs, and the LINE (channels 9/10 and 11/12) jacks are stereo inputs.



■ Connecting to MIC/LINE input jacks (channels 1–8)

- Mono devices can be connected to each input with TRS or TS plugs.
- Phantom power (+48 V) can be supplied. To supply phantom power, press the 48V (48V) switch so that it lights.

■ Connecting to LINE input jacks (channels 9/10, 11/12)

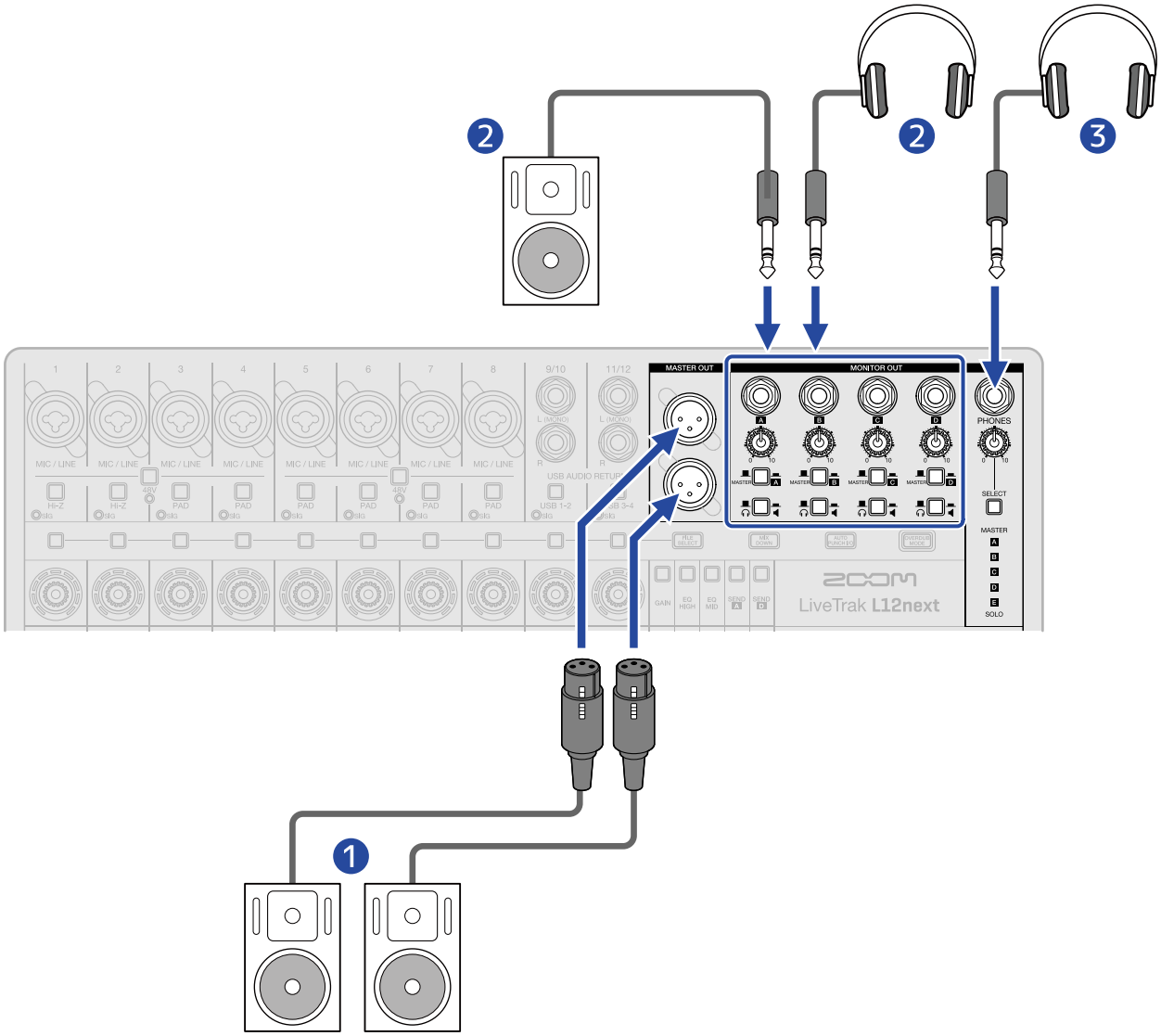
- Connect stereo devices to the L/R jacks of each input. These can be used with TS plugs.
- Connect mono devices to the L (MONO) jacks.

NOTE

- If a SIG (signal) indicator lights red, adjust the gain so that it stops lighting red. (→ Adjusting channel gain, using compression and reducing noise (low cut))
- If the SIG (signal) indicator still lights red even when the gain is minimized, turn the PAD (PAD) switch on (▬) and adjust the gain again.
- When connecting devices that are not compatible with phantom power, do not turn on the phantom setting. Doing so could damage those devices.

Connecting headphones, powered monitors and mixers

Stereo audio that is a mix of every channel can be output from the MASTER OUT jacks.
Input sounds can also be monitored by connecting headphones and powered monitors to the MONITOR OUT (A–D and PHONES) jacks.



1 **Powered monitors or mixer connected to the MASTER OUT jacks**
MASTER OUT signals are output.

2 **Powered monitors and headphones connected to the MONITOR OUT (A–D) jacks.**
As outputs for performers, either the MASTER signals or audio mixed individually for each performer for their monitoring can be output from these.

- Use the MASTER / A/B/C/D (MONITOR OUT (A–D)) output switches to select the signals output (MASTER OUT or SEND A–D).
  The levels of each channel can be set separately for the SEND A–D signals. (→ Making monitoring settings)
- Use the (MONITOR OUT A–D device) switches to set the type of output device (for headphones or for a powered monitor or another line device).

- : Stereo signals will be output.
- : Balanced mono signals will be output.

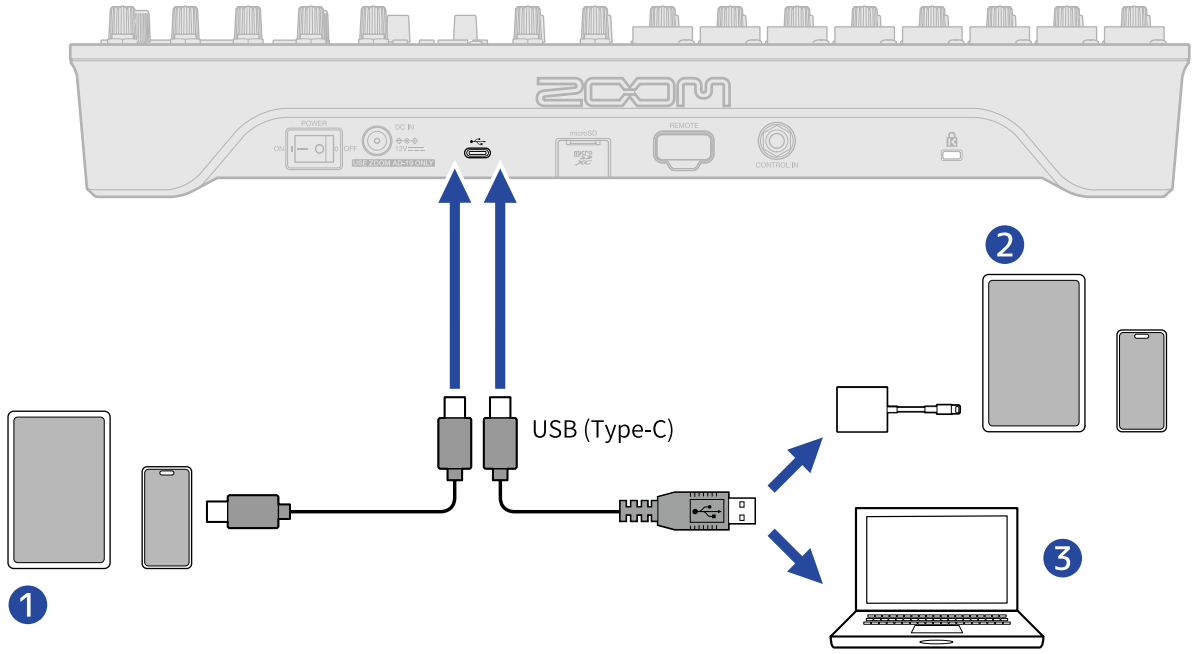
3 MONITOR OUT (PHONES) jack

This output designed for the operator allows monitoring of each output as well as SOLO signals. This is convenient for allowing the operator to mix while checking the monitor mixes of each performer. In addition, using the PHONES jack as MONITOR E, a dedicated mix can be prepared in the same way as with the other MONITOR OUT jacks.

- Use the SELECT (MONITOR OUT (PHONES) output) switch to select the signal output (MASTER OUT, SEND A–E or SOLO).
- The levels of each channel can be set separately for the SEND A–E signals. (→ Making monitoring settings)
- SOLO outputs the channels set to SOLO. (→ Selecting specific channels for monitoring (solo))

Connecting computers, smartphones and tablets

Computers, smartphones and tablets can be connected to the USB port.



1. Smartphone/tablet (USB Type-C)
2. iPhone/iPad (Lightning)
3. Computer (Windows/Mac)

NOTE

- Use a USB cable that supports data transfer.
- Use a Lightning to USB 3 Camera Adapter to connect to an iOS/iPadOS device with a Lightning connector.

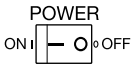
By connecting the L12next to a computer, smartphone or tablet, the following uses are possible.

- L12next input sounds can be sent to a computer, smartphone or tablet and playback signals from that device can be output from the L12next. (→ Using as an audio interface)
- Files on the microSD card in the L12next can be checked and moved using a computer. (→ Transferring files to computers and other devices)
- MIDI signals can be exchanged with DAWs and other software on computers, smartphones and tablets and used to control the L12next. (→ Using MIDI functions to control the L12next)

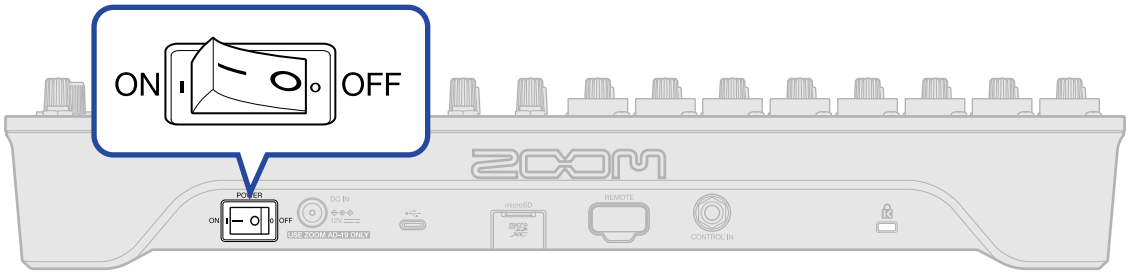
Turning the power on/off

Turning on the power

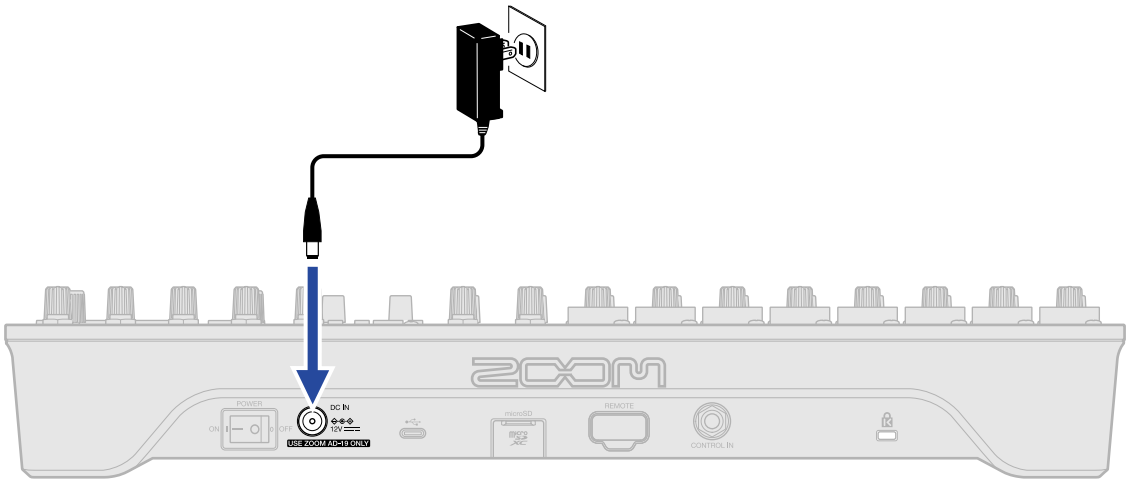
1. Confirm that the output devices connected to the L12next are turned off.

2. Confirm that 

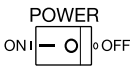
is set to OFF.



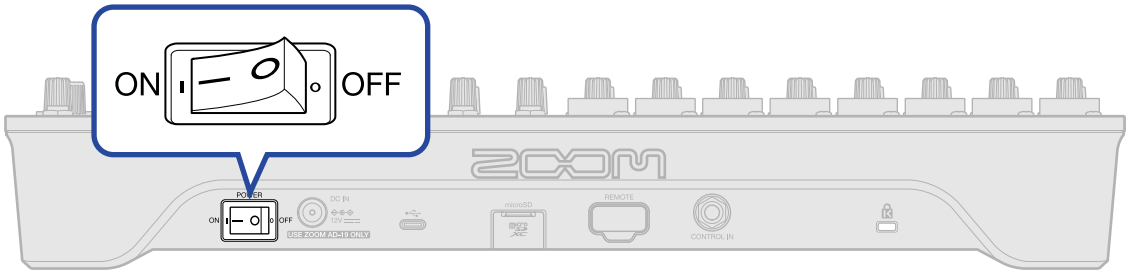
3. Connect the cable of a dedicated AC adapter (AD-19) to the DC IN 12V connector and connect the adapter to an outlet.



4. Connect instruments, mics, speakers and other equipment. (→ Making connections)

5. Set 

to ON.



This turns on the L12next power.

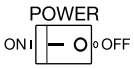
6. Turn on the output devices connected to the L12next.

NOTE
The power will automatically turn off if the L12next is unused for 10 hours. To keep the power on at all times, set Auto Power Off to “Never”. (→ Turning the power off automatically (Auto Power Off))

■ Turning off the power

1. Minimize the volume of output devices connected to the L12next.

2. Turn off the output devices connected to the L12next.

3. Set 

to OFF.

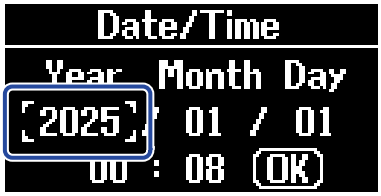
This turns off the L12next power.

NOTE
When the power is turned off, the current mixer settings are saved in the project on the microSD card and in the hardware.

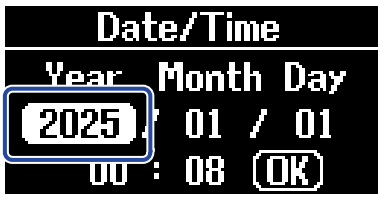
Setting the date and time (first startup)

Set the date and time when the Date/Time Setting Screen appears on the display the first time the power is turned on after purchase or when turning the power on after the L12next has been reset to factory defaults.
The date and time will be used as the name of the folder where recording files are saved (project name).

1. Use the PUSH ENTER (selection) knob to select the desired item to set (year/month/day) and press the PUSH ENTER (selection) knob.

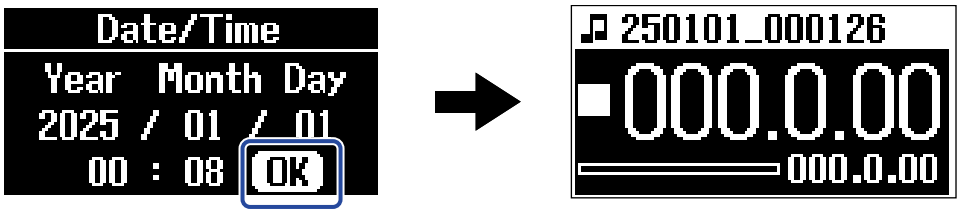


2. Use the PUSH ENTER (selection) knob to change the value and press the PUSH ENTER (selection) knob.



3. Repeat steps 1–2 to set the date and time.

4. After setting all the items, use the PUSH ENTER (selection) knob to select “OK” and press the PUSH ENTER (selection) knob.
After the set date and time are applied, the Home Screen will open.



NOTE
If power is not supplied by an AC adapter for a long time, the date and time data retained in the hardware will be reset. If the Date/Time Settings Screen appears during startup, set them again.

HINT
The date and time setting can also be changed later from the Menu Screen. (→ Setting the date and time)

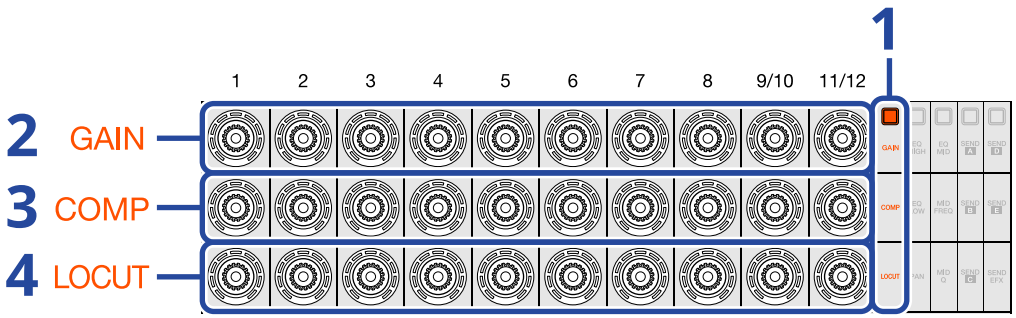
Mixing input signals

Input signal mixing process

Follow these steps to mix input signals on the L12next.
Refer to the linked sections for detailed information about each procedure.

1. Connect instruments and mics to the unit and make suitable settings for the connected devices. (→ Making connections)
   - **Condenser mics and other devices that require phantom power:** Press the 48V (48V) switch to light the indicator (→ Connecting mics)
   - **Passive guitars and bass guitars:** Turn on the Hi-Z (Hi-Z) switch (→ Connecting guitars and basses)
   - **Keyboards, effects and other line-level equipment:** Turn on the PAD (PAD) switch (→ Connecting synthesizers and effects)
2. Adjust input signals while inputting sound from instruments and mics. (→ Adjusting channel gain, using compression and reducing noise (low cut))
   Use the compressor and low cut functions as necessary.
3. Turn off (unlit) the MUTE (MUTE) buttons for the MASTER and the channels with sound you want to output. (→ Muting channels)
4. Set the MASTER fader to 0. (→ Adjusting the overall volume)
5. Use the channel faders to adjust the levels. (→ Adjusting channel levels)
6. Use the MASTER fader to adjust the overall volume.
   To monitor with headphones, see “Making monitoring settings”.

Adjusting channel gain, using compression and reducing noise (low cut)



1. Press GAIN/COMP/LOCUT (channel knob selection button 1).
The setting items will light.

2. Adjust the gain (GAIN).
Use the (channel) knobs to adjust the gains of channels as desired.

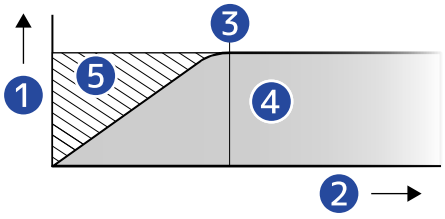
NOTE

- Adjust them so that the SIG (signal) indicators do not light red. (→ Channel operation section)
- If the gain is too low, boost can be used to raise it. (→ Boosting gain)

3. Adjust the compressors (COMP).
Use the (channel) knobs to adjust the compression applied to channels as desired.
The amount applied can be checked with the indicators. To turn off compressors, turn their knobs all the way to the left.

4. Reduce noise by cutting low frequencies (LOCUT).

Use the (channel) knobs to set the cutoff frequencies applied to channels as desired. Signals below the set frequency are attenuated 12 dB/octave.
To turn off low cut, turn the (channel) knobs all the way to the left.



1. Level
2. Frequency
3. Set frequency
4. Signal output when using LOCUT
5. Cut signal

Boosting gain

Boost can be used to raise the gain by 10 dB if it is too low, for example, when using a mic with extremely low sensitivity.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

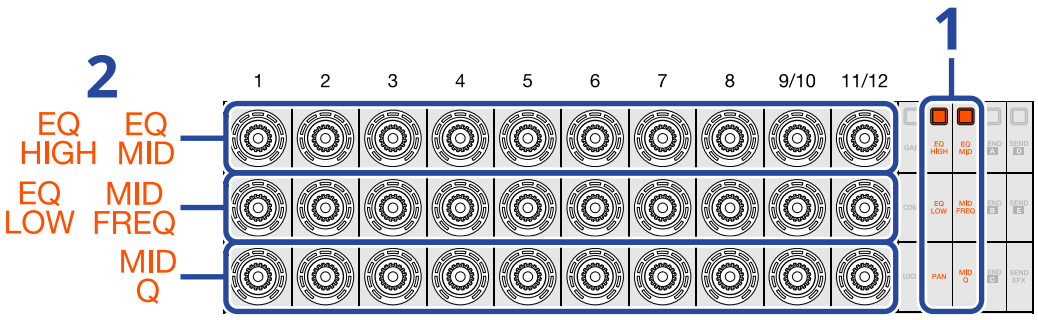
3. Use the PUSH ENTER (selection) knob to select “Gain Boost” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select the channel to boost and press the PUSH ENTER (selection) knob.
   Channels that are on will be boosted 10 dB.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Adjusting channel EQ

Frequency bands can be boosted/cut to adjust the tones of each channel.



