L6max

LiveTrak

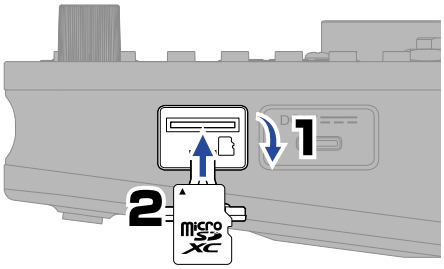
Quick Tour

Software and documents related to this product can be viewed on the following website.

zoomcorp.com/help/l6max

You must read the Usage and Safety Precautions before use.

Inserting microSD cards

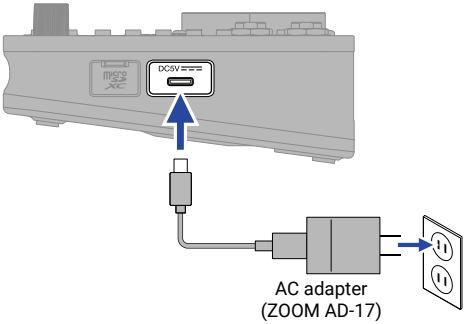


Supported recording media:
microSDHC memory cards
microSDXC memory cards
We recommend using microSD cards that have been confirmed to work with this product.
See the ZOOM website (zoomcorp.com/help/l6max).

- Always turn the power off before inserting or removing a microSD card.
- To remove a microSD card, push it further into the slot and then pull it out.
  Be careful not to let the microSD card pop out.

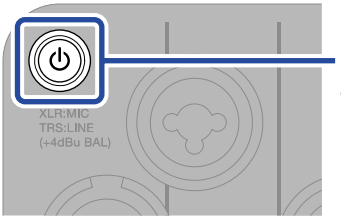
Turning the power on

Connecting an AC adapter



A portable battery or 4 AA batteries (alkaline, lithium or rechargeable NiMH) can also be used.

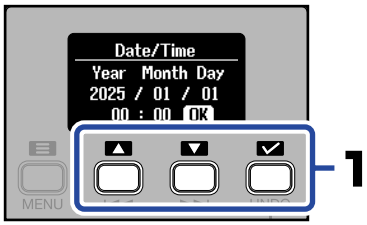
Turning the power on



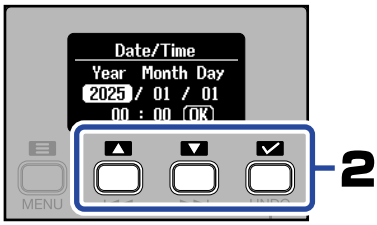
The power will automatically turn off if the L6max is unused for 10 hours.
If you want the power to stay on, set the Auto Power Off (automatic power saving) function to "Never". This can also be set using the L6 Editor app.
(→ "L6 Editor application for computers")

Making settings when first turned on

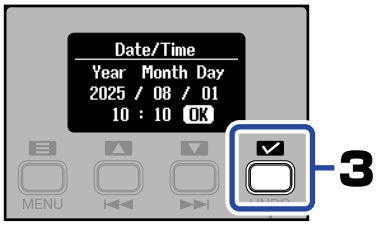
Date and time settings



Select a setting item and press to confirm.



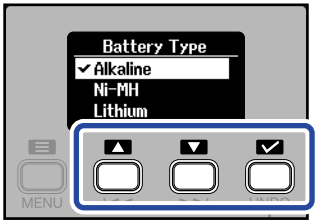
Change the value and press to confirm.



After setting all the items, select “OK” and press to complete setting the date and time.

The date and time set this way will be added to the name of the folder (project) where recording files are saved.

Battery type setting

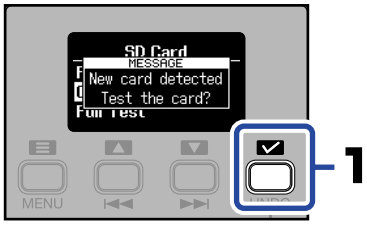


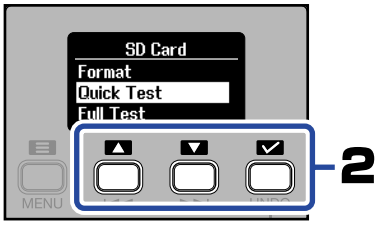
Alkaline: alkaline batteries
Ni-MH: nickel-metal hydride batteries
Lithium: lithium batteries

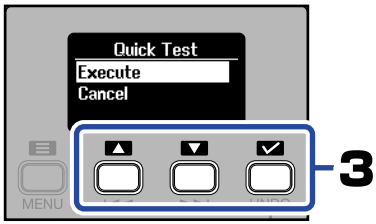
Set the type of battery used correctly so that the amount of remaining battery charge can be shown accurately.

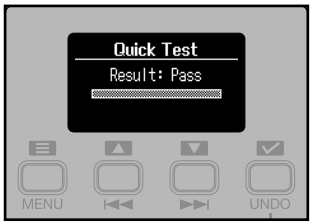
SD card testing

When a microSD card that has not been used with the L6max before is loaded in it, an SD card test screen will open. We recommend running a quick test because it can check the performance of a microSD card in about 30 seconds regardless of its capacity.





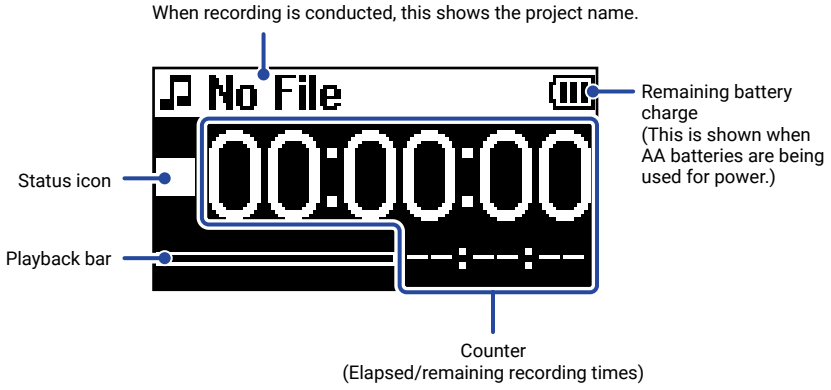




Press  twice to open the Home Screen.

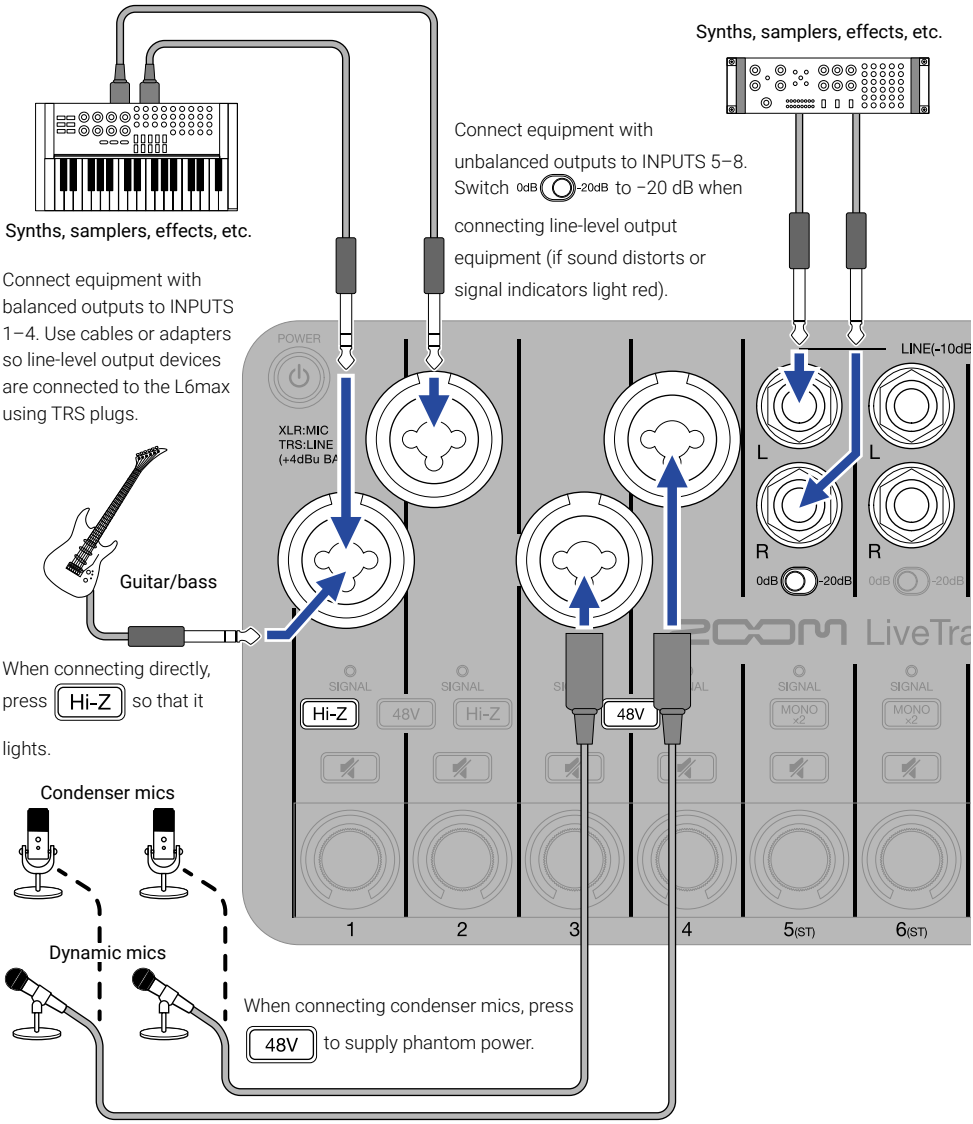
A full test will check the entire microSD card, so the amount of time required depends on its capacity (about 2.5 hours for 64 GB).
SD card tests can be conducted at any time from the Menu Screen.

■ Home Screen



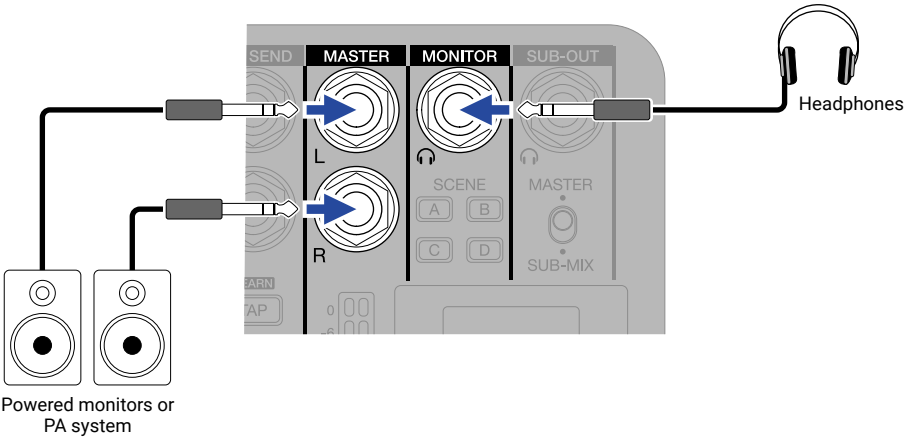
Making connections

Connecting mics and instruments



Do not supply phantom power to devices that are not compatible with it. Doing so could damage those devices.

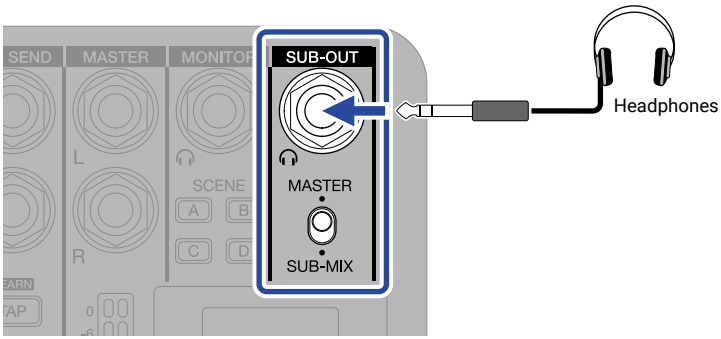
Connecting powered monitors and headphones