1. Press ▢ EQ HIGH/EQ LOW/PAN (channel knob selection button 2) or ▢ EQ MID/MID FREQ/MID Q (channel knob selection button 3).
The setting items will light.

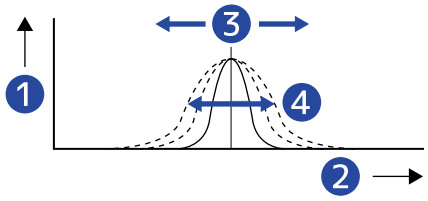
2. Use the (channel) knobs for channels to adjust their boost/cut levels as desired.

- EQ HIGH : Boost/cut high frequencies
- EQ LOW : Boost/cut low frequencies
- EQ MID : Boost/cut middle frequencies

Turn the (channel) knobs right to boost them or left to cut them.

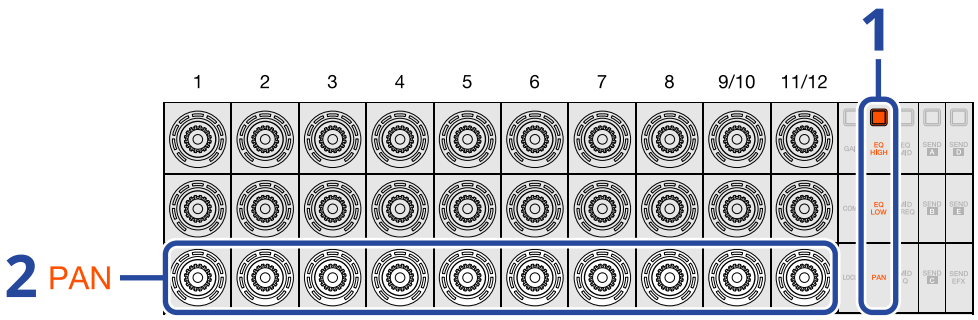
3. Use the (channel) knobs for channels to adjust the ranges and widths of their middle frequencies.

- MID FREQ : Adjust the middle frequency of the mid band that is boost/cut. (100 Hz – 8 kHz)
- MID Q : Adjust the width of the mid band that is boost/cut.



1. Level
2. Frequency
3. Middle frequency of the mid band that is boost/cut
4. Width of the mid band that is boost/cut

Adjusting channel panning

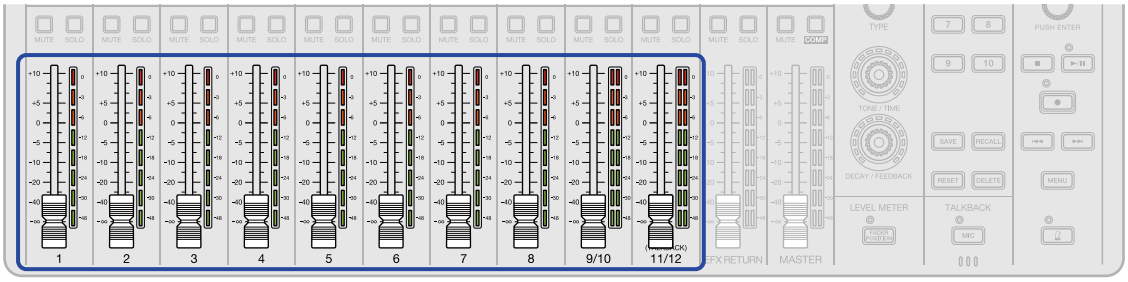


1. Press EQ HIGH / EQ LOW / PAN (channel knob selection button 2).
The setting items will light.

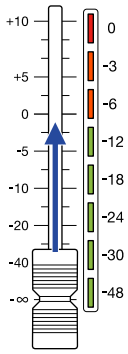
2. Use the (channel) knobs for channels to adjust their panning (PAN) as desired.

Adjusting channel levels

1. Use the channel faders to adjust their levels as desired.



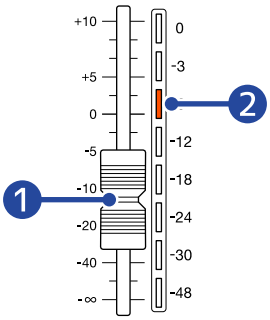
Signal levels can be checked with the level meters.



When set fader positions are different from physical channel fader positions

The set fader positions and physical channel fader positions could be different after scenes are recalled and projects are loaded, for example.

Press the FADER POSITION (FADER POSITION) button to check the fader positions on the level meters.



1. Channel fader position
2. Set fader position

■ Setting how level changes are applied when channel faders are operated

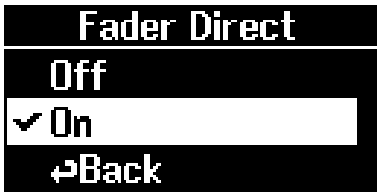
When the set fader positions and physical channel fader positions are different, how level changes are applied when channel faders are operated can be set.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Fader Direct” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.

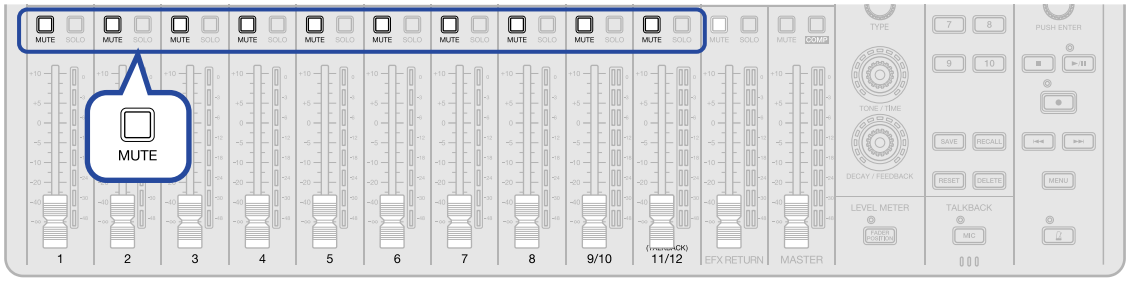


Setting value	Explanation
Off	If the actual channel fader position differs from the set channel fader position, the level will not change until the fader is moved to the position shown on the level meter.
On	When the channel fader is moved, the level will change immediately.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Muting channels

1. Press the MUTE (MUTE) button of a channel to be silenced to light it.



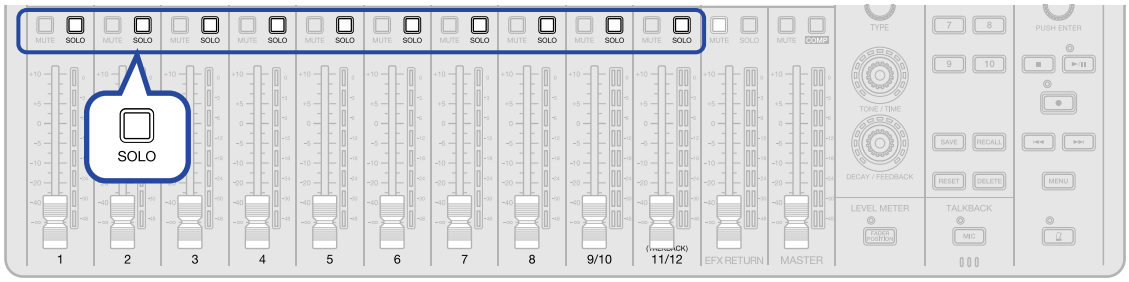
This mutes sound from the selected channel. Multiple channels can be muted.

Press a lit MUTE (MUTE) button to unmute that channel.

Selecting specific channels for monitoring (solo)

Specific tracks can be selected to listen to only their signals.

1. Press the SOLO (SOLO) button of a channel to be heard to light it.



The MONITOR OUT (PHONES) jack will automatically be set to “SOLO” and the pre-fader signal of the selected channel will be output from that jack. (→ Making MONITOR OUT (PHONES) jack settings)

Multiple channels can be soloed.

Inverting channel polarity

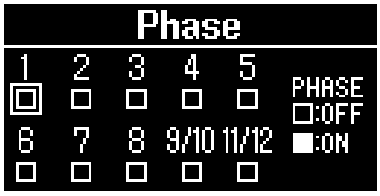
When mixing multiple mics, for example when recording drums, phase cancellation can occur, interfering with sound clarity and weakening low frequencies.
In this case, inverting the polarity could resolve this problem.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Phase” and press the PUSH ENTER (selection) knob.

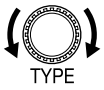
4. Use the PUSH ENTER (selection) knob to select the channel to invert and press the PUSH ENTER (selection) knob.
The polarity of channels that are on will be inverted.



5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

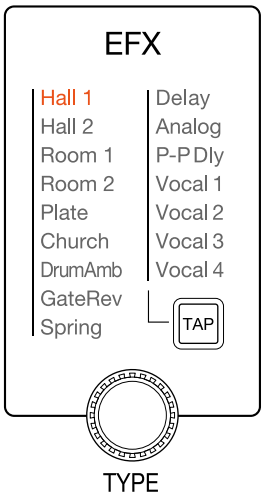
Using internal effects

The internal effects of the L12next can be used on every channel.

1. Use the 

(effect type selection) knob to select an internal effect and press the 

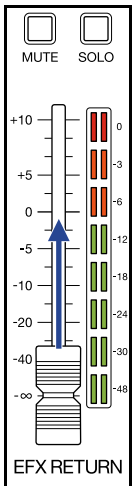
(effect type selection) knob.
The name of the selected effect will light.



Hall 1: Hall reverb 1	Spring: Spring reverb
Hall 2: Hall reverb 2	Delay: Digital delay
Room 1: Room reverb 1	Analog: Analog delay
Room 2: Room reverb 2	P-P Dly: Ping-pong delay
Plate: Plate reverb	Vocal 1: Vocal effect 1
Church: Church reverb	Vocal 2: Vocal effect 2
DrumAmb: Reverb for drums	Vocal 3: Vocal effect 3
GateRev: Gate reverb	Vocal 4: Vocal effect 4

- See the "Internal effect list" for more details about each internal effect.
- The TAP (TAP) button lights or blinks when an internal effect with a settable delay time is selected. In that case, the tempo can be set by pressing this repeatedly at the desired speed (tap tempo).
  The TAP (TAP) button blinks at the set delay time tempo.
- When the metronome is on, the tempo is quantized to notes (𝅘𝅥𝅯, 𝅘𝅥𝅯³, 𝅘𝅥𝅯., 𝅘𝅥𝅮, 𝅘𝅥𝅮³, 𝅘𝅥𝅮., 𝅘𝅥, 𝅘𝅥., 𝅗𝅥).
  (→ Using the metronome)

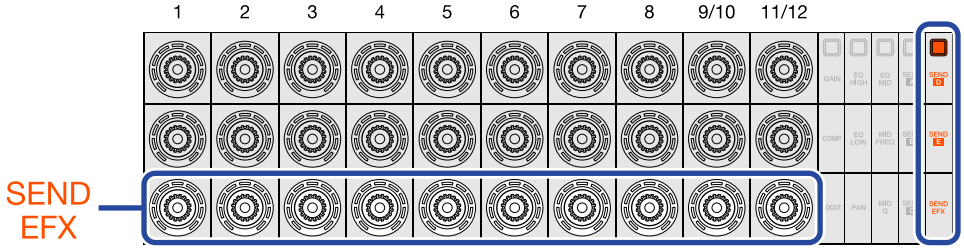
2. Use the EFX RETURN fader to adjust the level of the internal effect.



HINT

- Press the MUTE (MUTE) button, lighting it, to mute the internal effect. The muting position can be set to either before or after the internal effect. (→ Setting the internal effect muting position)
- Press the SOLO (SOLO) button, lighting it, to enable signals before the EFX RETURN fader to be heard from the MONITOR OUT (PHONES) jack. (→ Making MONITOR OUT (A–D) jack settings)

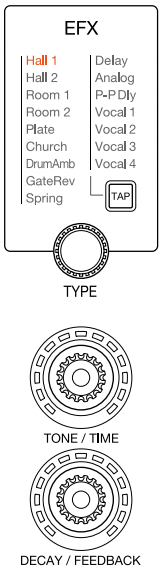
3. Press the SEND D / SEND E / SEND EFX (channel knob selection) button, and then use the (channel) knobs to adjust the levels sent to the effect from the desired channels.



The amount that the effect is applied can be adjusted for each channel with the send levels.

4. Use the TONE / TIME (TONE/TIME) and DECAY / FEEDBACK (DECAY/FEEDBACK) knobs to adjust the internal effect parameters.

The tone, reverb length and delay time, for example, can be adjusted for internal effects.



See the "Internal effect list" for details about effect parameters.

Internal effect list

Effect name	Explanation	Parameters that can be adjusted		Tempo sync
		 TONE / TIME	 DECAY / FEEDBACK	
Hall 1	Hall reverb with a bright tone	TONE	DECAY	
Hall 2	Hall reverb with a long time for early reflections	TONE	DECAY	
Room 1	Room reverb with coarse reflections	TONE	DECAY	
Room 2	Dense room reverb	TONE	DECAY	
Plate	Plate reverb simulation	TONE	DECAY	
Church	Reverb that simulates the sound of a church	TONE	DECAY	
DrumAmb	Reverb that adds a natural ambience (air sound) to drums	TONE	DECAY	
GateRev	Special reverb suited to percussive performances	TONE	DECAY	
Spring	Spring reverb simulation	TONE	DECAY	
Delay	Digital delay with a clear tone	TIME	FEEDBACK	Yes
Analog	Warm analog delay simulation	TIME	FEEDBACK	Yes
P-P Dly	Effect that outputs delay sound alternately left and right	TIME	FEEDBACK	Yes
Vocal 1	Effect that combines delay with hall reverb useful in many situations	TIME	DECAY	Yes
Vocal 2	Effect that combines delay with mono output reverb	TIME	DECAY	Yes
Vocal 3	Effect that combines delay suitable for ballads with plate reverb	TIME	DECAY	Yes
Vocal 4	Effect suitable for rock that combines delay with room reverb	TIME	DECAY	Yes

- TONE adjusts the tone.
- TIME adjusts the delay time.
- DECAY adjusts the reverb duration.
- FEEDBACK adjusts the amount of feedback.

Setting the internal effect muting position

The muting position of the internal effect can be set to either before or after the signal passes through it. By setting the muting position of the internal effect to before the signal passes through it, reverberations can continue even after the effect is muted.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

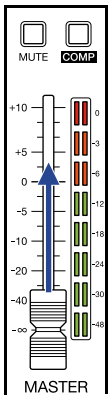
3. Use the PUSH ENTER (selection) knob to select “Efx Mute Position” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Pre Efx	Muting occurs before the signal passes through the internal effect.
Post Efx	Muting occurs after the signal passes through the internal effect.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Adjusting the overall volume



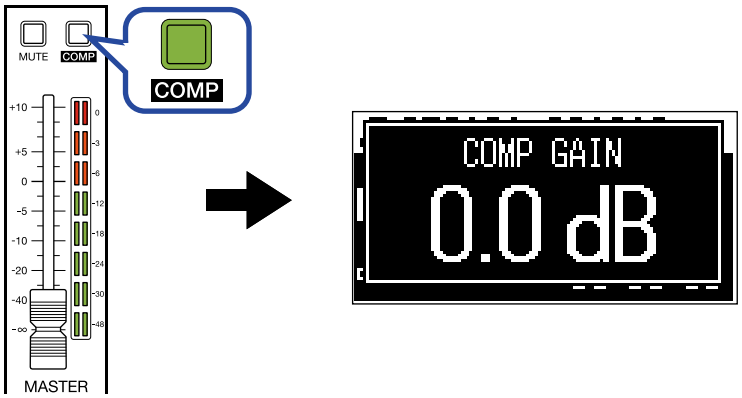
- Use the MASTER fader to adjust the audio level output from the MASTER OUT jacks in a range from −∞ to +10 dB.
  Use the level meters to confirm the levels output from the MASTER output jacks. Adjust it so that they do not light red.
- Press the MUTE (MUTE) button, lighting it, to mute the MASTER audio. Since the mute position can be changed, the audio can be checked using headphones even while speakers connected to the MASTER OUT jacks are muted. (→ Setting the master mute position)
- Press the COMP (COMP) button, lighting it, to increase the sound pressure of the MASTER audio. (→ Using the master compressor)
- A limiter can be used on the MASTER audio to prevent clipping. (→ Using the master limiter)

Using the master compressor

A compressor can be used on the MASTER audio to increase the sound pressure.

1. Press the COMP (COMP) button to light it.

This turns the compressor on and opens the Compressor Setting Screen.



2. Use the PUSH ENTER (selection) knob to adjust the compressor input gain and press the PUSH ENTER (selection) knob.

This can be set from −10 dB to 10 dB.

Raising the input gain increases the strength of the compressor.

Press the COMP (COMP) button so that it becomes unlit to turn the compressor off.

NOTE

To change the input gain of the compressor without also changing whether it is on or off, press and hold the COMP (COMP) button to open the Compressor Setting Screen on the display. Then, use the PUSH ENTER (selection) knob to adjust the input gain and press the PUSH ENTER (selection) knob.

Using the master limiter

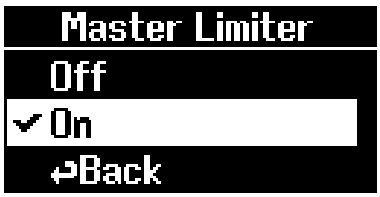
A limiter can be used on the MASTER audio to prevent clipping.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Master Limiter” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select “On” and press the PUSH ENTER (selection) knob.



This turns on the master limiter.
Selecting “Off” will turn off the master limiter.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Setting the master mute position

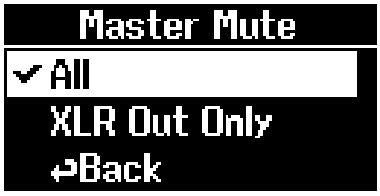
The master mute position can be set before or after the fader.
The audio can be checked using headphones even while speakers connected to the MASTER OUT jacks are muted.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Master Mute” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.

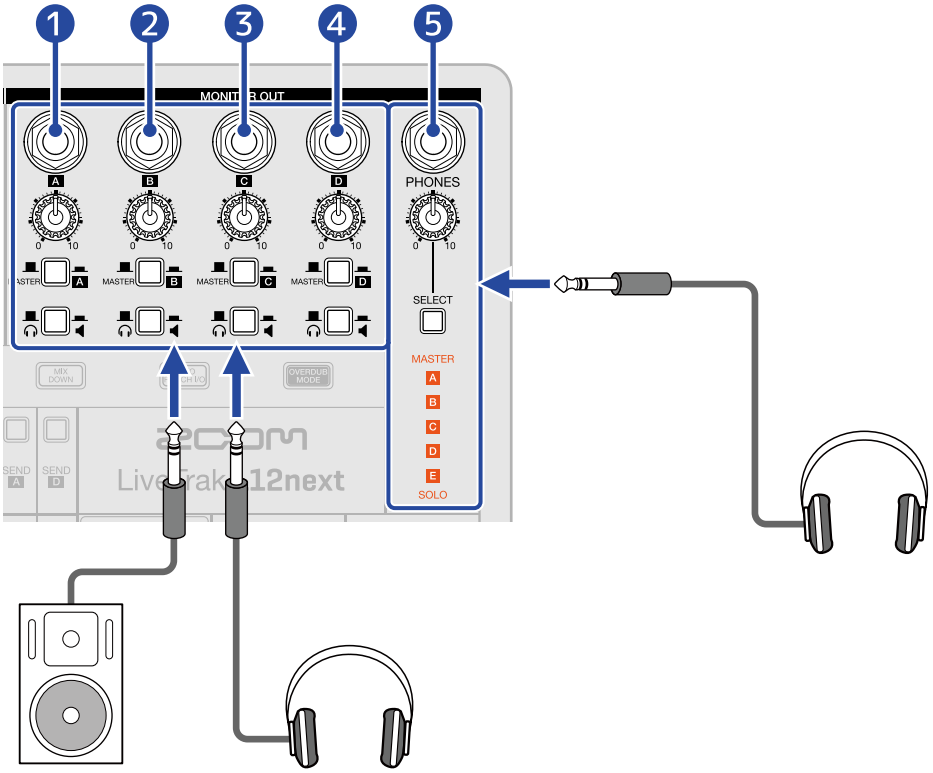


Setting value	Explanation
All	The MASTER audio will be muted.
XLR Out Only	Use this to mute only audio output from the MASTER OUT jacks. The MASTER audio sent to the monitor outputs will not be muted.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Making monitoring settings

MASTER OUT and SEND A–E signals can be monitored by headphones and powered monitors connected to the MONITOR OUT jacks.
Separate mixes can be adjusted for SENDS A–E. This is convenient for outputting individual monitoring mixes that have been tailored for different performers.



1 MONITOR OUT (A) jack
This outputs SEND A or MASTER OUT signals to headphones or a powered monitor.

2 MONITOR OUT (B) jack
This outputs SEND B or MASTER OUT signals to headphones or a powered monitor.

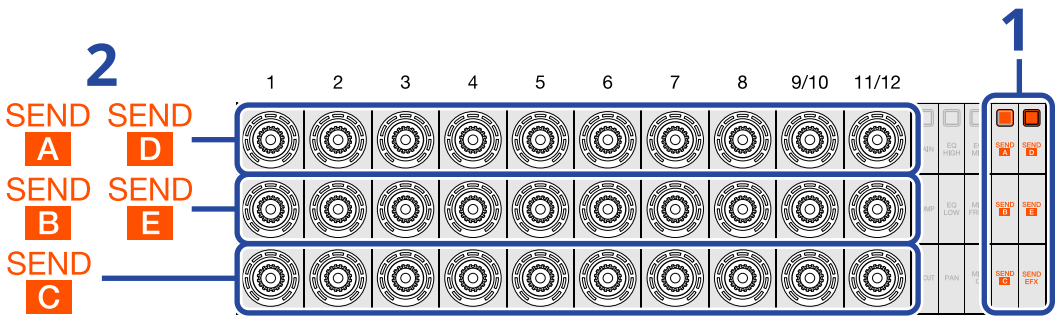
3 MONITOR OUT (C) jack
This outputs SEND C or MASTER OUT signals to headphones or a powered monitor.

4 MONITOR OUT (D) jack
This outputs SEND D or MASTER OUT signals to headphones or a powered monitor.

5 MONITOR OUT (PHONES) jack
This outputs SEND A–E, MASTER OUT or SOLO signals to headphones.

HINT
An external effect can be used with any and all channels by connecting a MONITOR OUT (A–D) jack to the input jack of that effect device, and connecting its output jacks to open input jacks on the L12next.

Adjusting the SEND A–E mixes



1. Press [SEND A] / [SEND B] / [SEND C] (channel knob selection button 4) or [SEND D] / [SEND E] / [SEND EFX] (channel knob selection button 5).
The setting items will light.

2. Use the (channel) knobs for the desired channels to adjust their SEND A–E signal levels.

- [SEND A] : Adjust the level sent to SEND A.
- [SEND B] : Adjust the level sent to SEND B.
- [SEND C] : Adjust the level sent to SEND C.
- [SEND D] : Adjust the level sent to SEND D.
- [SEND E] : Adjust the level sent to SEND E.

NOTE

- Whether or not the signals sent from each channel to SEND A–E are affected by the channel faders can be set. (→ Setting the positions where channel signals are sent to monitor outputs)
- The MONITOR OUT (PHONES) jack allows adjustments to be made while monitoring the mix of the desired SEND.

Setting the positions where channel signals are sent to monitor outputs

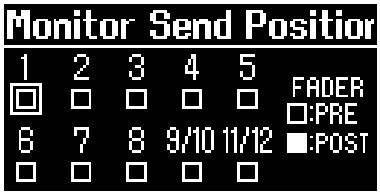
Whether or not the signals sent from each channel to SEND A–E are affected by the channel faders can be changed by setting their send positions to before or after the channel faders.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Monitor Send Position” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select the channel with the monitoring send position to set and press the PUSH ENTER (selection) knob.

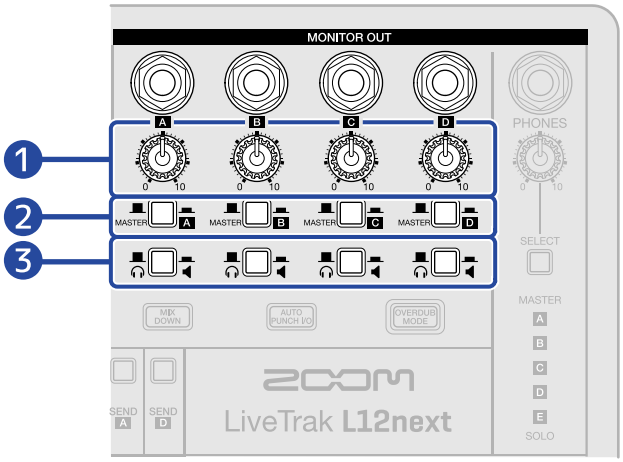


- PRE: Signals are sent for monitoring from before the channel faders. (The signals will not be affected by the channel faders.)
- POST: Signals are sent for monitoring from after the channel faders.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Making MONITOR OUT (A–D) jack settings

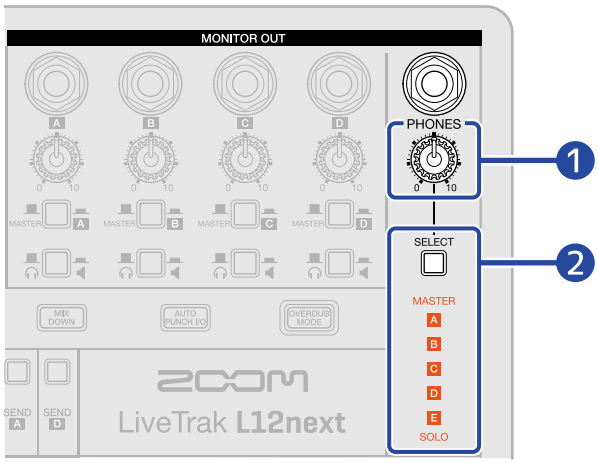
The MONITOR OUT (A–D) jacks are primarily designed as monitoring outputs for performers.
Their output signals can be selected (MASTER or a monitor mix) and their volumes adjusted.
Headphones and powered monitors, for example, can be connected and output can be set according to the connected equipment.



1. Adjust the levels of the MONITOR OUT (A–D) jacks
2. Select the signals output from the MONITOR OUT (A–D) jacks
   - MASTER: Output the same mix as the MASTER.
   - A / B / C / D : Output the SEND A–D mix.
3. Select the equipment connected to the MONITOR OUT (A–D) jacks
   - : Connect headphones. (A stereo signal will be output.)
   - : Connect a powered monitor or another line device. (A balanced mono signal will be output.)

Making MONITOR OUT (PHONES) jack settings

The MONITOR OUT (PHONES) jack is primarily designed for monitoring by the operator.
MASTER, SEND A–E or SOLO channels can be selected for monitoring and the volume of that signal can be adjusted.



1 Adjust the levels of the MONITOR OUT (PHONES) jack

2 Select the signals output from the MONITOR OUT (PHONES) jack

Press the SELECT (MONITOR OUT (PHONES) output) switch to light the output signal, selecting it.

- MASTER : Output the same mix as the MASTER.
- A / B / C / D / E : Output the SEND A–E mix.
- SOLO : Output the channels set to SOLO.

NOTE
When a SOLO button is activated, SOLO will be selected automatically. Changing to a different output will cancel soloing.

Adjusting the internal effect return level

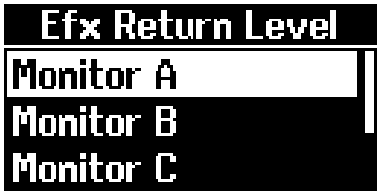
The internal effect levels returned to the MONITOR OUT (A–D, PHONES) jacks can be adjusted separately for each of them.
This is useful to, for example, apply reverb only to the mix of specific performers.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Mixer” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Efx Return Level” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select an output and press the PUSH ENTER (selection) knob.



Select MONITOR A–E.

5. Use the PUSH ENTER (selection) knob to adjust the return level and press the PUSH ENTER (selection) knob.

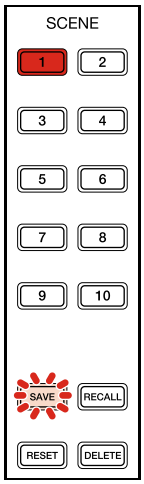
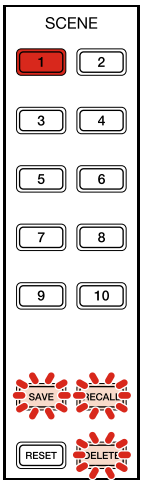
6. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Using scene functions

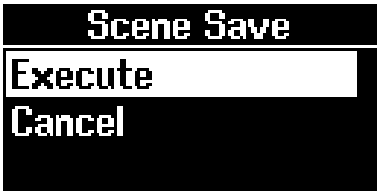
Current mixer settings can be saved in 10 scenes and these saved settings can be recalled at any time.

Saving scenes

1. Press the [1] (1) to [10] (10) button for the scene to save.

If the pressed button does not have a saved scene	If the pressed button already has a saved scene
The pressed button will light, the [SAVE] (SAVE) button will blink, and the scene number and “Empty” will appear on the display.	The pressed button will light, the [SAVE] (SAVE), [RECALL] (RECALL) and [DELETE] (DELETE) buttons will blink, and the scene number and scene name will appear on the display.
 When [1] (1) button pressed 	 When [1] (1) button pressed 

2. Press the [SAVE] (SAVE) button.

If the pressed button does not have a saved scene	If the pressed button already has a saved scene
The current mixer settings will be saved to that scene (1–10), and the buttons with saved scenes will light.	When the Scene Save Screen appears on the display, use the PUSH ENTER (selection) knob to select "Execute" and press the PUSH ENTER (selection) knob to save the current mixer settings to the pressed button, which will light. 

NOTE

- Scenes are saved with names in this format: Scn/year/month/day_hour/minute/second.
- The following settings are saved with scenes.
  MUTE, FADER, GAIN, COMP, EQ, PHASE, PAN, MONITOR SEND LEVEL, EFX SEND LEVEL, USB ON/OFF (channels 9/10, 11/12), Monitor Send Position (Pre/Post Fader), channel name, channel color, MUTE position (PRE EFX/POST EFX), EFX TYPE, EFX PRM 1/2 (for each TYPE), Gain Boost, Master Comp, Master Limiter ON/OFF
- The button for the selected scene will blink if mixer settings are changed from the state saved in the scene.

HINT

If the [SAVE] (SAVE) button is pressed when it ([SAVE]) is not blinking, the [1] (1) to [10] (10) buttons will light or blink.

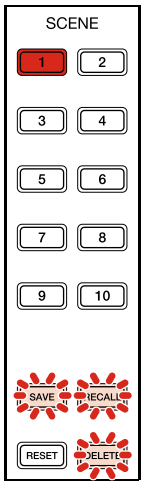
- Blinking buttons do not have scenes saved to them. Pressing one will save the current mixer settings to it.
- Lit buttons have scenes saved to them. Pressing one will open the Scene Save Screen. Use the PUSH ENTER (selection) knob to select "Execute" and press the PUSH ENTER (selection) knob to save the current mixer settings.

Recalling scenes

1. Press the button for the scene to recall (1 (1) to 10 (10)).

The pressed button will light, the SAVE (SAVE), RECALL (RECALL) and DELETE (DELETE) buttons will blink, and the scene number and scene name will appear on the display.

When 1 (1) button pressed

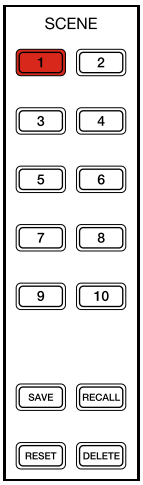


"Empty" will appear on the display if a button that does not have a scene saved is pressed. Press a button that has a scene saved.

2. Press the RECALL (RECALL) button.

The saved scene will be recalled and the button for that scene will light.

When 1 (1) button scene recalled



To not recall the scene, press the lit scene button.

NOTE

The set fader positions and physical channel fader positions could be different after scenes are recalled.

If this occurs, press the FADER POSITION (FADER POSITION) button to check the fader positions on the level meters.

(→ When set fader positions are different from physical channel fader positions)

HINT

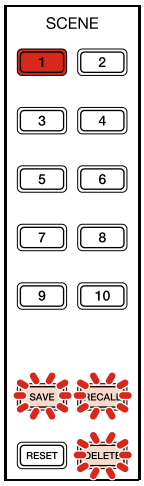
If the RECALL (RECALL) button is pressed when it (RECALL) is not lit or blinking, the buttons with saved scenes will blink. By pressing a blinking button, the scene saved to that button can be recalled.

Deleting scenes

1. Press the button for the scene to delete (1 (1) to 10 (10)).

The pressed button will light, the SAVE (SAVE), RECALL (RECALL) and DELETE (DELETE) buttons will blink, and the scene number and scene name will appear on the display.

When 1 (1) button pressed



2. Press the DELETE (DELETE) button.

When the Scene Delete Screen opens, use the PUSH ENTER (selection) knob to select ”Execute” and press the PUSH ENTER (selection) knob to delete the selected scene.

To not delete the scene, press the lit scene button.

HINT

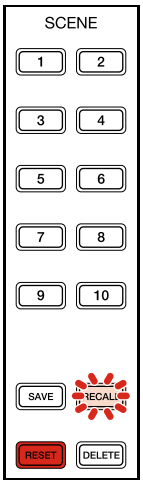
If the DELETE (DELETE) button is pressed when it (DELETE) is not lit or blinking, the buttons with saved scenes will blink. By pressing a blinking button, the scene saved to that button can be deleted.

Resetting scenes

The mixer settings can be restored to their default states.
Saved scenes are retained as is, conveniently enabling mixes and settings to be returned to their original state.

1. Press the RESET (RESET) button.

The RESET (RESET) button will light and the RECALL (RECALL) button will blink.



2. Press the RECALL (RECALL) button.

“Done!” will appear on the display and the current mixer settings will be returned to their original values.

Recording and playback (overdubbing mode)

The functions available during recording and playback with the L12next depend on whether overdubbing mode is on or off.

■ When overdubbing mode is off

A new project will be created when recording is started.

- Recording: Press the (RECORD) button to create a new project and start recording on all channels. (→ Recording)
- Playback: Press the (PLAY/PAUSE) button to start playback of all channels. (→ Playing files)

HINT
The MASTER channel can also be played back. (→ Playing MASTER channel files)

■ When overdubbing mode is on

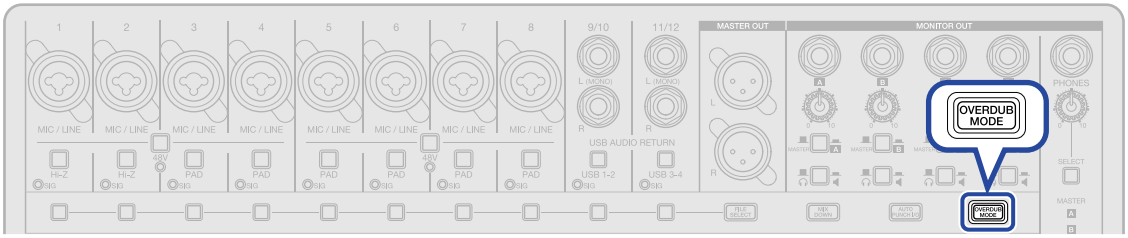
The current project will be overwritten when recording.
Already recorded channels can be mixed.

- Recording or playback can be selected for each channel. (→ Recording, Playing files)
- Specific channels can be re-recorded while playing files on other channels. (→ Overdubbing)
- Parts of already recorded tracks can be re-recorded. (→ Redoing parts of recordings (punching in/out))
- Audio files can be assigned to channels. (→ Assigning files as desired to channels)
- After mixing is complete, projects can be rendered as stereo files. (→ Mixing down)

■ Turning overdubbing mode on and off

When the Home Screen is open, press the (OVERDUB MODE) button, lighting it ( ), to turn on overdubbing mode.

Press it again, extinguishing it ( ), to turn it off.



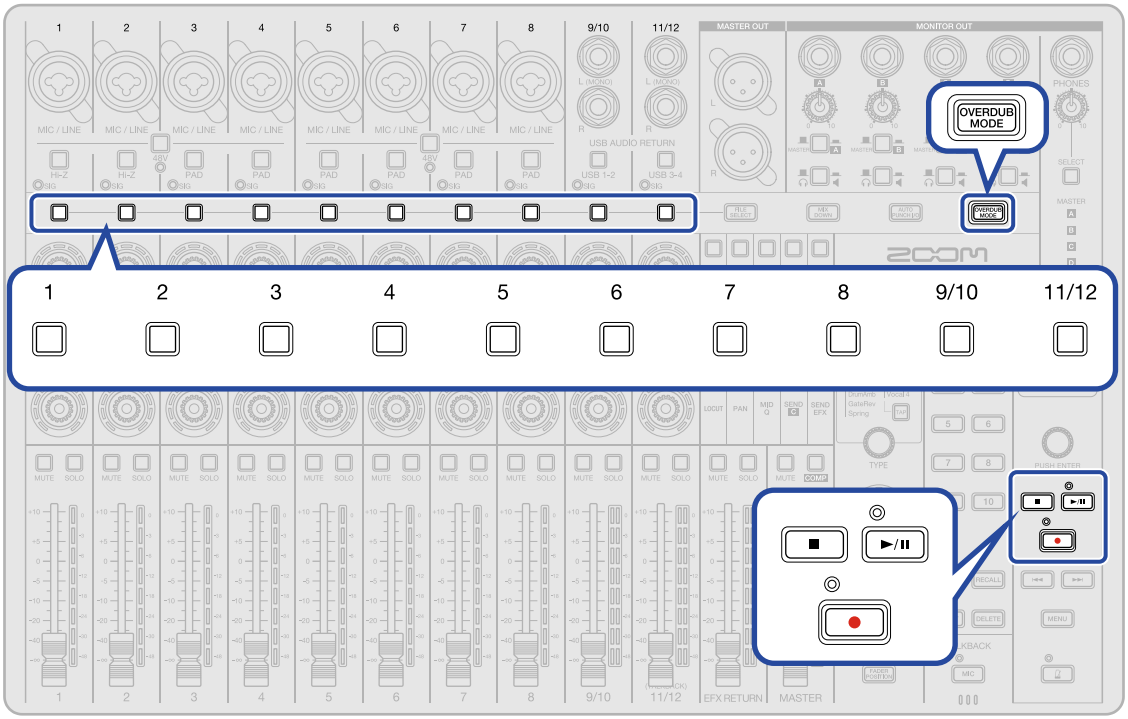
Recording

By installing a microSD card in the L12next, audio from every channel (1–8, 9/10, 11/12) as well as a mix of all channels (MASTER) can be recorded.

NOTE

- Recorded files are saved in the following format
  - **Sample rate:** The sample rate used for saving is as explained in "Setting the sample rate". (44.1 kHz, 48 kHz or 96 kHz)
  - **Bit depth:** The bit depth for saving is as explained in "Setting the recording format". (16-bit or 24-bit for individual channels and 16-bit, 24-bit or 32-bit float for the master channel)
  - **Channels 1–8:** mono files, **channels 9/10, 11/12 and MASTER:** stereo files
- For details about recorded files, see "Managing files".

Recording



1. When the Home Screen is open, press OVERDUB MODE (OVERDUB MODE) to turn overdubbing mode on or off. (→ Recording and playback (overdubbing mode))

- OVERDUB MODE (OVERDUB MODE) button lit (on): The current project will be overwritten when recording.
- OVERDUB MODE (OVERDUB MODE) button unlit (off): Create a new project and record in it.

2. If overdubbing mode was turned on in step 1, press the (channel selection) buttons for the desired recording channels, lighting them red.

- (channel selection) buttons lit red: Audio on these channels will be recorded.
- (channel selection) buttons lit green: Recorded data on these channels will be played back.
- (channel selection) buttons unlit: Audio on these channels will not be recorded or played.

3. Press the (RECORD) button.

The RECORD and PLAY indicators will light and recording will start.

NOTE

If no microSD card has been installed, recording will not be possible and “No SD Card!” will appear on the screen.

HINT

- If a recorded file already exists and overdubbing mode is off, pressing the (RECORD) button will create a new project before recording starts.
- If pre-count is on, a count will play before recording starts. (→ Setting the precount)

4. Press the (STOP) button to stop.

The RECORD and PLAY indicators will become unlit and recording will stop.

Press the (PLAY/PAUSE) button to pause recording. Press the (RECORD) button to resume recording from the position where paused.

NOTE

If the file size exceeds 2 GB during recording, a new file will be created automatically and recording will continue without pause. No gap in sound will occur between the two files when this happens.

HINT

Files are automatically saved at regular intervals during recording. Even if the power is interrupted or another problem occurs during recording, an affected file can be restored to normal when the L12next power is turned on and the microSD card is recognized.

Making recording settings

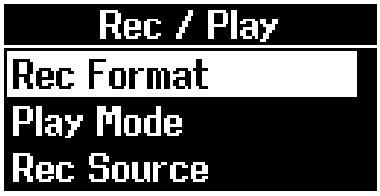
Setting the recording format

The bit depth used for recording WAV files can be set.
By using 32-bit float to record the Master, even if the mix level is high enough to clip, audio without clipping can still be recorded. (→ 32-bit float WAV file overview)

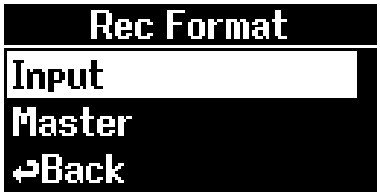
1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Rec/Play” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Rec Format” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select the channel for bit depth setting and press the PUSH ENTER (selection) knob.