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

Using the SUB-OUT jack

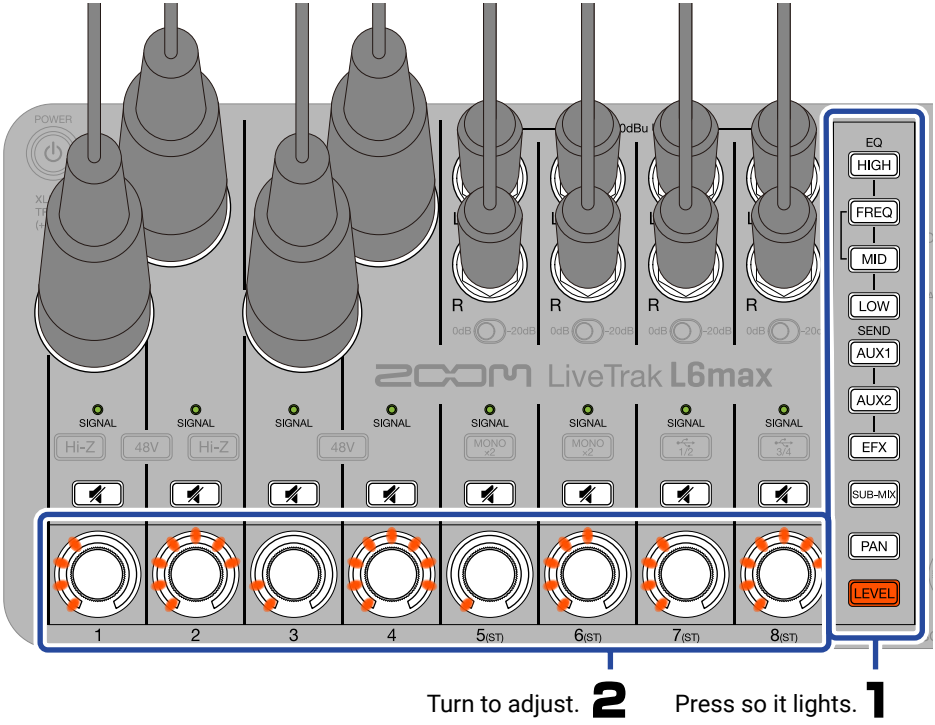
This can output the same signals as the MASTER output jack or signals for a separate mix (SUB-MIX).

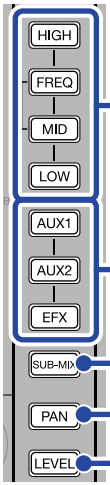


MASTER SUB-MIX	The same signals as the MASTER are output.
MASTER SUB-MIX	The signals of the SUB MIX are output. Press SUB-MIX and use to adjust channel levels. (→ "Adjusting level, tone and panning for each channel")

Adjusting levels, tone and panning

Adjusting level, tone and panning for each channel





Use these to adjust the boost/cut amount for high, mid and low frequencies.

Use FREQ to adjust the middle frequency of the mid band (100 Hz – 8 kHz).

Use AUX1 and AUX2 to adjust levels sent to AUX SEND jacks.

Use EFX to adjust levels sent to the internal effect.

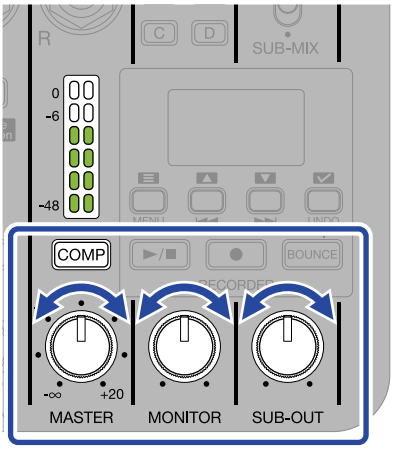
Use this to adjust SUB-MIX levels.

Use this to adjust panning.

Use this to adjust levels.

Press , lighting it, to mute the signal sent from that channel to the MASTER. This does not mute data recording for that channel.

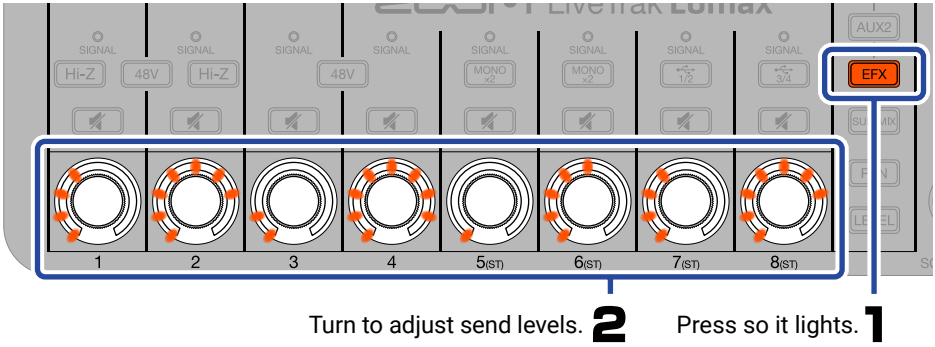
Adjusting output levels

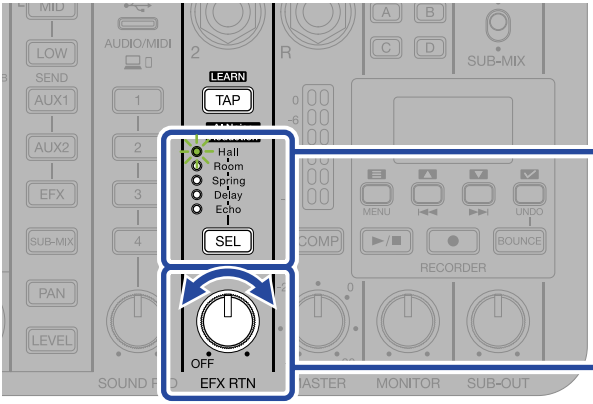


Adjust the MASTER, MONITOR (headphone) and SUB-OUT (headphone) levels.

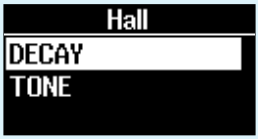
Press COMP, lighting it, to increase the sound pressure output from the MASTER L/R output and SUB-OUT jacks while preventing clipping.

Using internal effects



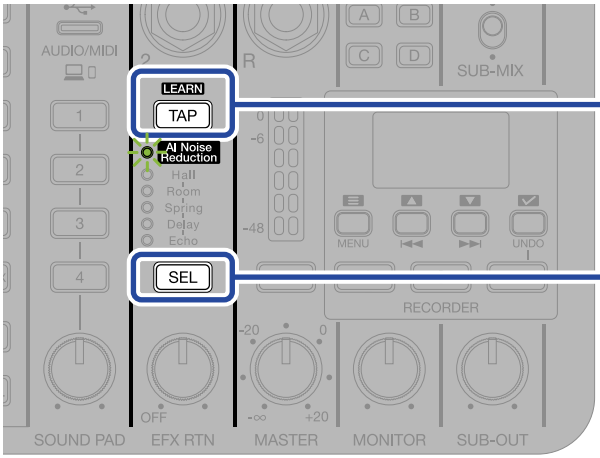


- The tempo used for Delay and Echo can be set by repeatedly pressing TAP at a regular interval.
- The effect parameters can be adjusted on the Mixer Screen.