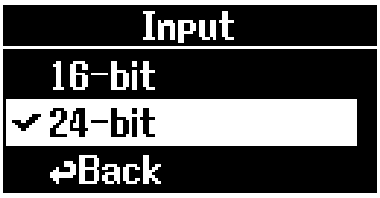
Setting value	Explanation
Input	Set the bit depth for files recorded on channels 1–8, 9/10 and11/12.
Master	Set the bit depth for files recorded on the Master channel.

5. Use the (selection) knob to select the bit depth and press the (selection) knob.

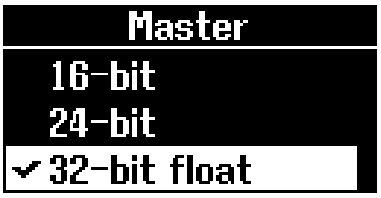
PUSH ENTER

PUSH ENTER

When “Input” selected in step 4



When “Master” selected in step 4



6. Press the MENU (MENU) button repeatedly until the Home Screen reopens.

NOTE

When overwriting a recording, recording will occur at the bit depth of the original file. For example, a file recorded at 16-bit cannot be overwritten with 24-bit recording.

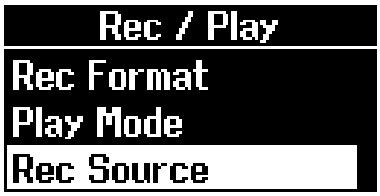
Setting whether signals are recorded before or after compression

Whether or not compression is applied to the recorded signal can be set by selecting the signal routing used when recording (before or after compression).
For details about signal routing, see “Block diagram”.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Rec/Play” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Rec Source” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Pre Comp	Signals will be recorded without compression.
Post Comp	Signals will be recorded with compression.

HINT

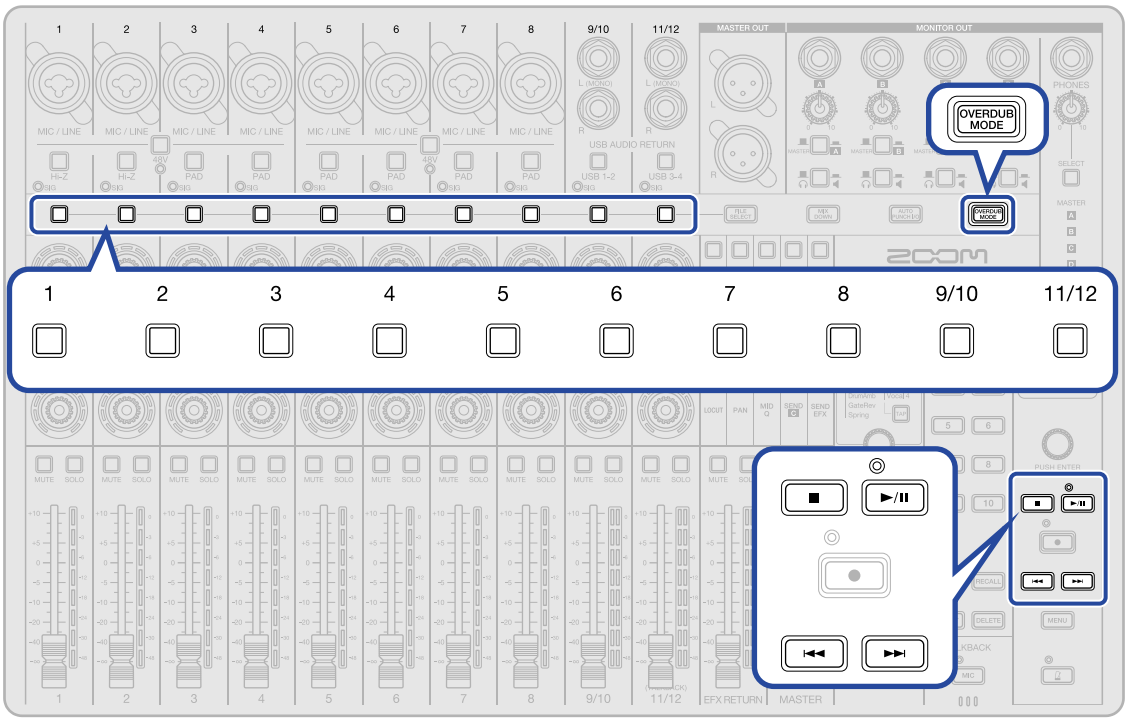
This setting also affects file playback and USB input.

- Pre Comp
  - File playback: The playback signal is inserted before the compressor. (The compressor is applied.)
  - USB input: Signals are sent to the computer, smartphone or tablet before compression.
- Post Comp
  - File playback: The playback signal is inserted after the compressor. (The compressor is not applied.)
  - USB input: Signals are sent to the computer, smartphone or tablet after compression.

5. Press the MENU (MENU) button repeatedly until the Home Screen reopens.

Playing files

Conducting playback



1. Select the desired project for playback. (→ Selecting projects)

2. When the Home Screen is open, press OVERDUB MODE (OVERDUB MODE) to turn overdubbing mode on or off. (→ Recording and playback (overdubbing mode))

   - OVERDUB MODE (OVERDUB MODE) button lit (on): Files recorded on each channel can be selected and played back.
   - OVERDUB MODE (OVERDUB MODE) button unlit (off): The files recorded on all channels will be played back.

3. If overdubbing mode was turned on in step 2, press the ▢ (channel selection) buttons for the desired playback channels, lighting them green or red.
   Only tracks with lit ▢ / ▢ (channel selection) buttons will be played back.

4. Conduct operations during playback.

(PLAY/PAUSE) button	• When stopped, this starts playback, lighting the PLAY/PAUSE indicator. • During playback, this pauses and resumes playback.
(STOP) button	This stops playback, making the PLAY/PAUSE indicator become unlit.
(FAST FORWARD) button	• Press this if there are marks to move to the next one. If there is no mark, this selects the next project. (→ Using marks) • Press and hold this to search forward.
(REWIND) button	• Press this if there are marks to move to the previous one. If there is no mark, this selects the previous project. (→ Using marks) • Press and hold this to search backward.

HINT

- For details about mixing the balance of channels during playback, see "Mixing already recorded channels".
- For details about adjusting monitoring volumes, see "Making monitoring settings".

Playing MASTER channel files

Projects can be selected and their master files can be played.
When a project that has already been mixed down is selected, the mixdown file can be played. (→ Mixing down)

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Master Play” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select a project and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select a file and press the PUSH ENTER (selection) knob.

   This starts playback of the selected file.

5. Press the MENU (MENU) or ■ (STOP) button.
   This stops playback and reopens the previous screen.

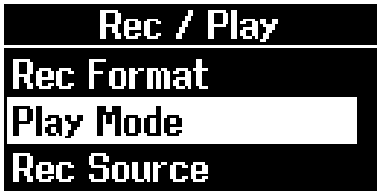
Setting the play mode

The playback mode can be set.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Rec/Play” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Play Mode” and press the PUSH ENTER (selection) knob.



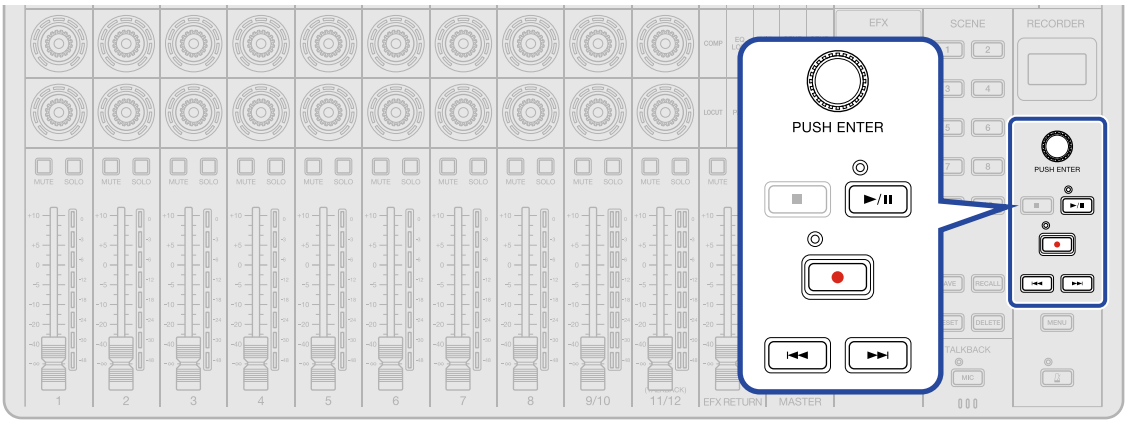
4. Use the PUSH ENTER (selection) knob to select the play mode and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Free Run	Only the selected project plays back. Playback continues even when the end of a file is reached.
Play One (single project playback)	Only the selected project plays back. Playback stops when the end of a file is reached.
Play All (all project playback)	Every project from the selected one to the last one will be played back.
Repeat One (single project repeat playback)	Only the selected project will be played repeatedly.
Repeat All (all projects repeat playback)	All projects in the selected folder will be played repeatedly.

5. Press the MENU (MENU) button repeatedly until the Home Screen reopens.

Using marks

Adding marks during recording and playback enables moving to their positions with simple operations.



Adding marks during recording and playback

1. Press the PUSH ENTER (selection) knob during recording/playback.

A mark will be added at the position where the PUSH ENTER (selection) knob was pressed, and “Mark XX” will appear on the display (XX Is the mark number).

HINT

A maximum of 99 marks can be added to a single project.

Moving to mark positions

1. Press the ⏮ (REWIND) or ⏭ (FAST FORWARD) button.

- ⏮ (REWIND) button: This returns to the previous mark.
- ⏭ (FAST FORWARD) button: This advances to the next mark.

HINT

A mark can be deleted by pressing the PUSH ENTER (selection) knob when at that mark position.

Deleting marks

1. Move to the position of the mark to be deleted. (→ Moving to mark positions)

2. At the mark position, press the 

(selection) knob.

   “Mark Deleted.” will appear on the display, showing that the mark has been deleted.

Mixing already recorded channels

While playing back files that have already been recorded on channels, their tones, panning, internal effect use and levels, for example, can be adjusted, and they can be mixed down to a stereo file.
Specific channels and parts can be re-recorded, and audio files on the microSD card can be assigned to channels.

Process for mixing already recorded channels

Follow these steps to mix already recorded channels on the L12next.
See the linked sections for details about parameters.

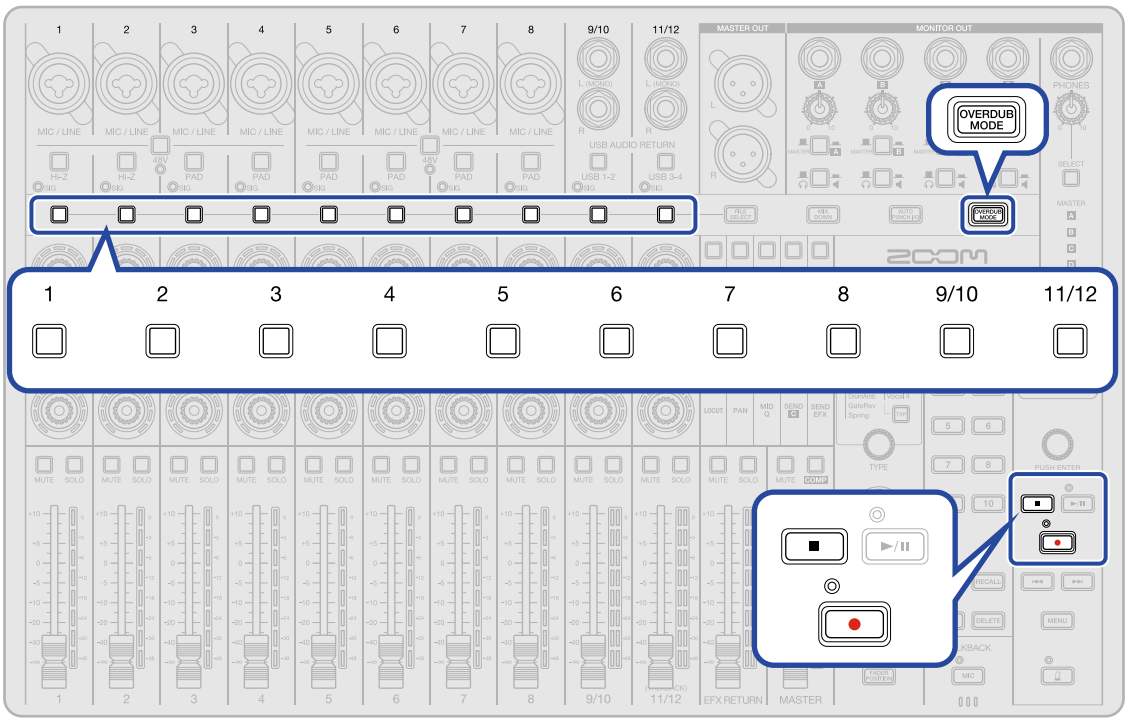
1. Select the desired project for mixing. (→ Selecting projects)
2. When the Home Screen is open, press the OVERDUB MODE (OVERDUB MODE) button, lighting it, to turn on overdubbing mode.
3. Press the ▢ (channel selection) buttons for the channels you want to play, lighting them green.
4. Press the ▶/❚❚ (PLAY/PAUSE) button to start playback. Then, adjust the parameters for each channel, including tone, panning, internal effect, and level, to mix them.
   - Use playback functions: Conducting playback
   - Use the compressor and low cut functions: Adjusting channel gain, using compression and reducing noise (low cut), Setting whether signals are recorded before or after compression
   - Adjust the EQ: Adjusting channel EQ
   - Adjust panning: Adjusting channel panning
   - Adjust levels: Adjusting channel levels
   - Invert polarities: Inverting channel polarity
   - Use internal effects: Using internal effects
   - Adjust overall volume: Adjusting the overall volume, Using the master compressor, Using the master limiter
   - Adjust monitoring: Making monitoring settings
5. Overdub if there are channels that you want to re-record. (→ Overdubbing)
6. Punch in/out if there are recorded channels that you want to re-record parts of. (→ Redoing parts of recordings (punching in/out))

7. Replace audio files with ones stored on the microSD card as necessary. (→ Assigning files as desired to channels)

8. When done mixing, mix down to a stereo file. (→ Mixing down)

Overdubbing

Specific channels can be re-recorded while playing files on other channels.



1. When the Home Screen is open, press the OVERDUB MODE (OVERDUB MODE) button, lighting it, to turn on overdubbing mode.

2. Connect mics and instruments, for example, to the channels you want to record and make input settings.
   - Connect mics, instruments, etc.: Making connections
   - Make input settings: Mixing input signals

3. Press the ▢ (channel selection) buttons for the channels you want to record, lighting them red ( ).
   Press the ▢ (channel selection) buttons for the channels you want to play, lighting them green ( ).

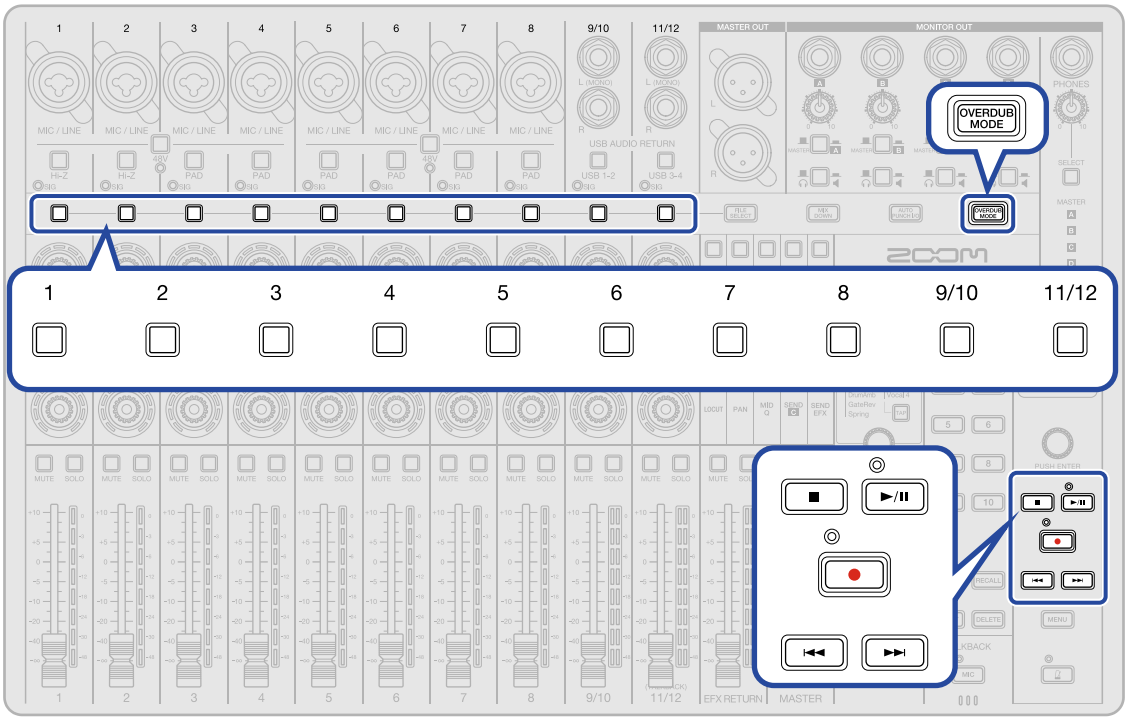
4. Press the ● (RECORD) button.
   The RECORD and PLAY indicators will light and recording will start.

5. Press the ■ (STOP) button.
   The RECORD and PLAY indicators will become unlit and recording will stop.
   To check recorded files, press the ▢ (channel selection) buttons for those channels, lighting them green. Then, press the ▶/II (PLAY/PAUSE) button to start playback.

Redoing parts of recordings (punching in/out)

“Punching in/out” is a function that can be used to re-record parts of already recorded tracks. "Punching in" is switching track status from playback to recording. "Punching out" is switching track status from recording to playback.
With the L12next, punch in/out points can be set, enabling automatic punching in/out.
In addition, punching in/out can be done manually using recording buttons or a footswitch (ZOOM FS01) during playback.

Punching in/out manually



1. When the Home Screen is open, press the OVERDUB MODE (OVERDUB MODE) button, lighting it, to turn on overdubbing mode.

2. Press the (channel selection) buttons for the channels you want to re-record, lighting them red ( ).
   Press the (channel selection) buttons for the channels you want to play, lighting them green ( ).

3. Use the (REWIND) and (FAST FORWARD) buttons or the PUSH ENTER (selection) knob to move to before the part to be recaptured.
   Check the counter on the Home Screen while setting this.

4. Press the (PLAY) button to start playback.

5. Press the  (RECORD) button at the position where you want to start re-recording (punch in).

6. Press the  (RECORD) button to end re-recording (punch out).

7. Press the  (STOP) button.
   This stops playback.

NOTE

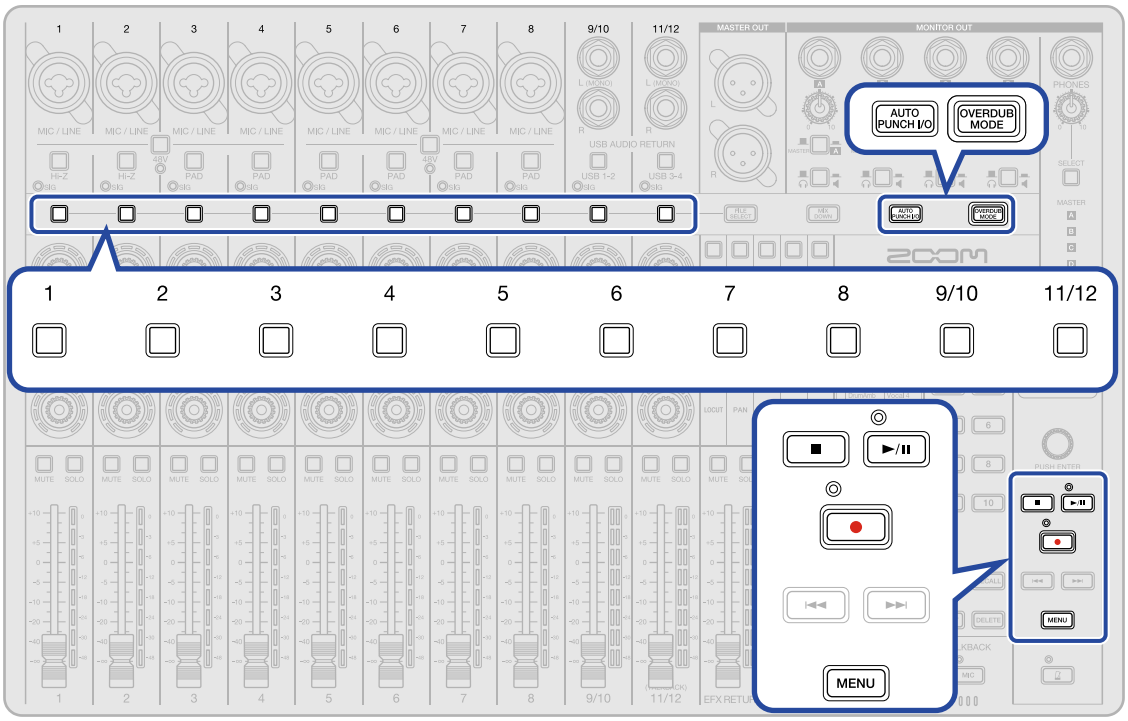
- Punching in/out overwrites recordings.
- Punching in/out can be done up to 10 times each time playback is started.