Using AI Noise Reduction

By turning on the L6max's AI Noise Reduction, environmental sounds and other noises can be reduced.



2 Press to analyze noise from the surroundings.

Do not input any sound other than environmental sounds and other background noise during analysis (while blinking for 3 seconds).

1 Press to select "AI Noise Reduction".

AI Noise Reduction is applied to signals sent to the MASTER. It does not affect the recording data for each channel.

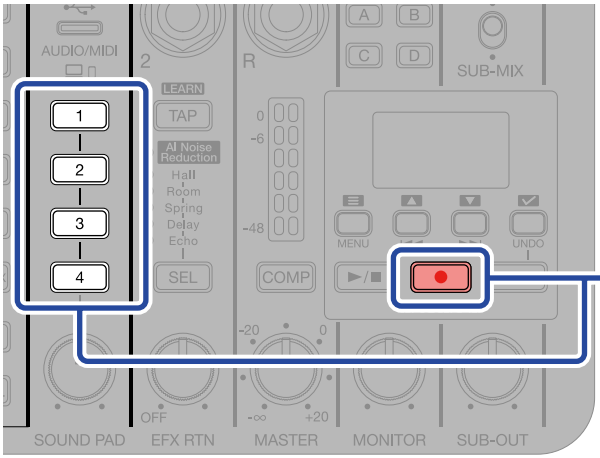
After analysis, pressing TAP, causing it to blink, will turn off "AI Noise Reduction".

Using sound pads

Press SOUND PAD [1] – [4] to play sounds assigned to the pads.

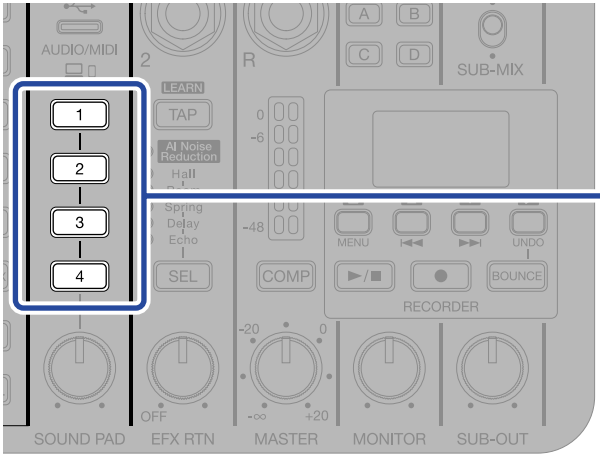
The L6max can be used to record sounds to [1] – [4].

Recording sounds to sound pads



1 While pressing [●], press [1] – [4].

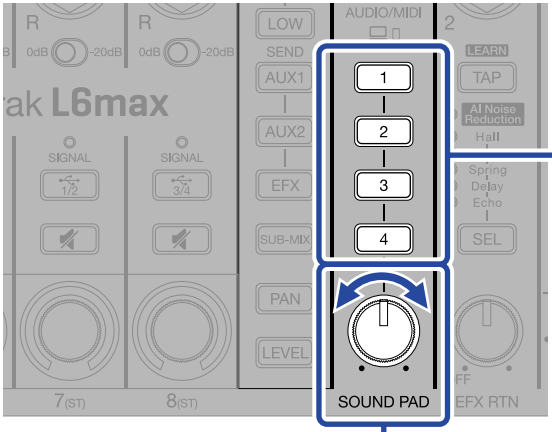
The button will blink rapidly and the MASTER output sound will start being recorded.



2 Press the blinking [1] – [4].

This stops recording.

Playing sound pads

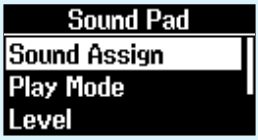


2 Press to play the sound.
The sound will begin playing and the button will blink slowly. Loop playback will be used by default.

3 Press again to stop the sound.

1 Turn to adjust the level.

- Audio files assigned to sound pads can be removed and changed from the Menu Screen. In addition, their play modes and levels can be set individually.

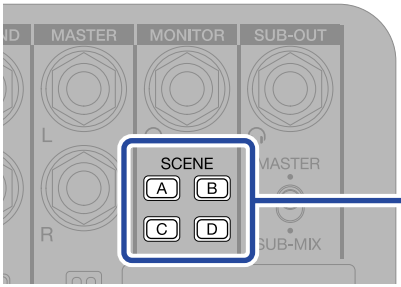


- This can also be set using the L6 Editor app. (→ "L6 Editor application for computers")

Using scenes

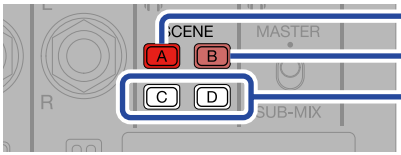
L6max mixer settings can be saved as scenes to SCENE [A] – [D] for recall at any time.

■ Saving scenes



Press and hold.

After blinking briefly, the button will light and the mixer settings will be saved.



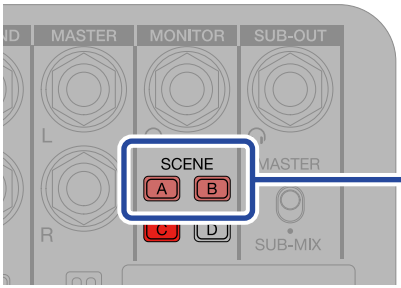
Saved and selected (lit brightly)

Saved but not selected (lit dimly)

Not saved (unlit)

The button will blink if mixer settings are changed after a scene has been selected.

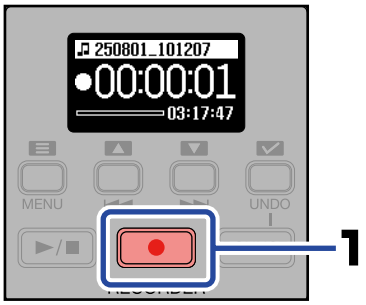
■ Recalling scenes



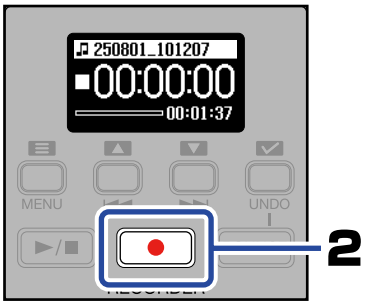
Briefly press a button that has settings saved (lit dimly or blinking brightly).

Mixer settings can be restored to their defaults on the Menu Screen.

Stopping and starting recording



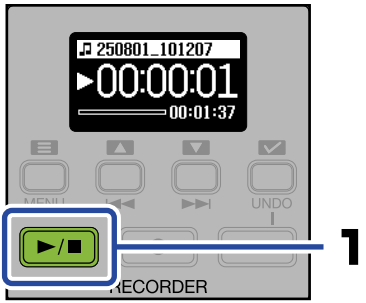
This starts recording.