HINT

In steps 5 and 6, a footswitch (ZOOM FS01) can be used instead of pressing the  (RECORD) button.

(→ Using a footswitch)

Punching in/out automatically

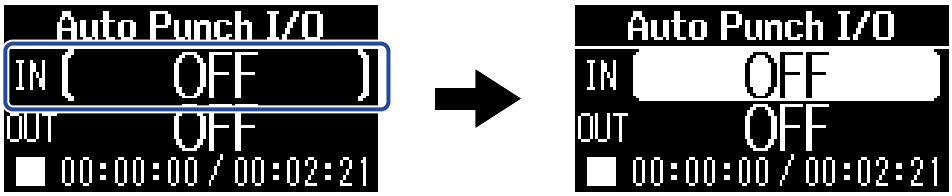


1. When the Home Screen is open, press the OVERDUB MODE (OVERDUB MODE) button, lighting it, to turn on overdubbing mode.

2. Press the (channel selection) buttons for the channels you want to re-record, lighting them red ( ).
   Press the (channel selection) buttons for the channels you want to play, lighting them green ( ).

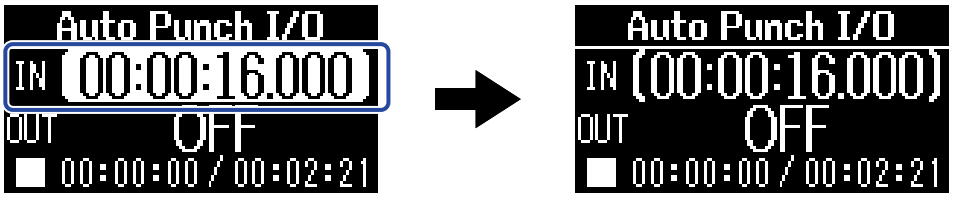
3. Press the AUTO PUNCH I/O (AUTO PUNCH I/O) button.
   This opens the Auto Punch I/O screen.

4. Use the PUSH ENTER (selection) knob to select “IN” or “OFF” and press the PUSH ENTER (selection) knob.



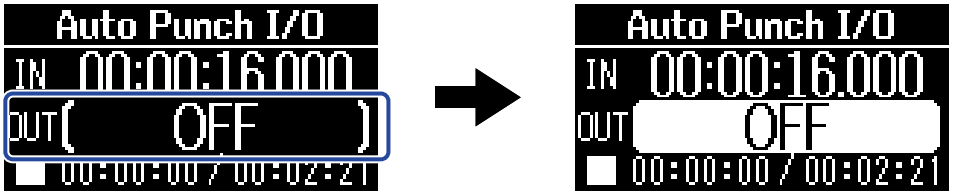
5. Use the PUSH ENTER (selection) knob to select the position to start re-recording (hours: minutes: seconds), and press the PUSH ENTER (selection) knob.

The [⏭] (FAST FORWARD) button can be pressed to advance in one second increments. Press and hold it to search forward.



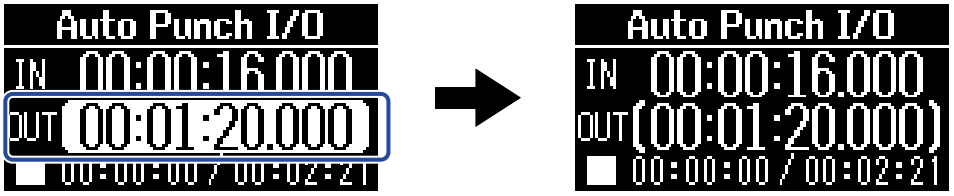
This sets the punch in point.

6. Use the PUSH ENTER (selection) knob to select “OUT” or “OFF” and press the PUSH ENTER (selection) knob.



7. Use the PUSH ENTER (selection) knob to select the position to end re-recording (hours: minutes: seconds), and press the PUSH ENTER (selection) knob.

The [⏮] (REWIND) button can be pressed to go back in one second increments. Press and hold this to search backward.



This sets the punch out point.

8. Press the [MENU] (MENU) button.

The Home Screen will reopen.

When either the punch in or out point is set, the [AUTO PUNCH I/O] (AUTO PUNCH I/O) button will light.

9. Press the  (RECORD) button.

This will start playback (RECORD indicator blinks). Then, recording will start automatically when the punch in point is reached (RECORD indicator stops blinking and stays lit).
When the punch out point is reached, recording will automatically stop.

10. Press the  (STOP) button.

This stops playback.

NOTE

To disable auto punching in/out, set the auto punch in/out position to “OFF”.

HINT

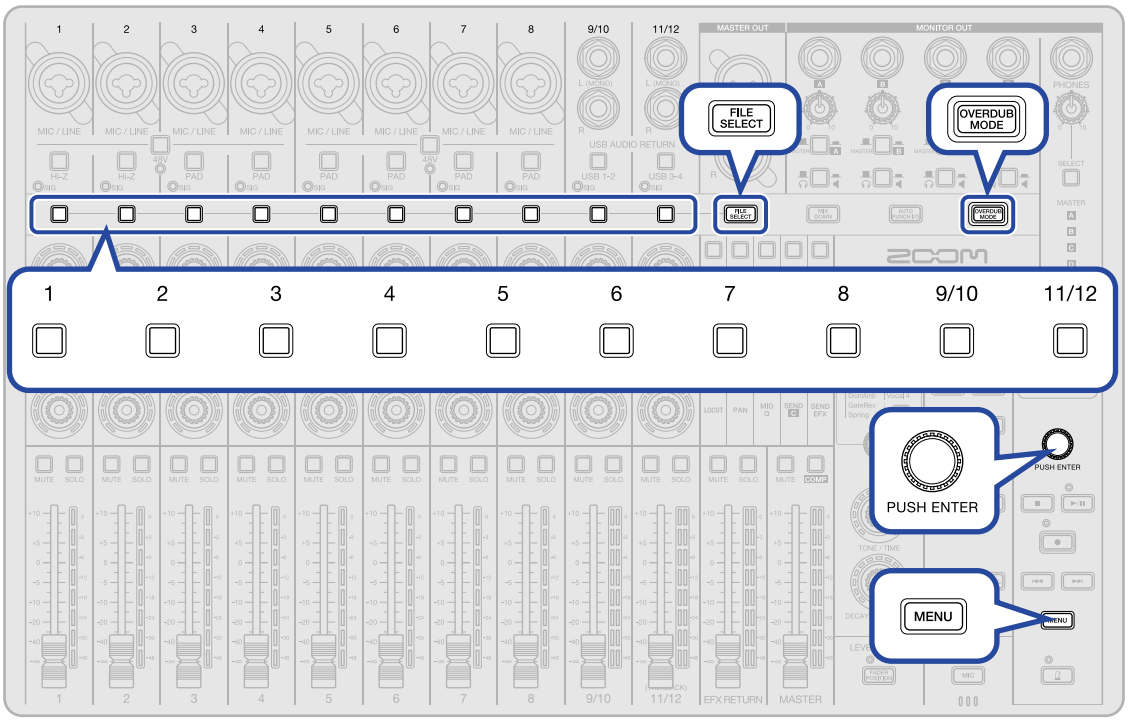
- When auto punching in/out is enabled, those channels will be muted during playback between the punch in and punch out points (rehearsal function). This rehearsal function is convenient for practicing before recording, for example.
- The auto punch in and out positions can be specified in bars and beats if the counter display mode is changed. (→ Changing the counter display)

Assigning files as desired to channels

Audio files saved in other projects and on the microSD card can be assigned to channels in the selected project.

NOTE

- To load audio files from a microSD card, first use a computer to store the files on the card in any directory other than the PROJECT folder. (→ Transferring files to computers and other devices)
  The following audio file types are supported.
  - File format: WAV
  - Sample rate: 44.1/48/96 kHz
  - Bit depth: 16-bit/24-bit/32-bit float
  - Channels: mono/stereo
- The sample rate of the audio files must match the sample rate of the project.
- Channels 1–8 can have mono files assigned to them. The 9/10, 11/12 and MASTER channels can have stereo files assigned to them.
- Audio files cannot be assigned to projects when Protect is On for them. (→ Protecting projects)



1. Save the audio files to be assigned on the microSD card in the L12next. (→ Transferring files to computers and other devices)

2. When the Home Screen is open, press the [OVERDUB MODE] (OVERDUB MODE) button, lighting it, to turn on overdubbing mode.

3. Press the [FILE SELECT] (FILE SELECT) button.

The FILE SELECT (FILE SELECT) button lights and the File Select Screen opens.

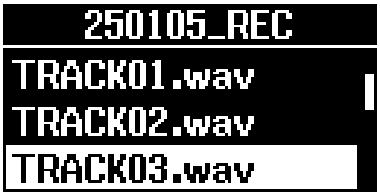
4. Press the ☐ (channel selection) button for the channel you want to assign a file to, lighting it.

5. Select the file to assign.

The folder where the project is saved and folders/files saved on the microSD card will be shown.

Use the PUSH ENTER (selection) knob and MENU (MENU) button to select the file to assign.

- To select folders/files: Turn the PUSH ENTER (selection) knob.
- To confirm selected folders/files: Press the PUSH ENTER (selection) knob.
- To go up one level: Press the MENU (MENU) button.

Folders shown on the display	Files shown on the display
A folder icon is shown in front of the name. 	Only WAV files are shown. 

6. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.

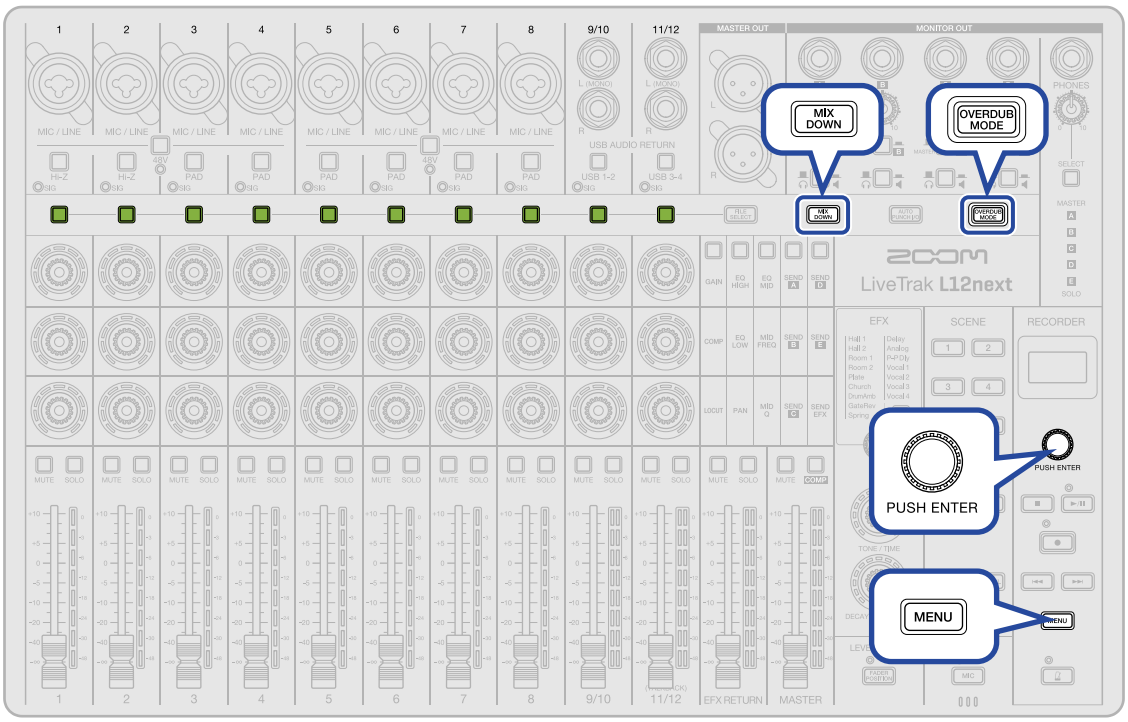
This assigns the selected file to the channel selected in step 5.

7. Press the FILE SELECT (FILE SELECT) or MENU (MENU) button.

The Home Screen will reopen.

Mixing down

After mixing is complete, projects can be rendered as stereo files.



1. Follow the procedures in "Process for mixing already recorded channels" to mix.

2. Press the MIX DOWN (MIX DOWN) button.

   The MIX DOWN (MIX DOWN) button lights and the Mix Down Screen opens.

3. Use the PUSH ENTER (selection) knob to select the mixdown method and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Quick	This mixes down using the current settings. Audio will not be output while in progress.
Real Time	Mixdown occurs while playing back. EQ, panning, internal effects, levels and other parameters can be adjusted during the mixdown (Mixing input signals), and those adjustments will be applied to the mixdown recording.

4. Use the (selection) knob to select “Execute” and press the (selection) knob.

Mixing down will start from the beginning of the project.

When set to “Quick”	• The remaining time can be checked with a progress bar while the mixdown is being executed. • Press the ■ (STOP) button to cancel the mixdown.
When set to “Real Time”	• Audio will be output and the elapsed time can be checked with the counter while the mixdown is being executed. • Press the ■ (STOP) button to stop the mixdown and return to the Home Screen.

NOTE

- When a mixdown is executed, it will be saved as a file named “MASTER.wav” inside the project.
- When a mixdown is executed, if a file named “MASTER.wav” already exists inside the project, that file will be renamed “MASTER_BACKUPxx.wav”.

Using the metronome

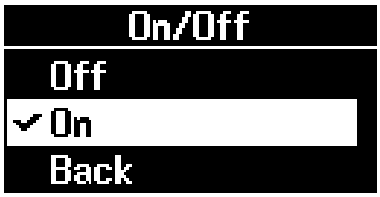
The L12next metronome has adjustable volume, a selectable sound, and a precount function. The volume can also be adjusted separately for each output.
Metronome settings are saved separately with each project.

Enabling the metronome

1. Press the (metronome) button when the Home Screen is open.
This opens the Metronome screen.

2. Use the PUSH ENTER (selection) knob to select “On/Off” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “On” and press the PUSH ENTER (selection) knob.
This turns the metronome on, lighting the metronome indicator.



Selecting “Off” turns off the metronome and its indicator.

NOTE
Even if “Off” is selected, the metronome indicator will stay lit if the precount setting is not “Off”. (→ Setting the precount)

4. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Setting when the metronome plays

1. Press the (metronome) button when the Home Screen is open.
This opens the Metronome screen.

2. Use the (selection) knob to select “Click” and press the (selection) knob.

3. Use the (selection) knob to select when the metronome plays and press the (selection) knob.

Setting value	Explanation
Rec And Play	The metronome sounds during recording and playback.
Rec Only	The metronome sounds only during recording.
Play Only	The metronome sounds only during playback.

4. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Setting the metronome tempo

1. Press the (metronome) button when the Home Screen is open.
This opens the Metronome screen.

2. Use the (selection) knob to select “Tempo” and press the (selection) knob.

3. Use the (selection) knob to adjust the tempo.

While the tempo is being adjusted, the metronome indicator will blink at the tempo pace.

HINT

- This can be adjusted in a range from 40.0 to 250.0.
- The tempo can also be adjusted by pressing the (metronome) button repeatedly with a steady interval (tap tempo).

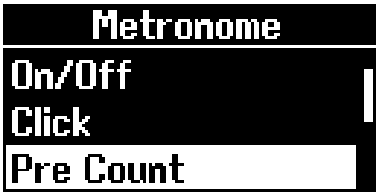
4. Press the (MENU) button repeatedly to return to the Home Screen.

Setting the precount

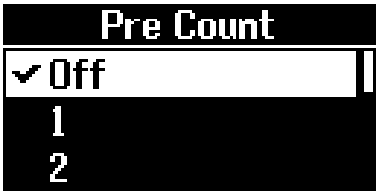
A metronome count can be sounded before starting recording/playback.

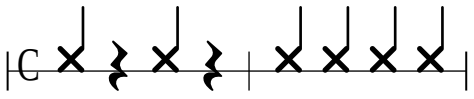
1. Press the (metronome) button when the Home Screen is open.
This opens the Metronome screen.

2. Use the (selection) knob to select “Pre Count” and press the (selection) knob.



3. Use the (selection) knob to select the precount behavior and press the (selection) knob.



Setting value	Explanation
Off	No count is output.
1–8	Before recording/playback, the count will sound for the set number of times (1–8).
Special	Before recording/playback, the precount will sound as shown below. 

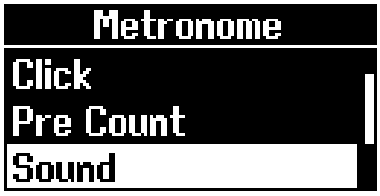
4. Press the (MENU) button repeatedly to return to the Home Screen.

Changing the metronome sound

1. Press the [ ] (metronome) button when the Home Screen is open.

This opens the Metronome screen.

2. Use the PUSH ENTER (selection) knob to select “Sound” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select a sound and press the PUSH ENTER (selection) knob.

The options are Bell, Click, Stick, Cowbell and Hi-Q.

NOTE

The sound can be checked by pressing [►/II] to play the current project.

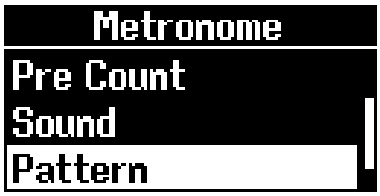
4. Press the [MENU] (MENU) button repeatedly to return to the Home Screen.

Changing the metronome meter

1. Press the [ ] (metronome) button when the Home Screen is open.

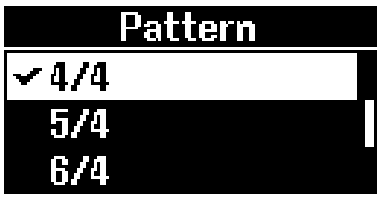
This opens the Metronome screen.

2. Use the PUSH ENTER (selection) knob to select “Pattern” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select a meter and press the PUSH ENTER (selection) knob.

The options are 1/4–8/4 and 6/8.



NOTE

The meter can be checked by pressing [►/II] to play the current project.

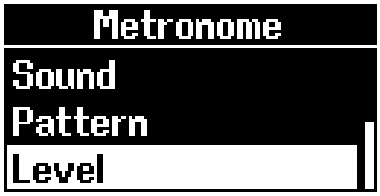
4. Press the [MENU] (MENU) button repeatedly to return to the Home Screen.

Setting the metronome volume

The metronome volume can be adjusted separately for the MASTER OUT and MONITOR OUT A–E outputs.

1. Press the (metronome) button when the Home Screen is open.
This opens the Metronome screen.

2. Use the PUSH ENTER (selection) knob to select “Level” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select the output for volume adjustment and press the PUSH ENTER (selection) knob.

Select Master or Monitor A–E.

4. Use the PUSH ENTER (selection) knob to adjust the volume and press the PUSH ENTER (selection) knob.
This can be adjusted in a range from 0 to 100.

NOTE
The volume can be checked by pressing ►/II to play the current project.

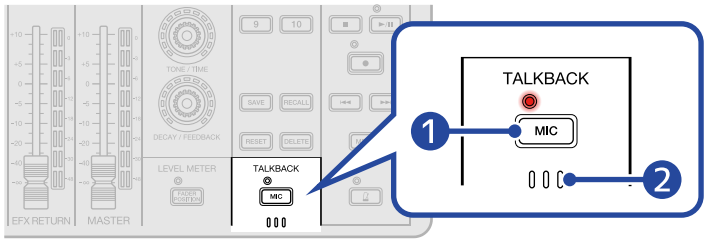
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Using the talkback mic

Using the built-in talkback mic of the L12next, sound can be sent to each MONITOR OUT jack.
The volume of the talkback mic can be adjusted separately for each MONITOR OUT. This is helpful when communicating with performers who are monitoring using headphones, for example.

1. Press the MIC (TALKBACK MIC) button.

   The talkback mic is activated and its indicator lights only while the MIC (TALKBACK MIC) button is being pressed.



   1 TALKBACK MIC button

   2 Talkback mic

   Sound from the talkback mic is input on inputs 11/12.

2. Use the 11/12 channel fader to adjust the talkback mic volume.
   See “Making monitoring settings” for details about setting the levels sent to each MONITOR OUT.

NOTE

- When the talkback mic is activated, signals from line input jacks 11/12 are muted.
- When the talkback mic is activated, the channel strip for channels 11/12 switches to being dedicated to talkback mic settings.

Managing projects

The L12next manages recording and playback data in units called projects.
In addition to changing their names, projects can be copied, deleted or protected to prevent unwanted changes.
The following data is saved in projects.
Overdub mode on/off, track recording/playback settings, project protection, marks, mark numbers, project sample rate, auto punch in/out settings, metronome on/off, metronome sound, metronome click, metronome tempo, metronome volume, metronome precount, mute, fader, gain, comp, EQ, phase, pan, monitor send level, EFX send level, USB on/off (channels 9/10,11/12), monitor send position (pre/post fader), channel names, channel colors, mute position (pre EFX/post EFX), EFX type, EFX parameters 1/2, gain boost, master comp, master limiter on/off

Creating projects

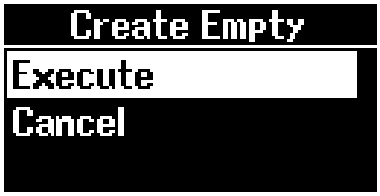
New projects can be created.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Create Empty” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.



This creates a new project and reopens the Home Screen.

NOTE
When overdubbing mode is off, starting recording will automatically create a new project. (→ Recording and playback (overdubbing mode))

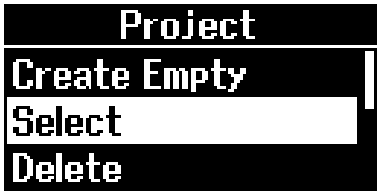
Selecting projects

Projects saved on the microSD card can be selected.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Select” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select a project and press the PUSH ENTER (selection) knob.

The Home Screen will reopen, and the selected project will be shown.

NOTE

- Projects will be listed in name order.
- During continuous playback of projects, they will be played in the same order as the list. (→ Setting the play mode)

Deleting projects

Projects saved on the microSD card can be deleted.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Delete” and press the PUSH ENTER (selection) knob.

4. Turn the PUSH ENTER (selection) knob to select the project to delete and press the PUSH ENTER (selection) knob.

5. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.

   The selected project will be deleted.

6. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Changing project names

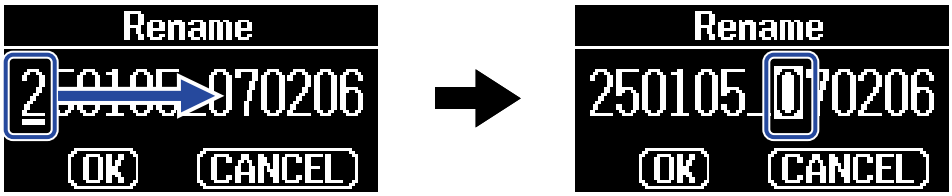
The name of the selected project can be changed.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the (selection) knob to select “Project” and press the (selection) knob.

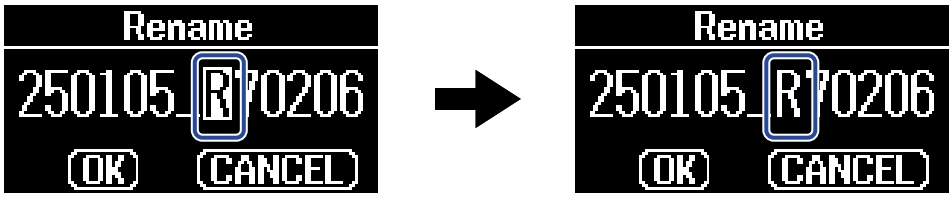
3. Use the (selection) knob to select “Rename” and press the (selection) knob.

4. Turn the (selection) knob to select the character to change and press the (selection) knob.



   The selected character will be highlighted.

5. Turn the PUSH ENTER (selection) knob to select the character to input and press the PUSH ENTER (selection) knob.



This confirms the selected character.

6. Repeat steps 4–5 to input the project name.

7. When done inputting, use the PUSH ENTER (selection) knob to select “OK” and press the PUSH ENTER (selection) knob.

This confirms the name and returns to the previous screen.

8. Press the MENU (MENU) button repeatedly to return to the Home Screen.

NOTE

- During project name input, use the PUSH ENTER (selection) knob to select “Cancel” and press the PUSH ENTER (selection) knob to cancel the project name change and return to the original screen.
- The default project name is the date and time of creation.
  For example, if a project was created at 6:48:20 p.m. on March 14, 2025, the project name would be "250314_184820" (YYMMDD_HHMMSS).
- Project names have 13 characters.
- The following characters can be used in project and file names.
  (space) ! # $ % & ' ( ) + , - 0 1 2 3 4 5 6 7 8 9 ; = @ A B C D E F G H I J K L M N O P Q R S T U V W X Y Z [ ] ^ _ ` a b c d e f g h i j k l m n o p q r s t u v w x y z { ~ }
- Projects can be ordered numerically or alphabetically.
- Project/file names cannot be only spaces.
- The project name is the same as the project folder name on the microSD card.

Protecting projects

The currently selected project can be write-protected, preventing the project from being saved, deleted or having its content changed.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Protect” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select “On” and press the PUSH ENTER (selection) knob.

This protects the selected project.
Selecting “Off” will stop protection.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

NOTE

- Projects cannot be used for recording if protection is on. Turn protection off to record.
- When protection is off for a project, its settings will always be saved when the power is turned off or another project is loaded. We recommend turning protection ON to prevent accidentally saving changes to a musical project after it has been completed.

Copying projects

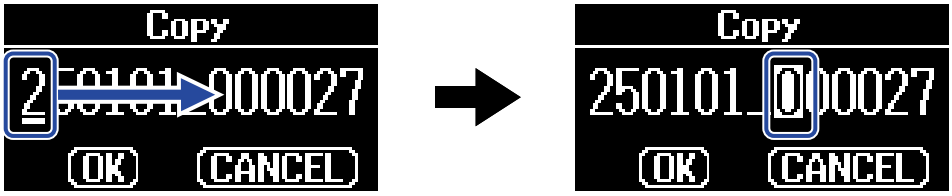
The selected project can be copied and saved with a different project name.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

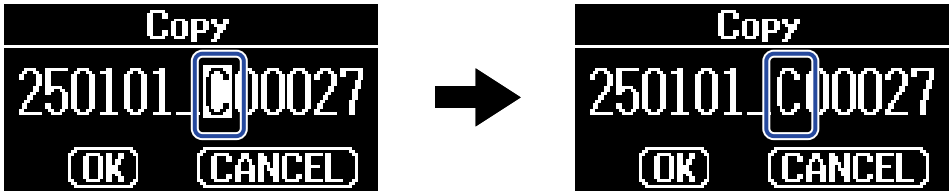
3. Use the PUSH ENTER (selection) knob to select “Copy” and press the PUSH ENTER (selection) knob.

4. Turn the PUSH ENTER (selection) knob to select a character to change in the project name and press the PUSH ENTER (selection) knob.



The selected character will be highlighted.

5. Use the PUSH ENTER (selection) knob to select the character to change, and press the PUSH ENTER (selection) knob.



This confirms the selected character.

6. Repeat steps 4–5 to change the project name.

7. When done inputting, use the 

(selection) knob to select “OK” and press the 

(selection) knob.

The copied project will be saved with the input project name and the previous screen will reopen.

8. Press the MENU (MENU) button repeatedly to return to the Home Screen.

NOTE
Copied projects cannot be saved with the same name as the original. Always change to a different project name.

Deleting files in projects

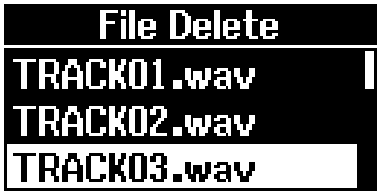
Audio files in the selected project can be deleted.

1. Press MENU (menu) when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Project” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “File Delete” and press the PUSH ENTER (selection) knob.

4. Turn the PUSH ENTER (selection) knob to select the file to delete and press the PUSH ENTER (selection) knob.



5. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.

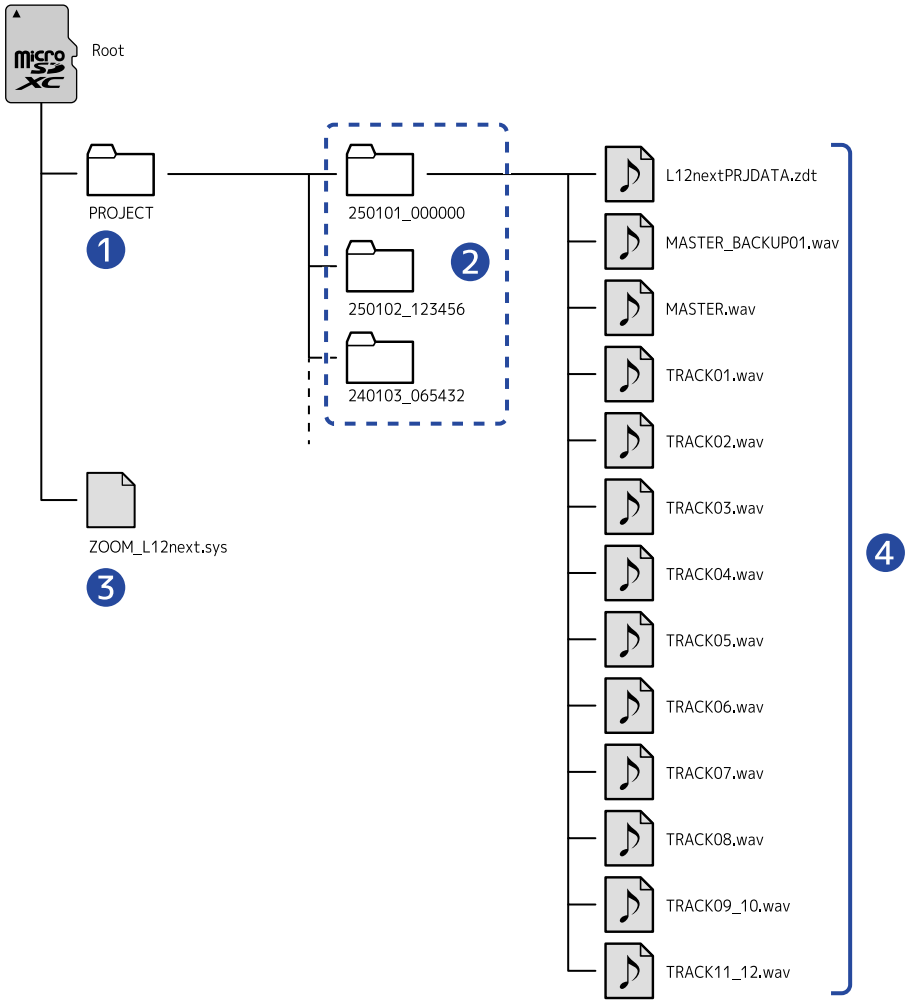
6. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Managing files

Files created on the L12next are saved on the microSD card.
Recording files on the microSD card can be checked and deleted.

L12next folder and file structure

The following types of files are created when recording with a microSD card that was formatted by the L12next.



1 Project saving folder

Files recorded by the L12next, mixer settings and other data are saved here in project units.

2 Project folders

These are created every time recording occurs. These folders are named with a “date_time” format.
Folder names can be changed. (→ Changing project names)
The mono and stereo files created are saved in these.

3 System file

This is a system file used by the L12next. Do not delete it.

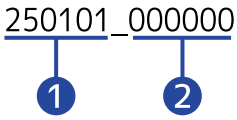
4 Recording files

See “Naming of project file folders and files” for details about recording file names.
The recording files for each channel, a stereo file that is a mix of all channels, and project settings are saved as follows.

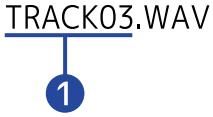
- Channels 1–8: Mono files are saved for each channel.
- Channels 9/10, 11/12: Stereo files are saved for each channel.
- Master channel: Stereo files are saved.
- File with saved project settings. This is saved with the name “L12nextPRJDATA.zdt”.

Naming of project file folders and files

Numerical dates and times of recording are used for the names of project folders.

Project folder name example	Explanation
	❶ Date The date of recording is used as a number. ❷ Time The hour, minute and second are used as a number.

Files are named with the following format.

File name example	Explanation
	❶ Track name This shows the channel used when recording. • TRACK01–08: Mono file recorded on channel 1–8 • TRACK09_10, 11_12: Stereo file recorded on channel 9/10 or 11/12 • MASTER: File that is a stereo mix of all channels • MASTER_BACKUPxx: When a mixdown is conducted, this is made as a backup of the previous MASTER file (The number “xx” is added to the ends of track names.)

NOTE
If the file size would exceed 2 GB, a new file will be created automatically and recording will continue without pause. New files created in such cases will have “_001” – “_999” added to the ends of their names.

Using as an audio interface

Signals input to the L12next can be sent to a computer, smartphone or tablet and playback signals from that device can be output from the L12next.

- No driver is necessary for use with smartphones, tablets or Mac computers.
- To operate the L12next at 32-bit float with a Mac, see “Using with Mac computers”.
- To record with a DAW application on Windows, see “Using with Windows computers”.

Connecting to computers, smartphones and tablets

1. Use a USB cable (Type-C) to connect the L12next with a computer, smartphone or tablet.
   (→ Connecting computers, smartphones and tablets)

2. Launch an application on the computer, smartphone or tablet, and select “L12next” as the “Audio” or “Input/Output” device.

NOTE

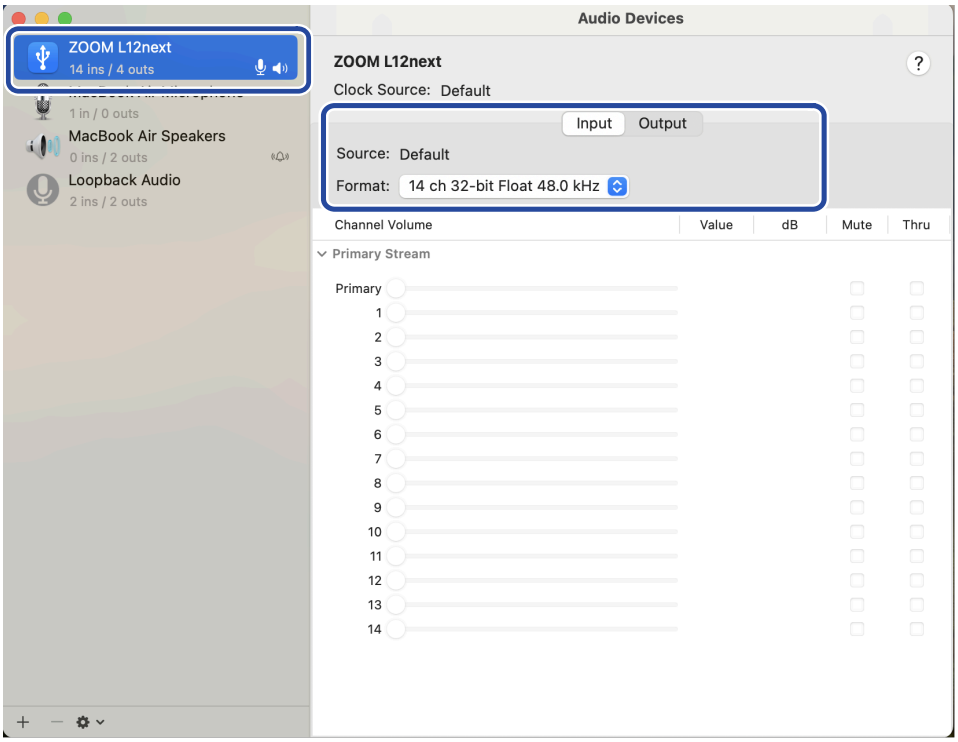
- The order that inbound USB signals are shown on the computer depends on the setting described in “Setting signal input and output with computers and other devices”.
  - When “Multi Track”: CH1, CH2, CH3... CH12, MASTER L, MASTER R
  - When “Stereo Mix”: MASTER L/R
- The input and output positions on the L12next can be set to before or after the compressor. (→ Setting whether signals are recorded before or after compression)
- The audio sample rate used when operating as an audio interface is the one set as explained in “Setting the sample rate”.
- If issues occur with operation at 32-bit float format, try 24-bit format.
  - Using a Mac: → “Using with Mac computers”
  - Using a Windows computer: → “Using with Windows computers”
- See the application operation manuals for information about their operation.

Using with Mac computers

The format used by the L12next for data transfer can be selected on the Mac.

1. From the “Utilities” subfolder of the “Applications” folder on the Mac, open “Audio MIDI Setup”.

2. In Audio Devices, select “ZOOM L12next” and set the Input and Output formats to 32-bit Float.



NOTE

For the bit depth, 32-bit Float should normally be used as is, but try 24-bit if an application does not operate properly with this setting.

Using with Windows computers

Installing the driver

1. Download the ZOOM L12next Driver from zoomcorp.com/help/l12next.

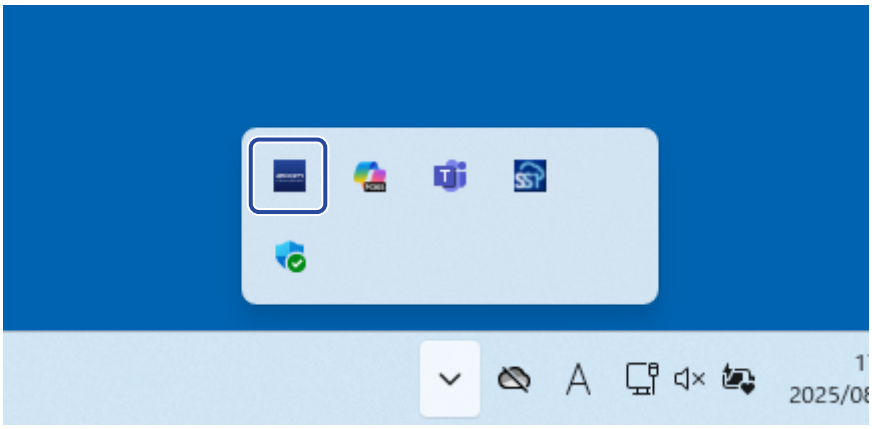
> **NOTE**
> The latest ZOOM L12next Driver can be downloaded from the above website.

2. Launch the installer and follow the instructions to install the ZOOM L12next Driver.

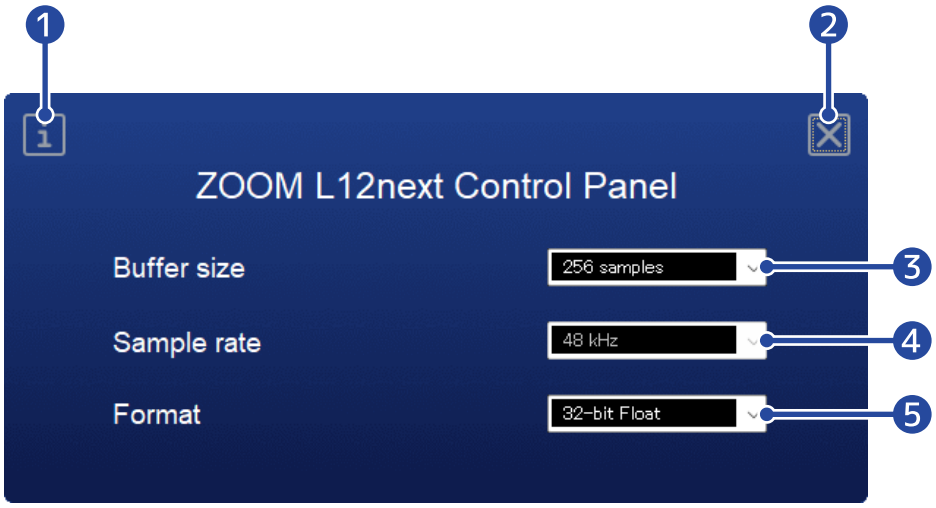
> **NOTE**
> - Do not connect the L12next to the computer during installation.
> - See the Installation Guide included in the driver package for detailed installation procedures.

Making driver control panel settings

1. Click the “ZOOM L12next Control Panel” icon in the notification area of the taskbar to launch the control panel.



2. Make control panel settings.



1 Open information dialog

The version and other information can be checked.

2 Close control panel

This closes the control panel.

3 Buffer size setting

This sets the buffer size used by the driver. Raising this number makes operation more stable but also increases latency.

4 Sampling frequency setting

Set this on the L12next itself. (→ Setting the sample rate)

5 Transmission format setting

This sets the format that the L12next uses to send and receive data.
“32-bit Float” should normally be used as is, but try “24-bit” if an application does not operate properly with this setting.

Setting signal input and output with computers and other devices

The signals input and output with the computer, smartphone or tablet can be set.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “USB Audio Interface” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Mode” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select the signal type and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Multi Track	This sends audio from channels 1–12 and Mix L/R (12-in/4-out). This is optimal for editing on a DAW, for example.
Stereo Mix	This sends the Mix L/R audio (2-in/2-out). This is optimal for streaming audio through the Internet, for example.