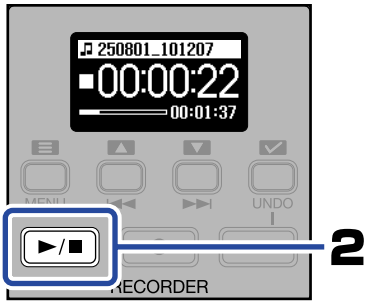
This stops recording.

►/■ can also be pressed to stop recording.

Starting and stopping playback



This starts playback.



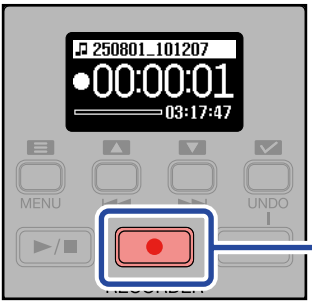
This stops playback.

Operations during playback

⏮	Move to the beginning of the project or previous project. Press and hold this to search backward.
⏭	Move to the next project. Press and hold this to search forward.

Overdubbing

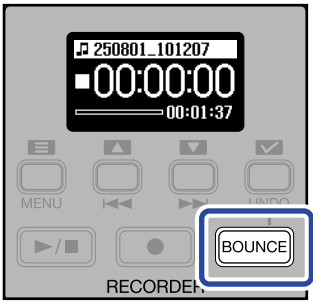
The bounce function can be used to combine already recorded tracks 1–8 into a stereo bounce track, allowing tracks 1–8 to be recorded on again. Overdubbed stereo files can be created by repeating this operation.



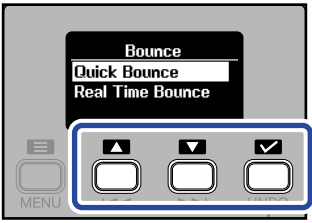
1 Record the first time.

Press ● to stop recording.

(→ "Stopping and starting recording")



2

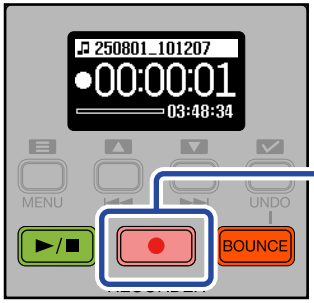


3 Select the bounce method.

Quick Bounce	Use this to bounce tracks 1–8 to a stereo track in a short time.
Real Time Bounce	While bouncing tracks 1–8 to a stereo track, the channel encoders can be used to adjust levels, EQ and panning and the SOUND PADS can be played.

After bouncing completes, additional recording is possible.

Press UNDO to restore the state before bouncing. The UNDO function can only be used on the most recent bounce.



4 Record again.

The bounced stereo track will also be played back.

Press ● to stop recording.

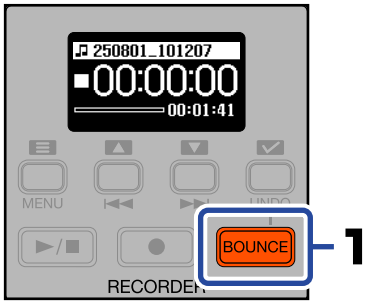
Recording from the middle is also possible.

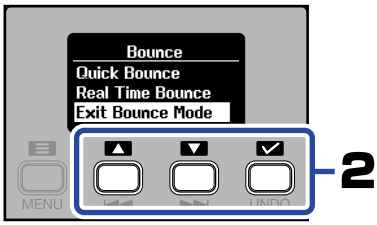
5 Repeat steps 2–4.

Re-recording without bouncing will delete the recording files for tracks 1–8 before the bounce and replace them with new recording files.

6 Bounce to create a single stereo file (steps 2–3).

■ Exiting Bounce Mode



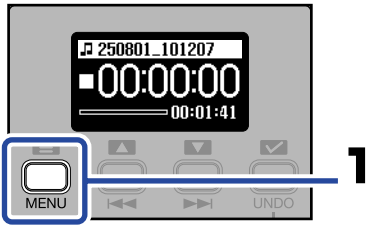


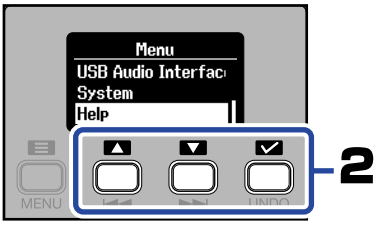
Select “Exit Bounce Mode” and press ☑ to confirm.

Bounce mode will end and BOUNCE will become unlit.

Showing a 2D code for online help

Select Help from the menu to show a 2D code.
Scan it with a smartphone to access detailed documents about the product.

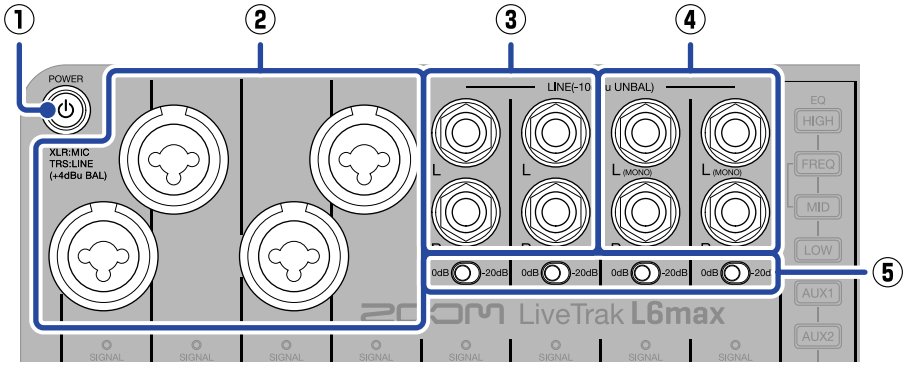




zoomcorp.com/help/l6max

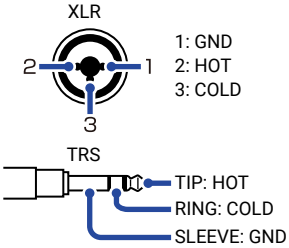
Functions of parts

■ Input section

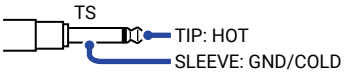


① **Power switch**
This turns the power on/off.

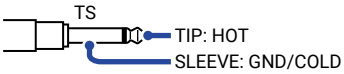
② **INPUT 1–4 jacks**
Connect mics and instruments to these. These support XLR and 1/4-inch phone (TRS) plugs.