NOTE

Master or Monitor A–E can be selected for the Mix L/R audio. (→ Selecting the mix sent to the computer or other device)

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Selecting the mix sent to the computer or other device

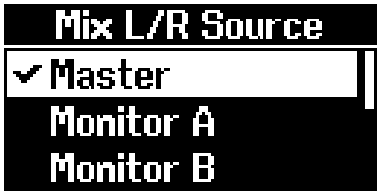
Master or Monitor A–E can be selected as the Mix L/R audio sent to the computer, smartphone or tablet. By changing the mix sent to the master mix and the computer, smartphone or tablet, when streaming live music, for example, the Master can be used as the mix output through the venue speakers, and Monitor A can be a mix tailored for streaming that includes other sound from the location.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “USB Audio Interface” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Mix L/R Source” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select the signal to send to the computer, smartphone or tablet and press the PUSH ENTER (selection) knob.
   Select Master or Monitor A–E.



5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Setting the USB Mix Minus function

When using the L12next as an audio interface and communicating with a remote participant, sound input from the computer, smartphone or tablet can be canceled from the MASTER L/R signal when transmitting it to prevent feedback to that participant.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “USB Audio Interface” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Mix Minus” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Off	The MASTER L/R signal will be sent to the computer, smartphone or tablet as is.
On	The sound input from the computer, smartphone or tablet will be canceled from the MASTER L/R signal before it is sent.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Inputting audio output from a computer, smartphone or tablet on channels 9/10 and 11/12

1. Press the USB 1-2 (USB AUDIO RETURN 1–2) button on channel 9/10 or the USB 3-4 (USB AUDIO RETURN 3–4) button on channel 11/12, lighting it.
The signal controlled by the channel is switched to the USB audio channel signal.

- Channel 9/10: This inputs channels 1/2 from the computer or smartphone.
- Channel 11/12: This input channels 3/4 from the computer or smartphone.

2. Adjust the EQ, panning, level and internal effect send level.

- Adjust the EQ (→ Adjusting channel EQ)
- Adjust panning (→ Adjusting channel panning)
- Adjust levels (→ Adjusting channel levels)
- Adjust the internal effect send amount (→ Using internal effects)

NOTE

- Channels 3/4 from the computer, smartphone or tablet cannot be used when the mode is set to “Stereo Mix” as explained in “Setting signal input and output with computers and other devices”.
- The input positions on the L12next can be set to before or after the compressor. (→ Setting whether signals are recorded before or after compression)

Transferring files to computers and other devices

By connecting the L12next with a computer, smartphone or tablet, files on the microSD card can be checked and moved.

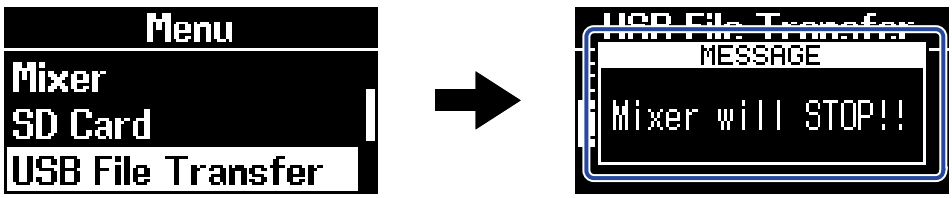
Connecting to computers, smartphones and tablets

> **NOTE**
> When in file transfer mode, mixer operations are disabled.

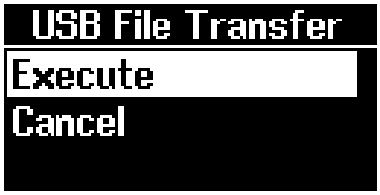
1. Use a USB cable (Type-C) to connect the L12next with a computer. (→ Connecting computers, smartphones and tablets)

2. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

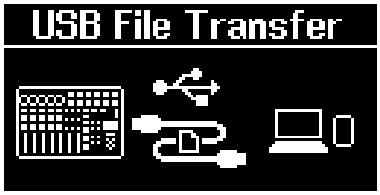
3. Use the PUSH ENTER (selection) knob to select “USB File Transfer” and press the PUSH ENTER (selection) knob.
   “Mixer will STOP!!” will appear briefly, warning that mixer functions will be stopped.



4. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.



   This enables file transfer mode and opens the USB File Transfer Screen.



5. Use the computer, smartphone or tablet to work with the files saved on the microSD card.

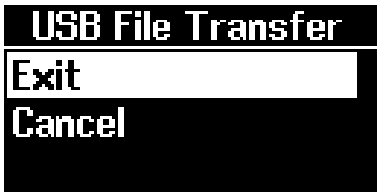
Disconnecting from computers, smartphones and tablets

1. Disconnect on the computer.

- Windows:
  Select the L12next from “Safely Remove Hardware”.
- macOS:
  Drag the L12next icon to the Trash and drop it.
- Smartphone/tablet:
  Refer to the operation manual for that device.

2. Press the MENU (MENU) button or PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Exit” and press the PUSH ENTER (selection) knob.

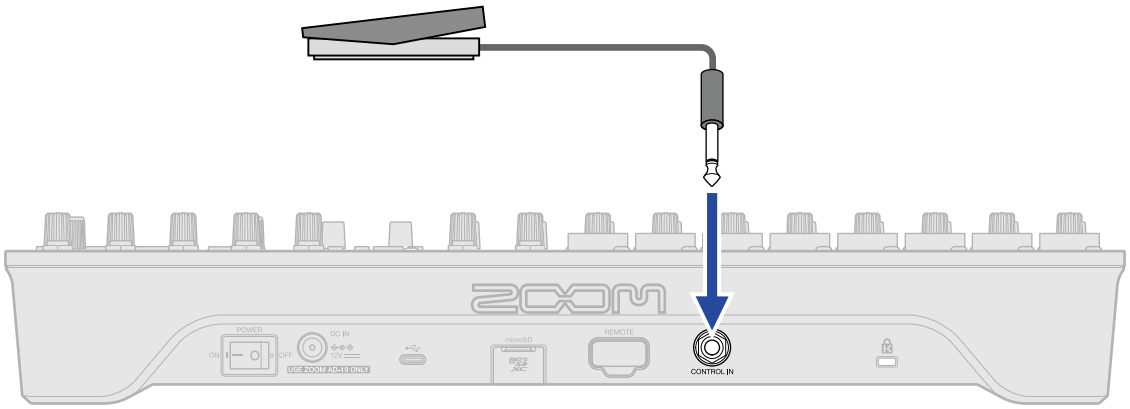


4. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Using a footswitch

If a footswitch (ZOOM FS01) is connected to the L12next, foot operation can start/stop recorder playback, manually punch in/out or mute/unmute the send effect.

1. Connect a footswitch (ZOOM FS01) to the CONTROL IN jack.

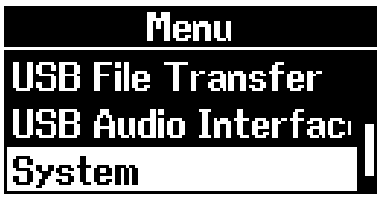


2. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

3. Use the (selection) knob to select “System” and press the (selection) knob.

PUSH ENTER

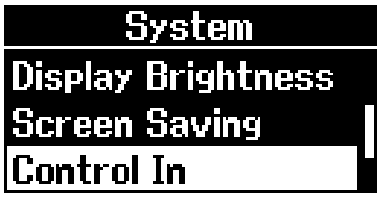
PUSH ENTER



4. Use the (selection) knob to select “Control In” and press the (selection) knob.

PUSH ENTER

PUSH ENTER



5. Use the PUSH ENTER (selection) knob to select the item to operate by footswitch and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Play	Press the footswitch to start/stop playback. (This is equivalent to operation of the ►/II (PLAY/PAUSE) button during playback.) (→ Conducting playback)
Punch I/O	Control manual punching in/out. (This is equivalent to operation of the ● (RECORD) button when punching in/out.) (→ Punching in/out manually)
EFX Mute	This mutes/unmutes the internal effect. The mute position can be set to before or after the internal effect. (→ Setting the internal effect muting position)

6. Press the MENU (MENU) button repeatedly to return to the Home Screen.

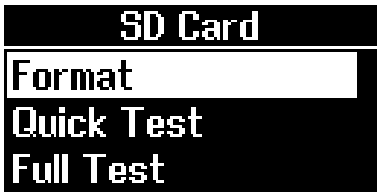
Managing microSD cards

Formatting microSD cards

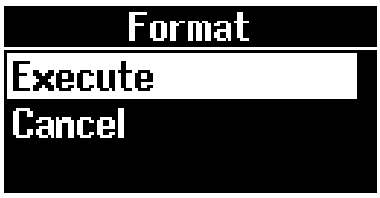
To maximize the performance of a microSD card, use the L12next to format it.

1. With the power off, insert the microSD card. (→ Inserting microSD cards)
2. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.
3. Use the PUSH ENTER (selection) knob to select “SD Card” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select “Format” and press the PUSH ENTER (selection) knob.



5. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.



   This formats the microSD card and reopens the Home Screen.

NOTE

- Always format microSD cards in order to maximize their performance after purchasing them new or using them with a different device.
- Be aware that all data on the microSD card will be deleted when it is formatted.

Testing microSD card performance

The writing speed of microSD cards can be tested to check if performance is good enough to save data recorded by the L12next.
A Quick Test can be done in a short amount of time, while a Full Test examines the entire microSD card.

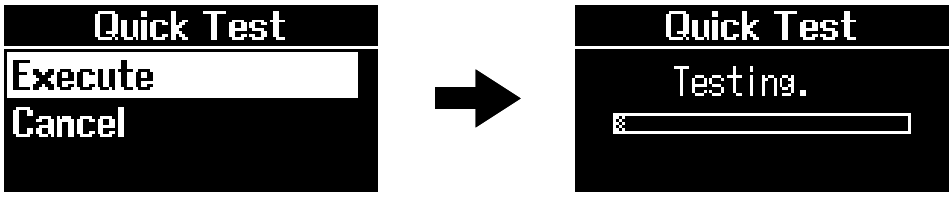
Conducting a quick test

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

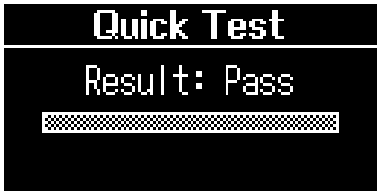
2. Use the PUSH ENTER (selection) knob to select “SD Card” and press the PUSH ENTER (selection) knob.

3. Use the PUSH ENTER (selection) knob to select “Quick Test” and press the PUSH ENTER (selection) knob.

4. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.
The card performance test will start.



The result of the test will be shown when it completes.



NOTE
Even if a performance test result is "Pass", there is no guarantee that writing errors will not occur. This information is just to provide guidance.

HINT
During a test, the MENU (MENU) button can be pressed to stop it.

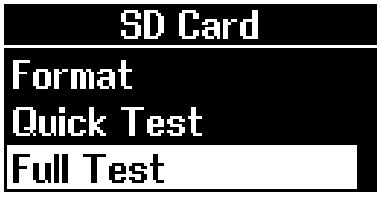
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Conducting a full test

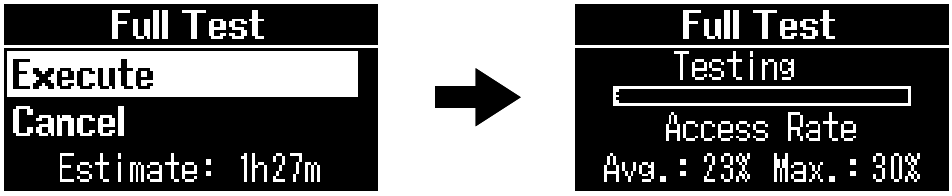
1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “SD Card” and press the PUSH ENTER (selection) knob.

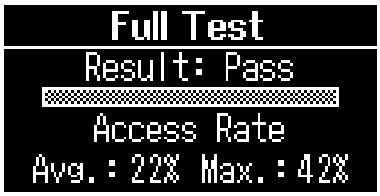
3. Use the PUSH ENTER (selection) knob to select “Full Test” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.
The card performance test will start. The amount of time required will be shown on the display.



The result of the test will be shown when it completes.
If Access Rate Max. reaches 100%, the card will fail (NG).



NOTE
Even if a performance test result is "Pass", there is no guarantee that writing errors will not occur. This information is just to provide guidance.

HINT
During a test, the MENU (MENU) button can be pressed to stop it.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

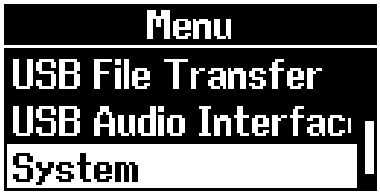
Making various settings

Setting the sample rate

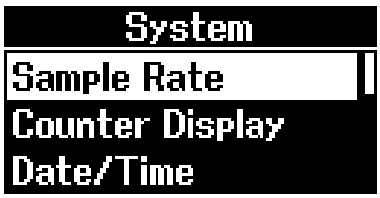
The sample rate can be set. This same setting is applied to recording files, mixer operation and audio interface use.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

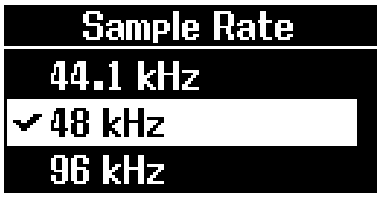
2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Sample Rate” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select a sample rate and press the PUSH ENTER (selection) knob.



   The following sample rates can be selected.
   44.1 kHz, 48 kHz, 96 kHz

NOTE

When 96 kHz is selected, some unit functions are limited. The limited functions are as follows.

- SEND EFX: disabled
- EQ: disabled
- LOCUT: disabled
- OVERDUB MODE: disabled
- Master COMP: disabled
- Master Limiter: disabled
- MONITOR OUT: output signal same as MASTER only

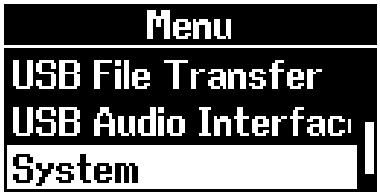
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Setting the date and time

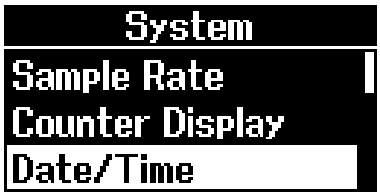
The date and time can be set.
The date and time will be used as the name of the folder where recording files are saved (project name), for example.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

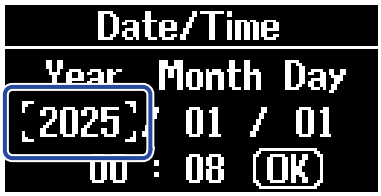
2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



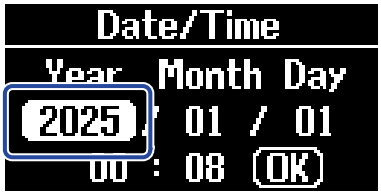
3. Use the PUSH ENTER (selection) knob to select “Date/Time” and press the PUSH ENTER (selection) knob.



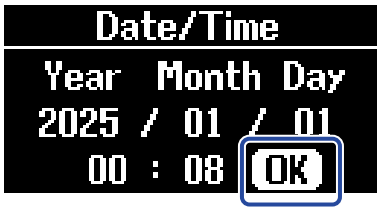
4. Use the PUSH ENTER (selection) knob to select the desired setting item (year/month/day/hour/minute) and press the PUSH ENTER (selection) knob.



5. Use the PUSH ENTER (selection) knob to change the value and press the PUSH ENTER (selection) knob.



6. After setting all the items, use the PUSH ENTER (selection) knob to select “OK” and press the PUSH ENTER (selection) knob.



7. Press the MENU (MENU) button repeatedly to return to the Home Screen.

NOTE

- If power is not supplied by an AC adapter for a long time, the date and time data retained in the hardware will be reset. If the Date/Time Settings Screen appears during startup, set them again.
- If factory default settings are restored (→ Restoring factory default settings), the date and time will be reset, so set them again.

HINT

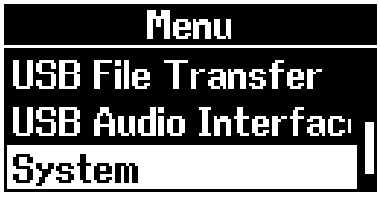
This screen will automatically appear the first time the power is turned on after purchase or when turning the power on after the L12next has been reset to factory defaults.

Turning the power off automatically (Auto Power Off)

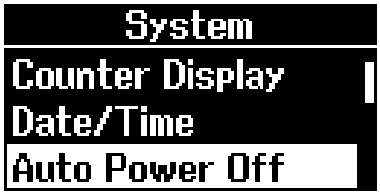
The power will automatically turn off if the L12next is unused for 10 hours.
To keep the power on at all times, set Auto Power Off to “Never”.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Auto Power Off” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select the Auto Power Off setting and press the PUSH ENTER (selection) knob.

Setting value	Explanation
10 Hours	The power will automatically turn off if it is unused for 10 hours.
Never	The power will not turn off automatically.

5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

NOTE

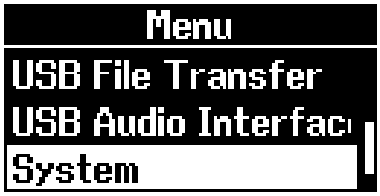
- In the following cases, the power will not turn off automatically regardless of the Auto Power Off setting.
  - When recording or playing back
  - When executing a mixdown
  - When using the file transfer function
  - During card tests
  - During execution of firmware updates
- Operating the L12next will reset the time until the Auto Power Off function activates.

Setting the display brightness

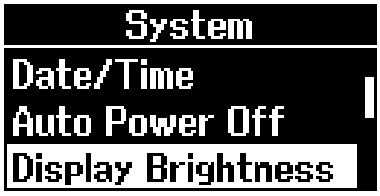
The brightness of the display can be adjusted.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Display Brightness” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select the brightness and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Dark	The display will always be dark.
Medium	This is the standard brightness.
Bright	The display will be brighter.

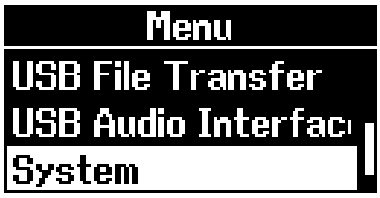
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Activating the display protection function

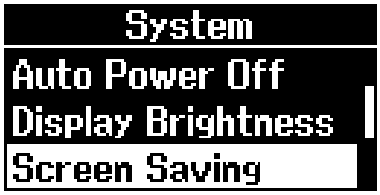
In order to prevent display burn-in, the display can be set to dim if no operation is conducted for a specific amount of time.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

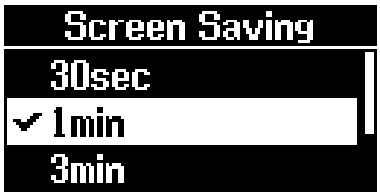
2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Screen Saving” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select a setting and press the PUSH ENTER (selection) knob.



Setting value	Explanation
30sec, 1min, 3min, 5min (30 seconds, 1 minute, 3 minutes, 5 minutes)	The display backlight will dim after the set time has elapsed without any operation.
Off	The display will always stay illuminated.

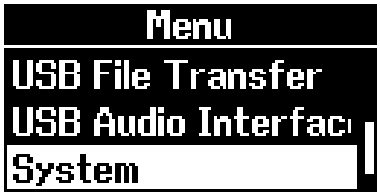
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Changing the counter display

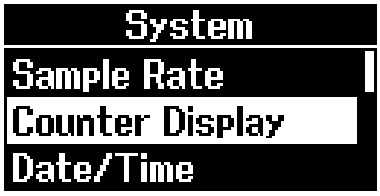
The content of the counter on the Home Screen can be changed.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

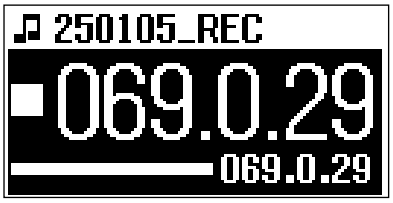
2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Counter Display” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select the counter type and press the PUSH ENTER (selection) knob.

Setting value	Explanation
Time	The time will be shown in hours, minutes and seconds. 
Bar/Beat	Bars, beats and ticks will be shown. (Ticks are shorter than beats.) 

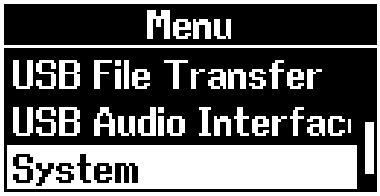
5. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Restoring factory default settings

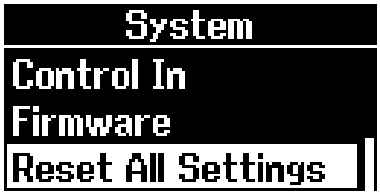
The L12next settings can be restored to their factory defaults.

1. Press the MENU (MENU) button when the Home Screen is open.
This opens the Menu Screen.

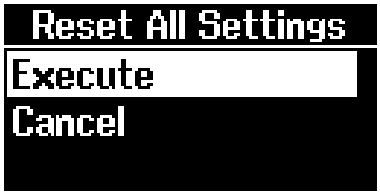
2. Use the PUSH ENTER (selection) knob to select “System” and press the PUSH ENTER (selection) knob.