③ **INPUT 5–6 jacks**
Connect synthesizers, samplers and effects, for example, here. These support 1/4-inch phone (unbalanced TS) plugs.

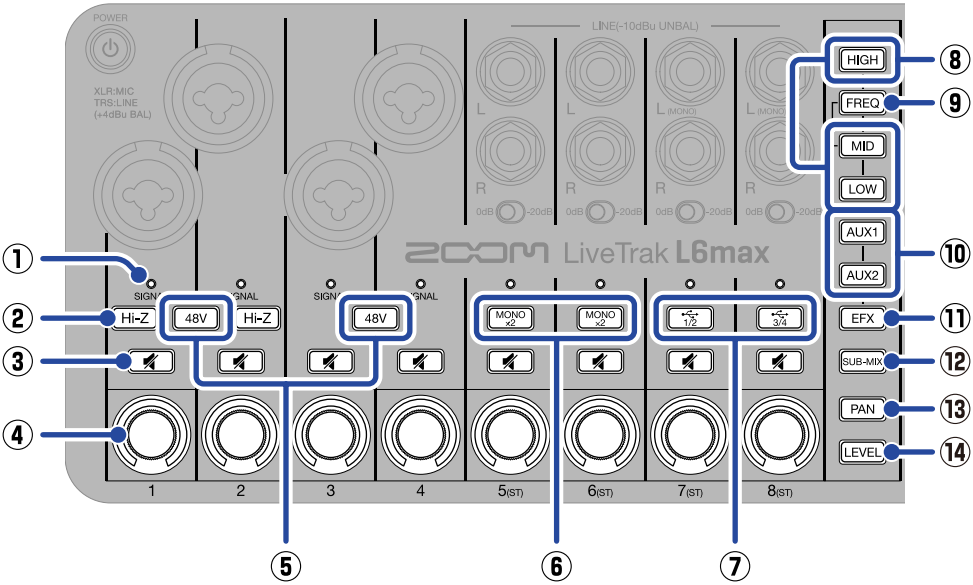


④ **INPUT 7–8 jacks**
Connect synthesizers, samplers and effects, for example, here. These support 1/4-inch phone (unbalanced TS) plugs. When connecting mono devices, connect them to the L (MONO) jacks.



⑤ **PAD switches**
Switch these to −20 dB when connecting line-level output equipment (if sound distorts or signal indicators light red).

Channel section



① **SIGNAL indicators**
These light green when signals are being input. These light red when signals clip.

② **Hi-Z switches**
Press these to light them when directly connecting guitars and basses.

③ **Mute buttons**
Press these, lighting them, to mute those channels.

④ **Channel encoders**
Use these to adjust the levels, EQ and panning of channels along with their effect send, AUX send and SUB-MIX levels.
Adjusted levels are shown by indicators around the encoders.

⑤ **48V buttons**
Press these, lighting them, to provide +48V phantom power to the INPUT 1/2 and 3/4 (XLR) jacks.

⑥ **MONO buttons**
Press these, lighting them, to enable input of 2 mono signals on those channels.
Level, EQ and panning settings as well as effect, AUX and SUB-MIX send levels are shared by both mono channels.

⑦ **USB 1/2 and 3/4 buttons**
During audio interface use, press these, lighting them, to input audio from channels 1/2 and 3/4 of the computer or smartphone.
When lit, audio cannot be input through those INPUT jacks (7 and 8).

⑧ **HIGH/MID/LOW buttons**
Press one of these, lighting it, to enable adjustment of the high/medium/low frequency boost/cut.

⑨ **FREQ button**
Press this, lighting it, to enable adjustment of the middle frequency band that is boosted or cut (100 Hz – 8 kHz).

⑩ **AUX1 and AUX2 buttons**
Press these, lighting them, to enable adjustment of the amounts sent to the AUX SEND 1/2 jacks.

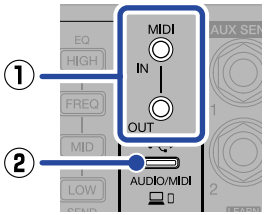
⑪ **EFX button**
Press this, lighting it, to enable adjustment of the amounts sent to the internal effect.

⑫ **SUB-MIX button**
Press this, lighting it, to enable adjustment of the SUB-MIX level.

⑬ **PAN button**
Press this, lighting it, to enable adjustment of the left-right stereo positions of the channels.

⑭ **LEVEL button**
Press this, lighting it, to enable adjustment of the channel levels.

■ MIDI/USB section

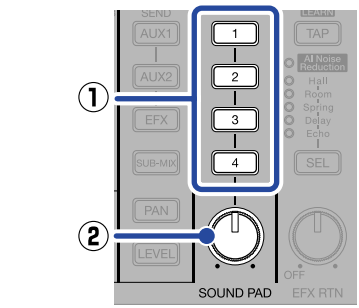


① **MIDI IN/OUT connection jacks**
Use 3.5mm TRS cables to connect MIDI devices.
The L6max can be used as a USB MIDI interface for a computer, smartphone or tablet, enabling control of MIDI devices and receiving signals from them.
Moreover, the L6max can be controlled by received MIDI signals.

② **USB port (Type-C)**
The following are possible when connected to a computer, smartphone or tablet.
- Use the L6 Editor computer application to make detailed L6max settings and transfer files.
- Use the L6max as an audio interface.
- Use the L6max as a USB MIDI interface.
- Use MIDI functions to control the L6max.

Operation on USB bus power is supported.

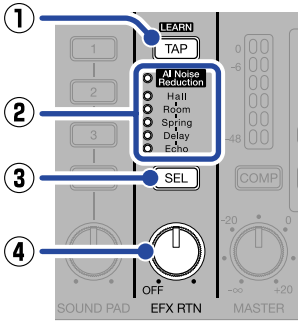
■ SOUND PAD section



① **SOUND PAD 1–4 buttons**
Audio files can be assigned to the pads and played back by pressing them.

② **SOUND PAD knob**
Use this to adjust the volume of SOUND PAD 1–4.

■ Effect section



① **TAP button**
When the "Delay" or "Echo" internal effect is selected, tapping this sets the delay time to the tapped tempo. [TAP] blinks at the set delay time tempo.

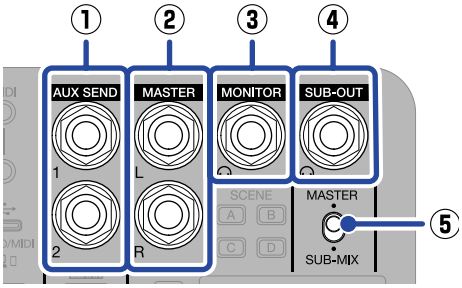
When "AI Noise Reduction" is selected, pressing this starts analysis of the environmental noise.

② **Internal effect indicators**
The indicator lights for the selected internal effect.

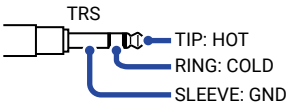
③ **SEL button**
Use this to select the internal effect. Pressing this cycles through the internal effects.

④ **EFX RTN knob**
This adjusts the internal effect volume.

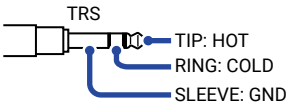
■ Output section



① **AUX SEND 1/2 jacks**
External effects, for example, can be connected here. This supports TRS plugs.



② **MASTER L/R output jacks**
Connect these to a PA system or powered monitors, for example, to output the stereo sound mixed on the L6max. This supports TRS plugs.

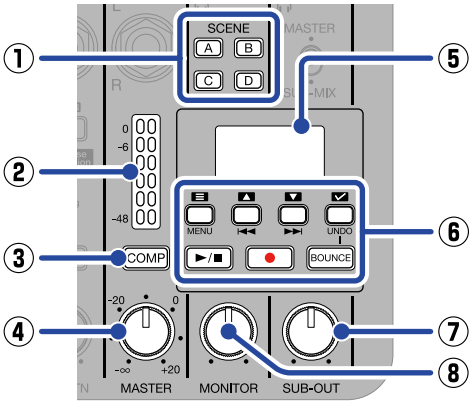


③ **MONITOR OUT jack**
Connect headphones here to monitor the stereo sound mixed on the L6max.

④ **SUB OUT jack**
This outputs either the same signal as the MASTER or the SUB-MIX signal.

⑤ **SUB-OUT switch (MASTER/SUB-MIX)**
When “MASTER” is selected, the same signal as the MASTER is output from the SUB-OUT jack.
When “SUB-MIX” is selected, the SUB-MIX signal is output from the SUB-OUT jack.

■ Master section



① **Scene selection buttons**
Use these to save and recall L6max mixer settings.

② **Master level meters**
These show the levels output from the MASTER L/R output jacks in a range from −48 dB to 0 dB.

③ **COMP button**
Press this, lighting it, to increase the sound pressure output from the MASTER L/R output jacks (and SUB-OUT jacks when “MASTER” selected) while preventing clipping.

④ **MASTER knob**
This adjusts the audio levels output from the MASTER L/R output jacks in a range from −∞ to +20 dB.

⑤ **Display**
This shows various types of information.

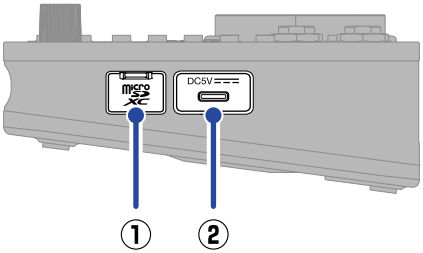
⑥ **Other buttons**

MENU Operation button 1	When the Home Screen is open, this opens the Menu Screen. When the Menu Screen is open, this returns to the previous screen.
Operation button 2	On the Menu Screen, this selects the item above. When playing or stopped, this moves to the beginning of the project or to the previous project. Press and hold this to search backward.
Operation button 3	On the Menu Screen, this selects the item below. When playing or stopped, this moves to the next project. Press and hold this to search forward.
UNDO Operation button 4	On the Menu Screen, this confirms the selected item. When overdubbing (in BOUNCE mode) this restores the state before bouncing.
PLAY/STOP button	This starts/stops playback of the recorded project. The indicator lights during playback.
REC button	This starts recording. The indicator lights during recording. Press this when recording to stop recording.
BOUNCE BOUNCE button	This will combine recorded tracks 1–8 into a stereo track (BOUNCE function).

⑦ **SUB-OUT knob**
Use this to adjust the volume of the audio output from the SUB-OUT jack.

⑧ **MONITOR knob**
Use this to adjust the volume of the audio output from the MONITOR output jack.

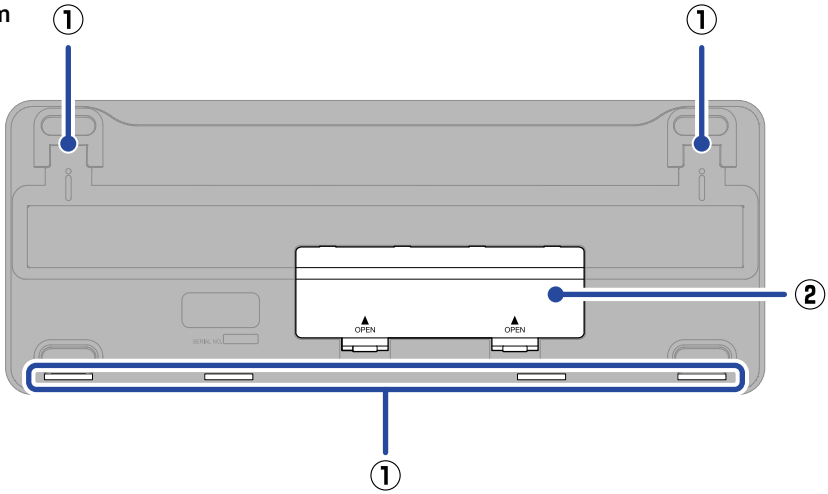
■ Right side



① **microSD card slot**
Insert a microSD card here.

② **USB power port (Type-C)**
An AC adapter (AD-17) or portable battery can be connected to this USB power port.

■ Bottom



① **Openings for connecting a Eurorack adapter (ERL-6)**

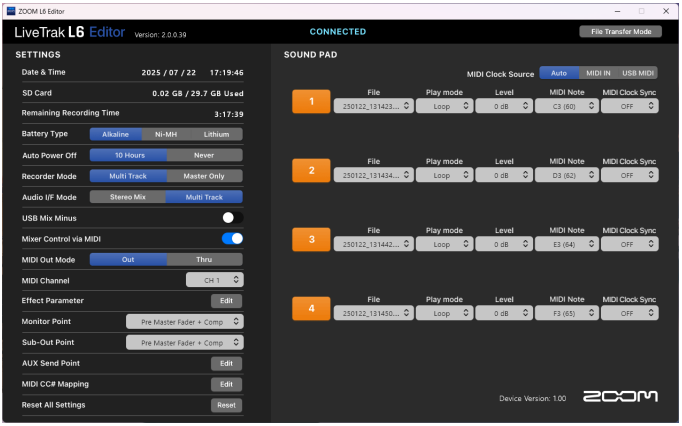
② **Battery cover**
Open this when installing or removing AA batteries.