3. Use the PUSH ENTER (selection) knob to select “Reset All Settings” and press the PUSH ENTER (selection) knob.



4. Use the PUSH ENTER (selection) knob to select “Execute” and press the PUSH ENTER (selection) knob.



This will restore the L12next to its factory default state and reopen the Home Screen.

NOTE

- Initializing settings will overwrite all settings with their factory defaults. Be certain before using this function.
- This does not reset mixer settings. To reset mixer settings, recall the RESET scene. (→ Recalling scenes)

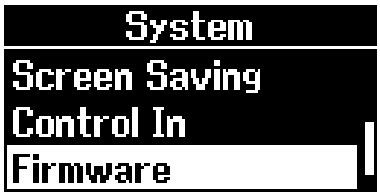
Managing the firmware

Checking firmware versions

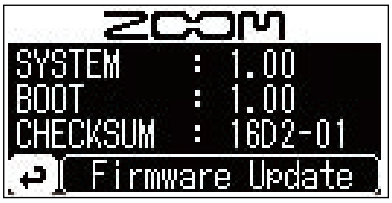
The firmware versions used by the L12next can be checked.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Firmware” and press the PUSH ENTER (selection) knob.



   This shows the firmware versions.



3. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Updating the firmware

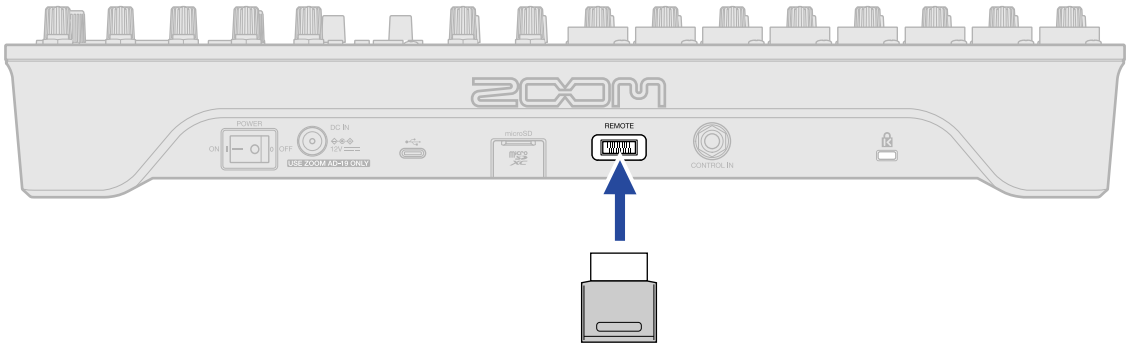
The L12next firmware can be updated to the latest versions.
Files for the latest firmware updates can be downloaded from the ZOOM website (zoomcorp.com/help/l12next).
Follow the instructions in the “L12next Firmware Update Guide” on the L12next download page.

Controlling from an iPad

The L12next can be operated from an iPad by connecting a BTA-1 or another dedicated ZOOM wireless adapter (sold separately) and using L12next Control, the dedicated controller app.

> **NOTE**
> Download the L12next Control app from the App Store.

1. While the L12next is off, connect a BTA-1 or another dedicated ZOOM wireless adapter (sold separately).



Remove the cap from the REMOTE connector before installation.

2. Turn on the L12next power. (→ Turning on the power)
The L12next will standby for connection to an iPad.

3. Launch the L12next Control app on the iPad.

4. On the app settings screen, do the steps to connect (pair) with the L12next.

> **HINT**
> For app setting procedures, see the manual for the app.

Checking the latest information for the L12next

A 2D code for help related to the L12next can be shown on its display.

1. Press the MENU (MENU) button when the Home Screen is open.
   This opens the Menu Screen.

2. Use the PUSH ENTER (selection) knob to select “Help” and press the PUSH ENTER (selection) knob.

3. Use a smartphone or tablet, for example, to read the 2D code shown on the Help Screen.

   zoomcorp.com/help/l12next

4. Press the MENU (MENU) button repeatedly to return to the Home Screen.

Appendix

Troubleshooting

If the L12next seems to be operating strangely, check the following items first.

Mixing/recording/playback trouble

There is no sound or output is very quiet

- Confirm connections with all jacks. (→ Making connections)
- Check the gain settings and mic orientations as well as the level settings of connected equipment. (→ Adjusting channel gain, using compression and reducing noise (low cut))
- Confirm that the levels of the MASTER and MONITOR outputs are not too low. (→ Adjusting the overall volume, Making MONITOR OUT (A–D) jack settings)
- Check the levels of each channel. (→ Adjusting channel levels)
- Check the phantom power setting. (→ Connecting mics)
- Check the channel and master mute settings. (→ Muting channels)
- When using a passive guitar or bass, connect it to a MIC/LINE input jack (1 or 2) and turn Hi-Z on. (→ Connecting guitars and basses)

Monitored sound is distorted

- Confirm that the highest segments of the level meters are not lighting. If they are lighting, use the channel and master faders to adjust their levels. (→ Adjusting channel levels, Adjusting the overall volume)
- Use the A B C D 0 10 (MONITOR OUT A–D) and PHONES 0 10 (MONITOR OUT PHONES) knobs to adjust monitoring volumes. (→ Making MONITOR OUT (A–D) jack settings)
- Confirm that ◯SIG (signal) indicators are not lighting red. If they are lighting, adjust the gain (Adjusting channel gain, using compression and reducing noise (low cut)), reduce the levels of connected equipment, and adjust the positions and orientations of mics.

There is no monitoring sound or it is very quiet

- Confirm the mixes of each output. (→ Adjusting the SEND A–E mixes)
- Check the monitoring volumes and switch settings. (→ Making MONITOR OUT (A–D) jack settings)

Recording is not possible

- Confirm that the microSD card has open space.
- Confirm that a microSD card is loaded properly in the card slot. (→ Inserting microSD cards)
- When in overdubbing mode, confirm that the channel select button is lit red.
- If project protection is on, turn it off. (→ Protecting projects)

“Write Error” appears and recording is not possible / stopping recording takes too much time

- microSD cards can become worn out. Speed can decrease after repeated writing and erasing.
- Formatting the card with the L12next might improve this. (→ Formatting microSD cards)
- If formatting a microSD 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 recording performance for microSDHC/SDXC cards that have been confirmed to work. This list is provided as a guide to help find suitable cards.

Playback sound cannot be heard or is quiet

- When in overdubbing mode, confirm that the channel select button is lit green.
- Raise the faders on the playback channels, and confirm that the level meters are lit.

Internal effects are not working

- Raise the EFX RETURN fader and confirm that the level meters are lighting.
- Check the mute setting of the Send effect section.
- Check the levels sent from each channel to the internal effect. (→ Using internal effects)

There is no sound or output is very quiet from MONITOR OUT A–E

- Confirm the mixes of each output. (→ Adjusting the SEND A–E mixes)
- Confirm that the output volume of each output is raised (MONITOR OUT A–D and PHONES knobs). (→ Making MONITOR OUT (A–D) jack settings, Making MONITOR OUT (PHONES) jack settings)
- Check the MONITOR OUT A–D and PHONES output switch settings. (→ Making MONITOR OUT (A–D) jack settings, Making MONITOR OUT (PHONES) jack settings)

Audio interface trouble

Sound skips during playback or recording

- If the audio buffer size of the software being used can be adjusted, increase the buffer size.
- Connect the L12next directly to a USB port on the computer. Do not connect it through a USB hub.
- Turn the automatic sleep function and other computer power saving settings off.

Cannot play or record

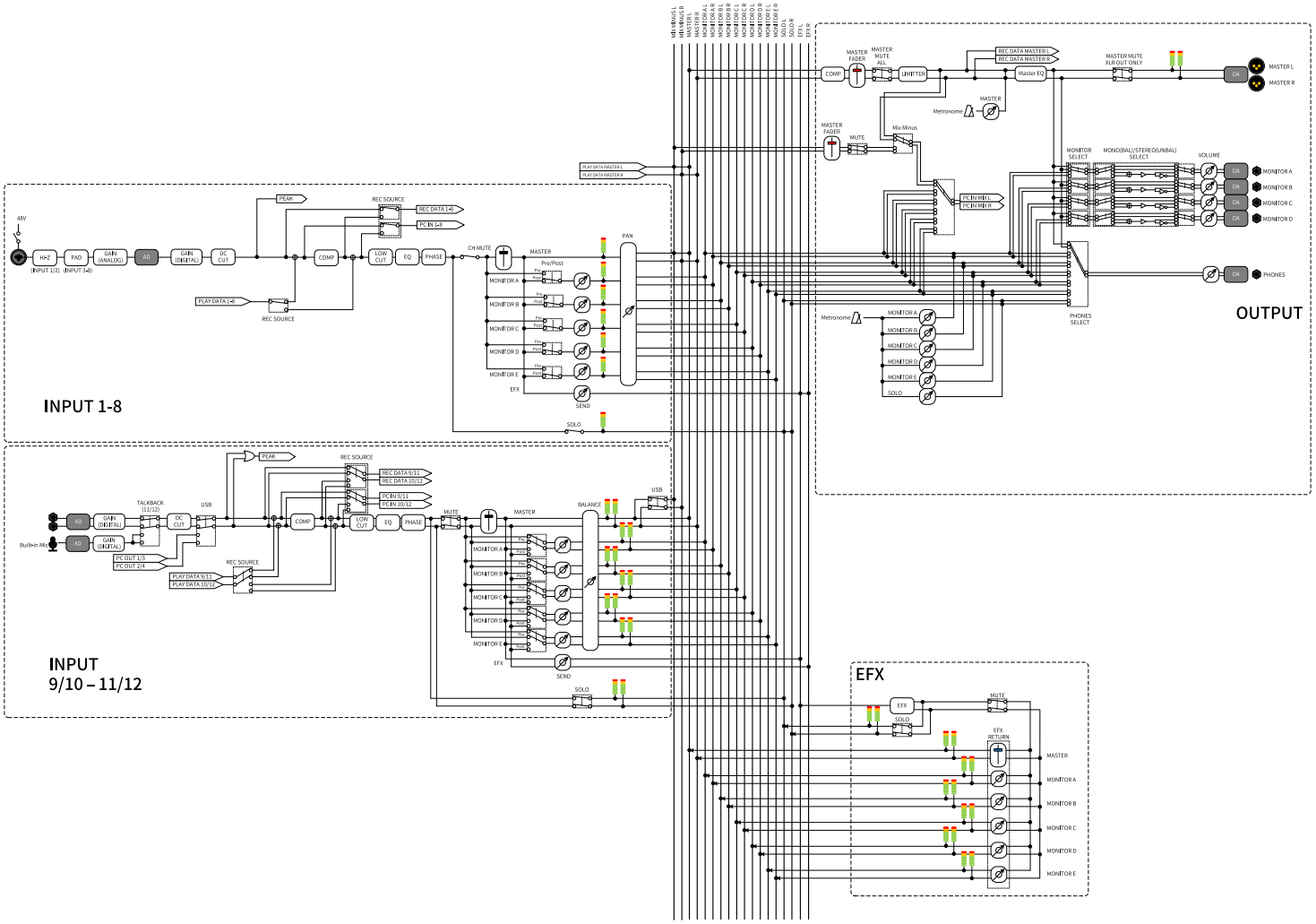
- Confirm that the L12next is connected to the computer correctly.
- Confirm that the Sound setting of the computer being used is set to "ZOOM L12next".
- Confirm that the L12next is selected for input and output in the software being used.
- Confirm that the USB 1-2 (USB AUDIO RETURN 1-2) or USB 3-4 (USB AUDIO RETURN 3-4) button is lit red and the level meters are lit. (→ Inputting audio output from a computer, smartphone or tablet on channels 9/10 and 11/12)
- Quit all the software that is using the L12next, and disconnect and reconnect the USB cable connected to it.

Other trouble

Not recognized by a computer, smartphone or tablet even though the USB port is connected to it

- Use a USB cable that supports data transfer.
- The operation mode must be set on the L12next to allow the computer, smartphone or tablet to recognize it. (→ Transferring files to computers and other devices)
- Even if “L12next” cannot be selected for the “Sound” setting on a computer, it can still be used as a 32-bit float audio interface by selecting “L12next” as the “Audio” or “Input/Output” device in an application that supports 32-bit float format.
- A driver is necessary to use 32-bit float format with Windows. The driver can be downloaded from the ZOOM website (zoomcorp.com/help/l12next).

Block diagram



Using MIDI functions to control the L12next

The L12next can be controlled from a computer, smartphone or tablet using MIDI functions.
In addition, since the L12next can output MIDI signals with some operations, they can be recorded in a DAW, for example.
For information about connecting to a computer, smartphone or tablet, see Connecting computers, smartphones and tablets.

Functions that can be controlled

L12next functions have the following control change numbers and MIDI channel assignments.

Control Change number		MIDI channel	Parameter	Reference
(Decimal)	(Hex)			
When "*" is shown for the MIDI channel of a parameter, all channels of the L12next can be controlled by changing the MIDI channel setting. See "MIDI channels assigned to the L12next channels" to check and set MIDI channels.				
1	0x01	*	COMP	Adjusting channel gain, using compression and reducing noise (low cut)
3	0x03	*	USB 1-2, USB 3-4	Inputting audio output from a computer, smartphone or tablet on channels 9/10 and 11/12
8	0x08	*	Channel selection buttons	Overdubbing section
10	0x0A	*	PHASE	Inverting channel polarity
12	0x0C	*	PAN	Adjusting channel panning
20	0x14	*	EQ HIGH	Adjusting channel EQ
24	0x18	*	EQ MID FREQ	
26	0x1A	*	EQ MID	
28	0x1C	*	EQ MID Q	
44	0x2C	*	EQ LOW	
46	0x2E	*	LOCUT	Adjusting channel gain, using compression and reducing noise (low cut)
48	0x30	*	MUTE	Muting channels
50	0x32	*	SOLO	Selecting specific channels for monitoring (solo)

Control Change number		MIDI channel	Parameter		Reference
(Decimal)	(Hex)				
52	0x34	*	SEND EFX		Using internal effects
60	0x3C	*	FADER		Adjusting channel levels
62	0x3E	*	SEND	A	Adjusting the SEND A–E mixes
64	0x40	*		B	
66	0x42	*		C	
68	0x44	*		D	
70	0x46	*		E	
78	0x4E	1	EFX TYPE		Using internal effects
		5	EFX TONE/TIME MSB		
		6	EFX TONE/TIME LSB		
		13	EFX DECAY/FEEDBACK MSB		
		14	EFX DECAY/FEEDBACK LSB		
80	0x50	5	EFX MUTE		
		9	EFX SOLO		
		13	EFX RETURN FADER		
81	0x51	1	EFX RETURN	A	Adjusting the internal effect return level
		5		B	
		9		C	
		13		D	
82	0x52	1		E	
83	0x53	1	MONITOR VOLUME	A	Making MONITOR OUT (A–D) jack settings
		2		B	
		3		C	
		4		D	
		5		E	Making MONITOR OUT (PHONES) jack settings
84	0x54	10	MASTER MUTE		Adjusting the overall volume
		11	MASTER FADER		Adjusting the overall volume
		12	MASTER COMP		Using the master compressor

Control Change number		MIDI channel	Parameter		Reference
(Decimal)	(Hex)				
85	0x55	16	MASTER EQ ON		This function can only be adjusted from the L12next Control app.
86	0x56	10	SCENE SAVE		Saving scenes
		11	SCENE RECALL		Recalling scenes
		12	SCENE NUMBER	1	Using scene functions
		13		2	
		14		3	
		15		4	
		16		5	
87	0x57	1		6	
		2		7	
		3		8	
		4		9	
		5	SCENE RESET		
		10	RECORD BUTTON		Recording, Playing files, Mixing already recorded channels
		11	PLAY BUTTON		
		12	STOP BUTTON		
		13	REWIND BUTTON		
		14	FAST FORWARD BUTTON		
		15	OVERDUB MODE		
89	0x59	13	SCENE NUMBER 10		Using scene functions
		14	SCENE DELETE		Deleting scenes
90	0x5A	*	GAIN		Adjusting channel gain, using compression and reducing noise (low cut)
92	0x5C	1	MASTER EQ 1	ON	This function can only be adjusted from the L12next Control app.
		2		TYPE	
		3		FREQ	
		4		Q	
		5		GAIN	

Control Change number		MIDI channel	Parameter		Reference
(Decimal)	(Hex)				
		6	MASTER EQ 2	ON	
		7		TYPE	
		8		FREQ	
		9		Q	
		10		GAIN	
		11	MASTER EQ 3	ON	
		12		TYPE	
		13		FREQ	
		14		Q	
		15		GAIN	
		16	MASTER EQ 4	ON	
93	0x5D	1		TYPE	
		2		FREQ	
		3		Q	
		4		GAIN	
96	0x60	*	GAIN BOOST		Boosting gain

■ MIDI channels assigned to the L12next channels

Channel	MIDI channel
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9/10	9
11/12	11

MIDI implementation chart

Function		Transmitted	Received	Remarks
Basic channel	When powered on	1 – 16	1 – 16	
	Changed	1 – 16	1 – 16	
Mode	When powered on	Mode 1	Mode 1	
	Message	×	×	
	Altered	**********	**********	
Note number		×	×	
	True Voice	×	×	
Velocity	Note On	×	×	
	Note Off	×	×	
Aftertouch	Keys	×	×	
	Channel	×	×	
Pitch Bend		×	×	
Control Change	1, 3, 8, 10, 12	○	○	
	20 – 21	○	○	
	24 – 28	○	○	
	44, 46, 48, 50, 52	○	○	
	60 – 62	○	○	
	64, 66, 68, 70, 78	○	○	
	80 – 86	○	○	
	88, 90	○	○	
	92 – 94	○	○	
	96	○	○	
Program Change		×	×	
	Settable range	×	×	
System Exclusive		×	×	
System Common	Song Position	×	×	
	Song Select	×	×	
	Tune	×	×	
System Real Time	Clock	×	×	
	Command	×	×	
Aux Messages	Local ON/OFF	×	×	
	All Notes OFF	×	×	
	Active Sense	×	×	
	Reset	×	×	

Mode 1: OMNI ON, POLY	Mode 2: OMNI ON, MONO	○: Yes
Mode 3: OMNI OFF, POLY	Mode 4: OMNI OFF, MONO	×: No

Specifications

Input and output channels	Inputs	Mono (MIC/LINE)	8
		Stereo (LINE)	2
	Outputs	MASTER OUT	1
		MONITOR OUT	5
Inputs	Mono (MIC/LINE)	Type	XLR/TRS combo jacks (XLR: 2 HOT, TRS: TIP HOT)
		Input gain	PAD off: +16 – +60 dB PAD on: −10 – +34 dB Hi-Z on: 0 – +44 dB (when gain boost off)
		Input impedance	XLR: 4.6 kΩ or more TRS: 4.6 kΩ/1 MΩ (when Hi-Z on)
		Maximum input level	PAD off: −2 dBu (at 0 dBFS) PAD on: +24 dBu (at 0 dBFS)
		Phantom power	+48 V
	Stereo (LINE)	Type	TS phone jacks (unbalanced)
		Maximum input level	+14 dBu
Outputs	MASTER OUT	Type	XLR jacks (balanced)
		Maximum output level	+14.5 dBu
		Output impedance	200 Ω
	MONITOR OUT	Type	Standard stereo phone jacks
		Maximum output level	42 mW + 42 mW at 60 Ω
		Output impedance	55 Ω
Buses		MASTER	1
		MONITOR	5
		SEND EFX	1
Channel strip	COMP		
	LOCUT		40–600 Hz, 12 dB/OCT
	EQ		HIGH: 10 kHz, ±15 dB, shelving MID: 100 Hz – 8 kHz, ±15 dB, peaking LOW: 100 Hz, ±15 dB, shelving
	PHASE		
Level meters			8 segments
Send effects			16 types

Recorder	Maximum simultaneous recording tracks	14
	Maximum simultaneous playback tracks	12
	Recording formats	Individual tracks: 44.1/48/96 kHz, 16/24-bit, mono/stereo WAV Master tracks: 44.1/48/96 kHz, 16/24-bit or 32-bit float, mono/stereo WAV
	Recording media	4–32GB cards compatible with the SDHC specification (class 10 or higher) 64GB–1TB cards compatible with the SDXC specification (class 10 or higher)
Audio interface	Input and output channels	Recording: 14 channels Playback: 4 channels
	Sampling frequencies	44.1/48/96 kHz
	Bit depths	24-bit, 32-bit float
	Interface	USB 2.0
Card reader	Class	Mass storage class USB 2.0 High Speed
Sample rates		44.1/48/96 kHz
Frequency response		44.1 kHz: −1.0 dB, 20 Hz – 20 kHz 96 kHz: −3.0 dB, 20 Hz – 40 kHz
Equivalent input noise		Actual measurements: −128dB EIN (IHF-A) at +60dB/150Ω input
Display		128×64 OLED
Power		AC adapter (ZOOM AD-19): DC 5V/1A
Power consumption		16 W maximum
Dimensions		445 mm (W) × 285 mm (D) × 73 mm (H)
Weight (main unit only)		2.40 kg

Note: 0 dBu = 0.775 Vrms

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