Other functions

■ L6 Editor application for computers

Use this to change and check various L6max settings. It can also be used to transfer files to the computer.

See the Operation Manual for details.



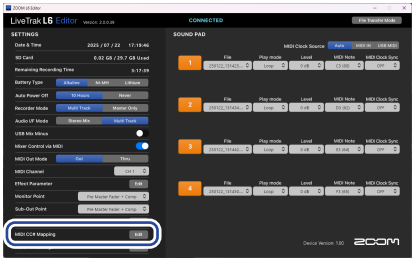
Some settings can only be made on the L6max itself. See the Operation Manual for details.

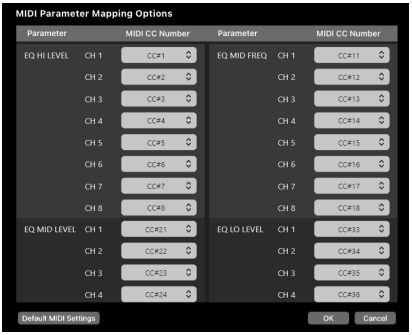
■ Controlling the L6max with MIDI

MIDI control numbers can be assigned to the L6max parameters.

The L6max can be controlled with operations using the corresponding MIDI control numbers from MIDI devices, including MIDI controllers and keyboards, and from DAWs and other software.

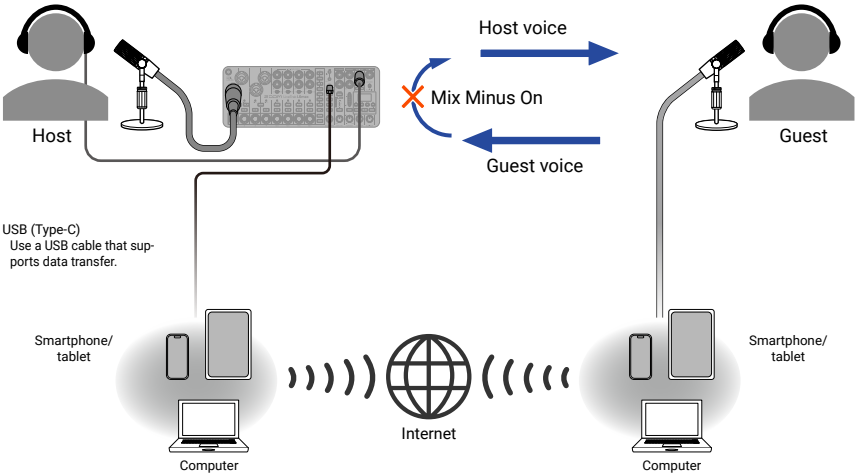
See the Operation Manual for details.





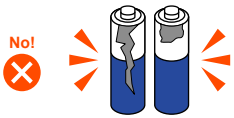
■ USB Mix Minus function

This function prevents feedback during online meetings and remote recordings.

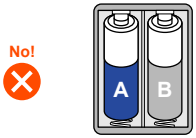


Precautions when using batteries

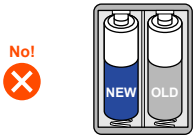
Take the following precautions to prevent breakdown and leakage when using batteries.



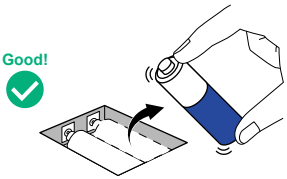
Do not use batteries if their covers are coming off or their exteriors are damaged.



Do not mix batteries of different types or made by different manufacturers.



Do not use new and old batteries together.



Remove dead batteries as soon as possible.
Remove batteries when not using them for a long time.

Troubleshooting

Problem	Resolution
Sound is not output or the volume is very low	Confirm that the headphones or output cables are properly connected. If sound is not output even when cables are connected properly, wires in the cables might be broken. Replace the headphones or output cables.
	Confirm that output levels are not too low for MONITOR, MASTER, SUB-OUT and each of the channels.
	Confirm that the cables connecting the other devices and the INPUT 1–8 jacks are connected properly. Connect dynamic and condenser mics to the INPUT 1-4 jacks using XLR plugs. If sound is not output even when cables are connected properly, wires in the cables might be broken. Replace the cables.
	If the level of a device connected to an INPUT 5–8 jack is low, confirm that 0dB -20dB is not set to −20 dB.
	Check mic orientations and volume settings of connected equipment.
	Confirm that buttons are not lit.
	If using a condenser mic, confirm that 48V is on.
Output sound is distorted	Switch 0dB -20dB to −20 dB when connecting line-level output equipment (if sound distorts or signal indicators light red).
	If monitoring at a high volume, use , or to lower the output volume. MASTER MONITOR SUB-OUT
	Use to adjust the levels of each channel.
Recorded audio is too loud, too quiet or silent	If a recorded sound is too loud, increase the distance between the mic and the sound source or lower the volume of the connected device.
	If using a condenser mic, confirm that 48V is on.
Recording is not possible	Confirm that the microSD card has open space.
	Confirm that a microSD card is loaded properly in the card slot.

Problem	Resolution
The recorded sound breaks up	Use the card testing function on the unit and use a card that passes the test. See the Operation Manual for details.
	We recommend using microSD cards that have been confirmed to work with this product. See the ZOOM website (zoomcorp.com/help/l6max).
Recorded files are corrupt	Since files are saved automatically at regular intervals, even if the power is interrupted or another problem occurs during recording, affected files might be restored by having the L6max read the microSD card and play those files.
Not recognized when connected to a computer, smartphone or tablet by USB	Use a USB cable that supports data transfer. Charging cables cannot be used for data transmission. Connect the USB cable to the USB port on the top panel not the port on the right side, which is for power.
Date and time become reset	If power is not supplied by an AC adapter or batteries for a long time, and the power supply for date and time retention becomes depleted, data stored in the unit will be reset. If the date and time setting screen appears when the power is turned on, set them again, or connect the L6max with a computer using a USB cable (Type-C) and launch L6 Editor to allow the date and time to be acquired.
Internal effects are not working	Use  to adjust the volume of the internal effect.
	Press EFX and use  to adjust the send levels of each channel.
Sound pads cannot be used	Confirm that audio files have been assigned to the sound pads.
	Adjust the individual sound pad levels.
	Use  to adjust the SOUND PAD volume.

ZOOM CORPORATION

4-4-3 Kanda-surugadai, Chiyoda-ku, Tokyo 101-0062 Japan

zoomcorp.com

Z2I-5710-01